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GAMBLING AND PROBLEM GAMBLING IN WASHINGTON STATE

Report to the Washington State Lottery

by

Rachel A. Volberg, Ph.D

February 15, 1993



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EXECUTIVE SUMMARY

This report presents the findings of a state-wide survey of gambling involvement and problem gambling in Washington State. This is the first such study initiated and funded by a lottery in the United States. A random sample of 1,502 Washington State residents aged 18 and over was interviewed in October and November of 1992 about the types of gambling in which they had ever participated, the amounts of money they spend on gambling, and about problems related to their gambling.

Problem gambling is a broad term that refers to all of the patterns of gambling behavior that compromise, disrupt or damage personal, family or vocational pursuits. Pathological gambling lies at one end of a continuum of problematic gambling involvement. Pathological gambling is a treatable disorder characterized by loss of control over gambling, chasing of losses, lies and deception, family and job disruption, financial bailouts and illegal acts.

The results of this survey can be compared to surveys carried out in California, Connecticut, Iowa, Maryland, Massachusetts, Minnesota, Montana, New Jersey, New York, South Dakota and Texas. This study provides a benchmark for future assessments of gambling and problem gambling in Washington State as well as a foundation for policy making and planning for services for individuals experiencing problems related to their gambling.

Key Findings

- Lifetime gambling participation ranges from 84% in Iowa to 92% in New Jersey. In Washington State, 91% of the respondents had gambled at some time in their lives on one or more of the 19 gambling activities included in the study.
- ► Washington State respondents who ever gambled were most likely to be White, over the age of 30, high school graduates, and to have annual household incomes over \$25,000 per year.
- ► Lifetime prevalence rates of problem and probable pathological gambling range from 1.7% in Iowa to 6.3% in Connecticut. The combined lifetime prevalence rate of problem and probable pathological gambling in Washington State is 5.1% of the adult population.

- The lifetime prevalence rate of probable pathological gambling in Washington State is 1.5% and the lifetime prevalence rate of problem gambling is 3.5% of the adult population.
- Based on Washington State lifetime prevalence rates, we estimate that between 32,400 and 75,700 Washington State residents can be classified as lifetime probable pathological gamblers. In addition, between 93,700 and 158,600 Washington State residents can be classified as lifetime problem gamblers.
- The combined current prevalence rate in Washington State is 2.8% of the adult population. The only other state where comparable data have been reported is Montana, where the combined current prevalence rate is 2.2% of the adult population.
- ► The current prevalence rate of probable pathological gambling in Washington State is 0.9% and the current prevalence rate of problem gambling is 1.9% of the adult population.

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- Based on Washington State current prevalence rates, we estimate that between 14,400 and 49,800 Washington State residents can be classified as current probable pathological gamblers. In addition, between 43,300 and 93,700 Washington State residents can be classified as current problem gamblers.
- Washington State respondents who score as lifetime problem or probable pathological gamblers are more likely than the general population to be men, under the age of 30, non-White and unmarried.
- Based on weekly involvement and reported monthly expenditures, some types of gambling are more closely associated with problem and pathological gambling than others. These types of gambling are wagering on sports events with friends or co-workers, non-Indian bingo and the lottery's Daily Game.
- Conversely, some types of gambling are less closely associated with problem and probable pathological gambling than others. These types of gambling are wagering on card games with friends and family, participating in sports pools, and playing instant scratch lottery games.

- In those states where both lifetime and current prevalence have been assessed, between 39% and 52% of lifetime problem and probable pathological gamblers do not score as having a current problem or pathology.
- In Washington State, 49% of the respondents who scored as lifetime problem or probable pathological gamblers did not score as having a current problem or pathology.
- Together, differences between lifetime and current prevalence rates and the lack of treatment services for problem and pathological gamblers in every state suggest that a sizable group of individuals who have at some time experienced gambling problems are able to overcome these difficulties on their own.

Future Directions

The results of this survey show that, at a minimum, 57,700 Washington State adults are currently experiencing moderate to severe problems related to their involvement in gambling. Problem and pathological gamblers suffer from a treatable disorder whose costs go far beyond individual monetary losses. Although the State of Washington clearly benefits from the involvement of its citizens in legal gambling, the results of this survey show that there is a need for efforts to address the personal, financial and legal costs associated with gambling problems in Washington State.

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INTRODUCTION

Pathological gambling was first recognized by the medical community as a diagnosable mental illness in 1980 (American Psychiatric Association 1980). Although self-help for problem gamblers has been available since 1957, this official recognition of the problem served as the foundation for the development of professional treatment for problem and pathological gambling. By 1991, there were professional treatment programs for problem and pathological gambling in 13 states (National Council on Problem Gambling 1992).

Defining Problem and Pathological Gambling

A variety of terms have been used to describe people whose gambling causes problems in their personal and professional lives. The term typically employed by lay audiences is *compulsive gambling*. However, the term *compulsive* implies that the individual is engaged in an activity that is not enjoyable. Since, at least initially, gambling can be quite enjoyable even for those who later develop problems, the term *compulsive gambling* is considered something of a misnomer.

The term *problem gambling* is used by many lay and professional audiences to indicate all of the patterns of gambling behavior that compromise, disrupt or damage personal, family or vocational pursuits and is intended to include *pathological gambling* as one end of a continuum of problematic gambling involvement (Lesieur & Rosenthal 1991).

Psychiatrists and other mental health professionals prefer the term *pathological gambling* (American Psychiatric Association 1980). This term incorporates several assumptions that are basic to the medical model. One such assumption is that pathological gambling is a chronic and progressive disorder. Another assumption is that there are clear distinctions between pathological and social gamblers. While fundamental to the medical model, these assumptions have never been tested empirically.

Recent changes have been made to the diagnostic criteria for *pathological gambling* that recognize empirical research linking pathological gambling to other addictive disorders like alcoholism and drug dependence. The latest diagnostic criteria, to be published in the next edition of the <u>Diagnostic and Statistical Manual</u>, require an individual to meet four of the following ten criteria to be diagnosed as a pathological gambler (Lesieur & Rosenthal 1991):

- progression (increasing preoccupation with gambling)
- tolerance (increased time or money spent on gambling)
- withdrawal (insomnia, restlessness, irritability)
- loss of control over gambling
- escape gambling
- chasing losses
- lies and deception
- family or job disruptions
- financial bailouts
- illegal acts

The Costs of Problem and Pathological Gambling

Until the mid-1980s, research on problem and pathological gamblers was limited to individuals entering self-help or professional treatment programs. Recent research has clearly demonstrated that problem and pathological gamblers entering treatment do not represent the full spectrum of individuals in the general population who experience gambling-related problems (Volberg & Steadman 1988, 1992). While the costs of gambling-related problems among individuals seeking treatment are probably higher than the costs of such problems among individuals who do not seek treatment, the domains affected by problematic involvement in gambling are similar. It is therefore helpful to consider some of the impacts on individuals, families and communities engendered by gambling-related problems among those who do seek help. s p l it it

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As we shall see in a subsequent chapter (Comparing Problem and Non-Problem Gamblers in Washington State), individuals in Washington State with gambling-related problems are similar to individuals with such problems elsewhere in the United States. There are presently no data on individuals entering treatment for gambling problems in Washington State. While the following discussion is based on research from throughout the United States, it is more than likely that the impacts of problem gambling on individuals, families and communities in Washington State are similar to impacts identified elsewhere.

Personal Costs

Personal costs of problematic involvement in gambling range from physical stress reactions to severe psychiatric disorders. Many pathological gamblers seek help for physical or non-gambling psychiatric disorders prior to recognition of their gambling problem. Between 24% and 70% of members of Gamblers Anonymous have sought help from mental health and addictions treatment professionals prior to joining this self-help group (Custer & Custer 1978; Lesieur & Blume 1991; Nora 1984). Pathological gamblers have been found to experience withdrawal symptoms, including irritability, restlessness, depressed mood, obsessional thoughts, poor concentration, anxiety and sleep disturbance (Lorenz & Yaffee 1986; Wray & Dickerson 1981).

<u>Psychiatric Disorders</u>. The prevalence of psychiatric disorders among pathological gamblers entering treatment has been explored thoroughly. Major affective disorders and schizoaffective disorders have been found among pathological gamblers in a Veterans Administration inpatient treatment program (McCormick, Russo, Ramirez & Taber 1984). Among male members of Gamblers Anonymous, major depressive disorders, panic disorders and alcohol abuse are common (Linden, Pope & Jonas 1986). Significant rates of suicide attempts were identified among pathological gamblers entering inpatient treatment programs as well as Gamblers Anonymous (Custer & Custer 1978; Livingston 1974; McCormick et al 1984; Moran 1969).

<u>Multiple Addictions</u>. There is solid evidence of multiple addictions among pathological gamblers in professional treatment programs and in Gamblers Anonymous (Adkins, Rugle & Taber 1985; Custer & Custer 1978; Linden et al 1986; Ramirez, McCormick, Russo & Taber 1983). Researchers have recently begun to address the issue of overlaps between pathological gambling and other addictive disorders. Common personality traits and similar criminal behavior patterns have been identified among pathological gamblers and heroin addicts in Australia and Great Britain (Blaszczynski, Buhrich & McConaghy 1985; Brown 1987). There is good evidence from the United States that

significant numbers of individuals in treatment for alcohol and drug dependence may also suffer from problems related to gambling (Haberman 1969; Lesieur & Heineman 1988; Lesieur, Blume & Zoppa 1986). Other similarities between pathological gambling and addictive disorders have been noted, including frequent preoccupation with the activity and the similarity between being "high" and being in "action" (Custer 1982; Levinson, Gernstein & Maloff 1983; Miller 1980; Moran 1970).

Costs to Family and Community

<u>Family Problems</u>. The effects of pathological gambling on the family are significant. An early survey of wives of members of Gamblers Anonymous found significant financial and interpersonal problems among these women, including physical and psychological abuse as well physical stress reactions (Lorenz 1981). More recent surveys show that many have had to obtain loans to buy family essentials, separated from and divorced their gambling spouses, experienced harassment and threats from bill collectors. In addition, many experience physiological symptoms of stress including chronic or severe headaches, gastrointestinal disturbances, asthma, depression and suicide attempts (Lorenz & Yaffee 1987, 1989).

Although relatively little is known about the children of pathological gamblers, there is some evidence that points to serious levels of problematic behaviors. Lorenz (1981) found that gamblers and spouses reported significant levels of physical abuse of their children. Children of pathological gamblers run away from home, use drugs, and become depressed more often than other children (Custer & Milt 1985). In a study of California high school students, Jacobs (1987) found compulsive gambling by parents to be associated with students' abuse of stimulant drugs and overeating. These adolescents were more likely to report an unhappy childhood, to have legal action pending, and to be depressed and suicidal than others in their schools. In New Jersey, Lesieur and Klein (1987) found that students reporting a parental gambling problem were more likely to have a gambling problem of their own.

<u>Vocational Costs</u>. There are numerous job-related costs associated with problem and pathological gambling. These include irritability, moodiness and poor concentration, lowered efficiency, impaired judgment and faulty decision-making, gambling on company time, lateness and absences from work, and abuse of the telephone in order to place bets and deal with creditors. Other job-related costs include borrowing from other employees to gamble or to pay gambling-related debts with associated impacts on the morale of co-workers, thefts of company property and other illegal acts to obtain money through an employer (Better Government Association 1992).

<u>Financial Costs</u>. Considerable financial debt is common among pathological gamblers in treatment. Mean levels of gambling-related debt among pathological gamblers in treatment vary from **\$53**,350 in New Jersey to \$92,000 in Maryland (Lesieur 1984; Politzer, Morrow & Leavey 1985). Female pathological gamblers tend to have lower levels of debt although this is probably related to their more limited access to financial resources (Lesieur & Blume 1991).

<u>Criminal Activities</u>. Pathological gamblers in self-help and in professional treatment admit to a wide variety of illegal activities, including check forgery, passing bad checks, employee theft, tax evasion, shoplifting, loan fraud, embezzlement, larceny, bookmaking, hustling, running con games, fencing stolen goods, burglary, armed robbery, pimping, and selling drugs (Brown 1987; Lesieur 1984, 1987; Livingston 1974; Lorenz 1990). Many pathological gamblers entering treatment have significant legal problems. There is also some evidence that numerous individuals already incarcerated have experienced problems related to their involvement in gambling (Lesieur & Klein 1985).

Summary of the Costs of Problem Gambling

As this review of the problem gambling treatment literature makes clear, problem and pathological gambling are disorders whose costs go far beyond individual monetary losses for a small proportion of the general population. The impacts of problem gambling ripple out to involve family members and friends, co-workers and employers, banks, creditors, insurance companies, social service agencies and the civil and criminal justice systems.

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In the wake of the spread of legalized gambling in Washington State, the Washington State Lottery elected to fund a survey of the prevalence of problem and probable pathological gambling in the state. This is the first time that such a study has been initiated and funded by a state lottery. This report reviews the methods used to collect the data, discusses gambling involvement by Washington State residents, identifies the prevalence of problem and probable pathological gambling among the adult population of Washington State and compares these with the frequency and costs of gambling involvement among non-problem and problem gamblers in Washington State.

METHODS

The survey in Washington State builds on work carried out in other parts of the United States as well as internationally. All but two of the prevalence surveys of problem and pathological gambling carried out in the United States have used the South Oaks Gambling Screen (SOGS) (Lesieur & Blume 1987). Prevalence surveys using the SOGS have been completed in California, Connecticut, Iowa, Maryland, Massachusetts, New Jersey and New York (Volberg 1991; Volberg & Steadman 1988, 1989, 1992) as well as in Quebec (Ladouceur 1992). Prevalence surveys using a revised and expanded version of the same questionnaire have recently been completed in Montana and South Dakota (Volberg 1992; Volberg & Stuefen 1991) as well as in New Zealand (Abbott & Volberg 1991, 1992) and New Brunswick (Baseline Market Research 1992).

In all of these surveys, respondents were contacted and interviewed by telephone. The number of interviews completed in each state was determined by balancing available resources, confidence intervals and the size of each state's population. Research based on the South Oaks Gambling Screen represents the largest existing database on gambling involvement, problem gambling and pathological gambling in the United States or internationally.

Development of the South Oaks Gambling Screen

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

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

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

The Washington State Survey

The survey in Washington State was carried out in three stages. In the first stage, Dr. Volberg and Ms. Patricia Fullmer of the Gilmore Research Group met with staff from the Washington State Lottery and the Washington State Council on Problem Gambling to finalize the questionnaire. In the second stage, data collection was carried out by the Gilmore Research Group, a Seattle-based survey research organization, under the direction of Ms. Fullmer. Gilmore provided Dr. Volberg with the Washington State data for the third stage of the project which included analysis of the data and preparation of this report.

Questionnaire Design

The questionnaire for the Washington State survey was composed of three major sections. The first section included questions about 19 different types of gambling. These types of gambling were included to ensure that involvement in all types of legal and illegal games available to Washington State residents was assessed. For each type of gambling, respondents were asked whether they had ever tried this type of gambling, whether they had tried it in the past year, and whether they participated regularly (once a week or more) in this type of gambling. The different types of gambling included:

- Instant or scratch-off lottery games
- Lottery Daily Game
- Lotto or Quinto
- Pulltabs or punch boards
- Raffles
- Indian bingo games
- Other bingo games at bingo halls or churches
- Fund raising events
- Arcade or video games
- Gaming or slot machines at out-of-state locations
- Card games with friends or family
- Card games in card rooms
- Card games or dice games at an Indian casino¹
- Card games or dice games at an out-of-state casino
- Outcome of sports or other events with friends, acquaintances or co-workers
- Formal sports pools
- Sports events with a bookie
- Horse or dog races, including on-track, off-track or with a bookie
- Speculative investments

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¹ There were only two Indian casinos in operation in Washington State at the time of this study. There is therefore little reported involvement in this type of gambling. Indian casinos were included in this study in order to determine a baseline measure of involvement and to allow tracking of involvement in this type of gambling over time.

The second section of the questionnaire included the items that compose the lifetime and current South Oaks Gambling Screen and the final section of the questionnaire included questions about the demographic characteristics of each respondent. A copy of the Washington State questionnaire is included in Appendix A.

Sampling Design

For the Washington State survey, a sample of telephone numbers was purchased from Survey Sampling, Inc. of Fairfield, Connecticut. The numbers in this sample were proportional to the actual incidence of prefixes and working blocks of telephone numbers in the state. Listed and unlisted telephone numbers were included in the sample. Random selection of respondents within households, based on interviewing the adult with the last birthday, was also used.

Demographic data from the sample were compared with data from the 1990 United States Census in order to determine whether the sample was representative of the population of Washington State. There were no significant differences between the sample and the census in terms of gender. The sample slightly underrepresents Asians, young adults and the elderly, and individuals who have never married. As is common with telephone surveys, the sample significantly underrepresents lowincome households.

Since the prevalence of problem and pathological gambling is generally higher among young, never married, low-income individuals, these sample differences are likely to render estimates of problem and pathological gambling conservative.

Response Rates

Response rates for problem gambling surveys range from 76% in Iowa to 61% in New Jersey. The response rate in the Washington State survey was 60% which, while lower than anticipated, is comparable to response rates for other gambling surveys in the United States. Refusal rates for problem gambling surveys range from 24% in Iowa to 39% in New Jersey. The refusal rate in the Washington State survey was 29% which compares well with refusal rates for similar surveys in other states.

GAMBLING IN WASHINGTON STATE

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This chapter examines gambling involvement among the general population in Washington State while the next chapter of the report examines the characteristics and gambling involvement of problem and probable pathological gamblers in Washington State. For each of the 19 types of gambling included in the survey, respondents were asked whether they had ever tried this type of gambling, whether they had tried it in the past year, and whether they participated regularly (once a week or more) in this type of gambling. Chi-square analysis was used to test for statistical significance. To adjust for the large number of statistical tests conducted, p-values smaller than .01 are considered *statistically* significant while p-values at the more conventional .05 level are considered *somewhat* significant.

Gambling in the General Population

In every recent survey of gambling participation, the great majority of the respondents state that they have participated in one or more of the gambling activities included in the questionnaire. The proportion of respondents who have ever gambled ranges from 84% in Iowa to 92% in New Jersey. In Washington State, 91% of the respondents said that they had participated in one or more of the gambling activities included in the questionnaire.

| Demographics | Gamblers $(N=1,363)$ | Non-Gamblers (N=139) |
|--------------------------|----------------------|-------------------------|
| Male | 49% | 44% |
| Under 30 | 20% | 13%* |
| Non-White | 9% | 17%** |
| Less than HS | 14% | 21%* |
| Not Married | 40% | 41% |
| HH Income Under \$25,000 | 29% | 37%* |

TABLE 1 Demographic Characteristics of Gamblers and Non-Gamblers in Washington State

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

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

Respondents who had ever gambled and those who had not were similar in terms of gender and marital status. Respondents who had gambled were significantly more likely to be White than those who had never gambled. Respondents who had gambled were somewhat more likely to be under the age of 30, to have graduated from high school, and to have annual household incomes over \$25,000 than respondents who had never gambled. This demographic profile of gamblers is similar to the profile of gamblers in other states.

In 1974, the first national survey of gambling participation found that 61% of all adult Americans had placed some kind of bet for money in the past year (Kallick-Kaufmann 1979). In 1989,

a Gallup Poll found that 71% of the American public had gambled in past year. In this survey, 80% of the sample of Washington State adults age 18 and over had participated in one or more types of gambling in the past year.

Lifetime Participation

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at e 7. e A majority of the Washington State respondents had at some time played instant scratch lottery games (65%), Lotto games including Quinto (63%), out-of-state gaming machines (54%) and raffles (52%). Nearly two-fifths of the Washington State respondents had wagered on card games with friends or family (39%), on sports events with friends, acquaintances or co-workers (37%) and on horse and dog races (37%). One-third of the respondents (32%) had wagered on pulltabs. All other lifetime participation rates were under 20%.

Frequency of Gambling

In order to understand differences in involvement in gambling activities, it is useful to distinguish different levels of involvement in gambling in the general population. In order to analyze differences in gambling involvement, we can divide the Washington State respondents into four groups:

- *non-gamblers* who have never participated in any type of gambling;
- *infrequent gamblers* who have participated in one or more types of gambling but not in the past year;
- *past-year gamblers* who have participated in one or more types of gambling in the past year but not on a weekly basis; and
- weekly gamblers who participate in one or more types of gambling on a weekly basis.

We noted above that 91% of Washington State respondents have participated in one or more types of gambling at some time in their lives. Further analysis shows that 12% of these respondents have participated in one or more types of gambling in their lifetime but not in the past year; 59% have participated in one or more types of gambling in the past year but not on a weekly basis, and 29% participate in one or more types of gambling on a weekly basis.

The following table shows that weekly and past-year gamblers are somewhat more likely to be White, under the age of 30, and to have annual household incomes over \$25,000 than infrequent gamblers and those who have never gambled. Weekly gamblers are more likely than other respondents to be male and significantly less likely to have graduated from high school. In contrast to all other states except Montana, there is no significant difference in Washington State between men's and women's involvement in gambling.

| | Overall | Weekly Past-Year | Past-Year | Infrequent | Never |
|---------------|---------|------------------|-----------|------------|-------|
| | (1502) | (398) | (805) | (160) | (139) |
| Female | 51% | 45% | 53% | 52% | 56% |
| Male | 49% | 55% | 47% | 48% | 44 % |
| Under 30 | 19% | 19% | 22% | 14% | 13% |
| Over 30 | 81% | 81% | 78% | 86% | 87% |
| White | 90% | 90% | 91% | 92% | 83 % |
| Nonwhite | 10% | 10% | 9% | 8% | 17% |
| Less than HS | 14% | 18% | 12% | 14% | 21% |
| HS Grad | 86% | 82% | 88% | 86% | 79% |
| Married | 60% | 58% | 61% | 59% | 59% |
| Not Married | 40% | 42% | 39% | 44 % | 41% |
| HH < \$25,000 | 30% | 26% | 28% | 42% | 37% |
| HH > \$25,000 | 70% | 74% | 72% | 58% | 63 % |

TABLE 2 Demographic Profile of Washington State Sample by Gambling Participation Level

As in other states, different types of gambling in Washington State appeal to very different groups of players. There are significant differences in the characteristics of non-gamblers, infrequent gamblers, past-year gamblers and weekly gamblers for every type of wagering done by Washington State respondents. Detailed information about the demographic characteristics of these different groups of players for each type of gambling is provided in Appendix B.

The information in Appendix B can be summarized as follows: Young, minority men with low education and income are more likely to play pulltabs, arcade and video games, card games with friends and the lottery's Daily Game than the general population. Young men with low education but with substantial income are more likely to be sports gamblers than the general population. Older, White men with higher education and income are more likely to play the instant lottery games and Lotto or Quinto than the general population. Older, well-educated men with lower income are more likely to wager weekly on horse or dog races while less regular horse bettors are more likely to be young, well-to-do men than the general population.

White women with annual household incomes over \$25,000 are more likely to participate in raffles and non-Indian bingo than the general population while young, minority, lower income women are more likely to play Indian bingo than the general population. Young, unmarried men and women with higher income are more likely to wager on card and dice games at Indian casinos than the general population. Older, married, White men and women with higher education and income are more likely

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to travel out-of-state to play gaming machines as well as casino table games than the general population. Individuals who wager on speculative investments are more likely to be affluent than the general population.

| Number of Activities | Infrequent $(N = 160)$ | Past-Year (N=805) | Weekly (N=398) | |
|--------------------------|------------------------|----------------------|-------------------|--|
| 1 - 4 | 89% | 42% | 21% | |
| 5 - 9 | 11% | 52% | 59% | |
| 10 or more | < 1 % | 7% | 20% | |
| Mean Number of Activitie | s 2.6 | 5.3 | 7.1** | |

TABLE 3Gambling Involvement in Washington State

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

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

Finally, the preceding table shows that, in addition to demographic differences, more frequent gamblers are likely to have ever tried far more types of gambling than less frequent gamblers. The table shows that there are significant differences in the number of types of gambling that infrequent, past-year and weekly gamblers have ever tried.

Reasons for Gambling

Respondents who had ever participated in any type of gambling were asked to say why they gambled. The most frequently cited reason for involvement in gambling among all Washington State respondents is for fun or entertainment (79%). Other important reasons include to win money (69%), for excitement (59%), to socialize (51%) and to support worthy causes (50%). Entertainment, winning money and excitement are the top three reasons for gambling among all demographic groups.

There are some differences in the secondary reasons given for gambling. For example, women and respondents over the age of 30 are significantly more likely than men and respondents under the age of 30 to say that they gamble to support worthy causes. In contrast to Washington State, male respondents in Montana and South Dakota are more likely than women to say that they gamble to win money.

Respondents under the age of 30, non-Whites, and those with less than a high school education are significantly more likely to say that they gamble out of curiosity. Respondents over the age of 30, those with less than a high school education, and those with annual household incomes over \$25,000 are significantly more likely to say that they gamble to distract themselves from everyday problems.

Favorite Gambling Activities

In Washington State, 7% of the respondents who ever gambled had participated in only one type of gambling. Among these respondents, 40% played the state's lottery games, 21% wagered on raffles, 10% wagered on card games with friends or family, and 10% wagered on gaming machines at out-of-state casinos.

Respondents who had participated in more than one type of gambling were asked to indicate which was their favorite game. A substantial proportion of these respondents (15%) expressed no preference for any one type of gambling. Among those respondents who did identify a favorite type of gambling, Lotto or Quinto, gaming machines at out-of-state casinos, and card games with friends and families were by far most frequently named. Only those types of gambling favored by more than 1% of the respondents who gambled and expressed a preference are shown in the following table.

| Lotto or Quinto | 24% |
|---|-----|
| Gaming Machines at Out-of-State Casinos | 19% |
| Card Games with Friends/Family | 12% |
| Cards/Dice at Out-of-State Casinos | 8% |
| Horse or Dog Races | 7% |
| Sports with Friends/Co-workers | 7% |
| Instant Lottery Games | 4% |
| Pulltabs | 3% |
| Non-Indian Bingo | 3% |
| Raffles | 3% |
| Card Rooms | 2% |
| Formal Sports Pools | 2% |
| Speculative Investments | 2% |

TABLE 4 Favorite Types of Gambling

Expenditures on Gambling

Data on reported estimated expenditures are best suited for analyzing the relative importance of different types of gambling in the general population rather than for ascertaining absolute spending levels on different types of wagering. Reported estimates of expenditures obtained in this survey are based on recollection and self-report. These data are most useful as indicators of the relative importance of different types of gambling in the general population rather than as estimates of absolute spending levels on different types of wagering in Washington State.

While the overall estimate of total reported gambling expenditure in Washington State from this survey is close to actual sales figures, data provided by the Washington State Lottery show rather different distributions of gambling expenditures in the general population. According to sales figures, expenditures on gambling in Washington State were highest for pulltabs rather than for lottery products es sito m m 11 gs C d (S r r) g a

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in FY1991 or FY1992 (Perry 1992; Washington State Lottery 1992). Reported estimates of expenditures on lottery products in this survey are much higher than lottery sales figures while reported estimates of expenditures on pulltabs are much lower than published figures.

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

Adjustments to Expenditures. Two adjustments were made in calculating the total monthly expenditure on gambling for Washington State. The first adjustment was to exclude speculative investments from the calculation of total monthly expenditure. Amounts that respondents reported spending on speculative investments constitute 53% of the unadjusted total monthly expenditure. However, these investments are not universally regarded as a gambling activity. In addition, speculative investments reflect large amounts of money (approximately \$12,000 per year) that only a small number of respondents (6% of the sample) reported spending.

The second adjustment was to exclude expenditures on out-of-state gambling from the calculation. Out-of-state expenditures constitute 18% of the unadjusted total monthly expenditure. Analysis of these data suggests that respondents may have been reporting *annual* expenditures on these types of gambling rather than *monthly* expenditures. Since the timeframe for these estimates may be different from the timeframe for estimates for other types of gambling, these amounts were also excluded from the analysis. These adjustments were made in order to explicate the relative gambling expenditures within Washington State reported by the majority of Washington State respondents.

<u>Variations in Expenditures</u>. The total monthly expenditure on all gambling activities except speculative investments and out-of-state wagering was divided by the number of respondents (N=1,502)to obtain an average amount spent on all types of wagering per respondent per month. Using this method, respondents report spending an average of \$32 on Washington State gambling activities per month. If this amount is taken as an average of the amount spent on gambling by all individuals aged 18 and over in Washington State, we estimate that the total expenditure of Washington State adults on gambling activities in the state is \$1.4 billion per year. A recent report from the Washington State Senate indicates that \$1.1 billion was wagered in Washington State in 1991 (Washington State Senate Commerce and Labor Committee 1992).

As with gambling participation, reported monthly gambling expenditures vary across demographic groups. Men report spending significantly more money gambling in Washington State (\$43 per month) than women (\$22 per month). Respondents with annual household incomes over \$25,000 report spending significantly more money gambling in Washington State (\$36 per month) than respondents with incomes under \$25,000 (\$24 per month). While overall average expenditures for most types of gambling are quite low, average expenditures among weekly and past-year players of most games can be much higher, particularly among bingo players, horse and dog race bettors, and arcade and video game players.

Figure 1 illustrates differences in the distribution of estimated monthly expenditures on different gambling activities. While the state's lottery games attract the greatest overall reported monthly expenditures, nearly half of these expenditures are in amounts under \$5. In contrast, while the total reported monthly estimated expenditure on horse and dog racing is less much lower than for lottery games, this type of gambling is characterized by the highest proportion of players who spend over \$50 per month.

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PROBLEM AND PATHOLOGICAL GAMBLING IN WASHINGTON STATE

In the chapter on Methods, we outlined the development of the South Oaks Gambling Screen in detail. Following the established criteria for discriminating between non-problem gamblers and individuals with moderate to severe gambling problems (Lesieur & Blume 1987), Washington State respondents' scores on the lifetime and current South Oaks Gambling Screen items were tallied. In accordance with these criteria, prevalence rates were calculated as follows:

- *lifetime problem gamblers* are those respondents who score 3 or 4 points on the lifetime SOGS items;
- *lifetime probable pathological gamblers* are those respondents who score 5 or more points on the lifetime SOGS items;
- *current problem gamblers* are those respondents who score 3 or 4 points on the current SOGS items; and
- *current probable pathological gamblers* are those respondents who score 5 or more points on the current SOGS items.

Lifetime prevalence data are most useful for identifying the characteristics of individuals in the general population at greatest risk for experiencing problems related to their involvement in gambling. Current prevalence data are most useful for assessing rates of change in gambling problems and pathology over time, both for individuals and in the general population.

Lifetime Prevalence

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Among Washington State respondents, 1.5% of the sample scored as lifetime probable pathological gamblers and 3.5% of the sample scored as lifetime problem gamblers. Overall, the lifetime prevalence rate of problem and probable pathological gambling in Washington State is 5.1%.

According to the 1990 census, the population aged 18 and over in Washington State is 3,605,305 individuals. Based on these figures, we estimate that between 32,400 and 75,700 Washington State residents can be classified as lifetime probable pathological gamblers. In addition, we estimate that between 93,700 and 158,600 Washington State residents can be classified as lifetime problem gamblers.

As the following table shows, there are several significant differences between respondents who scored as lifetime problem or probable pathological gamblers and the larger sample from Washington State. Lifetime problem and probable pathological gamblers in Washington State are significantly more likely than the larger sample to be male, under 30 years of age, non-White, and unmarried.

| Demographics | Non-Problem Respondents (N = 1,426) | Problem & Pathological Gamblers (N = 76) |
|--------------------------|---|---|
| Male | 48% | 63%** |
| Under 30 | 18% | 36%** |
| Non-White | 10% | 18%** |
| Less than HS | 14% | 21% |
| Not Married | 39% | 59%** |
| HH Income Under \$25,000 | 30% | 38% |

| | TABLE 5 | |
|-----------|----------------------------|---------------------------|
| Comparing | Lifetime Problem and Proba | ble Pathological Gamblers |
| _ | with the General Pop | ulation |

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

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

Current Prevalence

Among Washington State respondents, 0.9% of the sample scored as current probable pathological gamblers and 1.9% of the sample scored as current problem gamblers. Overall, the current prevalence rate of problem and probable pathological gambling in Washington State is 2.8%.

Based on these figures, we estimate that between 14,400 and 49,800 Washington State residents can be classified as current probable pathological gamblers. In addition, we estimate that between 43,300 and 93,700 Washington State residents can be classified as current problem gamblers.

As the following table shows, there are also significant differences between respondents who scored as current problem or probable pathological gamblers and the larger sample from Washington State. Like lifetime problem and probable pathological gamblers, current problem and probable pathological gamblers in Washington State are significantly more likely than the larger sample to be male, under 30 years of age, and unmarried.

| Demographics | Non-Problem Respondents (N = 1.460) | Problem & Pathological (N = 42) |
|--------------------------|---|---------------------------------------|
| | | (|
| Male | 48% | 64 % ** |
| Under 30 | 18% | 45%** |
| Non-White | 10% | 17% |
| Less than HS | 14% | 24 % |
| Not Married | 40% | 57%** |
| HH Income Under \$25,000 | 30% | 43% |

TABLE 6 Comparing Current Problem and Probable Pathological Gamblers with the General Population

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

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

As in other states, a substantial proportion of the Washington State respondents who score as lifetime problem or probable pathological gamblers do not score as having a current problem or pathology. In Washington State, 49% of lifetime problem and probable pathological gamblers do not score as having a current problem or pathology. This proportion ranges from 39% in Montana to 52% in South Dakota.

Since there are few treatment services for problem and pathological gamblers in Washington State, this finding suggests that a sizable group of individuals who have experienced gambling-related problems at some time in their lives have managed to overcome these difficulties without outside intervention. However, longitudinal research is required to obtain a comprehensive view of the natural history of these problems.

COMPARING NON-PROBLEM AND PROBLEM GAMBLERS IN WASHINGTON STATE

To fully understand gambling involvement and problem gambling in Washington State, it is important to compare problem and probable pathological gamblers with respondents who have gambled without problems. In this chapter, we compare the prevalence rates of problem and probable pathological gambling in Washington State with prevalence rates determined in the same way in other states. Within Washington State, we compare respondents who have ever gambled with those who scored as lifetime problem and probable pathological gamblers.

To compare problem and probable pathological gamblers to gamblers without problems, respondents who scored as lifetime problem gamblers were combined with those who scored as lifetime probable pathological gamblers. This approach is based on the importance of determining differences between respondents without gambling problems and respondents with moderate to severe gambling problems.

Comparing Prevalence Rates Among States

The following table shows differences in the combined lifetime prevalence rates of problem and probable pathological gambling in states where similar or identical surveys of gambling involvement and problem gambling have been conducted. As the following table shows, lifetime prevalence rates of problem and probable pathological gambling in Washington State are higher than in every other state except Connecticut.

| State | Prevalence Rate | Adult Population | Sample Size | Year |
|------------------|--------------------|---------------------|----------------|------|
| Connecticut | 6.3% | 2,500,000 | 1.000 | 1991 |
| Washington State | 5.1% | 3,600,000 | 1,502 | 1992 |
| Massachusetts | 4.4% | 4,200,000 | 750 | 1989 |
| New York | 4.2% | 12,800,000 | 1,000 | 1986 |
| New Jersey | 4.2% | 5,700,000 | 1,000 | 1988 |
| California | 4.1% | 19,900,000 | 1,250 | 1990 |
| Maryland | 3.9% | 2,900,000 | 750 | 1988 |
| Montana | 3.6% | 600,000 | 1,020 | 1992 |
| South Dakota | 2.8% | 500,000 | 1,560 | 1991 |
| Iowa | 1.7% | 2,900,000 | 750 | 1989 |

TABLE 7 Comparing Lifetime Prevalence Rates by State

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ar M So cu tir Current prevalence rates of problem and probable pathological gambling in Washington State are higher than in Montana and South Dakota where comparable data have been recently collected. In Montana, 2.2% of the sample scored as current problem or probable pathological gambles while in South Dakota, 1.4% of the sample scored as current problem or probable pathological gamblers. The current measure in Montana, like the current measure in Washington State, is based on a 12-month timeframe while the current measure in South Dakota is based on a 6-month timeframe.

Comparing Non-Problem and Problem Gamblers in Washington State

There are significant differences between the general population and those who score as lifetime problem or probable pathological gamblers in all of the states where prevalence surveys of problem and pathological gambling have been carried out. In the United States, surveys of gambling and problem gambling have been carried out in California, Connecticut, Iowa, Maryland, Massachusetts, Montana, New Jersey, New York, South Dakota and Texas. In the discussion that follows, differences in the demographics, gambling involvement, and social and financial costs of gambling for non-problem and problem and probable pathological gamblers are highlighted.

Demographics of Non-Problem and Problem Gamblers

While there are variations from state to state, lifetime problem and probable pathological gamblers in most states are more likely than the general population to be male, under the age of 30, non-White and unmarried with less than a high school education (Volberg 1992). Lifetime problem and probable pathological gamblers in Montana and South Dakota are more likely to be women than those in any other state.

| Demographics | Problem & Pathological Gamblers (N = 76) | Non-Problem Gamblers (N=1,287) |
|--------------------------|---|--------------------------------------|
| Male | 63 % | 49%** |
| Under 30 | 36% | 19%** |
| Non-White | 18% | 9%** |
| Less than HS | 21% | 13%* |
| Not Married | 59% | 39%** |
| HH Income Under \$25,000 | 38% | 29% |

| TABLE 8 |
|----------------------------------|
| Demographic Characteristics of |
| Non-Problem and Problem Gambler: |

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

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

The preceding table shows that, as in other states, there are significant differences in the demographic characteristics of non-problem gamblers and problem and probable pathological gamblers. Problem and probable pathological gamblers are significantly more likely than non-problem gamblers to be male, under the age of 30, non-White, and unmarried. Problem and probable pathological gamblers are somewhat more likely than non-problem gamblers to have less than a high school education.

Gambling Participation

In considering the relationship between gambling involvement and gambling-related problems, it is important to understand differences in the gambling involvement of non-problem gamblers and problem and pathological gamblers. Since problem and probable pathological gamblers are demographically heterogeneous, it is useful to focus on specific behaviors exhibited by individuals who experience problems related to their gambling regardless of their sex, age, ethnicity or income. Research in Australia and Canada suggests that behavioral correlates of problem gambling include weekly gambling and regular heavy losses (Dickerson 1992; Ladouceur, Gaboury, Dumont & Rochette 1988).

Analysis of gambling participation in Washington State shows that problem and probable pathological gamblers are significantly more likely than non-problem gamblers to be involved in gambling on a weekly basis. While only 29% of all Washington State respondents participate weekly in one or more types of gambling, 66% of respondents who score as lifetime problem or probable pathological gamblers participate weekly in one or more types of gambling. An even greater proportion of current problem and probable pathological gamblers (79%) are weekly gamblers.

The following table shows differences in weekly involvement in different types of gambling by respondents who have ever gambled and by those with moderate to severe lifetime gambling problems. Weekly participation in every type of wagering is greater among problem and probable pathological gamblers than among non-problem gamblers. The differences are greatest for wagers on sports events with friends, acquaintances or co-workers, Lotto or Quinto and pulltabs. The mean number of gambling activities in which non-problem and problem and probable pathological gamblers participate also differs significantly.

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Only those types of gambling in which 5% or more of lifetime problem and pathological gamblers participated are shown.

TABLE 9 Weekly Gambling Involvement of Non-Problem and Problem Gamblers

| Games Played Weekly | Problem & Pathological Gamblers (N=76) | Non-Problem Gamblers (N=1,287) |
|----------------------------------|---|--------------------------------------|
| Lotto: Quinto | 38% | 18%** |
| Sports with Friends/Co-workers | 28% | 6%** |
| Instant Lottery Games | 21% | 8%** |
| Pulltabs | 20% | 2% |
| Daily Game | 17% | 2%** |
| Formal Sports Pools | 9% | 2% |
| Arcade/Video Games | 8% | <1%** |
| Cards with Friends/Family | 7% | 1 % |
| Non-Indian Bingo | 7% | <1%** |
| Horse/Dog Races | 5% | 1 % |
| Mean Number of Weekly Activities | 1.71 | .43** |

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

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

Gambling Expenditures

Given the correlation between gambling problems and regular heavy losses, it is important to compare gambling expenditures of non-problem gamblers with those with moderate to severe gambling-related problems. The following table shows that average reported monthly expenditures on gambling are much higher among problem and probable pathological gamblers than among those respondents who have ever gambled.

Only those types of gambling for which the difference between reported monthly expenditures among problem and probable pathological gamblers and among non-problem gamblers achieved statistical significance are shown.

TABLE 10Average Monthly Gaming Expendituresof Non-Problem and Problem Gamblers

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| m & ogical Non-Problem lers Gamblers (N = 1,287) |] (| Type of Gambling Activity |
|---|--------|---------------------------------------|
| 3.64 3.99** | | Horse/Dog Races |
| 0.42 2.22** | | Sports with Friends/Co-workers |
| 4.76 1.59** | | Pulltabs |
| 4.16 1.04** | | Non-Indian Bingo |
| 2.11 .15** | | Sports with a Bookie |
| 1.51 .62** | | Card Rooms |
| 9.76 1.74** | | Cards with Friends/Family |
| 6.45 1.19** | | Daily Game |
| 4.14 .20** | | Indian Cards or Dice |
| 3.88 .98* | | Formal Sports Pools |
| 3.41 .64** | | Arcade/Video Games |
| 7.16 28.28** | ng | Total Monthly Expenditure on Gambling |
| 7.16 | ng | Total Monthly Expenditure on Gambling |

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

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

Analysis shows that reported estimated monthly expenditures on every type of gambling are greater among problem and probable pathological gamblers than among non-problem gamblers. The differences are greatest for wagers on horse or dog races, sports events with friends, acquaintances or co-workers and pulltabs. Differences in estimated monthly expenditures between non-problem gamblers and those with moderate to severe gambling problems for Lotto or Quinto, instant or scratch lottery games, Indian bingo, fund-raising events and raffles do not attain statistical significance.

On the basis of weekly involvement and reported monthly expenditures, some types of gambling appear to be more closely associated with problem and pathological gambling than others. These types of gambling are wagering on sports events with friends or co-workers, non-Indian bingo and the lottery's Daily Game. Conversely, some types of gambling appear to be less closely associated with problem and probable pathological gambling than others. These types of gambling are wagering on card games with friends and family, participating in sports pools, and playing instant scratch lottery games.

22
Social and Financial Costs of Problem Gambling

In assessing the social costs of problem and pathological gambling, it is useful to examine scores on the South Oaks Gambling Screen items. Items from the SOGS can be divided into two areas: questions about the personal and interpersonal effects of gambling involvement and questions about borrowing associated with efforts to find money to gamble and to pay gambling-related debts.

The following table shows differences in the proportion of non-problem gamblers and problem and probable pathological gamblers who score on the South Oaks Gambling Screen items associated with the personal and interpersonal effects of problematic gambling involvement.

TABLE 11 Personal and Interpersonal Costs of Problem and Pathological Gambling

| Personal and Interpersonal Costs | Problem & Pathological Gamblers (N=76) | Non-Problem Gamblers (N=1,287) |
|---------------------------------------|---|--------------------------------------|
| | | |
| Spend more time or \$ than intended | 80% | 12%** |
| Felt guilty about way you gamble | 43% | 4%** |
| People criticized gambling | 43% | 3%** |
| Had family arguments about gambling | 36% | 1 % ** |
| Claimed to win but in fact lost | 34% | 3%** |
| Go back another day to win back \$ | 18% | 1 %** |
| Wanted to stop gambling but could not | 13% | <1%** |
| Hidden evidence of gambling | 12% | 2%** |
| Lost time from work due to gambling | 5% | < 1 %** |

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

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

Since items from the South Oaks Gambling Screen were developed to provide a reliable method for discriminating between non-problem gamblers and problem and probable pathological gamblers, it is not surprising that there are significant differences between non-problem gamblers and those with moderate to severe gambling problems on every dimension assessed by the South Oaks Gambling Screen. In Washington State, differences are greatest for measures of tolerance and guilt about gambling involvement as well as for criticism of gambling involvement, family arguments due to gambling, and false claims of winning money.

The following table shows differences in the proportion of non-problem gamblers and problem and probable pathological gamblers who score on the South Oaks Gambling Screen items associated with borrowing to gamble or to pay gambling-related debts.

TABLE 12 Borrowing Activities of Problem and Pathological Gamblers

| Types of Borrowing | Problem & Pathological Gamblers (N=76) | Non-Problem Gamblers (N = 1,287) |
|-------------------------------------|---|--|
| Borrowed from household | 40% | 2%** |
| Borrowed on credit cards | 29% | 3%** |
| Borrowed from spouse | 28% | 3%** |
| Borrowed from relatives | 20% | 1 % ** |
| Passed bad checks | 7% | 0%** |
| Cashed stocks, bonds | 7% | <1%** |
| Sold personal/family property | 5% | <1%** |
| Borrowed from banks, loan companies | 5% | <1%** |
| Borrowed from loan sharks | 1 % | 0%** |

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

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

This table shows that there are significant differences between non-problem gamblers and those with moderate to severe gambling problems on every dimension of borrowing to gamble or pay gambling-related debts assessed by the South Oaks Gambling Screen. In Washington State, differences are greatest for borrowing from the household, on credit cards, and from spouse and relatives. These patterns of borrowing are more typical of lower income probable pathological gamblers than of higher income probable pathological gamblers (Volberg & Steadman 1992).

Other Significant Differences

There is one more important difference between non-problem gamblers and problem and probable pathological gamblers in Washington State. This is the difference in respondents' self-perception of their gambling as a problem. While none of the non-problem gamblers felt that they had ever had a gambling problem, 20% of the problem and probable pathological gamblers felt this way. Conversely, 80% of the respondents who scored as lifetime problem or probable pathological gamblers did not feel that they had ever had a gambling problem.

PERSPECTIVES ON GAMBLING CAREERS

A major analytical difficulty in considering the issue of spontaneous remission touched on above is presented by the small size of the group with lifetime gambling problems that does not score as currently experiencing problems. This small group size makes it difficult to establish statistical significance. Nevertheless, a better understanding of individuals who recover from their gambling problems without assistance is of great value to treatment professionals, peer counselors and self-help groups working with problem and pathological gamblers.

A key assumption in the following analysis is that individuals who have ever felt nervous about their gambling but do not score as lifetime problem or probable pathological gamblers are similar to individuals who score as having lifetime gambling problems but do not currently have problems. This chapter examines differences among respondents who have ever gambled, those who became nervous about their gambling, and those who score as lifetime problem or probable pathological gamblers in Washington State.

Respondents who ever gambled were asked several questions about their gambling careers. Analytically, these groups are intended to represent a continuum of severity in lifetime problems related to gambling. For purposes of this analysis, respondents were divided into three groups, as follows:

- those who answered the question "How old were you when you first started gambling?" but had never felt nervous about their gambling;
- those who had felt nervous about their gambling at some time but did not score as lifetime problem or pathological gamblers; and
 - those who scored as lifetime problem or probable pathological gamblers.

In all of the states where information on gambling careers was collected, a substantial proportion of respondents who score as lifetime problem or probable pathological gamblers claim that they have never felt nervous about the amounts they were wagering. This proportion ranges from 17% in Iowa to 56% in Montana. In Washington State, 47% of the respondents who scored as lifetime problem or probable pathological gamblers claimed never to have felt nervous about the amounts they were wagering.

The following table shows that respondents who scored as problem or probable pathological gamblers were significantly more likely than those who gambled and those who felt nervous to be male, under the age of 30, non-White, and unmarried.

| Demographic Variables | Those Who Gambled and Gave Age (N=1075) | Those Who Had Felt Nervous (N=109) | Problem & Pathological Gamblers (N=76) |
|--------------------------|--|---|---|
| | A (01 | 71.00 | () () ++ |
| Male | 46% | /1% | 03%** |
| Under 30 | 21% | 16% | 35%** |
| Non-White | 8% | 8% | 19%** |
| Not Married | 40% | 37% | 59%** |
| High School Graduate | 87% | 86% | 79% |
| HH Income Under \$25,000 | 29% | 24 % | 37% |

TABLE 13 Demographics of Those Who Gambled, Those Who Became Nervous and Problem Gamblers

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

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

There are several differences in the lifetime gambling experiences of these three groups. Respondents who had gambled without becoming nervous and without developing problems were significantly less likely to have ever tried 5 or more types of wagering. Those who became nervous and those who scored as problem or probable pathological gamblers were significantly more likely than respondents who ever gambled to have participated in every type of gambling except raffles. Differences in lifetime participation are greatest for the Daily Game, pulltabs, card and dice games, and sports wagering.

As in other states, Washington State respondents who became nervous about their gambling, as well as those who scored as problem or probable pathological gamblers, were more likely than other respondents to have started gambling before reaching 15 years of age. While 11% of the Washington State respondents who ever gambled started doing so before the age of 15, 18% of those who had ever felt nervous and 19% of those who scored as problem or probable pathological gamblers started gambling before the age of 15.

The following table shows that the interval between when Washington State respondents began wagering and when they became nervous about their wagering (if they became nervous) is greater for problem and probable pathological gamblers than for those respondents who became nervous. It is worth noting once again that less than half of the respondents who scored as problem or probable pathological gamblers ever felt nervous about their gambling.

TABLE 14

Mean Age and Favored Type of Wagering of Those Who Gambled, Those Who Became Nervous and Problem Gamblers

| Age When Started Gambling | Those Who Gambled and Gave Age (N=1075) | Those Who Had Felt Nervous (N = 109) | Problem & Pathological Gamblers (N=76) |
|-------------------------------|--|---|---|
| | | | |
| Mean Age When Started | 24 | 20 | 21 |
| Mean Age When Became Nervous | | 25 | 29 |
| Type of Wagering When Started | | | |
| Cards or Dice | 15% | 54% | 25% |
| Gaming Machines | 23% | 20% | 19% |
| Sports | 7% | 7% | 16% |
| Horse/Dog Races | 6% | 6% | 11% |
| Type of Wagering When Nervous | | | (N=36) |
| Cards | | 49% | 33% |
| Gaming Machines | | 17% | 20% |
| Horse/Dog Races | | 7% | 13% |

This table also shows that while respondents who ever gambled were most likely to say that they started gambling on gaming or slot machines, the other two groups were most likely to say that they started gambling on cards or dice games. Respondents who scored as problem or probable pathological gamblers were also likely to have started wagering on were sports events and parimutuel events such as horse or dog races.

Finally, the preceding table shows that in Washington State, nearly half of those who ever felt nervous about their wagering had been playing cards and 17% had been wagering on gaming machines when this happened. In Montana, 30% of these respondents had been playing cards and 23% had been wagering on gaming machines. In Iowa, 63% of these respondents had been playing cards and none had been wagering on gaming machines.

SUMMARY AND CONCLUSION

To summarize the findings from this survey: we found that the proportion of Washington State respondents who have ever gambled is higher than in most other states where similar surveys have been done. Washington State respondents who have ever gambled are more likely to be White, under the age of 30 and to have higher education and household income than those who have never gambled. Although the most popular types of gambling among Washington State respondents are the state's lottery games, out-of-state gaming machines, raffles, wagering on cards or sports events with friends, acquaintances or co-workers, wagering on horse and dog races, and pulltabs, these different types of gambling appeal to rather different groups of players.

Different types of gambling in Washington State appeal to very different players. Young men are most likely to wager on sports, card games with friends, pulltabs, arcade and video games, and the lottery's Daily Game. Older men are most likely to play the state's lottery games and to wager on horse or dog races. Older, White women are most likely to participate in raffles and non-Indian bingo while younger, minority women are most likely to play Indian bingo. Young, unmarried men and women are most likely to wager on card and dice games at nearby Indian casinos while older, married men and women are most likely to travel out-of-state to gamble at casinos.

Estimated monthly expenditures on gambling in Washington State are higher than in Montana or South Dakota. Washington State respondents report spending an average of \$32 on in-state gambling activities per month. In Montana, this amount is \$27 per respondent while in South Dakota, this amount is \$23 per respondent. As in other states, monthly gambling expenditures in Washington State vary significantly by gender and income of the respondent. Monthly gambling expenditures also vary significantly by the types of gambling in which respondents are involved.

Lifetime prevalence rates of problem and probable pathological gambling in Washington State are higher than in every other state surveyed except Connecticut. Current prevalence rates of problem and probable pathological gambling in Washington State are also higher than in other states. Lifetime problem and probable pathological gamblers in Washington State are significantly more likely than the larger sample to be male, under 30 years of age, non-White, and unmarried. Current problem and probable pathological gamblers in Washington State are significantly more likely than the larger sample to be male, under 30 years of age, non-White, and unmarried. Current problem and probable pathological gamblers in Washington State are significantly more likely than the larger sample to be male, under 30 years of age, and unmarried.

While all Washington State respondents who gamble are most likely to wager once a week or more on Lotto or Quinto, on sports events with friends or co-workers, and on instant lottery games, the rate of weekly participation for all games is significantly higher for respondents who score as problem or probable pathological gamblers. Average monthly expenditures on gambling are much higher among problem and probable pathological gamblers than among non-problem gamblers in the sample. Estimated expenditures among problem and probable pathological gamblers are greatest for wagering on horse or dog races, sports events with friends, acquaintances or co-workers and pulltabs. Differences in estimated monthly expenditures between non-problem gamblers and those with moderate to severe gambling problems for Lotto or Quinto and instant or scratch lottery games are much smaller.

The Role of State Gambling Agencies

The results of this survey show the difficulty of assigning full responsibility for problem gambling to one or another type of gambling. Illegal sports gambling, the parimutuel industry, the pulltab industry and the state's lottery are all implicated in the prevalence of problem and probable pathological gambling in Washington State. Given the complexity and sensitivity of this issue, the Washington State Lottery is to be commended for its responsiveness to this issue and for its willingness to fund this study.

There are clear demographic and behavioral correlates associated with problem gambling that can be useful in directing Washington State's legal gambling activities in the future. For example, since young, minority men are at greatest risk for developing gambling problems, the development and marketing of games directed at this audience (such as the Daily Game) should be carefully monitored. Gambling involvement at an early age and regular heavy losses are also factors in the development of serious gambling problems.

Every effort should be made to prevent children and adolescents from purchasing gambling products in order to minimize their risk of developing gambling problems. There may also be ways to educate and train staff at racetracks, casinos, lottery outlets and other gambling venues to recognize problem gamblers among their customers and to provide them with information about problem gambling treatment services. Finally, mental health and addictions treatment professionals as well as prison staff could learn to screen for gambling-related problems among their clientele. Addressing gambling issues among individuals receiving treatment for alcohol and substance abuse and among those entering the prison system could significantly reduce rates of recidivism in these organizations.

Addressing Problem Gambling in Washington State

Like many other states, Washington State has recently legalized numerous types of gambling. The results of this survey show that a great majority of the residents of Washington State participate in these as well as other types of gambling, that they find gambling entertaining and enjoyable, and that they spend moderate amounts of money on gambling. While the State of Washington clearly benefits from the gambling involvement of its citizens through the revenues raised from legal gambling, the results of this survey indicate that 5.1% of Washington State adults have at some time experienced problems related to their gambling and that 2.8% of Washington State adults are currently experiencing moderate to severe problems related to their gambling.

In 1992, the Commerce and Labor Committee of the Washington State Senate issued a report calling for measures in the state to analyze and ameliorate problem gambling (Washington State Senate Commerce and Labor Committee 1992). The committee noted that there were already efforts underway in Washington State to address this issue. These efforts include a tollfree information and referral hotline funded by the Washington State Lottery and staffed by the Washington State Council on Problem Gambling as well as a training program for law enforcement personnel, gaming industry representatives and community groups supported by the Gambling Commission. The Senate report called for a prevalence survey of adolescents as well as this prevalence survey of adults in Washington State. A prevalence survey among adolescents, funded by the Washington State Lottery, is presently underway. Problem and pathological gambling are treatable disorders. Efforts to address this issue in other states have included public education, prevention programs, crisis intervention and hotline services, outpatient and inpatient addiction and mental health treatment services, and research on the prevalence of problem gambling in the general population. The data presented here provide a benchmark for future assessments of gambling involvement and problem and pathological gambling in Washington State. These data also provide a foundation for policy making and planning for services for individuals who experience difficulties related to their involvement in gambling.

Consideration must now be given to educating Washington State residents about the potential problems associated with gambling, to providing treatment services for those individuals who experience problems related to their gambling, and to ensuring that adequate and continuing funds for such efforts are made available. In the future, it will be important for everyone concerned about and involved with legalized gambling in Washington State to work together to develop ways to help those individuals who encounter problems related to their gambling.

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Figure 1 Distribution of Monthly Expenditures by Gambling Activity



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APPENDIX A

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



SILMORE RESEARCH GROUP EASTLAKE AVENUE E, ≢300 TLE, WA 98102-3305 T26-5555 292148

GAMBLING QUESTIONNAIRE

Hello, my name is ______ and I am calling from Gilmore Research Group. We are doing a study of the gambling practices of the citizens of Washington State. This is a scientific study funded by the State of Washington and the results will influence how government funds will be spent. Your household is one of 1,500 being surveyed. Your number was randomly selected by a computer and I do not even know your name. All of your answers will be anonymous. In order to interview the right person, I need to speak with the member of your household who is over 18 and has had the most recent birthday. Would that be you? IF NO, ASK TO SPEAK TO THAT PERSON, IF NOT AVAILABLE, ARRANGE CALL-BACK.

People bet on many different things such as raffles, football games and card games. I am going to ask you about some activities such as these that you may participate in. Have you ever bet or spent money on instant or scratch off lottery games?

| ASK Q.3 | <yes< th=""><th>1</th></yes<> | 1 |
|---------|---------------------------------|--------|
| SKIP TO | Q.5 < No _Don't know/Refused | 2 3 |

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

| ASK Q.4 | <yes< th=""><th>1</th></yes<> | 1 |
|---------|-------------------------------|---|
| SKIP TO | No No | 2 |
| 5117 10 | Don't know/Refused | 3 |

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

DK/REF 9999

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

Yes 1 No 2 Don't know/Refused 3

(Have you ever bet or spent money on) lottery Daily Game?

| ASK Q.7 < | Yes | 1 |
|-------------------|--------------------|---|
| SKIP TO 0 10 Cara | No | 2 |
| SKIP 10 Q.10 (| Don't know/Refused | 3 |

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

ASK Q.8 <----- Yes 1 SKIP TO Q.10 <--- Don't know/Refused 3

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

DK/REF 9999

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

Yes 1 No 2 Don't know/Refused 3

(Have you ever bet or spent money on) Lotto or Quinto?

| ASK Q.11 <yes< th=""><th>1</th></yes<> | 1 |
|--|---|
| SKIP TO 0 14 K NO | 2 |
| _Don't know/Refused | 3 |

| 11. | Have you bet or spent money on this activity in the past year? | | | |
|----------|--|---------------|---|---|
| | ASK Q.12 <yes SKIP TC Q.14 <no Don't know/Refused</no </yes | 1 2 3 | | |
| 6 12. | Please tell me the amount that you spend on this activity in a typic month. IF NEEDED, SAY: I am only looking for an approximate amount | cal t. | | |
| | DK/REF | 9999 | | |
| 13. | Do you gamble for money on this activity at least once per week? | | | |
| | Yes No Don't know/Refused | 1 2 3 | _ | _ |
| 14. | (Have you ever bet or spent money on) Pull tabs or punch board? | - | | |
| | ASK Q.15 <yes SKIP TO Q.18 < No _Don't know/Refused</yes | 1 2 3 | - | |
| 15. | Have you bet or spent money on this activity in the past year? | | | |
| | ASK Q.15 <yes SKIP TO Q.18 < Don't know/Refused</yes | 1 2 3 | | |
| 15. | Please tell me the amount that you spend on this activity in a typi month. IF NEEDED, SAY: I am only looking for an approximate amoun | cal t. | | |
| | DK/REF | 9999 | | |
| 17. | Do you gamble for money on this activity at least once per week? | | | |
| | Yes No Don't know/Refused | 1 2 3 | | |
| 18. | (Have you ever bet or spent money on) raffles? | | | |
| | ASK Q.19 <yes SKIP TO Q.22 < No Don't know/Refused</yes | 1 2 3 | · | |
| 19. | Have you bet or spent money on this activity in the past year? | | | |
| | ASK Q.20 <yes SKIP TO Q.22 < No _Don't know/Refused</yes | 1 2 3 | | |
| 20. | Please tell me the amount that you spend on this activity in a typi month. I am only looking for an approximate amount, rounded to the nearest five dollars or so. | cal | | |
| | DK/REF | 9999 | | |
| 21. | Do you gamble for money on this activity at least once per week? | | | |
| | Yes No Don't know/Refused | 1 2 3 | | |
| 22. | (Have you ever bet or spent money on) Indian bingo games? | | | |
| | ASK Q.23 <yes SKIP TO Q.26 < No _Don't know/Refused</yes | 1 2 3 | | |
| 23. | Have you bet or spent money on this activity in the past year? | | | |
| | ASK Q.24 <yes SKIP TO Q.26 < No _Don't know/Refused</yes | 1 2 1 3 | | |

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gease tell me the amount that you spend on this activity in a typical onth. I am only looking for an approximate amount, rounded to the earest five dollars or so. DK/REF 9999 you gamble for money on this activity at least once per week? Yes 1 No 2 Don't know/Refused 3 Have you ever bet or spent money on) other bingo games at bingo halls r churches? ASK Q.27 <---- Yes 1 SKIP TO Q.30 <--- No Don't know/Refused 2 3 ave you bet or spent money on this activity in the past year? ASK Q.28 <-----Yes SKIP TO Q.30 <--- No Don't know/Refused 1 2 3 nease tell me the amount that you spend on this activity in a typical wonth. I am only looking for an approximate amount, rounded to the mearest five dollars or so. DK/REF 9999 to you gamble for money on this activity at least once per week? Yes 1 No 2 Don't know/Refused 3 (Have you ever bet or spent money on) fund raising events such as (Las Vegas or) casino night? ASK Q.31 <---- Yes 1 SKIP TO Q.34 <--- Don't know/Refused 2 3 fave you bet or spent money on this activity in the past year? ASK Q.32 <----- Yes SKIP TO Q.34 <--- Don't know/Refused 1 2 3 Mease tell me the amount that you spend on this activity in a typical wonth. I am only looking for an approximate amount, rounded to the nearest five dollars or so. DK/REF 9999 To you gamble for money on this activity at least once per week? Yes 1 No 2 Don't know/Refused 3 Have you ever bet money when playing arcade or video games? ASK Q.35 <---- Yes 1 SKIP TO Q.38 <--- No Don't know/Refused 2 3 Have you bet money on this activity in the past year? ASK Q.36 <----- Yes SKIP TO Q.38 <--- No Don't know/Refused 1 2 3 Please tell me the amount that you bet on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount.

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

Yes 1 No 2 Don't know/Refused 3 (Have you ever bet or spent money on) Gaming or slot machines at out of 38. state locations? ASK 0.39 <---- Yes 1 SKIP TO Q.42 <---- No Don't know/Refused 2 3 Have you bet or spent money on this activity in the past year? 39. ASK 0.40 <---- Yes 1 SKIP TO Q.42 <--- Don't know/Refused ٦ Please tell me the amount that you spend on this activity in a typical 40. month. IF NEEDED, SAY: I am only looking for an approximate amount, rounded to the nearest five dollars or so. DK/REF 9999 Do you gamble for money on this activity at least once per week? 41. Yes 1 No 2 Don't know/Refused 3 42. (Have you ever bet money on) card games with friends or family? ASK Q.43 <---- Yes 1 SKIP TO Q.46 <--- No Don't know/Refused 3 43. Have you bet or spent money on this activity in the past year? ASK Q.44 <---- Yes 1 ASK U.44 C---- No SKIP TO Q.46 <--- Don't know/Refused 2 3 44. Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount. 9999 DK/REF 45. Do you gamble for money on this activity at least once per week? Yes 1 No 2 Don't know/Refused 3 (Have you ever bet or spent money on) card games in card rooms? 46. ASK 0.47 <---- Yes 1 SKIP TO Q.50 <--- No Don't know/Refused 2 3 47. Have you bet or spent money on this activity in the past year? ASK Q.48 <-----Yes SKIP TO Q.50 <--- Don't know/Refused 1 2 3 Please tell me the amount that you spend on this activity in a typical 48. month. IF NEEDED, SAY: I am only looking for an approximate amount, rounded to the nearest five dollars or so. DK/REF 9999 Do you gamble for money on this activity at least once per week? 49. Yes 1 No 2 Don't know/Refused 3

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(Have you ever bet or spent money on) card games or dice games at an Indian casino? ASK Q.51 <-----Yes 1 SKIP TO Q.54 <--- No Don't know/Refused 2 3 Have you bet or spent money on this activity in the past year? ASK Q.52 <---- Yes 1 SKIP TO Q.54 <--- Don't know/Refused 2 3 Please tell me the amount that you spend on this activity in a typical month. IF NEEDED, SAY: I am only looking for an approximate amount, rounded to the nearest five dollars or so. DK/REF 6665 Do you gamble for money on this activity at least once per week? Yes 1 No 2 Don't know/Refused 3 (Have you ever bet or spent money on) card games or dice games at out of state casinos? ASK Q.55 <---- Yes 1 SKIP TO Q.58 <--- Don't know/Refused 2 3 Have you bet or spent money on this activity in the past year? ASK Q.56 <----Yes 1 SKIP TO Q.58 <--- No Don't know/Refused 2 3 Please tell me the amount that you spend on this activity in a typical month. IF NEEDED. SAY: I am only looking for an approximate amount, rounded to the nearest five dollars or so. DK/REF 9999 Do you gamble for money on this activity at least once per week? Yes 1 No 2 Don't know/Refused 3 (Have you ever bet or spent money on) the outcome of sports or other events with friends, acquaintances or co-workers? ASK Q.59 <-----Yes SKIP TO Q.62 <--- Don't know/Refused 1 2 3 Have you bet or spent money on this activity in the past year? ASK Q.60 <-----Yes SKIP TO Q.62 <--- Don't know/Refused 1 2 3 Please tell me the amount that you spend on this activity in a typical month. I am only looking for an approximate amount, rounded to the nearest five dollars or so. DK/REF 9999 Do you gamble for money on this activity at least once per week? Yes 1 No 2 Don't know/Refused 3 (Have you ever bet or spent money on) formal sports pools? ASK 0 67 1

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

ASK Q.54 <-----Yes SKIP TO Q.66 <----^{'No} {_Don't know/Refused

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

DK/REF

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

| Yes | | 1 |
|-------|--------------|---|
| No | | 2 |
| Don't | know/Refused | 3 |

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55. Have you ever bet on sports with a bookie?

ASK Q.67 <----Yes 1 SKIP TO Q.70 <--- No 2 Don't know/Refused 3

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

| ASK Q.58 < | - Yes |] |
|-------------------|--------------------|---|
| SKIP TO 0 70 KANA | No | 2 |
| 5411 10 0110 (| Don't know/Refused | 3 |

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

| DK/ | REF | 9999 |
|-----|-----|------|

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

Yes 1 No 2 Don't know/Refused 3

70. (Have you ever bet or spent money on) horse or dog races. This includes on track or off track or with a bookie?

ASK Q.71 <---- Yes 1 SKIP TO Q.74 <--- No 2 _Don't know/Refused 3

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

ASK Q.72 <----Yes 1 SKIP TO Q.74 <--- No 2 Don't know/Refused 3

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

DK/REF 9999

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

| Yes | | 1 |
|-------|--------------|---|
| No | | 2 |
| Don't | know/Refused | 3 |
| | | |

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74. (Have you ever bet or spent money on) speculative investments such as futures, options, and high risk real estate or stocks?

| ASK Q.75 < | - Yes | · |
|----------------|-------------|--------------|
| SKIP TO Q.78 < | No Don't | know/Refused |

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

ASK Q.76 <---- Yes SKIP TO Q.78 <--- Don't know/Refused Please tell me the amount that you spend on this activity in a typical month. I am only looking for an approximate amount, rounded to the nearest five dollars or sc.

DK/REF 9999

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to you gamble for money on this activity at least once per week?

Yes No Don't know/Refused

Have you ever bet on anything else? UP TO 2 RESPONSES

| ASK | 0.80 < | Yes | (SPECIFY:) |
|------|---------|------|-----------------|
| SKIP | TO Q.90 | < No | 't know/Refused |

Q.80-82/83-85 TO BE ASKED FOR EACH OTHER LISTED

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

| ASK Q.81/84 < | Yes | |
|----------------|--------|--------------|
| SKIP TO 0.83 < | No | |
| | _Don't | know/Refused |

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

DK/REF 9999

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

Yes 1 No 2 Don't know/Refused 3

IF NO CODE 1, Q.2-79, SKIP TO Q.158 IF ONLY ONE CODE 1, Q.2-79, ASK Q.90 IF MORE THAN THEN ONE CODE 1, Q.2-79, SKIP TO Q.91

Blank, computer use

Co you enjoy the type of gambling that you do?

| Yes | | 1 |
|-------|--------------|---|
| No | | 2 |
| Don't | know/Refused | 3 |

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

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

| | Q.92 | 0.93 |
|--|------|------|
| Betting on sports with a bookie | 1 | 1 |
| Card games in card rooms | 2 | 2 |
| Card games with friends or family | 3 | 3 |
| Card or dice games at an Indian casino | 4 | 4 |
| Card or dice games in out of state casino | 5 | 5 |
| Formal sports pools | 6 | б |
| Fundraising events such as Las Vegas or casino night | 7 | 7 |
| Gaming or slot machines at out of state locations | 8 | 8 |
| Horse or dog races | 9 | 9 |
| Indian bingo games | A | A |
| Instant or scratch lottery games | В | 6 |
| Lottery daily game | С | С |
| Lotto er Quinto | D | D |
| Other bingo games at bingo halls or churches | E | E |
| Outcome of sports or other events with friends, | F | F |
| acquaintances or co-workers | | |
| Pull tabs or punch board | G | G |
| Raffles | н | н |
| Speculative investments | I | I |
| Video amusement or arcade games | J | J |
| Other (SPECIFY:) | К | К |
| None/Varies | L | L |
| Con't know | М | M |
| Refused | N | N |

IF CODE L, M OR N, Q.92, SKIP TO Q.94

And can you tell me the main reasons why you participate in the types of activities we have just discussed. Is it. . .READ 94-10

| | For socializing For excitement or as a challenge As a hoppy Yo win money Fo support worthy causes Out of curiosity For entertainment or fun | Yes 1 1 1 1 1 1 | N 2 2 2 2 2 2 2 2 | Dk/REF 3 3 3 3 3 3 3 3 3 3 | |
|------|---|-----------------------------------|-------------------|--|--|
| 101. | for entertainment or fun To distract myself from everyday problems | 1 1 | 2 2 | 3 | |
| | - | | | | |

102- Or some other reason? UP TO 3 RESPONSES 104.

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

- 105. The next set of questions is part of a standard measurement scale which has been used throughout the United States in surveys similar to this one. There are no right or wrong answers to the questions that follow. We want to know what your experiences have been. Please try to be as accurate as possible in your answers and remember that all the information is anonymous.
- 105. When you participate in the gambling activities we have discussed, how often do you go back another day to win back money you lost? Is it. . . READ 1-4.
- 107. How often have you done this in the past year? READ 1-4

| | _ | | Q.105 | Q.106 |
|---------|-------|---|-------|-------|
| SKIP TO | Q.108 | <never< td=""><td>1</td><td>1</td></never<> | 1 | 1 |
| | | Some of the time | 2 | 2 |
| | | Most of the time | 3 | 3 |
| | | Or every time | 4 | 4 |
| | | | | |
| | | Don't know | 5 | 5 |
| SKIP TO | Q.103 | <refused< td=""><td>6</td><td>6</td></refused<> | 6 | 6 |

Have you ever claimed to be winning money from these activities when in fact you lost? Is it. . .READ 1-4.

How often nave you cone this in the past year? READ 1-4

| | | Q.1 | 02 | | | Q.109 |
|------|---|----------------------|-------------------|-------------|------------------------|------------------|
| | TO Q.110 <never Some of the time Most of the time Or every time</never | 234 | | | | 1 2 3 4 |
| 0 | Don't know TO Q.110 <refused< td=""><td>50</td><td></td><td>• • • •</td><td></td><td>5 6</td></refused<> | 50 | | • • • • | | 5 6 |
| | | | Yes | No | <u>Don't know</u> | <u>Ref</u> |
| | Do you spend more time or money gambling than | | 1 | 2 | 3 | 4 |
| | <pre>you intended? (IF YES, ASK:) Have you done this in the past year?</pre> | | 1 | 2 | 3 | 4 |
| | Have people ever critized your gampling? (IF YES, ASK:) Have people critized your gambling in the past year? | | 1 | 2 2 | 3 3 | 4 4 |
| 1 | Have you ever felt guility about the way you | | 1 | 2 | 3 | 4 |
| - | (IF YES, ASK:) Have you felt this way in the past year? | | 1 | 2 | 3 | 4 |
| | Have you ever felt that you would like to stop |) | I | 2 | 3 | 4 |
| | (IF YES, ASK:) Have you felt this way in the past year? | | 1 | 2 | 3 | 4 |
| | Have you ever hidden betting slips, lottery tickets, gampling money or other signs of gampling from your spouse or partner, children | . , | 1 | 2 | 3 | 4 |
| 1855 | Or Clher important people in your life? (IF YES, ASK:) Have you done so in the past year? | | 1 | 2 | 3 | 4 |
| | have you ever argued with people you live with | : | 1 | 2 | 3 | 4 |
| | (IF YES, ASK:) Have these arguements ever | | 1 | 2 | 3 | 4 |
| | (IF YES, ASK:) Have you had any of these arguements in the past year? | | 1 | 2 | 3 | 4 |
| 1.12 | We are almost througn this section of question all this information is anonymous. | .s. | Plea | se r | emember that | t |
| - | Have you ever missed time from work or school due to campling? | | 1 | 2 | 3 | 4 |
| | (IF YES, ASK:) Have you missed time from work or school in past year due to gambling? | k | 1 | 2 | 3 | 4 |
| 1 | Have you ever borrowed from someone and not | | 1 | 2 | 3 | 4 |
| 1.1 | (IF YES, ASK:) Have you done so in the past year? | | 1 | 2 | 3 | 4 |
| 101 | I am going to read you a list of ways in which gambling. Please tell me which of these, if a to get money for gambling or to pay gambling o | h pe any, debt | ople you s? | get have | money for ever used | |
| | | | Yes | <u>No</u> | <u>Don't know</u> | <u>Ref</u> |
| 1 1 | Have you ever borrowed from household money? (IF YES, ASK:) Have you borrowed from household household money in the past year? | ld | 1 1 | 2 2 | 3 3 | 4 4 |
| | Please remember we are asking you about the so gambling or to pay gambling debts? | ouro | es of | mor | ney for | |
| - | Have you ever borrowed money from your spouse (| or | 1 | 2 | 3 | 4 |
| 2 | (IF YES, ASK:) Have you borrowed from your spouse or partner in the past year? | | 1 | 2 | 3 | 4 |

| | | Yes | No | <u>Don't know</u> | <u>Ref</u> |
|------|--|-------|-----|-------------------|------------|
| :33. | Have you borrowed money from other relatives or | 1 | 2 | 3 | 4 |
| 134. | <pre>(IF YES, ASK:) Have you porrowed from other relatives or in-laws in the past year?</pre> | - | 2 | 3 | 4 |
| 135. | mave you ever gotten loans from banks. Ican | | 2 | 3 | 4 |
| 135. | (IF YES, ASK:) Have you gotten loans from banks loan companies or credit unions in the past year? | 1 | 2 | 3 | 4 |
| | Please remember we are asking you about the source gambling or to pay gambling cepts? | es of | mon | ey for | |
| 137. | Have you made cash withdrawals on credit cards to get money to gample or day gampling debts? | 1 | 2 | 3 | 4 |
| 138. | (IF NESL ASK:) Have you made cash withdrawals on credit cards in the past year? | 1 | 2 | 3 | 4 |
| 139. | Have you ever gotten loans from loan smarks to carble or may dampling cents? | 1 | 2 | 3 | 4 |
| 140. | (IF YES, ASK:) Have you gotten loans from loan snarks in the past year? | 1 | 2 | 3 | 4 |
| 141. | Have you even cashed in stocks, bonds on other securities to finance campling? | 1 | 2 | 3 | 4 |
| 141. | <pre>[IF YES, ASK:) Have you cashed in stocks. conds on other securities in the past year?</pre> | 1 | 2 | 3 | 4 |
| 143. | mave you even sold personal on family property | 1 | 2 | 3 | 4 |
| 144. | (IF YES, ASK) Have you sold personal or family property to gamble or pay gambling debts in the past year? | 1 | 2 | 3 | 4 |
| 145. | Have you even porrowed from your checking account by writing checks that bounced to get money for paralying or to pay carding dents? | 1 | 2 | 3 | 4 |
| 1-5. | <pre>SIF (ES, ASK) Have you porrowed from your account by writing checks that bounced in the past year?</pre> | : | 2 | 3 | 4 |
| 147. | have you even mad a credit line with a casimo or | 1 | 2 | 3 | 4 |
| 148. | (IF YES, ASK) Have you had a credit line with a casino or bookie in the past year? | 1 | 2 | 3 | 4 |
| 149. | Do you feel that you have ever had a problem with petting money or gampling? | 1 | 2 | 3 | 4 |
| 150. | (IF YES, ASK) Do you feel that you have had a problem with betting money or gambling in the past year? | 1 | 2 | 3 | 4 |
| 151. | Do you feel that either of your parents has ever had a problem with betting money or gambling? | 1 | 2 | 3 | 4 |

152. How old were you when you first started gambling?

Refused 99

¥

WCCCCWWG HMH J JOO

0.10.00 \$ 0.0110

\$

0

1100

11.12 01 2

| what type of gampling was that? UP TO 3 RESP | ONSES | |
|---|--|-------------------------------|
| acting on sports with a bookie ard games in card rooms ard games with friends or family ard or dice games at an Indian casino ard or dice games in out of state casino formal sports pools undraising events such as Las Vegas or casino aming or slot machines at out of state locat forse or dog races indian bingo games instant or scratch lottery games lottery daily game lotto or Quinto Diner bingo games at bingo halls or churches Dutcome of sports or other events with friend | o night ions s, acquaintances or | 1 2 3 4 5 6 7 8 9 A B C D E F |
| co-workers Full tabs or punch board Raffles Speculative investments Video amusement or arcade games Dther (SPECIFY:) Don't know Rafused | | G H I J K L M |
| kas there any time when the amount you were g | ambling made you nervou | 15? |
| ASK Q.157 < SKIP TO Q.163 < | Yes No Don't know _Refused | 1 2 3 4 |
| How old were you when that happened? | Refused | |
| what types of gampling were you coing when th RESPONSES. | at happened? UP TO 5 | |
| Eatting on sports with a bookie and games in card rooms and games with friends or family and or dide games at an Indian casino Card or dide games in out of state casino formal sports pools fundraising events such as Las Vegas or casin Gaming or slot machines at out of state locat Horse or dog races Indian bingo games Instant or scratch lottery games Lottery daily game Lotto or Quinto Other bingo games at bingo halls or churches Outcome of sports or other events with friend co-workers | o night ions s, acquaintances or | 123456789ABCDEF |
| Pull tabs or punch board Raffles Speculative investments Wideo amusement or arcade games Other (SPECIFY:) Don't know Refused | | G H J K L M |
| Have you ever been in trouble with the law be | cause of activities re | lated |
| | Yes No Don't know Refused | 1 2 3 4 |

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

| ASK Q.165 < Yes | 1 |
|----------------------------|---|
| No | 2 |
| SKIP TO Q.168 < Don't know | 3 |
| _Refused | 4 |

| Gamblers Anonymous |
|-------------------------|
| Veterans Administration |
| Psychologist |
| Psychiatrist |
| Other counselor |
| Minister |
| Other (SPECIFY:) |
| . , |

Don't know/Refused

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

Are you currently married, widowed, divorced, separated or have you never been married?

| Married, c | common-law, | co-habitation | 1 |
|------------|-------------|---------------|---|
| Widowed | | | 2 |
| Divorced | | | 3 |
| Separated | | | 4 |
| Never marr | ried | | 5 |
| Refused | | | 6 |
| | | | |

169. Including yourself, how many people over the age of 18 live in your nousenold?

| 1 |
|---|
| 2 |
| 3 |
| 4 |
| 5 |
| 6 |
| 7 |
| 8 |
| 9 |
| A |
| |

170. How many people in your household are under the age of nineteen?

IF CODE A, OR B, SKIP TO Q.174

171. How many people in your household are age 6 to 10?

172. Age 11 to 14?

173. Age 15 to 18?

| | Q.170 | Q.171 | Q.172 | Q.173 |
|--------------|-------|-------|-------|-------|
| One | 1 | 1 | 1 | 1 |
| Ĩwo | 2 | 2 | 2 | 2 |
| Three | 3 | 3 | 3 | 3 |
| Four | 4 | 4 | 4 | 4 |
| Five | 5 | 5 | 5 | 5 |
| Six | 6 | õ | 6 | 6 |
| Seven | 7 | 7 | 7 | 7 |
| Eight | 8 | 8 | 8 | 8 |
| Nine or more | 9 | 9 | 9 | 9 |
| None | Α | А | А | А |
| Refused | В | В | В | В |

174. What is the highest level of education you have completed? DO NOT READ. PROBE TO FIT. Elementary or some high school 1 Some college/2 year college/Vocational/Technical 2 3 College graduate

Post-graduate work/degree Refused High school graduate or GED 8

4

5

6

-.-

Last week, were you working full-time, part-time, going to school, keeping house, retired or something else? Working full-time Working part-time 2 Going to school 3 Keeping house 4 Retired 5 Disabled ó Unemployed 7 8 Refused IF NO CODE 1 OR 2, Q.175, SKIP TO Q.177 What kind of work do you normally do? (99 = REFUSED) CODING USE: Farming/agriculture 1 Mining 2 Retail services 3 Other service 4 Professional/technical 5 Manager/Proprietor ő Skilled, craftsman 7 Semi-skilled, operative 8 Laborer C 11 Student Refused 99 What is your age? Refused 99 (IF REFUSED, ASK:) Is that. . . READ 1-5 18-24 -1 25-34 2 3 35-54 55-64 4 65 or older 5 - - -Refused ő Compine 0.177 into 0.178 knich of the following best describes your racial or ethnic group? READ 1-5 White/Caucasian 1 2 Hispanic 3 Native American 4 Asian 5 **Black** Or something else (SPECIFY:) 6 Refused 7 Which of the following best describes your current religious preference? READ 1-5 Protestant 1 2 Catholic Jewish 3 4 Muslim. Or something else (SPECIFY:) 5 ------. . None б Don't know 7 8 Refused What was your total household income last year? READ 1-5 Under \$15,000 1 \$15,001 to \$25,000 2 \$25,001 to \$35,000 \$35,000 to \$50,000 3 4 Or over \$50,000 5 - -6 Don't know 7 Refused

183. If we more research on this topic, may we call you again?

| | Y N | es o/DK/REF | 1 2 |
|--|--|-------------------------------------|-------------|
| 194. | RESPONDENT SEX, DO NOT ASK | Male Female Cannot tell | 1 2 3 |
| 185. | That was the last question. Thank yo cooperation. Have a good (day)/(even | u very much for your time and ing). | |
| 185. 187. 183-19 198. | Number of types of ever gampled (0-21 Number of types of gambling in past y 97. Blank, computer use Area code |) ear (0-21) 206 | 1 |
| 199. 200/20 202. 203. 204/20 | Computer will set in 205 or 509 D1. Phone number Idf Day of week D5. Blank, computer use | | 2 |
| 206. | Put ci2 number on sample card | | |

200. Put C12 number on sample card 207/208. Today's date 209. Time of day 210-252. Blank, computer use 253. ENTER COUNTY CODE FROM SAMPLE CARD 255. Attempt

APPENDIX B

Gambling Involvement in Washington State



Instant Scratch Lottery Games. Weekly players of the lottery's instant scratch games are somewhat more likely to be male (p < .05) than the general population. Infrequent players are significantly more likely to be White (p < .01) than the general population.

| | Overail | Weekly | Past-Year | Infrequent | Never |
|---|---------|--------|-----------|------------|-------|
| | (1502) | (120) | (555) | (307) | (520) |
| | | | | | |
| le la | | | . | | |
| Female | 51% | 44 % | 54 % | 50% | 51% |
| Male | 49% | 56% | 47 % | 50% | 49% |
| | | | | | |
| Under 30 | 19% | 21% | 24 % | 14 % | 17% |
| Over 30 | 81% | 79% | 76% | 86% | 83 % |
| | | | | | |
| White | 90% | 86% | 90% | 92 % | 89% |
| Nonwhite | 10% | 14% | 10% | 8% | 11% |
| 51 | | | | | |
| Less than HS | 14% | 18% | 15% | 11% | 15% |
| HS Grad | 86% | 82% | 85% | 89% | 85% |
| | | | | | - 2 . |
| Married | 60% | 64% | 59% | 60% | 59% |
| Not Married | 40% | 36% | 41% | 40% | 41% |
| | 1070 | 5070 | | 1070 | |
| HH < \$25 000 | 30% | 30% | 30% | 28% | 31% |
| UU > C25,000 | 70% | 70% | 70% | 77% | 60% |
| $m > \varphi \omega, 000$ | 10 /0 | /0//0 | 10 70 | 12.70 | 09 /0 |
| | | | | | |

TABLE A Demographic Profile By Participation Level Instant Scratch Tickets

Lottery Daily Game. Weekly players of the lottery's Daily Game are also somewhat more likely to be male than the general population. These players are somewhat more likely to be under the age of 30 and unmarried than the general population. Weekly players are significantly less likely to have graduated from high school than the general population (p < .05).

| | Overall (1502) | Weekly (37) | Past-Year (121) | Infrequent (58) | Never (1286) |
|---------------|-----------------------|----------------|--------------------|--------------------|------------------------|
| Female | 51% | 35% | 45% | 48% | 52% |
| Male | 49% | 65 % | 55% | 52% | 48% |
| Under 30 | 19% | 30% | 24% | 21% | 18% |
| Over 30 | 81% | 70% | 76% | 79% | 82% |
| White | 90% | 89% | 89% | 86% | 90% |
| Nonwhite | 10% | 11% | 11% | 14% | 10% |
| Less than HS | 14% | 30% | 12% | 12% | 14% |
| HS Grad | 86% | 70% | 88% | 88% | 86% |
| Married | 60% | 49% | 60% | 52% | 60% |
| Not Married | 40% | 51% | 40% | 48% | 40% |
| HH < \$25,000 | 30% | 32% | 36% | 38% | 29% |
| HH > \$25,000 | 70% | 68% | 65% | 62% | 71% |

TABLE BDemographic Profile By Participation LevelLottery Daily Game

Lotto/Quinto. As with other lottery games, weekly Lotto or Quinto players are somewhat more likely to be male and over the age of 30 than the general population. These players are significantly more likely to be White (p < .05) than the general population. Past-year and infrequent players are significantly more likely to have graduated from high school than the general population (p < .05). Individuals who have never played Lotto or Quinto are significantly more likely to have annual household incomes under \$25,000 than the general population (p < .01).

| | Overall | Weekly | Past-Year | Infrequent | Neve |
|---------------|---------|--------|---------------------|------------|------|
| | (1502) | (255) | (620) | (64) | (563 |
| Female | 51% | 46% | 50% | 47% | 55% |
| Male | 49% | 54% | 50% | 53% | 45 % |
| Under 30 | 19% | 12% | 21% | 20% | 21% |
| Over 30 | 81% | 88% | 7 9 <i>%</i> | 80% | 79% |
| White | 90% | 89% | 91% | 86% | 90% |
| Nonwhite | 10% | 11% | 10% | 14% | 10% |
| Less than HS | 14% | 18% | 12% | 11% | 16% |
| HS Grad | 86% | 82% | 88% | 89% | 84 % |
| Married | 60% | 61% | 61% | 55% | 59% |
| Not Married | 40% | 39% | 39% | 45 % | 41% |
| HH < \$25,000 | 30% | 26% | 26% | 31% | 36% |
| HH > \$25,000 | 70% | 74 % | 74% | 69% | 64 % |

TABLE C Demographic Profile By Participation Level Lotto/Quinto

2 % 3 % 2 % 0 % 5 %

9% 1%

7**er** 86) **Pulltabs/Punchboards.** Weekly pulltab and punchboard players are somewhat more likely to be male than the general population. Weekly and past-year players are significantly more likely to be under the age of 30 than the general population (p < .01). Weekly players are significantly less likely to have graduated from high school (p < .01) and to be married (p < .01) than the general population.

| | Overali (1502) | Weekly (39) | Past-Year (267) | Infrequent (180) | Never (1016) |
|---------------|-----------------------|----------------|--------------------|---------------------|---------------------|
| Female | 51% | 44% | 51% | 43% | 53% |
| Male | 49% | 56% | 49% | 57% | 47% |
| Under 30 | 19% | 26% | 33% | 18% | 16% |
| Over 30 | 81% | 74 % | 67% | 82% | 84% |
| White | 90% | 85% | 93 % | 94 % | 89% |
| Nonwhite | 10% | 15% | 7% | 6% | 11% |
| Less than HS | 14% | 33% | 14% | 14% | 14% |
| HS Grad | 86% | 67% | 86% | 86% | 86% |
| Married | 60% | 39% | 54% | 65% | 61% |
| Not Married | 40% | 61% | 46% | 35% | 39% |
| HH < \$25,000 | 30% | 26% | 34% | 26% | 30% |
| HH > \$25,000 | 70% | 74% | 66 % | 74% | 70% |

TABLE D Demographic Profile By Participation Level Pulltabs/Punchboards
Raffles. Very tew individuals wager on raffles weekly. Respondents who have wagered on raffles past-yearly (in the past year) are significantly more likely to be female (p < .01) and married (p < .05) than the general population. Past-year players are significantly more likely to be White (p < .01), to have graduated from high school (p < .01), and to have annual household incomes over \$25,000 (p < .01) than the general population.

| | Overali (1502) | Weekly (3) | Past-Year (507) | Infrequent (273) | Never (719) |
|---------------|-----------------------|---------------|---------------------------|------------------|--------------------|
| Female | 51% | 67% | 57% | 49% | 48% |
| Male | 49% | 33% | 43% | 51% | 52% |
| Under 30 | 19% | 0% | 19% | 20% | 19% |
| Over 30 | 81% | 100% | 81% | 80% | 81% |
| White | 90% | 100% | 93 % | 93 % | 87% |
| Nonwhite | 10% | 0% | 7% | 7% | 13% |
| Less than HS | 14% | 33% | 10% | 13% | 18% |
| HS Grad | 86% | 67% | 90% | 87% | 82% |
| Married | 60% | 67% | 65% | 60% | 56% |
| Not Married | 40% | 33% | 35% | 40% | 44% |
| HH < \$25,000 | 30% | 33% | 22% | 30% | 36% |
| HH > \$25,000 | 70% | 67 % | 78% | 70% | 64% |

| | TAB | LE | Ε | |
|-------------|---------|-----|---------------|-------|
| Demographic | Profile | By | Participation | Level |
| | Ra | ſПе | S | |

Indian Bingo Games. While the number of respondents who participate weekly or more often in this type of gambling is small, these players are most likely to be female and under the age of 30 than the general population. These players are less likely to be White and more likely to be married than the general population.

| | Overail | Overail Weekly Past-Year | Infrequent | Never | |
|---------------|---------|--------------------------|------------|-------|--------|
| | (1502) | (6) | (45) | (34) | (1417) |
| Female | 51% | 83% | 49% | 65% | 51% |
| Male | 49% | 17% | 51% | 35% | 49% |
| Under 30 | 19% | 33% | 27% | 18% | 19% |
| Over 30 | 81% | 67% | 73% | 82% | 81% |
| White | 90% | 67% | 91% | 94 % | 90% |
| Nonwhite | 10% | 33% | 9% | 6% | 10% |
| Less than HS | 14% | 17% | 20% | 15% | 14% |
| HS Grad | 86% | 83% | 80% | 85% | 86% |
| Married | 60% | 67% | 44% | 62% | 60% |
| Not Married | 40% | 33% | 56% | 38% | 40% |
| HH < \$25,000 | 30% | 33% | 36% | 29% | 30% |
| HH > \$25,000 | 70% | 67% | 64% | 71 % | 70% |
| | | | | | |

TABLE F Demographic Profile By Participation Level Indian Bingo

Fem UO WN LH MN HH

Non-Indian Bingo Games. Like respondents who participate weekly or more often in Indian bingo games, weekly players of non-Indian bingo are more likely to be female than the general population (p < .01). Past-year players of non-Indian bingo are significantly more likely to be White than the general population (p=.05).

| | Overall (1502) | Weekly Past-Year | Past-Year | Infrequent | Never |
|---------------|-----------------------|------------------|-----------|------------|--------|
| | | (13) | (79) | (177) | (1233) |
| Female | 51% | 69% | 61% | 62% | 49% |
| Male | 49% | 31% | 39% | 38% | 51% |
| Under 30 | 19% | 15% | 15% | 14% | 20% |
| Over 30 | 81% | 85% | 85% | 86% | 80% |
| White | 90% | 85% | 94% | 95% | 89% |
| Nonwhite | 10% | 15% | 6% | 5% | 11% |
| Less than HS | 14% | 15% | 22% | 16% | 14% |
| HS Grad | 86% | 85% | 78% | 84% | 86% |
| Married | 60% | 54% | 54% | 57% | 60% |
| Not Married | 40% | 46% | 46% | 43% | 40% |
| HH < \$25,000 | 30% | 23 % | 35% | 37% | 29% |
| HH > \$25,000 | 70% | 77% | 65% | 63 % | 71% |

| TABL | E G |
|-----------------------|---------------------|
| Demographic Profile B | Participation Level |
| Non-India | n Bingo |

Fund Raising Events. Past-year players are more likely to be male than the general population. These individuals are significantly more likely to have annual household incomes over \$25,000 (p < .01) than the general population.

| | | - 0 | - | | | |
|---------------|---------|--------|-----------|------------|--------|--|
| | Overail | Weekly | Past-Year | Infrequent | Never | |
| | (1502) | (3) | (60) | (137) | (1302) | |
| Female | 51% | 33 % | 38% | 51% | 52% | |
| Male | 49% | 67% | 62% | 49% | 48% | |
| Under 30 | 19% | 0% | 20% | 12% | 20% | |
| Over 30 | 81% | 100% | 80% | 88% | 80% | |
| White | 90% | 67% | 92 % | 95% | 89% | |
| Nonwhite | 10% | 33% | 8% | 5% | 11% | |
| Less than HS | 14% | 33% | 12% | 12% | 15% | |
| HS Grad | 86% | 67% | 88% | 88% | 85% | |
| Married | 60% | 100% | 63% | 61 % | 59% | |
| Not Married | 40% | 0% | 37% | 39% | 41% | |
| HH < \$25.000 | 30% | 33% | 12% | 19% | 32% | |
| HH > \$25,000 | 70% | 67% | 88% | 81% | 68% | |

TABLE H Demographic Profile By Participation Level Fund Raising Events

Arcade/Video Games. Respondents who wager weekly on arcade and video games as well as past-year players are significantly more likely to be male (p < .01), under the age of 30 (p < .01), non-White (p < .05), unmarried (p < .01), and with less than a high school education (p < .01) than the general population.

| | Overail (1502) | Weekly (12) | Past-Year (58) | Infrequent (60) | Never (1372) |
|---------------|-------------------|----------------|-------------------|--------------------|---------------------|
| | · | | | | |
| Female | 51% | 8% | 38% | 43 % | 52% |
| Male | 49% | 92% | 62 % | 57% | 48% |
| Under 30 | 19% | 75% | 52% | 35% | 17% |
| Over 30 | 81% | 25% | 48% | 65% | 83% |
| White | 90% | 83% | 79% | 88% | 91% |
| Nonwhite | 10% | 17% | 21% | 12% | 9% |
| Less than HS | 14% | 42% | 29% | 8% | 14% |
| HS Grad | 86% | 58% | 71% | 92% | 86% |
| Married | 60% | 17% | 45% | 50% | 61% |
| Not Married | 40% | 83% | 55% | 50% | 39% |
| HH < \$25.000 | 30% | 42% | 40% | 37% | 29% |
| HH > \$25.000 | 70% | 58% | 60% | 63% | 71% |

TABLE I Demographic Profile By Participation Level Arcade/Video Games

Out-of-State Gaming Machines. The difficulty of traveling out-of-state to gamble on a weekly basis means that very few respondents wager on out-of-state gaming machines on a weekly basis. A substantial proportion of the Washington State respondents (19%) have participated in this type of wagering in the past year. These past-year players are significantly more likely to be White (p=.01), married (p<.05), to have graduated from high school (p<.01) and to have annual household incomes over \$25,000 (p<.01) than the general population. Infrequent players are significantly more likely to be over the age of 30 than the general population (p<.01).

| | Overail (1502) | Weekly Pa | Past-Year | Infrequent | Never |
|---------------|-----------------------|-----------|-----------|------------|-------|
| | | (2) | (291) | (511) | (698) |
| Female | 51% | 50% | 46% | 51% | 54% |
| Male | 49% | 50% | 54% | 49% | 46% |
| Under 30 | 19% | 50% | 19% | 11% | 25% |
| Over 30 | 81% | 50% | 81% | 89% | 75% |
| White | 90% | 100% | 91% | 93 % | 87% |
| Nonwhite | 10% | 0% | 9% | 7% | 13% |
| Less than HS | 14% | 50% | 10% | 10% | 19% |
| HS Grad | 86% | 50% | 90% | 90% | 81% |
| Married | 60% | 50% | 64% | 63 % | 55% |
| Not Married | 40% | 50% | 36% | 37% | 45% |
| HH < \$25,000 | 30% | 50% | 19% | 27% | 37% |
| HH > \$25,000 | 70% | 50% | . 81% | 73% | 63 % |

TABLE J Demographic Profile By Participation Level Out-of-State Gaming Machines

Card Games with Friends/Family. Respondents who weekly wager on card games with friends or family members are significantly more likely to be under the age of 30 (p < .01), and to have less than a high school education (p < .01) than the general population. These respondents are less likely to have annual household incomes under \$25,000 (p < .05) than the general population. While weekly players are just as likely to be female as the general population. past-year players are significantly more likely to be male than the general population (p < .01).

| | Overail (1502) | Weekly | Past-Year | Infrequent | Never |
|---------------|-----------------------|--------|-----------|------------|-------|
| | | (24) | (245) | (319) | (914) |
| Female | 51% | 54% | 34% | 38% | 61% |
| Male | 49% | 46% | 66% | 62 % | 39% |
| Under 30 | 19% | 42% | 27% | 19% | 17% |
| Over 30 | 81% | 58% | 73% | 81% | 83% |
| White | 90% | 92% | 90% | 91% | 89% |
| Nonwhite | 10% | . 8% | 10% | 9% | 11% |
| Less than HS | 14% | 46% | 14% | 11% | 15% |
| HS Grad | 86% | 54% | 86% | 89% | 85% |
| Married | 60% | 50% | 57% | 61% | 60% |
| Not Married | 40% | 50% | 43% | 39% | 40% |
| HH < \$25,000 | 30% | 25% | 27 % | 25% | 33% |
| HH > \$25,000 | 70% | 75% | 73% | 75% | 67% |

TABLE K **Demographic Profile By Participation Level** Card Games with Friends/Family

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Card Games in Card Rooms. Very few respondents are weekly participants in this type of wagering. Past-year players are significantly more likely to be male (p < .01) than the general population.

| | Overall (1502) | Weekly (3) | Past-Year (28) | Infrequent (39) | Never (1432) |
|---------------|-----------------------|---------------|-------------------|--------------------|---------------------|
| Female | 51% | 33% | 21% | 18% | 53% |
| Male | 49 % | 67% | 79% | 82% | 47% |
| Under 30 | 19% | 0% | 32% | 13% | 19% |
| Over 30 | 81% | 100% | 68% | 87% | 81% |
| White | 90% | 100% | 86% | 97% | 90% |
| Nonwhite | 10% | 0% | 14% | 3% | 10% |
| Less than HS | 14% | 33% | 14% | 8% | 15% |
| HS Grad | 86% | 67% | 86% | 92% | 85% |
| Married | 60% | 100% | 39% | 54% | 60% |
| Not Married | 40% | 0% | 61% | 46% | 40% |
| HH < \$25.000 | 30% | 0% | 25% | 31% | 30% |
| HH > \$25.000 | 70% | 100% | 75% | 69% | 70% |

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TABLE L Demographic Profile By Participation Level Cards in Card Rooms

Card/Dice Games at Indian Casino. No respondents are weekly participants in this type of wagering and the number of past-year players is also quite small. These past-year players are somewhat more likely to be under the age of 30 and to have annual household incomes over \$25,000 than the general population. These respondents are significantly more likely to be unmarried than the general population (p < .05).

| Overali (1502) | Weekly | Veekly Past-Year | Infrequent | Never |
|-----------------------|---|---|---|---|
| | (0) | (15) | (6) | (1481) |
| 51% | | 53% | 50% | 51% |
| 49% | | 47% | 50% | 49% |
| 19% | | 27% | 0% | 19% |
| 81% | | 73 % | 100% | 81% |
| 90% | | 90% | 100% | 90% |
| 10% | | 10% | 0% | 10% |
| 14% | | 20% | 17% | 14% |
| 86% | , | 80% | 83% | 86% |
| 60% | | 33% | 33% | 60% |
| 40% | | 67% | 67% | 40% |
| 30% | | 20% | 33% | 30% |
| 70% | | 80% | 67% | 70% |
| | Overali (1502) 51% 49% 19% 81% 90% 10% 14% 86% 60% 40% 30% 70% | Overall (1502) Weekly (0) 51% (0) 51% 49% 19% 81% 90% 10% 14% 86% 60% 40% 30% 70% | Overall (1502) Weekly (0) Past-Year (15) 51% 49% 53% 47% 19% 81% 27% 73% 90% 10% 90% 10% 14% 86% 20% 80% 60% 40% 33% 67% 30% 70% 20% 80% | Overall (1502)Weekly (0)Past-Year (15)Infrequent (6) 51% 53% 50% 49% 47% 50% 49% 47% 50% 19% 27% 0% 81% 73% 100% 90% 90% 100% 90% 90% 100% 10% 10% 0% 14% 20% 17% 86% 80% 83% 60% 33% 33% 40% 67% 67% 30% 20% 33% 70% 80% 67% |

TABLE M Demographic Profile By Participation Level Indian Cards or Dice

Card/Dice Games at Out-of-State Casino. As with wagering on out-of-state gaming machines, the difficulty of traveling out-of-state to gamble on a weekly basis means that very few respondents are weekly players. Nevertheless, a substantial proportion of the Washington State respondents (9%) have participated in this type of wagering in the past year. These past-year players are significantly more likely to be male (p < .01), White (p < .05), to have graduated from high school (p < .01), and to have annual household incomes over \$25,000 (p < .01) than the general population. Infrequent players are significantly more likely to be over 30 than the general population (p < .01).

| | Overall | Weekly | Past-Year | Infrequent | Never |
|---------------|---------------------|--------|--------------|------------|-------------|
| | (1502) | (1) | (133) | (244) | (1144) |
| Female | 51% | 100% | 32% | 41% | 55% |
| Male | 49% | 0% | 68% | 59% | 45% |
| Under 30 | 19% | 0% | 20% | 9% | 21% |
| Over 30 | 81% | 100% | 80% | 91% | 79 <i>%</i> |
| White | 90% | 100% | 91 % | 96% | 89% |
| Nonwhite | 10% | 0% | 9% | 4% | 11% |
| Less than HS | 14% | 100% | 10% | 10% | 16% |
| HS Grad | 86% | 0% | 90% | 90% | 84 % |
| Married | 60% | 100% | 59 <i>%</i> | 62% | 59% |
| Not Married | 40% | 0% | 41% | 38% | 41% |
| HH < \$25,000 | 30% | 0% | 12% | 24% | 33% |
| HH > \$25,000 | 7 0 <i>%</i> | 100% | 8 8 % | 76% | 67% |
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TABLE N **Demographic Profile By Participation Level** Out-of-State Cards or Dice

Sports Events with Friends/Co-workers. Respondents who weekly wager on sports events with friends, acquaintances or co-workers are significantly more likely to be male (p < .01), under the age of 30 (p < .01) and to have annual household incomes over S25.000 (p < .01) than the general population. These respondents are less likely to have graduated from high school (p < .05) than the general population.

| | Overail (1502) | Weekiy (100) | Past-Year (288) | Infrequent (299) | Never (945) |
|---------------|-----------------------|-----------------|---------------------------|---------------------|-----------------------|
| Female | 51% | 25% | 41% | 39% | 59% |
| Male | 49% | 75% | 59% | 61% | 41% |
| Under 30 | 19% | 31% | 22% | 15 | 18% |
| Over 30 | 81% | 69% | 78% | 85% | 82% |
| White | 90% | 89% | 92% | 93 % | 89% |
| Nonwhite | 10% | 11% | 8% | 7% | 11% |
| Less than HS | 14% | 20% | 12% | 10% | 15% |
| HS Grad | 86% | 80% | 88% | 90% | 85% |
| Married | 60% | 50% | 57% | 64 % | 60% |
| Not Married | 40% | 50% | 43 % | 36% | 40% |
| HH < \$25,000 | 30% | 21% | 17% | 30% | 34% |
| HH > \$25,000 | 70% | 79% | 83% | 70% | 66 % |

TABLE O Demographic Profile By Participation Level Sports with Friends/Family

Formal Sports Pools. Past-year and weekly participants in formal sports pools are demographically similar to respondents who weekly wager on sports events with friends, acquaintances or co-workers. These players are significantly more likely to be male (p < .01), unmarried (p < .05), under the age of 30 (p < .01) and to have annual household incomes over $$25,000 \ (p < .05)$ than the general population.

TABLE P Demographic Profile By Participation Level Formal Sports Pools

| | Overall (1502) | erallWeeklyPast-Year502)(38)(83) | Past-Year | Infrequent | Never |
|---------------|-----------------------|----------------------------------|-----------|------------|--------|
| | | | (83) | (134) | (1247) |
| Female | 51% | 24% | 27% | 31% | 56% |
| Male | 49% | 76% | 73% | 69% | 44 % |
| Under 30 | 19% | 40% | 21% | 15% | 19% |
| Over 30 | 81% | 60 % | 79% | 85% | 81% |
| White | 90% | 87% | 93% | 96% | . 89% |
| Nonwhite | 10% | 13% | 7% | 4% | 11% |
| Less than HS | 14% | 24% | 17% | 9% | 14% |
| HS Grad | 86% | 76% | 83 % | 91% | 86% |
| Married | 60% | 42% | 51% | 60% | 61% |
| Not Married | 40% | 58% | 49% | 40% | 39% |
| HH < \$25.000 | 30% | 16% | 19% | 33% | 31% |
| HH > \$25.000 | 70% | 84% | 81% | 67% | 69% |
| | | | | | |

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Sports Betting with a Bookie. Although the number of respondents who have wagered on sports events with a bookie is small, the demographic characteristics of these players are quite distinct. Weekly, past-year and infrequent participants in this type of gambling are significantly more likely to be male than the general population (p=.01). Past-year participants are significantly more likely to be under the age of 30 (p < .01)than the general population.

| | Overail (1502) | Weekly Past-Year (3) (9) | Infrequent | Never | |
|---------------|-----------------------|-----------------------------|------------|-------|--------|
| | | | (9) | (17) | (1473) |
| Female | 51% | 0% | 11% | 35% | 52% |
| Male | 49% | 100% | 89% | 65 % | 48% |
| Under 30 | 19% | 33% | 56% | 12% | 19% |
| Over 30 | 81% | 67% | 44 % | 88% | 81% |
| White | 90% | 100% | 89% | 94 % | 90% |
| Nonwhite | 10% | 0% | 11% | 6% | 10% |
| Less than HS | 14% | 0% | 22% | 12% | 14% |
| HS Grad | 86% | 100% | 78% | 88% | 86% |
| Married | 60% | 67% | 22% | 47% | 60% |
| Not Married | 40% | 33% | 78% | 53 % | 40% |
| HH < \$25,000 | 30% | 0% | 11% | 29% | 30% |
| HH > \$25,000 | 70% | 100% | 89% | 71% | 70% |
| | | | | | |

TABLE Q Demographic Profile By Participation Level Sports Bets with Bookie

Horse/Dog Races (On-Track, Off-Track, Bookie). Respondents who wager weekly on horse or dog races are significantly more likely to be over the age of 30 (p < .01) and to have annual household incomes under \$25,000 (p<.01) than the general population. Past-year participants are somewhat more likely to be male, unmarried, under the age of 30 and with annual household incomes over \$25,000 than the general population. Weekly and past-year players are significantly more likely to have graduated from high school than the general population (p < .05).

| | Overall | Weekly | Past-Year | Infrequent | Never |
|---------------|---------|--------|-----------|------------|-------|
| | (1502) | (14) | (100) | (570) | (540) |
| Female | 51% | 50% | 46% | 50% | 52% |
| Male | 49 % | 50% | 54% | 50% | 48% |
| Under 30 | 19% | 7% | 25% | 14% | 20% |
| Over 30 | 81% | 93% | 75% | 86% | 80% |
| White | 90% | 86% | 90% | 92% | 89% |
| Nonwhite | 10% | 14% | 10% | 8% | 11% |
| Less than HS | 14% | 7% | 12% | 11% | 16% |
| HS Grad | 86% | 93% | 88% | 89% | 84% |
| Married | 60% | 64% | 52% | 59% | 61% |
| Not Married | 40% | 36% | 48% | 41% | 39% |
| HH < \$25,000 | 30% | 36% | 20% | 23% | 34% |
| HH > \$25,000 | 70% | 64 % | 80% | 77% | 66% |

TABLE R Demographic Profile By Participation Level Horse or Dog Races

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Speculative Investments. Past-year and weekly participants in this type of wagering are significantly more likely to be male (p < .01) and over the age of 30 (p < .01) than the general population. These respondents are significantly more likely to have annual household incomes over \$25.000 than the general population (p < .01).

| | Overall | Weekly | Past-Year | Infrequent | Never |
|---------------|---------|--------|-----------|------------|--------------|
| | (1502) | (9) | (80) | (75) | (1338) |
| emale | 51% | 33% | 38% | 39% | 53% |
| lale | 49% | 67% | 62% | 61% | 47% |
| Jnder 30 | 19% | 0% | 9% | 12% | 20% |
| over 30 | 81% | 100% | 91% | 88% | 80% |
| Vhite | 90% | 89% | 94 % | 89% | 90% |
| Ionwhite | 10% | 11% | 6% | 11% | 1 0% |
| ess than HS | 14% | 0% | 11% | 7% | 15% |
| IS Grad | 86% | 100% | 89% | 93% | 85% |
| larried | 60% | 56% | 69% | 56% | 59% |
| lot Married | 40% | 44% | 31% | 44 % | 41% |
| IH < \$25.000 | 30% | 0% | 10% | 17% | 32% |
| IH > \$25,000 | 70% | 100% | 90% | 83% | 6 8 % |

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TABLE S Demographic Profile By Participation Level Speculative Investments









