



The Indiana Family and Social Services Administration

Expanding ATOD Prevention to Include Problem Gambling Issues: Indiana's Experience

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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)



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)



Gambling and ATOD Use

Are they similar??????



Gambling-Substance Abuse Compared

- Similarities
 - Withdrawal symptoms
 - Tolerance
 - Self-help groups
 - Loss of control
 - Preoccupation
 - Negative impact on major life areas



Gambling-Substance Abuse Compared

- Differences
 - Gambling is not self-limiting
 - Behavior is not attributable to intoxication
 - Unpredictable outcome
 - Fantasies of success
 - Easier to hide
 - Greater financial problems
 - Intensity of family anger
 - Less public awareness and acceptance



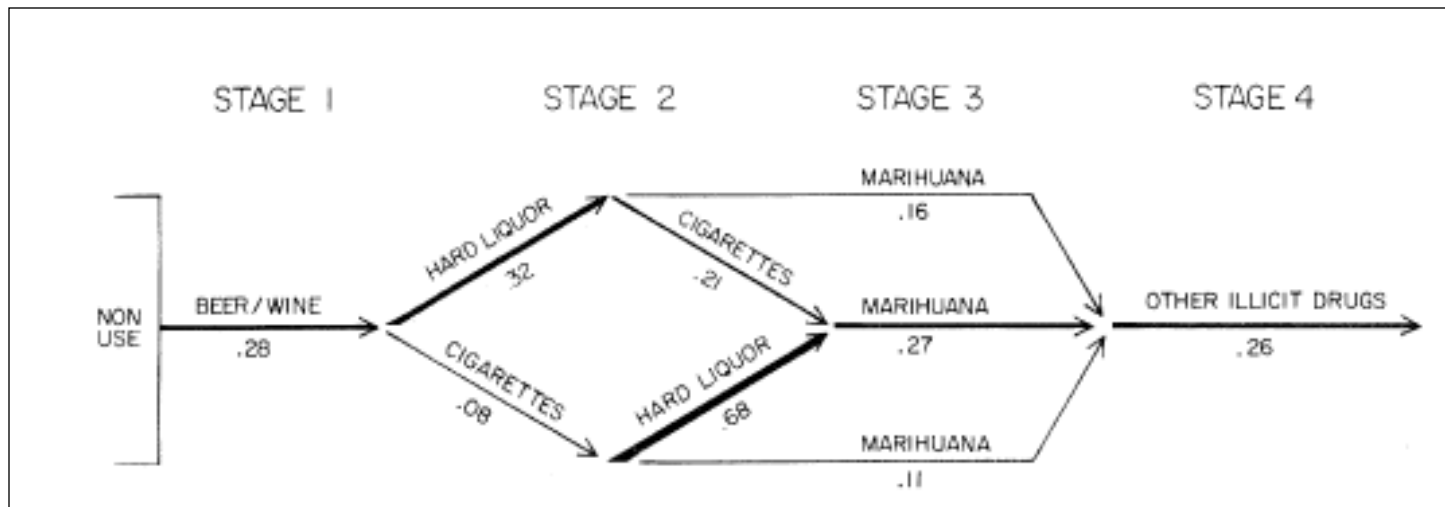
Risk Factors for Youth Problem Gambling

- 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



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.



What does the literature/research say about Gambling?

- Alcohol use leads to more intensive gambling in those with existing gambling disorders as in those with high risk of developing gambling disorders-synergistic (Ellory et al 2002)
- For individuals with Alcoholism and gambling disorders, addressing both problems simultaneously lead to better outcomes (Hodgins and el-Guebaly, 2002)



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



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 Fong, “Pathological Gambling in Adolescents: No Longer Child’s Play”



Youth Gambling Prevalence Nationally

- 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



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

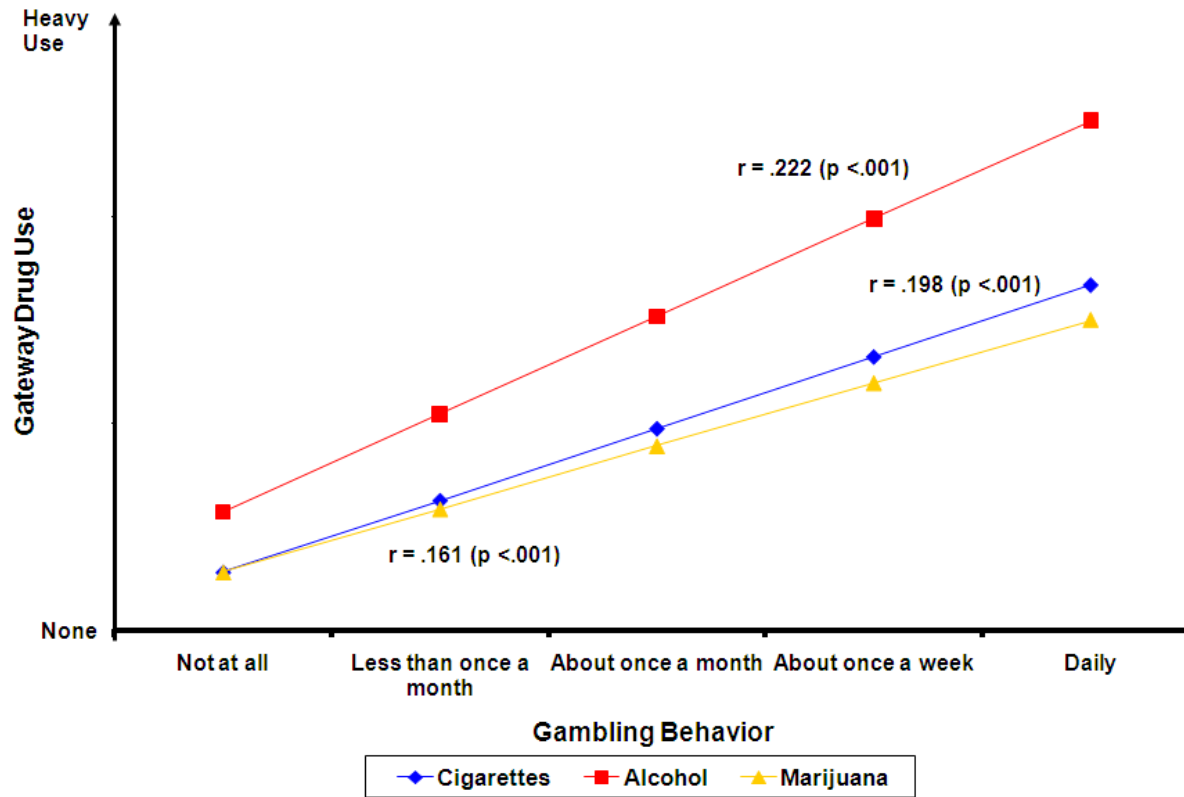


Indiana Youth Gambling Data--2009

Gambling behavior by Indiana adolescents in the past year, percentages	6th	7th	8th	9th	10th	11th	12th
Played cards for money	13.3	18.6	22.5	22.0	23.0	23.3	25.1
Bet money on games of personal skill like pool, golf, bowling	15.0	20.6	24.7	24.1	24.2	22.8	22.8
Bet money on sports teams	13.8	18.3	22.1	20.5	20.0	19.2	19.6
Bought lottery tickets or scratch offs	12.1	14.5	15.5	14.4	13.9	13.9	31.9
Gambled in a casino	0.8	1.4	1.9	2.2	2.1	2.5	3.7
Played online for money	2.7	3.7	4.5	4.4	4.1	4.0	4.0



Gambling and Substance Use 2009





Indiana's Approach for Adolescents



Afternoons R.O.C.K. in Indiana

- After School 3 pm to 6 pm
- Summer programming revived in SFY 2010
- Focus on youth grades 5-8
- Pre/Post Test (Gambling and NOMS)
- All programs must include -- Recreation, Healthy Snacks, Help with Homework
- 18 days, 6 weeks
- SFY 2010 Matched Pre Post



Afternoons R.O.C.K. in Indiana

- All Program Staff Must Credentialed
- Integration of CTC into DSA Structure to help sustain SPF efforts
- DSA Structure is a prevention service delivery model for Indiana
- Evidence Based Curriculum
 - All Stars and All Stars, Jr.
 - Project Alert
 - Positive Action
 - Too Good for Drugs and Violence-Afterschool
 - Smart Moves



Problem Gambling Prevention

- Must offer 1 of 3 curriculums
 - All Bets are Off
 - Improving Your Odds
 - Kids Don't Gamble: Wanna Bet
- Collect Pre Post Data (with NOM data)



Other Prevention and Awareness Efforts

- Website www.ipgap.indiana.edu
- Collect Use Data (youth survey)
- Train at Gambling Venues (trained 800++ Aug 2010)
- Support Counselors
 - Training
 - Certification Resources
 - Indiana Problem Gambling Resource Network
 - Treatment Resources
 - Outreach Materials (NCADI, GA, etc)
 - Library Services



For More Information

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