

Indiana Youth Gambling Behavior

Findings from the Indiana Youth Survey 2018



Introduction

The following report contains data on adolescent gambling behavior reported by adolescents through the Indiana Youth Survey (formerly known as the 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.

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. All gambling-related questions asked about behavior and experiences in the past year. The Indiana Youth Survey included questions about playing cards, betting on games, betting on sports, buying lottery tickets, gambling in a casino, and playing online for money.

Gambling Behavior

The gambling section now contains a brief explanatory introduction, which reads: “Gambling is playing a game in an attempt to win money (any amount) or something of value (like a video game, bike, iPod). You could gamble on a game or an event. Gambling means you don’t know if you will win or lose.” The first question asked: “During the past 12 months, how often have you bet/ gambled for money or valuables in the following ways? Gambling can be done in a variety of settings, including with family and friends.” The forms of gambling 33 Report that were referred to in the survey are indicated in Table 19. The prevalence of many types of gambling was higher in younger grades than in older grades, or was relatively flat across grade levels. For instance, the prevalence rates of personal games of skill, sports, Bingo, and personal challenges were either higher for younger grades (e.g., 7th, 8th, 9th) compared to older grades or were relatively uniform across grades. The prevalence of card games, however, was lower for 7th grade and higher for older grades. Further, the survey identified a sharp increase in lottery gambling among students in 12th grade, who are more likely to be legally able to purchase lottery tickets. Interestingly, the prevalence rates for most forms of gambling were higher for students in 8th grade than for students in any other grade; this pattern was also observed in the 2016 and 2017 Indiana Youth Surveys.

Table 19. Gambling behavior by Indiana adolescents in the past year (percentages)

	Grade					
	7	8	9	10	11	12
Card games	13.0	15.4	15.0	14.2	14.4	15.5
Personal games of skill	25.0	25.9	24.1	20.8	19.2	19.2
Sports	17.7	18.8	18.1	16.4	16.4	16.6
Lottery	9.6	10.6	9.8	9.3	9.6	19.9
Bingo	10.9	9.9	8.5	6.8	6.5	6.4
Online gambling	4.2	4.6	4.5	4.5	4.3	4.3
Personal challenges	27.3	30.3	28.7	25.4	23.3	22.4
Gambled in other ways	10.7	13.2	12.8	12.5	11.2	11.5

It is possible to determine the overall prevalence of gambling behavior using the responses to this question. A student who reported having bet/gambled money in at least one way during the past 12 months was considered to have gambled. Prevalence rates of past-year gambling among 7th- to 12th-grade students ranged from a low of 37.9% (11th grade) to a high of 45.5% (8th grade).

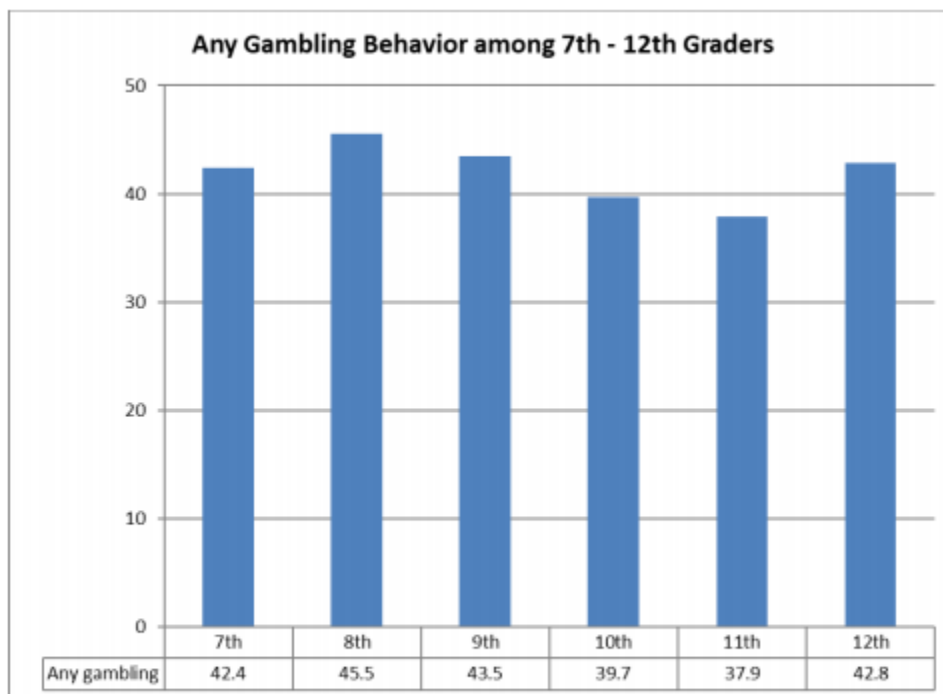


Figure 16. Prevalence rates of any gambling behavior, grades 7 to 12, expressed as a percentage

Consequences of Gambling

The second question asked: “How often have you experienced the following consequences due to your gambling?” The types of consequences listed in the survey are indicated in Table 20.

The prevalence rates for each type of gambling-related consequence were fairly flat across grade levels, with small amounts of variation; in general, students in 8th and 12th grade experienced each consequence the most frequently.

Table 20. *Consequences of gambling by Indiana adolescents in the past year (percentages)*

	Grade					
	7	8	9	10	11	12
Academic problems	19.6	22.6	21.9	21.1	20.8	23.7
Issues with the legal system	19.2	22.3	21.7	20.9	20.8	23.7
Lost possessions or money	20.1	23.2	22.6	21.6	21.3	24.2
Felt bad about gambling	19.3	22.3	21.9	20.9	20.8	23.8
Poor health	19.7	22.6	21.9	21.1	20.9	23.8
Issues with friends and family	20.6	23.3	22.6	21.5	21.1	23.9

Gambling Behavior

The random sample and the convenience sample were similar across all types of gambling for 8th and 12th grade students. However, the convenience sample produced a prevalence rate for lottery (10th) that exceeded the 95% CI UL from the random sample (see Table 37). At the same time, the margin of error for 10th grade lottery was relatively small (+/- 1.25%). It is not possible to determine the precise cause of this discrepancy.

Table 37. *Random and convenience sample comparison, percentage reporting gambling behaviors, Indiana 10th grade students, 2018*

Gambling Behavior	Convenience Sample %	Random Sample		
		%	95% CI LL	95% CI UL
Card games	14.2	14.3	12.2	16.3
Personal games of skill	20.8	20.2	18.2	22.3
Sports	16.4	15.7	14.1	17.3
Lottery	9.3	6.9	5.6	8.1
Bingo	6.8	6.5	4.8	8.2
Online gambling	4.5	5.1	2.3	7.9
Personal challenges	25.4	24.8	21.6	28.0
Gambled in other ways	12.5	11.8	8.2	15.4

Note: Yellow highlighting indicates that the convenience sample value exceeds the 95% CI UL.

**Percentage Reporting Gambling Behavior
by Indiana 8th Grade Students: 2018**

	%	95% CI LL	95% CI UL
Card games	15.4	13.9	16.8
Personal games of skill	25.8	24.1	27.5
Sports	18.7	17.0	20.4
Lottery	9.9	8.8	11.1
Bingo	9.9	7.9	11.8
Online gambling	4.6	3.9	5.3
Personal challenges	30.3	28.1	32.6
Gambled in other ways	13.4	12.4	14.5

Notes. 95% CI LL: Lower limit of 95% confidence interval
95% CI UL: Upper limit of 95% confidence interval

**Percentage Reporting Gambling Behavior
by Indiana 10th Grade Students: 2018**

	%	95% CI LL	95% CI UL
Card games	14.3	12.2	16.3
Personal games of skill	20.2	18.2	22.3
Sports	15.7	14.1	17.3
Lottery	6.9	5.6	8.1
Bingo	6.5	4.8	8.2
Online gambling	5.1	2.3	7.9
Personal challenges	24.8	21.6	28.0
Gambled in other ways	11.8	8.2	15.4

Notes. 95% CI LL: Lower limit of 95% confidence interval
95% CI UL: Upper limit of 95% confidence interval

**Percentage Reporting Gambling Behavior
by Indiana 12th Grade Students: 2018**

	%	95% CI LL	95% CI UL
Card games	14.5	13.1	15.9
Personal games of skill	18.4	16.2	20.7
Sports	17.3	13.3	21.2
Lottery	19.4	15.3	23.5
Bingo	6.0	4.9	7.1
Online gambling	4.1	3.5	4.6
Personal challenges	23.0	18.3	27.6
Gambled in other ways	11.2	9.9	12.4

Notes. 95% CI LL: Lower limit of 95% confidence interval
95% CI UL: Upper limit of 95% confidence interval

**Gambling during the Last Twelve Months
Indiana 7th - 12th Grade Students, 2018**
(Values expressed as percentages)

How often have you bet/gambled for money or valuables in the following ways?	Grade						
	7th	8th	9th	10th	11th	12th	
Q23 Card games	Never	87.0	84.6	85.0	85.8	85.6	84.5
	Less than once a month	8.9	10.5	10.2	9.9	9.6	10.7
	1-3 times per month	2.8	3.3	3.2	2.8	3.3	3.1
	Once a week or more	1.3	1.5	1.5	1.5	1.5	1.7
Q23 Personal games of skill	Never	75.0	74.1	75.9	79.2	80.8	80.8
	Less than once a month	12.4	13.5	12.9	11.1	10.2	10.3
	1-3 times per month	5.5	6.1	6.1	5.2	5.0	4.8
	Once a week or more	7.1	6.3	5.1	4.5	4.0	4.1
Q23 Sports	Never	82.3	81.2	81.9	83.6	83.6	83.4
	Less than once a month	9.4	10.7	10.6	9.6	9.8	10.0
	1-3 times per month	3.9	4.3	4.1	4.0	3.8	3.9
	Once a week or more	4.3	3.8	3.4	2.8	2.8	2.7
Q23 Lottery	Never	90.4	89.4	90.2	90.7	90.4	80.1
	Less than once a month	6.6	7.5	6.9	6.7	6.6	13.9
	1-3 times per month	2.1	2.2	2.1	1.7	2.0	4.3
	Once a week or more	0.8	1.0	0.8	0.9	1.0	1.7
Q23 Bingo	Never	89.1	90.1	91.5	93.2	93.5	93.6
	Less than once a month	7.8	7.4	6.4	4.8	4.7	4.5
	1-3 times per month	1.9	1.6	1.3	1.2	1.1	1.0
	Once a week or more	1.1	0.9	0.8	0.9	0.7	1.0
Q23 Online gambling	Never	95.8	95.4	95.5	95.5	95.7	95.7
	Less than once a month	1.9	2.4	2.4	2.4	2.2	2.2
	1-3 times per month	1.0	0.9	1.0	1.0	1.0	0.9
	Once a week or more	1.2	1.3	1.1	1.2	1.1	1.2
Q23 Personal challenges	Never	72.7	69.7	71.3	74.6	76.7	77.6
	Less than once a month	15.6	17.0	16.6	15.2	14.0	13.6
	1-3 times per month	6.9	8.6	8.2	6.9	6.0	5.8
	Once a week or more	4.8	4.7	3.8	3.4	3.3	3.0
Q23 Gambled in other ways	Never	89.3	86.8	87.2	87.5	88.8	88.5
	Less than once a month	6.4	7.8	7.8	7.8	6.4	7.0
	1-3 times per month	2.5	3.1	2.9	2.7	2.8	2.6
	Once a week or more	1.8	2.3	2.1	2.1	1.9	1.9

Consequences of Gambling
Indiana 7th - 12th Grade Students, 2018
 (Values expressed as percentages)

How often have you experienced the following consequences due to your gambling?		Grade					
		7th	8th	9th	10th	11th	12th
Q24 Academic problems	I do not gamble	80.4	77.4	78.1	78.9	79.2	76.3
	Never	18.1	21.0	20.8	20.0	19.9	22.7
	Occasionally	1.2	1.2	0.9	0.7	0.7	0.7
	Frequently	0.3	0.4	0.3	0.4	0.3	0.3
Q24 Issues with the legal system	I do not gamble	80.8	77.7	78.3	79.1	79.2	76.3
	Never	18.5	21.4	21.0	20.2	20.1	22.9
	Occasionally	0.5	0.6	0.5	0.3	0.4	0.5
	Frequently	0.2	0.3	0.2	0.3	0.2	0.3
Q24 Lost possessions or money	I do not gamble	79.9	76.8	77.4	78.4	78.7	75.8
	Never	13.9	15.2	14.8	14.0	14.0	16.0
	Occasionally	5.8	7.5	7.3	7.1	6.9	7.6
	Frequently	0.4	0.5	0.5	0.5	0.5	0.6
Q24 Felt bad about gambling	I do not gamble	80.7	77.7	78.1	79.1	79.2	76.2
	Never	16.7	19.4	19.7	18.9	18.9	21.6
	Occasionally	2.2	2.4	1.8	1.6	1.6	1.8
	Frequently	0.5	0.5	0.3	0.4	0.3	0.4
Q24 Poor health	I do not gamble	80.3	77.4	78.1	78.9	79.1	76.2
	Never	18.2	20.9	20.7	19.9	19.9	22.8
	Occasionally	1.0	1.1	0.8	0.7	0.6	0.6
	Frequently	0.5	0.6	0.4	0.4	0.4	0.3
Q24 Issues with friends and family	I do not gamble	79.4	76.7	77.4	78.5	78.9	76.1
	Never	16.8	19.2	19.5	18.9	19.2	22.0
	Occasionally	3.0	3.2	2.5	2.0	1.5	1.5
	Frequently	0.9	0.9	0.5	0.6	0.4	0.4

Hoosier Lottery

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

Hoosier Park Horse Track

Hoosier Park horse track in Anderson opened on September 1, 1994. Regulation/oversight of horse racing in Indiana is the responsibility of the Indiana Horse Racing Commission. www.in.gov/ihr

Off Track Horse Betting Parlors

Off Track Horse Betting Parlors are located in five Indiana cities. Those in Fort Wayne, Indianapolis and Merrillville opened in 1995 and are operated by Churchill Downs which also owns Hoosier Park. Indiana Downs operates two off track betting facilities which are located in Evansville (2003) and Clarksville (2004). Regulation/oversight of these sites is the responsibility of the Indiana Horse Racing Commission. www.in.gov/ihr

Casino Gaming

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 will open in late 2006. Regulation/oversight of casino gaming is the responsibility of the Indiana Gaming Commission. www.in.gov/gaming

Indiana Downs Horse Track

Indiana Downs horse track is in Shelbyville opened on December 6, 2002. Regulation/oversight of horse racing in Indiana is the responsibility of the Indiana Horse Racing Commission. www.in.gov/ihr

Charity Gaming

Charity Gaming is allowed in Indiana but only by specific types of organizations. Bona fide religious, educational, senior citizens, veterans, or civic organizations operating in Indiana that: operate without profit to the organization's members; is exempt from taxation under Section 501 of the Internal Revenue Code; and has been continuously in existence in Indiana for at least five (5) years or a bona fide political organization operating in Indiana that produces exempt function income (as defined in Section 527 of the Internal Revenue Code) can provide Bingo, Raffle, Door Prize, Pull-Tab, Punchboard, Tip Board, Charity Game Night, Festival, and Special Bingo events. Approval from the Indiana Gaming Commission is required unless the total value of all prizes awarded at the event (including the sale of pull-tabs, punchboards, and tip boards sold at the event) is not more than \$1,000 for a single event and

not more than \$3,000 total for all non-licensed events during a calendar year. Regulation/oversight of charitable gaming was the responsibility of the Indiana Department of Revenue prior to July 1, 2006 at which time 2006 legislation transferred responsibility to the Indiana Gaming Commission: www.in.gov/gaming

Racinos

In 2007, the Indiana Legislature passed legislation allowing 2,000 slot machines at each of the two horse racing tracks. This brought casino type gaming to Central Indiana.

Sports Betting

Sports betting became legal in Indiana on September 1, 2019. Sports betting can take place at casino's and racino's across the state. Indiana's sports betting law allows betting on major league games, professional sports, and a variety of sports such as cricket and lacrosse. The law prohibits betting on high school and amateur youth sporting events. Mobile sports wagering is also allowed within the state. To legally place bets online an account is created on an operator's online platform. Sports betting is regulated by the Indiana Gaming Commission. For more information visit: <https://www.in.gov/igc/2807.htm>.

Minimum Age

Minimum Age to Participate in Legalized Gambling in Indiana

- Hoosier Lottery 18
- Casino Gambling 21
- Pari-mutuel Betting 18
- Charity Gaming 18
- Sports Betting 21

Illegal Gaming in Indiana

Video Poker/Cherry Master machines are in wide spread use throughout the State. These can be found in bars, private clubs and truck stops. These illegal machines number in the thousands. Pea shake parlors, book-making, card games for money and numbers games can also be found in Indiana.

Other High Risk Gambling Activity

Often individuals engage in other activities that have the same pathology as gambling but are not generally recognized as gambling. For example stock and commodity trading.

Help Lines and Referrals

The Division of Mental Health and Addiction supports a confidential, toll-free help line for people seeking information and/or resources about problem gambling for themselves or others. The Indiana Problem Gambling Help Line is operated twenty-four (24) hours a day, three hundred sixty-five (365)

days a year. The hotline is linked to the national toll-free number of the National Council on Problem Gambling's help line, so when Indiana caller's phone this line, they are automatically connected to the Indiana Problem Gambling Help Line.

Indiana Problem Gambling Help Line: 1-800-994-8448

National Council on Problem Gambling Help Line: 1-800-552-4700

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To obtain a full copy of the 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 iprc.iu.edu.

The Indiana Problem Gambling Awareness Program (IPGAP) is funded by 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