Gambling Involvement, Problem Gambling and Adolescents

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ATTC network Webinar Series on
Problem Gambling: Special Populations
June 5, 2014
#1 Conclusion

Adolescence is a developmental period often characterized by risk taking. Gambling is a risk-taking experience and can be attractive to teenagers.
Most adult gamblers begin to gamble in their youth; early onset gambling is a common feature of the pathway toward developing a gambling problem.
At minimum, screening for problem gambling among high risk youth is advisable.
1. Background
Point 1: First generation of youth exposed to ready access and varied gambling venues

- Minimum legal age to place a bet varies across countries and games, but many opportunities for youth in the Westernized countries.
U.S. Study: Youth Participation in Gambling (age 14 – 21)  
(Welte et al., 2008)
Some epidemiology studies estimate teen rates are higher than adult rates.
<table>
<thead>
<tr>
<th>Group</th>
<th>Percentage</th>
<th>Range</th>
<th>Median</th>
</tr>
</thead>
<tbody>
<tr>
<td>Adult</td>
<td></td>
<td>&lt;1 - 2%</td>
<td>0.9%</td>
</tr>
<tr>
<td>Adolescent</td>
<td></td>
<td>1 - 9%</td>
<td>6%</td>
</tr>
</tbody>
</table>

Estimates based on meta-analysis of surveys conducted 1988-1997 (National Research Council, 1999). Problem gambling defined in most studies by the SOGS/SOGS-RA.
Point 2: The newest “waves” of gambling expansion, online gambling and poker, further strengthen involvement in gambling by teens.
Point 3: There is a disconnect between estimates of youth problem gambling and utilization of clinical services

- From 1999-2009 in Minnesota:
  - Over 10,000 calls to the problem gambling hotline...
    - 15 calls pertained to teen gambling (< 19 years old)
  - Over 3,700 referrals to a treatment program...
    - 0 referrals of teenagers (< 19 years old)
Point 3: There is a disconnect between estimates of youth problem gambling and utilization of clinical services

- From 1999-2009 in Minnesota:
  - over 10,000 calls to the problem gambling hotline ...
  - 14 calls from teenagers (<19 years)
  - over 3,700 referrals into the treatment system.....
  - 19 referrals of 19 – 25-years old
1. Background

2. Link to adult problem gambling
Point 1: There is a developmental feature to problem gambling

Adolescent gambling  ->  Adult problem gambling
Onset of Gambling Variables and Number of Lifetime Symptoms (Kessler et al., 2008)

Age Onset:

- No Sym: 23.9
- 1-2 Sym: 18
- 3-4 Sym: 18.3
- 5+ Sym: 16.7

Earlier onset among those 5+

Age Onset: $F = 15.4, p < .001$
Onset of Gambling Variables and Number of Lifetime Symptoms (Kessler et al., 2008)

Age Onset Prb: *non sig.*
Point 2: Youth problem gambling occurs with other problem behaviors
1. Background

3. Clinical implications

2. Link to adult problem gambling
Point 1: **ADHD** may put a person at heightened risk for gambling involvement

- Individuals with ADHD suffer from **problems** with judgment and self-regulation, believed to be linked to **pre-frontal cortex deficits**.

- These deficits in pre-frontal cortex contribute to a disorder likely related to another addictive disorder - **drug addiction**.

  (Barkley, 1997; Martin, Earlywine, Blackson et al., 1994)
Is There a Link between ADHD and Problem Gambling?

- Adult studies
- Youth studies
### Adult: Link of ADHD and Gambling Disorder

**Among Adults With and Without a Gambling Disorder**

(Carlton et al., 1987; Rugle & Melamed, 1993)

<table>
<thead>
<tr>
<th>Rate of childhood ADHD</th>
<th>15-36%</th>
<th>4-8% (sig.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gambling Disorder</td>
<td></td>
<td>psych., non-GD</td>
</tr>
</tbody>
</table>
**Adult: Link of ADHD and Gambling Disorder**

<table>
<thead>
<tr>
<th>Rate of adulthood ADHD</th>
<th>Gambling Disorder</th>
<th>psych., non-GD</th>
</tr>
</thead>
<tbody>
<tr>
<td>21%</td>
<td>&lt; 1% (sig.)</td>
<td></td>
</tr>
</tbody>
</table>
Adult: Link of ADHD and Gambling Disorder

Among Adults With and Without ADHD
(Harrow, 2009)

<table>
<thead>
<tr>
<th></th>
<th>ADHD +</th>
<th>ADHD -</th>
</tr>
</thead>
<tbody>
<tr>
<td>Rate of adulthood GD</td>
<td>12%</td>
<td>&lt; 1%   (sig.)</td>
</tr>
</tbody>
</table>
# Youth: Link of ADHD and Problem Gambling

## Minnesota ADHD Study
(Breyer, Winters, August, & Realmuto, 2009)

<table>
<thead>
<tr>
<th></th>
<th>ADHD-persis</th>
<th>ADHD-desist</th>
<th>Controls</th>
<th>sig.</th>
</tr>
</thead>
<tbody>
<tr>
<td>any gambling (%)</td>
<td>79</td>
<td>77</td>
<td>80</td>
<td></td>
</tr>
<tr>
<td>PG among all¹ (%)</td>
<td>19</td>
<td>5</td>
<td>5</td>
<td>(p &lt; .05)</td>
</tr>
<tr>
<td>PG among gamb¹ (%)</td>
<td>24</td>
<td>7</td>
<td>7</td>
<td>(p &lt; .01)</td>
</tr>
<tr>
<td>SOGS-RA score (mean)</td>
<td>0.5</td>
<td>0.2</td>
<td>0.2</td>
<td>(p &lt; .05)</td>
</tr>
<tr>
<td>Count games played (mean)</td>
<td>3.0</td>
<td>2.4</td>
<td>2.7</td>
<td></td>
</tr>
</tbody>
</table>

¹ PG = SOGS-RA 2+
Youth problem gambling occurs with other problem behaviors

- delinquency
- sexual behavior
- ADHD
- male
- drug use
- gambling

Youth problem gambling occurs with other problem behaviors.
Clinical Issue #1

Screen for problem gambling among youth with ADHD or other problem behaviors.
Brief Screens - Youth

SOGS-RA
- Winters, Stinchfield, & Fulkerson, 1989/1993

DSM-IV-J
- Fisher, 1992
Sampling of Themes from Adolescent Problem Gambling Screens

1. There is money missing from the parents.
2. The teenager asks for an increase in allowance.
3. The parent finds evidence of internet gambling when searching the teenagers computer.
4. The teenager is secretive about how they are spending their money.
Clinical Issue #2

For youth being treated for a Substance Use Disorder or ADHD:

- raise insights as to the risks of gambling; educate that gambling may be a source of relapse
1. Background

2. Link to adult problem gambling

4. Summary

3. Clinical implications
Summary

1. Evidence is accumulating that...

- most youth gamble, yet many do so infrequently
- the prevalence of “problem gambling” is noteworthy
Summary

- Prevention programs exist
  - Gambling prevention can be integrated into a school’s drug prevention program

  - International Centre for Youth Gambling
    - www.youthgambling.com/

  - Illinois Institute for Addiction Recovery
    - www.addictionrecov.org

- Williams, Woods & Currie: *Stacked Deck*
Summary

CollegeGambling.org

• Tools for
  • Students
  • College health professionals
  • College administrators
TRENDS IN AMERICAN INDIAN AND ALASKA NATIVE GAMING RESEARCH

Kate Spilde, Ph.D.
Associate Professor
San Diego State University
June 5, 2014
Public Policy Questions & Research

• Mirror larger gaming industry:

• Relationship between tribal gaming and a set of economic or social outcomes, including impact on nearby populations;
Gambling Policy in the US

Recommendations & Goals for US Gambling Policy

• Public Policy Decisions about Gambling remain with States
• Gambling Is a Valid Source of Taxes
• Gambling Can be Used to Create Jobs
• Devolution: Tribal Governments and States Should Work Together on Gambling Policy

National Gambling Impact Study Commission, 1999
Indian Gaming Regulatory Act

• “Congress finds that --
  • (4) a principle goal of Federal Indian policy is to promote tribal economic development, tribal self-sufficiency, and strong tribal governments”
Tribal Gaming Revenue Flow

Source: Harvard Project on American Indian Economic Development
What We Know

• Tribal gaming has brought income and employment benefits to tribal and non-tribal communities

• Economic and social indicators reveal improvements in education and family income

• Poverty and unemployment decrease
Spillover Effects of Indian Gaming in CA

• UCR’s main finding in Policy Matters is that Indian gaming in California on reservation lands has brought income and employment benefits not just to the residents of gaming reservations but also to the communities and households residing in close vicinity of the gaming reservations.

• These spillover effects are directly related to placing tribal casinos on reservations lands as supported in the Indian Gaming Regulatory Act (IGRA) and the investment of funds by tribal governments.
Change in Real Income in the Vicinity of Indian Casinos
California census tracts closer and more distant than 5, 10, and 20 miles

<table>
<thead>
<tr>
<th>Distance</th>
<th>Income Change 1990–2010</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>median family per capita</td>
</tr>
<tr>
<td>5 miles</td>
<td></td>
</tr>
<tr>
<td>closer</td>
<td>82% 86%</td>
</tr>
<tr>
<td>more distant</td>
<td>75% 80%</td>
</tr>
<tr>
<td>difference</td>
<td>7% 7%</td>
</tr>
<tr>
<td>10 miles</td>
<td></td>
</tr>
<tr>
<td>closer</td>
<td>84% 87%</td>
</tr>
<tr>
<td>more distant</td>
<td>74% 79%</td>
</tr>
<tr>
<td>difference</td>
<td>10% 8%</td>
</tr>
<tr>
<td>20 miles</td>
<td></td>
</tr>
<tr>
<td>closer</td>
<td>83% 88%</td>
</tr>
<tr>
<td>more distant</td>
<td>72% 77%</td>
</tr>
<tr>
<td>difference</td>
<td>11% 11%</td>
</tr>
</tbody>
</table>
Recent Publications on Impacts

Economic Evidence on the Effects of the Indian Gaming Regulatory Act on Indians and Non-Indians

Katherine Spilde, Ph.D.
Johnathan B. Taylor

Introduction

The history of United States policy displays a pattern of great swings between the federal government’s support for the self-determination of American Indian governments and its attempt to dissolve or supplant it. While the 1970s influenced what is often referred to by those who work in Indian affairs as the “self-determination era,” tribes could count on little federal support for tribal government enhancement or development despite significant demands and need. In the 1980s, Indian households lost ground relative to mainstream America, many tribes began to take matters into their own hands by exercising sovereignty, strengthening their governmental autonomy and stimulating their economies.

The most high profile of these tribally driven, self-determination efforts in the late 1970s and early 1980s was the introduction of tribal gaming in a few states, including Florida, Minnesota and California. After establishing the courts that tribal civil regulatory authority extends to permitted gaming in these (and all other) states, tribal governments expanded and developed a robust gambling industry, aiming to create jobs, rebuild their native societies, revitalize their cultures, and achieve other community objectives. When Congress passed the Indian Gaming Regulatory Act (IGRA) in 1988, some Indian leaders perceived the state compacting provision required for casino-style gaming on tribal lands as an erosion of tribal sovereignty that could undermine their early economic development successes and compromise federal tribal relationship with regard to tribal self-determination.

In hindsight, however, the substantial growth and myriad positive impacts of the first twenty years of tribal gaming under IGRA reveals the ways that the federal regulatory
Twenty years of research data
Tribal Gaming Research Challenges

• Myths about tribal progress (either too much or too little) persist due to perceived lack of transparency and real lack of data
• Outsiders impose inappropriate frames
• Paradox of transparency for tribal governments:
  • Releasing tribal or gaming data can improve public relations and support research/policy analysis
  • Tribal resources are more easily targeted when they are well documented (revenue sharing)
Need for New Metrics

- Downstream benefits rarely captured or considered
- Tribal government gaming suggests and prompts further economic development, government innovation
- Current research methods **understate** the social and economic benefits to tribal and non-tribal communities because they show up in additional locations and populations, not...
### Tribal Gaming, Tribal Priorities

<table>
<thead>
<tr>
<th>Economic Development Goals</th>
<th>Social Recovery Priorities</th>
</tr>
</thead>
<tbody>
<tr>
<td>• Unrestricted funds allow for investments in Tribal priorities, often for the first time since contact</td>
<td>• Ensure that tribal funds are allocated towards:</td>
</tr>
<tr>
<td>• Diversity of job opportunities beyond gaming</td>
<td>Health Care</td>
</tr>
<tr>
<td>• Strengthen tribal assets through less reliance on gaming</td>
<td>Education</td>
</tr>
<tr>
<td></td>
<td>Housing</td>
</tr>
<tr>
<td></td>
<td>Public Safety</td>
</tr>
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<td></td>
<td>Charitable Giving</td>
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<tr>
<td></td>
<td>Elders</td>
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</tbody>
</table>
“Balance” is a Cultural Category

Business/Money

Return on Investment
Build or Buy?
• Should we build a hospital or provide $ for health insurance?
• Run a school or provide scholarships?
• Grow our own food or purchase from vendors?
• Buy Native?

Government/Culture

Return on Community
Non-money Assets
• Social purpose for gaming employment or efficiencies only?
• Build amenities to market or consider tribal pride in facilities?
• Investing in language, museum, art,
Impact on Gamblers

Challenges

• SOGS not validated for American Indian/Alaska Native communities
• Native urban communities not included in most land-based gaming research in spite of higher rates of alcoholism and limited access to services
• Poor generalizability since studies don’t account for community gambling opportunities
• Difficult to disentangle various expressions of addiction syndrome
• Tribal community-level factors not included (rate of unemployment, presence/absence of community resources/social agencies, lack of recreational outlets)
• Difficult to capture impacts of the stress of reservation life
• Grief and trauma from residential/boarding schools poorly understood
Need for Qualitative Research

• Fear of approaching tribal governments for permission
• Focus on long-term commitment to tribal relationship-building, not datasets
• Lack of respect for qualitative work generally, dismissing it as anecdotal, unscientific or biased
• Difficulty incorporating cultural concepts and practices into current measurements
• Heterogeneity of tribal cultures makes generalizations difficult and replication challenging
Imperfect Methods

• Important to continue to pursue research on tribal gaming impacts in spite of imperfect methods
• Gambling policy continues to evolve in spite of the research limitations (i.e. Internet gaming)
• Evolving methods and limited datasets can contribute to public policy discussions while being shaped by them.
The Future of Tribal Gaming: A Shift from Coping to Thriving

Cultures of Coping
- Just in Time
- Scarcity
- Fear
- Anxiety
- Competition

Cultures of Thriving
- Love
- Traditional Values
- Spiritual Growth
- Art and Music
- Beauty in Nature
Is a Comfortable Life the Goal?

- What we really want is grace. We want understanding, we want to be surrounded by nature and we want to be surprised constantly by discoveries of something spiritual.

- We were not put on earth to be comfortable. We were put here to live as spiritual beings having a human experience.
References

- www.policymatters.ucr.edu
- www.ksg.harvard.edu/hpaied
- www.sdsu.edu/htm
- www.indiangaming.org
- www.ncai.org
- www.nigc.gov

kspilde@mail.sdsu.edu
(760)533-9387
Problem Gambling
Special Populations: Hispanics
Terms Defined

- **Hispanics** (for this presentation): Caribbean Hispanics (i.e., Puerto Ricans, Dominicans, Cubans and their descendants in the US).

- **Superstition** *(Webster online)*: A belief or practice resulting from ignorance, fear of the unknown, trust in magic or chance, or a false conception of causation; an irrational abject attitude of mind toward the supernatural, nature or God.

- **Botanica** *(Webster online)*: Shop that deals in herbs and charms used especially by adherents of Santeria.
Luck (gambling) paraphernalia found in Botanicas

- Books and magazines used to interpret meaning of dreams (message from supernatural source) and the numbers suggested (recommended) in the dream

- Soaps and oils to be used as instructed in the package or the Botanica staff

- Charms with image of particular saint or icon that relates to luck
SAN CONO
INTERPRETACION DE LOS SUEÑOS
Y OTRAS COMBINACIONES
PARA DESCUBRIR SU SUERTE

BAÑOS, RIEGOS, DESPOJOS
Y NÚMEROS DE SUERTE

DON JUAN
DE LA LOTERIA

BUENA SUERTE

Libro Oferta

Moderne Diccionario
DE LOS SUEÑOS

(Significado de cada sueño y su número
de suerte correspondiente)
(3 CIFRAS)

ABISMO.— Presagio de terrores pánicos, 1612. Caer en el abismo: peligro de demencia, 0567.

ABJURAR.— Desgracia para el que abjura su religión, 02178.

ABLARDAR.— Cualquier cosa: riqueza próxima, 35493.

ABLUCIÓN.— Cualquier ablución presagia nuevos y felices sucesos, 02396.

ABOGADO.— Encontrarse con uno: mala nueva, 02698. Conversar con él: malograr reis, calamidad, 03162.

ABORTO.— Criminales asechanzas, 05110.


