



# Problem Gambling: A New Understanding of a Community Concern

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# Taking Chances: *Gambling Behaviors, Attitudes, Costs, and Policies*



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# Presentation Overview

- This presentation will provide you with an orientation to gambling behaviors, attitudes, and policies, specific to Kansas.
- We will use findings from a recent survey to tell the story of gambling and problem gambling in Kansas.
- Lastly, we'll talk about what it all means and what can be done to support the health of our community by addressing issues related to problem gambling.

# Gambling Expansion in Kansas

- 1987      Launch of the Kansas Lottery
- 1990s      Opening of four tribal casinos
- 2007      Kansas Expanded Lottery Act which authorized one casino in each of four designated gaming zones and created a Problem Gambling & Addictions Grant Fund (*2% of revenues*)
- Kansas law permits non-profit religious, educational, charitable, and fraternal and veterans' organizations to conduct bingo games.

# Kansas Expanded Lottery Act

- Northeast Kansas Gaming Zone — Wyandotte County.
  - The Hollywood Casino opened in 2012. It has 40 table games and 12 poker tables, as well as 2,000 electronic machines.
- South Central Kansas Gaming Zone — Sedgwick and Sumner counties.
  - The Kansas Star Casino opened in 2011. It has more than 1,300 slots and 32 table games.
- Southwest Kansas Gaming Zone — Ford County.
  - The Boot Hill Casino opened in 2009. It has 584 slot machines and 12 gaming tables.
- Southeast Kansas Gaming Zone — Crawford and Cherokee counties.
  - No casino. Although managers showed interest, the casino was never built in the region.

# What is the Impact of Expanded Gambling on Kansas Communities?

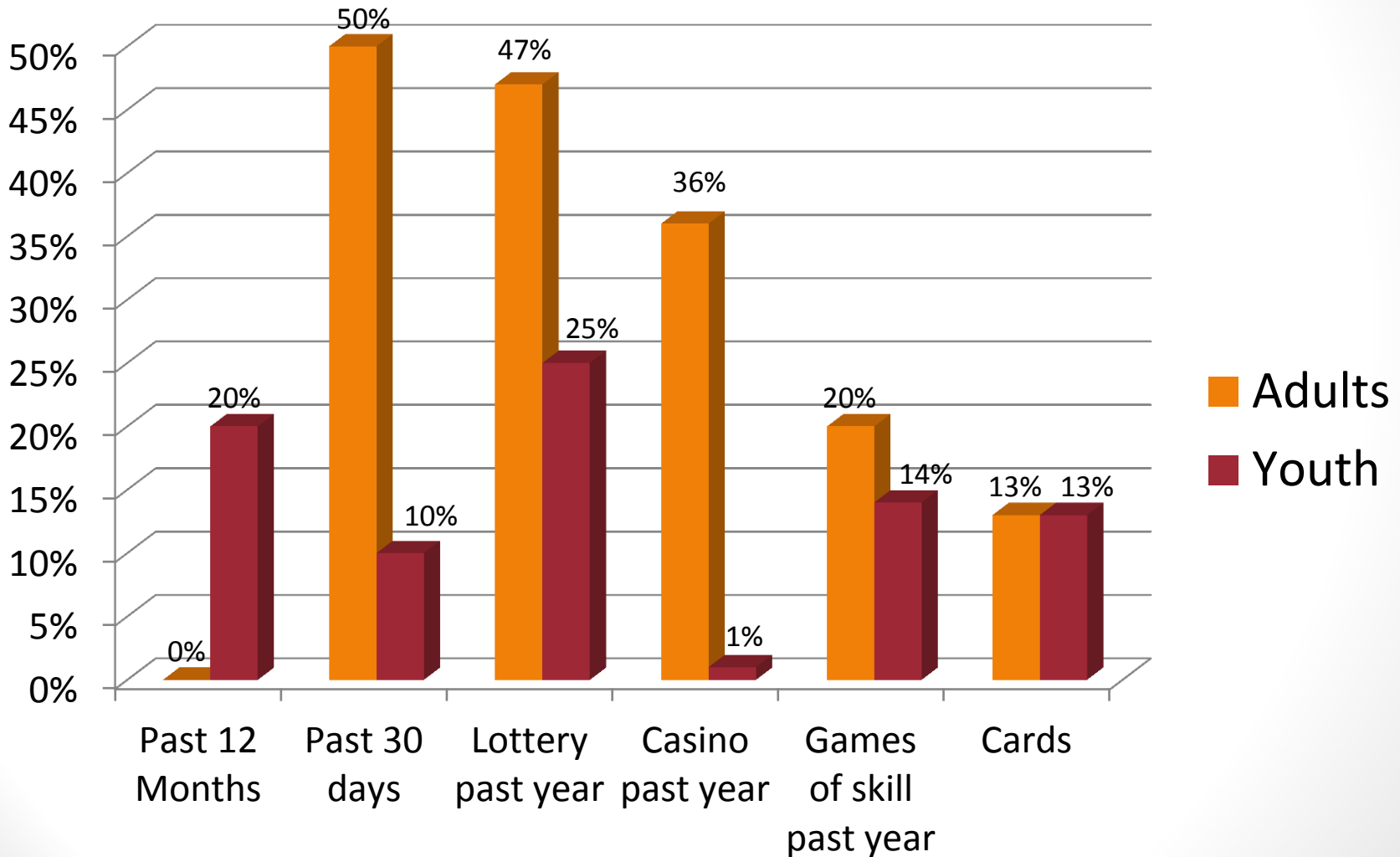
- Kansas Health Institute Study, “Potential Health Effects of Casino Development in Southeast Kansas”
- Kansas Communities that Care Student Survey, “Kansas Youth Gambling Behavior Trend Data 2007-2012”
- KDADS Survey: “Gambling Behaviors and Attitudes Among Adult Kansans”

# Background & Purpose

- The 2012 Kansas Behaviors and Attitudes Survey was coordinated by WhitworthBallou, LLC and funded by KDADS' Problem Gambling Program.
- The primary purpose was to collect data from Kansans about:
  - types and frequency of gambling activities,
  - prevalence of at-risk gambling, and
  - awareness and opinions of publicly-funded gambling treatment services.
- Methodology
  - Random sample of adults living in Kansas
  - Anonymous telephone interview
  - Fielding period October-- November, 2012
  - 1,600 respondents (400 per Zone)

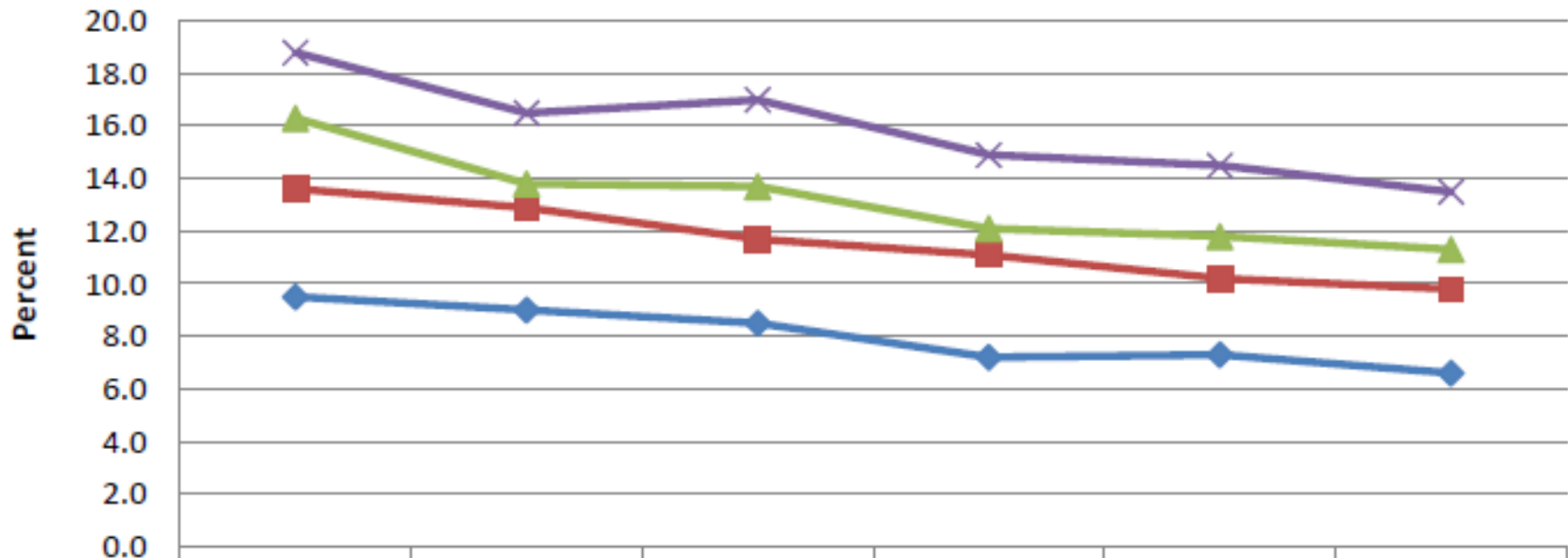
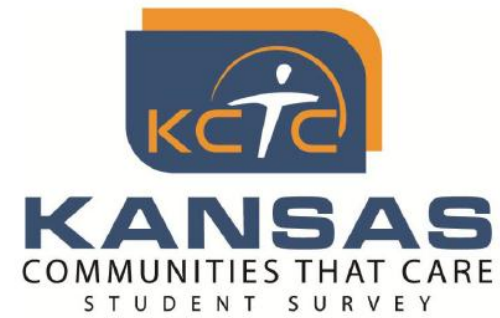
# Prevalence of Any Gambling: Adult & Youth

*(Youth data from Kansas Communities That Care Student Survey)*





# Gambled for Money or Anything of Value At Least Once in the Past Year



	2007	2008	2009	2010	2011	2012
6th	9.5	9.0	8.5	7.2	7.3	6.6
8th	13.6	12.9	11.7	11.1	10.2	9.8
10th	16.3	13.8	13.7	12.1	11.8	11.3
12th	18.8	16.5	17.0	14.9	14.5	13.5

# Most Common forms of Adult Gambling in Kansas?

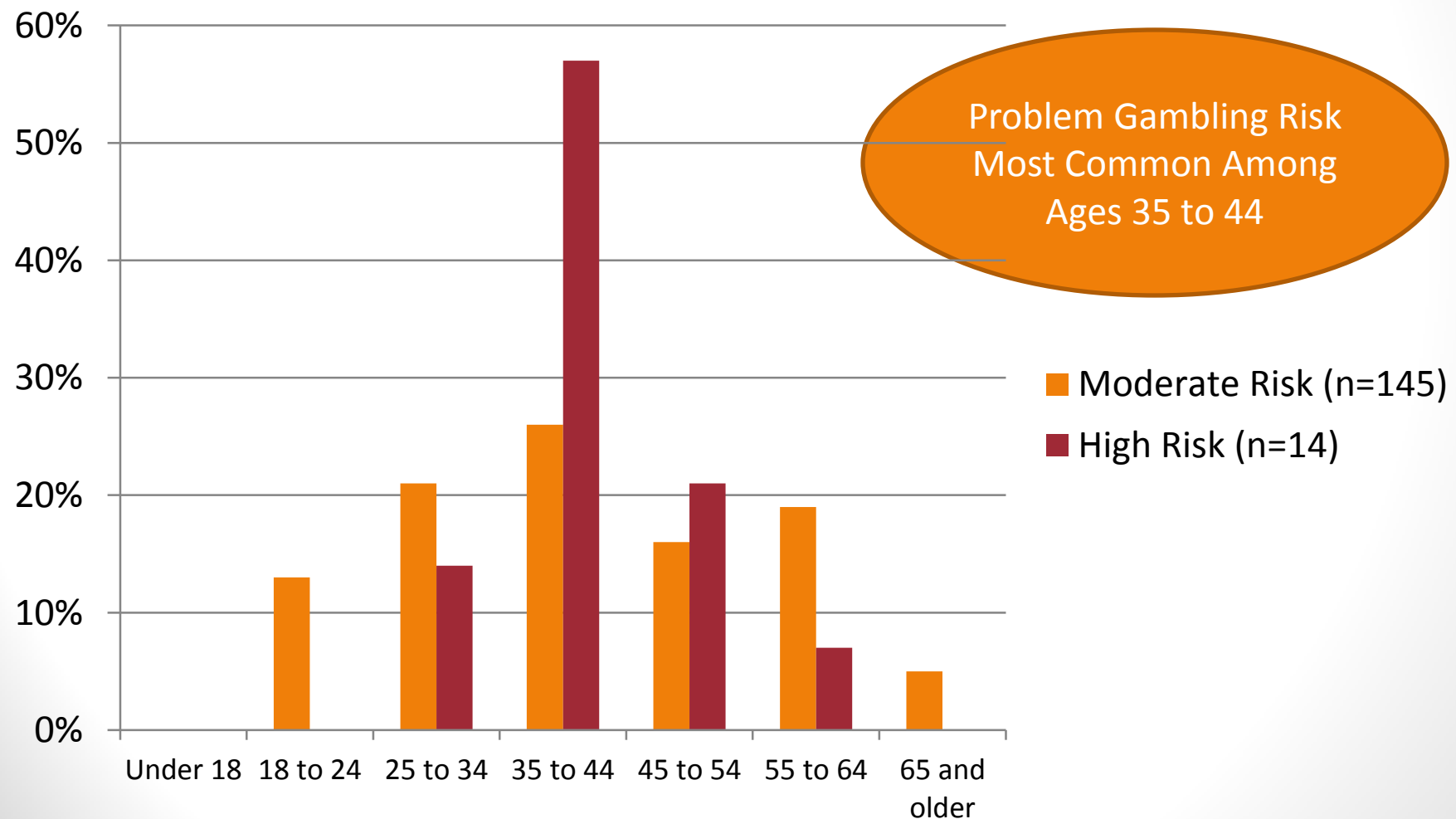
- 47% of adult Kansans played lottery games in the past-year
  - Rate is on par with national past-year lottery play participation rates (54%).
- 36 % of adults Kansans played casino machine games in the past year
  - Suggesting the rate of casino visitation in Kansas is at least 25% higher than the national average.

# Favorite Gambling Activities

- Casino gaming, slot machines, video poker, video blackjack, etc. (48%)
- State or Multi-state lottery games, scratcher tickets or pull-tabs (21%)
- Playing cards for money or possession with family or friends (10%)
- Casino table games, such poker, roulette, craps or blackjack (7%)
- Bingo for money or prizes (6%)
- Betting on games of personal skill, such as pool, bowling, basketball, etc. (4%)

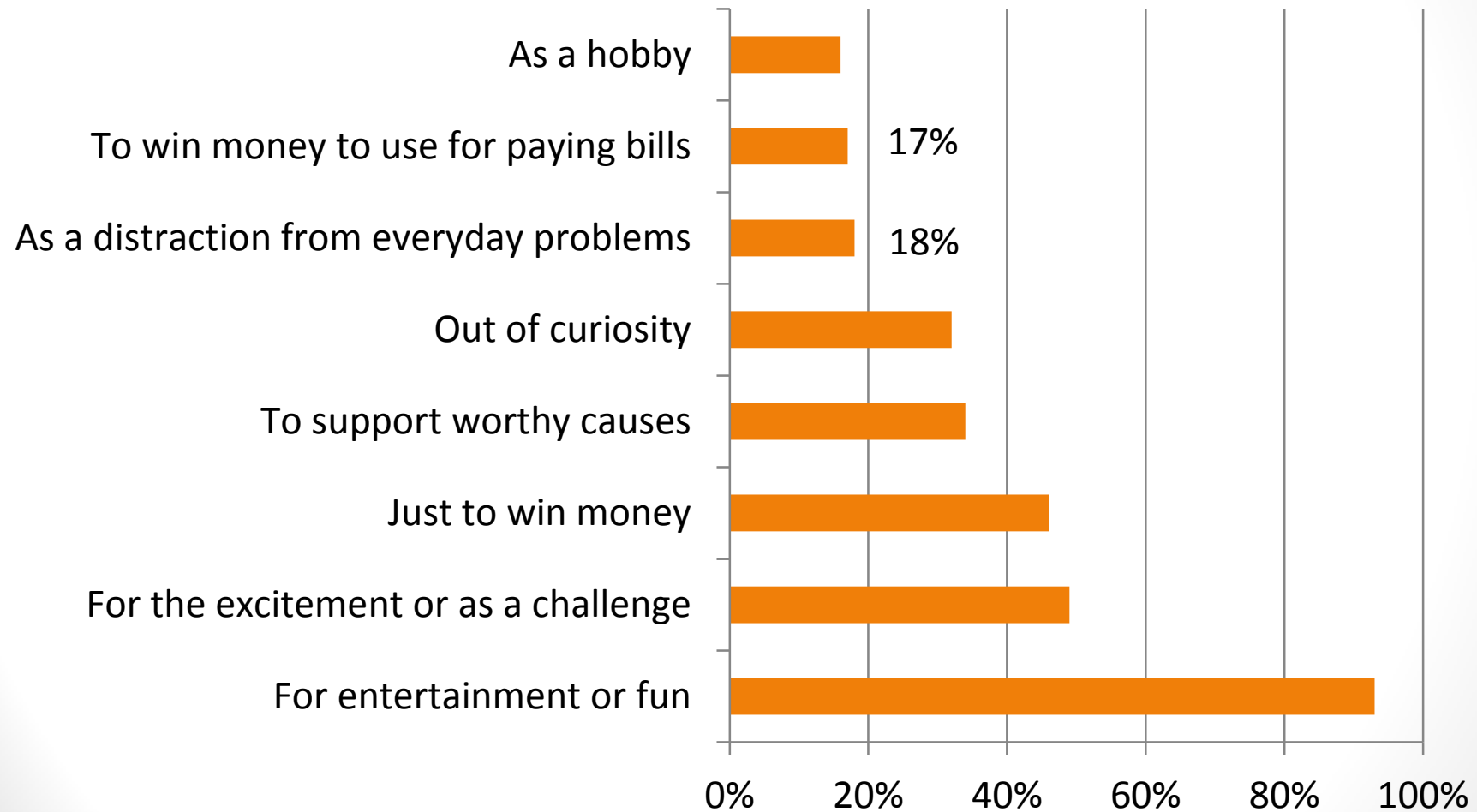


# Prevalence of Problem Gambling Moderate & High Risk Groups Rates by Age Group



# Reasons for Gambling

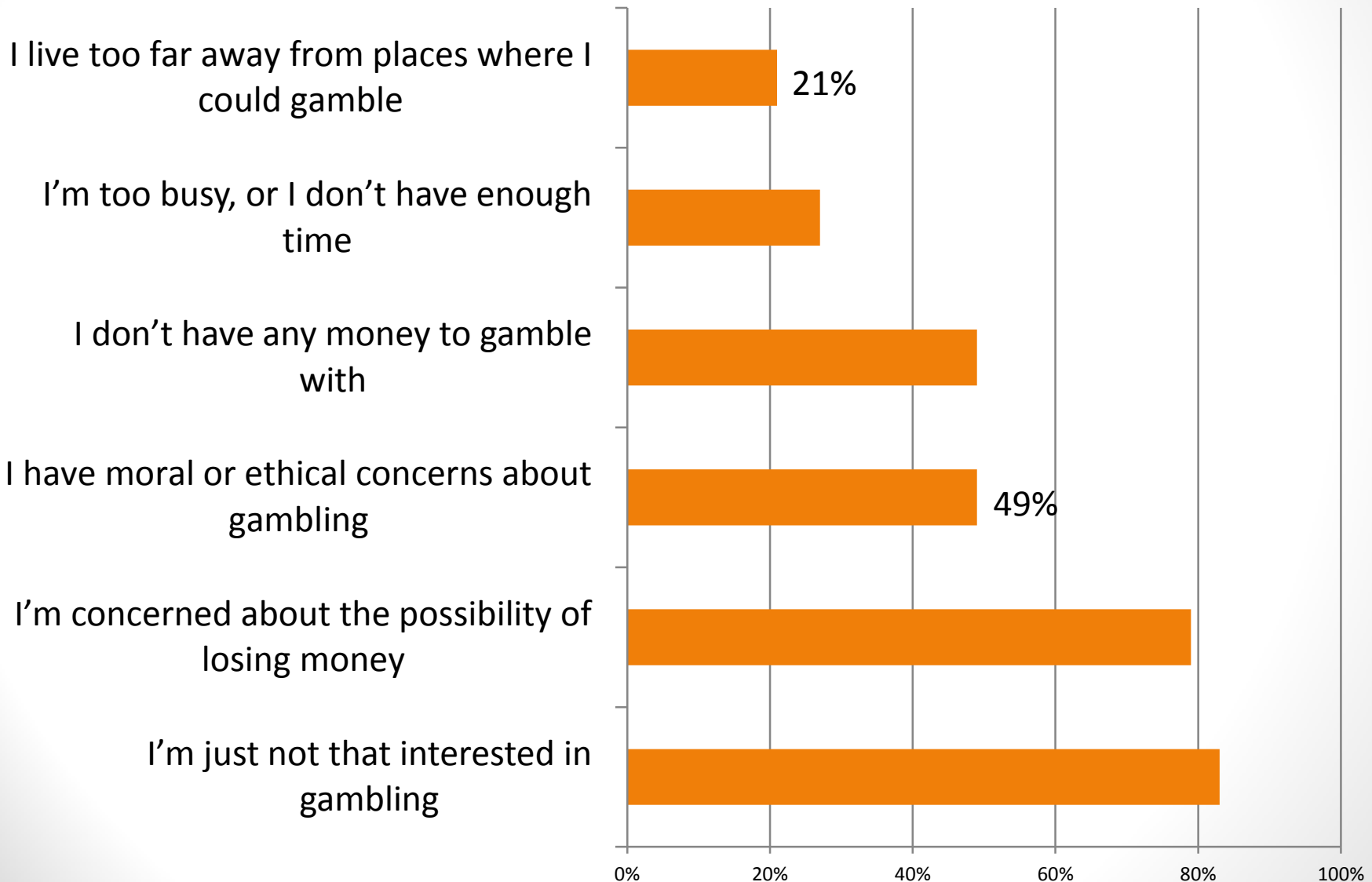
*(Combined "Very important/Important" Percentage on Reasons for Gambling, among those who have Gambled in Some Form within the Last 30 Days)*



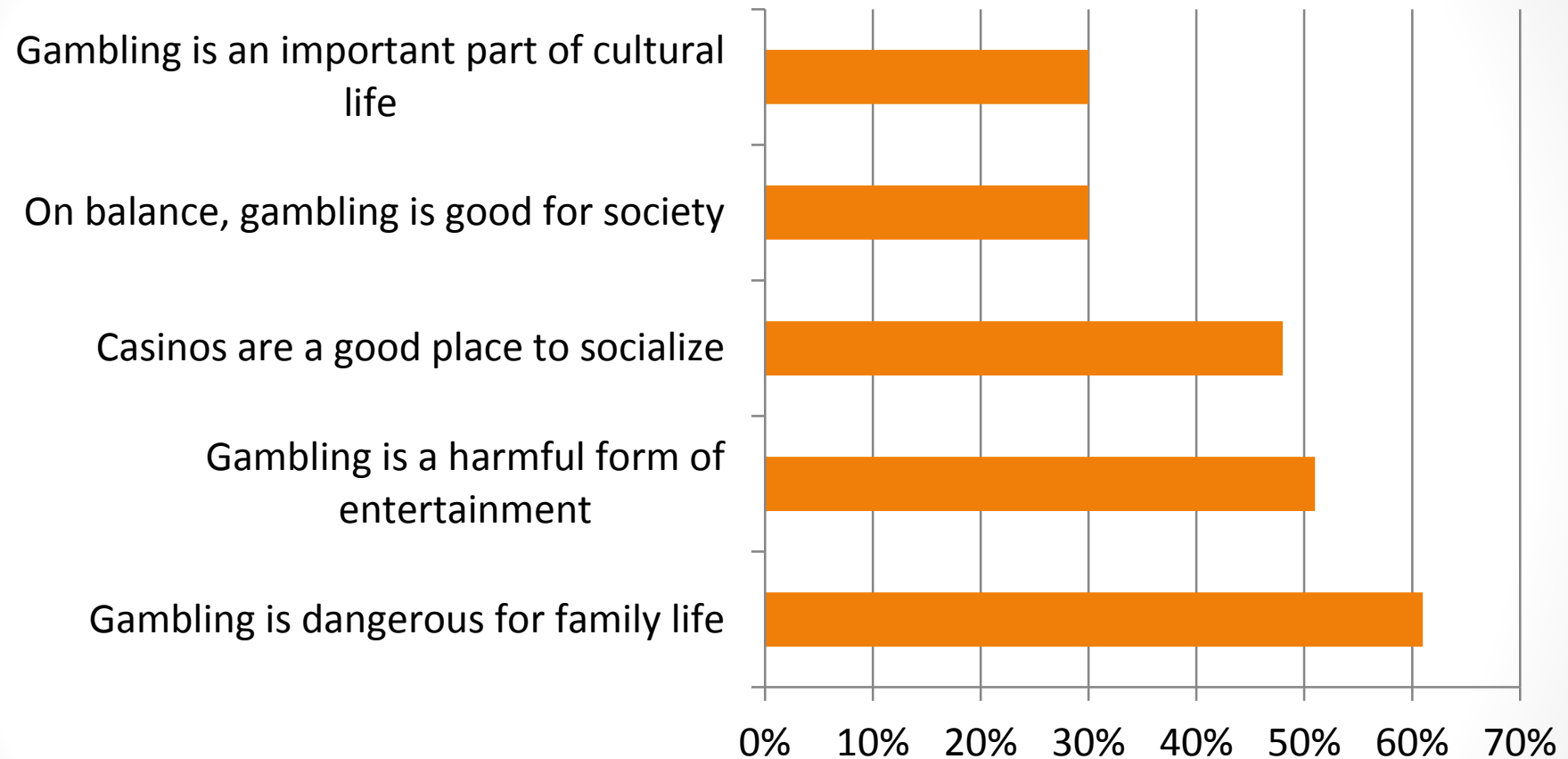
*Note.* The cumulative percentage on entertainment or fun appears to sum incorrectly due to the effects of rounding.

# Reasons for NOT Gambling

(Among those who said they gamble *seldom* or *never*)



# Gambling is dangerous for family life



- Nearly two-thirds (61%) agreed that “Gambling is dangerous for family life,”
- About one-half (51%) agreed that “Gambling is a harmful form of entertainment.”

# Problem Gambling

- **Problem gambling** is defined as: *“Problem Gambling is characterized by difficulties in limiting money and/or time spent on gambling which leads to adverse consequences for the gambler, others, or for the community.”*
- Essentially, a problem gambler is someone with a
  - pattern of excessive gambling;
  - impaired control over their gambling behavior;
  - significant negative consequences deriving from this impaired control; and
  - persistence in excessive gambling despite these negative consequences.
- Problem gambling is assumed to have varying degrees of severity, ranging from mild, moderate to severe. Severe problem gambling may be diagnosed as clinical **‘pathological gambling’** if the gambler meets certain criteria. Pathological gambling is a condition with sufferers exhibiting many similarities to those who have substance addictions.



# Problem Gambling Screening Questions

(Presented to all those that reported gambling in the past 30 Days)

- Nine problem gambling screening questions were included in the survey
- Endorsement of any problem gambling screening question suggests heightened risk for problem gambling development or manifestation.
- As the number of endorsements increase so does the risk for developing or manifesting a gambling disorder.

Risk Category	Number of “positive” responses to problem gambling screening questions
Low	No “positive” (Yes) response to any problem gambling screening question
Moderate	One to three “positive” responses per respondent
High	Greater than four “positive” responses per respondent

# NODS CLiP

Three NODS questions pertaining to loss of Control, Lying, and Preoccupation (the “CLiP”), identified virtually all pathological gamblers and most problem gamblers diagnosed by the complete NODS.

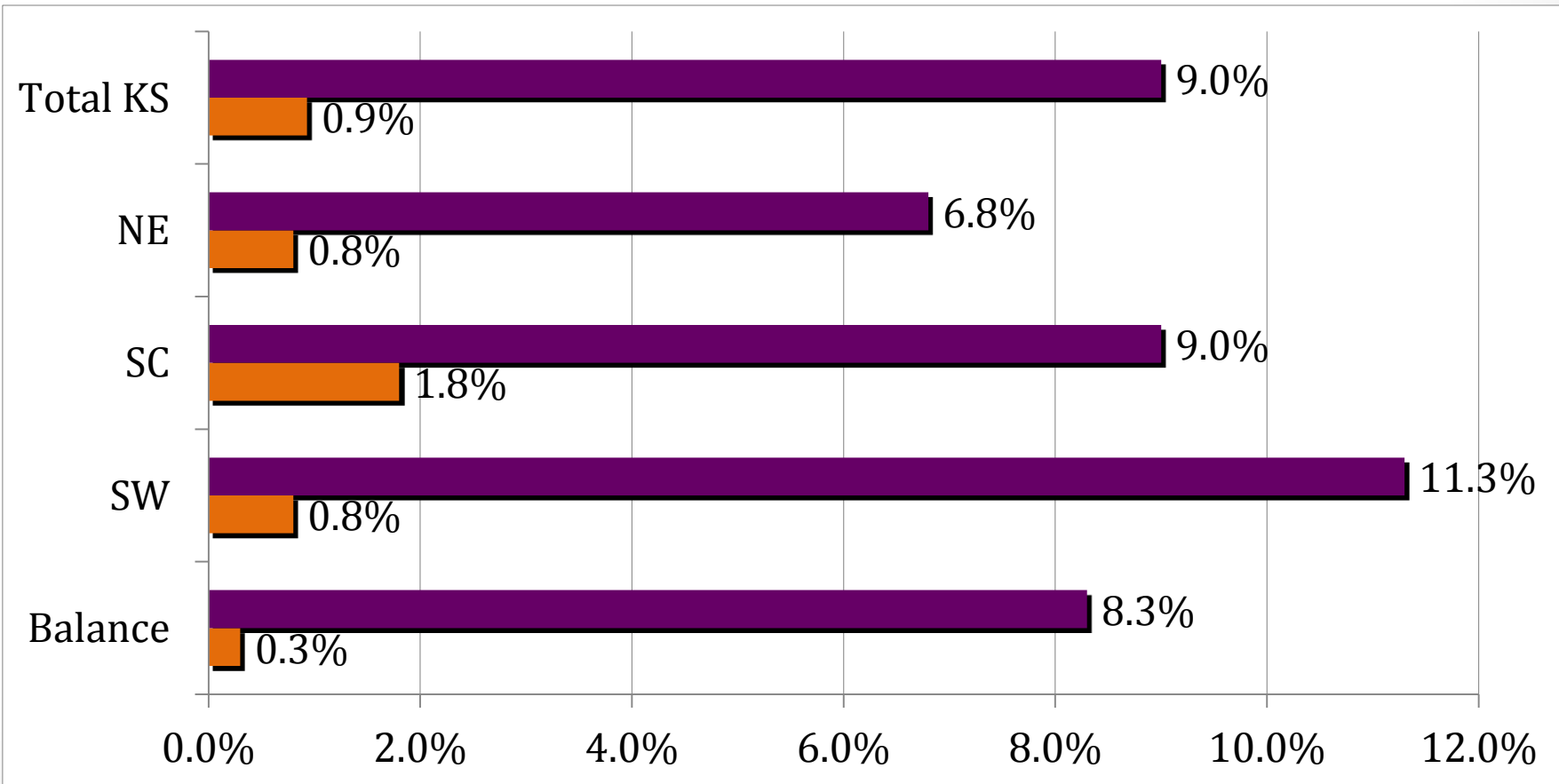
In the present study, all three NODS CLiP questions were included, two verbatim and one paraphrased.

Research on the NODS CLiP found that if a person endorsed any of the three questions, there is an 88% probability that they have or had a gambling disorder.

- *Have you ever tried to stop, cut down, or control your gambling?*
- *Have you ever lied to family members, friends or others about how much you gamble or how much money you lost on gambling?*
- *Have there been periods lasting 2 weeks or longer when you spent a lot of time thinking about your gambling experiences, or planning out future gambling ventures or bets?*

# Problem Gambling

## Moderate & High Risk



*SC had over twice the rate of persons endorsing 4+ PG screening questions (orange bar). SC and SW represent the highest concentration of at-risk gamblers.*

<b>Statement</b>	<b>Overall (n=799)</b>	<b>NE (n=197)</b>	<b>SC (n=216)</b>	<b>SW (n=234)</b>	<b>Balance (n=152)</b>
<b>Ever thought you might want to cut back on time or money spent on betting or wagering</b>	<b>9%</b>	<b>6%</b>	<b>8%</b>	<b>14%</b>	<b>5%</b>
<b>Bet more than you could afford to lose</b>	<b>8%</b>	<b>4%</b>	<b>7%</b>	<b>10%</b>	<b>13%</b>
<b>Spent time in the last 2 weeks thinking about gambling/planning gambling ventures</b>	<b>5%</b>	<b>4%</b>	<b>10%<sup>1,3</sup></b>	<b>2%</b>	<b>6%</b>
<b>Lied to family/friends/others about gambling or losses</b>	<b>4%</b>	<b>5%<sup>3,4</sup></b>	<b>6%<sup>3,4</sup></b>	<b>1%</b>	<b>1%</b>
<b>Your gambling has caused serious/repeated problems in relationships</b>	<b>2%</b>	<b>2%</b>	<b>2%</b>	<b>3%</b>	<b>3%</b>
<b>Others have criticized you/told you that you had a gambling problem</b>	<b>1%</b>	<b>1%</b>	<b>1%</b>	<b>0%</b>	<b>0%</b>
<b>Gambling has caused you health problems</b>	<b>1%</b>	<b>3%</b>	<b>1%</b>	<b>1%</b>	<b>1%</b>
<b>Your gambling has interfered with productivity/led to missed time or performance issues at work/school</b>	<b>1%</b>	<b>&lt;1%</b>	<b>1%</b>	<b>&lt;1%</b>	<b>0%</b>

*X%<sup>1,2,3,4</sup> indicate statistically significant differences between the reported number and the zone number indicated*

# Problem Gambling (Self-Defined)

“How often have you felt you have a problem with gambling? “

- 1% of the recent gamblers said that “most of the time” they felt that they might “have a problem with gambling,”
- 6% said “sometimes”
- These data suggest that there is some level of concern among thousands of Kansans that they may have a gambling problem (estimated 75,553 concerned about their gambling).



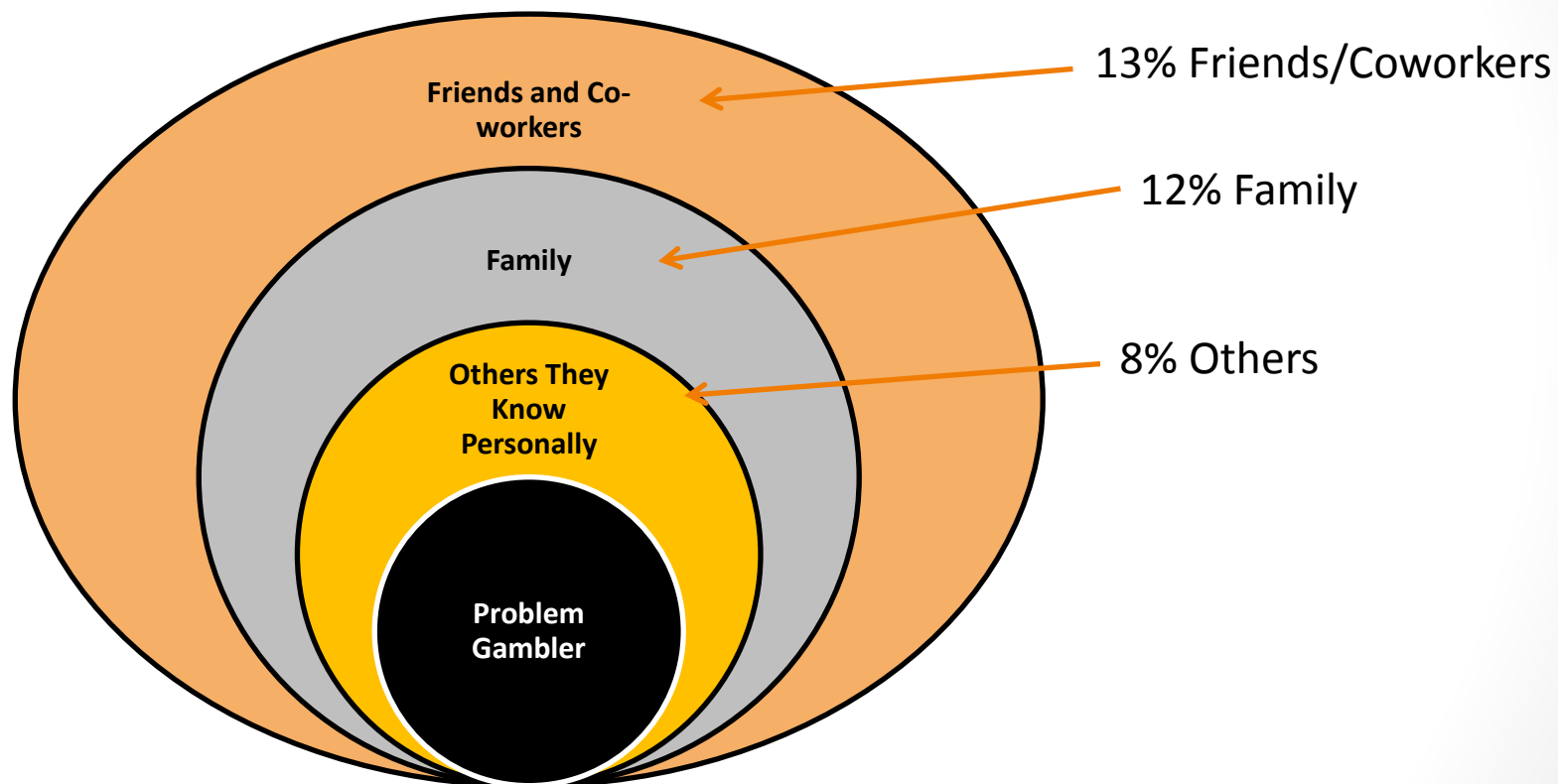
# Gambling Myths

Statement	Overall	NE	SC	SW	Balance
Watching the pattern of wins and losses will help a person win	20%	18%	20%	27%	16%
Using personal “lucky” techniques can help people win	12%	9%	20%	14%	4%
The more a person gambles, the better his or her odds of coming out ahead	9%	5%	11%	14%	8%
When a person almost wins, it’s a good sign that they are due to win soon	4%	3%	5%	9%	2%
If a person keeps gambling, their luck will change and they’ll win back the money they’ve lost	2%	1%	3%	2%	1%

# Effect of Problem Gambling on Others



More than 1 in 7 adult Kansans (15% or 323,799 adults) have been negatively affected by the gambling behaviors of family members, friends, or others they know.



1 in 5 (20%) of African American survey respondents reported being personally affected by the gambling behaviors of a family member, a rate 60% greater than among Caucasian survey respondents.

# Want to Reduce or Quit Gambling



Percent of adult Kansas gamblers who thought they might want to cut back on time or money spent on betting or wagering.

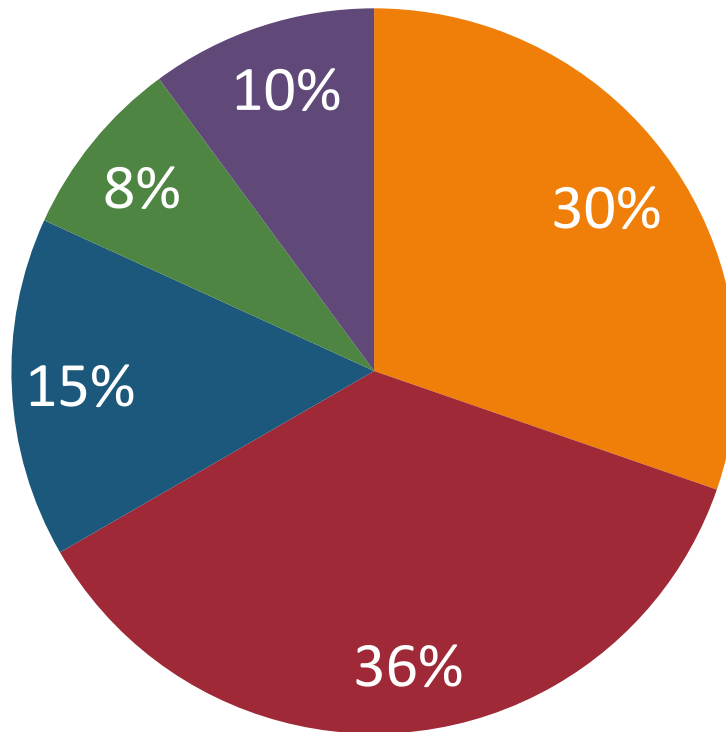
9%

Percent of adult Kansans *who had any problem gambling symptoms in the past 30 days who ever thought they might want to cut back on time or money spent on betting or wagering.*

43%



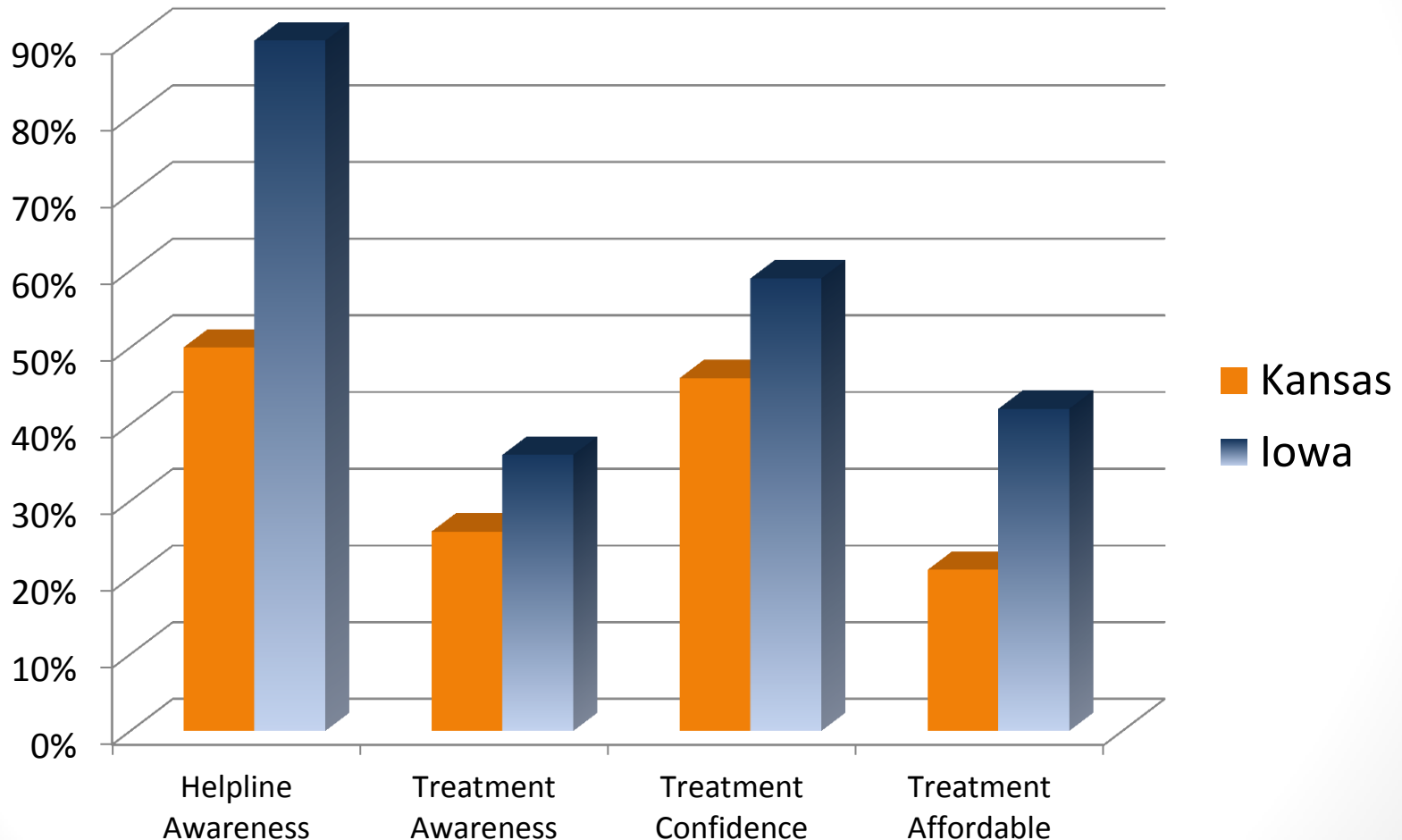
# Identifying Problem Gambling



- Extremely confident
- Moderately confident
- Slightly confident
- Not at all confident
- I'm not sure

Two-thirds of Kansans are confident they would recognize the signs that a friend or family member has a gambling problem.

# Public Awareness of Problem Gambling Services: Kansas Compared to Iowa



# If you felt you had a gambling problem, who would you turn to first, or where would you go?

<b>Spouse</b>	<b>19%</b>
<b>Call the gambling helpline (or “phone number” or “hotline”)</b>	<b>16%</b>
<b>Don’t know</b>	<b>16%</b>
<b>Other family member</b>	<b>12%</b>
<b>Minister/Clergy</b>	<b>10%</b>
<b>Friend</b>	<b>9%</b>

<b>No one</b>	<b>7%</b>
<b>Other</b>	<b>3%</b>
<b>Primary Care Physician</b>	<b>3%</b>
<b>Psychologist/Psychiatrist</b>	<b>3%</b>
<b>Girlfriend/Boyfriend</b>	<b>1%</b>
<b>Employer</b>	<b>1%</b>
<b>Employer’s Employee Assistance Program (or “E.A.P.”)</b>	<b>1%</b>

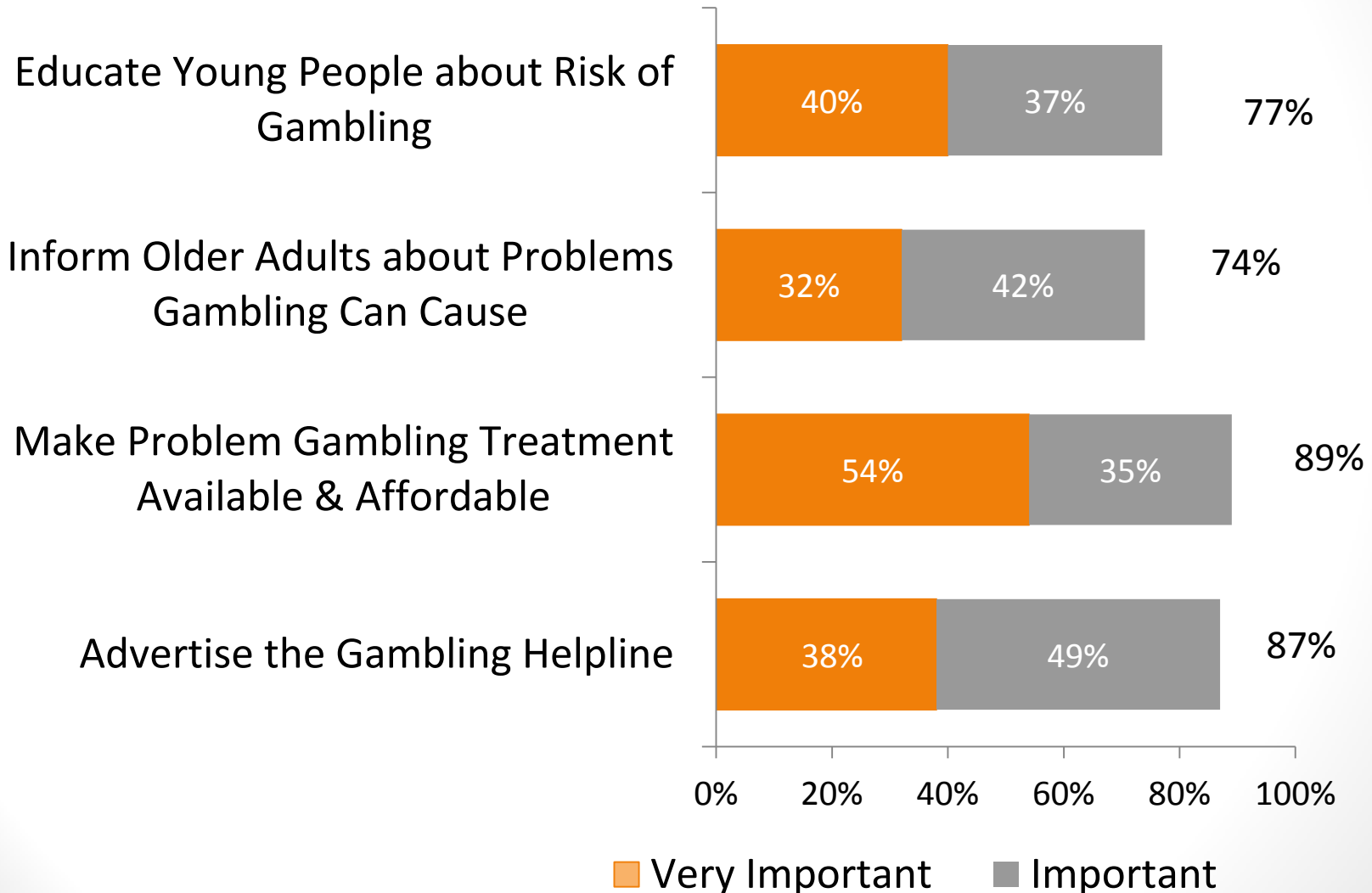
# Why Don't More People Seek Help?

Research asked problem gamblers why they didn't seek treatment - found a common explanation was: "felt ashamed for self or family"

**However**

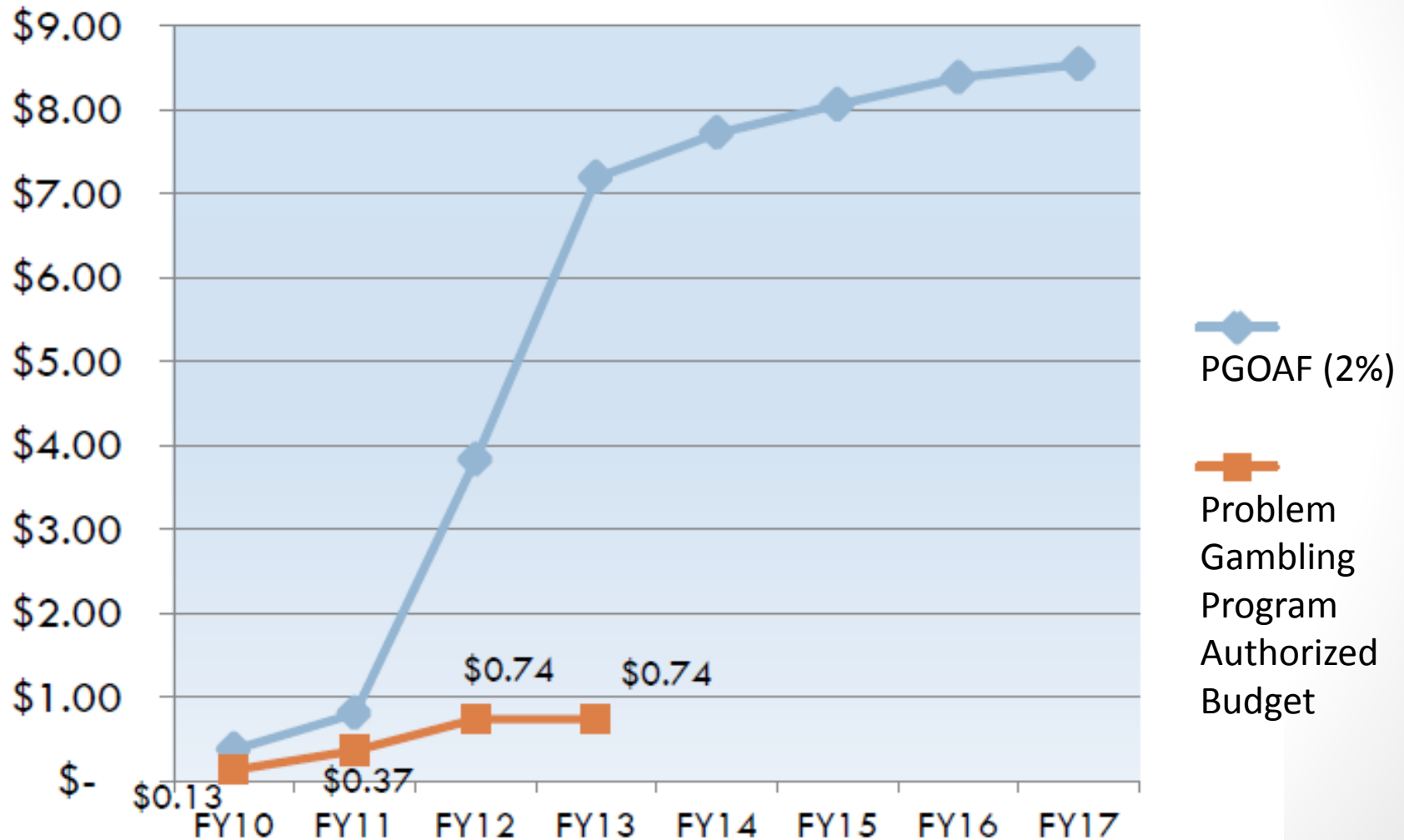
The vast majority of Kansans (96%) say they admire the courage of people who seek help for a gambling problem and would never discourage someone from seeking treatment (95%).

# Importance of Public Funding for Treatment and Prevention



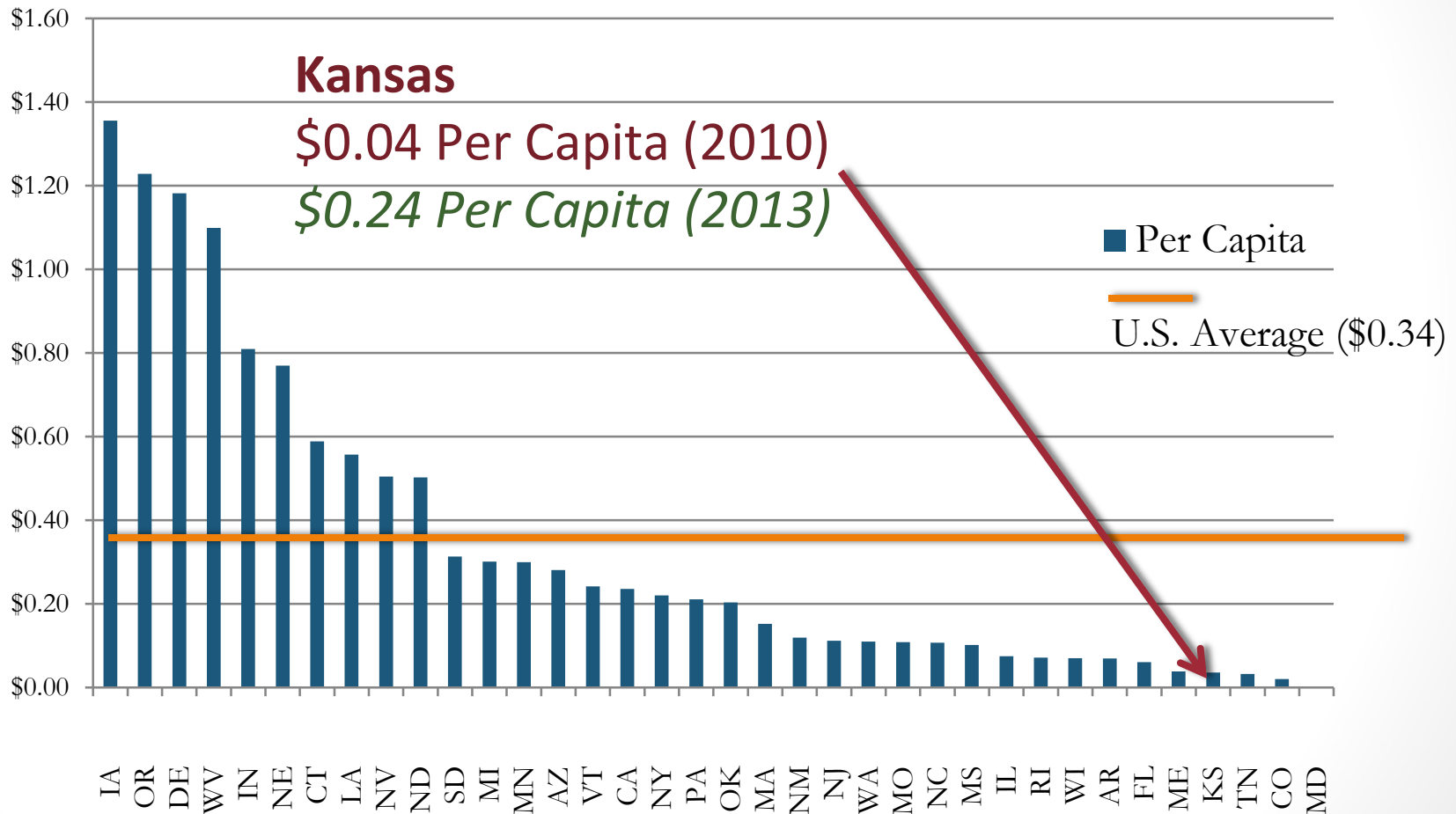
# Problem Gambling & Other Addictions Fund:

Revenue Estimate & Problem Gambling Program Budget (Oct. 2012 Est.)



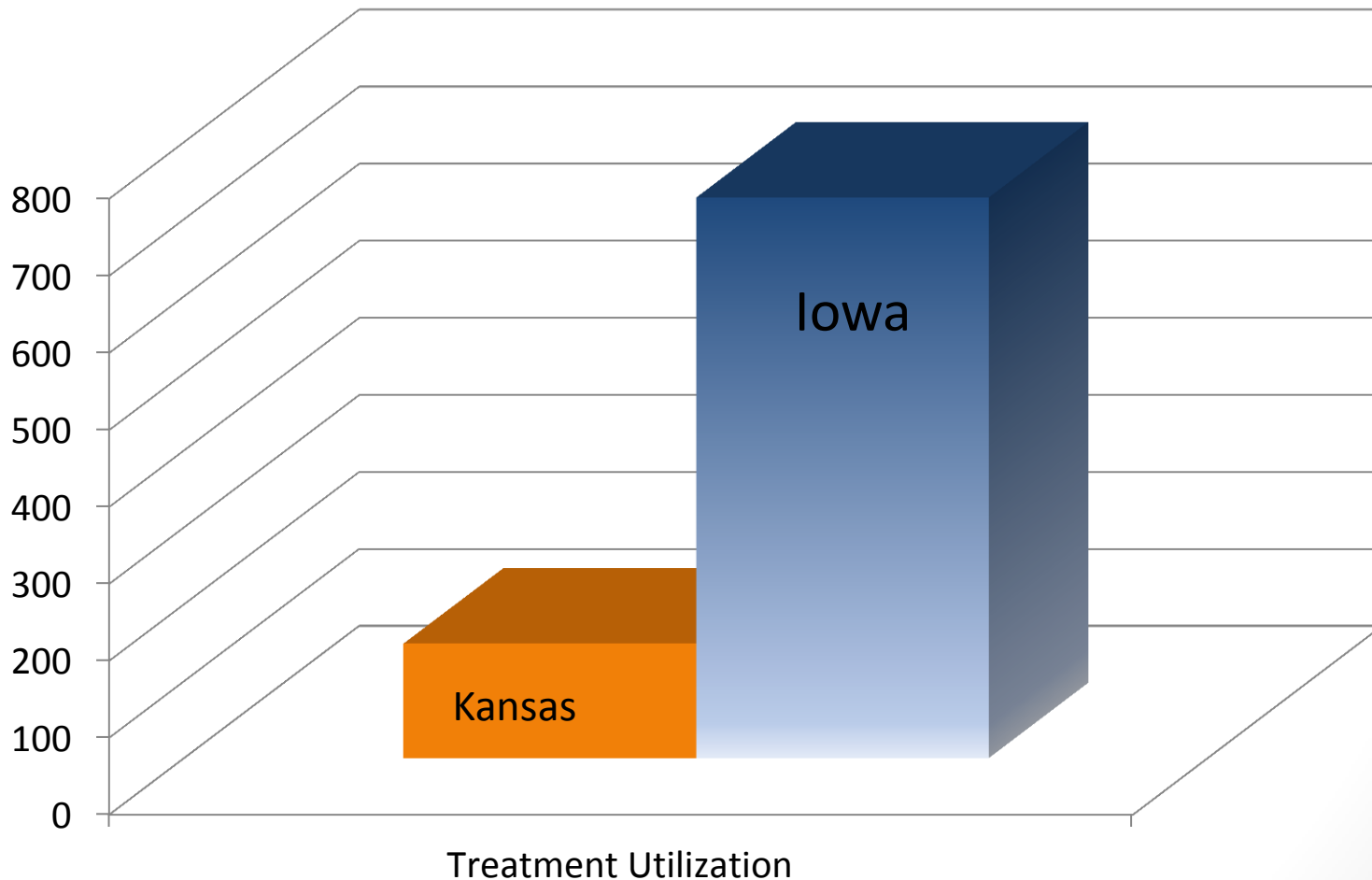
# 2010 Per Capita Allocation by U.S. States On Problem Gambling Services

FY 10 Per Capita Spending on Problem Gambling Services



Note: Includes only funds line itemed for problem gambling services and passing through a state agency.

# SFY 2012 Gambling Treatment Utilization: Kansas Compared to Iowa





# A Look at the Estimated KS Numbers.....

*(rounded to nearest ten thousands)*

- 320,000**      Negatively affected by the gambling behaviors of others
- 100,000**     Thought they want to cut back on time or money spent on betting
- 90,000**        Bet more than you could afford to lose
- 80,000**        Concerned they have a gambling problem
- 50,000**        Obsessed about their gambling
- 40,000**        Lied to family/friends/others about gambling or losses
- 20,000**        Gambling caused serious/repeated problems in relationships

# Summary & Conclusions

- Gambling participation in Kansas is high, problem gambling awareness is low, and many adult Kansans have been negatively impacted by problem gambling.
- While most gamblers do so without experiencing harm, a sizeable portion of Kansans are negatively impacted by gambling and there is overwhelming public support to address legalized gambling's downside.
- With information collected from this survey, KDADS and other stakeholders will be able to advance their efforts to prevent and treat problem gambling and do so knowing there is a critical need and strong public support.

# What we can do to address this issue:

- Help raise awareness of problem gambling and the help that is available
- Empower those who want to change their gambling behavior
  - Many report wanting to change their gambling behavior, few seek help
- Defend use of the Problem Gambling and Addictions Fund as it was originally intended and promised
  - Less than 10% of this fund has been spent on problem gambling treatment and prevention services

# What we can do to address this issue:

- **Focus on the Family**

- For each problem gambler, 5 others are negatively affected
- Nearly two-thirds (61%) agreed that “Gambling is dangerous for family life”
- Encourage parents to discuss gambling with their children
- Encourage people to speak to loved ones for whom they have gambling related concerns

- **Engage the Faith Community**

- Kansans stated they would turn to a religious leader for help with a gambling problem in higher number than any other professional group
- Half of those that do not gamble frequently report moral or ethical concerns about gambling as the primary reason.

# Final Thought:

You can make a difference.



You can be a public health and gambling ambassador.



Together we can make our community a healthier place to live!