

Are our youth receiving a mixed message about gambling?

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Indiana Problem Gambling Awareness Program

About Your Speakers

- Mary A. Lay, MPH, CHES, CPP
 - Coordinator, Indiana Problem Gambling Awareness Program – Over 20 years of experience in health education and substance abuse prevention. Served as the coordinator for the first Indiana State Incentive Grant, as a prevention specialist and content expert.
 - Jennifer Kelley, MPH, CHES, CPP
 - Prevention Specialist, Indiana Program Gambling Awareness Program - She is a graduate of the Master of Public Health program at Indiana University. Jennifer is also a Certified Health Education Specialist and Certified Prevention Professional. She currently serves as the Southern Chapter President of the Indiana Public Health Association and sits on their Board of Directors.
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Presentation Outline

- Introductions
 - Define Gambling
 - Gambling in History
 - Gateway Drug Review
 - Youth Gambling Prevalence
 - Youth Exposure to Gambling
 - What is Problem Gambling?
 - Where do we go from here?
-

Gambling vs. Games

- Games are activities that involve one or more people, have a goal that is trying to be reached and rules to establish what can and can not be done. They are played primarily for enjoyment, but can have an educational role.

- www.wikipedia.org/wiki/Games

Gambling vs. Games

- Gambling is any behavior that involves risking something of value. It can be a game or contest that the outcome is dependent upon chance or the ability to do something.
-

Games or Gambling?

- Bingo
 - Lottery
 - Horse Racing
 - Poker
 - NCAA Pool
 - Keno
 - Black Jack
 - Slot Machines
 - Dice
 - Soccer
 - Football
 - Basketball
 - Car Racing
 - Monopoly
 - Backgammon
 - Stock Market
-

Gambling in History

- “One of the few social activities that occurs in nearly all cultures and every period of time...” Jan McMillen



George Caleb Bingham,
Raftsmen Playing Cards,
1847.

Dido Image Bank
Indiana University

Gambling in History

- The U.S. has a long history of allowing some forms of legal gambling and a degree of tolerance of illegal gambling.
 - Societal tolerance and acceptance of legal gambling can change rapidly.
-

Gambling in History

- The First Wave: 1600's to mid 1800's
 - English vs. Puritans
 - Frontier Spirit
 - Sustainability and growth
-

Gambling in History

1864
KY.
864

\$40,000!

Shelby College Lottery
OF THE
STATE OF KENTUCKY.
Z. E. SIMMONS & CO., MANAGERS.
(SUCCESSORS TO JOHN A. MORRIS & CO.)

Class A,
TO BE DRAWN IN COVINGTON, KENTUCKY,
On **SATURDAY, February 27th, 1864.**

SCHEME.
62-16 Drawn Ballots in each package of 26 tickets.

1	\$40,000	\$40,000
1	10,000	10,000
1	5,000	10,000
1	5,000	10,000
1	2,350	4,700
1	2,350	4,700
1	1,300	1,300
1	1,300	1,300
1	1,300	6,500
1	1,300	1,300
1	1,300	1,300
1	1,300	1,300
1	1,000	1,000
1	1,000	1,000
1	1,000	1,000
1	1,000	1,000
1	1,000	1,000
1	1,000	1,000
1	1,000	10,000
1	1,000	1,000
1	1,000	1,000
1	1,000	1,000
1	1,000	1,000
10	400	4,000
10	200	2,000
519	100	51,900
62	80	4,960
62	70	4,340
62	60	3,720
62	40	2,480
7,192	20	143,840
30,256	10	302,560
38,256 prizes, am't; to			\$601,000

Tickets \$10; Halves \$5; Quarters \$2½; Eighths \$1½.

JEFFERSONVILLE OHIO CANAL LOTTERY,
FIRST CLASS, No. 7056

The holder of this TICKET will be entitled to receive such Prize as may be drawn to its number, in the First Class of the JEFFERSONVILLE OHIO CANAL LOTTERY, if demanded within twelve months after the drawing is finished, subject to a deduction of fifteen per cent on all cash paid.

JEFFERSONVILLE, 1816
Sam Mathew
MANAGERS.

A first class lottery ticket for the Jeffersonville Canal Company, an enterprise established by the Indiana legislature in 1818 for the purpose of building a canal at the Falls of the Ohio.

(Library of Congress), Shelby College, KY Lottery, 1864, (Duke Digital Scriptorium)

Gambling in History

- The Second Wave: Mid 1800's to Early 1900's
 - The expansion of the Western Frontier
 - Nevada, Tourism, and Legalized Gambling
-

Gambling in History

“Like to see some stuck-up jockey boy sittin’ on Dan Patch?”

The Music Man



Dan Patch
U.S. Trotting Association



Miners playing poker and shooting craps down by the river bank. Clover Gap Mine, Harlan County, Kentucky, 1946

(National Archives)

Gambling in History

□ The Third Wave: Early 1930's to Present

- Stock market crash of 1929
 - Organized Crime & Illegal Gambling
 - State run lotteries
 - Casinos
-

Youth Gambling: Then and Now



A group of Newsies playing craps in the jail alley at 10 P.M. Albany, N.Y., 1910.

(National Archives)

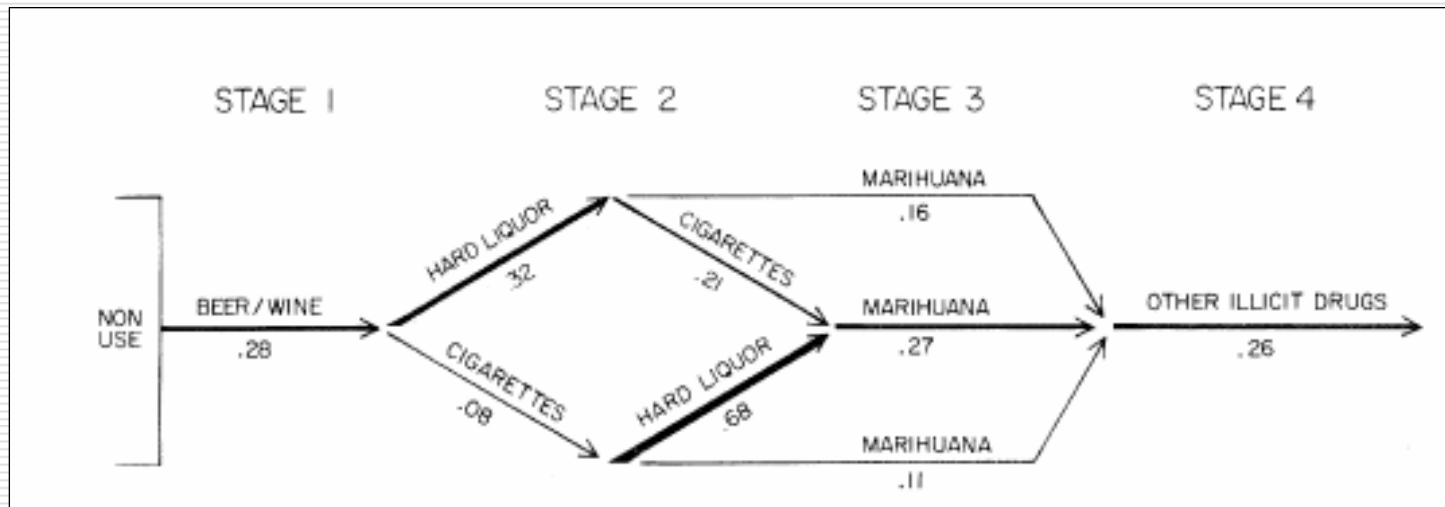


A group of boys play a game of poker Sunday, Oct 23, 2005, at Erdmann's home in Fargo, N.D.. The high schoolers often play poker with their parents approval.

(AP Photo/The Forum, Britta Trygstad)

Gateway Drug Use

- “Gateway drug” hypothesis introduced by Denise Kandel, Science, 1975. Does not yet use “gateway” terminology, but predicts stages of drug use.



Gateway Drug Use

- The "gateway drug theory" describes the phenomenon in which an introduction to drug-using behavior through the use of tobacco, alcohol, or marijuana is related to subsequent use of other illicit drugs.
-

Gateway Substance Abuse: Indiana Data

- “Cigarette Smoking as a Predictor of Alcohol and Other Drug Use by Children and Adolescents: Evidence of the ‘Gateway Drug Effect.’” (and subsequent school surveys)

- Torabi, Bailey, Madj-Jabbari: Journal of School Health, 1993

Gambling, Delinquency and Substance Abuse in Adolescence

- “Greater than chance link” from Shaffer, et al, 1994, to 2001 research findings of a more fully developed commonality of risk factors including impulsivity, low parental supervision, and deviant friends

- Vitaro, Brendgren, Landouceur, Tremblay: Journal of Gambling Studies, 2001
-

Youth Gambling Prevalence

- 86-93% of adolescents have gambled for money

- 75% of children have gambled in their own homes

- 85% of parents do not object to their gambling

■ Derevensky, Gupta, Winters, Journal of Gambling Studies, 2003

Why do youth gamble?

- ❑ To keep playing/stay in on the action or “prove themselves”
 - ❑ To escape from stress and be “in control”
 - ❑ For excitement and relief from boredom
 - ❑ For social acceptance
-
- Timothy Wong, “Pathological Gambling in Adolescents: No Longer Child’s Play”
-

Indiana Survey Data

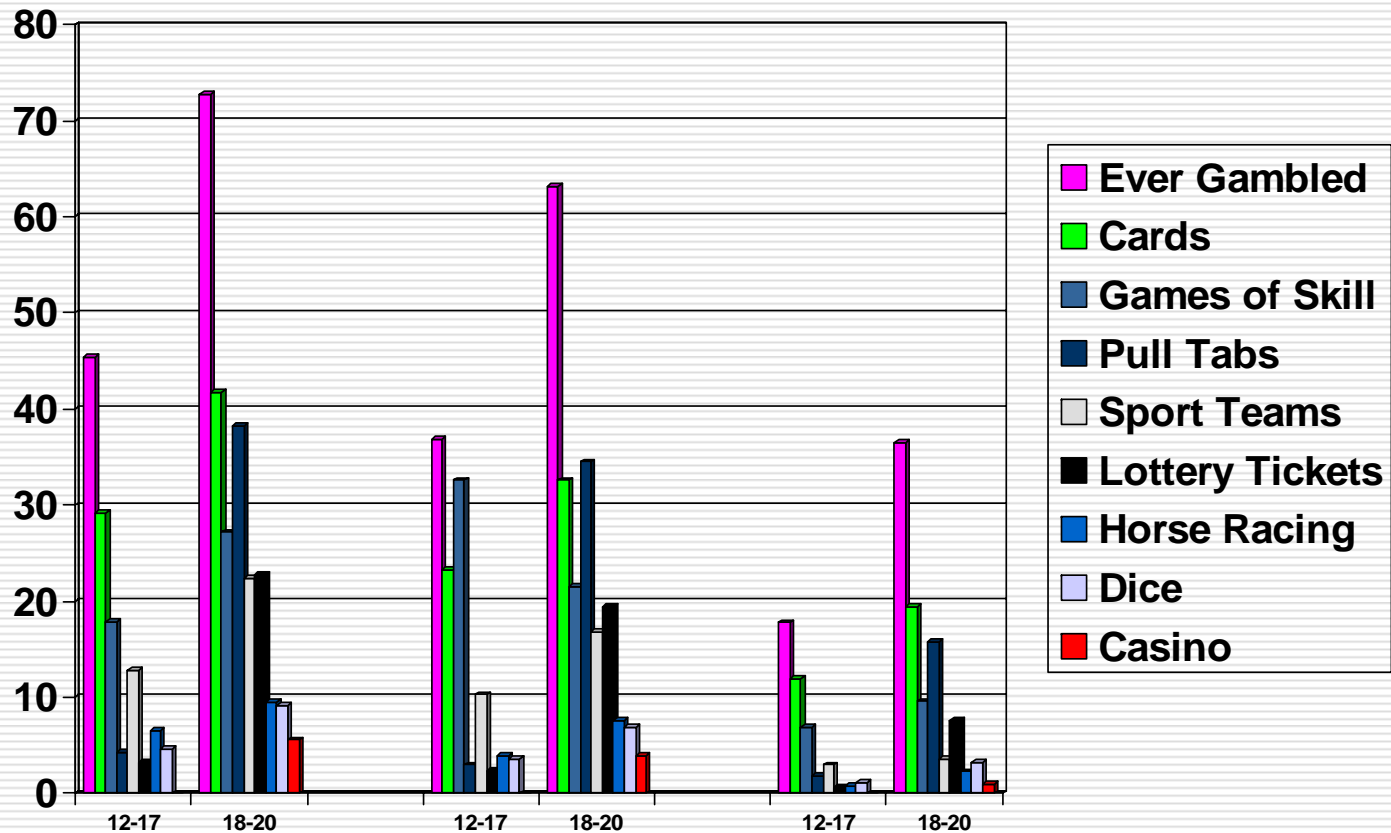
Any Gambling Behavior by Indiana Adolescents (percentages)

	2005	2006	Change	
6th	36.3	35.4	-0.9	
7th	40.7	39.1	-1.6	*
8th	47.4	45.3	-2.1	*
9th	47.5	45.3	-2.2	*
10th	48.0	45.2	-2.8	*
11th	47.1	45.1	-2.0	*
12 th	55.1	55.0	-0.1	

*Statistically significant changes between 2005 and 2006 prevalence rates (p<.05).

■ Indiana Prevention Resource Center, 2006

Youth Gambling in Indiana Telephone Poll, 2004



Prevalence of Gambling Among College Students

- 12.5% of Males and 2.2% of female college students played cards weekly in 2004.
- The rate for those not in school was 6.6% for males and 2.0% for females
- Students in the Midwest and South played at higher rates than those in the Northeast or West.
- In 2003, 25.9% of youth under 18 bet on cards weekly, in 2004 it was up to 43.2%

■ The Annenberg Policy Center, March 14, 2005

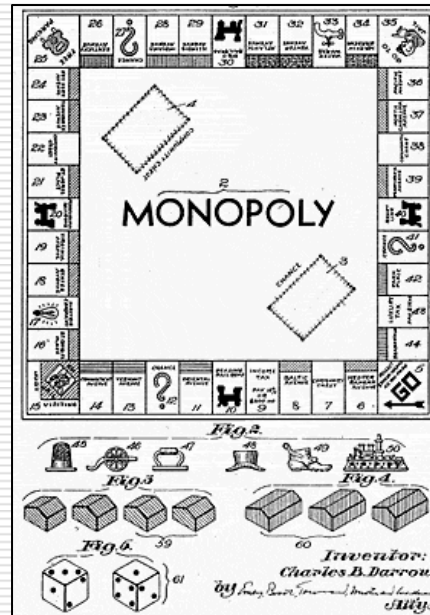
Gambling Opportunities

- Poker tournaments in Residence Halls, Fraternities and Student Unions
 - School and Student Organization Sponsored events
 - Tournaments at local bars
 - On-line Contests
 - Internet Gambling
 - Courses on Gambling
 - TV Shows
 - Community Events
 - Family and Friends
 - Dorms
 - Raffles
 - Casinos
 - Riverboats
 - Lotteries
 - Pull Tabs
 - Video Games
 - Sports Betting
-

Gateway Gambling?



Jack O'Lantern and Candy Corn
playing cards
(www.orientaltrading.com)



Roulette Wheel
(www.ustoy.com)

Monopoly Game
(US Patent Office)

TEXAS HOLD 'EM BOOT CAMP

[Http://www.invisiblebus.com/pokercamp.html](http://www.invisiblebus.com/pokercamp.html)

POKER CAMPS AND CLINICS FOR KIDS AGES 8-15

Child's Cards, Ft. Scott, Kansas (National Park Service)

Clinics meet Monday-Friday, 4-6 pm @ The Improv
7620 Katy Freeway (I-10 @ Silber)

*In the Jillian's/ Edwards Marq*E Shopping Center*

Start Dates: June 6, June 13

\$175/ session Enroll by phone: (713) 376-2727

Celebrity Poker on Bravo, August 2006

- **Celebrity Poker Showdown**
Tournament 6: Game 2 **Fri, Aug 18 11:00 AM**
 - **Celebrity Poker Showdown**
Tournament 6: Championship Round **Sat, Aug 19 9:00 AM**
 - **Celebrity Poker Showdown**
Tournament 6: Championship Round **Mon, Aug 21 9:00 AM**
 - **Celebrity Poker Showdown**
Tournament 1: Game 2 **Mon, Aug 21 10:00 AM**
 - **Celebrity Poker Showdown**
Tournament 1: Game 3 **Mon, Aug 21 11:00 AM**
 - **Celebrity Poker Showdown**
Tournament 1: Game 4 **Mon, Aug 21 12:00 PM**
 - **Celebrity Poker Showdown**
Tournament 1: Game 5 **Mon, Aug 21 1:00 PM**
 - **Celebrity Poker Showdown**
Tournament 1: Championship Round **Mon, Aug 21 2:30 AM**
 - **Celebrity Poker Showdown**
Tournament 1: Game 3 **Mon, Aug 21 3:30 AM**
 - **Celebrity Poker Showdown**
Tournament 1: Game 4 **Tue, Aug 22 10:00 AM**
 - **Celebrity Poker Showdown**
Tournament 1: Championship Round **Tue, Aug 22 2:00 AM**
 - **Celebrity Poker Showdown**
Tournament 3: Game 1 **Thu, Aug 24 3:00 AM**
 - **Celebrity Poker Showdown**
Tournament 3: Game 3 **Sat, Aug 26 11:00 AM**
 - **Celebrity Poker Showdown**
Tournament 8: Game 5 **Sat, Aug 26 1:00 PM**
 - **Celebrity Poker Showdown**
Tournament 8: Game 3 **Sat, Aug 26 3:00 PM**
 - **Celebrity Poker Showdown**
Tournament 8: Championship Game **Mon, Aug 28 12:00 PM**
 - **Celebrity Poker Showdown**
Tournament 3: Game 5 **Tue, Aug 29 12:00 PM**
 - **Celebrity Poker Showdown**
Tournament 3: Game 4 **Tue, Aug 29 3:00 AM**
 - **Celebrity Poker Showdown**
Tournament 3: Game 4 **Wed, Aug 30 12:00 PM**
 - **Celebrity Poker Showdown**
Tournament 3: Game 2 **Wed, Aug 30 3:00 AM**
 - **Celebrity Poker Showdown**
Tournament 3: Game 2
-

Social Influences: Socially Acceptable Gambling

Hammond High's Annual Las Vegas Night
Hammond Civic Center
 5825 Sohl Avenue, Hammond, Indiana
 Saturday, February 25, 2006 7:00PM - 12:00AM

- Food Served 7:00 - 9:00PM
- Games
- Bingo
- Drinks
- Prizes




Must Be 21 to Attend
 \$8.00 Donation

Sponsored By: The Hammond High All School Booster Club
 License # 07108



Orchard Village
 Where People Blossom

Grand Prize: Win a *Brand New* 2006 Toyota Prius valued at over *\$28,000*

First Prize: \$1,000
Second Prize: \$500

Only 1,000 tickets will be sold
 Tickets are \$100 each or 6 tickets for \$500



Helping the developmentally disabled in Schaumburg, Illinois, the Hammond, Indiana schools, and the United Way in Arizona through gambling

♦ Elks.Org Home ♦ State Associations ♦ Local Lodges ♦ Members Only

Elks Membership Information [More News]

United Way Charity Bingo 7-10PM

♦ Local News
 ♦ Local Facilities
 ♦ Local Events
 ♦ Local Members
 ♦ Special Interests

Come One, Come All!! Help raise funds for the United Way and enjoy an evening of Bingo. All Proceeds benefit United Way of Northern Arizona.

Posted by: [Flagstaff, AZ #499](#) (08/14/2006)

♦ Guest Books

Exposure to Gambling

- Texas Hold 'em games for Game Players
 - Texas Hold'em Yahtzee
 - Bunko
 - Cards with Characters
 - Hand Held Games-Blackjack, Roulette
 - Raffles
 - Casino Night After Proms (often billed as a Drug-Free Event)
-

How do we feel about Candy Cigarettes or
Mocktail bars for 7th graders?

Rose Valley Mother's Club Program

- Events for Moms, kids—the whole family

 - Mocha Mondays and Kids-n-Mocktails
-

Internet Gambling



Former Lehigh University class president Greg Hogan Jr., 20, left, follows his father, the Rev. Gregory J. Hogan, from the office of District Judge Carl L. Balliet ...March 9, 2006...Allentown, Pa. Hogan, who robbed a bank in December 2005 to fuel his Internet poker addiction, was sentenced to between 22 months to 10 years in prison on Thursday, Aug. 17.

(AP Photo/Ed Koskey Jr., File)

Internet Gambling is it legal?

Indiana Law

NO...

Law on gaming devices amended to the following...

SOURCE: IC 35-45-5-2; (05)SE0092.1.3. --> SECTION 3. IC 35-45-5-2 IS AMENDED TO READ AS FOLLOWS [EFFECTIVE JULY 1, 2005]:
Sec. 2.

- (a) A person who knowingly or intentionally engages in gambling commits unlawful gambling.
 - (b) Except as provided in subsection (c), unlawful gambling is a Class B misdemeanor.
 - (c) An operator who knowingly or intentionally uses the Internet to engage in unlawful gambling:
 - (1) in Indiana; or
 - (2) with a person located in Indiana; commits a Class D felony.
-

Gambling and Video Games

Rina, Gupta, Dervensky: Journal of Gambling Studies, Vol12(4), Winter 1996

- Video Games and Gambling are similar
 - Random activities
 - Intermittent Reward Schedules
 - Rewards for success
 - Reinforcements

 - Video games provide reinforcements and chances to improve--gambling machines allow for little skill development
-

Video Games/Gambling

- ❑ Frequent video game players have a greater sense of *skill being involved* in gambling than non players (86% say some skill is involved)
 - ❑ Video Game players took more risks with money in gambling simulation activities
 - ❑ Gamblers in study found video games more exciting than non-gamblers (47% compared to 10%)
-

Video Games and Gambling

“Research shows that the earlier an individual begins to gamble, the more at risk he or she is of developing a gambling problem later in life. A search of ESRB-rated games with the words “poker,” “blackjack,” or “slots” in the title revealed a total of 91 games, 73 (80%) of which were rated “E” for everyone, five (5.5%) rated “T” for teen, and only seven games (7.7%) rated “M” for mature. The legal age of gambling in most U.S. states is 18 for lottery-type games, and 21 years for casino-type games (including slot machines, video poker, and sit-down card games). By rating the majority of gambling-related games “E” for everyone, ERSB is basically saying that it is okay for youth of any age to gamble.”

<http://www.co.lane.or.us/prevention/gambling/video-games.htm>

How do we define Problem Gambling?

What is Problem Gambling?

□ DSM-IV Criteria

- Preoccupation with Gambling
 - Needs to Gamble more to get the same level of excitement
 - Repeated unsuccessful efforts to stop
 - Restlessness/irritability when attempting to cut down
 - Gamble as a way to escape problems or relieve other stresses (depression, guilt, anxiety)
-

What is Problem Gambling?

□ DSM-IV Criteria

- After losing \$ gambling, goes back to get even (“chasing one’s losses”)
 - Lies to conceal extent of gambling
 - Has committed illegal acts to finance gambling (bad checks, stealing, forgery, embezzlement)
 - Has jeopardized or lost significant relationship/job/education due to gambling
 - Reliance on others to provide money to relieve financial situation caused by gambling
-

Levels of Gambling

- Level 0 Non Gambling
 - Has never gambled (primary prevention)

 - Level 1 Non Problem Gambling
 - Recreational gambler (secondary prevention)

 - Level 2 In Transition Gambling
 - Shows some sub clinical symptoms may be progressing toward more serious symptoms (Tertiary prevention/intervention)
-

Levels of Gambling

- Level 3 Gambling Related Disorder with Impairment
 - Meets SOGS Diagnostic Criteria (Tertiary Prevention)

- Level 4 Impaired Gambler displaying willingness to enter treatment
 - Meets level 3 criteria and displays interest in treatment

<http://www.gamblingaddiction.org/adolescent/CHAPTER1-01.htm>

Is Gambling a Gateway to Substance Abuse?

- ❑ 135 youth in facility for youth with behavior issues
- ❑ Ages 12-18
- ❑ 50% Black Males, 22% White Males, 14% White Females, 9% Black Females, 5% classified as “other”

Westpahl, Rush, Stevens and Johnson, The Wager Vol 4, Issue 8, Feb. 23, 1999

Risk Factors for Youth Problem Gambling

- History of gambling in family
 - Family history of alcoholism
 - Exposure to gambling at young age
 - Family that overemphasizes money, competition
 - Early “big win”
 - Low self-esteem
 - ADHD/hyperactivity
 - Other addiction/behavior issues
-

Protective Factors for Youth Problem Gambling

- Support (family, community, school)
 - Positive outlook
 - Realistic boundaries and expectations
 - Internal control
 - High self-esteem
 - Constructive use of time/contributing
 - Good problem solving skills
-

40 Developmental Assets and High-Risk Behaviors*

	0-10 Assets	11-20 Assets	21-30 Assets	31-40 Assets
Problem Alcohol Use	49%	27%	11%	3%
Violence	61%	38%	19%	7%
Illicit Drug Use	39%	18%	6%	1%
Sexual Activity	32%	21%	11%	3%
Gambling	30%	19%	11%	4%

Source: The Search Institute

Gambling and Related Behaviors

Level 1 Gambler	41%
Level 2 Gambler	21%
Level 3 Gambler	38%
Drink daily	38%
Daily Illicit Drug Use	12%

Westpahl, Rush, Stevens and Johnson
The Wager Vol 4, Issue 8, Feb. 23, 1999

Gambling and Related Behaviors

Age of Onset

First Drink	11
First Cigarette	11
First Gambling	11
First Intoxication	12
First Marijuana Use	12

Westpahl, Rush, Stevens and Johnson
The Wager Vol 4, Issue 8, Feb. 23, 1999

Compare Youth Gambling and Drug Use (Prior Year)

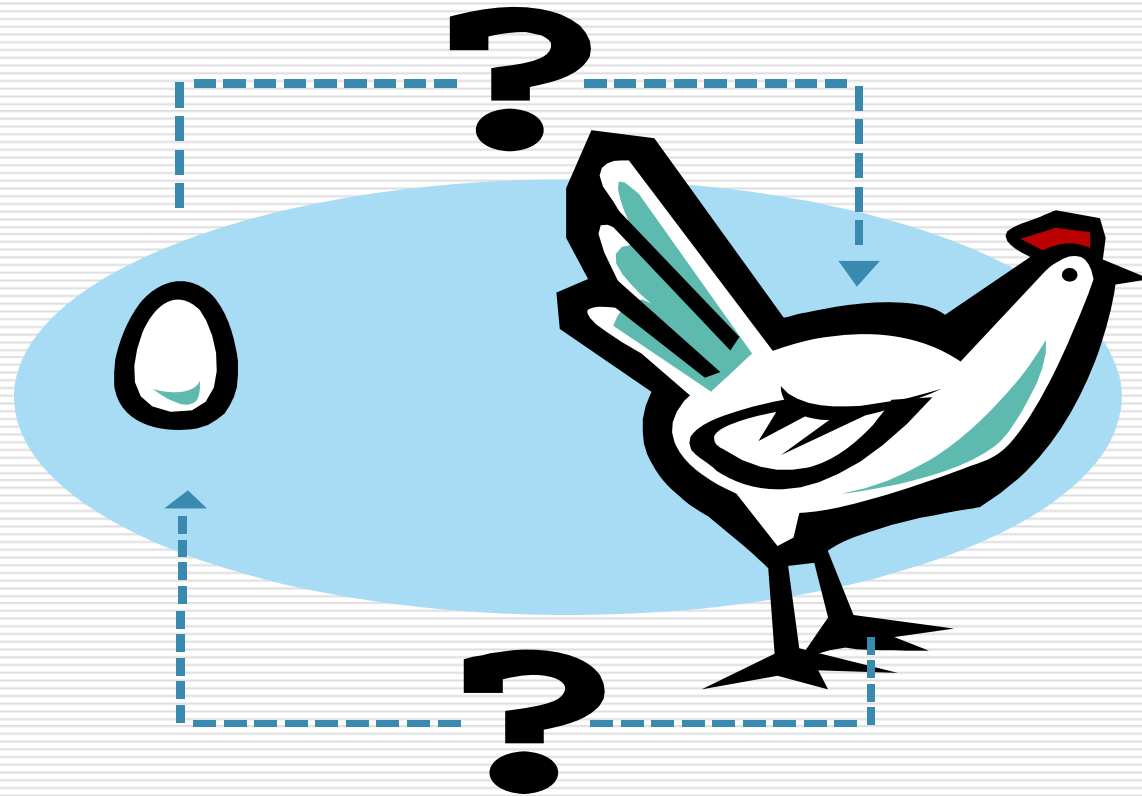
- ❑ Found lifetime alcohol use a strong predictor for gambling

- ❑ Youth were 3x more likely to never have gambled if they have never used drugs

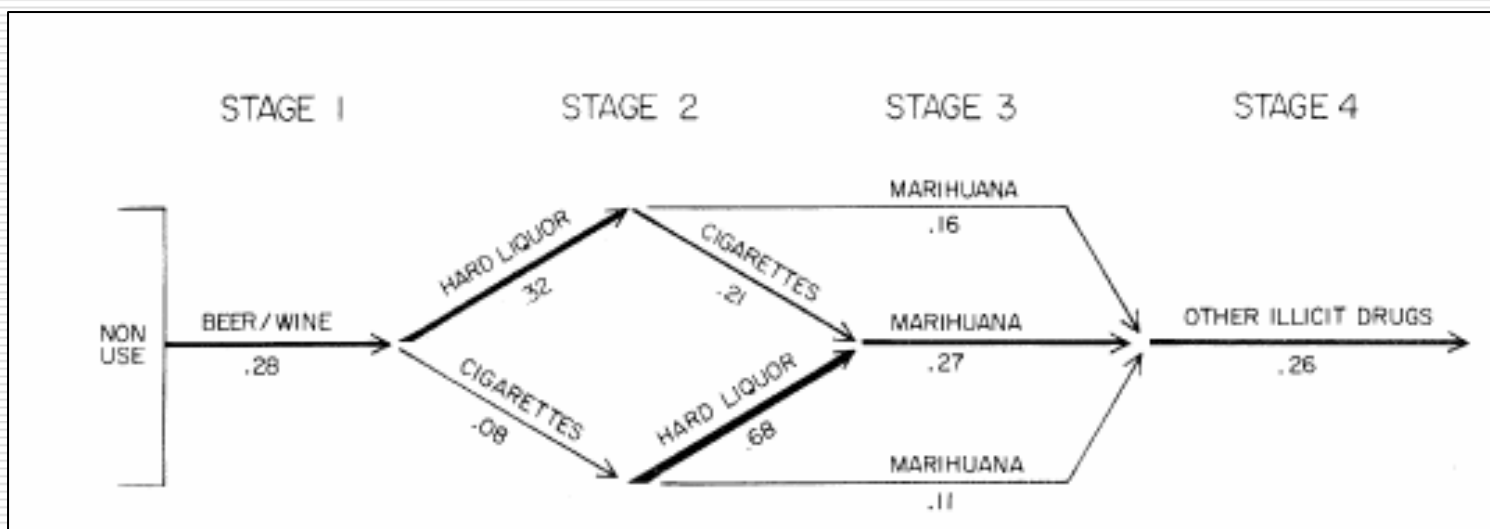
- ❑ Youth were 3.8x more likely to be a weekly/daily gambler if there were a weekly/daily user of drugs

■ Winters and Anderson, Journal of Gambling Studies, Vol 16, No 2/3, 2000

Is it the Chicken or the Egg?



Is the same pattern starting to emerge?



Consider this...

Re-comptemplation—who have tried, but are not planning to try again (Youth using Alcohol placed themselves here—may be where we should focus our efforts)

Kelley, Denny, Young, Journal of Drug Education, Vol 29(3), 189-203, 1999

*Can we look at gambling behaviors
in the same way?*

What is the following chart identifying?

Risk Factors for...

- Favorable Attitudes toward behavior
 - Social Norms
 - Media Influences
 - Youth Access
 - Lack of enforcement of existing laws
 - Family History
 - Lack of Parental Involvement
 - Family Conflict
 - Risk Taking Behaviors
 - Delinquency
 - Peer and Social Influences
-

Where do we go from here?

Research questions

- ❑ Further longitudinal studies to examine the progression of gambling in adolescents
 - ❑ More precise correlation between gambling and other delinquent behavior in adolescents
 - ❑ Compare existing data on substance abuse and gambling behavior
 - ❑ Focus on a Youth Development Model
 - ❑ Focus on Environmental Strategies
-

Contact Us

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The Indiana Problem Gambling Awareness Program is funded by
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The Indian Problem Gambling Awareness Program is located at
the Indiana Prevention Resource Center at Indiana University.
