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2008 Louisiana Study on Problem Gambling

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Prepared by

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Executive Summary

Overview of Program or Project Evaluated

In 1995 the Louisiana Compulsive Gambling Committee was established to study the gambling behaviors, infrastructure, and interventions available to Louisiana residents. The increase in legal gambling age and the establishment of the Problem Gamblers Helpline and CORE-Center of Recovery treatment facility occurred in great part from the recommendations of this committee. One additional recommendation was to conduct comprehensive, "empirically" driven studies on problem and pathological gambling in Louisiana. This study is the fourth in a sequence of studies designed to measure the prevalence of problem and pathological gambling behaviors, knowledge and existence of gambling interventions and resources for those who need assistance, and gambling infrastructure throughout the state.

The 2008 study is the latest in a series on the prevalence of legalized gambling in Louisiana. The report, much like those preceding it, focuses on problem gambling, the distribution of gambling establishments, and the prevalence of problems in the various regions of the state. The present report provides updated information and expands on some areas of interest established by the earlier studies. One area in which the present study adds to the knowledge base on gambling in Louisiana is in the provision of data on youth gambling.

Specifically, goals of the present study are: (1) to provide descriptive data on the location and density of gambling devices, by geographical region, (2) to identify problem gamblers and to describe that population with regard to regional affiliation, gambling frequency, modalities of gambling utilized, and other data pertinent for the design and implementation of proactive and reactive services, (3) to utilize archival data gathered from young people in Louisiana to answer questions about the availability and utilization of

gambling among that population, and, (4) to examine gambling helpline data for patterns of use by region and proximity to gambling venues.

Evaluation Questions and Data Sources

In order to meet the goals, several data sources were investigated. They were: State Police Video Gaming Data, The Louisiana Problem Gambler Helpline Fiscal Year Report (2007), Caring Communities Youth Survey (CCYS) Data, and the telephone survey. Each data source contributes to a chapter detailing a state-level analysis and a region-level analysis for each of the 10 regions in Louisiana. An analysis of the relationships among the data is presented in the chapter on conclusions and recommendations.

Findings/Conclusions

Analysis of the data indicates that while the number of gambling establishments in the state has declined, the number of devices in those establishments has increased. It was also noted that the number of devices in a region is positively correlated with the number of calls to the Problem Gamblers Helpline. A relationship was also observed between the number of gambling establishments located in a region and the likelihood that youth in that region had gambled in the past year.

The toll-free Problem Gambling Helpline was utilized more in the present study than in the 2002 report. The number of calls to the helpline increased from 2002 to 2007. There are several possible explanations for this observation. More people may be in need of services, or perhaps those who have been in need of services all along are learning to utilize the helpline. It is also possible that as the helpline becomes more widely known among gamblers, it is simply being relied on more as an initial reporting point for persons who believe they have issues related to gambling. Regardless of the scenario which might account for the increased usage, the number of problem or pathological gamblers who are connected to the types of services which have the potential to make their lives better is potentially increased by the growing popularity of the helpline.

Regarding other results related to the provision and utilization of services, it was noted that in regions with a greater prevalence of problem gamblers, a higher proportion of the population was aware of OAD assessment and treatment options and less aware of the options in regions where the prevalence of problem gamblers was low. This is, in one way, encouraging. If a region has a higher prevalence of problem gambling, those affected may be more aware of the services available for treatment. Prevalence of problem gambling was also related to the number of intake calls made from a region. This is logical because one would presume many of the callers would be problem gamblers seeking help for their condition. This would indicate that helpline marketing strategies are effective and reaching individuals that are in need of assistance.

Youth data collected from the 2006 CCYS indicate that almost 50% of Louisiana 6th-, 8th-, 10th-, and 12th- grade students have engaged in some form of gambling. The rates were second only to the percentage of students who have used alcohol during their lifetime. It was also observed that significant positive relationships existed among the different grade levels. That is to say, students within a region tended to exhibit similar gambling behaviors as their older or younger schoolmates. This is not surprising given the very similar environments of students within any particular region.

The prevalence of pathological gambling seems to have remained fairly stable across all studies in the series. However, the rates of problem gambling vary from study to study. One reason for the stability of pathological gambling rates may be the overall consensus among professionals of what defines pathological gambling and the absence of such regarding problem gambling. If the reported frequency of gambling is considered without assigning labels, the number of Louisiana residents reporting to gamble weekly was relatively high. When compared to three states that have legalized gambling (Nevada, California, and Arizona), only Nevada had a higher percentage of people who gambled weekly than Louisiana. However, Louisiana had the lowest rate of problem and pathological gamblers.

Recommendations

The authors of the study recommend the following:

1. The Caring Communities Youth Survey (CCYS) be modified and standardized as the source of data on youth gambling for future studies in this series.
2. Authors of future prevalence studies should consider the possibility of collecting data on the young adult population, specifically Louisiana college students. Perhaps an association with the Louisiana Higher Education Coalition would prove beneficial.
3. The prevalence studies should be conducted more frequently. The time lapse between studies may be too great to allow for the recognition of trends. The time gap may also inflate or negate real treatment effects of statewide or regional programming. Perhaps a bi-annual schedule would be appropriate if funding allows. The directors of these studies should endeavor to include some outcome measures of existing treatment strategies in addition to prevalence estimates.
4. New methodology for collecting data from the general public should be explored. Given modern caller identification technology and “do not call” lists, it may be advisable to evaluate the telephone survey and improve the process to optimize the likelihood of producing a truly random sample of Louisiana citizens.
5. The entire prevalence study process should be standardized for future studies in this series, including methodology and content. While this has been done to some extent, a revised and perfected methodology for collecting, analyzing, and disseminating the results of the studies will provide for a greater level of longitudinal tracking of trends and the effects of gambling policies, prevention strategies, and treatments.
6. Future studies should attempt to ascertain the role visiting gamblers to Louisiana: on business, visiting the state as tourists, or who are in Louisiana specifically to gamble, have on the legalized gambling culture.

7. It was noted that a correlation exists between the gambling behaviors of 8th, 10th, and 12th grade students and their proximity to gambling establishments. This knowledge allows for the identification of those youths who are most at risk of developing problems associated with gambling, and further facilitates the targeting of specific prevention programming in the areas where they reside. The present authors suggest that the idea of a coherent gambling awareness and prevention curriculum be studied, and when possible, implemented as part of the comprehensive school counseling mission. Such a program, "Kids Don't Gamble: Wanna Bet?" is presently being piloted. The results of this pilot project should be evaluated and replicated if results are positive.
8. It was observed in the present study that, of the persons surveyed that were aware of OAD assessment and treatment options and the toll-free gambling helpline, most had learned of the services through two primary sources: the OAD billboards advertising the helpline, and the telephone book. The authors recognize the effectiveness of advertising via these two media and recommend the continuation of this practice.
9. More emphasis should be put on the social, economic, and public health consequences of gambling and gambling addiction. Framing gambling as a public health concern is not only an accurate practice, but may also lead to the further development of additional prevention and treatment strategies.
10. Comparative studies between Louisiana and other states where legal gambling has been a part of the culture longer should also be considered. While widespread legal gambling may be new in Louisiana, it is not new in Nevada and New Jersey. The development of the gambling industry and the accompanying social consequences could be tracked in those states and the negative ramifications possibly avoided.

PART I – INTRODUCTION

Chapter 1. History of Gambling in the South

It has been noted in previous studies of gambling in Louisiana (Vogel & Ardoin, 2002; Volberg, 1995; Volberg & Moore, 1999) that games of chance have historically been quite common. Westphal, Johnson, Stodghill & Stevens (2000) reported that the history of legalized gambling in the southern United States predates the Union and was present in the colony of Jamestown, Virginia, as early as 1612. The same authors noted that as of 2000, every southern state had some sort of legalized gambling.

In New Orleans, Louisiana, with its rich history as a bustling hub of activity anchored by a deepwater port and the Mississippi River, gambling was a major form of entertainment by 1718. While then not formally legal, gambling was permitted and quite acceptable, as long as the social order was maintained. In the 1830s, 1840s, and 1850s, many southern states enacted laws which prohibited gambling. Some forbid the activity altogether, while others permitted the practice among "respectable gentlemen." In spite of the laws passed during this time, gambling on riverboats was quite common up and down the Mississippi River (Sullivan, 1972; Eadington & Cornelius, 1997).

After the Civil War, the Louisiana State Lottery, chartered in 1868 and nicknamed, "The Serpent," grew into a powerful financial and political force. The lottery was so popular that tickets could be found in every state in the nation. While this added to the coffer in Louisiana, other states increasingly viewed the Serpent as a drain on their local economy and began to outlaw the sale of Louisiana Lottery tickets in their state. In 1879, the Louisiana Lottery lost its charter largely based on a morally-charged political climate, but was back in business and flourishing the same year (Sullivan, 1972). Over the next 15 years the lottery was beleaguered by scandals and federal laws were enacted which put an end to legalized gambling in Louisiana until horse racing was legalized in 1935 (Westphal, *et. al.,* 2000).

From that time, through the late 1980s, legalized gambling consisted of charitable games and paramutuel betting at horse racing tracks. By the early 1990s, inter-track and off track betting on horse racing joined the list of legal gambling endeavors in Louisiana.

Between 1990 and 1992, legalized gambling became more diverse in Louisiana in the form of the Louisiana Lottery, the previously noted off track betting on horse racing, video poker, river boat casinos, and a land based casino in New Orleans (Volberg & Moore, 1999). Volberg and Moore (1998) noted that by 1997, there were about 15,000 video poker machines in the state as well. Opportunities to gamble legally in Louisiana were increased with the addition of riverboat casinos and land based casinos. Today legalized gambling is widespread in Louisiana and in the USA. It is noted on The National Council on Problem Gambling web site that; "Approximately 85% of U.S. adults have gambled at least once in their lives; 60% in the past year. Some form of legalized gambling is available in 48 states plus the District of Columbia. The two without legalized gambling are Hawaii and Utah."

Legalized gambling has certainly, in modern times, been touted as an economic stimulus, but the exact effect on the local economy, especially if one considers the social costs of gambling, is hard to calculate. Lottery sales alone for the 2007 fiscal year exceeded 354 million dollars and represent 4.4 % of the total revenue brought in by the gaming industry (Louisiana Lottery 2007 Fiscal Report). Riverboat gaming, video poker, racetrack slot machines and Harrah's land based casino contributed $726,366,277 in direct revenue to Louisiana during the 2007 fiscal year (Louisiana Gaming Control Board).

Currently, Louisiana is home to 13 operational riverboats: Five in Shreveport-Bossier City, three in Lake Charles, two in East Baton Rouge and one each in Kenner, Harvey and Amelia. In addition to employing approximately 16,000 workers, riverboats contributed $383,122,463 in direct revenue during the 2007 fiscal year. Despite increasing competition from Indian casinos in Oklahoma, the riverboats located in Shreveport and Bossier City continue to experience increases in adjusted gross revenue. The total number of riverboat admissions for the 2007 fiscal year was 25,485,245 individuals. There is little doubt that gaming

in northwest and southwest Louisiana benefits from the Texas legislature's opposition to legalize gambling in their state. Many gambling patrons of Shreveport-Bossier City venues are from the Dallas-Fort Worth metropolitan area. Conversely, many patrons of Lake Charles casinos are from the Houston metropolitan area. It remains to be seen what the economic impact to Louisiana will be if Texas ever legalizes gambling. After suffering extensive damage from Hurricane Katrina, Louisiana's only land-based casino reopened in February, 2006. A new luxury hotel was opened, adjacent to the casino in September of 2006. Gaming revenue from Harrah's land based casino consistently exceeds 30 million per month.

There are approximately 2,351 video gaming outlets and 14,104 other video gaming devices in the 31 parishes that allow video gaming. The majority of video gaming devices are located in restaurants, bars and truck stops throughout the state. Video gaming devices can also be found in hotels and race tracks, but the number is very small. Net revenue generated from video gaming machines exceeded 684 million dollars during the fiscal 2007 year. An astounding 417 million dollars in net revenue were generated from casino style truck stops.

As previously noted, there is little doubt that legalized gambling plays a role in the economy of Louisiana. However, social and public health problems associated with gaming cannot be overlooked. Researchers are beginning to look at the relationship between legalized gambling and social problems such as bankruptcies, divorce, crime, child abuse, addictions, etc. Some of the findings are:

- A 1997 national study found that counties with at least one gambling establishment averaged 18% more bankruptcies than counties without gambling (SMR Research Corporation, 1997).
- The National Council on Problem Gambling reports that one in five pathological gamblers attempts suicide (National Council on Problem Gambling, 1993).
- The percentage of pathological and problem gamblers in the state of Iowa increased 300% over a six- year period once casinos began operating (Volberg, 1995).

- 28% of Gamblers Anonymous members reported being divorced or separated as a direct result of their gambling (National Gambling Impact Study Commission, 1999).
- Pathological and problem gambling rates show a strong positive relationship to availability or access to gambling activity (Welte, 2003).

Although the social, economic and public health impacts in Louisiana are beyond the scope of the present study additional studies should focus on these variables and their impact on the state and its residents in order to provide a more comprehensive picture of gambling in Louisiana.

Chapter 2. Goals of the Present Study

Since the early 1990s, interest in the psychosocial impact of gambling has been expressed and reported in a series of studies commissioned by the Louisiana Office for Addictive Disorders. The authors of each of the previous three studies sought to provide the reader with a comprehensive picture of gambling in Louisiana and the effects of such on its citizens. The reports focused on problem gambling and the prevalence of problems in the various regions. The present report, the fourth in this series, will provide updated information and expand on some areas of interest established by the earlier studies. Of primary interest is the identification of problem gamblers, the prevalence of problem gambling, and the demographic and sociocultural characteristics of problem and pathological gamblers. For the first time in the series, data is presented using GIS technology which provides a visual representation of population dynamics, prevalence rates, and other salient features of the data gathered on legalized gambling in Louisiana. Specifically, goals of the present study are to:

1. Provide descriptive data on the location and density of gambling devices, by geographical region.
2. Identify problem gamblers and describe that population with regard to regional affiliation, gambling frequency, modalities of gambling utilized, and other data pertinent for the design and implementation of proactive and reactive services.
3. Utilize archival data gathered from young people in Louisiana to answer questions about the availability and utilization of gambling among that population.
4. Examine gambling helpline data for patterns of use by region and proximity to gambling venues.

The present study is predicated on the desire of the Office for Addictive Disorders to best serve the citizens of Louisiana who have developed addictive disorders related to gambling, and to develop preventative strategies by which those who are most at risk of developing such problems are assisted in the most efficacious and efficient manner.

There is relative agreement among experts and mental health professionals regarding the definition of problem and pathological gambling. The fourth text revision of the Diagnostic and Statistical Manual of Mental Disorders (DSM-IV-TR; American Psychiatric Association, 2000) defines pathological gambling as persistent and recurrent maladaptive gambling behavior. The diagnostic criteria identify the disorder as a combination of five or more related symptoms. These are:

1. Preoccupation with gambling
2. A need to gamble with increasing amounts of excitement in order to be excited.
3. Has repeated unsuccessful efforts to reduce or stop gambling.
4. Is restless or irritable when trying to cut back or quit.
5. Gambles to escape problems or to relieve depression or sadness
6. After losing money on one day, returning later to “get even.”
7. Lies about gambling or hides involvement from family or friends.
8. Has committed illegal acts to finance gambling behavior.
9. Has jeopardized or lost significant relationships or opportunities because of gambling.
10. Has relied on friends or family for money to help settle gambling debts.

The above list of symptoms constitute the criteria by which an individual is formally diagnosed with pathological gambling, a professionally recognized mental disorder. The following definition of problem gambling from the National Council on Problem Gambling also serves as a reference for defining the terms in the present interpretation of the data:

> “Problem gambling includes all gambling behavior patterns that compromise, disrupt or damage personal, family or vocational pursuits. The essential features are increasing preoccupation with gambling, a need to bet more money more frequently, restlessness or irritability when attempting to stop, “chasing” losses, and loss of control manifested by continuation of the gambling behavior in

spite of mounting, serious, negative consequences. In extreme cases, problem gambling can result in financial ruin, legal problems, loss of career and family, or even suicide."

The present study was undertaken with the aforementioned goals as a guide to the research design and the authors have sought to answer specific questions and to address general concerns via an assortment of data and data sources.

PART II – METHODS

Several participants and data sources were used in compiling this report. The sources of information utilized were, (1) A telephone survey conducted exclusively for the present study, and inclusive of the South Oaks Gambling Screen, (2) The Louisiana Problem Gambler Helpline Fiscal Year Report (2007), (3) One section of the Louisiana Caring Communities Youth Survey which dealt with gambling behavior, and, (4) The State Police Video Gaming Division Quarterly Revenue Report. Each is identified and its unique contribution to the present study is explained in the following sections, arranged by the various sources of information used to compile the present report.

Chapter 3. Telephone Survey

One group of Louisiana citizens (n = 2400), contacted exclusively for the present study, was administered a telephone survey. This sample consisted of 240 participants from each of 10 geographical regions which are identified in Figure 1.

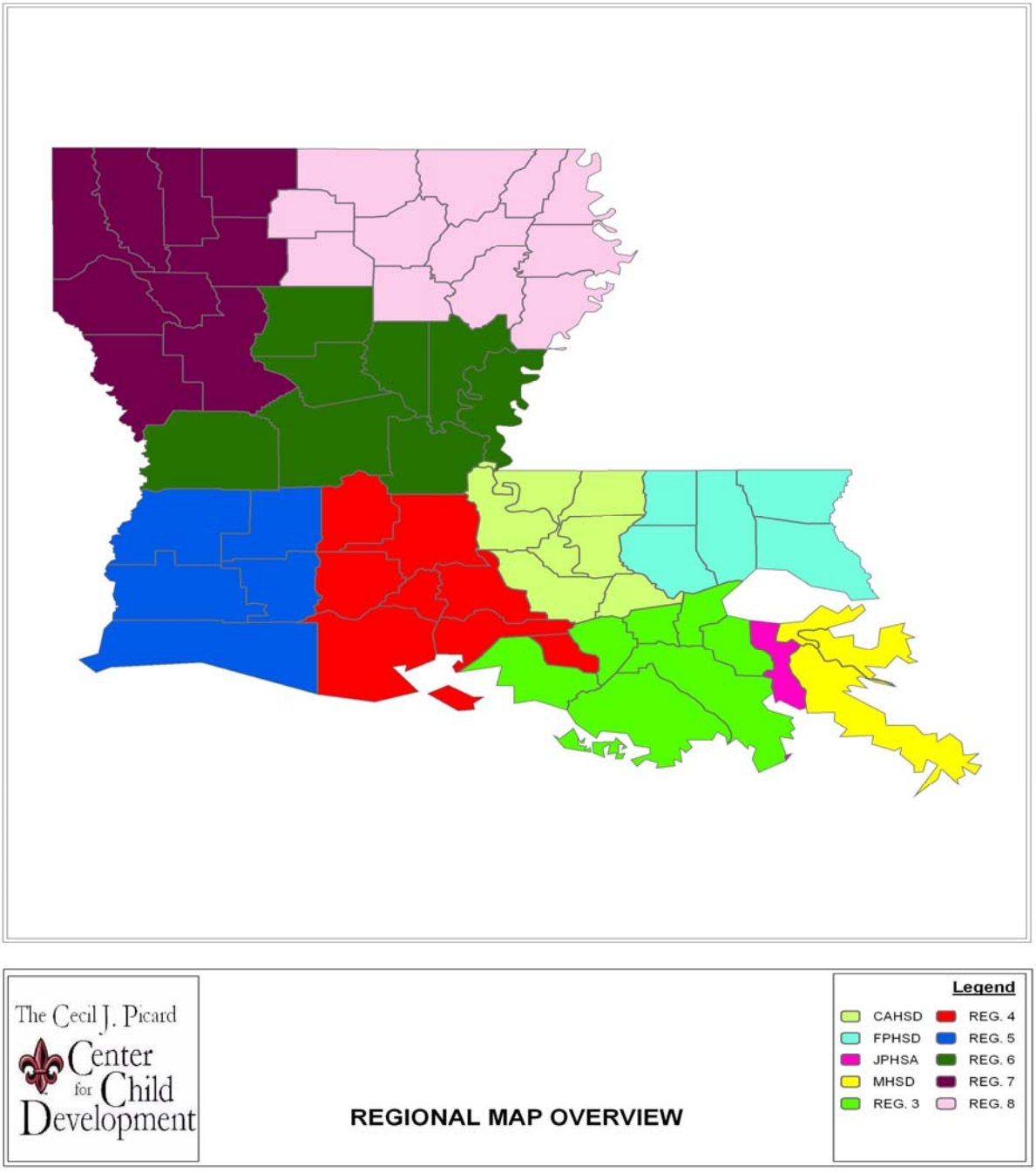


Figure 1. DHH Office for Addictive Disorders Regions.

The participants were contacted randomly via telephone from a list of telephone numbers purchased for the study. Calls were made until each region was represented by 240 completed surveys. Demographic data for the respondents to the telephone survey are presented in Table 3.1.

Table 3.1. Summary of Demographic Variables for State

Demographic Variable	n	%
Sex		
Male	744	31%
Female	1656	69%
Marital Status		
Married	1452	61%
Divorced	305	13%
Widowed	229	10%
Separated	38	2%
Never Married	327	14%
Unmarried Couple	20	1%
NA	29	1%
Race		
White	1705	71%
Black	502	21%
Hispanic	79	3%
Other	90	4%
No Answer	24	1%

Average Age	Std. Dev.	Min.	Max.	n
50.6	15.5	18.0	99.0	2400

The telephone survey consisted primarily of the South Oaks Gambling Screen (SOGS; Lesieur & Blume, 1987) supplemented by several demographic questions and several questions about electronic and internet gambling. The SOGS has been used extensively as a measure of pathological and problem gambling with several populations, including the elderly (Pietrzak & Petry, 2006) and adolescents (Westphal, Rush, Stevens, & Johnson, 1998), and has been shown to correlate well with the diagnostic criteria established in the Diagnostic and Statistical Manual of Mental Disorders (DSM-IV-TR; American Psychiatric Association, 2000; Stinchfield, Govani, & Frisch, 2005). The SOGS is considered to be reliable

and valid. Cronbach's alpha has been reported in ranges from .79 through .97, and validity estimates have been generally high when compared to DSM diagnostic criteria, independent counselor assessments, and family member's assessments (Lesieur & Blume, 1987; Pietrzak, et al., 2006; Jacques, Ladouceur, & Ferland, 2000, Stinchfield, et al., 2005). The SOGS is a 20-item survey wherein a score of 3 or 4 indicates problem gambling and a score of 5 or higher indicates pathological gambling. From the number of persons in the sample whose scores defined them as problem or pathological gamblers, a percentage, or prevalence rate was calculated. That rate was multiplied by the population of the region in order to project an estimate of the number of problem or pathological gamblers that may exist in the region. The same method was used to recalculate the projected number of problem and pathological gamblers from the 2002 study so that the projections could be compared. These comparisons are reported by region.

The telephone survey indicated non-problem, problem and pathological gambling as well as gambling locations, frequency and activities. Additional information was collected such as demographics, participation in internet gambling, and knowledge of the Louisiana Problem Gamblers Helpline. A transcript of the telephone interview is reproduced in Appendix B.

Chapter 4. Helpline Data

Information garnered from calls to the Gambling Helpline (n = 59,250 calls) and the Louisiana Problem Gambler Helpline Fiscal Year Report (2007) was also used to supplement the report. The Louisiana Problem Gambler Helpline Fiscal Year Report (2007) provided data in reference to calls to the Louisiana Problem Gamblers Helpline. Data from calls made to the Helpline provide information related to the demographic characteristics of callers and the nature of the reasons given for citizens making the call.

Important information regarding call volume, demographics of callers, types of calls (referring to casino, lottery, etc), and gambling game of choice was gleaned from the report and utilized in the present study. The data reflect the record of calls made between July 2006 and June 2007.

Of all the calls made to the Problem Helpline in the 2006-2007 fiscal year, 1,502 were "intake calls." Intake calls are defined by the Helpline staff as "direct requests for problem gambling assistance." The Helpline received a total of 59,250 calls. Calls not included in intake data were those for lottery assistance (results or complaints), wrong numbers, or information on casinos (locations, events, etc.).

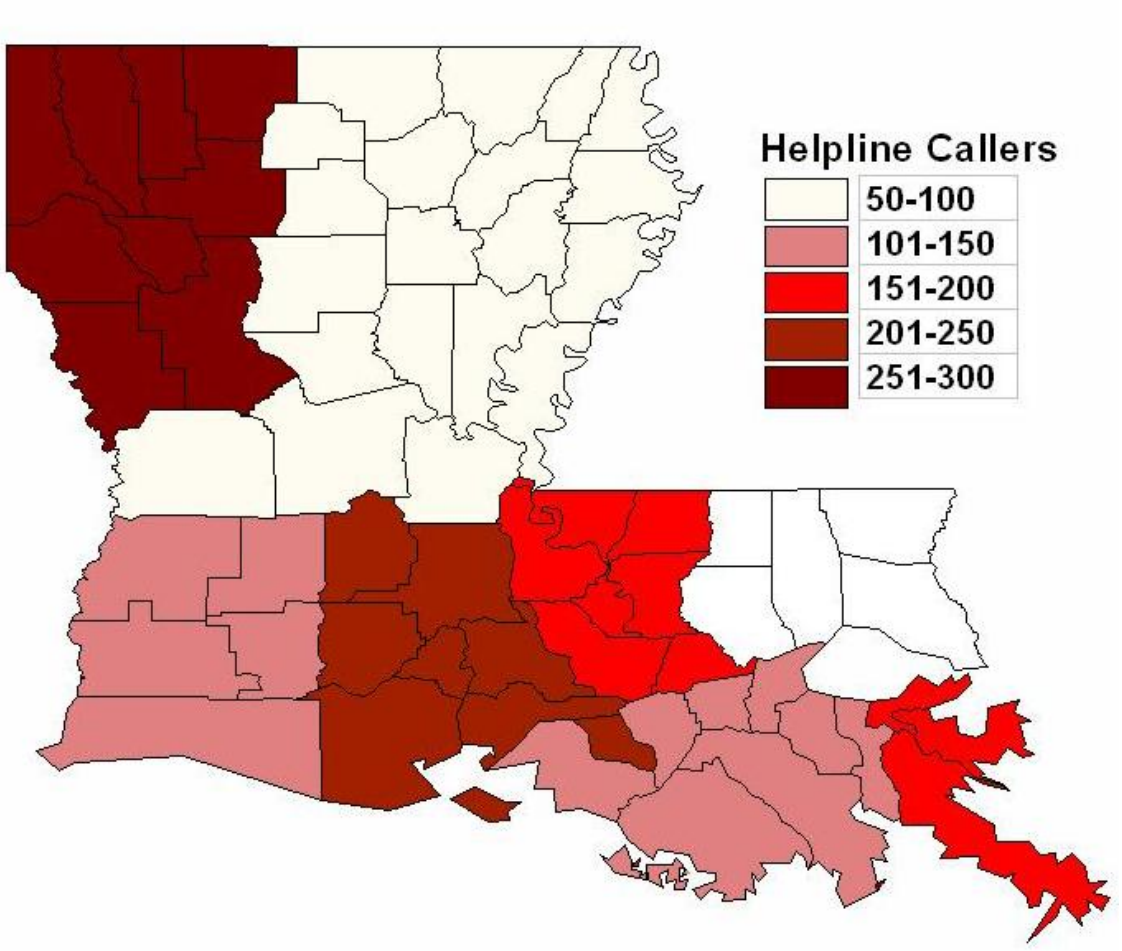


Figure 2: Helpline Callers

Chapter 5. Youth Survey

Responses from the Louisiana Caring Communities Youth Survey, a survey of 106,356 Louisiana students in grades 6, 8, 10 and 12, were incorporated as data into the present study. The number of students in each grade level surveyed is summarized in Table 5.1.

Table 5.1. Grade Level of Participants Completing the Louisiana Caring Communities Youth Survey.

Sample	Grade 6	Grade 8	Grade 10	Grade 12
n = 106357	32,934	30,690	23,568	19,165

The CCYS was designed to collect, among other data, students' responses to questions about gambling activities including types of gambling and frequency of participation. In an earlier statewide study, the CCYS survey was mailed to all schools in Louisiana to be administered to 6th, 8th, 10th, and 12th graders. Some private schools participated but the majority of data collected was from public school students. Surveys were mailed in September 2006 and returned by December 2006. The report was compiled by Bach Harrison, LLC. The CCYS is inclusive of domains of questions addressing risky behavior, including substance abuse, antisocial behavior, gambling, and protective factors. The 2006 study was the first in the series of similarly designed studies to include questions on gambling behavior. The purpose of the CCYS was to assess young people's involvement in risky behavior and exposure to protective factors. In the context of the present study as compared to the most recent study, the 2006 CCYS replaces the principals' questionnaire used in the 2002 study in an attempt to present more accurate data to assess gambling behavior in adolescents.

Chapter 6. Video Gaming Data

Archival data obtained from the State Police Video Gaming Division Quarterly Revenue Report (2008), with a date range from October 1, 2007 to December 31, 2007, were used to provide descriptive data on the location of gaming devices. This data is presented in the results section of this report. This source provided the number of video gaming devices and the number of gambling sites in each region. Using the addresses of the gambling sites, maps were constructed which pinpoint the location and the concentration of each site by type. Such information allows the reader to gain perspective of the location and concentration of gambling sites and their proximity to major cities, interstate highways, and parish, regional, and state borders.

In addition to the raw number of video gaming sites and devices, the present study examines the ratio of sites and devices to the adult population of the region under analysis. This ratio is reported in sites per 1,000 adults and devices per 1,000 adults. This ratio and the raw numbers of devices are used to rank the top 10 parishes by number of sites and devices and number per 1,000 adults of sites and devices.

PART III – RESULTS

Results from the various sources utilized for this study are presented in the following chapters. The present data are compared, when possible and appropriate, to data from the 2002 Vogel and Ardoin study. Due to the varied data sources and the types of data collected from each, including state, regional, and even parish level stratifications, as well as telephone interviews, large scale questionnaires, and archival data, the results are organized in the most intuitive manner possible. The results sections include tables and GIS maps to assist the reader in conceptualizing the mass of information reported herein.

A first level of analysis is made and presented on the aggregated statewide data for each data type. This overview is followed by an in depth analysis of each Region/District with commentary on parish level data where appropriate. Each section is comprised of analyses of the various data types, taken in turn and compared to the 2002 data, as outlined in the following paragraphs.

First, the data obtained from the State Police Video Gaming Division Quarterly Revenue Report will be presented. This data will provide the reader with a synopsis of where in Louisiana one might expect to find the various types of video gaming machines and provide information on the number of sites and devices as well as the number of sites and devices per 1,000 adults in each region. These data are, again, presented largely in tables and in GIS maps. A clearer picture of the gambling sites and devices appears when the data are presented using GIS maps of the state and the regions, pinpointing the locations, and providing a visual representation of the location density of sites and devices throughout the state or region in relation to major cities and roadways. Comparisons between 2002 data and 2007 data will are made with regard to the number of gaming sites, number of gaming sites per 1,000 adults, number of video gaming devices, and number of video gaming devices per 1,000 adults. Changes, if any, in the adult population of the region from 2002 to 2008 will also be presented. The highlights of these comparisons are restated and discussed in a final section of each chapter.

Second, the information gleaned from the Louisiana Problem Gambler Helpline Fiscal Year Report (2007) will be presented. This data will include demographic descriptions of the Louisiana citizens who called into the helpline, including sex, race, and age. Employment status of callers and the regional location of the callers will also be presented. Beyond regional data, parish data will be presented in a table format in order to more succinctly identify the areas from which calls were originated. Finally, callers' games of choice are reported. Comparisons will be made between the number and percentage of calls made to the helpline from each region in from July 2001-June 2002 and the number and percentage of calls made to the helpline from each region in 2007.

The third type of information to be presented is the Louisiana Caring Communities Youth Survey data. This data is presented primarily as tables organized by region and reports answers given by Louisiana public and private school students in grade 6, grade 8, grade 10, and grade 12. The most popular gambling activities are reported and the highlights are discussed. The percentage of students who had reported to have gambled in the year previous to the survey in each region is compared to the state averages and to other states when possible. While no direct comparison to the 2002 data is possible, the perceptions of high school principals about gambling about youth in their schools will be examined in light of the empirical data from the CCYS.

Fourth, data from the telephone survey will be presented. This data constitutes the gist of the results and includes several levels of information, including the identification of problem and pathological gamblers and corresponding information pulled from the South Oaks Gambling Screen and responses to the ancillary questions asked of participants. The data will be examined in a stratified manner with state level implications being reported first, followed by a breakdown of the results by region. Prevalence rates and a projection of the possible number of problem and pathological gamblers in the region will be compared to the same data gleaned from the 2002 study.

Finally, a section titled “Summary of Comparisons to 2002 Results” will be included at the end of each chapter. The purpose of this section will be to restate, summarize, and highlight any changes which may exist between the 2002 and the 2008 study.

At the completion on all regional analyses and the summarization of the results by region, a final chapter will summarize and discuss the broader impact of the data. These results, discussed collectively, will be examined for possible policy implications, and suggestions for future studies will be made.

Chapter 7. Analysis of State-level Data

Section 7.1 Video Gaming Data

The number of gambling sites statewide and the sites and devices per 1,000 adults are presented in Table 7.1 alongside the data from the 2002 study. Detailed analysis by region will be presented in the appropriate section.

Table 7.1. State Sites/Establishments per 1,000 Adults

	Adult Population	Gambling Sites	Sites/1,000 Adults	Gambling Devices	Devices/1,000 Adults
State Total (2002)	3,233,151	2,890	0.89	37,864	11.71
State Total (2008)	*3,197,667	2,372	0.74	44,504	13.92

*2006 Census Estimate

An inspection of Table 7.1 indicates a decrease of 518 gaming sites from 2002 to 2008 accompanied by an increase of 6,640 video gaming devices. This represents a decrease in the number of sites per 1,000 adults and an increase in the number of devices per 1,000 adults in the state.

Figure 2 depicts the 2008 in a more visual manner. An inspection of Table 7.1 and Figure 2 indicates the statewide number of gambling sites is 2,372 and the number of sites per 1,000 adults is .74. Looking at the locations of gaming sites, one can see that most of the gambling establishments in the state are located in South Louisiana, along the Interstate 10 corridor and in Northwest Louisiana, in and around Shreveport, at the junction of Interstate 49 and Interstate 20. The notable exception is the existence of a land based casino in Avoyelles Parish, north of Interstate 10 and east of Interstate 49 near the Mississippi border.

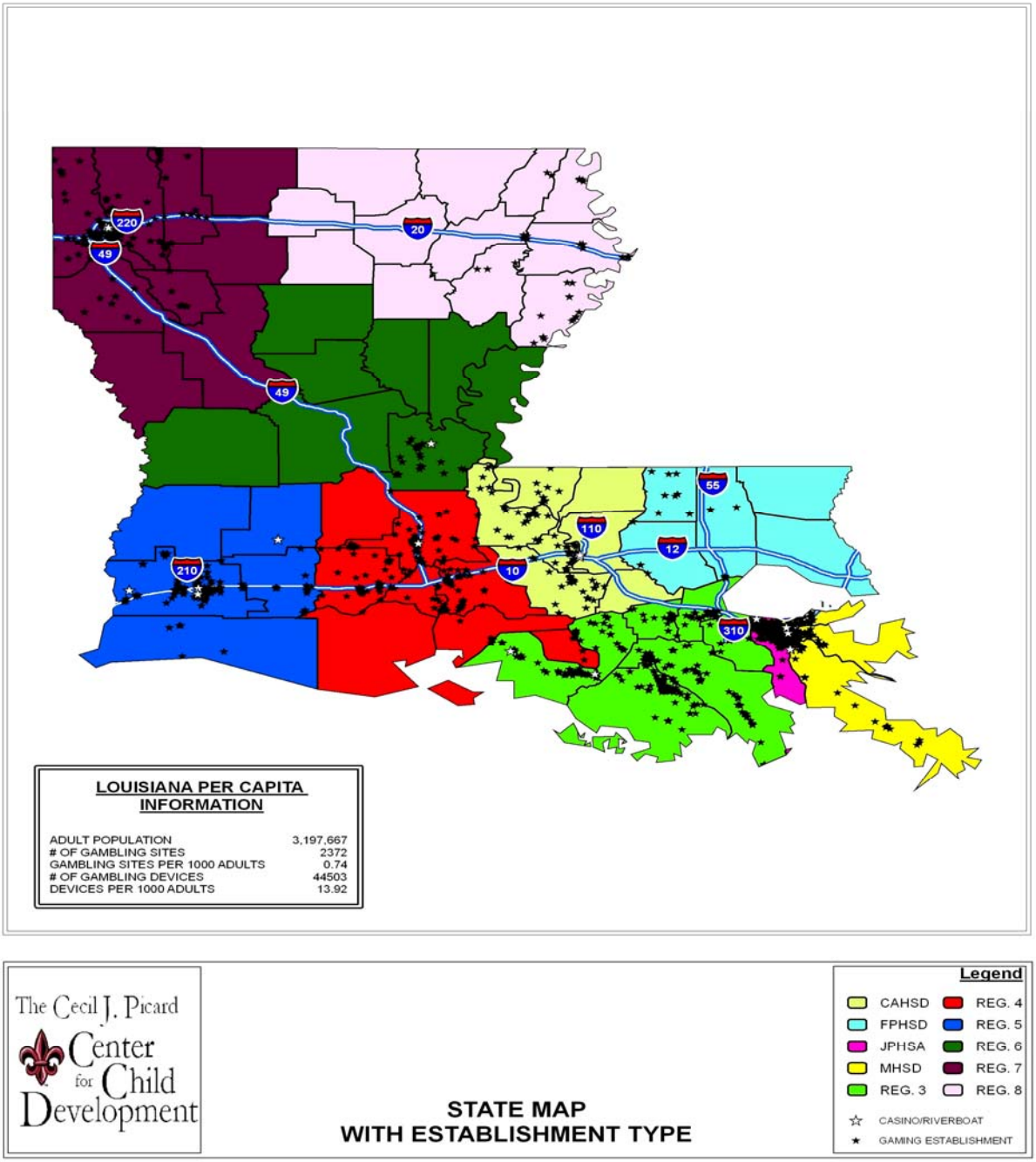


Figure 3 State Map with Establishment Type

As noted, the parishes with the most video gaming sites, with the exception of Caddo and Bossier Parishes, are located in South Louisiana. The parishes with the most video gaming devices are more widespread throughout the state and are home to large land based casinos or riverboat casinos. The ten parishes with the most gaming sites and the ten parishes with the most video gaming devices within their borders are ranked and presented in Table 7.2 and Table 7.3 .

Table 7.2. Top 10 Parishes Ranked by Number of Gaming Sites

Rank	Parish	Number of Sites
1	Jefferson	534
2	Orleans	362
3	Terrebonne	167
4	Caddo	146
5	Calcasieu	128
6	Lafourche	123
7	St. Martin	97
8	St. Landry	92
9	Bossier	74
10	St. Mary	71

Table 7.3. Top 10 Parishes Ranked by Number of Video Gaming Devices

Rank	Parish	Number of Devices
1	Bossier	6,740
2	Calcasieu	5,961
3	Jefferson	4,630
4	Orleans	3,769
5	Caddo	3,564
6	Allen	2,800
7	St. Mary	2,778
8	Avoyelles	2,351
9	St. Landry	2,273
10	E. Baton Rouge	2,200

While the ranking of parishes with the most sites and devices may provide some insight as to the location of these sites and devices, it may also be useful to know a bit about the impact on the local population. For example, 10 sites in a parish with an adult population of 1,000 might have a greater impact on the people in that parish than would the same number of sites and devices in a parish with a population of 10,000 adults. The top 10 parishes ranked by the number of gaming sites per 1,000 adults are presented in Table 7.4 and the top 10 parishes ranked by number of video gaming devices are presented in Table 7.5. These parishes are located across the state and do not necessarily comprise those with the highest adult population. Those parishes ranked highest in number of devices are parishes in which are located casinos, riverboats, or racetracks or are parishes which allow video gaming but have very low adult populations.

Table 7.4. Top 10 Parishes Ranked by Number of Sites per 1,000 Adults

Rank	Parish	Sites/1,000 Adults
1	St. Bernard	3.72
2	Tensas	3.46
3	Madison	2.65
4	W. Baton Rouge	2.62
5	St. Martin	2.57
6	St. Helena	2.48
7	Terrebonne	2.09
8	Orleans	2.09
9	Pointe Coupee	1.93
9	Assumption	1.93

Table 7.5. Top 10 Parishes Ranked by Number of Devices per 1,000 Adults

Rank	Parish	Devices/1,000 Adults
1	Allen	144.18
2	Bossier	85.75
3	Avoyelles	73.70
4	St. Mary	73.65
5	St. Helena	47.47
6	Calcasieu	43.50
7	W. Baton Rouge	35.18
8	Madison	35.03
9	St. Landry	34.06
10	Orleans	21.74

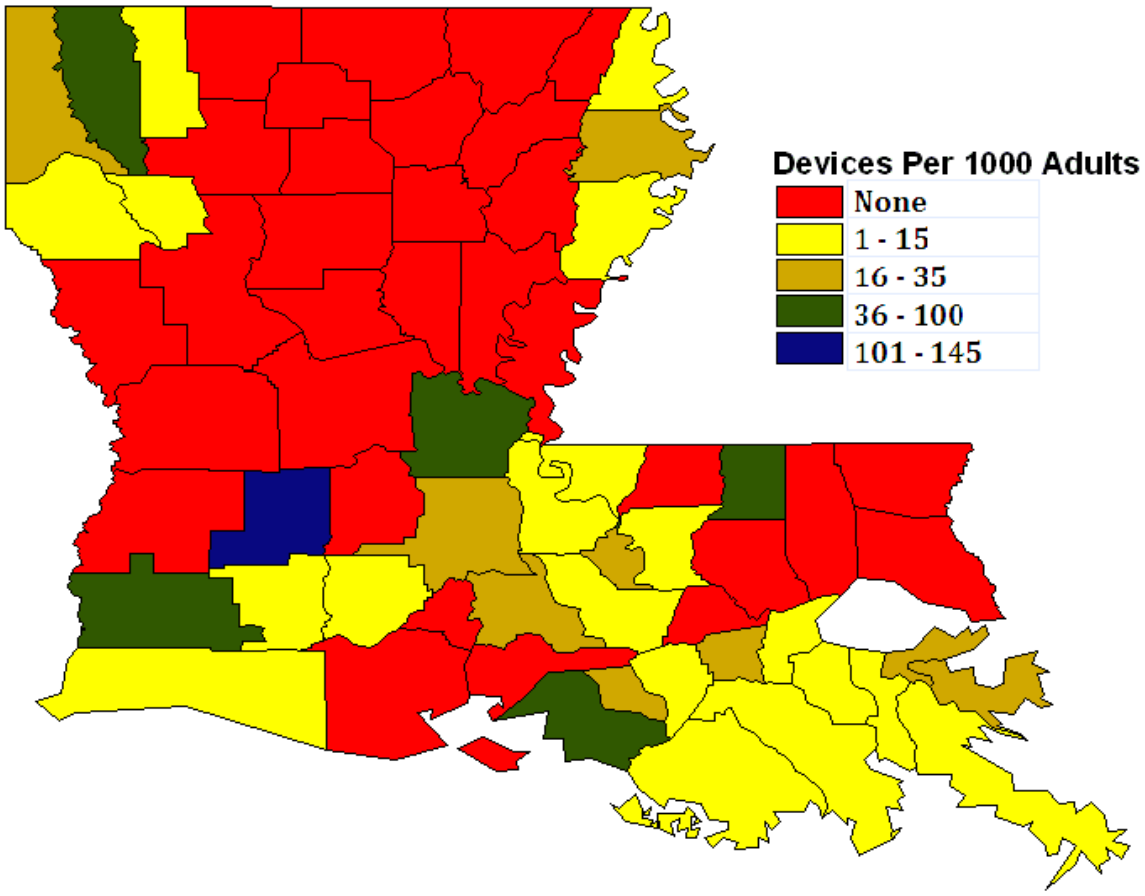


Figure 4: Devices per 1,000 Adults

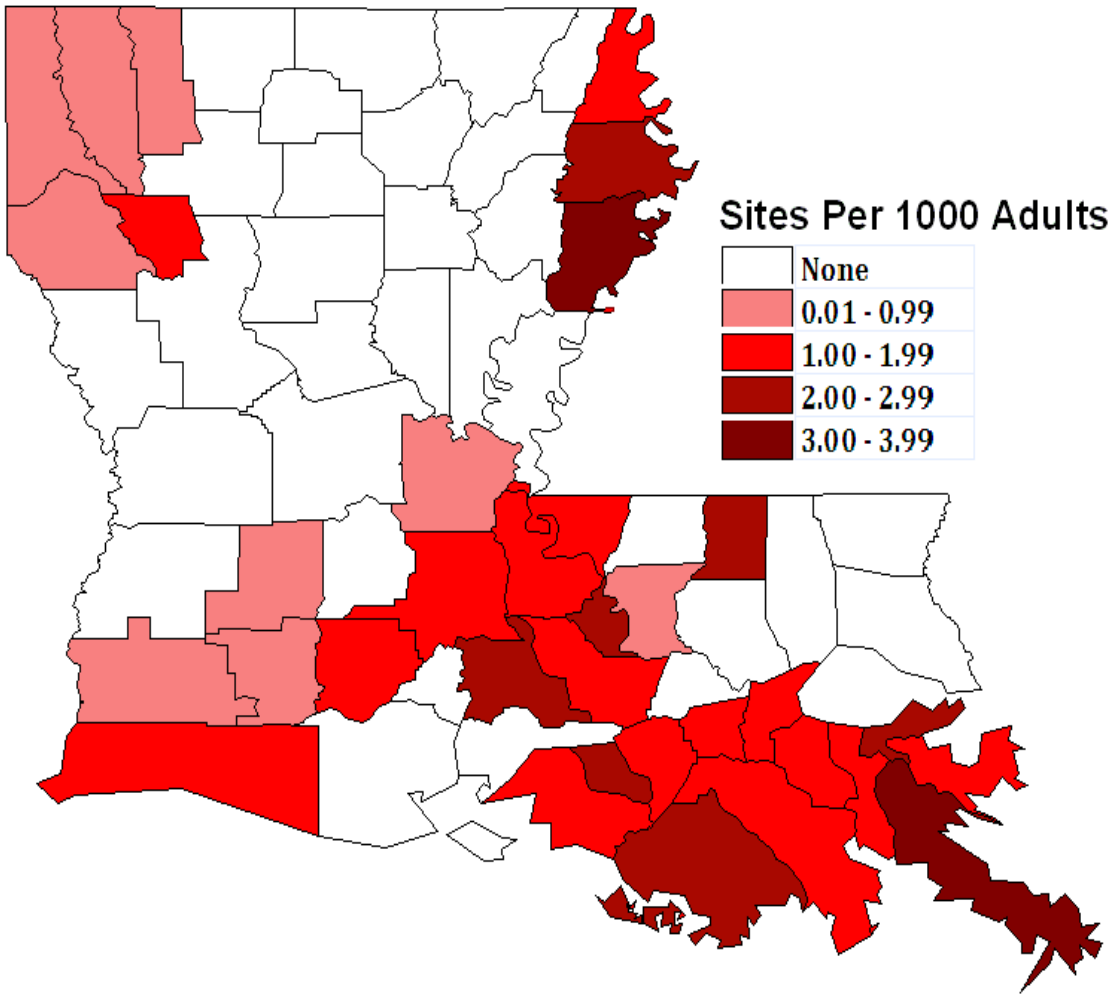


Figure 5: Sites per 1,000 Adults

Section 7.2. Helpline Data

The data from the Louisiana Problem Gambler Helpline Fiscal Year Report (2007) are presented in the following tables. 1,502 intake calls were taken at the helpline during the period covered in the present study as compared to 1,360 calls reported from The Louisiana Problem Gamblers Helpline fiscal report (2002). This represents an increase of 142 calls from the 2002 to the 2007 reporting periods. A breakdown of the rates and frequency of calls per region in 2002 and 2007 is presented in Table 7.6. Region 7 had one of the highest rates of callers for both reporting periods. MHSD and CAHSD also continue to rank near the top in the percentage of callers for both reporting periods. Region 4 had the largest increase (6%) in percentage of callers to the helpline when comparing reporting periods. However, the percentage of callers from JPHSA decreased significantly from 20% in 2002 to 8% in 2007.

Table 7.6. Regional Breakdown of Helpline Callers

Region	2007 Helpline Calls	Frequency	2002 Helpline Calls	Frequency
MHSD	13%	189	16%	208
CAHSD	13%	199	12%	158
Region 3	7%	110	8%	102
Region 4	14%	207	8%	98
Region 5	9%	129	5%	66
Region 6	4%	65	3%	45
Region 7	18%	273	19%	247
Region 8	4%	62	3%	45
FPHSD	6%	87	5%	65
JPHSA	8%	118	20%	256
Unknown/Other	4%	63	2%	70
Total	100%	1502	1353	1360

Table 7.7 presents various descriptive characteristics of persons making calls to the helpline. Females represented 53% of the respondents and males represented 45%. Most of the callers self identified as either White/Caucasian (51%) or Black/African American. Only 12% of the callers identified their race as anything other than Caucasian or African American.

Table 7.7. Descriptive Data for Helpline Callers – Intake Calls.

Sex	Frequency	Percentage
Male	675	45%
Female	790	53%
Race		
Caucasian	762	51%
African American	559	37%
Asian	17	1%
Hispanic	22	1%
Indian	1	0%
Multiracial	40	3%
Native American	1	0%
Other	100	7%
Age		
18-25	101	7%
26-34	246	16%
35-44	301	20%
45-54	323	22%
55-64	149	10%
65+	71	5%
Unknown/Unwilling	311	20%

The majority of callers reported that they were presently employed. The next largest group of callers reported to be unemployed, but nearly as many callers chose not to answer questions about their employment status. Eighty-six callers (6%) reported that they were retired. This data is summarized in Table 7.8.

Table 7.8. Caller Employment Status – Intake Calls

Status	Frequency	Percentage
Employed	973	64%
Other	25	2%
Retired	86	6%
Unemployed	230	15%
Unknown/Unwilling	188	13%

Helpline callers indicated that their games of choice were overwhelmingly machine assisted gambling (Slots and Video Poker; 62%). Other games of choice which were represented in substantial numbers were Blackjack, Poker, and Cards (the latter may have been inclusive of either blackjack or poker). Unspecified casino gaming accounted for 5% of the callers' games of choice and may be inclusive of any of the other top choices. Helpline callers' games of choice are reported in Table 7.9 below.

Table 7.9. Helpline Callers Game of Choice – Intake Calls

Game	Frequency	Percentage
Baccarat	4	0%
Bingo	6	0%
Blackjack	117	8%
Cards	40	3%
Day Trades	1	0%
Dice	23	2%
Football	4	0%
Horse Races	24	2%
Internet	13	1%
Keno	4	0%
Lottery	13	1%
Table Games	4	0%
Poker	55	4%
Roulette	6	0%
Scratch Offs	12	1%
Slots	580	38%
Pari-Mutuel	1	0%
Unspecified Casino	74	5%
Unspecified Sports	6	0%
Video Poker	173	12%
Video Poker- Non Casino	180	12%
Unwilling/Unknown	162	11%

Callers were asked to disclose, upon intake, what event, if any, had precipitated their call to the helpline. The most frequently cited events were related to financial or family problems, followed by marital problems, and to a lesser degree, mental health issues. A complete list of categories within which precipitating events fell appears in Table 7.10.

Table 7.10. Precipitating Events for Call

Category of Problems Cited as Precipitating Events	Number of Callers Endorsing Category as a Precipitating Event	Percentage of Callers Endorsing Category as a Precipitating Event
Financial	1018	68%
Family	466	31%
Marital	395	26%
Mental Health	157	10%
Legal	80	5%
Job	70	5%
Physical Health	13	1%
Other	208	14%

Section 7.3. Youth Survey Data

Results from the youth survey are summarized in the following table. The table presents the percentage of students at each grade level answering affirmatively to having participated in a specified gambling activity. Interpretation of these data should be made with caution, considering the population and the general nature of some of the questions. That is to say, children and young adults may have had several levels of understanding about what it meant to report, for example, that they had gambled in the past year or that they had bet on sports. Also, as noted previously, this data was not reported in the 2002 Vogel and Ardoin study. In that study, the authors surveyed 190 high school principals representing all regions and essentially, asked them if they perceived a gambling problem among youth in their schools and if so, did they perceive the problem to be minor or major. In the 2002 study, 58% of the principals perceived a minor gambling problem, and 16.7% perceived a major gambling problem in their schools.

Table 7.11. Percentage of Louisiana Students Endorsing Specified Gambling Behavior by Grade

STATE	6th Grade	8th Grade	10th Grade	12th Grade
Gambled in the Past Year	47.9	51.3	48.8	42.4
Gambled at a Casino	2	2	1.8	2.3
Played the Lottery	17.8	17	14.7	11.5
Bet on Sports	19.9	23.8	23.7	19.3
Bet on Cards	16.7	23.6	24.8	23.5
Bet on Horses	4.2	4	3.7	3.7
Played Bingo for Money	26.3	23.9	18.5	13.5
Gambled on the Internet	5.7	5.1	4.6	4.2
Bet on Dice	5.8	8.3	8.1	7.6
Bet on Games of Skill	14	15.8	15.4	13.7
Bet on Video Poker/Machines	4.3	3.8	3.4	3.3

Sample	Grade 6	Grade 8	Grade 10	Grade 12
n=106,357	32,934	30,690	23,568	19,165

It could be argued that the most reliable data in Table 7.11, and certainly, the most comparable data to that derived in the 2002 Vogel and Ardoin study might be the most general question: “Have you gambled in the past year?” The question is general, inclusive, and open to interpretations which may be reflective of most, if not all notions the youth of Louisiana have about gambling. Of the students responding to the survey, 47.9% of 6th graders, 51.3% of 8th graders, 48.8% of 10th graders, and 42.4% of 12th graders reported to have gambled sometime in the year preceding the survey.

As noted earlier, the 2002 study surveyed high school principals about gambling in their schools. The most logical comparison group in the present study would be 10th and 12th graders’ reports of their gambling activities on the CCYS. By collapsing the data from 10th and 12th graders from the present study, it can be determined that 45.9% of 10th and 12th graders, as a group, reported gambling in the past year. Again, while the 2002 and 2008 data are not parallel and cannot be compared directly, it can be said that more than half the principals in the 2002 study were aware of gambling problems in their schools and in 2008, high school students added that more than half of them had gambled in the past year.

Vogel and Ardoin noted in the 2002 study that four regions (MHSD, CAHSD, Region 8, and Region 9) stood out as having major youth gambling problems as perceived by the high school principals they surveyed. The percentage of youth surveyed via the CCYS who reported to have gambled in the past year is presented in Table 7.12. The regions with the highest percentage reporting were typed in bold. Note especially the 10th and 12th grade columns. As noted in the 2002 Vogel and Ardoin study, principals in the MHSD reported to be aware of a major gambling problem in their region. This perception seems to be confirmed by the report of 10th and 12th graders from the MHSD in the data from the present study. Contrary to principals' reports in 2002, CAHSD, Region 8, and FPHSA, 10th and 12th graders in these regions reported gambling in the past year less frequently than the state average. In the present study, the region, other than MHSD with consistently high reports of youth gambling is Region 3.

Table 7.12. Percentage of Youth in Each Region Reporting to Have Gambled in the Past Year (CCYS)

	6th grade	8th grade	10th grade	12th grade
State	47.9	51.3	48.8	42.4
MHSD	49.1	54.1	57.0	45.1
CAHSD	47.9	46.4	47.1	40.5
Region 3	52.7	55.9	52.2	48.2
Region 4	51.4	56.5	50.7	47.6
Region 5	46.0	47.8	50.4	41.9
Region 6	46.0	47.8	50.4	41.9
Region 7	45.4	51.9	47.4	40.8
Region 8	47.3	49.0	48.0	39.1
FPHSA	42.6	48.6	45.0	39.9
JPHSA	43.9	51.1	50.9	40.0

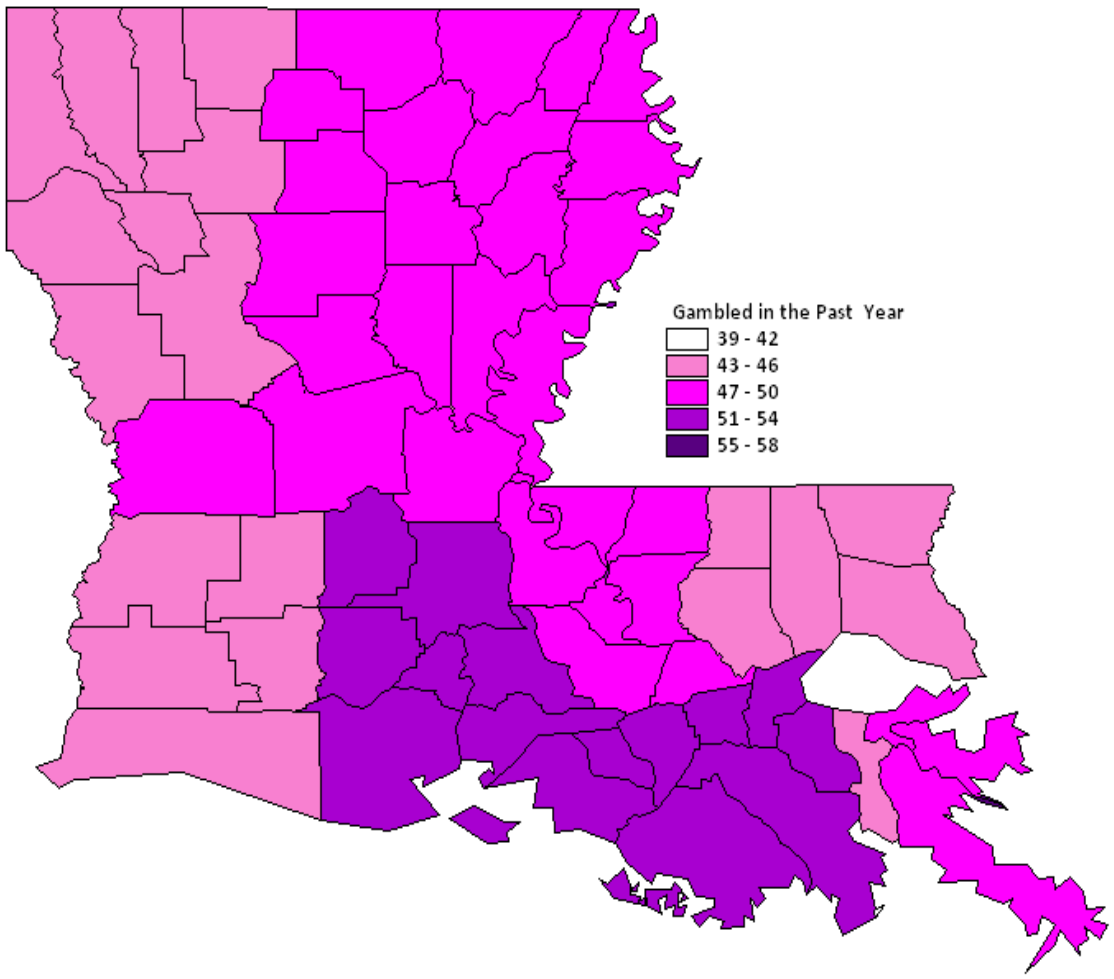


Figure 6: Percentage of 6th Graders Who Gambled in the Past Year

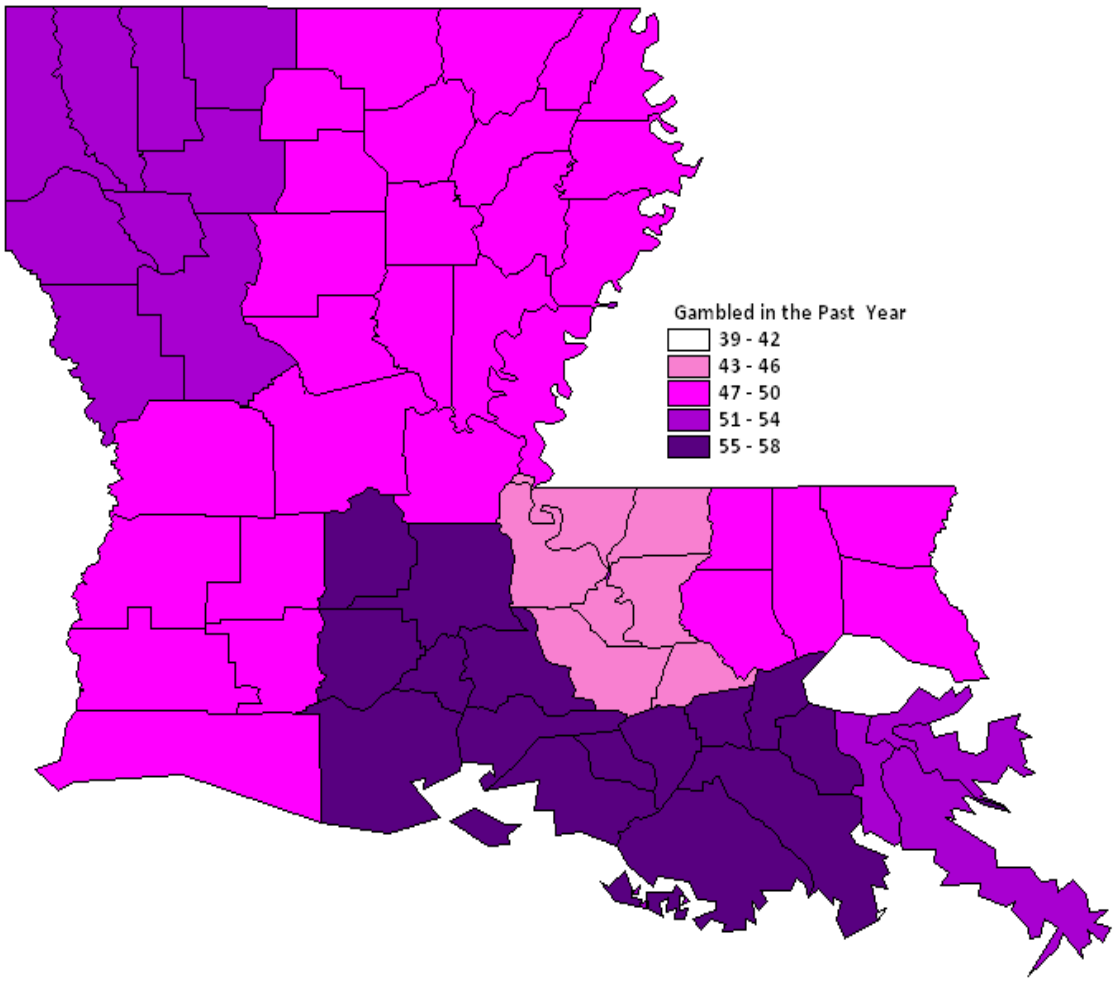


Figure 7: Percentage of 8th Graders Who Gambled in the Past Year

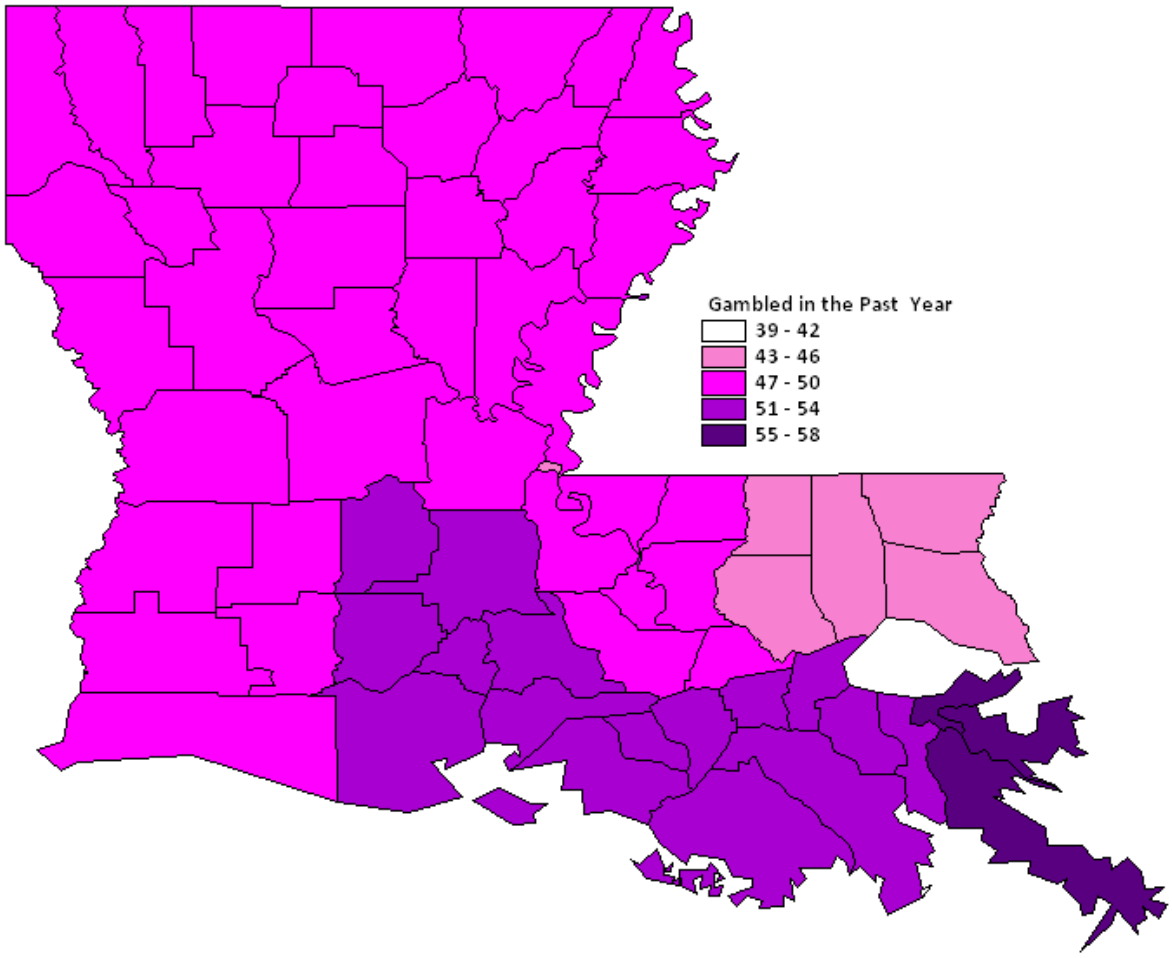


Figure 8: Percentage of 10th Graders Who Gambled in the Past Year

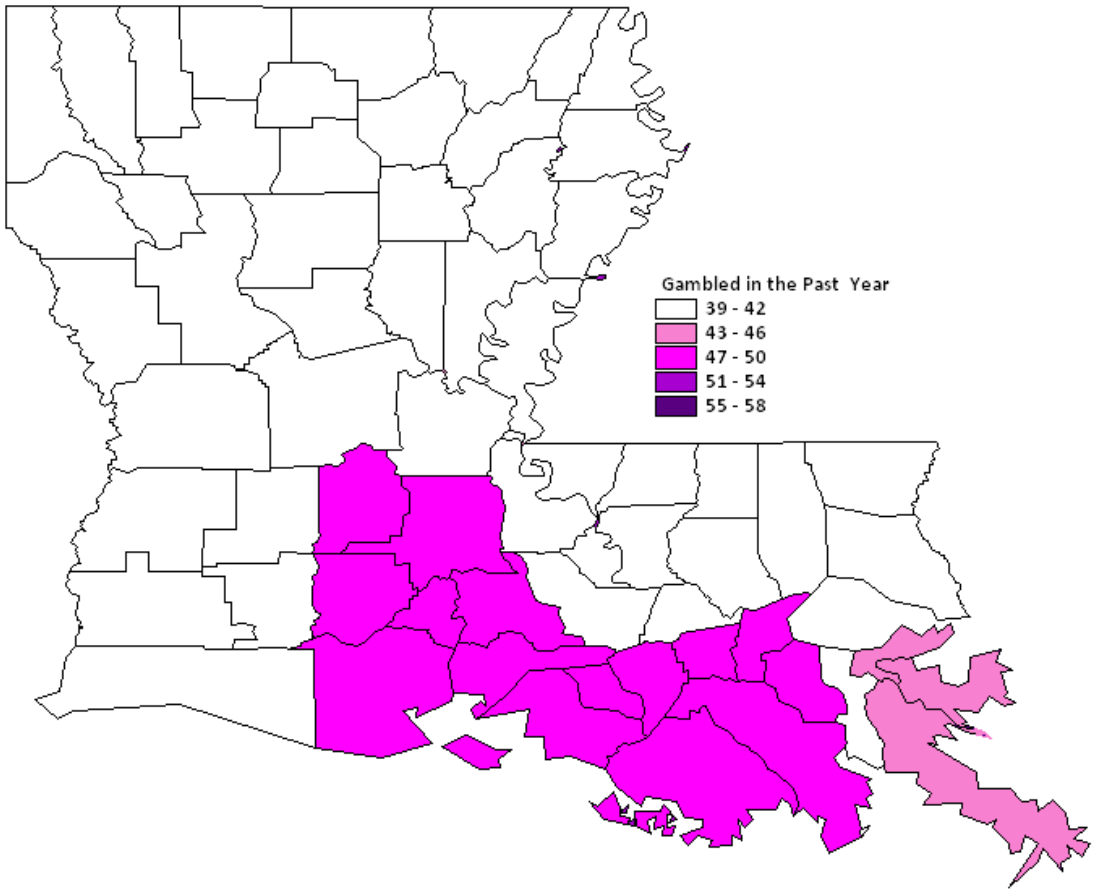


Figure 9: Percentage of 12th Graders Who Gambled in the Past Year

Section 7.4. Telephone Survey

One of the first questions asked in the telephone interview was related to the frequency that respondents participated in various types of gambling activities. The top types of gambling among the participants were Casino Gambling, with 45% of the respondents reporting to have engaged in such either once per week or less. Thirty-five percent reported to have played slots, video poker or some other video gambling device, 33% reported to have played the lottery, and 20% played cards for money in the past. Playing the lottery was played once per week or more at a frequency higher than any other gaming modality, followed by gambling in a casino. The gambling activities reported to be most popular by the present sample are consistent with the most popular gambling activities reported in the 2002 Vogel and Ardoin study.

Table 7.13. Frequency of Participation in Various Types of Gambling – State

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	1910	80%	402	17%	79	3%	9	0
Bet on Horses, Dogs, or other animals	2061	86%	294	12%	40	2%	5	0%
Bet on Sports	2211	92%	158	7%	28	1%	3	0%
Played Dice for Money	2251	94%	124	5%	23	1%	2	0%
Gambled in a Casino	1322	55%	957	40%	108	5%	13	1%
Played the Numbers or Bet on Lotteries	1591	66%	634	26%	162	7%	13	1%
Played Bingo for Money	2019	84%	332	14%	42	2%	7	0%
Played the Stock or Commodities Market	2081	87%	239	10%	63	3%	17	1%
Played Slot, Poker Machines, or Other Gambling Devices	1556	65%	759	32%	76	3%	9	0%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	2262	94%	110	5%	23	1%	5	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	2143	89%	216	9%	32	1%	9	0%
Gambled or Placed Bets over the Internet	2375	99%	19	1%	4	0%	2	0%
Some Other Form of Gambling Not Listed Above	2371	99%	22	1%	3	0%	4	0%

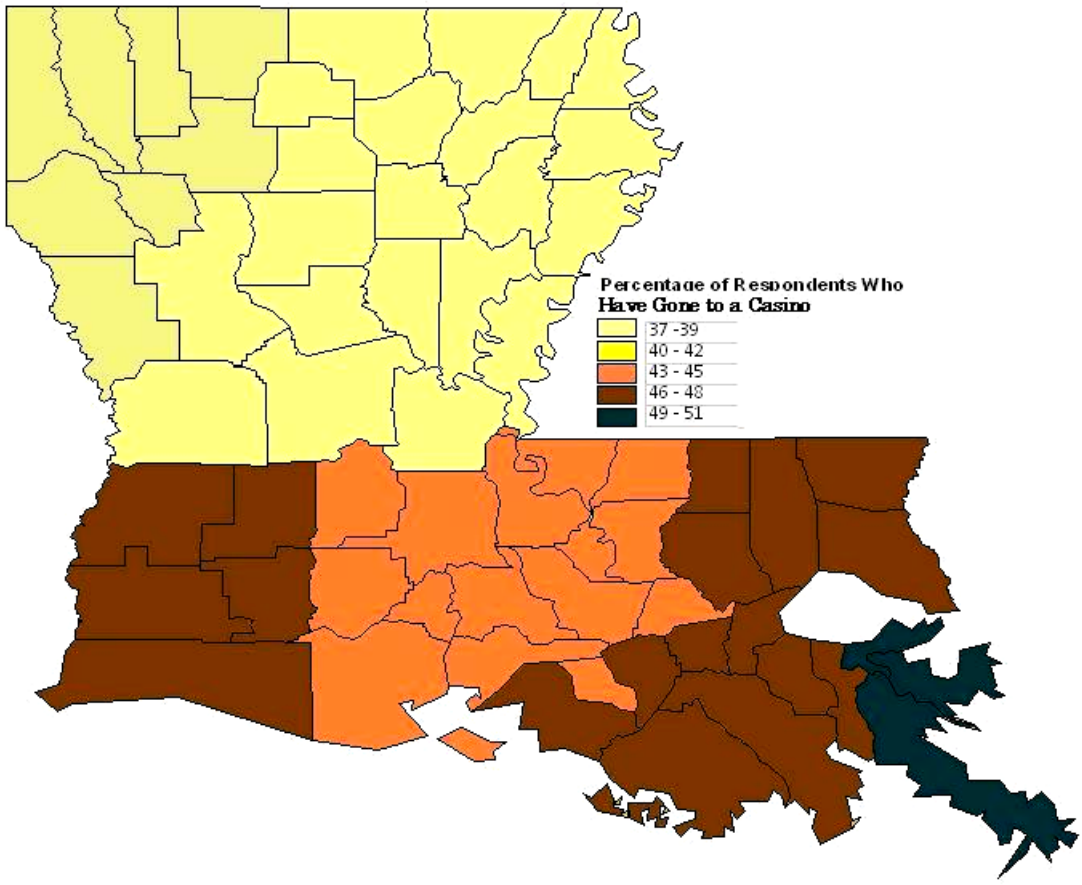


Figure 10: Percentage of Respondents Who Have Gambled at a Casino

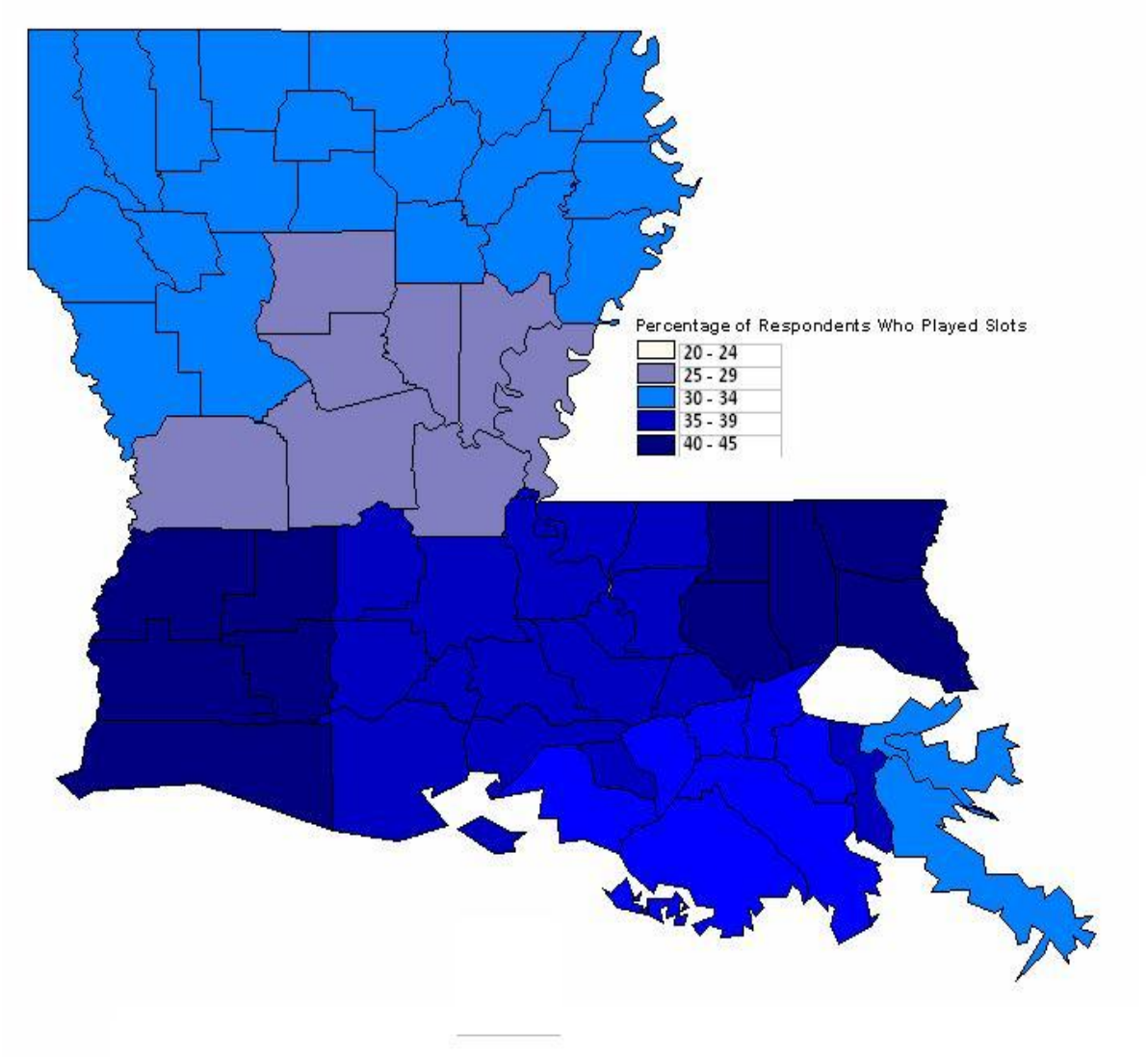


Figure 11: Percentage of Respondents Who Played Slots

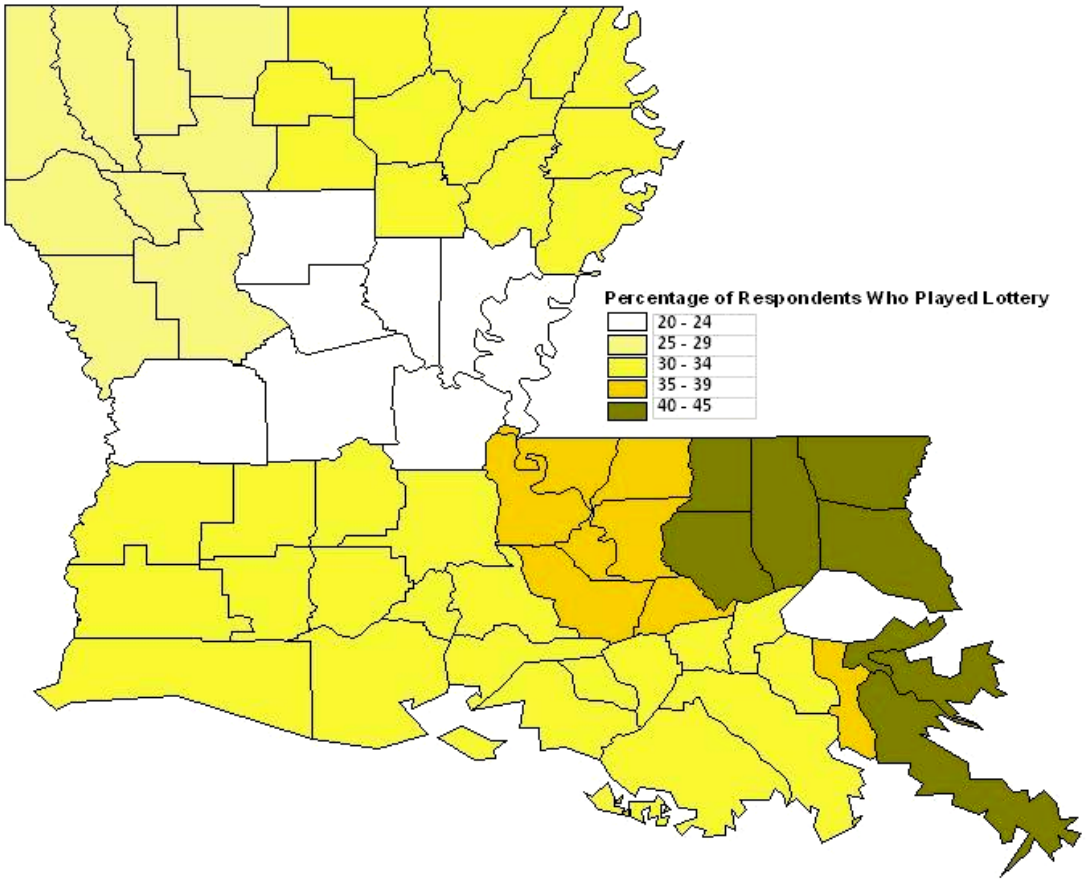


Figure 12: Percentage of Respondents Who Played the Lottery

If participants reported that they had participated in gambling activities, they were asked to disclose the largest amount of money they had gambled in one day and the largest amount of money they had lost gambling in one day. More than half of the respondents reported that the most they had both gambled and the most they had lost was between $1.00 and $10.00 in a single day. The complete results are summarized in Table 7.14.

Table 7.14. Amount Gambled and/or Lost in One Day

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	57	4.21%	64	4.77%
$1.00 or Less	196	14.49%	194	14.46%
$1.01 - $10.00	779	57.58%	756	56.33%
$10.01 - $100.00	250	18.48%	252	18.78%
$100.01 - $1,000.00	32	2.37%	28	2.09%
$1,000.00 - $10,000.00	7	0.52%	9	0.67%
More than $10,000.00	32	2.37%	39	2.91%

Participants were asked to indicate if any of their relatives have or had a gambling problem. 10.04% indicated that they did. When asked to identify their relationship to that person, 16.18% reported that the person with the gambling problem was their Father, 7.88% said mother, 21.16% said sibling, 7.88% said spouse or partner, 3.73% identified the person with the gambling problem as their child, 24.07% indicated that the person was a relative, and 19.09% said the person in their life with a gambling problem was a friend or someone important in their life. They were also asked if, when they gamble, how often they went back another day to win back the money they lost. 50.38 percent reported that they never went back, 7% indicated that they went back either some of the time or most of the time, and less than 1% responded that they soon returned to win their money back every time they lost. A large portion (42.5%) of the sample did not answer the question, likely because they had responded that they did not gamble at all on previous questions.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 7.15. Responses to Specific Questions from the Telephone Survey – State

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	56	2%	2344	98%
Do you feel that you have ever had a problem with betting money or gambling?	50	2%	1349	98%
Did you ever gamble more than you intended to?	242	17%	1159	83%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	59	4%	1342	96%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	127	9%	1274	91%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	66	5%	1335	95%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	28	2%	1373	98%
Have you ever argued with people who you live with over how you handle your money?	98	7%	1303	93%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	25	2%	1376	98%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	17	1%	1384	99%
Have you ever lost time from work (or school) due to betting money or gambling?	13	1%	1388	99%

As can be determined from Table 7.15, the questions most likely to elicit a "yes" answer from the participants were related to gambling more than intended and feeling guilty about gambling or the consequences of gambling.

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. While a majority was aware of Gamblers Anonymous, assessment and counseling through OAD, and the 24 hour helpline, only 9% of the participants were aware of CORE. These items were also in yes/no format and appear below in Table 7.16.

Table 7.16. Awareness of Treatment Options – State

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	1488	62%	896	38%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	1271	54%	1090	46%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	1612	68%	761	32%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	224	9%	2139	91%

Participants who indicated that they were aware of the Problem Gambler's Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The most effective mode of learning about the helpline was reported to be either the OAD billboards with 39% of the participants who were aware of the helpline having learned of it via this media, and the phone book, being the source of information for 30% of the participants. Participants learned about the existence of CORE most often through a friend, but also through the information brochure. Nearly half

(40%) cited other undefined sources of information about the center. The following table is inclusive of all sources by which the participants were made aware of the services.

Table 7.17. Avenues of Awareness of Certain Intervention Services in Louisiana - State

Question		
How did you find out about the helpline?	n	%
Brochure	67	4%
Family Member	189	12%
Office for Addictive Disorders Billboard (they're black & white)	611	39%
Friend	22	1%
Casino Billboard	75	5%
TV / Radio PSA	20	1%
Casino Player Card	33	2%
Phone Book	464	30%
Back of Lottery Ticket	7	0%
Other	76	5%
How did you find out about "CORE"?	n	%
Brochure	31	16%
Family Member	13	7%
Gambling Helpline	16	8%
Friend	37	20%
TV / Radio PSA	4	2%
Phone Book	12	6%
Other	76	40%

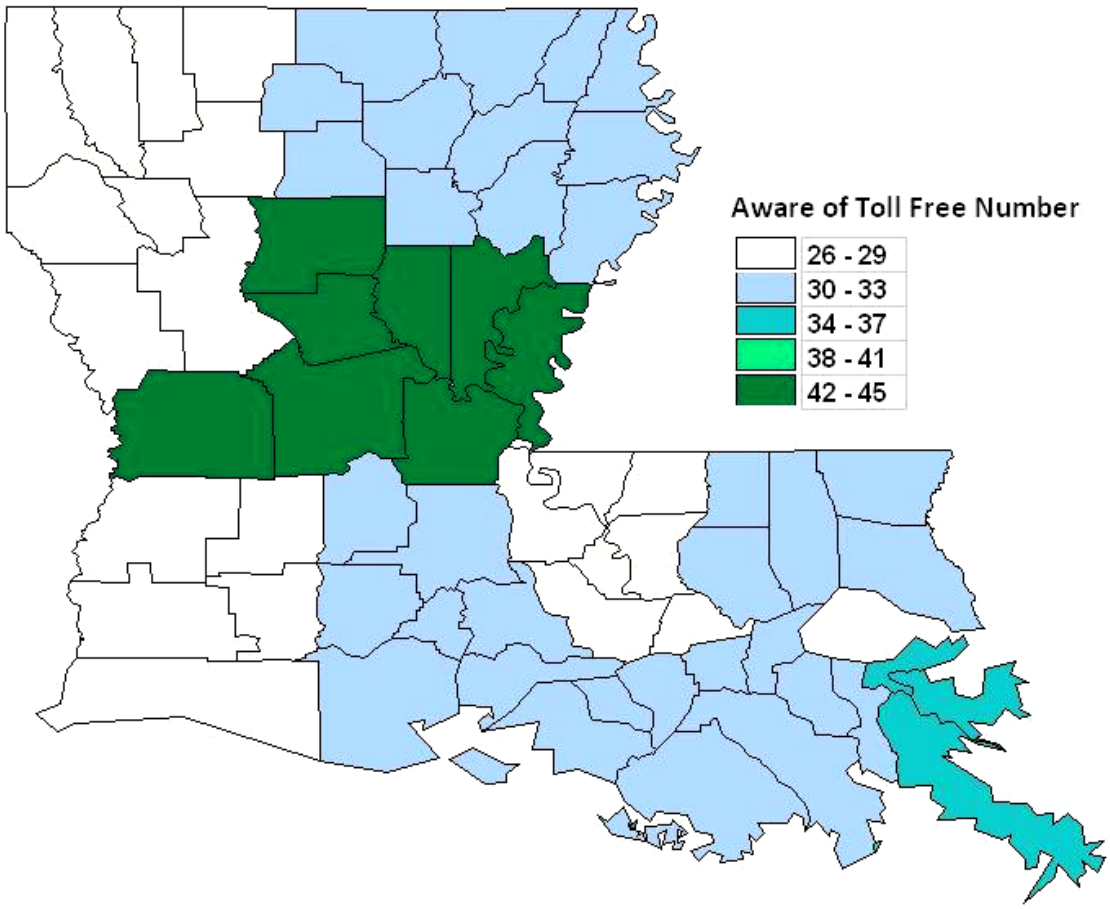


Figure 13: Callers who are Aware of the Louisiana Problem Gambler's Helpline

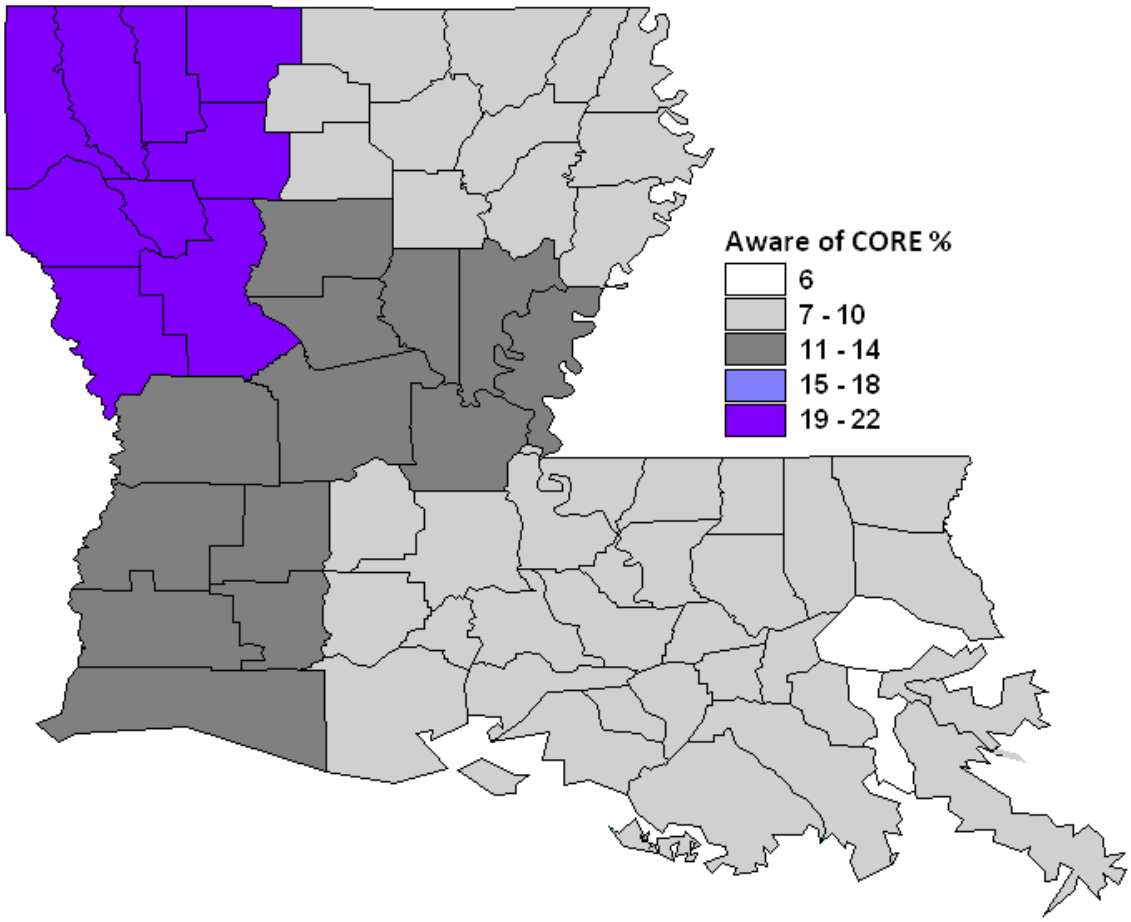


Figure 14: Percentage of Respondents who are Aware of CORE

The telephone survey also yielded prevalence rates for frequency of gambling. As a state, 43% of respondents indicated they did not gamble at all (non-gambler). Fifty-six percentage indicated they had gambled at some point in their life (lifetime gambler), and 14% indicated they gambled weekly (weekly gambler). Participants from all but one region reported a higher rate for “lifetime gambler” than they reported for “non-gambler.” The exception was Region 7. By comparing “lifetime gambler” to “non-gambler,

one can determine that more adults in Louisiana have gambled in their lifetime than not. Region 6 and Region 7 had the highest percentage of respondents who indicated they had never gambled. Region 6, which is located in the central part of the state, has very few video gaming establishments and few video gaming devices. However, Region 7 includes the Shreveport-Bossier City areas which have, collectively, more gaming establishments and video gaming devices than anywhere else in Louisiana. The Florida Parishes Human Services District had the smallest percentage of "non-gamblers" and the highest percentage "lifetime gamblers" and "weekly gamblers" despite being a region with very few gaming devices or venues. Despite access to a multitude of video gaming devices and riverboat casinos, Region 7 had the lowest percentage of weekly gamblers. A detailed account of statewide prevalence rates, organized by region, appears in Table 7.18

Table 7.18. Prevalence Rates by Category and Region.

Region (n = 240)	Non- Gambler	Lifetime Gambler	Weekly Gambler
MHSD	40%	60%	15%
CAHSD	43%	57%	18%
Region 3	39%	60%	14%
Region 4	47%	53%	10%
Region 5	39%	61%	14%
Region 6	53%	47%	11%
Region 7	50%	50%	8%
Region 8	46%	53%	13%
FPHSA	35%	64%	21%
JPHSA	41%	59%	14%
State (n = 2400)	43%	56%	14%

When prevalence rates are compared to problem gamblers and pathological gamblers an interesting picture begins to unfold. Despite having the highest rates of "lifetime gamblers" and "weekly gamblers", the FPHSA has the smallest percentage of problem gamblers at less than 1% but a high rate of pathological gamblers. Region 7 has the highest percentage of problem gamblers (2.9%) but the lowest percentage of "weekly gamblers" and one of the lowest "lifetime gambler" rates in the state. The MHSD and

Region 5 have the highest percentage of pathological gamblers (2.5%) and almost identical rates for "lifetime gambler" and "weekly gambler."

Section 7.5. Problem and Pathological Gambling

The South Oaks Gambling Screen constituted a portion of the questions which participants were asked to answer in the telephone survey. The SOGS is a relatively stable and valid instrument used to identify problem and pathological gambling. Scores of 0-2 on the SOGS indicated no problem gambling, 3-4 indicated problem gambling, and 5 and over indicated pathological gambling. The results of the SOGS indicated that 1.7% of the statewide participants in the present study were problem gamblers and 1.4% were pathological gamblers. A breakdown of the prevalence of problem and pathological gambling by region is presented in Table 7.19.

Table 7.19. Prevalence of Problem and Pathological Gambling by Region

	Problem Gamblers		Pathological Gamblers	
Region (n=240)	n	%	n	%
MHSD	3	1.3	6	2.5
CAHSD	6	2.5	3	1.3
Region 3	4	1.7	2	0.8
Region 4	6	2.5	1	0.4
Region 5	1	0.4	6	2.5
Region 6	2	0.8	3	1.3
Region 7	7	2.9	2	0.8
Region 8	6	2.5	2	0.8
FPHSA	1	0.4	4	1.7
JPHSA	4	1.7	5	2.1
TOTAL / AVE %	40	1.7	34	1.4

A projection of the number of problem and pathological gamblers in the adult population of the state and, for comparison purposes, in each region, based on the percentage of the sample representing those areas, is presented in Table 7.20.

Table 7.20. Population Estimates of Problem and Pathological Gamblers

	*Adult Population	Projected Number of Problem Gamblers	Projected Number of Pathological Gamblers
Region			
MHSD	201,914	2,625	5,048
CAHSD	480,062	12,002	6,241
Region 3	295,221	5,019	2,362
Region 4	421,412	10,535	1,686
Region 5	211,534	846	5,288
Region 6	220,510	1,764	2,867
Region 7	396,176	11,489	3,169
Region 8	260,566	6,541	2,085
FPHSA	382,861	1,531	6,509
JPHSA	327,411	5,566	6,876
TOTAL	3,197,667	54,360	44,767

*2006 U.S. Census Estimate

As a starting point for the assessment of the effectiveness of various interventions, it might be helpful to gain insight into the longitudinal data regarding the prevalence of problem and pathological gambling in Louisiana. Studies in 1995, 1998, 2002, and the present study include these rates which are presented in Table 7.21.

Table 7.21. Longitudinal Statewide Prevalence of Problem and Pathological Gambling

	1995 Study	1998 Study	2002 Study	Present Study
Problem Gamblers	3.4%	2.3%	3.0%	1.7%
Pathological Gamblers	1.4%	1.6%	1.6%	1.4%

At first viewing, it might appear that the rates of pathological gambling have decreased from previous study years. While this may indeed be true, the results presented in Table 7.21 must be interpreted with caution. The particular methodology used in previous studies and the disparity in sample sizes may distort the picture somewhat. The most certain interpretation of Table 7.21, given these limitations, is that prevalence rates for problem and pathological gamblers in Louisiana are relatively stable, but that some variability may exist regarding the reporting of problem gambling. The observed variation in

the percentage of problem gamblers may reside in the sometimes ambiguous definition of “problem” gambling. That is to say, given the structure of the South Oaks Gambling Screen, the definition of problem gambling may be subject to greater interpretation, which, in turn, may be reflected in the variability of frequencies observed across the studies. This variability may also be a direct result of statewide prevention programs, increased awareness among Louisiana residents that their gambling behaviors may have gone previously unrecognized or an increased sensitivity to the potential addictive nature of gambling.

The more succinctly defined category, “Pathological Gambler” may have been less ambiguous and less subject to interpretation. Questions regarding that construct may have yielded more reliable data. Such is suggested in the small variability from study to study as all four studies report the rate of pathological gambling in the state to be within 0.2% from each other. The comparison of the frequencies of “problem gamblers” and “pathological gamblers” across the years has also not been subjected to rigorous statistical analysis. Doing so might indicate that there exists some statistical significance among the prevalence rates, but would provide little additional actionable information without addressing the practical significance of the statistical differences. A global assessment based on observation of the trends inherent in the longitudinal data is likely to be as useful as any other analysis, and may prevent the tendency to overestimate the importance of statistically significant, yet practically insignificant findings.

The percentages of participants in the 2002 study and among participants in the present study are presented in the following table, stratified by regions. The same cautions apply here, but even more so given the smaller sample sizes.

Table 7.22. Comparison of Problem and Pathological Gamblers from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin (2002)	Present Study (2008)	Vogel & Ardoin (2002)	Present Study (2008)
MHSD	3.4	1.3	3.4	2.5
CAHSD	3.8	2.5	0.8	1.3
Region 3	2.9	1.7	0.7	0.8
Region 4	2.6	2.5	3.2	0.4
Region 5	1.5	0.4	1.5	2.5
Region 6	2.5	0.8	0.8	1.3
Region 7	2.6	2.9	2.0	0.8
Region 8	3.8	2.5	1.5	0.8
FPHSA	0.8	0.4	0.8	1.7
JPHSA	5.0	1.7	3.0	2.1
State	3.0	1.7	1.6	1.4

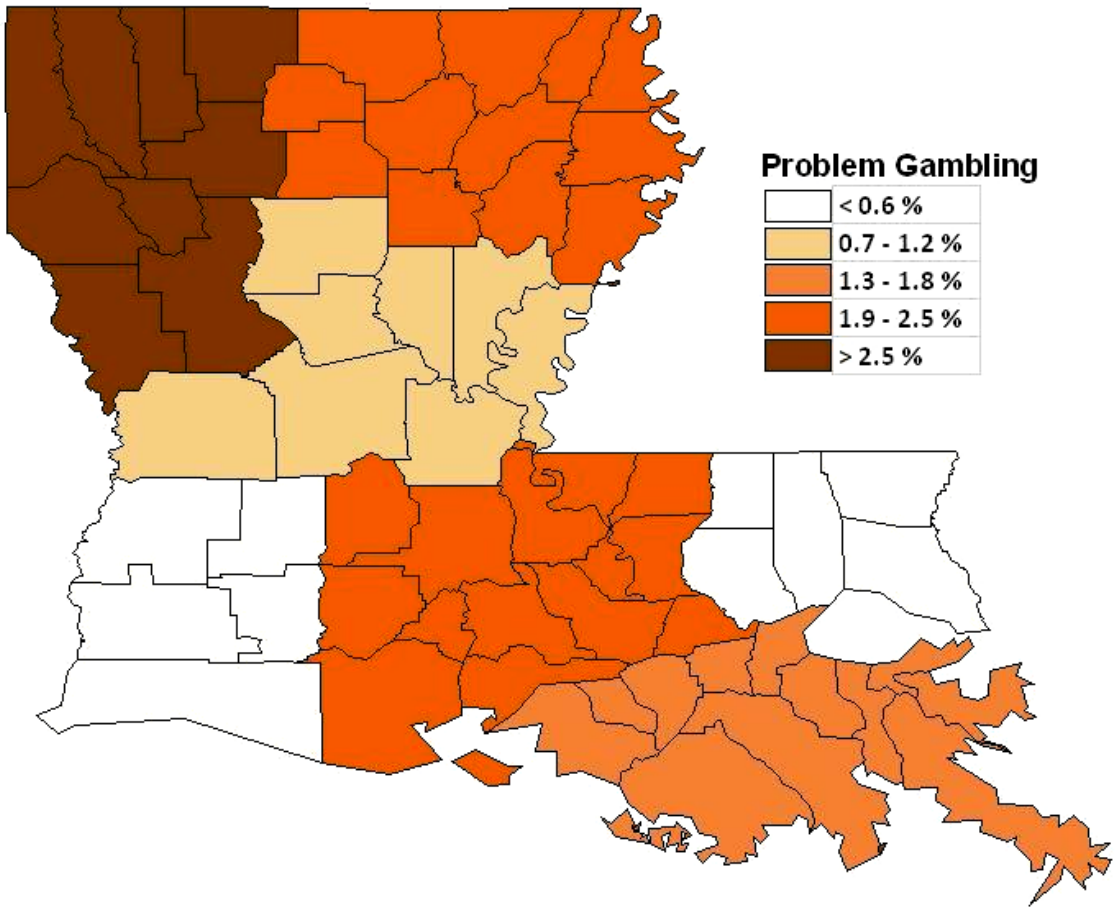


Figure 15: Problem Gambling Rates

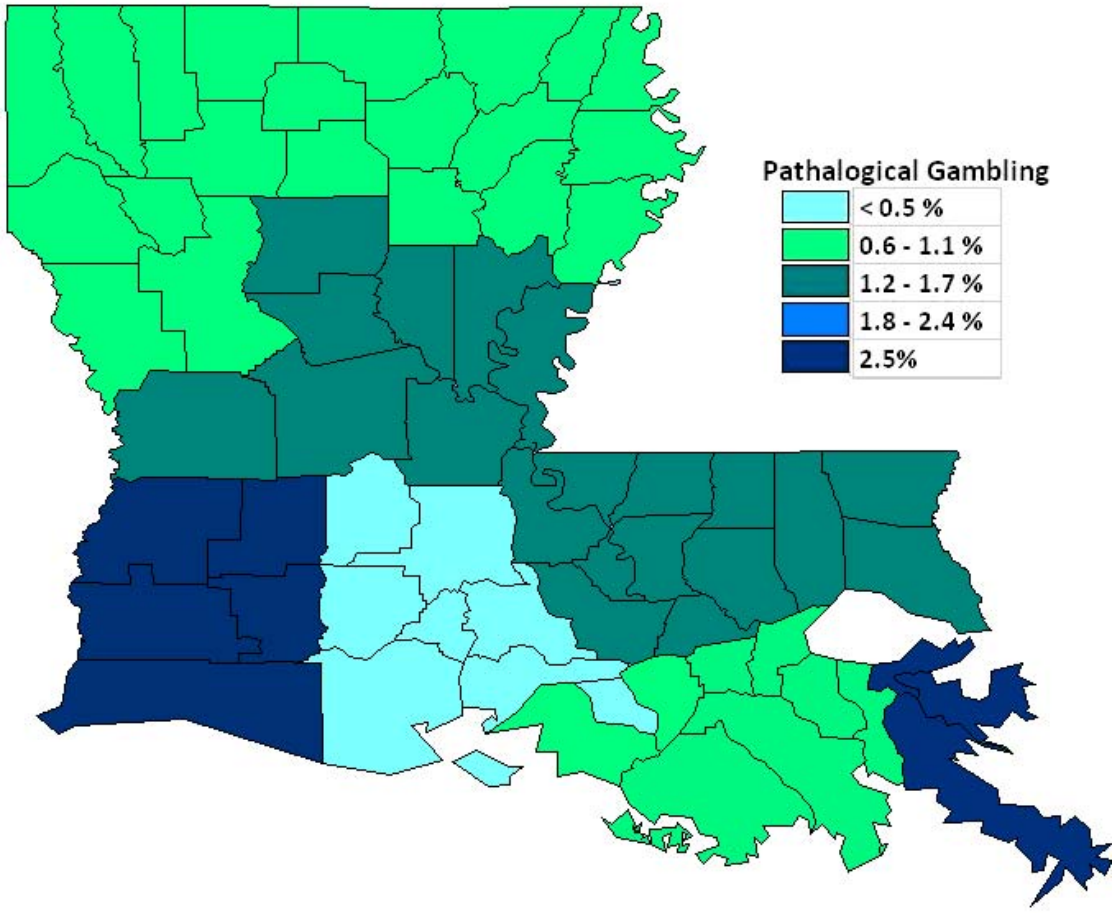


Figure 16: Pathological Gambling Rates

Section 7.6. Summary of Comparisons to 2002 Results

Video Gaming Data

The most salient observation related to the comparison of the number of video gaming sites in 2002 to the number of video gaming sites 2008 is that the number of sites has decreased in the state. This information, coupled with the observation that the number of video gaming devices has, in fact, increased, leads one to the logical conclusion that more devices are now found in fewer sites than in 2002. This suggests the consolidation of video gaming devices into fewer, larger gambling venues. This redistribution of gambling devices into fewer establishments, in tandem with only a small decrease in total population, is reflected in the observation that the number of sites per 1,000 adults in the state has decreased and the number of devices per 1,000 adults has increased since the 2002 study.

Helpline Data

Perhaps the most significant observation with regard to the helpline data is the observed increase in the number of intake calls made to the helpline since 2002. Between July 2001 and June 2002, 1,360 calls were reported. By comparison, 142 more calls were reported in the present study for a total of 1,502 intake calls taken during the July 2006-June 2007 reporting period. This suggests that the helpline is being utilized somewhat more now than in 2002. Region 7 continues to have one of the highest rates of callers at 28% of the total. However, JPHSA had the largest decrease in the percentage of callers when comparing reporting periods.

Youth Survey Data

In the 2002 Vogel and Ardoin study, 190 principals were asked if they were aware of gambling problems in their schools. Fifty-eight percent were aware of minor problems and 16.7% were aware of major problems. The results of the CCYS data from the present study seems to corroborate the principals' perceptions, indicating that 45.9% of 10th and 12th graders had, in fact, reported gambling in the past year. When the principals' surveys were examined, it was noted that the principals in four regions (MHSD,

CAHSD, Region 8, and Region 9) perceived major gambling problems among their high school students. In the present study, CCYS data suggest that high school students in the MHSD do gamble more than their counterparts in other parts of the state. The other perceptions of the principals in 2002 were not confirmed by CCYS data in the present study. None of the other three regions where problems were perceived in 2002 had youth reporting gambling at a rate higher than the state average. High school students from Region three, however, reported, in the present study, that they had gambled during the past year at a rate higher than the state average and at a rate only surpassed by youth in the MHSD.

Problem and Pathological Gambling

Perhaps the best, most conservative statement to be made with regard to a comparison between the 2002 study and the present study is that the prevalence rate of pathological gamblers seems consistent, not only as compared to the 2002 Vogel and Ardoin study, but also as compared to earlier studies. The prevalence rate has been either 1.4% or 1.6% in all four studies, including the present one. The construct, “pathological gambling” is well defined and conclusions drawn from these data can be made with a fair degree of comfort.

There is some disparity in the estimates of problem gambling which may reflect the transient nature of “problems” that do not progress into pathology. This observed variability could also be a result of different interpretations of a relatively poorly defined construct. It could also be that statewide efforts to prevent gambling problems have made the population more sensitive to their own gambling habits. Regardless, no solid conclusion about problem gambling can be made with any degree of certainty.

Regarding the gambling habits of state residents, little seems to have changed since the 2002 Vogel and Ardoin study. Casino gambling, video gaming devices, and playing the lottery remain the most popular activities.

Chapter 8. Analysis of MHSD Data

The Metropolitan Human Services District (MHSD) is located in Southeastern Louisiana. Three parishes constitute this region (Orleans, St. Bernard and Plaquemines). The July 2006 U.S. Census estimates the adult population for this region to be 201,914. This is a significant decrease from the adult population used for the 2002 study (424,498). The decrease can be contributed to the catastrophic events and fallout from Hurricane Katrina in 2005. While the population as a whole is still rebuilding, the tourism and gaming industry seems to have rebounded from the events of 2005. New Orleans' land-based casino (Harrah's) re-opened in February 2006 and has since opened a large hotel across the street.

Section 8.1. Video Gaming Data

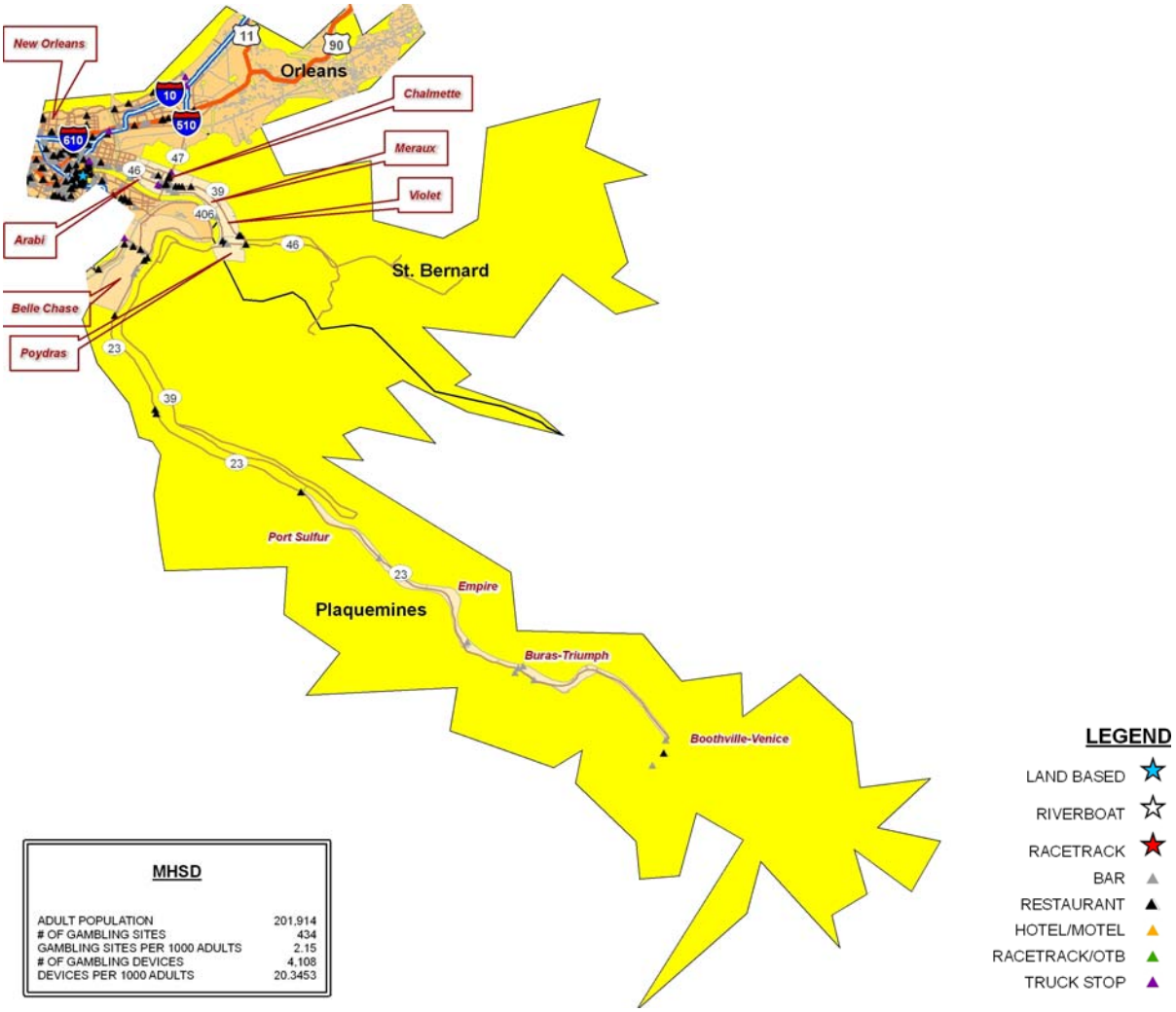
Data from the State Police Video Gaming Quarterly Review were tabulated and are presented in Table 8.1. An inspection of the table indicates a large number of video gaming devices in Orleans Parish, located primarily in the land based casino there, followed by a significantly lower but substantial number of video gaming devices in bars, restaurants, and truck stops. Relatively few devices are to be found in Plaquemines Parish or St. Bernard Parishes.

Table 8.1. License Type, Number, and Location of Gambling Establishments and Devices in MHSD

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
Orleans	Bars	687	231
	Restaurants	357	123
	Truck Stops	275	6
	Land based	2200	1
	Racetrack	250	1
	Parish Total	3769	362
Plaquemines	Bars	39	13
	Restaurants	36	12
	Truck Stops	43	1
	Parish Total	118	26
St. Bernard	Bars	68	22
	Restaurants	69	22
	Truck Stops	84	2
	Parish Total	221	46
	Region Total	4108	434

These data were also inserted into a map of the region. The map indicates, in addition to the information presented in Table 8.1, the location of various types of gambling establishments. These data are presented in Figure 17.

Figure 17. MHSD Map with Detailed Establishment Type



Note the concentration of establishments near the city of New Orleans. The MHSD had the highest concentration of gambling sites per 1,000 adults. As reported in Table 8.1, Orleans Parish was home to the highest number of gambling sites in the region, but the most gambling sites per 1,000 adults was in St. Bernard Parish, no doubt a function of the high population density in the city of New Orleans. This trend is also evident with regard to the number of gambling devices and the number of gambling devices per 1,000 adults. Regarding this variable, Orleans Parish had, by far, the most gambling devices, but was only slightly

higher than St. Bernard Parish in devices per 1,000 adults. This is presented again in Table 8.2 and 8.3 alongside the 2002 data for each variable.

Table 8.2. MHSD Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Orleans	355,2656	173,405	533	362	1.5	2.09
Plaquemine	18,944	16,154	52	26	2.74	1.61
St. Bernard	50,288	12,355	108	46	2.15	3.72
MHSD (Total)	424,498	201,914	693	434	1.63	2.15

*2006 U.S. Census Estimate

Table 8.3. MHSD Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Orleans	355,2656	173,405	5755	3769	16.2	21.74
Plaquemine	18,944	16,154	155	118	8.18	7.30
St. Bernard	50,288	12,355	516	221	10.26	17.89
MHSD (Total)	424,498	201,914	6426	4108	15.14	20.35

*2006 U.S. Census Estimate

The most striking fact presented in Table 8.2 and Table 8.3 is the dramatic decrease in the adult population in the MHSD from 2002 to 2008. The MHSD lost over half of the adult population between the two sample years. Without doubt, Hurricane Katrina and the destruction of homes and infrastructure account for most if not all of this observed decrease. The increase of gambling sites per 1,000 adults, then, is heavily influenced by the decrease in population. Support for this claim increases when one notes the decrease in the number of gambling sites contrasted to the increase in the number of sites per 1,000 adults. Given the established gambling industry in New Orleans, as expected, the highest number of gambling sites in the region is in Orleans Parish in both 2002 and 2008.

The same trend noted to exist with gambling sites in Table 8.2 holds true with regard to video gambling devices (Table 8.3). The number of devices decreased from 2002 to 2008 and the number of devices per 1,000 adults increased between the two sample years.

Section 8.2. Helpline Data

Nearly 13% percentage of the intake calls made to the helpline were originated in the MHSD, most of which, in turn, originated in Orleans Parish. By comparison, less than 1% of the calls made to the helpline originated in Plaquemine Parish or St. Bernard Parishes. This pattern remained constant between the two sample years even with the drastic reduction in population and the doubling of the number of calls taken at the helpline. The data is presented by parish in Table 8.4.

Table 8.4. Frequency and Percentage of Intake Calls to the Helpline Originating in MHSD by Parish

MHSD	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Orleans	175	180	13.6%	12%
Plaquemine	10	8	<1%	<1%
St. Bernard	23	4	<1%	<1%
Total	208	192	16%	13%

The number and percentage of calls made from the MHSD slightly decreased from 2002 to 2008. This is especially relevant due to the drastic population decrease from 2002 to 2008. Essentially, from 2002 to 2008, the population halved, yet the number of calls decreased only slightly.

Section 8.3. Youth Survey Data

The data from the 2006 CCYS indicates that 49.1% of the 6th grade students in the MHSD reported to have gambled in the past year, just above the state average of 47.9%. Fifty-four percent of the 8th graders in the region reported to have gambled in the past year. This was also higher than the state average for 8th graders (51.3%). Of particular note was that 10th graders in the MHSD reported gambling in the past year at a rate not only higher than the state average, but at a higher percentage rate (57%) than

any other region in the state. Twelfth graders reported gambling behavior similar to their 6th and 8th grade counterparts with a rate only slightly higher than the state average (MHSD 12th grade = 45.1%; State 12th graders = 42.4%).

Among 6th graders, the most popular gambling activity was bingo, followed by betting on sports. Eighth graders' most popular gambling activity was playing cards, followed by an equal penchant for betting on sports and playing bingo. Playing cards was most popular among 10th and 12th graders, followed by betting on sports. Responses from the region are presented alongside state data for comparison. Activities which the youth of the region endorsed at a higher rate (1% or greater) than the state average are noted in bold type in the table. Complete information is presented in Table 8.5

Table 8.5. Percentage of MHSD Students Endorsing Specified Gambling Behavior, Region and State

MHSD	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	49.1	47.9	54.1	51.3	57	48.8	45.1	42.4
Gambled at a Casino	2.4	2	2.6	2	2	1.8	3.3	2.3
Played the Lottery	15.1	17.8	14.1	17	10.4	14.7	10.2	11.5
Bet on Sports	19.8	19.9	21.1	23.8	29	23.7	23	19.3
Bet on Cards	24	16.7	30.5	23.6	41.4	24.8	29.2	23.5
Bet on Horses	2.4	4.2	3.7	4	1.6	3.7	4.9	3.7
Played Bingo for Money	25.9	26.3	21.1	23.9	19.8	18.5	10.2	13.5
Gambled on the Internet	6.6	5.7	4.6	5.1	6.8	4.6	2.9	4.2
Bet on Dice	6	5.8	7.4	8.3	11.2	8.1	8.2	7.6
Bet on Games of Skill	12.6	14	13.3	15.8	13.2	15.4	9.8	13.7
Bet on Video Poker/Machines	6.7	4.3	3.7	3.8	3.3	3.4	3.3	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	1251	246	409	306	290
State	106,357	32,934	30,690	23,568	19,165

As noted, youth in the MHSD reported, across age groups, to have gambled in the past year at a rate higher than the state average, but the specific areas in which they exceeded the state average were isolated to a few activities. All grade levels in the MHSD exceeded the state average for betting on cards, 10th and 12th graders exceeded the average for betting on sports, and 10th graders exceeded the average for betting on dice and gambling on the Internet.

That every grade level surveyed has indicated that they have gambled in the past year at a rate higher than the state average is cause for concern, or at least cause for closer inspection. The higher rates of gambling among youth observed in the CCYS data becomes a bit more alarming when one takes into account that 44.7% of the high school principals in the region who were surveyed in the 2002 study were not aware of any gambling problems or were aware of only minor gambling problems among youth in the region. While this data is tenuous at best, with only 18 principals from MHSD surveyed in 2002, it could not only indicate that a problem exists but also that principals in the region lack awareness of that problem.

Section 8.4. Telephone Survey Data

A summary of the demographic variables which describe the sample of participants drawn from the Metropolitan Human Services District (MHSD) is presented in Table 8.6. Two hundred and forty Louisiana citizens residing in the MHSD responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, and marital status, are summarized in the following tables. Employment Status, Annual Income, and Education Level are also presented in order to provide the reader with as complete a description of the sample as possible.

Table 8.6. Demographic Variables of Participants from MHSD

Sex	Number	%
Male	85	35%
Female	155	65%
Marital Status		
Married	135	56%
Divorced	22	9%
Widowed	22	9%
Separated	4	2%
Never Married	44	18%
Unmarried Couple	4	2%
NA	9	4%
Race		
White	138	58%
Black	76	32%
Hispanic	10	4%
Other	10	4%
No Answer	6	3%

Table 8.7. Age of Participants from MHSD 1

Average Age	Std. Dev.	Min.	Max.	n
50.4	15.7	19	90	220

The sample was unequally divided by sex with 35% (n = 85) of the participants reporting that they were male and 65% (n = 155) reporting that they were female. Telephone calls were made at various times during the day and one can only speculate why more females agreed to participate in the survey than did males. The average age of the participants from this region was 50.4 years with a range from 19 to 90 years. Regarding race, 58% (n = 138) identified as “White,” 32% (n = 76) identified as “Black,” and 11% (n = 26) identified as either “Hispanic,” “Other,” or did not answer the question. Fifty-six percentage (n = 135) of the participants reported that they were presently married, 9% (n = 22) reported that they were presently divorced, 9% (n = 22) were widowed, 18% (n = 44) were never married and the remaining participants, (8%, n = 17) were either separated, a member of an unmarried couple, or declined to answer.

Participants were asked about their present employment status and annual income. This data is summarized in Table 8.8.

Table 8.8. Employment Status and Annual Income of Participants from MHSD 1

Employment Status	n	%
Employed	106	44%
Self Employed	34	14%
Unemployed > Year	3	1%
Unemployed < Year	3	1%
Homemaker	24	10%
Student	10	4%
Retired	48	20%
Unable	7	3%
NA	5	2%
Annual Income	n	%
Up to $10,000	9	4%
Up to $15,000	8	3%
Up to $20,000	9	4%
Up to $25,000	14	6%
Up to $35,000	19	8%
Up to $50,000	16	7%
Up to $75,000	30	13%
> $75,000	67	28%
No Answer	68	28%

The education level of participants was also gathered and is presented in Table 8.9.

Table 8.9. Education Level of Participants from MHSD

Highest Level Completed	**n**	**%**
No School	0	0%
Grades 1-8	7	3%
Grades 9-11	17	7%
Grade 12 or GED	44	18%
College or Tech. School 1-3 years	47	20%
College 4 years or more	121	50%
No Answer	4	2%

Participants were also asked questions regarding their gambling behavior. Participants were asked to report if they had participated in a given gambling activity either not at all, less than once per week, or

once per week or more. Casino gambling and playing video gambling devices were the most frequently reported activities, followed by playing the lottery. The types of gambling activities reported to be most popular among the present sample are consistent with the most popular gambling activities reported by the sample used in the 2002 Vogel and Ardoin study. The type of gambling and the frequency in which the respondents participated is presented in Table 8.10.

Table 8.10. Frequency of Participation in Various Types of Gambling – MHSD

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	190	79%	36	15%	12	5%	2	1%
Bet on Horses, Dogs, or other animals	184	77%	50	21%	6	3%	0	0%
Bet on Sports	208	87%	30	13%	1	0%	1	0%
Played Dice for Money	217	90%	18	8%	5	2%	0	0%
Gambled in a Casino	120	50%	103	43%	16	7%	1	0%
Played the Numbers or Bet on Lotteries	142	59%	90	38%	7	3%	1	0%
Played Bingo for Money	198	83%	36	15%	6	3%	0	0%
Played the Stock or Commodities Market	195	81%	31	13%	9	4%	5	2%
Played Slot, Poker Machines, or Other Gambling Devices	158	66%	72	30%	9	4%	1	0%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	223	93%	14	6%	2	1%	1	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	215	90%	22	9%	1	0%	2	1%
Gambled or Placed Bets over the Internet	235	98%	5	2%	0	0	0	0%
Some Other Form of Gambling Not Listed Above	239	100%	1	0%	0	0	0	0%

Persons from the region were asked to disclose the largest amount of money that they had gambled in one day and the largest amount of money they had lost gambling in one day. Over 60% of the

respondents reported that the most they had both gambled and lost was between $1 and $10. Roughly 6% of the participants reported to have gambled and lost between $100 and $10,000 in a day. The complete results are summarized in Table 8.11.

Table 8.11. Amount of Money Gambled and Amount Lost in One Day

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	3	2.08%	5	3.47%
$1.00 or Less	15	10.42%	17	11.81%
$1.01 - $10.00	87	60.42%	81	56.25%
$10.01 - $100.00	30	20.83%	32	22.22%
$100.01 - $1,000.00	4	2.78%	4	2.78%
$1,000.00 - $10,000.00	1	0.69%	2	1.39%
More than $10,000.00	4	2.78%	3	2.08%

Respondents were asked to indicate if any of their relatives have or had a gambling problem. Thirteen and three-quarters percentage indicated that they did. When asked to identify their relationship to that person, 15.15% reported that the person with the gambling problem was their father, 6.06% said mother, 18.18% said sibling, 12.12% said spouse or partner, 3.03% identified the person with the gambling problem as their child, 21.21% indicated that the person was a relative, and 24.24% said the person in their life with a gambling problem was a friend or someone important in their life. They were also asked if, when they gamble, how often they return another day to win back the money they lost. Just over 50% reported that they never return, 8% indicated that they return either some of the time or most of the time, and 1.25% responded that they return to win their money back every time they lost. No answer was provided by 38.33% of the participants which would likely indicate that they did not gamble.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 8.12. Participants' Responses to Questions from the Telephone Survey – MHSD

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	7	3%	233	97%
Do you feel that you have ever had a problem with betting money or gambling?	5	2%	143	98%
Did you ever gamble more than you intended to?	28	19%	120	81%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	10	7%	138	93%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	13	9%	135	91%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	8	5%	140	95%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	5	3%	143	97%
Have you ever argued with people who you live with over how you handle your money?	11	7%	137	93%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	3	2%	145	98%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	3	2%	145	98%
Have you ever lost time from work (or school) due to betting money or gambling?	3	2%	145	98%

As can be determined from Table 8.12, the questions most likely to elicit a "yes" answer from the participants were gambling more than intended to and feeling guilty about gambling.

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. Just over 60% were aware of the Gamblers' Anonymous 12-Step Program and 65% were aware of the toll-free helpline. Few participants (8%) had heard of The Center of Recovery (CORE), and about an equal amount knew that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem

with gambling as were unaware of this service. These items were in yes/no format and appear below in Table 8.13.

Table 8.13. Responses to Awareness of Treatment Options – MHSD

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	146	61%	94	39%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	121	52%	112	48%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	155	65%	82	35%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	18	8%	220	92%

Participants who indicated that they were aware of the Problem Gambler's Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). Nearly half of the participants who were aware of the helpline had become so as a result of seeing billboards announcing the service. The next most effective means by which the public became aware of the toll-free helpline was the telephone book. Although 39% of the participants who had heard of CORE had learned of it through either the helpline or through a friend, an equal amount had heard of the service through an unspecified "other" source. The complete data regarding the media through which the participants were made aware of CORE and the toll-free helpline is presented in Table 8.14.

Table 8.14. Avenues of Awareness of Certain Intervention Services in Louisiana - MHSD

Question		
How did you find out about the helpline?	n	%
Brochure	5	3%
Family Member	18	12%
Office for Addictive Disorders Billboard (they're black & white)	71	47%
Friend	2	1%
Casino Billboard	8	5%
TV / Radio PSA	1	1%
Casino Player Card	3	2%
Phone Book	38	25%
Back of Lottery Ticket	2	1%
Other	4	3%
How did you find out about "CORE"?		
Brochure	1	6%
Family Member	1	6%
Gambling Helpline	3	17%
Friend	4	22%
TV / Radio PSA	0	0%
Phone Book	2	11%
Other	7	39%

Section 8.5. Problem and Pathological Gambling

Problem and pathological gambling were defined according to participant's scores on the South Oaks Gambling Screen (SOGS) in the present study as in the 2002 study. The results indicate a regional drop in both problem and pathological gambling since the 2002 Vogel and Ardoin study. No tests of significance were performed on the data and the decrease may be a side effect of the changing population dynamics. The decrease in problem and pathological gambling, if a difference truly exists, may be an interesting topic for further study related to the aftermath of Hurricane Katrina. Changes in the rates of problem and pathological gambling from 2002 to 2008 are presented in Table 8.15.

Table 8.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
MHSD	3.4	1.3	3.4	2.5
State	3.0	1.7	1.6	1.4

It should be noted that while the MHSD rates for problem gambling differed only slightly from the state rates in both 2002 and 2008, the MHSD rate for pathological gambling was notably higher than the state rate both in 2002 and in 2008.

Given the estimates of problem and pathological gambling in 2002 and 2008 and the adult population, a projected number of problem and pathological gamblers within the area of study, in this case the MHSD, can be calculated by multiplying the percentage of persons identified as problem or pathological gamblers in the sample by the population of the region. These projections appear in Table 8.16. Note that the method of calculating the projected number of problem and pathological gamblers was standardized for comparison purposes and that the projected numbers presented here differ from those presented in the 2002 Vogel and Ardoin study. The same populations and prevalence rates, however, were used in the calculation.

Table 8.16. Projected Number of Problem and Pathological Gamblers MHSD and State.

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
MHSD	424,498	201,914	14,433	2,625	14,433	5,047
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Table 8.16 suggests that the number of problem gamblers in the MHSD could be approximately 2,625 and the number of pathological gamblers could be 5,047. Regarding problem gambling, the present projection is substantially lower than in the 2002 study. A lower measured prevalence rate combined with a drastically smaller population explains the disparity. The projected number of pathological gamblers in the region

decreased by nearly 10,000 adults resulting in a reduction of about 65%, this would be expected given the proportionately similar drop in population.

Section 8.6. Summary of Comparisons to 2002 Results

Video Gaming Data

The population of the MHSD was decimated by Hurricane Katrina. The region lost nearly a quarter of a million of its adult population between 2002 and 2008. The loss of adult population was accompanied by a loss in the number of gaming sites and an increase in the number of gaming sites per 1,000 adults. This was also true for video gaming devices. The reduction of sites and devices, though significant, was not proportional to the loss in the adult population. This supports anecdotal evidence which suggests that a substantial number of gamblers in this region are visitors from outside the region.

Helpline Data

First, the reader is reminded that the number of intake calls to the helpline decreased only minimally between reporting periods. Couple that with the observed reduction of the adult population in the MHSD by over half since 2002. These facts, taken together, indicate only a slightly lower number of calls (than in 2002) were made by half as many people. Clearly, the remaining residents in the MHSD are utilizing the helpline at a rate higher than they were in 2002.

Youth Survey Data

Youth in grades 6, 8, 10, and 12 gambled more than the state average in the present study. While there is no way to compare the present data with the data from 2002, an observation can be made that nearly half of the principals in the region were unaware of major gambling problems among youth in the MHSD. As noted previously, the principal survey data must be interpreted with much caution, given the small sample size (n = 18) from the region.

Problem and Pathological Gambling Data

The percentage of MHSD residents who were defined as problem gamblers decreased from the 2002 Vogel and Ardoin study to present. The rate of pathological gamblers remained roughly the same. These rates, along with the accompanying reduction in the adult population, produced a much smaller number of projected problem and pathological gamblers residing in the region.

Chapter 9. Analysis of CAHSD Data

The Capitol Area Human Services District (CAHSD) is located in the east-central part of Louisiana. Seven parishes constitute this region (Ascension, East Baton Rouge, East Feliciana, Iberville, Pointe Coupee, West Baton Rouge, and West Feliciana). The July 2006 U.S. Census estimates the adult population for this region to be 480,062. This represents an increase of 37,232 adults or 8.4% since the 2002 study when the adult population was 442,830. East Baton Rouge is the most populated parish in this region with an adult population estimate of 321,856. West Feliciana parish has the lowest adult population estimate at 12,936. Within the boundaries of this region are the state capital of Baton Rouge and the state's largest public university, Louisiana State University and Agricultural and Mechanical College at Baton Rouge. Thus, government and education are major industries in this region.

Section 9.1. Video Gaming Data

Data from the State Police Video Gaming Quarterly Review were tabulated and are presented in Table 9.1. An inspection of the table indicates a large number of devices located in East Baton Rouge Parish located solely in the riverboat casinos there. West Baton Rouge Parish had a much lower, but still substantial number of gambling devices located largely in the off-track betting facility located in that parish. Other locations of devices were spread across the region in bars, truck stops, and restaurants.

Table 9.1. License Type, Number, and Location of Gambling Establishments and Devices in CAHSD

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
Iberville	Bars	73	24
	Restaurants	37	12
	Truck Stops	149	4
	Parish Total	259	40
Pointe Coupee	Bars	48	16
	Restaurants	39	13
	Truck Stops	114	4
	Parish Total	201	33
East Baton Rouge	Riverboat	2200	2
	Parish Total	2200	2
West Baton Rouge	Bars	63	21
	Restaurants	30	10
	OTB	71	1
	Truck Stops	427	12
	Parish Total	591	44
W. Feliciana	Bars	21	7
	Restaurants	21	7
	Motels/Hotels	3	1
	Truck Stops	67	2
	Parish Total	112	17
	Region Total	3363	136

These data were also inserted into a map of the region. The map indicates, in addition to the information presented in Table 9.1, the location of various types of gambling establishments. These data are presented in Figure 18.

Figure 18. CAHSD Map with Detailed Establishment Type

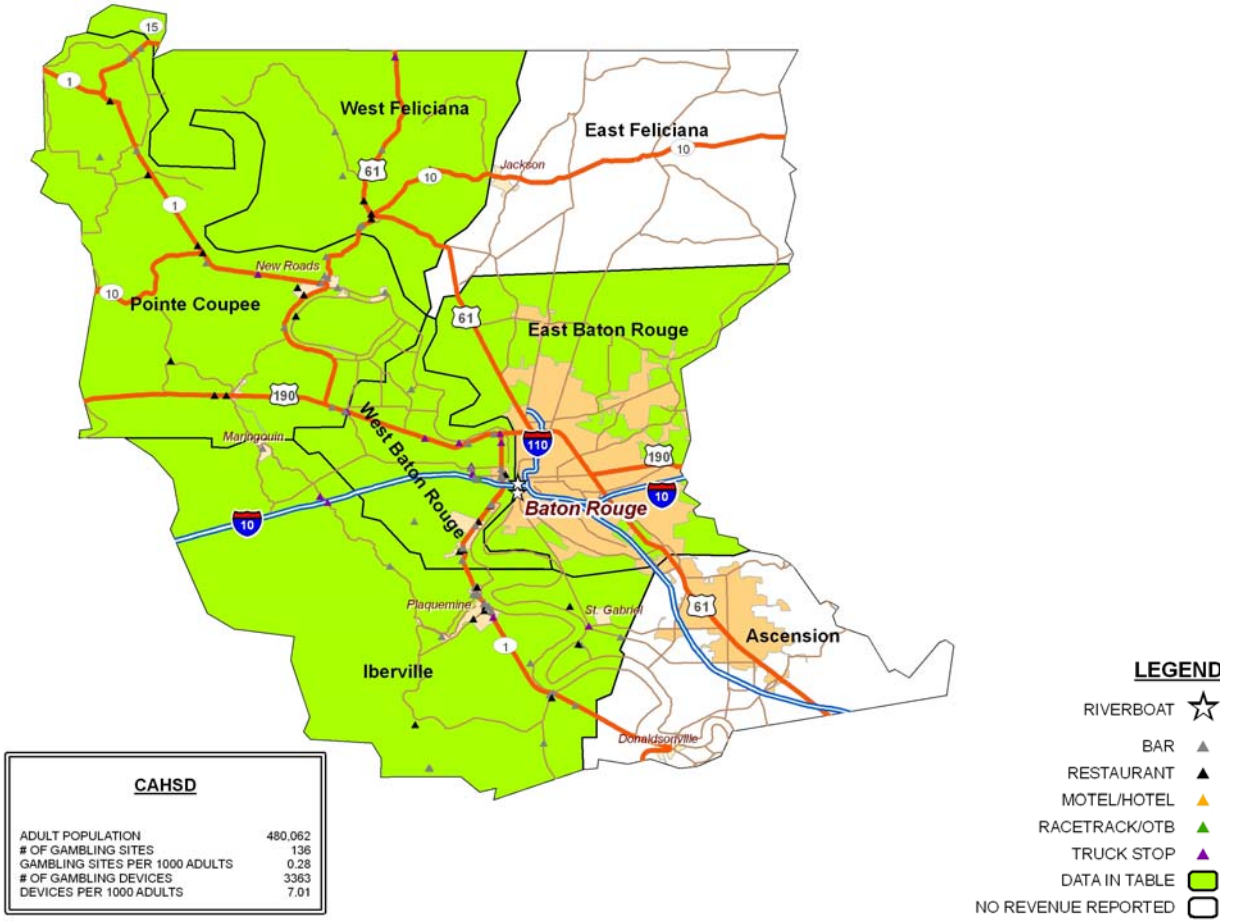


Table 9.2 and Table 9.3 present comparisons of gambling sites and devices with the data collected and presented in the 2002 report. The population shift associated with displacements due to Hurricane Katrina may have contributed to an increase in the adult population of the region by nearly 40,000. Closer examination of the regions population dynamic indicates that the parishes with the highest number of new people are Ascension and East Baton Rouge, which when combined, account for over 80% of the increase. A reduction in the number of gambling sites was observed from 2002 to 2008 with a concomitant reduction in the number of sites per 1,000 adults. The number of video gaming devices also fell between the two observation years by just over 200 devices. This was also accompanied by a slight decrease in the number of device per 1,000 adults. Complete data are presented in Tables 9.2 and 9.3.

Table 9.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Ascension	53,562	70,583	0	0	0	0.00
East Baton Rouge	304,685	321,856	2	2	.01	0.01
East Feliciana	15,870	16,018	0	0	0	0.00
Iberville	24,590	24,813	69	40	2.81	1.61
Pointe Coupee Parish	16,549	17,058	39	33	2.36	1.93
West Baton Rouge	15,531	16,798	65	44	4.19	2.62
West Feliciana	12,043	12,936	22	17	1.83	1.31
CAHSD	442,830	480,062	197	136	.44	0.28

*2006 U.S. Census Estimate

Table 9.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Ascension	53,562	70,583	0	0	0	0.00
East Baton Rouge	304,685	321,856	1762	2200	5.78	6.84
East Feliciana	15,870	16,018	0	0	0	0.00
Iberville	24,590	24,813	374	259	15.21	10.44
Pointe Coupee Parish	16,549	17,058	183	201	11.06	11.78
West Baton Rouge	15,531	16,798	929	427	59.82	25.42
West Feliciana	12,043	12,936	165	112	13.70	8.66
CAHSD	442,830	480,062	3413	3199	7.70	6.66

*2006 U.S. Census Estimate

Section 9.2. Helpline Data

Thirteen percent of the calls to the helpline were made from the CAHSD. Nearly all of those were made from East Baton Rouge Parish with only a few from Ascension Parish and almost none from the remaining parishes in the region. The number of calls from East Baton Rouge Parish increased significantly from 2002 to 2007 and represents a large portion of the overall increase in calls within the region. The number of calls made from each parish and the percentage of the total number of calls made in the state in 2002 and in 2007 are presented in Table 9.4.

Table 9.4. Frequency and Percentage of Intake Calls to the Helpline Originating in Region 3 by Parish

CAHSD	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Ascension	16	19	1.2%	1%
E. Baton Rouge	114	159	8.8%	11%
E. Feliciana	2	4	<1%	<1%
Iberville	10	6	<1%	<1%
Pointe Coupee	6	3	<1%	<1%
W. Baton Rouge	7	5	<1%	<1%
W. Feliciana	3	1	<1%	<1%
Total	158	199	12%	13%

Section 9.3. Youth Survey Data

The data from the 2006 CCYS indicates that 47.9% of the 6th grade students in the CAHSD reported to have gambled in the past year, this equaled the state average. Forty-six and four tenths percentage of the 8th graders in the region reported to have gambled in the past year. This was considerably lower than the state average for 8th graders (51.3%). Tenth graders in the CAHSD reported gambling in the past year at a rate slightly lower than the state average as did 12th graders.

Among 6th graders, the most popular gambling activities were betting on sports, and betting on games of skill, both of which CAHSD youth endorsed at a higher rate than the state average. Eighth graders' most popular gambling activities were playing cards, betting on sports, and playing bingo, although they reported to engage in such at a rate lower than the state average. The same activities were most popular with 10th graders in the CAHSD. Playing cards and betting on sports were the top activities for 12th graders. This group exceeded the state average in betting on cards. Responses from the region are presented alongside state rates for comparison. Activities which the youth of the region endorsed at a rate 1% or higher than the state average (6th graders betting on sports and 12th graders betting on cards) are noted in bold type in the table. Additional information is presented in Table 9.5.

Table 9.5. Percentage of CAHSD Students Endorsing Specified Gambling Behavior, Region and State

CAHSD	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	47.9	47.9	46.4	51.3	47.1	48.8	40.5	42.4
Gambled at a Casino	1.9	2	2	2	2	1.8	2.5	2.3
Played the Lottery	16.7	17.8	14	17	14.6	14.7	10.3	11.5
Bet on Sports	21.4	19.9	21.5	23.8	22.6	23.7	18.8	19.3
Bet on Cards	16	16.7	22.4	23.6	24.8	24.8	25.1	23.5
Bet on Horses	3.3	4.2	2.5	4	3	3.7	3.4	3.7
Played Bingo for Money	25	26.3	20.1	23.9	16.9	18.5	10.3	13.5
Gambled on the Internet	6.3	5.7	4.8	5.1	4.4	4.6	4.6	4.2
Bet on Dice	5.9	5.8	7.7	8.3	7.5	8.1	8.2	7.6
Bet on Games of Skill	14.9	14	13.7	15.8	15.9	15.4	14.3	13.7
Bet on Video Poker/Machines	4.7	4.3	3.7	3.8	3.5	3.4	3.4	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	14,646	4,109	3,939	3,669	2,929
State	106,357	32,934	30,690	23,568	19,165

Section 9.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from the Capital Area Human Services District (CAHSD) is presented in Table 9.6. Two hundred and forty Louisiana citizens residing in the CAHSD responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, and marital status are summarized in the following tables. Employment status and annual income and education level are also presented in order to provide the reader with as complete a description of the sample who responded to the telephone survey as possible.

Table 9.6. Demographic Variables of Participants from CAHSD

Sex	Frequency	%
Male	73	30%
Female	167	70%
Marital Status		
Married	144	60%
Divorced	45	19%
Widowed	18	8%
Separated	3	1%
Never Married	28	12%
Unmarried Couple	0	0%
NA	2	1%
Race		
White	153	64%
Black	66	28%
Hispanic	9	4%
Other	10	4%
No Answer	2	1%

Table 9.7. Age of Participants from CAHSD

Average Age	Std. Dev.	Min.	Max.	n
50.6	16.2	18.0	91.0	226.0

The sample was comprised of a greater number of females with 30% (n = 73) of the participants reporting that they were male and 70% (n = 167) reporting that they were female. The average age of the participants from this region was 50.6 with a range of 18 to 91. Regarding race, 64% (n = 153) identified as "White," 28% (n = 66) identified as "Black," 4% (n = 9) identified as Hispanic. Two persons declined to identify themselves racially and 4% (n = 10) identified as "Other." Sixty percentage (n = 144) of the participants reported that they were presently married, 19% (n = 45) reported that they were presently divorced, and the remaining participants were widowed, separated, never married, or a member of an unmarried couple.

Participants were asked about their present employment status and Annual Income. Over half of the sample was presently employed or self-employed while a substantial number of the respondents reported that they were retired (n = 62; 26%). This data is summarized in Table 9.8.

Table 9.8. Employment Status and Annual Income of Participants from CAHSD

Employment Status	n	%
Employed	116	48%
Self Employed	20	8%
Unemployed > Year	5	2%
Unemployed < Year	1	0%
Homemaker	19	8%
Student	7	3%
Retired	62	26%
Unable	8	3%
NA	2	1
Annual Income	n	%
Up to $10,000	6	3%
Up to $15,000	5	2%
Up to $20,000	13	5%
Up to $25,000	18	8%
Up to $35,000	20	8%
Up to $50,000	26	11%
Up to $75,000	39	16%
> $75,000	62	26%
No Answer	51	21%

The education level of participants was also gathered and is presented in Table 9.9. Most participants reported to have completed at least high school, with many having completed college. Less than 10% of the persons completing the survey had less than a high school education.

Table 9.9. Education Level of Participants from CAHSD

Highest Level Completed	**n**	**%**
No School	0	0%
Grades 1-8	7	3%
Grades 9-11	14	6%
Grade 12 or GED	62	26%
College or Tech. School 1-3 years	57	24%
College 4 years or more	98	41%
No Answer	2	1%

Participants were also asked questions regarding their gambling behavior. The type of gambling and the frequency in which the respondents participated in each is presented in Table 9.10.

Table 9.10. Frequency of Participation in various Types of Gambling – CAHSD

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	186	78%	44	18%	10	4%	0	1%
Bet on Horses, Dogs, or other animals	206	86%	26	11%	7	3%	1	0%
Bet on Sports	229	95%	8	3%	3	1%	0	0%
Played Dice for Money	226	94%	11	5%	3	1%	0	0%
Gambled in a Casino	134	56%	86	36%	18	8%	2	1%
Played the Numbers or Bet on Lotteries	147	61%	65	27%	27	11%	1	0%
Played Bingo for Money	209	87%	25	10%	5	2%	1	0%
Played the Stock or Commodities Market	208	87%	22	9%	8	3%	2	1%
Played Slot, Poker Machines, or Other Gambling Devices	156	65%	75	31%	8	3%	1	0%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	229	95%	10	4%	1	0%	0	0
Played Pull Tabs or Other "Paper" Games Other Than Lottery	211	88%	24	10%	4	2%	1	0%
Gambled or Placed Bets over the Internet	239	100%	1	0%	0	0%	0	0%
Some Other Form of Gambling Not Listed Above	237	99%	2	1%	1	0%	0	0%

Of those who gambled once per week or more, playing the lottery was the most reported activity, followed closely by gambling in a casino. Casino gambling, the lottery, and video gaming devices were reported to be the activities most engaged in less than once per week.

Respondents to the telephone survey were asked to disclose the largest amount of money that they had gambled in one day and the largest amount of money they had lost gambling in one day. Over half of the sample reported that the most they had wagered and the most they had lost in one day was $10 or less. The results are summarized in Table 9.11 below.

Table 9.11. Amount of Money Gambled and Amount Lost in One Day

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	8	5.88%	7	5.19%
$1.00 or Less	20	14.71%	22	16.30%
$1.01 - $10.00	79	58.09%	69	51.11%
$10.01 - $100.00	21	15.44%	27	20.00%
$100.01 - $1,000.00	3	2.21%	4	2.96%
$1,000.00 - $10,000.00	1	0.74%	2	1.48%
More than $10,000.00	4	2.94%	4	2.96%

Participants were asked to indicate if any of their relatives have or had a gambling problem in the past. Respondents indicating a present or former gambling problem, either involving themselves or a relative, equaled 10.42% of the regional sample. When asked to identify their relationship to that person, 28.00% reported that the person with the gambling problem was their father, 0% said mother, 12.00 % said sibling, 8.0 % said spouse or partner, 4.00% identified the person with the gambling problem as their child, 20% indicated that the person was a relative, and 28% said the person in their life with a gambling problem was a friend or someone important in their life. They were also asked if, when they gamble, how often they went back another day to win back the money they lost previously. Fifty percent reported that they never went back, 7% indicated that they return either some of the time or most of the time. Less than 1% responded that they went back to win their money back every time they lost. No answer was provided by 42.5% of the participants, likely indicating that this segment of the sample did not gamble at all.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no

format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 9.12. Participants' Responses to Questions from the Telephone Survey – CAHSD

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	9	4%	206	96%
Do you feel that you have ever had a problem with betting money or gambling?	5	4%	134	96%
Did you ever gamble more than you intended to?	20	14%	119	86%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	5	4%	134	96%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	11	8%	128	92%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	8	6%	131	94%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	4	3%	135	97%
Have you ever argued with people who you live with over how you handle your money?	12	9%	127	91%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	5	4%	134	96%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	1	1%	138	99%
Have you ever lost time from work (or school) due to betting money or gambling?	2	1%	137	99%

As can be determined from Table 9.12, the questions most likely to elicit a "yes" answer from the participants were gambling more than intended to, arguing with people about how money is handled, and feeling guilty about gambling.

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. These items were also in yes/no format and appear below in

Table 9.13. Awareness of Gambler's Anonymous, OAD assessment, counseling, and treatment, and of the helpline was generally high, but awareness of CORE was low (7%).

Table 9.13. Responses to Awareness of Treatment Options – CAHSD

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	152	64%	86	36%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	144	61%	91	39%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	172	73%	64	27%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	17	7%	217	93%

Participants who indicated that they were aware of the Problem Gambler's Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). Of the people in the region who were aware of the services, 34% had learned of them from OAD billboards. The phone book was the source of information for 28% of the sample, and learning of the service from a family was cited by a distant 12% of the respondents.

Relatively few people were aware of CORE, but those who were, had learned of it primarily through the brochure, a friend, or some undefined "other" source. The complete data regarding the media through which the participants were made aware of the helpline and CORE is presented in Table 9.14.

Table 9.14. Avenues of Awareness of Certain Intervention Services in Louisiana – CAHSD 2

Question		
How did you find out about the helpline?	n	%
Brochure	15	9%
Family Member	19	12%
Office for Addictive Disorders Billboard (they're black & white)	55	34%
Friend	3	2%
Casino Billboard	10	6%
TV / Radio PSA	1	1%
Casino Player Card	6	4%
Phone Book	45	28%
Back of Lottery Ticket	0	0%
Other	8	5%
How did you find out about "CORE"?	n	%
Brochure	4	27%
Family Member	1	7%
Gambling Helpline	0	0%
Friend	2	13%
TV / Radio PSA	0	0%
Phone Book	1	7%
Other	7	47%

Section 9.5. Problem and Pathological Gambling

Problem gambling and pathological gambling were defined according to the individual's score on the South Oaks Gambling Screen (SOGS) in the present study as in the 2002 study. The results indicate a decrease in the measured percentage of problem gamblers and a slight increase in the number of pathological gamblers from 2002 to 2008. The 2008 proportion of the region who were defined as problem gamblers was greater than the state estimate and the proportion of the population that was defined as pathological gamblers was about the same as the state average. Details appear in Table 9.15

Table 9.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
Region	3.8	2.5	0.8	1.3
State	3.0	1.7	1.6	1.4

If we look at the projections of the number of problem and pathological gamblers in the state and in the region, we can take into consideration the growth in adult population experienced in the CAHSD from 2002 to 2008. The most notable information gleaned from this is that the CAHSD saw a growth in population and an increase in pathological gamblers. The increase in the number of gamblers was a bit disproportionately larger than expected for the growth in population, that is to say, the rate of pathological gamblers went up as did the number of pathological gamblers residing in the CAHSD. This is also interesting if contrasted with the state trend.

Table 9.16. Projected Number of Problem and Pathological Gamblers in Region and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
CAHSD	442,830	480,062	16,828	12,002	3,543	6,241
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Section 9.6. Summary of Comparisons to 2002 Results

Video Gaming Data

The CAHSD experienced a population growth from the fallout of Hurricane Katrina. This increase affected the number of establishments per 1,000 adults and video gaming devices per 1,000 adults in that both values decreased from 2002 to 2008. This is not entirely due to an increase in the adult population. The number of gaming sites decreased from 197 to 136 and the number of video gaming devices decreased in the region from 3413 in 2002 to 3199 in 2008. East Baton Rouge Parish broke from the group

and actually increased in the number of video gaming devices from 2002 to 2008, a reflection of growth within the two riverboat casinos there.

Helpline Data

Nearly all the intake calls to the helpline originated in East Baton Rouge Parish in both 2002 and 2007. The total number of calls recorded in 2008 increased from 158 to 199 between reporting periods. The region accounted for roughly the same percentage of total statewide calls in both years.

Youth Survey Data

The youth in the region reported to have gambled in the past year less than the state average for youth in the same age groups. Sixth graders reported to bet on sports more than the state average, and 12th graders reported to bet on cards more than the state average. This is contrasted to the 2002 Vogel and Ardoin study wherein high school principals, more so than in any other region, overwhelmingly endorsed the idea that there was a gambling problem in their schools. They also noted that playing dice seemed to be the most favored game. This was not supported in the present data as reported by the youth in the region.

Problem and Pathological Gambling Data

The rate of problem gamblers was reported as 3.8% in the 2002 Vogel and Ardoin study and as 2.5% in the present study, representing a decrease of over 1% from 2002 to 2008. The rate for pathological gambling reverses this trend with the 2002 rate at 0.8% and the present rate reported to be 1.3%. This most recent rate is very close to the state prevalence rate of 1.4%. The population growth in this region combined with the reduced recorded rate of problem gambling indicates a decrease in the number of problem gamblers living in the region by about 4,000 persons. However, the increased population and the increased measured rate of pathological gambling in the present study increases the estimated number of pathological gamblers in the region by over 2,500 persons. Note that the method used to calculate these

projections was altered from the 2002 study in order to directly compare the observations between the two studies.

Chapter 10. Analysis of Region 3 Data

Region 3 is located in the southeastern part Louisiana. The region is comprised of seven parishes (Assumption, Lafourche, St. Charles, St. James, St. John the Baptist, St. Mary, and Terrebonne). The July 2006 U.S. Census estimates the adult population for this region to be 295,221. This represents an increase of 22,331 adults or 8.2% since the 2002 study (272,890). Terrebonne Parish is the most populated parish in the region with an adult population estimate of 79,845. St. James Parish has the lowest adult population estimate at 15,940. Situated along the delta of the Mississippi river, this region is rich in farmland. Commercial fishing and oil and gas production are also substantial industries in this region.

Section 10.1. Video Gaming Data

Data from the State Police Video Gaming Quarterly Review were tabulated and are presented in Table 10.1. An inspection of the table suggests that while each parish in the region is home to video gaming devices, St. Mary Parish hosts twice as many video gaming devices as the next highest parish. This region is also home to a wide variety of establishment types.

Table 10.1. License Type, Number, and Location of Gambling Establishments and Devices in Region 3

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
Assumption	Bars	66	22
	Restaurants	30	10
	Truck Stops	67	2
	Parish Total	163	34
Lafourche	Bars	224	74
	Restaurants	100	34
	Motels/Hotels	12	2
	OTB	60	1
	Truck Stops	496	12
	Parish Total	892	123
St. Charles	Bars	59	20
	Restaurants	77	26
	Truck Stops	93	2
	Parish Total	229	48
St. James	Bars	36	12
	Restaurants	15	5
	Truck Stops	269	6
	Parish Total	320	23
St. John the Baptist	Bars	77	26
	Restaurants	47	16
	OTB	95	1
	Truck Stops	125	3
	Parish Total	344	46
St. Mary	Bars	137	45
	Restaurants	53	18
	Motels/Hotels	6	1
	Truck Stops	232	5
	Riverboat	850	1
	Casino	1500	1
	Parish Total	2778	71
Terrebonne	Bars	246	83
	Restaurants	213	72
	Motels/Hotels	15	2
	OTB	106	1
	Truck Stops	413	9
	Parish Total	993	167
	Region Total	5719	512

These data were inserted into a map of the region. The map indicates the location of the various types of establishments by their respective addresses. Establishments and types are presented in Figure 19.

Figure 19 Region 3 Map with Detailed Establishment Type

The reader might note the high concentration of establishments offering opportunities to gamble located south of Highway 90 in Terrebonne Parish and at the casino in St. Mary Parish.

The adult population of Region 3 grew by 8% from 2002 to present with the increase in population spread across the parishes constituting the region. The exception to growth was St. Mary Parish wherein the population remained relatively constant. The number of gambling sites in the region decreased from 2002 but the number of gambling devices increased. This resulted in fewer sites per 1,000 adults but a greater number of devices per 1,000 adults. St. Mary Parish and St. John the Baptist Parishes witnessed

drastic increases in the number of video gaming devices per 1,000 adults from 2002 to 2008 while the remaining parishes in the region either reduced the number of devices per 1,000 adults, or remained relatively constant over the time period. The increase in the number of devices per 1,000 adults in St. John the Baptist Parish comes with the accompanying increase of gambling sites from 1 to 46 in the same time period. Details are presented in Table 10.2

Table 10.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Assumption	16,722	17,643	36	34	2.15	1.93
Lafourche	66,491	70,419	149	123	2.24	1.75
St. Charles	33,506	38,812	46	48	1.37	1.24
St. James	14,957	15,940	36	23	2.41	1.44
St. John the Baptist	29,614	34,845	1	46	.03	1.32
St. Mary	37,611	37,717	81	71	2.15	1.88
Terrebonne	73,988	79,845	173	167	2.34	2.09
Region 3 (Total)	272,890	295,221	522	512	1.91	1.73

*2006 U.S. Census Estimate

Table 10.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Assumption	16,722	17,643	296	163	17.7	9.24
Lafourche	66,491	70,419	900	892	13.54	12.67
St. Charles	33,506	38,812	320	229	9.55	5.90
St. James	14,957	15,940	296	320	19.79	20.08
St. John the Baptist	29,614	34,845	88	344	2.97	9.87
St. Mary	37,611	37,717	1770	2778	47.06	73.65
Terrebonne	73,988	79,845	1394	993	18.84	12.44
Region 3 (Total)	272,890	295,221	5064	5719	18.56	19.37

*2006 U.S. Census Estimate

Chapter 10.2. Helpline Data

Region 3 generated relatively few calls to the helpline both in 2002 and in 2007. The entire region generated slightly over 8% of the total calls in 2007 and 8% in 2002. Overall, Region 3 experienced a slight increase in the total number of calls made to the helpline and all parishes within this region experienced an increase in the total number of calls when comparing reporting periods. While Terrebonne Parish was origin

to the most calls in the region, it was only marginally so, accounting for 4% of the calls made in the state. The number of calls made from each parish and the percentage of the total number of calls made in the state in 2002 and in 2007 are presented in Table 10.4.

Table 10.4. Frequency and Percentage of Intake Calls to the Helpline Originating in Region 3 by Parish

Region 3	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Assumption	4	4	<1%	<1%
Lafourche	27	34	2%	2%
St. Charles	5	11	<1%	1%
St. James	5	3	<1%	<1%
St. John the Baptist	9	9	1%	1%
St. Mary	15	23	2%	2%
Terrebonne	37	53	3%	4%
Total	102	137	8%	8%

Chapter 10.3. Youth Survey Data

The data from the 2006 CCYS indicates that 52.7% of the 6th grade students in Region 3 reported to have gambled in the past year, above the state average of 47.9%. Likewise, 55.9% of the 8th graders, 52.2% of 10th graders and 48.2% of 12th graders in the region reported to have gambled in the past year. All four age groups were above the state average for number of youth reporting to have gambled in the past year.

Among 6th graders, the most popular gambling activities were bingo, playing the lottery and betting on sports. Eighth graders' most popular gambling activities were playing bingo, playing cards, and betting on sports. Playing cards and betting on sports were most popular among 10th and 12th graders. Responses from the region are presented alongside the state averages for comparison in Table 10.5. Activities which the youth of the region endorsed at a higher rate than the state average are noted in bold type in the table.

Table 10.5. Percentage of Region 3 Students Endorsing Specified Gambling Behavior, Region and State

Region 3	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	52.7	47.9	55.9	51.3	52.2	48.8	48.2	42.4
Gambled at a Casino	1.8	2	2.1	2	1.6	1.8	2.4	2.3
Played the Lottery	21.6	17.8	19	17	16.9	14.7	14.9	11.5
Bet on Sports	20.4	19.9	25.8	23.8	25.7	23.7	21.9	19.3
Bet on Cards	21	16.7	27.9	23.6	29.1	24.8	26.2	23.5
Bet on Horses	2.8	4.2	2.8	4	2.5	3.7	2.6	3.7
Played Bingo for Money	30.5	26.3	28.2	23.9	20.7	18.5	17.6	13.5
Gambled on the Internet	6.1	5.7	5.8	5.1	4.4	4.6	4.3	4.2
Bet on Dice	6.3	5.8	9.3	8.3	8.4	8.1	7.3	7.6
Bet on Games of Skill	14.7	14	16.8	15.8	17	15.4	15.1	13.7
Bet on Video Poker/Machines	4.2	4.3	3.5	3.8	2.7	3.4	3.3	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	12,445	3,880	3,395	2,708	2,462
State	106,357	32,934	30,690	23,568	19,165

Section 10.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from Region 3 is presented in Table 10.6. Two hundred and forty Louisiana citizens residing in Region 3 responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, and marital status, as well as employment status and Income are summarized as follows.

Table 10.6. Demographic Variables of Participants from Region 3

Sex	Number	%
Male	77	32%
Female	163	68%
Marital Status		
Married	160	67%
Divorced	25	10%
Widowed	25	10%
Separated	5	2%
Never Married	24	10%
Unmarried Couple	1	0%
NA	0	0%
Race		
White	183	76%
Black	43	18%
Hispanic	4	2%
Other	9	4%
No Answer	1	0%

Table 10.7. Age of Participants from Region 3

Average Age	Std. Dev.	Min.	Max.	n
49.5	15.7	18.0	88.0	228.0

The sample was unequally divided by sex with 32% (n = 77) of the participants reporting that they were male and 68% (n = 163) reporting that they were female. The average age of the participants from this region was 49.5 with a range of 18 to 88. Regarding race, 76% (n = 183) identified as “White,” 18% (n = 43) identified as “Black,” and 2% (n = 4) identified as Hispanic. Sixty percentage (n = 144) of the participants reported that they were presently married, 19% (n = 45) reported that they were presently divorced, and the remaining participants, (21%, n = 49) were widowed, separated, never married, or a member of an unmarried couple.

Participants were asked about their present employment status and annual Income. Fifty-three percent were employed or self employed and 23% were retired. Only 4% reported to be unemployed. This data is summarized in Table 10.8.

Table 10.8. Employment Status and Annual Income of Participants from Region 3

Employment Status	n	%
Employed	106	44%
Self Employed	22	9%
Unemployed > Year	7	3%
Unemployed < Year	2	1%
Homemaker	23	10%
Student	8	3%
Retired	56	23%
Unable	13	5%
NA	3	1%
Annual Income	n	%
Up to $10,000	9	4%
Up to $15,000	6	3%
Up to $20,000	15	6%
Up to $25,000	23	10%
Up to $35,000	20	8%
Up to $50,000	28	12%
Up to $75,000	29	12%
> $75,000	47	20%
No Answer	63	26%

The education level of participants was also gathered and is presented in Table 10.9. A large proportion (84%) reported education levels of high school or above.

Table 10.9. Education Level of Participants from Region 3

Highest Level Completed	**n**	**%**
No School	2	1%
Grades 1-8	13	5%
Grades 9-11	24	10%
Grade 12 or GED	89	37%
College or Tech. School 1-3 years	60	25%
College 4 years or more	52	22%
No Answer	0	0%

Participants were also asked questions regarding their gambling behavior. Activities most frequently engaged in less than once per week (greater than 20% of the responses) playing cards, gambling in a casino, playing the lottery, playing a video gaming device. The only activity endorsed by more than 10% of the respondents to have been engaged in once per week or more was playing the lottery. The type of gambling and the frequency in which the respondents participated in each is presented in Table 10.10.

Table 10.10. Frequency of Participation in various Types of Gambling – Region 3

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	184	77%	50	21%	4	2%	2	1%
Bet on Horses, Dogs, or other animals	219	91%	17	7%	3	1%	1	0%
Bet on Sports	224	93%	11	5%	4	1%	1	0%
Played Dice for Money	227	95%	11	5%	1	0%	1	0%
Gambled in a Casino	124	52%	108	45%	7	3%	2	0%
Played the Numbers or Bet on Lotteries	164	68%	58	24%	16	7%	2	1%
Played Bingo for Money	202	84%	30	13%	7	3%	1	0%
Played the Stock or Commodities Market	206	86%	24	10%	7	3%	3	1%
Played Slot, Poker Machines, or Other Gambling Devices	151	63%	84	35%	3	1%	2	1%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	227	95%	10	4%	1	0%	2	1%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	212	88%	23	10%	3	1%	2	1%
Gambled or Placed Bets over the Internet	236	98%	1	0%	1	0%	2	1%
Some Other Form of Gambling Not Listed Above	238	99%	0	0%	0	0%	2	1%

Participants were asked to disclose the largest amount of money that they had gambled in one day and the largest amount of money they had lost gambling in one day. Nearly 75% had wagered and lost no more than $10 in a single day. The complete results are summarized in Table 10.11.

Table 10.11. Amount of Money Gambled and Amount Lost in One Day

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	N	%
Never Have Gambled	4	2.76%	4	2.82%
$1.00 or Less	19	13.10%	19	13.38%
$1.01 - $10.00	88	60.69%	83	58.45%
$10.01 - $100.00	26	17.93%	25	17.61%
$100.01 - $1,000.00	3	2.07%	2	1.41%
$1,000.00 - $10,000.00	1	0.69%	1	0.70%
More than $10,000.00	4	2.76%	8	5.63%

Participants were asked to indicate if any of their relatives have or have had a gambling problem. Nearly 10% indicated that they did. When asked to identify their relationship to that person, 13.04% reported that the person with the gambling problem was their father, 4.35% said mother, 30.43% said sibling, 8.70% said spouse or partner, no one identified the person with the gambling problem as their child, 30.43% indicated that the person was a relative, and 13.04% said the person in their life with a gambling problem was not a relative, but a friend or someone important in their life. They were also asked if, when they gamble, how often they return another day to win back the money they lost. Fifty-five percentage reported that they never went back, 7.08% indicated that they went back either some of the time or most of the time, but no one responded that they went back to win their money back every time they lost. No answer was provided by 37.92% which would likely indicate that they did not gamble.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 10.12. Participants' Responses to Questions from the Telephone Survey – Region 3

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	3	1%	237	98%
Do you feel that you have ever had a problem with betting money or gambling?	4	3%	147	97%
Did you ever gamble more than you intended to?	18	12%	133	88%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	4	3%	147	97%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	13	9%	138	91%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	6	4%	145	96%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	3	2%	148	98%
Have you ever argued with people who you live with over how you handle your money?	10	7%	141	93%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	0	0%	151	100%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	1	1%	150	99%
Have you ever lost time from work (or school) due to betting money or gambling?	1	1%	150	99%

As can be determined from the table, the question most likely to elicit a "yes" answer from the participants was related to gambling more than one intended to.

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. The helpline, Gamblers Anonymous, and OAD treatment enjoyed regional popularity, but only 7% was aware of CORE. These items were also in yes/no format and appear below in Table 10.13.

Table 10.13. Responses to Awareness of Treatment Options – Region 3

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	141	59%	96	41%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	119	50%	117	50%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	159	68%	75	32%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	16	7%	218	93%

Participants who indicated that they were aware of the Problem Gamblers Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The following table indicates the media through which the participants were made aware of the services.

The most common way of learning about the helpline was from the OAD billboards or from the telephone book, which combined, accounted for nearly 70% of the ways people learned of the service. Learning about the helpline from a family member was a distant third-ranked method of learning about the service.

As indicated, only 16 of the respondents (7%) in Region 3 were aware of CORE. Fourteen indicated the means by which they had learned of CORE. No one way of learning of the service was

endorsed substantially higher than any other and any conclusions drawn from the responses from this particular region's must be made with caution due to the small sample size.

Table 10.14. Avenues of Awareness of Certain Intervention Services in Louisiana – Region 3

Question		
How did you find out about the helpline?	n	%
Brochure	5	3%
Family Member	17	11%
Office for Addictive Disorders Billboard (they're black & white)	59	39%
Friend	4	3%
Casino Billboard	7	5%
TV / Radio PSA	1	1%
Casino Player Card	7	5%
Phone Book	46	30%
Back of Lottery Ticket	0	0%
Other	7	5%
How did you find out about "CORE"?	n	%
Brochure	2	14%
Family Member	0	0%
Gambling Helpline	3	21%
Friend	3	21%
PSA	0	0%
Phone Book	2	14%
Other	4	29%

Section 10.5. Problem and Pathological Gambling

Problem and pathological gambling were defined by scores on the South Oaks Gambling Screen (SOGS). The results for Region 3 indicate a drop in problem gambling and no change in pathological gambling. Regarding pathological gambling the rate for Region 3 was lower than the state average in both 2002 and in 2008. This is reproduced in Table 10.15.

Table 10.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
Region 3	2.9	1.7	0.7	0.8
State	3.0	1.7	1.6	1.4

Given the estimated percentage of persons defined as problem gamblers or pathological gamblers in the region, and knowing the adult population, it becomes possible to project the number of adults within the region who may be problem or pathological gamblers by multiplying the percentage defined by the population. This information is presented for 2002 and 2008 in Table 10.16.

Table 10.16. Projected Number of Problem and Pathological Gamblers in Region and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
Region 3	272,890	295,221	7,914	5,019	1,910	2,362
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

From Table 10.16 one can determine that the number of problem gamblers in Region 3 has decreased by about 37% from 2002 to 2008 but the number of pathological gamblers has increased by about 24%. Because the prevalence rate for pathological gambling has remained constant, one can deduce that the difference is a function of the growth in population from 2002 to 2008.

Section 10.6. Summary of Comparisons to 2002 Results

Video Gaming Data

Over 500 gaming establishments are located in Region 3, with the largest, a casino, located in St. Mary Parish. This parish, consequently, has more video gaming devices than any other parish in the region. The number of video gaming establishments and the number of establishments per 1,000 adults was relatively constant from 2002 to 2008. A large decrease in the number of establishments in Lafourche Parish and smaller losses in other parishes were offset by an increase, most noticeably in St. John the Baptist Parish. An overall increase of 655 video gaming devices was observed in the region from the 2002 Vogel and Ardoin study to the present study. The number of video gaming devices per 1,000 adults remained relatively constant, reflecting an increase from 2002 to 2008 of less than 1%.

Helpline Data

About the same proportion of the total of statewide intake calls (approximately 8%) were made during both reporting periods. In both studies, more calls were made from Terrebonne Parish, followed by Lafourche Parish. However, all parishes within the region reported an increase in calls to the helpline when comparing reporting periods.

Youth Survey Data

All grade levels surveyed in the CCYS reported to have gambled in the past year at a rate higher than the state average. High school principals surveyed for the 2002 Vogel and Ardoin study were aware of the widespread gambling problems among youth in their region. In that study, principals also noted the popularity of dice and cards. Although the youth in the present study did not favor betting on dice as much as the principals had perceived, they did report to engage in playing cards at a high rate.

Problem and Pathological Gambling Data

Although youth in the region reported gambling at a rate higher than other youth in the state, the prevalence rate for problem gamblers was about the same in the 2002 study and in the present study as compared to the state rate. Regarding pathological gambling, the rate in the region was lower than the state rate in both studies. A decrease of nearly 2,000 problem gamblers from 2002 to present is projected along with an estimated increase of 452 (0.8%) pathological gamblers.

Chapter 11. Analysis of Region 4 Data

Region 4 is located in south central Louisiana. This region is comprised of seven parishes (Acadia, Evangeline, Iberia, Lafayette, St. Landry, St. Martin, and Vermillion). The July 2006 U.S. Census estimates the adult population for this region to be 421,412. This represents an increase of 30,597 adults or 7.8% since the 2002 study (390,815). Some of this growth is likely due to persons moving into Lafayette Parish because of the hurricanes which did significant damage to the New Orleans area to the east and the Lake Charles area to the west. Lafayette is the most populated parish in the region with an adult population estimate of 150,965. Evangeline Parish has the lowest adult population estimate at 26,035. This area is rich in history and culture. Named after early inhabitants (the Acadians) from Nova Scotia this region is often referred to as Acadiana or Cajun country. Tourism, commercial fishing, farming and oil are important industries in this region.

Section 11.1. Video Gaming Data

The data from the State Police Video Gaming Quarterly Review are summarized in Table 11.1. An inspection of the table indicates a presence of VGDs in three of the seven parishes in the region (Acadia, St. Landry, and St. Martin), with the most devices located in St. Landry Parish, home to the Evangeline Downs horse racing track and casino. Two off-track betting facilities are also located in this region, and bars, restaurants, and truck stops account for most of the other devices. One hotel located in Region 4 houses video gaming devices.

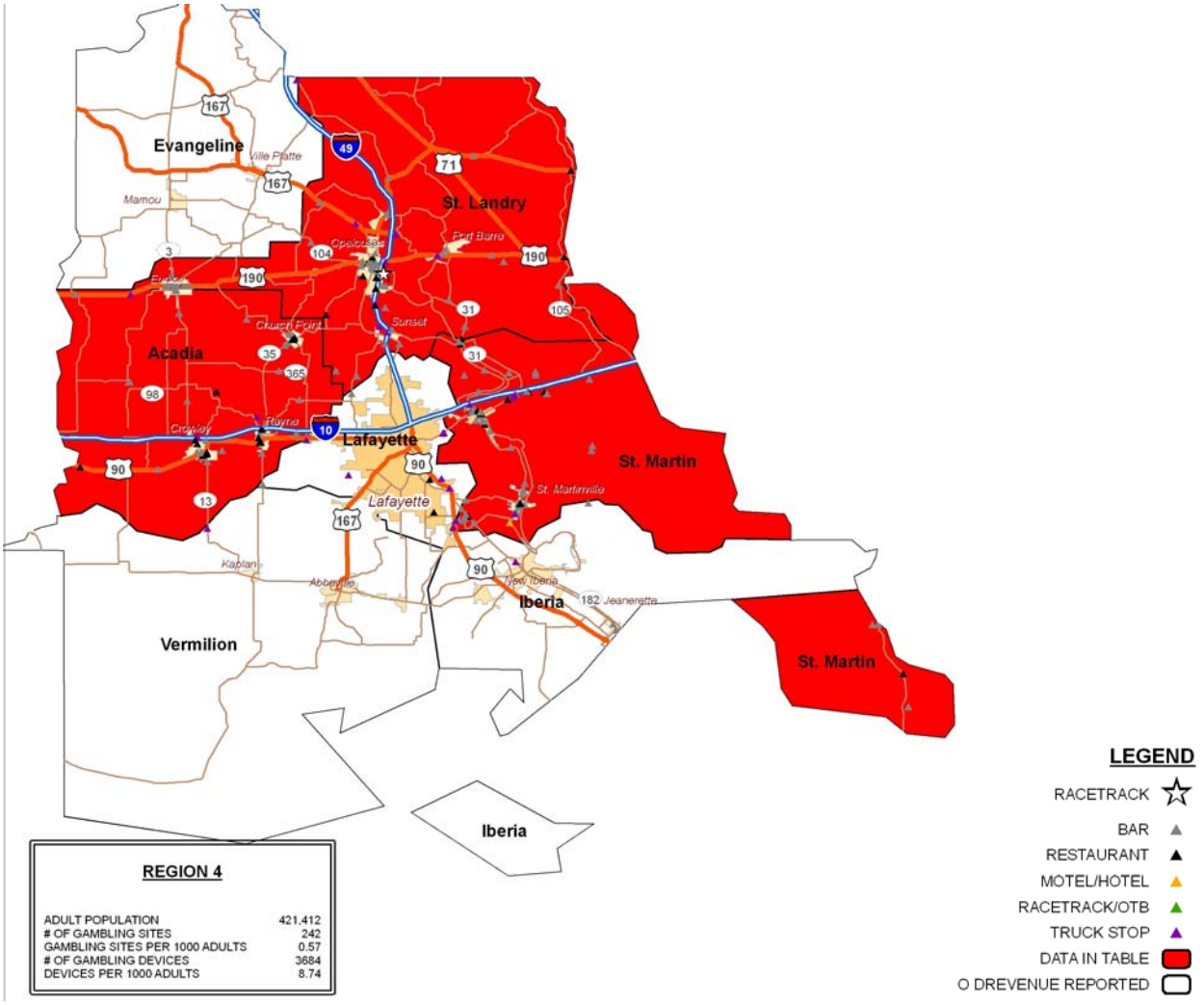
Table 11.1. License Type, Number, and Location of Gambling Establishments and Devices in Region 4

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
Acadia	Bars	85	28
	Restaurants	52	18
	Truck Stops	317	7
	Parish Total	454	53
St. Landry	Bars	163	55
	Restaurants	77	27
	OTB	64	1
	Truck Stops	269	8
	Racetrack	1700	1
	Parish Total	2273	92
St. Martin	Bars	193	61
	Restaurants	51	18
	Motels/Hotels	12	1
	OTB	44	1
	Truck Stops	657	16
	Parish Total	957	97
	*Region Total	3684	242

Note: Within Region 4, Acadia, St. Landry, and St. Martin are the only parishes containing video gaming sites and/or devices.

These data were inserted into a map of the region. The map (Figure 20) indicates the location of the various types of sites within the region and provides a visual perspective of the location and concentration of gambling sites in Region 4.

Figure 20. Region 4 Map with Detailed Establishment Type



While VGDs are spread across the region, primarily in bars, the other facilities housing the devices seem to be mostly located around the I-10 and I-49 corridor. It should also be noted that the region's most populous parish, Lafayette Parish, is devoid of gambling sites.

In order to gain more perspective, the number of sites and devices are compared with the 2002 data and viewed in the context of sites and devices per 1,000 adults. This is summarized in Table 11.2 and Table 11.3.

Table 11.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Acadia	41,320	43,629	68	53	1.65	1.21
Evangeline	24,946	26,035	0	0	0	0.00
Iberia	51,286	54,639	0	0	0	0.00
Lafayette	138,496	150,965	0	0	0	0.00
St. Landry	61,829	66,733	100	92	1.62	1.38
St. Martin	34,251	37,799	88	97	2.57	2.57
Vermilion	38,687	41,612	0	0	0	0.00
Region 4 (Total)	390,815	421,412	256	242	.66	0.57

*2006 U.S. Census Estimate

Table 11.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Acadia	41,320	43,629	616	454	14.91	10.41
Evangeline	24,946	26,035	0	0	0	0.00
Iberia	51,286	54,639	0	0	0	0.00
Lafayette	138,496	150,965	0	0	0	0.00
St. Landry	61,829	66,733	656	2273	10.61	34.06
St. Martin	34,251	37,799	964	657	28.15	17.38
Vermilion	38,687	41,612	0	0	0	0.00
Region 4 (Total)	390,815	421,412	2236	3384	5.72	8.03

*2006 U.S. Census Estimate

Each parish in Region 4 contributed to the population growth. No radical addition or subtraction of gambling sites was observed from 2002 to 2008, although a modest increase was seen in Acadia and St. Martin parishes. While the number of gambling sites decreased by eight, the number of video gaming devices in St. Landry Parish increased the most with the addition of the racetrack. This increase was responsible for the overall regional increase in number of devices per 1,000 adults, as the other two parishes saw devices per 1,000 adults decrease over the same time period.

Section 11.2. Helpline Data

Just over 13% of the intake calls made to the helpline in 2007 originated in Region 4. Over half of the calls came from Lafayette and St. Landry Parishes. Very few calls came from Evangeline Parish or Vermillion Parishes. The raw number of calls made from these two parishes increased dramatically since 2002. Only Lafayette Parish and St. Landry Parish reported an increase in calls made to the helpline. The five remaining parishes all reported a decrease in the number of calls made to the helpline. However, the total number of calls made from the region almost doubled when comparing the reporting periods. Though the adult population did increase, the increase in the number of calls does not seem to be solely a result of that fact. Complete data are presented in Table 11.4

Table 11.4. Frequency and Percentage of Intake Calls to the Helpline Originating in Region 4 by Parish.

Region 4	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Acadia	14	16	1%	1%
Evangeline	1	5	0%	<1%
Iberia	14	21	2%	1%
Lafayette	35	81	3%	5%
St. Landry	21	41	2%	3%
St. Martin	10	17	2%	2%
Vermilion	3	5	<1%	<1%
Total	98	186	8%	13%

Section 11.3. Youth Survey Data

The data from the 2006 CCYS indicates that 51.4% of the 6th grade students in Region 4 reported to have gambled in the past year, above the state average of 47.9%. A greater percentage of 8th graders in the region than their classmates in the state reported to have gambled in the past year with 56.5% of the region's 8th graders and 51.3% of the state's 8th graders reporting to have gambled in the past year. Tenth graders in Region 4 reported gambling in the past year at a rate higher than the state average as did 12th graders. All grade levels reporting had gambling rates higher than the state average.

Among 6th graders, the most popular gambling activity was bingo, followed by betting on sports,, betting on cards and playing the lottery. Eighth graders' most popular gambling activity was playing cards, followed by playing bingo and betting on sports. Playing cards was most popular among 10th and 12th graders, followed by betting on sports. Another interesting fact to be drawn from the Region 4 CCYS data is that all grade levels in Region 4 gambled on cards and bingo at a rate higher that the state average. Horse racing was not a favorite gambling activity in the region, but all grade levels reported gambling on horse races at a rate higher than the state average. Responses from the region are presented alongside state data for comparison in Table 11.5. Activities which the youth of the region endorsed at a higher rate than the state average are noted in bold type in the table.

Table 11.5. Percentage of Region 4 Students Endorsing Specified Gambling Behavior, Region and State

Region 4	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	**51.4**	47.9	**56.5**	51.3	**50.7**	48.8	**47.6**	42.4
Gambled at a Casino	2.3	2	1.8	2	1.6	1.8	2.3	2.3
Played the Lottery	**19.1**	17.8	**18.6**	17	14.8	14.7	**14.5**	11.5
Bet on Sports	20.8	19.9	**25.5**	23.8	23.4	23.7	**20.5**	19.3
Bet on Cards	**20.4**	16.7	**28.4**	23.6	**27**	24.8	**28.2**	23.5
Bet on Horses	**7.5**	4.2	**6.9**	4	**6.5**	3.7	**6.1**	3.7
Played Bingo for Money	**30.8**	26.3	**27.5**	23.9	**22.5**	18.5	**16.6**	13.5
Gambled on the Internet	5.8	5.7	4.9	5.1	4.3	4.6	4.4	4.2
Bet on Dice	6.3	5.8	9	8.3	8.2	8.1	7.4	7.6
Bet on Games of Skill	14.8	14	**16.8**	15.8	14.9	15.4	**15.8**	13.7
Bet on Video Poker/Machines	4.2	4.3	3.8	3.8	3.1	3.4	3.6	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	17,002	5,560	5,178	3,574	2,690
State	106,357	32,934	30,690	23,568	19,165

Section 11.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from Region 4 is presented in Table 11.6. Two hundred and forty Louisiana citizens residing in Region 4 responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, and marital status, are summarized in the following tables. Employment status, annual income, and education level are also presented in order to provide the reader with as complete a description of the sample as possible.

Table 11.6. Demographic Variables of Participants from Region 4

Sex	Number	%
Male	79	33%
Female	161	67%
Marital Status		
Married	144	60%
Divorced	32	13%
Widowed	20	8%
Separated	5	2%
Never Married	36	15%
Unmarried Couple	2	1%
NA	1	0%
Race		
White	175	73%
Black	48	20%
Hispanic	6	3%
Other	8	3%
No Answer	3	1%

Table 11.7. Age of Participants from Region 4

Average Age	Std. Dev.	Min.	Max.	n
50.6	15.6	18.0	90.0	224.0

The sample was unequally divided by sex with 33% (n = 79) of the participants reporting that they were male and 67% (n = 161) reporting that they were female. The average age of the participants from this region was 50.6 years with a range of 18 to 90. Regarding race, 73% (n = 175) identified as “White,”

20% (n = 48) identified as “Black,” 3% (n = 6) identified as Hispanic, and 3% (n = 8) identified as ‘Other.” Sixty percentage (n = 144) of the participants reported that they were presently married, 13% (n = 32) reported that they were presently divorced, and the remaining participants, (26%, n = 63) were widowed, separated, never married, or a member of an unmarried couple.

Participants were asked about their present employment status and Annual Income. Most of the sample was employed, self-employed, or retired, these categories accounting for 74% of the total. This data, along with the income figures are summarized in Table 11.8.

Table 11.8. Employment Status and Annual Income of Participants from Region 4

Employment Status	n	%
Employed	105	44%
Self Employed	22	9%
Unemployed > Year	4	2%
Unemployed < Year	3	1%
Homemaker	31	13%
Student	12	5%
Retired	51	21%
Unable	8	3%
NA	4	2%
Annual Income	N	%
Up to $10,000	5	2%
Up to $15,000	10	4%
Up to $20,000	16	7%
Up to $25,000	21	9%
Up to $35,000	27	11%
Up to $50,000	25	10%
Up to $75,000	29	12%
> $75,000	45	19%
No Answer	62	26%

The education level of participants was also gathered and is presented in Table 11.9. Only 13% of the participants in Region 4 had not attained at least a high school diploma or an equivalency certificate.

Table 11.9. Education Level of Participants from Region 4

Highest Level Completed	**n**	**%**
No School	1	0%
Grades 1-8	10	4%
Grades 9-11	22	9%
Grade 12 or GED	85	35%
College or Tech. School 1-3 years	57	24%
College 4 years or more	60	25%
No Answer	5	2%

Participants were also asked questions regarding their gambling behavior. Almost half of the respondents reported gambling in a casino once a week or less. Twenty-five percent played the lottery once a week or less and 7% played the lottery one or more times per week. The type of gambling and the frequency in which the respondents participated in each is presented in Table 11.10.

Table 11.10. Frequency of Participation in various Types of Gambling – Region 4

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	186	78%	46	19%	8	3%	0	0%
Bet on Horses, Dogs, or other animals	211	88%	25	10%	3	1%	1	0%
Bet on Sports	221	92%	16	7%	3	1%	0	0%
Played Dice for Money	229	95%	9	4%	2	1%	0	0%
Gambled in a Casino	130	54%	105	44%	4	2%	1	0%
Played the Numbers or Bet on Lotteries	163	68%	60	25%	16	7%	1	0%
Played Bingo for Money	202	84%	37	15%	1	0%	0	0%
Played the Stock or Commodities Market	210	88%	23	10%	4	2%	3	1%
Played Slot, Poker Machines, or Other Gambling Devices	153	64%	81	34%	4	2%	2	1%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	223	93%	14	6%	2	1%	1	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	217	90%	18	8%	4	2%	1	0%
Gambled or Placed Bets over the Internet	236	98%	3	1%	1	0%	0	0%
Some Other Form of Gambling Not Listed Above	238	99%	2	1%	0	0%	0	0%

Persons responding to the survey were asked to disclose the largest amount of money they had gambled in one day and the largest amount of money they had lost gambling in one day. Seventy percent had gambled no more than $10 in one day, while 66% had lost no more than that amount. The complete results are summarized in Table 11.11 below.

Table 11.11. Amount of Money Gambled and Amount Lost in One Day.

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	7	5.43%	7	5.47%
$1.00 or Less	18	13.95%	16	12.50%
$1.01 - $10.00	70	54.26%	66	51.56%
$10.01 - $100.00	23	17.83%	28	21.88%
$100.01 - $1,000.00	6	4.65%	4	3.13%
$1,000.00 - $10,000.00	0	0.00%	1	0.78%
More than $10,000.00	5	3.88%	6	4.69%

Participants were asked to indicate if any of their relatives have or have had a gambling problem. A portion (10.42%) indicated that they did. When asked to identify their relationship to that person, 20% reported that the person with the gambling problem was their father, 8% said mother, 24% said sibling, 12% said spouse or partner, 4% identified the person with the gambling problem as their child, 16% indicated that the person was a relative, and 16% said the person in their life with a gambling problem was a friend or someone important in their life. They were also asked, how often they return another day to win back the money they lost. About half (48.33%) reported that they never went back, 7.09% indicated that they went back either some of the time or most of the time, and no one responded that they returned to win their money back every time they lost. About half of the participants (44.58%) did not answer the question, which likely indicated that they did not gamble at all.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no format or in a way that allowed the answers to be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 11.12. Responses to Questions from the Telephone Survey – Region 4

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	7	3%	233	97%
Do you feel that you have ever had a problem with betting money or gambling?	2	2%	131	98%
Did you ever gamble more than you intended to?	27	20%	106	80%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	5	4%	128	96%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	8	6%	94	91%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	6	5%	127	95%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	0	0%	133	100%
Have you ever argued with people who you live with over how you handle your money?	9	7%	124	93%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	2	2%	131	98%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	1	1%	132	99%
Have you ever lost time from work (or school) due to betting money or gambling?	2	2%	131	98%

As can be determined from Table 11.12, the question most likely to elicit a "yes" answer from the participants was "gambling more than intended."

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. As has been noted in other regions, participants in Region 4 were fairly well informed about the helpline, gamblers anonymous and the availability of treatment through the OAD, but were relatively unaware of CORE. Only 9% in Region 4 reported to have ever heard of CORE. These items were also in yes/no format and appear below in Table 11.13.

Table 11.13. Responses to Awareness of Treatment Options – Region 4

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	149	63%	89	37%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	130	55%	105	45%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	162	68%	76	32%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	21	9%	216	91%

Participants who indicated that they were aware of the Problem Gamblers Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The following table indicates the media through which the participants were made aware of the services.

Table 11.14. Avenues of Awareness of Certain Intervention Services in Louisiana – Region 4

Question		
How did you find out about the helpline?	n	%
Brochure	3	2%
Family Member	24	15%
Office for Addictive Disorders Billboard (they're black & white)	61	39%
Friend	4	3%
Casino Billboard	4	3%
TV / Radio PSA	2	1%
Casino Player Card	3	2%
Phone Book	47	30%
Back of Lottery Ticket	2	1%
Other	8	5%
How did you find out about "CORE"?	n	%
Brochure	5	24%
Family Member	3	14%
Gambling Helpline	1	5%
Friend	3	14%
PSA	0	0%
Phone Book	2	10%
Other	7	33%

As has been observed in other regions, citizens in Region 4 had been informed about the helpline primarily by billboards and the telephone book. The most utilized mode of learning about CORE was through an informative brochure or by some unspecified "other" means.

Section 11.5. Problem and Pathological Gambling

Problem and pathological gambling were defined by participants' scores on the SOGS. About the same percentage of the adult population were defined as problem gamblers in the present study as were defined in the 2002 study, but the percentage of the adult population defined as pathological gamblers decreased substantially from 3.2% in 2002 to 0.4% in 2008. This is presented in Table 11.15.

Table 11.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
Region 4	2.6	2.5	3.2	0.4
State	3.0	1.7	1.6	1.4

When the adult population of Region 4 is multiplied by the proportion of the region, the number of problem and pathological gamblers can be projected. Most notably, the number of pathological gamblers in Region 4 seems to have been reduced sharply since the 2002 assessment. The number of problem gamblers was largely unaffected by time or population changes. Details are presented in Table 11.16.

Table 11.16. Projected Number of Problem and Pathological Gamblers in Region and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
Region 4	390,815	421,412	10,161	10,535	12,506	1,686
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Section 11.6. Summary of Comparisons to 2002 Results

Video Gaming Data

Only three parishes in Region 4 contained video gaming devices. St Landry Parish, the new location of Evangeline Downs, a “racino” was the site with the most devices. St. Landry Parish also had the largest increase in video gaming devices. As with many regions in the present study, the number of gaming sites decreased from the 2002 Vogel and Ardoin study to the present study, but the number of video gaming devices increased. Region 4 experienced an increase of over 1100 video gaming devices since the 2002 study with a consequent increase in the number of devices per 1,000 adults. Lafayette Parish, the region’s most populous parish does not allow gambling.

Helpline Data

A substantial increase in the number of intake calls is evident between 2002 and the present study. Just over 12% of the statewide total originated in Region 4 in the present study as compared to approximately 8% in the 2002 study. Lafayette Parish and St. Landry Parish were the points of origin for 122 calls, more than 60% of the regional total. This was fairly consistent with the 2002 data, especially considering the increase in the volume of intake calls from one sample year to the next.

Youth Survey Data

Students at all grade levels in Region 4 reported to have gambled in the past year at a rate higher than the state average. In the case of 12th graders, the margin was over 5% higher than the state average. Interestingly, students at all grade levels reported to gamble on horse racing more than students statewide. When principals were surveyed in 2002, 78% reported that they perceived the problem with gambling in their district, although recognized and acknowledged to exist, to be minor.

Problem and Pathological Gambling Data

The most obvious difference between the 2002 data and the present data with regard to problem and pathological gambling was the drastic decrease in the rate of pathological gambling. In 2002, the rate was reported to be 3.2%, roughly twice the state average. In the present study, the rate is reported to be 0.4%, a rate less than half the state average. This decrease suggests far fewer possible pathological gamblers than had been previously reported, along with a stable number of projected problem gamblers.

Chapter 12. Analysis of Region 5 Data

Region 5 is located in southwestern Louisiana. This region is comprised of five parishes (Allen, Beauregard, Calcasieu, Cameron, and Jefferson Davis). The July 2006 U.S. Census estimates the adult population for this region to be 211,534. This represents an increase of 4,524 adults or 2.2% since the 2002 study (207,010). Calcasieu is the most populous parish in the region with an adult population estimate of 137,039. Cameron Parish has the lowest adult population estimate at 5,904. Tourism, more specifically, the gaming industry is vital to the region's economic stability.

Section 12.1. Video Gaming Data

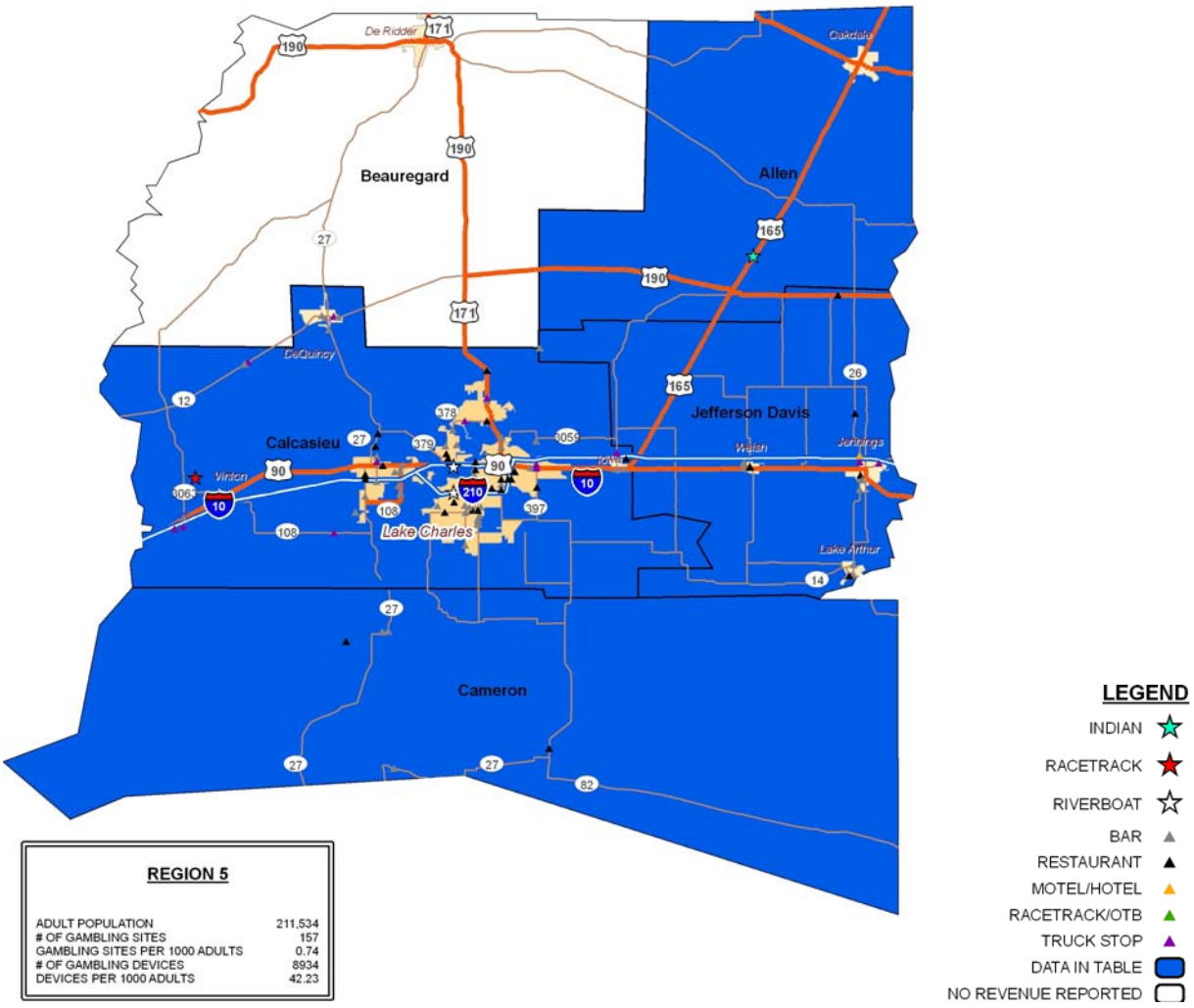
Region 5 is home to two primary hubs of gambling in the state with the Coushatta Indian casino in Allen Parish and the riverboats and racetrack in Calcasieu Parish. Consequently, it is within these two parishes that most of the video gaming devices are located. All three riverboats are located in Lake Charles, which is the most populous city in the region. The riverboats account for over one third of the VGDs in the district and the land-based casino in Allen Parish accounts for just under one third of the total number of devices. A few devices are located in Cameron and Jefferson Davis parishes, and there are no VGDs located in Beauregard Parish. Complete data can be found in Table 12.1.

Table 12.1. License Type, Number, and Location of Gambling Establishments and Devices in Region 5

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
Allen	Casino	2800	1
	Parish Total	2800	1
Calcasieu	Bars	202	65
	Restaurants	122	41
	Truck Stops	637	18
	Riverboat	3500	3
	Racetrack	1500	1
	Parish Total	5961	128
Cameron	Bars	10	3
	Restaurants	10	3
	Motels/Hotels	3	1
	Parish Total	23	7
Jefferson Davis	Bars	39	13
	Restaurants	15	5
	Motels/Hotels	6	1
	Truck Stops	90	2
	Parish Total	150	21
	Region Total	8934	157

These data were inserted into a map of the region along with the addresses of the gambling sites. The map reflects the concentration and location of sites geographically within the region. This creates a visual representation of the gambling sites' locations and proximity to major cities and roadways. The map constitutes Figure 21.

Figure 21. Region 5 Map with Detailed Establishment Type



As can be seen in Figure 21, Region 5 is a primarily rural region with one major city, Lake Charles, and is bisected by I-10, which divides the region north and south. It should also be noted that the region borders Texas. Anecdotal reports suggest that much of the gambling in the region is done by residents of that state visiting either Lake Charles or the Coushatta Indian casino in rural Allen Parish, given the easy access provided by I-10 and Highway 165.

Interestingly, the number of gambling sites in Region 5 decreased from 2002 to 2008 by 46 establishments, but the number of devices increased by nearly 1,000. It is also of interest to note that the adult population in Calcasieu Parish which was heavily damaged in Hurricane Rita actually rose by nearly

4000 while Cameron Parish, also devastated by Hurricane Rita lost 1,250 adult residents. This can be contrasted with the population loss in the MHSD after Hurricane Katrina. Sites and sites per one thousand adults for the region are presented in Table 12.2. The number of devices and devices per 1,000 adults is presented in Table 12.3.

Table 12.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Allen	19,182	19,420	1	1	.05	.05
Beauregard	23,915	26,283	0	0	0	0
Calcasieu	133,277	137,039	163	128	1.22	0.93
Cameron	7,154	5,904	15	7	2.10	1.19
Jefferson Davis	23,482	22,888	24	21	1.02	0.92
Region 5 (Total)	207,010	211,534	203	157	0.98	0.74

*2006 U.S. Census Estimate

Table 12.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Allen	19,182	19,420	3156	2800	164.53	144.18
Beauregard	23,915	26,283	0	0	0	0.00
Calcasieu	133,277	137,039	4837	5961	36.29	43.50
Cameron	7,154	5,904	45	23	6.29	3.90
Jefferson Davis	23,482	22,888	70	150	2.98	6.55
Region 5 (Total)	207,010	211,534	8108	8934	39.17	42.23

*2006 U.S. Census Estimate

Section 12.2. Helpline Data

Between 9% and 10% of the intake calls taken on the helpline had genesis in Region 5. The most notable statistic, however, is the drastic increase in helpline calls from Calcasieu Parish. Forty-nine calls were made in 2002 versus 115 calls made in 2007. Roughly 8% of the total number of calls to the helpline came from this parish. In addition, Calcasieu Parish was responsible for more than doubling the percentage of calls made from the region and for increasing the number of calls from 66 to 132.

Table 12.4. Frequency and Percentage of Intake Calls to the Helpline Originating in Region 5 by Parish.

Region 5	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Allen	4	3	<1%	<1%
Beauregard	4	3	<1%	<1%
Calcasieu	49	115	4%	8%
Cameron	1	0	<1%	0%
Jefferson Davis	8	11	<1%	1%
Total	66	132	5%	9%

Section 12.3. Youth Survey Data

The data from the 2006 CCYS indicates that 46 of the 6th grade students in Region 5 reported to have gambled in the past year, just below the state average of 47.9%. The percentage of 8th graders (47.8%) was also just below the state average of 51.3%. Of particular note was that 10th graders in Region 5 reported gambling in the past year at a rate higher than the state average, the only age group in Region 5 to gamble more than the state average. Twelfth graders reported much as did 6th and 8th graders with a rate only slightly lower than the state average (12th grade = 41.9%; state 12th graders = 42.4%).

Among 6th graders, the most popular gambling activity was bingo, followed by betting on sports. Eighth graders' most popular gambling activity was bingo, followed very closely by playing cards and playing bingo. Tenth graders in Region 5 reported betting on sports more than the state average and as their most popular gaming activity, followed by playing cards. Playing cards was most popular among 12th graders, followed by betting on sports. Responses from the region are presented alongside the state data for comparison. Activities which the youth of the region endorsed at a higher rate than the state average are noted in bold type in the table. Complete information is presented in Table 12.5.

Table 12.5. Percentage of Region 5 Students Endorsing Specified Gambling Behavior, Region and State

Region 5	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	46	47.9	47.8	51.3	50.4	48.8	41.9	42.4
Gambled at a Casino	1.2	2	1.3	2	1.4	1.8	2.1	2.3
Played the Lottery	16	17.8	15.5	17	15	14.7	10.1	11.5
Bet on Sports	18.3	19.9	19.9	23.8	25.2	23.7	18.4	19.3
Bet on Cards	13.1	16.7	20.4	23.6	24.8	24.8	23.5	23.5
Bet on Horses	3.2	4.2	3.6	4	4	3.7	4.9	3.7
Played Bingo for Money	25.1	26.3	22.2	23.9	20.5	18.5	13.9	13.5
Gambled on the Internet	3.5	5.7	4.2	5.1	5.3	4.6	4.5	4.2
Bet on Dice	3.9	5.8	7.5	8.3	8.7	8.1	8.2	7.6
Bet on Games of Skill	12.4	14	15	15.8	15.7	15.4	12.7	13.7
Bet on Video Poker/Machines	3.2	4.3	3.4	3.8	3.2	3.4	3.9	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	8,985	2,605	2,641	2,016	1,723
State	106,357	32,934	30,690	23,568	19,165

Section 12.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from Region 5 is presented in Table 12.6. Two hundred and forty Louisiana citizens residing in Region 5 responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, marital status, and income are summarized in the following table. Employment status and annual income are also presented to provide as complete a description of the participants in Region 5 as possible.

Table 12.6. Demographic Variables of Participants from Region 5

Sex	Number	%
Male	74	31%
Female	166	69%
Marital Status		
Married	146	61%
Divorced	27	11%
Widowed	33	14%
Separated	3	1%
Never Married	28	12%
Unmarried Couple	3	1%
NA	0	0%
Race		
White	192	80%
Black	35	15%
Hispanic	4	2%
Other	7	3%
No Answer	2	1%

Table 12.7. Age of Participants from Region 5

Average Age	Std. Dev.	Min.	Max.	n
50.6	14.7	18.0	85.0	227.0

The sample was unequally divided by sex with 31% (n = 74) of the participants reporting that they were male, and 69% (n = 166) reporting that they were female. The average age of the participants from this region was 50.6 with a range of 18 to 85. Regarding race, 80% (n = 192) identified as “White,” 15% (n = 35) identified as “Black,” 2% (n = 4) identified as Hispanic, and 3% (n = 7) identified as “Other.” Sixty-one percentage (n = 146) of the participants reported that they were presently married, 14% (n = 33) reported that they were presently divorced, and the remaining participants, (38%, n = 67) were widowed, separated, never married, or a member of an unmarried couple.

Participants were asked about their present employment status and annual income. Seventy-seven percentage of the regional sample was employed, self-employed or retired with only 3% unemployed. This data is summarized in Table 12.8.

Table 12.8. Employment Status and Annual Income of Participants from Region 5

Employment Status	n	%
Employed	102	43%
Self Employed	27	11%
Unemployed > Year	3	1%
Unemployed < Year	4	2%
Homemaker	29	12%
Student	6	3%
Retired	56	23%
Unable	13	5%
NA	0	0%
Annual Income	N	%
Up to $10,000	10	4%
Up to $15,000	9	4%
Up to $20,000	13	5%
Up to $25,000	17	7%
Up to $35,000	20	8%
Up to $50,000	36	15%
Up to $75,000	36	15%
> $75,000	36	15%
No Answer	63	26%

The education level of participants was also gathered and is presented in Table 12.9. Ninety-two percentage of the participants reported that they had attained a high school diploma or higher, with 30% having graduated from college.

Table 12.9 Education Level of Participants from Region 5

Highest Level Completed	**n**	**%**
No School	1	0%
Grades 1-8	7	3%
Grades 9-11	12	5%
Grade 12 or GED	91	38%
College or Tech. School 1-3 years	55	23%
College 4 years or more	71	30%
No Answer	3	1%

Participants were also asked questions regarding their gambling behavior. Almost half of the respondents reported to gamble in a casino occasionally. Twenty-five percent played the lottery and over a third played slot machines or some other VGD at a rate of less than one time per week. The type of gambling and the frequency in which the respondents participated in each is presented in Table 12.10.

Table 12.10. Frequency of Participation in various Types of Gambling – Region 5

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	195	81%	38	16%	7	3%	0	0%
Bet on Horses, Dogs, or other animals	206	86%	29	12%	4	2%	1	0%
Bet on Sports	230	96%	7	3%	3	1%	0	0%
Played Dice for Money	228	95%	11	5%	1	0%	0	0%
Gambled in a Casino	125	52%	102	43%	11	5%	2	1%
Played the Numbers or Bet on Lotteries	168	70%	60	25%	12	5%	0	0%
Played Bingo for Money	194	81%	43	18%	3	1%	0	0%
Played the Stock or Commodities Market	214	89%	18	8%	6	3%	2	1%
Played Slot, Poker Machines, or Other Gambling Devices	140	58%	87	36%	12	5%	1	0%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	227	95%	9	4%	3	1%	1	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	218	91%	20	8%	1	0%	1	0%
Gambled or Placed Bets over the Internet	239	100%	1	0%	0	0%	0	0%
Some Other Form of Gambling Not Listed Above	239	100%	1	0%	0	0%	0	0%

Respondents were asked to disclose the largest amount of money they had gambled in one day and the largest amount of money they had lost gambling in one day. Nearly 84% had gambled no more than $10 in one day while the same number had lost no more than that amount. The complete results are summarized in Table 12.11 below.

Table 12.11. Amount of Money Gambled and Amount Lost in One Day.

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	2	1.37%	9	6.16%
$1.00 or Less	21	14.38%	21	14.38%
$1.01 - $10.00	96	67.75%	93	63.70%
$10.01 - $100.00	21	14.38%	19	13.01%
$100.01 - $1,000.00	2	1.37%	2	1.37%
$1,000.00 - $10,000.00	2	1.37%	0	0.00%
More than $10,000.00	2	1.37%	2	1.37%

Participants were asked to indicate if any of their relatives have or have ever had a gambling problem. Nearly 8% indicated that they did. When asked to identify their relationship to that person, 15.79% reported that the person with the gambling problem was their father, 5.26% said mother, 21.05% said sibling, 10.53% said spouse or partner, 10.53% identified the person with the gambling problem as their child, 26.32% indicated that the person was a relative, and 10.53% said the person in their life with a gambling problem was a friend or someone important in their life. They were also asked if, when they gamble, how often they return another day to win back the money they lost. Just over half reported that they never return, 7.09% indicated that they return either some of the time or most of the time, and no one responded that they returned to win their money back every time they lost. Nearly 40% did not answer the question, indicating that they did not gamble.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no

format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 12.12. Responses to Questions from the Telephone Survey – Region 5

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	7	3%	233	97%
Do you feel that you have ever had a problem with betting money or gambling?	5	3%	144	97%
Did you ever gamble more than you intended to?	27	18%	123	82%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	8	5%	142	95%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	11	7%	139	93%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	5	3%	145	97%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	1	1%	149	99%
Have you ever argued with people who you live with over how you handle your money?	8	5%	142	95%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	3	2%	147	98%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	3	2%	147	98%
Have you ever lost time from work (or school) due to betting money or gambling?	0	0%	150	100%

As can be determined from Table 12.12, the question most likely to elicit a "yes" answer from the participants was "gambling more than intended."

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. While the helpline, Gamblers Anonymous, and the OAD treatment options were fairly well known, only 11% in Region 5 had heard of CORE. These items were also in yes/no format and appear in Table 12.13.

Table 12.13. Responses to Awareness of Treatment Options – Region 5

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	163	68%	77	32%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	133	55%	107	45%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	170	71%	68	29%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	25	11%	211	89%

Persons in Region 5 who indicated that they were aware of the Problem Gambler's Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The following table indicates the media through which the participants were made aware of the services.

Billboards and the telephone book were by far the most popular ways people had learned about the helpline. Respondents did not endorse any one particular media through which they learned about CORE, but rather, the few people who knew of the service seemed to have learned about it in various ways.

Table 12.14. Avenues of Awareness of Certain Intervention Services in Louisiana – Region 5

Question		
How did you find out about the helpline?	n	%
Brochure	8	5%
Family Member	21	13%
Office for Addictive Disorders Billboard (they're black & white)	80	48%
Friend	0	0%
Casino Billboard	8	5%
TV / Radio PSA	3	2%
Casino Player Card	1	1%
Phone Book	38	23%
Back of Lottery Ticket	0	0%
Other	8	5%
How did you find out about "CORE"?	n	%
Brochure	3	14%
Family Member	3	14%
Gambling Helpline	4	18%
Friend	4	18%
PSA	3	14%
Phone Book	1	5%
Other	4	18%

Section 12.5. Problem and Pathological Gambling

Problem gambling and pathological gambling were defined by an individual's scores on the SOGS. A comparison of the percentage of the adult population which was defined as problem gamblers indicates a substantial decrease in problem gamblers from 2002. Conversely, the percentage of pathological gamblers in the region rose by 1%. Details are presented in Table 12.15.

Table 12.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
Region 5	1.5	0.4	1.5	2.5
State	3.0	1.7	1.6	1.4

When the number of problem gamblers is projected by multiplying the rate by the population, the decrease in problem gambling represents over a two-thirds reduction. Again, conversely, the projected

number of pathological gamblers in the region increased by over 2000 persons. This data appears in Table 12.16.

Table 12.16. Projected Number of Problem and Pathological Gamblers in Region and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
Region 5	207,010	211,534	3,105	846	3,105	5,288
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Section 12.6. Summary of Comparisons to 2002 Results

Video Gaming Data

Like many other regions, and in what can be viewed as a trend statewide, the number of gaming establishments in Region 5 decreased as the number of video gaming devices increased. Between 2002 and the present study, a decrease in the number of gaming establishments was observed in all parishes in Region 5. The number of devices increased in all parishes except Cameron Parish and Allen Parishes. The decrease in Allen Parish was concentrated in the one gaming establishment there and may be an artifact of reporting methods, but the decrease in Cameron Parish is likely due to the destruction, almost in entirety, of the small city of Cameron in Hurricane Rita. The number of video gaming devices increased over 1,000 in Calcasieu Parish from 2002 to 2008.

Helpline Data

The salient statistic in this category, for Region 5 is the drastic increase in the number of intake calls originating in Calcasieu Parish as compared to 2002. The number went from 49 in 2002 to 115 in 2007. With approximately 65% of the region's population, one would expect the number of calls to be far greater than in any other parish and this was indeed borne out in the data. The increase from 2002 to 2007 is anomalous to the regional pattern, however, and warrants comment. Such an increase may have been one response to the destruction of Hurricane Rita and part of the residents' reaction to an increased level of

general stress. Calcasieu Parish is also home to several riverboat casinos and a large racetrack, therefore, proximity to large gambling establishments may increase the risk for potential problems associated with gambling. This could be one plausible explanation for the large increase in calls to the helpline from this parish.

Youth Survey Data

The only grade level reporting gambling in the past year at a rate higher than the state average was grade 10. Within that grade, students reported engaging in betting on sports and playing bingo at rates higher than state averages. Twenty-one high school principals were surveyed in the 2002 Vogel and Ardoin study. Approximately two-thirds reported to be aware of minor gambling problems in their schools and only two reported major problems.

Problem and Pathological Gambling Data

A decrease in the rate of problem gambling between 2002 and the present study was noted, but an increase in the rate of pathological gambling was also found. Coupled with population dynamics, far fewer problem gamblers reside in Region 5 now as compared to 2002. When attention is turned to pathological gambling, this trend is reversed and a higher projected estimate of pathological gamblers live in Region 5 now as compared to 2002.

Chapter 13. Analysis of Region 6 Data

Region 6 is, geographically, one of the largest regions in the state. Located in central Louisiana, this region extends from the Mississippi border to the Texas border. The region is comprised of eight parishes (Avoyelles, Catahoula, Concordia, Grant, La Salle, Rapides, Vernon and Winn). The July 2006 U.S. Census estimates the adult population for this region to be 220,510. This represents an increase of 1,729 adults or less than 1% since the 2002 study. Rapides is the most populated parish in the region with an adult population estimate of 96,796. Catahoula Parish has the lowest adult population estimate at 8,024. Much of this region is rural with forestry and commercial farming as the primary industries.

Section 13.1. Video Gaming Data

Data from the State Police Video Gaming Quarterly Review were tabulated and are presented in Table 13.1. The table indicates that all of the Video Gaming Devices (VGD) in Region 6 are located in Avoyelles Parish. No other parish in this region allows video gaming. It should be noted that the majority of VGDs are located at the casino in Marksville, with only a relative few in bars, restaurants and truck stops.

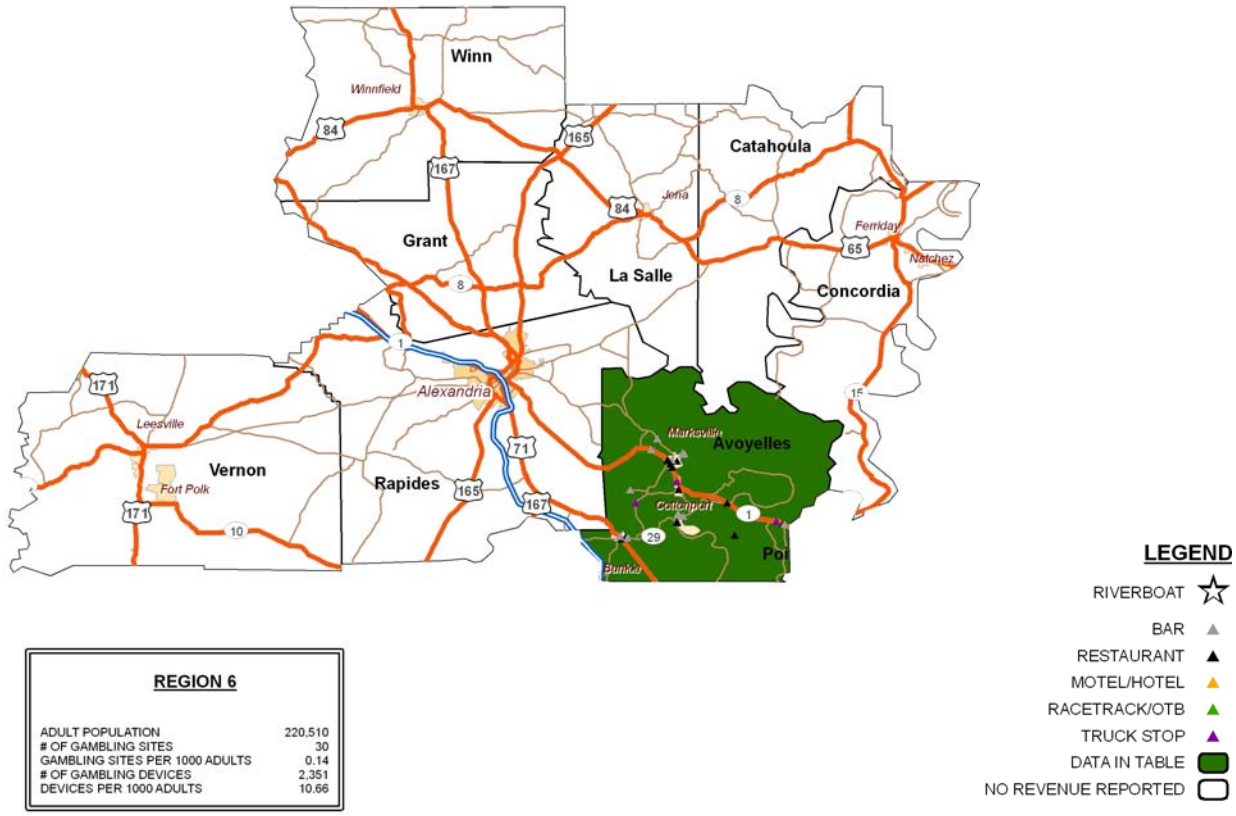
Table 13.1. License Type, Number, and Location of Gambling Establishments and Devices in Region 6

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
Avoyelles	Bars	39	13
	Restaurants	39	13
	Truck Stops	73	3
	Casino	2200	1
Parish/Region Total		2351	30

Note: Within Region 6, Avoyelles is the only parish containing video gaming sites and/or devices.

When the locations of the gaming sites are placed on a map of the region, it becomes apparent that most of the sites are located around Marksville, as is the land-based casino. This is presented in Figure 22.

Figure 22. Region 6 Map with Detailed Establishment Type



The population of Avoyelles Parish grew only slightly from 2002 to 2008, and the number of gambling sites decreased by five. The number of sites per 1,000 adults was noted to have, consequently, decreased over the same time period (see Table 13.2).

Table 13.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	2008	2002	2008	2002	2008
Avoyelles	30,364	31,898	35	30	1.15	0.94
Catahoula	8,103	8,024	0	0	0	0.00
Concordia	14,618	14,519	0	0	0	0.00
Grant	13,406	14,758	0	0	0	0.00
La Salle	10,369	10,719	0	0	0	0.00
Rapides	91,973	96,796	0	0	0	0.00
Vernon	37,244	31,528	0	0	0	0.00
Winn	12,704	12,268	0	0	0	0.00

Region 6 (Total)	218,781	220,510	35	30	.16	0.14

As can be seen in Table 13.3, the number of gambling devices and the number of devices per 1,000 adults seems to have remained fairly constant since 2002.

Table 13.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Avoyelles	30,364	31,898	2345	2351	77.23	73.70
Catahoula	8,103	8,024	0	0	0	0.00
Concordia	14,618	14,519	0	0	0	0.00
Grant	13,406	14,758	0	0	0	0.00
La Salle	10,369	10,719	0	0	0	0.00
Rapides	91,973	96,796	0	0	0	0.00
Vernon	37,244	31,528	0	0	0	0.00
Winn	12,704	12,268	0	0	0	0.00
Region 6 (Total)	218,781	220,510	2345	2351	10.72	10.66

*2006 U.S. Census Estimate

Section 13.2. Helpline Data

The number of intake calls made to the helpline from Region 6 increased moderately from 2002 to 200,7 while the adult population remained constant. All but a few of these calls came from Rapides Parish, the most populous parish in the region. Interestingly, the number of calls originating from Avoyelles Parish remained virtually unchanged from 2002 to 2007. Avoyelles is the only parish in the region with legalized gambling and is home to a large Indian casino. Details appear in Table 13.4.

Table 13.4. Frequency and Percentage of Intake Calls to the Helpline Originating in Region 6 by Parish.

Region 6	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Avoyelles	12	13	<1%	1%
Catahoula	0	1	0%	<1%
Concordia	3	1	<1%	<1%
Grant	3	1	<1%	<1%
La Salle	0	1	0%	<1%
Rapides	22	39	2%	3%
Vernon	3	9	<1%	1%
Winn	2	0	<1%	0%
Total	45	65	3%	4%

Section 13.3. Youth Survey Data

The data from the 2006 CCYS indicates that 46% of the 6th grade students in Region 6 reported to have gambled in the past year. This was below the state average of 47.9%. The 8th grade average (47.8%) was also lower than the state average for 8th graders (51.3%). Of note was that 10th graders in Region 6 was the only grade level in Region 6 to report gambling in the past year at a rate higher than the state average. The 10th grade average for Region 6 was 50.4% and the state average for 10th grade was 48.8%. Twelfth graders reported much as did 6th and 8th graders with a rate slightly lower than the state average (Region 6 12th graders = 41.9%; State 12th graders = 42.4%).

Among 6th graders, the most popular gambling activity was bingo, followed by playing the lottery. Eighth graders' most popular gambling activities were playing bingo, playing cards and betting on sports. Playing cards was most popular among 10th and 12th graders, followed by betting on sports. Responses from the region are presented alongside the state data for comparison in Table 13.5. Activities which the youth of the region endorsed at a higher rate than the state average are noted in bold type in the table.

Table 13.5. Percentage of Region 6 Students Endorsing Specified Gambling Behavior, Region and State

Region 6	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	46	47.9	47.8	51.3	50.4	48.8	41.9	42.4
Gambled at a Casino	2.2	2	1.9	2	1.8	1.8	2.2	2.3
Played the Lottery	19	17.8	17.8	17	15.4	14.7	12.9	11.5
Bet on Sports	17.9	19.9	21.7	23.8	21.9	23.7	17.3	19.3
Bet on Cards	14.8	16.7	21.9	23.6	23.6	24.8	21.6	23.5
Bet on Horses	3.3	4.2	3	4	2.8	3.7	3.9	3.7
Played Bingo for Money	24.3	26.3	22	23.9	17.3	18.5	12.2	13.5
Gambled on the Internet	5.5	5.7	5.6	5.1	4.7	4.6	3.9	4.2
Bet on Dice	5	5.8	7	8.3	6.2	8.1	7.8	7.6
Bet on Games of Skill	14.8	14	15.9	15.8	14.9	15.4	14	13.7
Bet on Video Poker/Machines	4.3	4.3	3.8	3.8	3.8	3.4	3.3	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	7,900	2,376	2,197	1,912	1,415
State	106,357	32,934	30,690	23,568	19,165

Section 13.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from Region 6 is presented in Table 13.6. Two hundred and forty Louisiana citizens residing in Region 6 responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, and marital status are summarized in the following table. Employment status and annual income are also presented to present as complete a description of the people responding to the telephone survey from Region 6.

Table 13.6. Demographic Variables of Participants from Region 6

Sex	Number	%
Male	72	30%
Female	168	70%
Marital Status		
Married	145	60%
Divorced	29	12%
Widowed	24	10%
Separated	5	2%
Never Married	29	12%
Unmarried Couple	1	0%
NA	7	3%
Race		
White	178	74%
Black	41	17%
Hispanic	6	3%
Other	13	5%
No Answer	2	1%

Table 13.7. Age of Participants from Region 6

Average Age	Std. Dev.	Min.	Max.	n
51.2	15.6	18.0	89.0	225.0

The sample was unequally divided by sex with 30% (n = 72) of the participants reporting that they were male, and 70% (n = 168) reporting that they were female. The average age of the participants from this region was 51.2 years with a range of 18 to 89. Regarding race, 74% (n = 178) identified as “White,” 17% (n = 41) identified as “Black,” 3% (n = 6) identified as Hispanic, and 5% (n = 13) identified as “Other.” Sixty percentage (n = 145) of the participants reported that they were presently married, 12% (n = 29) reported that they were presently divorced, and the remaining participants, (24%, n = 59) were widowed, separated, never married, or a member of an unmarried couple.

Participants were asked about their present employment status and annual income. Most of the sample were working or retired with only a very few (n = 5) being unemployed. This data is summarized in Table 13.8.

Table 13.8. Employment Status and Annual Income of Participants from Region 6

Employment Status	n	%
Employed	91	38%
Self Employed	30	13%
Unemployed > Year	4	2%
Unemployed < Year	1	0%
Homemaker	32	13%
Student	8	3%
Retired	55	23%
Unable	10	4%
NA	9	4%
Annual Income	n	%
Up to $10,000	9	4%
Up to $15,000	6	3%
Up to $20,000	16	7%
Up to $25,000	20	8%
Up to $35,000	25	10%
Up to $50,000	29	12%
Up to $75,000	21	9%
> $75,000	38	16%
No Answer	76	32%

The education level of participants was also gathered and is presented in Table 13.9. Most (91%) had at least graduated high school with a substantial number (30%) having completed college. Only 8% had not completed 12th grade.

Table 13.9. Education Level of Participants from Region 6

Highest Level Completed	**n**	**%**
No School	1	0%
Grades 1-8	7	3%
Grades 9-11	12	5%
Grade 12 or GED	91	38%
College or Tech. School 1-3 years	55	23%
College 4 years or more	71	30%
No Answer	3	1%

Participants were also asked questions regarding their gambling behavior. The most frequently reported activities in which participants engaged in less than once per week were casino gambling and playing video gaming devices. The most popular activities engaged in once per week or more were casino gambling or playing the lottery, but the endorsement rate for these was 5% and 6% respectively. The type of gambling and the frequency in which the respondents participated in each is presented in Table 13.10.

Table 13.10. Frequency of Participation in Various Types of Gambling – Region 6

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	200	83%	32	13%	8	3%	0	0%
Bet on Horses, Dogs, or other animals	221	92%	16	7%	3	1%	0	0%
Bet on Sports	221	92%	13	5%	6	3%	0	0%
Played Dice for Money	234	98%	3	1%	2	1%	1	0%
Gambled in a Casino	146	61%	82	34%	12	5%	0	0%
Played the Numbers or Bet on Lotteries	182	76%	44	18%	14	6%	0	0%
Played Bingo for Money	208	87%	29	12%	3	1%	0	0%
Played the Stock or Commodities Market	224	93%	12	5%	3	1%	1	0%
Played Slot, Poker Machines, or Other Gambling Devices	170	71%	64	27%	6	3%	0	0%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	230	96%	8	3%	2	1%	0	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	216	90%	21	9%	3	1%	0	0%
Gambled or Placed Bets over the Internet	240	100%	0	0%	0	0%	0	0%
Some Other Form of Gambling Not Listed Above	235	98%	4	2%	1	0%	0	0%

Participants were asked to disclose the largest amount of money that they had gambled in one day and the largest amount of money they had lost gambling in one day. While 80% had gambled and lost only as much as $10 in a single day, 29% had gambled more and 29% reported losing more than $10 in a single day. Of those who had gambled and lost more than $10, 26% had gambled between $10 and $100 and 25% had lost between $10 and $100 in a day. The results are summarized in Table 13.11 below.

Table 13.11. Amount of Money Gambled and Amount Lost in One Day.

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	6	5.45%	6	5.50%
$1.00 or Less	15	13.64%	17	15.60%
$1.01 - $10.00	60	54.55%	57	52.29%
$10.01 - $100.00	26	23.64%	25	22.94%
$100.01 - $1,000.00	1	0.91%	0	0.00%
$1,000.00 - $10,000.00	0	0.00%	0	0.00%
More than $10,000.00	2	1.82%	4	3.67%

When asked to indicate if any of their relatives have or had a gambling problem, 6.25% indicated that they did. When asked to identify their relationship to that person, 6.67% reported that the person with the gambling problem was their father, 13.33% said mother, 13.33% said sibling, no one said spouse or partner, no one identified the person with the gambling problem as their child, 33.33% indicated that the person was a relative, and 33.33% said the person in their life with a gambling problem was a friend or someone important in their life. They were also asked if, when they gamble, how often they return another day to win back the money they lost. Forty-one and a quarter percentage reported that they never return. 6.25% indicated that they return either some of the time or most of the time, and no one responded that they return to win their money back every time they lost. Over 50% did not answer the question, indicating that they did not gamble

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no

format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 13.12. Responses to Questions from the Telephone Survey – Region 6

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	4	2%	236	98%
Do you feel that you have ever had a problem with betting money or gambling?	3	3%	111	97%
Did you ever gamble more than you intended to?	17	15%	97	85%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	2	2%	112	98%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	9	8%	105	92%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	3	3%	111	97%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	3	3%	111	97%
Have you ever argued with people who you live with over how you handle your money?	4	7%	110	93%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	1	1%	113	99%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	2	2%	112	98%
Have you ever lost time from work (or school) due to betting money or gambling?	1	0%	113	100%

As can be determined from Table 13.12, the question most likely to elicit a "yes" answer from the participants was "gambling more than intended."

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. These items were also in yes/no format and appear below in Table 13.13. As with other regions surveyed, residents of Region 6 were aware of treatment options at a

fairly high rate with the exception of CORE. Only 11% of Region 6 residents were aware of the facility in Shreveport.

Table 13.13. Responses to Awareness of Treatment Options – Region 6

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	132	55%	107	45%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	110	47%	125	53%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	132	55%	107	45%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	27	11%	208	89%

Participants who indicated that they were aware of the Problem Gamblers Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE).

The telephone book, followed closely by billboards, was by far the most popular way people had learned about the helpline. Respondents did not endorse any one particular media through which they learned about CORE, but rather, the few people who knew of the service seemed to have learned about it from a friend or from some unspecified "other" way. The following table indicates the media through which the participants were made aware of the services.

Table 13.14. Avenues of Awareness of Certain Intervention Services in Louisiana – Region 6

Question		
How did you find out about the helpline?	n	%
Brochure	4	3%
Family Member	12	9%
Office for Addictive Disorders Billboard (they're black & white)	40	31%
Friend	1	1%
Casino Billboard	3	2%
TV / Radio PSA	4	3%
Casino Player Card	4	3%
Phone Book	50	39%
Back of Lottery Ticket	1	1%
Other	9	7%
How did you find out about "CORE"?	n	%
Brochure	3	13%
Family Member	1	4%
Gambling Helpline	0	0%
Friend	5	21%
PSA	0	0%
Phone Book	0	0%
Other	15	63%

Section 13.5. Problem and Pathological Gambling

Problem and pathological gambling were defined according to participants' scores on the SOGS. The results indicate a drop in the regional rate of problem gambling. This rate was lower than the state rate both in 2002 and in 2008. The rate for pathological gambling rose slightly by 0.5% and while about half the state rate in 2002, is now, in 2008 about the same rate as the state. This is presented again in Table 13.15.

Table 13.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
Region 6	2.5	0.8	0.8	1.3

State	3.0	1.7	1.6	1.4

When projecting the number of problem and pathological gamblers in Region 6 by multiplying the rate by the population, it becomes evident that the number of problem gamblers decreased significantly, but the number of pathological gamblers increased by over 1,000. This data is presented in Table 13.16.

Table 13.16. Projected Number of Problem and Pathological Gamblers in Region and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
Region 6	218,781	220,510	5,470	1,764	1,750	2,867
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Section 13.6. Summary of Comparisons to 2002 Results

Video Gaming Data

The story about video gambling devices and sites is short and centered on one parish in the region. Avoyelles Parish is home to one casino and 29 other sites distributed among bars, restaurants and truck stops in the parish. Succinctly put, from the 2002 study to the present study, the population remained relatively unchanged and there are five fewer gambling establishments and six more video gaming devices in 2008 than in 2002.

Helpline Data

Most of the intake calls came from the region's population center, Rapides Parish. Regarding the percentage of statewide intake calls made to the helpline, there was an increase of approximately 1% (from 3% to 4% of the total) originating in Region 6.

Youth Survey Data

Tenth graders in Region 6 reported to have gambled in the past year at a rate higher than the state average. All other grades were below the state average. Principals surveyed in 2002 reported that they perceived little major gambling problems to exist among their students.

Problem and Pathological Gambling Data

The rate of problem gambling was substantially lower in the present study than in the 2002 study but the rate of pathological gambling was higher in 2008 as compared to 2002. This and a stable population resulted in a projection of fewer problem gamblers and more pathological gamblers in the present study as opposed to the 2002 study.

Chapter 14. Analysis of Region 7 Data

Region 7 is located in the northwestern part of Louisiana. The region is comprised of nine parishes (Bienville, Bossier, Caddo, Claiborne, De Soto, Natchitoches, Red River, Sabine, and Webster). The July 2006 U.S. Census estimates the adult population for this region to be 396,176. This represents an increase of 14,489 adults or 3.8% since the 2002 study (381,687). Caddo Parish is the most populated parish in the region with an adult population estimate of 188,570. Red River Parish has the lowest adult population estimate at 6,726. This region is home to two of the state's largest metropolitan areas, Shreveport and Bossier City. A quarter of the state's riverboat casinos are located in this metropolitan area. Thus, tourism is a vital part of this regions economy.

Section 14.1. Video Gaming Data

Data from the State Police Video Gaming Quarterly Review were tabulated and are presented in Table 14.1. The table indicates that all of the Video Gaming Devices (VGD) in Region 7 are located in five parishes, with over half in Bossier Parish and another third in Caddo Parish, sites of the riverboat casinos and a racetrack. Other VGDs are located throughout the region in truck stops, bars and restaurants.

Table 14.1. License Type, Number, and Location of Gambling Establishments and Devices in Region 7

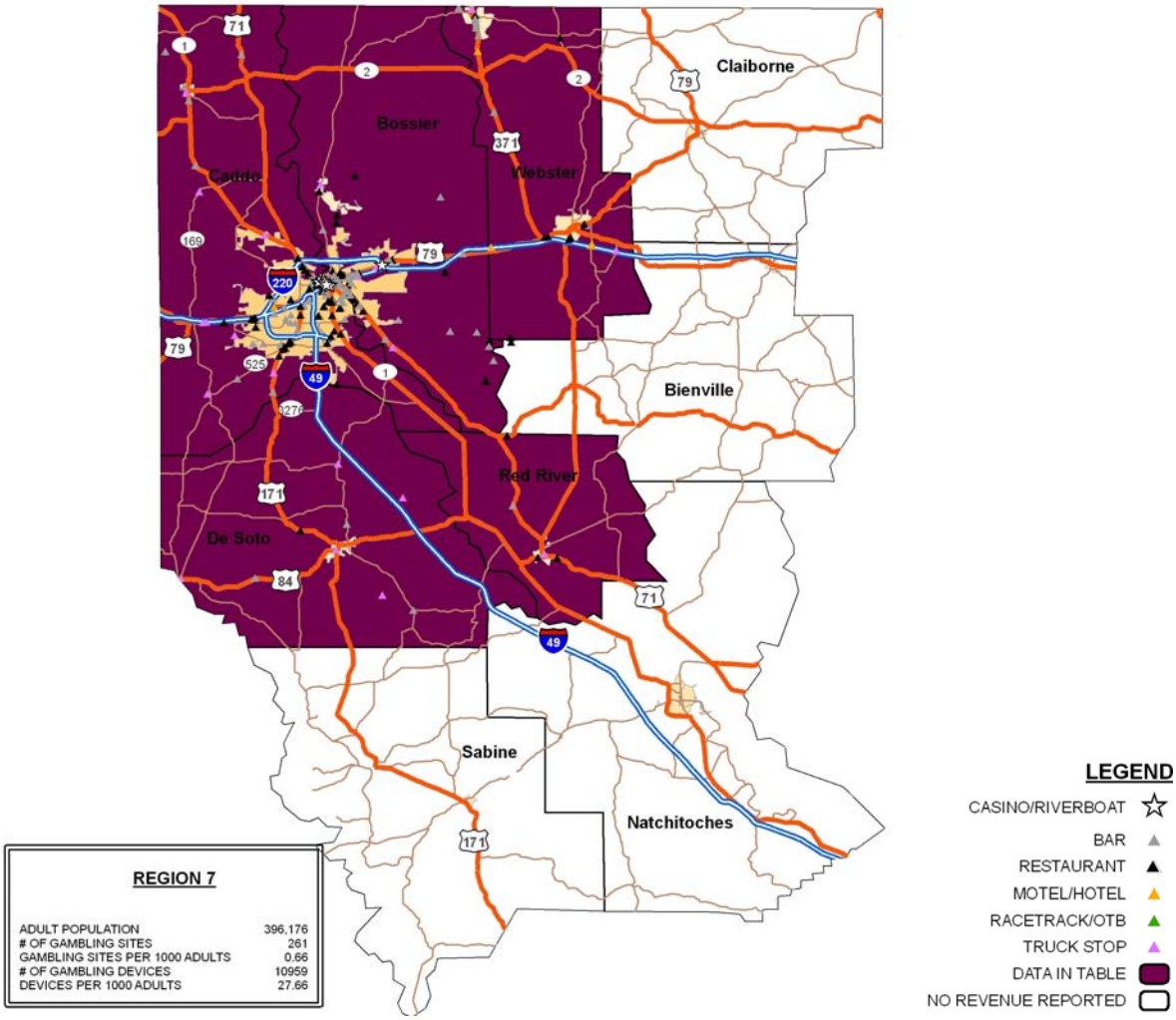
Parish	License Type	Number of Video Gaming Devices	Number of Establishments
Bossier	Bars	105	35
	Restaurants	90	30
	Motels/Hotels	12	1
	Truck Stops	133	4
	River Boats	5000	3
	Racetrack	1400	1
	Parish Total	6740	74
Caddo	Bars	191	62
	Restaurants	203	68
	Motels/Hotels	9	1
	Truck Stops	461	13
	River Boats	2700	2
	Parish Total	3564	146
DeSoto	Bars	9	3
	Restaurants	3	1
	Truck Stops	198	5
	Parish Total	210	9
Red River	Bars	9	3
	Restaurants	6	2
	Truck Stops	75	2
	Parish Total	90	7
Webster	Bars	27	9
	Restaurants	24	8
	Truck Stops	304	8
	Parish Total	355	25
	Region Total	10,959	261

Note: Within Region 7, Bossier, Caddo, De Soto, Red River and Webster are the only parishes containing video gaming sites and/or devices.

These data were inserted into a map of the region along with the addresses of the establishments.

The location and density of establishments are reflected in the map of the region and comprises Figure 23.

Figure 23. Region 7 Map with Detailed Establishment Type



As can be ascertained from an inspection of Figure 9, most of the gambling establishments are located in the Shreveport area of the region. It should also be noted that this area borders Texas to the west and Arkansas to the north. Anecdotal evidence suggests that a significant portion of the gamblers in Shreveport casinos are from these bordering states, especially Texas.

The number of gambling sites decreased from 2002 to 2008 in Region 7, but the number of video gaming devices increased over the same time period. The same trend is observed for number of sites per

1,000 adults where a decrease was observed from 2002 to 2008, and for devices per 1,000 adults where an increase was noted between the two sample years. Complete data by parishes within Region 7 are presented in Table 14.2 and Table 14.3.

Table 14.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Bienville	11,452	11,458	0	0	0	0.00
Bossier	70,783	78,602	89	74	1.26	0.94
Caddo	184,581	188,570	198	146	1.07	0.77
Claiborne	12,537	12,573	0	0	0	0.00
De Soto	18,254	19,651	11	9	.60	0.46
Natchitoches	28,919	29,015	0	0	0	0.00
Red River	6,726	6,830	15	7	2.23	1.02
Sabine	17,313	17,894	0	0	0	0.00
Webster	31,122	31,583	32	25	1.03	0.79
Region 7 (Total)	381,687	396,176	345	261	.90	0.66

*2006 U.S. Census Estimate

Table 14.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Bienville	11,452	11,458	0	0	0	0.00
Bossier	70,783	78,602	4212	6740	59.51	85.75
Caddo	184,581	188,570	3753	3564	20.33	18.90
Claiborne	12,537	12,573	0	0	0	0.00
De Soto	18,254	19,651	275	210	15.07	10.69
Natchitoches	28,919	29,015	0	0	0	0.00
Red River	6,726	6,830	103	90	15.31	13.18
Sabine	17,313	17,894	0	0	0	0.00
Webster	31,122	31,583	323	355	10.83	11.24
Region 7 (Total)	381,687	396,176	8666	10959	22.70	27.66

*2006 U.S. Census Estimate

Section 14.2. Helpline Data

About 19% of the calls made to the helpline were originated in Region 7. Most of these came from Caddo Parish, the region's most populous parish. The only other parish in the region from which a significant number of intake calls came was Bossier Parish. Both parishes are home to several large riverboat casinos and a large number of gaming establishments. The number of calls made in 2007 was

slightly more than the number of calls made from Region 7 in 2002. The frequency and percentages of intake calls originating in Region 7 are presented in Table 14.4.

Table 14.4. Frequency and Percentage of Intake Calls Originating in Region 7 by Parish

Region 7	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Bienville	3	6	<1%	<1%
Bossier	49	68	4%	5%
Caddo	163	174	12%	12%
Claiborne	5	3	<1%	<1%
De Soto	6	9	1%	1%
Natchitoches	9	3	1%	<1%
Red River	3	6	<1%	<1%
Sabine	2	3	<1%	<1%
Webster	7	14	<1%	<1%
Total	247	284	19%	

Section 14.3. Youth Survey Data

The data from the 2006 CCYS indicates that 45.4% of the 6th grade students in Region 7 reported to have gambled in the past year, below the state average of 47.9%. Just under 52% of the 8th graders in the region reported to have gambled in the past year. This was about the same as the state average for 8th graders (51.3%). Tenth graders in Region 7 reported gambling in the past year at a rate (47.4%) lower than the state average (48.8%) as well. Twelfth graders reported much as the other grades, also with a rate lower than the state average (Region 7 12th grade = 40.8%; State 12th graders = 42.4%).

Among 6th graders, the most popular gambling activities were bingo, followed by betting on sports. Eighth graders' most popular gambling activity was betting on sports and playing bingo. Eighth graders in Region 7 were above the state average in several categories of gambling as noted in bold in Table 14.5. Playing cards and betting on sports was most popular among 10th and 12th graders. Responses from the region are presented alongside the state data for comparison. Activities which the youth of the region

endorsed at a higher rate than the state average are noted in bold type in the table. Complete information is presented in Table 14.5.

Table 14.5. Percentage of Region 7 Students Endorsing Specified Gambling Behavior, Region and State

Region 7	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	45.4	47.9	51.9	51.3	47.4	48.8	40.8	42.4
Gambled at a Casino	2	2	2	2	1.8	1.8	2.2	2.3
Played the Lottery	15.8	17.8	16.5	17	13.5	14.7	9.9	11.5
Bet on Sports	20.4	19.9	**26.2**	23.8	24	23.7	19.4	19.3
Bet on Cards	14.9	16.7	22	23.6	21.9	24.8	19.8	23.5
Bet on Horses	**5.3**	4.2	**5.3**	4	4.2	3.7	4.2	3.7
Played Bingo for Money	25.6	26.3	**25.1**	23.9	18	18.5	13.1	13.5
Gambled on the Internet	5.9	5.7	6	5.1	4.6	4.6	4.3	4.2
Bet on Dice	5.9	5.8	**9.6**	8.3	8.4	8.1	8.2	7.6
Bet on Games of Skill	14.6	14	**18**	15.8	15.7	15.4	12.4	13.7
Bet on Video Poker/Machines	4.5	4.3	3.8	3.8	3.3	3.4	3	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	15,785	5,148	4,529	3,485	2,623
State	106,357	32,934	30,690	23,568	19,165

Section 14.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from Region 7 is presented in Table 14.6. Two hundred and forty Louisiana citizens residing in Region 7 responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, and marital status, as well as employment status and income are summarized as follows.

Table 14.6. Demographic Variables of Participants from Region 7

Sex	Number	%
Male	69	29%
Female	171	71%
Marital Status		
Married	144	60%
Divorced	36	15%
Widowed	20	8%
Separated	5	2%
Never Married	31	13%
Unmarried Couple	2	1%
NA	2	1%
Race		
White	167	70%
Black	58	24%
Hispanic	9	4%
Other	5	2%
No Answer	1	0%

Table 14.7. Age of Participants from Region 7

Average Age	Std. Dev.	Min.	Max.	n
51.3	15.4	18.0	88.0	228.0

The sample was unequally divided by sex with 29% (n = 69) of the participants reporting that they were male and 71% (n = 171) reporting that they were female. The average age of the participants from this region was 51.3 with a range of 18 to 88. Regarding race, 70% (n = 167) identified as “White,” 24% (n = 58) identified as “Black,” 4% (n = 9) identified as Hispanic, and 2% (n = 5) identified as “Other.” Sixty percentage (n = 144) of the participants reported that they were presently married, 15% (n = 36) reported that they were presently divorced, and the remaining participants, (24%, n = 58) were widowed, separated, never married, or a member of an unmarried couple

Participants were asked about their present employment status and annual income. Less than 4% of the sample reported to be unemployed with the largest groups in the sample reporting to be employed, self employed, or retired. This data is summarized in Table 14.8.

Table 14.8 Employment Status and Annual Income of Participants from Region 7

Employment Status	n	%
Employed	101	42%
Self Employed	17	7%
Unemployed > Year	8	3%
Unemployed < Year	1	0%
Homemaker	22	9%
Student	11	5%
Retired	68	28%
Unable	10	4%
NA	2	1%
Annual Income	N	%
Up to $10,000	14	6%
Up to $15,000	8	3%
Up to $20,000	14	6%
Up to $25,000	12	5%
Up to $35,000	25	10%
Up to $50,000	24	10%
Up to $75,000	24	10%
> $75,000	44	18%
No Answer	75	31%

The education level of participants was also gathered and is presented in Table 14.9. Over 90% of the participants from Region 7 reported education attainment of high school or above.

Table 14.9 Education Level of Participants from Region 7

Highest Level Completed	**n**	**%**
No School	0	0%
Grades 1-8	4	2%
Grades 9-11	15	6%
Grade 12 or GED	70	29%
College or Tech. School 1-3 years	65	27%
College 4 years or more	84	35%
No Answer	2	1%

Participants were also asked questions regarding their gambling behavior. Casino gambling and playing video gaming devices were the two most endorsed activity that were engaged in less than once per week. Playing the lottery was most often cited as the gambling activity engaged in once per week or more

by participants from Region 7. The type of gambling and the frequency in which the respondents participated in each is presented in Table 14.10.

Table 14.10. Frequency of Participation in Various Types of Gambling – Region 7

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	203	85%	32	13%	5	2%	0	0%
Bet on Horses, Dogs, or other animals	202	84%	35	15%	3	1%	0	0%
Bet on Sports	220	92%	19	8%	1	0%	0	0%
Played Dice for Money	219	91%	20	8%	1	0%	0	0%
Gambled in a Casino	146	61%	86	36%	8	3%	0	0%
Played the Numbers or Bet on Lotteries	170	71%	58	24%	10	4%	2	1%
Played Bingo for Money	205	85%	34	14%	1	0%	0	0%
Played the Stock or Commodities Market	211	88%	24	10%	5	2%	0	0%
Played Slot, Poker Machines, or Other Gambling Devices	165	69%	73	30%	2	1%	0	0%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	225	94%	14	6%	1	0%	0	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	216	90%	21	9%	3	1%	0	0%
Gambled or Placed Bets over the Internet	235	98%	4	2%	1	0%	0	0%
Some Other Form of Gambling Not Listed Above	238	99%	2	1%	0	0%	0	0%

Respondents were asked to disclose the largest amount of money they had gambled in one day and the largest amount of money they had lost gambling in one day. Nearly 77% had gambled no more than $10 in one day, while a similar number had lost no more than that amount. Close to 16% reported that they had gambled and lost up to $100 in one day. The complete results are summarized in Table 14.11.

Table 14.11. Amount of Money Gambled and Amount Lost in One Day.

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	5	4.17%	6	5.13%
$1.00 or Less	20	16.67%	16	13.68%
$1.01 - $10.00	67	55.83%	72	61.54%
$10.01 - $100.00	19	15.83%	18	15.38%
$100.01 - $1,000.00	2	1.67%	2	1.71%
$1,000.00 - $10,000.00	2	1.67%	1	0.85%
More than $10,000.00	5	4.17%	2	1.71%

Participants were asked to indicate if any of their relatives have or have ever had a gambling problem. About 8% of the participants in Region 7 indicated that they did. When asked to identify their relationship to that person, 10.00% reported that the person with the gambling problem was their father, 5.00% said mother, 40.00% said sibling, no one indicated that their spouse or partner had the gambling problem, 10.00% identified the person with the gambling problem as their child, 15.00% indicated that the person was a relative, and 20.00% said the person with a gambling problem was a friend or someone important in their life. They were also asked if, when they gamble, how often they return another day to win back the money they lost. Of those that gambled, 45.42% reported that they never return and 5.00% indicated that they return either some of the time or most of the time. No one responded that they return to win their money back every time they lost. About half of the participants did not answer the question, indicating that they did not gamble.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 14.12. Participants' Responses to Questions from the Telephone Survey – Region 7

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	2	1%	238	99%
Do you feel that you have ever had a problem with betting money or gambling?	6	5%	6	95%
Did you ever gamble more than you intended to?	22	18%	101	82%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	6	5%	117	95%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	13	11%	110	89%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	7	6%	116	94%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	1	1%	122	99%
Have you ever argued with people who you live with over how you handle your money?	8	7%	115	93%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	2	2%	121	98%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	1	1%	122	99%
Have you ever lost time from work (or school) due to betting money or gambling?	0	0%	123	100%

As can be determined from Table 14.12, the questions most likely to elicit a "yes" answer from the participants from Region 7 were related to gambling more than intended and feeling guilty about gambling.

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. More people than not knew of Gamblers Anonymous, the helpline and the services offered by OAD. Although the percentage of respondents who had heard of CORE was roughly double that of most other regions in the state, only 20% in Region 7 had heard of it. This relatively high rate is likely due to the fact that CORE is located in the region. These items were also in yes/no format and appear below in Table 14.13.

Table 14.13. Responses to Awareness of Treatment Options – Region 7

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	150	63%	89	37%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	148	62%	90	38%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	170	72%	66	28%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	48	20%	190	80%

Participants from Region 7 who indicated that they were aware of the Problem Gamblers Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The following table indicates the media through which the participants were made aware of the services.

Billboards and the telephone book were by far the most popular ways people had learned about the helpline. Respondents did not endorse any one particular media through which they learned about CORE, but rather, the people who knew of the service seemed to have learned about it from an undefined "other" source. Details are presented in Table 14.14.

Table 14.14. Avenues of Awareness of Certain Intervention Services in Louisiana – Region 7

Question		
How did you find out about the helpline?	n	%
Brochure	4	2%
Family Member	28	17%
Office for Addictive Disorders Billboard (they're black & white)	74	45%
Friend	3	2%
Casino Billboard	2	1%
TV / Radio PSA	1	1%
Casino Player Card	2	1%
Phone Book	43	26%
Back of Lottery Ticket	0	0%
Other	7	4%
How did you find out about "CORE"?	n	%
Brochure	6	16%
Family Member	1	3%
Gambling Helpline	2	5%
Friend	6	16%
PSA	0	0%
Phone Book	3	8%
Other	20	53%

Section 14.5. Problem and Pathological Gambling

Problem and pathological gamblers were identified by their score on the SOGS. A comparison of the percentage of the adult population defined as being problem gamblers indicates little change since 2002. Conversely, the percentage of the adult population identified as pathological gamblers was reduced by more than half from 2002 to 2008. This appears again in Table 14.15

Table 14.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
Region 7	2.6	2.9	2.0	0.8
State	3.0	1.7	1.6	1.4

When the number of problem gamblers is projected by multiplying the rate by the population, a decrease in problem gambling of over 1500 from 2002 to 2008 is observed. When the projected number of

pathological gamblers in the region is calculated, a decrease of almost 4500 from 2002 to 2008 is observed. Details appear in Table 14.16.

Table 14.16. Projected Number of Problem and Pathological Gamblers in Region and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
Region 7	381,687	396,176	9,924	11,489	7,634	3,169
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Section 14.6. Summary of Comparisons to 2002 Results

Video Gaming Data

There are more video gaming devices in Region 7 than in any other region in the state. These devices and gambling establishments are concentrated in Caddo Parish and Bossier Parishes in a variety of establishment types including several riverboat casinos and a racetrack. As has been noted in previous chapters, a statewide trend is observed in the decrease in the number of gaming establishments and an increase in the number of gaming devices. This is true for Region 7 as well. The increase in the number of video gaming devices from the 2002 study to the present study is centrally located in Bossier Parish. Given a population growth from 2002 to 2008, the number of video gaming devices per 1,000 adults in 2008 is greater than in 2002.

Helpline Data

A greater proportion of intake calls was made from Region 7 than most other regions, most of them coming from Caddo and Bossier Parishes. Region 7 had the highest percentage and total number of callers when compared to other regions in the state. Region 7 is home to a significant portion of the states riverboat casinos and a large racetrack. In addition, the Problem Gamblers Helpline and CORE are both located in the Shreveport-Bossier City metropolitan area. Thus, proximity to gambling and problem gambling interventions may account for the high volume of calls from the region.

Youth Survey Data

For a region with so many video gaming devices and a preponderance of gambling venues, it may come as somewhat of a surprise to make the observation that the youth in the region report gambling at a rate lower than the state average. The only grade to report a rate roughly equal to the state average was grade 8, who were less than 1% higher. A majority of the principals surveyed in the 2002 study reported to be aware of minor gambling problems.

Problem and Pathological Gambling Data

The prevalence rate of problem gamblers in Region 7 remained constant from 2002 to 2008, but the rate of pathological gamblers went down by more than 1%. The 2008 data indicates the rate of pathological gambling in Region 7 to be lower than the state average rate. These numbers, coupled with the population estimates provide projections of the number of problem and pathological gamblers residing in Region 7. According to this calculation, there is an estimated increase in the number of problem gamblers from the 2002 study, and a decrease of nearly half of the number of pathological gamblers.

Chapter 15. Analysis of Region 8 Data

Region 8 is located in the northeastern part of Louisiana. This region is comprised of twelve parishes (Caldwell, East Carroll, Franklin, Jackson, Lincoln, Madison, Morehouse, Ouachita, Richland, Tensas, Union, and West Carroll). The July, 2006 U.S. Census estimates the adult population for this region to be 260,566. This represents a decrease of 3,579 adults or 1.4% since the 2002 study (264,145). Ouachita is the most populated parish in the region with an adult population estimate of 109,399. Tensas Parish has the lowest adult population estimate at 4,628. Unlike its neighboring region to the west there are very few gambling establishments in this region.

Section 15.1. Video Gaming Data

East Carroll Parish, Madison Parish and Tensas Parish are home to the only video gaming devices in Region 8. Within these three parishes, video gaming devices are located primarily at seven truck stops in Madison Parish and an off track betting venue near Tallulah in Tensas Parish.

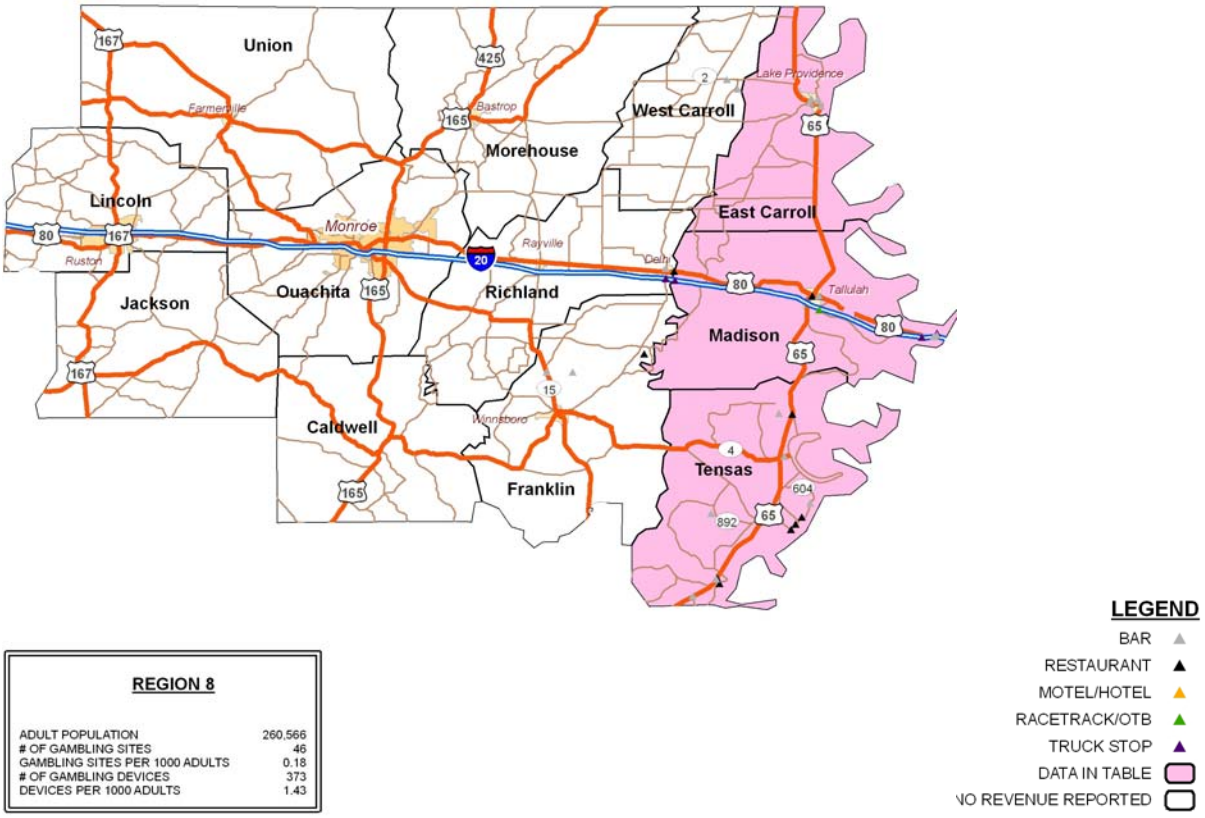
Table 15.1. License Type, Number, and Location of Gambling Establishments and Devices in Region 8

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
East Carroll	Bars	21	7
	Parish Total	21	7
Madison	Bars	33	11
	Restaurants	12	4
	OTB	48	1
	Truck Stops	211	7
	Parish Total	304	23
Tensas	Bars	24	8
	Restaurants	24	8
	Parish Total	48	16
	Region Total	373	46

Note: Within Region 8, East Carroll, Madison and Tensas are the only parishes containing video gaming sites and/or devices.

These data along with the addresses of the gaming sites were inserted into a map of the region. This map (Figure 24) depicts the region and the specific locations of the gaming sites.

Figure 24. Region 8 Map with Detailed Establishment Type



As can be determined from the map, no central hub of gambling exists in Region 8. There are no gaming sites in Monroe, the region's most populous city, and the gaming sites seem to be disbursed among rural truck stops, bars, and restaurants.

The number of gambling sites remained constant from 2002 to 2008 with there being only one less site in 2008 than in 2002. Details appear in Table 15.2.

Table 15.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Caldwell	7,952	8,167	0	0	0	0.00
East Carroll	6,566	6,130	9	7	1.37	1.14
Franklin	15,331	15,119	0	0	0	0.00
Jackson	11,502	11,651	0	0	0	0.00
Lincoln	33,115	33,019	0	0	0	0.00
Madison	9,253	8,679	26	23	2.81	2.65
Morehouse	22,490	22,100	0	0	0	0.00
Ouachita	106,167	109,399	0	0	0	0.00
Richland	15,253	15,252	0	0	0	0.00
Tensas	4,864	4,628	12	16	2.47	3.46
Union	22,490	17,407	0	0	0	0.00
West Carroll	9,162	9,015	0	0	0	0.00
Region 8 (Total)	264,145	260,566	47	46	.18	0.18

*2006 U.S. Census Estimate

The number of devices decreased from 2002 to 2008 as did the number of devices per 1,000 adults. Details appear in Table 15.3.

Table 15.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Caldwell	7,952	8,167	0	0	0	0.00
East Carroll	6,566	6,130	27	21	4.11	3.43
Franklin	15,331	15,119	0	0	0	0.00
Jackson	11,502	11,651	0	0	0	0.00
Lincoln	33,115	33,019	0	0	0	0.00
Madison	9,253	8,679	355	304	38.37	35.03
Morehouse	22,490	22,100	0	0	0	0.00
Ouachita	106,167	109,399	0	0	0	0.00
Richland	15,253	15,252	0	0	0	0.00
Tensas	4,864	4,628	36	48	7.40	10.37
Union	22,490	17,407	0	0	0	0.00
West Carroll	9,162	9,015	0	0	0	0.00
Region 8 (Total)	264,145	260,566	418	373	1.58	1.43

*2006 U.S. Census Estimate

Section 15.2. Helpline Data

Four percent of the intake calls to the helpline in 2007 were from Region 8. Those calls were almost exclusively from Ouachita Parish, location of the city of Monroe. For Region 8, Ouachita Parish saw the only significant increase in the frequency of calls to the helpline: from less than 1% of all calls to 3% of calls.

Table 15.4. Frequency and Percentage of Intake Calls Originating in Region 8 by Parish

Region 8	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Caldwell	0	0	0%	0%
East Carroll	3	0	<1%	0%
Franklin	1	0	<1%	0%
Jackson	2	0	<1%	0%
Lincoln	7	9	<1%	1%
Madison	4	3	<1%	<1%
Morehouse	8	1	<1%	<1%
Ouachita	14	38	1%	3%
Richland	2	6	<1%	<1%
Tensas	1	2	<1%	<1%
Union	2	4	0%	<1%
West Carroll	0	0	0%	0%
Total	45	63	3%	4%

Section 15.3. Youth Survey Data

The data from the 2006 CCYS indicate that 47.3 of the 6th grade students in Region 8 reported to have gambled in the past year, just below the state average of 47.9%. Forty-nine percent of the 8th graders in the region reported to have gambled in the past year. This was also lower than the state average for 8th graders (51.3%). 10th graders in Region 8 reported gambling in the past year at a rate lower than the state average as well and the trend was followed by 12th graders who gambled less than the state average (Region 8 12th grade = 39.1%; State 12th graders = 42.4%).

Among 6th graders, the most popular gambling activity was bingo, followed by betting on sports. Eighth graders' most popular gambling activities were betting on sports and playing bingo. Betting on sports

and playing cards were most popular among 10th graders, and 12th graders favorite gambling activity was playing cards. Responses from the region are presented alongside the state data for comparison. Activities which the youth of the region endorsed at a higher rate than the state average are noted in bold type in the table. The only activity which youth in Region 8 endorsed at a rate higher than the state average was betting of dice amongst 10th graders. Complete information is presented in Table 15.5.

Table 15.5. Percentage of Region 8 Students Endorsing Specified Gambling Behavior

Region 8	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	47.3	47.9	49	51.3	48	48.8	39.1	42.4
Gambled at a Casino	2	2	2	2	1.9	1.8	1.7	2.3
Played the Lottery	16.9	17.8	16.5	17	13.1	14.7	8.8	11.5
Bet on Sports	20.2	19.9	23.6	23.8	23.7	23.7	17	19.3
Bet on Cards	15.1	16.7	19.8	23.6	22.6	24.8	20.3	23.5
Bet on Horses	3	4.2	2.8	4	3.4	3.7	2	3.7
Played Bingo for Money	25.9	26.3	23.5	23.9	17.2	18.5	12.9	13.5
Gambled on the Internet	5.1	5.7	4.8	5.1	4.6	4.6	2.9	4.2
Bet on Dice	6	5.8	7.4	8.3	9.1	8.1	6.8	7.6
Bet on Games of Skill	12.9	14	13.8	15.8	14.5	15.4	11.5	13.7
Bet on Video Poker/Machines	4.4	4.3	3.3	3.8	3.6	3.4	2.4	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	10,924	3,392	3,235	2,343	1,954
State	106,357	32,934	30,690	23,568	19,165

Section 15.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from Region 8 is presented in Table 15.6. Two hundred and forty Louisiana citizens residing in Region 8 responded to the telephone survey in such a way that their answers could be used in the present study.

The demographic variables, sex, age, race, marital status, and income are summarized in the following table. Employment status and annual income are also presented to provide as complete a description of the participants in Region 8 as possible.

Table 15.6. Demographic Variables of Participants from Region 8

Sex	Number	%
Male	65	27%
Female	175	73%
Marital Status		
Married	143	60%
Divorced	28	12%
Widowed	26	11%
Separated	3	1%
Never Married	37	15%
Unmarried Couple	2	1%
NA	1	0%
Race		
White	173	72%
Black	55	23%
Hispanic	4	2%
Other	7	3%
No Answer	1	0%

Table 15.7. Age of Participants from Region 8

Average Age	Std. Dev.	Min.	Max.	n
50.4	14.9	18.0	92.0	223.0

The sample was unequally divided by sex with 27% (n = 73) of the participants reporting that they were male, and 73% (n = 175) reporting that they were female. The average age of the participants from this region was 50.4 years with a range of 18 to 92 years. Regarding race, 72% (n = 173) identified as “White,” 23% (n = 55) identified as “Black,” 2% (n = 4) identified as Hispanic, and 3% (n = 7) identified as “Other.” Sixty percentage (n = 143) of the participants reported that they were presently married, 12% (n = 28) reported that they were presently divorced, and the remaining participants, (28%, n = 68) were widowed, separated, never married, or a member of an unmarried couple.

Participants were asked about their present employment status and annual income. Four percent were unemployed and the overwhelmingly largest group (50%) was “employed.” Retired participants constituted 17% of the sample. This data is summarized in Table 15.8.

Table 15.8. Employment Status and Annual Income of Participants from Region 8

Employment Status	n	%
Employed	121	50%
Self Employed	27	10%
Unemployed > Year	7	3%
Unemployed < Year	3	1%
Homemaker	21	9%
Student	8	3%
Retired	40	17%
Unable	12	5%
NA	3	1%
Annual Income	N	%
Up to $10,000	6	3%
Up to $15,000	6	3%
Up to $20,000	19	8%
Up to $25,000	26	11%
Up to $35,000	30	13%
Up to $50,000	25	10%
Up to $75,000	25	10%
> $75,000	39	16%
No Answer	64	27%

The education level of participants was also gathered and is presented in Table 15.9. Ninety-one percent of the participants had graduated high school or had attained a higher level of education. Thirty-four percent had graduated college.

Table 15.9. Education Level of Participants from Region 8

Highest Level Completed	**n**	**%**
No School	0	0%
Grades 1-8	5	2%
Grades 9-11	13	5%
Grade 12 or GED	72	30%
College or Tech. School 1-3 years	65	27%
College 4 years or more	81	34%
No Answer	4	2%

Participants were also asked questions regarding their gambling behavior. Gambling in a casino and playing video gaming devices were reported to be the most popular gambling activities, but were engaged in less than once per week by 37% and 25% respectively. The type of gambling and the frequency in which the respondents participated in each is presented in Table 15.10.

Table 15.10. Frequency of Participation in Various Types of Gambling – Region 8

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	194	81%	32	13%	12	5%	2	1%
Bet on Horses, Dogs, or other animals	215	90%	21	9%	4	2%	0	0%
Bet on Sports	223	93%	14	6%	3	1%	0	0%
Played Dice for Money	225	94%	11	5%	4	2%	0	0%
Gambled in a Casino	143	60%	88	37%	6	3%	3	1%
Played the Numbers or Bet on Lotteries	165	69%	58	24%	14	6%	3	1%
Played Bingo for Money	205	85%	29	12%	6	3%	0	0%
Played the Stock or Commodities Market	213	89%	20	8%	6	3%	1	0%
Played Slot, Poker Machines, or Other Gambling Devices	166	69%	61	25%	12	5%	1	0%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	231	96%	6	3%	3	1%	0	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	212	88%	23	10%	5	2%	0	0%
Gambled or Placed Bets over the Internet	238	99%	2	1%	0	0%	0	0%
Some Other Form of Gambling Not Listed Above	237	99%	2	1%	1	0%	0	0%

Respondents were asked to disclose the largest amount of money they had gambled in one day and the largest amount of money they had lost gambling in one day. Nearly 74% had gambled no more than $10 in one day, while the same number had lost no more than that amount. Twenty percent of the participants reported to have gambled and to have lost up to $100 in a day. The complete results are summarized in Table 15.11 below.

Table 15.11. Amount of Money Gambled and Amount Lost in One Day.

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	5	4.00%	6	4.80%
$1.00 or Less	21	16.80%	17	13.60%
$1.01 - $10.00	66	52.80%	67	53.60%
$10.01 - $100.00	25	20.00%	25	20.00%
$100.01 - $1,000.00	4	3.20%	5	4.00%
$1,000.00 - $10,000.00	0	0.00%	0	0.00%
More than $10,000.00	4	3.20%	5	4.00%

Participants were asked to indicate if any of their relatives have or had a gambling problem. Nearly 9% indicated that they did. When asked to identify their relationship to that person, 23.81% reported that the person with the gambling problem was their father, 23.81% said mother, 14.29% said sibling, 4.76% said spouse or partner, No one identified the person with the gambling problem as their child, 23.81% indicated that the person was a relative, and 9.52% said the person with a gambling problem was a friend or someone important in their life. They were also asked if, when they gamble, how often they return another day to win back the money they lost. Just over 50% percentage reported that they never return 3.33% indicated that they return either some of the time or most of the time, and no one responded that they return to win their money back every time they lost. Almost half did not answer the question, indicating that they did not gamble.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no

format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 15.12. Participants' Responses to Questions from the Telephone Survey – Region 8

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	5	98%	235	2%
Do you feel that you have ever had a problem with betting money or gambling?	5	4%	127	96%
Did you ever gamble more than you intended to?	27	20%	105	80%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	6	5%	126	95%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	17	13%	115	87%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	4	3%	128	97%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	2	2%	130	98%
Have you ever argued with people who you live with over how you handle your money?	13	10%	119	90%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	3	2%	129	98%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	3	2%	129	98%
Have you ever lost time from work (or school) due to betting money or gambling?	3	2%	129	98%

As can be determined from Table 15.12, the question most likely to elicit a "yes" answer from the participants was "gambling more than intended."

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. Sixty-three percent were aware of Gamblers Anonymous, 51% were aware of the services offered by OAD, and 69% were aware of the toll-free helpline. Only 9% (n = 20) were aware of CORE. These items were also in yes/no format and appear below in Table 15.13.

Table 15.13. Awareness of Treatment Options – Region 8

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	150	63%	87	37%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	120	51%	116	49%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	164	69%	73	31%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	20	9%	215	91%

Those who indicated that they were aware of the Problem Gamblers Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The telephone book was the source of information most frequently cited, followed by the OAD billboards. The 20 people who were aware of CORE reported to be aware of the facility through a friend or by some unspecified "other" means. The following table indicates the media through which the participants were made aware of the services.

Table 15.14. Avenues of Awareness of Certain Intervention Services in Louisiana – Region 8

Question		
How did you find out about the helpline?	n	%
Brochure	8	5%
Family Member	17	11%
Office for Addictive Disorders Billboard (they're black & white)	44	28%
Friend	2	1%
Casino Billboard	12	8%
TV / Radio PSA	2	1%
Casino Player Card	3	3%
Phone Book	61	38%
Back of Lottery Ticket	2	1%
Other	8	5%
How did you find out about "CORE"?	n	%
Brochure	3	19%
Family Member	2	13%
Gambling Helpline	1	6%
Friend	4	25%
PSA	1	6%
Phone Book	0	0%
Other	5	31%

Section 15.5. Problem and Pathological Gambling

Problem gambling and pathological gambling were defined by the individual's score on the SOGS. A comparison of the rates of problem gambling from 2002 and 2008 in Region 8 indicates a reduction from a rate of 3.8% to 2.5%. A decrease in the rate of pathological gambling, from 1.5% in 2002 to 0.8% in 2008, was also noted. Details are presented in Table 15.15.

Table 15.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
Region 8	3.8	2.5	1.5	0.8
State	3.0	1.7	1.6	1.4

When the rate is multiplied by the population, a projection of the number of problem and pathological gamblers in the region can be made. This is presented in Table 15.16.

Table15.16. Projected Number of Problem and Pathological Gamblers in REGION and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
Region 8	264,145	260,566	10,038	6,514	3,962	2,085
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Section 15.6. Summary of Comparisons to 2002 Results

Video Gaming Data

Only three parishes in region 8 contained video gaming devices, and even in those, the numbers of such were low compared to other areas in the state. A total of 373 video gaming devices exist in 46 venues. The number of gaming establishments stayed constant from 2002 to 2008, and the number of video gaming devices decreased, contrary to the state trend. The decrease in the number of devices affected a decrease in the number of devices per 1,000 adults. Region 8 contributes little to the state gambling picture.

Helpline Data

As might be expected, few intake calls originated in Region 8. One notable statistic, however, is the increase in the number of calls taken from Ouachita Parish, which increased from 8 in 2002 to 38 in 2007.

Youth Survey Data

All grade levels surveyed reported gambling in the past year at a rate lower than the state average. It was noted that in the 2002 study, the principals surveyed were more likely to perceive gambling problems among their students than others in the state.

Problem and Pathological Gambling Data

Reductions in the rates of problem and pathological gamblers in Region 8 contributed to subsequent reductions in the projected estimates of the number of problem and pathological gamblers residing in the region from 2002 to 2008.

Chapter 16. Analysis of FPHSA Data

Florida Parishes Human Services Authority is located in southeast Louisiana, east of Baton Rouge and adjacent to CAHSD. This region is comprised of five parishes (Livingston, St. Helena, St. Tammany, Tangipahoa and Washington). The July, 2006 U.S. Census estimates the adult population for this region to be 382,861. This represents an increase of 68,832 adults or 22% since the 2002 study (314,029). This increase in population is assumed to be associated with Hurricane Katrina. St. Tammany is the most populated parish in the region with an adult population estimate of 172,573. St. Helena Parish has the lowest adult population estimate at 8,068.

Section 16.1. Video Gaming Data

Data from the State Police Gaming Quarterly Review were tabulated and are presented in Table 16.1. Note that St. Helena is the only parish in the FPHSA that allows video gaming. In that parish, the primary location of video gaming devices is in truck stops.

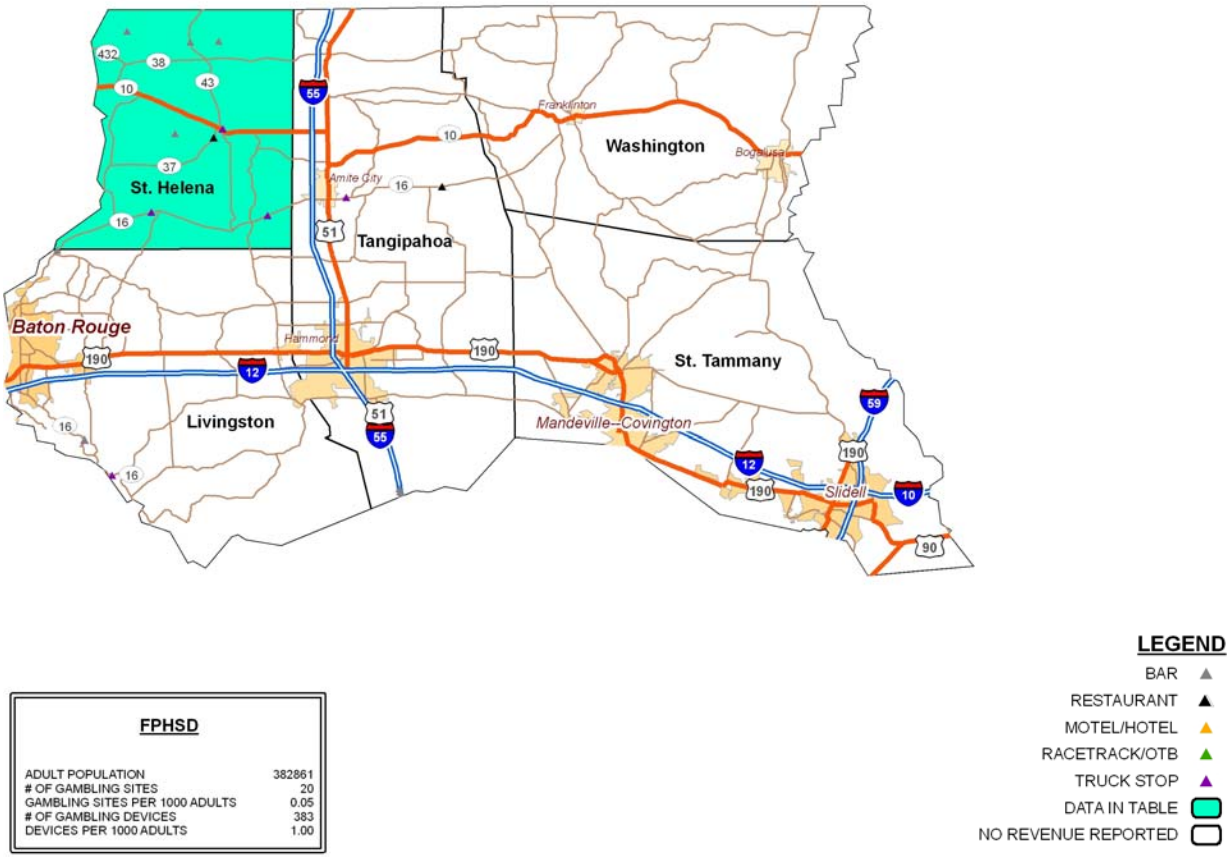
Table 16.1. License Type, Number, and Location of Gambling Establishments and Devices in FPHSA

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
St. Helena	Bars	32	11
	Restaurants	7	2
	Truck Stops	344	7
Parish/Region Total		**383**	**20**

Note: Within FPHSA, St. Helena is the only parish from which video gaming sites and/or devices reported revenue.

These data are presented in a map of the region. The locations of the gaming establishments are presented in Figure 25.

Figure 25. FPHSA Map with Detailed Establishment Type



The number of gambling sites in the FPHSA reported in the 2002 Vogel and Ardoin study and in the present study is presented in Table 16.2. The number of sites declined from 30 to 20 and the sites per 1,000 adults showed a decrease commensurate with that reduction.

Table 16.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Livingston	64,729	84839	0	0	0	0.00
St. Helena	7,473	8,068	30	20	4.01	2.48
St. Tammany	136,948	172,573	0	0	0	0.00
Tangipahoa	72,725	84,004	0	0	0	0.00
Washington	32,154	33,377	0	0	0	0.00
FPHSA (Total)	314,029	382861	30	20	.10	0.05

*2006 U.S. Census Estimate

The number of devices and the number of devices per 1,000 adults demonstrated a similar decrease. This is illustrated in Table 16.3

Table 16.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Livingston	64,729	84839	0	0	0	0
St. Helena	7,473	8,068	479	383	64.10	47.47
St. Tammany	136,948	172,573	0	0	0	0
Tangipahoa	72,725	84,004	0	0	0	0
Washington	32,154	33,377	0	0	0	0
FPHSA (Total)	314,029	382861	479	383	1.53	1.00

*2006 U.S. Census Estimate

Section 16.2. Helpline Data

A small percentage of the intake calls taken at the helpline originated in the FPHSA, but even this modest number of calls (n = 88) represented slight increase from the 2002. The parishes from which many of the calls within FPHSA originated were St. Tammany Parish, followed by Tangipahoa Parish. These two were the first and second most populous parishes in the region. This information is presented in Table 16.4.

Table 16.4. Frequency and Percentage of Intake Calls to the Helpline Originating in FPHSA by Parish.

FPHSA	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Livingston	18	18	2%	1%
St. Helena Parish	3	2	<1%	<1%
St. Tammany	28	40	2%	3%
Tangipahoa	13	25	1%	2%
Washington	3	3	<1%	<1%
Total	65	88	5%	6%

Section 16.3. Youth Survey Data

The data from the 2006 CCYS indicate that 42.6% of the 6th grade students in the FPHSA reported to have gambled in the past year, below the state average of 47.9%. 48.6% of the 8th graders in the region reported to have gambled in the past year. This was also lower than the state average for 8th graders (51.3%). Tenth and 12th graders reported much as did 6th and 8th graders with a rate lower than the state

average. Tenth graders reported that 45% of them had gambled in the past year compared to the state average of 48.8%. Twelfth graders in the region reported gambling at 39.9% while the state average for that grade level was 42.4%.

Among 6th graders, the most popular gambling activity was bingo, followed by betting on sports. Eighth graders' most popular gambling activity was betting on sports and playing the lottery, the latter being an activity engaged in at a higher rate than the state average. Betting on sports and playing cards were the most popular among 10th graders, who also played the lottery at a higher rate than the state average. Students in 12th grade endorsed playing cards, followed by betting on sports, as their most popular activities. These students bet on games of skill at a rate higher than the state average. Responses from the region are presented in Table 16.5 alongside the state data for comparison. Activities which the youth of the region endorsed at a higher rate than the state average are noted in bold type in the table.

Table 3.28. Percentage of FPHSA Students Endorsing Specified Gambling Behavior

FPHSA	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	42.6	47.9	48.6	51.3	45	48.8	39.9	42.4
Gambled at a Casino	1.6	2	1.6	2	1.4	1.8	2.2	2.3
Played the Lottery	18.1	17.8	**19.8**	17	**15.7**	14.7	11.4	11.5
Bet on Sports	17.7	19.9	22.9	23.8	21.8	23.7	18.9	19.3
Bet on Cards	11.5	16.7	18.5	23.6	20.2	24.8	21	23.5
Bet on Horses	2.9	4.2	3.3	4	2.2	3.7	2.2	3.7
Played Bingo for Money	20.2	26.3	19.5	23.9	15.1	18.5	12.5	13.5
Gambled on the Internet	5.3	5.7	4.3	5.1	3.9	4.6	4.6	4.2
Bet on Dice	5.4	5.8	6.3	8.3	7.2	8.1	7.1	7.6
Bet on Games of Skill	12.1	14	14.5	15.8	14.8	15.4	**14.7**	13.7
Bet on Video Poker/Machines	3.9	4.3	3.9	3.8	3.3	3.4	3.7	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	9,958	3,047	2,934	2,114	1,863
State	106,357	32,934	30,690	23,568	19,165

In the 2002 Vogel and Ardoin study, a majority of the principals surveyed perceived a gambling problem in their schools. This does not seem consistent with the present student reports.

Section 16.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from FPHSA is presented in Table 16.6. Two hundred and forty Louisiana citizens residing in FPHSA responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, and marital status, as well as employment status and annual income are presented so that a more complete picture of the respondents to the telephone survey can be constructed.

Table 16.6. Demographic Variables of Participants from FPHSA

Sex	Number	%
Male	72	30%
Female	168	70%
Marital Status		
Married	160	67%
Divorced	29	12%
Widowed	21	9%
Separated	0	0%
Never Married	24	10%
Unmarried Couple	3	1%
NA	3	1%
Race		
White	189	79%
Black	32	13%
Hispanic	8	3%
Other	9	4%
No Answer	2	1%

Table 16.7. Age of Participants from FPHSA

Average Age	Std. Dev.	Min.	Max.	n
50.1	14.8	18.0	85.0	229.0

The sample included a greater number of females than males with 30% (n = 72) of the participants reporting that they were male, and 70% (n = 168) reporting that they were female. The average age of the participants from this region was 50.1 with a range of 18 to 85. Regarding race, 79% (n = 189) identified as "White," 13% (n = 32) identified as "Black," 3% (n = 8) identified as Hispanic, and 4% (n = 9) identified as "Other." Sixty-seven percentage (n = 143) of the participants reported that they were presently married, 12% (n = 29) reported that they were presently divorced, and the remaining participants (20%, n = 48) were widowed, separated, never married, or a member of an unmarried couple.

Each respondent was asked about his or her present employment status and annual income. This data is summarized in Table 16.8.

Table 16.8. Employment Status and Annual Income of Participants from FPHSA

Employment Status	n	%
Employed	86	36%
Self Employed	36	15%
Unemployed > Year	10	4%
Unemployed < Year	2	1%
Homemaker	29	12%
Student	9	4%
Retired	50	21%
Unable	16	7%
NA	2	1%
Annual Income	N	%
Up to $10,000	9	4%
Up to $15,000	9	4%
Up to $20,000	13	5%
Up to $25,000	13	5%
Up to $35,000	19	8%
Up to $50,000	24	10%
Up to $75,000	29	12%
> $75,000	62	26%
No Answer	62	26%

The education level of participants was also gathered and is presented in Table 16.9.

Table 16.9. Education Level of Participants from FPHSA

Highest Level Completed	**n**	**%**
No School	0	0%
Grades 1-8	7	3%
Grades 9-11	26	11%
Grade 12 or GED	68	28%
College or Tech. School 1-3 years	62	26%
College 4 years or more	75	31%
No Answer	2	1%

Participants were also asked questions regarding their gambling behavior. As with other regions in the present study and consistent with the results of the 2002 Vogel and Ardoin study, gambling at casinos and playing the lottery were noted to be the most popular gambling activities of residents in the FPHSA. The type of gambling and the frequency in which the respondents participated in each is presented in Table 16.10.

Table 16.10. Frequency of Participation in Various Types of Gambling – FPHSA

	Not at All		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	194	81%	38	16%	7	3%	1	0%
Bet on Horses, Dogs, or other animals	208	87%	27	11%	4	2%	1	0%
Bet on Sports	215	90%	23	10%	1	0%	1	0%
Played Dice for Money	225	94%	14	6%	1	0%	0	0%
Gambled in a Casino	126	53%	96	40%	17	7%	1	0%
Played the Numbers or Bet on Lotteries	137	57%	79	33%	23	10%	2	0%
Played Bingo for Money	197	82%	36	15%	4	2%	3	1%
Played the Stock or Commodities Market	199	83%	29	12%	12	5%	0	0%
Played Slot, Poker Machines, or	144	60%	85	35%	10	4%	1	0%

Other Gambling Devices								
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	224	93%	11	5%	5	2%	0	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	214	89%	23	10%	3	1%	0	0%
Gambled or Placed Bets over the Internet	239	100%	1	0%	0	0%	0	0%
Some Other Form of Gambling Not Listed Above	236	98%	2	1%	0	0%	2	1%

Participants from the FPHSA were asked to disclose the largest amount of money they had gambled in one day and the largest amount of money they had lost gambling in one day. The results are consistent with most other regions surveyed in the present study and are presented in Table 16.11 below.

Table 16.11. Amount of Money Gambled and Amount Lost in One Day.

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	14	9.09%	12	7.84%
$1.00 or Less	23	14.94%	23	15.03%
$1.01 - $10.00	82	53.25%	89	58.17%
$10.01 - $100.00	32	20.78%	24	15.69%
$100.01 - $1,000.00	3	1.95%	4	2.61%
$1,000.00 - $10,000.00	0	0.00%	1	0.65%
More than $10,000.00	0	0.00%	0	0.00%

Respondents were asked to indicate if any of their relatives have or had a gambling problem. Thirteen percent indicated that they did. When asked to identify their relationship to that person, 15.63% reported that the person with the gambling problem was their father, 3.13% said mother, 21.88% said sibling, 9.38% said spouse or partner, 6.25% identified the person with the gambling problem as their child, 31.25% indicated that the person was a relative, and 12.50% said the person in their life with a gambling problem was a friend or someone else important in their life. They were also asked if, when they gamble, how often they return another day to win back the money they lost. More than half reported that they never

return and 8.75% indicated that they return either some of the time or most of the time but no one responded that they returned to win their money back every time they lost. Just over a third did not answer the question, which likely indicates that they did not gamble at all.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 16.12. Participants' Responses to Questions from the Telephone Survey – FPHSA

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	5	3%	235	98%
Do you feel that you have ever had a problem with betting money or gambling?	7	4%	153	96%
Did you ever gamble more than you intended to?	28	19%	133	81%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	6	4%	155	96%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	14	9%	147	91%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	8	5%	153	95%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	3	2%	158	98%
Have you ever argued with people who you live with over how you handle your money?	11	7%	150	93%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	2	1%	159	99%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	0	0%	161	100%
Have you ever lost time from work (or school) due to betting money or gambling?	0	0%	161	100%

As can be determined from Table 16.12, the question most likely to elicit a "yes" answer from the participants was, as in other regions reported on earlier in the present study, "gambling more than intended."

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. The people surveyed from FPHSA answered very similarly to the respondents from the other regions in Louisiana, indicating a fair level of awareness of the 12-step program, the helpline, and the assessment and treatment options, but relatively unaware of CORE. These items were also in yes/no format and appear below in Table 16.13.

Table 16.13. Responses to Awareness of Treatment Options – FPHSA

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	151	63%	88	37%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	114	49%	121	51%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	163	68%	76	32%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	17	7%	222	93%

Participants who indicated that they were aware of the Problem Gamblers Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The following table indicates the media through which the participants were made aware of the services. Participants from FPHSA indicated that the OAD billboards and the telephone book were most effective in promoting awareness and the few aware of CORE were made so by friends and undefined "other" sources.

Table 16.14. Avenues of Awareness of Certain Intervention Services in Louisiana – FPHSA

Question		
How did you find out about the helpline?	n	%
Brochure	9	6%
Family Member	17	11%
Office for Addictive Disorders Billboard (they're black & white)	53	34%
Friend	2	1%
Casino Billboard	13	8%
TV / Radio PSA	2	1%
Casino Player Card	1	1%
Phone Book	53	34%
Back of Lottery Ticket	0	0%
Other	8	5%
How did you find out about "CORE"?	n	%
Brochure	2	14%
Family Member	1	7%
Gambling Helpline	1	7%
Friend	4	29%
Other	6	43%
PSA	0	0%
Phone Book	0	0%

Section 16.5. Problem and Pathological Gambling

The prevalence of problem gambling in FPHSA, both in 2002 and in the present study, was lower than the state rate but higher in 2002 than in the present study. The prevalence of pathological gambling was lower than the state rate in the 2002 Vogel and Ardoin study, but was much closer to the state rate in the present study. This is illustrated in Table 16.15.

Table 16.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
FPHSA	0.8	0.4	0.8	1.7
State	3.0	1.7	1.6	1.4

Note that the projected number of problem gamblers, a function of the prevalence rate and the population of the region, is lower than in the 2002 study, but the number of projected pathological gamblers is almost three times as many (Table 16.16).

Table 16.16. Projected Number of Problem and Pathological Gamblers in FPHSA and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
FPHSA	314,029	382,861	2,512	1,531	2,512	6,509
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Section 16.6. Summary of Comparisons to 2002 Results

Video Gaming Data

The Florida Parishes Human Services District contains 383 video gaming devices located in 20 gaming establishments, all in St. Helena Parish. This present number reflects 10 fewer establishments than were reported in the 2002 Vogel and Ardoin study and 96 fewer video gaming devices.

Helpline Data

88 intake calls originated in FPHSA in the present study. This was less than 6% of the total number of intake calls made to the helpline. 65 of those calls were made either from St. Tammany Parish or Tangipahoa Parish. Both parishes accounted for a significant portion of calls made from this region in 2002. The total number of calls from this region increased slightly, from 65 to 88 when comparing both reporting periods.

Youth Survey Data

Youth in the region reported to have gambled in the past year at a rate lower than the state average, and in some cases, substantially lower. The only notable “spikes” in the data were that 8th and 10th graders reported to have played the lottery at a rate higher than the state average and 12th graders bet

on games of skill at a higher rate. Contrast this with the report from principals in the 2002 study which indicated a high level of perceived gambling problems among the region's youth.

Problem and Pathological Gambling Data

One of the lowest rates of problem gambling in the present study was recorded in FPHSA. The rate was also quite low in the 2002 study. The rate of pathological gambling in the present study was substantially higher than reported in 2002 and was more in line with the state average rate in the present study. These rate differentials produced projections which were lower than in 2002 for problem gambling and higher than in 2002 for pathological gambling.

Chapter 17. Analysis of JPHSA Data

Jefferson Parish is considered to be an autonomous region. The July 2006 U.S. Census estimates the adult population for this region/parish to be 327,411. This represents an increase of 5,397 adults or 1.7% since the 2002 study (322,014). Jefferson Parish consists mostly of suburban residential areas for individuals working in the New Orleans metropolitan area.

Section 17.1. Video Gaming Data

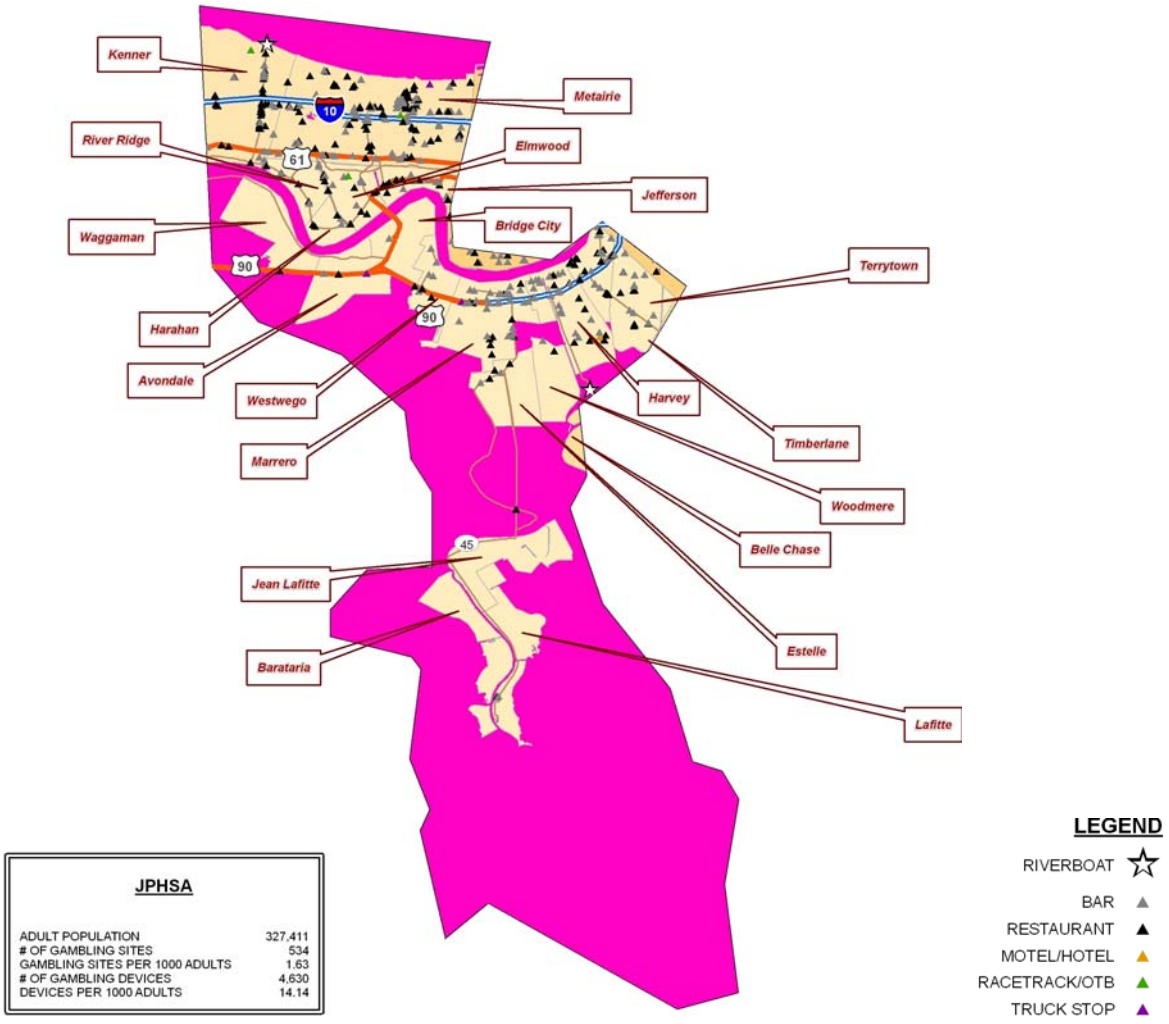
Data from the State Police Gaming Quarterly Review were tabulated and are presented in Table 17.1. In Jefferson Parish, the primary locations of video gaming devices are in the two riverboat casinos there. Numerous bars and restaurants throughout the parish also contribute significantly to the number of gaming establishments.

Table 17.1. License Type, Number, and Location of Gambling Establishments and Devices in JPHSA

Parish	License Type	Number of Video Gaming Devices	Number of Establishments
Jefferson	Bars	839	280
	Restaurants	707	245
	Motels/Hotels	3	1
	OTB	381	4
	Truck Stops	100	2
	Riverboat	2600	2
Parish/Region Total		**4630**	**534**

When the addresses of the gaming establishments are inserted into a map of the region, Figure 26 is produced, indicating the locations of the establishments in relation to geographical boundaries, roadways, and natural landmarks. Note the concentration of sites in the northern portion of the region.

Figure 26. JPHSA Map with Detailed Establishment Type



The number of gambling sites decreased by 36 from 2002 to 2008. The decrease in the number of establishments was accompanied by a slight decrease in the number of gaming sites per 1,000 adults. This is illustrated in Table 17.2.

Table 17.2. Sites and Sites per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Sites		Sites/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Jefferson	322,014	327,411	570	534	1.77	1.63
JPHSD (Total)	322,014	327,411	570	534	1.77	1.63

*2006 U.S. Census Estimate

While the number of sites decreased from 2002 to 2008, the number of video gaming devices located in the region increased by 113. The number of video gaming devices remained relatively constant due to the increase in the adult population. This data is presented in Table 17.3.

Table 17.3. Devices and Devices per 1,000 Adults, 2002 and 2008

Parish	Adult Pop		Gambling Devices		Devices/1,000 Adults	
	2002	*2008	2002	2008	2002	2008
Jefferson	322,014	327,411	4517	4,630	14.03	14.14
JPHSD (Total)	322,014	327,411	4517	4,630	14.03	14.14

*2006 U.S. Census Estimate

Section 17.2. Helpline Data

Jefferson Parish was the point of origin for 8% of the intake calls taken at the helpline. This represents a significant reduction in the percentage and total number of calls made to the helpline when comparing the 2002 and 2007 reports. Despite marginal changes in the number of device and establishments, JPHSA had the single largest reduction in callers when compared to other regions in Louisiana. This is represented in Table 17.4.

Table 17.4. Frequency and Percentage of Intake Calls to the Helpline Originating in JPHSD by Parish

JPHSA	Frequency		% of Calls to Helpline	
	2002	2007	2002	2007
Jefferson	256	120	19%	8%

Section 17.3. Youth Survey Data

The data from the 2006 CCYS indicates that 43.9% of the 6th grade students in the JPHSA reported to have gambled in the past year, this was below the state average of 47.9%. Fifty-one percent of the 8th graders in the region reported to have gambled in the past year. This was nearly equal to the state average for 8th graders (51.3%). Of particular note was that 10th graders in the JPHSA reported gambling in the past year at a rate higher than the state average, the only grade level in JPHSA to do so. Twelfth

graders reported much as did 6th and 8th graders with a rate slightly lower than the state average (JPHSA 12th grade = 40%; State 12th graders = 42.4%).

Among 6th graders, the most popular gambling activity was bingo, followed by betting on cards, an activity which, incidentally, endorsed at a higher rate than the state average. Eighth graders' most popular gambling activity was playing cards, followed by betting on sports. It can be seen in the table that even though this group reported to have gambled in the past year about as much as the state average, they endorsed several specific gambling activities at a higher rate than the state average for those activities. Eighth graders in JPHSA had rates higher than the state for gambling in a casino, betting on cards, and betting on dice. Playing cards was most popular among 10th and 12th graders, followed by betting on sports. Tenth graders endorsed several activities at a rate higher than the state average. Those popular activities were reported to be gambling in a casino, betting on cards, gambling on the internet, betting on dice, and betting on video gaming devices. Responses from the region are presented alongside the state data for comparison. Activities which the youth of the region endorsed at a higher rate than the state average are noted in bold type in the table. Complete information is presented in Table 17.5.

Table 17.5. Percentage of JPHSA Students Endorsing Specified Gambling Behavior- Region and State

JPHSA	6th Grade		8th Grade		10th Grade		12th Grade	
	Region	State	Region	State	Region	State	Region	State
Gambled in the Past Year	43.9	47.9	51.1	51.3	**50.9**	48.8	40	42.4
Gambled at a Casino	2.9	2	**3.2**	2	**3.3**	1.8	2.2	2.3
Played the Lottery	15.1	17.8	14.9	17	13.7	14.7	9.7	11.5
Bet on Sports	19	19.9	24.7	23.8	23.9	23.7	**20.3**	19.3
Bet on Cards	**17.7**	16.7	**27.5**	23.6	**29**	24.8	23.1	23.5
Bet on Horses	3.6	4.2	3.6	4	4	3.7	3.3	3.7
Played Bingo for Money	23.1	26.3	23.9	23.9	17.1	18.5	10.8	13.5
Gambled on the Internet	6.1	5.7	5.9	5.1	**5.9**	4.6	3.5	4.2
Bet on Dice	6	5.8	**9.8**	8.3	**9.3**	8.1	7.6	7.6
Bet on Games of Skill	12.8	14	**16.8**	15.8	15	15.4	11.6	13.7
Bet on Video Poker/Machines	4.5	4.3	**5**	3.8	**4.8**	3.4	4	3.3

Sample		Grade 6	Grade 8	Grade 10	Grade 12
Region	7,461	2,571	2,233	1,441	1,216
State	106,357	32,934	30,690	23,568	19,165

Only six principals from JPHSA returned surveys in the 2002 study. None perceived a major gambling problem among their students and only half of them reported mild problems.

Section 17.4. Telephone Survey

A summary of the demographic variables which describe the sample of participants drawn from JPHSA Region is presented in Table 17.6. Two hundred and forty Louisiana citizens residing in JPHSA responded to the telephone survey in such a way that their answers could be used in the present study. The demographic variables, sex, age, race, and marital status, as well as employment status and annual income are summarized in the following tables.

Table 17.6. Demographic Variables of Participants from JPHSA

Sex	Number	%
Male	78	33%
Female	162	68%
Marital Status		
Married	131	55%
Divorced	32	13%
Widowed	20	8%
Separated	5	2%
Never Married	46	19%
Unmarried Couple	2	1%
NA	4	2%
Race		
White	157	65%
Black	48	20%
Hispanic	19	8%
Other	12	5%
No Answer	4	2%

Table 17.7. Age of Participants from JPHSA

Average Age	Std. Dev.	Min.	Max.	n
51.2	16.8	18.0	99.0	230.0

The sample included a greater number of females with 33% (n = 78) of the participants reporting that they were male, and 68% (n = 162) reporting that they were female. The average age of the participants from this region was 51.2 ranging of ages 18 to 99. Regarding race, 65% (n = 157) identified as "White," 20% (n = 48) identified as "Black," 8% (n = 19), identified as Hispanic, and 5% (n = 12) identified as "Other." 55% (n = 131) of the participants reported that they were presently married, 13% (n = 32) reported that they were presently divorced, and the remaining participants, (31%, n = 73) were widowed, separated, never married, or a member of an unmarried couple.

Participants were asked about their present employment status and annual income. This data is summarized in Table 17.8.

Table 17.8. Employment Status and Annual Income of Participants from JPHSA

Employment Status	n	%
Employed	118	49%
Self Employed	23	10%
Unemployed > Year	10	4%
Unemployed < Year	3	1%
Homemaker	21	9%
Student	8	3%
Retired	47	20%
Unable	8	3%
NA	2	1%
Annual Income	N	%
Up to $10,000	10	4%
Up to $15,000	9	4%
Up to $20,000	7	3%
Up to $25,000	16	7%
Up to $35,000	20	8%
Up to $50,000	35	15%
Up to $75,000	29	12%
> $75,000	43	18%
No Answer	71	30%

The education level of participants was also gathered and is presented in Table 17.9.

Table 17.9. Education Level of Participants from JPHSA

Highest Level Completed	**n**	**%**
No School	0	0%
Grades 1-8	6	3%
Grades 9-11	17	7%
Grade 12 or GED	58	24%
College or Tech. School 1-3 years	68	28%
College 4 years or more	89	37%
No Answer	2	1%

Participants were also asked questions regarding their gambling behavior. As with other regions in the present study and consistent with the results of the 2002 Vogel and Ardoin study, gambling at casinos and playing the lottery, along with video gaming devices, were noted to be the most popular gambling

activities of residents in the JPHSA. The type of gambling and the frequency in which the respondents participated in each is presented in Table 17.10.

Table 17.10. Frequency of Participation in Various Types of Gambling – JPHSA

	"Not at All"		Less Than Once Per Week		Once Per Week or More		Refused to Answer; Don't Know/Not Sure	
Type of Gambling	n	%	n	%	n	%	n	%
Play Cards for Money	178	74%	54	23%	6	3%	2	1%
Bet on Horses, Dogs, or other animals	189	79%	48	20%	3	1%	0	0%
Bet on Sports	220	92%	17	7%	3	1%	0	0%
Played Dice for Money	221	92%	16	7%	3	1%	0	0%
Gambled in a Casino	128	53%	101	42%	9	4%	2	1%
Played the Numbers or Bet on Lotteries	153	64%	62	26%	23	10%	2	1%
Played Bingo for Money	199	83%	33	14%	6	3%	2	1%
Played the Stock or Commodities Market	201	84%	36	15%	3	1%	0	0%
Played Slot, Poker Machines, or Other Gambling Devices	153	64%	77	32%	10	4%	0	0%
Bowled, Shot Pool, Played Golf or Some Other Game of Skill for Money	223	93%	14	6%	3	1%	0	0%
Played Pull Tabs or Other "Paper" Games Other Than Lottery	212	88%	21	9%	5	2%	2	1%
Gambled or Placed Bets over the Internet	238	99%	1	0%	1	0%	0	0%
Some Other Form of Gambling Not Listed Above	234	98%	6	3%	0	0%	0	1%

Participants were asked to disclose the largest amount of money that they had gambled in one day and the largest amount of money they had lost gambling in one day. The results are summarized in Table 17.11.

Table 17.11. Amount of Money Gambled and Amount Lost in One Day

Amount of Money	Gambled in One Day		Lost in One Day	
	n	%	n	%
Never Have Gambled	3	2.08%	2	1.40%
$1.00 or Less	24	16.67%	26	18.18%
$1.01 - $10.00	84	58.33%	79	55.24%
$10.01 - $100.00	27	18.75%	29	20.28%
$100.01 - $1,000.00	4	2.78%	1	0.70%
$1,000.00 - $10,000.00	0	0.00%	1	0.70%
More than $10,000.00	2	1.39%	5	3.50%

The participants were asked to indicate if any of their relatives have or had a gambling problem, 11.67% indicated that they did. When asked to identify their relationship to that person, 10.71% reported that the person with the gambling problem was their father, 14.29% said mother, 17.86% said sibling. Just over 7% said spouse or partner, and no one identified the person with the gambling problem as their child. Twenty-five percent indicated that the person was a relative, and 25% said the person in their life with a gambling problem was a friend or someone else important in their life. They were also asked if, when they gamble, how often they return another day to win back the money they lost. Very nearly half reported that they never return, 9.16% indicated that they return either some of the time or most of the time, and less than 1% responded that they return to win their money back every time they lost. Forty percent did not answer the question, indicating that they did not participate in gambling.

Several questions, designed to elicit a more complete picture of gambling behavior, were asked of the participants. These questions were either asked in a way that respondents could answer in a yes/no format or in a way so that the answers could be collapsed into yes/no formats for reporting herein. The following table summarizes these items.

Table 17.12. Participants' Responses to Questions from the Telephone Survey – JPHSA

Question:	Yes		No	
	n	%	n	%
Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?	7	3%	233	97%
Do you feel that you have ever had a problem with betting money or gambling?	8	5%	142	95%
Did you ever gamble more than you intended to?	28	19%	122	81%
Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?	7	5%	143	95%
Have you ever felt guilty about the way you gamble or what happens when you gamble?	18	12%	132	88%
Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?	11	7%	139	97%
Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?	6	4%	144	96%
Have you ever argued with people who you live with over how you handle your money?	12	8%	138	92%
(If you answered yes to last question) Have money arguments ever centered on your gambling?	4	3%	146	97%
Have you ever borrowed money from someone and not paid them back as a result of your gambling.	2	1%	148	99%
Have you ever lost time from work (or school) due to betting money or gambling?	1	1%	149	99%

As can be determined from Table 17.12 the questions most likely to elicit a "yes" answer from the participants was "gambling more than intended to" and "felt guilty about gambling."

Participants were asked several questions which were aimed at learning more about their awareness of treatment options in Louisiana. These items were also in yes/no format and appear in Table 17.13.The individuals surveyed from JPHSA answered very similarly to the respondents from the other regions in Louisiana, indicating a fair level of awareness of the 12 step program, the helpline, and the assessment and treatment options, but relatively unaware of CORE.

Participants who indicated that they were aware of the Problem Gamblers Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The following table indicates the media through which the participants were made aware of the services. Participants from JPHSA indicated that the OAD billboards and the telephone book were most effective in promoting awareness and the few aware of CORE were made so by friends and undefined "other" sources.

Table 17.13. Responses to Awareness of Treatment Options – JPHSA

Question	Yes		No	
	n	%	n	%
Are you aware of the Gamblers Anonymous 12-Step Program?	154	65%	83	35%
Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?	132	55%	106	45%
Are you aware that Louisiana has a toll-free "problem gambler's" helpline?	165	69%	74	31%
Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.	15	6%	222	94%

Participants who indicated that they were aware of the Problem Gambler's Helpline were asked several follow-up questions as were those who indicated that they had heard of the Center of Recovery (CORE). The following table indicates the media through which the participants were made aware of the services. As with other regions in the state, OAD billboards and the telephone served to inform most of those who knew about the helpline. Very few people in JPHSA knew that CORE existed. There was no clear indication of how the few who were aware of the program had found out about it. Complete data are presented in Table 17.14.

Table 17.14. Avenues of Awareness of Certain Intervention Services in Louisiana – JPHSA

Question		
How did you find out about the helpline?	n	%
Brochure	6	4%
Family Member	16	10%
Office for Addictive Disorders Billboard (they're black & white)	74	45%
Friend	1	1%
Casino Billboard	8	5%
TV / Radio PSA	3	2%
Casino Player Card	3	2%
Phone Book	43	26%
Back of Lottery Ticket	0	0%
Other	9	2%
How did you find out about "CORE"?	n	%
Brochure	2	29%
Family Member	0	0%
Gambling Helpline	1	14%
Friend	2	29%
Other	1	14%
PSA	0	0%
Phone Book	1	14%

Section 17.5. Problem and Pathological Gambling

The prevalence of problem gambling in JPHSA in 2002 was significantly higher than the state rate but was identical to the state rate in the present study. The rate of pathological gamblers in the 2002 study

and the rate in the present study were higher than the state rate in both sampling years. This is illustrated in Table 17.15.

Table 17.15. Changes in the Rates of Problem and Pathological Gambling from 2002 to 2008

	% Problem Gamblers		% Pathological Gamblers	
	Vogel & Ardoin 2002	Present Study 2008	Vogel & Ardoin 2002	Present Study 2008
JPHSA	5.0	1.7	3.0	2.1
State	3.0	1.7	1.6	1.4

When we multiply the rate by the population, we can project a number of possible problem or pathological gamblers in the region. While this method varies slightly from the 2002 Vogel and Ardoin study, it makes comparisons between the two data collection years more efficient. As can be seen in Table 17.16, both the projected number of problem gamblers and the projected number of pathological gamblers decreased from reports made in the 2002 study to the present study.

Table 17.16. Projected Number of Problem and Pathological Gamblers in JPHSA and State

	Adult Population		Projected Number of Problem Gamblers		Projected Number of Pathological Gamblers	
	2002	*2008	2002	2008	2002	2008
JPHSA	322,014	327,411	16,101	5,566	9,660	6,876
State	3,238,699	3,197,667	97,161	54,360	51,819	44,767

*2006 U.S. Census Estimate

Section 17.6. Summary of Comparisons to 2002 Results

Video Gaming Data

Over 4500 video gaming devices are located in 534 gaming establishments in JPHSA. This reflects a decrease from the 2002 study in the number of sites and an increase in the number of devices, further strengthening the observed statewide trend. Per capita figures for sites and devices remained fairly constant.

Helpline Data

Contrary to other regions in the state, the raw number of intake calls taken at the helpline from JPHSA noticeably decreased as did the percentage of calls to the helpline from this region.

Youth Survey Data

Tenth graders in JPHSA reported a higher rate of gambling in the past year than the state average. The 10th graders reported higher rates than the state for casino gambling, betting on cards, internet gambling, betting on dice, and playing video gaming devices. Although specific gambling behaviors were reported to be higher than the state average in other grades, no other grade surpassed the state average for gambling in the past year.

Problem and Pathological Gambling Data

These numbers demonstrate the greatest disparity from the 2002 Vogel and Ardoin study. The 2002 rate for problem gambling was reported to be 5%, while the present rate was reported to be 1.7%. The authors can offer no explanation for this large differential. Similarly, the pathological gambling rate in 2002 was reported to be 3%, while the present data reports the rate at 2.1%. The projected numbers of problem and pathological gamblers reflect the disparity.

Chapter 18. Conclusion and Recommendations

Section 18.1 – Summary of Data Sets

As previously noted, several data sets were collected and utilized in the present study. These data were presented, summarized, and compared to the 2002 Vogel and Ardoin study in chapters addressing statewide and regional analyses. In Section 18.2, the relationship among the data sets will be investigated, but first, a summary of the data sets is presented below. The various sources of data were:

1. State Police Video Gaming Data
2. Toll-Free Gambling Helpline Intake Call Data
3. Caring Communities Youth Survey (CCYS) Data
4. A Telephone Survey

The video gaming data was collected from the Louisiana State Police Gaming Division Quarterly Revenue Report (2008). These data are presented in the GIS maps interspersed throughout the present report which conveyed the location and density of gaming establishments in Louisiana. The information gleaned from the quarterly revenue report also allowed for the comparisons between the 2002 Vogel and Ardoin study and the present study on variables such as the number of video gaming establishments, number of establishments per 1,000 adults, number of video gaming devices, and number of video gaming devices per 1,000 adults. One observation noted throughout the state was that from 2002 to present, the number of gaming establishments has decreased but the number of video gaming devices has increased.

Information from the Toll-Free Gambling Helpline, specifically the number of intake calls taken from throughout the state, provided the frequency of calls made from each region and the share of calls made by residents of each region. Demographic information was also collected on the callers and the results are reported in chapters on the regions. The singularly most impactful fact discovered by analyzing the data provided by this source was that the raw number of intake calls statewide has only slightly increased from 2002 to 2008. Region 7 continues to rank near the top in total number of calls to the helpline. However,

JPHSA had a significant decrease in the number of calls to the helpline when comparing both reports. Orleans and Caddo parishes had the highest percentage (12%) of callers to the helpline from 2006-2007. Despite the decrease in the number of calls, JPHSA still ranked fourth in the percentage of calls to the helpline. In the presentation of region-level data, each region's input into this overall statewide statistic was revealed.

Data from the CCYS was used to provide data on youth gambling in Louisiana. This was an improvement in methodology from the 2002 study as it consisted of self reporting on gambling behaviors and consisted of a very large sample size versus the collection of opinions about youth gambling from less than 200 high school principals statewide. Responses were garnered from 6th, 8th, 10th, and 12th graders from all 10 regions. The present report focused on one aspect of the data: What was the rate of gambling in the past year of each grade group? While the veracity of claims to have gambled in a casino by a 6th grader might be questioned, the data paint a potentially alarming picture wherein the rate of youth having gambled in the past year hovered around 50%, depending on grade level and regional affiliation.

The most important function of the telephone survey was the collection of information from a large group of Louisiana residents, which would allow for the identification of problem and pathological gamblers. Such data was used to establish a prevalence rate comparable to the results of other gambling studies and is able to be utilized, along with population data, to project estimated numbers of problem gamblers and pathological gamblers residing in the state and within regional boundaries. The prevalence rate for pathological gamblers reported in the present study was consistent with previous results and in Section 18.4, the Louisiana prevalence numbers are compared to the rates in other states from which data has been collected and analyzed.

Section 18.2 – Relationships among Data Collected for Present Study

A discussion of the relationships among the variables begins with table 18.1 is presented on the following page.

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Table 18.1. Correlation Matrix of Variables in Present Study

	% Prob	% Path	Adult Pop	Sites	Sites /1,000	# Dev	Dev /1,000	Aware HL	Aware Tx	Aware CORE	# calls	% calls	% 6th	% 8th	% 10th	% 12th	Non Gam	Life Gam
% Path	-0.677**																	
Adult Pop	0.553*	-0.497																
Sites	0.179	0.175	-0.086															
Sites/1,000	-0.024	0.395	-0.348	0.932*														
# Dev	0.149	0.108	-0.025	0.385	0.319													
Dev/1,000	-0.217	0.422	-0.388	0.325	0.392	0.888**												
Aware L	-0.422	0.020	-0.514	-0.168	-0.047	-0.378	-0.221											
Aware Tx	0.629**	-0.101	0.596*	0.187	0.019	0.613*	0.337	-0.730*										
Aware CORE	0.303	-0.266	0.070	-0.189	-0.248	0.669**	0.442	-0.058	0.437									
# calls	0.568*	-0.149	0.508	0.286	0.197	0.606*	0.332	-0.477	0.825**	0.520								
% calls	0.537	-0.108	0.488	0.292	0.214	0.604*	0.348	-0.486	0.817**	0.501	0.998*							
% 6th	0.301	-0.451	-0.086	0.307	0.315	-0.005	0.011	0.202	-0.106	-0.171	0.130	0.112						
% 8th	0.261	-0.340	-0.047	0.647**	0.596*	0.160	0.067	0.145	-0.110	-0.012	0.294	0.297	0.653**					
% 10th	-0.047	0.375	-0.497	0.735**	0.891**	0.196	0.375	0.097	-0.079	-0.274	0.183	0.208	0.512	0.622*				
% 12th	0.122	-0.226	0.001	0.564*	0.560*	0.185	0.199	-0.036	-0.037	-0.208	0.303	0.311	0.803**	0.852**	0.650**			
Non Gam	0.454	-0.506	0.009	-0.269	-0.345	0.109	-0.075	0.437	0.136	0.619*	0.202	0.168	0.201	0.062	-0.198	-0.200		
Life Gam	-0.461	0.535	-0.023	0.295	0.378	-0.095	0.098	-0.426	-0.126	-0.629**	-0.179	-0.143	-0.180	-0.042	0.243	0.227	-0.998**	
Wk Gamb	-0.471	0.412	0.186	-0.188	-0.105	-0.500	-0.354	-0.190	-0.226	-0.653**	-0.345	-0.329	-0.355	-0.461	-0.216	-0.197	-0.770**	0.758

Key to matrix: Columns from left to right: % problem gamblers; % Pathological gamblers; Adult population, sites(establishments); sites per 1,000/adults; Devices; Devices per 1,000/adults; Aware of Helpline; Awareness of CORE; # of calls to helpline; % of calls to helpline; % 6th graders who gambled in past year, % 8th graders who gambled in past year; % of 10th graders who gambled in past year; % of 12th graders who gambled in past year; Non gamblers, Lifetime gamblers

Key to matrix: Rows from top to bottom: % Pathological gamblers; Adult population; sites(establishments); sites per 1,000/adults; Devices; Devices per 1,000/adults; Aware of Helpline; Awareness of CORE; # of calls to helpline; % of calls to helpline; % 6th graders who gambled in past year, % 8th graders who gambled in past year; % of 10th graders who gambled in past year; % of 12th graders who gambled in past year; Non gamblers, Lifetime gamblers; Weekly gamblers

The correlation table indicates relationships among variables. Those variables with a magnitude sufficient to be statistically significant are noted by an asterisk (*) if the relationship is significant at the .10 level, and by two (**) if the relationship is significant at the .05 level. The statistically significant relationships are also typed in bold in the table. Negative correlations, where an increase in the value of one variable is accompanied by a decrease in the value of the other variable and vice versa, are identified by a negative sign (-). Positive correlations, where the systematic increase in one variable is accompanied by an increase in the other and a decrease in one is accompanied by a decrease in the other, are not assigned a positive, but rather, such is understood.

The prevalence rate of problem gamblers was negatively related to the prevalence rate of pathological gamblers. That is to say, as the rate of problem gamblers in a district goes up, there is a systematic tendency for the rate of pathological gamblers to go down (or vice versa). This seems antithetical and the present authors can offer no explanation for this effect. The prevalence rate is positively correlated with the adult population of a region. More populous regions have a higher prevalence rate of problem gamblers and less densely populated regions have a lower rate of problem gamblers. In regions where the prevalence of problem gamblers was greater, a higher proportion of the population was aware of OAD assessment and treatment options and less aware of the options in regions where the prevalence of

problem gamblers was low. This is, in one way, encouraging. If a region has a higher prevalence of problem gambling, those affected may be more aware of the services available for treatment. Prevalence of problem gambling was also related to the number of intake calls made from a region. This is logical, because one would presume many of the callers would be problem gamblers seeking help for their condition.

There were no significant correlations with the prevalence of pathological gambling. That the prevalence rate was fairly low and varied little among the regions may have factored into this observation, but nothing can be stated with any certainty.

It was noted that the adult population of a region was related to awareness of OAD assessment and treatment options. This may have occurred due to the increased exposure persons in an urban center might have to resources as opposed to those in a rural setting.

The number of video gaming sites in a region was related to several other variables. Predictably, the number of sites was related to the number of gaming sites per 1,000 adults. What may be of particular interest to some readers, and cause for further investigation was that the number of video gaming sites and the number of gaming sites per 1,000 adults in a region was related to the percentage of 8th, 10th, and 12th graders who reported to have gambled in the past year. This knowledge could be used to target specific at-risk populations of students for preventative measures. Curiously, while the number of establishments which offered patrons the opportunity to gamble and the number of establishments per 1,000 adults was related to gambling among youth, no significant relationships were observed between the number of video gaming devices and the number of devices per 1,000 adults and youth's gambling behaviors.

The number of video gaming devices in a region was related to several other variables, however, the first and most logical being a positive relationship with the number of gaming devices per capita. Other less obvious relationships were observed between the number of gaming devices and number and

percentage of intake calls taken at the helpline and with awareness of OAD assessment and treatment and awareness of CORE.

It was also observed that significant positive relationships existed among the different grade levels. That is to say, students within a region tended to exhibit similar gambling behaviors as their older or younger schoolmates. This is not surprising given the very similar environments of students within any particular region. The reader is referred to the correlation matrix for a complete account of relationships among the variables.

Section 18.3 – Youth Gambling Prevalence Rates in Louisiana as Compared to Other States

Many states are beginning to focus on problems associated with youth gambling. Studies are being conducted on youth gambling rates and problem and pathological gambling among this population. A recent nationwide study conducted by researchers at the University of Buffalo estimates that as many as 750,000 (2.1%) youths ages 14-21 meet the criteria for problem gambler. In addition, 68% of the youth interviewed for this study reported they had had gambled in the past year. Eleven percent reported gambling at least twice per week (Welte, 2008).

Several other states have conducted recent studies on youth gambling. Their findings tend to support the findings of the University of Buffalo nationwide study. The New York Office of Alcoholism and Substance Abuse Services conducted a youth survey on gambling behavior and problems. Forty-nine public and private schools were randomly selected to participate. Seventy-one percent of participants ranging from grades 7-12 reported gambling at least once in the past year. This is a much higher rate than similar studies conducted in Louisiana, Arizona and Delaware. In addition, 12% reported gambling at least 4 times in the past month. A 2006 Arizona Youth Report of 8th, 10th, and 12th grade students indicates that nearly 35% of survey recipients reported gambling within the past year. A comparison of the prevalence of 8th, 10th and 12th grade gambling between Louisiana and Arizona youth is presented in Table 18.2. While neither the questions nor response categories are totally identical, some comparisons can be made. Also, it

is important to note that when making gambling comparisons between states, each state's demographic, socioeconomic, and legal gambling status must be considered, as well as the methodology used to calculate prevalence rates. Youth data from the New York study was not disaggregated, so a comparison between grades was not possible. However, popular gambling actives were very similar to the activities reported in Louisiana and Arizona.

Table 18.2. Youth Gambling Prevalence in Louisiana and Arizona

	Louisiana 2006 8th Grade	Arizona 2006 8th Grade	Louisiana 2006 10th Grade	Arizona 2006 10th Grade	Louisiana 2006 12th Grade	Arizona 2006 12th Grade
Gambled in Past Year	51.3	41.1	48.8	34.2	42.4	24.7
Played Lottery	17.0	14.6	14.7	14.4	11.5	12.6
Played Bingo for Money	23.9	10.9	18.5	7.6	13.5	4.7
Bet on Games of Skill	15.8	9.8	15.4	11.1	13.7	10.2
Bet on Cards	23.6	12.7	24.8	14.4	23.5	14.4

When comparing Louisiana and Arizona 8th grade students, Louisiana students have gambled at a higher rate in the past year than 8th grade students from Arizona. In fact, Louisiana 8th grade students have the highest response rate in this category across all grades. The most popular gaming activities are included in the table. Playing bingo for money was the most popular gambling activity among Louisiana 8th graders. Playing the lottery was the most popular gambling activity for 8th grade students from Arizona. Louisiana leads in all categories when comparing the most popular gaming activities. Among 10th grade students, Louisiana has a much higher response rate for individuals who have gambled in the past year. The rate differences increase significantly with each age group. Playing the lottery was the most popular gambling activity for 10th grade Arizona students while betting on card games was the most popular among Louisiana students. Louisiana 12th grade students report a significant higher rate of gambling in the past year when compared to Arizona 12th grade students. Gambling rates do tend to decrease as the grade level increases. However the variance is much smaller among Louisiana students. Betting on card games

is the most popular gambling activity for 12th grade students in both states. However, a much larger percentage of 12th grade students from Louisiana bet on cards than Arizona students in the same grade.

Section 18.4 – Gambling Prevalence Rates in Louisiana as Compared to Other States

A comparison of the prevalence of gambling in Louisiana to the prevalence of gambling in other states is presented in Table 18.2. First, it is important to note than when making gambling comparisons between states, each state's demographic, socioeconomic, and legal gambling status must be considered, as well as the methodology used to calculate prevalence rates. Prevalence studies in California, Nevada, and Arizona cited herein used similar surveys as the present study (e.g. SOGS, NODS) and similar criteria for classification of gamblers.

Table 18.3. Gambling Prevalence in Louisiana and Other States

	Louisiana 2008 (2400) %	California * 2006 (7121) %	Arizona* 2003 (2750) %	Nevada* 2001 (2217) %
Weekly Gambling	14	10	10	19
Problem Gambling	1.7	2.2	3.6	2.9
Pathological Gambling	1.4	1.5	1.9	3.5
Combined Prob/Path	3.1	3.7	5.5	6.4

*Volberg (2001, 2003, 2006)

When the status of legalized gambling in each state is considered, differences are noted. All four states have some form of legalized casino gambling (i.e. tribal, riverboat, traditional). Both Arizona and California have a substantial number of Indian casinos, while Nevada hosts a substantial number of large traditional casinos. Louisiana is the only state that utilizes riverboats to operate large casinos within its borders. Nevada is the only state that does not have a lottery system. Considering the number of video gaming devices per 1,000 adults, Nevada has the highest rate at 15 devices per 1,000 adults (Volberg, 2006). Louisiana has the next highest rate with 14 devices per 1,000 adults.

An inspection of prevalence rates across the four states indicates several salient findings:

1. Nevada has the largest percentage of weekly gamblers, followed by Louisiana.

2. Arizona has the largest percentage of problem gamblers.

3. Louisiana has the lowest rate of problem gamblers (1.9%).

4. Nevada has a substantially higher rate of pathological gamblers than the other states.

5. Louisiana has the lowest rate of pathological gamblers at 1.4%.

6. Nevada has the highest rate when problem and pathological gambling rates are combined.

7. Louisiana has the lowest percentage of problem and pathological gamblers when the two rates are combined.

Section 18.5 – Recommendations

Several recommendations can be made based on the results of the present study. Some of the recommendations are related to methods which might improve the quality of data collected in future studies, and some of the recommendations are influenced by the data itself. Each category will be presented in turn. First, recommendations for future studies:

1. The present authors recommend that the Caring Communities Youth Survey (CCYS) be modified and standardized as the source of data on youth gambling. The existing format of survey questions related to gambling should be brought in line with standard instrumentation in the field of gambling research, such as the South Oaks Gambling Screen, where appropriate.

2. Authors of future prevalence studies should consider the possibility of collecting data on the young adult population, specifically Louisiana college students. Perhaps an association with the Louisiana Higher Education Coalition would prove beneficial. This organization administers a bi-annual survey to college students within which questions about gambling behaviors could be inserted. The formulation of a more in-depth recognition, prevention, and treatment plan could also be explored, which would include training for personnel at college counseling centers. These counselors, housed on college campuses, are

likely to be the first professionals made aware of gambling problems among the college-aged population and most likely to be the first source of treatment.

3. The prevalence studies should be conducted more frequently. The time lapse between studies may be too great to allow for the recognition of trends. The time gap may also inflate or negate real treatment effects of statewide or regional programming. Perhaps a bi-annual schedule would be appropriate if funding allows. The directors of these studies should endeavor to include some outcome measures of existing treatment strategies in addition to prevalence estimates.

4. New methodology for collecting data from the general public should be investigated. With the advent of caller identification and the proliferation of cellular telephones, the traditional home telephone may have lost some rigor as a data collection device. Youth data can be collected using the CCYS and data from college-aged citizens can be collected in a similar fashion. A more efficient method of collecting data from working adults in Louisiana should be investigated.

5. The entire prevalence study process should be standardized, including methodology and content. While this has been done to some extent, a revised and perfected methodology for collecting, analyzing, and disseminating the results of the studies will provide for a greater level of longitudinal tracking of trends and the effects of gambling policies, prevention strategies, and treatments.

6. Future studies should attempt to ascertain the role visitors in Louisiana on business, visiting the state as a tourist, or in Louisiana specifically to gamble, have on the legalized gambling culture.

The preceding recommendations are made in an attempt to perfect the process of gathering, analyzing, and disseminating the information on legalized gambling in Louisiana and the effects of such on the residents of the state. The following recommendations are made after considering the findings of the present study and reflect observations and suggestions for future research and practices.

7. It was noted that a correlation exists between the gambling behaviors of 8th, 10th, and 12th grade students and their proximity to gambling establishments. This knowledge allows for the identification of

those youths who are most at risk of developing problems associated with gambling, and further facilitates the targeting of specific prevention programming in the areas where they reside. Legalized gambling in Louisiana has not been a part of local culture in many areas, and the first generation of young people, born with legal gambling as a prominent part of their local scene, is in schools now. Younger children, in elementary and middle schools, will grow up in a Louisiana where a casino or a truck stop with gambling devices is not far from their homes. Simply put, a new element has been introduced into the culture to which the youth of Louisiana are exposed daily. The present authors suggest that the idea of a coherent anti-gambling curriculum be studied, and when possible, implemented as part of the comprehensive school counseling mission.

8. It was observed in the present study that, of the persons surveyed that were aware of OAD assessment and treatment options and the toll-free gambling helpline, most had learned of the services through two primary sources: the OAD billboards advertising the helpline and the telephone book. The present authors recognize the effectiveness of advertising via these two media and recommend the continuation of this practice.

9. More emphasis should be put on the social, economic, and public health consequences of gambling and gambling addiction. Framing gambling as a public health concern is not only an accurate practice, but may also lead to the further development of additional prevention and treatment strategies.

10. Comparative studies between Louisiana and other states where legal gambling has been a part of the culture longer should also be considered. While widespread legal gambling may be new in Louisiana, it is not new in Nevada and New Jersey. The development of the gambling industry and the accompanying social consequences could be tracked in those states and the negative ramifications possibly avoided.

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APPENDIX A: Bibliography of Related Works

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National Council on Problem Gambling
www.ncpgambling.org

Youth Gambling International
www.youthgambling.com

National Gambling Impact Study Commission Final Report
http://govinfo.library.unt.edu/ngisc/reports/fullrpt.html

Louisiana Association on Problem Gambling
www.laprobgam.org

Louisiana Department of Health and Hospitals
www.dhh.la.gov

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APPENDIX B – Transcript of Telephone Interview

Louisiana South Oaks Gambling Study 2008
Survey Questionnaire

[SCREEN 1 – "Opening"]

Hello.

My name is _____ and I'm calling from the Research Call Center at the University of Louisiana in Lafayette.

I'm calling on behalf of the Louisiana Office for Addictive Disorders which is conducting a random study of practices of Louisiana residents with regard to gambling.

Have I reached [*area code and telephone number*]?

[*If the correct number, continue to NEXT SCREEN.*]
[*If not, say*
"I'm sorry, but I have apparently reached your line in error.
Please excuse the call.
Good bye."
and F3 to Assign Disposition Code.]

[SCREEN 2 – "Private"]

Is this a private residence?

[*If a private residence, continue to NEXT SCREEN.*]
[*If not, say*
"I'm sorry, but I am trying to reach only residences.
Please excuse the call.
Good bye."
and F3 to Assign Disposition Code.]

[SCREEN 3 – "Cellular"]

Is this a cellular telephone?

[*If not cell phone, continue to NEXT SCREEN.*]
[*If not, say*
"I'm sorry, but I am no allowed to conduct interviews over cell phones.
Please excuse the call.
Good bye."
and F3 to Assign Disposition Code.]

[SCREEN 4 – "Adult"]

Am I speaking to an adult living in this household?
[Could I please speak to someone 18 years of age or older?]

[*When an adult is on the line, continue as follows.*]

Your telephone number was chosen entirely at random and I won't be asking for your name, address, or any other information that identifies you.

You do not have to answer any question you do not want to, and you can end the interview at any time.

This should take no more than five or ten minutes at the most, and your answers will remain entirely confidential.

If you have any questions about this survey at the end, I can provide you a telephone number to call for more information.

The combined answers we get from study respondents will help tailor services for persons who may have problems related to gambling in Louisiana.

Would you agree to allow me to ask you a few questions?

[*If adult agrees, continue to NEXT SCREEN.*]
[*If not, say*
"I understand.
Please excuse the call.
Good bye."
and F3 to Assign Disposition Code.]

[SCREEN 5 – "Gender"]

[*Ask only if unsure.*]

Are you ...

Male? _____ Female? _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 6 – "Age" (BRFSS:C11Q01)]

What is your age?

Age _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 7 – "Hispanic" (BRFSS:C11Q02)]

Are you Hispanic or Latino (Latina)?

Yes? ____ No? _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 8 – "Race" (BRFSS:C11Q03)]

Which one of the following would you say is your race? Would you say White, Black or African-American, Asian, Native Hawaiian or other Pacific Islander, American Indian, Alaska Native, or Other?

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 9 – "Marital" (BRFSS:C11Q05)]

Are you: Married, Divorced, Widowed, Separated, Never married, or Member of an unmarried couple?

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 10 – "Employment" (BRFSS:C11Q08)]

Are you currently: Employed for wages, Self-employed, Out of work more than 1 year, Out of work for less than 1 year, Homemaker, Student, Retired or Unable to work?

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREENs 11a,b,c,d,e,f,g,h,i – "Income"
(BRFSS:C11Q09d and subsequent screens c,b,a or e,f,g,h,i)]

Is your annual household income from all sources less than $25,000?

[Note: *Subsequent screens determine income with high range being $75,000 and up.*]
[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 12 – "Parish" (BRFSS:C11Q12)]

In which Parish do you live?

[*Include Louisiana Parish table, coded by FIPS code.*]
[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 13 – "Zipcode" (BRFSS:C11Q13)]

What is your Zipcode where you currently live?

_____ Zipcode

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 14 – "Displaced"]

SQ2. Were you displaced after Hurricanes Katrina or Rita?

Yes _____ No _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*If answer on SCREEN 14 is "No", then skip to SCREEN 16;*
else continue to NEXT SCREEN or use F3 to Assign Disposition Code.]

[SCREEN 15 – "Prior Zipcode"]

SQ3. If you were displaced, what was your zip code prior to the Hurricane and after?

"Prior to Hurricane" Zipcode _____ "After Hurricane" Zipcode _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 16 – "Education" (BRFSS:C11Q07)]
What is the highest grade or year of school you completed?
[*Include standard choices for BRFSS:*
Never Attended or Kindergarten only
Grades 1 through 8 (elementary)
Grades 9 through 11 (some high school)
Grade 12 or GED (high school graduate)
College 1 to 3 years (some college or technical school)
College 4 years or more (college graduate)]
[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 17 – "SOGS Q1"]

1. Please indicate which of the following types of gambling you have done in your lifetime. For each type, tell me whether you have done it: "not at all", "less than once a week", or "once a week or more".

A. _____ Play cards for money.

B. _____ Bet on horses, dogs or other animals (at OTV, The Track, or with a Bookie)

C. _____ Bet on Sports (parlay cards, with a bookie, or at Jai Alai)

D. _____ Played dice games (including craps, over and under or other dice games) for money.

E. _____ Gambled in a casino (Legal or otherwise)

F. _____ Played the numbers or bet on lotteries.

G. _____ Played bingo for money.

H. _____ Played the stock and/or commodities market.

I. _____ Played slot, poker machines or other gambling devices.

J. _____ Bowled, shot pool, played golf or some other game of skill for money.

K. _____ Played pull tabs or other "paper" games (e.g., "scratch offs") other than lotteries.

L. _____ Gambled and/or placed bets over the Internet.

M. _____ Some form of gambling not listed above.

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*If all answers on SCREEN 17 are "not at all", then skip to SCREEN20;*
else continue to NEXT SCREEN or use F3 to Assign Disposition Code.]

[SCREEN 18 – "SOGS Q2"]

2. What is the largest amount of money you have gambled with on any day?

_____ Never have gambled _____ $1 or less

_____ $1.01-$10.00 _____ $10.01-$100.00

_____ $100.01-$1,000 _____ $1,000.01-$10,000

_____ More than 10,000

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*If answer on SCREEN 18 is "Never have gambled", then skip to SCREEN 20; else continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 19 – "SOGS Q2b"]

2b. What is the largest amount of money you have lost from gambling on any day?

_____ Never have gambled _____ $1 or less

_____ $1.01-$10.00 _____ $10.01-$100.00

_____ $100.01-$1,000 _____ $1,000.01-$10,000

_____ More than 10,000

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 20 – "SOGS Q3"]

3. Do any of the following people in your life have (or had) a gambling problem?

_____ Father _____ Mother

_____ Brother/Sister _____ Spouse/Partner

_____ My Child/Children _____ Relative

_____ A friend or someone important in my life

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*If all answers on SCREEN 17 are "not at all", then skip to SCREEN 36;*
else continue to NEXT SCREEN or use F3 to Assign Disposition Code.]

[SCREEN 21 – "SOGS Q4"]

4. When you gamble, how often do you go back another day to win back money you have lost?

_____ Never _____ Some of the times I lost

_____ Most of the time I lost _____ Every time I lost

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 22 – "SOGS Q5"]

5. Have you ever claimed to be winning money gambling, but weren't really? In fact, you lost?

_____ Never (or never gamble)

_____ Yes, les than half the time that I lost

_____ Yes, most of the time that I lost

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 23 – "SOGS Q6"]

6. Do you feel that you have ever had a problem with betting money or gambling?

_____ No _____ Yes _____ Yes in the past, but not now

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 24 – "SOGS Q7"]

7. Did you ever gamble more than you intended to?

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 25 – "SOGS Q8"]

8. Have people ever criticized you for gambling, or told you that you had a gambling problem, regardless of whether or not you thought you had one?

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 26 – "SOGS Q9"]

9. Have you ever felt guilty about the way you gamble or what happens when you gamble?

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 27 – "SOGS Q10"]

10. Have you ever felt that you would like to stop betting money or gambling, but didn't think you could?

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 28 – "SOGS Q11"]

11. Have you ever hidden betting slips, lottery tickets, gambling money, IOU's or other signs of betting or gambling from your spouse, children or other important people in your life?

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 29 – "SOGS Q12"]

12. Have you ever argued with people who you live with over how you handle your money?

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*If answer on SCREEN 29 is not "Yes", then skip to SCREEN 31;*
else continue to NEXT SCREEN or use F3 to Assign Disposition Code.]

[SCREEN 30 – "SOGS Q13"]

13. (If you answered yes to question 12) Have money arguments ever centered on your gambling?

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 31 – "SOGS Q14"]

14. Have you ever borrowed money from someone and not paid them back as a result of your gambling.

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 32 – "SOGS Q15"]

15. Have you ever lost time from work (or school) due to betting money or gambling?

_____ Yes _____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 33 – "SOGS Q16"]

16. If you borrowed money to gamble or to pay gambling debts, where did you borrow from?

A. From household money ____ Yes ____ No

B. From your spouse ____ Yes ____ No

C. From other relatives or in-laws ____ Yes ____ No

D. From banks, loan companies or credit unions ____ Yes ____ No

E. From credit cards ____ Yes ____ No

F. From loan sharks ____ Yes ____ No

G. You cashed in stocks, bonds or other securities ____ Yes ____ No

H. You sold personal or family property ____ Yes ____ No

I. You passed bad checks ____ Yes ____ No

J. You have (or had) a credit line with a bookie ____ Yes ____ No

K. You have (or had) a credit line with a casino ____ Yes ____ No

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*If the answer on SCREEN 14 was "yes", then continue to NEXT SCREEN;*
else go to SCREEN 36 or use F3 to Assign Disposition Code.]

[SCREEN 34 – "Gambling Before Displaced"]

SQ4. Were you gambling before being displaced?

Yes _____ No _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 35 – "Gambling More After Displaced"]

SQ5. Would you say you were gambling more often or with more money after being displaced?

Yes _____ No _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 36 – "Gamblers Anonymous"]

I have only a few more questions. We want to assess the public's awareness of a variety of programs or services available to Louisiana residents.

SQ6. Are you aware of the Gamblers Anonymous 12-Step Program?

Yes _____ No _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 37 – "OAD Services"]

SQ7. Are you aware that the Louisiana Office for Addictive Disorders provides free assessment, counseling, and treatment to Louisiana residents who feel they have a problem with gambling?

Yes _____ No _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 38 – "Helpline"]

SQ8. Are you aware that Louisiana has a toll-free "problem gambler's" helpline?

Yes _____ No _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*If answer on SCREEN 38 is "yes", then continue to NEXT SCREEN;*
else skip to SCREEN 40 or use F3 to Assign Disposition Code.]

[SCREEN 39 – "Learned About Helpline"]

SQ9. How did you find out about the helpline?

_____ Brochure _____ Family Member

_____ Office for Addictive Disorders _____ Friend
Billboard (they're black & white)

_____ Casino Billboard _____ TV / Radio PSA

_____ Casino Player Card _____ Phone Book

_____ Back of Lottery Ticket _____ Other

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 40 – "CORE"]

SQ8. Have you ever heard of "CORE" ("The Center of Recovery"), a 24-hour residential treatment facility located in Shreveport? Through a contract with the Office for Addictive Disorders, CORE provides treatment for problem gamblers and their families free of charge to Louisiana citizens.

Yes _____ No _____

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*If answer on SCREEN 40 is "yes", then continue to NEXT SCREEN;*
else skip to SCREEN 99 or use F3 to Assign Disposition Code.]

[SCREEN 41 – "Learned About CORE"]

SQ9. How did you find out about "CORE"?

_____ Brochure

_____ Gambling Helpline

_____ Other

_____ Family Member

_____ Friend

_____ TV / Radio PSA

_____ Phone Book

[*Allow for "refuse" and "don't know/not sure" choices on this and all data screens.*]
[*Continue to NEXT SCREEN or use F3 to Assign Disposition Code.*]

[SCREEN 99 – "Final Screen"]

That was my last question. Everyone's answers will be combined to give us information about the gambling practices of people in Louisiana.

Would you like me to give you the toll-free, problem gambling helpline number?

[*If so, say*
"That number is 1-877-770-7867."]

Thank you very much for your time and cooperation.