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Gambling and problem gambling prevalence among adolescents in Florida : a report to the Florida Council on Compulsive Gambling, Inc.

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Gambling and Problem Gambling Prevalence Among Adolescents in Florida

A Report to the Florida Council on Compulsive Gambling, Inc.

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Executive Summary

This report presents the results of the first statewide survey in Florida to evaluate adolescent gambling participation and the prevalence of problem and pathological gambling in the State. The main purpose of this study is to examine the prevalence of gambling-related problems among adolescents 13 to 17 years of age, within the State of Florida. A secondary purpose is to identify the types of gambling causing the greatest difficulties for adolescents in the State and distinguishing characteristics among subpopulations within the State, such as by gender, ethnicity/race, and religion. Additional objectives include comparing Florida's findings with national and state data and identifying other areas of interest related to problem gambling.

A large sample (1,051) of Florida adolescents, interviewed with parental/legal guardian consent between December 11 to December 17, 2001, were asked about participation in various gambling activities, financial indebtedness, problems related to gambling, alcohol and drug use, mental health and demographic information.

The findings of this study are intended to serve as a guide in the development of prevention, education, outreach, research, training and treatment related activities and to stand as a baseline over time in which the State can examine the ongoing relationship and associated impacts of gambling among adolescents in Florida.

Key Findings

- Although gambling is illegal in Florida for persons under the age of 18, in 2001, lifetime participation in gambling was almost 70% among Florida residents, ages 13 to 17. More than 40% of adolescents report gambling in the past year, 11.5% of adolescents are weekly gamblers, 13.2% are infrequent gamblers and slightly more than 30% report having never gambled. Despite restrictions, 18.5% of adolescents report purchasing lottery tickets in their lifetime and 12.5% within the last year.
- During the past year in Florida, nearly 20% of adolescents gambled on games of skill such as pool, bowling, basketball and golf. Other popular forms of adolescent gambling in Florida in the past year (reported by more than 5% of the respondents) are raffles/charitable games, cards/dice/dominoes, arcade games, lottery, sports, flipping coins, trading or sports cards, slot/poker machines and bingo.
- Males are more likely to have gambled in the past year (51.3% vs. 34.5%) and to be weekly gamblers (17.4% vs. 5.2%), whereas adolescent females are more likely to have never gambled (46.1% vs. 18.8%).
- There were more weekly gamblers, ages 15 and 17 years olds (15.8% and 15.4% respectively), vs. 11.5% on average for all ages. Furthermore, 13 year olds are more likely to be infrequent gamblers.
- Although the mean age for gambling initiation was 12.5 years across all age categories, when comparing younger gamblers with the age in which they started gambling, variations were noted. Adolescents age 13 reported first gambling on average before 10 years of age, whereas those ages 16 or 17 years started at almost 13 and 13.5 years of age respectively. Many adolescents start gambling with friends and continue betting with friends and acquaintances.
- The grouping that included Native Americans, Asians and Other adolescents are almost twice as likely as Caucasians, African Americans and Hispanics to gamble weekly. On the other hand, Caucasians are

most likely to have gambled in the last year, while Hispanics are least likely to have gambled in the past year and most likely to be infrequent gamblers.

- When evaluating Florida adolescents who are currently either pathological, problem, at risk or low risk gamblers (as measured by the DSM-IV criteria), the following results were observed:
 - 3.8% or 37,355 Florida adolescents are problem or pathological gamblers
 - 5.9% or 28,303 of Florida adolescent males are problem or pathological gamblers vs. 1.6% or 8,053 of females
 - 8.2% or 80,608 Florida adolescents are at-risk gamblers
 - Florida 17 year olds also are most likely to be pathological gamblers
 - In terms of race and ethnicity, Hispanic adolescents are the most likely to have never gambled; at the same time, however they, as well as the condensed category of Native Americans/Asians/Others are more likely to be problem gamblers. Further, Native Americans/Asians/Others adolescents are more likely to be problem gamblers and African Americans are the population most likely to be pathological gamblers.
 - Age when first started gambling, how many adults the adolescent lives with, and income plus allowance in an average week were not found to be statistically linked to problem gambling behavior.
- The most common reasons for gambling given by all adolescents who gamble are to socialize, for entertainment or fun, to win money and for excitement. Reasons for gambling provided by adolescents who meet the DSM-IV criteria for pathological gambling are to feel high, peer pressure, as a hobby and as a distraction from everyday problems. Low risk gamblers identified the main reasons as to support worthy causes, out of curiosity, for entertainment or fun, for excitement and to be around other people.
- Reasons for gambling, which are predictive of gambling behavior in adolescents, include: to win money, for a sense of power or control, to feel good and for entertainment or fun.
- Religion has a relationship to scores on the DSM-IV. Problem (4.6%) and pathological gamblers (2.9%) are most likely to state that they are Catholic. At-risk gamblers are most likely to be Jewish (21.9%) and least likely to be Catholic or “Something else.” Adolescent non-gamblers are most likely to say they are “Something else” when asked about religion.
- Illicit behavior among adolescents such as alcohol, marijuana, tranquilizer, crack or cocaine and other stimulant use, as well as tobacco usage, have strong association among adolescents scoring as past year problem gamblers. Of note, adolescent problem gamblers have much higher rates of alcohol, drug and tobacco usage than reported by teens in any other gambler classification. For example, on days adolescents drink, adolescent problem gamblers report drinking more alcoholic beverages (about 7) than low risk gamblers (approximately 3) and have over five times as many days of tobacco and marijuana use as their low-risk peers.
- Adolescent at-risk, problem and pathological gamblers are more likely to describe family worrying or complaining about gambling, as well as gambling creating problems between them and their family or friends. These gamblers also described getting into trouble at school or work due to gambling.
- Adolescent males and females have important mental health differences. Males are more likely to have been personally treated for an alcohol or drug problem (4.5% vs. 0.7%). However, females are more likely to be often or sometimes anxious, worried or upset in the past month; have fair or poor health in the past year; and have had two weeks or more of depression or loss of interests. Females are also more likely to report alcohol or substance abuse in the family (12.8% vs. 8.1%) than their male counterparts.

- Higher percentages of problem adolescent gamblers report they have a parent who has/had a gambling problem than at-risk gamblers.
- At-risk/problem adolescent gamblers are more likely to have sold personal or family property, stolen other things, bought or sold stolen property or borrowed money from friends/acquaintances without their knowing in order to obtain money to gamble or to pay off gambling debts.
- Problem and at-risk adolescent gamblers are most likely to be nervous about the amount of money they gamble.
- As compared to adults, adolescents are significantly more likely to gamble on cards, dice or dominoes not at a casino; arcade and video games; games of skill such as pool, bowling, basketball and golf; trading or sports cards; and other table games. Flipping coins is a frequent gambling activity for adolescents, but was not asked of adults. Adults are significantly more likely to have gambled on many activities, such as the lottery, raffles and charitable games, at land-based casinos, pari-mutuels, day cruise/floating casinos, bingo, slot machines-not at a casino, Jai-Alai, pull-tabs and Keno.
- Although lower than adults, a sizeable minority of adolescents reports buying lottery tickets (18.5%). When gambling on lottery games, adolescents are more likely than adults to purchase scratch-offs. Adults are more likely to purchase lotto tickets, Cash 3, Play 4 and Fantasy 5. There was no significant difference between adults and adolescents in playing Mega Money.
- The top three forms of gambling in which problem/pathological adolescent gamblers participate in significantly more than low risk/at risk gamblers are games of skill; sporting events; and cards, dice, or dominoes not at a casino.
- Comparing problem gambling behavior between adolescents (ages 13-17) and adults (18 years and older) in Florida indicate that underage persons are more likely to be at-risk gamblers (8.2% vs. 4.0%), problem gamblers (2.7% vs. 0.5%) and probable pathological gamblers (1.1% vs. 0.3%) than adults. Comparisons for current adolescent gambling behavior for Florida and other states shows that Florida has a relatively large non-gambling adolescent population (about 32%), similar to Georgia and Nevada, more than Oregon and Washington and about twice that of New York and Texas. Florida, Georgia and Nevada also have the lowest proportion of gamblers in the past year as compared to the other states. However, the percentage of adolescents in Florida who gamble weekly is higher than Nevada and Washington, close to the percentages for Georgia, Oregon and Texas, and lower than New York.
- Utilizing the scores from the SOGS-RA, the overall prevalence of problem adolescent gambling in Florida is 1.3% (approximately 2% of adolescents who gamble). Other directly comparable state prevalence studies have reported adolescent problem gambling to be 1.4% for Oregon and 2.2% for Nevada.
- On the DSM-IV scale, Florida has a larger percentage of adolescent problem and pathological gamblers (3.8%) than reported in the national study (between 1.5% and 3%).

Recommendations

With the expansion of gambling opportunities and in light of the recent research on the epidemiology and neurobiology of problem and pathological gambling, it is essential that current services continue and expand. Equally important is that research remain ongoing, to examine multi-factorial causes, while preventive measures, early intervention and safe and effective treatments are developed and implemented.

In addition to securing ongoing and dedicated state funding for FCCG programs and services, provisions for culturally diversified, age and gender specific gambling treatment must be instituted across the state with government support and certified professionals. Prevention efforts, especially among the at-risk, young and underserved populations, must be cultural and gender specific. Young males should be educated regarding

the notion they will win money by gambling, peer pressure not to gamble should be increased and early intervention for substance abusers undertaken. Young females should be informed about alternatives and strategies to escaping loneliness, and peer pressure not to gamble should be heightened. Education efforts to raise awareness must be encouraged and prevention curriculum, such as that developed by the Florida Council on Compulsive Gambling for middle and high school students, should be considered. These presentations should be formatted in a manner that fosters interest and understanding within diverse environments and among heterogeneous populations, where adolescent problem gamblers frequent.

There are also active roles that policy makers, researchers, treatment providers, educators, gambling operators and others can play in an effort to prevent adolescent gambling and curtail the incidence of problem and pathological gambling, especially among the existing at-risk population in the State. Additionally, screening tools should be utilized by school guidance counselors, medical, mental health and addiction professionals, as well as by law enforcement authorities to ensure persons are being assessed for gambling-related difficulties. It is also imperative that public, private and managed care providers assure appropriate, consistent and comprehensive insurance coverage for problem and pathological diagnoses, including coverage for gamblers and adversely affected persons.

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Introduction

Gambling, in one form or another, has been part of human behavior since ancient times. Games of chance and related artifacts have been discovered among the ruins of the ancient city of Babylon dating from 300 B.C. Both the Old and New Testaments and the classic literature of many cultures mention gambling. Gambling for most people is a highly enjoyable social activity that does not negatively impact their lives, but for some individuals it can become compulsive and addictive. With the booming growth of the gambling industry, individuals prone to compulsive gambling are increasingly at risk for exposure and encouragement to gamble. Evidence clearly indicates that increased accessibility to gambling facilities leads to an increase in pathological and compulsive gambling.

Today gambling is a socially accepted form of entertainment and opportunities to gamble continue to increase. Lotteries, casinos, bingo, sports betting, horse racing, card and dice games, and stocks and commodities are just some of the varied forms of gambling. With the advancement of computer technology, Internet gambling now includes online casinos, stocks, commodities, sports gambling, card games and roulette. The Internet provides continuous around-the-clock access to gambling activities many via offshore venues that supply minimal to no consumer protection laws that are enforced within state geographical areas and/or across nations. It further provides ready access by persons of all ages, including minors, via the use of a credit card, and discourages a break in play, as well as lacking the visual turning over or loss of money.

Compulsive gambling is a significant public health issue. Despite the prevalence of gambling-related problems, there is little federal and state funding for mental health services specifically aimed towards the needs of the compulsive gambling population or persons adversely affected. Pathological gambling has high personal and social costs that have only recently received attention. The ramifications of problem gambling are also widespread. The financial demands a problem gambler faces can destroy family relationships and careers. Society frequently bears the financial burden, including increased rates of personal bankruptcy.

In addition, many pathological gamblers become caught in a downward spiral of depression, including feelings of hopelessness and devastation, which can result in suicide. Gambling-related suicides have become an increasingly common phenomena as legalized gambling has become more prominent across the United States. For example, in Biloxi, Mississippi, one year after the arrival of riverboat casinos, suicide rates increased by 1,000% (from six to 66) (Curran, 1995). Overall, in the United States, suicide is the eighth leading cause of death (National Institute of Mental Health, 1998). Alarming is the fact that, suicide is the sixth leading cause of death for 5-14 year olds and the third leading cause of death for 15-24 year olds (American Academy of Child and Adolescent Psychiatry, 1998). Given one in five pathological gamblers attempt suicide, a rate higher than for any other addictive disorder (National Council on Compulsive Gambling, 1993), coupled with the high rate of teen suicide, the combination has potentially devastating consequences.

In 1999, the *National Research Council* (NRC, 1999) and the *National Gambling Impact Study Commission* (NGISC, 1999) concluded that adolescents are at a higher risk for developing gambling-related problems than adults. Yet, there continues to be little public awareness or concern about the extent or the potential hazards associated with juvenile gambling. This study seeks to determine the scope of gambling participation and the prevalence of problem and pathological gambling among adolescents in the State of Florida. This study was prepared for the Florida Council on Compulsive Gambling (FCCG) by researchers at the University of Florida. The study's goal is to determine the scope of gambling participation and the prevalence of problem and pathological gambling among adolescents (ages 13 to 17) in the State of Florida. Additional study

objectives include identify the types of gambling causing the greatest difficulties for adolescents in the State, comparing Florida findings with the 1999 National Gambling Impact and Behavior Study (NGISC, 1999) and other state data and examining other areas of interest related to problem gambling.

The Florida Council on Compulsive Gambling (FCCG)

The Florida Council on Compulsive Gambling, Inc. (FCCG), established in 1988, is a not-for-profit 501(c)(3) educational and advocacy organization, under contract with Florida State government. The FCCG's primary mission is to help persons adversely affected by difficulties due to problem and compulsive gambling. The FCCG maintains a neutral stance on the issue of legalized gambling, while seeking to assist citizens in need of supports. Governed by a volunteer Board of Directors, the FCCG is an affiliate of the National Council on Problem Gambling and offers the following services:

- Statewide, toll-free confidential 24-hour Problem Gambling HelpLine
- Prevention, education and outreach programs on problem and compulsive gambling
- Training for medical and other health care professionals to assess and treat problem gamblers and persons adversely affected by gambling
- Representation on gambling-related issues before local, state and federal policymakers
- Sponsor and conduct research
- Problem gambling awareness, education and training programs for governmental agencies, gaming operators and others
- Coordination and assistance in establishing alternative sentencing options in conjunction with the judicial system, probation and parole departments, public defenders, prosecutors and private attorneys regarding compulsive gambling-related cases
- Impaired Professionals Program
- Statewide Speakers Bureau
- Adolescent and Senior Outreach Programs

This report presents background and research related to at-risk, problem and pathological gambling among teens on a national and state level. Following a literature review, the methods section details the survey design, testing and data analysis. Next, the findings section presents an analysis of the data and comparisons to other state surveys. Finally, the recommendations section discusses the implications of these findings in regard to FCCG goals.

In addition to presenting data about the prevalence of pathological gambling behavior (current and lifetime) and overall gambling participation among adolescents in Florida, the report includes demographic data, types of gambling and gambling activities, information about gambling-related borrowing and illegal behavior, and gambling-related problems (such as alcohol and drug abuse and other mental health problems); and differences between low-risk, at-risk, problem and pathological gamblers.

Gambling in Florida

History

Gambling in the South can be mapped to the 1600s. Since then, three historical cycles of legalized gambling have occurred: the colonial period, the post-Civil War Reconstruction era and present day (Westphal et al., 2000).

In 1716, the Virginia Company of Jamestown asked the King of England to conduct a lottery to finance the colony. Although there were other types of gambling, lotteries were the main form of legalized gambling during the first two cycles of legalized gambling, and, in fact, contributed substantially to the economic needs of the times. After the Revolutionary War, lotteries primarily funded public services such as healthcare and education (Westphal et al., 2000).

By the 1830s, legislation that banned gambling began to appear. Florida, along with some other southern states (Georgia, Kentucky, Louisiana, Mississippi, North and South Carolina and Tennessee) passed laws that prohibited gambling in public places, but not for all people. Many of these laws were a result of “moral objections to the social influence of gambling” (Westphal et al., 2000, p. 851).

Anti-gambling legislation continued to pass throughout the United States in much of the 1800s (Westphal et al., 2000). This trend changed when Nevada legalized gambling in 1931, and soon this renewal in legalized gambling spread to the South when Florida, Louisiana and nine other states allowed horse racing (Westphal et al., 2000).

In 1978, the State of Florida allowed the Seminole Indians to hold high-stakes bingo games (Westphal et al., 2000). Following the approval of the Florida Lottery Law, the Seminole Indian facilities were then entitled to conduct similar games on the reservation which were interpreted by the Tribe to include video lottery terminals (VLTs). However, this has been a longstanding battle between the Seminoles and the State.

Moreover, while “cruises to nowhere” are also present within the State of Florida, as they operate in international waters, these gambling venues fall under the jurisdiction of maritime law versus state or federal government authority.

Today in Florida

In 1988, by a two-to-one margin, State voters approved a constitutional amendment authorizing the State to operate a lottery. Currently, legal forms of gambling in the State of Florida for adults include dog and horse racing, Jai Alai, lottery, bingo and casino gambling on Indian reservations and “cruises to nowhere.” There are no legalized forms of gambling within the State of Florida for adolescents (i.e. persons under 18 years of age).

In 1998, gamblers in Florida wagered over \$4 billion on lottery, bingo, pari-mutuels, card rooms and charitable games. This estimate excludes money spent on the Internet, stock market gambling and Indian reservations, as well as illegal forms of gambling. The Florida Lottery alone netted almost \$2.3 billion for fiscal year 2000-2001 of which \$970 million subsidized education (Florida Lottery, 2001, retrieved on November 29, 2001 at <http://www.flalottery.com>). Yet, prior to 2000, the State of Florida’s funding barely paid for operation of the FCCG HelpLine, at \$100,000 annually. However, in addition to an increase in the HelpLine grant to \$134,000, the Florida Lottery initiated a proactive commitment by issuing a second grant to the FCCG, in the amount of \$1.3 million, to support prevention, education, outreach, research and training activities. The Lottery also implemented an active in-house problem gambling awareness program, in cooperation with the FCCG. But, it is essential to note that state funding for gambling treatment in Florida, to assist persons adversely affected by gambling, remains unavailable.

Since the late 1980s, calls to the FCCG HelpLine, as well as to self-help groups such as Gamblers Anonymous, have increased dramatically. In fact, the FCCG’s Problem Gambling HelpLine service receives more than 600 calls a month. Since the date of the HelpLine’s inception, June 1992, the FCCG crisis service has responded to more than 80,000 calls.

Both legal and illegal forms (e.g. the Internet and sports betting) of gambling opportunities have increased dramatically in the State of Florida in recent decades. In addition to the stock market, Florida residents can also gamble legally on six different lottery games, at six casinos on Native American territory, 26 casino “cruises to nowhere”, bingo, pari-mutuel and Jai-Alai facilities, and more recently on simulcast racing and card rooms.

Table 1. Gambling Opportunities in Florida

Forms of Legalized Gambling in Florida (Adults)	Year
Jai-Alai	1926
Bingo	1929
Dog Racing	1931
Horse Racing	1931
Tribal Bingo	1979
Day Cruises (There are presently 26 ships)	1984
Tribal VLT's	1985
Florida Lottery	1988
Card Rooms	1996

One way of measuring increases in gambling participation in the State of Florida is to gauge the number of persons seeking help for gambling-related problems. In recent years, self-help groups (e.g. Gamblers Anonymous and Gam-Anon) have been started in various communities throughout the State and have increased from less than 10 in 1985 to over 50 in 2001. Similarly, due to an increased number of persons experiencing difficulties due to gambling who are requesting assistance from the FCCG, in the past five years alone, the FCCG has registered 24 health care professionals to furnish treatment supports to gamblers and others adversely affected, and utilizes this network of providers for referral purposes. However, services are limited and not state-supported.

Currently, there is no organized gambling educational, awareness or prevention programming at any level in the State of Florida other than services provided by the FCCG.

Teen Gambling

Despite that gambling is illegal for adolescents, studies have shown very high participation rates. A meta-analysis by Shaffer et al., (1999) estimated that 14.8% and 5.8% of teens, respectively, are at-risk/problem and pathological gamblers. Perhaps not coincidentally, gambling initiation corresponds to roughly the same age (about 11 years of age) as smoking and drinking a full drink (Westphal et al., 1998). Since problem gambling and psychoactive substance use so often coincide, some have suggested that like alcohol, tobacco and marijuana, gambling may be a “gateway” behavior in a pattern of addictions for some people (Westphal et al., 1998).

Further, although gambling is not legal among minors, there are numerous products marketed toward children that either mirror and/or simulate gambling activities. More specifically, on a daily basis, children are generally exposed to messages involving gambling through diverse media outlets and in the consumer marketplace (e.g. fast food operators, game manufacturers, etc.). It is also not unusual for children to be introduced to gambling by a parent or other family member depending upon the culture in which they are raised or within the schools or local community via bingo nights or related activities (The Change Companies and FCCG, 2002a, pgs. 3-4).

In addition, while government and society have promoted messages of abstinence among children related to alcohol consumption, drug use and sexual activity, the message constructed for minors surrounding gambling has been one of moderation, which is inconsistent with a prevention strategy and has potentially serious ramifications. Exacerbating the situation is that many adults do not realize the options available to children to gamble and more importantly do not necessarily recognize the problems many underage persons experience with games of skill, sports betting, cards, dominoes, flipping coins, trading or sports cards and children-specific games such as video arcades (i.e. place wagers on the side) and pogs (round cardboard discs with a variety of pictures that younger children use a larger and heavier disc (i.e. slammer) to turn over the pogs desired and take possession of the pogs) (The Change Companies and FCCG, 2002a, p. 4; The Change Companies and FCCG, 2002b, pgs. 1-4).

Defining Levels of Gambling Participation and Related Impairments

Researchers have defined gambling as “placing something of value at risk with the hope of gaining something of greater value” (Potenza et al., 2001, p.141). About 86% of American adults have gambled in their lifetime (National Gambling Impact Study Commission, NORC, 1999). People who have not gambled in a specified time period (such as ever or during the past year) are generally referred to as **non-gamblers** for that time period.

Most adults are able to gamble without negative consequences. These people are considered “social gamblers” who gamble responsibly (Volberg, 1996, p. 3). These gamblers are commonly referred to as **non-problem or low risk gamblers**. Since gambling is illegal for adolescents, such activities among this population should be viewed as problematic.

Sometimes, however, gambling becomes a problem that can destroy lives. The progression from gambling initiation to pathological gambling is, in some ways, similar to the development of alcoholism; only some progress to having a problem, and most who do will deny this is the case. In fact, most will hit bottom before they seek help (Gold, 2001). The gamblers in this group are called a variety of names such as **at-risk, high-risk, problem, potential pathological, probable pathological or pathological**, depending on the screening instrument used, how responses are categorized, and the population being studied. The National Council on Problem Gambling defines problem gambling as a

...behavior that causes disruptions in any major area of life: psychological, physical, social or vocational. The term "problem gambling" includes, but is not limited to, the condition known as "pathological", or "compulsive" gambling, a progressive addiction characterized by increasing preoccupation with gambling, a need to bet more money more frequently, restlessness or irritability when attempting to stop, "chasing" losses, and loss of control manifested by continuation of the gambling behavior in spite of mounting, serious, negative consequences (National Council on Problem Gambling, 2001, retrieved on July 28, 2002 at <http://www.ncpgambling.org/>).

At the extreme end of the problem gambling spectrum lies pathological gambling. Pathological gambling is “a progressive condition that takes time to develop,” and juvenile gamblers are as vulnerable to the pathological behaviors as adults (Volberg, 1998, p.2). In fact, problem gambling among adolescents is very often viewed as a pre-clinical state (Volberg, 1998). The likelihood that an adolescent will ultimately progress to the adult classification will depend upon a variety of factors and influences, including prevention, education and treatment efforts.

Pathological gambling, like addiction to drugs and alcohol, is characterized by preoccupation, narrowing of interests, compulsivity, relapse, guilt, dishonesty and overall loss of control. The American Psychiatric Association recognized and defined pathological/compulsive gambling as an impulse control disorder in 1980. The Diagnostic and Statistical Manual of Mental Disorders (DSMV-IV) defines pathological gambling as a “persistent and recurrent maladaptive gambling behavior” (APA, 1994, p. 615).

Ten criteria, from preoccupation to bailout, guide the diagnosis of pathological gambling as outlined in Table 2. For an individual to be diagnosed as a pathological gambler, he or she must have five or more of these characteristics.

Table 2. DSM-IV Criteria for Pathological Gambling (APA, 1994)

Attribute	Description
Preoccupation	Is preoccupied with gambling (e.g., preoccupied with reliving past gambling experiences, handicapping or planning the next venture, or thinking of ways to get money with which to gamble)
Tolerance	Needs to gamble with increasing amounts of money in order to achieve the desired excitement
Withdrawal	Is restless or irritable when attempting to cut down or stop gambling
Escape	Gambles as a way of escaping from problems or relieving dysphoric mood (e.g., feelings of helplessness, guilt, anxiety or depression)
Chasing	After losing money gambling, often returns another day in order to get even ("chasing one's losses")
Lying	Lies to family members, therapists or others to conceal the extent of involvement with gambling
Loss of control	Has made repeated unsuccessful efforts to control, cut back or stop gambling
Illegal acts	Has committed illegal acts (e.g., forgery, fraud, theft or embezzlement) in order to finance gambling
Risked significant relationship	Has jeopardized or lost a significant relationship, job or educational or career opportunity because of gambling
Bailout	Has relied on others to provide money to relieve a desperate financial situation caused by gambling

According to the FCCG (2001)

Compulsive gambling starts quietly. Winning enhances the gambler's self-image and ego. Losses are rationalized as poor advice or bad luck. However, as losses increase and self-esteem is jeopardized, the gambler borrows money to "invest" in gambling in hopes of breaking even. The need then arises to hide new losses and borrow more money to make up the difference. At this point, lies, loan fraud, absenteeism, family disputes and job changes are common danger signals. Finally, desperation occurs as the gambler becomes obsessed with getting even to cover stolen money, withdrawals from family bank accounts, and secret loans. The gambler panics at the thought that the gambling action will cease if the credit or bailouts stop. This results in the eventual destruction of the gambler's personal life, family relationships and career. The gambler can experience severe mood swings, and suicide may be attempted as a way out. (FCCG, retrieved on July 28, 2002 at <http://www.gamblinghelp.org/gambling/lotmore.htm>)

Regarding adolescent specific gambling problems, the FCCG asserts:

Problem gambling among youth can be difficult to detect. Unlike high-risk behaviors such as substance use, problem gambling is known as the "hidden disorder" because it leaves no telltale signs, including but not limited to blood-shot eyes, stumbling when walking or smell of liquor on breath. Therefore, skipping class or work, negative changes in attitude or behavior, depression, dropped grades, distancing from peer group, being secretive and preoccupation with gambling, are some of the many signs a young person with a gambling problem may experience or exhibit. Overall, adolescents experience many of the same adverse consequences as adults and are at an increased risk of suicide, due to existing rates of suicide among juveniles in particular, and compulsive gamblers in general. (The Change Companies and FCCG, 2002a, p. 11).

Etiology and Neurobiology of Problem Gambling

The National Research Council notes that "although the causes of problem and pathological gambling remain unknown..." there are certain factors, dispositions and behaviors that indicate a predisposition to gambling problems (National Gambling Impact Study Commission Final Report, 1999, pp. 4-3). These include:

1. Individuals with behavioral problems such as mood or personality disorders and substance abuse often have a predisposition to such problems.
2. Children of pathological gamblers are more likely to become problem gamblers (genetic and environmental factors).
3. Individuals who begin gambling at an early age are at a higher risk for developing pathological habits.

As our understanding of functional neurobiochemistry improves, more light has been shed on the neurochemistry that underlies addictive disorders. Scientists believe dopamine plays an important role in all addictive disorders. Like all drugs of abuse, compulsive gambling is thought to stimulate the release of dopamine; a neurotransmitter involved in the regulation of emotions, movement and survival drive states in an area of the brain called the reward pathway. The reward pathway originates in the nuclei of the ventral tegmental area, projects forward to the nucleus accumbens, where there is a marked increase in synaptic dopamine, and finally to the prefrontal cortex where rational thought and judgment are centered. In addition, serotonin is thought to play a role in inhibition and disinhibition of behavior. Norepinephrine is believed to play a role in arousal that often accompanies the high of compulsive gambling. The most recent neuroimaging research in this area by Breiter and colleagues (2001) at Harvard has shown that there are striking similarities in the brain mechanisms involved in the anticipation and experience of monetary prospects, such as those in gambling, with those of cocaine addicts and new users of opiate drugs. Compulsive gamblers, like cocaine addicts, have acute and chronic brain changes that drive continued use, despite ruination (Breiter, 2001).

Recent studies have shed light on the multi-factorial causes of pathological gambling. One factor is genetics. A family history of any addictive disorder (gambling, alcohol or drugs) increases the risk of becoming a compulsive gambler. Recent research has shown that compulsive gamblers have a higher frequency of having the dopamine receptor gene that is commonly seen in alcohol and drug addicts. Blum and colleagues (1995) term the association of DRD2 (dopamine D2 receptor gene) polymorphisms and impulsive-addictive-compulsive behavior (IACB), the "Reward Deficiency Syndrome." Most commonly reported are variants of DRD2 and DRD4 (dopamine D4 receptor gene) and they have been linked to drug, alcohol and nicotine dependence; pathological gambling; obesity; attention-deficit-hyperactivity disorder (ADHD); and other related impulsive/compulsive behavior (Blum et al., 1995 & Comings et al., 1999). New data suggests that addiction to substances of abuse and pathological gambling share common neurobiological causative features (Potenza, 2001).

Assessing At-Risk, Problem and Pathological Gambling

Despite its long history, there was little interest in scientific research in the epidemiology of gambling or in screening or treatment of problem gambling until the 1970's and the 1980's. Research on adult and adolescent gambling behavior is growing.

Before the 1990's, there were only three measurement tools to identify problem gambling, one of which was the South Oaks Gambling Screen-SOGS (Lesieur & Blume, 1987). Several new screening and diagnostic tools have been developed in recent years, including ones geared for adolescent populations. Currently available tools include the, South Oaks Gambling Screen-Revised Adolescent version-SOGS-RA (Winters et al., 1993), Diagnostic and Statistical Manual of Mental Disorders-DSM-IV Screen (APA, 1994) and the Fisher DSM-IV Screen (Fisher, In Press), the Massachusetts Adolescent Gambling Screen-MAGS (Shaffer et al., 1994), Gamblers Anonymous' 20 questions (Gamblers Anonymous, 2001), the Lie/Bet Screen (Johnson et al., 1998), the NORC DSM-IV Screen for Gambling Problems NODS (National Gambling Impact Study Commission, 1999) and the Gambling Symptom Rating Scale (Kim et al., 2001).

The psychometric properties of all of these tools and their utility in clinical, population and evaluation research have not been fully examined (National Gambling Impact Study Commission, 1999). While the SOGS has been the most widely used in population research, the DSM-IV is the new standard in clinical populations and international research (National Gambling Impact Study Commission, 1999).

Screening for Prevalence

Generally, to date, the two most widely recognized screening tools in prevalence studies are the South Oaks Gambling Screen (SOGS) and the Diagnostic and Statistical Manual of Mental Disorders (DSM-IV) Screen for Problem Gamblers. The SOGS and DSM-IV are described below.

South Oaks Gambling Screen (SOGS)

The South Oaks Gambling Screen (SOGS) results from a questionnaire developed by Dr. Henry Lesieur and Dr. Sheila Blume to screen out individuals with serious ("problems") to severe ("pathological") gambling problems among a group of people receiving treatment for substance abuse problems (Lesieur & Blume, 1987).

The SOGS is a 20-item scale based on the 1987 DSM-III criteria for pathological gambling. It includes items to determine if the respondent is hiding evidence of gambling, spending more time or money gambling than intended, arguing with family or friends over gambling or borrowing money to pay for gambling debts. Researchers for the 1988 New York State prevalence study (Volberg, 1988) were the first to use the SOGS, and it remained the "Gold Standard" until the mid-1990s when the new DSM-IV criteria were published (National Gambling Impact Study Commission, 1999).

In adult prevalence surveys, individuals are typically categorized as "problem gamblers" or "probable pathological gamblers" based on responses to questions included in the SOGS. Respondents scoring three or four are classified as "problem gamblers" while those scoring five or more points are classified as "probable pathological gamblers."

The SOGS was revised for adolescents (SOGS-RA) with a different classification based on number of criteria (Winters et al., 1993). Using the SOGS-RA, adolescent gamblers are classified as "non-problem" gamblers if they have a score of zero or one, "at-risk" if they have two or three and "problem" if they have four or more. Gambling by minors is illegal in Florida, and thus problematic, but for consistency with other reports, adolescent gamblers will be described as non-problem or low-risk if they have a SOGS-RA score of zero or one. Some state adolescent gambling studies have used variations of scoring for the SOGS-RA. Rather than treating the SOGS-RA items as a single dimension, items such as borrowing and behavioral difficulties were assessed separately (Volberg, 1993).

In prevalence surveys conducted since 1990, a distinction is made between "lifetime" (someone who ever in his or her lifetime met the SOGS criteria) and "current" (individuals who met SOGS criteria in the past twelve month period) for problem and probable pathological gamblers (Volberg, 1997). As previously stated, pathological gambling is a progressive mental health disorder that can take years to develop. For adolescents, the term "lifetime" is not always used as teens generally have lived a shorter life span than adults. Further, "current" and "lifetime" scores are usually similar among adolescents because they are younger and have not had as many years as adults to develop or recover from some of the criteria.

DSM-IV Screen for Gambling Problems

While the SOGS was based on the DSM-III, the next generation diagnostic criteria in the DSM-IV were different from the DSM-III. The new standard for determining a pathological gambler incorporated research that associated gambling with the characteristics of other addictive disorders (National Gambling Impact Study Commission, 1999, p. 16).

Screens that are based on the DSM-IV generally consider individuals with five or more of the DSM-IV characteristics as “pathological,” those with three or four of the characteristics as “problem” gamblers and those with one or two criteria as “at-risk” gamblers (Table 3).

Table 3. Criteria for Classifying Respondents.

Type	Criteria
Low-risk gambler	Gamblers, but reports no DSM-IV criteria
At-risk gambler	One or two DSM-IV criteria
Problem gambler	Three or four DSM-IV criteria
Pathological gambler	Five or more DSM-IV criteria

To describe the level of participation in gambling activities, in this report, we distinguish between non-gamblers, low-risk/non-problem gamblers, at-risk, problem and pathological gamblers.

Literature Review

Research on Adolescent Gambling

Problem/pathological gambling in the United States has historically been identified as a mental health disorder associated with adults. However, researchers are finding increasing empirical evidence indicating that problem gambling is prevalent among adolescents (Derevensky & Gupta, 2001; Derevensky et al., 1996; Gupta & Derevensky, 1998a, 1998b; Ladouceur & Dubé, 1994; Ladouceur et al., 1994; National Gambling Impact Study Commission, 1999; National Opinion Research Center, 1999; National Research Council, 1999; Shaffer & Hall, 1996; Volberg, 1998; Wiebe, 1999; Wynne et al., 1996).

Research indicates that problem gambling among adolescents is actually higher than in adults (Shaffer et al., 1999). Shaffer & Hall (1996) found that adolescents have more exposure to legal gambling than the previous generation. Combined with the fact that adolescents are at an age when risk-taking is a norm, their rates of problem gambling are higher than those associated with adults. A recent analysis of 14 independent prevalence studies (between 1984 and 1999) shows that the involvement of middle and high school youths in gambling has tended to increase over the years (Jacobs, 2000). The median level of participation by middle and high school age students who had gambled during the previous 12-month period was 45%, ranging from 20% to 86%. Between 1989 and 1999, the median level of participation in gambling was 66% with a range from 52% to 71%. This suggests that juvenile gambling throughout the United States is increasing (Jacobs, 2000). See Tables 4 and 5 for more information.

Table 4. Early Studies of Juvenile Gambling in the United States (1974-1988) (Jacobs, 2000, p.3).

Investigator	Lesieur & Klein	Jacobs et al.	Jacobs et al.	Kuley & Jacobs	Steinberg	Median Prevalence Level Overall
Year survey completed	1984	1985	1987	1987	1988	
Gambled for money in past 12 months	86%	20%	45%	40%	60%	45%
Age onset of gambling:						
Before 11 years old	*	41%	30%	39%	27%	35%
11-15 years old	*	40%	58%	48%	43%	46%
After 15 years old	*	19%	12%	13%	31%	16%
State	NJ**	CA	CA**	VA	CT	
N	892	843	257	212	573	

*Not reported.

**Lottery operating at the time of survey.

Table 5. Later Studies of Juvenile Gambling in the United States (1989– 1999) (Jacobs, 2000, p. 4).

Investigator	Kuley & Jacobs	Winters et al.	Wallisch	Volberg	Shaffer et al.	Wallisch	Volberg	Westphal et al.	Volberg & Moore	Median Level Overall
Year survey completed	1989	1990	1993	1993	1994	1995	1996	1998	1999	
Gambled for money in past 12 months	58%	52%	66%	71%	70%	67%	53%	86%	65%	66%
Mean age of onset of gambling	12 years	11 years	12 years	*	12 years	13 years	13 years	11 years	12 years	12 years
State	VA**	MB	TX	WA**	MA**	TX**	GA**	LA**	WA**	
N	147	1095	924	1054	856	3079	1007	11736	1000	

*Not reported.

**Lottery operating at the time of survey.

National Prevalence

In a recent national study, the National Gambling Impact Study Commission reported the results of the first national study since the mid-1970s. This study found an increase in gambling opportunities and participation and suggested that pathological and problem gambling is prevalent in 2.5% of the population (NORC, 1999). As part of the study, 534 adolescents ages 16 and 17 years old were interviewed by telephone about their gambling practices and screened using the DSM-IV based NODS (NORC DSM-IV Screen). The projected prevalence with and without using a financial criterion is presented in Table 6.

Table 6. NODS Adolescent Prevalence Rates (NORC, 1999).

	Using NODS score and \$100 or more lost in single day or over a year	Based on NODS without financial criterion
At-Risk Gamblers	~2%	~15%
Problem and Pathological Gamblers	~1.5%	~3%

Gambling and the Internet

One area of interest that has not been addressed is Internet-based addiction and compulsion. Internet gambling is escalating. The National Gambling Impact Study Commission reported that, in 1997, online gambling facilities had made about \$300 million from 6.9 million Internet gamblers. By the next year, the number of gamblers rose to 14.5 million and revenues increased to \$651 million (NORC, 1999). The Internet gambling market is anticipated to be worth as much as \$5 billion by the year 2003 (Stearns, 2001).

Based on a recent study of 9,000 Internet users, researchers speculate that Internet gambling might reinforce or even increase problem and pathological behaviors. Cooper (1998) found that there are three major factors, referred to as the “Triple A” effect, that may be causing individuals with compulsive addictions to turn to the Internet: accessibility, affordability and anonymity. Other experts posit that these factors help to explain why more compulsive gamblers than ever are turning to the Internet (McCormick, 2000).

In addition, upon applying the “REALITY” method, the impacts of Internet gambling, in relationship to problem and compulsive gambling, can be better understood. Gambling via the Internet is of particular concern because it is **R**eadily accessible by persons anytime of day via computer; **E**ncourages continuous play and action; **A**bsent a visual turning over of money; **L**ack of consumer protections (e.g. privacy,

bonding); Image distortion by gambler (i.e. perception that money or loss is not real – cognitive distortion); Tracks preferences and links to gaming operators and others; and provides Youth access and inadequate oversight. (Letson, 2001)

Shapira et al., (2000) also found that problematic Internet use may be a characteristic of other psychiatric disorders such as gambling. However, further research should determine whether it is a distinct illness, a symptom of other disorders or both.

Gambling, Risk-Taking Behaviors, Mental Health and Substance Abuse

Gambling and Risk Behaviors

Researchers often suggest a correlation between compulsive gambling and other risk-taking behaviors (Powell et al., 1999). However, such studies usually reflect research among pathological gamblers in treatment programs (Steel & Blaszczynski, 1998). One study of 21,297 8th to 12th graders in Vermont determined that several risk behaviors are associated with gambling and problem gambling (Proimos et al., 1998). A significantly higher percentage of problem gamblers engage in risky behaviors-such as alcohol and drug use, sexual activity, violence and not wearing seatbelts, than those who do not gamble (Proimos et al., 1998). Additionally, a study, conducted in 1995 by the FCCG, consisting of 2,179 high school students in five Florida counties, revealed that 13% of respondents reported borrowing money or stealing in order to place a bet or cover a gambling debt (FCCG, 2001). Finally, a 1997 survey conducted of adolescents in Louisiana juvenile detention centers showed an alarming rate of lifetime problem and pathological gambling (46%) and concluded that pathological gambling may need to be considered an independent risk factor for criminality in adolescents. (Westphal, 1998)

Gambling and Mental Health

Petry (2001) speculates that pathological gambling and substance abuse may be related to underlying personality traits such as impulsivity. Although pathological gambling is defined as an impulse-control disorder, there is no undisputed evidence that such gamblers are more impulsive than non-gamblers (Petry, 2001). In fact, some studies show pathological gamblers score lower in scales assessing impulsivity and other similar traits (Allcock & Grace, 1988; Dickerson et al., 1987). Yet, recent research suggests that substance abusers have a higher degree of impulsivity than control groups, and individuals with both substance abuse and pathological gambling disorders have the highest degree of impulsivity. Petry (2001) suggests that impulsiveness may be regarded as “a behavioral adaptation to chaotic and unpredictable environments,” and these types of environments may increase an individual’s susceptibility to substance abuse and problem gambling.

Pathological gambling is associated with depression (Graham & Lowenfield, 1986; McCormick & Taber, 1988; and Becona et al., 1996). Becona et al. (1996) evaluated gamblers based on the Beck Depression Inventory and found the scores of pathological gamblers to be positively correlated with the severity of their addiction as determined by the DSM-IV characteristics reported.

Pathological gambling frequently co-occurs with affective disorders (Crockford & el-Guebaly, 1998). High rates of major depression and bipolar and cyclothymic disorders exist among patients with compulsive gambling (Crockford & el-Guebaly, 1998). At this time, it is unclear whether these disorders predate the compulsive gambling or occur as a result of consequences of gambling. This is especially true of depressive disorders.

The co-occurrence of compulsive gambling with attention deficit disorder is fairly consistent (Crockford & el-Guebaly, 1998). These disorders both involve poor impulse control manifested in different but related forms. Consistent with this finding is that recovering gamblers have EEG (electroencephalogram) patterns

similar to those of children with attention deficit disorder. As most studies were retrospective and had small sample sizes, more research in this area is needed to better determine the relationship between these disorders.

Gambling, Substance Abuse and Addiction

Fifty percent of pathological gamblers have been found to have a history of drug or alcohol abuse (Lesieur et al., 1986). Gold et al. (2001) reports “prevalence rates for pathological gambling are also higher among patients who are in treatment for substance abuse disorders than in the general population” (p. 9).

The relationship between gambling and substance abuse is complex. The two activities are often combined. Substance dependence may develop simultaneously, before or after pathologic gambling. It is, therefore, important to assess the risk in substance dependent patients who do and do not report current gambling problems. Patients with a history of intense interest in gambling before the onset of substance dependence, patients with a family history of pathological gambling or a history of gambling problems are at special risk. The altered psychological state experienced during gambling may lead to relapse in newly abstinent substance dependent patients. Alternatively, abstinence from alcohol and drugs may be sustained, but a switch of addictions experienced. The action of gambling is easily substituted for the substance abuse high in the patient’s pattern of dependence, leading to a rapid development of pathological gambling. It is suggested that patients in treatment for substance use disorders be screened for gambling problems since this could affect the efficacy of treatment (Langenbucher, 2001).

Methods

This chapter outlines the methods used to execute this teen prevalence study including questionnaire development, sampling, response rates and data analysis.

This study was reviewed and approved by the University of Florida Health Sciences Center Institutional Review Board for the protection of the human subjects in research. The research team complied with University, State and Federal rules and regulations regarding research with human subjects. Parental consent and adolescent assent were obtained prior to each interview.

This study used a targeted random digit dial (RDD) telephone survey design. The sample was targeted to zip code regions that census data show to be likely to have teens in residence.

A professional call center, Irwin Research Associates, Inc., interviewed 1,051 Florida adolescents, from 13 to 17 years of age, during the period of December 11 to December 17, 2001. Interviewers asked respondents about gambling activities; problems related to gambling; alcohol and drug use; and obtained demographic information.

For results based on the total sample, with a binomial, we can say with 95% confidence that the error due to sampling and other random effects is plus or minus four percentage points with a conservative 50-50% split.¹ For binomial variables where this is less balanced (for example, 10-90%) the standard error will be smaller (plus or minus 2%). For variables in this study that have more than two classifications or categories, such as education, the confidence intervals will be larger. Generally, the more categories represented by a variable, the larger the confidence intervals.

Questionnaire Design

Any research involving the development of new questionnaires requires extensive review, pilot testing, revising and re-testing of the questions to assure the reliability and validity of the measures, something outside the scope of the timeframe for this project, which was less than six months.² In addition, new questions or rephrasing of old ones would make it impossible to compare Florida's data with that gathered in other states. Therefore, the researchers reviewed already established and validated gambling questions, categorized the questions and used those that appeared to best represent the constructs of concern.

After creating the preliminary test questionnaire, an extensive pre-testing process began. The early drafts of the survey included questions from nearly all the studies and took more than an hour to complete. In the next test phase, the researchers removed duplicative questions and initiated an editing process to maximize comprehension and minimize redundancy.³

The final instrument had seven sections with the questions asked in the following order:

¹ Another way to express sampling error is to say that if this study were conducted 100 times, 95 to 100 of these surveys would present results within the confidence intervals reported.

² The contract with the FCCG was signed on July 31, 2001.

³ This version was then pre-tested and revised. The questionnaire was still much longer than could be completed successfully, so FCCG's help was sought in selecting screens and pinpointing other questions it deemed essential. In this phase it was particularly important to retain questions that had been asked in more than one prevalence study in other states, or in the NORC survey. The reduced form was again pre-tested, this time for logical order. The researchers estimated that it would take a non-gambler 15 minutes on average to respond to the survey and problem gamblers 30 minutes on average for the survey.

- Gambling involvement/Participation (Interviewers asked respondents if they participated in an array of gambling activities, their reasons for gambling, gambling preferences and time spent gambling)
- South Oaks Gambling Screen-Revised for Adolescent (SOGS-RA)
- Financial Indebtedness
- Massachusetts Adolescent Gambling Screen (MAGS) and DSM-IV
- Alcohol/Drug Use
- Mental Health
- Demographic characteristics

Sample Design

Prior to purchasing the sample, the University of Florida research team sought bids from Survey Sampling, Inc., and Genesys Sampling. Based on the bid properties, Genesys Sampling was selected as the sampling list source. The sample for this survey was a targeted random-digit sample of telephone exchanges in Florida. The random-digit method of choosing numbers prevents listing bias and allows for representation of both listed and unlisted numbers (including not-yet-listed) and targeting the sample increases the likelihood of reaching a household with an adolescent.⁴ Adolescents ages 13 to 17 represent a minority of the population in any state (6.1% or about 975,000 in Florida). Age-targeted samples are constructed using data from the census to establish census areas where those of a particular age target are most likely to reside.

At least six attempts were made to complete an interview on every sampled telephone number. The calls were staggered throughout the day and on days of the week to increase potential contacts with both the parent or legal guardian and the subsequent adolescent being surveyed. After informed consent was obtained from the parent or legal guardian, interviewers would ask to speak to the “teen in your house who has most recently celebrated his or her birthday and is under 18” in order maximize variance and reduce the gender bias of phone surveys.

A parent or legal guardian initially furnished informed consent after interviewers read an introduction to this adult explaining the purpose of the study and providing assurances regarding the voluntary nature of the study, confidentiality and anonymity, as well as the right of adolescent respondents to refuse to answer any question or to stop at any time. After informed consent was granted from the parent or legal guardian, assent was obtained from the adolescent. An introduction was again read to the adolescent explaining the same points identified to the adult (i.e. study’s purpose, voluntary nature, confidentiality, anonymity and the right to refuse or stop at any time). The average length of the interviews was 13 minutes 31 seconds.

Response Rate

The procedures used to collect the data are as important as the sample selection process in determining how well a sample describes the population.

Fowler (2001) explains that the accuracy of survey data depends on the respondent. There are usually three categories of people who do not provide information: callers who are unreachable, unwilling to participate or unable to provide data due to circumstances, such as illness and language barriers (Fowler, 2001).

Table 7 represents disposition data from a meta-analysis of 75 randomly selected telephone surveys with respondents between the ages of 18 and 54 (Backstrom & Hursh-Cesar, 1986). The average response rate

⁴ Please see <http://www.genesys-sampling.com/intro/introgen.htm#rddsamplingmeth> for a complete review of sampling methodology used by Genesys Sampling.

for this meta-analysis with the model of "completes-as-a-proportion-of-initial-refusals-plus-completes" was about 14%. Table 8 describes the disposition data from this study, which had a response rate of 31.1%.

This survey began within a few months of the September 11, 2001 terrorism attacks, a time of great national stress and when many other survey research projects were placed on temporary hold because of concerns about response rates and bias. The researchers conducting this study were concerned that such events would affect the response rates for this study, in conjunction with the need for parental/legal guardian consent and assent of the adolescent. However, the September 11th terrorism attacks did not appear to have adversely affected the response rate.

Table 7. Average National Disposition Data and Response Rates for Adults⁵

Non-contacts	~49%
Ineligible	~13%
Initial refusals	~12%
Non-working/business	~11%
Answering Machines	~10%
Qualified refusal/terminations/break offs	~3%
Language problems	~0.2%
Completed	~2%
Response rate (Initial refusals plus completes)	~14%

Table 8. Florida Disposition Data and Response Rate for Adolescents

Disposition for Adolescent Survey	Percent
Non-contacts	26.0%
Ineligible	0.0%
Initial refusals	17.3%
Non-working/business	14.2%
Answering machines	11.9%
Qualified refusal/terminations/break offs	22.2%
Language problems	0.6%
Completed	7.8%
Response Rate	31.1%

Actual v. Weighted Sample

In survey research, it is important that the sample represent the given population, in this case, Florida adolescents, ages 13 to 17. The Florida researchers compared the survey demographics to the 2000 Florida Census demographics and found some differences (Table 9). In this phone survey there were slightly more males than females in the census. Age was relatively well distributed. However; the number of adolescents who were 13 and 14 years old were fewer than census levels would predict and adolescents older than 15 were slightly larger. Finally, there were more Caucasians and Native American/Asian/Others in this survey and lower rates of African Americans and Hispanic responders than found in the census, with the most noticeable difference identified for African Americans. The lower level of involvement for 13 and 14 year olds and for African American and Hispanic Floridians may be due, in part, to the required parental/legal guardian consent for participation.

In order to best match the characteristics of Florida adolescents, the researchers decided to weight the results of this study by age, gender and race/ethnicity. Weighting by age, gender and race/ethnicity brings the weighted survey sample close to the 2000 census proportions as can be observed in Table 9.

⁵ Backstrom, C., & Hursh-Cesar, G. (1986). *Survey Research* (2nd ed.). New York: John Wiley.

Table 9. Comparing the Demographics of the Actual and Weighted Sample

Demographic	Category	Actual Sample Percent	2000 Florida Census ⁶ Percent	Weighted Sample Percent
		(N=1,051)		
Gender	Male	52.1	48.8	51.5
	Female	47.9	51.2	48.5
Age	13	16.0	20.3	20.5
	14	19.2	20.3	20.3
	15	22.2	19.8	19.9
	16	21.2	20.1	20.1
	17	21.4	19.5	19.3
Race/Ethnicity	Caucasian	76.9	58.9	58.7
	African American	6.8	21.6	21.4
	Hispanic	10.1	17.2	17.2
	Native American/Asian/ Other Race or Ethnicity	6.1	2.4	2.7

Challenges and Biases of Telephone Surveys

Potential limitations to a telephone survey include the possibility that only people with a telephone are included, and that it is difficult to ask in-depth questions to clarify responses and/or to collect open-ended data. The prevalence of answering machines used as call screening devices or caller I.D. creates concerns for random sample integrity, a problem now faced by all survey researchers.

Other disadvantages in conducting telephone surveys include: sampling limitations, a higher non-response rate than with personal interviews, questionnaire and measurement constraints, limits on response alternatives, an absence of visual comprehension aids, interviewer’s visual observations and difficulties with asking sensitive questions (Fowler, 2001).

Telephone studies may underestimate the percentage of the population that is at-risk, problem or pathological gamblers as these groups may be less likely to answer the phone, to trust the interviewer or to provide truthful responses to questions regarding concealing the extent of the gambling, financial indebtedness, illegal acts, etc. Telephone surveys may also understate prevalence rates due to underreporting by respondents especially when questions are about physical and verbal abuse, alcohol and drug use patterns, and illegal activities of the individual or family members. These points were also described by the National Gambling Impact Study Commission, which indicated that the actual prevalence rates may be significantly higher than those reported (NGISC, 2001, p. 4-9).

Underreporting is even more likely for adolescents when parental consent is required and obtained, as they may be answering questions in the presence of their parents or legal guardians. As such, telephone survey estimates are generally conservative and may understate the real need for prevention, treatment, early intervention, curriculum building and other needed services.

On the other hand, studies using confidential, anonymous, written questionnaires usually produce estimates that are higher than those generated by telephone surveys. Yet, the advantages of telephone surveys include lower costs, random-digit dialing (RDD) sampling of populations, access to certain populations that are difficult to reach otherwise, shorter data collection periods, more direct interviewer administration, fewer staffing and management issues and a better response rate than mail surveys (Fowler, 2001).

⁶ Statistics were compiled from 2000 Florida Census Data.

Call Center

The University of Florida contracted with Irwin Research Associates, Inc. (Irwin) to conduct the interviews. Based on the project criteria, Irwin selected the interview team and then trained and tested interviewers to ensure they were well versed on the requirements for this project. Research project staff made regular visits to the call center to monitor the call processes.

Data Analysis and Reporting

Prior to the data analyses, the race/ethnicity response grouping was collapsed into four groups: Caucasian, African American, Hispanic and Native American/Asian/Other as was also done in the Washington and the National studies.

Findings

Gambling Among Adolescents in Florida

To determine on which activities adolescent residents of Florida gamble, respondents were asked if they had ever bet or spent money on the activities listed in table 10:

Table 10. Gambling Participation-Lifetime and Past Year.

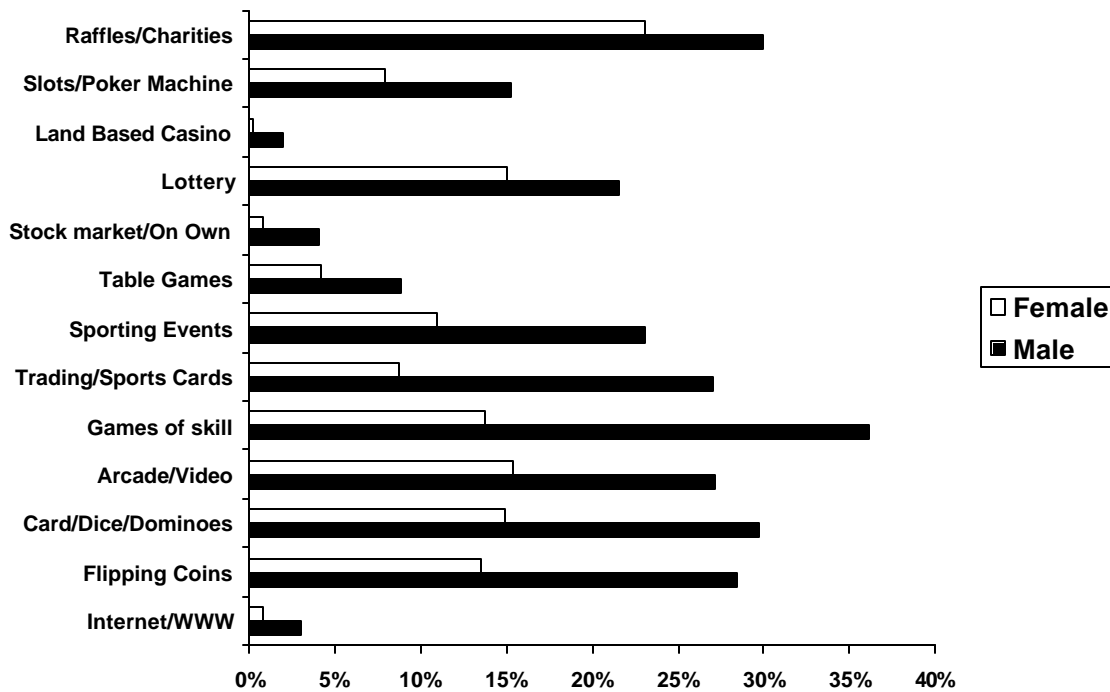
<i>Types of Gambling (N=1051)</i>	<i>Lifetime Participation Percent</i>	<i>Past Year Participation Percent</i>
Games of Skill	25.2	20.1
Raffles/Charitable games	26.5	16.6
Cards/Dice/Dominoes not at a casino	22.6	15.2
Arcade	21.2	14.8
Lottery	18.5	12.5
Sporting events	17.2	12.3
Flipping coins	21.2	11.3
Trading or sports cards	18.2	7.5
Slot/Poker machines not at a casino	11.8	6.8
Bingo	12.1	6.1
Table games	6.5	4.5
Animal/OTB	3.9	2.0
Pull-tabs	2.5	1.9
Stock market-school	4.1	1.8
Stock market on own	2.6	1.5
Day cruises	1.8	0.8
Cock/Dog fighting	0.9	0.7
Jai-Alai	1.8	0.7
Land based casino	1.0	0.4
WWW/Internet	1.9	0.3
Keno	0.4	0.2
Mah Jongg	0.5	0.2
Policy/Numbers/Bolita	0.4	0.1
Other	4.6	-

During the past year in Florida, more adolescents were likely to gamble on games of skill such as pool, bowling, basketball and golf (see Table 10). These activities were followed by participating in raffles/charitable games, cards/dice/dominoes not at a casino, arcade games, lottery, sporting events, flipping coins and trading or sports cards. There were similar trends for lifetime participation, though the order varied slightly.

Significant age, gender and racial/ethnic differences were found for gambling participation. These differences are highlighted in the following three figures.

As detailed in the figure below, males are more likely than females to participate in many gambling activities.

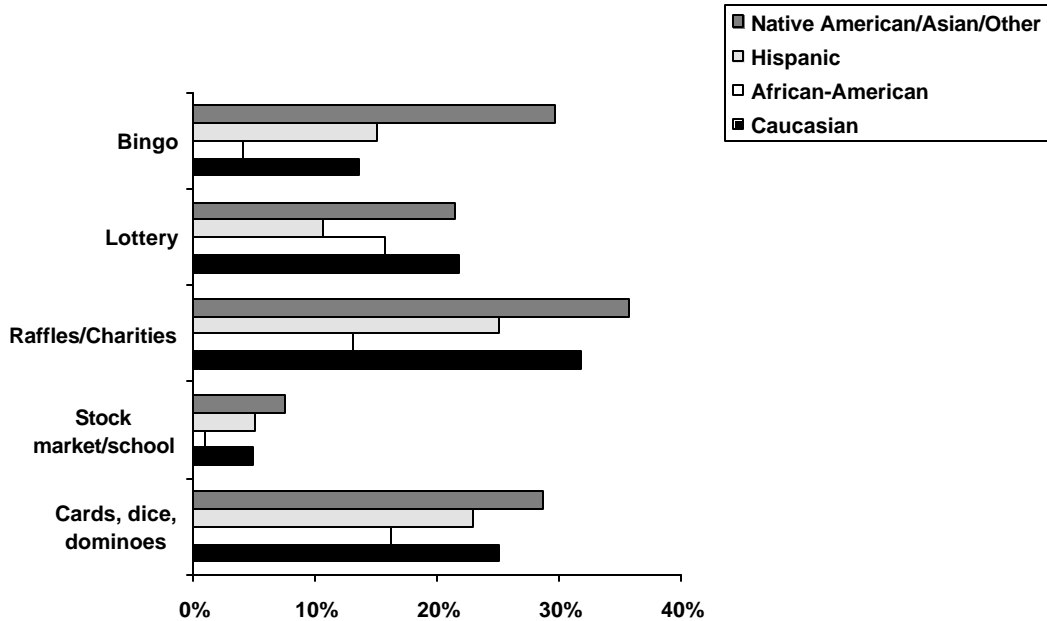
Gambling Participation By Gender



Diff. Statistically Significant at $p < .05$

As presented in the following figure, participation in certain activities differs by racial/ethnic groups. African-Americans are least likely to have ever gambled on bingo, raffles/charities, stock market game at school, or cards, dice or dominoes not at a casino. Caucasian adolescents and Native/Asian/Other adolescents are most likely and Hispanics least likely to have gambled on the lottery. Native American/Asian/Other adolescents are most likely to have gambled on bingo.

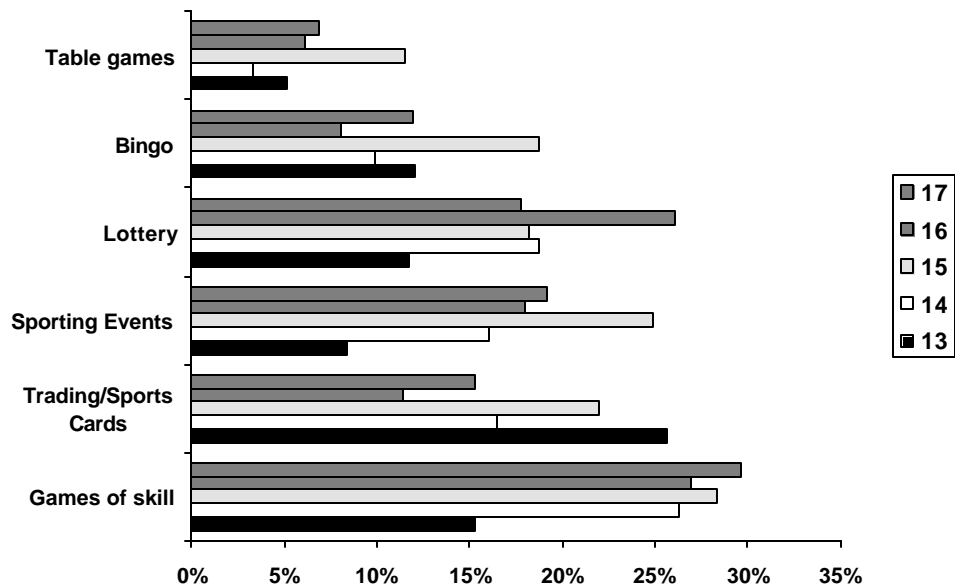
Gambling Participation By Race/Ethnicity



Diff. Statistically Significant at $p < .05$

Gambling participation also varies by age. Thirteen year olds are least likely to have ever gambled on games of skill, while 17 year olds are most likely. Thirteen year olds are most likely and 16 year olds least likely to have gambled on trading/sports cards. Fifteen year olds are most likely to have gambled on sporting events and 13 year olds are least likely. Thirteen year olds are also least likely to have gambled on the lottery, while 16 year olds are most likely. Fifteen year olds are most likely to have gambled on bingo and 16 year olds are least likely to report having ever gambled on bingo. Fourteen year olds are least likely, while fifteen year olds are most likely to have gambled on table games.

Gambling Participation By Age



Diff. Statistically Significant at $< .05$

Gambling in the General Adolescent Population in Florida

To determine gambling frequency, respondents were asked if they had gambled on any of the preceding activities weekly, within the past year and ever in their lifetime. If they responded they had never in their life gambled, they were classified as “non-gamblers.” “Infrequent gamblers” gamble sometime in their lives, “past year gamblers” are persons who gambled within the prior 12-month period on one or more activities and “weekly gamblers” are residents who wager at least weekly on a minimum of one of these venues. See Table 11 for detailed information about gambling in the general adolescent population.

Adolescent males are more likely than Florida females to have gambled in the past year (51.3% vs. 34.5%), as well as to be weekly gamblers (17.4% vs. 5.2%). Young women are more likely than their male counterparts to have never gambled (46.1% vs. 18.8%). Thirteen year olds are the most likely to be infrequent gamblers and least likely to be weekly gamblers. Interestingly, 16 year olds in this survey also reported relatively low frequency of weekly gambling. This is the age in Florida that youngsters can obtain a drivers license.

The adolescents in this survey who reported not gambling remained relatively steady through all ages ranging from 30.5% to 34.3%. There are more weekly gamblers from the 15 and 17 years olds with 15.8% and 15.4% respectively, vs. 11.5% on average for all ages.

The race/ethnicity grouping that included Native Americans, Asians and Other adolescents are almost twice as likely as Caucasians, African Americans and Hispanics to gamble weekly. On the other hand, Caucasians are most likely to have gambled in the last year while Hispanics are least likely to have gambled in the past year and most likely to be infrequent gamblers.

Table 11. Demographics in the Florida Adolescent Population for Frequency of Gambling

Demographic	(N=1051)	Non-Gamblers Percent (N=335) 32.1%	Infrequent Gamblers Percent (N=138) 13.2%	Past Year Gamblers Percent (N=451) 43.2%	Weekly Gamblers Percent (N=120) 11.5%
Gender p < .001					
Male	536	18.8	12.5	51.3	17.4
Female	501	46.1	14.2	34.5	5.2
Age p < .003					
13	212	31.6	17.9	44.8	5.7
14	212	32.1	10.8	43.4	13.7
15	209	32.1	9.1	43.1	15.8
16	210	30.5	12.9	49.5	7.1
17	201	34.3	15.4	34.8	15.4
Race/Ethnicity p < .052					
Caucasian	608	30.4	11.8	46.9	10.9
African-American	223	33.6	13.0	40.8	12.6
Hispanic	279	35.2	19.6	33.5	11.7
Native American/Asian/Other	28	25.0	10.7	42.9	21.4

At-Risk, Problem and Pathological Gambling in Florida

Current Prevalence

A sizeable percentage of adolescents in this study meet DSM-IV criteria for at risk (8.2%), problem (2.7%) or probable pathological gamblers (1.1%). The largest proportion of Florida adolescents either score as low risk (no DSM-IV criteria) or non-gamblers.

Table 12. Scores on Current DSM-IV Items for Florida Adolescents

Category of Gambler	DSM-IV Criteria	Past Year Percent
Non-Gamblers		45.5
Low-Risk	No DSM-IV criteria	42.5
At-Risk	Gamblers with 1-2 criteria	8.2
Problem	Gamblers with 3-4 criteria	2.7
Pathological	Gamblers with 5+ criteria	1.1

Table 13 reports the lifetime and current SOGS-RA criteria for the Florida adolescent study. For this index, in the past year 45.5% of Florida adolescents said they had not gambled or if they did, they had spent less than a total of \$5. About half of Florida adolescents had a SOGS-RA score of 0 or 1 in the last year. About 4.3% had a score from 2 to 3 and are considered at-risk in this scale and 1.1% fell into the grouping of problem gamblers. Therefore, 5.4% of Florida adolescents are current at-risk or problem gamblers as indicated by the SOGS-RA. Lifetime scores for this index indicate that 6.2% of Florida adolescents have been or are at-risk or problem gamblers and 1.3% have had or currently are problem gamblers (approximately 2% of adolescents who gamble).

Table 13. Scores on Lifetime and Current SOGS-RA Items

Category of Gambler	# SOG Items	Lifetime Percent	Past Year Percent
Non-Gamblers (or never spent more than \$5)		32.4	45.5
Gambled but had a zero SOGS-RA score	0	57.8	45.5
	1	3.6	3.6
Total Non-Problem		61.4	49.1
	2	3.3	2.7
	3	1.6	1.6
Total At-Risk		4.9	4.3
	4	0.7	0.6
	5	0.5	0.4
	6	0.0	0.0
	7	0.1	0.1
	8+	0.0	0.0
Total Problem		1.3	1.1
Combined At-Risk/Problem		6.2	5.4

Table 14 presents the DSM-IV scores for past year gambling with the demographic variables. Based on DSM-IV last year prevalence, adolescent males are ten times more likely than females to be pathological gamblers (2% versus 0.2%), more than twice as likely to be problem gamblers (3.9% versus 1.4%) and over three times more likely to be at-risk gamblers (12.5% vs. 3.6%). In addition, adolescents ages 15 and 17 are most likely to be at-risk gamblers, while 17 year olds are most likely to be pathological gamblers.

In terms of race and ethnicity, Hispanic adolescents are most likely to have never gambled but at the same time, Hispanic adolescents and Native Americans/Asians/Others adolescents are more likely to be problem gamblers. Adolescent African Americans are more likely to be pathological gamblers.

In the DSM-IV last year category, none of the following were statistically significant: age when first started gambling, with how many adults the adolescent lives or income plus allowance in an average week. The average age when adolescents first began to gamble was approximately 12.5 years old.

Table 14. DSM-IV Past Year Prevalence by Demographics⁷

Demographic Category		N	Never gambled Percent	Low-risk gambler Percent	At-risk gambler Percent	Problem gambler Percent	Pathological gambler Percent
Gender (p<.001)	Male		31.3	50.3	12.5	3.9	2.0
	Female		60.4	34.5	3.6	1.4	0.2
Age (p<.007)	13	214	50.5	42.1	4.7	1.4	1.4
	14	213	42.7	46.9	6.6	3.3	0.5
	15	209	41.1	43.5	11.5	3.3	0.5
	16	211	43.6	46.9	6.6	2.8	0.0
	17	201	49.8	32.8	11.9	2.5	3.0
Race/Ethnicity (p<.01)	Caucasian	611	42.6	45.3	8.8	2.8	0.5
	African American	223	46.6	42.4	7.2	0.9	3.1
	Hispanic	179	54.7	33.0	6.7	4.5	1.1
	Native American, Asian, other	28	39.3	46.4	10.7	3.6	0.0
		Overall	45.5%	42.6%	8.2%	2.7%	1.0%

Table 15 details the SOGS-RA prevalence by demographics. Adolescent females are again more likely than males to have never gambled (46.4% vs. 18.5%), while adolescent males are more likely than females to be at-risk (8.0% vs. 1.8%) or problem gamblers (1.7% vs. 0.8%).

Although overall age is not statistically significant, 17-year-old adolescents in Florida had the numerically highest rate of gamblers who are at-risk, as well as problem gamblers while 13 year olds had the lowest rate of at-risk gamblers.

Hispanics adolescents are most likely to have never gambled and to be at-risk gamblers. Native Americans/Asians/Others and Hispanic adolescents are most likely to be problem gamblers.

⁷ The reader should note that unlike “traditional” models of table development, these tables sum to 100% across rather than down the cells. While ordinarily the researchers would have used the traditional approach to table presentation and presented the demographic variables as column rather than row variables for cross-classification purposes, these tables were constructed as was done in earlier state gambling prevalence studies to make comparisons with other studies easier for FCCG staff and other readers. The “correct” way to read the table then is to compare the numbers in a column. For example, it would be appropriate to compare those who are non-gamblers at different age groupings to see where differences occur by age groups.

Table 15. SOGS-RA Lifetime Prevalence by Demographics

Demographic	Category	Never gambled Percent	LE \$5, raffle only or non- problem Percent	At- risk gambler Percent	Problem gambler Percent
Gender (p < .001)	Male	18.5	71.5	8.0	1.7
	Female	46.4	51.0	1.8	0.8
Age (n. s.)	13	32.6	65.1	1.4	0.9
	14	32.4	62.0	3.8	1.9
	15	32.1	60.3	7.2	0.5
	16	30.8	64.5	3.8	0.9
	17	34.0	55.2	8.4	2.5
Race/Ethnicity (p < .001)	Caucasian	30.9	63.7	4.6	0.8
	African American	33.6	61.4	4.0	0.9
	Hispanic	35.4	54.5	7.3	2.8
	Native American, Asian, other	28.6	64.3	3.6	3.6
	Overall	32.4%	61.5%	4.9%	1.3%
	N	340	646	51	14

Table 16 details SOGS-RA past year prevalence by demographics. Adolescent females are more likely than males to have not gambled (60.4% vs. 31.3%), while adolescent males are more likely than females to be at-risk (7.1% vs. 1.6%).

Of those who are at-risk gamblers, they are more likely to be 15 or 17-year-old adolescents, while problem gamblers are more likely to be ages 14 or 17. Those who have never gambled are most likely to be Hispanic adolescents, whereas problem gamblers are most likely to be Native Americans/Asians/Others and Hispanics.

Table 16. SOGS-RA Past Year Prevalence by Demographics

Demographic	Category	Never gambled Percent	LE \$5, raffle only or non-problem gambler Percent	At-Risk gambler Percent	Problem gambler Percent
Gender (p<.001)	Male	31.3	59.9	7.1	1.7
	Female	60.4	37.6	1.6	0.4
Age (p<.009)	13	50.2	47.4	1.4	0.9
	14	42.9	52.4	3.3	1.4
	15	41.1	51.2	7.2	0.5
	16	43.4	53.3	2.8	0.5
	17	49.5	40.6	7.4	2.5
Race/Ethnicity (p< .019)	Caucasian	42.5	52.6	4.2	0.7
	African American	46.6	48.4	4.0	0.9
	Hispanic	54.7	39.6	5.6	2.8
	Native American, Asian, other	37.9	55.2	3.4	3.4
	Overall	45.4%	49.0%	4.4%	1.1%
	N=	477	515	46	12

Reasons for Gambling—Compared with DSM-IV Current Year Scores

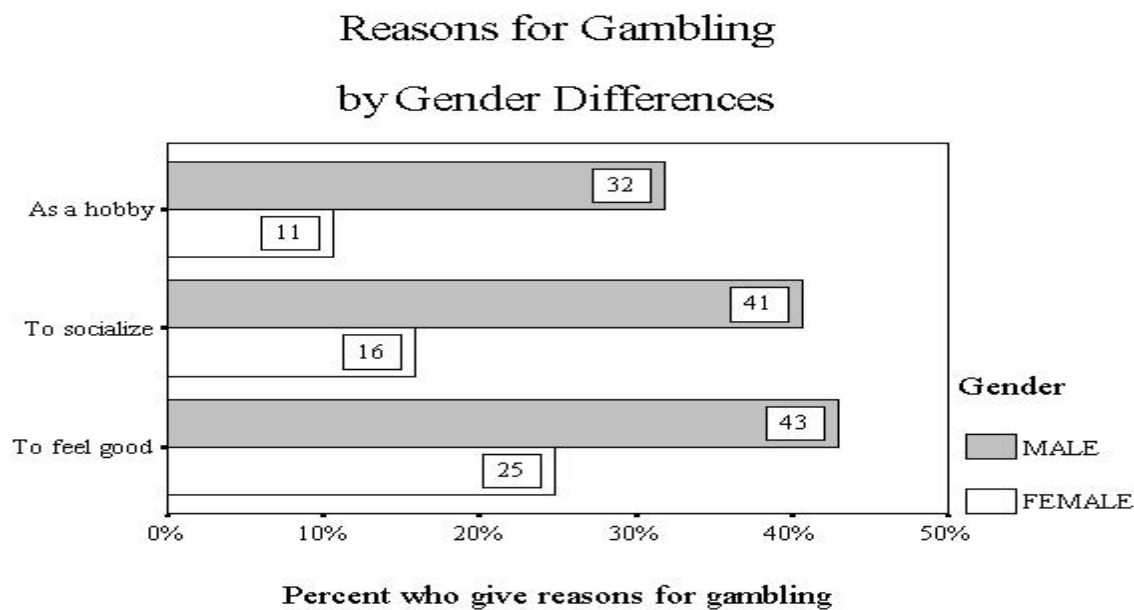
The reasons respondents furnished for gambling are instructive (Table 17). While not statistically significant, explanations provided by adolescents with the highest percentage of probable pathological gamblers were to feel high, peer pressure, as a hobby and as a distraction from everyday problems. The reasons outlined by adolescents with the highest percentages in the low-risk gambling group were to support worthy causes, out of curiosity, for entertainment or fun, excitement or to be around other people.

The most common reasons for gambling supplied for all groups are to socialize, for entertainment or fun, to win money and excitement. Of adolescents who said they gamble to win money, 9.5% received scores high enough to place them in the DSM-IV current pathological gambler group. Of adolescents who said they gamble for a sense of power or control, 27.6% are in problem and 65.5% are in at-risk gambling groups. Interestingly, there were no non-gamblers or low-risk gamblers who described gambling for a sense of power or control. Of adolescents who said that they gamble to feel good, 25% are problem gamblers and 61.7% are in the at-risk gambling group. Moreover, of adolescents who gamble for entertainment or fun, 20.6% are in the problem and 55.9% are in the at-risk group.

Table 17. Reasons for Gambling Compared with DSM-IV Past Year Scores

Reasons for Gambling	p <	N=	Non Gambler (past year) Percent	Low-risk gambler Percent	At-risk gambler Percent	Problem Percent	Pathological Percent
To feel high	n.s.	12	0	0	58.3	16.7	25.0
Peer pressure	n.s.	18	0	11.1	61.1	11.1	16.7
As a hobby	n.s.	42	2.4	7.1	61.9	14.3	14.3
To distract yourself from everyday problems	n.s.	43	4.7	14.0	51.2	18.6	11.6
To win money	.029	125	1.6	15.2	52.8	20.8	9.6
To be around people	n.s.	77	1.3	15.6	49.4	24.7	9.1
Out of curiosity	n.s.	72	2.8	16.7	54.2	18.1	8.3
For excitement	n.s.	101	2.0	15.8	53.5	20.8	7.9
For personal service from gambling location staff	n.s.	13	0	7.7	69.2	15.4	7.7
To escape loneliness or boredom	n.s.	53	1.9	9.4	54.7	26.4	7.5
For a sense of power or control	.042	29	0	0	65.5	27.6	6.9
To feel good	.015	60	1.7	5.0	61.7	25.0	6.7
To support worthy causes	n.s.	75	1.3	17.3	53.3	21.3	6.7
For entertainment or fun	.018	136	1.5	16.2	55.9	20.6	5.9
To socialize	n.s.	157	1.8	12.7	52.7	29.1	3.6
To impress people	n.s.	30	3.3	10.0	63.3	20.0	3.3
		Overall	2.6%	17.3%	55.1%	17.9%	7.1%
		N=	4	27	86	28	12

Males and females differ on reasons for gambling. As the figure below presents, males are more likely than females to report gambling as a hobby, to socialize and to feel good.



Diff. statistically significant at p < .05

Gambling, Alcohol and Drug Use, and Mental Health among Florida Adolescents

Table 18 presents associations among gambling and alcohol and drug use in past year. Past year adolescent problem gamblers used tobacco, alcohol, marijuana, cocaine, stimulants and tranquilizers on significantly more days than all other groups. Problem gamblers also consumed more alcoholic beverages (over seven) on days they drank and got into trouble significantly more often with family and friends than persons falling within the other categories.

Number of days of tobacco use among problem gamblers was over five times that of low-risk gamblers and more than twice at-risk gamblers. Surprisingly, adolescent probable pathological gamblers (n=11) in this survey had the lowest reported number of days of tobacco use, and only moderately increased days of alcohol, drug use and problems with family or friends, in comparison with low-risk gamblers.

Table 18. Alcohol and Drug Use—Mean Number of Days in the Past Year

Mean Number of Days in Past Year	p <	N	Low-risk gambler	At-risk gambler	Problem Gambler	Pathological Gambler
Using tobacco?	.001	1046	17.0	35.1	86.9	5.0
Drinking alcohol?	.001	1046	5.7	12.1	22.6	6.4
When drinking, how many drinks per day?	.001	257	2.9	3.8	7.1	4.3
Used Marijuana or hashish?	.001	1040	3.7	11.2	23.2	6.9
Used other drugs for non-medical reason?	n.s.	1042	0.9	0.4	4.1	1.3
Gotten into difficulties with family or friends because of drugs?	.001	1043	0.7	0.3	26.6	1.4
Using tranquilizers to feel the effects?	.001	1043	0.2	0.2	28.9	0.0
Used crack or cocaine?	.001	1043	0.0	0.0	2.7	0.1
Using other stimulants to feel the effects?	.001	1043	0.0	0.1	2.1	0.0
		N	445	85	28	11

Other Significant Associations

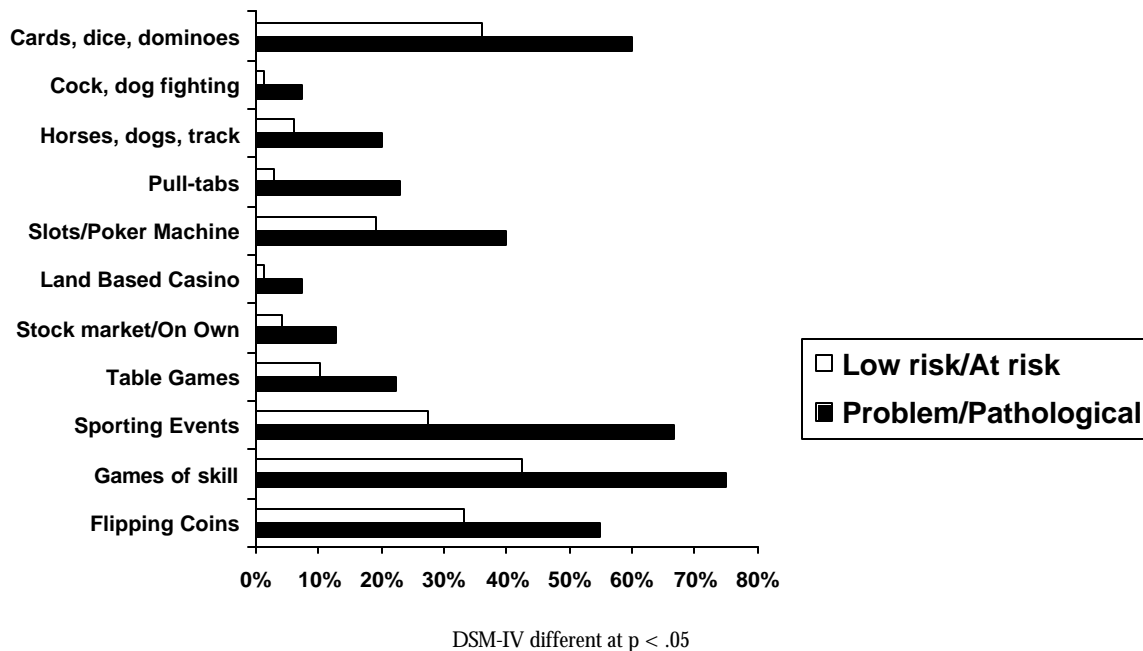
Table 19 below presents the cross classifications for religion by DSM-IV scores. Adolescent non-gamblers are most likely to say they are something else when asked about religion and least likely to be Jewish. At-risk gamblers are most likely to be Jewish and least likely to be Catholic or something else. Problem and probable pathological gamblers are most likely to state that they are Catholic. Of those who reported Catholic, 2.9% had scores that placed them in the DSM-IV category for probable pathological gambling and 4.6% for problem gambling. It is worth noting that there were no individuals who stated their religion was something else who were in the probable pathological gambler group and no adolescent problem or probable pathological gamblers described themselves as Jewish. Similarly, in the adult survey (see companion study) there were also no problem or probable pathological Jewish gamblers and high rates for Jewish at-risk gamblers suggesting the possibility of a cultural/religious bias to the survey in this group.

Table 19. Gambling and Religion -Past Year

Religion	N	Non-Gamblers Percent	Low-Risk Gamblers Percent	At-Risk Gamblers Percent	Problem Gamblers Percent	Pathological Gamblers Percent
Something Else	69	55.1	37.7	4.3	2.9	0.0
No Religion	100	46.0	40.0	10.0	3.0	1.0
Protestant	590	45.4	42.9	9.0	2.0	0.7
Catholic	241	41.1	45.6	5.8	4.6	2.9
Jewish	32	34.4	43.8	21.9	0.0	0.0
Overall	%	44.8	42.9	8.4	2.7	1.2
	N	462	443	87	28	12

Significant gambling participation differences were found when comparing types of gamblers. Problem/pathological gamblers are more likely than low risk/at risk gamblers to have participated in several gambling activities as described in the figure below. The top three forms of gambling in which problem/pathological adolescent gamblers participate in significantly more than low risk/at risk gamblers are games of skill; sporting events; and cards, dice, dominoes not at a casino.

Gambling Participation for Low Risk/At Risk vs. Problem/Pathological



Gender, Mental Health and Gambling

While adolescent males are more likely to be problem or pathological gamblers than adolescent females, treatment for gambling may require an understanding of which gender is more likely to have experienced or been treated for another mental health illness. Additionally, family history of mental illness is important for adolescents who are in an age range where these illnesses are starting to emerge. Table 20 presents associations for gender with mental health questions and one question about gambling arrests.

Adolescent males are more likely to have been personally treated for an alcohol or drug problem (4.5% vs. 0.7%). However, females are more likely to be often or sometimes anxious, worried or upset in past month; have fair or poor health in past year; and have had two weeks-or more of depression or loss of interests. Adolescent females are also more likely to have had a relative treated for a mental illness. Females are also more likely to report alcohol or substance use in their families (12.8% vs. 8.1%). Other comparisons in Table 20 such as having gone for mental health treatment or experienced or been treated for a mental health problem are not statistically significant.

Table 20. Comparison of Males and Females on Social and Mental Health Questions

Social and Mental Health	Males	Females	N	P<
	Percentages			
Arrested ever for gambling (asked of those who spent >\$5 and gambled)	0.8	0.0	156	n.s.
Sought help for alcohol, marijuana or drug use problems (asked only of those who had used)	5.2	3.6	294	n.s.
Ever treated for an alcohol or drug problem	4.5	0.7	295	.046
Type of help most commonly sought:				
12 step group	0.0	16.7	1	n.s.
School or Other Counselor	28.6	33.4	4	n.s.
Family or friend	0.0	16.7	2	n.s.
Substance treatment program	42.9	0.0	3	n.s.
Psychiatrist/psychologist	14.3	16.7	2	n.s.
Health only fair or poor in past year	10.3	11.4	1034	.037
Gone for mental health treatment	6.6	8.3	1036	n.s.
Often or sometimes anxious, worried or upset in past month	40.6	54.6	1037	.001
Ever had two or more weeks of depression	10.8	16.1	1039	.008
Ever had two or more weeks of loss of interests	20.1	25.9	1041	.017
Unhappy or very unhappy with personal life in past month	4.3	8.2	1038	n.s.
Every experienced or treated for mental health problem	6.2	4.8	1039	n.s.
Ever stayed overnight for treatment	15.6	8.0	57	n.s.
Past year stayed overnight	33.3	100.0	8	n.s.
Anyone in family treated	9.1	14.2	1026	.008
Female relative				n.s.
Mother	22.4	14.1	21	
Sister	18.4	11.3	17	
Male relative				n.s.
Father	18.4	7.0	14	
Brother	6.1	12.1	12	
Other Male relative	34.7	54.9	56	
For what				n.s.
Depression	35.5	32.4	23	
Bipolar Disorder	16.1	5.4	7	
Anxiety	9.7	2.7	4	
Schizophrenia	3.2	8.1	4	
Nerves	9.7	0.0	3	
Alcoholism	3.2	5.4	3	
Addiction	3.2	2.7	2	
Emotions	3.2	5.4	3	
Other	16.1	36.8	19	
Alcohol or substance abuse in family ⁸	8.1	12.8	1027	.014

Comparing Gambling Across States

Table 21 compares gambling prevalence across states. Florida has a relatively large non-gambling adolescent population, similar to Georgia and Nevada, more than Oregon and Washington, and about twice that of New York and Texas. Florida, Georgia and Nevada also have the lowest proportion of gamblers in the past year as compared to the other states. However, the percentage of adolescents in Florida who gamble weekly

⁸ Adolescents were asked about verbal and physical abuse in the family, but no adolescent responded yes.

is higher than Nevada and Washington, close to the percentages for Georgia, Oregon and Texas, and lower than New York.

Table 21. Participation Among Adolescents Across States.

State Participation	FL (2001)	GA (1995)	NV (2001)	NY (1997)	OR (1998)	TX (1995)	WA (1999)
<i>Non-Gambler</i>	32.2%	38.1%	33.5%	14.0%	24.1%	19.4%	22.4%
<i>Infrequent</i>	13.1%	9.8%	17.8%	10.7%	9.7%	15.7%	12.5%
<i>Past Year</i>	43.1%	39.9%	41.8%	59.8%	54.5%	54.9%	57.4%
<i>Weekly Gambler</i>	11.6%	12.2%	6.9%	15.5%	11.7%	10.0%	7.7%
N=	1,051	1007	1000	1103	997	3079	1000

Table 22 compares demographics of Florida adolescent gamblers with other adolescents in other states.

Table 22. Comparing Demographics of Adolescents Who Gamble Across States.

		FL %	GA %	NV %	NY %	TX %	WA %
		(N=709)	(N=623)	(N=667)	(N=949)	(N=2483)	(N=776)
Gender	Male	62	54	62	53	52	54
	Female	38	46	38	47	48	46
Age	13	20	20	21	19		16
	14	20	21	21	21	24	19
	15	20	21	25	22	25	24
	16	21	19	21	20	25	24
	17	19	18	13	19	27	18
Race/Ethnicity	Caucasian/White	61	62	75	72	51	87.7
	African-American/Black	21	33	–	13	12	1.3
	Other (includes Hispanics)	17	5	25	15	37	10.9

Table 23 compares the percentages of problem, at-risk and low-risk gamblers and non-gambler among several states. In terms of ensuring an accurate comparison, Florida's prevalence numbers can be directly matched up to the prevalence results from Oregon and Nevada as they include similar methods/analyses. For completeness, other recent studies (Georgia, Nevada, New York, Texas and Washington) that have utilized a SOGS-RA multi-factor are listed but only in the recent Nevada study are both SOGS-RA and values from the multi-factor SOGS-RA analysis included (Volberg, 1993; Volberg & Moore, 1999a; Volberg, 2002; full methods of multi-factorial analysis are not reported). Florida has a higher non-gambling (32.4%) and lower low-risk/non-problem (61.4%) than Oregon (24.5% and 69.1%, respectively) and almost identical number of at-risk (4.9%) and problem (1.3%) than Oregon (5.0% and 1.4%, respectively). On the other hand, Nevada has a higher level of problem and at-risk adolescent gamblers (9.9% and 2.2%, respectively).

Table 23. Prevalence Across States.

STATE	FL	OR	NV	GA	NV	NY	TX	WA
Reported Methods	SOGS-RA			SOGS-RA (Multi-Factor)				
<i>Non-Gambler</i>	32.4%	24.5%	33.5%					
<i>Low-risk/Non-problem</i>	61.4%	69.1%	54.5%	86.8%	91.9%	83.6%	88.2%	91.6%
<i>At-risk</i>	4.9%	5.0%	9.9%	10.4%	6.2%	14.0%	9.9%	7.5%
<i>Problem</i>	1.3%	1.4%	2.2%	2.8%	1.9%	2.4%	2.3%	0.9%
N=	1,051	997	1004	1007	1004	1103	3079	1000

Demographic Differences and Similarities between SOGS-RA At-Risk and Problem and DSM-IV Problem and Pathological Gamblers in the Florida Study

The DSM-IV is the “Gold Standard” for assessment of pathological gambling in the United States and Worldwide. Table 24 compares the demographics of the Florida study for the SOGS-RA (at-risk/problem for past year and lifetime) and DSM-IV scores (problem/pathological past year). There is only one demographic grouping where the DSM-IV denotes a higher percentage than the SOGS-RA. In 13 year olds the SOGS-RA measure would classify only 4.7% of gamblers as at-risk/problem gamblers in the past year while the DSM-IV would classify 5.7% of gamblers in the problem/pathological gambling group.

Table 24. Comparing SOGS-RA and DSM-IV.

Demographic Categories	SOGS-RA (Past Year)	DSM-IV (Past Year)	SOGS-RA (Lifetime)
N	57	40	64
Gender	Percentages		
Male	13.0	8.7	12.0
Female	5.0	4.0	4.8
Age			
13	4.7	5.7	3.4
14	8.3	6.6	8.3
15	13.0	6.5	11.3
16	5.8	5.0	6.8
17	18.8	11.8	15.8
Race/ethnicity			
Caucasian	8.5	5.7	7.8
African American	9.2	7.4	7.4
Hispanic	18.5	12.3	16.4
Native American, Asian, other	5.9	5.9	5.3

Table 25 presents data related to the time and money spent gambling; the relationship of the person adolescents started gambling with; whom the gambler currently engages in such activities; questions about nervousness while gambling and if respondents ever felt they had a problem with gambling.

Problem (51.2%) and at-risk (43.9%) adolescent gamblers are most likely to feel nervous about the amount of money they wagered. Higher rates of problem gamblers also report that they have a parent who has/had a gambling problem. Although respondent differentials were not significant for a series of variables in relation to adolescent gambling behavior (e.g. mean hours at a time gambling; mean largest amount ever gambled; first person started gambling with; and person usually gamble with) they revealed several interesting findings. The mean largest amount ever bet by juvenile problem gamblers in this study was three to four times higher than at-risk and low-risk/non-problem gamblers. The mean number of hours at a time spent gambling is almost twice that of low-risk/non-problem gamblers. Further, Florida adolescents usually describe starting gambling with a friend and continuing to gamble with friends and acquaintances. These findings are also consistent with adolescents providing the explanation of “to socialize” as the most common reason to gamble (Table 10). Only one adolescent indicated that he or she ever felt that he or she had ever had a problem with gambling, which is in contrast to the number of adolescents who meet the criteria for problem gambling. This underreporting is probably a result of the lack of insight that can be common among problem gamblers, especially adolescents.

Table 25. Correlates of At-Risk Gambling in Florida

	N	Low-Risk/ Non-Problem	At Risk	Problem	P<
Mean Hours at a Time Spent Gambling	149	1.5 hours	2.2 hours	2.9 hours	n.s.
Mean Largest Amount Ever Gambled	149	\$59.60	\$39.90	\$180.50	n.s.
First Person Started Gambling With:	151	Percentages			
Friend	92	19.6	56.5	23.9	n.s.
Father	19	21.1	42.1	36.8	n.s.
Brother	8	12.5	50.0	37.5	n.s.
Other Relative	7	0.0	42.9	57.1	n.s.
Mother	6	16.7	83.3	0.0	n.s.
Grandfather	5	0.0	80.0	20.0	n.s.
Parent	5	20.0	60.0	20.0	n.s.
Grandmother	5	25.0	25.0	50.0	n.s.
Sister	3	0.0	67.7	33.3	n.s.
Classmate	2	0.0	100.0	0.0	n.s.
Usually Gamble With:					
Friends, Acquaintances	122	17.2	54.9	27.9	n.s.
Family Members	23	13.0	56.5	30.4	n.s.
Parent	14	21.4	42.9	35.7	n.s.
Brother/Sister	6	0.0	83.3	16.7	n.s.
Alone	3	33.3	66.7	0.0	n.s.
Ever nervous about gambling	41	4.9	51.2	43.9	.003
Ever felt had a problem with gambling	1	0.0	0.0	100	n.s.
Parent has/had a gambling problem	14	57.1	7.1	35.7	.001

Table 26 summarizes the borrowing and illegal behaviors related to adolescent gambling by group utilizing the SOGS-RA. At-risk/problem adolescent gamblers are more likely to have sold personal or family property, stolen other things, bought or sold stolen property and borrowed money from friends/acquaintances without their knowing in order to gamble or to pay off gambling debts. Although other behaviors such as selling drugs to gamble and shoplifting were all higher in the at-risk/problem group, they did not statistically separate from low-risk/non-problem gamblers. The three activities most heavily engaged in by at-risk/problem gamblers are selling personal/family property, stealing other things and selling drugs to gamble.

Table 26. Borrowing and Illegal Behaviors Related to Gambling by Group

SOGS-RA Lifetime	Non-Problem	At-risk/Problem	N	P<
	Percentages			
Ever Sold Personal/Family Property	27.3	72.7	157	.04
Stolen Other Things	29.4	70.6	159	.01
Sold Drugs to Gamble	30.0	70.0	159	n.s.
Bought/Sold Stolen Property	35.0	65.0	157	.019
Borrow Money from Family without their Knowing	35.7	64.3	158	n.s.
Something Else Illegal	52.2	47.8	159	n.s.
Shoplifted	43.8	56.3	159	n.s.
Borrow Money From Household without their Knowing	43.8	56.3	159	n.s.
Borrow Money From Friends/Acquaintances without their Knowing	45.2	54.8	158	.004
Worked for Bookmaker	0.0	0.0	159	-
Loans from Loan Sharks	0.0	0.0	159	-

Table 27 summarizes the problems associated with adolescent gambling by DSM-IV group utilizing the MAGS questions. Adolescent at-risk and problem/pathological gamblers are more likely to describe family worrying or complaining about gambling, as well as gambling creating problems between them and family members or friends. In addition, these gamblers described getting into trouble at school or work than their non-problem gambling counterparts.

Table 27. Problems Associated with Gambling

Positive Responses to Problems Associated with Gambling	N	p <	Non Problem Percent	At-Risk Percent	Problem or Pathological Percent
Ever gambling created problems between you and your family or friends	14	.001	0.0	21.4	78.6
Family ever worry or complain about your gambling	7	.016	0	28.6	71.4
Ever gotten into trouble at school or work because of gambling	14	.02	7.1	35.7	57.1
Ever feel pressure to gamble when you do not gamble	12	n.s.	8.3	50.0	41.7
Always able to stop gambling when you want	125	n.s.	20.8	56.8	22.4
Neglected obligation for 2 or more days	1	n.s.	0.0	0.0	100
Been arrested for gambling-related activity	0	-	-	-	-

Comparing Adolescent and Adult Gamblers in Florida

For comparative analysis, unweighted data from the Florida adolescent and adult surveys were combined (see companion report). As would be expected, because gambling is illegal for adolescents, adults are significantly more likely to have ever gambled on many activities, such as the lottery, raffles and charitable games, at land-based casinos, pari-mutuels, day cruise/floating casinos; bingo; slot machines-not at a casino; Jai-Alai; pull-tabs; and Keno. Although lower than adults, a sizeable minority of adolescents report buying lottery tickets (18.5%). When gambling on lottery games, adolescents are more likely than adults to purchase scratch-offs. Adults are more likely to purchase lotto tickets, Cash 3, Play 4 and Fantasy 5. There was no significant difference between adults and adolescents in playing Mega Money. Adolescents are significantly more likely to have ever gambled on cards; dice or dominoes not at a casino; arcade and video games; games of skill such as pool, bowling, basketball and golf; trading or sports cards; and other table games. Flipping coins is a frequent gambling activity for adolescents, but was not asked of adults.

Table 28 compares lifetime gambling participation for Florida adolescents and adults for activities that are at least 5% for adolescents or adults.

Table 28. Lifetime Gambling Participation Among Adolescents and Adults

Types of Gambling (Participation Different at P<.05)	Florida Adolescents	Adults
Arcade or video games	21.2	5.7
Bingo	12.1	23.2
Cards, dice or dominoes not at a casino	22.6	18.4
Day cruise/floating casino	1.8	27.8
Flipping coins	21.2	NA
Games of skill	25.2	15.9
Jai-Alai	1.5	14.8
Keno	.4	5.2
Land-based casino	1.0	31.7
Lottery tickets	18.5	72.9
Pari-mutuels	3.9	30.7
Pull-tabs	2.5	6.4
Raffle, charitable games	26.5	63.8
Slot/Poker machine not at a casino	11.8	17.8
Trading or sports cards	18.2	4.1

Table 29 describes the comparison using DSM-IV items of Florida adolescents and adults. Adolescents are over four times more likely than resident adults to be problem and pathological gamblers (3.8% vs. 0.8%). Similarly, they are substantially more likely than adults to be at-risk gamblers (8.2% vs. 4.0%). The increased percentages in adolescents, in relationship to adults, concurs with previous research comparing these populations and indicates the importance of including juveniles in any targeted effort to expand general awareness, prevention, intervention initiatives, treatment and related services.

Table 29. Current DSM-IV Gambling Among Adults and Adolescents in Florida

Type of Screen	Category	Florida Adolescents Percent	Florida Adults Percent
DSM-IV past year	Non-Gamblers	45.5	29.2
	Low-Risk	42.5	66.0
	At-Risk	8.2	4.0
	Problem	2.7	0.5
	Pathological	1.1	0.3

Other Differences and Similarities Between Florida Adolescents and Adults

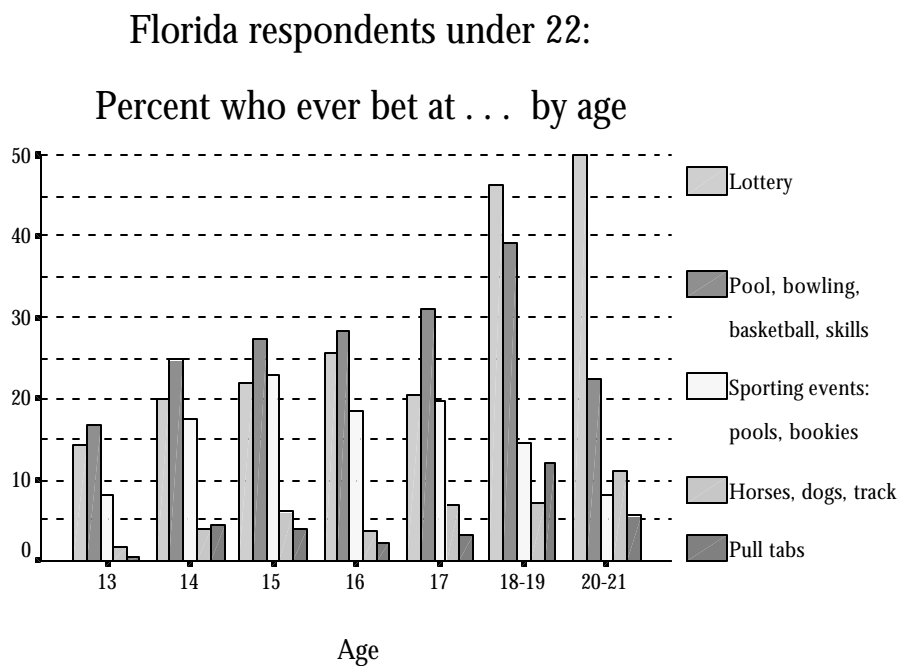
Adolescents are more likely than adults to gamble to socialize, for excitement, to win money, out of curiosity, for entertainment, for power or control, because of peer pressure, to impress others, and to be around people. Yet, adults are more likely than adolescents to gamble to support worthy causes. There was no statistically significant difference between adults and adolescents on gambling as a hobby, to feel good, to escape loneliness or boredom, as a distraction from everyday problems, to feel high or for personal services from the staff. Adults are more likely than adolescents to gamble alone or with their spouse or partner. However, more adolescents reported gambling with parents and friends than their older counterparts.

Adolescents are more likely than adults to spend more time or money than intended when gambling, to return to win back losses, say they are winning when they are not, borrow money for gambling from someone and not pay hem back, borrow money to gamble from friends or acquaintances or borrow from family members without their knowing, have more difficulty stopping or to experience higher incidences of shoplifting, stealing, other illegal activities, or selling personal or family property in order to gamble. Adolescents are also more likely to report that a parent gambles.

Adults are more likely than adolescents to report physical, verbal/emotional abuse and alcohol or substance abuse occurring in their family. Finally, adults reported using cigarettes or tobacco products and alcohol on significantly more days a year than adolescents. However, when teenagers did drink, they reported drinking almost twice as many drinks as adults (3.3 versus 1.8). Adolescent and adult gamblers did not experience significant differences in family difficulty, trouble with the police (regarding drugs or alcohol), marijuana or hashish use or drug use for non-medical purposes (including cocaine or crack and stimulants or tranquilizers).

Comparing Adolescent and Young Adult Gamblers in Florida

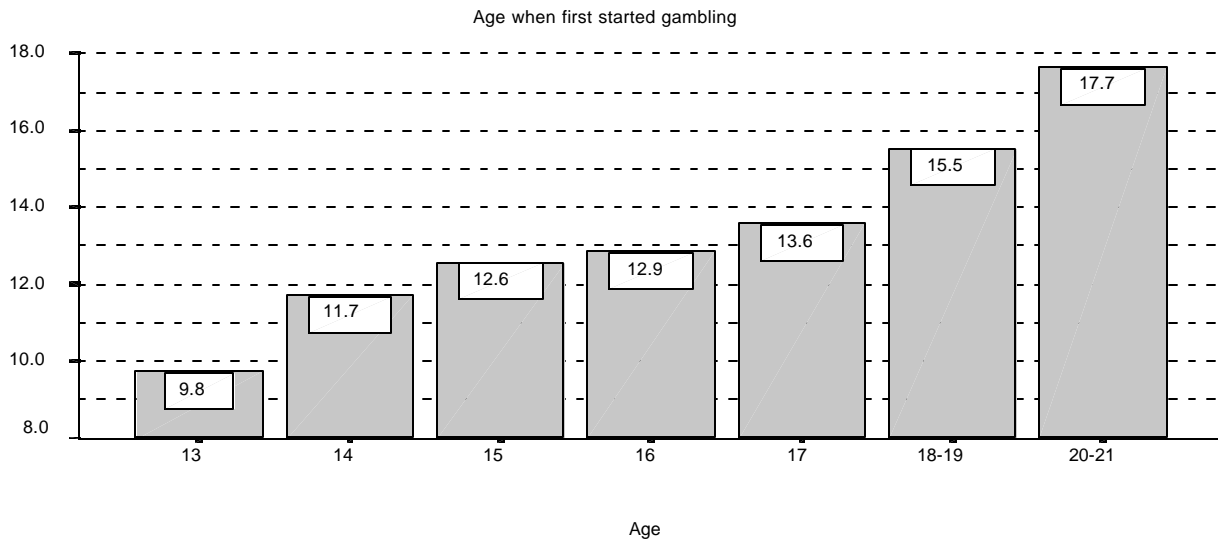
Several significant differences were found when adolescents were compared to young adult (ages 18-21) gamblers in Florida. The figure below compares lifetime gambling participation by age. Gambling on the lottery is much higher for those who are legally able to buy tickets. Young adults ages 20-21 are less likely than adolescents and adults ages 18-19 to gamble on games of skill and sporting events.



All chi-squares sig. at $p < .05$

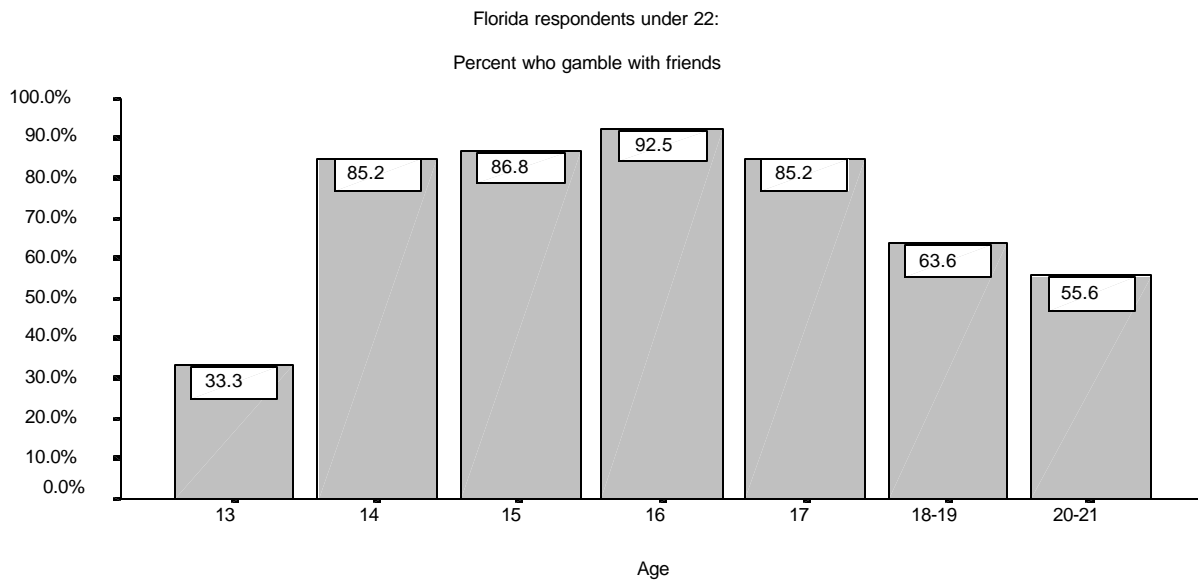
When comparing age of gambling initiation (see next figure), younger gamblers started gambling at earlier ages (mean 9.8 years) than older adolescents and young adults (mean of 15.5 years for those ages 18-19 and 17.7 for those 20-21).

Florida: Respondents under 22



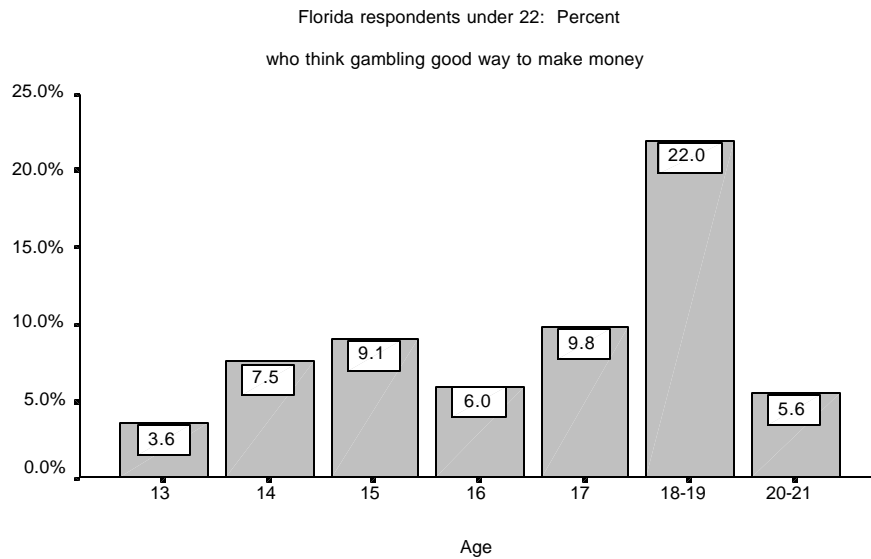
ANOVA significant at $p < .05$

As the figure below illustrates, gambling with a friend is common for adolescents and young adults. Although adolescents ages 14-17 are most likely to gamble with friends, teens 13 years of age are less likely to do so.



Chi-square significant $p < .001$

Of note in the following figure, young adults ages 18-19 are much more likely than other groups to report that they think gambling is a good way to make money.

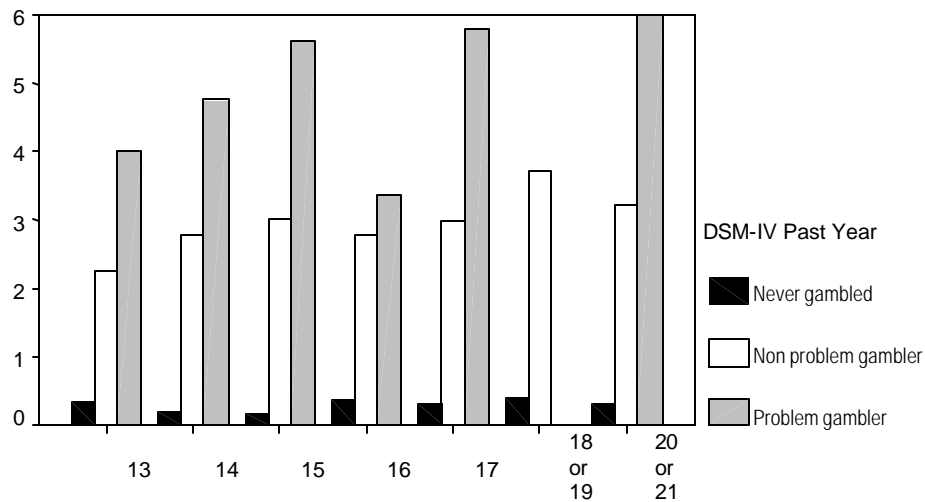


Chi-square significant at $p < .006$

As presented below, problem gamblers are likely to have gambled on more activities in their lifetime.

Florida respondents under 22:

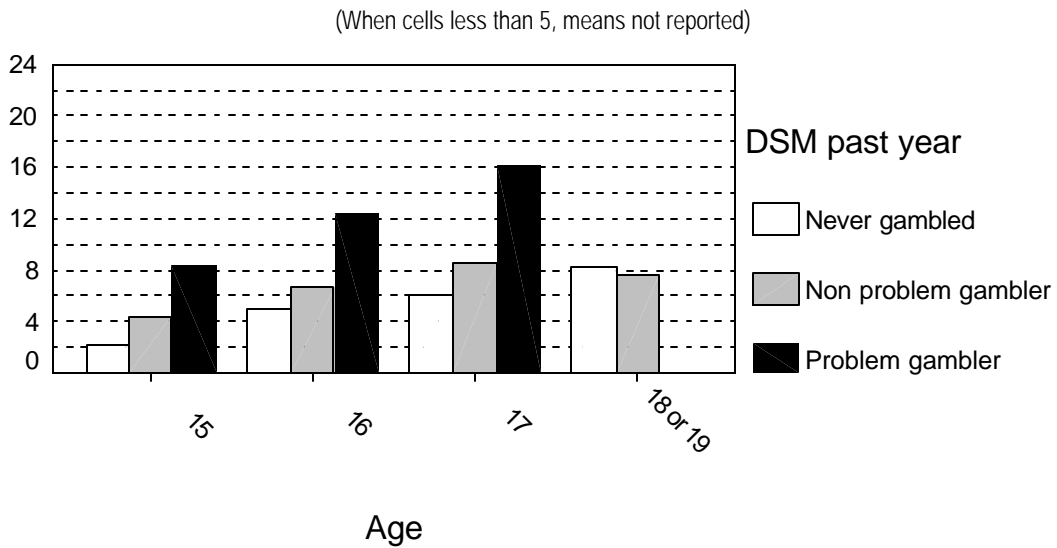
Number of different types of gambling ever



Interaction of DSM-IV with Age, Sig at $p < .003$ (Excludes raffles)

In terms of other high-risk behaviors, adolescent problem gamblers report speeding at a greater number of miles per hour over the speed limit than non-problem and non-gamblers.

Respondents under 22: Average MPH over speed limit by DSM-IV score



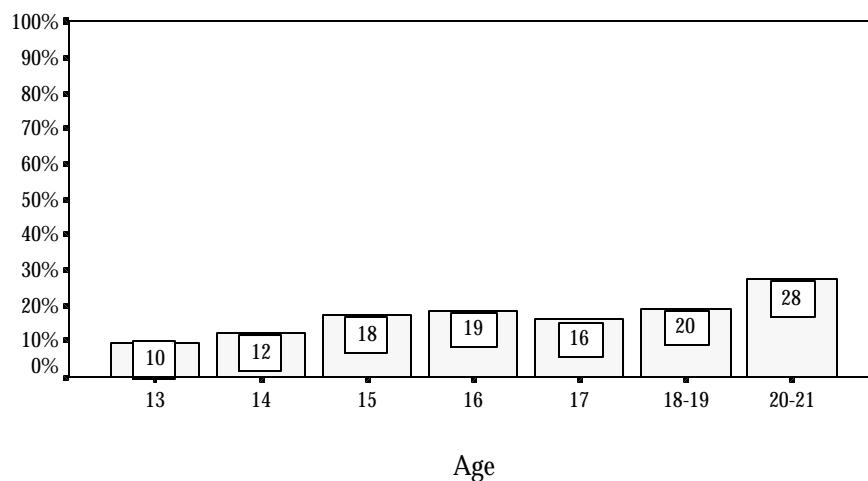
Age and DSM-IV both significant at $p < .001$

No sig. 2-way interaction

There was no significant interaction of DSM-IV with age for two weeks or longer of feeling sad or depressed. Overall, young adults ages 20-21 are more likely than younger adults and adolescents to have reported two weeks or longer when they felt sad or depressed.

Florida: Respondents less than 22

Had two weeks or longer when sad, depressed

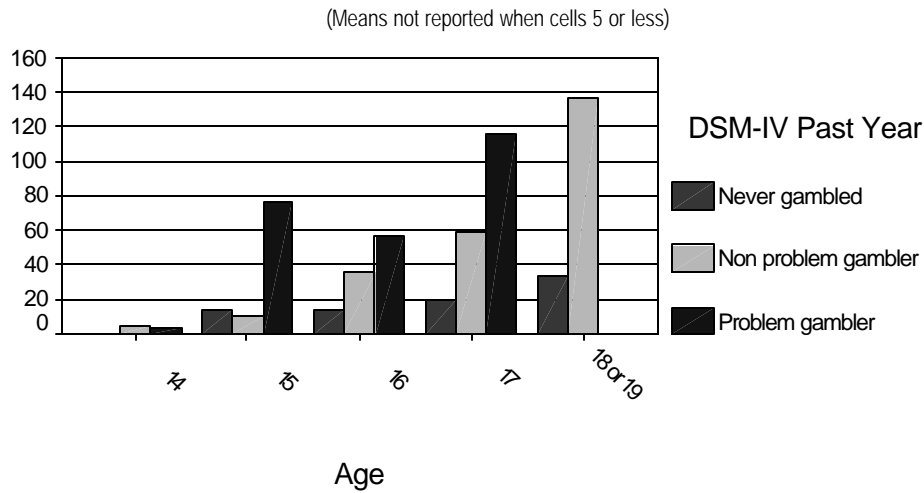


Chi-square for age effects: $p < .05$

No sig. interaction of DSM-IV with age

There are some significant interactions between DSM-IV past year score and age for substance use. As detailed in the next figure, 15-17 year old adolescent problem gamblers used cigarettes and related products on a greater number of days than 15-17 adolescent non-problem and non-gamblers.

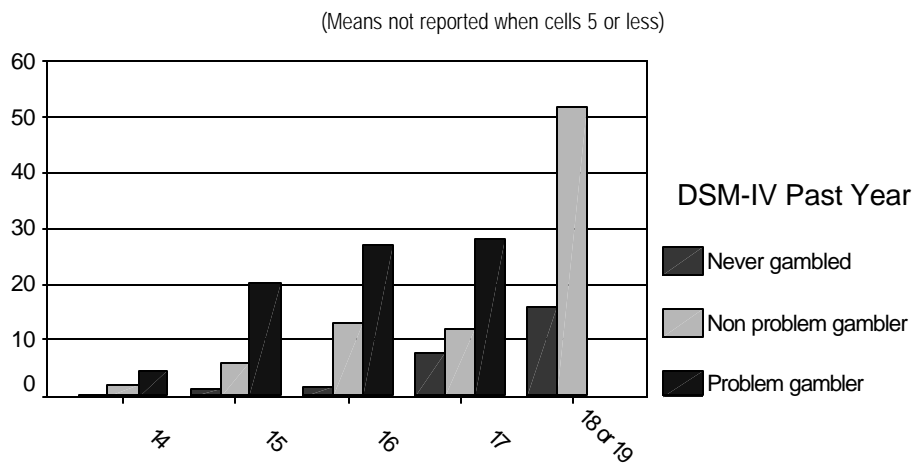
Respondents under 22: Days in past year use cigarettes, chewing tobacco, snuff



Interaction of Age and DSM-IV
significant at $p < .003$

Problem gamblers ages 14-17 used alcohol on a greater number of days than non-problem and non-gamblers in these age groups.

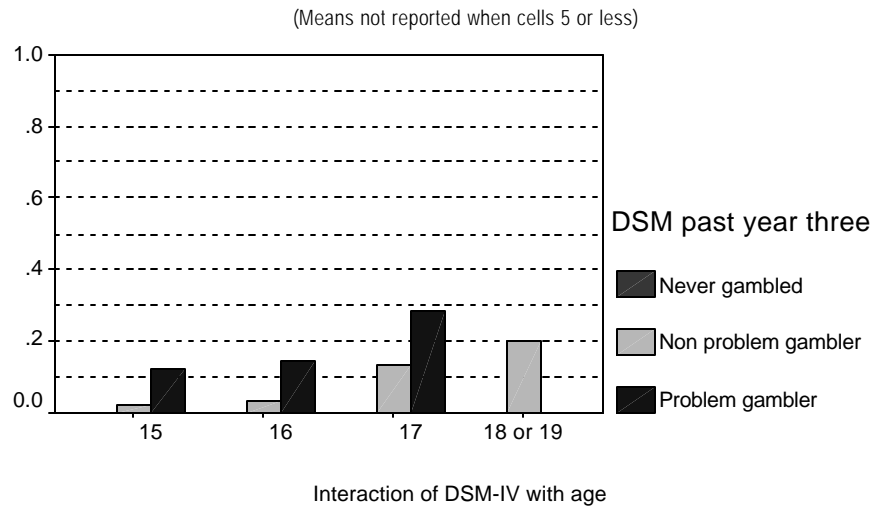
Respondents under 22: Average number of days in past year use alcohol



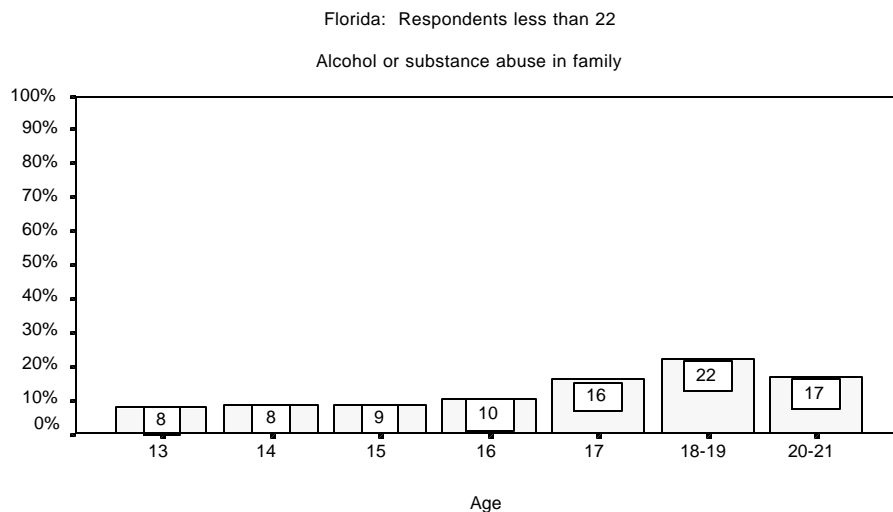
Interaction of DSM-IV past year score
with age significant at $p < .012$

Adolescent problem gamblers, ages 15-17 are more likely than non-problem gamblers ages 15-17 to report getting into trouble with police because of their drinking.

Respondents under 22: Days in trouble
with police because of drinking



There was also no significant interaction of DSM-IV and age for alcohol or substance abuse in the family. Overall, young adult ages 18-19 are most likely to report alcohol or substance abuse in the family.



Chi-square for Age with alcohol abuse, $p < .013$

No significant interaction of age and DSM-IV score

Gender Differences for Adolescent and Young Adult Gamblers in Florida

Young males and females under 22 are quite different in what predicts high SOGS-RA/DSM-IV scores. For males, it is a belief they will win money and substance abuse. For females, it is a need to gamble to escape loneliness, a distraction, for a worthy cause or power. Most interesting, female gamblers who are substance abusers/need to feel high are likely to have low SOGS-RA/DSM-IV scores. Older males and females are quite similar in what predicts SOGS/DSM-IV scores. All of the factors are relatively equal and substance abuse does not provide any predictive value over gambling motives for these scores. See Appendix B for details of this analysis.

Summary

The costs of gambling problems can be high, not only for individuals but for families and communities. This report presents the results of the first statewide survey in Florida to evaluate adolescent gambling participation and the prevalence of problem and pathological adolescent gambling in the State. The main purpose of this study is to examine the prevalence of gambling and gambling-related problems among adolescents, ages 13 to 17 years old, within the State of Florida. A secondary purpose is to identify the types of gambling causing the greatest difficulties for adolescents in the State and distinguishing characteristics among subpopulations within the State, such as by gender, ethnicity/race, and religion. Additional objectives include comparing Florida's findings with national and other state data and determining other areas of interest related to problem gambling.

The information provided by this survey is vital to understanding adolescent gambling behavior in Florida and to refine services for adolescents who are at risk of experiencing difficulties due to gambling. Data from this type of study is particularly crucial in light that there will likely be an increase in the number of pathological gamblers in the near future because of the limited attention which has been given to the social, clinical and public health implications of gambling among adolescents (Kaminer & Petry, 1999).

Although gambling is illegal in Florida for persons under the age of 18, almost 70% of adolescents, ages 13-17, report having bet on one or more types of gambling at some point during the course of their lives, 43% of whom have done so in the past year, 11.5% on a weekly basis, and 13.2% infrequently. Despite restrictions on gambling for this population, 18.5% of adolescents report purchasing lottery tickets in their lifetime and 12.5% within the last year.

During the past year in Florida, adolescents are most likely to gamble by betting on games of skill such as pool, bowling, basketball and golf. Other popular forms of adolescent gambling in Florida in the past year were raffles/charitable games, cards/dice/dominoes not at a casino, video or arcade games, the lottery, sporting events, flipping coins, trading or sports cards, slot/poker machines and bingo. Frequency of gambling participation among adolescents is related to gender in that Florida males are more likely to have gambled in the past year than females and are also more likely to be weekly gamblers. The most common reasons for gambling given for all adolescents who gamble are to socialize, for entertainment or fun, to win money and for excitement.

Differences can be seen in gambling behavior related to age in Florida: There are more weekly gamblers from the 15 and 17 years olds than on average for all ages. Furthermore, 13 year olds are the most likely to be infrequent gamblers. Florida adolescents are most likely to have started gambling from 12 to 13 years old and to have placed their first bet with a friend, as well as continue to gamble with peers or acquaintances.

Race/ethnicity and frequency of gambling have an association such that the grouping that included Native Americans, Asians and Other adolescents are almost twice as likely as Caucasians, African Americans and Hispanics to gamble weekly. On the other hand, Caucasians are most likely to have gambled in the past year, while Hispanics are least likely to have gambled during this period and most likely to be infrequent gamblers.

In the State of Florida, gambling-related problems among adolescents are common. Based upon the DSM-IV criteria 3.8% or nearly 38,000 Florida adolescents are currently suffering from serious (problem) to severe (pathological) gambling related difficulties and 8.2 %, or more than 80,000 teens, are at-risk. Demographic data indicate that adolescent males are more than three-fold more likely to be problem or pathological gamblers than adolescent females. Florida adolescents who are 17 years old are most likely to

be pathological gamblers. In terms of race and ethnicity, adolescent African Americans are more likely to be pathological gamblers. Hispanic adolescents are most likely to have never gambled, but at the same time, Hispanic adolescents and Native Americans/Asians/Other adolescents are most likely to be problem gamblers.

Problem and pathological gamblers are most likely to state that they are Catholic. At-risk gamblers are most likely to be Jewish and least likely to be Catholic or “Something else”. Adolescent non-gamblers are most likely to say they are “Something else” when asked about religion.

The most common reasons for gambling, by adolescents who meet DSM-IV criteria for pathological gambling are to feel high, peer pressure, as a hobby and as a distraction from everyday problems. The highest reasons given by adolescents in the low risk gambling group are to support worthy causes, out of curiosity, for entertainment or fun, excitement and to be around other people.

As has been demonstrated in other research into adolescent gambling behavior, illicit behavior such as alcohol, marijuana, tranquilizer, crack or cocaine use, as well as other stimulant and tobacco usage, has a strong association with scoring as a past year problem gambler in Florida. Of note, problem gamblers had over five times as many days of tobacco use as low-risk gamblers and on days they consumed alcoholic beverages, this population reported drinking more than twice as many drinks as their low risk peers.

Florida adolescent at-risk, problem and pathological gamblers are more likely to experience gambling related difficulties with family members or friends and describe their families worrying or complaining about their gambling. Additionally, these gamblers describe getting into trouble at school or work. Higher rates of problem adolescent gamblers also report that they have a parent who has/had a gambling problem and at-risk/problem Florida adolescent gamblers are more likely to have sold personal or family property, stolen other things, bought or sold stolen property and borrowed money from friends/acquaintances without their knowing in order to gamble or to pay off a gambling debt.

Comparing gambling activity and gambling-related problems for Florida adolescents and adults show several important differences. Adolescents are more likely than adults to bet on games of skill such as pool, bowling, basketball and golf, bet on cards/dice/dominos not at a casino, play arcade or video games for money, trading and sports cards, and other table games. Adults are more likely to purchase lottery tickets, participate in raffles and charitable games, attend land-based casinos, pari-mutuels, day cruise/floating casinos, bingo, slot machines, Jai Alai, pull-tabs and Keno. Comparing problem gambling behavior between adolescents and adults in Florida using DSM-IV criteria reveal that adolescents are more likely to be at-risk gamblers (8.2% vs. 4.0%), problem gamblers (2.7% vs. 0.5%) and probable pathological gamblers (1.1% vs. 0.3%).

When comparing current adolescent gambling behavior in Florida to other states and nationally, Florida appears to have a relatively large non-gambling adolescent population which is similar to Georgia and Nevada, more than Oregon and Washington, and about twice that of New York and Texas. Although Florida, Georgia and Nevada have the lowest proportion of gamblers in the past year as compared to the other states, the percentage of adolescents in Florida who gamble weekly is higher than Nevada and Washington, close to the percentages for Georgia, Oregon and Texas, and lower than New York. Utilizing the scores from the SOGS-RA, the prevalence of problem adolescent gambling in Florida is 1.3% (approximately 2% of adolescents who gamble). Other directly comparable state prevalence studies have reported adolescent problem gambling to be 1.4% for Oregon and 2.2% for Nevada. On the DSM-IV scale, Florida has a larger percentage of adolescent pathological and problem gamblers than are reported in the national study.

This report is reflective of an essential first step in the State of Florida in acquiring the knowledge and insight associated with adolescent gambling and gambling problems. This data provides a benchmark for future assessments among this population. It also provides background and guidance for policymakers, service providers, gaming industry operators and others when addressing mutual issues of concern. Action must now be taken to ensure that Florida adolescents and their families are getting the message about gambling risks, prevention and treatment and that State government will institute measures to establish the funding necessary to broaden existing efforts and establish new provisions, including treatment for suffering persons. This is particularly essential given how common adolescent gambling problems are in the State of Florida. Again, if some type of intervention and/or awareness effort is not realized in the State of Florida in a realistic timeframe, the existing large numbers of at-risk and current problem gamblers will continue into adulthood and develop into pathological gamblers.

Recommendations

With the expansion of gambling opportunities and in light of the recent research on the epidemiology and neurobiology of problem and pathological gambling, it is essential that current services continue and expand. Equally important is that research remain ongoing, to examine multi-factorial causes of gambling among adolescents and adults, while preventive and early intervention measures, as well as safe and effective treatments are developed and implemented for gamblers and persons adversely affected.

In addition to securing ongoing and dedicated State funding for FCCG programs and services, provisions for treatment must be instituted across the State with government support. There are also active roles that policy makers, researchers, treatment providers, educators, gambling operators and others can play in an effort to prevent adolescent gambling and curtail the incidence of problem and pathological gambling, especially among the existing at-risk population in the State. Additional highlights follow:

Public Education, Prevention and Outreach– Secure dedicated funding stream to continue FCCG programs and services, including its public awareness campaign, consisting of radio and televised public service announcements, billboards, docudramas and other outreach approaches. Prevention efforts, especially among the at-risk, young and underserved populations, must be culturally appropriate and gender specific. Adolescent males should be educated regarding the notion and/or “true” likelihood they will win money by gambling, peer pressure not to gamble should be increased and early intervention for substance abusers undertaken. Underage females should be informed about alternatives and strategies to escaping loneliness and peer pressure not to gamble should be heightened.

Furthermore, education efforts by the Florida Department of Education to raise awareness must be encouraged and prevention curriculum for the public school system, such as that developed by the Florida Council on Compulsive Gambling for middle and high school students implemented, as an extension to existing dialogue presented to students on alcohol and substance abuse prevention, education and treatment. Such presentations must be tangible, age-appropriate and formatted in a manner that fosters interest and understanding within diverse environments, throughout heterogeneous populations, most notably in schools and other locations where at-risk and problem adolescent gamblers frequent.

Treatment – The FCCG HelpLine provides referral supports to persons in need of assistance for a gambling problem. Currently, state supports are not available and treatment provider options are few, particularly geared toward adolescents. The FCCG, in cooperation with state government must formalize a gambling counselor certification program to expand the number of treatment professionals equipped to provide diversified supports to individuals inflicted or adversely affected. Upon securing certification and state funding for treatment, provisions for outcome reporting must be established to best determine effective and innovative treatment modalities, including psychopharmacologic options.

Insurance – Obtain support of public, private and managed care providers to assure appropriate, consistent and comprehensive insurance coverage for pathological diagnoses in problem gamblers, as well as for persons adversely affected by gambling. Also, facilitate treatment for problem gambling for persons presenting with co-morbid psychiatric illnesses.

Screening – Screening tools should be utilized by addiction professionals, law enforcement and criminal justice authorities and mental health/human service organizations to ensure that clients of all ages are being assessed for gambling problems and provided with necessary treatment regardless of location or ability to

pay. Similarly, the Florida State Department of Children and Families (DCF), Office of Substance Abuse, should expedite implementation of a series of brief gambling specific questions, for inclusion within the State's Youth Behavior Risk Survey conducted annually. Along these lines, DCF's Mental Health Program should consider FCCG strategies to increase awareness among mental health professionals, to train such persons to assess and treat and ultimately expand referral options to persons in need.

Research – As this study is the first assessment of gambling participation and prevalence, it will be required to stand as the official baseline for the State. In keeping with this responsibility, the FCCG ought to pursue other research endeavors to further the field's understanding and long term utility to residents in need. Moreover, state government should consider the establishment of a funding mechanism for the conduct of replication studies that will be needed in the future to document the incidence and rate of change for problem gambling and associated behaviors, in addition to a prevalence review. Target specific research, particularly among adolescents, college age students, minority groups, geriatric populations and individuals drawn to newer forms of gambling, including the Internet are also worthy of such State support. Moreover, research funding must be secured to conduct a comprehensive examination of true treatment need among Florida residents, including requests for assistance, waiting lists and treatment availability following initial contact by persons seeking help.

Additional research is also needed in the areas of risk and protective factors for gambling prevention; review of the neurobiology and genetics of problem gambling, effective prevention and treatment modalities and economic impacts of problem and compulsive gambling on the State as a whole.

Training- Expand existing training opportunities to heighten awareness about problem gambling and provide preliminary screening techniques for professionals within the medical, mental health and addictions fields. Such training should be incorporated into the medical and nursing education programs of future primary care providers, including physician assistants and nurse practitioners, as well as students in various health professions. Along these lines, development of continuing education courses for current and potential providers are imperative to ensure an ongoing level of expertise and awareness among professionals servicing the problem gambling population.

Ongoing Monitoring –State and Nationally - In order to assess impact of newer forms of gambling such as day trading and online casinos, it is essential to monitor the marketplace for offerings and impacts. Ongoing efforts to monitor existing gambling organizations nationwide to maximize effectiveness and minimize negative impacts of various approaches should also be undertaken.

Community Service – The FCCG should continue working with community service members, such as police officers and others in furnishing supports to as broad a population as possible.

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Appendix A

Gambling Questionnaire: Florida Adolescents 2001

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Question Source Code:

1. NATIONAL RESEARCH 1998
2. NEW YORK STUDY 1998
3. NEW YORK STUDY 1996
4. OREGON STUDY 1998
5. WASHINGTON STUDY 1993 TO 1999
6. LOUISIANA STUDY 1998

◆ *FOR INTERVIEWERS, DO NOT READ ANY QUESTION OR ITEM WRITTEN IN ITALICS OR IN []. OR SHADED.*

GAMBLING QUESTIONNAIRE: FLORIDA ADOLESCENTS—2001

<p><i>IF CHILD ANSWERS GO TO Q1.</i> IF NO ONE ANSWERS, CODE APPROPRIATELY AND PROCEED TO NEXT NUMBER.</p> <p><i>IF ANSWERING MACHINE PICKS UP, LEAVE APPROPRIATE MESSAGE.</i> <i>IF PERSON OTHER THAN CHILD ANSWERS PHONE, GO TO Q2</i></p>	<p><i>DO NOT READ ALOUD ANYTHING IN THIS COLUMN. IT IS FOR RECORDING AND CODING PURPOSES ONLY. FOR THE LEFT COLUMN, PLEASE EMPHASIZE ALL WORDS IN BOLDFACE.</i></p>
<p>1. <i>IF CHILD ANSWERS START HERE—</i>]Hello. I'm calling from the University of Florida. May I please speak to your mom, dad, or the head of your household?</p> <p><i>[IF NOT AT HOME, SAY:</i> It's important I speak to your mom or dad. When would it be convenient to call back?]</p>	<p>1. YES GO TO Q2 2. NO NOT HOME. GO TO Q4</p>
<p>2. <i>[IF ADULT OR PARENT ANSWERS START HERE—</i>] Hello. My name is _____. I'm calling from the University of Florida. We are conducting a scientific survey of things Florida teens like to do. Your household has been randomly selected to represent families across the state so your participation is very important.</p> <p>Because we have to interview people under 18, the federal government requires that a parent or legal guardian give us consent to talk with teens. If there is a teen here between 13 and 17, are you the parent or the guardian of that person?</p>	<p>1. YES, GO TO Q3 2. NO THERE IS NO TEEN BETWEEN 13 AND 17 IN THE HOUSEHOLD. GO TO Q9. 3. NO. YOU MAKE NOT TALK TO MY TEEN. ASK IF THE PROJECT ADMINISTRATOR CAN CALL TO DISCUSS THE STUDY. IF NO. GO TO Q9.</p>
<p>3. This survey asks teens about teen behavior and how your teen feels about a variety of behaviors, including betting activities or games in which there is an element of luck or chance, as well as about teen alcohol and drug use.</p> <p>This study is not affiliated with any political initiative. Your teen's identity is anonymous and all responses to the questions will be kept strictly confidential. Your teen's participation is entirely voluntary. He or she may refuse to answer any question or stop the interview at any time. Do we have your permission to talk to the teen in your house who has most recently celebrated his or her birthday and is under 18? May I speak to him/her now?</p>	<p>1. YES. GO TO Q5 2. NO. IF THEY HAVE QUESTIONS ABOUT THE STUDY, ASK IF THE PROJECT ADMINISTRATOR COULD CALL THEM TO DISCUSS THE STUDY. IF NO, GO TO Q9. 3. IF NOT AVAILABLE GO TO Q4</p>
<p>4. <i>[IF PERSON NOT AT HOME, SCHEDULE CALL BACK AND SAY</i> I'd be happy to call later. When would be a good time to call back? What is that person's first name so I know whom to ask for?]</p>	<p><i>WRITE IN THE TIME AND DATE FOR CALLBACK AND THE PERSON'S FIRST NAME AND BEGIN WITH Q1 OR Q2 ON NEXT CALL.</i></p>
<p>5. My name is _____. I am calling from the University of Florida. We are conducting a scientific study of the leisure activities of Florida teens. You have been randomly selected to represent teens like you so your participation is very important. Are you between 13 and 17?</p>	<p>1. YES, GO TO Q6 2. NO, NOT BETWEEN 13 AND 17. ASK IF THERE IS ANOTHER TEEN WHO IS BETWEEN 13 AND 17 AND IF YES, ASK TO SPEAK TO THAT PERSON AND GO BACK TO Q5. IF NOT HOME, GO TO Q4.</p>
<p>6. This survey is primarily about how you feel about a variety of teen behaviors, including betting activities or games in which there is an element of luck or chance, as well as about alcohol and drug use. It is not affiliated in anyway with any political initiative. Your mother/father/parent said it was ok to interview you, but your participation in this interview is completely</p>	<p>1. YES 2. NO. IF THEY HAVE QUESTIONS ABOUT THE STUDY, ASK IF THE PROJECT ADMINISTRATOR COULD CALL THEM TO DISCUSS THE STUDY. IF NO, GO TO Q 9.</p>

<p>voluntary. You may refuse to answer any question or stop the interview at any time. Your identity is anonymous and all responses to the questions will be kept strictly confidential. Will you help us with this survey?</p>	
<p>7. How old are you?</p>	<p>_____ YEARS OLD [BEGIN INTERVIEW IMMEDIATELY] 44. IF LESS THAN 13 OR 18 OR OVER, GO TO Q8</p>
<p>8. I am sorry, but we're only able to interview teens who meet the age requirement. Is there another person here who is between 13 and 17?</p>	<p>1. YES GO TO Q5 2. NO, GO TO Q9</p>
<p>9. Thank you for your time and have a good day.</p>	<p>NEXT CALL</p>

<p align="center">SECTION 1. GAMBLING INVOLVEMENT/PARTICIPATION QUESTIONS IN THIS SECTION TO BE ASKED OF ALL RESPONDENTS</p>	
<p><i>[READ THIS COLUMN ONLY, BUT DO NOT READ ALOUD MATERIAL IN CAPS, IN ARIAL NARROW 9 PT RED TYPEFACE, AND/OR IN ITALICS. COPY IN BOLDFACE SHOULD BE EMPHASIZED.]</i></p>	<p><i>THIS COLUMN FOR COMPUTER PROGRAMS ONLY AND IS NOT EVER READ ALOUD. IT IS FOR CODING PURPOSES ONLY.</i></p>
<p>People bet on many different things, including raffles, lottery tickets, bingo, horses, football, and card games. I'm going to ask you about some of these things. Just say yes if you've ever spent any money on this activity within the timeframe asked.</p> <p><i>[IF R SAYS 'WHAT IS THAT' WITH REGARD TO A TYPE OF GAMBLING, THEN SAY: "You probably don't do that if you haven't heard of it." THEN MOVE ON TO THE NEXT ITEM.]</i></p>	<p><i>IN THE EVENT THE RESPONDENT GIVES YOU A RESPONSE NOT PRINTED HERE, AND THE "OTHER" CATEGORY SAYS, "SPECIFY _____", WRITE IN THE VERBATIM RESPONSE.</i></p> <p><i>IF THE OTHER CATEGORY DOES NOT SAY "SPECIFY", THE ANSWER IS TO BE CODED AS "OTHER."</i></p> <p><i>WHERE THE LIST OF POTENTIAL ANSWERS IS LONG, THEY ARE ALPHABETIZED TO SPEED THE INTERVIEWING PROCESS.</i></p>
<p>10. The first is Internet/World Wide Web gambling. Have you ever, in your life time, bet or spent money on Internet/World Wide Web gambling ?</p>	<p>1. YES 0. NO (SKIP TO Q13) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 88 DON'T KNOW 99 REFUSED</p>
<p>11. Have you bet or spent money on Internet/World Wide Web gambling in the Past year ?</p>	<p>1. YES 0. NO (SKIP TO Q13) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>12. Have you bet or spent money on Internet/World Wide Web gambling at least once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS. 88 DON'T KNOW 99 REFUSED</p>

<p>13. (T)Have you ever in your lifetime bet or spent money on Flipping coins, ever?</p>	<p>1. YES 0. NO (SKIP TO Q16) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 88 DON'T KNOW 99 REFUSED</p>
<p>14. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q16) COMPUTER TO ENTER 55 IN NEXT Q. 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 88. DON'T KNOW 99 REFUSED</p>
<p>15. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>16. (T) Cards, dice, or domino games not at a casino, ever?</p>	<p>1. YES 0. NO (SKIP TO Q19) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 88 DON'T KNOW 99 REFUSED</p>
<p>17. Past year</p>	<p>1. YES 0. NO (SKIP TO Q19) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>18. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>19. Playing arcade or video games for money, ever?</p>	<p>1. YES 0. NO (SKIP TO Q22) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 88 DON'T KNOW 99 REFUSED</p>
<p>20. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q22) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>21. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>22. Playing pool, bowling, basketball, golf or other games of skill for money, ever?</p>	<p>1. YES 0. NO (SKIP TO Q25) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 88 DON'T KNOW 99 REFUSED</p>
<p>23. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q25) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>24. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>

<p>25. Trading or sports cards, ever?</p>	<p>1. YES 0. NO (SKIP TO Q28) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 88 DON'T KNOW 99 REFUSED</p>
<p>26. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q28) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>27. At least once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>28. Sporting events via pools, bookies, friends etc., ever?</p>	<p>1. YES 0. NO (SKIP TO QA) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 88 DON'T KNOW 99 REFUSED</p>
<p>29. Past year?</p>	<p>1. YES 0. NO (SKIP TO QA) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>30. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 88 DON'T KNOW 99 REFUSED</p>
<p>QA: Please tell us how much you have ever spent on any gambling in any particular year. On the average, would you say that you have ever spent more than, less than, or about 5 dollars in any particular year on any betting or gambling activities?</p> <p><i>[DO NOT ASK, BUT IF R. VOLUNTEERS AT THIS POINT THAT THEY HAVE NEVER IN ENTIRE LIFE SPENT A CENT ON GAMBLING, SAY, Does that include cards, flipping coins and sports? IF R. AGAIN SAYS NEVER SPENT ANY MONEY GAMBLING, THEN SKIP TO QUESTION 237]</i></p>	<p>0. NEVER EVER SPENT A CENT ON ANY GAMBLING IN ANY YEAR IN ENTIRE LIFE INCLUDING RAFFLES, LOTTERY, OR BINGO. [COMPUTER TO ENTER CODE 77 IN Q58-63, 1-18, 22-36, 49-57, 67 THROUGH Q195 AND IN Q200 THRU Q219, Q260]. NEXT GO TO QUESTION Q196-Q199 AND THEN GO TO Q237</p> <p>1. LESS THAN 5 DOLLARS [COMPUTER TO ENTER CODE 66 AND SKIP Q68 THROUGH Q195, AND Q200 THRU Q219, Q260, AND CONTINUE INTERVIEW FROM Q58.]</p> <p>2. ABOUT 5 DOLLARS [COMPUTER TO ENTER CODE 66 AND SKIP Q68 THROUGH Q195, AND Q200 THRU Q219, Q260, AND CONTINUE INTERVIEW FROM Q58.]</p> <p>3. MORE THAN 5 DOLLARS GO TO Q58</p> <p>88 DON'T KNOW 99 REFUSED</p>
<p>31. Table games, other than cards, dice, or dominos, ever?</p>	<p>1. YES 0. NO (SKIP TO Q34) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>32. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q34) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>33. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>

<p>34. (T) Stock market game in school , ever?</p>	<p>1. YES 0. NO (SKIP TO Q37 COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>35. (T) Past year?</p>	<p>1. YES 0. NO (SKIP TO Q37 COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>36. (T) Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>37. (T) Stock market game on your own, ever?</p>	<p>1. YES 0. NO (SKIP TO Q40) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>38. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q40) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>39. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>40. Ever, in your lifetime, raffles or charitable games? (2,3,4,5,6)</p>	<p>1. YES 0. NO (SKIP TO Q43.) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>41. In the past year?</p>	<p>1. YES 0. NO (SKIP TO Q43) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>42. At least once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
<p>43. Ever lottery tickets, instant scratch tickets, or Lotto? [LATER, ASK Q77 ONLY IF R SAYS YES TO Q4.]</p>	<p>1. YES 0. NO (SKIP TO Q46) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>

<p>44. The past year?</p>	<p>1. YES 0. NO (SKIP TO Q46) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>45. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>46. Bingo ever?</p>	<p>1. YES 0. NO (SKIP TO Q49) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>47. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q49) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>48. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>49. Have you ever spent money on Jai Lai?</p>	<p>1. YES 0. NO (SKIP TO Q52) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>50. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q52) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>51. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>[FROM HERE FORWARD READ FULL QUESTION ONLY IF R ASKS FOR CLARIFICATION.]</p>	
<p>52. Land-based casino ever? <i>[LATER ASK Q68 ONLY IF R SAYS YES TO Q13 AND/OR Q16]</i></p>	<p>1. YES 0. NO (SKIP TO Q55) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>53. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q55) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>54. Once per week?</p>	<p>1. YES 0. NO</p>

	<p>44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>55. Day cruise/Floating casino ever? <i>[LATER ASK Q68 ONLY IF R SAYS YES TO Q13 AND/OR Q16]</i></p>	<p>1. YES 0. NO (SKIP TO Q58) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>56. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q58) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>57. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>58. Slot machines, poker machines, or other gaming machines, not at a casino, ever?</p>	<p>1. YES 0. NO (SKIP TO Q61) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>59. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q61) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>60. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>61. Pull-tabs ever?</p>	<p>1. YES 0. NO (SKIP TO Q64) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>62. Past year?</p>	<p>1. YES 0. NO (SKIP TO Q64) COMPUTER TO ENTER 55 IN NEXT Q.) 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>63. Once per week?</p>	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>64. Horses, dogs, or other animals: at the track, at Off-Track-Betting, or with a bookie, ever?</p>	<p>1. YES 0. NO (SKIP TO Q67) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>65. Past year?</p>	<p>1. YES</p>

	<p>0. NO (SKIP TO Q67) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS Q UESTION, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
66. Once per week?	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
67. keno ever?	<p>1. YES 0. NO (SKIP TO Q70) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
68. Past year?	<p>1. YES 0. NO (SKIP TO Q70) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
69. Once per week?	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
70. Policy, numbers, or Bolita, ever?	<p>1. YES 0. NO (SKIP TO Q73) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
71. Past year?	<p>1. YES 0. NO (SKIP TO Q73) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
72. Once per week?	<p>1. YES 0. NO 44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS 55. SAID NO LAST YEAR, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
73. Cock or dog fighting, ever?	<p>1. YES 0. NO (SKIP TO Q76) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
74. Past year?	<p>1. YES 0. NO (SKIP TO Q76) COMPUTER TO ENTER 55 IN NEXT Q. 44. SAID NO TO PREVIOUS QUE STION, SO SKIPPED THIS 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99 REFUSED</p>
75. Once per week?	<p>1. YES 0. NO</p>

	<p>44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS</p> <p>55. SAID NO LAST YEAR, SO SKIPPED THIS</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88 DON'T KNOW</p> <p>99 REFUSED</p>
76. Mah Jongg, ever?	<p>1. YES</p> <p>0. NO (SKIP TO Q79) COMPUTER TO ENTER 44 IN NEXT TWO QUESTIONS</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88 DON'T KNOW</p> <p>99 REFUSED</p>
77. Past year?	<p>1. YES</p> <p>0. NO (SKIP TO Q79) COMPUTER TO ENTER 55 IN NEXT Q.</p> <p>44. SAID NO TO PREVIOUS QUESTION, SO SKIPPED THIS</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88 DON'T KNOW</p> <p>99 REFUSED</p>
78. Once per week?	<p>1. YES</p> <p>0. NO</p> <p>44. SAID NO TO PREVIOUS EVER Q, SO SKIPPED THIS</p> <p>55. SAID NO LAST YEAR, SO SKIPPED THIS</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88 DON'T KNOW</p> <p>99 REFUSED</p>
79. Some other type of gambling?	<p>1. YES</p> <p>0. NO</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88. DON'T KNOW</p> <p>99 REFUSED</p> <p>(SPECIFY) _____</p>
<p>80. When you visit a casino, what city or geographic location do you visit most often?</p> <p><i>[IF R GIVES A STATE OR GENERAL AREA NOT ON THE LIST, ASK, "What city is that near?"]</i></p> <p><i>[IF R GIVES MORE THAN ONE PLACE, ASK, "Which one do you visit most often?"] (1, 2)</i></p>	<p><i>[ASK ONLY IF R SAID YES TO Q52 OR Q55. IF NOT, GO TO QUESTION 88.]</i></p> <p><i>[DO NOT READ LIST]</i></p> <ol style="list-style-type: none"> 1. ATLANTIC CITY, NJ 2. BAHAMAS, FREEPORT 3. BILOXI, MISSISSIPPI 4. CANCUN 5. MISSISSIPPI GULF COAST 6. FLORIDA- BROWARD COUNTY 7. FLORIDA- DADE COUNTY 8. FLORIDA-COLLIER COUNTY 9. FLORIDA INDIAN CASINO 10. FLORIDA CRUISE FROM MIAMI 11. FLORIDA CRUISE FROM TAMPA 12. FLORIDA CRUISE—SPECIFY _____ 13. FLORIDA OTHER-SPECIFY _____ 14. ISLAND(S) OFF COAST 15. LAS VEGAS, NEVADA 16. LOUISIANA 17. RENO, NEVADA 18. IN ANOTHER LOCATION (SPECIFY _____) <p>66. NA. SPENT LE 5 DOLLARS ANY YEAR OR ONLY RAFFLE</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88. DON'T KNOW</p> <p>99. REFUSED</p>
81. What is the name of the casino you most often visit?	<p>RECORD VERBATIM _____</p> <p>44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS</p> <p>66. NA. SPENT LE 5 DOLLARS ANY YEAR OR ONLY RAFFLE</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88 DON'T KNOW</p> <p>99 REFUSED</p>
82. When you visit a casino, which games or machines do you usually play? <i>(PROBE WITH "What others")</i> [NOT A VARIABLE]	<p><i>[DO NOT READ LIST. CHECK YES FOR ALL THAT ARE MENTIONED.] (2)</i></p>
83. CARD GAMES [BLACK JACK, 21]	1. YES

	<p>0. DID NOT MENTION THIS</p> <p>44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS</p> <p>66. NA. SPENT LE 5 DOLLARS ANY YEAR OR ONLY RAFFLE</p> <p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88. DON'T KNOW</p> <p>99. REFUSED</p>
84. DICE/CRAPS GAMES	SAME AS ABOVE
85. SLOT MACHINES	SAME AS ABOVE
86. VIDEO GAMES SUCH AS VIDEO POKER OR VIDEO BLACKJACK?	SAME AS ABOVE
87. OTHER	SPECIFY _____
88. (a) When you go somewhere other than your home to gamble, who provides your transportation you use to go there?	<p>[DO NOT READ LIST. INDICATE ONLY FIRST ONE MENTIONED.]</p> <p>1. I DO/PRIVATE CAR/MY OWN</p> <p>2. PROVIDED BY GAMING ESTABLISHMENT</p> <p>3. BY SENIOR CENTER</p> <p>4. PROVIDED BY MEMBERSHIP CLUB</p> <p>5. PROVIDED BY TRAVEL AGENCY</p> <p>6. OTHER ORGANIZATION</p> <p>7. PUBLIC TRANSPORTATION/BUS/AIRPLANE</p> <p>8. OTHER _____</p> <p>9. PARENT</p> <p>10. BROTHER/SISTER</p> <p>44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS</p> <p>66. NA. SPENT LE 5 DOLLARS ANY YEAR OR ONLY RAFFLE</p> <p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88. DON'T KNOW</p> <p>99. REFUSED</p>
88 (b) When you go somewhere other than your home to gamble, who accompanies you to the gaming establishment?	<p>A. MOTHER</p> <p>B. FATHER</p> <p>C. BROTHER</p> <p>D. SISTER</p> <p>E. FRIEND</p> <p>F. GRANDPARENT</p> <p>G. OTHER</p> <p>H. NONE</p> <p>44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS</p> <p>66. NA. SPENT LE 5 DOLLARS ANY YEAR OR ONLY RAFFLE</p> <p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>89. DON'T KNOW</p> <p>99. REFUSED</p>
89. What type of lottery tickets do you buy most often? [Q77 NOT A VARIABLE]	[ASK ONLY IF R ANSWERED YES TO Q.43. DO NOT READ LIST, CHECK YES FOR ALL MENTIONED]
90. INSTANT TICKETS (SCRATCH -OFF)	<p>1 YES</p> <p>0. DID NOT GIVE THIS</p> <p>44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS</p> <p>66. NA. SPENT LE 5 DOLLARS ANY YEAR OR ONLY RAFFLE</p> <p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88. DON'T KNOW</p> <p>99. REFUSED</p>
91. CASH 3	SAME AS ABOVE
92. PLAY 4	SAME AS ABOVE
93. FANTASY 5	SAME AS ABOVE
94. MEGA MONEY	SAME AS ABOVE
95. LOTTO	SAME AS ABOVE
[ASK Q96 TO Q125 ONLY IF R HAS <u>EVER SPENT MORE THAN \$5</u> GAMBLING IN ANY YEAR <u>AND</u> SAID "YES" TO A TYPE OF GAMBLING (Q10 THROUGH Q79) IN PAST YEAR. IF R. DOES NOT MEET BOTH CONDITIONS, SKIP TO Q196, ASK Q196 THRU Q199 AND THEN SKIP TO Q220. IF R. ANSWERED NO TO ALL QUESTIONS FROM Q10 THRU Q79, SKIP TO Q196, ASK Q196 THRU Q199, AND THEN SKIP TO Q220, SECTION 5, ALCOHOL/DRUG USE.]	
96. Now I would like to ask you about reasons you had for gambling. Just say yes if this applies to you. In the past year, would you say	<p>3 VERY IMPORTANT</p> <p>2 SOMEWHAT IMPORTANT</p> <p>1 NOT AT ALL IMPORTANT</p> <p>66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p> <p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p>

<p>gambling to socialize with friends or family was very important, somewhat important, or not at all important?</p>	<p>88. <i>DON'T KNOW</i> 99. <i>REFUSED</i></p>
<p>97. For excitement or as a challenge?</p>	<p><i>SAME AS ABOVE</i></p>
<p>98. As a hobby?</p>	<p><i>SAME AS ABOVE</i></p>
<p>99. To win money?</p>	<p><i>SAME AS ABOVE</i></p>
<p>100. To support worthy causes?</p>	<p><i>SAME AS ABOVE</i></p>
<p>101. Out of curiosity?</p>	<p><i>SAME AS ABOVE</i></p>
<p>102. For entertainment or fun?</p>	<p><i>SAME AS ABOVE</i></p>
<p>103. To feel good?</p>	<p><i>SAME AS ABOVE</i></p>
<p>104. To distract yourself from everyday problems?</p>	<p><i>SAME AS ABOVE</i></p>
<p>105. For a sense of power or control?</p>	<p><i>SAME AS ABOVE</i></p>
<p>106. Because of peer pressure?</p>	<p><i>SAME AS ABOVE</i></p>
<p>107. To impress friends or family members?</p>	<p><i>SAME AS ABOVE</i></p>
<p>108. To feel high?</p>	<p><i>SAME AS ABOVE</i></p>
<p>109. For personal services from the staff at gambling locations?</p>	<p><i>SAME AS ABOVE</i></p>
<p>110. To be around or with other people?</p>	<p><i>SAME AS ABOVE</i></p>
<p>111. To escape loneliness or boredom?</p>	<p><i>SAME AS ABOVE</i></p>
<p>112. For some other reason?</p>	<p><i>SPECIFY _____</i></p>
<p>113. Of all your gambling in the past year, please tell me which one is your favorite activity? (1, 2,5)</p>	<p><i>DO NOT READ. RECORD ONLY FAVORITE ONE. IF GIVEN MORE THAN, ONE ASK R WHICH IS FAVORITE.</i></p> <ol style="list-style-type: none"> 1. <i>ARCADE/VIDEO GAMES FOR MONEY</i> 2. <i>BINGO</i> 3. <i>BOLITA</i> 4. <i>BOOKIE</i> 5. <i>CARDS, NOT AT A CASINO</i> 6. <i>CASINOS-- LAND-BASED (INCLUDES GAMES PLAYED AT CASINOS)</i> 7. <i>CASINOS--FLOATING/DAY CRUISES</i> 8. <i>COCK FIGHTS</i> 9. <i>DAY-TRADING--STOCK MARKET</i> 10. <i>DICE/CRAPS, NOT AT A CASINO</i> 11. <i>DOG FIGHTS</i> 12. <i>DOG RACES (NOT AT OTB)</i> 13. <i>DOMINOS, NOT AT A CASINO</i> 14. <i>CALLING/FLIPPING COINS (HEADS)</i> 15. <i>GAMES OF SKILL FOR MONEY</i> 16. <i>GAMING MACHINES, NOT AT A CASINO</i> 17. <i>HORSE RACES (NOT AT OTB)</i> 18. <i>INTERNET/WWW GAMBLING</i> 19. <i>JAI LAI</i> 20. <i>KENO</i> 21. <i>LOTTERY TICKETS</i> 22. <i>MAH JONGG</i> 23. <i>NUMBERS</i> 24. <i>OFF-TRACK-BETTING (OTB)</i> 25. <i>PLAYING BASKETBALL FOR MONEY</i> 26. <i>PLAYING BOWLING FOR MONEY</i> 27. <i>PLAYING POOL FOR MONEY</i>

	<p>28. POKER MACHINES, <u>NOT AT A CASINO</u></p> <p>29. POLICY</p> <p>30. PULL-TABS</p> <p>31. RAFFLES FOR CHARITIES</p> <p>32. SLOT MACHINES, <u>NOT AT A CASINO</u></p> <p>33. SPORTS CARDS OR TRADING CARDS</p> <p>34. SPORTS POOLS</p> <p>35. SPORTS WITH BOOKIES</p> <p>36. STOCK, <u>NOT DAY TRADING</u></p> <p>37. TABLE GAMES, OTHER THAN CARDS DICE OR DOMINOES</p> <p>38. TRACK RACE S</p> <p>39. SOME OTHER TYPE OF GAMBLING (SPECIFY)</p> <p>40. EXPERIMENTAL STOCK (PORTFOLIO) TRADING</p> <p>55. NO FAVORITE (SKIP TO Q125)</p> <p>66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p> <p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88. DON'T KNOW</p> <p>99. REFUSED</p>
114. When you participated in your favorite type of gambling, with whom do you usually do this? Any others? (2,5) [NOT A VARIABLE]	DON'T READ, CHECK YES FOR ALL GIVEN
115. <u>ALONE</u>	<p>1 YES</p> <p>0 DID NOT MENTION</p> <p>66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88 DON'T KNOW</p> <p>99 REFUSED</p>
116. <u>WITH PARENT</u>	SAME AS ABOVE
117. <u>BROTHERS/SISTERS</u>	SAME AS ABOVE
118. <u>OTHER FAMILY MEMBERS</u>	SAME AS ABOVE
119. <u>FRIENDS</u>	SAME AS ABOVE
120. <u>CO-WORKERS</u>	SAME AS ABOVE
121. <u>SOME OTHER INDIVIDUAL OR GROUP</u>	SAME AS ABOVE
122. For how many hours at a time do you do this? (2,5)	<p>_____ HOURS</p> <p>66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88 DON'T KNOW</p> <p>99 REFUSED</p>
123. Where do you play or participate in these activities most often?	<p>[RECORD ONLY FIRST ANSWER GIVEN]</p> <p>A. SCHOOL</p> <p>B. WORK</p> <p>C. OWN HOME (FOR EXAMPLE, TELEPHONE OR INTERNET OR WITH OTHERS)</p> <p>D. OTHER'S HOMES</p> <p>E. CASINO</p> <p>F. BAR OR RESTAURANT</p> <p>G. TRUCK STOP OR GAS STATION</p> <p>H. CONVENIENCE STORE</p> <p>I. SUPERMARKET</p> <p>J. OTB/RACE OR ANIMAL TRACK</p> <p>K. OTHER PLACES (SPECIFY _____)</p> <p>66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88. DON'T KNOW</p> <p>99. REFUSED</p>
124. When you participated in your favorite type of gambling, can you tell me the distance you usually travel in order to gamble? (1, 2)	<p>_____ MILES</p> <p>66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p> <p>77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,).</p> <p>88. DON'T KNOW</p> <p>99. REFUSED</p>
125. In the past year , what is the largest amount of money you	<p>\$ _____</p> <p>66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p>

<p>largest amount of money you have ever gambled in a single day? (1, 2, 5)</p>	<p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p><i>[ASK THESE QUESTIONS ONLY OF THOSE WHO SAID YES EVER TO ANY GAMBLING ACTIVITIES IN Q10 THROUGH Q79 AND HAVE EVER SPENT MORE THAN \$5 IN ONE YEAR GAMBLING.]</i></p>	
<p>126. For any types of gambling you have ever done, what is the largest amount of money you have ever lost, that is, come out behind after a single day? (1,3,6)</p>	<p>SAME AS ABOVE</p>
<p>127. For any gambling you've ever done, what is the largest amount of money you've ever won-- that is, come out ahead after a single day of gambling. (1,3,6)</p>	<p>SAME AS ABOVE</p>
<p>128. How old were you when you first started gambling? (1,2,3,5,6)</p>	<p>____ YEARS OLD 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>129. What type of gambling was that?</p>	<p>DO NOT READ. RECORD <u>ONLY FAVORITE ONE</u>. IF GIVEN MORE THAN, ONE ASK R WHICH IS FAVORITE.</p> <ol style="list-style-type: none"> 1. ARCADE/VIDEO GAMES FOR MONEY 2. BINGO 3. BOLITA 4. BOOKIE 5. CARDS, <u>NOT AT A CASINO</u> 6. CASINOS-- LAND-BASED (INCLUDES GAMES PLAYED AT CASINOS) 7. CASINOS--FLOATING/DAY CRUISES 8. COCK FIGHTS 9. DAY-TRADING--STOCK MARKET 10. DICE/CRAPS, <u>NOT AT A CASINO</u> 11. DOG FIGHTS 12. DOG RACES (NOT AT OTB) 13. DOMINOS, <u>NOT AT A CASINO</u> 14. CALLING/FLIPPING COINS (HEADS) 15. GAMES OF SKILL FOR MONEY 16. GAMING MACHINES, <u>NOT AT A CASINO</u> 17. HORSE RACES (NOT AT OTB) 18. INTERNET/WWW GAMBLING 19. JAI LAI 20. KENO 21. LOTTERY TICKETS 22. MAH JONGG 23. NUMBERS 24. OFF-TRACK-BETTING (OTB) 25. PLAYING BASKETBALL FOR MONEY 26. PLAYING BOWLING FOR MONEY 27. PLAYING POOL FOR MONEY 28. POKER MACHINES, <u>NOT AT A CASINO</u> 29. POLICY 30. PULL-TABS 31. RAFFLES FOR CHARITIES 32. SLOT MACHINES, <u>NOT AT A CASINO</u> 33. SPORTS CARDS OR TRADING CARDS 34. SPORTS POOLS 35. SPORTS WITH BOOKIES 36. STOCK, <u>NOT DAY TRADING</u> 37. TABLE GAMES, OTHER THAN CARDS DICE OR DOMINOES 38. TRACK RACES

	<p>39. SOME OTHER TYPE OF GAMBLING (SPECIFY) 40. EXPERIMENTAL STOCK (PORTFOLIO) TRADING 55. NO FAVORITE 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>130. Who was the first person with whom you gambled? (2,5)</p>	<p>DON'T READ, CODE THE FIRST PERSON MENTIONED FATHER MOTHER STEPFATHER STEPMOTHER BOTH PARENTS GRANDFATHER GRANDMOTHER BOTH GRANDPARENTS BROTHER SISTER OTHER RELATIVE SPOUSE/PARTNER FRIEND CLASSMATE/SCHOOL OR COLLEGE FRIEND SOME OTHER PERSON _____ 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>131. Was there any time when the amount you were gambling made you nervous? (2,3,5)</p>	<p>1. YES 0. NO (SKIP TO Q 134) ENTER 44 IN QUESTION Q132 & Q133 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>132. How old were you when that first happened? (2,3,5)</p>	<p>— YEARS OLD 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>133. What type of gambling were you doing then? (2,3,5)</p>	<p>DO NOT READ. RECORD ONLY FAVORITE ONE. IF GIVEN MORE THAN, ONE ASK R WHICH IS FAVORITE. 1. ARCADE/VIDEO GAMES FOR MONEY 1. BINGO 2. BOLITA 3. BOOKIE 4. CARDS, <u>NOT AT A CASINO</u> 5. CASINOS-- LAND-BASED (INCLUDES GAMES PLAYED AT CASINOS) 6. CASINOS--FLOATING/DAY CRUISES 7. COCK FIGHTS 8. DAY-TRADING--STOCK MARKET 9. DICE/CRAPS, <u>NOT AT A CASINO</u> 10. DOG FIGHTS 11. DOG RACES (NOT AT OTB) 12. DOMINOS, <u>NOT AT A CASINO</u> 13. CALLING/FLIPPING COINS (HEADS) 14. GAMES OF SKILL FOR MONEY 15. GAMING MACHINES, <u>NOT AT A CASINO</u> 16. HORSE RACES (NOT AT OTB) 17. INTERNET/WWW GAMBLING 18. JAI LAI 19. KENO 20. LOTTERY TICKETS 21. MAH JONGG 22. NUMBERS</p>

	<p>23. OFF-TRACK-BETTING (OTB) 24. PLAYING BASKETBALL FOR MONEY 25. PLAYING BOWLING FOR MONEY 26. PLAYING POOL FOR MONEY 27. POKER MACHINES, <u>NOT AT A CASINO</u> 28. POLICY 29. PULL-TABS 30. RAFFLES FOR CHARITIES 31. SLOT MACHINES, <u>NOT AT A CASINO</u> 32. SPORTS CARDS OR TRADING CARDS 33. SPORTS POOLS 34. SPORTS WITH BOOKIES 35. STOCK, <u>NOT DAY TRADING</u> 36. TABLE GAMES, OTHER THAN CARDS DICE OR DOMINOES 37. TRACK RACES 38. SOME OTHER TYPE OF GAMBLING (SPECIFY) 39. EXPERIMENTAL STOCK (PORTFOLIO) TRADING 55. NO FAVORITE 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>SECTION 2. THE SOUTH OAKS GAMBLING SCREEN (SOGS)</p>	
<p>The following questions are part of a standard measurement scale used across the country. There are no right or wrong answers and your responses, are anonymous.</p> <p><i>[IF NEEDED, SAY: We realize these questions may not apply to everyone, but we need answers to all of the questions for the study to be valid. It will only take a few minutes]</i></p>	<p><i>[ASKED ONLY TO R WHO ANSWERED YES TO AT LEAST ONE GAMBLING ACTIVITY EVER IN Q10 THROUGH Q79 AND HAS EVER SPENT MORE THAN \$5 ONE YEAR GAMBLING.]</i></p>
<p>134. Have you ever gone back another day to win back money lost? (2,3,4,5,6)</p>	<p>1. YES 0. NO [SKIP TO Q136] 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>135. How often have you done this in the past year? Is it every time, most of the time, some of the time or never? (2,3,5,6)</p>	<p>1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 52. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>136. Have you ever told others you were winning money when you really weren't? (2,3,4,5,6)</p>	<p>1. YES 0. NO [SKIP TO Q138] 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>137. Times in past year, Every, most, some never? (2,3,5,6)</p>	<p>1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 4. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>

<p>138. Have you ever spent more time or money gambling than you intended? (2,3,5,6)</p>	<p>1. YES 0. NO [SKIP TO Q140] 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>139. Times in past year?</p>	<p>1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 4. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>140. Has anyone ever criticized your gambling or said that you had a gambling problem, regardless of whether you thought it was true? (2,3,4,5,6)</p>	<p>1. YES 0. NO [SKIP TO Q142] 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>141. How often in past year, every, most, some or never? (2,3,5,6)</p>	<p>1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 4. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>142. Have you ever felt guilty about the way you gamble or about what happens when you gamble? (2,3,4,5,6)</p>	<p>1. YES 0. NO [SKIP TO Q144] 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>143. Often in past year? (2,3,5,6)</p>	<p>1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 4. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>144. Have you ever felt you would like to stop betting, but didn't think you could? (2,3,4,5,6)</p>	<p>1. YES 0. NO [SKIP TO Q146] 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>145. Times in past year? (2,3,5,6)</p>	<p>A. EVERY TIME B. MOST OF THE TIME C. SOME OF THE TIME D. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>146. Have you ever hidden betting slips, I.O.U.s, lottery tickets, gambling money, or other signs of gambling from your family</p>	<p>1. YES 0. NO [SKIP TO Q148] NEVER 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW</p>

or friends? (2,3,4,5,6)	99. REFUSED
147. Past year?	1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 4. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99. REFUSED
148. If you've ever argued with someone with whom you live about how you handle money, were those arguments about your gambling? (2,3,5,6)	1. YES 0. NO [SKIP TO Q150] 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED
149. Past year? (2,3,5,6)	1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 4. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99. REFUSED
150. Ever skipped or been absent from school or work due to gambling? (2,3,4,5,6)	1. YES 0. NO [SKIP TO Q152] 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED
151. Past year?	1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 4. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88 DON'T KNOW 99. REFUSED
152. Have you ever borrowed money from someone and not paid him or her back as a result of your gambling?	1. YES 0. NO [SKIP TO Q154] 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED
153. Past year, Every, Most, Some, Never? (2,3,5,6)	1. EVERY TIME 2. MOST OF THE TIME 3. SOME OF THE TIME 4. NEVER 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED
SECTION 3. FINANCIAL/ INDEBTEDNESS	
I have a list of the ways people get money to gamble or to pay gambling debts. You only need to give a yes or no answer. I want to remind you that all your responses are strictly anonymous.	IF R SPONTANEOUSLY SAYS THEY HAVE NEVER BORROWED OR HAD AND DEBT FOR GAMBLING SKIP TO Q 196. COMPUTER SHOULD AUTOMATICALLY CODE Q154 THROUGH Q 195 WITH 55. NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING
154. Please say which of these,	

<p>if any, you have ever used to get money for gambling or to pay gambling debts? Please remember each question is only about gambling debts. [NOT A VARIABLE]</p>	
<p>155. Have you ever borrowed money from your family <i>[IF ASKED WHAT DO YOU MEAN BY FAMILY, SAY: parents, brothers or sisters or other family members]</i> without their knowing? (2,3,5,6)</p>	<p>1. YES 0. NO [SKIP TO Q 157] ENTER 44 IN NEXT QUESTION 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>156. Have you done that in the past year? (2,3,4,5,6)</p>	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>157. Ever borrowed from friends or acquaintances? (2,5)</p>	<p>1. YES 0. NO [SKIP TO Q 159] ENTER 44 IN NEXT QUESTION 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>158. The past year? (2,4,5)</p>	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>159. Ever borrowed money from your household members without their knowing? (2,3,5,6)</p>	<p>1. YES 0. NO [SKIP TO Q 161] ENTER 44 IN NEXT QUESTION 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>160. In the past year</p>	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>
<p>161. Ever sold personal or family property? (2)</p>	<p>1. YES 0. NO [SKIP TO Q 163] ENTER 44 IN NEXT QUESTION 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING.). 88. DON'T KNOW 99. REFUSED</p>

<p>162. Past year? (2)</p>	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>163. Ever shoplifted? (2)</p>	<p>1. YES 0. NO [SKIP TO Q 165] ENTER 44 IN NEXT QUESTION 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>164. Past year?</p>	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>165. Ever stolen in some other way? (2)</p>	<p>1. YES 0. NO [SKIP TO Q 167] ENTER 44 IN NEXT QUESTION 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>166. Past year? (2)</p>	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>167. Ever bought or sold stolen property? (2)</p>	<p>1. YES 0. NO [SKIP TO Q 169] ENTER 44 IN NEXT QUESTION 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>168. The past year? (2)</p>	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77 NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,). 88. DON'T KNOW 99. REFUSED</p>
<p>169. Ever worked for a bookmaker, a numbers writer, or someone who ran another type of gambling? (2,5)</p>	<p>1. YES 0. NO [SKIP TO Q 171] ENTER 44 IN NEXT QUESTION 55 NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66 NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p>

	<p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,.) 88. DON'T KNOW 99. REFUSED</p>
170. Past year? (2,5)	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,.) 88. DON'T KNOW 99. REFUSED</p>
171. Ever sold drugs to get gambling money? (2,5)	<p>1. YES 0. NO [SKIP TO Q 173] ENTER 44 IN NEXT QUESTION 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,.) 88. DON'T KNOW 99. REFUSED</p>
172. Past year? (2,4,5)	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,.) 88. DON'T KNOW 99. REFUSED</p>
173. Ever done anything else illegal? (2,5)	<p>1. YES 0. NO [SKIP TO Q 175] ENTER 44 IN NEXT QUESTION 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,.) 88. DON'T KNOW 99. REFUSED</p>
174. In the past year? (2,4,5)	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,.) 88. DON'T KNOW 99. REFUSED</p>
175. Ever gotten loans from loan sharks? (3)	<p>1. YES 0. NO [SKIP TO Q 177] ENTER 44 IN NEXT QUESTION 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,.) 88. DON'T KNOW 99. REFUSED</p>
176. In the past year?	<p>1. YES 0. NO 44. NO TO PREVIOUS EVER QUESTION, SO SKIPPED THIS 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING,.) 88. DON'T KNOW 99. REFUSED</p>
177. Have you ever had a problem with betting money or	<p>1. YES 0. NO [SKIP TO Q 179]</p>

gambling? (2,3,5,6)	55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED
178. In the past year?	1. YES 0. NO 44. NO TO PREVIOUS QUESTION SO SKIPPED THIS 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED
179. Do you owe anyone or any company money because of your gambling? (2)	1. YES 0. NO [SKIP TO Q196] ENTER 44 IN QUESTION 180-181 55. NA, SAID HAVE NE VER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED
180. About how much do you owe?	\$ _____ [IF GIVEN A RANGE, WRITE IN THE RANGE] 44. NO TO PREVIOUS QUESTION SO SKIPPED THIS 55. NA, SAID HAVE NE VER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED
181. (T)To whom do you owe money for gambling? (2) [NOT A VARIABLE]	[DO NOT READ LIST, BUT RECORD ALL RESPONSES]
182. FRIENDS	1. MENTIONED 0. DID NOT MENTION 44. NO TO PREVIOUS EVER QUESTION SO SKIP THIS 55. NA, SAID HAVE NE VER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED
183. FAMILY MEMBERS 184. MOTHER 185. FATHER 186. GRANDMOTHER 187. GRANDFATHER 188. SPOUSE PARTNER 189. OTHER	SAME AS ABOVE
190. EMPLOYER	SAME AS ABOVE
191. BOOKIE	SAME AS ABOVE
192. LOAN SHARK	SAME AS ABOVE
193. BANK/LOAN INSTITUTION	SAME AS ABOVE
194. CREDIT CARD	SAME AS ABOVE
195. OTHER	(SPECIFY) _____
196. Does either of your parents play any games of chance for money? (2,4,5)	1. YES 0. NO [SKIP TO Q.198] ENTER 44 IN Q.197. 88. DON'T KNOW 99. REFUSED
197. Which parent?(2,5)	[DO NOT READ LIST] 1. BOTH FATHER AND MOTHER 2. FATHER ONLY

	<p>3. MOTHER ONLY 4. STEPFATHER ONLY 5. STEPMOTHER ONLY 6. FATHER AND STEPFATHER ONLY 7. FATHER AND STEPMOTHER ONLY 8. MOTHER AND STEPFATHER ONLY 9. MOTHER AND STEPMOTHER ONLY 10. FATHER, MOTHER, AND STEPFATHER 11. FATHER, MOTHER AND STEPMOTHER 12. FATHER, MOTHER, STEPFATHER AND STEPMOTHER 13. STEPFATHER AND STEPMOTHER ONLY 44. NO TO PREVIOUS QUESTION SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
198. Have your parents ever had a problem with betting money or gambling? (2,3,4,5,6)	<p>1. YES 0. NO (SKIP TO 200) ENTER 44 IN Q199. 44. NO TO PREVIOUS QUESTION SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
199. Which parent is that? (2,3,5,6)	<p>[DO NOT READ LIST] 1. BOTH FATHER AND MOTHER 2. FATHER ONLY 3. MOTHER ONLY 4. STEPFATHER ONLY 5. STEPMOTHER ONLY 6. FATHER AND STEPFATHER ONLY 7. FATHER AND STEPMOTHER ONLY 8. MOTHER AND STEPFATHER ONLY 9. MOTHER AND STEPMOTHER ONLY 10. FATHER, MOTHER, AND STEPFATHER 11. FATHER, MOTHER AND STEPMOTHER 12. FATHER, MOTHER, STEPFATHER AND STEPMOTHER 13. STEPFATHER AND STEPMOTHER ONLY 44. NO TO PREVIOUS QUESTION SO SKIPPED THIS 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
200. Have you ever considered or sought treatment to help you stop gambling? (2,3,6)	<p>1. YES 0. NO 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
201. Have you ever received help or treatment, including self-help groups and help from doctors or counselors for gambling?? (1)	<p>1. YES 0. NO [SKIP TO Q.203—SECTION 4] ENTER 44 IN Q202. 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
202. What type of treatment? (2,3,6)	<p>DON'T READ. RECORD FIRST ONE MENTIONED 1. FAMILY MEMBER 2. FRIEND 3. FAMILY DOCTOR 4. MINISTER, PRIEST, RABBI OR OTHER CLERGY 5. EMPLOYEE ASSISTANCE PROGRAM (EAP) 6. VETERAN'S ADMINISTRATION (VA) 7. SCHOOL COUNSELOR 8. OTHER COUNSELOR 9. GAMBLERS ANONYMOUS</p>

	<p>10. GAMBLING TREATMENT PROGRAM IN FLORIDA 11. GAMBLING TREATMENT PROGRAM OUTSIDE FLORIDA 12. PSYCHOLOGIST OR PSYCHIATRIST 13. ALCOHOL OR DRUG ABUSE TREATMENT 14. OTHER 44. NO TO PREVIOUS QUESTION SO SKIPPED THIS 55. NA, SAID HAVE NEVER BORROWED OR HAD ANY DEBT FOR GAMBLING 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>SECTION 4: DSM-IV/ MASSACHUSETTES ADOLESCENT GAMBLING SCREEN</p>	
<p>Now, I'd like to ask you some standard questions that are part of a national survey. I apologize if some of the questions sound similar to ones you have answered before.</p> <p><i>[IF NEEDED SAY: However, since this is a separate measure we are required to use all the questions. There are no right or wrong answers. We just want to know what your experiences have been. All responses will remain confidential.]</i></p>	<p><i>[ASKED ONLY TO R WHO ANSWERED YES TO AT LEAST ONE ACTIVITY IN Q10 THROUGH Q79 EVER AND EVER SPENT MORE THAN \$5 IN ANY YEAR]</i></p>
<p>203. (T) Do you ever feel pressure to gamble when you choose not to gamble?</p>	<p>1. YES 0. NO 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>204. (T) Do any members of your family ever worry or complain about your gambling?</p>	<p>1. YES 0. NO 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>205. (T) Are you always able to stop gambling when you want?</p>	<p>1. YES 0. NO 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>206. (T) Has your gambling ever created problems between you and any member of your family or friends?</p>	<p>1. YES 0. NO 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>207. (T) Have you ever gotten into trouble at school or work because of your gambling?</p>	<p>1. YES 0. NO 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>208. (T) Have you ever neglected your obligations (e.g. family, school or work) for two or more days in a row because you were gambling?</p>	<p>1. YES 0. NO 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>209. (T) Have you ever been</p>	<p>1. YES</p>

<p>arrested for a gambling-related activity? (1, 2)</p>	<p>0.NO 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88.DON'T KNOW 99.REFUSED</p>
<p>210. (T)The next questions are about the past year. In the past year, how often have you found yourself thinking about gambling, for example thinking about past gambling experiences, planning the next time you will play or thinking of ways to get money to gamble? Was it never, once or twice, sometimes, or often? (1, 2,3,4,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>211. (T)In past year, how often have you needed to gamble with more and more money to get the amount of excitement you were looking for? Was it never, once or twice, sometimes, or often? (1,2,3,4,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>212. (T)How often have you become restless or irritable when trying to cut down or stop gambling? (1, 2,3,4,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>213. (T)Gambled to escape from problems or when you were feeling depressed, anxious or bad about yourself? (1, 2,3,4,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>214. (T)After losing money gambling, how often have you returned another day in order to get even? (1, 2,3,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>215. (T)Lied to your family or others to hide the extent of your gambling? (1, 2,3,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>
<p>216. (T)Made repeated unsuccessful attempts to control, cut back or stop gambling?</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE</p>

(1,2,3,5,6)	<p>77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>																				
<p>217. (T)Forced to go beyond what is strictly legal in order to finance gambling or to pay gambling debts? (2,3,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>																				
<p>218. (T)Risked or lost an important relationship, job, educational or career opportunity because of gambling? (2,3,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>																				
<p>219. (T)Sought help from others to provide money to relieve a desperate financial situation caused by gambling? (2,3,5,6)</p>	<p>1. NEVER 2. ONCE OR TWICE 3. SOMETIMES 4. OFTEN 66. NA, LE \$5 ANY YEAR OR ONLY RAFFLE 77. NO (HAS NEVER SPENT ANY MONEY ON GAMBLING) 88. DON'T KNOW 99. REFUSED</p>																				
<p>SECTION 5. ALCOHOL/DRUG USE (ASKED OF ALL RESPONDENTS)</p>																					
<p>220. We're just about finished. The next questions are about things some people do, plus how you feel about life in general. Remember all responses are anonymous and these questions are about the past year. [NOT A VARIABLE.]</p>	<p><i>[IF R. GIVES YOU A NUMBER ENTER IT. WE WILL ALWAYS USE MID OR MEDIAN NUMBER FOR RANGES. IF R. SAYS ONE OF THE ESTIMATES BELOW, SUCH AS ABOUT ONCE OR TWICE A MONTH, ASK WOULD THAT BE ABOUT 18 TIMES IN THE PAST YEAR? AND ENTER THAT NUMBER..]</i></p>																				
<p>221. On average how many days in past year did you use cigarettes, or chewing tobacco, or snuff (2,3, 4, 5) <i>[IF R. GIVES SINGLE NUMBER, ENTER IT. OTHERWISE WE USE THE MID OR MEDIAN OF THE RANGE. IF R. SAYS ONE OF ESTIMATES BELOW, SUCH AS ONCE OR TWICE A MONTH, ASK "Would that be about 18 times in a year?" THEN ENTER THAT NUMBER.</i> <i>IF R. GIVES THIS ESTIMATE YOU SAY:</i> Would that be about</p> <table border="0" style="width: 100%;"> <tr> <td>LESS THAN ONCE A MONTH</td> <td></td> </tr> <tr> <td>BUT AT LEAST ONCE A YEAR</td> <td style="text-align: right;">6</td> </tr> <tr> <td>ABOUT ONCE A MONTH</td> <td style="text-align: right;">12</td> </tr> <tr> <td>ABOUT ONCE OR TWICE A MONTH</td> <td style="text-align: right;">18</td> </tr> <tr> <td>A COUPLE OF TIMES A MONTH</td> <td style="text-align: right;">24</td> </tr> <tr> <td>ABOUT ONCE A WEEK</td> <td style="text-align: right;">52</td> </tr> <tr> <td>ABOUT ONCE OR TWICE A WEEK</td> <td style="text-align: right;">78</td> </tr> <tr> <td>A COUPLE OF TIMES A WEEK</td> <td style="text-align: right;">104</td> </tr> <tr> <td>NEARLY EVERY DAY</td> <td style="text-align: right;">350</td> </tr> <tr> <td>EVERY DAY</td> <td style="text-align: right;">365</td> </tr> </table>	LESS THAN ONCE A MONTH		BUT AT LEAST ONCE A YEAR	6	ABOUT ONCE A MONTH	12	ABOUT ONCE OR TWICE A MONTH	18	A COUPLE OF TIMES A MONTH	24	ABOUT ONCE A WEEK	52	ABOUT ONCE OR TWICE A WEEK	78	A COUPLE OF TIMES A WEEK	104	NEARLY EVERY DAY	350	EVERY DAY	365	<p>0 NEVER ___ DAY(S) A YEAR 365 DAYS, I.E., EVERY DAY 88. DON'T KNOW 99. REFUSED <i>ELSE USE CODE NUMBER FOR ESTIMATE AS GIVEN IN LEFT HAND COLUMN</i></p>
LESS THAN ONCE A MONTH																					
BUT AT LEAST ONCE A YEAR	6																				
ABOUT ONCE A MONTH	12																				
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EVERY DAY	365																				

<p>222. How many days in past year did you drink an alcoholic beverage, not counting small tastes?</p> <p><i>[EXPLAIN IF ASKED WHAT A DRINK IS: A drink is s a 12 oz. can or bottle of beer or malt liquor, a 5-oz glass of wine, a mixed drink or a one and one-half oz shot of 80-proof liquor.] (2,3,4,5)</i> <i>[USE SAME ESTIMATE CODE AS FOR Q238 ABOVE]</i></p>	<p>0 NEVER [SKIP TO Q226] ENTER 44 IN Q223-225. ____ DAYS 365 DAY 88. DON'T KNOW 99. REFUSED USE THE CODES ABOVE FOR REST OF RESPONSES</p>
<p>223. On a typical day when you drank alcohol, how many drinks did you have? <i>[IF R SAYS, "A LOT" ASK TO ESTIMATE, IF "A COUPLE", ASK IS THAT TWO? (2,3)</i></p>	<p>____ DRINK(S) PER DAY 44. SAID NEVER TO LAST Q. SO SKIPPED THIS Q. 88. DON'T KNOW 99. REFUSED</p>
<p>224. In past year, how many times have you gotten into difficulties of any kind, including criticism from your family or friends, because of your drinking?</p>	<p>____ 365 TIMES, I.E., EVERY DAY 44. SAID NEVER TO Q222. SO SKIPPED THIS Q. 88. DON'T KNOW 99. REFUSED ELSE USE CODE NUMBER FOR ESTIMATE AS GIVEN</p>
<p>225. Ever had trouble with the police because of drinking? (2,4,5)</p>	<p>____ 365 TIMES, I.E., EVERY DAY 44. SAID NEVER TO Q222. SO SKIPPED THIS Q. 88. DON'T KNOW 99. REFUSED ELSE USE CODE NUMBER FOR ESTIMATE AS GIVEN</p>
<p>226. Used marijuana or hashish? (1,2,3,4,5)</p>	<p>____ 365 TIMES, I.E., EVERY DAY 88. DON'T KNOW 99. REFUSED ELSE USE CODE NUMBER FOR ESTIMATE AS GIVEN</p>
<p>227. Other drugs for non-medical reasons?</p>	<p>SAME AS ABOVE</p>
<p>228. Cocaine or crack? (1)</p>	<p>SAME AS ABOVE</p>
<p>229. Used stimulants such as amphetamines, metamphetamines, or speed for non-medical reasons, such as to feel the effects? (1)</p>	<p>SAME AS ABOVE</p>
<p>230. Used tranquilizers such as Valium or Xanax for non-medical reasons, such as to feel the effects? (1)</p>	<p>SAME AS ABOVE</p>
<p>231. Gotten into difficulties of any kind, including criticism from your family or friends because of drugs including marijuana?</p>	<p>SAME AS ABOVE</p>
<p>232. Trouble with the police because of drugs? (2,4,5)</p>	<p>SAME AS ABOVE</p>
<p>Now we're going to talk about ever rather the past year.</p> <p>233. Have you ever sought help for problems connected with your</p>	<p>ASKED ONLY OF SOMEONE WHO HAS EVER USED ALCOHOL OR OTHER DRUGS. IF NEVER USED ALCOHOL OR DRUGS, SKIP TO Q237 1. YES 0. NO [SKIP TO Q252] ENTER 44 IN Q251 88. DON'T KNOW 99. REFUSED</p>

<p>use of alcohol, marijuana, or other drugs? (2,5)</p>	
<p>234. What type of help? (2,3,6)</p>	<p><i>DON'T READ. RECORD FIRST ONE MENTIONED</i></p> <ol style="list-style-type: none"> 1. FAMILY MEMBER 2. FRIEND 3. FAMILY DOCTOR 4. MINISTER, PRIEST, RABBI OR OTHER CLERGY 5. EMPLOYEE ASSISTANCE PROGRAM (EAP) 6. VETERAN'S ADMINISTRATION (VA) 7. SCHOOL COUNSELOR 8. OTHER COUNSELOR 9. 12-STEP GROUP (NA OR AA) 10. SUBSTANCE ABUSE TREATMENT PROGRAM 11. PSYCHOLOGIST OR PSYCHIATRIST 12. OTHER (SPECIFY) _____ <p>44. R SAID NO TO PREVIOUS EVER Q, SO THIS WAS SKIPPED 88. DON'T KNOW 99. REFUSED</p>
<p>235. Have you ever been treated for an alcohol or drug problem? (1)</p>	<p>1. YES 0. NO (SKIP TO Q 237) ENTER 44 IN Q236. 88. DON'T KNOW 99. REFUSED</p>
<p>236. Was it in the past year? (1)</p>	<p>1. YES 0. NO 44. DID NOT ASK BECAUSE R SAID NO TO EVER Q ABOVE 88. DON'T KNOW 99. REFUSED</p>
<p>SECTION 6. MENTAL HEALTH (ASKED OF ALL RESPONDENTS)</p>	
<p>237. During the past month, would you say you have been very happy, somewhat happy, somewhat unhappy, or very unhappy with your personal life?</p>	<p>1. VERY HAPPY 2. SOMEWHAT HAPPY 3. SOMEWHAT UNHAPPY 4. VERY UNHAPPY 88. DON'T KNOW 99. REFUSED</p>
<p>238. During the past month, how often would you say you have felt anxious, worried or upset? Would you say it was often, sometimes, once or twice or never? (2,4)</p>	<p>1. OFTEN 2. SOMETIMES 3. ONCE OR TWICE 4. NEVER 88. DON'T KNOW 99. REFUSED</p>
<p>239. During the past year, would you say your general health was excellent, good, fair, or poor? (1)</p>	<p>1. EXCELLENT 2. GOOD 3. FAIR 4. POOR 88. DON'T KNOW 99. REFUSED</p>
<p>240. In the past year, have you gone to a clinic, doctor, or counselor, or outpatient treatment for problems with your emotions, nerves, or mental health?(1)</p>	<p>1. YES 0. NO 88. DON'T KNOW 99. REFUSED</p>
<p>241. In your lifetime, have you ever had two weeks or longer when nearly every day you felt sad, empty, or depressed for most of the day? (1)</p>	<p>1. YES 0. NO 88. DON'T KNOW 99. REFUSED</p>
<p>242. Have you ever had 2 weeks or longer when you lost interest in most things like school, work, hobbies, and other things you</p>	<p>1. YES 0. NO [SKIP TO Q 244] ENTER 44 IN Q243. 88. DON'T KNOW 99. REFUSED</p>

usually enjoyed? (1)	
243. Was gambling a significant factor or cause toward the period when you felt sad, empty, or depressed or when you lost interest in things ? (1)	1. YES 0. NO 44. SAID NO TO PREVIOUS QUESTION SO SKIPPED THIS 66. NA. SPENT LE 5 DOLLARS ANY YEAR OR ONLY RAFFLE 88. DON'T KNOW 99. REFUSED
244. Have you ever experienced or been treated for a mental health problem? (3)	1. YES 0. NO [SKIP TO Q 248] ENTER 44 IN Q245 THROUGH Q247 88. DON'T KNOW 99. REFUSED
245. Have you ever stayed somewhere overnight , for at least 24 hours, for professional treatment of problems with your emotions, nerves, or mental health? (1)	1. YES 0. NO [SKIP TO Q 247] ENTER 55 IN Q 246 AND Q247 44. SAID NO TO PREVIOUS QUESTION SO SKIPPED THIS 88. DON'T KNOW 99. REFUSED
246. In past year , had you stayed somewhere overnight, for at least 24 hours, for treatment of problems with your emotions, nerves, or mental health ? (1)	1. YES 0. NO [SKIP TO Q 248] ENTER 66 IN Q 247 55. SAID NO TO PREVIOUS QUESTION SO SKIPPED THIS 88. DON'T KNOW 99. REFUSED
247. What kind of mental health problem was that? (3)	[DON'T READ RECORD, FIRST ONE MENTIONED] A. ADDICTION B. ALCOHOLISM C. ANOREXIA D. ANXIETY E. ATTENTION DEFICIT (ATD) F. BINGE EATING G. BIPOLAR DISORDER H. BULIMIA I. COMPULSIVE GAMBLING J. COMPULSIVE SHOPPING K. DEPRESSION L. DRUG ABUSE M. EATING DISORDER N. EMOTIONS O. HYPERACTIVITY (ADHD) P. NERVES Q. OBSESSIVE COMPULSIVE DISORDER (OCD) R. PANIC DISORDER(S) S. PERSONALITY DISORDER T. PHOBIAS U. POST-TRAUMATIC STRESS DISORDER (PTSD) V. SCHIZOPHRENIA W. SEXUAL ADDICTIONS X. SLEEP DISORDERS Y. SOCIAL PHOBIA Z. SUICIDAL IDEATION/THOUGHTS AA. SUICIDE ATTEMPT BB. OTHER 44. SAID NO TO QUESTION 244 SO SKIPPED THIS 55. SAID NO TO QUESTION 245 SO SKIPPED THIS 66. SAID NO TO QUESTION 246 SO SKIPPED THIS 88. DON'T KNOW 99. REFUSED
248. Has anyone in your immediate family ever experienced or been treated for a mental health problem? [IF R ASKS WHO IS IMMEDIATE FAMILY, SAY: mother, father, sister, brother.]	1. YES 0. NO [SKIP TO Q.251] ENTER 44 IN Q249 THROUGH 250 88. DON'T KNOW 99. REFUSED

<p>249. (T) What is the person's relationship to you?</p>	<p>[DON'T READ, RECORD FIRST ANSWER GIVEN] 1. MOTHER 2. FATHER 3. SISTER 4. BROTHER 9. SOME OTHER RELATIVE 44. SAID NO TO QUESTION 248 SO SKIPPED THIS 99. REFUSED</p>
<p>250. What kind of mental health problem was that?</p>	<p>[DON'T READ RECORD, FIRST ONE MENTIONED] 1. ADDICTION 2. ALCOHOLISM 3. ANOREXIA 4. ANXIETY 5. ATTENTION DEFICIT (ATD) 6. BINGE EATING 7. BIPOLAR DISORDER 8. BULIMIA 9. COMPULSIVE GAMBLING 10. COMPULSIVE SHOPPING 11. DEPRESSION 12. DRUG ABUSE 13. EATING DISORDER 14. EMOTIONS 15. HYPERACTIVITY (ADHD) 16. NERVES 17. OBSESSIVE COMPULSIVE DISORDER (OCD) 18. PANIC DISORDER(S) 19. PERSONALITY DISORDER 20. PHOBIAS 21. POST-TRAUMATIC STRESS DISORDER (PTSD) 22. SCHIZOPHRENIA 23. SEXUAL ADDICTIONS 24. SLEEP DISORDERS 25. SOCIAL PHOBIA 26. SUICIDAL IDEATION/THOUGHTS 27. SUICIDE ATTEMPT 28. OTHER 44. SAID NO TO QUESTION 248 SO SKIPPED THIS 88. DON'T KNOW 99. REFUSED</p>
<p>251. Has physical abuse ever occurred in your family?</p>	<p>1. YES 0. NO 88. DON'T KNOW 99. REFUSED</p>
<p>252. Verbal or emotional abuse--in your family?</p>	<p>SAME AS ABOVE</p>
<p>253. Alcohol or substance abuse?</p>	<p>SAME AS ABOVE</p>
<p>SECTION 7. DEMOGRAPHICS/PERSONAL</p>	
<p>254. (T)How many adults do you live with, not including older bothers or sisters?</p>	<p>88.DON'T KNOW 99.REFUSED</p>
<p>255. (T)With whom do you live?</p>	<p>1.TWO BIOLOGICAL OR ADOPTIVE PARENTS 2.TWO PARENTS (ONE STEPPARENT) 3.MOTHER 4.FATHER 5.OTHER FAMILY MEMBER 6.OTHER 88. DON'T KNOW 99. REFUSED</p>
<p>256. (T)What is your date of birth?</p>	<p>__/__/__ (MM/DD/YYYY)</p>

<p>257. Which of the following best describes your racial or ethnic group: Caucasian, African American, Hispanic, Native American, Asian, or another race or ethnicity. (2,3,4,5,6)</p>	<p>1. WHITE/CAUCASIAN (NON-HISPANIC) 2. BLACK/AFRICAN AMERICAN 3. HISPANIC 4. NATIVE AMERICAN 5. ASIAN 6. OTHER RACE OR ETHNICITY 88. DON'T KNOW 99. REFUSED</p>
<p>258. Are you of Mexican, Puerto Rican, Cuban, or any other Spanish-speaking or Hispanic background? (6)</p>	<p>1. YES 0. NO 88. DON'T KNOW 99. REFUSED</p>
<p>259. What is the primary language spoken in your house?</p>	<p>1. ENGLISH 2. SPANISH 3. FRENCH 4. PORTUGUESE 5. OTHER (SPECIFY) _____</p>
<p>260. Which of the following best describes your current religious affiliation: Protestant including Christian, Baptist, Methodist, Presbyterian, or Pentecostal; Catholic; Jewish; something else; or No religion? (2,3,5,6)</p>	<p>1. PROTESTANT (CHRISTIAN, BAPTIST, METHODIST, PRESBYTERIAN, PENTECOSTAL) 2. CATHOLIC 3. JEWISH 4. SOMETHING ELSE 5. NO RELIGION 88. DON'T KNOW 99. REFUSED</p>
<p>261. (T)Do you live in a rented or owned mobile home, apartment, house, condominium, or something else?</p>	<p>1. MOBILE HOME OR TRAILER 2. APARTMENT 3. HOUSE 4. CONDOMINIUM 5. SOMETHING ELSE 88. DON'T KNOW 99. REFUSED</p>
<p>262. (T)What grade are you in school right now?</p>	<p>1. LESS THAN 8TH 2. 8TH 3. 9TH 4. 10TH 5. 11TH 6. 12TH 7. WORKING TOWARD GED 8. GRADUATED 9. DROPPED OUT, QUIT SCHOOL 10. SUSPENDED, EXPELLED 88. DON'T KNOW 99. REFUSED</p>
<p>263. Since October 2000, a year ago, on the average, how many hours a week have you worked at a job? (2)</p>	<p>0. DID NOT WORK DURING SCHOOL _____ HOUR(S) PER WEEK 88. DON'T KNOW 99. REFUSED</p>
<p>264. (T)Do you get an allowance?</p>	<p>1. YES 0. NO 88. DON'T KNOW 99. REFUSED</p>
<p>265. (T)During the past year, what was your income in an average week, including your allowance, job and other sources of money? (2)</p>	<p>\$_____ PER WEEK</p>
<p>266. Has anyone that you lived with in the past year gambled so much that it has troubled or</p>	<p>1. YES 0. NO [SKIP TO Q268] ENTER 44 IN Q267 99. REFUSED</p>

bothered you? (1)	
267. What is that person's relationship to you? (1)	<p>[DON'T READ. IF MORE THAN ONE IS GIVEN, ASK WHICH PERSON'S GAMBLING BOTHERED THEM MOST AND INDICATE THAT PERSON.]</p> <p>1. MOTHER OR FEMALE GUARDIAN 2. STEPMOTHER 3. FATHER OR MALE GUARDIAN 4. STEPFATHER 5. BROTHER OR SISTER 6. OTHER PERSON 99. REFUSED</p>
268. Do you think gambling is a good way to make money?	<p>1. YES 0. NO 88. DON'T KNOW 99. REFUSED</p>
269. How many hours in an average week do you spend on the Internet, for personal use ?	<p>_____ HOURS 88. DON'T KNOW 99. REFUSED</p>
270. If you drive, on the average, how fast do you drive over the speed limit?	<p>_____ MPH 0. DON'T DRIVE OVER SPEED LIMIT 77. DON'T DRIVE 88. DON'T KNOW 99. REFUSED</p>
271. For some people, recent events in America have been stressful. Sometimes when people are stressed, they look for diversions. Would you say that of the people you know, that they are now gambling more, less, or about the same as they did a month ago?	<p>1. MORE 2. LESS THAN 3. ABOUT THE SAME 88. DON'T KNOW 99. REFUSED</p>
272. Each of us is different. What about you? Are you gambling more, less, or about the same as you did a month ago?	<p>1. MORE 2. LESS THAN 3. ABOUT THE SAME 66. NA, LE \$5 ANY YEAR 88. DON'T KNOW 99. REFUSED</p>
273. What is your zip code ? (1) <i>IF NECESSARY SAY: The zip code where you lived for the most time since October 2000.</i> "]	
274. (T) How honest were your responses to each of the questions on this survey?	<p>1. VERY DISHONEST 2. SOMEWHAT DISHONEST 3. SOMEWHAT HONEST 4. VERY HONEST 88. DON'T KNOW 99. REFUSED</p>
<p>That was our last question; unless you think there is something else we should know about gambling in Florida?</p> <p>We'd like to thank you very much for your time and cooperation.</p>	

<p><i>IS RESPONDENT A MALE OR A FEMALE? [DON'T ASK.]</i> <i>(1, 2, 3, 4,5,6)</i></p>	<p><i>1. MALE</i> <i>2. FEMALE</i> <i>3. CANNOT TELL</i></p>
<p><i>PLEASE NOTE IF YOU FELT THAT PARENT WAS LISTENING</i></p>	<p><i>1. EVIDENCE PARENT WAS LISTENING</i> <i>2. NO EVIDENCE PARENT WAS LISTENING</i> <i>3. EVIDENCE PARENT WAS NOT LISTENING.</i></p>

Appendix B

Gender Differences for Adolescent and Young Adult Gamblers in Florida

To examine gender differences for adolescents and young adults, regression analyses was used. The number of yes responses to the DSM and SOG Items was used as the **Dependent Variable** (Varies from 0-20, Mean = .53 s.d. = 1.7, with 83.8% of cases did not have a yes response to any question). Motives for gambling were used as **Independent Variables**. Factor analysis of problem gamblers only—yielded 5 factors.

- ◆ Factor 1—Escape Loneliness, Distraction, Worthy Cause, Power, Feel Good
- ◆ Factor 2—Win money, hobby
- ◆ Factor 3—Peer pressure, impress friends, curiosity
- ◆ Factor 4—Feel High, Personal Services
- ◆ Factor 5—Excitement, socialize, around people

Pattern Matrix—Factor Analysis—Factor Loadings—five factor solution

	Factor				
	1	2	3	4	5
TO ESCAPE LONELINESS OR BOREDOM?	.707				
TO DISTRACT YOURSELF FROM EVERYDAY PROBLEMS?	.679				
TO SUPPORT WORTHY CAUSES?	.552				
FOR A SENSE OF POWER OR CONTROL?	.469				
TO FEEL GOOD?	.421				
TO WIN MONEY?		-.930			
AS A HOBBY?		-.399			
BECAUSE OF PEER PRESSURE?			-.760		-.343
TO IMPRESS FRIENDS OR FAMILY MEMBERS?			-.733		
OUT OF CURIOSITY?			-.474		
TO FEEL HIGH?				-.826	
FOR PERSONAL SERVICES FROM THE STAFF AT GAMBLING LOCATIONS?	.323			-.598	
FOR EXCITEMENT OR CHALLENGE? VERY IMPORTANT, SOMEWHAT IMPORTANT, OR NOT AT ALL IMPORTANT?				-.356	.492
IN THE PAST YEAR, WOULD YOU SAY GAMBLING TO SOCIALIZE WITH FRIENDS OR FAMILY WAS VERY IMPORTANT, SOMEWHAT IMPORTANT					.432
TO BE AROUND OR WITH OTHER PEOPLE?	.312				.337
FOR ENTERTAINMENT OR FUN?					

Extraction Method: Principal Axis Factoring. Rotation Method: Oblimin with Kaiser Normalization.

a. Rotation converged in 38 iterations.

b. Only cases for which DSM past year 3 categories = 2 Problem gambler are used in the analysis phase.

Five new measures were created from these factors (reliability coefficients, Cronbach's alphas all greater than .95)

Substance abuse was used as a second Independent Variable—A simple summed measure of the 11 questions asking for the number of days use cigarettes, alcohol, marijuana, etc., days in trouble with police because of drinking, drugs, etc. (44.8% didn't have any days, the mean was 105 days, s.d. 198, median = 2, range from 0 to 2053, possible high $11 \times 365=4015$)

HYPOTHESES—

Test for different models for gender X age groupings.
Test for value of adding substance abuse to the model

Statistical Model—four separate Linear Regressions, all five motive factors entered in a block, followed by substance abuse in the second block with number of SOGS/DSM-IV items as the dependent variable

Tests

Anova—all sig.
Tested for sig. of betas.
R-square for model itself

Males < 22 (N = 433) Regression equation—r-square = .44 w/o substance abuse, with substance abuse 45% (explaining 44% of the variance).

Betas below for the equations of $y = a + bx_1 + bx_2 \dots$

Number of DSM-IV/SOGS items = .54 (Factor 2-Win Money/Hobby)
- .52 (Factor 3-Peer Pressure/Impress Friends/Curiosity)
+ .11 (substance abuse)

This means that for young males it is relatively simple—if we know how much he says he gambles to win money and his scores on peer pressure, we can predict with relative accuracy (44%) his likelihood of scoring high on the DSM-IV/SOGS items. Substance abuse adds only a small predictive value to the equation—and when it is added the sign of the beta for peer pressure changes to a negative value.

Females < 22 (n = 294) Regression equation—r-square model w/o substance abuse = .51 with substance abuse = .52 (explaining 53% of the variance). Betas are below

Number of DSM-IV/SOGS items = 1.49 (Factor 1-Escape Loneliness/ Distraction/Worthy Cause/Power/)
- 1.84 (Factor 4-Feel high/Personal services)
+ .64 (Factor 3-Peer pressure, impress friends, curiosity)
- .12 (substance abuse)

Young females are a bit more complex than young males in that escaping loneliness/distraction is an extremely strong predictor of score on SOGS/DSM-IV items and peer pressure almost twice as important as for males, but motive to feel high is negatively associated with the score. Young women who gamble to feel high are likely to have low SOGS/DSM-IV scores. Also note that substance abuse is negative, rather than positive as with males, for these scores when we control for the motives for gambling for females. Also note that this model is a better predictor (.51 vs. .44) than for males.

Males > 22 (n = 296) Regression equation—r-square = .25% of the variance.

Number of DSM-IV/SOGS items = .18 (Factor 5—Excitement, socialize, around people)

- + .17 (Factor 1—Escape Loneliness, Distraction, Worthy Cause, Power, Feel Good)
- + .15 (Factor 2—Win money, hobby)
- + .13 (Factor 3—Peer pressure, impress friends, curiosity)
- + .12 (Factor 4—Feel High, Personal Services),

Older males are much more complex—all five factors predict to the SOGS/DSM-IV score and no one factor is much greater than the other. Unlike with the younger men, however, we do not get any more predictive value with adding the substance abuse variable.

Females > 22 (N = 302) Regression equation—r-square = .25 (explaining 24% of the variance)

Number of DSM/SOGS items =

- .20 (Factor 1—Escape Loneliness, Distraction, Worthy Cause, Power, Feel Good)
- + .18 (Factor 5—Excitement, socialize, around people)
- + .14 (Factor 2—Win money, hobby)
- + .14 (Factor 4—Feel High, Personal Services)

Unlike younger females, those over age 22, look pretty much like males over age 22, but unlike males over 22 and females under 22, factor 3-peer pressure is not significant, in fact, far from it. Also, like males over 22, substance abuse values do not add any predictive value to the equation for predicting the SOGS/DSM-IV counts.

In summary, young males and females under 22 are quite different in what predicts high SOGS/DSM-IV scores. For males, it is a belief they will win money and substance abuse. For females it is a need to gamble to escape/distract themselves, for a worthy cause/power. Most interesting, females who are substance abusers/need to feel high are likely to have low SOGS/DSM-IV scores. Therefore, there is a need to be very careful with distinguishing messages for males and females—note how they react differently to peer pressure.

Older males and females are quite similar in what predicts SOGS/DSM-IV scores. All of the factors are relatively equal and substance abuse does not provide any predictive value over gambling motives for these scores.

Appendix C

The following table presents the percentages of respondents residing in each county in Florida. There were no statistically significant differences by county or regions by types of gamblers.

Florida County	Percent (note: due to rounding, does not add to 100%)
Alachua	1.8
Baker	0.1
Bay	1.1
Bradford	0.2
Brevard	3.9
Broward	7.0
Calhoun	0.1
Charlotte	0.8
Citrus	1.0
Clay	2.2
Collier	0.8
Dade	3.4
DeSoto	0.1
Duval	5.9
Escambia	2.6
Flagler	0.4
Hamilton	0.8
Hernando	1.2
Highlands	0.5
Hillsborough	5.9
Holmes	0.1
Indian River	0.5
Jackson	0.3
Lake	1.2
Lee	1.8
Leon	1.9
Levy	0.3
Madison	0.1
Manatee	1.6
Marion	2.1
Martin	0.9
Monroe	0.5

Nassau	0.1
Okaloosa	0.7
Okeechobee	0.3
Orange	7.7
Osceola	2.0
Palm Beach	7.3
Pasco	1.6
Pinellas	5.9
Polk	2.5
Putnam	0.1
Sarasota	2.8
Seminole	3.7
St. Johns	0.9
St. Lucie	1.5
Sumter	0.2
Suwannee	0.2
Taylor	0.2
Union	0.1
Volusia	4.2
Walton	0.1
Washington	0.1
Other	4.2
Refused	0.9