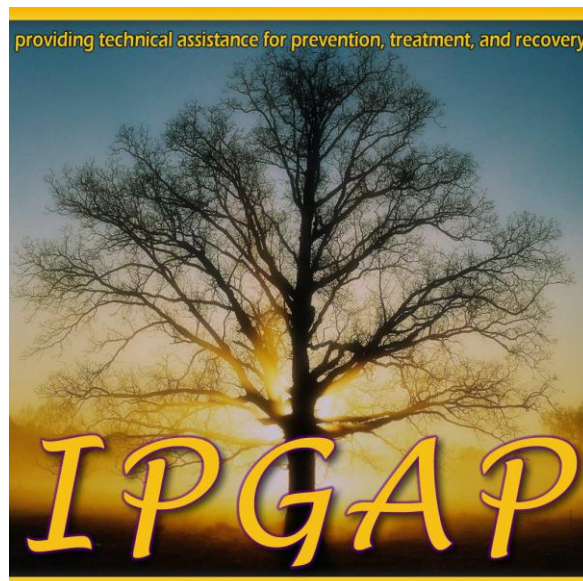


# Indiana Youth Gambling Behavior School Year 2010-2011

The following report contains data on adolescent gambling behavior reported by adolescents through the 21<sup>st</sup> Annual Survey of Alcohol, Tobacco and Other Drug Use by Indiana Children and Adolescents, conducted by the Indiana Prevention Resource Center at Indiana University Bloomington. This survey is a self-report instrument for students in grades six through twelve. The survey is undertaken annually by the Indiana Prevention Resource Center and is used by state agencies, counties, schools and communities in Indiana to monitor the incidence and prevalence of adolescent problem behaviors and the environmental factors that put children at risk or protect them from developing those behaviors. The school year 2010-2011 is the seventh year for gambling behavior questions, a total of three questions appear on the survey, one a multi-part question.



As gambling options and venues in the state expand, monitoring the prevalence of gambling activities among children and adolescents is increasingly important for planning prevention efforts. This is the seventh year that the *Indiana Survey* has included gambling prevalence items. All gambling-related questions asked about behavior and experiences in the past year. The *Indiana Survey* included questions about playing cards, betting on games, betting on sports, buying lottery tickets, gambling in a casino, and playing online for money.

Grade	2005	2006	2007	2008	2009	2010	2011	Change 2010-2011	
6	36.3	35.4	33.6	30.3	27.3	29.9	31.2	1.3	**
7	40.7	39.1	38.6	33.9	33.0	34.9	36.1	1.2	**
8	47.4	45.3	43.3	39.4	37.5	40.0	39.3	-0.7	
9	47.5	45.3	42.2	38.5	35.3	38.2	39.6	1.4	**
10	48.0	45.2	42.5	39.0	35.4	40.0	38.4	-1.6	***
11	47.1	45.1	41.1	37.6	34.4	38.1	37.5	-0.6	
12	55.1	55.0	50.8	47.1	44.3	47.4	46.6	-0.8	

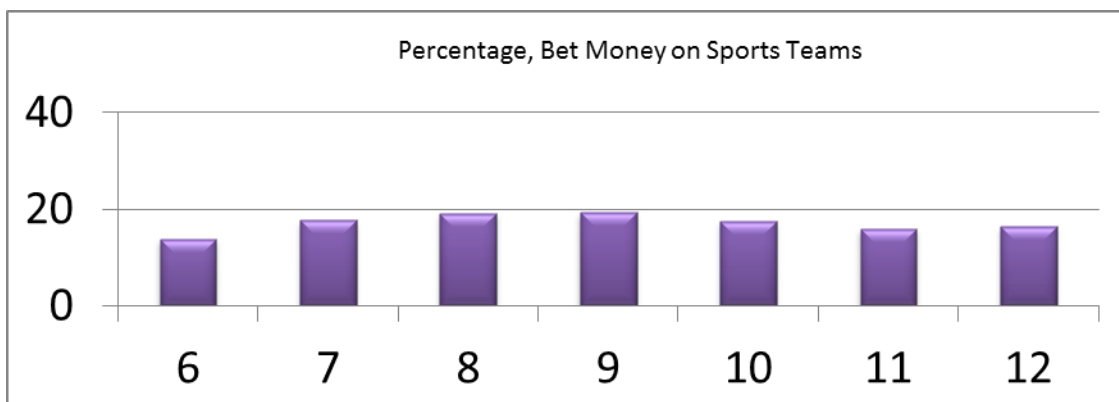
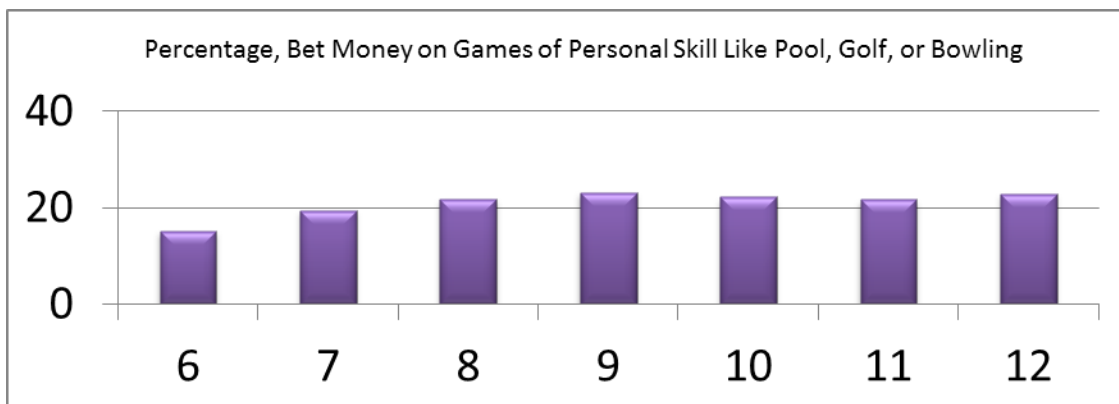
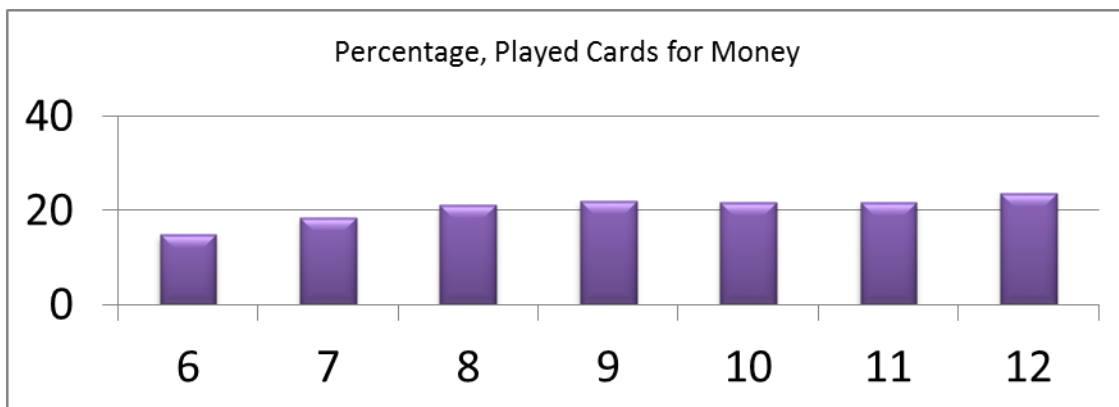
\*\* p < .01    \*\*\* p < .001

Compared to last year, the proportion of respondents who reported any gambling behavior increased significantly in Grades 6, 7, and 9 (see Table 17). Gambling behaviors decreased significantly among adolescents in Grade 10. Gambling behaviors included playing cards for money, lottery tickets or scratch offs, at a casino or online and betting on sports teams. Twelfth graders were the most likely to report having gambled, and sixth graders were least likely to report having gambled, though there is no linear pattern; for example, eighth and ninth graders reported having gambled the second-most frequently. Significantly more males reported gambling than females (not shown; Male = 47.0%, Female= 29.6%,  $\chi^2 = 4905.754$ ,  $p < .001$ ).

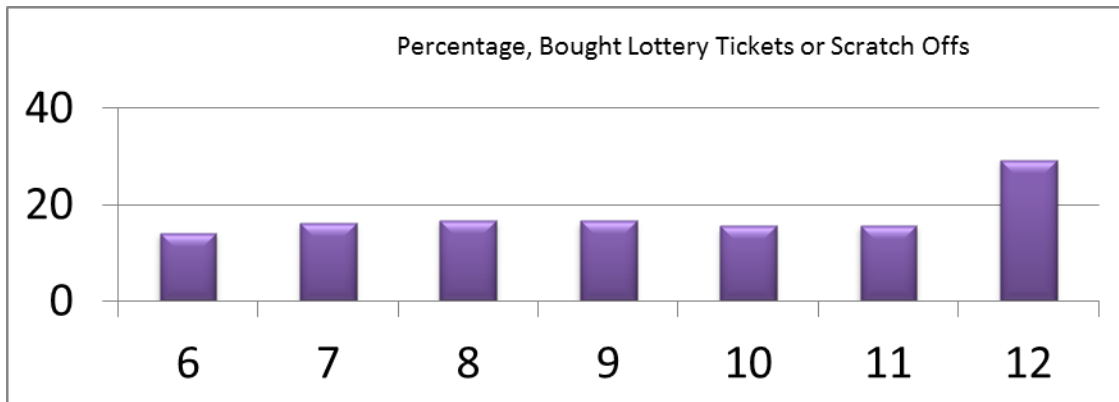
Gambling behavior by Indiana adolescents in the past year, percentages							
	6th	7th	8th	9th	10th	11th	12th
Played cards for money	14.9	18.6	21.2	22.0	21.8	21.7	23.7
Bet money on games of personal skill like pool, golf, bowling	15.2	19.4	21.8	23.2	22.2	21.7	22.9
Bet money on sports teams	13.9	17.7	19.2	19.3	17.6	16.0	16.5
Bought lottery tickets or scratch offs	14.1	16.2	16.8	16.6	15.6	15.7	29.3
Gambled in a casino	0.7	1.1	1.2	1.4	1.4	1.8	2.6
Played online for money	9.1	10.4	10.8	9.8	8.7	7.9	8.1

With the increasing availability and acceptability of gambling, more young people are gambling than ever. What may seem like harmless fun can develop into a serious problem for some people. Consequences of problem gambling can range from family and school problems, loss of friendships or jobs, debt, crime, and depression or suicide.

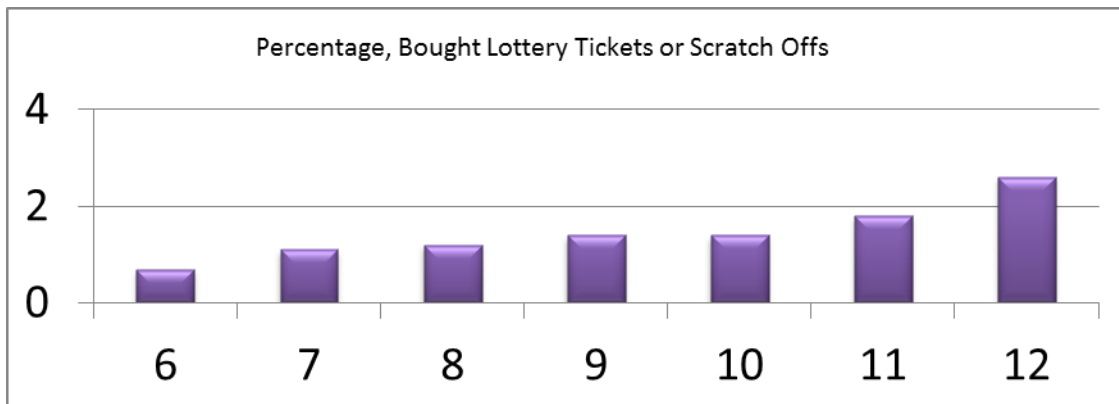
The following charts are a breakdown of type of gambling, by grade for 2010-2011. Overall, the most popular form of gambling for youth in Indiana is betting money on games of personal skill like pool, golf, and bowling. Playing cards for money is the second most popular form of gambling for adolescents, followed by buying lottery or scratch off tickets, betting money on sports teams, and playing online for money. Gambling in a casino is the least popular form of gambling for Indiana adolescents.



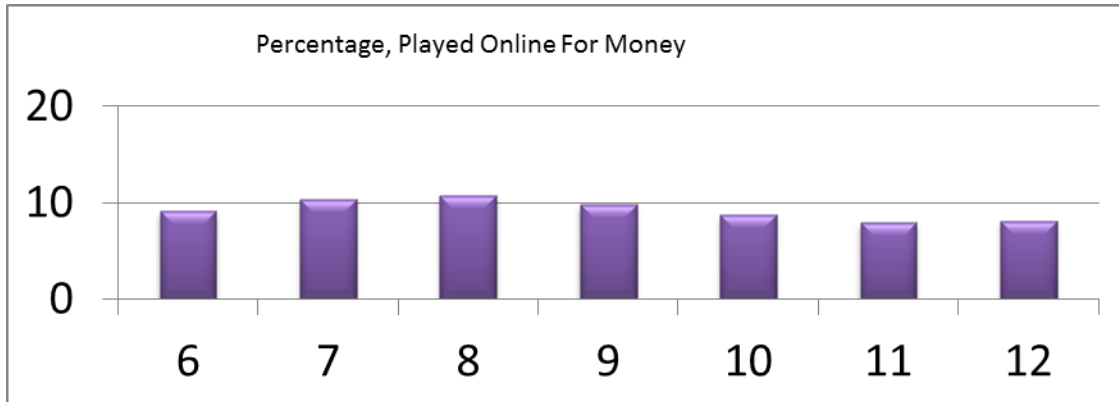
The Hoosier Lottery is operated by the State of Indiana. On November 8, 1988 Indiana voters approved a lottery referendum by 62 percent. On May 3, 1989, the Indiana General Assembly ratified the Lottery Act and a week later the governor signed the Lottery Act into law. In June 1989 a Lottery director was appointed and in July the Lottery Commission was appointed. On October 13, 1989, instant, or scratch-off, ticket sales began at 12:10 p.m. More information on the Hoosier Lottery is available at: [www.in.gov/hoosierlottery](http://www.in.gov/hoosierlottery). In Indiana you must be 18 to purchase lottery or scratch off type tickets.



The Indiana Riverboat Gaming Act was passed on July 1, 1993 allowing riverboat gaming in Indiana. This legislation allowed for ten riverboats. The first of these ten casinos opened in 1995. In 2004 legislation was enacted that allowed a riverboat in French Lick which opened in 2007. Regulation/oversight of casino gaming is the responsibility of the Indiana Gaming Commission. [www.in.gov/gaming](http://www.in.gov/gaming). In Indiana you must be 21 years of age to enter a riverboat casino.



Online gambling is a popular type of gambling among young adults and full of unknowns. Over \$15 billion spent worldwide in 2006. From poker sites to sports betting sites and more, gambling online is easy to find and with current technology, can be accessed just about anywhere.



Problem gambling items were “During the last 12 months, have you ever felt...? (a) bad about the amount you bet, or about what happens when you bet money, (b) that you would like to stop betting money but didn’t think you could.” These items, used with the permission of the Minnesota Department of Education, help identify gambling problems (Johnson, Hamer, & Nora, 1998; Johnson, et al., 1997). The findings indicate that, compared to 2010, there were no statistically significant changes in the proportion of students in Grades 6 to 12 who reported feeling bad about the amount of money they bet. Also, compared to 2010, a greater proportion of students in Grade 9 reported that they would like to stop betting money but could not.

Grade	2005	2006	2007	2008	2009	2010	2011	Change 2010-2011
6	5.6	5.2	5.6	4.6	4.3	3.2	3.1	-0.1
7	5.5	5.0	5.1	4.4	4.2	2.8	2.9	0.1
8	5.4	5.4	5.0	4.6	4.0	2.8	2.6	-0.2
9	5.4	4.6	4.1	3.6	3.1	2.5	2.5	0.0
10	5.2	4.6	3.9	3.2	2.8	2.5	2.3	-0.2
11	4.8	4.1	3.4	3.1	2.4	2.2	2.2	0.0
12	5.4	4.5	3.7	3.4	2.6	2.7	2.6	-0.1

Wanting to stop betting money or gambling, but don't think they can is a sign of problem gambling. Other signs can include: spending more time or money gambling than they intended to spend; trying you win back money or possessions they have lost; feeling badly about gambling; lying about gambling; hiding gambling behaviors; arguing about gambling; and skipping school for reasons related to gambling.

Grade	2005	2006	2007	2008	2009	2010	2011	Change 2010-2011	
6	4.9	4.5	4.9	3.8	3.8	2.5	2.4	-0.1	
7	3.7	3.6	4.0	3.2	3.1	1.9	2.0	0.1	
8	3.4	3.2	3.5	3.0	2.8	1.9	2.0	0.1	
9	2.6	2.3	2.6	2.2	2.1	1.5	1.7	0.2	*
10	2.2	1.9	2.1	1.9	1.6	1.6	1.4	-0.2	
11	1.8	1.6	1.7	1.6	1.3	1.3	1.4	0.1	
12	1.7	1.6	1.5	1.5	1.5	1.3	1.4	0.1	

\* p<.05

Males are much more likely to gamble than females. With 47% of males reporting some form of gambling in the last year, compared to 29.6% of females. For males in grades 6 through 11 games of personal skill like pool, golf, and bowling were the most popular form of gambling. For males in 12<sup>th</sup> grade, playing cards for money (32.88%) was only slightly higher than games of personal skill (32.3%) games of personal skill.

Playing the lottery was the most popular form of gambling for females in grades 6,7,11, and 12. Games of personal skill and playing cards for money were the most popular forms of gambling for females in grades 8 through 10. For 12<sup>th</sup> grade females 26.7% report playing the lottery, this is only about 5% less than males students.

Grade	6	7	8	9	10	11	12	Total
N	21640	21623	27745	21562	26006	16542	17560	152678
Cards	14.9	18.6	21.2	22.0	21.8	21.7	23.7	20.5
Games	15.2	19.4	21.8	23.2	22.2	21.7	22.9	20.9
Sports	13.9	17.7	19.2	19.3	17.6	16.0	16.5	17.3
Lottery	14.1	16.2	16.8	16.6	15.6	15.7	29.3	17.4
Casino	0.7	1.1	1.2	1.4	1.4	1.8	2.6	1.4
Online	9.1	10.4	10.8	9.8	8.7	7.9	8.1	9.4

White youth have the highest rates of gambling in terms of the lottery or scratch off tickets at 18.1%. For all races / ethnicities reporting we see gambling rates highest for playing cards for money and games of personal skill. Students identifying as Black or Hispanic report the highest rates of gambling for games of personal skill, playing cards for money, and sports betting.

<b>Table. Gambling behavior by Indiana adolescents in the past year by gender and race/ethnicity, 2011 (percentages)</b>						
	Gender		Race/Ethnicity			
	Male	Female	White	Black	Hispanic	Other
N	74951	77727	113067	7220	12220	19599
Cards	27.6	13.7	20.0	21.4	23.9	21.0
Games	28.4	13.7	19.9	24.4	25.1	22.6
Sports	25.0	9.9	15.8	24.0	24.9	18.8
Lottery	19.7	15.2	18.1	11.1	18.1	15.5
Casino	2.1	0.8	1.1	1.9	3.0	2.3
Online	12.6	6.3	8.4	12.0	13.1	11.6

## Indiana Problem Gambling Awareness Program

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To obtain a full copy of the 21<sup>st</sup> Annual Survey of Alcohol, Tobacco, and Other Drug Use by Indiana Children and Adolescents, conducted by the Indiana Prevention Resource Center at Indiana University Bloomington, please visit [www.drugs.indiana.edu](http://www.drugs.indiana.edu).

The Indiana Problem Gambling Awareness Program (IPGAP) is funded by the a contract with the Indiana Family and Social Services Administration, Division of Mental Health and Addiction with funds through the Indiana Problem Gamblers' Assistance Fund.

### WHERE CAN YOU GO FOR HELP?

Call the toll-free Indiana Problem  
Gambling Referral Line at  
1-800-994-8448.

