

GAMBLING IN TEXAS

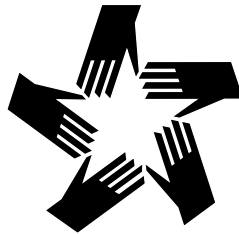
*1992 TEXAS SURVEY OF
ADULT GAMBLING BEHAVIOR*



**Texas Commission on
Alcohol and Drug Abuse**

BRINGING TEXAS A NEW VIEW OF HUMAN POTENTIAL.

1992 TEXAS SURVEY OF ADULT GAMBLING BEHAVIOR



Lynn S. Wallisch, M.A.
Texas Commission on Alcohol and Drug Abuse

February 1993

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CHAPTER I: EXECUTIVE SUMMARY

6,308 Texas adults aged 18 and over were surveyed about their gambling behavior in late spring 1992. 77 percent of them were interviewed before the Texas Lottery had begun operation; the others were interviewed within the first month of the Lottery. The information given by all respondents generally reflects gambling that occurred before the Texas Lottery, except where indicated.

Incidence and Prevalence of Gambling Among Texas Adults

- 76 percent of Texas adults have bet money on an activity in their lifetimes (Figure 1).
- 49 percent of Texas adults bet within the past year.
- 16 percent of adults have bet at least weekly for some period during their lives, and 12

percent of adults bet at least weekly during the past year.

- Adults who have ever bet made their first bet for money at age 22.5 on average. 19 percent placed their first money bet before age 16.
- 18 percent of Texas adults who gambled in the past year had gone out of state within that year for the specific purpose of gambling.
- 26 percent of regular (weekly) gamblers went out of state within the past year for the specific purpose of gambling.

Characteristics of People Who Gamble

- Compared to individuals who did not gamble in the past year, people who bet for money within the past year are more likely to be

FIG 1 PERCENT OF TEXAS ADULTS WHO HAVE GAMBLED, 1992

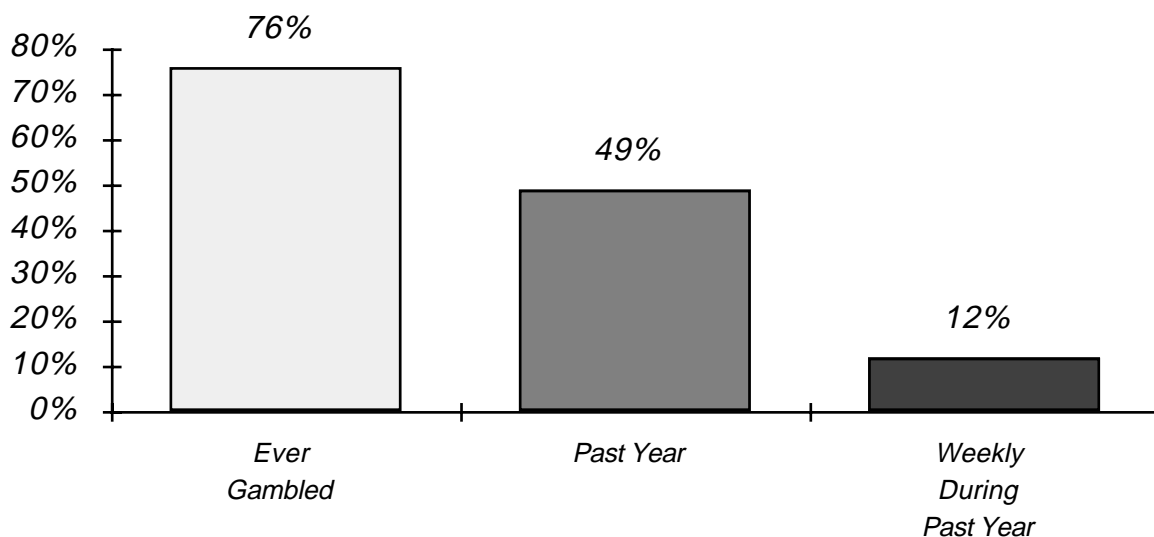
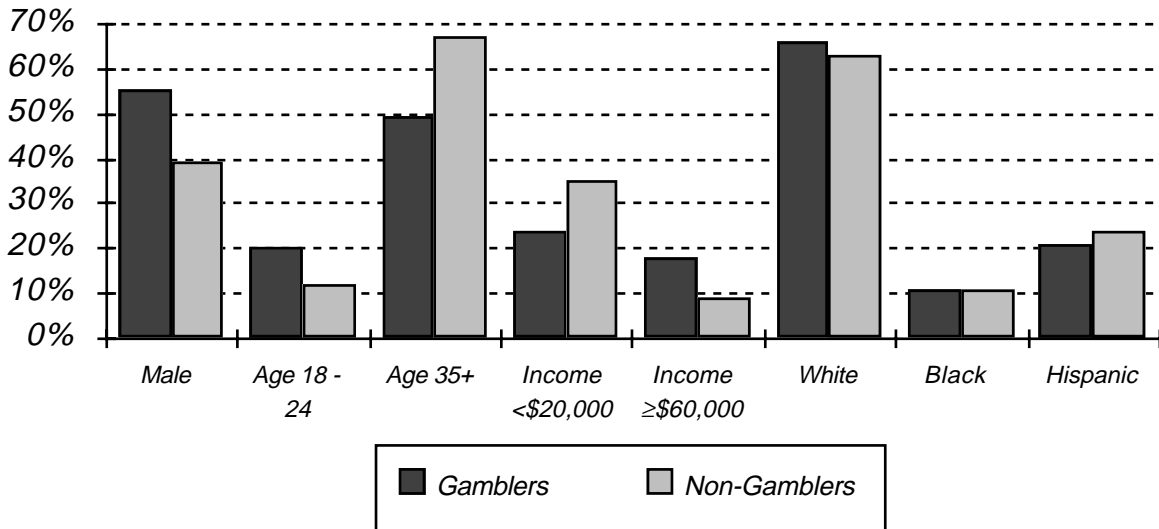


FIG 2 COMPARISONS BETWEEN PAST-YEAR GAMBLERS AND NON-GAMBLERS IN TEXAS, 1992



male, young, Catholic, well-educated, to have never been married and to have a higher family income (Figure 2). They are also slightly more likely than non-gamblers to be white and to come from the Dallas/Fort Worth or Houston regions of the state.

- Past-year gamblers are more likely than non-gamblers to have used alcohol and other drugs during the past year.
- Compared to non-gambling substance users, past-year gamblers are more likely to report having had problems related to their substance use.

Gambling Activities of Past-Year Gamblers

- 50 percent of past-year gamblers had gambled with friends or co-workers on the outcome of sports or some other event during the past year (Figure 3). 12 percent had bet only on

this kind of activity, and no other kind, in the past year.

- 35 percent of past-year gamblers had gambled on lottery games; 31 percent of past-year gamblers had played lottery games before the Texas Lottery had begun. Most lottery bettors had also gambled on other activities during the past year.
- 27 percent of past-year gamblers had gambled on bingo, and 23 percent had bet on horse or greyhound races. 16 percent had gambled on card or dice games at casinos and 19 percent on slot machines at casinos.
- 11 percent of past-year gamblers had gambled at card parlor establishments or through bookies during the past year.
- 17 percent of past-year bettors said that betting with friends or co-workers was their favorite gambling activity. 13 percent each said

that they preferred horse/greyhound racing, casino games, gaming machines, or lottery games. 11 percent preferred bingo.

Reasons for Gambling

- 65 percent of past-year gamblers said that they gamble for entertainment (“to have a good time” or “because it is fun”).
- 12 percent of past-year bettors gamble primarily for economic reasons (“it’s the only chance for a middle class person to get rich,” “a small investment for a chance to make big money”).
- 11 percent of past-year gamblers bet out of curiosity or because it is a challenge (“I enjoy trying to beat the odds,” “I wanted to see if my system worked”) and 7 percent gamble mainly for social reasons (“something to do with friends,” “everyone was doing it”). Other reasons given included charitable donations, patriotism and foolishness.

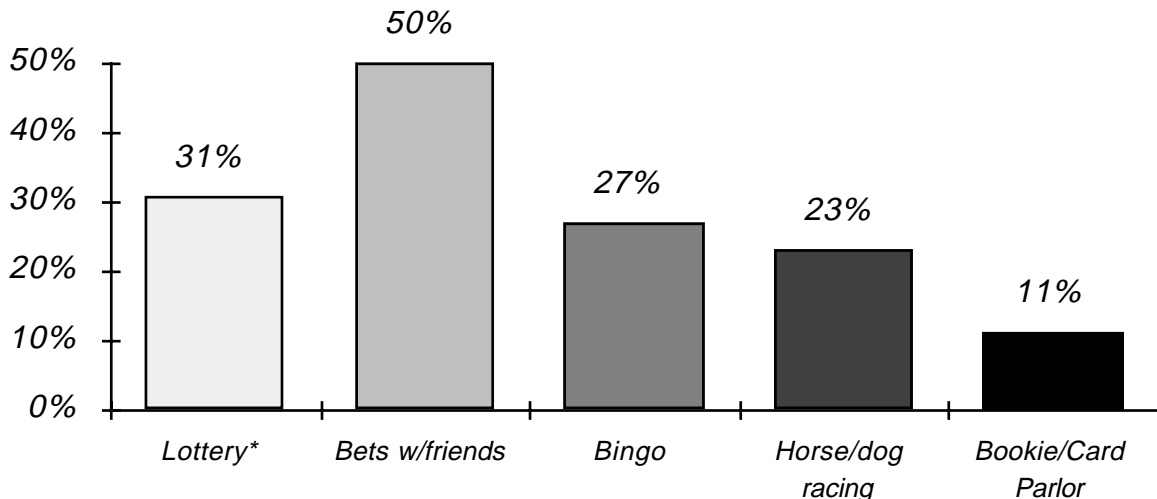
Intentions to Play the Texas Lottery

- 55 percent of the adults interviewed before the Texas Lottery had begun said that they intended to buy a lottery ticket when they became available.
- 64 percent of adults interviewed after the Texas Lottery had begun said that they intended to buy a lottery ticket.

Problem and Pathological Gambling in Texas

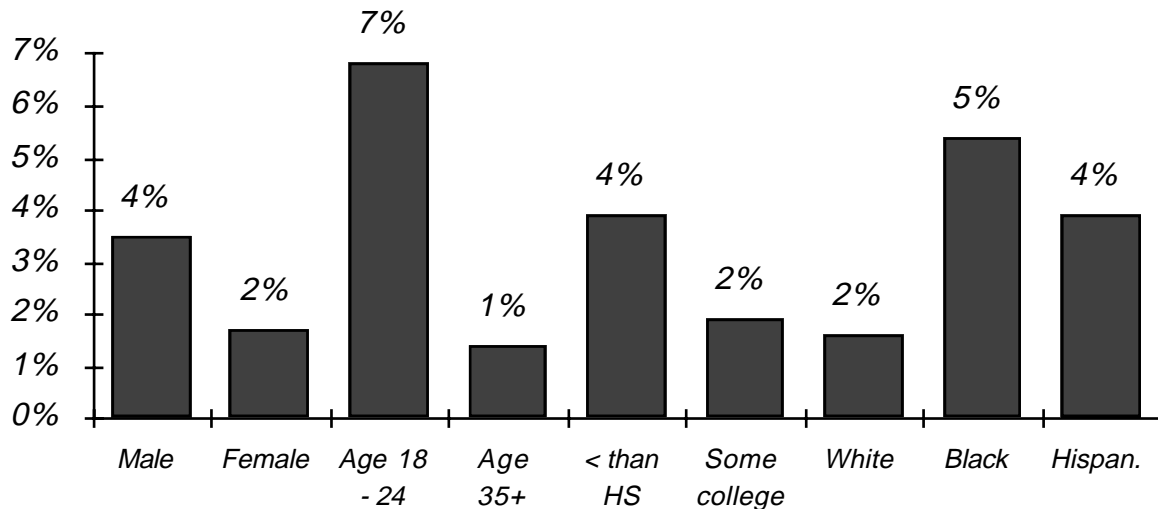
The South Oaks Gambling Screen was used to assess the incidence of problem and pathological gambling among Texas adults. Individuals who report having experienced 5 or more of 20 indicators of gambling problems are considered to be probable *pathological gamblers*. Individuals who report 3 or 4 indicators are considered to be *problem gamblers*, with the potential to become pathological gamblers.

FIG 3 PERCENT OF PAST-YEAR BETTORS WHO GAMBLED ON SELECTED ACTIVITIES IN THE PAST YEAR, TEXAS, 1992



*Based on sample interviewed before the Texas Lottery began

FIG 4 PERCENT OF TEXANS, IN VARIOUS CATEGORIES, WHO ARE PAST-YEAR PROBLEM/PATHOLOGICAL GAMBLERS, 1992



- 1.3 percent of Texas adults were lifetime probable pathological gamblers, and another 3.5 percent were lifetime problem gamblers. That is, a total of 4.8 percent of the population, or between 540,000 and 670,000 Texas adults, have had serious gambling-related problems during their lifetime.
- 0.8 percent of the Texas adult population were current (past year) probable pathological gamblers, while another 1.7 percent were current problem gamblers. This means that 2.5 percent, or between 270,000 and 360,000 Texas adults, had serious gambling problems within the year preceding the beginning of the Texas Lottery.
- Texas has the highest percentage of problem gamblers compared to eight other states where similar gambling prevalence surveys were conducted, but scores at about the midpoint in its percentage of pathological gamblers (the other eight states are Massachusetts, New York, New Jersey, California, Maryland, Montana, South Dakota and Iowa).
- In Texas, problem and pathological gamblers are found disproportionately among males, non-whites, young adults (18-24), divorced or never married individuals, people with lower educational levels, blue-collar workers, Catholics and people who are not Protestant or Jewish, people who do not consider religion to be "very important," people who gamble primarily for economic reasons and people who used illicit drugs in the past year (Figure 4).
- Problem and pathological gamblers come about equally from all regions of the state and from all income groups.

Gambling and Substance Use

- 70 percent of past-year gamblers drank alcohol or used other drugs in the past year, compared to 46 percent of people who had gambled more than one year ago, and 25 percent of people who had never gambled.
- 66 percent of past-year problem or pathological gamblers drank alcohol or used other drugs in the past year, which is slightly less than the percentage of all past-year gamblers who had used substances. However, problem and pathological gamblers are twice as likely as past-year gamblers in general to have used illicit drugs in the past year (15 percent versus 7 percent).
- Among adults who have gambled regularly (at least weekly) in the past year and who have used alcohol or other drugs in the past year, about one-half used substances while gambling and the other half used substances only when they were not gambling.
- About 1.3 percent of Texas adults have had a problem with both gambling and substances at some time during their lives (individuals were considered to have had a problem with substances if they responded affirmatively to having had 2 or more of 14 problem indicators; individuals were considered to have had a problem with gambling if they scored 3 or above on the South Oaks Gambling Screen).

Gambling and Mental Health

Respondents were asked if they had ever seen a health professional (doctor, nurse, psychologist, therapist) for “nerves” or emotional or psychological problems they were having.

- Individuals who were problem but not pathological gamblers were the most likely to have had contact with a mental health professional: 19 percent of problem gamblers, compared to 12 percent of pathological gamblers and 10 percent of adults without gambling problems, reported such contacts in their lifetime.
- Almost 1 percent of Texas adults have had a problem with both gambling and mental health at some time in their lives.

Multiple Addictions or Disorders

- Almost 19 percent of Texas adults have had a problem during their lifetime with either gambling, substances, mental health, or a combination of these disorders (Table 1).
- About 16 percent of individuals have had a problem with only one of the above disorders, almost 3 percent have had a problem with two disorders, and 0.3 percent have had a problem with all three disorders.

Treatment Needs Estimates

- 4.8 percent of the general population of Texas adults, or approximately 600,000 individuals, have had serious problems with gambling at some point in their lives, and 2.5 percent, or about 300,000 individuals, are currently experiencing serious gambling problems. About one-third of these individuals are the most severely affected and can be considered to be probable pathological gamblers.
- Problem and pathological gamblers in Texas are most often young and members of minority groups. About one-third of them are female. Young people, women and minorities

are currently under-represented in gambling treatment and are therefore the ones most in need of prevention and outreach efforts.

- Almost 30 percent of the current pathological gamblers reported household incomes below \$20,000 per year, and 23 percent of the pathological gamblers said that they had no health insurance. Thus, approximately 23 to 30 percent of pathological gamblers could be eligible for TCADA-funded treatment, which is aimed at the medically indigent population of the state.
- A substantial number of individuals have had problems with both gambling and another disorder, such as substance abuse or mental health, and need to be treated comprehensively if recovery is to succeed.

TABLE 1 INCIDENCE OF MULTIPLE ADDICTIONS OR DISORDERS AMONG TEXAS ADULTS, 1992

No disorder	81.3%
Single disorder	15.6%
Gambling only	3.0%
Substances only	4.3%
Mental health only	8.3%
Dual disorder	2.8%
Gambling/Substances	1.0%
Gambling/Mental health	0.5%
Substances/Mental health	1.3%
Triple disorder	0.3%

CHAPTER II: BACKGROUND AND DESCRIPTION OF THE STUDY

Introduction

In November 1991, Texas voters overturned a 147-year-old constitutional ban and approved an amendment authorizing the creation of a state lottery. Through the efforts of a group of concerned citizens and two responsive legislators, the enabling legislation for the lottery also included an appropriation of funds for public education, research and training regarding problem or compulsive gambling and for the treatment and prevention of problem or compulsive gambling.

The Texas Commission on Alcohol and Drug Abuse was named as the agency to oversee and carry out this program. The legislation specified that the Commission's program must include the following components:

- (1) establishing and maintaining a toll-free "800" telephone number to provide crisis counseling and referral services to families experiencing difficulty as a result of problem or compulsive gambling;
- (2) promoting public awareness regarding the recognition and prevention of problem or compulsive gambling;
- (3) facilitating, through inservice training and other means, the availability of effective assistance programs for problem or compulsive gamblers; and
- (4) conducting studies to identify adults and juveniles in the state who are, or who are at risk of becoming, problem or compulsive gamblers.

The present study was conducted in response to the last mandate. The study had two purposes: (1) To provide data on the gambling behavior of adults and adolescents in the state of Texas immediately prior to implementation of the Texas Lottery (this data would serve as a "baseline" against which to assess the effects the Lottery might have) and (2) To determine the number, location and characteristics of people with current problem or compulsive gambling behavior in order to begin to develop prevention and treatment efforts appropriate to the needs of this population.

Gathering Information Through a Population Survey

The methodology chosen for assessing the gambling behavior of Texas residents was a telephone survey of a representative sample of adults and adolescents. In order to have enough respondents to look at behavior within different survey regions, age groups and race/ethnic groups, a total sample of 6,308 adults (aged 18 and over) and 924 adolescents (aged 14-17) was chosen. The information contained in this report concerns the adults only. Information about gambling among adolescents will be published separately.

The sample was chosen through a random selection of telephone numbers provided by Survey Sampling, Inc., of Fairfield, Connecticut. Listed and unlisted telephone numbers were

included. Random selection helps to ensure that the sample will be closely representative, by gender, age and race/ethnicity, of the state population of adults who have telephones. Certain geographical areas were, however, oversampled in order to provide a minimum sample of 650 respondents in each of eight regions of the state.

To make the sample even more representative of the population, results were statistically “weighted” by age, race/ethnicity and region in order to ensure that they were generalizable to the entire state adult population. That is, the results reported are those that would be found if the interviewed sample had the same age, racial/ethnic and regional distribution as the Texas population. The weighting ensures that, although smaller regions may have been oversampled, their data are not over-represented in results for the total state. Likewise, within each region, weighting ensures that the results are based on the race/ethnic and age distributions that are actually found in the population of that region. Weighting was done using the following categories: age (18-24, 25-34, 35+), race/ethnicity (white, black, Hispanic), and survey region (Plains, Border, Dallas/Fort Worth, East, Houston, Central, San Antonio, Corpus Christi).¹

A Baseline Survey

Several important questions motivated the current research project: What effect does introducing a state lottery have on gambling behavior in the state? Does an increase in the availability of gambling opportunities result in an increase in the amount and intensity of gambling behavior? Do more opportunities for gambling lead to a

higher incidence of problem and compulsive gambling? Does the introduction of a state lottery raise participation in other forms of gambling as well?

These questions can be addressed through survey research by measuring the level of gambling that exists before a lottery has begun, i.e. at “baseline,” and comparing it with the level of gambling that exists after a lottery has been in effect for awhile. Of course, other factors which may influence gambling—such as legislation, changes in social values, and economic trends—must also be taken into account when assessing causes of behavioral changes, but baseline data is always necessary to serve as the gauge against which future results can be compared.

Pre- and Post-Lottery Samples

The telephone interviews for the study were conducted between March and the end of May 1992, the three months preceding the start-up of the Texas Lottery. The Lottery began on May 29 with instant scratch-off ticket games; video lottery games (Lotto) were not introduced until November 1992. Because the Lottery started more than a month earlier than anticipated, 23 percent of the respondents were not interviewed until shortly after it began. All interviews were, however, completed within 30 days of the beginning of the Lottery, and 92 percent of them were completed within 2 weeks of its beginning (Table 2).

Obviously, the existence of a functioning state lottery would be expected to affect the number of people who said they had ever played, or intended to play, the lottery. There was concern, however, that the Lottery might also affect the reported incidence of other gambling behavior.

TABLE 2 PERCENTAGE OF TEXAS SAMPLE INTERVIEWED BEFORE AND AFTER THE TEXAS LOTTERY BEGAN

Dates	Percent Interviewed	Cumulative Percent
Before May 29	77.0%	77.0%
May 29 - June 4 (week 1)	8.0%	85.0%
June 5 - June 11 (week 2)	7.1%	92.1%
June 12 - June 18 (week 3)	4.9%	97.0%
June 19 - June 25 (week 4)	2.5%	99.5%
June 26 - June 28 (week 5)	0.6%	100.0%

This could happen for one of two reasons. In the presence of a lottery, people may alter their overall gambling behavior; for instance, they may increase the total amount of gambling they participate in, or decrease the amount of gambling on non-lottery activities. Alternatively, the presence of a state lottery may help “legitimize” gambling overall, and thus encourage respondents to be more forthcoming about reporting previous gambling behavior, even if they did not actually change their habits since the lottery began. Because the majority of the questions in the current study asked about lifetime or past-year behavior, it is unlikely that actual behavior would have changed enough in the few weeks after the Lottery began to be reflected in answers to those questions. It is possible, however, that people interviewed after the Lottery had begun would report more lifetime gambling behavior than people interviewed before the Lottery began.

A comparison of the reported gambling behavior of the samples interviewed before and after the Lottery had begun revealed virtually no important differences on any gambling behavior except that directly related to the lottery. Therefore, results reported for the entire sample, in-

cluding the 23 percent interviewed in the four weeks after the Lottery had begun, can be considered with confidence to reflect results based on a pre-lottery population. The results presented in this study are based on the entire sample in order to minimize standard errors and provide large enough subgroups for analysis. The few instances where important differences exist between the pre- and post-lottery samples are pointed out in the text.

Instrument and Methodology

In the design of this study, TCADA was advised by Dr. J. Clark Laudergeran, Director of the Center for Addiction Studies at the University of Minnesota, Duluth, Dr. Henry Lesieur, Chair of the Department of Criminal Justice Sciences at Illinois State University, and Dr. Rachel Volberg, President of Gemini Research in Albany, New York.²

The survey instrument was partially modeled on other state surveys but was unique in many ways. It contained questions about lifetime and past-year gambling (incidence, frequency and amount of money spent) on 14 different activities; the gambling behavior of other household

members, family of origin, and peers; and gambling preferences and reasons for participating or not participating. It employed the South Oaks Gambling Screen (SOGS) to assess problem and compulsive gambling, both during the respondent's lifetime and over the past year (the SOGS will be described in more detail in Chapter VI of this report). The survey instrument also contained questions about respondents' substance use and their utilization of mental health services, and concluded with standard demographic questions. The telephone interview took approximately 15–20 minutes to complete.

The interviewing was carried out by the Public Policy Resources Laboratory (PPRL) at Texas A&M University in College Station. PPRL used a computer-assisted telephone interviewing system (CATI) which permits interviewers to read questions off the computer monitor screen and enter responses directly via the keyboard. Because Texas has a large Hispanic population, a Spanish-language version of the survey instrument was produced. Approximately 6 percent of the adults asked to be interviewed in Spanish.

Many attempts were made to convert refusals to completed interviews, and approximately 14 percent of the completed interviews represent such conversions. The response rate including the conversions—calculated as the number of completed interviews divided by the total number of people reached—was about 67 percent. This response rate is comparable to those achieved in similar state gambling surveys in Massachusetts, Maryland and New Jersey.

Other Surveys on Gambling

The first large-scale attempt to measure the incidence and prevalence of gambling and compulsive gambling in the United States was made in a 1974 survey-based study by Kallick et al. (1976). Based on a national probability sample of 1,736 respondents, this study found that 61 percent of all adult Americans had placed some kind of money bet in 1974, although only 40 percent of people living in the South had done so. It estimated a lifetime compulsive gambling prevalence rate of 0.7 percent, with an additional 2.3 percent classified as potential compulsive gamblers. Compulsive gamblers were more likely to be male, Hispanic, older and of higher income and education. Although this study provided an excellent overview of gambling in America at that time, it employed only an indirect measure of compulsive gambling, which has subsequently been subject to serious criticism (Nadler, 1985).

In the spring of 1989, Gallup carried out a nationally representative poll of 1,208 United States adults (Hugick, 1989). The study found that 71 percent of adults had gambled in the past year and close to one-third bet on a weekly basis. Again, gamblers were least prevalent in the South (56 percent were past-year gamblers). While the Gallup poll did not define a compulsive gambler *per se*, it found that one in ten Americans who had gambled during the past year admitted to sometimes gambling more than they thought they should. The young, members of minority groups and low-income people were the most likely to say they had done so.

Beginning in the late 1980s, surveys of gambling prevalence have been conducted in several states, with most of them using the South Oaks Gambling Screen to assess compulsive or pathological gambling in the general population³ (see Chapter VI for the definition of pathological gambling). These surveys have found ranges of lifetime probable pathological gambling ranging from a low of 0.1 percent in Iowa to a high of 2.3 percent in Massachusetts (Volberg, personal communication).

How is the Texas State Survey Unique?

As compared to other state surveys, the Texas survey is unique in several ways. It is the first to be done in a southern state, and it has the largest sample size of any state survey. The Texas survey is also unusual in having interviewed the majority of the sample before the initiation of a state lottery. Finally, this survey is the only statewide gambling survey done in the United States that also contains questions about the substance use and mental health problems of respondents, thus allowing some assessment of the prevalence of dual disorders or multiple addictions in the general population.⁴

Demographic Description of the Sample

The demographic characteristics of the sample of 6,308 adults are presented in Table 3. The percentages are weighted to reflect the actual race/ethnic, age and regional distribution of the adult population of the state. The following categories were used for weighting: race/ethnicity (white, black and Hispanic), age (18-24, 25-34,

and 35+), and region (Plains, Border, Dallas/Fort Worth, East, Houston, Central, San Antonio, and Corpus Christi). The sample was not weighted by gender, and females are slightly over-represented in the sample (53.3 percent) as compared to the adult population of the state (51.3 percent).

Limitations of the Study

This report provides estimated rates of gambling, substance use and mental health problems among Texas adults. While this information is useful for purposes of assessing the needs for prevention and treatment programs, there are limitations which should be kept in mind when generalizing these results to the population of Texas.

Coverage. The data were collected among Texans living in households with telephones. Therefore, about 10 percent of Texas households—those without telephones—were not sampled. Also not sampled were non-household populations such as the homeless and institutionalized. Since these populations represent a very small component of the general population, even large differences in the gambling, substance use or mental health patterns of these groups would produce little change in estimates for the overall population.

Self-reported information. Data in this report are based on self-reported information. While a number of studies have established the utility of self-reported information in estimating the incidence and prevalence of even potentially sensitive behaviors such as gambling and substance use, the validity of such data ultimately depends on the

TABLE 3 DEMOGRAPHIC DESCRIPTION OF SAMPLE
Percentages are weighted by race/ethnicity, age category and region to reflect the 1992 Texas adult population

<u>Gender</u>		<u>Working Status</u>	
Male	46.7%	Working full time	56.2%
Female	53.3%	Working part time	8.5
<u>Race/Ethnicity</u>		Going to school	6.2
White*	64.5%	Keeping house	13.3
Black	11.0	Retired	11.1
Hispanic	22.4	Unemployed	2.3
Other	2.1	Disabled	1.6
<u>Age</u>		DK/Refused	0.8
18-24	15.5%	<u>Occupation</u>	
25-34	25.4	Professional	15.6%
35+**	59.1	Managerial	14.6
<u>Region</u>		Clerical/service	44.8
Plains	10.3%	Blue collar	24.2
Border	8.6	DK/Refused	0.8
Dallas/Fort Worth	25.6	<u>Religion</u>	
East	7.3	Protestant	51.5%
Houston	25.0	Baptist	25.0
Central	10.6	Methodist	8.8
San Antonio	8.7	Other Protestant	17.7
Corpus Christi	3.8	Catholic	28.6
<u>Marital Status</u>		Jewish	0.6
Married	57.4%	Other	16.5
Widowed	7.4	DK/Refused	2.8
Divorced/separated	14.2	<u>Family Income</u>	
Never married	20.5	Under \$10,000	13.9%
DK/Refused	0.5	\$10,000-\$19,999	15.7
<u>Education</u>		\$20,000-\$29,999	15.5
Not HS graduate	18.4%	\$30,000-\$39,999	13.4
HS diploma	28.8	\$40,000-\$59,999	15.3
Some college	51.9	\$60,000 +	13.5
DK/Refused	0.8	DK	7.5
		Refused/NA	5.2

*Includes 0.6 % unknown race/ethnicity.

**Includes 1.6% unknown age.

The population data come from census figures supplied by PPRL, except for gender distribution, which comes from the Texas Department of Health projection for 1991.

truthfulness, recall and comprehension of the respondents. This study was carefully designed and administered to minimize these potential sources of error. Nevertheless, some under- or over-reporting of gambling, substance use or mental health problems may have occurred. Despite its inherent problems, the survey process appears to be the only practical method available for estimating the prevalence of these kinds of behaviors in the general population.

Sampling Error. The data presented in this report are based on a sample drawn such that confidence intervals for all estimates can be ascertained, and results can be generalized to the adult household population of Texas within certain probabilistic limits. Maximum confidence limits are shown as part of tabular presentations in Appendix A. Although for editorial convenience findings are sometimes presented as if they applied to the entire adult population, the reader should remember that all estimates in this report are based on a sample and are therefore subject to sampling error when generalizing to the population. Additional information on the computational procedures utilized to estimate sampling error will be available in a separate technical report.

CHAPTER III: GAMBLING AMONG TEXAS ADULTS

Prevalence and Recency of Gambling

For each of 13 specific types of gambling, plus an “other types” category, respondents were asked whether they had ever bet or spent money on that activity, whether they had done so within the past year, and whether they had gambled regularly (once a week or more) on that activity within the past year. These were the 13 specific gambling activities asked about:

1. Instant lottery games, such as instant scratch-off tickets
2. On-line or video lottery games, such as Lotto or daily numbers
3. Cards or dice games at a casino
4. Slot machines or video poker machines at a casino
5. Sports such as football, baseball or boxing at a sports book in Mexico or Las Vegas
6. Bingo, including pull-tabs or instant bingo
7. Speculative real estate or high-risk stocks, stock options or futures
8. Horse or greyhound racing
9. Playing and betting money on games of skill, such as bowling, pool or golf
10. Outcome of sports or some other event with friends or co-workers
11. Dog or cock fights
12. Card or dice games, mah-jongg or dominoes, but not at a casino and not with close friends
13. Sports such as football, baseball or boxing with a bookie

In addition, respondents were asked if they had bet money on “any other gambling activities,” and if so, to specify the activities and report the recency, frequency and amount spent on them.

At the time of the survey, the only gambling activities that were legal in Texas were state-regulated charitable bingo, limited horse and greyhound racing, and speculative investments. Informal betting among friends or co-workers and playing and betting on games of skill were widespread and probably not believed to be outside the law by many of the participants; these activities have generally not been prosecuted when carried out within the privacy of a person’s home.

Tables A1-A20 in Appendix A show the prevalence and recency of gambling for each of the 14 categories, and an “any of the above” category, for the general population by age category and for various subgroups of the population. The following discussion summarizes and highlights the information presented in these tables.

Lifetime Betting. Table 4 summarizes the prevalence and recency of gambling on 14 activities in the general population of Texas adults. About 76 percent of Texas adults have bet money on any activity. The most popular activities were betting on the outcome of sports or some other event with friends or co-workers (done by 40 percent of adults), slot machines or video poker machines at a casino (35 percent), bingo (33 percent), horse

TABLE 4 PREVALENCE AND REGENCY OF GAMBLING ON 14 ACTIVITIES AND CONVERSION RATE*, TEXAS ADULTS, 1992

	Ever Bet On	Past Year Regularly	Past Year Not Reg.	Not Past Year	Never Bet On	Conversion Rate
Instant lottery	30.1 %	3.0 %	12.9 %	14.3 %	69.9 %	9.8 %
On-line or video lottery	8.9	0.8	3.1	5.0	91.1	9.0
Cards/dice at casino	24.6	0.2	7.7	16.7	75.4	1.0
Slot/videopoker at casino	34.9	0.2	9.0	25.7	65.1	0.6
Sports at sports book	7.6	0.6	3.3	3.8	92.4	7.7
Bingo	32.5	2.4	10.9	19.1	67.5	7.4
Speculative investments	14.0	0.6	6.5	6.8	86.0	4.6
Horse/dog racing	31.6	0.7	10.7	20.3	68.4	2.1
Games of skill	20.8	3.1	9.0	8.7	79.2	15.1
Bets with friends	40.4	4.7	19.8	15.9	59.6	11.7
Dog/cock fights	2.5	0.1	0.5	1.8	97.5	5.2
Games at card parlour	6.7	0.7	2.8	3.3	93.3	10.1
Sports with bookie	4.3	0.6	1.6	2.1	95.7	14.2
Other	4.4	0.5	2.0	2.0	95.6	10.9
Any activity	76.3 %	12.0 %	36.6 %	27.6 %	23.7 %	15.8 %

*Conversion rate = percentage of those adults who have ever tried an activity who became regular bettors on that activity (column "Past year regularly" divided by column "Ever bet on;" differences due to rounding).

or greyhound racing (32 percent), and instant lottery games (30 percent). Almost one-third of the adult population had played instant lottery games even before the Texas Lottery had become available.⁵

Recency of Betting. Almost one-half of Texas adults had bet on an activity within the past year. About 12 percent of the population bet regularly (at least once a week) in the past year, and another 37 percent bet during the past year but not regularly. The percentages who had bet on any individual activity are substantially lower. Many past-year bettors had only bet on one type of activity, so the percentage who had bet on *any* activity is in large part a sum of those who had bet on each individual activity.

The most prevalent activities of past-year bettors were similar to those of lifetime bettors: bets with friends (25 percent had made them in the past year, and 5 percent had made them regularly), slot and video poker machines (9 percent past year, fewer than 1 percent regularly), bingo (13 percent past year, 2 percent regularly), horse and greyhound racing (11 percent past year, 1 percent regularly), and instant lotteries (16 percent in past year, 3 percent regularly).⁶ A fair number had also bet in the past year on games of skill, such as bowling, pool or golf (12 percent past year, 3 percent regularly).

Conversion Rate. How likely are people who have ever tried an activity to become regular players of it? The likelihood, called a "conversion

rate” (Volberg, 1992), varies significantly among the different gambling activities and is, of course, sensitive to the availability of the activity.

Table 4 presents the conversion rate for 14 activities. About 16 percent of lifetime gamblers on any activity have become regular gamblers on an activity. The conversion rate is highest for games of skill (15 percent of those who have ever gambled on them have done so regularly within the past year) and for sports with a bookie (14 percent), and lowest for casino games (1 percent) and horse/greyhound racing (2 percent).⁷ The conversion rate for instant lottery games was in between the lowest and highest, at about 10 percent.

Gambling on Multiple Activities

Adults who had ever bet had tried an average of 3.4 of the 14 gambling activities asked about. Adults who had bet at all within the past year had bet on an average of 2.4 different kinds of gambling activities during that year.

Almost 40 percent of past-year gamblers had bet on only one kind of gambling activity. The most common single gambling activity was betting on the outcome of some event with friends or co-workers, followed by gambling on lotteries,

bingo and horse/greyhound races. Another 26 percent of past-year bettors had bet on only two activities. The most common combinations were casino games and slot machines, lotteries and bingo, lotteries and bets with friends, and bingo and bets with friends.

Reasons for Gambling

Adults who had ever gambled on any activity were asked why they participated in such activities. Their responses were classified into five categories: entertainment (“for fun,” “to have a good time”), economic (“it’s the only chance for a middle-class person to get rich,” “a small investment for a chance to make big money”), social (“something to do with friends,” “everyone else was doing it”), curiosity/challenge (“I enjoy trying to beat the odds,” “I wanted to see if my system worked”), and “other reasons” (“charitable donation,” “I was young and foolish,” “it’s the American way”).

The majority of adults (61 percent) said they gambled for fun or entertainment (Table 5). Close to 10 percent each said they gambled primarily for economic reasons, social reasons, or out of curiosity or a sense of challenge.

**TABLE 5 REASONS FOR GAMBLING
(TEXAS ADULTS WHO HAVE
EVER BET MONEY)**

Entertainment	60.9%
Economic	10.1%
Social	8.6%
Challenge/curiosity	11.7%
Other	2.7%
Don't know, refuse	5.8%

Many people, even those relatively well off, dream of getting rich quickly by gambling. "When I win the lottery" is a phrase that is commonly heard when people talk of their fantasies about the future. For people in serious poverty, gambling may be seen as the only way out of an otherwise hopeless situation. It is interesting that among the respondents to this survey, the very poorest and the very richest were less likely to say that they gambled for economic reasons. The very poor (respondents with household incomes of less than \$10,000 per year) were more likely than others to say they gambled for social reasons, while the richest (incomes of over \$60,000) were the most likely to say they gambled for fun. Economic reasons for gambling were more often given by men, blacks or Hispanics, young adults, individuals with less than a high school diploma and people who lived in the East or the Houston regions. Adults who said that their preferred forms of betting were lotteries, speculative investing, dog and cock fighting, or sports betting through a bookie were the most likely to give economic reasons for gambling.

People whose preferred gambling activity was the lottery were also more likely than average to say that they bet out of curiosity or for the challenge. Adults whose favorite activities were cards, dice, slot machines, horse/greyhound racing and games of skill were the most likely to say that they gambled primarily for entertainment or fun.

Gambling Preferences: Which Activity Do You Enjoy Most?

Respondents who had ever gambled on more than one activity were asked which gambling activity they most enjoyed (those who had gambled

on only one activity were coded as preferring that activity). Each activity had its enthusiasts, and no one was overwhelmingly the favorite. The top three, each preferred by an almost equal number of people, were gaming machines (slots, video poker), betting with friends, and horse/greyhound racing. Closely following these were bingo, casino games (cards, dice) and instant lotteries.

The gambling activities that respondents said they preferred were not necessarily those that they participated in most often, in part due to lack of availability of some of these activities in Texas. Table 6 shows the stated preferred activities as well as the percentage of adults who had bet on each activity in the past year. Clearly, casino games and gaming machines are quite popular, although most people do not get to play them often.

Out-of-State Gambling

The two national surveys of gambling behavior cited earlier (Kallick et al., 1976; Hugick, 1989) concluded that the reason for lower participation in gambling activities in the South was the lesser availability of gambling opportunities there rather than any lack of interest in betting. Indeed, as gambling opportunities have increased in the southern states, gambling there has increased proportionately faster than in the country overall. Based on these national studies, past-year gambling increased 40 percent in the South between 1974 and 1989, compared to 16 percent nationwide.

In Texas, gambling opportunities have been limited. Prior to the Texas Lottery, betting was legal only on state-regulated charitable bingo and on horse and greyhound racing, with only

TABLE 6 PREFERRED GAMBLING ACTIVITIES AND PREVALENCE OF PAST-YEAR PARTICIPATION, TEXAS ADULTS, 1992

	<u>Preferred*</u>	<u>Done in past year</u>
Slot or video poker machines at casinos	17.0 %	9.2 %
Bets on outcome of sports, etc., with friends	15.1	24.5
Horse or greyhound racing	14.7	11.4
Bingo	12.2	13.3
Card/dice games at casinos	11.0	7.9
Instant lotteries	10.8	15.9
Games of skill	6.2	12.1
Speculative investing	3.1	7.1
Video or on-line lotteries	2.1	3.9
Cards/games at card parlor	1.9	3.5
Sports books	1.5	3.9
Sports with a bookie	0.8	2.2
Dog or cock fights	0.5	0.6
Other	3.2	2.5

* Of respondents who had ever gambled.

four Class 2 and 3 horse tracks and two greyhound tracks in the state. Speculative investing, although not universally considered to be a form of gambling, is also legal. Some other forms of betting are available but not legal, and informal betting with friends has not generally been prosecuted. Gambling is legal provided that three rules are not broken: the game cannot be in a public place, it cannot be rigged, and no one can collect money for organizing the game (Garcia, 1993). Other forms of betting reported, such as that done in casinos and on lotteries, are presumed to have been done out of state.

Among Texans who had gambled at all in the past year, about 18 percent said that they had gone out of state within that year for the specific purpose of gambling, and about 26 percent of regular (weekly) gamblers had done so.

Although it is not known which particular activity they pursued while out of state, past-year bettors on activities generally unavailable or illegal in Texas were more likely to say they had gone out of state to gamble than people who bet on activities available in Texas. Illegal/unavailable activities include casino games (56 percent said they had gone out of state), dog/cock fights (50 percent), and betting on sports through a bookie (51 percent) or on sports books (49 percent). Over one-third of those who had bet on horse/greyhound races and video lotteries had journeyed out of state to gamble in the past year. One-quarter of those who had bet on instant lotteries had gone out of state for the specific purpose of gambling.

Because the question asked whether the respondent had gone out of state "for the specific

purpose of gambling,” it is unclear whether the fairly large proportion of adults who had bet on activities not easily available in Texas but who answered “no” to the question had actually gambled on these activities without leaving the state, or whether they had gambled out of state while there for other reasons.

Leaving the state to gamble is an option not available to everyone since it can involve considerable expense. The survey reveals that the higher a person’s household income, the more likely he or she was to have gone out of state in the past year in order to gamble. Only 7 percent of respondents with household incomes of less than \$20,000 a year had gone out of state to gamble in the past year, compared to 13 percent of respondents with incomes in the middle range and 18 percent of respondents with incomes over \$40,000.

Age at First Bet

On average, adults who had ever gambled made their first bet for money at age 22.5. Adults who had ever gambled regularly made their first bets somewhat earlier, at age 20 on average, and had begun their regular gambling by age 25.

Gambling of Other Household Members, Family of Origin and Peers

Almost 20 percent of the respondents said that there was another adult in their household who currently bets or spends money on gambling activities. As might be expected, people who gambled themselves were more likely to live with other people who gambled: 36 percent of past-year regular gamblers, as compared to 9 percent of non-gamblers, said that another adult in their household currently bets for money.

Growing up in a household where adults gamble heavily is considered a risk factor for compulsive gambling (Gambino, 1990). Past-year bettors were asked if any adult in their household when they were growing up had gambled. Slightly over one-quarter of past-year bettors said that an adult in their household of origin had gambled. Among these bettors in the respondents’ households of origin, about 40 percent gambled at least weekly and about 13 percent appeared to have had a gambling problem.

Past-year bettors were also asked whether their friends or the people with whom they associate gambled regularly. Over one-half (55 percent) of the respondents said that none of their friends gambled regularly, another 36 percent said that some did, and about 7 percent said that most of their friends were regular gamblers.

Regular past-year gamblers interviewed in this survey were more likely than occasional past-year gamblers to associate with other regular gamblers. For instance, among regular gamblers, 19 percent said that most of their friends also gambled regularly, while among occasional gamblers, only 4 percent had friends who gambled regularly. Only about one-third of regular gamblers, as compared to almost two-thirds of occasional gamblers, said that none of their friends or associates gambled regularly.

Illegal Activities

Respondents who had gambled at all within the past year or who had ever gambled regularly, even if not within the past year, were asked if they had “ever been in trouble with the law because of activities relating to gambling.” Only 0.5 percent of past-year gamblers said that they had ever been

in trouble with the law over their gambling activities. However, fully 8 percent of people classified as pathological gamblers had been in trouble with the law over their gambling (see Chapter VI for the definition of pathological gamblers).

Studies of Gamblers Anonymous members reveal that a majority of them admit to having committed illegal activities to support their gambling. These are most commonly white-collar financial crimes, such as bad check writing, loan fraud and embezzlement, but may include robbery, pimping and prostitution as well (Lesieur, 1987, cited in Rosenthal & Lorenz, 1992). In 1988, approximately 18,000 individuals were arrested in the United States for gambling itself, and this number does not include crimes that may have been motivated by gambling (US Bureau of the Census, 1990).

Gamblers in Texas Compared to Gamblers in Other States

In a recent report on a survey of gambling in Montana, Volberg presents comparative gambling behavior from 7 states that have carried out similar surveys (Iowa, South Dakota, and grouped data from four East Coast states: Maryland, Massachusetts, New Jersey and New York). Compared to these states, Texas gamblers are more often non-white, somewhat younger and less likely to be high school graduates. These characteristics of gamblers reflect the fact that Texas' population as a whole differs in these same ways from the populations of the other states surveyed.

Adults Who Have Never Gambled

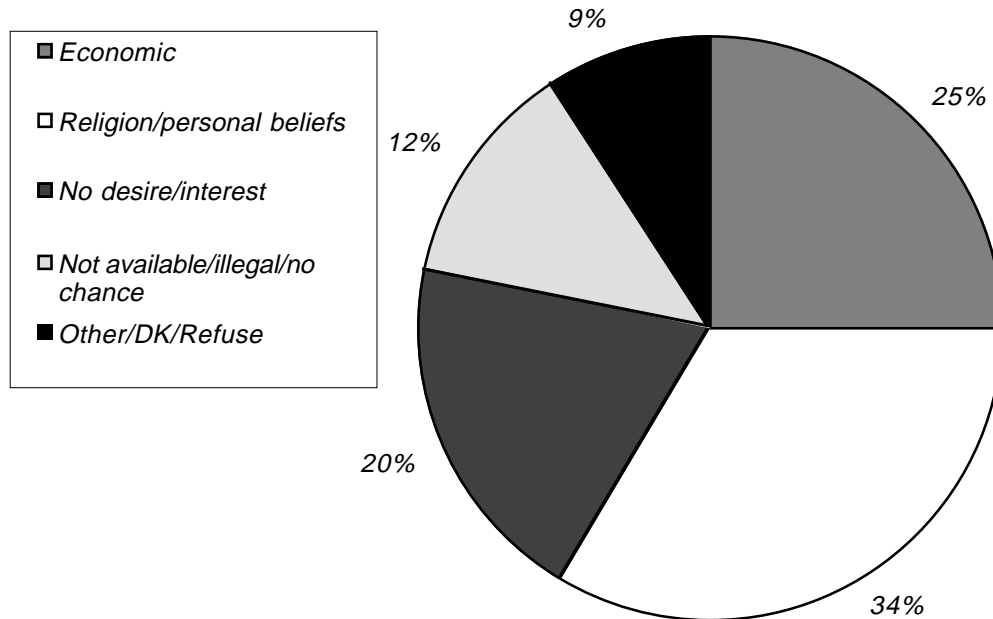
While this report focuses on characteristics of gamblers, there is a sizable population of adults

who have never gambled. Almost one-quarter of Texas adults said that they had never bet money on any activity. Compared to people who had gambled in their lifetimes, people who had never bet tended to be female, non-white, and over age 35, to have less than a high school education and a household income of less than \$20,000, to come from the Plains, Border, or East regions, to come from a Protestant (especially Baptist) religious background, and to say that religion is very important in their lives.

Respondents who had never gambled were asked why they did not bet money or gamble (Figure 5). About one-third gave religious or personal scruples as the major reason ("I don't believe in gambling," "it's against my religion"). Another one-quarter gave economic reasons ("it's a waste of money," "you can never win back all you spend"). Another important reason (for 20 percent) was simple lack of interest in betting. Slightly over 10 percent said that they did not bet because of lack of opportunity or because they believed it was illegal.

Over one-fifth of those who had never gambled said, nevertheless, that they intended to buy instant lottery tickets when the Texas Lottery began, and another 12 percent said that they might buy them. People who said that they intended to buy lottery tickets, or who were not sure if they would buy them or not, were more likely to have given economic or availability reasons for not having gambled so far, while people who said that they would not buy lottery tickets were more likely to say they did not believe in gambling for personal, religious or moral reasons.

FIG 5 REASONS FOR NOT GAMBLING GIVEN BY TEXAS ADULTS WHO HAVE NEVER GAMBLLED, 1992



People Who Have Gambled in the Past

Slightly over one-quarter of the respondents had gambled in their lifetimes but had not done so during the past year. They gave the following reasons for giving up gambling: economics (22 percent), lack of opportunity (26 percent), and having lost interest (31 percent). A smaller percentage (15 percent) gave religious or moral reasons or said they no longer believed in gambling. People who identified themselves as Baptists were more likely than people of other religions and denominations to give religious or moral reasons.

Among people who had not gambled in the past year, some 44 percent said that they nevertheless intended to buy Texas Lottery tickets, and another 11 percent said that they might buy them. People who had not gambled recently for lack of opportunity or because they thought gambling was illegal were the most likely to say they

intended to play the lottery, while people who had not gambled for economic reasons were about evenly divided on whether they intended to play or not.

CHAPTER IV: GAMBLING ON THE LOTTERY

Because this research project was planned in response to the Texas Lottery, the following section presents information specifically about the prevalence of gambling on lotteries and the characteristics of lottery gamblers.

Intention to Purchase Lottery Tickets

Over one-half (55 percent) of the adults interviewed before the lottery had begun said that they intended to buy an instant lottery ticket or a video lottery ticket when these became available. Among the adults interviewed in the four weeks after the lottery had begun, 64 percent said they intended to buy a lottery ticket.

Intentions to purchase lottery tickets expressed before the lottery began were highest among males, people aged 25-34, blacks and Hispanics, high school graduates with no college, people with incomes in the \$20,000-\$40,000 range and respondents from the Border, Houston, San Antonio and Corpus Christi regions. The demographic characteristics of people interviewed after the lottery had begun who said they intended to buy lottery tickets were similar, except that men and women were equally likely to say that they intended to play, and young adults were even more likely than adults 25-34 to say that they intended to purchase lottery tickets.

Prevalence of Gambling on Other Lotter- ies

Even before the Texas Lottery had been implemented, almost 31 percent of the adult population said that they had played a lottery game

(instant or video) in their lifetimes, and 15 percent had played one in the past year. This is similar to the number who said they had bet on bingo (33 percent lifetime, 13 percent past year) or horse/greyhound racing (32 percent lifetime, 11 percent past year), both of which were available in Texas in the year before the state lottery began.

The reported prevalence and recency of lottery playing is given in Table 7 for the total sample and separately for the sample interviewed before and after the Texas Lottery began.

As might be expected, reported lifetime and past-year instant lottery playing increased in the weeks following the Lottery, but reported video lottery playing, including lifetime playing, decreased slightly. It is possible that the beginning of the instant lottery in Texas engendered a new understanding of the distinction between instant and on-line lotteries.

The conversion rate for lottery playing among those interviewed before the Texas Lottery began was about 7 percent; that is, 7 percent of adults who had ever played the lottery had done so weekly during the past year. As might be expected, the conversion rate was much higher (25 percent) for the sample interviewed after the Texas Lottery had begun, when opportunities for weekly play were easily available. It should be remembered, however, that respondents in the post-lottery sample who said they had played lottery weekly could only have been referring to four weeks at most of the Texas Lottery.

**TABLE 7 PREVALENCE AND REGENCY OF GAMBLING ON LOTTERIES
TOTAL SAMPLE, AND SAMPLES INTERVIEWED
BEFORE AND AFTER THE TEXAS LOTTERY BEGAN***

	Ever Played	Past Year Regularly	Past Year Not Reg.	Not in Past Year	Never Played
INSTANT LOTTERY—Total	30.1 %	3.0 %	12.9 %	14.3 %	69.9 %
Before	29.0	1.8	12.1	15.1	71.0
After	34.2	8.8	16.2	9.2	65.8
VIDEO LOTTERY—Total	8.9 %	0.8 %	3.1 %	5.0 %	91.1 %
Before	9.1	0.8	3.1	5.2	90.9
After	6.0	0.4	2.4	3.2	94.0
EITHER LOTTERY—Total	31.9%	3.2%	13.7%	15.0%	68.1%
Before	30.8	2.1	13.0	15.8	69.2
After	35.4	8.9	16.7	9.8	64.6

*Total Sample N=6308; Before Sample N=4856; After Sample N=1452

Who Plays Lottery Games?

The following discussion, based on the sample that was interviewed before the Texas Lottery began, refers to persons who have gambled on the lottery but not the Texas Lottery.

Table 8 displays some demographic characteristics of adults who have played instant lottery games in their lifetimes or in the past year. Adults aged 25-34 were somewhat more likely than either younger or older adults to have played the lottery at all or in the past year. As with other forms of betting, older adults were the least likely to have played the lottery. Males were somewhat more likely than females to have played the lottery at all or in the past year.

Lifetime and past-year lottery playing increased with education, although adults with a high school diploma only were fairly similar to those with some college. Gambling on the lottery, both

lifetime and past year, generally increased with income.

Respondents who lived in the Houston region (bordering on Louisiana, the only neighboring state that had a lottery) were the most likely to have played the lottery in their lifetimes, while respondents from the Plains region were the least likely. Respondents from the East and Houston regions (both bordering on Louisiana) were the most likely to have played the lottery in the past year, while respondents from the Plains region were again the least likely to have played in the past year. Respondents from the East who had ever played lottery games were also the most likely to have played weekly during the past year. Past-year lottery bettors were, in fact, twice as likely (30 percent) as past-year bettors on other activities (14 percent) to have gone out of state during the year specifically to gamble.

TABLE 8 PERCENTAGE WHO HAVE BET ON INSTANT LOTTERIES, BY DEMOGRAPHIC CHARACTERISTICS, TEXAS ADULTS, 1992

	Ever Bet	Bet in Past Year	Bet Weekly Past Year	Conversion Rate*
TOTAL	29.0%	13.9%	1.8%	6.2%
<i>Gender</i>				
Male	32.5	15.4	2.3	7.1
Female	25.9	12.7	1.4	5.4
<i>Age</i>				
18-24	28.3	15.1	1.9	6.7
25-34	35.3	17.9	2.1	5.9
35+	26.6	11.9	1.7	6.4
<i>Race/Ethnicity</i>				
White	29.7	13.9	1.7	5.7
Black	29.4	18.5	3.2	10.9
Hispanic	26.9	12.7	1.6	6.3
<i>Education</i>				
Not H.S. Grad	19.8	8.6	1.5	7.6
H.S. Diploma	29.4	14.8	2.8	9.5
Beyond H.S.	32.1	15.5	1.4	4.4
<i>Income</i>				
< \$20,000	26.0	11.6	1.4	5.4
\$20,000-39,999	31.4	15.2	1.8	5.7
≥\$40,000	34.9	17.9	2.6	7.4
<i>Religion</i>				
Baptist	23.4	13.9	1.9	8.1
Catholic	34.0	15.8	2.2	6.5
Other	28.6	12.7	1.5	5.2
<i>Region</i>				
Plains	19.6	8.6	1.0	5.1
Border	29.1	13.8	2.6	8.9
Dallas/Fort Worth	28.8	13.6	1.5	5.2
East	27.3	18.0	2.9	10.6
Houston	34.9	17.9	2.4	6.9
Central	28.0	10.7	0.7	2.9
San Antonio	28.0	12.1	1.3	4.6
Corpus	25.3	10.8	2.0	7.9

*Conversion rate is the percentage of people who have ever bet on an activity who have bet weekly on it in the past year (column 3 divided by column 1). Percentages are based on sample interviewed before Texas Lottery began (N=4856).

Whites and blacks had played lotteries about equally and Hispanics slightly less, but blacks had played more than the other groups during the past year. The “conversion rate” for blacks was higher than that for whites or Hispanics; that is, 11 percent of blacks who had ever played a lottery game had done so regularly during the past year, as compared to only 6 percent of whites and Hispanics. Part of this phenomenon can be explained by residence: two-thirds of the black respondents live in the East and Houston regions, with relatively close proximity to the Louisiana lottery.

Catholics were the most likely to have ever bet on the lottery and Baptists the least likely. Interestingly, though, the “conversion rate” for Baptists was higher than that for other religions, although this may be partially explained by the fact that blacks are more likely than the other race/ethnic groups to be Baptists.

CHAPTER V: GAMBLING AMONG DIFFERENT SUBGROUPS

Introduction

People who have gambled in the past year, whether casually or regularly, make up almost 50 percent of the Texas population. Do these 50 percent differ in any significant ways from the half of the population that has not gambled in the past year? Do subgroups of gamblers differ among themselves according to their gender, race/ethnicity, residence, income or other traits?

In this chapter, individuals who have gambled in the past year are compared with individuals who have never gambled or who have gambled but more than a year ago. These groups of “gamblers” and “non-gamblers” are somewhat heterogeneous, as the former includes past-year occasional as well as regular and even pathological gamblers, while the latter includes people who have never gambled as well as those who gambled casually or even heavily but not in the past year.

Also in this chapter, different subgroups of gamblers are contrasted with each other: females with males, young with old, whites with blacks and Hispanics, and so on. While portraits of each subgroup of gambler are presented, the reader should remember that these are based on average characteristics, and that within each group there is much diversity.

The Past-Year Gambler

Compared to the person who has not gambled at all in the past year, the past-year gambler was more likely to be male, never married, young,

Catholic, well-educated, and to have a higher family income. He was slightly more likely than the non-gambler to be white, and to come from the Dallas/Fort Worth or Houston regions of the state.

About one-quarter of past-year gamblers had gambled regularly (at least once a week) on some activity, and about 5 percent of past-year gamblers had serious gambling-related problems in the past year (i.e., they were problem or pathological gamblers as defined in Chapter VI of this report). The preferred betting activities of past-year gamblers were diverse. They most enjoyed gambling with friends, horse/greyhound racing, casino games, slot machines, instant lotteries and bingo. They gambled primarily for entertainment purposes, with a small percentage saying they gambled mainly for social or economic reasons or out of curiosity/for the challenge.

Gamblers and non-gamblers were equally as likely to have sought mental health services either in their lifetimes or during the past year (further information on gambling and mental health is contained in Chapter IX). Gamblers were, however, dramatically more likely than non-gamblers to have used alcohol and other drugs during the past year and to report having had problems related to their substance use (see Chapter VIII for a detailed discussion of gambling and substance use). Figures 6 and 7 (and Figure 2 in Chapter 1) illustrate some of the differences between past-year gamblers and non-gamblers.

FIG 6 COMPARISONS BETWEEN PAST-YEAR GAMBLERS AND NON-GAMBLERS IN TEXAS, 1992

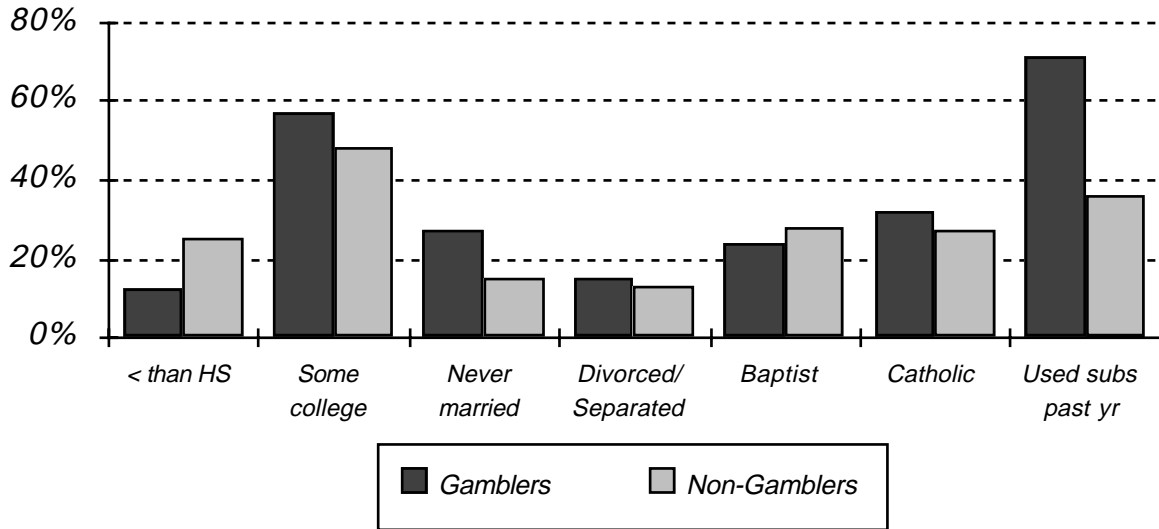
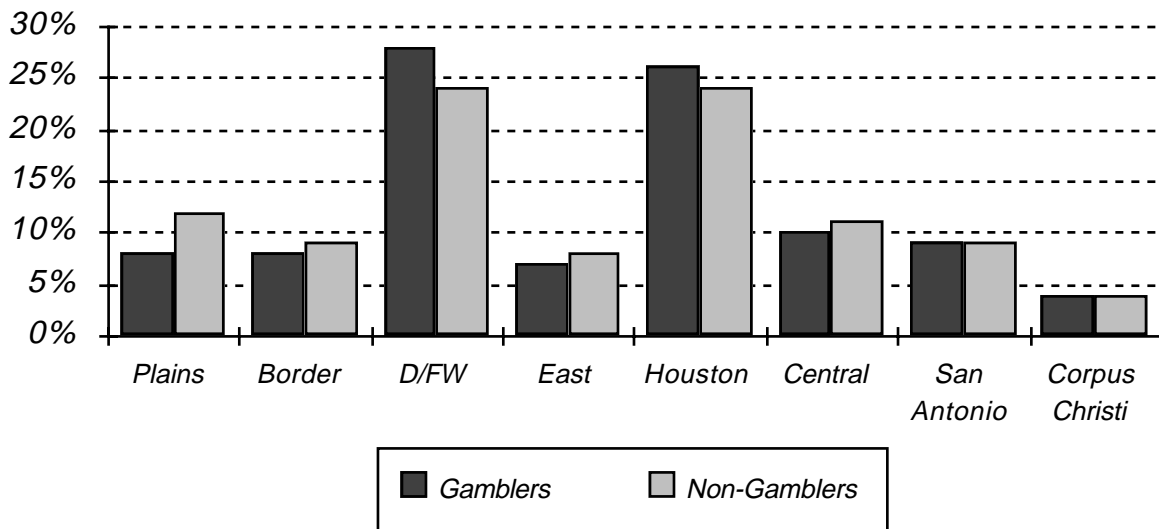


FIG 7 COMPARISON OF REGION OF RESIDENCE: PAST-YEAR GAMBLERS AND NON-GAMBLERS, TEXAS, 1992



The Gambler: Profiles by Subgroup of the Population

In the profiles below, subgroups of past-year gamblers are described relative to each other; that is, white gamblers are described relative to black and Hispanic gamblers, young gamblers relative to older gamblers, females relative to males, gamblers from one region relative to those from another, and gamblers on particular activities relative to those who have not gambled on those activities. For instance, if it is said that blacks tend to give economic reasons for gambling, this means that, although most people, including most black people, say that they gamble for fun, blacks are relatively more likely than whites or Hispanics to say that they gamble for economic reasons.

In describing the gambling behavior of a particular subgroup, related factors are not “controlled” (i.e., taken into account). For instance, if

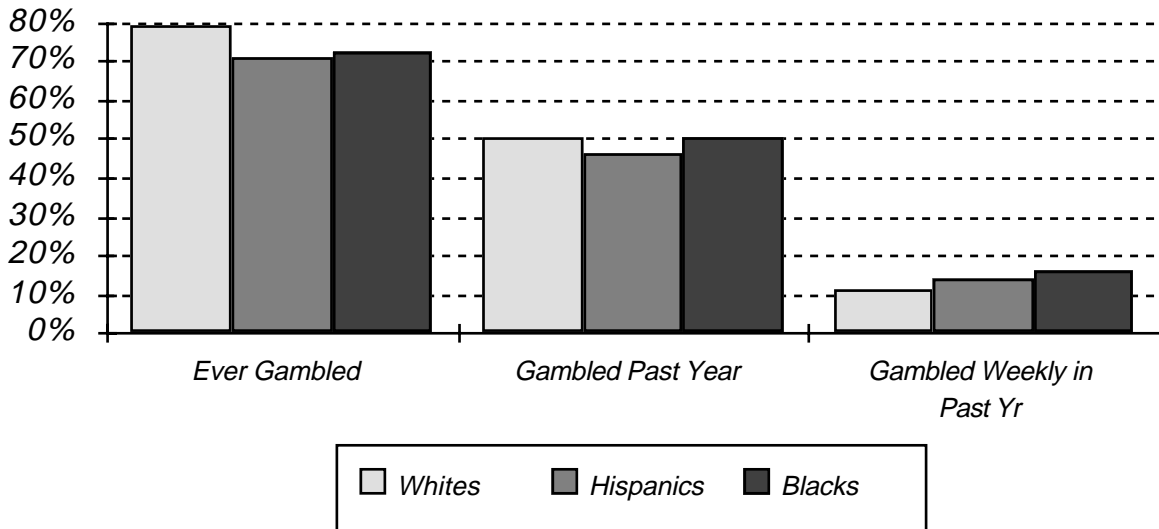
whites gamble more, and whites have higher incomes, their greater gambling could be “due to” the fact that higher-income individuals in general gamble more. Analysis of the unique, individual effect of each demographic characteristic on gambling behavior was beyond the scope of the present study but is anticipated in future studies of gambling in this population.

In the discussion below, the male pronoun is generally used for ease of reading. The reader should not forget, however, that 45 percent of all past-year gamblers are female.

Gambling Among Whites, Blacks and Hispanics

Incidence and Prevalence. White adults were somewhat more likely (79 percent) than either blacks (72 percent) or Hispanics (71 percent) to say that they had ever gambled on any activity (Figure 8). However, blacks were as likely as

FIG 8 PREVALENCE OF GAMBLING BY RACE/ETHNICITY, TEXAS ADULTS, 1992



whites to have gambled during the past year (50 percent of whites and blacks, compared to 46 percent of Hispanics), and blacks were the most likely, followed by Hispanics, to have gambled regularly during the past year (16 percent of blacks, 14 percent of Hispanics, 11 percent of whites).

The White Gambler. Demographically, the white gambler differed from the black or Hispanic gambler in ways similar to the general population: he tended to be older, better educated, currently married, and to have a higher income. The white gambler preferred gambling on card and dice games at casinos, slot machines, and horse/greyhound races, and he was more likely to have participated in them than other gamblers. He was also more likely than others to have gambled on high-risk investments. He bet for a variety of reasons, but was slightly more likely than black or Hispanic gamblers to say that he bet "to have fun." He was more likely than gamblers from other race/ethnic groups to have utilized mental health services and was also more likely than them to be a substance user. The white gambler was less likely than the black or Hispanic gambler to be a problem or pathological gambler: only 3 percent of whites were problem or pathological gamblers (see Table 9).

The Black Gambler. Reflecting demographic differences in the general population, the black gambler tended to be younger, have a middle-level education and have a low to moderate income. He was likely to be Baptist and from the Houston region, and was unlikely to be currently married. The black gambler was slightly more likely than the white or Hispanic gambler to be a female.

Although blacks were less likely than whites to have gambled at all in the past year, they were more likely to have gambled regularly and to have had serious gambling-related problems. Almost 11 percent of black gamblers were current problem or pathological gamblers. The black gambler's preferred gambling activities were lotteries, bingo, gambling with friends, and gambling at card parlor-type establishments, and he had bet on lotteries in the past year more than whites and Hispanics. He was less likely than whites or Hispanics to frequent horse/greyhound races or to bet on sports through a bookie. More than whites or Hispanics, the black gambler tended to give economic-based reasons for gambling. He was less likely to have used substances during the past year than whites or Hispanics but reported a relatively high number of substance-related problems.

The Hispanic Gambler. Like the black gambler, the Hispanic gambler was younger than the white gambler, with a relatively low educational level and a low to moderate household income. The Hispanic gambler was most likely to be Catholic, to come from the Border, San Antonio or Corpus Christi regions, and to be married, although a relatively high percentage had never been married. These demographics reflect those of Hispanics in the general population as well.

Hispanics were less likely than whites to have gambled at all but, among gamblers, more likely than whites to have gambled regularly during the past year and to have had gambling-related problems. Over 8 percent were problem or pathological gamblers. The Hispanic gambler preferred instant lotteries, bingo, gambling with friends,

**TABLE 9 SELECTED CHARACTERISTICS OF PAST-YEAR GAMBLERS
IN VARIOUS DEMOGRAPHIC GROUPS**

	% Regular Past-Year Gambler (1)	% Pst Yr Prob/Path Gambler (2)	Mean Age First Gambled (3)	% Ever Used MH Svc (4)	% Used Alc Only in Past Year (5)	% Used Drugs in Past Year (6)	Mean Num. Substance Problems (7)
All Pst Yr Gamblers	24.7%	5.1%	21.5	10.9%	64.3%	6.6%	0.61
<u>Gender</u>							
Male	28.5	6.1	18.8	7.5	67.8	8.8	0.78
Female	20.2	3.9	25.3	15.2	60.1	3.7	0.36
<u>Race/Ethnicity</u>							
White	22.2	3.2	21.1	12.8	69.3	7.4	0.57
Black	32.8	10.9	21.6	10.3	51.9	3.8	0.71
Hispanic	29.9	8.4	22.7	5.9	56.8	5.0	0.75
<u>Age</u>							
18-24	28.3	11.1	16.4	7.9	61.1	12.2	1.21
25-34	25.2	3.6	19.3	10.1	69.6	7.7	0.60
35 and +	23.1	3.6	25.0	12.7	62.2	3.7	0.37
<u>Region</u>							
Plains	27.4	5.0	21.6	9.9	67.2	4.0	0.46
Border	25.9	6.6	23.9	6.6	60.4	3.0	0.65
Dallas/Fort Worth	22.1	5.4	20.7	11.7	63.3	7.8	0.65
East	29.3	5.2	23.3	8.6	58.2	6.5	0.48
Houston	25.5	4.2	20.4	12.5	65.4	7.6	0.54
Central	21.4	5.5	20.4	12.0	67.1	7.1	0.82
San Antonio	26.3	4.8	22.7	10.5	66.9	5.4	0.69
Corpus Christi	27.6	5.8	24.0	8.6	63.2	4.5	0.53
<u>Income</u>							
<\$20,000	26.5	5.8	22.6	12.7	53.1	7.4	1.12
\$20,000 - \$39,999	25.1	5.3	20.6	11.0	67.1	7.5	0.58
\$40,000 - \$59,999	23.1	3.4	21.0	10.5	69.2	7.1	0.50
\$60,000 +	24.3	4.1	20.8	9.7	74.3	3.6	0.26
<u>Substance Use In Past Year</u>							
None	26.0	5.9	25.1	9.5	0.0	0.0	0.00
Alcohol only	23.5	4.1	20.6	10.9	100.0	0.0	0.42
Any illicit drug*	31.0	12.0	16.3	17.8	0.0	100.0	2.49

(1) Percent of past-year gamblers who gambled on any activity at least once a week.

(2) Percent of past-year gamblers who scored 3 or more on SOGS (includes problem and pathological gamblers).

(3) Mean age at which placed first bet for money.

(4) Percent of past-year gamblers who had ever seen a health professional for emotional or psychological problems.

(5) Percent of past-year gamblers who had used alcohol but no other drugs in past year.

(6) Percent of past-year gamblers who had used marijuana, cocaine/crack, heroin, uppers or downers in past year (may or may not have also used alcohol).

(7) Mean number of substance-related problems reported (of 14 asked) by past-year gamblers who used substances in past year.

* Of 5 asked about

and sports gambling at sports books or through a bookie. He was also more likely to have bet on dog/cock fights in the past year than whites and blacks. While all three race/ethnic groups most frequently cited “entertainment” as their primary reason for gambling, the Hispanic gambler was more likely than the other groups to give a variety of reasons for gambling, including economic and social reasons and curiosity/challenge. Hispanics were the least likely to have ever utilized mental health services. They were also, like blacks, less likely to have used substances in the past year but more likely to have had substance-related problems if they did use.

Gambling Among Age Groups: Young (18-24), Middle (25-34) and Older (35+)

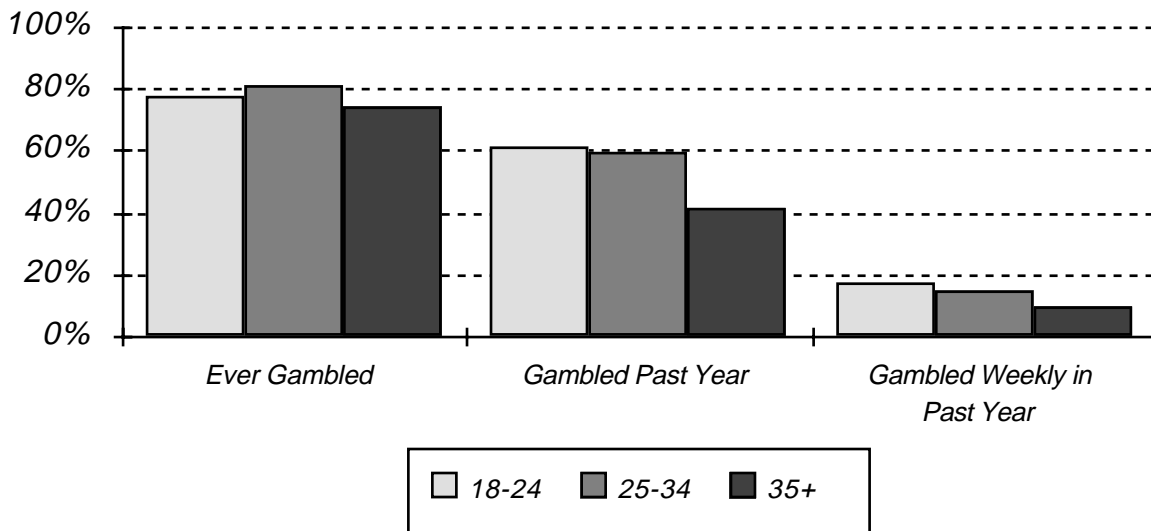
Incidence and Prevalence. Younger and middle adults (those under 35) were slightly more likely to have placed bets in their lifetimes than adults

who were older: 78 percent of adults aged 18-24 and 81 percent of adults aged 25-34, compared to 74 percent of adults aged 35 and older, had ever gambled for money (Figure 9). Adults under 35 were also more likely to have gambled in the past year, and more likely to have gambled regularly.

The Young Gambler. The young gambler (18-24) was similar in demographic characteristics to adults of that age in the general population: he was more likely to be a minority and Catholic, to never have been married, and to have relatively low income and educational levels. Young people were more likely than average to live in the Central region.

The young gambler was more likely than the middle or older gambler to gamble regularly and to have gambling-related problems, with 11 percent classified as current problem or pathological gamblers. The young gambler’s preferred activities were gambling with friends, playing and

FIG 9 PREVALENCE OF GAMBLING BY AGE GROUP, TEXAS ADULTS, 1992



gambling on games of skill, gambling at card parlors or sports books, and gambling on dog/cock fights. These choices may partially reflect the fact that young adults in the population were more likely than older adults to be black or Hispanic (groups which favor some of these activities). Young gamblers were more likely than older gamblers to say that they gambled for economic reasons. They were less likely than older gamblers to have utilized mental health services but more likely to have used both alcohol and other drugs in the past year and to have experienced more substance-related problems.

The Older Gambler. Older (35+) gamblers, like older people in the general population, were more predominantly white, Baptist, married or formerly married, and they tended to have higher incomes and educational levels. The disparity between the higher educational levels of older gamblers and lower levels of younger gamblers was even greater than for the population as a whole: although young gamblers and young people in the general population had educational levels that were similar, older gamblers had higher educational levels than older people in general.

The older gambler was least likely to be a regular gambler and was about one-third as likely (4 percent) as the young gambler (11 percent) to be a problem or pathological gambler (gamblers in the middle age category had similarly low rates (4 percent) of problem or pathological gambling). The older gambler's preferred gambling activities were card and dice games at casinos, slot machines, horse/greyhound racing and speculative investments; he was less likely than young or middle gamblers to have gambled during the past

year with friends or on games of skill. Older gamblers were the most likely to have ever consulted a health professional for mental health problems, and were the least likely to have used drugs other than alcohol during the past year or to have substance-related problems.

Gambling By Males and Females

Incidence and Prevalence. More males gambled than females. Some 83 percent of males said they had ever made a bet for money, compared to about 70 percent of females; 57 percent of males, compared to 41 percent of females, had bet in the past year. Men were also twice as likely as women (16 percent versus 8 percent) to have gambled regularly during the past year.

The Female Gambler. Female gamblers, who make up 45 percent of all past-year gamblers, were not predominantly found among any race/ethnic group, age category or religion. As with women in the general population, they reported lower educational and household income levels than men and were more likely than men to have been married at some time. Interestingly, while woman gamblers and women non-gamblers were equally likely to be currently married, male gamblers were much less likely than male non-gamblers to be currently married.

Female gamblers were less likely than male gamblers to bet regularly or to be problem or pathological gamblers. Women's preferred activities were bingo, slot machines, horse/greyhound races, and instant lotteries, and more women gambled on bingo and lotteries in the past year than did men. Women did not give significantly different reasons for gambling than men. As in the general population, female gam-

blers were more likely to have utilized mental health services, and were less likely to have used alcohol or other drugs during the past year or to have substance problems.

Gambling Behavior in Different Regions

While serious gamblers will always find a way or a place to bet, the availability of gambling opportunities clearly affects the proportion of the population who bet more casually as well as the specific types of betting in which they engage. Gambling patterns may thus be expected to vary by region, reflecting the different availability of betting opportunities throughout Texas.

For purposes of analysis, Texas counties were aggregated into eight survey regions, referred to as the Plains, Border, Dallas/Fort Worth, East, Houston, Central, San Antonio, and Corpus Christi regions (see Appendix B for a map identifying the regions and a listing of the counties within each region). These regions are those that were used in TCADA's 1988 survey of substance use among adults in Texas.⁸

In 1991 and early 1992, the year of reference of this survey, the forms of betting that were generally available to Texas adults were bingo (throughout the state), limited horse racing (in the Central, Dallas/Fort Worth and San Antonio regions), greyhound racing (in the Border and Corpus Christi regions), speculative investing, informal betting with friends and gambling on games of skill (statewide).

Because Texas is bordered by four other states, as well as by Mexico, other venues for legal gambling were available to Texans, especially to those living near the borders of the state. *Oklahoma*, which borders on three Texas regions (Plains,

Dallas/Fort Worth, and East), had opportunities for betting on horse racing and bingo on Indian reservations. Horse racing and Indian bingo were also available in *New Mexico*, which neighbors the Border and Plains regions. *Arkansas*, one of the three states that touches Texas at the East region, had one horse track and one greyhound track (located, however, quite far from the Texas border). *Louisiana*, which also borders on the East and Houston regions, had horse racing (including Off Track Betting) and a state lottery, including instant and video lotteries, available during the year of reference. Horse and greyhound racing, sports books, and a lottery were available in *Mexico*, which neighbors the Border region. In addition, a lottery and a limited amount of horse and greyhound racing were available in *Colorado*, which does not border on Texas but is separated from the Plains region by a distance of less than 100 miles. A casino opened in Colorado in April 1992, but would have been in operation for only a short time before the end of interviewing for this survey.⁹

Of course, any regional differences found in betting patterns will also reflect regional differences in race/ethnicity, age, income, and other factors that influence betting. These factors were not controlled in the following examination of regional betting.

Incidence and Prevalence. Respondents from the Dallas/Fort Worth, Houston and Corpus Christi regions were more likely to have ever bet or to have bet in the past year than respondents from other regions. Respondents from the Plains, Border and East regions were the least likely to have ever gambled. There was no significant

difference among regions in the percentage who had bet regularly in the past year.

The Gambler from the Plains Region. The Plains gambler was younger than bettors from most other regions (except Central), which does not reflect demography since non-gamblers from the Plains were older than non-gamblers from other regions. Compared to gamblers from other regions, the Plains gambler was typically white, Baptist and married, with a medium level of education and a moderate income. These traits were similar to those of all adults from the Plains region as compared to adults from elsewhere. In general, gamblers reported higher household incomes than non-gamblers, and this disparity was particularly large in the Plains region.

The Plains gambler preferred bingo and betting on games of skill, and was somewhat more likely to have bet on them within the past year than people from other regions. He was no more or less likely than gamblers from other regions to have gone out of state within the past year for the specific purpose of gambling. His substance use during the past year was similar to that of gamblers in any region, although non-gamblers in the Plains were less likely to have used substances than non-gamblers from other regions. In other words, although gamblers from the Plains were not more likely to use substances than gamblers from most other regions, being a gambler was more strongly associated with substance use in the Plains region than in other regions of the state.

The Gambler from the Border Region. As in the general population from this region, the gambler from the Border was typically Hispanic, Catholic and of average age, with relatively low

income and education. She was more likely to be female than gamblers from most other regions, and she preferred gambling on bingo and instant lotteries. She was relatively more likely than people from other regions to have bet on instant lotteries, horse/greyhound racing and dog/cock fights in the past year. She liked to bet out of curiosity or for the challenge. Although this region neighbors on New Mexico and Mexico, the Border gambler was relatively unlikely to have gone out of state in the past year specifically to gamble. She was less likely to have used drugs or alcohol during the past year. Her other characteristics were similar to those of gamblers in the other regions.

The Gambler from Dallas/Fort Worth Region. Relative to gamblers from elsewhere, the Dallas/Fort Worth gambler was typically a white male, of average age, well educated and with a high income. These characteristics were also typical of the general population of this region. He preferred gambling with friends, horse/greyhound races, cards and dice games at casinos, and video lotteries. He was more likely than average to have bet with friends in the past year. He was relatively more likely to say he bet "to have a good time" and was comparatively likely to have gone out of state in the past year in order to gamble. He was relatively more likely to have used drugs during the past year.

The Gambler from the East Region. As with the general population from this region, the gambler from the East was more likely to be black, Baptist and older than people from most other regions, and had a moderate education and income. His preferred forms of gambling were instant lotteries and horse/greyhound racing, and he was

more likely than gamblers from any other region to have bet on instant lotteries in the past year. He had also bet more than people from all other regions except the Border on dog/cock fighting. The gambler from this region was relatively likely to have gone out of state to gamble in the past year (the East region borders on Louisiana, which is where he probably played lottery games). He was average in his other characteristics.

The Gambler from the Houston Region. Reflecting the demographics of the general population of this region, the Houston gambler was of average age, and more likely than average to be black, well educated and with a high income. He preferred instant lotteries (which he may have played in Louisiana, since he was likely to have gone out of state to bet), cards and dice at casinos, and gambling on speculative investments. However, he had not bet on any particular activity significantly more often in the past year than gamblers from other regions, and had bet less than most on horse/greyhound racing. More than average, he said he gambled for economic reasons. He was more likely to have used drugs in the past year.

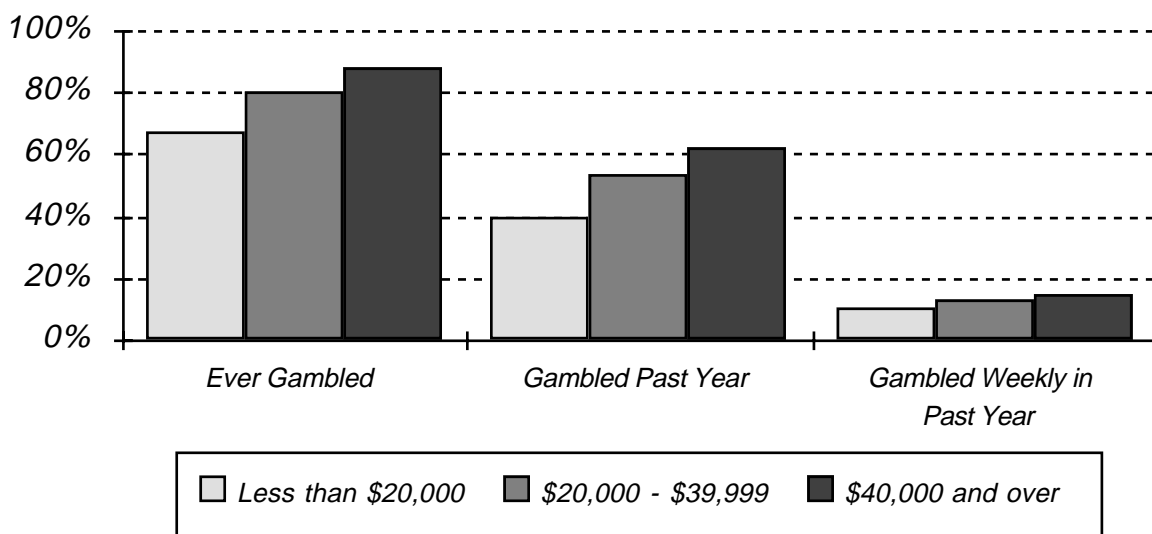
The Gambler from the Central Region. Compared to gamblers from elsewhere, the Central region gambler was more likely a white male, younger, never married, and relatively well educated but with an income on the low side. These characteristics were true of the general population from this region as well. More than gamblers from other regions, the gambler from the Central region said he liked gambling on games of skill, video lotteries, high-risk investments and card games in betting establishments such as card parlors, although he did not gamble on these

activities any more in the last year than people from other regions. He said he gambled out of curiosity or for the challenge. This region does not border on any other state, and the gambler from the Central region was relatively unlikely to have gambled out of state in the past year. He was more likely to have used alcohol or drugs, and reports a higher number of substance problems.

The Gambler from the San Antonio Region. Hispanic, Catholic, with moderate education and an income on the low side (all characteristics typical of the population of this region), the San Antonio gambler was as likely to be female as male. Gamblers from the San Antonio region disproportionately preferred instant lotteries as well as betting on sports through a bookie but they had not gambled on any particular activity significantly more than bettors from other regions. The gambler from the San Antonio region was not likely to have journeyed out of state to gamble in the past year. The other characteristics of this gambler were close to average.

The Gambler from the Corpus Christi Region. He was likely to be Hispanic and Catholic, older and married, with low to moderate educational levels and a moderate income (non-gamblers from this region, on the other hand, had a low income relative to non-gamblers in other regions). He liked gambling on instant lotteries, horse/greyhound racing and dog/cock fights. He had gambled more than average in the past year on the races (this region has one of the two greyhound tracks in Texas). He tended to gamble out of curiosity or for the challenge. He rarely gambled out of state. He was less likely to have utilized mental health services or to have used drugs and alcohol.

FIG 10 PREVALENCE OF GAMBLING BY INCOME, TEXAS ADULTS, 1992



Gambling According to Income Level

Incidence and Prevalence. The higher a respondent’s income level, the more likely he was to have gambled in his lifetime: 88 percent of adults with incomes of \$40,000 and over, 80 percent of those with incomes between \$20,000 and \$40,000, and 67 percent of those with incomes under \$20,000 said that they had bet for money on any activity in their lifetime (Figure 10). People with higher incomes were also more likely to have bet during the past year. However, income was not related to the frequency of betting during the past year: among past-year bettors, the poor were just as likely as the rich to have placed bets weekly.

The Low-Income Bettor. The low-income bettor (household income under \$20,000) was more likely than higher-income bettors to be female, young, black or Hispanic, never married or formerly married, and to have a relatively low educational level—all traits that also characterized low-

income people in the general population. Low-income gamblers, like low-income individuals in general, were found disproportionately in the Border or Central regions of the state.

The low-income gambler did not bet any more regularly than gamblers of other income levels and, except for the most impoverished gamblers (those with household incomes of under \$10,000), was not significantly more likely to have had serious gambling problems or to be a pathological gambler.¹⁰ She was also less likely than gamblers in other income ranges to have used substances within the past year, but reported a relatively higher number of substance-related problems.

The preferred gambling activities of low-income gamblers, as compared to gamblers with higher incomes, were instant lotteries, bingo, and betting with friends and co-workers, and low-income bettors were more likely than high-in-

come bettors to have been weekly bingo players in the past year. Low-income gamblers were more likely than high-income gamblers to say that they bet for social reasons, including peer pressure.

The Affluent Bettor. As compared to bettors of other income levels, affluent bettors (household incomes of \$60,000 or more) were disproportionately white males, older, well educated, and currently married. They tended to live in the Dallas/Fort Worth or Houston regions. They were similar in these traits to high-income people in the general population of Texas.

The affluent bettor was no more or less likely than other bettors to have gambled weekly in the past year. However, he was the least likely to have had serious gambling problems or to be a pathological gambler. He preferred betting on casino games, gaming machines, speculative investments and games of skill, and avoided instant lotteries, bingo and casual betting with friends. More than gamblers in any other income group, the affluent gambler bet for fun or entertainment. The prevalence of past-year substance use among affluent bettors was about average.

Gambling Among Substance Users

The Alcohol-Only User Who Gambles. Almost one-half of Texas adults said that they had drunk alcohol but used no other drug during the past year. About 63 percent of these past-year alcohol-only users had gambled on some activity during the past year. This is significantly higher than the 49 percent of the general population who had gambled within the past year, and suggests that people who drink (or who are willing to report drinking) are also more likely to gamble (or to report gambling).

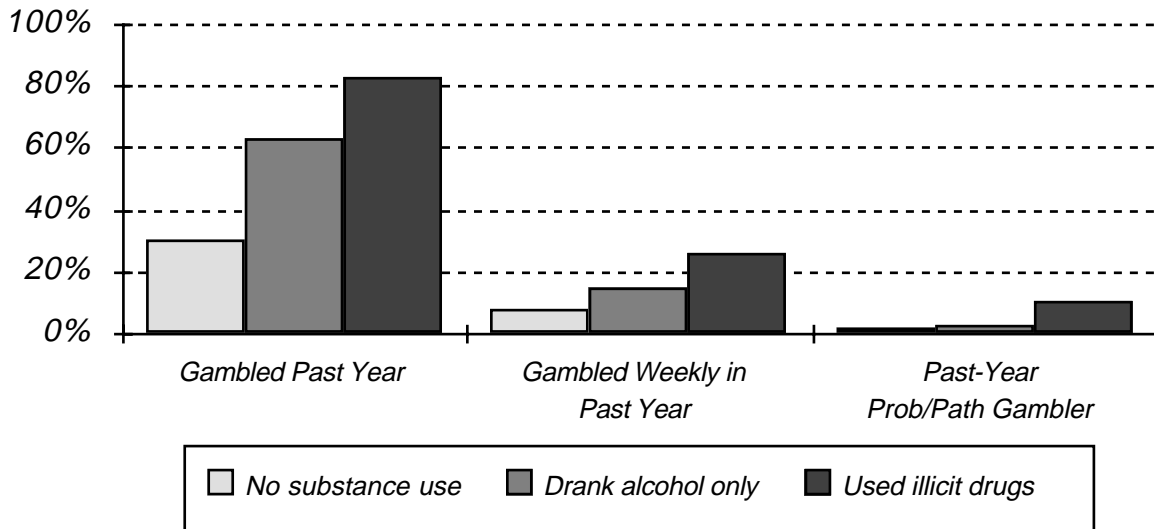
About 15 percent of alcohol-only users gambled weekly during the past year (as compared to 12 percent of the general population). Among past-year gamblers, alcohol-only users were less likely than adults who had not used substances at all in the past year to be problem or pathological gamblers.

The Illicit Drug User Who Gambles. Past-year illicit drug users were those adults who said they had used either marijuana, cocaine, or non-prescribed stimulants (“uppers”) or sedatives (“downers”) within the past year. About 4 percent of the adults interviewed said that they had used one of those drugs during the past year (although heroin was also asked about and some respondents had used it in the past, no respondent admitted to past year use of that drug). Use of only illicit drugs was rare; over 90 percent of the drug users had also drunk alcohol during the past year.

Some 83 percent of past-year illicit drug users had gambled during the past year. About 26 percent of illicit drug users were regular gamblers in the past year. Among past-year gamblers, illicit drug users were two to three times more likely than alcohol-only users or non-substance users to be problem or pathological gamblers (Figure 11).

Marijuana and cocaine users were slightly more likely than users of uppers or downers to be regular gamblers. However, people who used uppers were the most likely to have had gambling problems, with almost 13 percent of them being classified as past-year pathological gamblers. Users of uppers were also disproportionately likely to report having had substance-related problems within the past year. Many pathological gamblers say that they are seeking “action,” an aroused, euphoric state comparable to the “high” derived

FIG 11 PREVALENCE OF GAMBLING BY CATEGORY OF PAST-YEAR SUBSTANCE USE, TEXAS ADULTS, 1992



from uppers such as amphetamines or from cocaine (Lesieur, Blume & Zoppa, 1985; Rosenthal & Lorenz, 1992). The fact that users of uppers were particularly likely to be pathological gamblers suggests that the two behaviors may be alternate means of obtaining that high.

Gambling by People Who Engage In Different Gambling Activities

About 40 percent of past-year gamblers had gambled on only 1 of the 13 kinds of gambling activities surveyed. The remainder had gambled on 2 to 12 different types of activity, with the average number being 2.4.

Because there were so many possible combinations of activities, it was not practical to classify gamblers exclusively by a single activity. That is, people who had gambled on, for instance, bingo in the past year were as likely as not to have gambled on one or more other activities as well.

The following discussion looks at some of the characteristics of gamblers who engage in particular types of betting activities. The reader should keep in mind that the majority of gamblers in each of the groups except the first (“friends only”) had also bet on other activities, so the groups are not exclusive and the same individuals may appear in several groups. The characteristics mentioned are those displayed by people who had bet on that activity in the past year relative to past-year gamblers who had not bet on that activity in the past year.

The Gambler Who Bets With Friends Only (12 percent). Betting on the outcome of sports or other events with friends or co-workers was the most popular gambling activity among Texas adults, with 50 percent of past-year bettors engaging in this form of betting. There was a small number of past-year gamblers (12 percent) who had bet only on this kind of activity and on

nothing else. Compared to bettors on other activities, the “friends-only” gambler was likely to be younger, unmarried and a high school graduate with no further education. Other than that, his characteristics were similar to those of other past-year bettors in terms of gender, race/ethnicity, religion, income and region of residence. He was most likely to say he bet for social reasons, and was not likely to be a weekly bettor, nor did he tend to have gambling problems. The prevalence of substance use among the “friends-only” bettor was about average.

The Lottery Gambler (35 percent). About 35 percent of past-year bettors had played lottery games during the past year. Most of them were not exclusive lottery bettors, since on average they had bet on 3.3 different types of activity. Some characteristics of the lottery gambler have been described in Chapter III. Relative to the past-year bettor who had not played lotteries, the lottery gambler was likely to be black, female, divorced or separated, Catholic and older than age 24. She was most likely to live in the Border, East, Houston or San Antonio regions of the state. About 35 percent of lottery gamblers were regular gamblers on some activity in the past year, and 6.4 percent were problem or pathological gamblers. The prevalence of substance use among the lottery gambler was about average.¹¹

The Bingo Gambler (27 percent). Twenty-seven percent of past-year gamblers had bet on bingo (bingo players had bet on 3.2 different types of gambling activities, on average). The bingo gambler was relatively more likely than past-year bettors who had not played bingo to be female, black or Hispanic, formerly married, and Catholic, with a high school education or less and a low

household income. She came equally from all regions of the state. She was more likely than non-bingo bettors to be a regular gambler and to be a problem or pathological gambler, but was relatively unlikely to have used alcohol or other drugs in the past year or to have substance-related problems.

The Gambler on Horse or Greyhound Races (23 percent). Some 23 percent of past-year gamblers had bet on the races (the average number of different types of gambling activities bet on by these gamblers was 3.6). These gamblers were more likely than gamblers who had not bet on the races to be white, currently married, older, better educated, Catholic and to have a somewhat higher income. The gambler on the races was most likely to live in the Border, San Antonio or Corpus Christi regions (all of which have racetracks). He was more likely than non-races gamblers to be a regular gambler and to have gambling problems. He was also likely to have used alcohol and other drugs (mainly marijuana) during the past year and slightly more likely to report substance-related problems.

The Gambler on Casino Games or Slot/Video Poker Machines in Casinos (23 percent). About 23 percent of past-year gamblers had bet on casino games and/or slot or video poker machines in casinos (they had gambled on an average of four different kinds of gambling activities in all). Since there was a high overlap between gambling on casino games and on slot machines, and these gamblers had similar characteristics, they were combined for this discussion (also, the question on slot or video poker machines referred only to machines in casinos). Compared to gamblers who had not bet in casinos during the

past year, the casino/slot machine gambler tended to be white, male, older, college educated and to have a higher household income. He came predominantly from the Dallas/Fort Worth or Houston regions. He was relatively likely to gamble at least weekly on some other activity (weekly access to a casino is difficult for a Texas resident) and to have gambling problems. He was more likely than others to say he gambled for entertainment. Although he was more likely to be an alcohol user than past-year bettors who did not gamble in casinos, he tended to have fewer substance-related problems.

The Gambler Who Gambles in “Card Parlors” or Through a Bookie (11 percent). About 11 percent of past-year gamblers had gambled on card or dice games in gambling establishments other than casinos or had used a bookie (these gamblers had gambled on an average of almost five different activities in the past year). As compared to past-year gamblers who had not gambled in these ways, the card-parlor/bookie gambler was more likely black or Hispanic, male, divorced or never married, and younger, with a high school diploma or less. In income, religion and region of the state, he was similar to other gamblers. The card-parlor/bookie gambler was especially likely to be a regular gambler and to have had gambling-related problems in the past year. He was also likely to have used alcohol and other drugs (especially marijuana and uppers) and to report substance-related problems.

Gamblers on Other Activities (14 percent). About 86 percent of past-year gamblers had gambled on one or more of the above groups of activities. The other 14 percent of gamblers had gambled only on other activities, including games

of skill (57 percent of gamblers who did not gamble on any of the above activities), high-risk investments (42 percent), sports books (5 percent), dog and cock fights (1 percent) or “other” gambling activities (9 percent). Some 45 percent of people in this category had also gambled with friends in addition to gambling on another activity (the average number of different activities bet on by these gamblers was 1.6). Relative to the gamblers on the activities above, these other kinds of gamblers tended to be white, male, unmarried and college-educated with higher incomes. They tended to live in the Central region. They said they gambled for economic reasons, and were not likely to be regular gamblers or to have gambling problems.¹² Interestingly, although the prevalence of past-year alcohol and drug use was average among this group, the prevalence of substance-related problems was relatively higher than others.

Table 10 summarizes the percentage of past-year gamblers in each category above who were weekly gamblers. Individuals who bet with friends only were the least likely to bet weekly, while individuals who bet in card parlors or with bookies were the most likely to be weekly bettors. The first column of Table 10 indicates the percentage of gamblers on each activity who bet weekly, whether on that activity or on any other activity, while the second column shows the percentage of gamblers on each activity who bet weekly on that particular activity. This distinction may be important because for people who like to gamble regularly, certain activities may lend themselves more readily, either through choice or availability, to weekly betting. For instance, about one-half of lottery gamblers who bet weekly bet on lotteries

TABLE 10 PERCENT OF PAST-YEAR GAMBLERS ON EACH ACTIVITY WHO ARE WEEKLY GAMBLERS ON ANY ACTIVITY AND PERCENT WHO ARE REGULAR GAMBLERS ON THE ACTIVITY IN QUESTION

<u>Category of Activity</u>	<u>% Who Are Weekly Bettors on Any Activity</u>	<u>% Who Are Weekly Bettors on Activity in Question</u>
Friends Only	10.1 %	10.1 %
Lotteries	35.2	19.2
Bingo	36.6	18.0
Horse/Greyhound Races	30.7	5.7
Casino/Slots	31.0	3.5
Card Parlor/Bookie	53.8	24.6
Other Activities*	19.0	19.0
All Past-Year Gamblers	24.7 %	

*"Other Activities" category comprises past-year bettors who did not bet on Lotteries, Bingo, Races, Casino/Slots or Card Parlor/Bookie. It includes bettors on investments, games of skill, sports books, dog/cock fights, and "other" types of betting, such as sweepstakes, family card games, and fishing tournaments.

weekly, while only about one-fifth of racing gamblers who bet weekly bet on the races weekly. Thus, while approximately one-third of both lottery gamblers and racing gamblers bet at least weekly on something, lottery gamblers were

equally as likely to bet on lotteries as on anything else, while racing gamblers were more likely to bet on activities other than races. Table 11 reports the percentage in each category who are pathological gamblers.

TABLE 11 PERCENT OF PAST-YEAR GAMBLERS ON EACH ACTIVITY WHO ARE PROBLEM OR PATHOLOGICAL GAMBLERS

<u>Category of Activity</u>	<u>% in Category Who Are Problem/ Pathological Gamblers</u>
Friends Only	2.3 %
Lotteries	6.4
Bingo	9.8
Horse/Greyhound Races	7.3
Casino/Slots	7.0
Card Parlor/Bookie	19.2
Other Activities*	2.1
All Past-Year Gamblers	5.1 %

* See footnote in Table 10.

CHAPTER VI: PROBLEM AND PATHOLOGICAL GAMBLING IN TEXAS

The South Oaks Gambling Screen

Following the majority of other statewide surveys of gambling prevalence, this survey used the South Oaks Gambling Screen to assess problem and pathological gambling in the general population. The South Oaks Gambling Screen (SOGS) is a 20-item scale derived from the diagnostic criteria for pathological gambling established by the American Psychiatric Association (1980, 1987). The instrument has proven reliability and validity and has been used to assess problem and pathological gambling in surveys both of the general population and among clinical populations in treatment (Lesieur & Blume, 1987).

The SOGS is scored on a scale of 1 to 20, with a score of 5 or greater considered to define a probable "pathological gambler." A score of 3 or 4 has been conventionally considered to represent a potential pathological gambler or serious "problem gambler." Some analysts consider that any positive score on the SOGS indicates a potentially serious gambling problem.

All survey respondents who indicated that they had ever gambled were asked to respond to the 20 items of the SOGS. Respondents who had never gambled at all were automatically assigned a score of 0. Table 12 presents the range of scores received by all respondents on the SOGS.

**TABLE 12 DISTRIBUTION OF SCORES ON SOGS
ALL RESPONDENTS, TEXAS, 1992**

Score	% of Respondents
0	79.9 %
1	10.8
2	4.5
3	2.4
4	1.1
5	0.4
6	0.4
7	0.2
8	0.1
9	0.0
10	0.0
11	0.0
12	0.0
13	0.1
14 +	0.0

The terms “pathological gambler,” “compulsive gambler,” and “problem gambler” sometimes have been used interchangeably in the literature, although they are now developing more specific meanings. Typically, the term “compulsive gambling” is used primarily by lay audiences, the media and the courts. However, the word “compulsive” implies that the individual is engaged in an activity that is not enjoyable. Since, at least initially, gambling can be quite enjoyable even for those who later develop problems, the term “compulsive gambling” is considered somewhat inaccurate. Psychiatrists and other mental health professionals prefer the term “pathological gambling,” because it emphasizes the notions that this kind of gambling is a chronic and progressive disorder and that there is a clear distinction between social gamblers and people with the disease of pathological gambling. The term “problem gambling” is generally used by researchers and advocates to indicate all of the patterns of gambling behavior that compromise, disrupt or damage personal, family or vocational pursuits. It includes, but is not limited to, pathological gambling (Rosenthal & Lorenz, 1992; Volberg, personal communication).

Since the classifications used in this report are based on the SOGS, this report follows the common usage established in previous studies, with a score of 5 or greater denoting a pathological gambler and a score of 3 or 4 denoting a problem gambler.

The original SOGS instrument is presented in Appendix C along with some slight revisions that were used in the Texas survey. The SOGS was

originally conceived as a measure of lifetime problem/pathological gambling. However, it is easily adapted to measuring more current gambling problems. In the Texas survey, respondents were asked first to respond to the SOGS questions in terms of their lifetime behavior. If their response was positive, they were then asked if this behavior had occurred within the past year.

Lifetime Rates of Problem and Pathological Gambling

About 1.3 percent of the adult population in Texas are lifetime probable pathological gamblers, and another 3.5 percent are lifetime problem gamblers. That is, a total of 4.8 percent of the population, or between 540,000 and 670,000 Texas adults, have had serious gambling-related problems in their lifetime (range represents a 95 percent confidence interval around 4.8 percent).

The percentage of lifetime pathological gamblers in Texas is within the range found in other state surveys that have used the SOGS (a low of 0.1 percent in Iowa to a high of 2.3 percent in Massachusetts). However, the percentage of problem gamblers is higher than that found in any other state survey, where the percentage of problem gamblers ranges from 1.6 percent in Iowa to 2.9 percent in California. It may be that the greater cultural and ethnic diversity of the adult population in Texas contributes to higher rates of problems in these communities. Table 13 shows the percentage of lifetime problem and pathological gamblers in Texas as compared to that in eight other states where similar surveys have been done.

TABLE 13 LIFETIME PREVALENCE RATES OF PROBLEM AND PATHOLOGICAL GAMBLING, BY STATE

State	Problem/ Pathological Gamblers	Problem Gamblers	Pathological Gamblers	Adult Population	Sample Size
Texas	4.8 %	3.5 %	1.3 %	12.5 million	6,308
Massachusetts	4.4	2.1	2.3	4 million	750
New York	4.2	2.8	1.4	13 million	1,000
New Jersey	4.2	2.8	1.4	6 million	1,000
California	4.1	2.9	1.2	20 million	1,250
Maryland	3.9	2.4	1.5	3 million	750
Montana	3.6	2.3	1.3	0.6 million	1,020
South Dakota	2.8	1.8	1.0	0.5 million	1,560
Iowa	1.7	1.6	0.1	3 million	750

Source: Volberg, R. (1992) and Volberg, R., personal communication

Past Year Rates of Problem and Pathological Gambling

About 0.8 percent of the adult population were current (past year) pathological gamblers, while another 1.7 percent were current problem gamblers. This means that between 270,000 and 360,000 Texas adults had serious gambling problems within the past year.

Current rates of problem and pathological gambling have not been assessed in most other

state surveys, with the exception of Montana and South Dakota. The rates found in Texas are comparable to those found in Montana, where 0.7 percent of the population were past-year pathological gamblers and 1.5 percent were past-year problem gamblers (Table 14). In South Dakota, where current prevalence rates are based on a 6-month measure instead, rates were slightly lower, with 0.6 percent current pathological gamblers and 0.8 percent current problem gamblers.

TABLE 14 CURRENT PREVALENCE RATES OF PROBLEM AND PATHOLOGICAL GAMBLING, BY STATE

State	Problem Gamblers	Pathological Gamblers
Texas (1-year rate)	1.7%	0.8%
Montana (1-year rate)	1.5%	0.7%
South Dakota (6-month rate)	0.8%	0.6%

Source: Volberg, R. (1992); Volberg, R. & Stuefen, R. (1991)

Rates of Pathological Gambling Among Different Subgroups of the Population

Table C1 presents the rates of problem and pathological gambling in the Texas adult population, broken down by selected demographic characteristics.

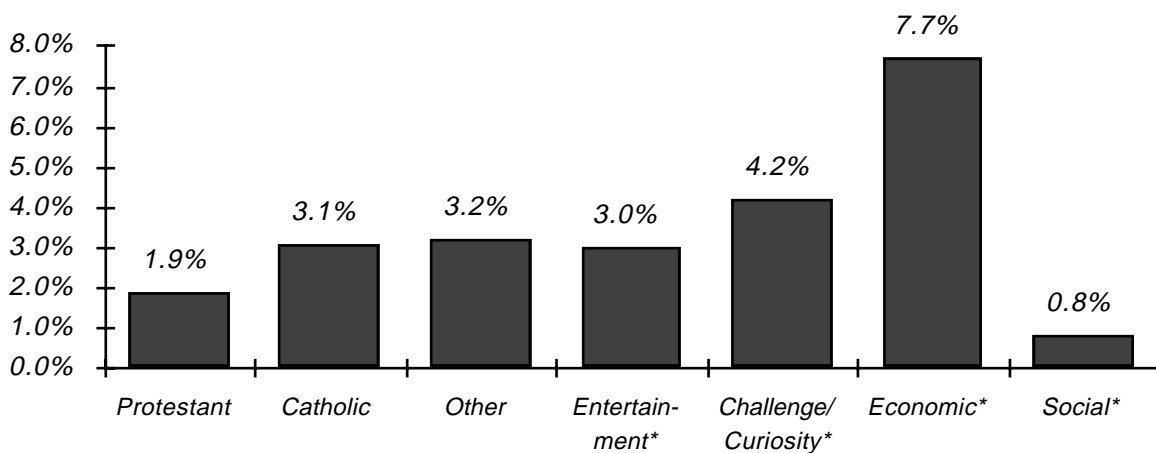
In Texas, problem/pathological gamblers come about equally from all regions of the state and from all income groups. They are, however, found disproportionately among males, non-whites, young adults (18-24), divorced or never married individuals, people with lower educational levels, blue-collar workers, Catholics and people who are not Protestant or Jewish, people who do not consider religion "very important," people who gamble primarily for economic reasons, and people who used illicit drugs in the past year (Figure 4 and Figure 12).¹³

Differences Between Problem Gamblers and Those Without Gambling Problems

Table C2 presents some comparative characteristics of problem/pathological gamblers and adults who do not have gambling problems. The group of adults who do not have gambling problems includes adults who do not gamble at all as well as adults who gamble but who scored less than 3 on the SOGS.

Table C2 shows the demographic characteristics of problem and pathological gamblers compared to non-problem adults from a different perspective than that of Table C1. However, the conclusions to be drawn are similar. For instance, Table C1 shows that 6 percent of males are problem/pathological gamblers, compared to 3 percent of females. Table C2 shows that, among problem/pathological gamblers, 62 percent were

FIG 12 PERCENT OF TEXANS, IN VARIOUS CATEGORIES, WHO ARE PAST-YEAR PROBLEM/PATHOLOGICAL GAMBLERS, 1992



*Reasons for gambling

males and 38 percent females, as compared to 46 percent males and 54 percent females among non-problem adults. In both cases, the conclusion is the same: males are more likely to be problem/pathological gamblers and problem/pathological gamblers are more likely to be males. The demographic characteristics will not be discussed again, since the conclusions are identical to those presented above. However, Table 15 (extracted from Table C2) presents some other interesting differences between problem/pathological gamblers and non-problem adults.

Problem/pathological gamblers were less likely to have medical insurance, and if they did, this insurance was less likely to cover chemical dependency treatment.¹⁴ Few insurance policies currently cover gambling treatment, and policies that cover chemical dependency treatment are not necessarily more likely than others to cover gambling treatment as well. At present, many gamblers who present for treatment are also diagnosed with a psychiatric problem, and some may have their gambling treatment costs covered as part of mental health treatment.

Adults who had ever been problem/pathological gamblers were more likely to have consulted a health professional for emotional or psychological problems at some point in their lives, although this was not true when pathological gamblers alone were considered.¹⁵ In other words, lifetime problem gamblers were more likely than pathological gamblers to have utilized mental health services. Current problem/pathological gamblers were no more likely to have visited a health professional for mental health problems than other adults, and the increased likelihood for pathological gamblers alone is not statistically

significant (see Chapter IX for further discussion of mental health and gambling).

Problem/pathological gamblers were more likely than non-problem adults to have used alcohol as well as illicit drugs in their lifetimes and during the past year. The survey asked about use of marijuana, cocaine/crack, heroin, and non-prescribed uppers and downers. More problem/pathological gamblers reported using each of these substances in their lifetimes and during the past year than did people without gambling problems. Problem/pathological gamblers were also more likely to report having experienced problems in the past year related to their alcohol or other drug use (for a list of problem questions, see Appendix D). Of 14 substance-related problem indicators asked about, problem/pathological gamblers had experienced an average of almost 2 as compared to an average of 0.4 substance problems for people without gambling problems. When considering pathological gamblers alone, the differences are even more dramatic. Chapter VIII presents a more detailed discussion of substance use and gambling.

Almost one-half of the problem/pathological gamblers had begun to gamble regularly by age 19 and they started gambling regularly about four years earlier on average than other adults who had ever gambled regularly. When asked why they gambled, problem/pathological gamblers were more likely than other gamblers to report economic reasons (such as "to get rich quick" or "to pay back debts") or reasons of challenge/curiosity. Lack of gambling opportunities was not a deterrent for problem/pathological gamblers, since over one-quarter of them had gone out of

TABLE 15 SELECTED CHARACTERISTICS OF PROBLEM AND PATHOLOGICAL GAMBLERS AND ADULTS WHO ARE NOT PROBLEM GAMBLERS

	LIFETIME			PAST YEAR		
	Not Prob. Gamblers (N=6043)	Prob./Path. Gamblers (N=265)	Pathol. Gamblers (N=73)	Not Prob. Gamblers (N=6165)	Prob./Path. Gamblers (N=143)	Pathol. Gamblers (N=47)
Has Medical Insurance						
Yes	78.3 %	70.1 %	69.8 %	78.1 %	67.9 %	75.0 %
No	20.7	28.4	29.1	20.8	30.8	23.3
DK/Refused	1.1	1.5	1.1	1.1	1.3	1.8
Any Illicit Drug Use*						
Never	78.7 %	57.5 %	50.5 %	78.1 %	62.0 %	62.6 %
Before past year	17.9	29.1	29.7	18.4	22.7	19.5
Past year	1.6	4.9	6.9	1.8	3.6	5.9
Past month	1.7	8.5	12.9	1.8	11.7	12.0
Used Mental Health Svcs						
Never	89.3 %	82.0 %	87.7 %	89.0 %	88.0 %	82.7 %
Before past year	6.9	10.6	5.2	7.0	6.1	8.0
Past year	3.2	6.7	7.1	3.3	5.9	9.3
DK/Refused	0.6	0.8	0.0	0.6	0.0	0.0
Reasons for Gambling						
Entertainment	60.8 %	61.6 %	51.4 %	61.0 %	55.8 %	50.5 %
Challenge/Curiosity	11.7	11.9	18.3	11.6	15.2	21.3
Economics	9.6	18.7	26.5	9.7	23.8	24.2
Social	9.1	2.0	0.0	8.8	2.2	0.0
Other	2.8	2.6	1.2	2.8	1.6	0.0
DK/Refused	6.1	3.2	1.0	6.0	1.5	1.6
Parent Had Gambling Prob						
No	85.7 %	79.3 %	85.1 %	98.4 %	93.3 %	85.6 %
Yes	12.6	14.8	14.9	1.3	5.3	14.4
DK/Refused	1.7	5.9	0.0	0.2	1.4	0.0

Percentages read down; that is, 70.1% of problem/pathological gamblers have medical insurance.

Percentages are weighted to adjust for age, race/ethnicity and region.

The column labelled "Problem/Pathological Gamblers" includes all adults who scored 3 or more on the SOGS.

The column labelled "Pathological Gamblers" is a subset of the Problem/Pathological group and consists only of adults who scored 5 or more on the SOGS.

*Of 5 drugs asked about

state for the specific purpose of gambling in the past year.

Problem/pathological gamblers preferred different types of gambling than the general population of adults. Relative to other gamblers, problem/pathological gamblers preferred betting on cards or dice in casinos or at card parlors and other betting establishments, bingo, games of skill, and sports at a sports book or with a bookie. Adults with no gambling problems, on the other hand, preferred gambling on slot or video poker machines, horse/greyhound racing, instant lotteries, and bets with friends or co-workers. Although problem/pathological gamblers were less likely than other adults to say that they preferred instant lotteries as a form of gambling, almost three-quarters of them, compared to about one-half of other adults, planned to buy instant lottery tickets, and twice as many problem/pathological gamblers as people with no gambling problems had played an instant lottery in their lifetimes.

Problem/pathological gamblers were more likely than other adults to say that one of their parents had had a gambling problem while they were growing up, especially current problem/pathological gamblers. This finding is consistent with findings from other studies which suggest that parental gambling is a risk factor for becoming a problem gambler (Gambino, 1990).

The Problem/Pathological Gambler "In Remission"

About 51 percent of the adults who were classified as lifetime problem or pathological gamblers (score of 3 or more on SOGS) were not classified as past-year problem or pathological gamblers. These respondents may actually still be problem/

pathological gamblers who are merely more reluctant to admit to having a current, as opposed to a past, problem. Alternatively, they may be recovering gamblers, or gamblers in remission, who have had treatment for gambling problems or who have quit or cut back on their own.

Most current treatment models consider total abstinence from gambling a necessary element of recovery. By this criterion, it would not be accurate to consider these individuals to be "recovering" gamblers, as only 1 percent of them had not bet at all in the past year. In fact, 99 percent continued to bet and 37 percent had bet weekly or more on at least one activity in the past year. These individuals appear rather to be gamblers who have experienced a reduction in gambling problems that were once serious enough to classify them as pathological or problem gamblers.

For most of these individuals, gambling-specific treatment does not appear to be responsible for the reduction in gambling-related problems. Only 2 percent of these gamblers in remission said that they had ever desired or sought treatment for their gambling, compared to 7 percent of current problem/pathological gamblers. Gamblers in remission were not asked outright about their efforts to reduce their gambling problems, since they were not identified as former problem/pathological gamblers until the data analysis stage. However, it is of interest to examine whether they differ in any important ways from problem/pathological gamblers who continue to have problems with their gambling.

One major difference is that the gamblers in remission do not appear to have been as severely troubled by gambling problems as the current problem/pathological gamblers. The lifetime

SOGS score of the gamblers in remission was, on average, 1.5 points lower than that of the current problem/pathological gamblers, and only 8 percent of the gamblers in remission, as compared to 47 percent of the current gamblers, had scored 5 or above on the lifetime SOGS. This means that very few of the gamblers in remission had actually been the most severely troubled pathological gamblers, while almost one-half of the current problem/pathological gamblers were pathological gamblers.¹⁶ These findings suggest that it may be easier or more likely for problem gamblers to reduce their problem gambling than for individuals who are already pathological gamblers.

Demographically, there are only a few traits that distinguish the gamblers in remission from the current problem/pathological gamblers. The gamblers in remission are older, have higher educational levels, and are more likely to be in professional occupations. They are less likely to be Hispanic than the current problem gamblers. There were no significant differences between the former and the current problem/pathological gamblers in gender, marital status, religion, importance of religion, or income.

The gambler in remission was less likely to have used illicit drugs recently, although he was as likely to have used them in his lifetime as the current problem/pathological gambler. The former problem gambler was more likely to report having ever had a mental health contact: 21 percent of the gamblers in remission, compared to 13 percent of the current problem/pathological gamblers, said that they had visited a health professional for emotional or psychological problems in their lifetime. Although the timing and content of this contact is unknown, it is possible

that addressing other mental health issues in these individuals' lives was a catalyst to reduce their problem gambling.

It is difficult to characterize gamblers in remission by any particular pattern of betting. Some continued to bet on their favorite activities but less regularly, while others gave up some of the activities that they had bet on previously. The gambler in remission was equally as likely as the current problem/pathological gambler to have bet in his lifetime or in the past year on lotteries, casino games and gaming machines. However, although he was equally likely to have bet in his lifetime on bingo, horse/greyhound races, or in card-parlor type of establishments, he was less likely than the current gambler to have done so during the past year. It is possible that these were the activities that had been causing his gambling problems in the past.

Interestingly, among gamblers who had bet on an activity in the past year, there were no significant differences between gamblers in remission and current problem/pathological gamblers in the amount of money they typically spent on that activity. This would suggest that the amount of money wagered is not necessarily the root of gambling problems.

Gamblers in remission were more likely than current problem/pathological gamblers to bet for fun or entertainment and less likely to bet for economic reasons or for the challenge.

Responses to a series of questions about the psychological state of gamblers may provide insight into the type of gambler who is able to reduce his gambling problems.¹⁷ Current problem/pathological gamblers more than former ones said that they preferred to bet alone and that

they were more likely to bet when they had had a disappointing or frustrating day. Interestingly, although they preferred to bet alone, they were also more likely than gamblers in remission to say that betting was an important part of their social life. Although these findings are suggestive only, one can speculate that remission may be facilitated by developing an alternate fulfilling social life that includes associating with people who do not gamble, and finding less destructive ways of coping with disappointment or frustration.

CHAPTER VII: EXPENDITURES ON GAMBLING

Interpreting Gambling Expenditures

People who had gambled on an activity in the past year were asked how much money they had spent on that activity in a typical month. Analysis of the monthly expenditure on gambling must be subject to caution for several reasons. First, estimating the amount spent in a typical month may be tricky if gambling is occasional. People who have only gambled in one or two months out of the past year may have forgotten the amount spent or not been able to derive a typical month from their expenditures. About 7 percent of past-year bettors were unable to estimate their average monthly expenditures. Second, some respondents may have estimated the net amount they spent (expenses minus winnings) while others may have reported the total amount of money they gambled, regardless of whether they won it back or lost it all.

Third, a few respondents said that they had spent very large amounts of money per month. It is possible that they were exaggerating or that they were estimating annual expenditures rather than monthly expenditures on these activities. One respondent who said that he had spent more than \$5,000 per month on 12 different activities was eliminated from analysis, and all monthly reported amounts over \$5,000 were recoded to \$5,000. Some gamblers do, however, spend large monthly sums of money on gambling, so it is unwise to assume that all large amounts are over-reported; in one sample of 71 pathological gam-

blers in treatment, the mean amount spent *per week* on gambling before treatment was over \$3,800 (Lesieur & Blume, 1991). Fourth, amounts spent on speculative investments reflect very large amounts of money spent by a small number of respondents, and seriously inflate averages and totals. Furthermore, such investments are not universally regarded as a gambling activity. Therefore, speculative investments were excluded from calculations of gambling expenditures.

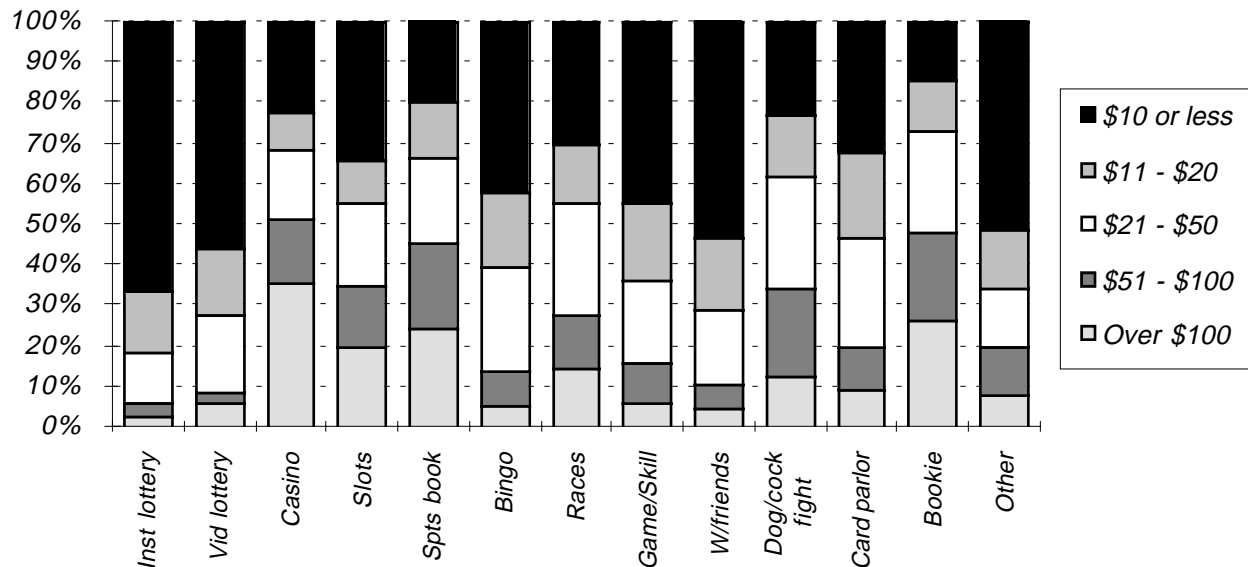
Gambling Expenditures

Figure 13 shows, for each gambling activity, the percentage of past-year bettors on that activity who said that they spend less than \$10, \$11-\$20, \$21-\$50, \$51-\$100, and over \$100 on that activity in a typical month.

Bettors reported spending the most per month on casino games, sports books and through bookies, with one-quarter or more of them spending over \$100 per month on one of these activities. Since casinos are not legal in Texas, and since most respondents probably did not visit out-of-state casinos regularly throughout the year, the average monthly expenditure reported by some respondents may refer only to the month that they actually visited a casino. Bettors spent the least per month on lotteries, bets with friends, bingo, and games of skill.

About 49 percent of the sample had gambled during the past year. These gamblers reported spending a total of about \$600,000 per month on

FIG 13 AVERAGE AMOUNT SPENT IN A MONTH ON EACH ACTIVITY (PAST-YEAR BETTORS ON THAT ACTIVITY)



all gambling activities combined, which represents approximately \$200 per month per bettor, or \$95 per month for each respondent, whether or not they had bet in the past year.¹⁸ Extended to the entire population of Texas adults (12.5 million), this would represent an expenditure of about \$1.2 billion on gambling activities per month. It must be remembered that a large proportion of these moneys was probably spent out-of-state, since the only activities which were easily available in Texas in 1991 and early 1992 were bingo, horse/greyhound racing, games of skill and bets with friends.¹⁹

Figure 14, which shows the proportion of the total monthly expenditure on gambling that was spent on each activity, gives an indication of the relative importance of different types of gambling in the general population. About 8 percent of the total expenditure was spent on lotteries (this excludes the Texas Lottery). Almost one-

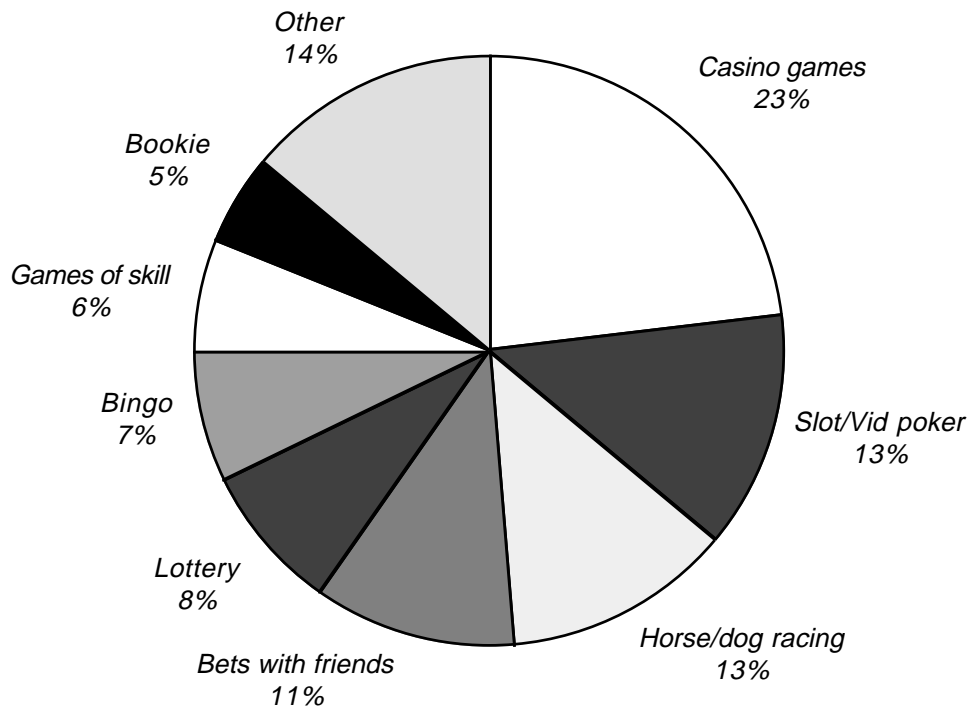
quarter was spent on card and dice games in casinos. Between 11 and 13 percent of the total was spent each on slot and video poker machines, horse/greyhound racing and bets with friends. Amounts spent on bingo, games of skill, and sports at a sports book or through a bookie each represented about 5 percent of the total.

Differences in Expenditures by Demographic Characteristics

Among past-year bettors, men spent almost twice as much gambling as women in a typical month. Whites, blacks and Hispanics spent about the same monthly amount. As expected, the amount spent increased with age, education and income: older bettors, those with a high school education or more, and those with household incomes of \$40,000 or more spent the most in a typical month of gambling.

Pathological gamblers spent almost twice as much money in a typical month as problem gamblers and almost four times as much as past-year bettors who did not have gambling problems.

FIG 14 EACH ACTIVITY AS PERCENTAGE OF TOTAL EXPENDITURES ON GAMBLING (PAST-YEAR BETTORS)



CHAPTER VIII: GAMBLING AND SUBSTANCE USE

Prevalence and Recency of Substance Use

The Texas survey is the first statewide gambling survey done in the United States to ask questions about respondents' use of tobacco, alcohol, marijuana, cocaine/crack and heroin, and non-medical use of stimulants ("uppers") and sedatives ("downers"). The questions were similar to those asked by TCADA in its 1988 survey of substance use among Texas adults (Spence et al., 1989). For each substance, respondents were asked: "In your lifetime, have you ever used [substance]? Was the most recent time you used [substance] within the last month, within the last year, or more than a year ago?"

Table 16 presents the reported prevalence and recency of substance use by age group for all adults. In the context of this gambling survey, about three-quarters of Texas adults reported ever having used alcohol, slightly over one-half said they had ever used tobacco, and about one-fifth said they had ever used one of the five illicit drugs asked about (marijuana, cocaine/crack, heroin, uppers or downers). Marijuana was the illicit drug used most often, with almost 21 percent of the population reporting lifetime use and over one-third of adults aged 25-34 reporting lifetime use.

Just over two-fifths of adults said they had drunk alcohol during the past month, but only 2 percent said that they had used one of the above-mentioned illicit drugs during the past month, and another 2 percent said that they had used an

illicit drug during the past year but not in the past month. Marijuana accounted for most of the past-month drug use. In general, the youngest adults (18-24) had the highest past-year prevalence of illicit drugs. Their past-year alcohol use was similar to that of adults 25-34. Adults 35 and over had the lowest rates of lifetime and past-year substance use.

Comparison of Substance Use in 1992 and 1988

Table 17 compares the reported rates of substance use from the gambling survey with those from the 1988 survey of adult substance use. In general, the rates of substance use reported in the gambling survey are lower than those found in 1988. It is probable that overall rates of substance use have declined somewhat over those five years. However, strict comparisons between the surveys are not possible because of differences in context and methodology. The rates of substance use reported for 1992 were derived from information reported within the context of a survey whose main focus was on gambling. A survey focused specifically on substance use, such as that done in 1988, might be expected to uncover higher rates of substance use because it asks about more substances, asks more questions about each substance, and perhaps "legitimizes" the reporting of use. A second statewide survey focused on adult substance use is planned by TCADA for the spring of 1993. Results from that survey

TABLE 16 PREVALENCE AND REGENCY OF SUBSTANCE USE BY AGE GROUP, ALL ADULTS, TEXAS, 1992

	Ever Used	Used Past Month	Used Past Year	Not Past Year	Never Used
TOBACCO	54.1%	26.2%	3.2%	24.7%	45.9%
Adults 18-24	43.7	27.9	4.4	11.4	56.3
Adults 25-34	53.3	29.4	3.6	20.4	46.7
Adults 35 & older	57.6	24.5	2.8	30.3	42.4
ALCOHOL	74.0%	42.1%	10.9%	21.1%	26.0%
Adults 18-24	75.1	47.1	15.3	12.7	24.9
Adults 25-34	79.4	53.5	10.3	15.6	20.6
Adults 35 & older	71.7	36.0	9.9	25.8	28.3
MARIJUANA	20.8%	1.7%	1.4%	17.6%	79.2%
Adults 18-24	22.4	4.0	3.5	14.8	77.6
Adults 25-34	33.8	3.1	1.9	28.8	66.2
Adults 35 & older	14.8	0.5	0.7	13.6	85.2
COCAINE/CRACK	5.2%	**	0.5%	4.6%	94.8%
Adults 18-24	6.0	**	1.5	4.4	94.0
Adults 25-34	9.6	**	0.5	9.0	90.4
Adults 35 & older	3.1	**	**	2.8	96.9
HEROIN	**	**	**	**	99.6%
Adults 18-24	**	**	**	**	99.9
Adults 25-34	0.5	**	**	0.5	99.5
Adults 35 & older	**	**	**	**	99.6
UPPERS	5.5%	**	**	5.0%	94.5%
Adults 18-24	5.1	**	1.1	3.6	94.9
Adults 25-34	8.4	**	0.5	7.8	91.6
Adults 35 & older	4.5	**	**	4.2	95.5
DOWNERS	3.9%	**	**	3.2%	96.1%
Adults 18-24	3.5	**	1.4	1.6	96.5
Adults 25-34	5.4	**	**	4.8	94.6
Adults 35 & older	3.5	**	**	3.0	96.5
ANY ILLICIT DRUG	22.3%	2.0%	1.8%	18.5%	77.7%
Adults 18-24	23.9	4.5	4.0	15.3	76.1
Adults 25-34	34.7	3.4	2.2	29.1	65.3
Adults 35 & older	16.6	0.8	1.1	14.7	83.4

** Less than 0.5%

**TABLE 17 PREVALENCE AND REGENCY OF SUBSTANCE USE
ALL TEXAS ADULTS, 1988 and 1992**

	Ever Used	Used Past Month	Used Past Year	Not Past Year	Never Used
<u>Tobacco</u>					
1992	54.1%	26.2%	3.2%	24.7%	45.9%
1988	71.1%	26.0%	3.8%	41.3%	28.9%
<u>Alcohol</u>					
1992	74.0%	42.1%	10.9%	21.1%	26.0%
1988	88.0%	46.0%	21.0%	21.0%	12.0%
<u>Marijuana</u>					
1992	20.8%	1.7%	1.4%	17.6%	79.2%
1988	28.0%	3.1%	2.8%	22.1%	72.0%
<u>Cocaine/Crack</u>					
1992	5.2%	**	0.5%	4.6%	94.8%
1988 (1)	9.2%	0.8%	1.2%	7.2%	90.8%
<u>Heroin</u>					
1992	**	**	**	**	99.6%
1988	0.8%	**	**	0.8%	99.2%
<u>Uppers</u>					
1992	5.5%	**	**	5.0%	94.5%
1988	12.9%	0.5%	0.8%	11.5%	87.1%
<u>Downers</u>					
1992	3.9%	**	**	3.2%	96.1%
1988	5.9%	**	**	5.4%	94.1%
<u>Any Illicit Drug</u>					
1992 (2)	22.3%	2.0%	1.8%	18.5%	77.7%
1988	31.2%	3.7%	3.4%	24.1%	68.8%

** Less than 0.5%.

(1) The 1988 figures refer to cocaine only.

(2) The 1988 figures are based on use of any of seven categories of illicit drugs (including psychedelics and opiates other than heroin); the 1992 figures are based on use of any of five categories, and may therefore be expected to be lower.

will be more comparable to those of the 1988 survey and will help determine what part of the prevalence decline is due to a true change in behavior rather than to methodology influenced by questions about gambling.

Problems Associated With Substance Use

Respondents who said they had used either alcohol or other drugs during the past year (about one-half the sample) were asked about any problems they may have had because of their substance use or any experiences that would indicate a substance-related problem. Specifically, they were asked to respond to 14 questions which were adapted from the Inventory of Substance Use Patterns (Whittenberger, 1990) and considered to be problem indicators. These problem indicators included using substances despite the fact that such use aggravated physical or psychological problems, having substance use interfere with work or other daily activities, feeling withdrawal symptoms, or breaking the law in connection with trying to obtain or using alcohol or drugs. The full list of items, and the percentage of substance users in the adult population who have experienced each problem within the past year, is given in Appendix D, Table D1.

Almost 17 percent of the adults who had used alcohol but no other drug in the past year said that they had experienced one or more problems related to their use; their average number of problems was about 2. Their most frequently cited problems were using alcohol or drugs for longer periods in larger amounts than they had intended (5 percent) and having arguments related to their substance use (5 percent). They also cited feeling the effects of drugs for a large part of the day (4 percent) and continuing use despite aggravation of other problems (3.5 percent) as important problems.

Although 17 percent of past-year alcohol-only users had reported experiencing one or more

problems, when they were asked outright if they had ever thought that they had a drinking problem, only 5 percent of alcohol-only users said "yes."

Illicit drug users were more likely to report problems than alcohol-only users. Almost 60 percent of past-year users of any of the illicit drugs experienced one or more problems, with an average of almost four. Drug users cited similar problems to alcohol users—using in larger amounts than intended (24 percent) and having arguments (27 percent)—but also noted needing to use more and more drugs to get the same effect (22 percent) and missing work because of drug use (21 percent).

While close to 60 percent of past-year illicit drug users experienced one or more problems, when asked outright only 32 percent felt that they had ever had a drinking or drug problem.

Almost all (92 percent) past-year users of illicit drugs had also drunk alcohol in the past year. About one-half of the drug users who cited substance-related problems said that most of them were due to alcohol rather than to the other drugs they used. Nevertheless, these illicit drug users had even more alcohol-related problems than people who used alcohol alone.

Substance Use Among Gamblers

As shown in Table 18, past-year gamblers were more likely to say that they had used alcohol and/or other drugs than people who had not gambled in the past year. This was true for past-year occasional gamblers as well as for past-year regular gamblers. About 70 percent of past-year gamblers had used a substance in the past year, compared

TABLE 18 PERCENTAGE OF GAMBLERS AND NON-GAMBLERS WHO USED SUBSTANCES IN THE PAST YEAR

<u>Substance Use</u>	Non-Gambler	Did Not Gamble Past Yr	Past Year Gambled, Not Weekly	Past Year Gambled Weekly	Past Year Problem/Path Gambler
No substance use	75%	54%	29%	31%	34%
Alcohol only	24%	45%	65%	61%	51%
Illicit Drugs	1%	1%	6%	8%	15%
	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>

to 46 percent of people who had gambled more than a year ago and 25 percent of people who had never gambled.

Substance use is one of the factors that can hasten the progression of social gambling into problem gambling (Rosenthal & Lorenz, 1992). Past-year problem/pathological gamblers were no more likely than past-year gamblers to be substance users in general. However, they were twice as likely to have used illicit drugs in the past year: 15 percent of past-year problem/pathological gamblers had used illicit drugs in the past year compared to about 7 percent of past-year gamblers in general and 1 percent of people who had not gambled in the past year. The drug of choice for drug-using problem/pathological gamblers, as for all illicit drug users, was marijuana.

Timing of Substance Use Relative to Gambling

Respondents who had gambled regularly in the past year and who also reported past-year substance use were asked if they sometimes gambled while drinking or using drugs, or if they sometimes drank or used drugs soon after gambling. Close to one-half the gamblers mixed their plea-

sure while the other half did not: 46 percent of adults who had done both said that they sometimes used substances while gambling, while 53 percent said they did not gamble and drink or take drugs at the same time. About 9 percent said that they sometimes used substances soon after gambling but not while gambling. The percentages were similar among problem and pathological gamblers.

Substance-Related Problems Among Gamblers

Among substance users, the more one gambled, the more likely he or she was to experience substance-related problems in the past year: 32 percent of regular past-year gamblers reported one or more substance problems compared to 21 percent of occasional past-year gamblers and 13 percent of non-gamblers (Table 19). Past-year problem/pathological gamblers who used substances were the most likely of all to report substance problems, with 56 percent having had one or more substance problems over the past year²⁰.

About 12 percent of past-year, substance-using regular gamblers reported three or more problems and 9 percent said, when asked outright,

that they thought they might have a drinking or drug problem. Among problem/pathological gamblers, 29 percent reported three or more problems and 19 percent thought they might have a substance problem. Only about one-half of all gamblers who said that they thought they might have a substance problem had ever been in a substance treatment program.

Using these criteria, approximately 1.3 percent of the respondents had a dual problem with gambling and substances at some time in their lives. This translates to 125,000–200,000 Texas adults with both gambling and substance use problems.

Incidence of Dual Substance/Gambling Problems Among Texas Adults

Almost 5 percent of Texas adults had a lifetime gambling problem (received a score of 3 or greater on the lifetime SOGS). About 7 percent of Texas adults had a lifetime substance problem (reported having experienced 2 or more of the 14 problem indicators or admitted to having an alcohol or drug problem). Since this assessment is based primarily on questions measuring substance problems in the past year, it is likely that the lifetime rate of substance problems is even higher.

TABLE 19 PERCENTAGE OF GAMBLERS AND NON-GAMBLERS WHO EXPERIENCED PROBLEMS RELATED TO THEIR SUBSTANCE USE IN THE PAST YEAR*

<i>Number of Substance Probs</i>	Non-Gambler	Did Not Gamble Past Yr	Past Year Gambled, Not Weekly	Past Year Gambled Weekly	Past Year Problem/Path Gambler
None	87%	87%	79%	68%	44%
One or two	11%	10%	14%	20%	27%
Three or four	1%	2%	3%	6%	14%
Five or more	1%	1%	4%	6%	15%
	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>	<u>100%</u>

*Excludes non-substance users.

CHAPTER IX: GAMBLING AND MENTAL HEALTH

Incidence of Mental Health Contacts

Studies suggest that gamblers in treatment experience a relatively high incidence of other psychiatric disorders as well (Lesieur & Rosenthal, 1991). Respondents to the Texas survey were asked the following questions about their mental health:

Have you ever seen a health professional (doctor, nurse, psychologist, therapist) for "nerves" or emotional or psychological problems you were having?

If yes:

- Did you ever take prescribed medicine more than once because of these kinds of problems?
- Have these problems ever significantly interfered with your life or activities?

- Have you ever been given a mental health diagnosis by a medical professional?
- Have you ever been hospitalized for a mental health problem?

If they answered "yes" to any of these questions, they were then asked if the event had occurred in the last year.

About 11 percent of the adults had ever visited a health professional for mental health-related problems (Table 20). About one-third of these visits had occurred within the past year; that is, about 3.5 percent of Texas adults had contact with a mental health professional within the past year.

**TABLE 20 MENTAL HEALTH PROBLEMS
TEXAS ADULTS, 1992**

Ever seen a health professional for mental health problems?	10.5 %
<i>If yes :</i>	
Seen in past year	32.6 %
Ever take prescribed medication	43.5 %
Mental health problems interfered with life	40.0 %
Ever hospitalized for mental health problems	38.9 %
Received a mental health diagnosis	35.5 %
<i>If yes, what was it:</i>	
Depression	41.0 %
Bipolar, schizophrenia, paranoia	15.0 %
Other	20.9 %
"Good mental health"	8.3 %
Don't know/No answer	14.8 %

TABLE 21 PERCENTAGE OF LIFETIME PROBLEM GAMBLERS AND PEOPLE WITHOUT A GAMBLING PROBLEM WHO HAVE UTILIZED MENTAL HEALTH SERVICES

People without gambling problem	10.1%
Problem/pathological gamblers	17.2%
<i>Problem only</i>	19.0%
<i>Pathological only</i>	12.3%

Of the adults who had ever had a mental health contact, 40 percent said that their mental health problems had significantly interfered with their life, 44 percent said that they had taken prescribed medication more than once for their problems, and 39 percent said that they had been hospitalized for mental health problems (Table 20). In total, about 62 percent of the adults who had ever had a mental health contact reported one or more of the above experiences. About 36 percent of the adults who had ever had a mental health contact had received a professional mental health diagnosis, with the most common being depression.

Mental Health Problems Among Gamblers

Adults who were problem/pathological gamblers reported disproportionately more contact with mental health treatment providers than other adults. Seventeen percent of adults who were classified as lifetime problem/pathological gamblers had ever had a mental health contact, as compared to 10 percent of adults who were not problem gamblers (Table 21).

Among individuals who had ever been given a mental health diagnosis, problem/pathological gamblers received a diagnosis of depression more

often than people who did not have gambling problems. Although the difference was not statistically significant because of the small number of gamblers who had ever received a diagnosis, the finding is consistent with the fact that depression is commonly found among people presenting for treatment for pathological gambling (Lesieur, 1989).

Interestingly, lifetime problem gamblers reported having had mental health contacts more often (19 percent) than lifetime pathological gamblers (12 percent). Whether or not this contact was related to their gambling is unknown. It is tempting to speculate that contact with a mental health professional may have kept their gambling problems from escalating into pathological gambling. In fact, 21 percent of gamblers in remission, compared to only 13 percent of current problem/pathological gamblers, said that they had ever had a mental health contact (see Chapter VI). However, it is unclear whether these gamblers' greater contact with mental health treatment professionals means that they had more mental health problems or that they were more willing to seek treatment for their problems.

Other studies suggest that pathological gamblers are likely to be treated for mental health

disorders before it is even recognized that they have a problem with gambling (Lesieur, 1989).

Incidence of Dual Gambling/Mental Health Problems Among Texas Adults

In the present study a mental health problem was defined as any contact with a health professional for “nerves” or emotional or psychiatric problems. While such a contact in itself does not specify the nature or severity of a mental health problem, which could range from transient anxiety to paranoid schizophrenia, it gives a general indication of the frequency with which mental health problems may be found in the population. By this definition, 10.5 percent of Texas adults have had a mental health problem during their lifetimes. Even using this broad definition, the proportion of Texans defined as having had a mental health problem is still only one-half the rate of United States adults estimated from recent large-scale epidemiological catchment area surveys as having had at least one lifetime mental disorder other than substance abuse (Regier et al., 1990).

About 0.8 percent of Texas adults, or between 75,000 and 125,000 persons, can be considered to have had problems during their lifetime with both gambling and their mental health.

CHAPTER X: MULTIPLE ADDICTIONS OR DISORDERS

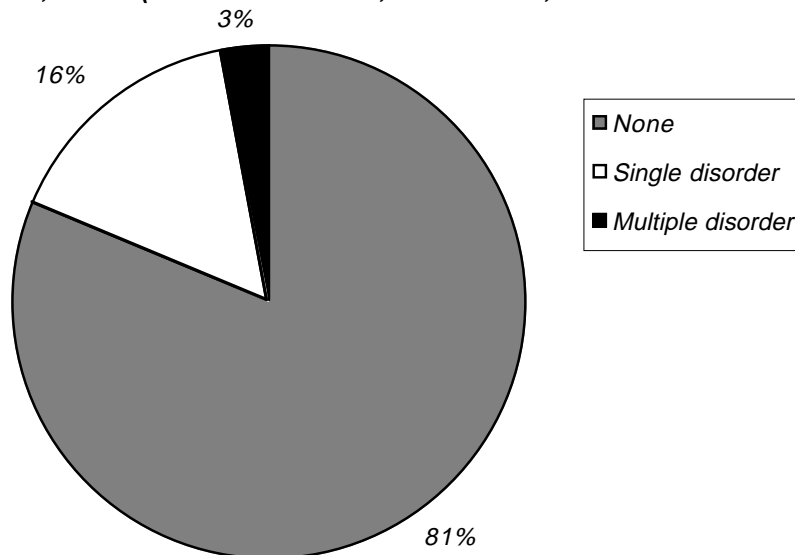
Multiple problems are not uncommon among people presenting for treatment or among the general population. Recent large-scale epidemiological catchment area surveys have estimated that approximately 6 percent of the general population of United States adults have had a substance problem and a mental health disorder at some time in their lives (Regier et al., 1990).

One intention of the Texas survey was to find out how many adults in this state had co-occurring problems with gambling, substances and their mental health. The definitions of gambling problems, substance problems and mental health problems used to arrive at an estimate are described in Chapters VIII and IX. Using these definitions, 4.8 percent of Texas adults have had a gambling problem in their lifetime, 7 percent or more have had a lifetime substance problem,

and 10.5 percent have had a lifetime mental health problem.

Some 19 percent of Texas adults have had a lifetime problem with one or the other or a combination of the above three disorders (Figure 15, and Table 1 in Chapter 1).²¹ Almost 16 percent of the Texas population has had a single addiction or problem (8 percent had a mental health problem, 4 percent a substance problem, and 3 percent a gambling problem only). The remaining 3 percent of Texas adults had some combination of problems with substances, mental health, and gambling: 1 percent had a problem with gambling and substances, 0.5 percent with gambling and mental health, 1.3 percent with substances and mental health, and 0.3 percent had a problem with gambling, substances and mental health.

FIG 15 INCIDENCE OF SINGLE AND MULTIPLE DISORDERS, TEXAS, 1992 (SUBSTANCE USE, GAMBLING, AND MENTAL HEALTH)



CHAPTER XI: TREATMENT NEEDS ESTIMATES

The Texas Survey of Gambling Behavior has attempted to estimate the prevalence of problem and pathological gambling in the general population of Texas adults and develop a profile of the types of individuals most seriously affected. Such information can help determine fund allocation for gambling education, prevention and treatment, as well as target outreach efforts and treatment approaches to clients most in need.

This survey found that 4.8 percent of the general population of Texas adults, or some 600,000 individuals, have had serious problems with gambling at some point in their lives and 2.5 percent, or about 300,000 individuals, currently experience serious gambling problems. About one-third of these individuals are the most severely affected, and can be considered pathological gamblers; the others do not yet score as pathological gamblers on the conventionally used South Oaks Gambling Screen but the level of their problems suggests that, without some intervention, they are at risk of becoming so.

These serious problem and pathological gamblers are most often young and members of minority groups. About one-third of them are female. Young people, women and minorities are currently under-represented in gambling treatment and are therefore the ones most in need of prevention and outreach efforts (Volberg & Steadman, 1989).²²

The approximately 100,000 current pathological gamblers estimated from this population survey comprise the initial target population for the

gambling treatment services that are being developed in Texas.

Opportunities for gambling treatment in Texas are currently limited. There are few freestanding treatment programs specifically focused on gambling addictions. A recent TCADA survey of providers of treatment for substance abuse, other addictions or mental health problems revealed that only 14 percent of them currently provide gambling treatment as well. A large number of the providers of other services were, however, interested in obtaining staff training so that they could provide some gambling treatment along with their other services. The Texas Council on Problem and Compulsive Gambling, Inc., founded in early 1992 and funded by TCADA, is currently implementing training workshops for treatment professionals who wish to gain knowledge about treating pathological gamblers. TCADA also sponsors workshops on gambling treatment as part of its annual summer institute.

A major resource in treating pathological gambling is the Gamblers Anonymous network, and participating in 12-step self-help groups is often considered the most important step a gambler can take to recovery. Until recently there have been few chapters of Gamblers Anonymous in Texas (fewer than 10 in spring 1992, when this survey was carried out). The Texas Council is working to build a network of people in recovery so that chapters can be established to serve compulsive gamblers throughout the state.

In expectation of the need for services, the Legislature appropriated \$2 million to TCADA to provide prevention programs and treatment for problem and pathological gambling for the medically indigent population of the state. The “medically indigent” are usually defined as individuals who have no health insurance or other means to pay for their treatment; but since many existing health insurance policies do not cover treatment for gambling, even gamblers with medical insurance may not have the ability to pay for gambling treatment and will need TCADA-funded services.

Among the current pathological gamblers identified in this survey, close to 30 percent reported household incomes below \$20,000 per year, and 23 percent of the pathological gamblers said that they had no health insurance. Thus, about 23 to 30 percent of pathological gamblers could be eligible for TCADA-funded treatment.

In addition to lack of available treatment and lack of financial resources, another impediment to recovery can be the reluctance of some gamblers to enter into treatment. Among the pathological gamblers interviewed in this survey, only 8 percent said that they had ever desired or sought treatment for their gambling in the past. As treatment becomes more readily available and gamblers learn that there is help, it is assumed that the percentage of them who would seek it would at least double (16 percent).

Based on these assumptions, it is estimated that between 1,800 and 4,800 Texans today seriously need gambling treatment services and would seek them if available.²³ In addition, the numbers of people affected by pathological gambling go far beyond the gambler him- or herself and include family members, friends, employers, banks

and society as a whole (Volberg and Steadman, 1989).

Individuals with dual and triple disorders will present an even greater challenge for treatment. Since co-occurring disorders are common and lack of treatment for one disorder can contribute to relapse on another, substance abuse and mental health treatment professionals should routinely screen their clients for gambling problems and address these as part of their overall treatment plan.

“Once they have stopped gambling,” write Rosenthal and Lorenz (1992), “pathological gamblers are frequently hard-working people, whose mathematical skills and intelligence, high energy and need to excel make them extremely valuable at their jobs.” With appropriate intervention and treatment, the productive lives of 100,000 Texans can be reclaimed.

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ENDNOTES

¹Weighting follows the strategy used in the *1988 Texas Survey of Substance Use Among Adults* (Spence et al., 1989), except for the age breakdown, in which the youngest category was changed from 18-25 in order to be consistent with an age category that will be used in future TCADA surveys in order to meet other federal reporting requirements.

²At the time of their consultation, Dr. Lesieur was Professor of Sociology at St. John's University, Jamaica, New York, and Dr. Volberg was Research Associate with Policy Research Associates, Delmar, New York.

³Surveys have been done in New York (funded by the New York State Office of Mental Health), California, Iowa, Maryland, Massachusetts and New Jersey (all funded by the National Institute of Mental Health), Connecticut, Minnesota, Ohio, South Dakota and Montana (funded by various state agencies). The Ohio survey was the only survey that did not rely on one version or another of the South Oaks Gambling Screen (information provided by Volberg, personal communication).

⁴The only other gambling survey to ask questions about substance use and mental health problems was the second phase of the New Zealand national survey on gambling (Abbot and Volberg, 1992).

⁵Because lottery-related questions were very sensitive to the timing of the interview (whether respondents were interviewed in the three months preceding the beginning of the Texas Lottery or in the four weeks following it), the reported prevalence of lottery playing is given separately for those interviewed before and after the Lottery began. Since the majority of the sample was interviewed before the Lottery began, the figures for the total sample are very close to those for the pre-lottery sample. The reported lifetime prevalence for instant lotteries was 29 percent for the pre-lottery sample and 34 percent for the post-lottery sample.

⁶For instant lotteries, the percentages were 14

percent past year, 2 percent regularly for the pre-lottery sample and 25 percent past year, 9 percent regularly for the post-lottery sample. For respondents who had only started betting on a lottery after the Texas Lottery had begun, the question on "regular" betting (once a week or more) could only have referred to two to four weeks at most.

⁷It is understandable that the rate for casino games is very low, since most people in Texas are not able to go out of state to visit a casino on a weekly basis. Interestingly, the conversion rate for horse/greyhound racing, an activity which is available in Texas, is low even in some of the regions where tracks are located (Central, Dallas/Fort Worth, and San Antonio), but is high (almost 7 percent) in the Border region, which is a site for greyhound racing.

⁸The 8 regions were used by TCADA for research surveys, and are aggregates of the state's 24 planning regions. The state has since aggregated these 24 regions into 11 new ones, which differ somewhat from the 8 previously used by TCADA. Future TCADA research studies will use the new regional breakdown.

⁹Information provided by Sue Cox, Executive Director of the Texas Council on Problem and Compulsive Gambling, Inc.

¹⁰One might have expected lower-income gamblers to show a higher incidence of problem gambling since financial problems are one component of the definition of a problem or pathological gambler. However, higher-income people wager relatively larger amounts or they may have other gambling-related problems that lead to their becoming problem or pathological gamblers.

¹¹Chapter IV describes the lottery gambler in the general population. The characteristics described here are based on a comparison of past-year gamblers who have bet on lottery games with past-year gamblers who have not bet on such games. As such, the characteristics associated here with lottery gamblers may differ somewhat

from those mentioned in Chapter IV.

¹² Although among *all* gamblers people with higher incomes and educational levels were less likely to cite economic reasons for gambling, this subset of “gamblers on other activities” may be a special group who have generally higher incomes and educational levels but whose motivation to gamble is disproportionately economic.

¹³ Respondents were asked if they were Protestant, Catholic, Jewish or “something else.” Protestants were asked to identify their denomination, and were coded as Baptists, Methodists, and Other Protestant. Another question asked was “How important is religion in your life: would you say it is very important, somewhat important or not very important?”

¹⁴ Respondents were asked “Do you have medical insurance?” and “Does your insurance pay for alcohol or drug treatment?” They were not asked if their insurance covered treatment for gambling.

¹⁵ The question was “Have you ever seen a health professional (doctor, nurse, psychologist, therapist) for ‘nerves’ or emotional or psychological problems you were having?”

¹⁶ A separate analysis which was limited to comparing pathological gamblers in remission with current pathological gamblers was inconclusive because of the relatively small numbers of pathological gamblers involved.

¹⁷ Only a subset of gamblers—those who said they felt they had “ever had a problem with betting money or gambling”—were asked these questions. The comparisons here are based on only 19 current problem gamblers and 16 former problem gamblers. The differences discussed are, however, statistically significant.

¹⁸ If the amount spent on casino betting (which may be the most inaccurate) is excluded, the figure is approximately \$61 per Texas adult. Volberg found substantially lower per capita figures in Montana (\$27 per resident) and South Dakota (\$23), but out-of-state betting was excluded from those estimates (Volberg, 1992; Volberg & Stuefen, 1991). The average per capita income is also lower in those two states than in

Texas (U.S. Bureau of the Census, 1990), which could explain why the average expenditure on betting is lower in those two states.

¹⁹ An attempt was made to corroborate gambling expenditures reported by respondents in this survey with estimates provided by the Texas State Comptroller’s Office of annual revenues from in-state bingo and pari-mutuel (horse and greyhound racing). The estimates provided of annual revenues are lower than estimates derived from respondents’ reported expenditures on bingo and racing. Differences could be due to the different methodologies and sources of estimation; also, expenditures on bingo and racing reported by respondents that was done out of state would not be included in the Comptroller’s estimates.

²⁰ This is consistent with data from other studies which suggest that approximately 50 percent of pathological gamblers have or have had problems with substance abuse and dependence (Rosenthal & Lorenz, 1992).

²¹ This is considerably less than the 33 percent found in epidemiological catchment area (ECA) studies to have ever had either a substance or a mental health disorder (Regier et al., 1990). This difference may be attributed to differences in sampling and methodology and to the less intense focus on non-gambling disorders in the present study.

²² The Texas Council on Problem and Compulsive Gambling, Inc., has been operating a toll-free telephone Help Line since the opening of the Texas Lottery on 29 May 1992. One indication that their education and outreach efforts are having an effect is the relatively high proportion of calls they are receiving from females (35 percent), young people (31 percent under age 26), and race/ethnic minorities (38 percent).

²³ These estimates are derived as follows: *Low*: 0.8 percent pathological gamblers x 23 percent eligible for TCADA services x 8 percent would seek services x 12.5 million adults = 1,840; *High*: 0.8 percent pathological gamblers x 30 percent eligible for services x 16 percent would seek services x 12.5 million adults = 4,800.

APPENDIX A: PREVALENCE TABLES

Tables A1 through A20 show the prevalence and recency rates by age group for gambling on 14 different types of activities for the general adult population and subgroups of the population. The activities are identified in the tables by a short name; the full description of each activity is as follows:

1. Instant lottery games, such as instant scratch-off tickets
2. On-line or video lottery games, such as Lotto or daily numbers
3. Cards or dice games at a casino
4. Slot machines or video poker machines at a casino
5. Sports such as football, baseball or boxing at a sports book in Mexico or Las Vegas
6. Bingo, including pull-tabs or instant bingo
7. Speculative real estate or high-risk stocks, stock options or futures
8. Horse or greyhound racing
9. Playing and betting money on games of skill, such as bowling, pool or golf
10. Outcome of sports or some other event with friends or co-workers
11. Dog or cock fights
12. Card or dice games, mah-jongg or dominoes, but not at a casino and not with close friends
13. Sports such as football, baseball or boxing with a bookie
14. Any other gambling activities

“Other gambling activities” that were volunteered by respondents included such things as sweepstakes, church raffles, pitching quarters, card games with friends or family, drag racing and fishing tournaments.

**TABLE A1 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ALL ADULTS—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	30.1%	3.0%	12.9%	14.3%	69.9%
Adults 18-24	30.6%	3.5%	14.2%	12.9%	69.4%
Adults 25-34	36.9%	3.6%	17.0%	16.4%	63.1%
Adults 35 & older	27.2%	2.6%	10.8%	13.8%	72.8%
VIDEO LOTTERY	8.9%	0.8%	3.1%	5.0%	91.1%
Adults 18-24	8.3%	0.8%	3.0%	4.5%	91.7%
Adults 25-34	11.6%	0.8%	4.4%	6.5%	88.4%
Adults 35 & older	7.9%	0.8%	2.6%	4.5%	92.1%
CARDS/DICE AT CASINO	24.6%	**	7.7%	16.7%	75.4%
Adults 18-24	16.0%	**	8.6%	7.0%	84.0%
Adults 25-34	26.0%	**	8.6%	17.1%	74.0%
Adults 35 & older	26.4%	**	7.0%	19.1%	73.6%
SLOT/VIDPOKER AT CASINO	34.9%	**	9.0%	25.7%	65.1%
Adults 18-24	19.2%	**	8.2%	10.7%	80.8%
Adults 25-34	33.1%	**	9.6%	23.3%	66.9%
Adults 35 & older	39.8%	**	8.8%	30.7%	60.2%
SPORTS AT SPORTS BOOK	7.6%	0.6%	3.3%	3.8%	92.4%
Adults 18-24	8.1%	**	5.2%	2.6%	91.9%
Adults 25-34	8.7%	0.8%	4.2%	3.6%	91.3%
Adults 35 & older	7.0%	0.5%	2.4%	4.1%	93.0%
BINGO	32.5%	2.4%	10.9%	19.1%	67.5%
Adults 18-24	30.2%	3.6%	13.3%	13.4%	69.8%
Adults 25-34	35.2%	2.7%	13.9%	18.7%	64.8%
Adults 35 & older	32.0%	2.0%	9.0%	21.0%	68.0%
SPECULATIVE INVESTMENT	14.0%	0.6%	6.5%	6.8%	86.0%
Adults 18-24	5.6%	**	3.7%	1.8%	94.4%
Adults 25-34	13.1%	0.9%	7.5%	4.6%	86.9%
Adults 35 & older	16.7%	0.6%	6.9%	9.2%	83.3%
HORSE/DOG RACING	31.6%	0.7%	10.7%	20.3%	68.4%
Adults 18-24	20.5%	0.8%	10.9%	8.8%	79.5%
Adults 25-34	32.8%	0.7%	13.7%	18.4%	67.2%
Adults 35 & older	34.2%	0.6%	9.4%	24.2%	65.8%
GAMES OF SKILL	20.8%	3.1%	9.0%	8.7%	79.2%
Adults 18-24	32.1%	5.6%	17.6%	8.9%	67.9%
Adults 25-34	23.7%	3.9%	11.1%	8.7%	76.3%
Adults 35 & older	16.7%	2.2%	5.7%	8.7%	83.3%
BETS WITH FRIENDS	40.4%	4.7%	19.8%	15.9%	59.6%
Adults 18-24	47.3%	7.1%	28.9%	11.2%	52.7%
Adults 25-34	47.0%	6.7%	25.8%	14.5%	53.0%
Adults 35 & older	36.0%	3.3%	15.0%	17.7%	64.0%
DOG/COCK FIGHTS	2.5%	**	0.5%	1.8%	97.5%
Adults 18-24	2.6%	**	0.8%	1.5%	97.4%
Adults 25-34	2.3%	**	**	1.8%	97.7%
Adults 35 & older	2.5%	**	**	2.0%	97.5%

TABLE A1 ALL ADULTS (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	6.7%	0.7%	2.8%	3.3%	93.3%
Adults 18-24	11.1%	1.6%	6.6%	2.9%	88.9%
Adults 25-34	6.7%	0.9%	3.0%	2.8%	93.3%
Adults 35 & older	5.6%	**	1.6%	3.6%	94.4%
SPORTS WITH BOOKIE	4.3%	0.6%	1.6%	2.1%	95.7%
Adults 18-24	4.2%	0.5%	2.0%	1.7%	95.8%
Adults 25-34	5.0%	1.2%	1.9%	1.9%	95.0%
Adults 35 & older	4.1%	**	1.5%	2.2%	95.9%
OTHER	4.4%	0.5%	2.0%	2.0%	95.6%
Adults 18-24	6.0%	1.6%	2.9%	1.5%	94.0%
Adults 25-34	4.5%	**	2.3%	1.9%	95.5%
Adults 35 & older	4.0%	**	1.6%	2.1%	96.0%
ANY ACTIVITY	76.3%	12.0%	36.6%	27.6%	23.7%
Adults 18-24	77.7%	17.2%	43.6%	16.9%	22.3%
Adults 25-34	81.3%	14.9%	44.4%	21.9%	18.7%
Adults 35 & older	73.9%	9.5%	31.5%	33.0%	26.1%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 1.6\%$

Maximum 95% confidence limit for age category $\pm 5.6\%$

**TABLE A2 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULT FEMALES—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	27.2%	2.3%	12.2%	12.7%	72.8%
Adults 18-24	30.6%	2.8%	13.8%	14.0%	69.4%
Adults 25-34	34.1%	3.4%	15.5%	15.2%	65.9%
Adults 35 & older	23.7%	1.8%	10.4%	11.5%	76.3%
VIDEO LOTTERY	7.7%	0.7%	2.9%	4.2%	92.3%
Adults 18-24	8.0%	0.7%	2.8%	4.5%	92.0%
Adults 25-34	10.5%	0.9%	4.4%	5.2%	89.5%
Adults 35 & older	6.5%	0.6%	2.2%	3.8%	93.5%
CARDS/DICE AT CASINO	18.7%	**	5.1%	13.4%	81.3%
Adults 18-24	10.4%	**	4.4%	6.0%	89.6%
Adults 25-34	19.9%	0.6%	5.7%	13.6%	80.1%
Adults 35 & older	19.9%	**	4.9%	15.0%	80.1%
SLOT/VIDPOKER AT CASINO	31.4%	**	7.2%	24.0%	68.6%
Adults 18-24	15.8%	**	5.5%	10.3%	84.2%
Adults 25-34	27.7%	**	8.0%	19.5%	72.3%
Adults 35 & older	36.2%	**	7.1%	29.0%	63.8%
SPORTS AT SPORTS BOOK	4.2%	**	1.5%	2.5%	95.8%
Adults 18-24	4.5%	**	2.3%	2.1%	95.5%
Adults 25-34	5.7%	**	2.5%	2.7%	94.3%
Adults 35 & older	3.6%	**	1.0%	2.4%	96.4%
BINGO	35.5%	3.0%	11.4%	21.0%	64.5%
Adults 18-24	32.4%	4.7%	12.0%	15.7%	67.6%
Adults 25-34	39.6%	3.6%	15.8%	20.2%	60.4%
Adults 35 & older	34.8%	2.5%	9.6%	22.8%	65.2%
SPECULATIVE INVESTMENT	9.4%	**	4.4%	4.6%	90.6%
Adults 18-24	2.5%	**	1.4%	0.8%	97.5%
Adults 25-34	9.1%	0.6%	5.0%	3.5%	90.9%
Adults 35 & older	11.3%	**	5.0%	6.0%	88.7%
HORSE/DOG RACING	28.3%	0.5%	8.6%	19.2%	71.7%
Adults 18-24	17.4%	0.5%	9.1%	7.9%	82.6%
Adults 25-34	31.1%	0.9%	12.0%	18.2%	68.9%
Adults 35 & older	29.7%	**	7.2%	22.2%	70.3%
GAMES OF SKILL	9.2%	0.9%	4.3%	4.0%	90.8%
Adults 18-24	18.2%	1.8%	12.4%	4.0%	81.8%
Adults 25-34	10.4%	0.8%	4.3%	5.3%	89.6%
Adults 35 & older	6.6%	0.8%	2.3%	3.5%	93.4%
BETS WITH FRIENDS	29.9%	2.1%	13.9%	13.9%	70.1%
Adults 18-24	31.9%	2.2%	20.7%	9.0%	68.1%
Adults 25-34	37.4%	3.8%	19.4%	14.3%	62.6%
Adults 35 & older	26.6%	1.5%	10.2%	14.9%	73.4%
DOG/COCK FIGHTS	1.2%	**	**	1.0%	98.8%
Adults 18-24	1.3%	**	**	1.0%	98.7%
Adults 25-34	1.0%	**	**	0.8%	99.0%
Adults 35 & older	1.3%	**	**	1.0%	98.7%

TABLE A2 ADULT FEMALES (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	3.0%	**	1.4%	1.4%	97.0%
Adults 18-24	6.3%	**	3.9%	2.4%	93.7%
Adults 25-34	4.1%	0.9%	1.7%	1.5%	95.9%
Adults 35 & older	1.8%	**	0.6%	1.1%	98.2%
SPORTS WITH BOOKIE	1.8%	**	0.6%	0.9%	98.2%
Adults 18-24	3.1%	**	1.0%	1.9%	96.9%
Adults 25-34	2.1%	**	0.7%	1.0%	97.9%
Adults 35 & older	1.4%	**	0.5%	0.7%	98.6%
OTHER	2.6%	**	1.3%	1.2%	97.4%
Adults 18-24	2.0%	0.5%	1.2%	0.3%	98.0%
Adults 25-34	3.1%	**	1.5%	1.6%	96.9%
Adults 35 & older	2.6%	**	1.1%	1.3%	97.4%
ANY ACTIVITY	70.3%	8.3%	32.8%	29.2%	29.7%
Adults 18-24	70.0%	10.8%	41.3%	17.9%	30.0%
Adults 25-34	76.5%	12.1%	39.9%	24.5%	23.5%
Adults 35 & older	68.0%	6.3%	27.8%	33.8%	32.0%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 2.1\%$

Maximum 95% confidence limit for age category $\pm 7.4\%$

**TABLE A3 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULT MALES—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	33.5%	3.7%	13.6%	16.2%	66.5%
Adults 18-24	30.6%	4.1%	14.6%	11.9%	69.4%
Adults 25-34	40.0%	3.8%	18.5%	17.7%	60.0%
Adults 35 & older	31.4%	3.6%	11.2%	16.6%	68.6%
VIDEO LOTTERY	10.3%	1.0%	3.4%	6.0%	89.7%
Adults 18-24	8.6%	1.0%	3.1%	4.5%	91.4%
Adults 25-34	12.8%	0.6%	4.3%	7.9%	87.2%
Adults 35 & older	9.6%	1.2%	3.0%	5.4%	90.4%
CARDS/DICE AT CASINO	31.4%	**	10.7%	20.4%	68.6%
Adults 18-24	21.4%	0.7%	12.7%	8.1%	78.6%
Adults 25-34	32.5%	**	11.7%	20.8%	67.5%
Adults 35 & older	34.1%	**	9.6%	24.1%	65.9%
SLOT/VIDPOKER AT CASINO	38.9%	**	11.0%	27.6%	61.1%
Adults 18-24	22.5%	0.7%	10.9%	11.0%	77.5%
Adults 25-34	38.9%	**	11.4%	27.4%	61.1%
Adults 35 & older	44.0%	**	10.9%	32.8%	56.0%
SPORTS AT SPORTS BOOK	11.5%	1.0%	5.3%	5.2%	88.5%
Adults 18-24	11.5%	**	8.1%	3.0%	88.5%
Adults 25-34	11.9%	1.2%	6.1%	4.6%	88.1%
Adults 35 & older	11.2%	0.9%	4.1%	6.2%	88.8%
BINGO	29.0%	1.7%	10.3%	17.0%	71.0%
Adults 18-24	28.1%	2.5%	14.5%	11.1%	71.9%
Adults 25-34	30.5%	1.7%	11.8%	17.0%	69.5%
Adults 35 & older	28.6%	1.5%	8.2%	18.9%	71.4%
SPECULATIVE INVESTMENT	19.1%	0.9%	8.9%	9.3%	80.9%
Adults 18-24	8.6%	**	6.0%	2.7%	91.4%
Adults 25-34	17.4%	1.3%	10.3%	5.9%	82.6%
Adults 35 & older	23.2%	0.9%	9.3%	13.0%	76.8%
HORSE/DOG RACING	35.5%	0.8%	13.0%	21.6%	64.5%
Adults 18-24	23.5%	1.1%	12.6%	9.7%	76.5%
Adults 25-34	34.6%	0.6%	15.4%	18.6%	65.4%
Adults 35 & older	39.6%	0.9%	12.1%	26.5%	60.4%
GAMES OF SKILL	34.1%	5.7%	14.3%	14.1%	65.9%
Adults 18-24	45.6%	9.2%	22.6%	13.7%	54.4%
Adults 25-34	38.0%	7.2%	18.4%	12.5%	62.0%
Adults 35 & older	28.8%	3.9%	9.9%	15.0%	71.2%
BETS WITH FRIENDS	52.3%	7.6%	26.5%	18.1%	47.7%
Adults 18-24	62.3%	11.9%	36.9%	13.4%	37.7%
Adults 25-34	57.3%	9.8%	32.7%	14.8%	42.7%
Adults 35 & older	47.3%	5.4%	20.8%	21.1%	52.7%
DOG/COCK FIGHTS	3.9%	**	0.8%	2.8%	96.1%
Adults 18-24	3.7%	0.5%	1.2%	2.0%	96.3%
Adults 25-34	3.7%	**	0.6%	2.9%	96.3%
Adults 35 & older	3.9%	**	0.6%	3.1%	96.1%

TABLE A3 ADULT MALES (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	10.9%	1.1%	4.3%	5.4%	89.1%
Adults 18-24	15.7%	3.2%	9.2%	3.3%	84.3%
Adults 25-34	9.5%	0.8%	4.4%	4.3%	90.5%
Adults 35 & older	10.1%	0.7%	2.8%	6.6%	89.9%
SPORTS WITH BOOKIE	7.2%	1.0%	2.8%	3.4%	92.8%
Adults 18-24	5.1%	0.6%	3.0%	1.5%	94.9%
Adults 25-34	8.1%	2.1%	3.1%	2.9%	91.9%
Adults 35 & older	7.3%	0.7%	2.6%	4.0%	92.7%
OTHER	6.5%	0.9%	2.8%	2.8%	93.5%
Adults 18-24	9.9%	2.7%	4.5%	2.7%	90.1%
Adults 25-34	6.1%	0.5%	3.3%	2.3%	93.9%
Adults 35 & older	5.7%	0.5%	2.2%	3.0%	94.3%
ANY ACTIVITY	83.1%	16.3%	41.0%	25.8%	16.9%
Adults 18-24	85.1%	23.4%	45.8%	15.9%	14.9%
Adults 25-34	86.5%	18.0%	49.3%	19.2%	13.5%
Adults 35 & older	81.1%	13.3%	35.9%	31.9%	18.9%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 2.6\%$

Maximum 95% confidence limit for age category $\pm 7.9\%$

**TABLE A4 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
WHITE ADULTS—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	30.6%	2.8%	12.8%	15.0%	69.4%
Adults 18-24	34.6%	4.0%	15.7%	14.9%	65.4%
Adults 25-34	37.9%	3.1%	17.2%	17.6%	62.1%
Adults 35 & older	27.3%	2.4%	10.7%	14.2%	72.7%
VIDEO LOTTERY	9.3%	0.8%	3.2%	5.4%	90.7%
Adults 18-24	10.2%	1.3%	3.3%	5.6%	89.8%
Adults 25-34	12.4%	1.0%	4.0%	7.4%	87.6%
Adults 35 & older	8.2%	0.7%	2.9%	4.6%	91.8%
CARDS/DICE AT CASINO	30.0%	**	8.8%	20.9%	70.0%
Adults 18-24	19.5%	0.5%	10.8%	8.3%	80.5%
Adults 25-34	33.7%	**	10.6%	22.8%	66.3%
Adults 35 & older	30.7%	**	7.8%	22.8%	69.3%
SLOT/VIDPOKER AT CASINO	42.2%	**	10.7%	31.3%	57.8%
Adults 18-24	23.5%	**	11.3%	12.0%	76.5%
Adults 25-34	42.5%	**	12.1%	30.2%	57.5%
Adults 35 & older	46.0%	**	10.0%	35.7%	54.0%
SPORTS AT SPORTS BOOK	7.1%	0.6%	2.9%	3.5%	92.9%
Adults 18-24	7.8%	**	5.5%	2.0%	92.2%
Adults 25-34	8.4%	1.0%	3.6%	3.7%	91.6%
Adults 35 & older	6.5%	0.6%	2.2%	3.7%	93.5%
BINGO	31.4%	1.3%	10.3%	19.7%	68.6%
Adults 18-24	26.8%	1.6%	12.8%	12.4%	73.2%
Adults 25-34	33.6%	1.3%	13.5%	18.8%	66.4%
Adults 35 & older	31.5%	1.3%	8.7%	21.5%	68.5%
SPECULATIVE INVESTMENT	17.6%	0.9%	8.0%	8.7%	82.4%
Adults 18-24	7.2%	**	4.9%	2.0%	92.8%
Adults 25-34	16.6%	1.4%	9.4%	5.8%	83.4%
Adults 35 & older	20.2%	0.7%	8.3%	11.2%	79.8%
HORSE/DOG RACING	38.4%	0.5%	12.3%	25.5%	61.6%
Adults 18-24	26.5%	0.7%	13.5%	12.3%	73.5%
Adults 25-34	41.3%	0.5%	16.5%	24.4%	58.7%
Adults 35 & older	39.8%	0.5%	10.8%	28.5%	60.2%
GAMES OF SKILL	23.1%	3.4%	9.8%	9.9%	76.9%
Adults 18-24	36.6%	6.1%	20.0%	10.5%	63.4%
Adults 25-34	27.5%	5.0%	12.9%	9.6%	72.5%
Adults 35 & older	18.9%	2.4%	6.6%	9.9%	81.1%
BETS WITH FRIENDS	44.0%	4.7%	20.8%	18.5%	56.0%
Adults 18-24	52.8%	7.4%	33.0%	12.5%	47.2%
Adults 25-34	53.3%	7.4%	29.0%	16.9%	46.7%
Adults 35 & older	39.1%	3.2%	15.5%	20.4%	60.9%
DOG/COCK FIGHTS	2.2%	**	0.5%	1.7%	97.8%
Adults 18-24	1.5%	**	0.9%	0.7%	98.5%
Adults 25-34	2.2%	**	**	1.8%	97.8%
Adults 35 & older	2.4%	**	**	1.9%	97.6%

TABLE A4 WHITE ADULTS (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	6.7%	**	2.5%	3.8%	93.3%
Adults 18-24	9.2%	0.5%	6.8%	2.0%	90.8%
Adults 25-34	6.8%	0.7%	2.5%	3.6%	93.2%
Adults 35 & older	6.2%	**	1.6%	4.3%	93.8%
SPORTS WITH BOOKIE	4.7%	0.7%	1.8%	2.2%	95.3%
Adults 18-24	3.9%	0.9%	2.2%	0.9%	96.1%
Adults 25-34	5.9%	1.5%	2.1%	2.3%	94.1%
Adults 35 & older	4.5%	**	1.6%	2.5%	95.5%
OTHER	4.8%	**	2.2%	2.3%	95.2%
Adults 18-24	6.0%	1.0%	3.6%	1.4%	94.0%
Adults 25-34	5.0%	**	2.5%	2.1%	95.0%
Adults 35 & older	4.5%	**	1.7%	2.5%	95.5%
ANY ACTIVITY	79.3%	11.1%	38.9%	29.3%	20.7%
Adults 18-24	81.8%	15.7%	49.0%	17.1%	18.2%
Adults 25-34	86.1%	15.0%	49.2%	21.8%	13.9%
Adults 35 & older	76.5%	8.7%	33.3%	34.5%	23.5%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 2.1\%$

Maximum 95% confidence limit for age category $\pm 7.7\%$

**TABLE A5 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
HISPANIC ADULTS—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	29.4%	3.3%	12.3%	13.8%	70.6%
Adults 18-24	28.2%	3.2%	13.2%	11.8%	71.8%
Adults 25-34	34.7%	4.0%	15.9%	14.8%	65.3%
Adults 35 & older	26.9%	2.9%	10.0%	14.0%	73.1%
VIDEO LOTTERY	7.6%	0.6%	2.5%	4.5%	92.4%
Adults 18-24	5.3%	**	1.5%	3.8%	94.7%
Adults 25-34	9.3%	**	4.6%	4.5%	90.7%
Adults 35 & older	7.8%	1.1%	1.8%	4.9%	92.2%
CARDS/DICE AT CASINO	13.8%	**	5.5%	8.3%	86.2%
Adults 18-24	13.0%	**	6.5%	6.5%	87.0%
Adults 25-34	14.7%	**	6.0%	8.8%	85.3%
Adults 35 & older	13.8%	**	4.8%	9.1%	86.2%
SLOT/VIDPOKER AT CASINO	19.4%	**	5.8%	13.5%	80.6%
Adults 18-24	15.0%	**	4.6%	10.3%	85.0%
Adults 25-34	19.3%	**	6.6%	12.8%	80.7%
Adults 35 & older	21.6%	**	6.0%	15.6%	78.4%
SPORTS AT SPORTS BOOK	9.7%	0.6%	4.7%	4.4%	90.3%
Adults 18-24	10.3%	**	6.7%	3.7%	89.7%
Adults 25-34	10.5%	0.7%	5.4%	4.4%	89.5%
Adults 35 & older	8.8%	0.5%	3.5%	4.9%	91.2%
BINGO	35.0%	4.9%	12.2%	18.0%	65.0%
Adults 18-24	35.3%	5.6%	13.2%	16.5%	64.7%
Adults 25-34	39.3%	5.2%	16.0%	18.1%	60.7%
Adults 35 & older	32.1%	4.4%	9.0%	18.7%	67.9%
SPECULATIVE INVESTMENT	7.0%	**	3.5%	3.1%	93.0%
Adults 18-24	3.9%	**	1.8%	2.1%	96.1%
Adults 25-34	6.5%	**	3.9%	2.2%	93.5%
Adults 35 & older	8.7%	**	4.2%	4.2%	91.3%
HORSE/DOG RACING	20.4%	1.0%	9.7%	9.7%	79.6%
Adults 18-24	16.4%	1.3%	9.6%	5.5%	83.6%
Adults 25-34	23.2%	1.0%	12.5%	9.7%	76.8%
Adults 35 & older	19.8%	0.9%	7.6%	11.3%	80.2%
GAMES OF SKILL	15.7%	2.9%	6.1%	6.7%	84.3%
Adults 18-24	24.5%	6.3%	10.7%	7.4%	75.5%
Adults 25-34	18.6%	3.5%	7.2%	7.8%	81.4%
Adults 35 & older	9.6%	1.0%	3.1%	5.6%	90.4%
BETS WITH FRIENDS	34.2%	4.7%	17.7%	11.8%	65.8%
Adults 18-24	40.9%	7.5%	23.2%	10.2%	59.1%
Adults 25-34	40.1%	5.6%	21.7%	12.8%	59.9%
Adults 35 & older	27.5%	2.9%	12.8%	11.7%	72.5%
DOG/COCK FIGHTS	4.0%	**	0.9%	2.7%	96.0%
Adults 18-24	4.5%	0.9%	1.1%	2.6%	95.5%
Adults 25-34	3.5%	**	0.9%	2.3%	96.5%
Adults 35 & older	3.7%	**	0.6%	3.0%	96.3%

TABLE A5 HISPANIC ADULTS (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	5.7%	0.6%	3.0%	2.2%	94.3%
Adults 18-24	10.1%	1.7%	4.7%	3.8%	89.9%
Adults 25-34	6.9%	**	4.5%	2.0%	93.1%
Adults 35 & older	3.1%	**	1.4%	1.6%	96.9%
SPORTS WITH BOOKIE	3.8%	0.6%	1.5%	1.6%	96.2%
Adults 18-24	4.4%	**	2.1%	2.3%	95.6%
Adults 25-34	4.0%	1.4%	1.8%	0.8%	96.0%
Adults 35 & older	3.2%	0.5%	1.1%	1.5%	96.8%
OTHER	4.0%	0.8%	1.7%	1.5%	96.0%
Adults 18-24	6.9%	2.9%	1.6%	2.4%	93.1%
Adults 25-34	3.6%	**	1.7%	1.6%	96.4%
Adults 35 & older	2.9%	**	1.7%	1.1%	97.1%
ANY ACTIVITY	70.7%	13.6%	31.9%	25.2%	29.3%
Adults 18-24	73.2%	20.0%	33.8%	19.3%	26.8%
Adults 25-34	74.3%	15.1%	36.8%	22.5%	25.7%
Adults 35 & older	67.3%	9.8%	28.0%	29.5%	32.7%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 3.1\%$

Maximum 95% confidence limit for age category $\pm 9.7\%$

**TABLE A6 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
BLACK ADULTS—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	29.8%	3.9%	15.5%	10.4%	70.2%
Adults 18-24	21.9%	2.7%	11.3%	7.9%	78.1%
Adults 25-34	39.5%	5.4%	19.9%	14.2%	60.5%
Adults 35 & older	27.1%	3.6%	14.2%	9.3%	72.9%
VIDEO LOTTERY	9.3%	1.4%	4.0%	3.9%	90.7%
Adults 18-24	6.0%	1.0%	3.5%	1.5%	94.0%
Adults 25-34	13.5%	1.0%	6.6%	6.0%	86.5%
Adults 35 & older	7.8%	1.7%	2.5%	3.5%	92.2%
CARDS/DICE AT CASINO	17.7%	0.9%	6.2%	10.6%	82.3%
Adults 18-24	9.5%	0.5%	5.1%	3.9%	90.5%
Adults 25-34	14.6%	1.0%	4.5%	9.1%	85.4%
Adults 35 & older	21.7%	1.0%	6.8%	13.9%	78.3%
SLOT/VIDPOKER AT CASINO	26.4%	0.6%	6.4%	19.4%	73.6%
Adults 18-24	11.9%	1.8%	4.4%	5.7%	88.1%
Adults 25-34	21.7%	**	5.0%	16.7%	78.3%
Adults 35 & older	33.3%	0.5%	7.1%	25.6%	66.7%
SPORTS AT SPORTS BOOK	6.6%	**	2.4%	3.8%	93.4%
Adults 18-24	3.4%	0.6%	**	2.9%	96.6%
Adults 25-34	7.6%	**	4.8%	2.4%	92.4%
Adults 35 & older	6.9%	**	2.0%	4.5%	93.1%
BINGO	37.0%	4.1%	12.8%	20.1%	63.0%
Adults 18-24	34.7%	7.7%	15.6%	11.4%	65.3%
Adults 25-34	40.1%	4.6%	12.9%	22.6%	59.9%
Adults 35 & older	36.8%	2.7%	12.1%	22.0%	63.2%
SPECULATIVE INVESTMENT	7.4%	**	4.1%	3.1%	92.6%
Adults 18-24	3.7%	**	3.1%	0.5%	96.3%
Adults 25-34	11.2%	0.0%	7.9%	3.3%	88.8%
Adults 35 & older	7.0%	0.5%	2.5%	4.1%	93.0%
HORSE/DOG RACING	19.4%	0.8%	5.0%	13.6%	80.6%
Adults 18-24	6.9%	**	5.1%	1.9%	93.1%
Adults 25-34	16.8%	1.8%	5.0%	10.1%	83.2%
Adults 35 & older	24.1%	0.5%	4.7%	18.9%	75.9%
GAMES OF SKILL	18.6%	2.5%	9.5%	6.7%	81.4%
Adults 18-24	30.8%	2.9%	20.5%	7.4%	69.2%
Adults 25-34	17.4%	**	11.9%	5.3%	82.6%
Adults 35 & older	14.8%	3.7%	4.0%	7.1%	85.2%
BETS WITH FRIENDS	35.7%	5.6%	19.6%	10.5%	64.3%
Adults 18-24	41.2%	6.7%	25.9%	8.5%	58.8%
Adults 25-34	35.6%	5.9%	21.6%	8.1%	64.4%
Adults 35 & older	33.9%	4.9%	16.8%	12.2%	66.1%
DOG/COCK FIGHTS	1.4%	**	**	1.1%	98.6%
Adults 18-24	2.3%	**	**	2.3%	97.7%
Adults 25-34	1.1%	**	**	1.1%	98.9%
Adults 35 & older	1.3%	**	**	0.8%	98.7%

TABLE A6 BLACK ADULTS (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	9.2%	2.8%	3.6%	2.8%	90.8%
Adults 18-24	20.0%	6.4%	9.0%	4.6%	80.0%
Adults 25-34	5.6%	2.8%	1.8%	1.0%	94.4%
Adults 35 & older	7.2%	1.5%	2.4%	3.3%	92.8%
SPORTS WITH BOOKIE	3.4%	**	1.1%	2.3%	96.6%
Adults 18-24	3.9%	**	1.3%	2.5%	96.1%
Adults 25-34	4.0%	**	1.2%	2.8%	96.0%
Adults 35 & older	2.8%	**	1.0%	1.8%	97.2%
OTHER	3.5%	0.8%	1.6%	1.1%	96.5%
Adults 18-24	3.9%	1.3%	2.3%	0.3%	96.1%
Adults 25-34	4.7%	**	2.7%	2.0%	95.3%
Adults 35 & older	2.8%	1.0%	0.8%	1.0%	97.2%
ANY ACTIVITY	71.9%	16.3%	33.4%	22.2%	28.1%
Adults 18-24	70.8%	19.8%	40.1%	10.9%	29.2%
Adults 25-34	76.7%	15.9%	42.2%	18.6%	23.3%
Adults 35 & older	69.7%	15.6%	25.8%	28.3%	30.3%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 4.5\%$

Maximum 95% confidence limit for age category $\pm 15.8\%$

**TABLE A7 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
NON HIGH SCHOOL GRADUATES—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	21.5%	2.7%	8.0%	10.8%	78.5%
Adults 18-24	27.1%	3.1%	9.9%	14.0%	72.9%
Adults 25-34	29.1%	3.7%	11.3%	14.1%	70.9%
Adults 35 & older	18.0%	2.4%	6.6%	9.0%	82.0%
VIDEO LOTTERY	5.5%	**	1.1%	4.1%	94.5%
Adults 18-24	7.4%	**	2.0%	5.3%	92.6%
Adults 25-34	6.9%	**	1.5%	5.0%	93.1%
Adults 35 & older	4.7%	**	0.8%	3.5%	95.3%
CARDS/DICE AT CASINO	9.5%	**	2.6%	6.8%	90.5%
Adults 18-24	9.6%	**	3.7%	5.9%	90.4%
Adults 25-34	8.6%	**	3.3%	5.3%	91.4%
Adults 35 & older	9.8%	**	2.1%	7.5%	90.2%
SLOT/VIDPOKER AT CASINO	14.2%	**	2.1%	12.0%	85.8%
Adults 18-24	6.4%	**	0.7%	5.7%	93.6%
Adults 25-34	8.9%	**	3.2%	5.7%	91.1%
Adults 35 & older	17.7%	**	2.2%	15.3%	82.3%
SPORTS AT SPORTS BOOK	4.8%	**	1.8%	2.7%	95.2%
Adults 18-24	6.3%	**	4.6%	1.6%	93.7%
Adults 25-34	4.0%	0.7%	0.9%	2.4%	96.0%
Adults 35 & older	4.7%	**	1.4%	3.1%	95.3%
BINGO	29.7%	4.2%	8.9%	16.6%	70.3%
Adults 18-24	30.6%	5.2%	10.1%	15.4%	69.4%
Adults 25-34	39.3%	6.6%	15.0%	17.8%	60.7%
Adults 35 & older	26.9%	3.4%	6.8%	16.8%	73.1%
SPECULATIVE INVESTMENT	4.3%	**	1.2%	2.8%	95.7%
Adults 18-24	2.5%	**	1.6%	0.9%	97.5%
Adults 25-34	4.3%	**	1.5%	2.4%	95.7%
Adults 35 & older	4.8%	**	1.1%	3.5%	95.2%
HORSE/DOG RACING	16.0%	**	5.5%	10.3%	84.0%
Adults 18-24	10.6%	**	6.0%	4.6%	89.4%
Adults 25-34	20.7%	**	9.6%	11.1%	79.3%
Adults 35 & older	15.7%	**	4.2%	11.3%	84.3%
GAMES OF SKILL	10.8%	1.5%	3.7%	5.5%	89.2%
Adults 18-24	22.5%	5.7%	12.0%	4.8%	77.5%
Adults 25-34	14.4%	1.3%	3.8%	9.3%	85.6%
Adults 35 & older	6.5%	0.5%	1.5%	4.4%	93.5%
BETS WITH FRIENDS	24.3%	3.1%	10.6%	10.6%	75.7%
Adults 18-24	39.3%	8.7%	19.4%	11.3%	60.7%
Adults 25-34	32.9%	2.5%	17.4%	12.9%	67.1%
Adults 35 & older	17.9%	2.0%	6.3%	9.6%	82.1%
DOG/COCK FIGHTS	2.9%	**	0.6%	2.3%	97.1%
Adults 18-24	2.8%	**	**	2.4%	97.2%
Adults 25-34	4.6%	**	**	4.1%	95.4%
Adults 35 & older	2.6%	**	0.8%	1.8%	97.4%

TABLE A7 NON HIGH SCHOOL GRADUATES (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	5.7%	1.2%	2.1%	2.4%	94.3%
Adults 18-24	12.6%	1.9%	7.5%	3.2%	87.4%
Adults 25-34	5.9%	1.7%	2.8%	1.4%	94.1%
Adults 35 & older	3.9%	1.0%	0.5%	2.4%	96.1%
SPORTS WITH BOOKIE	2.6%	**	1.3%	1.3%	97.4%
Adults 18-24	4.5%	**	3.0%	1.5%	95.5%
Adults 25-34	2.5%	**	1.3%	1.2%	97.5%
Adults 35 & older	2.2%	**	0.8%	1.3%	97.8%
OTHER	2.4%	0.7%	1.0%	0.8%	97.6%
Adults 18-24	7.3%	3.8%	2.1%	1.4%	92.7%
Adults 25-34	1.3%	**	0.8%	0.1%	98.7%
Adults 35 & older	1.4%	**	0.6%	0.8%	98.6%
ANY ACTIVITY	58.9%	10.4%	21.2%	27.3%	41.1%
Adults 18-24	69.5%	19.5%	29.9%	20.0%	30.5%
Adults 25-34	70.0%	13.3%	32.1%	24.6%	30.0%
Adults 35 & older	53.2%	7.4%	15.9%	29.9%	46.8%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 3.6\%$

Maximum 95% confidence limit for age category $\pm 12.9\%$

**TABLE A8 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
HIGH SCHOOL GRADUATES—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	30.7%	4.4%	12.9%	13.4%	69.3%
Adults 18-24	32.1%	4.8%	15.4%	11.9%	67.9%
Adults 25-34	35.8%	6.2%	13.8%	15.7%	64.2%
Adults 35 & older	27.7%	3.5%	11.3%	12.9%	72.3%
VIDEO LOTTERY	8.0%	1.0%	2.8%	4.2%	92.0%
Adults 18-24	8.2%	0.8%	3.5%	3.9%	91.8%
Adults 25-34	9.8%	1.5%	3.5%	4.8%	90.2%
Adults 35 & older	7.2%	0.9%	2.2%	4.0%	92.8%
CARDS/DICE AT CASINO	19.4%	**	6.1%	12.8%	80.6%
Adults 18-24	12.7%	0.9%	7.9%	4.0%	87.3%
Adults 25-34	23.2%	1.0%	8.3%	13.9%	76.8%
Adults 35 & older	20.0%	**	4.2%	15.8%	80.0%
SLOT/VIDPOKER AT CASINO	30.1%	**	7.8%	22.2%	69.9%
Adults 18-24	14.8%	0.9%	7.2%	6.8%	85.2%
Adults 25-34	28.4%	**	8.8%	19.6%	71.6%
Adults 35 & older	37.1%	**	7.5%	29.6%	62.9%
SPORTS AT SPORTS BOOK	7.6%	0.5%	3.1%	3.9%	92.4%
Adults 18-24	7.5%	0.6%	3.5%	3.4%	92.5%
Adults 25-34	9.7%	0.7%	5.6%	3.5%	90.3%
Adults 35 & older	6.5%	0.5%	1.7%	4.3%	93.5%
BINGO	35.6%	3.3%	13.1%	19.1%	64.4%
Adults 18-24	27.5%	4.3%	12.3%	11.0%	72.5%
Adults 25-34	40.6%	3.4%	17.1%	20.0%	59.4%
Adults 35 & older	36.0%	3.0%	11.4%	21.6%	64.0%
SPECULATIVE INVESTMENT	9.4%	0.6%	4.5%	4.3%	90.6%
Adults 18-24	3.1%	**	1.7%	1.4%	96.9%
Adults 25-34	10.5%	1.1%	5.1%	4.4%	89.5%
Adults 35 & older	11.5%	0.5%	5.4%	5.6%	88.5%
HORSE/DOG RACING	26.5%	0.9%	9.4%	16.1%	73.5%
Adults 18-24	16.9%	1.3%	8.6%	6.9%	83.1%
Adults 25-34	28.5%	0.9%	11.9%	15.8%	71.5%
Adults 35 & older	29.4%	0.7%	8.6%	20.0%	70.6%
GAMES OF SKILL	21.4%	3.6%	9.4%	8.3%	78.6%
Adults 18-24	31.6%	6.0%	17.7%	8.0%	68.4%
Adults 25-34	26.4%	5.4%	13.4%	7.5%	73.6%
Adults 35 & older	14.6%	1.8%	4.1%	8.8%	85.4%
BETS WITH FRIENDS	42.0%	6.3%	21.3%	14.4%	58.0%
Adults 18-24	49.4%	7.2%	29.7%	12.5%	50.6%
Adults 25-34	49.2%	10.6%	26.6%	11.9%	50.8%
Adults 35 & older	35.5%	3.8%	15.2%	16.4%	64.5%
DOG/COCK FIGHTS	2.2%	**	**	1.5%	97.8%
Adults 18-24	2.0%	**	**	1.6%	98.0%
Adults 25-34	2.3%	**	0.6%	1.3%	97.7%
Adults 35 & older	2.3%	**	**	1.6%	97.7%

TABLE A8 HIGH SCHOOL GRADUATES (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	7.7%	0.9%	3.4%	3.4%	92.3%
Adults 18-24	11.5%	2.4%	6.8%	2.4%	88.5%
Adults 25-34	9.8%	1.5%	4.4%	3.9%	90.2%
Adults 35 & older	5.2%	**	1.6%	3.5%	94.8%
SPORTS WITH BOOKIE	4.5%	1.2%	1.5%	1.8%	95.5%
Adults 18-24	4.0%	0.7%	1.4%	1.9%	96.0%
Adults 25-34	7.4%	2.6%	2.6%	2.2%	92.6%
Adults 35 & older	3.3%	0.8%	0.9%	1.6%	96.7%
OTHER	4.4%	0.6%	1.9%	1.8%	95.6%
Adults 18-24	6.0%	1.4%	2.8%	1.9%	94.0%
Adults 25-34	4.3%	**	2.6%	1.4%	95.7%
Adults 35 & older	3.8%	0.6%	1.3%	2.0%	96.2%
ANY ACTIVITY	76.4%	15.4%	36.4%	24.6%	23.6%
Adults 18-24	76.0%	19.6%	44.3%	12.1%	24.0%
Adults 25-34	80.5%	21.4%	39.2%	19.9%	19.5%
Adults 35 & older	74.3%	10.7%	31.7%	31.9%	25.7%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 2.8\%$

Maximum 95% confidence limit for age category $\pm 8.8\%$

**TABLE A9 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
BEYOND HIGH SCHOOL GRADUATES—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	33.0%	2.2%	14.7%	16.1%	67.0%
Adults 18-24	30.5%	2.4%	15.0%	13.1%	69.5%
Adults 25-34	39.6%	2.1%	20.1%	17.4%	60.4%
Adults 35 & older	30.7%	2.3%	12.2%	16.2%	69.3%
VIDEO LOTTERY	10.6%	0.9%	4.0%	5.7%	89.4%
Adults 18-24	8.5%	1.2%	2.9%	4.4%	91.5%
Adults 25-34	13.8%	0.5%	5.5%	7.8%	86.2%
Adults 35 & older	9.6%	1.0%	3.5%	5.1%	90.4%
CARDS/DICE AT CASINO	33.0%	**	10.4%	22.4%	67.0%
Adults 18-24	21.8%	**	11.3%	10.5%	78.2%
Adults 25-34	31.7%	**	10.0%	21.7%	68.3%
Adults 35 & older	36.1%	**	10.4%	25.4%	63.9%
SLOT/VIDPOKER AT CASINO	44.9%	**	12.1%	32.5%	55.1%
Adults 18-24	29.1%	**	12.7%	16.4%	70.9%
Adults 25-34	41.5%	**	11.7%	29.6%	58.5%
Adults 35 & older	49.9%	**	12.2%	37.4%	50.1%
SPORTS AT SPORTS BOOK	8.7%	0.7%	3.9%	4.1%	91.3%
Adults 18-24	9.4%	**	7.2%	2.2%	90.6%
Adults 25-34	9.3%	0.9%	4.3%	4.0%	90.7%
Adults 35 & older	8.2%	0.7%	3.1%	4.4%	91.8%
BINGO	31.8%	1.3%	10.4%	20.1%	68.2%
Adults 18-24	32.4%	2.2%	15.4%	14.7%	67.6%
Adults 25-34	31.5%	1.3%	11.9%	18.2%	68.5%
Adults 35 & older	32.0%	1.1%	8.6%	22.3%	68.0%
SPECULATIVE INVESTMENT	20.0%	0.8%	9.5%	9.6%	80.0%
Adults 18-24	9.5%	**	6.6%	2.6%	90.5%
Adults 25-34	16.6%	1.0%	10.3%	5.3%	83.4%
Adults 35 & older	24.0%	0.8%	10.0%	13.2%	76.0%
HORSE/DOG RACING	40.4%	0.7%	13.4%	26.3%	59.6%
Adults 18-24	28.6%	0.6%	15.4%	12.6%	71.4%
Adults 25-34	38.1%	0.9%	15.7%	21.6%	61.9%
Adults 35 & older	43.9%	0.7%	12.0%	31.3%	56.1%
GAMES OF SKILL	24.3%	3.5%	10.6%	10.2%	75.7%
Adults 18-24	37.1%	5.2%	20.2%	11.7%	62.9%
Adults 25-34	24.6%	3.7%	11.6%	9.3%	75.4%
Adults 35 & older	21.8%	3.2%	8.2%	10.4%	78.2%
BETS WITH FRIENDS	45.6%	4.5%	22.5%	18.6%	54.4%
Adults 18-24	49.2%	6.4%	32.7%	10.0%	50.8%
Adults 25-34	49.4%	5.6%	27.5%	16.3%	50.6%
Adults 35 & older	43.6%	3.6%	18.4%	21.6%	56.4%
DOG/COCK FIGHTS	2.5%	**	0.6%	1.9%	97.5%
Adults 18-24	3.0%	**	1.6%	1.0%	97.0%
Adults 25-34	1.8%	**	**	1.5%	98.2%
Adults 35 & older	2.6%	**	**	2.2%	97.4%

TABLE A9 BEYOND HIGH SCHOOL GRADUATES (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	6.6%	**	2.7%	3.6%	93.4%
Adults 18-24	9.9%	0.8%	6.0%	3.1%	90.1%
Adults 25-34	5.2%	**	2.3%	2.6%	94.8%
Adults 35 & older	6.5%	**	2.1%	4.1%	93.5%
SPORTS WITH BOOKIE	4.9%	0.5%	1.9%	2.5%	95.1%
Adults 18-24	4.2%	0.5%	2.1%	1.6%	95.8%
Adults 25-34	4.4%	0.8%	1.6%	1.9%	95.6%
Adults 35 & older	5.3%	**	2.0%	2.9%	94.7%
OTHER	5.2%	**	2.4%	2.5%	94.8%
Adults 18-24	5.4%	0.8%	3.4%	1.3%	94.6%
Adults 25-34	5.5%	**	2.5%	2.6%	94.5%
Adults 35 & older	5.1%	**	2.2%	2.7%	94.9%
ANY ACTIVITY	82.7%	10.9%	42.4%	29.4%	17.3%
Adults 18-24	83.0%	13.8%	49.1%	20.1%	17.0%
Adults 25-34	84.7%	11.9%	50.4%	22.4%	15.3%
Adults 35 & older	81.9%	9.8%	37.6%	34.5%	18.1%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 2.1\%$

Maximum 95% confidence limit for age category $\pm 8.7\%$

**TABLE A10 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
INCOMES LESS THAN \$20,000—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	26.9%	2.4%	11.1%	13.3%	73.1%
Adults 18-24	30.8%	2.0%	14.8%	14.0%	69.2%
Adults 25-34	33.0%	3.3%	14.3%	15.4%	67.0%
Adults 35 & older	22.4%	2.2%	8.0%	12.2%	77.6%
VIDEO LOTTERY	6.8%	**	2.4%	4.1%	93.2%
Adults 18-24	8.4%	**	3.2%	4.9%	91.6%
Adults 25-34	9.0%	0.8%	3.9%	4.3%	91.0%
Adults 35 & older	5.2%	**	1.4%	3.6%	94.8%
CARDS/DICE AT CASINO	12.5%	**	3.6%	8.6%	87.5%
Adults 18-24	12.1%	**	5.1%	6.7%	87.9%
Adults 25-34	14.8%	**	5.2%	9.1%	85.2%
Adults 35 & older	11.6%	**	2.1%	9.3%	88.4%
SLOT/VIDPOKER AT CASINO	21.0%	**	3.9%	17.1%	79.0%
Adults 18-24	16.9%	**	4.9%	12.0%	83.1%
Adults 25-34	21.0%	**	4.4%	16.6%	79.0%
Adults 35 & older	22.9%	**	3.1%	19.8%	77.1%
SPORTS AT SPORTS BOOK	5.2%	**	2.2%	2.7%	94.8%
Adults 18-24	6.7%	0.5%	3.6%	2.6%	93.3%
Adults 25-34	6.1%	0.5%	2.6%	3.0%	93.9%
Adults 35 & older	4.2%	**	1.4%	2.6%	95.8%
BINGO	33.0%	3.8%	11.3%	17.9%	67.0%
Adults 18-24	32.4%	5.2%	12.1%	15.1%	67.6%
Adults 25-34	39.7%	4.8%	15.6%	19.3%	60.3%
Adults 35 & older	30.2%	2.8%	8.9%	18.6%	69.8%
SPECULATIVE INVESTMENT	5.0%	**	1.1%	3.6%	95.0%
Adults 18-24	4.6%	**	2.4%	2.2%	95.4%
Adults 25-34	5.7%	0.8%	1.3%	3.6%	94.3%
Adults 35 & older	5.0%	**	0.5%	4.3%	95.0%
HORSE/DOG RACING	18.5%	0.6%	6.7%	11.2%	81.5%
Adults 18-24	17.9%	0.9%	10.0%	6.9%	82.1%
Adults 25-34	18.3%	0.5%	8.3%	9.4%	81.7%
Adults 35 & older	18.8%	0.5%	4.4%	13.9%	81.2%
GAMES OF SKILL	15.0%	2.0%	6.5%	6.5%	85.0%
Adults 18-24	28.2%	5.7%	14.3%	8.2%	71.8%
Adults 25-34	18.0%	1.6%	7.3%	9.1%	82.0%
Adults 35 & older	8.1%	0.6%	2.9%	4.7%	91.9%
BETS WITH FRIENDS	31.6%	2.8%	15.1%	13.7%	68.4%
Adults 18-24	41.1%	4.9%	25.9%	10.2%	58.9%
Adults 25-34	40.2%	4.2%	19.2%	16.9%	59.8%
Adults 35 & older	23.5%	1.3%	8.4%	13.8%	76.5%
DOG/COCK FIGHTS	1.9%	**	**	1.6%	98.1%
Adults 18-24	2.0%	**	**	1.5%	98.0%
Adults 25-34	2.3%	**	**	2.3%	97.7%
Adults 35 & older	1.7%	**	**	1.4%	98.3%

TABLE A10 INCOMES LESS THAN \$20,000 (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	6.3%	0.8%	2.6%	2.9%	93.7%
Adults 18-24	11.0%	0.9%	6.8%	3.3%	89.0%
Adults 25-34	5.0%	1.2%	1.8%	2.0%	95.0%
Adults 35 & older	4.7%	0.6%	0.9%	3.2%	95.3%
SPORTS WITH BOOKIE	2.6%	**	1.0%	1.4%	97.4%
Adults 18-24	3.5%	**	1.2%	2.0%	96.5%
Adults 25-34	2.1%	**	0.5%	1.2%	97.9%
Adults 35 & older	2.4%	**	1.2%	1.2%	97.6%
OTHER	3.7%	0.6%	1.5%	1.7%	96.3%
Adults 18-24	6.2%	1.6%	2.3%	2.3%	93.8%
Adults 25-34	3.5%	**	2.0%	1.4%	96.5%
Adults 35 & older	2.8%	**	0.9%	1.5%	97.2%
ANY ACTIVITY	66.9%	10.5%	29.2%	27.2%	33.1%
Adults 18-24	73.8%	15.6%	42.6%	15.6%	26.2%
Adults 25-34	74.3%	13.3%	37.2%	23.8%	25.7%
Adults 35 & older	60.5%	7.1%	19.5%	33.9%	39.5%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 2.7\%$

Maximum 95% confidence limit for age category $\pm 8.4\%$

**TABLE A11 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
INCOMES \$20,000 - \$39,999—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	33.3%	3.7%	14.5%	15.2%	66.7%
Adults 18-24	35.4%	4.3%	15.5%	15.6%	64.6%
Adults 25-34	40.7%	4.7%	19.4%	16.6%	59.3%
Adults 35 & older	28.3%	3.0%	11.1%	14.2%	71.7%
VIDEO LOTTERY	10.4%	0.8%	2.9%	6.7%	89.6%
Adults 18-24	7.5%	0.6%	1.3%	5.7%	92.5%
Adults 25-34	13.6%	0.6%	4.1%	8.9%	86.4%
Adults 35 & older	9.0%	0.9%	2.5%	5.5%	91.0%
CARDS/DICE AT CASINO	25.9%	**	7.7%	18.1%	74.1%
Adults 18-24	21.1%	**	11.5%	9.6%	78.9%
Adults 25-34	26.0%	**	8.2%	17.6%	74.0%
Adults 35 & older	26.9%	**	6.3%	20.4%	73.1%
SLOT/VIDPOKER AT CASINO	35.2%	**	9.0%	26.1%	64.8%
Adults 18-24	20.1%	**	8.1%	12.0%	79.9%
Adults 25-34	32.0%	**	9.7%	22.3%	68.0%
Adults 35 & older	40.7%	**	8.5%	32.1%	59.3%
SPORTS AT SPORTS BOOK	7.7%	0.6%	3.1%	4.0%	92.3%
Adults 18-24	7.8%	**	4.7%	3.0%	92.2%
Adults 25-34	9.2%	0.9%	4.5%	3.8%	90.8%
Adults 35 & older	6.6%	0.5%	1.9%	4.2%	93.4%
BINGO	34.9%	2.7%	11.9%	20.3%	65.1%
Adults 18-24	32.2%	2.9%	15.2%	14.1%	67.8%
Adults 25-34	35.7%	2.9%	13.3%	19.5%	64.3%
Adults 35 & older	35.0%	2.6%	10.4%	22.1%	65.0%
SPECULATIVE INVESTMENT	13.1%	0.6%	6.0%	6.5%	86.9%
Adults 18-24	4.4%	**	3.0%	1.4%	95.6%
Adults 25-34	13.1%	0.8%	7.4%	4.9%	86.9%
Adults 35 & older	15.1%	0.6%	5.8%	8.7%	84.9%
HORSE/DOG RACING	36.7%	0.8%	12.1%	23.8%	63.3%
Adults 18-24	23.9%	0.8%	12.6%	10.5%	76.1%
Adults 25-34	38.4%	0.8%	15.1%	22.5%	61.6%
Adults 35 & older	38.6%	0.9%	10.1%	27.6%	61.4%
GAMES OF SKILL	23.0%	3.1%	9.8%	10.2%	77.0%
Adults 18-24	36.3%	4.8%	22.0%	9.4%	63.7%
Adults 25-34	27.5%	4.0%	13.1%	10.4%	72.5%
Adults 35 & older	17.3%	2.1%	5.0%	10.3%	82.7%
BETS WITH FRIENDS	45.3%	5.8%	22.3%	17.2%	54.7%
Adults 18-24	52.1%	7.6%	36.8%	7.8%	47.9%
Adults 25-34	50.5%	8.0%	26.7%	15.8%	49.5%
Adults 35 & older	40.6%	4.0%	16.4%	20.2%	59.4%
DOG/COCK FIGHTS	2.9%	**	0.5%	2.2%	97.1%
Adults 18-24	3.2%	0.7%	2.0%	0.6%	96.8%
Adults 25-34	2.3%	**	**	1.9%	97.7%
Adults 35 & older	3.2%	**	**	2.7%	96.8%

TABLE A11 INCOMES \$20,000 - \$39,999 (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	7.7%	1.0%	2.8%	3.9%	92.3%
Adults 18-24	11.6%	2.7%	5.3%	3.6%	88.4%
Adults 25-34	7.9%	1.2%	3.8%	2.9%	92.1%
Adults 35 & older	6.8%	0.6%	1.6%	4.6%	93.2%
SPORTS WITH BOOKIE	4.0%	0.9%	1.5%	1.7%	96.0%
Adults 18-24	5.4%	0.9%	2.3%	2.2%	94.6%
Adults 25-34	5.0%	1.7%	2.0%	1.3%	95.0%
Adults 35 & older	3.1%	**	1.0%	1.8%	96.9%
OTHER	4.9%	**	2.1%	2.4%	95.1%
Adults 18-24	7.2%	0.6%	5.2%	1.4%	92.8%
Adults 25-34	4.8%	0.6%	2.2%	1.9%	95.2%
Adults 35 & older	4.5%	**	1.2%	3.0%	95.5%
ANY ACTIVITY	80.2%	13.3%	39.7%	27.3%	19.8%
Adults 18-24	82.8%	17.3%	50.8%	14.7%	17.2%
Adults 25-34	82.9%	16.3%	46.4%	20.2%	17.1%
Adults 35 & older	77.9%	10.5%	32.9%	34.4%	22.1%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 2.8\%$

Maximum 95% confidence limit for age category $\pm 11.6\%$

**TABLE A12 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
INCOMES \$40,000 AND OVER—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	35.6%	3.5%	15.6%	16.6%	64.4%
Adults 18-24	31.9%	6.6%	16.2%	9.1%	68.1%
Adults 25-34	37.6%	2.8%	17.2%	17.6%	62.4%
Adults 35 & older	35.4%	3.2%	14.9%	17.4%	64.6%
VIDEO LOTTERY	10.9%	1.5%	4.3%	5.1%	89.1%
Adults 18-24	8.4%	1.9%	4.6%	1.9%	91.6%
Adults 25-34	12.7%	1.2%	5.0%	6.4%	87.3%
Adults 35 & older	10.6%	1.5%	3.9%	5.2%	89.4%
CARDS/DICE AT CASINO	40.3%	**	13.1%	26.8%	59.7%
Adults 18-24	23.3%	1.0%	15.3%	7.0%	76.7%
Adults 25-34	40.9%	**	14.4%	26.2%	59.1%
Adults 35 & older	42.8%	**	12.5%	30.1%	57.2%
SLOT/VIDPOKER AT CASINO	53.6%	0.6%	15.8%	37.2%	46.4%
Adults 18-24	30.7%	1.8%	19.4%	9.5%	69.3%
Adults 25-34	52.0%	0.5%	16.9%	34.5%	48.0%
Adults 35 & older	57.5%	**	14.9%	42.1%	42.5%
SPORTS AT SPORTS BOOK	10.9%	0.8%	5.3%	4.9%	89.1%
Adults 18-24	12.4%	**	10.3%	2.0%	87.6%
Adults 25-34	10.9%	0.9%	6.0%	4.0%	89.1%
Adults 35 & older	10.8%	0.8%	4.3%	5.7%	89.2%
BINGO	31.1%	1.3%	10.0%	19.8%	68.9%
Adults 18-24	28.4%	3.4%	14.6%	10.4%	71.6%
Adults 25-34	31.9%	0.5%	13.2%	18.2%	68.1%
Adults 35 & older	31.3%	1.2%	8.1%	22.0%	68.7%
SPECULATIVE INVESTMENT	26.5%	1.1%	14.1%	11.3%	73.5%
Adults 18-24	12.5%	0.7%	9.7%	2.1%	87.5%
Adults 25-34	22.6%	1.5%	15.7%	5.4%	77.4%
Adults 35 & older	30.2%	0.9%	14.4%	14.8%	69.8%
HORSE/DOG RACING	44.6%	0.7%	15.9%	28.0%	55.4%
Adults 18-24	31.1%	1.1%	16.8%	13.1%	68.9%
Adults 25-34	43.1%	1.1%	19.7%	22.3%	56.9%
Adults 35 & older	47.1%	0.5%	14.4%	32.1%	52.9%
GAMES OF SKILL	28.7%	5.1%	12.7%	10.9%	71.3%
Adults 18-24	43.5%	8.2%	24.2%	11.1%	56.5%
Adults 25-34	28.8%	7.0%	14.6%	7.1%	71.2%
Adults 35 & older	26.5%	4.1%	10.2%	12.3%	73.5%
BETS WITH FRIENDS	51.9%	6.7%	27.1%	18.2%	48.1%
Adults 18-24	58.6%	11.9%	33.2%	13.5%	41.4%
Adults 25-34	56.6%	9.0%	35.4%	12.1%	43.4%
Adults 35 & older	49.6%	5.1%	23.5%	21.0%	50.4%
DOG/COCK FIGHTS	2.9%	**	0.9%	1.9%	97.1%
Adults 18-24	3.2%	**	1.1%	2.0%	96.8%
Adults 25-34	2.1%	**	1.2%	1.0%	97.9%
Adults 35 & older	3.1%	**	0.8%	2.2%	96.9%

TABLE A12 INCOMES \$40,000 AND OVER (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	7.4%	**	3.2%	4.0%	92.6%
Adults 18-24	12.3%	1.3%	8.3%	2.7%	87.7%
Adults 25-34	7.8%	**	3.2%	4.4%	92.2%
Adults 35 & older	6.6%	**	2.5%	4.1%	93.4%
SPORTS WITH BOOKIE	7.4%	1.1%	2.7%	3.6%	92.6%
Adults 18-24	4.3%	0.7%	2.8%	0.8%	95.7%
Adults 25-34	9.2%	1.7%	3.5%	4.1%	90.8%
Adults 35 & older	7.2%	0.9%	2.5%	3.8%	92.8%
OTHER	5.1%	**	2.8%	1.9%	94.9%
Adults 18-24	2.9%	0.9%	1.6%	0.5%	97.1%
Adults 25-34	5.9%	**	3.5%	2.4%	94.1%
Adults 35 & older	5.2%	**	2.8%	2.0%	94.8%
ANY ACTIVITY	87.9%	14.6%	47.1%	26.1%	12.1%
Adults 18-24	85.8%	23.4%	46.9%	15.5%	14.2%
Adults 25-34	90.0%	18.0%	53.4%	18.6%	10.0%
Adults 35 & older	87.4%	12.2%	45.0%	30.2%	12.6%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 2.9\%$

Maximum 95% confidence limit for age category $\pm 12.9\%$

**TABLE A13 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULTS IN REGION 1 (PLAINS)—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	21.4%	2.2%	8.8%	10.5%	78.6%
Adults 18-24	22.1%	4.6%	8.8%	8.8%	77.9%
Adults 25-34	27.6%	2.0%	12.5%	13.0%	72.4%
Adults 35 & older	19.1%	1.8%	7.1%	10.2%	80.9%
VIDEO LOTTERY	3.7%	**	1.3%	2.2%	96.3%
Adults 18-24	2.1%	**	0.7%	1.4%	97.9%
Adults 25-34	6.2%	**	2.8%	3.4%	93.8%
Adults 35 & older	3.3%	**	0.9%	2.0%	96.7%
CARDS/DICE AT CASINO	20.1%	**	5.3%	14.7%	79.9%
Adults 18-24	18.1%	0.7%	9.3%	8.0%	81.9%
Adults 25-34	24.7%	**	6.5%	18.2%	75.3%
Adults 35 & older	18.6%	**	3.9%	14.8%	81.4%
SLOT/VIDPOKER AT CASINO	32.0%	**	6.2%	25.7%	68.0%
Adults 18-24	21.6%	0.7%	6.7%	14.2%	78.4%
Adults 25-34	32.2%	**	5.8%	26.3%	67.8%
Adults 35 & older	34.4%	**	6.3%	28.1%	65.6%
SPORTS AT SPORTS BOOK	6.0%	**	2.3%	3.4%	94.0%
Adults 18-24	10.8%	**	10.8%	0.0%	89.2%
Adults 25-34	7.9%	0.7%	2.7%	4.5%	92.1%
Adults 35 & older	4.0%	**	**	3.5%	96.0%
BINGO	30.2%	2.3%	10.3%	17.6%	69.8%
Adults 18-24	31.0%	3.3%	19.9%	7.7%	69.0%
Adults 25-34	39.5%	4.7%	15.9%	18.9%	60.5%
Adults 35 & older	26.6%	1.3%	6.2%	19.1%	73.4%
SPECULATIVE INVESTMENT	10.5%	**	5.4%	4.8%	89.5%
Adults 18-24	6.9%	**	6.2%	0.7%	93.1%
Adults 25-34	8.8%	0.7%	5.4%	2.7%	91.2%
Adults 35 & older	12.5%	**	5.5%	6.8%	87.5%
HORSE/DOG RACING	28.1%	**	8.2%	19.9%	71.9%
Adults 18-24	23.5%	**	12.8%	10.7%	76.5%
Adults 25-34	31.0%	**	10.2%	20.8%	69.0%
Adults 35 & older	28.6%	**	6.8%	21.8%	71.4%
GAMES OF SKILL	17.4%	3.5%	7.5%	6.3%	82.6%
Adults 18-24	28.4%	6.2%	16.9%	5.3%	71.6%
Adults 25-34	23.8%	4.8%	12.7%	6.3%	76.2%
Adults 35 & older	12.5%	2.4%	3.5%	6.6%	87.5%
BETS WITH FRIENDS	36.3%	3.6%	15.0%	17.7%	63.7%
Adults 18-24	48.8%	7.4%	30.6%	10.8%	51.2%
Adults 25-34	42.7%	8.0%	17.7%	17.1%	57.3%
Adults 35 & older	31.0%	1.3%	10.7%	19.0%	69.0%
DOG/COCK FIGHTS	1.8%	**	0.2%	1.4%	98.2%
Adults 18-24	3.9%	1.3%	1.4%	1.3%	96.1%
Adults 25-34	2.0%	**	**	2.0%	98.0%
Adults 35 & older	1.3%	**	**	1.3%	98.7%

TABLE A13 ADULTS IN REGION 1 (PLAINS) (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	5.4%	**	2.0%	3.1%	94.6%
Adults 18-24	7.4%	0.7%	4.0%	2.7%	92.6%
Adults 25-34	8.6%	**	5.2%	3.4%	91.4%
Adults 35 & older	3.8%	**	**	3.3%	96.2%
SPORTS WITH BOOKIE	3.2%	0.5%	0.9%	1.9%	96.8%
Adults 18-24	2.6%	1.4%	**	1.3%	97.4%
Adults 25-34	6.1%	1.4%	2.0%	2.7%	93.9%
Adults 35 & older	2.4%	**	0.7%	1.8%	97.6%
OTHER	3.7%	**	1.9%	1.8%	96.3%
Adults 18-24	4.1%	**	2.7%	1.4%	95.9%
Adults 25-34	4.6%	**	2.7%	1.8%	95.4%
Adults 35 & older	3.2%	**	1.2%	2.0%	96.8%
ANY ACTIVITY	69.5%	10.8%	28.6%	30.1%	30.5%
Adults 18-24	77.3%	20.7%	41.4%	15.3%	22.7%
Adults 25-34	79.5%	16.6%	36.4%	26.6%	20.5%
Adults 35 & older	63.8%	6.5%	22.9%	34.4%	36.2%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 4.6\%$

Maximum 95% confidence limit for age category $\pm 18.3\%$

**TABLE A14 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULTS IN REGION 2 (BORDER)—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	32.6%	5.1%	13.4%	14.1%	67.4%
Adults 18-24	37.7%	3.4%	18.6%	15.6%	62.3%
Adults 25-34	39.3%	7.4%	17.7%	14.1%	60.7%
Adults 35 & older	28.3%	4.7%	10.1%	13.4%	71.7%
VIDEO LOTTERY	8.1%	0.7%	2.8%	4.7%	91.9%
Adults 18-24	7.9%	**	1.0%	6.9%	92.1%
Adults 25-34	12.5%	0.6%	5.9%	6.0%	87.5%
Adults 35 & older	6.4%	0.9%	2.1%	3.5%	93.6%
CARDS/DICE AT CASINO	17.6%	**	4.8%	12.8%	82.4%
Adults 18-24	11.6%	**	6.2%	5.4%	88.4%
Adults 25-34	20.8%	**	5.3%	15.5%	79.2%
Adults 35 & older	18.2%	**	4.2%	14.0%	81.8%
SLOT/VIDPOKER AT CASINO	27.7%	**	7.2%	20.4%	72.3%
Adults 18-24	16.7%	**	6.2%	10.5%	83.3%
Adults 25-34	29.1%	**	9.0%	20.1%	70.9%
Adults 35 & older	30.4%	**	6.9%	23.5%	69.6%
SPORTS AT SPORTS BOOK	9.7%	0.5%	4.2%	5.1%	90.3%
Adults 18-24	14.1%	**	7.1%	7.0%	85.9%
Adults 25-34	10.2%	1.2%	5.3%	3.7%	89.8%
Adults 35 & older	8.1%	**	2.9%	4.9%	91.9%
BINGO	29.6%	2.8%	9.4%	17.4%	70.4%
Adults 18-24	28.2%	0.9%	8.9%	18.4%	71.8%
Adults 25-34	30.8%	3.1%	13.7%	14.1%	69.2%
Adults 35 & older	29.7%	3.4%	7.8%	18.5%	70.3%
SPECULATIVE INVESTMENT	7.1%	**	2.8%	3.9%	92.9%
Adults 18-24	1.8%	**	1.0%	0.9%	98.2%
Adults 25-34	7.8%	**	2.8%	5.0%	92.2%
Adults 35 & older	8.3%	0.6%	3.2%	4.5%	91.7%
HORSE/DOG RACING	30.8%	2.1%	13.6%	15.2%	69.2%
Adults 18-24	33.3%	3.4%	17.3%	12.6%	66.7%
Adults 25-34	30.9%	1.8%	17.3%	11.8%	69.1%
Adults 35 & older	29.8%	1.8%	11.0%	17.0%	70.2%
GAMES OF SKILL	14.0%	2.3%	5.9%	5.8%	86.0%
Adults 18-24	25.7%	4.4%	16.0%	5.3%	74.3%
Adults 25-34	13.9%	4.0%	3.8%	6.1%	86.1%
Adults 35 & older	10.6%	1.0%	3.6%	6.0%	89.4%
BETS WITH FRIENDS	33.0%	3.8%	16.9%	12.4%	67.0%
Adults 18-24	44.6%	6.1%	29.8%	8.6%	55.4%
Adults 25-34	39.0%	5.6%	20.5%	12.9%	61.0%
Adults 35 & older	26.7%	2.3%	11.4%	13.0%	73.3%
DOG/COCK FIGHTS	3.8%	**	1.4%	2.1%	96.2%
Adults 18-24	1.7%	**	1.7%	0.0%	98.3%
Adults 25-34	2.4%	0.6%	1.2%	0.6%	97.6%
Adults 35 & older	4.8%	**	1.4%	3.2%	95.2%

TABLE A14 ADULTS IN REGION 2 (BORDER) (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	5.1%	**	1.9%	3.0%	94.9%
Adults 18-24	9.6%	**	7.0%	2.6%	90.4%
Adults 25-34	4.9%	**	1.8%	3.1%	95.1%
Adults 35 & older	3.6%	**	**	3.0%	96.4%
SPORTS WITH BOOKIE	3.0%	**	1.1%	1.9%	97.0%
Adults 18-24	5.3%	**	2.7%	2.6%	94.7%
Adults 25-34	2.2%	**	1.0%	1.2%	97.8%
Adults 35 & older	2.7%	**	0.6%	2.1%	97.3%
OTHER	4.7%	0.5%	1.5%	2.7%	95.3%
Adults 18-24	5.2%	1.7%	1.7%	1.7%	94.8%
Adults 25-34	6.5%	0.6%	2.8%	3.1%	93.5%
Adults 35 & older	3.6%	**	0.9%	2.8%	96.4%
ANY ACTIVITY	72.4%	11.8%	33.8%	26.7%	27.6%
Adults 18-24	72.7%	12.2%	42.9%	17.7%	27.3%
Adults 25-34	74.9%	15.4%	42.0%	17.5%	25.1%
Adults 35 & older	71.1%	10.4%	27.8%	32.9%	28.9%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 3.9\%$

Maximum 95% confidence limit for age category $\pm 15.2\%$

**TABLE A15 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULTS IN REGION 3 (DFW)—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	28.8%	1.5%	12.1%	15.2%	71.2%
Adults 18-24	25.8%	2.5%	10.3%	13.0%	74.2%
Adults 25-34	33.8%	1.0%	16.1%	16.7%	66.2%
Adults 35 & older	26.9%	1.4%	10.2%	15.2%	73.1%
VIDEO LOTTERY	11.0%	0.9%	4.2%	5.9%	89.0%
Adults 18-24	9.5%	1.2%	3.6%	4.6%	90.5%
Adults 25-34	14.8%	0.9%	5.4%	8.4%	85.2%
Adults 35 & older	9.4%	0.9%	3.6%	4.8%	90.6%
CARDS/DICE AT CASINO	29.6%	**	9.9%	19.3%	70.4%
Adults 18-24	18.1%	**	9.1%	9.0%	81.9%
Adults 25-34	29.3%	**	11.9%	17.1%	70.7%
Adults 35 & older	32.5%	**	8.7%	23.4%	67.5%
SLOT/VIDPOKER AT CASINO	38.8%	**	11.3%	27.2%	61.2%
Adults 18-24	20.5%	**	9.4%	11.1%	79.5%
Adults 25-34	37.0%	**	12.7%	24.0%	63.0%
Adults 35 & older	44.0%	**	10.6%	33.1%	56.0%
SPORTS AT SPORTS BOOK	8.3%	0.8%	3.7%	3.7%	91.7%
Adults 18-24	9.4%	0.7%	5.0%	3.7%	90.6%
Adults 25-34	8.6%	0.9%	5.2%	2.5%	91.4%
Adults 35 & older	8.1%	0.9%	2.7%	4.5%	91.9%
BINGO	32.3%	2.5%	11.0%	18.8%	67.7%
Adults 18-24	25.9%	3.2%	12.2%	10.5%	74.1%
Adults 25-34	33.2%	2.8%	12.4%	18.0%	66.8%
Adults 35 & older	33.8%	2.1%	9.9%	21.8%	66.2%
SPECULATIVE INVESTMENT	16.8%	0.7%	8.2%	7.9%	83.2%
Adults 18-24	4.5%	**	2.2%	2.2%	95.5%
Adults 25-34	16.1%	0.9%	10.2%	5.0%	83.9%
Adults 35 & older	20.6%	0.6%	9.2%	10.7%	79.4%
HORSE/DOG RACING	35.9%	0.7%	11.4%	23.8%	64.1%
Adults 18-24	18.7%	**	9.4%	9.3%	81.3%
Adults 25-34	36.2%	1.0%	13.1%	22.1%	63.8%
Adults 35 & older	40.2%	0.8%	10.9%	28.5%	59.8%
GAMES OF SKILL	22.0%	3.0%	10.6%	8.4%	78.0%
Adults 18-24	35.8%	5.4%	19.1%	11.2%	64.2%
Adults 25-34	24.2%	2.8%	12.4%	9.0%	75.8%
Adults 35 & older	17.5%	2.6%	7.3%	7.6%	82.5%
BETS WITH FRIENDS	44.5%	6.2%	23.1%	15.2%	55.5%
Adults 18-24	52.4%	11.2%	28.2%	13.0%	47.6%
Adults 25-34	50.8%	7.6%	29.0%	14.3%	49.2%
Adults 35 & older	40.1%	4.3%	19.4%	16.4%	59.9%
DOG/COCK FIGHTS	2.3%	**	**	1.9%	97.7%
Adults 18-24	2.8%	**	**	2.8%	97.2%
Adults 25-34	3.0%	**	0.5%	2.5%	97.0%
Adults 35 & older	1.9%	**	**	1.4%	98.1%

TABLE A15 ADULTS IN REGION 3 (DFW) (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	7.5%	1.1%	3.0%	3.4%	92.5%
Adults 18-24	13.9%	2.0%	8.6%	3.3%	86.1%
Adults 25-34	6.0%	2.0%	2.2%	1.8%	94.0%
Adults 35 & older	6.5%	0.5%	1.8%	4.3%	93.5%
SPORTS WITH BOOKIE	5.7%	0.6%	2.6%	2.5%	94.3%
Adults 18-24	2.3%	**	1.6%	0.7%	97.7%
Adults 25-34	7.1%	0.9%	3.6%	2.7%	92.9%
Adults 35 & older	6.1%	0.6%	2.5%	3.0%	93.9%
OTHER	4.5%	0.7%	1.3%	2.6%	95.5%
Adults 18-24	6.0%	3.4%	0.5%	2.0%	94.0%
Adults 25-34	4.8%	**	1.5%	3.0%	95.2%
Adults 35 & older	4.0%	**	1.3%	2.6%	96.0%
ANY ACTIVITY	79.1%	11.6%	40.9%	26.6%	20.9%
Adults 18-24	77.4%	18.3%	44.1%	14.9%	22.6%
Adults 25-34	84.3%	14.0%	45.9%	24.5%	15.7%
Adults 35 & older	77.2%	8.9%	37.3%	31.0%	22.8%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 3.0\%$

Maximum 95% confidence limit for age category $\pm 13.4\%$

**TABLE A16 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULTS IN REGION 4 (EAST)—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	27.7%	5.6%	14.6%	7.5%	72.3%
Adults 18-24	39.7%	10.7%	24.7%	4.4%	60.3%
Adults 25-34	34.1%	9.4%	15.2%	9.5%	65.9%
Adults 35 & older	23.7%	3.5%	12.7%	7.5%	76.3%
VIDEO LOTTERY	5.9%	0.5%	2.7%	2.7%	94.1%
Adults 18-24	14.1%	1.1%	9.1%	3.9%	85.9%
Adults 25-34	4.7%	1.9%	1.0%	1.8%	95.3%
Adults 35 & older	4.8%	**	2.0%	2.7%	95.2%
CARDS/DICE AT CASINO	18.3%	**	4.7%	13.6%	81.7%
Adults 18-24	9.8%	**	3.3%	6.5%	90.2%
Adults 25-34	21.9%	**	6.7%	15.1%	78.1%
Adults 35 & older	18.8%	**	4.4%	14.4%	81.2%
SLOT/VIDPOKER AT CASINO	27.7%	**	5.7%	22.0%	72.3%
Adults 18-24	14.2%	**	6.6%	7.6%	85.8%
Adults 25-34	26.6%	**	8.6%	18.1%	73.4%
Adults 35 & older	30.6%	**	4.7%	25.9%	69.4%
SPORTS AT SPORTS BOOK	3.6%	0.5%	1.4%	1.7%	96.4%
Adults 18-24	5.6%	1.2%	2.2%	2.3%	94.4%
Adults 25-34	3.6%	0.9%	1.8%	1.0%	96.4%
Adults 35 & older	3.0%	**	1.2%	1.7%	97.0%
BINGO	27.0%	1.9%	9.2%	15.9%	73.0%
Adults 18-24	31.1%	7.0%	15.5%	8.7%	68.9%
Adults 25-34	29.6%	1.7%	12.4%	15.5%	70.4%
Adults 35 & older	25.4%	1.0%	6.8%	17.5%	74.6%
SPECULATIVE INVESTMENT	11.6%	0.7%	5.3%	5.5%	88.4%
Adults 18-24	8.1%	**	4.3%	3.8%	91.9%
Adults 25-34	7.8%	1.0%	4.8%	2.0%	92.2%
Adults 35 & older	13.7%	0.8%	5.8%	7.1%	86.3%
HORSE/DOG RACING	30.1%	0.5%	10.9%	18.7%	69.9%
Adults 18-24	26.1%	**	18.6%	7.5%	73.9%
Adults 25-34	30.3%	1.0%	12.3%	17.0%	69.7%
Adults 35 & older	31.2%	**	9.2%	21.6%	68.8%
GAMES OF SKILL	17.2%	2.2%	7.3%	7.7%	82.8%
Adults 18-24	32.6%	6.6%	17.4%	8.6%	67.4%
Adults 25-34	16.0%	1.9%	6.6%	7.5%	84.0%
Adults 35 & older	14.8%	1.5%	5.6%	7.8%	85.2%
BETS WITH FRIENDS	35.7%	4.8%	15.2%	15.8%	64.3%
Adults 18-24	38.0%	5.5%	24.8%	7.7%	62.0%
Adults 25-34	44.4%	6.5%	21.8%	16.0%	55.6%
Adults 35 & older	32.8%	4.2%	11.4%	17.1%	67.2%
DOG/COCK FIGHTS	2.7%	**	1.3%	1.2%	97.3%
Adults 18-24	3.3%	**	3.3%	0.0%	96.7%
Adults 25-34	3.8%	**	2.9%	1.0%	96.2%
Adults 35 & older	2.2%	**	**	1.6%	97.8%

TABLE A16 ADULTS IN REGION 4 (EAST) (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	7.9%	0.5%	2.9%	4.6%	92.1%
Adults 18-24	8.1%	**	7.1%	1.1%	91.9%
Adults 25-34	8.5%	1.0%	3.6%	3.8%	91.5%
Adults 35 & older	7.9%	**	1.9%	5.5%	92.1%
SPORTS WITH BOOKIE	2.9%	**	1.0%	1.6%	97.1%
Adults 18-24	3.2%	1.1%	1.1%	1.1%	96.8%
Adults 25-34	1.9%	1.0%	1.0%	0.0%	98.1%
Adults 35 & older	3.0%	**	1.0%	2.0%	97.0%
OTHER	3.9%	**	2.4%	1.2%	96.1%
Adults 18-24	4.3%	1.1%	3.2%	0.0%	95.7%
Adults 25-34	2.7%	**	2.7%	0.0%	97.3%
Adults 35 & older	4.3%	**	2.2%	1.9%	95.7%
ANY ACTIVITY	66.4%	12.7%	30.7%	23.0%	33.6%
Adults 18-24	75.3%	22.9%	47.0%	5.5%	24.7%
Adults 25-34	72.5%	16.9%	38.8%	16.8%	27.5%
Adults 35 & older	63.3%	9.6%	25.3%	28.4%	36.7%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 3.9\%$

Maximum 95% confidence limit for age category $\pm 16.9\%$

**TABLE A17 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULTS IN REGION 5 (HOUSTON)—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	34.9%	2.4%	15.5%	17.0%	65.1%
Adults 18-24	34.9%	0.6%	17.4%	16.9%	65.1%
Adults 25-34	43.3%	2.6%	18.9%	21.8%	56.7%
Adults 35 & older	31.6%	2.8%	13.7%	15.0%	68.4%
VIDEO LOTTERY	11.1%	1.2%	3.8%	6.1%	88.9%
Adults 18-24	9.3%	0.6%	2.5%	6.3%	90.7%
Adults 25-34	13.5%	1.1%	5.3%	7.1%	86.5%
Adults 35 & older	10.8%	1.5%	3.5%	5.8%	89.2%
CARDS/DICE AT CASINO	27.7%	**	9.4%	17.9%	72.3%
Adults 18-24	18.0%	**	10.6%	7.4%	82.0%
Adults 25-34	27.1%	0.7%	9.8%	16.5%	72.9%
Adults 35 & older	31.1%	**	9.2%	21.5%	68.9%
SLOT/VIDPOKER AT CASINO	36.6%	**	9.8%	26.4%	63.4%
Adults 18-24	19.5%	0.7%	8.4%	10.4%	80.5%
Adults 25-34	32.0%	**	10.4%	21.6%	68.0%
Adults 35 & older	43.6%	0.5%	10.1%	33.0%	56.4%
SPORTS AT SPORTS BOOK	8.4%	0.6%	4.2%	3.5%	91.6%
Adults 18-24	5.7%	**	5.0%	0.7%	94.3%
Adults 25-34	8.1%	0.6%	4.3%	3.2%	91.9%
Adults 35 & older	9.2%	0.5%	4.1%	4.6%	90.8%
BINGO	34.6%	2.1%	11.9%	20.6%	65.4%
Adults 18-24	31.0%	4.8%	12.8%	13.4%	69.0%
Adults 25-34	37.7%	2.3%	13.0%	22.4%	62.3%
Adults 35 & older	34.0%	1.3%	10.9%	21.8%	66.0%
SPECULATIVE INVESTMENT	16.7%	0.9%	7.8%	8.0%	83.3%
Adults 18-24	7.1%	0.6%	5.8%	0.7%	92.9%
Adults 25-34	15.4%	1.3%	8.7%	5.3%	84.6%
Adults 35 & older	20.3%	0.8%	8.2%	11.3%	79.7%
HORSE/DOG RACING	30.6%	0.5%	8.1%	22.0%	69.4%
Adults 18-24	11.6%	1.7%	4.2%	5.7%	88.4%
Adults 25-34	29.0%	**	11.2%	17.8%	71.0%
Adults 35 & older	36.4%	0.5%	7.7%	28.3%	63.6%
GAMES OF SKILL	23.8%	3.8%	9.9%	10.1%	76.2%
Adults 18-24	36.1%	7.4%	20.0%	8.7%	63.9%
Adults 25-34	22.9%	3.9%	11.0%	7.9%	77.1%
Adults 35 & older	21.1%	2.9%	6.8%	11.4%	78.9%
BETS WITH FRIENDS	43.2%	4.9%	21.8%	16.5%	56.8%
Adults 18-24	49.6%	5.9%	32.6%	11.1%	50.4%
Adults 25-34	46.6%	6.4%	27.0%	13.2%	53.4%
Adults 35 & older	40.8%	4.1%	16.9%	19.8%	59.2%
DOG/COCK FIGHTS	2.8%	**	0.5%	2.4%	97.2%
Adults 18-24	2.7%	**	0.6%	2.2%	97.3%
Adults 25-34	2.2%	**	**	2.2%	97.8%
Adults 35 & older	3.0%	**	**	2.6%	97.0%

TABLE A17 ADULTS IN REGION 5 (HOUSTON) (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	7.6%	0.7%	3.5%	3.3%	92.4%
Adults 18-24	14.5%	1.9%	7.2%	5.3%	85.5%
Adults 25-34	6.7%	**	3.9%	2.3%	93.3%
Adults 35 & older	6.4%	0.5%	2.5%	3.3%	93.6%
SPORTS WITH BOOKIE	5.3%	1.0%	1.6%	2.7%	94.7%
Adults 18-24	6.0%	1.1%	2.2%	2.7%	94.0%
Adults 25-34	6.1%	2.1%	1.6%	2.4%	93.9%
Adults 35 & older	4.7%	0.5%	1.5%	2.7%	95.3%
OTHER	4.2%	0.5%	2.5%	1.3%	95.8%
Adults 18-24	3.7%	0.6%	3.1%	0.0%	96.3%
Adults 25-34	2.5%	**	1.9%	0.6%	97.5%
Adults 35 & older	5.2%	0.7%	2.8%	1.8%	94.8%
ANY ACTIVITY	79.2%	12.9%	37.8%	28.4%	20.8%
Adults 18-24	79.2%	16.1%	44.1%	18.9%	20.8%
Adults 25-34	81.7%	13.9%	46.4%	21.4%	18.3%
Adults 35 & older	78.6%	11.7%	32.6%	34.3%	21.4%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 3.1\%$

Maximum 95% confidence limit for age category $\pm 12.7\%$

**TABLE A18 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULTS IN REGION 6 (CENTRAL)—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	28.1%	1.6%	11.1%	15.5%	71.9%
Adults 18-24	28.6%	2.2%	11.1%	15.4%	71.4%
Adults 25-34	31.9%	1.4%	18.0%	12.5%	68.1%
Adults 35 & older	26.2%	1.4%	8.0%	16.8%	73.8%
VIDEO LOTTERY	8.1%	0.6%	2.7%	4.8%	91.9%
Adults 18-24	7.6%	2.2%	4.4%	1.1%	92.4%
Adults 25-34	9.4%	**	3.9%	5.5%	90.6%
Adults 35 & older	7.5%	**	1.6%	5.7%	92.5%
CARDS/DICE AT CASINO	23.3%	**	6.4%	16.6%	76.7%
Adults 18-24	17.6%	1.1%	10.9%	5.6%	82.4%
Adults 25-34	24.8%	**	4.4%	20.4%	75.2%
Adults 35 & older	24.6%	**	5.8%	18.9%	75.4%
SLOT/VIDPOKER AT CASINO	36.7%	**	8.1%	28.6%	63.3%
Adults 18-24	23.0%	**	10.9%	12.1%	77.0%
Adults 25-34	37.9%	**	5.7%	32.2%	62.1%
Adults 35 & older	41.4%	**	8.2%	33.2%	58.6%
SPORTS AT SPORTS BOOK	7.2%	**	1.8%	5.1%	92.8%
Adults 18-24	5.5%	**	4.4%	1.1%	94.5%
Adults 25-34	11.1%	0.6%	2.3%	8.3%	88.9%
Adults 35 & older	5.9%	**	0.7%	5.0%	94.1%
BINGO	33.3%	1.8%	11.9%	19.5%	66.7%
Adults 18-24	34.4%	3.4%	17.7%	13.3%	65.6%
Adults 25-34	33.5%	**	17.2%	16.3%	66.5%
Adults 35 & older	32.8%	2.1%	7.5%	23.3%	67.2%
SPECULATIVE INVESTMENT	15.0%	0.8%	6.4%	7.8%	85.0%
Adults 18-24	5.6%	**	3.4%	2.2%	94.4%
Adults 25-34	14.6%	1.7%	8.2%	4.6%	85.4%
Adults 35 & older	18.9%	0.7%	6.7%	11.5%	81.1%
HORSE/DOG RACING	29.3%	0.2%	8.8%	20.3%	70.7%
Adults 18-24	21.9%	**	12.0%	9.8%	78.1%
Adults 25-34	31.9%	0.8%	11.4%	19.7%	68.1%
Adults 35 & older	31.0%	**	6.5%	24.5%	69.0%
GAMES OF SKILL	22.7%	2.9%	9.1%	10.7%	77.3%
Adults 18-24	33.1%	4.5%	15.3%	13.3%	66.9%
Adults 25-34	29.8%	4.5%	13.3%	12.1%	70.2%
Adults 35 & older	15.4%	1.6%	4.8%	9.0%	84.6%
BETS WITH FRIENDS	39.8%	3.5%	17.7%	18.5%	60.2%
Adults 18-24	46.6%	7.7%	22.5%	16.5%	53.4%
Adults 25-34	49.8%	5.9%	26.4%	17.5%	50.2%
Adults 35 & older	32.7%	0.7%	12.2%	19.9%	67.3%
DOG/COCK FIGHTS	2.4%	**	**	1.6%	97.6%
Adults 18-24	1.1%	1.1%	**	0.0%	98.9%
Adults 25-34	1.2%	0.6%	**	0.6%	98.8%
Adults 35 & older	3.4%	**	0.7%	2.8%	96.6%

TABLE A18 ADULTS IN REGION 6 (CENTRAL) (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	5.6%	0.7%	2.2%	2.7%	94.4%
Adults 18-24	10.2%	3.5%	5.6%	1.1%	89.8%
Adults 25-34	5.8%	**	1.2%	4.7%	94.2%
Adults 35 & older	3.9%	**	1.4%	2.5%	96.1%
SPORTS WITH BOOKIE	3.5%	0.5%	1.4%	1.6%	96.5%
Adults 18-24	6.7%	**	4.5%	2.2%	93.3%
Adults 25-34	2.9%	1.2%	0.6%	1.2%	97.1%
Adults 35 & older	2.4%	**	0.7%	1.3%	97.6%
OTHER	6.5%	0.6%	3.2%	2.6%	93.5%
Adults 18-24	14.4%	2.3%	8.7%	3.3%	85.6%
Adults 25-34	7.3%	0.6%	3.8%	2.9%	92.7%
Adults 35 & older	3.2%	**	0.9%	2.3%	96.8%
ANY ACTIVITY	76.6%	10.0%	37.0%	29.5%	23.4%
Adults 18-24	78.7%	17.8%	42.1%	18.8%	21.3%
Adults 25-34	81.2%	10.6%	49.7%	20.9%	18.8%
Adults 35 & older	74.1%	6.7%	29.6%	37.8%	25.9%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 6.1\%$

Maximum 95% confidence limit for age category $\pm 17.1\%$

**TABLE A19 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULTS IN REGION 7 (SAN ANTONIO)—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	32.1%	5.6%	13.3%	13.3%	67.9%
Adults 18-24	29.8%	10.1%	14.9%	4.8%	70.2%
Adults 25-34	42.9%	9.0%	19.9%	14.0%	57.1%
Adults 35 & older	28.5%	3.1%	10.3%	15.1%	71.5%
VIDEO LOTTERY	7.7%	0.6%	1.9%	5.2%	92.3%
Adults 18-24	7.5%	**	1.3%	6.2%	92.5%
Adults 25-34	8.3%	0.6%	1.8%	5.9%	91.7%
Adults 35 & older	7.3%	0.8%	2.1%	4.4%	92.7%
CARDS/DICE AT CASINO	22.5%	**	6.5%	15.8%	77.5%
Adults 18-24	11.7%	1.3%	5.1%	5.3%	88.3%
Adults 25-34	24.3%	**	5.0%	19.3%	75.7%
Adults 35 & older	24.7%	**	7.6%	17.1%	75.3%
SLOT/VIDPOKER AT CASINO	34.2%	0.5%	8.5%	25.3%	65.8%
Adults 18-24	14.8%	1.3%	6.2%	7.2%	85.2%
Adults 25-34	29.3%	0.6%	7.9%	20.7%	70.7%
Adults 35 & older	41.1%	**	9.5%	31.6%	58.9%
SPORTS AT SPORTS BOOK	8.4%	0.9%	3.5%	4.1%	91.6%
Adults 18-24	8.3%	**	3.6%	4.7%	91.7%
Adults 25-34	11.5%	1.5%	5.9%	4.1%	88.5%
Adults 35 & older	7.2%	0.9%	2.6%	3.8%	92.8%
BINGO	33.0%	3.0%	10.3%	19.7%	67.0%
Adults 18-24	31.7%	1.1%	8.7%	21.9%	68.3%
Adults 25-34	33.8%	3.2%	15.3%	15.3%	66.2%
Adults 35 & older	33.1%	3.4%	8.8%	20.9%	66.9%
SPECULATIVE INVESTMENT	10.6%	**	4.5%	5.9%	89.4%
Adults 18-24	5.1%	**	2.5%	2.7%	94.9%
Adults 25-34	8.5%	**	2.6%	5.8%	91.5%
Adults 35 & older	12.7%	**	5.6%	6.9%	87.3%
HORSE/DOG RACING	29.0%	0.5%	12.9%	15.7%	71.0%
Adults 18-24	21.2%	**	10.3%	10.9%	78.8%
Adults 25-34	36.7%	0.9%	20.8%	15.0%	63.3%
Adults 35 & older	28.1%	0.5%	10.6%	17.0%	71.9%
GAMES OF SKILL	21.7%	3.7%	8.1%	9.9%	78.3%
Adults 18-24	23.9%	3.6%	14.8%	5.5%	76.1%
Adults 25-34	32.1%	7.1%	12.9%	12.1%	67.9%
Adults 35 & older	17.0%	2.4%	4.2%	10.4%	83.0%
BETS WITH FRIENDS	36.8%	3.3%	19.2%	14.3%	63.2%
Adults 18-24	39.0%	1.3%	33.0%	4.7%	61.0%
Adults 25-34	43.9%	4.4%	24.9%	14.6%	56.1%
Adults 35 & older	33.8%	3.4%	13.8%	16.7%	66.2%
DOG/COCK FIGHTS	1.5%	**	**	1.3%	98.5%
Adults 18-24	2.7%	**	1.1%	1.6%	97.3%
Adults 25-34	0.6%	**	**	0.6%	99.4%
Adults 35 & older	1.4%	**	**	1.4%	98.6%

TABLE A19 ADULTS IN REGION 7 (SAN ANTONIO) (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	5.2%	0.6%	2.2%	2.4%	94.8%
Adults 18-24	3.8%	1.3%	2.5%	0.0%	96.2%
Adults 25-34	6.5%	0.9%	3.3%	2.4%	93.5%
Adults 35 & older	5.2%	**	1.7%	3.1%	94.8%
SPORTS WITH BOOKIE	3.1%	0.7%	1.4%	1.0%	96.9%
Adults 18-24	2.5%	**	1.1%	1.3%	97.5%
Adults 25-34	0.9%	0.9%	**	0.0%	99.1%
Adults 35 & older	4.3%	0.9%	2.1%	1.4%	95.7%
OTHER	3.7%	**	1.5%	1.8%	96.3%
Adults 18-24	3.6%	**	1.3%	2.3%	96.4%
Adults 25-34	5.3%	0.6%	3.2%	1.5%	94.7%
Adults 35 & older	3.1%	**	0.9%	1.9%	96.9%
ANY ACTIVITY	78.1%	13.0%	36.5%	28.6%	21.9%
Adults 18-24	82.0%	14.7%	44.8%	22.5%	18.0%
Adults 25-34	82.3%	20.5%	41.2%	20.6%	17.7%
Adults 35 & older	75.5%	9.5%	33.0%	33.0%	24.5%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 4.1\%$

Maximum 95% confidence limit for age category $\pm 17.3\%$

**TABLE A20 PREVALENCE AND REGENCY OF GAMBLING BY AGE GROUP
ADULTS IN REGION 8 (CORPUS CHRISTI)—TEXAS, SPRING 1992**

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
INSTANT LOTTERY	31.8%	6.4%	12.1%	13.3%	68.2%
Adults 18-24	32.1%	3.3%	14.7%	14.1%	67.9%
Adults 25-34	38.4%	10.8%	12.4%	15.2%	61.6%
Adults 35 & older	29.4%	5.6%	11.6%	12.3%	70.6%
VIDEO LOTTERY	7.0%	0.5%	1.5%	5.1%	93.0%
Adults 18-24	6.0%	1.1%	1.6%	3.3%	94.0%
Adults 25-34	9.7%	**	1.7%	8.0%	90.3%
Adults 35 & older	6.2%	0.5%	1.2%	4.6%	93.8%
CARDS/DICE AT CASINO	19.9%	**	6.9%	13.1%	80.1%
Adults 18-24	9.3%	**	4.9%	4.3%	90.7%
Adults 25-34	19.9%	**	10.0%	10.0%	80.1%
Adults 35 & older	22.2%	**	6.1%	16.1%	77.8%
SLOT/VIDPOKER AT CASINO	31.5%	**	9.0%	22.6%	68.5%
Adults 18-24	13.0%	**	5.4%	7.6%	87.0%
Adults 25-34	26.8%	**	7.9%	18.9%	73.2%
Adults 35 & older	37.2%	**	10.1%	27.1%	62.8%
SPORTS AT SPORTS BOOK	4.7%	**	1.7%	2.9%	95.3%
Adults 18-24	3.8%	**	1.1%	2.7%	96.2%
Adults 25-34	6.6%	**	3.6%	3.0%	93.4%
Adults 35 & older	4.1%	**	1.2%	2.7%	95.9%
BINGO	39.6%	4.6%	11.4%	23.7%	60.4%
Adults 18-24	37.4%	7.1%	8.1%	22.3%	62.6%
Adults 25-34	49.3%	6.4%	16.7%	26.2%	50.7%
Adults 35 & older	36.7%	3.4%	10.1%	23.2%	63.3%
SPECULATIVE INVESTMENT	10.6%	**	4.6%	5.7%	89.4%
Adults 18-24	8.7%	**	4.9%	3.8%	91.3%
Adults 25-34	9.8%	**	7.7%	2.1%	90.2%
Adults 35 & older	11.3%	0.5%	3.4%	7.4%	88.7%
HORSE/DOG RACING	36.8%	1.6%	22.9%	12.2%	63.2%
Adults 18-24	31.0%	1.6%	26.0%	3.3%	69.0%
Adults 25-34	40.4%	2.7%	30.3%	7.4%	59.6%
Adults 35 & older	36.9%	1.3%	19.9%	15.7%	63.1%
GAMES OF SKILL	18.5%	2.1%	8.0%	8.5%	81.5%
Adults 18-24	22.3%	3.2%	13.1%	6.0%	77.7%
Adults 25-34	23.6%	4.2%	11.0%	8.5%	76.4%
Adults 35 & older	15.8%	1.2%	5.7%	8.9%	84.2%
BETS WITH FRIENDS	40.0%	4.7%	19.6%	15.7%	60.0%
Adults 18-24	38.6%	4.3%	24.4%	9.8%	61.4%
Adults 25-34	52.6%	8.7%	31.2%	12.7%	47.4%
Adults 35 & older	35.9%	3.5%	14.4%	18.1%	64.1%
DOG/COCK FIGHTS	2.4%	**	0.8%	1.6%	97.6%
Adults 18-24	2.7%	**	1.6%	1.1%	97.3%
Adults 25-34	3.6%	**	**	3.6%	96.4%
Adults 35 & older	2.0%	**	0.8%	1.0%	98.0%

TABLE A20 ADULTS IN REGION 8 (CORPUS CHRISTI) (continued)—SPRING 1992

	Ever Bet On	Past Year Regularly	Past Year Not regularly	Not Past Year	Never Bet On
GAMES AT CARD PARLOR	6.8%	**	2.9%	3.6%	93.2%
Adults 18-24	8.7%	**	7.6%	1.1%	91.3%
Adults 25-34	11.6%	0.9%	3.7%	7.1%	88.4%
Adults 35 & older	4.7%	**	1.7%	3.0%	95.3%
SPORTS WITH BOOKIE	2.4%	**	0.9%	1.0%	97.6%
Adults 18-24	1.1%	**	1.1%	0.0%	98.9%
Adults 25-34	5.1%	1.8%	1.5%	1.7%	94.9%
Adults 35 & older	1.7%	**	0.7%	1.0%	98.3%
OTHER	3.7%	1.0%	1.6%	1.1%	96.3%
Adults 18-24	5.5%	1.6%	1.1%	2.7%	94.5%
Adults 25-34	6.5%	0.9%	3.2%	2.3%	93.5%
Adults 35 & older	2.2%	1.0%	0.9%	0.3%	97.8%
ANY ACTIVITY	78.6%	14.6%	38.2%	25.9%	21.4%
Adults 18-24	73.3%	14.7%	41.3%	17.3%	26.7%
Adults 25-34	86.0%	21.9%	45.1%	19.0%	14.0%
Adults 35 & older	77.4%	12.1%	35.3%	30.1%	22.6%

** less than 0.5%

Maximum 95% confidence limit for all adults $\pm 4.3\%$

Maximum 95% confidence limit for age category $\pm 18.4\%$

APPENDIX B: TEXAS SURVEY REGION INFORMATION

TABLE B1 TEXAS COUNTIES BY SURVEY REGION

REGION 1—PLAINS

ANDREWS	COMANCHE	GARZA	KIMBLE	NOLAN	STONEWALL
ARCHER	CONCHO	GLASSCOCK	KING	OCHILTREE	SUTTON
ARMSTRONG	COTTLE	GRAY	KNOX	OLDHAM	SWISHER
BAILEY	CRANE	HALE	LAMB	PARMER	TAYLOR
BAYLOR	CROCKETT	HALL	LIPSCOMB	PECOS	TERRELL
BORDEN	CROSBY	HANSFORD	LOVING	POTTER	TERRY
BRISCOE	DALLAM	HARDEMAN	LUBBOCK	RANDALL	THROCKMORTON
BROWN	DAWSON	HARTLEY	LYNN	REAGAN	TOM GREEN
CALLAHAN	DEAF SMITH	HASKELL	MC CULLOCH	REEVES	UPTON
CARSON	DICKENS	HEMPHILL	MARTIN	ROBERTS	WARD
CASTRO	DONLEY	HOCKLEY	MASON	RUNNELS	WHEELER
CHILDRESS	EASTLAND	HOWARD	MENARD	SCHLEICHER	WICHITA
CLAY	ECTOR	HUTCHINSON	MIDLAND	SCURRY	WILBARGER
COCHRAN	FISHER	IRION	MITCHELL	SHACKELFORD	WINKLER
COKE	FLOYD	JACK	MONTAGUE	SHERMAN	YOAKUM
COLEMAN	FOARD	JONES	MOORE	STEPHENS	YOUNG
COLLINGSWORTH	GAINES	KENT	MOTLEY	STERLING	

REGION 2—BORDER

BREWSTER	JEFF DAVIS	UVALDE
CAMERON	JIM HOGG	VAL VERDE
CULBERSON	KINNEY	WEBB
DIMMIT	LA SALLE	WILLACY
EDWARDS	MAVERICK	ZAPATA
EL PASO	PRESIDIO	ZAVALA
HIDALGO	REAL	
HUDSPETH	STARR	

REGION 3—DALLAS/FORT WORTH

COLLIN	HOOD	SOMERVELL
COOKE	HUNT	TARRANT
DALLAS	JOHNSON	WISE
DENTON	KAUFMAN	
ELLIS	NAVARRO	
ERATH	PALO PINTO	
FANNIN	PARKER	
GRAYSON	ROCKWALL	

REGION 4—EAST

ANDERSON	HOUSTON	TRINITY
ANGELINA	JASPER	TYLER
BOWIE	LAMAR	UPSHUR
CAMP	MARION	VAN ZANDT
CASS	MORRIS	WOOD
CHEROKEE	NACOGDOCHES	NEWTON
DELTA	SABINE	PANOLA
FRANKLIN	SAN AUGUSTINE	POLK
GREGG	SAN JACINTO	RAINS
HARRISON	SHELBY	RED RIVER
HENDERSON	SMITH	RUSK
HOPKINS	TITUS	

REGION 5—HOUSTON

AUSTIN	HARDIN	ORANGE
BRAZORIA	HARRIS	WALKER
CHAMBERS	JEFFERSON	WALLER
COLORADO	LIBERTY	WHARTON
FORT BEND	MATAGORDA	
GALVESTON	MONTGOMERY	

REGION 7—SAN ANTONIO

ATASCOSA	FRIO	KENDALL
BANDERA	GILLESPIE	KERR
BEXAR	GUADALUPE	MEDINA
COMAL	KARNES	WILSON

REGION 6—CENTRAL

BASTROP	FAYETTE	LLANO
BELL	FREESTONE	MC LENNAN
BLANCO	GRIMES	MADISON
BOSQUE	HAMILTON	MILAM
BRAZOS	HAYS	MILLS
BURLESON	HILL	ROBERTSON
BURNET	LAMPASAS	SAN SABA
CALDWELL	LEE	TRAVIS
CORYELL	LEON	WASHINGTON
FALLS	LIMESTONE	WILLIAMSON

REGION 8—CORPUS CHRISTI

ARANSAS	GONZALES	MC MULLEN
BEE	JACKSON	NUECES
BROOKS	JIM WELLS	REFUGIO
CALHOUN	KENEDY	SAN PATRICIO
DE WITT	KLEBERG	VICTORIA
DUVAL	LAVACA	
GOLIAD	LIVE OAK	

APPENDIX C: PROBLEM AND PATHOLOGICAL GAMBLING

The Original South Oaks Gambling Screen

1. Please indicate which of the following types of gambling you have done in your lifetime. For each type, mark one answer: "not at all," "less than once a week," or "once a week or more."

	Less	Once
	than	a
Not	once	week
at	a	or
all	week	more

- | | | | | |
|----|--------------------------|--------------------------|--------------------------|--|
| a. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | played cards for money |
| b. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | bet on horses, dogs, or other animals (in off-track betting, at the track, or with a bookie) |
| c. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | bet on sports (parlay cards, with a bookie, or at jai alai) |
| d. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | played dice games (including craps, over and under, or other dice games) for money |
| e. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | went to casino (legal or otherwise) |
| f. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | played the numbers or bet on lotteries |
| g. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | played bingo |
| h. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | played the stock and/or commodities market |
| i. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | played slot machines, poker machines, or other gambling machines |
| j. | <input type="checkbox"/> | <input type="checkbox"/> | <input type="checkbox"/> | bowled, shot pool, played golf, or played some other game of skill for money |

2. What is the largest amount of money you have ever gambled with on any one day?

- | | | | |
|--------------------------|--------------------------|--------------------------|----------------------------------|
| <input type="checkbox"/> | never have gambled | <input type="checkbox"/> | more than \$100 up to \$1,000 |
| <input type="checkbox"/> | \$1 or less | <input type="checkbox"/> | more than \$1,000 up to \$10,000 |
| <input type="checkbox"/> | more than \$1 up to \$10 | <input type="checkbox"/> | more than \$10,000 up to \$100 |

3. Do (did) your parents have a gambling problem?

- | | |
|--------------------------|--|
| <input type="checkbox"/> | both my father and mother gamble (or gambled) too much |
| <input type="checkbox"/> | my father gambles (or gambled) too much |
| <input type="checkbox"/> | my mother gambles (or gambled) too much |
| <input type="checkbox"/> | neither one gambles (or gambled) too much |

4. When you gamble, how often do you go back another day to win back money you lost?

- | | |
|--------------------------|--|
| <input type="checkbox"/> | never |
| <input type="checkbox"/> | some of the time (less than half of the time) I lost |
| <input type="checkbox"/> | most of the time I lost |
| <input type="checkbox"/> | every time I lost |

5. Have you ever claimed to be winning money gambling but weren't really? In fact, you lost?

- | | |
|--------------------------|-------------------------------------|
| <input type="checkbox"/> | never (or never gamble) |
| <input type="checkbox"/> | yes, less than half the time I lost |
| <input type="checkbox"/> | yes, most of the time |

6. Do you feel you have ever had a problem with gambling?

- | | |
|--------------------------|-------------------------------|
| <input type="checkbox"/> | no |
| <input type="checkbox"/> | yes, in the past, but not now |
| <input type="checkbox"/> | yes |

7. Did you ever gamble more than you intended to?
 yes no
8. Have people criticized your gambling?
 yes no
9. Have you ever felt guilty about the way you gamble or what happens when you gamble?
 yes no
10. Have you ever felt like you would like to stop gambling but didn't think you could?
 yes no
11. Have you ever hidden betting slips, lottery tickets, gambling money, or other signs of gambling from your spouse, children, or other important people in your life?
 yes no
12. Have you ever argued with people you live with over how you handle money?
 yes no
13. (If you answered yes to question 12): Have money arguments ever centered on your gambling?
 yes no
14. Have you ever borrowed from someone and not paid them back as a result of your gambling?
 yes no
15. Have you ever lost time from work (or school) due to gambling?
 yes no
16. If you borrowed money to gamble or to pay gambling debts, who or where did you borrow from? (check "yes" or "no" for each)
- a. from household money
 yes no
 - b. from your spouse
 yes no
 - c. from other relatives or in-laws
 yes no
 - d. from banks, loan companies, or credit unions
 yes no
 - e. from credit cards
 yes no
 - f. from loan sharks (Shylocks)
 yes no
 - g. you cashed in stocks, bonds, or other securities
 yes no
 - h. you sold personal or family property
 yes no
 - i. you borrowed on your checking account (passed bad checks)
 yes no
 - j. you have (had) a credit line with a bookie
 yes no
 - k. you have (had) a credit line with a casino
 yes no

Scoring

Scores on the South Oaks Gambling Screen itself are determined by adding up the number of questions that show an "at risk" response:

Questions 1, 2, and 3 are not counted.

_____ Question 4: most or every time I lost

_____ Question 5: less than half or most of the time I lost

_____ Question 6: yes, in the past, but not now, or yes

_____ Question 7-11: yes

Question 12 not counted

_____ Question 13-16i: yes

Questions 16j and 16k not counted

Total = _____ (20 questions are counted)

5 or more = probable pathological gambler

Revisions to the SOGS Used in the Texas Survey

1. The preliminary section of the questionnaire on the types of gambling the respondent has participated in his or her lifetime was expanded in order to collect more detailed information about gambling frequency and estimated expenditures. These questions are not scored as part of the SOGS.
2. The items designed to assess pathological gambling were expanded to ask about both lifetime and past year gambling.
3. The response categories for question 5 (“Have you ever claimed to be winning money gambling when in fact you lost?”) were changed to be the same as the categories in the previous question (Never/Some of the time/Most of the time/Every time). The original question provided three response categories: Never/Less than half the time/Most of the time, with “Less than half the time” counted as a positive response in scoring. When assimilating the revised scale to the original scale, we chose to be conservative and to consider only “Most of the time” and “Every time” to be positive responses. Including “Some of the time” as a positive response would have increased the percentage of respondents scoring as lifetime pathological gamblers by about 0.3 and the percentage scoring as problem gamblers by another 0.3. Similarly, it would have increased the percentage scoring as past-year pathological gamblers by 0.2 and as past-year problem gamblers by 0.1.
4. Question 7 was expanded from “Do you ever gamble more than you intended to?” to “Do you ever spend either more time or more money gambling than you intended?”
5. Two questions asking about illegal activities and about having sought treatment, which were not on the original SOGS, were inserted between the behavioral questions and the questions asking about sources of funds for gambling. These two questions were not scored as part of the SOGS but it was felt that their insertion at this juncture improved the flow of questioning.
6. Question 6 (“Do you feel you have ever had a problem with betting money or gambling?”) was moved to the end of the SOGS, because it was used to triage respondents to subsequent questions about gambling.

TABLE C1 PERCENTAGE OF ADULTS BY SELECTED DEMOGRAPHIC CHARACTERISTICS WHO ARE PROBLEM OR PATHOLOGICAL GAMBLERS

	LIFETIME			PAST YEAR		
	<u>Problem</u>	<u>Pathological</u>	<u>Problem or Pathological</u>	<u>Problem</u>	<u>Pathological</u>	<u>Problem or Pathological</u>
Mean for All Adults	3.5%	1.3%	4.8%	1.7%	0.8%	2.5%
Gender						
Male	4.3%	2.1%	6.4%	2.3%	1.2%	3.5%
Female	2.8%	0.6%	3.4%	1.2%	0.5%	1.7%
Race/Ethnicity						
White	2.6%	0.9%	3.5%	1.1%	0.5%	1.6%
Black	6.1%	3.0%	9.1%	3.3%	2.1%	5.4%
Hispanic	4.5%	1.8%	6.3%	2.7%	1.2%	3.9%
Age						
18-24	7.1%	2.6%	9.7%	4.9%	1.9%	6.8%
25-34	3.9%	1.3%	5.2%	1.5%	0.6%	2.1%
35 and +	2.3%	1.0%	3.3%	0.8%	0.6%	1.4%
Marital Status						
Married	2.7%	0.9%	3.6%	1.1%	0.5%	1.6%
Widowed	0.2%	0.6%	0.8%	0.1%	0.6%	0.7%
Divorced/Separated	4.4%	1.9%	6.3%	1.6%	1.1%	2.7%
Never married	6.4%	2.2%	8.6%	3.9%	1.6%	5.5%
Education						
Less than H.S.	3.4%	2.1%	5.5%	2.4%	1.5%	3.9%
H.S. diploma	3.8%	1.4%	5.2%	1.8%	0.9%	2.7%
Some college	3.4%	0.9%	4.3%	1.3%	0.6%	1.9%
Working Status						
Working full-time	3.5%	1.3%	4.8%	1.5%	0.8%	2.3%
Working part-time	5.1%	1.8%	6.9%	2.3%	1.2%	3.5%
Going to school	7.2%	1.7%	8.9%	5.5%	0.7%	6.2%
Keeping house	2.7%	1.0%	3.7%	1.2%	0.6%	1.8%
Unemployed	1.3%	3.8%	5.1%	1.6%	3.2%	4.8%
Retired	1.0%	0.2%	1.2%	0.1%	0.2%	0.3%
Disabled	6.5%	2.2%	8.7%	1.8%	2.2%	4.0%
Occupation						
Professional	2.7%	0.2%	2.9%	0.4%	0.1%	0.5%
Managerial	2.9%	0.8%	3.7%	1.4%	0.5%	1.9%
Clerical/service	3.3%	1.4%	4.7%	1.4%	0.8%	2.2%
Blue-collar	5.0%	2.3%	7.3%	2.6%	1.6%	4.2%

Note : Percentages in this table read across. For instance, 6.4% of males are problem or pathological gamblers, and therefore 100% minus 6.4% are non-problem adults.

Problem gambler: Score of 3 or 4 on SOGS. Pathological gambler: score of 5 or more on SOGS.

TABLE C1 (CONTINUED)

	LIFETIME			PAST YEAR		
	Problem	Pathological	Problem or Pathological	Problem	Pathological	Problem or Pathological
Mean for All Adults	3.5%	1.3%	4.8%	1.7%	0.8%	2.5%
Total family income						
<\$20,000	3.4%	1.2%	4.6%	1.5%	0.8%	2.3%
\$20,000 - \$40,000	3.7%	1.5%	5.2%	1.9%	0.9%	2.8%
\$40,000 +	3.6%	1.4%	5.0%	1.4%	0.9%	2.3%
Religion						
Protestant	2.4%	1.0%	3.4%	1.2%	0.7%	1.9%
Catholic	4.2%	1.1%	5.3%	2.5%	0.6%	3.1%
Jewish	1.5%	0.0%	1.5%	0.0%	0.0%	0.0%
Other	5.9%	2.5%	8.4%	1.7%	1.5%	3.2%
If Prot., what denom?						
Baptist	3.0%	1.3%	4.3%	1.7%	0.9%	2.6%
Methodist	2.5%	1.0%	3.5%	0.7%	0.8%	1.5%
Other	1.6%	0.5%	2.1%	1.0%	0.4%	1.4%
Importance of religion						
Very important	3.3%	1.0%	4.3%	1.5%	0.6%	2.1%
Somewhat important	4.0%	1.6%	5.6%	1.9%	1.2%	3.1%
Not very important	3.8%	1.9%	5.7%	2.0%	1.0%	3.0%
Region						
Plains	2.9%	0.7%	3.6%	1.2%	0.7%	1.9%
Border	2.8%	1.8%	4.6%	2.3%	0.8%	3.1%
Dallas/Fort Worth	3.5%	1.5%	5.0%	2.0%	0.9%	2.9%
East	2.5%	1.4%	3.9%	1.4%	0.9%	2.3%
Houston	4.7%	1.0%	5.7%	1.4%	0.8%	2.2%
Central	2.8%	1.9%	4.7%	1.5%	1.1%	2.6%
San Antonio	3.7%	1.0%	4.7%	1.8%	0.6%	2.4%
Corpus Christi	3.2%	0.8%	4.0%	2.0%	1.1%	3.1%
Any Illicit Drug Use*						
Never	2.7%	0.8%	3.5%	1.3%	0.7%	2.0%
Before past year	5.5%	2.1%	7.6%	2.2%	0.9%	3.1%
Past year	8.1%	4.9%	13.0%	2.2%	2.7%	4.9%
Past month	12.0%	8.1%	20.1%	9.5%	4.8%	14.3%
Reasons for gambling						
Entertainment	4.9%	1.4%	6.3%	2.1%	0.9%	3.0%
Challenge/Curiosity	3.7%	2.6%	6.3%	2.2%	2.0%	4.2%
Economics	7.2%	4.4%	11.6%	5.1%	2.6%	7.7%
Social	1.5%	0.0%	1.5%	0.8%	0.0%	0.8%
Other	5.3%	0.7%	6.0%	1.9%	0.0%	1.9%

*Of 5 drugs asked about.

TABLE C2 SELECTED CHARACTERISTICS OF PROBLEM AND PATHOLOGICAL GAMBLERS AND ADULTS WHO ARE NOT PROBLEM GAMBLERS

	LIFETIME			PAST YEAR		
	Not Prob. Gamblers (N=6043)	Prob./Path. Gamblers (N=265)	Patholog. Gamblers (N=73)	Not Prob. Gamblers (N=6165)	Prob./Path. Gamblers (N=143)	Pathol. Gamblers (N=47)
Gender						
Male	46.0%	61.7%	72.9%	46.3%	65.3%	69.6%
Female	54.0%	38.3%	27.1%	53.8%	34.7%	30.4%
Race/Ethnicity						
White	65.3%	45.9%	42.7%	64.9%	41.0%	40.2%
Black	10.6%	21.1%	26.1%	10.7%	24.1%	28.6%
Hispanic	22.2%	29.5%	31.2%	22.2%	34.6%	31.2%
Age						
18-24	15.0%	32.0%	31.5%	15.1%	43.0%	35.1%
25-34	25.7%	28.0%	25.0%	25.9%	22.5%	19.8%
35 and +	59.3%	40.0%	43.5%	59.0%	34.5%	45.1%
<i>Mean age</i>	<i>42.0</i>	<i>33.3</i>	<i>34.1</i>	<i>41.8</i>	<i>31.3</i>	<i>34.8</i>
Marital Status						
Married	58.2%	43.1%	39.5%	58.0%	37.2%	36.5%
Widowed	7.7%	1.3%	3.4%	7.6%	1.9%	5.3%
Divorced/Separated	13.9%	18.7%	20.6%	14.1%	15.3%	18.4%
Never married	19.7%	36.6%	35.3%	19.9%	45.0%	39.8%
DK/Refused	0.5%	0.3%	1.2%	0.5%	0.6%	0.0%
Education						
Less than H.S.	18.3%	21.1%	30.0%	18.1%	28.9%	33.3%
H.S. diploma	28.7%	30.9%	31.3%	28.8%	30.8%	30.6%
Some college	52.1%	46.9%	37.6%	52.2%	39.7%	36.1%
DK/Refused	0.9%	1.1%	1.2%	0.9%	0.6%	0.0%
Working Status						
Working full-time	56.1%	56.6%	57.4%	56.2%	53.3%	56.8%
Working part-time	8.3%	12.1%	11.7%	8.4%	11.8%	12.2%
Going to school	6.0%	11.5%	8.2%	6.0%	15.4%	5.0%
Keeping house	13.5%	10.2%	10.1%	13.4%	9.7%	10.1%
Unemployed	2.3%	2.5%	6.9%	2.3%	4.5%	9.0%
Retired	11.5%	2.7%	1.7%	11.3%	1.2%	2.7%
Disabled	1.5%	2.9%	2.7%	1.6%	2.6%	4.2%
DK/Refused	0.8%	1.5%	1.2%	0.8%	1.6%	0.0%

Percentages read down; for example, 61.7% of problem/pathological gamblers are males.

The column labelled "Problem/Pathological Gamblers" includes all adults who had a score of 3 or more on the SOGS.

The column labelled "Pathological Gamblers" is a subset of the Problem/Pathological group and consists only of adults who scored 5 or more on the SOGS.

Percentages are weighted to adjust for age, race/ethnicity and region.

Differences between the combined group of Problem/Pathological Gamblers and Not Problem Gamblers were tested for statistical significance using chi-square.

All differences except income and region for the lifetime comparison and income, region, religious denomination and use of MH services for past-year comparisons were significant at $p < .05$.

TABLE C2 (CONTINUED)

	LIFETIME			PAST YEAR		
	Not Prob. Gamblers	Prob./Path. Gamblers	Patholog. Gamblers	Not Prob. Gamblers	Prob./Path. Gamblers	Pathol. Gamblers
Occupation						
Professional	15.9%	9.1%	2.5%	15.8%	3.7%	2.2%
Managerial	14.7%	11.1%	9.2%	14.6%	11.4%	8.0%
Clerical/service	45.0%	42.1%	46.8%	44.9%	41.8%	43.9%
Blue collar	23.6%	35.6%	41.4%	23.7%	42.5%	46.0%
DK/Refused	0.8%	2.1%	0.0%	0.9%	0.6%	0.0%
Total family income						
<\$40,000	58.4%	59.6%	60.9%	58.5%	59.6%	58.9%
\$40,000 and +	28.7%	29.8%	30.3%	28.8%	26.5%	31.8%
DK/Refused	12.8%	10.6%	8.8%	12.7%	13.8%	9.2%
Has medical insurance						
Yes	78.3%	70.1%	69.8%	78.1%	67.9%	75.0%
No	20.7%	28.4%	29.1%	20.8%	30.8%	23.3%
DK/Refused	1.1%	1.5%	1.1%	1.1%	1.3%	1.8%
If yes, medical insurance pays for CD treatment*						
Yes	73.8%	64.7%	54.2%	73.8%	58.4%	42.5%
No	26.1%	35.3%	45.8%	26.2%	41.6%	57.5%
Religion						
Protestant	52.3%	36.0%	38.6%	51.8%	39.6%	43.4%
Catholic	28.4%	32.0%	25.4%	28.4%	36.3%	21.4%
Jewish	0.6%	0.2%	0.0%	0.6%	0.0%	0.0%
Other	15.9%	28.8%	32.1%	16.4%	21.4%	31.0%
DK/Refused	2.7%	3.1%	3.9%	2.7%	2.7%	4.2%
If Prot., what denom?						
Baptist	48.1%	62.1%	66.5%	48.2%	66.2%	62.3%
Methodist	17.1%	17.9%	17.9%	17.2%	13.3%	19.0%
Other	31.9%	19.1%	15.5%	31.7%	20.5%	18.8%
DK/Refused	2.9%	0.9%	0.0%	2.9%	0.0%	0.0%
Importance of religion						
Very important	63.6%	56.7%	49.7%	63.5%	54.1%	47.2%
Somewhat important	27.0%	31.5%	33.8%	27.1%	33.6%	39.0%
Not very important	8.3%	10.0%	12.6%	8.4%	10.3%	10.8%
DK/Refused	1.0%	1.8%	3.8%	1.0%	2.0%	3.0%

*Excluding the large number of respondents who did not know.

TABLE C2 (CONTINUED)

	LIFETIME			PAST YEAR		
	Not Prob. Gamblers	Prob./Path. Gamblers	Patholog. Gamblers	Not Prob. Gamblers	Prob./Path. Gamblers	Pathol. Gamblers
Region						
Plains	10.5%	7.8%	5.9%	10.4%	8.2%	9.3%
Border	8.6%	8.2%	12.1%	8.6%	10.5%	7.9%
Dallas/Fort Worth	25.5%	26.3%	29.4%	25.5%	29.3%	26.8%
East	7.4%	5.9%	7.9%	7.3%	6.7%	7.8%
Houston	24.8%	29.8%	20.1%	25.1%	21.3%	22.8%
Central	10.6%	10.3%	15.6%	10.6%	11.0%	14.0%
San Antonio	8.7%	8.6%	6.8%	8.7%	8.3%	6.4%
Corpus Christi	3.9%	3.2%	2.4%	3.8%	4.7%	5.0%
Any Illicit Drug Use*						
Never	78.7%	57.5%	50.5%	78.1%	62.0%	62.6%
Before past year	17.9%	29.1%	29.7%	18.4%	22.7%	19.5%
Past year	1.6%	4.9%	6.9%	1.8%	3.6%	5.9%
Past month	1.7%	8.5%	12.9%	1.8%	11.7%	12.0%
<i>Mean no. sub. probs.</i>	<i>0.40</i>	<i>1.76</i>	<i>2.82</i>	<i>0.44</i>	<i>1.91</i>	<i>2.73</i>
Used mental hlth svcs						
Never	89.3%	82.0%	87.7%	89.0%	88.0%	82.7%
Before past year	6.9%	10.6%	5.2%	7.0%	6.1%	8.0%
Past year	3.2%	6.7%	7.1%	3.3%	5.9%	9.3%
DK/Refused	0.6%	0.8%	0.0%	0.6%	0.0%	0.0%
Out-of-state gambling						
Yes	12.0%	24.3%	27.6%	12.2%	30.2%	27.5%
No	88.0%	75.7%	72.4%	87.8%	69.8%	72.5%
Reasons for gambling						
Entertainment	60.8%	61.6%	51.4%	61.0%	55.8%	50.5%
Challenge/Curiosity	11.7%	11.9%	18.3%	11.6%	15.2%	21.3%
Economics	9.6%	18.7%	26.5%	9.7%	23.8%	24.2%
Social	9.1%	2.0%	0.0%	8.8%	2.2%	0.0%
Other	2.8%	2.6%	1.2%	2.8%	1.6%	0.0%
DK/Refused	6.1%	3.2%	1.0%	6.0%	1.5%	1.6%
Activity enjoy most						
Instant lottery	11.0%	8.4%	8.3%	10.8%	9.8%	5.2%
Video lottery	2.4%	3.1%	1.7%	2.4%	3.2%	2.6%
Cards/dice at casino	10.9%	16.1%	19.9%	11.1%	14.4%	22.7%
Slot/vidpoker at casino	16.5%	5.9%	1.0%	16.3%	2.6%	0.0%
Sports at sports book	1.4%	5.9%	9.3%	1.5%	5.9%	9.3%
Bingo	12.0%	15.0%	11.7%	12.2%	12.8%	13.2%
Speculative investment	3.3%	2.5%	3.4%	3.3%	1.6%	2.6%
Horse/dog racing	13.8%	9.0%	5.3%	13.7%	7.1%	3.2%
Games of skill	6.2%	8.8%	13.6%	6.2%	11.9%	13.4%
Bets with friends	16.6%	12.0%	9.8%	16.5%	11.5%	11.8%
Dog/cock fights	0.5%	0.6%	2.3%	0.5%	1.1%	0.0%
Games at card parlor	1.8%	5.8%	6.4%	1.8%	9.7%	9.8%
Sports with bookie	0.8%	1.5%	1.0%	0.8%	1.0%	1.2%
Other	3.0%	5.4%	6.5%	3.0%	7.4%	5.1%

*Of 5 drugs asked about

TABLE C2 (CONTINUED)

	LIFETIME			PAST YEAR		
	Not Prob. Gamblers	Prob./Path. Gamblers	Patholog. Gamblers	Not Prob. Gamblers	Prob./Path. Gamblers	Pathol. Gamblers
Parent had g. problem						
No	85.7%	79.3%	85.1%	84.7%	83.3%	85.6%
Yes	12.6%	14.8%	14.9%	13.0%	13.2%	14.4%
DK/Refused	1.7%	5.9%	0.0%	2.3%	3.4%	0.0%
<i>Mean age 1st bet for \$</i>	<i>22.9</i>	<i>18.4</i>	<i>18.1</i>	<i>22.7</i>	<i>18.2</i>	<i>18.9</i>
<i>Mean age 1st g. reg'ly</i>	<i>25.9</i>	<i>21.9</i>	<i>21.9</i>	<i>25.6</i>	<i>21.7</i>	<i>22.2</i>
Plan buy inst. lot. tckts						
Yes	51.8%	75.2%	75.6%	52.4%	72.0%	75.4%
No	39.5%	16.4%	13.9%	38.9%	18.0%	11.9%
DK/Refused	8.8%	8.4%	10.5%	8.7%	10.0%	12.7%
Plan buy video lot. tckts						
Yes	42.1%	67.3%	67.2%	42.7%	68.5%	70.0%
No	43.7%	24.2%	22.7%	43.2%	22.9%	21.1%
DK/Refused	14.2%	8.6%	10.1%	14.1%	8.6%	8.9%
Bet on inst. lottery?						
Never	71.3%	41.7%	39.8%	70.6%	41.1%	34.6%
Not in past year	13.9%	23.5%	17.4%	14.2%	19.1%	19.4%
Past yr - not regularly	12.4%	22.8%	30.6%	12.6%	24.4%	26.0%
Past yr - regularly	2.5%	12.0%	12.2%	2.6%	15.4%	19.9%

APPENDIX D: INVENTORY OF SUBSTANCE USE PATTERNS

The Inventory of Substance Use Patterns is a 100-item multiple-choice instrument designed primarily for the purpose of assessing inmates' substance use prior to incarceration. Twenty-seven of the items deal specifically with problems that the respondent may have experienced because of his or her substance use, and it is these that formed the basis for the problem indicator questions used in the present gambling survey. Most of the questions were derived from the criteria for diagnosis of substance abuse and dependency stipulated in the *Diagnostic and Statistical Manual of Mental Disorders: Third Edition, Revised* (American Psychiatric Association, 1987).

While the original intent of the Inventory was for assessment of prisoners, there is nothing in the problem indicator questions that would make them inappropriate for use with the general population. In its original use, the 100-item instrument was grouped into several sub-scales, one of which was the Substance Use Problems sub-scale made up of the 27 problem items. In reliability and validity testing using federal prisoners, this sub-scale showed good internal consistency (Chronbach's alpha = .96) and good test-retest correlation (.82).

The 14 questions used in the present survey were adapted from these 27 questions but changed in several ways. The original instrument asked about problems experienced in the 6 months before incarceration, while the present survey asked respondents about problems experienced

during the past 12 months. The original questions offered several response categories, either asking about the frequency of the problem or about how well the problem statement applied to the respondent; in the present survey, on the other hand, all questions were phrased to elicit a "yes/no" response. Finally, in the present survey, many of the original questions were eliminated or similar questions were combined in order to shorten the inventory.

No reliability or validity testing was done on this revised version of the instrument, and there are no norms as to the number of positive responses that indicate a substance problem in the general population.

The 14 substance-problem indicator questions used in the present gambling survey are listed below. The percentage of respondents reporting having experienced each problem within the past year is given in parentheses (this percentage is based only on respondents who had used alcohol or drugs at all within the past year).

For all respondents who had used alcohol or drugs in the past 12 months: If any of the following things have happened to you in the last year because of the alcohol or drugs you have used, please answer “yes:”

1. On a typical day, I spend a great deal of time getting alcohol or drugs for my own use (1.7 percent).
2. For a long time, I wanted to cut down or control my use of alcohol or drugs or I tried one or more times but was unsuccessful in cutting down (4.0 percent).
3. I used alcohol or drugs for longer periods in larger amounts than I intended in the last year (6.6 percent).
4. I continued to use alcohol or drugs even though I knew it was causing or making worse a physical problem, a psychological problem or a problem with other people (4.8 percent).
5. I had an argument with somebody about my use of alcohol or drugs (6.6 percent).
6. I missed a day of work because of my use of alcohol or drugs in the last year (3.4 percent).
7. On a typical day, I spent a great deal of time feeling the effects or recovering from the effects of alcohol or drugs (5.0 percent).
8. I gradually used more alcohol or drugs in order to get the effects I wanted (3.7 percent).
9. I did something against the law in order to obtain alcohol or drugs for my own use, or I was arrested for some offense involving my use of alcohol or drugs (including DWI) (3.4 percent).

10. I gave up or reduced important work activities, recreational activities or activities with other people because of my alcohol or drugs (1.7 percent).
11. Because I was feeling the effects of alcohol or drugs, I caused a situation to be physically dangerous or caused an accident in the last year (1.2 percent).
12. I used alcohol or drugs in order to prevent or reduce “withdrawal symptoms” (1.1 percent).
13. I was feeling the effects of alcohol or drugs when I was expected to handle responsibilities at work, school, or home (2.8 percent).
14. I tried to cut back or quit my use of alcohol or drugs and then I felt some “withdrawal symptoms” (2.7 percent).

Listed below are the DSM-III-R criteria for substance dependency (see pp. 167-168 of DSM-III-R) and the problem indicator questions associated with each:

<u>DSM-III-R Criterion</u>	<u>Problem Indicator</u>
1	3
2	2
3	1, 7
4	6, 11, 13
5	10
6	4, 5, 9
7	8
8	14
9	12

TABLE D1 PERCENT OF PAST-YEAR SUBSTANCE USERS WHO REPORTED EACH PROBLEM INDICATOR
(Note: There were no past-year users of heroin)

	Total N=3323	Alcohol N=3302	Alc Only N=3105	MJ N=171	Cocaine N=32	Uppers N=33	Downers N=41	Any Ill. N=215
1. Spend great deal of time getting substances	1.7%	1.6%	1.1%	9.1%	15.1%	15.4%	23.0%	9.2%
2. Tried to cut down or control substance use but failed	4.0%	3.9%	3.2%	12.9%	17.3%	22.5%	14.2%	14.2%
3. Used substances more than intended (time and amount)	6.6%	6.5%	5.2%	23.2%	31.8%	29.4%	36.4%	24.1%
4. Continued substance use despite problems it caused	4.8%	4.7%	3.5%	19.2%	26.8%	47.6%	32.3%	20.6%
5. Argued w/somebody about my substance use	6.6%	6.5%	5.0%	26.2%	40.8%	37.5%	41.3%	26.6%
6. Missed a day of work because of substance use	3.4%	3.3%	2.0%	22.3%	40.5%	39.9%	27.8%	21.4%
7. Spend great deal of time feeling effects of substances	5.0%	4.9%	3.9%	17.2%	25.9%	27.2%	22.1%	18.9%
8. Used more substances to get desired effects	3.7%	3.6%	2.3%	20.4%	37.4%	36.7%	38.5%	21.6%
9. Did something illegal to get substances or as result of use	3.4%	3.5%	2.3%	20.6%	31.1%	22.8%	13.7%	18.4%
10. Gave up important activities because of substance use	1.7%	1.6%	0.8%	14.1%	27.4%	26.2%	19.8%	13.8%
11. Caused an accident while feeling effects of substances	1.2%	1.2%	0.7%	6.4%	17.3%	9.7%	10.6%	6.6%
12. Used substances to prevent withdrawal symptoms	1.1%	1.1%	0.7%	5.3%	7.5%	13.5%	14.9%	7.2%
13. Felt effects of substances when expected to handle responsibilities	2.8%	2.7%	1.6%	18.2%	29.8%	33.4%	30.9%	17.7%
14. Felt withdrawal after trying to cut back substance use	2.7%	2.6%	2.0%	9.8%	11.5%	24.6%	25.5%	11.4%

TABLE D1 (continued)

	Total N=3323	Alcohol N=3302	Alc Only N=3105	MJ N=171	Cocaine N=32	Uppers N=33	Downers N=41	Any Ill N=215
Mean number of substance problems	0.49	0.48	0.34	2.25	3.60	3.86	3.51	2.32
% reported no problems	80.4%	80.4%	83.5%	36.7%	21.8%	22.4%	48.4%	40.1%
% reported 1 or + problems	19.5%	19.5%	16.6%	63.3%	78.2%	77.5%	51.6%	59.9%
% reported 3 or + problems	6.1%	6.1%	4.5%	30.3%	42.0%	45.3%	43.5%	30.7%
% reported 5 or + problems	2.9%	2.9%	1.9%	18.0%	30.0%	35.1%	33.2%	18.3%
Mean no. of problems for those who reported 1+ problems	2.5	2.5	2.1	3.6	4.6	5.0	6.8	3.9
Substances used in past year:								
Alcohol only	92.7%	93.3%	100.0%	0.0%	0.0%	0.0%	0.0%	0.0%
Drugs only	0.6%	0.0%	0.0%	4.7%	0.0%	7.7%	18.8%	7.8%
Both	6.7%	6.7%	0.0%	95.3%	100.0%	92.3%	81.2%	92.2%
Most probs caused by:								
Alcohol	65.1%	65.4%		55.0%	35.1%	37.5%	36.8%	52.0%
Drugs	7.0%	6.8%		15.4%	26.2%	34.7%	24.9%	15.5%
Both	5.7%	5.5%		12.6%	18.4%	14.3%	22.5%	13.6%
DK/NA	22.3%	22.3%		17.0%	20.3%	13.4%	15.8%	18.9%