

**GAMBLING AND PROBLEM GAMBLING
AMONG ADOLESCENTS IN WASHINGTON STATE**

Report to the
Washington State Lottery

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EXECUTIVE SUMMARY

This report presents the findings of a state-wide survey of gambling involvement and problem gambling among adolescents in Washington State. This is the first adolescent study initiated and funded by a state lottery and the first study that allows comparisons of adolescent and adult gambling involvement in the same jurisdiction. A random sample of 1,054 Washington State adolescents aged 13 to 17 was interviewed in January and February of 1993 about the types of gambling in which they had ever participated, the amounts of money they spend on gambling, the problems related to their gambling and about other risky behaviors including alcohol and drug use.

Research on adult gambling problems suggests that pathological gambling has strong antecedents in youthful gambling involvement. However, problem gambling among adolescents is best viewed as a pre-clinical state. Since pathological gambling is a progressive condition, adolescent problem gamblers are a particularly vulnerable group in terms of the future development of pathological gambling. This study provides a benchmark for future assessments of gambling and problem gambling in Washington State as well as a foundation for policy making and planning for services for adolescents and adults experiencing problems related to their gambling.

Key Findings

- ▶ In Washington State, 83% of the adolescent respondents had participated in one or more gambling activities at some time in their lives. In comparison, the lifetime gambling participation rate among adults in Washington State was 91%.
- ▶ Adolescent respondents who ever gambled were significantly more likely to be male than female and to have an average weekly income of \$50 or more, including an allowance as well as wages. Older adolescents were somewhat more likely to have ever gambled than younger adolescents.
- ▶ Washington State adolescents were most likely to have ever wagered on raffles, on sports events with friends or acquaintances and on card, dice or board games with friends or family members.
- ▶ The mean age at which adolescent respondents started gambling was 12 years old. Adolescent respondents were most likely to have started gambling on card, dice and board games with friends and family and on sports or other events with friends or acquaintances.
- ▶ Among all of the adolescent respondents, 90% meet the criteria for Non-Problem Gambling, 9% meet the criteria for At-Risk Gambling and 1% meet the criteria for Problem Gambling.

- ▶ We estimate that between 950 to 4,700 Washington State adolescents can be classified as Problem Gamblers and an additional 23,000 and 33,700 Washington State adolescents can be classified as At-Risk Gamblers.
- ▶ At-Risk and Problem Gamblers are significantly more likely to be male and significantly less likely to live in two-adult households than Non-Problem Gamblers. At-Risk and Problem Gamblers are significantly more likely than Non-Problem Gamblers to have weekly incomes over \$50. At-Risk Gamblers are significantly more likely to have at least one parent who gambles than either Non-Problem or Problem Gamblers.
- ▶ On the basis of gambling involvement and reported monthly expenditures, some types of gambling are more closely associated with adolescent gambling problems than others. These types of gambling are wagering on games of personal skill, card, dice and board games, and on sports events with friends and acquaintances.
- ▶ In contrast, other types of gambling are not closely associated with adolescent gambling problems. These types of gambling include lottery games, pulltabs and formal sports pools. These types of gambling are more likely to have clear and enforced age restrictions than the types of gambling most closely associated with adolescent problem gambling.
- ▶ Problem Gamblers are significantly more likely to have used tobacco, alcohol and drugs than At-Risk and Non-Problem Gamblers. Problem Gamblers are also significantly more likely to have experienced difficulties related to alcohol and drug use than At-Risk and Non-Problem Gamblers.

Future Directions

While the majority of Washington State adolescents gamble without problems, a substantial number do appear to be at risk of developing gambling-related problems. The most cost-effective approach to minimizing such problems in the future is to implement preventive measures as soon as possible. Public education, gambling-specific education components in high schools and colleges and training for individuals working with troubled adolescents are recommended. Regulatory efforts, education of vendors and operators, and sensitivity in product development by all of the state's gambling agencies are also recommended to minimize the attraction, availability and accessibility of gambling products and services to adolescents.

INTRODUCTION

In the United States and other industrialized nations, adolescence is a life stage when individuals make the transition from childhood to adulthood. Like sexual experimentation and the use of drugs and alcohol, involvement in gambling may be a behavioral expression of adolescents' efforts to establish coherent, consistent identities (Erikson 1963). Like adults, the majority of adolescents who gamble do so recreationally and in order to socialize. As with adults, however, a small number of adolescents experience problems related to their involvement in gambling. A related concern is that gambling may be an important but ignored component in the development of other adolescent problems such as alcoholism, drug abuse and suicide.

Research on adult gambling problems suggests that pathological gambling has strong antecedents in youthful gambling involvement (Custer & Milt 1985; Volberg 1993a). However, problem gambling among adolescents is best viewed as a pre-clinical state. Since pathological gambling is a progressive condition, adolescent problem gamblers are a particularly vulnerable group in terms of the future development of pathological gambling. Their propensity to display the full clinical disorder is likely to be affected by a variety of risk factors and the offsetting influence of prevention and treatment efforts.

Research on Adolescent Gambling

The research literature on pre-adult gambling falls into three general areas, as Griffiths (1989) points out. These include studies of gambling as play (Smith & Abt 1984), studies of gambling as part of the economic socialization of children (Furnham 1986; Strauss 1952; Tan & Stacey 1981) and studies of adolescent gambling among high school students. High school studies clearly show that gambling is a popular activity among adolescents in many countries (Amati 1981; Arcuri, Lester & Smith 1985; Ide-Smith & Lea 1988; Jacobs 1989; Ladouceur & Mireault 1988; Lesieur & Klein 1987; Rosenstein & Reutter 1980).

Surveys of high school students in California, Connecticut, New Jersey and Virginia found that between 40% and 86% of the respondents had gambled for money in the past year (Jacobs 1989; Steinberg 1988; Lesieur & Klein 1987). Nine years after casino gambling was legalized in New Jersey, a survey of high school students in the Atlantic City area found that over 50% of the respondents had gambled in casinos (Arcuri et al 1985). Another survey of students in four New Jersey high schools found that 91% of the respondents had gambled in casinos (Lesieur & Klein 1987). A survey of 14 and 15 year old students in Reno high schools found that 58% of the boys and 15% of the girls had gambled for money (Wittman, Fuller & Taber 1988). A survey of students from 9 high schools in the Quebec City region found that 76% had gambled for money (Ladouceur & Mireault 1988).

Studies of gambling among high school students show that wagering on card games, sports events and games of personal skill are the most common forms of adolescent gambling (Jacobs 1989; Ladouceur & Mireault 1988). All of the available research shows that children begin gambling well before high school and that gambling is far more common among males than among females (Ide-Smith & Lea 1988; Wolfgang 1988).

Defining Problem Gambling Among Adolescents

The survey of adolescent gambling in Washington State builds on work carried out in other parts of the United States as well as internationally. In this section, we identify all of the research methods that have been developed to identify problematic gambling involvement among adolescents. In the next two sections, we discuss the development of the major tool used to identify problem and pathological gambling among adults and its adaptation for use with adolescents. In the next chapter, we detail the methods used to assess problem gambling among adolescents in Washington State.

Although there are now well-accepted methods for identifying problem and pathological gamblers in the adult population (Lesieur & Blume 1987; Volberg & Banks 1990), there are several barriers to applying the same criteria to adolescents. The psychiatric criteria for identifying pathological gambling among adults were developed on the basis of adult life and gambling experiences. Younger individuals have not had time to develop the same life experiences. In addition, these criteria have never been clinically tested among adolescents and there is little information about their validity or reliability in identifying pathological gambling among adolescents.

Existing studies have used a variety of methods for assessing problem and pathological gambling among adolescents. High school studies based on the South Oaks Gambling Screen found that 6% of a New Jersey sample, 5% of a Connecticut sample and 2% of a Quebec City sample scored as problem or probable pathological gamblers. In a New Jersey college sample, 5% of the respondents scored as problem or probable pathological gamblers (Frank 1988). The prevalence rates among high school and college students in New Jersey are somewhat higher than the 4.2% prevalence rate identified among adults in the same state (Volberg & Steadman 1989).

A somewhat different method for assessing problem gambling among adolescents was used in studies of California and Virginia high school students (Jacobs 1989). These students were asked to complete the Gamblers Anonymous Twenty Questions which are administered to new members at Gamblers Anonymous meetings. Among adults, individuals who answer affirmatively to 7 or more of these questions are considered to be compulsive gamblers. Four percent of the California high school students who responded to these questions met the Gamblers Anonymous criteria for compulsive gambling (Jacobs 1989).

More recently, researchers have begun to develop specific criteria to identify problem and pathological gambling among adolescent gamblers. In Great Britain, efforts have focused on adapting the criteria from the upcoming Fourth Edition of the *Diagnostic and Statistical Manual* (DSM-IV) for use with adolescents (Fisher 1992). In a pilot study, a sample of 11 to 16 year old adolescents from a single secondary school were administered the DSM-IV-J (Juvenile) scale. Involvement in slot machine play (fruit machines) and affirmative answers to 4 of the 12 DSM-IV-J items were used to identify respondents as probable pathological gamblers. Involvement in slot machine play with a score of less than 4 points was used to identify respondents as social gamblers. According to these criteria, 9% of the fruit machine gamblers scored as probable pathological gamblers (5.6% of total sample). Respondents identified as probable pathological gamblers were significantly more likely than social gamblers to commit large amounts of time and money to gambling, to borrow money and sell their possessions, to skip school and to steal in order to support their involvement in fruit machine gambling.

Development of the South Oaks Gambling Screen

The South Oaks Gambling Screen is a 20-item scale based on the diagnostic criteria for pathological gambling (American Psychiatric Association 1980). In developing the SOGS, a large pool of variables was subjected to discriminant analysis. The results of this analysis were cross-tabulated with assessments of independent counselors in order to minimize the number of false-negative and false-positive cases. A score of 3 or 4 on the SOGS reliably identifies an adult respondent as a *problem gambler* while a score of 5 or more identifies an adult respondent as a *probable pathological gambler*.

Weighted items on the SOGS include hiding evidence of gambling, spending more time or money gambling than intended, arguing with family members over gambling and borrowing money from different sources to gamble or to pay gambling debts. The SOGS has been found valid and reliable in distinguishing pathological gamblers among adult populations of hospital workers, university students, prison inmates and inpatients in alcohol and substance abuse treatment programs (Lesieur & Blume 1987; Lesieur, Blume & Zoppa 1986; Lesieur & Klein 1985).

Recent adult surveys in Montana, North Dakota, South Dakota and Washington State used a revised version of the instrument used in earlier surveys. In revising the SOGS, the preliminary section of the questionnaire was expanded in order to collect more detailed information about gambling frequency and estimated expenditures on gambling. In addition, the SOGS items were expanded to assess both lifetime and current prevalence of problem and pathological gambling. This revised version has been designated SOGS-R (Abbott & Volberg 1992) to distinguish it from the original version used in earlier adult surveys (SOGS) and from a modified version of the SOGS (SOGS-M) that was used in a survey in Minnesota (Laudergan, Schaefer, Eckhoff & Pirie 1990). To determine if these changes had any impact on reported prevalence rates, the SOGS-R was tested in Iowa where an earlier prevalence survey had been carried out. The difference in the prevalence rates for these two surveys was 0.1% (Volberg & Stuefen 1991).

Adapting the SOGS for Adolescent Research

In the United States, surveys of adolescent gambling in the general population (as opposed to adolescents attending school) are limited to two jurisdictions. A survey of adolescents in Texas was completed in May, 1992 but the results of that survey have not yet been reported. A longitudinal effort underway in Minnesota represents the most comprehensive effort to investigate adolescent gambling involvement and problem gambling in the general population (Winters & Stinchfield 1993; Winters, Stinchfield & Fulkerson 1993a, 1993b). The sampling methods used by the Minnesota research team include surveys of high school students as well as general population baseline and follow-up surveys.

The Minnesota research team began with the assumption that the psychiatric criteria for adult pathological gambling were not necessarily relevant to adolescents. They further assumed that the validity of adult measures of pathological gambler might not hold up with adolescent respondents. The research team selected the South Oaks Gambling Screen for adaptation because of existing knowledge about its psychometric properties with adults. The term *psychometric* refers to assessments of a psychological test's ability to accurately identify the mental or emotional process of interest.

The items that make up the SOGS were reviewed by an adolescent focus group. Based on comments by the focus group, wording adjustments were made and the scoring rules for borrowing

items were significantly modified. This instrument has been designated the SOGS-RA (Revised, Adolescent). In an initial report, the Minnesota research team identified three problem severity groups based on SOGS-RA scores including:

- a *No Problem* group that scored 0 or 1 points;
- a *Potential High-Risk Gambling* group that scored 2 or 3 points; and
- a *Potential Pathological Gambling* group that scored 4 or more points on the SOGS-RA items.

The prevalence rate for Potential High-Risk Gambling fell slightly from 11.7% to 9.3% between 1990 and 1992 while the prevalence rate for Potential Pathological Gambling rose slightly from 2.9% to 3.5% (Winters & Stinchfield 1993).

In a subsequent article, the Minnesota research team changed its approach to defining problematic gambling involvement among adolescents. Female adolescent respondents were dropped from this analysis because of their extremely low rates of gambling involvement and problematic gambling. The research team identified three different groups among their male adolescent respondents:

- *Non-Regular Gamblers* reported less than weekly gambling involvement;
- *Regular Gamblers* reported weekly or daily gambling on one or more activities; and
- *Problem Gamblers* included respondents who scored 3 or more points on the SOGS-RA items regardless of their gambling involvement.

Using this approach, the prevalence of problem gambling among these adolescent respondents was 8.3% with significantly higher rates among respondents who gambled more frequently (Winters, Stinchfield & Fulkerson 1993a).

In a third research report (Winters, Stinchfield & Fulkerson 1993b), the Minnesota team adopted an approach from the adolescent substance abuse literature in which use patterns and negative consequences are combined to identify levels of severity. This approach is similar to the effort underway in Great Britain (Fisher 1992). Different groups of adolescent gamblers were defined by examining SOGS-RA scores and gambling frequency scores separately. Next, cut points were drawn within each distribution of scores to identify groups of low, intermediate and high scorers. Three distinct groups were identified on the basis of this model.

TABLE 1
Adolescent Gambling Groups
in Minnesota

	Gambling Involvement	SOGS-RA Scores	Prevalence
<i>Non-Problem Gambling</i>	No Gambling	0	74.2%
	No Weekly Gambling	0	
<i>At-Risk Gambling</i>	Weekly Gambling	1	17.1%
	No Weekly Gambling	2+	
<i>Problem Gambling</i>	Weekly Gambling	2+	8.8%
	Daily Gambling	Any score	

The terms used to identify these groups are not intended as formal diagnostic terms. Rather, these are descriptive, non-diagnostic labels that reflect the limited state of knowledge about adolescent gambling and pathological gambling. Analysis shows statistically significant differences between these groups in terms of gender. There were no significant differences in between these groups in terms of age or in rural v. metropolitan locale. A significant relationship was identified between problem gambling severity and the amount of money that respondents gambled. The pattern of gambling preferences were similar across the entire sample.

The Minnesota team analyzed a variety of additional variables to determine if there were significant associations between adolescent problem gambling and other social and environmental factors. No significant associations were found between problem gambling and family composition, personal satisfaction, psychological distress, employment status or weekly income. Significant associations were identified between problem gambling and a history of parental gambling, heavy parental gambling, school performance, delinquency and regular drug use (including tobacco, alcohol, marijuana and amphetamines).

The Minnesota research team thoroughly tested the SOGS-RA for validity and reliability. They found that the scale had moderate internal reliability and was significantly related to alternate measures of problem severity for male adolescent subjects. Since so few of the female adolescent respondents gambled or experienced problems related to their gambling, the adequacy of the scale for females could not be tested. Content and construct validity for the SOGS-RA were both shown to be high. The Minnesota researchers suggest that their results support the view that adolescent gambling problems are conceptually similar to pathological gambling in adults. They further suggest that regular adolescent gambling is associated with loss of control and with negative personal and interpersonal consequences that are similar to experiences of adult pathological gamblers.

The Minnesota research efforts did not include clinical assessments of adolescent respondents in the general population who scored as Problem Gamblers. The ability of the SOGS-RA to accurately identify pathological gamblers among adolescents has therefore not yet been determined. Appropriate

clinical studies that include independent ratings of pathological gambling among adolescents are required to address this issue. In addition, since their validation efforts focused on White male adolescents in a Midwestern state, the researchers caution against generalizing these results to other adolescent populations such as White females or minority males (Winters, Stinchfield & Fulkerson 1993a).

METHODS

A random sample of 1,054 Washington State adolescents aged 13 to 17 was interviewed by telephone in January and February of 1993 about the types of gambling in which they had ever participated, the amounts of money they spend on gambling, the problems related to their gambling and about other risky behaviors including alcohol and drug use. This chapter reviews the methods used to assess gambling involvement and gambling problems among adolescents in Washington State. In this chapter, we outline the questionnaire development, sampling design and response rates for the Washington State adolescent survey.

The Washington State Adolescent Survey

The adolescent survey in Washington State was carried out in stages similar to those followed for the Washington State adult survey (Volberg 1993b). In the first stage, Dr. Volberg reviewed the Minnesota and Texas adolescent survey questionnaires as well as the Washington State adult questionnaire and created a draft adolescent questionnaire. In the second stage, Dr. Volberg and Ms. Patricia Fullmer of the Gilmore Research Group, a Seattle-based survey research organization, worked with the Washington State Lottery to finalize the questionnaire.

In the third stage, data collection was carried out by the Gilmore Research Group under the direction of Ms. Fullmer. As in Minnesota and Texas, interviews for the adolescent survey in Washington State were conducted by adult interviewers. In each case, parental consent was obtained as well as the consent of the adolescent respondent. Gilmore provided Dr. Volberg with the Washington State adolescent data for the final stage of the project which included analysis of the data and preparation of this report. In preparing this report, Dr. Volberg consulted with Dr. Ken Winters, the principal investigator of the Minnesota adolescent gambling research project.

Questionnaire Design

In developing the questionnaire for the adolescent survey in Washington State, we wanted to maintain comparability with the Washington State adult survey as well as build on the efforts underway in Minnesota and Great Britain to develop an adolescent-specific questionnaire. In developing the Washington State adolescent questionnaire, we adopted some but not all of the changes in wording and scoring made in Minnesota. In contrast to the Minnesota approach, we decided to keep both the lifetime and current (past year) measures for each of the SOGS items.

The questionnaire for the Washington State adolescent survey was composed of four major sections. The first section included questions about 16 different types of gambling. For each type of gambling, adolescent respondents were asked whether they had ever tried this type of gambling, whether they had tried it in the past year, and whether they participated regularly (once a week or more) in this type of gambling. The different types of gambling in the adolescent survey included:

- Instant lottery games
- Daily Game
- Lotto or Quinto
- Pulltabs or punchboards
- Raffles
- Bingo
- Cards, dice or board games with friends or family
- Card games in card rooms
- Flipping coins
- Games of personal skill
- Arcade or video games
- Slot machines
- Sports or other events with friends or acquaintances
- Formal sports pools
- Sports betting with a bookie
- Horse or dog races

The gambling activities assessed for Washington State adolescents differed slightly from the gambling activities assessed among Washington State adults (Volberg 1993b). Adult gambling activities that were dropped included Indian bingo, card or dice games at out-of-state and Indian casinos, wagering at fund raising events and speculative investments. Flipping coins and wagering on games of personal skill were added to the adolescent gambling activities. In addition, wagering on board games was added to wagering on card and dice games with friends and family.

The second section of the Washington State adolescent questionnaire included the South Oaks Gambling Screen items and the third section of the questionnaire included questions about the demographic characteristics of each respondent. The fourth section of the questionnaire included questions about respondents' lifetime and recent use of alcohol and drugs. A copy of the Washington State adolescent questionnaire is included in Appendix A.

Sampling Design

For the Washington State adolescent survey, a targeted list of telephone numbers was purchased from Survey Sampling, Inc. of Fairfield, Connecticut. The numbers in this sample are not randomly generated but are based on comparisons of telephone lists, drivers license applications and voter registration lists to obtain telephone numbers of residences with a higher-than-usual likelihood of containing an individual in the desired age range (13 to 17 years old). This approach is based on the fact that adolescents are more likely than older individuals to apply for drivers licenses and to register to vote for the first time. In addition, households where one adolescent has recently registered to vote or applied for a drivers license are more likely than other households to have additional eligible respondents.

A potential criticism of this type of sample is that respondents identified in this way are not fully representative of adolescents in the general population since respondents are not randomly selected. However, analysis of the gender, age and ethnicity of the Minnesota and Washington State adolescent samples with census data shows that these samples are quite representative of the population of adolescents in each state.

A related issue is the validity of telephone interviewing with adolescents as opposed to mail surveys or surveys of high school classes. Selection of a specific survey research approach is always influenced by the potential impact of the data collection method on the data provided by respondents. While respondents are more likely to disclose socially undesirable behaviors in anonymous paper questionnaires than in an interview over the telephone, there is good evidence supporting the validity of telephone interview methods in general population surveys (Sabin & Godley 1987).

The Minnesota researchers compared results from their telephone and high school surveys for differences in disclosure rates for tobacco, alcohol and marijuana use, school grades, life satisfaction, physical health, psychological distress, eating disorders and family closeness. No significant differences were found although the telephone respondents had slightly lower disclosure rates of illegal activities than the adolescents surveyed in school (Winters, Stinchfield & Fulkerson 1993a).

In Washington State, as in Minnesota, interviewers indicated that, in their judgment, several of the respondents exaggerated their answers (N=9 or 0.85% of the overall sample of 1,054). While only one respondent exaggerated every answer, we excluded all of these respondents from consideration in this report.

Response Rates

The response rate among adolescents in Washington State was 66% of the known qualified households. The refusal rate for this survey was 25% which includes parental refusals as well as adolescent refusals. The adult response rate in Washington State was 60% and the refusal rate was 29%.

GAMBLING AMONG ADOLESCENTS IN WASHINGTON STATE

This chapter examines gambling involvement among adolescents in the general population in Washington State. The next chapter details the methods used to identify at-risk and problem gamblers in Washington State and a third chapter examines the characteristics and gambling involvement of these groups.

For each of the 16 types of gambling included in the adolescent survey, respondents were asked whether they had ever tried this type of gambling, whether they had tried it in the past year, and whether they participated regularly (once a week or more) in this type of gambling. Chi-square analysis was used to test for statistical significance. To adjust for the large number of statistical tests conducted, p-values smaller than .01 are considered *statistically* significant while p-values at the more conventional .05 level are considered *somewhat* significant.

In all of the tables showing demographics, respondents have been grouped into three age categories. These groups were used rather than showing details for all five age groups in order to show the different patterns of gambling involvement among younger and older adolescents more clearly.

Gambling in the Adolescent Population

In Washington State, 83% of the adolescent respondents had participated in one or more gambling activities at some time in their lives. In comparison, the lifetime gambling participation rate among adults in Washington State was 91% (Volberg 1993b).

The following table compares the demographic characteristics of gamblers and non-gamblers among adolescents in Washington State. The table shows that adolescent respondents who have ever gambled are significantly more likely to be male than female and to have an average weekly income of \$50 or more, including an allowance as well as wages. The table also shows that older respondents are somewhat more likely to have ever gambled than younger respondents. Adolescent respondents who live in households with only one adult are more likely to have ever gambled than respondents who live in households with two or more adults although this difference is not statistically significant.

Together, these demographic differences point to the importance of financial resources as a factor in adolescent involvement in gambling. Male adolescents and older adolescents are more likely than females or younger adolescents to have higher allowances and higher-paying jobs. Adolescents from two-parent households are also more likely than adolescents from single-parent households or households with multiple adults to have access to substantial amounts of money.

TABLE 2
Demographic Characteristics of
Gambler and Non-Gambler Adolescents in Washington State

Demographics	Gamblers (N=870)	Non-Gamblers (N=175)	
Gender			**
Male	53%	33%	
Female	47%	67%	
Age			*
13	17%	25%	
14 - 15	45%	51%	
16 - 17	38%	24%	
Size of Household			
1 Adult	10%	7%	
2 Adults	87%	90%	
3 or More Adults	3%	3%	
Weekly Income \$50 and Over	24%	12%	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

Lifetime Participation

Washington State adolescent respondents were most likely to have ever wagered on raffles (54%), on sports events with friends or acquaintances (49%) and on card, dice or board games with friends or family members (48%). Lifetime participation in other types of gambling was much lower. Just over one-quarter of the respondents (28%) had wagered on games of skill and 25% had wagered on bingo. Lifetime participation rates were under 20% for every other type of wagering.

While lifetime participation is highest for raffles, adolescents in Washington State are more likely to have wagered on sports or other events with friends and acquaintances and on card, dice or board games with friends and family members in the past year than on other types of gambling. Adolescents are most likely to wager on sports events, on card, dice and board games and on games of skill on a weekly basis.

Frequency of Gambling

As with adults, it is important to understand differences in involvement in gambling among adolescents. For purposes of analysis, we divided the Washington State adolescents who ever gambled into three groups:

- *infrequent gamblers* who have participated in one or more types of gambling but not in the past year;
- *past-year gamblers* who have participated in one or more types of gambling in the past year but not on a weekly basis; and
- *weekly gamblers* who participate in one or more types of gambling on a weekly basis.

We noted above that 83% of Washington State adolescent respondents participated in one or more types of gambling at some time in their lives. Further analysis shows that 17% of these respondents are infrequent gamblers who have participated in one or more types of gambling in their lifetime but not in the past year; 71% are past-year gamblers who have participated in one or more types of gambling in the past year but not on a weekly basis, and 11% are weekly gamblers who participate in one or more types of gambling on a weekly basis.

The following table shows differences in the demographic characteristics to infrequent, past-year and weekly adolescent gamblers in Washington State.

TABLE 3
Demographic Profile of Gambling Adolescents
in Washington State

	Infrequent (N=150)	Past-Year (N=620)	Weekly (N=100)	
Gender				**
Male	39%	53%	75%	
Female	61%	47%	25%	
Age				*
13	26%	16%	14%	
14 - 15	41%	45%	48%	
16 - 17	33%	39%	38%	
Size of Household				**
1 Adult	12%	10%	4%	
2 Adults	85%	88%	87%	
3 or More Adults	3%	2%	9%	
Weekly Income \$50 and Over	22%	40%	44%	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

We have already shown that non-gamblers are significantly more likely to be female and somewhat more likely to be younger than gamblers in the adolescent population. The preceding table shows that male respondents are significantly more likely than female respondents to be past-year and weekly gamblers as are respondents with average weekly incomes of \$50 or more, including allowance as well as wages. Respondents who live in households with three or more adults are also significantly more likely to be weekly gamblers. As with lifetime gambling involvement, older adolescents are somewhat more likely to gamble on a weekly or past-year basis than younger adolescents.

The following table shows differences in the number of gambling activities in which different groups of adolescent gamblers have ever participated. The table also shows the mean number of lifetime gambling activities that these groups have engaged in. As with adult gamblers in Washington State, this table shows that weekly and past-year adolescent gamblers are significantly more likely to have ever tried 5 or more types of gambling than infrequent gamblers.

TABLE 4
Gambling Involvement Among Adolescents

Number of Activities	Infrequent (N=150)	Past-Year (N=620)	Weekly (N=100)	
1 - 4	99%	73%	31%	
5 - 9	1%	27%	64%	
10 or more	—	< 1%	5%	
Mean Number of Activities	1.6	3.5	5.8	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

Starting to Gamble

Adolescent respondents who ever gambled were asked to say at what age they started gambling and what types of gambling they did when they started. The mean age at which adolescent respondents started gambling was 12 years old. Research in Great Britain suggests that the average age at which children begin gambling in that country is 8.5 years old and studies of adolescent gambling in other United States jurisdictions show that adolescents typically begin gambling well before high school (Ide-Smith & Lea 1988; Jacobs 1989).

In Washington State, adolescent respondents were most likely to have started gambling on card, dice and board games with friends and family (29%) and on sports or other events with friends or acquaintances (31%). Far less frequently, adolescents indicated that they started gambling on raffles (11%), bingo (6%), games of skill (4%), horse or dog races (3%) and arcade or video games (3%). Although small numbers of adolescents indicated that they started with other types of wagering, no other type of gambling was identified by more than 2% of the respondents who had ever gambled.

Reasons for Gambling

The reasons that adolescent respondents give for their involvement in gambling are similar to the reasons given by adult respondents. The most frequently cited reasons for gambling among adolescents in Washington State are fun or entertainment (74%) and excitement (63%). Other important reasons for gambling among adolescents include winning money (48%), curiosity (36%), to socialize (34%) and to support worthy causes (23%).

Among adult respondents, fun and entertainment was also the top reason given for involvement in gambling. A slightly smaller proportion of adults state that excitement is a reason for gambling (59%) than among adolescents. Not surprisingly, curiosity as a reason for involvement in gambling is higher among adolescents than among adults.

Male adolescents are significantly more likely than female respondents to say that they gamble for excitement and entertainment as well as to socialize and to win money. Female respondents are significantly more likely than male respondents to say that they gamble in order to support worthy causes. Respondents with weekly incomes over \$50 (including allowance and wages) are somewhat more likely than respondents with lower weekly incomes to say that they gamble for excitement and entertainment as well as to socialize and to win money. Non-White respondents are somewhat more likely than White respondents to say that they gamble in order to distract themselves from everyday problems. Respondents who gamble weekly or more often are significantly more likely to say that they gamble for every reason than respondents who gamble less frequently.

Respondents aged 15 and older are significantly more likely than younger respondents to say that they gamble in order to socialize and somewhat more likely to say that they gamble for entertainment. This suggests that gambling participation may play an increasingly important role in the social activities of adolescents as they grow older.

Favorite Gambling Activities

Among adolescents in Washington State, 12% of the respondents who ever gambled had participated in only one type of gambling. Among these respondents, 38% had gambled on raffles, 26% had gambled on card, dice or board games, and 19% had wagered on sports or other events with friends and acquaintances.

As with Washington State adults, adolescent respondents who had participated in more than one type of gambling were asked to indicate which was their favorite game. A small proportion (8%) expressed no preference for any one type of gambling, in contrast to 15% of the adult respondents who expressed no preference. Among the adolescent respondents who did identify a favorite type of gambling, wagering on sports events with friends and acquaintances (33%) and wagering on card, dice or board games with friends and family (27%) were by far the most frequently named.

Adolescent respondents who gambled and expressed a preference were asked if they had a second favorite type of gambling. Nearly half of these respondents (48%) indicated that they had no second favorite gambling activity. Among those respondents who did identify a second favorite gambling activity, 15% expressed a second preference for wagering on sports events with friends and

acquaintances, 12% expressed a second preference for wagering on card games with friends and family, and 10% expressed a second preference for wagering on games of skill.

Expenditures on Gambling

Reported estimates of expenditures obtained in this survey are based on recollection and self-report. As with expenditure data from the adult survey in Washington State, these data are best suited for analyzing the relative importance of different types of gambling among adolescents rather than for ascertaining absolute spending levels on different types of wagering.

Adolescent respondents who had done any kind of gambling in the past year were asked to indicate how much money they spend on each gambling activity in a typical month. The reported *total monthly expenditure* for each gambling activity was calculated by summing the amount of money reported by each respondent for each gambling activity. The total amount spent in a typical month by all respondents for all gambling activities was then calculated. The *proportion* of reported total monthly expenditure spent on each gambling activity was calculated by dividing the amount spent on each activity by the reported total monthly expenditure.

The total monthly expenditure on all gambling activities among adolescents was divided by the number of respondents to obtain an average amount spent on all types of wagering per respondent per month. Using this method, adolescents report spending an average of \$10 on all gambling activities per month. This compares to an average of \$32 spent by adult respondents on Washington State gambling activities per month. If this amount is taken as an average for gambling expenditures among all adolescents in Washington State, we estimate that adolescents spend approximately \$3.8 million per year on gambling activities.

As with gambling participation, reported monthly gambling expenditures among adolescents vary by the gender and age of the respondent. Males report spending significantly more money gambling (\$13 per month) than females (\$7 per month). Older respondents report spending significantly more money gambling than younger respondents. While 13-year-olds report spending \$5 per month on gambling, 17-year-olds report spending \$13 per month on gambling. While the difference is not statistically significant, non-White respondents report spending more money gambling (\$14 per month) than White respondents (\$10 per month). Respondents with weekly incomes over \$50, including allowance and wages, report spending significantly more on gambling (\$19) than respondents with weekly incomes under \$50 (\$8).

Adolescent respondents who ever gambled were asked to specify the largest amount of money that they had gambled in a single day in the past year. While the majority of these respondents (81%) indicated that the largest amount of money they had gambled in a single day was less than \$10, 15% indicated that they had gambled between \$10 and \$49, and 4% indicated that they had gambled \$50 or more in a single day.

Comparing Washington State with Other Jurisdictions

Analysis shows that gambling patterns and preferences among adolescents in Washington State are similar to the gambling patterns and preferences of adolescents in other states. In Minnesota, researchers found that 14% of their sample of adolescents in the general population reported no gambling (9% of the males and 20% of the females). In Washington State, 17% of the adolescent respondents reported no gambling (11% of the males and 22% of the females). Like adolescents in Minnesota, adolescents in Washington State are most likely to have started gambling on card or other games with friends and family (Winters & Stinchfield 1993).

Adolescents in high schools in California, Connecticut, New Jersey and Virginia were most likely to have wagered on card games with friends and family, lottery games, games of personal skill and sports events (Jacobs 1989). Adolescents in the general population in Minnesota were most likely to have played cards for money, wagered on games of personal skill, on sports events and on scratch tickets (Winters & Stinchfield 1993).

ASSESSING PROBLEM GAMBLING AMONG ADOLESCENTS IN WASHINGTON STATE

While the methods for assessing problem and probable pathological gambling among adults in the general population are relatively well-established, methods for assessing problem gambling among adolescents are still under development. In a previous chapter (see Methods), we discussed recent efforts in Minnesota and Great Britain to develop an approach based on adolescent alcohol and substance abuse research to determine the prevalence of gambling problems among adolescents. These approaches combine measures of use (or gambling involvement) with measures of negative consequences (Fisher 1992; Winters, Stinchfield & Fulkerson 1993b).

In this report, we have adopted a similar approach to assessing problem gambling among adolescents in Washington State. While the Minnesota approach relies on a two-dimensional model (gambling involvement and SOGS-RA scores), we have developed a three-dimensional model (gambling involvement, behavioral difficulties and borrowing difficulties).

Our reason for adopting a somewhat more stringent approach to identifying problem gambling among adolescents than has been adopted in other jurisdictions stems from our concern with establishing criteria for adolescent problem gambling that will match the levels of sensitivity and specificity of the adult SOGS measure. We believe that the approach we have taken here is likely to produce a lower rate of false-positive and false-negative cases than approaches used in other jurisdictions although this requires further research.

Comparing the Minnesota and Washington State Questionnaires

The questionnaire used in the Minnesota survey reflected changes in the scoring rules and wording of some items on the South Oaks Gambling Screen as well as collecting only current (past year) measures of gambling involvement and gambling-related difficulties. The Minnesota model used weekly gambling involvement and scores of 2 or more points on the SOGS-RA items to construct categories of problem and at-risk gambling among adolescents.

In analyzing the results of the Washington State adolescent survey, we elected to treat the borrowing items from the SOGS as a separate dimension rather than dropping all but one of these items from consideration. In looking at the scores of adolescents on the SOGS items, we found that some adolescents acknowledged heavy gambling involvement and borrowing difficulties but denied most of the behavioral difficulties about which they were asked. In addition, some adolescents acknowledged borrowing difficulties despite low levels of gambling involvement. Our approach, while conservative, is intended to focus as clearly as possible on those adolescents who show incontrovertible signs of problematic involvement in gambling.

The following table compares the scoring for the SOGS items in the Minnesota and Washington State adolescent surveys. It is important to note that the wording of all of the SOGS items in the Minnesota survey was framed in terms of the past year. The wording of the SOGS items in the Washington State survey was framed in terms of lifetime and, if the response was positive, reiterated to obtain a past-year measure for the same behavior. The table shows the SOGS items in the same order in which they were asked in each survey.

TABLE 5
Comparing SOGS Items in Minnesota and Washington State**

Minnesota	Washington State
* Gone back to win	* Gone back to win
* Said winning but not	* Said winning but not
* Problems w/friends or school/work	* Gambled more than intended
* Gambled more than intended	* Anyone criticized gambling
* Anyone criticized gambling	* Felt guilty about gambling
* Felt bad about gambling	* Like to stop gambling
* Like to stop gambling	* Hidden evidence of gambling
* Hidden evidence of gambling	* Arguments about gambling
* Arguments about gambling	* Missed school or work
* Borrowed, not paid back	* Borrowed, not paid back
* Skipped school or work	* Borrowed from family
* Ever borrowed or stolen to gamble	* Borrowed from other relatives
Parents	* Borrowed from friends or acquaintances
Brother/sister	* Sold personal property
Other relatives	* Shoplifted
Friends	* Stolen
Loan sharks	* Bought/sold stolen property
Sold personal/family property	* Loan sharks
Bad check	* Worked for bookmaker
Stolen	* Sold drugs
	* Felt you had problem

* Included in scoring

** All responses were Yes/No except for the first question in Minnesota and the first and second questions in Washington State where responses were None/Some/Most/Every Time.

The *behavioral* dimension includes all of the items from "Gone back to win" to "Borrowed and not paid back" as well as "Felt you had a problem." The *borrowing* dimension includes all of the items from "Borrowed and not paid back" to "Sold drugs" to obtain money to gamble or pay gambling debts. In constructing the behavioral and borrowing dimensions from the SOGS items, we included one question, "Have you borrowed money from someone and not paid them back as a result of your gambling?", in both scales because the question taps both behavioral and borrowing aspects of gambling-related problems.

Adolescent Risk Groups in Washington State

To develop our scale, we examined scores on all of the items from the South Oaks Gambling Screen. Based on these scores, we divided respondents into three groups on each dimension. A majority of the adolescent respondents (88.8%) scored 0 or 1 points on the behavioral questions, 10.3% scored 2 or 3 points, and 0.9% scored 4 or more points on these 11 items. As with the behavioral

questions, a majority of the adolescent respondents (98.6%) scored 0 to 2 points on the borrowing questions, 1.1% scored 3 to 5 points, and 0.4% scored 6 or more points on these 11 items. Future research will determine if these cut points are appropriate for adolescents in every jurisdiction.

We have already noted that respondents are divided into gambling involvement groups based on weekly, past-year or lifetime experience with one or more gambling activities. Based on the dimensions of behavioral difficulties, borrowing difficulties and gambling involvement, we classified respondents into three groups.

Non-Problem Gamblers are those respondents who gamble less than weekly and score as Non-Problem on both behavioral and borrowing dimensions as well as those who gamble less than weekly and score as At-Risk on one of these dimensions but as Non-Problem on the other dimension.

At-Risk Gamblers includes three small groups of respondents who have been deemed at risk for somewhat different reasons.

- Since weekly gambling involvement is an obvious risk factor for developing gambling-related problems, all respondents who gamble weekly on one or more activities, regardless of how they score on the behavioral or borrowing dimensions, are included in the At-Risk group. Among these respondents, 95% have wagered on three or more types of gambling; 27% started wagering at age 10 or before, and 14% have gambled \$50 or more in one day in the past year.
- In addition to weekly gamblers, respondents who score as Problem on one of the behavioral or borrowing dimensions but who have not gambled in the past year are included in the At-Risk group. Respondents who score as Problem on one of the behavioral or borrowing dimensions and who have gambled in the past year but spend less than \$10 per month on gambling are also included in the At-Risk group. These respondents are considered at risk because of the possibility that future heavy gambling involvement may lead them to develop gambling-related problems.
- Finally, respondents who score as At-Risk on both of the behavioral and borrowing dimensions and who have gambled in the past year are included in this group.

Problem Gamblers are respondents who gamble weekly and score as Problem on one or both of the behavioral or borrowing dimensions. Respondents who score as Problem on one or both dimensions but do not gamble weekly are included in this group if their reported gambling expenditures are \$10 per month or higher.

Among the overall adolescent sample (N=1,045), 90.1% meet the criteria that we established for Non-Problem Gambling, 9.0% meet the criteria for At-Risk Gambling and 0.9% meet the criteria for Problem Gambling. United States census data show that there are approximately 314,900 adolescents between the ages of 13 and 17 in Washington State. Based on these data, we estimate that between 950 to 4,700 Washington State adolescents can be classified as problem gamblers and an

additional 23,000 and 33,700 Washington State adolescents are at risk of developing gambling-related problems.

Comparing the Washington State and Minnesota Approaches

The approach we adopted in Washington State results in lower prevalence rates than the approach taken in Minnesota. In order to determine whether these lower prevalence rates were the result of the different way in which our groups were constructed, we replicated as closely as possible the approach taken in Minnesota with the Washington State adolescent sample. To replicate the Minnesota approach, we used the 11 behavioral measures from the current (past year) SOGS questions and calculated at-risk and problem groups based on these scores.

TABLE 6
Comparing Prevalence Rates
Using the Minnesota Approach

	Minnesota (N=702)	Washington State (RA) (N=1,045)	Washington State (WA) (N=1,045)
Non-Problem	74%	78%	90%
At-Risk	17%	20%	9%
Problem	9%	3%	1%

This table suggests, although not conclusively, that the prevalence of at-risk and problem gambling among adolescents in Minnesota is higher than the prevalence of at-risk and problem gambling among adolescents in Washington State. Dr. Winters has suggested that part of this difference can be explained by the "cabin fever" that develops among all Minnesota residents during that state's long winters. It will be important in the future to continue to compare prevalence rates among adolescents using these different methods as well as taking seasonal impacts into account.

COMPARING NON-PROBLEM, AT-RISK AND PROBLEM GAMBLERS AMONG ADOLESCENTS IN WASHINGTON STATE

To fully understand gambling problems among adolescents in Washington State, it is important to compare at-risk and problem gamblers with respondents who have gambled without difficulties. In the discussion that follows, differences in the demographics, gambling participation and other risky behaviors among Non-Problem, At-Risk and Problem Gamblers are highlighted.

Demographics

The following table shows differences in the demographics of the three groups of adolescent respondents who have ever gambled. As in the adult population, At-Risk and Problem Gamblers are significantly more likely to be male than the general population. In contrast to the adult population, there are no significant differences in the ethnicity of Non-Problem, At-Risk and Problem Gamblers among adolescents in Washington State.

TABLE 7
Comparing the Demographics of At-Risk Groups
Among Adolescents in Washington State

Demographics	Non-Problem Gamblers (N=767)	At-Risk Gamblers (N=94)	Problem Gamblers (N=9)	
Gender				**
Male	50%	75%	78%	
Female	50%	25%	22%	
Age				
13	18%	15%	11%	
14 - 15	45%	47%	44%	
16 - 17	37%	38%	44%	
Size of Household				**
1 Adult	10%	4%	11%	
2 Adults	87%	87%	78%	
3 or More Adults	2%	9%	11%	
Weekly Income \$50 and Over	2%	20%	44%	**
One or Both Parents Gamble	49%	70%	56%	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

The preceding table also shows that Problem Gamblers are less likely to live in two-adult households and more likely to live in households with three or more adults than Non-Problem and At-Risk Gamblers. At-Risk and Problem Gamblers are significantly more likely than Non-Problem Gamblers to have weekly incomes over \$50 and to have at least one parent who gambles.

While not statistically significant, it is interesting to note differences in these groups of adolescent gamblers by age. Although these groups have been collapsed for consistency of presentation, it is worth noting that while 42% of the Non-Problem Gamblers are aged 13 or 14, only 22% of the Problem Gamblers are in these age groups. In contrast, while 58% of the Non-Problem Gamblers are 15 or older, 65% of the At-Risk Gamblers and 77% of the Problem Gamblers are in these age groups.

These age distributions suggest that future research could fruitfully focus on adolescents between the ages of 15 and 16 since this may be the age when problematic gambling involvement develops among American adolescents. This finding further confirms data from adult population surveys that gambling involvement before the age of 15 is a risk factor for the later development of problem and pathological gambling (Volberg 1993a).

Gambling Participation

As with adults, in considering the relationship between gambling involvement and gambling-related problems among adolescents, it is important to understand differences in the gambling involvement of Non-Problem, At-Risk and Problem Gamblers.

Research with adults in Australia and Canada suggests that behavioral correlates of problem gambling include weekly gambling and regular heavy losses (Dickerson 1993; Ladouceur, Gaboury, Dumont & Rochette 1988). Analysis of gambling participation among adolescents in Washington State shows that At-Risk and Problem Gamblers are significantly more likely than Non-Problem Gamblers to be involved in gambling on a weekly basis. While none of the Non-Problem Gamblers participate weekly in one or more types of gambling, 98% of the At-Risk Gamblers and 89% of the Problem Gamblers participate weekly in one or more types of gambling. Interestingly, two-thirds of the At-Risk Gamblers participate in only one gambling activity on a weekly basis while nearly half of the Problem Gamblers participate in more than one gambling activity on a weekly basis.

The following table shows differences in lifetime gambling involvement in different types of gambling by Non-Problem, At-Risk and Problem Gamblers. Lifetime involvement in slot machine wagering and wagering on sports events with bookmakers are not included because the reported levels of involvement in these types of gambling among adolescent respondents are extremely low. The only type of gambling for which differences among these groups in lifetime involvement are not statistically significant is raffles.

TABLE 8
Comparing Lifetime Gambling Involvement of At-Risk Groups
Among Adolescents in Washington State

Type of Gambling	Non-Problem Gamblers (N=767)	At-Risk Gamblers (N=94)	Problem Gamblers (N=9)	
Raffles	64%	74%	78%	
Sports with Friends/Acquaintances	55%	85%	89%	**
Card/Dice/Board Games with Friends/Family	54%	89%	100%	**
Games of Skill	29%	65%	89%	**
Bingo	29%	40%	44%	*
Instant Lottery Games	15%	37%	33%	**
Flipping Coins	15%	35%	22%	**
Arcade or Video Games	12%	27%	44%	**
Horse or Dog Races	9%	17%	44%	**
Pulltabs	9%	25%	33%	**
Lotto or Quinto	5%	20%	22%	**
Formal Sports Pools	5%	24%	11%	**
Daily Game	3%	9%	22%	**
Card Rooms	2%	9%	13%	**
Mean Number of Activities	3.2	5.7	6.6	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

In addition to the number of lifetime gambling activities, past-year and weekly gambling activities are significantly different for these at-risk groups. It should be noted, however, that these gambling activities are one dimension of the model used to construct these at-risk groups.

Gambling Expenditures

Given the correlation between gambling problems and regular heavy losses in research with adult problem and pathological gamblers, it is important to compare gambling expenditures of Non-Problem, At-Risk and Problem Gamblers among adolescents. The following table shows that average reported monthly expenditures on every type of gambling are significantly higher among At-Risk and Problem Gamblers than among Non-Problem Gamblers. Differences are greatest for wagering on card, dice and board games, games of personal skill and wagering on card games in card rooms.

TABLE 9
Comparing Monthly Expenditures on Gambling of At-Risk Groups
Among Adolescents in Washington State

Monthly Expenditures	Non-Problem Gamblers (N=767)	At-Risk Gamblers (N=94)	Problem Gamblers (N=9)	
Sports with Friends/Acquaintances	2.10	9.57	11.11	**
Card/Dice/Board Games				
with Friends/Family	1.61	7.74	23.00	**
Games of Skill	.99	5.46	35.56	**
Bingo	.90	2.74	2.22	**
Raffles	.70	2.03	1.89	**
Arcade or Video Games	.44	2.10	3.33	**
Horse or Dog Races	.27	.56	6.67	**
Flipping Coins	.22	1.52	.67	**
Instant Lottery Games	.17	1.23	.67	**
Card Rooms	.14	.37	13.89	**
Pulltabs	.12	.74	.33	**
Formal Sports Pools	.10	.80	.56	**
Lotto or Quinto	.08	.75	.44	**
Daily Game	.03	.34	.22	**
Total Per Month	7.97	36.20	100.56	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

On the basis of gambling involvement and reported monthly expenditures, some types of gambling are more closely associated with adolescent gambling problems than others. These types of gambling are wagering on games of personal skill, card, dice and board games, and on sports events with friends and acquaintances. In contrast, on the basis of involvement and expenditures, some types of gambling are not closely associated with adolescent gambling problems. These types of gambling include lottery games, pulltabs and formal sports pools. These types of gambling are more likely to have clear and enforced age restrictions than the types of gambling most associated with adolescent problem gambling. It is likely that, as they age, Problem Gamblers will move toward greater involvement with age-restricted types of gambling.

Reasons for Gambling

In assessing adolescent involvement in gambling, it is important to remember that fewer life experiences among adolescents may contribute to differences in the reasons that adolescents give for their involvement in gambling. The following table shows differences in the reasons that Non-Problem, At-Risk and Problem Gamblers give for their involvement in gambling.

TABLE 10
Comparing Reasons for Gambling of At-Risk Groups
Among Adolescents in Washington State

Reason for Gambling	Non-Problem Gamblers (N=767)	At-Risk Gamblers (N=94)	Problem Gamblers (N=9)	
For Fun or Entertainment	88%	95%	89%	
Excitement	73%	93%	89%	**
To Win Money	55%	76%	89%	**
Out of Curiosity	43%	48%	22%	
To Socialize	38%	56%	44%	**
To Support Worthy Causes	29%	22%	33%	
As a Hobby	5%	17%	33%	**
As a Distraction from Everyday Problems	5%	11%	11%	

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

This table shows that while Non-Problem, At-Risk and Problem Gamblers are equally likely to say that they gamble for fun or entertainment and to support worthy causes, there are significant differences in some of their other reasons for gambling. Problem Gamblers are significantly less likely than At-Risk and Non-Problem Gamblers to say that they gamble out of curiosity. At-Risk and Problem Gamblers are significantly more likely than Non-Problem Gamblers to say that they gamble for excitement, as a hobby, to socialize and in order to win money.

Favorite Types of Gambling

In addition to differences among Non-Problem, At-Risk and Problem Gamblers in their reasons for gambling, there are also differences among these groups in the types of gambling they prefer to do. Among the Non-Problem Gamblers, 32% preferred wagering on sports or other events while 26% preferred wagering on card, dice or board games with friends and family. Among the At-Risk Gamblers, 41% preferred sports wagering and 29% preferred card, dice or board games. Preferences among the Problem Gamblers were far more mixed, with 22% preferring sports wagering and games of skill while arcade games, horse or dog races, and other types of gambling were each named by 11% of these respondents.

GAMBLING, ALCOHOL AND DRUG USE AMONG ADOLESCENTS IN WASHINGTON STATE

Research shows that problematic gambling involvement among adults is often complicated by problematic involvement with drugs and/or alcohol (Adkins, Rugle & Taber 1985; Brown 1987; Lesieur & Heineman 1988; Linden, Pope & Jonas 1986). In order to assess these relationships, we asked several questions designed to assess overall rates of tobacco, alcohol and drug use among the adolescents surveyed in Washington State.

Alcohol and Drug Use Among Adolescents

Alcohol, tobacco and marijuana are the substances most often used by adolescents. However, significant proportions of the adolescents in our sample indicated that they had tried uppers, hallucinogens, downers and inhalants at some time. Except for alcohol, tobacco and marijuana, very small numbers of adolescent respondents indicated that their use of these substances was within the past year and even fewer adolescents indicated that their use was within the past month.

TABLE 11
Alcohol and Drug Use Among Adolescents
in Washington State
(N=1,045)

	Lifetime	Within the Past Year	Within the Last Month
Alcohol	40.6%	32.9%	16.1%
Tobacco	31.1%	23.7%	14.8%
Marijuana	9.9%	7.8%	3.1%
Uppers	4.2%	2.1%	0.8%
Hallucinogens	3.8%	2.7%	0.7%
Downers	3.2%	2.1%	0.4%
Inhalants	3.0%	1.7%	0.7%
Cocaine	0.4%	0.4%	0.0%

In addition to assessing tobacco, alcohol and drug use, we asked several questions intended to assess whether adolescents were experiencing problems related to their use of alcohol or drugs. Small but substantial proportions of the adolescent respondents indicated that they had gotten into difficulties with friends one or more times because of their drinking in the past year (3.6%), been criticized by someone they were dating because of their drinking (2.8%), driven a car while intoxicated (1.2%) and been in trouble with the police because of drinking (1.2%).

Respondents were asked similar questions about difficulties they may have had in relation to their use of drugs. Again, small but substantial proportions of the adolescent respondents indicated that

they had gotten into difficulties with friends one or more times because of their drug use in the past year (2.1%), been criticized by someone they were dating because of their drug use (1.9%), driven a car while high from drugs (1.3%) and been in trouble with the police because of drug use (0.5%).

Mental Health Status

In addition to assessing substance use among adolescents, we included two questions designed to determine, albeit roughly, the current psychological state of each respondent. In response to the question, "How happy or satisfied have you been in the past month?", 52% of our respondents indicated that they had been very happy, 43% indicated that they had been somewhat happy, 5% indicated that they had been somewhat unhappy and 0.4% indicated that they had been very unhappy in the past month. In response to the question, "How often have you felt anxious or worried in the past month?", 54% of our respondents said little or none of the time, 38% said some of the time, and 8% said that they had felt worried or anxious most of the time in the past month.

Multiple Substance Use Among Adolescents

Multiple problems are not uncommon among individuals seeking treatment for alcohol, drug and gambling addictions. While it was not a central intention of the Washington State adolescent study to investigate alcohol and drug use among adolescents, we did feel that it was important to ascertain empirically relationships that have been hypothesized to exist between different risky behaviors among adolescents.

TABLE 12
Lifetime Gambling, Alcohol and Drug Use Among Adolescents
in Washington State
(N=1,045)

None	13.1%
Single Use	
Gambling only	44.5%
Alcohol only	2.6%
Drugs only	0.2%
Dual Use	
Gambling and Alcohol	25.4%
Gambling and Drugs	1.6%
Alcohol and Drugs	0.9%
Triple Use	11.8%

The preceding table shows that while gambling is the most frequent of the risk-taking behaviors engaged in by adolescents, there is significant overlap between gambling and the use of alcohol and drugs. Among adolescents who engaged in only one of these behaviors, gambling was the most

common. Among adolescents who in engaged in two of these behaviors, the association between gambling and alcohol is stronger than the association between gambling and drug use or alcohol and drug use. A substantial proportion of the adolescent respondents (11.8%) had engaged in all three of these risky behaviors.

Alcohol and Drug Use Among Gamblers

The following table shows that there are significant differences in tobacco, alcohol and drug use among adolescents who gamble infrequently, those who have gambled in the past year, and those who gamble on a weekly basis. Weekly gamblers are significantly more likely than infrequent or past-year gamblers to have ever used tobacco, alcohol and drugs.

TABLE 13
Gambling and Drug Use Among Adolescents

	Infrequent Gamblers (N=150)	Past-Year Gamblers (N=620)	Weekly Gamblers (N=100)	
Tobacco Use	21%	35%	49%	**
Alcohol Use	26%	47%	57%	**
Drug Use				
None	88%	85%	70%	**
1 - 2	11%	13%	22%	
3 or More	1%	2%	8%	
In Trouble Due to Alcohol	1%	2%	6%	**
In Trouble Due to Drug Use	2%	1%	4%	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

This table also shows that difficulties in the past year due to alcohol or drug use are significantly associated with heightened gambling involvement. Adolescents who gamble on a weekly basis are significantly more likely to have experienced one or more difficulties associated with alcohol use and drug use than past-year or infrequent gamblers. While adolescents who gamble weekly are more likely to have felt very unhappy or anxious most of the time in the past month, this difference is not statistically significant.

At-Risk Gambling and Alcohol and Drug Use

As with adults, problematic gambling among adolescents is associated with a variety of other risk-taking activities, including alcohol and drug use. The following table shows that Problem Gamblers are significantly more likely to have used tobacco, alcohol and drugs than At-Risk and Non-Problem Gamblers. Problem Gamblers are also significantly more likely to have experienced difficulties related to alcohol and drug use than At-Risk and Non-Problem Gamblers.

TABLE 14
Other Risky Behaviors of At-Risk Gambling Groups
Among Adolescents in Washington State

Other Risky Behaviors	Non-Problem Gamblers (N=767)	At-Risk Gamblers (N=94)	Problem Gamblers (N=9)	
Tobacco Use	32%	49%	56%	**
Alcohol Use	43%	55%	78%	**
Drug Use				
None	86%	71%	44%	
1 - 2	12%	23%	11%	
3 or More	2%	5%	44%	**
In Trouble Due to Alcohol	1%	5%	22%	**
In Trouble Due to Drug Use	1%	3%	11%	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

It is interesting to compare information about the risky behaviors of adolescent gamblers with information on risky behaviors across Infrequent, Past-Year and Weekly Gamblers. At-Risk and Problem Gamblers score much higher than Infrequent and Past-Year Gamblers on nearly every dimension of risky behavior.

Information from adult gambling surveys strongly suggests that parental gambling is a risk factor for the development of gambling-related problems. Among the Washington State adolescents, increased involvement in gambling is significantly associated with parental gambling involvement. While 40% of infrequent adolescent gamblers indicate that one or both parents gamble, 52% of past-year gamblers and 68% of weekly gamblers indicate that one or both parents gamble. The association between parental gambling and the At Risk groups that we have identified is less robust. While 49% of Non-Problem Gamblers indicate that one or both parents gamble, 70% of At-Risk and 56% of Problem Gamblers indicate that one or both parents gamble. While this finding is statistically significant, the association is not as compelling as among the groups based solely on gambling involvement. Nonetheless, these data suggest another possible avenue for future research.

Seeking Treatment for Alcohol, Drug and Gambling Problems

All of the respondents who had gambled were asked if they had ever desired or sought treatment for a gambling problem. Respondents who had ever used alcohol or other drugs were asked if they had ever desired or sought treatment for problems related to their use of alcohol or drugs. Among the respondents who had used alcohol or drugs (N=443), 4% said that they had desired or sought treatment for problems related to their alcohol or drug use. A somewhat larger proportion of weekly gamblers (9%) had desired or sought treatment for an alcohol or drug problem than groups of less frequent gamblers.

A significantly larger proportion of Problem Gamblers (25%) had desired or sought treatment for an alcohol or drug problem than At-Risk Gamblers (8%) or Non-Problem Gamblers (3%). Interestingly, while 2 respondents indicated that they had desired or sought treatment for a gambling problem, neither of these respondents was a weekly gambler and both were classified as not at risk.

COMPARING ADOLESCENT AND ADULT GAMBLERS IN WASHINGTON STATE

With comparable information about gambling involvement among adults and adolescents in Washington State, it is possible for the first time to compare gambling involvement across age groups from adolescence through adulthood. This chapter compares lifetime gambling participation and reasons for gambling among adolescents aged 13 to 17, adults aged 18 to 29, and adults aged 30 and older. Comparisons of the gender and ethnicity of adolescent and adult respondents show no significant differences.

Gambling Participation

Patterns of lifetime gambling involvement are significantly different for respondents in different age groups. The only type of gambling that adolescents, young adults and adults are equally likely to have tried is raffles. For every other type of gambling, lifetime participation rates are significantly different. Only those types of gambling that more than 1% of the adolescent sample had tried are shown in the following table.

TABLE 15
Comparing Lifetime Gambling Involvement
Among Adolescents and Adults
in Washington State

	Adolescents (N=1,045)	Adults Under 30 (N=288)	Adults 30 and Over (N=1,172)	
Raffles	54%	52%	53%	
Sports with Friends/Acquaintances	49%	40%	37%	**
Card/Dice/Board Games				
with Friends/Family	48%	47%	37%	**
Bingo	25%	19%	22%	*
Instant Lottery Games	15%	70%	64%	**
Arcade or Video Games	12%	21%	6%	**
Pulltabs	9%	45%	30%	**
Slot Machines	8%	39%	58%	**
Horse or Dog Races	8%	34%	38%	**
Formal Sports Pools	6%	18%	17%	**
Lotto or Quinto	5%	60%	63%	**
Daily Game	3%	18%	14%	**
Card Rooms	3%	5%	5%	*

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

The preceding table shows that wagering on sports events with friends and acquaintances is significantly higher among adolescents than among younger or older adults. Wagering on card, dice or board games with friends or family is significantly higher among adolescents and young adults than among older adults. Adolescents are just as likely as older adults to have ever played bingo and these two groups are somewhat more likely than young adults to have ever played bingo.

Patterns of gambling involvement in arcade and video games and pulltabs are interesting to observe. Young adults are significantly more likely than adolescents to have ever wagered on arcade or video games and both groups are significantly more likely to have done this type of gambling than older adults. Young adults are also the most likely to have ever wagered on pulltabs, followed by older adults and then by adolescents. Patterns of gambling involvement in these two types of gambling reflect most strongly the differences in gambling availability and accessibility based on age restrictions.

Wagering in formal sports pools, on horse and dog races, on slot machines and on card games in card rooms also reflect differences in accessibility and availability based on age although income is probably also a factor in involvement in these types of gambling. Older and younger adults are significantly more likely than adolescents to have participated in formal sports pools and to have wagered horse or dog races and on card games in card rooms. Older adults are significantly more likely to have wagered on slot machines than young adults and both of these groups are significantly more likely to have done this type of gambling than adolescents.

Reasons for Gambling

In addition to differences in lifetime gambling involvement, there are significant differences in the reasons that adolescents, young adults and older adults give for their involvement in gambling. The following table shows differences in the reasons that adolescents, young adults and older adults give for their involvement in gambling. The table shows that adults are significantly more likely than adolescents to say that they gamble in order to socialize, as a hobby, to win money and to support worthy causes. Adolescents and young adults are significantly more likely than older adults to say that they gamble for excitement or out of curiosity.

It is interesting to note that young adults are most likely to say that they gamble for fun or entertainment, followed by adolescents. Older adults are the least likely to say that they gamble for this reason. It is also interesting that older adults are significantly more likely than younger adults to say that they gamble in order to distract themselves from everyday problems and younger adults are significantly more likely to say that they gamble for this reason than adolescents.

TABLE 16
Comparing Reasons for Gambling Among Adolescents and Adults
in Washington State

	Adolescents (N=1,045)	Adults Under 30 (N=288)	Adults 30 and Over (N=1,172)	
To Socialize	34%	46%	46%	**
Excitement	63%	67%	49%	**
As a Hobby	6%	11%	9%	**
To Win Money	48%	61%	63%	**
To Support Worthy Causes	23%	39%	46%	**
Out of Curiosity	36%	38%	26%	**
For Fun or Entertainment	74%	80%	70%	**
As Distraction from Everyday Problems	5%	7%	10%	**

* Somewhat significant ($p \leq .05$)

** Statistically significant ($p \leq .01$)

Comparing Adult and Adolescent Scoring Methods

A critical question when considering gambling problems among adolescents and adults is whether the methods to classify adults are appropriate for use among adolescents. In this report, we have argued that the approach taken with adults is not appropriate for use with adolescents. However, it is useful to look at how different age groups score according to both of the methods used to assess gambling-related problems in Washington State.

TABLE 17
Comparing At-Risk Groups Among Adolescents and Adults
in Washington State

Adolescent Method	Adolescents (N=1,045)	Adults Under 30 (N=288)	Adults 30 and Over (N=1,172)
Non-Problem Gamblers	90.1%	73.3%	73.0%
At-Risk Gamblers	9.0%	23.6%	25.5%
Problem Gamblers	0.9%	3.1%	1.5%

The preceding table shows differences among adolescents, young adults and older adults in their scores on the items used to group adolescent respondents. This table shows that while less than 10% of the adolescents who gamble are classified as At-Risk, nearly one-quarter of the adults under 30 and

just over one-quarter of the adults over 30 are classified as At-Risk Gamblers. Adults under 30 are most likely to be classified as Problem Gamblers.

In contrast to the multidimensional approach taken in assessing problem gambling among adolescents, the method used to assess problem gambling among adults is based only on behavioral and borrowing items. The following table shows differences among adolescents, young adults and older adults in their scores on the items used to group adult respondents. This table shows that while adolescents and young adults are more likely to score as Problem Gamblers than older adults, younger adults are more likely than adolescents and older adults to score as Probable Pathological Gamblers.

TABLE 18
Comparing Problem Groups Among Adolescents and Adults
in Washington State

Adult Method	Adolescents (N=1,045)	Adults Under 30 (N=288)	Adults 30 and Over (N=1,172)
Non-Problem Gamblers	92.0%	90.6%	96.0%
Problem Gamblers	6.5%	6.3%	2.9%
Probable Pathological Gamblers	1.5%	3.1%	1.2%

Both of the methods used to assess gambling-related problems show that young adults are more likely than adolescents or older adults to experience severe problems related to their gambling involvement. Both of these methods also show that rates of severe problem gambling among older adults are only slightly higher than rates among adolescents. These data provide important support for the argument that problematic gambling involvement is most likely to occur in late adolescence and young adulthood. Along with data showing that substantial proportions of adult lifetime problem and pathological gamblers do not score as current problem or pathological gamblers (Volberg 1993b), these data also suggest that people can age out of problem gambling careers.

These data also support the notion that the methods used to assess problematic gambling among adults are inappropriate for use among adolescents. The large proportion of adults who score as At-Risk Gamblers according to the scoring method used with adolescents suggests that this is not a highly discriminating measure among adults. However, we remain uncomfortable with a method that classifies 8% of adolescents as problem or probable pathological gamblers:

While the two methods appear similar superficially, crossing adult and adolescent groups across these measures shows that while the adolescent method is quite good at correctly classifying adults as problematic gamblers, the adult method is not very good at correctly classifying adolescents as problematic gamblers. Based on these findings, we would argue that it will be important to continue to use different scoring methods with adolescents and adults. We also believe that it may be necessary to develop alternative or intermediate scoring methods that address the problem gambling behaviors specific to young adults.

SUMMARY AND CONCLUSION

To summarize the findings from this survey: we found that the proportion of Washington State adolescents who have ever gambled is lower than the proportion of Washington State adults who have ever gambled. Washington State adolescents who have ever gambled are more likely to be male, older and to have weekly incomes (including allowance and wages) of \$50 or more. Although raffles are the most popular type of gambling, Washington State adolescents are most likely to have wagered on cards, dice or board games with friends or family or on sports events with friends and acquaintances in the past year. Washington State adolescents are also most likely to say that they gamble weekly on these types of gambling.

As with adults, the results of this survey suggest that gambling not a problem for most adolescents. The majority of 13- to 17-year-olds in Washington State report low levels of gambling involvement, low expenditures, and few if any problems associated with their involvement in gambling. Among adolescents in Washington State, males, regular users of alcohol and drugs, and those whose parents gamble are most likely to experience difficulties related to their involvement in gambling. These findings are consistent with information about problematic gambling among adolescents in other parts of the United States as well as internationally. We estimate that between 950 to 4,700 Washington State adolescents can be classified as problem gamblers and an additional 23,000 and 33,700 Washington State adolescents are at risk of developing gambling-related problems.

Preventing Gambling Problems Among Adolescents

While the majority of Washington State adolescents gamble without problems, a substantial minority do appear to be at risk of developing gambling-related problems. The most cost-effective approach to minimizing such problems in the future is to implement preventive measures immediately.

As a first step, the role of family members as possible facilitators in the development of problem gambling must be addressed. Parents as well as adolescents must be educated about the risks associated with gambling involvement. Consideration should be given to educating Washington State parents and children about the potential problems associated with adolescent gambling, to providing treatment for those young people who experience problems related to their gambling, and to ensuring that adequate and continuing funds for such efforts are made available. School administrators and school counselors could also benefit from prevention and public education efforts.

Another step would be to add gambling-specific education components to youth counseling programs already provided in high schools and in alcohol and substance abuse centers catering to adolescents. Information about gambling problems and where to seek assistance could also be made available at high school and college health centers as well as at shopping malls and arcades where young adults congregate.

The present study, as well as information emerging in Minnesota, suggests that at-risk gambling may be an important component in a cluster of adolescent problem behaviors, including juvenile delinquency and alcohol and drug abuse, that already receive public attention and funding. Information about the relationship between gambling and other risky behaviors should be made available to a broad array of professional groups who serve adolescents, including medical practitioners, mental health

counselors, alcohol and substance abuse counselors, school counselors, family therapists and juvenile justice system personnel.

The Role of State Gambling Agencies

In 1992, the Commerce and Labor Committee of the Washington State Senate issued a report calling for measures in the state to analyze and ameliorate problem gambling (Washington State Senate Commerce and Labor Committee 1992). The committee noted that there were already efforts underway in Washington State to address this issue. These efforts include a tollfree information and referral hotline funded by the Washington State Lottery and staffed by the Washington State Council on Problem Gambling as well as a training program for law enforcement personnel, gaming industry representatives and community groups supported by the Gambling Commission. The Senate report called for a prevalence survey of adolescents in Washington State and the Washington State Lottery is to be commended for its responsiveness to this issue and for its willingness to fund this study.

While the state-sanctioned types of gambling are not the most serious form of gambling involvement among adolescents, these types of gambling are very visible to most adolescents. There are several areas in which Washington State gambling agencies, including the Gambling Commission, the Horseracing Commission and the Lottery Commission, can take the lead in addressing the issue of problem gambling among adolescents. These include regulatory efforts, education of vendors and operators, and sensitivity in product development to minimize the attraction, availability and accessibility of gambling products and services to adolescents.

Regulatory Efforts

The results of this study show that substantial numbers of adolescents in Washington State are engaged in a variety of different types of gambling. Some of these types of gambling, such as lottery games, have clear age restrictions associated with their products. Other types of gambling, such as wagering in card rooms, do not have clear age restrictions. Other types of gambling, such as bingo, have never implemented age restrictions for their players.

Rules and regulations governing the availability and accessibility of gambling products and venues are crucial in efforts to minimize the negative impacts of gambling on adolescents. Regulatory policies on the location of gambling venues, their hours of operation, and the responsibilities of vendors and operators to prevent underage gambling have been used in a variety of jurisdictions to prevent or mitigate gambling problems among adolescents. In Washington State, it will also be important to develop clear and consistent age restrictions for *all* types of state-sanctioned gambling.

Vendor and Operator Education

Every effort should be made to prevent children and adolescents from purchasing gambling products and participating in gambling activities in order to minimize their risk of developing gambling problems. There may also be ways to educate and train staff at lottery outlets, racetracks, casinos and other gambling venues to recognize adolescents among their customers and to refuse them service or escort them from the venue.

From the perspective of the Washington State Lottery, it is essential that merchants who sell lottery products be educated about how to reduce illegal sales of lottery products to minors. Steps to minimize such sales might include increased penalties on violators, campaigns to display prevention messages, and blind inspections to determine if merchants are selling lottery products to underage individuals.

For the Washington State Gambling Commission, it will be important to continue efforts to educate Indian casino operators, operators of bingo halls and fund raising events and pulltab and sports pool vendors about existing age restrictions as well as about the risks of allowing adolescents to participate in these activities. Similar efforts could be undertaken by the Horseracing Commission.

Product Development

As new gambling products and services are developed and marketed in Washington State, it will be important to remain sensitive to the issue of problem gambling among adolescents. Efforts should be made to develop products and services that do not appeal primarily to young adults. Efforts at marketing new gambling products and services should not focus exclusively on adolescent and young adult markets where their negative impacts would be highest.

Future Research Directions

Involvement of adolescents in gambling and the development of gambling problems over the life course are topics that merit further investigation. The information reported here suggests numerous directions for research on adolescent gambling in the future.

For example, since much of the gambling participation by adolescents requires adult acquiescence or illegal activities by adolescents, it would be worthwhile to investigate the role that families and peers play in teaching adolescents about gambling and in facilitating their involvement in gambling activities. The data presented here confirm findings from adult population surveys showing that gambling involvement before the age of 15 is a risk factor for the later development of problem and pathological gambling. It would be valuable to develop more exact information about the relationship between age, gambling involvement and other risk factors.

Since pathological gambling is a progressive clinical condition, it would be useful to investigate the relationship between gambling and other risk factors such as depression or alcohol and substance abuse. The propensity to develop a full-blown gambling pathology may be aggravated by risk factors such as depression or alcohol and substance abuse. On the other hand, such propensities may be minimized by the availability of education, prevention and treatment services for gambling problems among adolescents and young adults. The association between adolescents at risk and future expressions of problem and pathological gambling requires prospective study.

Finally, although problem and pathological gambling are treatable disorders, little is known about the responsiveness of adolescents to treatment and education efforts related to gambling. It will be important to ensure that efforts at prevention and treatment are thoroughly evaluated to determine what measures are most effective at ameliorating gambling problems among adolescents.

Conclusion

This report represents a significant step forward in our knowledge of adolescent gambling and adolescent gambling problems. These data provide a benchmark for future assessments of gambling involvement and problem gambling among adolescents in Washington State as well as a foundation for policy making and planning for services for young people who experience difficulties related to their involvement in gambling. Consideration must now be given to educating Washington State adults and adolescents about the potential problems associated with gambling, to providing prevention and treatment services for those adolescents who experience problems related to their gambling, and to ensuring that adequate and continuing funds for such efforts are made available.

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APPENDIX A

**Questionnaire for the Washington State Adolescent Survey
on Gambling Involvement and Problem Gambling**

12. Have you bet or spent money on this activity in the past year?
- | | | |
|-------------------|---|---|
| ASK Q.13 <----- | Yes | 1 |
| SKIP TO Q.15 <--- | <input type="checkbox"/> No | 2 |
| | <input type="checkbox"/> Don't know/Refused | 3 |
13. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.
- DK/REF _____ 9999
14. Do you gamble for money on this activity at least once per week?
- | | | |
|--|--------------------|---|
| | Yes | 1 |
| | No | 2 |
| | Don't know/Refused | 3 |
15. Have you ever bet or spent money on lottery Daily Game?
- | | | |
|-------------------|---|---|
| ASK Q.16 <----- | Yes | 1 |
| SKIP TO Q.19 <--- | <input type="checkbox"/> No | 2 |
| | <input type="checkbox"/> Don't know/Refused | 3 |
16. Have you bet or spent money on this activity in the past year?
- | | | |
|-------------------|---|---|
| ASK Q.17 <----- | Yes | 1 |
| SKIP TO Q.19 <--- | <input type="checkbox"/> No | 2 |
| | <input type="checkbox"/> Don't know/Refused | 3 |
17. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.
- DK/REF _____ 9999
18. Do you gamble for money on this activity at least once per week?
- | | | |
|--|--------------------|---|
| | Yes | 1 |
| | No | 2 |
| | Don't know/Refused | 3 |
19. Have you ever bet or spent money on Lotto or Quinto?
- | | | |
|-------------------|---|---|
| ASK Q.20 <----- | Yes | 1 |
| SKIP TO Q.23 <--- | <input type="checkbox"/> No | 2 |
| | <input type="checkbox"/> Don't know/Refused | 3 |
20. Have you bet or spent money on this activity in the past year?
- | | | |
|-------------------|---|---|
| ASK Q.21 <----- | Yes | 1 |
| SKIP TO Q.23 <--- | <input type="checkbox"/> No | 2 |
| | <input type="checkbox"/> Don't know/Refused | 3 |
21. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.
- DK/REF _____ 9999
22. Do you gamble for money on this activity at least once per week?
- | | | |
|--|--------------------|---|
| | Yes | 1 |
| | No | 2 |
| | Don't know/Refused | 3 |
23. Have you ever bet or spent money on pull tabs or punch board?
- | | | |
|-------------------|---|---|
| ASK Q.24 <----- | Yes | 1 |
| SKIP TO Q.27 <--- | <input type="checkbox"/> No | 2 |
| | <input type="checkbox"/> Don't know/Refused | 3 |
24. Have you bet or spent money on this activity in the past year?
- | | | |
|-------------------|---|---|
| ASK Q.25 <----- | Yes | 1 |
| SKIP TO Q.27 <--- | <input type="checkbox"/> No | 2 |
| | <input type="checkbox"/> Don't know/Refused | 3 |

25. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.

DK/REF 9999

26. Do you gamble for money on this activity at least once per week?

Yes	1
No	2
Don't know/Refused	3

27. Have you ever bet or spent money on raffles?

ASK Q.28 <----- Yes	1
SKIP TO Q.31 <--- <input type="checkbox"/> No	2
<input type="checkbox"/> Don't know/Refused	3

28. Have you bet or spent money on this activity in the past year?

ASK Q.29 <----- Yes	1
SKIP TO Q.31 <--- <input type="checkbox"/> No	2
<input type="checkbox"/> Don't know/Refused	3

29. Please tell me the amount that you spend on this activity in a typical month. I am only looking for an approximate amount, rounded to the nearest five dollars or so.

DK/REF 9999

30. Do you gamble for money on this activity at least once per week?

Yes	1
No	2
Don't know/Refused	3

31. Have you ever bet or spent money on bingo?

ASK Q.32 <----- Yes	1
SKIP TO Q.35 <--- <input type="checkbox"/> No	2
<input type="checkbox"/> Don't know/Refused	3

32. Have you bet or spent money on this activity in the past year?

ASK Q.33 <----- Yes	1
SKIP TO Q.35 <--- <input type="checkbox"/> No	2
<input type="checkbox"/> Don't know/Refused	3

33. Please tell me the amount that you spend on this activity in a typical month. I am only looking for an approximate amount, rounded to the nearest five dollars or so.

DK/REF 9999

34. Do you gamble for money on this activity at least once per week?

Yes	1
No	2
Don't know/Refused	3

35. Have you ever bet money on card, dice or board games with friends or family?

ASK Q.36 <----- Yes	1
SKIP TO Q.39 <--- <input type="checkbox"/> No	2
<input type="checkbox"/> Don't know/Refused	3

36. Have you bet on this activity in the past year?

ASK Q.37 <----- Yes	1
SKIP TO Q.39 <--- <input type="checkbox"/> No	2
<input type="checkbox"/> Don't know/Refused	3

37. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.

DK/REF 9999

38. Do you gamble for money on this activity at least once per week?
- Yes 1
No 2
Don't know/Refused 3
39. (Have you ever bet or spent money on) card games in card rooms?
- ASK Q.40 <----- Yes 1
SKIP TO Q.43 <--- [No 2
 Don't know/Refused 3
40. Have you bet money on this activity in the past year?
- ASK Q.41 <----- Yes 1
SKIP TO Q.43 <--- [No 2
 Don't know/Refused 3
41. Please tell me the amount that you bet on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.
- DK/REF 9999
42. Do you gamble for money on this activity at least once per week?
- Yes 1
No 2
Don't know/Refused 3
43. (Have you ever bet or spent money on) flipping coins?
- ASK Q.44 <----- Yes 1
SKIP TO Q.47 <--- [No 2
 Don't know/Refused 3
44. Have you bet or spent money on this activity in the past year?
- ASK Q.45 <----- Yes 1
SKIP TO Q.47 <--- [No 2
 Don't know/Refused 3
45. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount, rounded to the nearest five dollars or so.
- DK/REF 9999
46. Do you gamble for money on this activity at least once per week?
- Yes 1
No 2
Don't know/Refused 3
47. Have you ever bet money on games of skill such as bowling, pool or golf?
- ASK Q.48 <----- Yes 1
SKIP TO Q.51 <--- [No 2
 Don't know/Refused 3
48. Have you bet money on this activity in the past year?
- ASK Q.49 <----- Yes 1
SKIP TO Q.51 <--- [No 2
 Don't know/Refused 3
49. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount, rounded to the nearest five dollars or so.
- DK/REF 9999
50. Do you gamble for money on this activity at least once per week?
- Yes 1
No 2
Don't know/Refused 3

51. Have you ever bet money on arcade or video games?
- | | | |
|-------------------|--------------------|---|
| ASK Q.52 <----- | Yes | 1 |
| SKIP TO Q.55 <--- | No | 2 |
| | Don't know/Refused | 3 |
52. Have you bet or spent money on this activity in the past year?
- | | | |
|-------------------|--------------------|---|
| ASK Q.53 <----- | Yes | 1 |
| SKIP TO Q.55 <--- | No | 2 |
| | Don't know/Refused | 3 |
53. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.
- DK/REF 9999
54. Do you gamble for money on this activity at least once per week?
- | | | |
|--|--------------------|---|
| | Yes | 1 |
| | No | 2 |
| | Don't know/Refused | 3 |
55. Have you ever bet or spent money on slot machines?
- | | | |
|-------------------|--------------------|---|
| ASK Q.56 <----- | Yes | 1 |
| SKIP TO Q.59 <--- | No | 2 |
| | Don't know/Refused | 3 |
56. Have you bet or spent money on this activity in the past year?
- | | | |
|-------------------|--------------------|---|
| ASK Q.57 <----- | Yes | 1 |
| SKIP TO Q.59 <--- | No | 2 |
| | Don't know/Refused | 3 |
57. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.
- DK/REF 9999
58. Do you gamble for money on this activity at least once per week?
- | | | |
|--|--------------------|---|
| | Yes | 1 |
| | No | 2 |
| | Don't know/Refused | 3 |
59. Have you ever bet money on the outcome of sports or other events with friends or acquaintances?
- | | | |
|-------------------|--------------------|---|
| ASK Q.60 <----- | Yes | 1 |
| SKIP TO Q.63 <--- | No | 2 |
| | Don't know/Refused | 3 |
60. Have you bet or spent money on this activity in the past year?
- | | | |
|-------------------|--------------------|---|
| ASK Q.61 <----- | Yes | 1 |
| SKIP TO Q.63 <--- | No | 2 |
| | Don't know/Refused | 3 |
61. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.
- DK/REF 9999
62. Do you gamble for money on this activity at least once per week?
- | | | |
|--|--------------------|---|
| | Yes | 1 |
| | No | 2 |
| | Don't know/Refused | 3 |
63. Have you ever bet or spent money on formal sports pools?
- | | | |
|-------------------|--------------------|---|
| ASK Q.64 <----- | Yes | 1 |
| SKIP TO Q.67 <--- | No | 2 |
| | Don't know/Refused | 3 |

77/ Have you bet or spent money on (COMPUTER WILL RESTORE) in the past year?
80.

ASK Q.78/81 <-----	Yes	1
SKIP TO Q.87 <---	No	2
	Don't know/Refused	3

78/ Please tell me the amount that you spend on this activity in a typical
81. month. I am only looking for an approximate amount, rounded to the
nearest five dollars or so.

DK/REF 9999

79/ Do you gamble for money on this activity at least once per week?
82.

Yes	1
No	2
Don't know/Refused	3

IF NO CODE 1, Q.11-76, SKIP TO Q.163
IF ONLY ONE CODE 1, Q.11-76, ASK Q.87
IF MORE THAN ONE CODE 1, Q.11-76, SKIP TO Q.88

83-86. Blank, computer use

87. Do you enjoy the type of gambling that you do?

Yes	1
No	2
Don't know/Refused	3

SKIP TO Q.90

88. Thinking about these sorts of activities, which involve an element of
luck or chance, which we call gambling activities, please tell me which
is your favorite type of gambling activity.

89. Do you have a second favorite type of gambling activity?

	Q.88	Q.89
Arcade or video games	1	1
Bingo	2	2
Card games in card rooms	3	3
Cards/dice/board games with friends/family	4	4
Flipping coins	5	5
Formal sports pools	6	6
Games of skill (bowling, pool, golf)	7	7
Horse or dog races (on track, off track, with a bookie)	8	8
Instant or scratch off lottery games	9	9
Lottery Daily Game	A	A
Lotto or Quinto	B	B
Outcome of sports/other events with friends/acquaintances	C	C
Pulltabs or punchboards	D	D
Raffles	E	E
Slot machines	F	F
Sports with a bookie	G	G
Other (SPECIFY:)	H	H
None	I	I
Don't know	J	J
Refused	K	K

IF CODE I, J, OR K, Q.88, SKIP TO Q.90

And can you tell me the main reasons why you participate in the types of
activities we have just discussed. Do you gamble. . .READ 90-97

	Yes	No	Dk/REF
90. In order to socialize	1	2	3
91. For excitement or as a challenge	1	2	3
92. As a hobby	1	2	3
93. To win money	1	2	3
94. To support worthy causes	1	2	3
95. Out of curiosity	1	2	3
96. For entertainment or fun	1	2	3
97. To distract yourself from everyday problems	1	2	3

98- Or for some other reason? UP TO 3 RESPONSES

100.

Yes (SPECIFY:)	1
No	2
Don't know/Refused	3

101. In the past year, what is the largest amount of money you have ever gambled in a single day? IF DON'T KNOW, READ 1-7

One dollar or less	1
\$1 - \$10	2
\$10 - \$19	3
\$20 - \$49	4
\$50-\$99	5
\$100 - \$199	6
\$200 or more	7

Don't know	8
Refused	

102. The next set of questions is part of a standard measurement scale which has been used throughout the United States in surveys similar to this one. There are no right or wrong answers to the questions that follow. We want to know what your experiences have been. Please try to be as accurate as possible in your answers and remember that all of this information is anonymous.

*IF NEEDED, SAY: We realize that these questions may not apply to everyone, but we do need answers to all of the questions. It will take only take a few minutes. (WILL APPEAR ON ALL SCREENS)

103. When you participate in the gambling activities we have discussed, how often have you gone back another day to win back money you lost? Is it. . .READ 1-4.

104. How often have you done this in the past year?

	Q.103	Q.104
SKIP TO Q.105 <-----Never	1	1
Some of the time	2	2
Most of the time	3	3
Or every time	4	4

Don't know	5	5
SKIP TO Q.105 <-----Refused	6	6

105. Have you ever told others you were winning money from these activities when you really weren't winning? Is it. . .READ 1-4.

106. How often have you done this in the past year? READ 1-4

	Q.105	Q.106
SKIP TO Q.107 <-----Never	1	1
Some of the time	2	2
Most of the time	3	3
Or every time	4	4

Don't know	5	5
SKIP TO Q.107 <-----Refused	6	6

	Yes	No	Don't know	Ref
107. Have you ever spent more time or money gambling than you intended?	1	2	3	4
108. (IF YES, ASK:) Have you done this in the past year?	1	2	3	4
109. Has anyone ever criticized your gambling or said that you had a gambling problem, regardless of whether you thought it was true or not?	1	2	3	4
110. (IF YES, ASK:) Has anyone criticized your gambling in the past year?	1	2	3	4
111. Have you ever felt guilty about the way you gamble or about what happens when you gamble?	1	2	3	4
112. (IF YES, ASK:) Have you felt this way in the past year?	1	2	3	4

	Yes	No	Don't know	Ref
113. Have you ever felt that you would like to stop betting money, but didn't think you could?	1	2	3	4
114. (IF YES, ASK:) Have you felt this way in the past year?	1	2	3	4
115. Have you ever hidden I.O.U.'s, lottery tickets, gambling money or other signs of gambling from your family or friends?	1	2	3	4
116. (IF YES, ASK:) Have you done so in the past year?	1	2	3	4
117. Have you ever argued with people you live with over how you handle money?	1	2	3	4
118. (IF YES, ASK:) Have these arguments ever centered on your gambling?	1	2	3	4
119. (IF YES, ASK:) Have you had any of these arguments in the past year?	1	2	3	4
120. We are almost through this section of questions. Please remember that all this information is anonymous.				
121. Have you ever skipped or been absent from school or work due to betting activities?	1	2	3	4
122. (IF YES, ASK:) Have you missed school or work in past year due to gambling?	1	2	3	4
123. Have you ever borrowed money from someone and not paid them back as a result of your gambling?	1	2	3	4
124. (IF YES, ASK:) Have you done so in the past year?	1	2	3	4
125. I am going to read a list of ways in which people get money for gambling or to pay gambling debts. Can you tell me which of these, if any, you have ever used to get money for gambling or to pay gambling debts?				
	Yes	No	Don't know	Ref
126. Have you ever borrowed money from your family (parents, brothers or sisters) or from the household without their knowing to gamble or to pay gambling debts?	1	2	3	4
127. (IF YES, ASK:) Have you borrowed money from your family (parents, brothers or sisters) or from the household in the past year?	1	2	3	4
128. Have you ever borrowed money from other relatives without their knowing to gamble or to pay gambling debts?	1	2	3	4
129. (IF YES, ASK:) Have you borrowed from other relatives in the past year?	1	2	3	4
130. Have you ever borrowed money from friends or acquaintances to gamble or to pay gambling debts?	1	2	3	4
131. (IF YES, ASK:) Have you borrowed from friends or acquaintances in the past year?	1	2	3	4
132. Have you ever sold personal property to gamble or pay gambling debts?	1	2	3	4
133. (IF YES, ASK:) Have you sold personal property to gamble or pay gambling debts in the past year?	1	2	3	4
134. Have you ever shoplifted in order to get money to gamble or pay gambling debts?	1	2	3	4
135. (IF YES, ASK:) Have you shoplifted in order to get money to gamble or pay gambling debts in the past year?	1	2	3	4
136. Have you ever stolen in some other way to gamble or pay gambling debts?	1	2	3	4
137. (IF YES, ASK:) Have you stolen in some other way to gamble or pay gambling debts in the past year?	1	2	3	4

	Yes	No	Don't know	Ref
138. Have you ever bought or sold stolen property to gamble or pay gambling debts?	1	2	3	4
139. (IF YES, ASK:) Have you bought or sold stolen property to gamble or pay gambling debts in the past year?	1	2	3	4
140. Have you ever borrowed money from a loan shark?	1	2	3	4
141. (IF YES, ASK) Have you borrowed money from a loan shark in the past year?	1	2	3	4
142. Have you ever worked for a bookmaker or a numbers writer or someone who ran another type of gambling operation to get money?	1	2	3	4
143. (IF YES, ASK) Have you worked for a bookmaker or a numbers writer or someone who ran another type of gambling operation to get money in the past year?	1	2	3	4
144. Have you ever sold drugs in order to get money to gamble or pay gambling debts?	1	2	3	4
145. (IF YES, ASK) Have you sold drugs in order to get money to gamble or pay gambling debts in the past year?	1	2	3	4
146. Have you ever done anything else illegal in order to get money to gamble or pay gambling debts?	1	2	3	4
147. (IF YES, ASK) Have you done anything else illegal in order to get money to gamble or pay gambling debts in the past year?	1	2	3	4
148. Do you feel that you have ever had a problem with betting money or gambling?	1	2	3	4
149. (IF YES, ASK) Do you feel that you have had a problem with betting money or gambling in the past year?	1	2	3	4
150. How old were you when you first started doing any of these gambling type activities?				

Refused 99

151- What type of gambling was that? UP TO 3 RESPONSES
153.

- Arcade or video games 1
- Bingo 2
- Card games in card rooms 3
- Cards/dice/board games with friends/family 4
- Flipping coins 5
- Formal sports pools 6
- Games of skill (bowling, pool, golf) 7
- Horse or dog races (on track, off track, with a bookie) 8
- Instant or scratch off lottery games 9
- Lottery Daily Game A
- Lotto or Quinto B
- Outcome of sports/other events with friends/acquaintances C
- Pulltabs or punchboards D
- Raffles E
- Slot machines F
- Sports with a bookie G
- Other (SPECIFY:) H
- Don't know I
- Refused J

154. Was there any time when the amount you were gambling made you nervous?				
	ASK Q.155 <-----	Yes		1
		No		2
	SKIP TO Q.159 <-----	Don't know		3
		Refused		4

155. How old were you when that happened?

Refused 99

- Arcade or video games 1
- Bingo 2
- Card games in card rooms 3
- Cards/dice/board games with friends/family 4
- Flipping coins 5
- Formal sports pools 6
- Games of skill (bowling, pool, golf) 7
- Horse or dog races (on track, off track, with a bookie) 8
- Instant or scratch off lottery games 9
- Lottery Daily Game A
- Lotto or Quinto B
- Outcome of sports/other events with friends/acquaintances C
- Pulltabs or punchboards D
- Raffles E
- Slot machines F
- Sports with a bookie G
- Other (SPECIFY:) H
- Don't know I
- Refused J

159. Have you ever desired or sought treatment to help you stop gambling?

- Yes 1
- No 2
- Don't know 3
- Refused 4

160. Do either of your parents play any games of chance for money?

- ASK Q.161 <----- Yes 1
- No 2
- SKIP TO Q.162 <-- Don't know 3
- Refused 4

161. Which parent is that?

- Mother only 1
- Father only 2
- Both mother and father 3
- Don't know 4
- Refused 5

162. Do you feel that either of your parents has ever had a problem with betting money or gambling?

- Yes 1
- No 2
- Don't know 3
- Refused 4

163. As you probably know, different types of people have different opinions and experiences. The following questions are for statistical purposes only and the answers to these questions, like all of the others, will be anonymous.

Are you male or female?

- Male 1
- Female 2
- Refused 3

164. How old were you on your last birthday?

- 13 years old 1
- 14 years old 2
- 15 years old 3
- 16 years old 4
- 17 years old 5
- Refused 6

165. Which of the following best describes your racial or ethnic group? READ 1-6

- White/Caucasian 1
- Hispanic 2
- Native American 3
- Asian 4
- Black 5
- Or something else (SPECIFY:) 6
-
- Refused 7

166. What kind of home do you live in? READ 1-3 IF NECESSARY.

- A mobile home or trailer 1
- An apartment or duplex 2
- A house or condominiums 3
-
- Something else (SPECIFY:) 4
- Don't know 5
- Refused 6

167. How many adults live with you, not including older brothers and sisters?

- One 1
- Two 2
- Three 3
- Four 4
- Five 5
- Six 6
- Seven 7
- Eight 8
- Nine or more 9
- None A
- Refused B

168. Which of the following best describes your current religious preference?
READ 1-4

- Protestant 1
- Catholic 2
- Jewish 3
- Or something else (SPECIFY:) 4
-
- No religion 5
- Don't know 6
- Refused 7

169. How important is religion in your life? READ 1-3

- Very important 1
- Somewhat important 2
- Not very important 3
-
- Don't know 4
- Refused 5

170. What grade are you in school right now?

- Less than 8th 1
- 8th grade 2
- 9th grade 3
- 10th grade 4
- 11th grade 5
- 12 grade 6
- Working toward GED 7
- Graduated 8
-
- ASK Q.171 <----- Dropped out, quit school 9
- ASK Q.171 <----- Suspended, expelled A
- ASK Q.171 <----- Refused 8

171. What is last grade you completed?

- Less than 8th 1
- 8th grade 2
- 9th grade 3
- 10th grade 4
- 11th grade 5
- 12 grade 6
- Working toward GED 7
- Refused 8

172. During the month of December, have you worked at any job for pay?

- ASK Q.173 <----- Yes 1
- ASK Q.173 <----- No 2
- ASK Q.173 <----- Refused 3

173. How many hours a week?

1-4 hours	1
5-9 hours	2
10-20 hours	3
Over 20 hours per week	4
Don't know	5
Refused	6

174. Do you get an allowance

Yes	1
No	2
Don't know	3
Refused	4

177. During the past year, what was your income in an average week, (including your allowance,) job and other sources of money?

\$0	1
\$1-\$9	2
\$10-\$19	3
\$20-\$49	4
\$50-\$99	5
\$100-\$200	6
\$200 or more	7
Don't know	8
Refused	9

178. Next, I'd like to ask you a few questions about other activities and about your feelings in general. Please remember that all responses will be kept confidential. How happy or satisfied have you been with your personal life during the past month? Would you say. . .READ 1-4

Very happy	1
Somewhat happy	2
Somewhat unhappy	3
Very unhappy	4

Don't know	5
Refused	6

179. How often have you felt anxious, worried or upset during the past month? Would you say. . .READ 1-3

Most of the time	1
Some of the time	2
A little or none of the time	3

Don't know	4
Refused	5

180. Now, I would like to know if you have ever used the following drugs. Please remember that your answers are strictly confidential. In your lifetime, have you ever used cigarettes, chewing tobacco or snuff?

ASK Q.181 <-----	Yes	1
	No	2
SKIP TO Q.182 <--	Don't know	3
	Refused	4

181. Was the most recent time you used them. . .READ 1-3

Within the last month	1
Within the last year	2
More than a year ago	3

Don't know	4
Refused	5

182. In your lifetime, have you ever used alcohol?

ASK Q.183 <-----	Yes	1
	No	2
SKIP TO Q.188 <--	Don't know	3
	Refused	4

183. Was the most recent time you used alcohol. . .READ 1-3

ASK Q.184 <-----	<input type="checkbox"/> Within the last month	1
	<input type="checkbox"/> Within the last year	2
SKIP TO Q.188 <-----	<input type="checkbox"/> More than a year ago	3
	<input type="checkbox"/> Don't know	4
	<input type="checkbox"/> Refused	5

184. During the past 12 months, how many times have you gotten into difficulties of any kind with your friends because of your drinking?

One	1
2-3	2
4-9	3
10 times or more	4
None	5
Don't know	6
Refused	7

	Yes	No	Don't know	Ref
185. During the past 12 months, have you driven a car when you've had a good bit to drink	1	2	3	4
186. During the past 12 months, have you been criticized by someone you were dating because of your drinking?	1	2	3	4
187. During the past 12 months, have you gotten into trouble with the police because of drinking?	1	2	3	4

188. In your lifetime, have you ever used marijuana?

ASK Q.189 <-----	<input type="checkbox"/> Yes	1
	<input type="checkbox"/> No	2
SKIP TO Q.190 <--	<input type="checkbox"/> Don't know	3
	<input type="checkbox"/> Refused	4

189. Was the most recent time you used marijuana. . .READ 1-3

Within the last month	1
Within the last year	2
More than a year ago	3

Don't know	4
Refused	5

190. In your lifetime, have you ever used crack or cocaine?

ASK Q.191 <-----	<input type="checkbox"/> Yes	1
	<input type="checkbox"/> No	2
SKIP TO Q.192 <--	<input type="checkbox"/> Don't know	3
	<input type="checkbox"/> Refused	4

191. Was the most recent time you used crack or cocaine. . .READ 1-3

Within the last month	1
Within the last year	2
More than a year ago	3

Don't know	4
Refused	5

192. In your lifetime, have you ever used hallucinogens such as LSD, PCP, or designer drugs?

ASK Q.193 <-----	<input type="checkbox"/> Yes	1
	<input type="checkbox"/> No	2
SKIP TO Q.194 <--	<input type="checkbox"/> Don't know	3
	<input type="checkbox"/> Refused	4

193. Was the most recent time you used hallucinogens. . .READ 1-3

Within the last month	1
Within the last year	2
More than a year ago	3

Don't know	4
Refused	5

194. In your lifetime, have you ever used inhalants such as correction fluid, glue, paint thinner, gasoline, paints, sprays, or poppers?

ASK Q.195 <-----	Yes	1
	No	2
SKIP TO Q.196 <--	Don't know	3
	Refused	4

195. Was the most recent time you used inhalants. . .READ 1-3

Within the last month	1
Within the last year	2
More than a year ago	3

Don't know	4
Refused	5

196. These next questions are about non-medical use of uppers or downers. Uppers are stimulants that give people more energy or help them lose weight. They are also used for kicks or to get high. In your lifetime, have you ever used uppers?

ASK Q.197 <-----	Yes	1
	No	2
SKIP TO Q.198 <--	Don't know	3
	Refused	4

197. Was the most recent time you used uppers. . .READ 1-3

Within the last month	1
Within the last year	2
More than a year ago	3

Don't know	4
Refused	5

198. Downers are sedatives such as tranquilizers that help people relax or get to sleep. They are also use for kicks or to get high. In your lifetime, have you ever used downers?

ASK Q.199 <-----	Yes	1
	No	2
SKIP TO Q.200 <--	Don't know	3
	Refused	4

199. Was the most recent time you used downers. . .READ 1-3

Within the last month	1
Within the last year	2
More than a year ago	3

Don't know	4
Refused	5

200. (ASK IF WITHIN PAST YEAR MOST RECENT TIME OF USE OF ANY DRUG) During the past 12 months, how many times have you gotten into difficulties of any kind with your friends because of your drug use?

One	1
2-3	2
4-9	3
10 times or more	4
None	5
Don't know	6
Refused	7

	Yes	No	Don't know	Ref
201. During the past 12 months, have you driven a car when you felt high from drugs?	1	2	3	4
202. During the past 12 months, have you been criticized by someone you were dating because of your drug use?	1	2	3	4
203. During the past 12 months, have you gotten into trouble with the police because of your drug use?	1	2	3	4

ever desired or sought treatment for problems connected with your use of alcohol, marijuana or other drugs?

Yes	1
No	2
Don't know	3
Refused	4

205. SKIPPED

206. That was the last question. Your participation is very important to the survey and all of us working on this project. Thank you very much for your time and cooperation. Have a good (day)/(evening).

207. (INTERVIEWER - PLEASE NOTE IF YOU FELT THAT PARENT WAS LISTENING

Evidence parent was listening	1
No evidence parent was listening	2
Evidence parent was NOT listening	3
Evidence parent was listening - Respondent putting us on	4
No evidence parent was listening - Respondent putting us on	5
Evidence parent was NOT listening - Respondent putting us on	6

208. Number of types of ever gambled (0-21)

209. Number of types of gambling in past year (0-21)

210-217. Blank, computer use

218. Area code	206	1
	.509	2

219. Computer will set in 206 or 509

220/221. Phone number

222. Id#

223. Day of week

224/225. Blank, computer use

226. Put ci2 number on sample card

227/228. Today's date

229. Time of day

230-259. Blank, computer use

260. ENTER COUNTY CODE FROM SAMPLE CARD

264. Attempt