Deal Me In: Overview of Problem Gambling

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Overview of Session

- Define games vs gambling
- Examine prevalence of college student gambling
- Internet Gambling
- Types of Gamblers
- Discuss how to identify a gambling problem
- Review available resources
Which is more likely...
Lightening

1 in 600,000
Lottery Jackpot...

- Match 6 OF 6 JACKPOT 1:12,271,512
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)
Games vs. Gambling

- 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.

- 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.

  - http://en.wikipedia.org/wiki/Games
What is Gambling?

- Wager money or something of value
- Once the bet is placed you can’t change your mind
- The outcome is based on chance
Games or Gambling?

- Bingo
- Lottery
- Horse Racing
- Poker
- NCAA Pool
- Keno
- Black Jack
- Slot Machines
- Dice
- Football
- Basketball
- Soccer
- Car Racing
- Monopoly
- Backgammon
- Stock Market
Write Down 6 numbers
Gambling Preferences

- 27% Casinos
- 46% Lottery
- 19% Sports Betting
- 12% Poker
- 7% Wagering on Horses or Dogs
- 2% Internet Wagering

Source: 2004 State of the States: The AGA Survey of Casino Entertainment
Who goes to casinos nationwide…

- Median Income is $53,204
- Median Age is 48
- 45% Bachelors Degree
  - 28% some college, 19% no college, 8% post bachelors
- 44% White Collar
  - 25% Blue Collar, 17% Retired 13% other

Source: 2004 State of the States: The AGA Survey of Casino Entertainment
What are we thinking...

- Chance gives the illusion of Control
- Failure to see the roll of the dice or the spin of the wheel as independent events
- Rely on past events to predict future of random events
- Thoughts of...
  - If I do this, then this will happen
  - This has already happened-- so this must now happen
  - That can’t happen again
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,
Activities at Universities around the Country

- Poker tournaments in Residence Halls, Fraternities and Student Unions
- School and Student Organization Sponsored events
- Tournaments at local bars
- On-line Contests
- Internet Gambling by Students
- Courses on Gambling
- Sports Betting
Local Issues

- Internet Poker
- Local Poker Games
  - According to the Indiana Dept. of Revenue, playing for money is illegal (felony) unless at a casino or at a registered not for profit
- Increasing concern for school administrators
- Students report losing savings
- Increasing credit card debt
Internet Gambling
Study at the University of Connecticut

- Internet Gamblers had more level 2 or level 3 problems than non-internet gamblers
- More likely to be unmarried and younger than other gamblers
- 8% reported gambling on the internet at least once per week
**Internet Gambling is it legal?**

**NO...**

Law on gaming devices amended to the following...

**SOURCE:** IC 35-45-5-2; (05)SE092.1.3. --> 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.
Signs of Gambling Problem

- Frequency of Gambling Increasing
- Increasing amounts of time spent gambling
- Increasing amounts of money
- Increasing negative consequences (losses, poor grades) - no decrease in gambling activity
- Gambling to deal with stress, depression or loneliness
Potential Problems

- Debt
- Missed Classes
- Alcohol often involved
- Alienation from friends and families
- Depression
- Addiction
Actual Accounts

Indiana Prevention Resource Center
Gateway Gambling?

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

Roulette Wheel (www.ustoy.com)

TEXAS HOLD ‘EM BOOT CAMP
Http://www.invisiblebus.com/pokercamp.html

POKER CAMPS AND CLINICS FOR KIDS AGES 8-15

Clincs 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

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

- 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
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](http://www.gamblingaddiction.org/adolescent/CHAPTER1-01.htm)
Problem Gambling Phases

- **Winning Phase**
  - Fun, Excitement
  - Big Wins
  - Feeling on top of the world
  - Gambling is everything

- **Losing Phase**
  - Large loses
  - Using Credit to bet
  - Borrowing Money
  - Selling Possessions
  - Arguing
  - Missing school or work

Source: Wanna Bet, North American
Problem Gambling Phases

- **Desperation Phase**
  - Obsessed with Next Win/next game
  - Lying
  - Depressed

- **Hopelessness Phase**
  - Begins with belief of never getting even
  - Stops chasing, but not gambling
  - Playing is all that matters
  - Can’t seem to lose money fast enough
  - Believes they will lose
Screening Tool

You can ask yourself or other these 2 questions

Have you ever felt the need to bet more and more money?
Have you ever had to lie to people important to you about how much you gamble?

If they answer yes to one or both…

- You should look at options for further screening (CaPS, ADIC, Hotline)

  - Hotline 1-800-994-8448. If they are uncomfortable you can call for them to get a referral.
  - CaPs 855-5711
  - Alcohol Drug Information Center 855-5214
Helpful Websites

- National Center for Responsible Gaming
  - http://www.ncrg.org/index.cfm

- Indiana Council on Problem Gambling
  - http://www.ncrg.org/index.cfm

- Gambler’s Anonymous
  - http://www.gamblersanonymous.org/

- National Council on Problem Gambling
  - http://www.ncpgambling.org/
What can you do?

- Talk about your concerns
- Use a screening tool
- Talk to the GA for your neighborhood, they will refer you to the ADIC
- Call the Problem Gambling Help Line 1-800-994-8448
Please contact the IPRC for any of these free services:

• Local-level data collection and reporting drug use trends
• PREV-STAT™ community analysis reports
• Grant-writing workshops and services
• Consultations
• Library services
• Publications and information
  • Prevention Newsline
  • Monographs
  • Factlines
• Public Service Announcements (PSAs)
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