



Teen Gambling in Ontario: Behaviours and Perceptions Among 15 to 17 Year-olds

Responsible Gambling Council

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RESPONSIBLE GAMBLING COUNCIL

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Table of Contents

List of Tables	4
List of Figures	5
Executive Summary	6
Introduction	10
Background.....	10
Objectives	11
Methodology	12
Participants	12
Measures	12
Questionnaire	12
SOGS-RA.....	12
Data Analysis.....	13
Sample Characteristics and Weighting	13
Statistical Analyses	13
Results	14
Section One: Gambling in General.....	14
Lifetime Gambling	14
Past Year Gambling	15
Section Two: Poker.....	22
Participation.....	22
Reasons for Playing	24
Perception of Poker as a Way to Make Money	24
Perception of Poker-related Problems in Self	25
Section Three: Problem Gambling	25
Prevalence.....	25
SOGS-RA Item Endorsement	26
Gambling Activities Associated with Problem Gambling.....	27
Money and Time Expenditures Associated with Problem Gambling	28
Perception of Parental Knowledge of One's Gambling and Problem Gambling.....	29
Section Four: The Impact of Other People's Gambling.....	29
Prevalence and Source of Impact	29
Types of Problems Experienced	30
Summary and Conclusions	32
Glossary	36
References	37
Appendix 1: Questionnaire	38

List of Tables

Table 1. Age and Gender Characteristics of Sample (Weighted and Unweighted).....	13
Table 2. Past Year Gambling Participation and Expenditures.....	16
Table 3. Weekly Gambling Participation	17
Table 4. Past Year Gambling Activities Significantly Associated with Gender	18
Table 5. Past Year Gambling Activities Significantly Associated with Age.....	19
Table 6. Reasons for Gambling	20
Table 7. Playing Characteristics of Poker Players	23
Table 8. Reasons for Playing Poker	24
Table 9. Perception of Poker as a Way to Make Money.....	24
Table 10. Perception of Poker-related Problems Among Poker Players.....	25
Table 11. Endorsement of SOGS-RA Problem Gambling Indicators	27
Table 12. Past Year Gambling Activities Significantly Associated with Problem Gambling	28
Table 13. Types of Problems Experienced by Another Person’s Gambling.....	31

List of Figures

Figure 1. Lifetime Gambling by Gender 14

Figure 2. Lifetime Gambling by Age..... 15

Figure 3. Reasons for Gambling by Age..... 21

Figure 4. Source of Gambling Funds 22

Figure 5. Type of Poker Played 23

Figure 6. Prevalence of Problem Gambling Among Past Year Gamblers 26

Figure 7. Perception of Parental Knowledge of One’s Gambling 29

Figure 8. Person Whose Gambling is Affecting Participant 30

Executive Summary

Background

The Responsible Gambling Council (RGC) is an independent, non-profit organization committed to problem gambling prevention. RGC designs and delivers highly effective awareness programs, 60% of which concentrate on educating and cautioning young people about the realities of gambling. RGC also promotes the identification and adoption of best practices in problem gambling prevention through research and information dissemination.

To inform its latest prevention initiatives, RGC conducted an electronic survey of Ontario youth 15-17 years of age. The purpose of the survey, which was completed by 2,140 participants, was to get a sense of youth gambling behaviours and perceptions. There was a particular focus on poker—both live (i.e., in person) and online (i.e., over the Internet), as these are growth areas for youth gambling.

The survey's results are divided into four main sections. The first pertains to characteristics of youth gambling in general; the second is more specific to poker; the third looks at problem gambling; the last examines the impact of other people's gambling.

General Gambling Behaviour

Lifetime and Past Year Participation

Overall, approximately 40% of survey participants reported gambling, both formally and informally, at least once in their lifetime. The average age when they reported first gambling was approximately 13 years. Males and older youth were more likely to report gambling in their lifetime than females and younger youth. The overwhelming majority (93.5%) of participants who reported gambling in their lifetime reported gambling at least once in the past 12 months. This represents 34.9% of the total sample. Using a stricter definition of gambling consisting of more formal types of activities only (e.g., poker, raffles, the lottery), 31.4% of the sample reported gambling in the past 12 months.

Most Common Activities Engaged In

Approximately half of all participants who reported gambling in the past 12 months said that the most common activity they engaged in was betting on a dare or challenge. Younger participants were most likely to report engaging in this activity, which illustrates the informal nature of youth gambling. Poker was the second most commonly reported form of gambling engaged in, with 17 year-olds more likely than their younger counterparts to report engaging in this activity. Taken together, it can be seen that a gambling mentality is common among youth, and that as youth age, they move from relatively informal types of gambling to more traditional, formal ones.

Money and Time Expenditures

In a typical month, participants reported spending the most amount of money on Internet gambling (\$21.65), Pro-line/Sports Select (\$11.52), sporting events/games/pools betting (\$10.40), and poker (\$10.03). They reported spending the most amount of *time* on Internet gambling (2 hours), poker (1 hour 49 min), arcade/video games for money (1 hour 12 min), and dice (51 min). While Internet gambling was not the most common activity reported, among those who did report engaging in this activity, they reportedly spent significant amounts of money—and, to a lesser extent, time—doing so. This puts these individuals at increased risk of developing gambling-related problems, as research suggests that time and money expenditures are associated with problem gambling. Thus, youth prevention initiatives should address the issue of Internet gambling.

Reasons for Gambling

Most youth reported that they gambled for entertainment. A large proportion, though, particularly of 16 year-olds, also reported gambling for monetary reasons, such as needing money or wanting to win back losses. Given this latter finding, effective gambling prevention programs should focus on dispelling myths about the likelihood of winning.

Fifteen year-olds were most likely to report reasons for gambling that were related to impressing or following their friends. They also reported being influenced by gambling on television. Since this younger age group seems to be particularly impressionable, it is likely that the earlier youth are exposed to prevention initiatives, the more useful such initiatives may be. Moreover, given their influence, friends would seem to be an especially worthwhile target of gambling awareness and prevention efforts directed at youth.

Source of Gambling Funds

When participants were asked how they financed their gambling, 60% reported getting their gambling money from a job. However, 60% also indicated that they gambled with money given to them by their parents (i.e., from an allowance or their parents directly). This suggests that concerned parents may be able to exert an influence by controlling their children's access to, or use of, funds. As such, prevention initiatives alerting parents to the issue of youth gambling may also be worthwhile.

Poker

Characteristics of Play

In terms of the survey's more detailed focus on poker (both on- and off-line), the research showed that a significant number of youth reported gambling on this activity. Approximately 45% of gamblers reported playing poker in the past year. This rate increased to 50.6% when it was based on a narrower definition of gambling consisting of more traditional activities only (e.g., poker, raffles, the lottery).

Most who reported playing poker said that they did so with friends (94.3%), followed by family (52.0%). Regarding the former, almost one in ten reported playing poker with their friends weekly. Approximately one in five poker players reported that they played online, with 3.3% of them reporting having done so weekly.

Perceptions

Overall, 18% of the sample reported worrying about their friends' poker playing; 10% reported feeling that online poker among their peers was somewhat or a major problem; and 15% reported feeling that poker was somewhat or a major problem at their schools. Youth who reported playing poker also acknowledged its socializing, monetary and "cool" appeal.

Approximately 13% of participants who reported playing poker said that they sometimes spent more money than they could afford doing so. This finding is concerning, as spending more time gambling than one can afford is an indicator of problem gambling. Equally troubling is that almost 6% of youth who reported playing poker said that they could see themselves making a living from it.

Problem Gambling

Prevalence

Overall, the survey revealed that 1.3% of the total sample could be classified as having gambling problems according to a standardized measure (i.e., the SOGS-RA). Among gamblers only, this rate was 3.9%. Using a narrower definition of past year gamblers based on those who engaged in more formal types of activities only (e.g., poker, raffles, the lottery), the rate increased slightly to 4.4%. Those classified as problem gamblers reportedly spent almost four times more money gambling than those classified as non-problem gamblers; they were also more likely to report worrying about their gambling.

Age and Gender

No significant relationship was found between the age at which participants reported first gambling and their problem gambling classification. Similarly, problem gambling was not significantly associated with participant's current age or their gender. Thus, 15-, 16- and 17- year-old gamblers were equally likely to be classified as problem gamblers, and female gamblers were just as likely to be classified as having a gambling problem as male gamblers.

Gambling Activities

Youth classified as problem gamblers were more likely to report playing arcade/video games for money, betting on a dare or challenge that they or someone else could do something, and betting on an outcome of a game they were playing (excluding poker). Thus, these youth seemed to turn many occasions into gambling opportunities.

Perceived Parental Knowledge of One's Gambling

Higher rates of problem gambling were found among youth who reported that their parents did *not* know about their gambling than among youth who reported that their parents did know. In fact, the risk for being classified as having a gambling problem was more than 5 times higher for the former group than the latter. This reinforces the value of prevention initiatives designed to educate parents about youth gambling.

The Impact of Other People’s Gambling

Because gambling affects more than just the gambler, we asked survey participants whether they had been affected by someone else’s gambling. Overall, 7% of participants reported that they had. The “someone else” was most likely to be a friend or parent. The types of problems reportedly experienced as a result of this person’s gambling included worry, neglect, abandonment, financial loss, and/or manipulation for funds. A small, though still significant, proportion of participants said that they experienced physical threats or abuse from this person.

Conclusions

Gambling among 15-17 year-olds in Ontario appears to be quite pervasive, both in terms of its frequency and mentality. However, based on the results of the present survey, it appears that only a small proportion of youth gamblers (3.9%) can be classified as problem gamblers according to a standardized measure. Thus, the best strategy for youth awareness and prevention initiatives would seem to be one that focuses on reducing gambling’s potential for harm during adolescence. It would also seem that educating friends and parents about gambling among youth would be worthwhile.

Introduction

The Responsible Gambling Council (RGC), an independent, non-profit organization committed to problem gambling prevention, designs and delivers highly effective awareness programs. Sixty percent of these programs concentrate on educating and cautioning young people about the realities of gambling. RGC also promotes the identification and adoption of best practices in problem gambling prevention through research and information dissemination.

To inform its latest prevention initiatives, RGC conducted a survey of Ontario youth 15-17 years of age. The purpose of the survey was to get a sense of youth gambling behaviours and perceptions, with a particular focus on poker—both live (i.e., in person) and online (i.e., over the Internet). The rationale for this focus is that both are growth areas for youth gambling.

More specifically, card games such as poker are among the most popular forms of youth gambling engaged in.[1, 2] While participation rates for online poker still seem to be low,[1] because many websites offer free trial games, there is concern that these sites will serve as a gateway to future online gambling for money.[2] Additionally, research finds that adolescent problem gamblers are more likely to gamble online than those who do not have a gambling problem.[1]

Background

Concern about youth gambling is not new. Prevalence studies conducted by RGC in 2000 and 2005 show that 18 to 24 year-olds are at increased risk of problem gambling (i.e., 7% and 6.9%, respectively).[3, 4] These studies, however, did not include 15-17 year-olds, the adolescent feeder group for the older, at risk demographic.[5] Existing problem gambling prevalence rates for youth younger than 18 are highly variable, ranging from approximately 3% to 20%.[2, 6, 7] This variability could pose a potential problem when designing prevention programs for youth. For example, such programs may look very different if they are based on an assumed prevalence rate of 3% as opposed to 20%. In the former case, a general prevention program may be warranted, whereas in the latter, a more targeted program may be more suitable.

Fifteen to 17 year-olds, like their 18 to 24 year-old counterparts, have for the most part grown up in a society where gambling is widely advertised, available, and condoned.[8] The popularity and prevalence of gambling as a form of entertainment today makes it very likely that youth 15-17 years of age will try gambling at some point in their adolescence. The majority of youth who gamble, however, will not develop any notable problems as a result.[8] Moreover, many youth who do show signs of problem gambling will “grow out of it” as they mature into adulthood.[8] Notwithstanding this, research suggests that the younger an individual is when they begin gambling, the higher their risk of developing gambling-related problems later on.

Objectives

Given that there is still much to be learned about gambling among youth, RGC conducted a survey to explore a number of questions related to gambling among 15-17 year-olds living in Ontario. These questions included:

- 1) What kind of gambling activities do youth participate in?
- 2) Do male youth gamble more than female youth?
- 3) Do youth gambling behaviours and perceptions vary with age?
- 4) How often do youth gamble, and how much money do they spend doing so?
- 5) Are youth especially interested in gambling on poker (both live and online)?
- 6) What is the rate of youth problem gambling, and what factors are associated with it?
- 7) Are youth affected by other people's gambling? If so, whose gambling affects them, and what is the impact?

What follows is a review of the survey's methodology, results, and conclusions.

Methodology

Participants

In November 2006, the RGC commissioned *Youthography*, an organization that specializes in youth-based research, to administer a survey on gambling to youth 15-17 years of age in Ontario.

Youthography randomly e-mailed 13,369 individuals in its database who fit this profile an invitation to complete the survey. (Individuals in this database had previously consented to receive notice for online survey research participation.) As an incentive, potential participants were told that their names would be entered into a cash draw for \$1,000.ⁱ

Of those individuals randomly selected to participate in the survey, 2,836 both opened the e-mail and clicked on the survey link; 2,140 then completed the survey. The absolute response rate was 16%,ⁱⁱ quite high for online surveys where the typical response rate is 3-5%.^[9]

Measures

Questionnaire

The questionnaire used in this research was developed by the RGC research team based on the current empirical literature (please see Appendix A for a copy of the questionnaire). An initial draft of the questionnaire was pilot-tested among 15 youth and revised according to the feedback received. The final survey consisted mostly of multiple choice questions; a few were open-ended.

Participants were told that the survey was completely voluntary and that all of their answers would remain strictly anonymous. The survey took about 10-15 minutes to complete.

SOGS-RA

In order to objectively assess the prevalence of problem gambling among our sample, the *South Oaks Gambling Screen-Revised for Adolescents* (SOGS-RA)^[10] was included in the questionnaire. The screen asked respondents to indicate whether 12 problem gambling indicators applied to them in the past 12 months (e.g., gambled more than planned, borrowed money to gamble).ⁱⁱⁱ Participants received a score of 1 for every item that they answered “yes” to. They then received a total score based on the sum of their affirmative responses.^{iv} The classification of SOGS-RA scores was as follows:

ⁱ An online survey was used for several reasons. First, it is considered to be the quickest and most efficient means of reaching youth, as 88-93% of this demographic use the Internet daily. Second, it allows for more reliable responses due to increased anonymity and the ability to complete the survey at one’s leisure. Finally, it is less subject to impression management because it eliminates the potential for person-to-person bias inherent in telephone surveys.^[9] Peters C. In: Responsible Gambling Council, ed. Toronto 2006.

ⁱⁱ Figure calculated by dividing the number of completed, useable surveys by the total number of people invited to participate in the research.

ⁱⁱⁱ Individuals who reported that they had not gambled, either in their lifetime or the past 12 months, were not asked to complete the SOGS-RA.

^{iv} One SOGS-RA item (*I have gone back another day to win back money that was lost to gambling*) had multiple response options. If a respondent answered “most of the time” or “every time” to this item, they received a score of 1.^[9] Peters C. In: Responsible Gambling Council, ed. Toronto 2006.

SOGS-RA Classification	Score
No Problem	0-1
At-risk	2-3
Problem	4+

Data Analysis

Sample Characteristics and Weighting

In order to see whether our sample was representative of 15-17 year-olds in Ontario in terms of age and gender, we compared it to Statistics Canada's 2006 census estimates for the province.[11] The comparison revealed that females and 17 year-olds were over-represented, while males, as well as 15 and 16 year-olds, were under-represented. We therefore weighted our data to make it more representative of the general population. Table 1 shows the age and gender distributions of our sample (both weighted and unweighted).

Table 1. Age and Gender Characteristics of Sample (Weighted and Unweighted)

Characteristic	% of Sample (Unweighted) N=2,140	% of Sample (Weighted) N=2,127
Age		
15	16.7	33.4
16	23.4	33.7
17	59.9	32.9
Gender		
Male	46.4	51.3
Female	52.9	48.7
Missing	0.7	0.0

Statistical Analyses

We used *frequency proportions*, *means*, *standard errors (SE)*, and *odds ratios (OR)* to describe the data. To test relationships between variables, we employed *Pearson chi-squares* and *correlations*, as well as *T-tests*.^{v,vi} For a definition of these terms, please see the Glossary.

^v For the sake of brevity, the actual chi-square and t-values are not reported in text. All significant associations and differences between variables referenced were tested at the p<0.05 level.

^{vi} In all tables and figures based on chi-square analyses (i.e., tables and figures showing proportions or percentages using more than one variable), proportions in bold typeface indicate that the adjusted standard residual for that cell was greater than |2|. This means that the proportion was significantly larger (or smaller) than the proportion for the total population. Significant chi-squares that had more than 20% of their cells with expected values of less than 5 were deemed unreliable and generally excluded from the report.

All statistical analyses were performed using the *Statistical Package for the Social Sciences (SPSS)* v. 15.0 software system.

Results

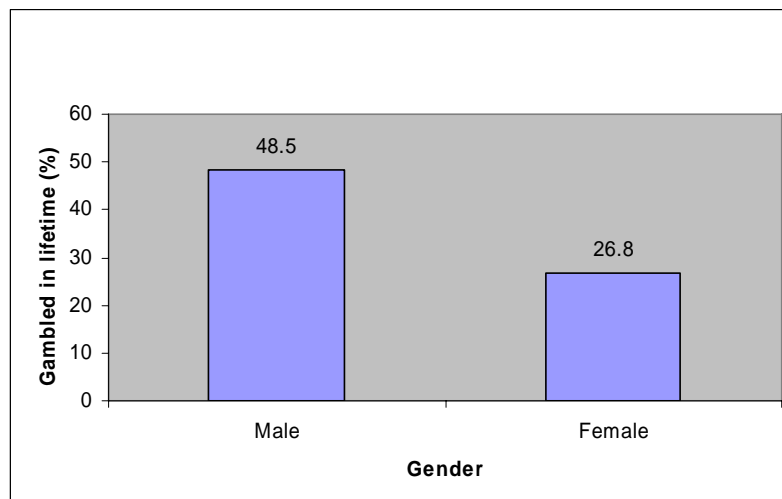
The survey's findings are divided into four broad sections. The first pertains to characteristics of youth gambling in general. The second is more specific to poker, both live and online. The third pertains to problem gambling. The last looks at the impact of other people's gambling. Each of these sections is presented below.

Section One: Gambling in General

Lifetime Gambling

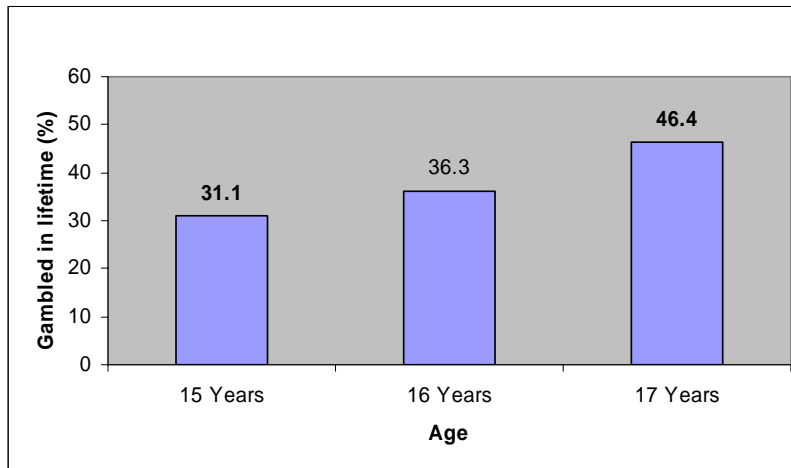
Participation. Overall, 37.9% of survey respondents reported gambling in their lifetime. The mean age at which youth reported first gambling was 13 years. The proportion of youth who reported gambling in their lifetime by gender and age is depicted in Figures 1 and 2.

Figure 1. Lifetime Gambling by Gender



N = 2,125; $p < .001$

Figure 2. Lifetime Gambling by Age



N = 2,126; $p < .001$; bold typeface = adjusted residual $> |2|$

Figure 1 shows that males were more likely to report gambling in their lifetime than females (48.5% vs. 26.8%). Figure 2 shows that 15 year-olds were the least likely age group to report having gambled in their lifetime (31.1%), while 17 year-olds were the most likely to (46.4%).

Past Year Gambling

Participation and expenditures. Of those participants who reported gambling in their lifetime, the large majority reported doing so in the past 12 months (93.5%). Among the total sample, 34.9% reported gambling in the past 12 months. Using a stricter definition of gambling consisting of more formal activities only, 31.4% reported gambling in the past 12 months.^{vii} Past year gambling did not vary significantly by gender or age.

Table 2 shows past year participation rates for specific gambling activities. It also shows average reported money and time expenditures on these activities in a typical month.^{viii}

^{vii} The activities considered to be more formal were those where gambling is inherent to the activities. These include: gambling on *poker, raffle tickets, sporting events/games/pools, Instant Win/Scratch tickets, dice for money, the Internet, and Pro-line/Sports Select.*

^{viii} Average expenditures are based on the geometric mean. This mean was used because it is a more stable indicator of central tendency when there is a wide variation in participant responses.

Table 2. Past Year Gambling Participation and Expenditures

Gambling Activity	% N = 742 (n)	Mean Money Spent in Dollars (SE)	N ^{ix}	Mean Time Spent in Hours/Minutes (SE)	N ^x
Bet on a dare/challenge that you could do something	54.8 (406)	6.99 (1.75)	342	34 min (29 min)	367
Played poker for money	45.3 (336)	10.03 (2.72)	307	1 hr 49 min (1 hr 34 min)	315
Bet on a dare/challenge that someone else could do something	45.0 (334)	5.73 (1.58)	275	29 min (8 min)	289
Bought raffle tickets	38.5 (286)	4.93 (1.17)	258	13 min (11 min)	263
Bet on outcome of game playing (NOT POKER)	29.9 (222)	6.46 (3.06)	191	47 min (13 min)	198
Bet on sporting events/games/pools	25.5 (189)	10.40 (2.09)	169	38 min (23 min)	177
Bought Instant Win/Scratch tickets	24.4 (181)	6.21 (1.11)	166	19 min (14 min)	168
Played arcade/video games for money	19.6 (145)	8.50 (7.06)	129	1 hrs 12 min (17 min)	130
Played dice for money	16.2 (120)	7.55 (2.10)	101	51 min (28 min)	105
Bet/gambled on the Internet	11.3 (84)	21.65 (10.58)	29	2 hrs 2 min (1hr 42 min)	34
Played Pro-line/Sports Select	6.9 (52)	11.52 (5.83)	44	40 min (22 min)	44
Other gambling type	2.2 (17)	19.45 (3.84)	14	4 hrs 57 min (9 hrs 4 min)	14

As shown, approximately 50% of past year gamblers reported that they had *bet on a dare/challenge* that *they* (54.8%) or *someone else* (45%) *could do something*. In contrast to this more “informal” type of gambling, the most popular “formal,” or traditional, type of gambling participants reported engaging in was *poker*, with 45.3% of gamblers reporting that they had participated in this activity in the past year. Most of the more common gambling activities reportedly engaged in had some kind of “game” or “skill” element involved. These included betting on an *outcome of a game* being played (excluding poker) (29.9%), *sporting events/games/pools* (25.5%), *arcade/video games* (19.6%), and *dice* (16.2%). About one in ten youth reported gambling on the *Internet*.

In terms of gambling expenditures, the activities which youth reported spending the most amount of money on in a typical month included *Internet* gambling (\$21.65), *Pro-line/Sports Select* (\$11.52), *sporting events/games/pools betting* (\$10.40), and *poker* (\$10.03). The activities which they reportedly

^{ix} If a respondent reported not spending any money on an activity in a typical month, their response was excluded from the calculation.

^x If a respondent reported not spending any time on an activity in a typical month, their response was excluded from the calculation.

spent the most amount of *time* on in a typical month included *Internet* gambling (2 hrs 2 min), *poker* (1 hr 49 min), *arcade/video games for money* (1 hr 12 min) and *dice* (51 min).^{xi}

Table 3 presents the proportion of participants who reported gambling at least once per week on each activity in the past year. While only 6.5% of the sample overall reported playing *Pro-line/Sports Select* in the past year (Table 2), approximately 25% of those who reported engaging in this activity did so weekly. Other gambling activities with relatively high self-reported weekly participation rates included *dice* (14.4%), *Internet* gambling (12.1%), *poker* (10.6%) and *arcade/video games* (10.2%).

Table 3. Weekly Gambling Participation

Gambling Activity	%	N
Played Pro-line/Sports Select	24.7	46
Other gambling type	19.8	16
Played dice for money	14.4	111
Bet/gambled on the Internet	12.1	81
Played poker for money	10.6	319
Played arcade/video games for money	10.2	137
Bet on a dare/challenge that you could do something	7.7	390
Bet on sporting events/games/pools	7.1	182
Bet on outcome of game playing (NOT POKER)	6.6	206
Bought Instant Win/Scratch tickets	5.5	175
Bet on a dare/challenge that someone else could do something	4.8	310
Bought raffle tickets	1.2	283

^{xi} A small percentage of participants reported engaging in other gambling activities not listed in the survey (they mentioned these activities in an open-ended question). They also reported relatively high monthly gambling expenditures on these activities. However, due to the small numbers, these figures were considered unreliable and thus are not reported here.

Gender and age. Table 4 presents the gambling activities on which males and females differed significantly in their reported participation rates.

Table 4. Past Year Gambling Activities Significantly Associated with Gender

Gambling Activity	Male N = 520	Female N = 275
% Bought raffle tickets ***	30.6	46.0
% Bought Instant Win/Scratch tickets ***	19.3	29.5
% Played Pro-line/Sports Select ***	9.2	1.1
% Bet on sporting events/games/pools ***	27.7	16.4
% Played dice for money *	17.0	11.6
% Played arcade/video games for money ***	22.0	11.3
% Played poker for money ***	50.2	27.6
% Bet on outcome of game playing (NOT POKER) *	30.4	23.3
% Bet/gambled on the Internet ***	13.3	5.5
% Other gambling type *	1.3	3.6

*p < .05; **, p < .01 *** p < .001

As can be seen, compared to males, females appeared to prefer activities involving luck (e.g., *raffle tickets*: 46.0% vs. 30.6%; *Instant Win/Scratch tickets*: 29.5% vs. 19.3%). Males, on the other hand, seemed to lean more towards activities involving some degree of skill. Specifically, compared to females, they reported higher rates of betting on *Pro-line/Sports Select* (9.2% vs. 1.1%), *sporting events/games/pools* (27.7% vs. 16.4%), *arcade/video games* (22.0% vs. 11.3%), *poker* (50.2% vs. 27.6%), and the *Internet* (13.3% vs. 5.5%).

Table 5 shows the gambling activities on which there were significant differences in reported participation rates among the three age groups.

Table 5. Past Year Gambling Activities Significantly Associated with Age

Gambling Activity	15 Years N = 219	16 Years N = 252	17 Years N = 322	Total N = 795
% Bought raffle tickets ***	26.0	37.2	41.8	36.0
% Played Pro-line/Sports Select *	2.7	7.9	7.8	6.4
% Played arcade/video games for money ***	23.3	21.4	12.1	18.2
% Bet on dare/challenge that you could do something ***	58.9	56.1	41.9	51.1
% Bet on dare/challenge that someone else could do something *	48.4	43.5	36.5	42.0
% Played poker for money **	34.7	42.1	47.8	42.4
% Bet/gambled on the Internet *	13.2	12.7	6.8	10.5

*p < .05; ** p < .01***; p< .001; bold typeface = adjusted residual > |2|

As shown above, 15 year-olds were most likely to report betting *on a dare/challenge* that *they* (58.9%) or *someone else* (48.4%) could do something, as well as playing *arcade/video games for money* (23.3%). Seventeen year-olds were more likely to report playing *poker for money* (47.8%) and buying *raffle tickets* (41.8%). This was the least likely age group, however, to report betting or gambling on the *Internet* (6.8%).

In general, it appears that 15 year-olds are more likely to engage in less formal types of activities (e.g., dares, video games) where they bet on things or events not necessarily associated with traditional gambling. On the other hand, 17 year-olds seem more likely to engage in formal activities that are directly linked with gambling (e.g., raffle tickets, poker).

Reasons for gambling. Youth who reported gambling were asked to indicate their reasons for doing so in the past 12 months. These are presented in Table 6.

Table 6. Reasons for Gambling

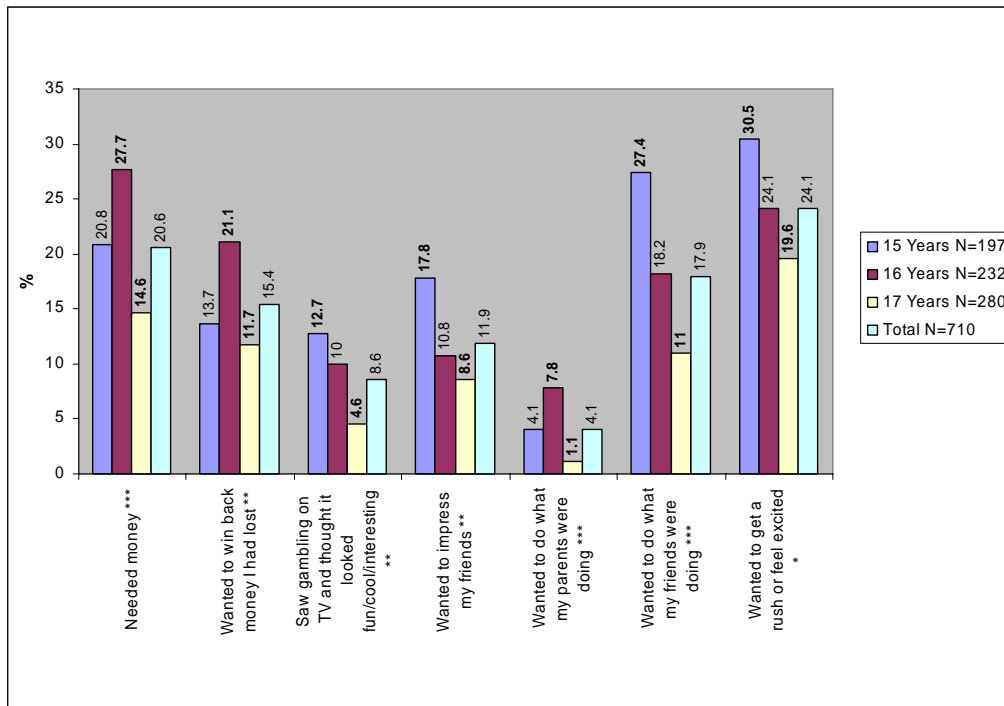
Reason	% Yes N = 709
Wanted to have fun	89.2
Hoped to win money	70.3
Wanted to take risks	28.4
Wanted to get a rush or feel excited	24.1
Needed money	20.7
Wanted to do what my friends were doing	17.9
Wanted to win back lost money	15.3
Wanted to impress my friends	11.9
Saw gambling on TV and thought it looked fun/cool/interesting	8.6
Other reason	5.6
Wanted to do what my parents were doing	4.1

As shown, the most commonly reported reasons for gambling were to *have fun* (89.2%) and *win money* (70.3%). Monetary reasons were also popular, as 20.7% of gamblers reported gambling because they *needed money*, and 15.3% reported that they *wanted to win back lost money*. Many youth also seemed to be aware of the emotional thrill of gambling, as approximately one quarter reported that they gambled to *take risks* (28.4%) and *get a rush or feel excited* (24.1%). Interestingly, 4.1% of the sample said that they gambled because they wanted to do what their *parents were doing*.

Figure 3 shows the reasons why participants reported gambling in the past year as a function of age.^{xii}

^{xii} Only those reasons that were significant are shown in the figure.

Figure 3. Reasons for Gambling by Age

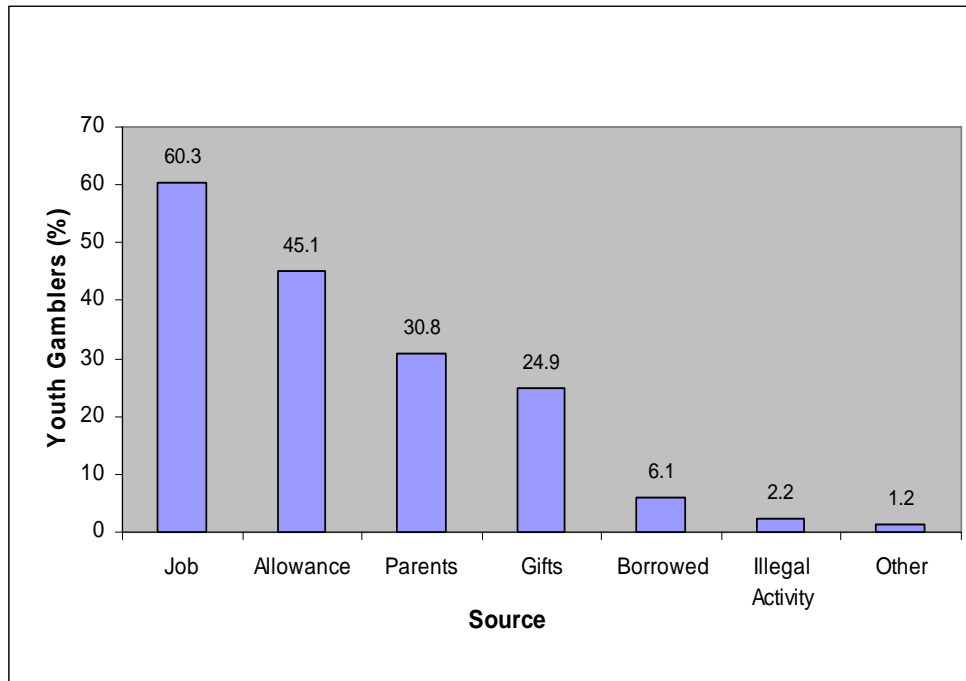


*p < .05; ** p < .01;*** p < .001; bold typeface = adjusted residual > |2|

As can be seen, the reasons why participants reported gambling varied by age. The youngest group was most likely to give reasons related to *impressing* (17.8%) or *following* (27.4%) their friends. They were also most likely to say that they were influenced by *gambling on television* (12.7%). The oldest age group, on the other hand, appeared to be less impressionable, as they were the least likely group to give these reasons. The 16 year-olds were the most likely group to cite monetary reasons for gambling, such as *needing money* (27.7%) and wanting to *win back money* they had lost (21.1%).

Source of gambling funds. Figure 4 shows where youth reported getting the money that they used for gambling in the past 12 months.

Figure 4. Source of Gambling Funds



N = 702

As shown, more than half of gamblers (60.3%) reported getting gambling money from a *job*. Just less than half (45.1%) reported getting gambling money from an *allowance*. The other most commonly cited sources of gambling funds were *parents* (30.8%) and *gifts* (24.9%). When looking at the total contribution from parents (i.e., allowance and parents), it appears that at least 60% of participants got their gambling money from this source.^{xiii}

Section Two: Poker

Approximately 45% of all gamblers in this research reported playing poker in the past year. Using a stricter definition of gambling consisting of more formal types of activities only (e.g., poker, raffles, the lottery), the rate of poker playing was 50.6%. The following section explores poker players' behaviours and perceptions.

Participation

Table 7 presents past year and weekly poker participation rates among poker players with respect to their playing partners (e.g., friends) and location of play (e.g., Internet).

^{xiii} Participants were considered to have obtained gambling money from their parents if they reported getting it from a) an allowance, b) their parents directly, or c) both an allowance and their parents.

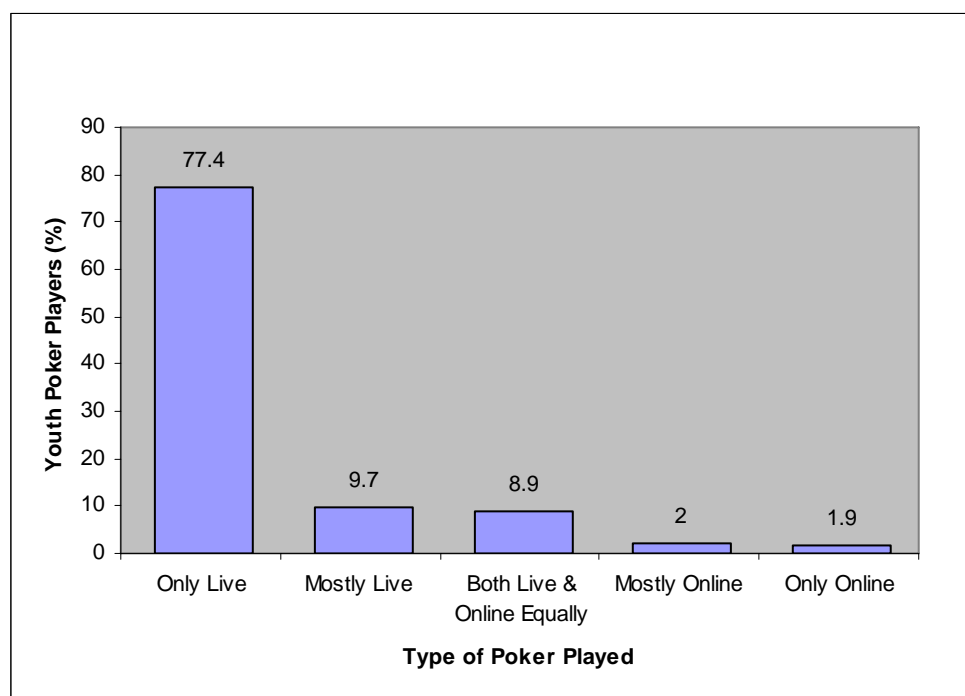
Table 7. Playing Characteristics of Poker Players

Persons Played With/ Location	Overall participation among poker players %	Weekly participation among poker players %	N
With friends	94.3	8.6	314
With family	52.0	1.0	306
With work-mates	16.8	1.7	298
In illegal poker clubs/rooms	6.7	1.0	313
On the Internet	21.0	3.2	310

As can be seen, the large majority of participants reported playing poker with *friends* (94.3%), followed by *family* (52.0%). In terms of regular participation, almost one in ten (8.6%) reported playing weekly with their friends. Approximately one in five reported playing poker on the *Internet* (21%), with 3.2% reporting having done so weekly.

Figure 5 compares the rate of poker played live (i.e., in person) to online (i.e., over the Internet).

Figure 5. Type of Poker Played



N = 313

As the figure shows, the overwhelming majority of poker players (87.1%) reported playing poker *only live* or *mostly live*. In contrast, just 3.9% reported playing poker *mostly online* or *only online*.

Reasons for Playing

Some of the reasons why youth reported playing poker are presented in Table 8.

Table 8. Reasons for Playing Poker

Reason	% Yes N = 310
It's fun	85.8
Great way to hang out with friends	66.9
Winning money	63.4
It's a cool game	57.1
Thrill of game	52.5
Beats boredom	49.0
Defeating others	45.2
Celebrities are playing it	4.1
Nothing	3.1
Other	1.1

Consistent with the most popular reasons given for gambling in general (Table 6), the most popular reasons given for playing poker specifically was that it is *fun* (85.8%) and a way to *win money* (63.4%). Compared to gambling in general, however, participants were more likely to endorse poker's *socializing* (66.9%) and "*cool*" (57.1%) appeal. Other popular reasons for playing poker were that it is *thrilling* (52.5%), *beats boredom* (49.0%), and allows for the competitive opportunity to *defeat others* (45.2%).

Perception of Poker as a Way to Make Money

Participants in our survey were asked to indicate whether they agreed with two statements designed to measure their perception of the earning potential of poker. Table 9 presents the proportion of youth who agreed with these statements.

Table 9. Perception of Poker as a Way to Make Money

Statement	Somewhat/ Totally Agree %
Playing poker is good way to earn extra money (N=1,907)	13.5
I can see myself making a living through poker playing (N=306)	5.7

As can be seen above, of the total sample, 13.5% agreed that playing poker is a *good way to earn extra money*. Among poker players specifically, almost 6% reported that they could see themselves *making a living* through playing poker.

Perception of Poker-related Problems in Self

Participants who reported playing poker were also asked for their views on a few problem gambling-related statements about poker in terms of the statements' relevance to their lives in the past year. Table 10 reports the proportion of poker players who agreed with these statements.

Table 10. Perception of Poker-related Problems Among Poker Players

Statement	Somewhat/ Totally Agreed %
When I play poker, sometimes I find myself spending more money than I can afford (N=310)	13.3
At times, I am concerned with how much I play poker (N=310)	4.8

As shown above, approximately 13% of poker players somewhat/totally agreed that when they played poker in the past year, they sometimes found themselves spending *more money* than they could afford. Considerably fewer (4.8%) reported being *concerned* with the amount that they played.

The survey also asked all participants for their opinions on the extent to which poker was a problem in various scenarios. Roughly 15% agreed that poker was “somewhat” or “a major” problem *at their schools*. Ten percent felt that *online poker among their peers* was somewhat or a major problem. Relatively few participants (5.5%) believed that playing poker at *illegal poker clubs* was a problem among their peers.

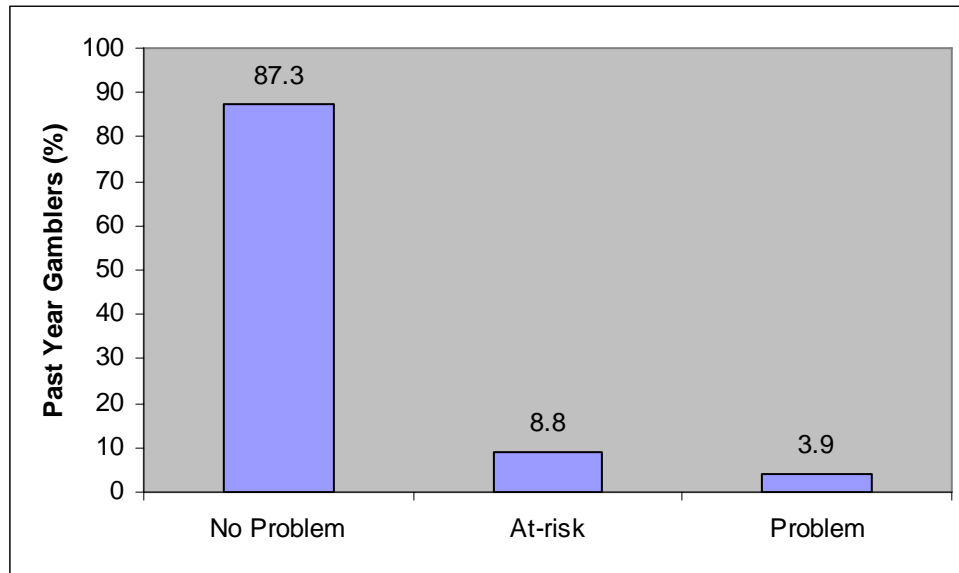
Section Three: Problem Gambling

Prevalence

Past year gamblers were asked if they had sometimes worried in the past year that they might be headed toward a gambling problem. Approximately 2.5% responded that they “somewhat” or “totally” agreed with this statement.

In order to objectively assess the prevalence of problem gambling among our sample, we classified participants into *non-gamblers*, *non-problem gamblers*, *at-risk problem gamblers*, and *problem gamblers* according to the SOGS-RA.¹⁰ Overall, approximately 1.3% of the total sample could be classified as *problem gamblers*. As shown in Figure 6 below, this rate was 3.9% when looking at gamblers only.

Figure 6. Prevalence of Problem Gambling Among Past Year Gamblers



N = 683

Using a narrower definition of past year gamblers who engaged in more formal types of activities only (e.g., poker, raffles, the lottery), the rate of problem gambling increased slightly to 4.4%.

Association with concern about one's gambling. Participants classified as problem gamblers were more likely to be concerned about their gambling. That is, SOGS-RA scores were positively correlated with self-reported worry about one's gambling ($r=.58$, $p<.001$).

Association with age of first gambling experience. There was no significant relationship between the age at which participants reported first gambling and their problem gambling status. The mean age at which both non-problem and problem gamblers reportedly first gambled was approximately 13 years.

Association with current age and gender. The rate of problem gambling did not vary significantly across the three age groups. Nor did it vary significantly by gender. Thus, 15-, 16- and 17- year-old gamblers were equally likely to be classified as problem gamblers, and female gamblers were just as likely to be classified as problem gamblers as male gamblers.

SOGS-RA Item Endorsement

As mentioned previously, scores on the SOGS-RA are based on the presence of 12 problem gambling indicators. Table 11 shows the proportion of youth who reported that a SOGS-RA indicator applied to them in the past 12 months.

Table 11. Endorsement of SOGS-RA Problem Gambling Indicators

Indicator	% Yes N=735
I have gone back another day to win back money that was lost to gambling	21.3
I have felt bad about the amount I bet, or about what happens when I bet	9.5
I have gambled more than I planned to	9.4
When betting, I have told others that I was winning when I wasn't really winning	8.3
Betting has caused problems for me such as arguments with family and friends or problems at school or work	4.2
I have borrowed money to bet and did not pay it back	4.0
I have hidden from my family/friends betting slips, I.O.U.'s, lottery tickets, money that I've won, or other signs of gambling	3.5
I have had money arguments with family or friends that centred on gambling	3.3
I have felt that I would like to stop betting money but didn't think that I could	3.0
Someone has criticized my betting or told me that I had a gambling problem, regardless of whether I thought this was true	2.8
I have skipped or been absent from school or work due to betting activities	2.5
I have borrowed money or stolen something in order to bet or cover gambling debts	1.3

As can be seen, the most commonly endorsed indicator was *going back another day to win back money that was lost to gambling* (21.4%). The next most common indicators had almost 10% of gamblers endorsing them. These included *feeling bad about the amount bet or what happens when betting* (9.5%), *gambling more than planned* (9.4%), and *lying about winning* (8.3%).

Gambling Activities Associated with Problem Gambling

Several gambling activities were significantly associated with problem gambling. These are presented in Table 12.

Table 12. Past Year Gambling Activities Significantly Associated with Problem Gambling

Gambling Activities	Non-problem (N=656)	Problem (N=27)
% Played arcade/video games for money *	18.9	34.6
% Bet on a dare/challenge that you could do something **	53.7	81.5
% Bet on a dare/challenge that someone else could do something ***	43.9	76.9
% Bet on outcome of game playing (NOT POKER) ***	28.0	66.7
% Played dice for money ***!	14.9	40.7
% Bet/gambled on the Internet ***!	10.4	30.8

*p < .05; ** p < .01; *** p < .001; ! = inadequate cell count

As can be seen, compared to non-problem gamblers, problem gamblers were more likely to report playing *arcade/video games for money* (34.6% vs. 18.9%), *betting on a dare/challenge that they* (81.5% vs. 53.7%) or *someone else* (76.9% vs. 43.9%) could do something, and *betting on an outcome* of a game they were playing (excluding poker) (66.7% vs. 28%).^{xiv}

Money and Time Expenditures Associated with Problem Gambling

When combining all of the money that participants reported spending on each gambling activity in a typical month, problem gamblers appeared to spend almost four times more money than non-problem gamblers did (\$158.48 vs. \$41.49). This finding is consistent with the positive correlation that we found between SOGS-RA scores and total reported monthly dollar expenditures on gambling ($r=.34$, $p<.001$).

In terms of total monthly *time* expenditures, although there was a large difference between problem and non-problem gamblers (47 hours 20 min vs. 5 hours 9 min), this difference was not statistically significant ($p=.09$).^{xv} There was, however, a positive correlation between SOGS-RA scores and total reported monthly hourly expenditures on gambling ($r=.40$), $p<.001$).

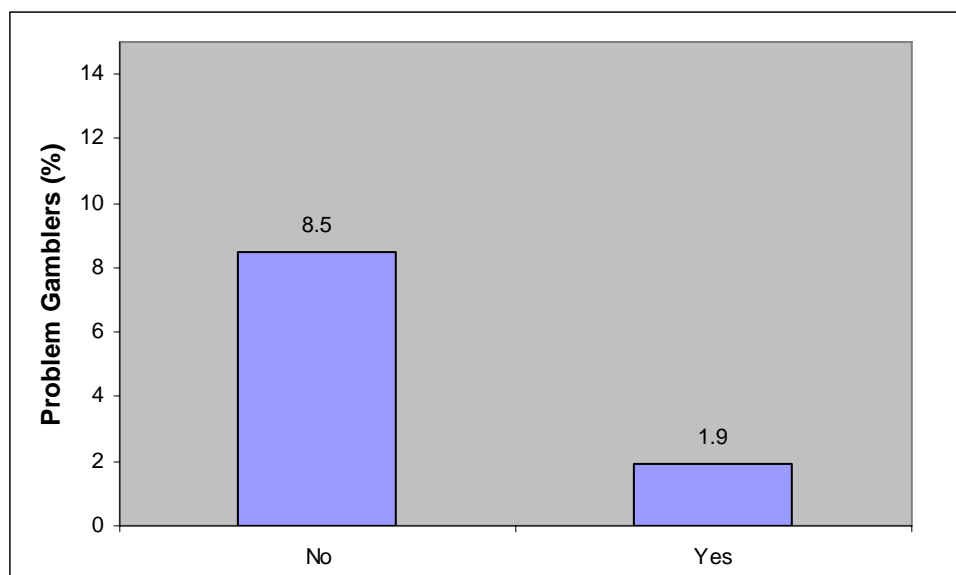
^{xiv} Two other activities showed higher self-reported participation rates among those classified as problem gamblers. These were playing dice for money and Internet gambling. However, due to the small number of problem gamblers and generally lower participation rates for these activities, the sample size for the analysis was inadequate to draw any reliable conclusions. A larger sample size would likely have revealed a statistical relationship between these activities and problem gambling.

^{xv} This non-significant finding was most likely due to the small sample of problem gamblers who reported a wide variation in responses.

Perception of Parental Knowledge of One's Gambling and Problem Gambling

Participants who reported gambling were asked if their parents knew about it. Results of this question are shown in Figure 7.

Figure 7. Perception of Parental Knowledge of One's Gambling



N = 725; p < .001

As can be seen, youth who reported that their parents did *not* know about their gambling exhibited higher rates of problem gambling than those who reported that their parents did know (8.5% vs. 1.9%). In fact, the risk of being classified as a problem gambler according to the SOGS-RA was more than 5 times higher for those in the former group than the latter.^{xvi}

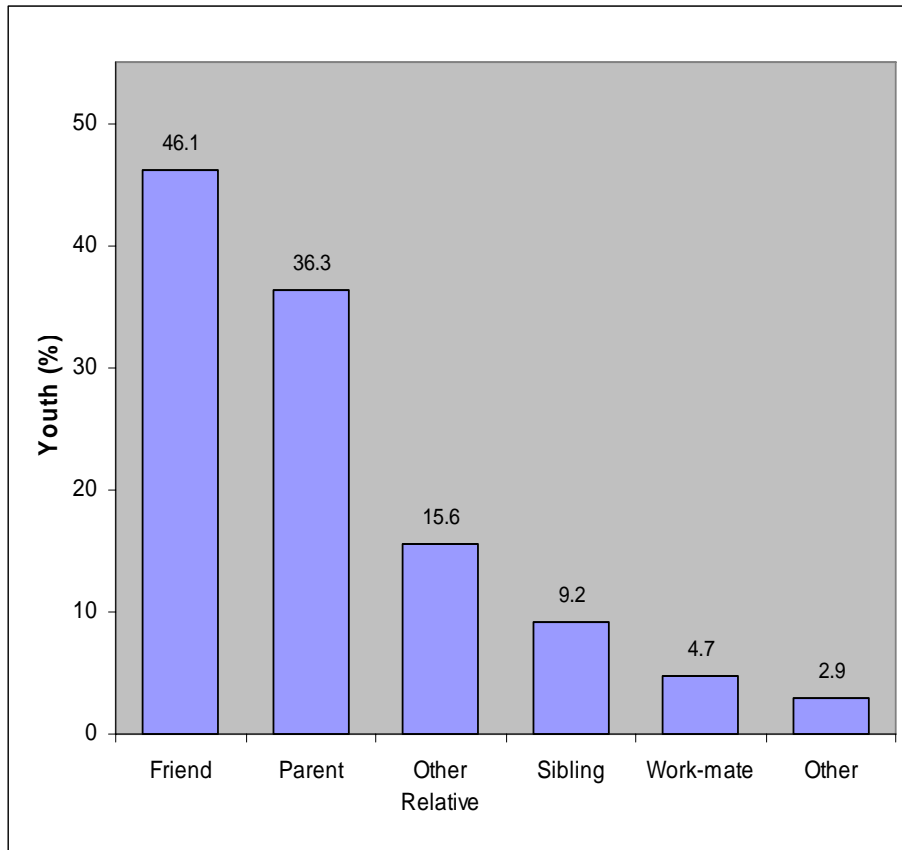
Section Four: The Impact of Other People's Gambling

Prevalence and Source of Impact

Problem gambling creates problems not only for the gambler, but for those around them. When asked, approximately 7% of survey respondents indicated that another person's gambling had caused problems for them. Figure 8 shows the reported relationship of this person to the respondent.

^{xvi} The odds ratio is 5.16 with 95% CI: 2.32-11.50

Figure 8. Person Whose Gambling is Affecting Participant



N = 148

As shown, the person who participants most often reported affecting them was a *friend* (46.1%), *parent* (36.3%) or *other relative* (15.6%). The reported rate of being affected by another person's gambling did not vary significantly by gender or age.

Types of Problems Experienced

The types of problems participants reported experiencing as a result of someone else's gambling and the percentage of those who reported experiencing these problems are presented in Table 13.

Table 13. Types of Problems Experienced by Another Person’s Gambling

Types of Problem Experienced	% Yes N=148
Other ^{xvii}	68.6
Spent time worrying about this person	66.1
Been ignored or forgotten about	33.5
Had loans not paid back	26.3
Been manipulated into lending money	25.5
Had money stolen or used without my permission	19.7
Been threatened by this person	10.1
Been pushed, hit, and/or physically abused	10.4
Had other valuables taken or stolen	8.5

As can be seen, the most common type of problem that youth reported experiencing as a result of another person’s gambling was interpersonal in nature, with two thirds of participants reporting that they had spent time *worrying* about the person, and one third reporting that they had been *ignored or forgotten* by the person. The next most common problems reported were money-related: Roughly one quarter of participants reported that they had issued *loans to the person that were not paid back* (26.3%) and/or that they were *manipulated into lending money* to the person (25.5%). A smaller, though still significant, proportion reported that they had been *threatened* and/or *physically abused* by the person (10% each item).

With regard to problems experienced from a friend’s poker playing specifically, the survey assessed whether youth were concerned about how much a friend plays poker. Almost 1 in 5 (18%) reported being concerned. When we looked at differences between age groups, we found that 17 year-olds were the most likely group to report being concerned about a friend’s poker playing (21.4%), while 15 year-olds were the least likely group to (11.6%).

^{xvii} These included family disagreements, emotional abuse, and pressure to gamble.

Summary and Conclusions

Summary

The RGC youth survey yielded a number of findings that are informative, especially for the purposes of designing prevention initiatives. A summary of these findings and their implications are discussed below.

Lifetime and Past Year Participation

Results from the survey revealed that approximately 40% of Ontario youth 15-17 years of age reported gambling, both formally and informally, at least once in their lifetime. On average, they reported being approximately 13 years old when they first tried gambling. Males were more likely to report having gambled than females, a finding which seems to be consistent with other research conducted among this demographic.[12] As might be expected, older participants were more likely to report having gambled in their lifetime than younger participants.

The overwhelming majority of youth who reported gambling in their lifetime reported gambling at least once in the past 12 months (93.5%). Among the total sample, 34.9% reported gambling in the past 12 months. Using a stricter definition of gambling consisting of more formal types of activities only (e.g., poker, raffles, the lottery), 31.4% reported gambling in the past 12 months.

Most Common Activities Engaged In

Approximately half of all youth who reported gambling in the past 12 months said that the most common activity they engaged in was betting on a dare or challenge, with 15 year-olds more likely to report doing so than 17 year-olds. The prevalence of youth betting on a dare or challenge is particularly interesting, as it shows the informal nature of much of youth gambling. That is, youth appear to turn many simple, commonplace activities into gambling opportunities. The only real requirement for gambling among 15–17 year-olds, then, seems to be the congregation of two or more youth and something of value to gamble on.

Playing poker was the second most commonly reported form of gambling engaged in among youth in this survey, with 17 year-olds more likely than their younger counterparts to report engaging in this activity. Unlike simple betting on dares, though, poker is a more sophisticated, structured form of gambling. Thus, taking the findings on dares and poker together, it can be seen that gambling, as a mentality, is commonplace among youth and that as youth age, they move from relatively informal types of gambling to more formal ones.

Money and Time Expenditures

The gambling activities which youth reported spending the most amount of money on in a typical month were Internet gambling (\$21.65), Pro-line/Sports Select (\$11.52), sporting events/games/pools betting (\$10.40), and poker (\$10.03). The activities which they reported spending the most amount of *time* on in a typical month were *Internet gambling* (2 hrs 2 min), *poker* (1 hr 49 min), *arcade/video games for money* (1 hr 12 min) and *dice* (51 min). Thus, while Internet gambling was not the most prevalent form of gambling reportedly engaged in, among those who did report engaging in this activity, a significant amount of

money and, to a lesser extent, time was spent doing so. Given that the risk of gambling problems increases as a function of money and time spent gambling,[5] this finding suggests that prevention initiatives for youth addressing Internet gambling may be warranted.

Reasons for Gambling

While most youth reported gambling for entertainment purposes, a relatively large proportion reported gambling for monetary reasons (e.g., needing money or wanting to win back losses). This was particularly true of 16 year-olds. The preponderance of financial reasons for gambling suggests that effective prevention initiatives for youth might benefit from focusing on dispelling myths about the odds of winning.

Fifteen year-olds were most likely to report gambling in order to impress or follow their friends. They also reported gambling because they saw it on television. Since this younger age group seems to be particularly impressionable, it is likely that the earlier that youth are exposed to prevention initiatives, the more useful the initiatives may be. Moreover, given their influence, friends would seem to be an especially worthwhile target for problem gambling awareness and prevention efforts directed at youth.

Source of Gambling Funds

When participants were asked where they got the money that they used to gamble, 60% reported obtaining it from a job. However, at least 60% also reported that they got it from their parents (e.g., via an allowance or their parents directly). For prevention purposes, we may infer from this finding that concerned parents may be able to exert an influence vis-à-vis controlling their children's access to, or use of, funds. Such influence, of course, is dependent on parents' awareness that gambling among youth can be an issue. Thus, prevention initiatives such as social marketing campaigns that apprise parents of youth gambling may be worthwhile.

Poker

In terms of the survey's more detailed focus on poker (both on- and off-line), the research showed that a significant number of youth (45%) reported playing poker in the past year. Based on a narrower definition of gambling consisting of more traditional activities only (e.g., poker, raffles, the lottery), the rate of poker playing was 50.6%.

Most who reported playing poker said that they did so with their friends (94.3%), followed by family (52.0%). Regarding the former, almost one in ten reported playing poker with their friends weekly.

About one in five poker players reported that they played online, with 3.2% reporting that they did so weekly. Approximately 18% of the sample reported being concerned with their friends' poker playing, 10% felt that online poker among their peers was somewhat or a major problem, and 15% agreed that poker was somewhat or a major problem at their schools.

Poker's popularity was further confirmed by the finding that youth who reported playing it acknowledged its socializing, monetary, and "cool" appeal. The downside of this is that approximately 13% of poker players reported sometimes spending more money on this activity than they could afford. This finding is disconcerting, given that overspending is an indicator of problem gambling.⁵ Equally troubling is the

finding that almost 6% of reported poker players said that they could see themselves making a living at this activity.

Problem Gambling

Overall, results of the survey revealed that 1.3% of the total sample could be classified as having gambling problems according to the SOGS-RA. Among gamblers only, this rate was 3.9%; among those who engaged in more formal types of activities only (e.g., poker, raffles, the lottery), the rate increased slightly to 4.4%.

Those classified as problem gamblers reported spending almost four times more money gambling than those classified as non-problem gamblers; they were also more likely to report that they worried about their gambling. This latter finding is encouraging, as it indicates that youth classified as problem gamblers are at least somewhat aware of their potential for problems.

Interestingly, no significant relationship was found between the age at which participants reported first gambling and their problem gambling status: The mean age at which both problem and non-problem gamblers reported first gambling was approximately 13 years. Among all gamblers, males were no more likely to be classified as problem gamblers than females. Similarly, the rate of problem gambling was not significantly different across the three age groups.

What was notable, however, was the type of gambling activities that problem, as opposed to non-problem, gamblers reportedly engaged in: Compared to non-problem gamblers, problem gamblers were more likely to report playing arcade/video games for money, betting on a dare or challenge, and betting on an outcome of a game they were playing (excluding poker). Thus, it seems that youth classified as having a gambling problem are particularly willing to turn many occasions into gambling opportunities.

Another interesting result was the higher rate of problem gambling found among youth who reported that their parents did *not* know about their gambling compared to youth who reported that their parents *did* know. In fact, the risk of being classified as having a gambling problem was more than 5 times higher for the former group than the latter. Again, this finding reinforces the notion that prevention initiatives designed to educate parents about the issue of youth gambling may be worthwhile.

The Impact of Other People's Gambling

Because gambling affects more than just the gambler, we asked survey participants whether they had been affected by someone else's gambling. Overall, 7% of the sample reported that they had. The "someone else" was most likely to be a friend or parent. The types of problems that participants reported experiencing as a result of this person's gambling included worry, neglect, abandonment, financial loss and/or manipulation for funds. A small, though still significant, proportion also indicated that they experienced physical threats or abuse from this person.

Conclusions

Gambling among 15-17 year-old youth in Ontario appears to be quite pervasive, both in terms of its frequency and mentality. However, based on the results of the present survey, it appears that only a small proportion of Ontario youth gamblers (3.9%) can be classified as problem gamblers according to a standardized measure. Thus, the best strategy for youth awareness and prevention initiatives would seem to be those that focus on reducing gambling's potential for harm during adolescence. It would also seem that educating friends and parents about gambling among youth would be worthwhile.⁸

Glossary

Chi-square – a statistic used to compare the frequencies of two or more groups.

Correlation – a measure of the degree to which one variable varies with another. A *positive* correlation indicates that when the value of one variable increases, so does the value of another. Conversely, a *negative* correlation indicates that as the value of one variable increases, the value of another decreases.

Frequency proportion – the number of occurrences in percentage terms.

Inequality of variance – For many statistical tests (e.g., t-tests), there is an assumption of *equality of variance*. Equality of variance means that when there is variation in one set of responses (e.g., the amount of money reportedly spent by males) it is not statistically different from the variation in another set of responses (e.g., the amount of money reportedly spent by females). When variances are *not* equal, it is called *inequality of variance* and statistical adjustments may be required.

Mean and geometric mean – The *mean*, otherwise known as the arithmetic mean, is the average value of a data set. It is determined by adding all the values in the set together and dividing the sum by the total number of values. The *geometric mean* is also the average value of a data set, but it is derived from the product (rather than the sum) of the data set's values. Because the geometric mean is less sensitive to extreme values, it can be a more appropriate measure of central tendency when a data set contains such values.

Odds ratio – The term *Odds* refers to a comparison of the number of times some event *does* occur to the number of times the event *does not* occur. The *odds ratio* is the ratio of odds for one group compared to the odds for another group.

Standard error – a measure of the amount of variation of some statistic (e.g., the mean).

Weighting – Weighting in statistics is a procedure that is generally used to make a sample more representative of the overall population to which it belongs. It adjusts the sample so that the responses are weighted according to some proportion based on a variable or combination of variables. For example, if there is an under-representation of one group in the sample, each response for members of that group will be given greater weight or impact. Thus, if the sample consists of 25% males but the total population consists of 50% males, greater weight may be given to each male and their responses (i.e., each male will represent 2 males). Conversely, each female and their responses in the sample will be given less weight because they are over-represented in the sample.

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Appendix 1: Questionnaire

Introduction

Thanks for participating in this survey. The following questions are about gambling/betting behaviours and attitudes. You do NOT need to gamble to participate in the survey. The answers reflect your personal opinion and experience with gambling, whether or not you gamble.

The survey is voluntary and you may choose to quit at any time. All of your answers will be anonymous and no identifying information will be collected.

The survey will take 10 - 15 minutes to complete.

Thanks again for your help with the survey.

Questions

Let's begin with a few questions about you.

Demographics

1. What year were you born?

- 1991
- 1990
- 1989
- None of above

2. What's your gender?

- Male
- Female

3. What's your postal code?

4. Have you ever gambled or placed a bet? By gamble, we mean bet or risk something of value (e.g., money, clothing), in order to win or gain something of value.

- No
- Yes

5. How old were you when you FIRST tried gambling or betting for money/something of value?

_____ years of age

Gambling Behaviour

6. In the past 12 months, which, if any, of the following have you done? (Check all that apply)

- a. Bought raffle tickets
- b. Bought instant win or scratch tickets
- c. Played Pro-line or Sports Select
- d. Bet on sporting events, games, or pools (*not including Pro-line*)
- e. Played dice for money
- f. Played arcade or video games for money
- g. Bet on a dare or challenge that you could do something
- h. Bet on a dare or challenge that someone else could do something
- i. Played poker for money
- j. Bet on the outcome of a game you were playing (e.g., pool, board games, golf), *not including poker*
- k. Bet/gambled on the Internet
- l. Other (*Specify*) _____.

7a. In the past 12 months, how often have you bet or spent money on [INSERT ACTIVITY]?

- Less than once a month
- At least once a month (but not weekly)
- At least once a week (but not daily)
- Daily

7b. Roughly how much TIME have you spent on [INSERT ACTIVITY] in a typical month?

_____hours

7c. Roughly how much MONEY have you spent on [INSERT ACTIVITY] in a typical month?

_____dollars

7d. In the past 12 months, what type of gambling or betting have you done on the Internet? (Check all that apply)

- Casino table games (e.g., blackjack)
- Video lottery terminals or slot machines
- Sports betting
- Poker
- Other (*Specify*) _____

8. Which of the following are reasons why you have gambled in the past 12 months? (Check all that apply)

Wanted to have fun
Hoped to win money
Wanted to take risks
Needed money
Wanted to win back money I had lost
Saw gambling on TV and thought it looked fun/cool/interesting
Wanted to impress my friends
Wanted to do what my parents were doing
Wanted to do what my friends were doing
Wanted to get a rush or feel excited
Other (*Specify*) _____

9. Where have you gotten the money you have used to gamble? (Check all that apply)

Allowance
Gifts
Job
Illegal activity
Parents
I've borrowed it
Other (*Specify*) _____

10. Do your parents or guardians know that you have gambled?

No
Yes

11. How often do your parents or guardians supervise your computer use in general?

Never
Sometimes
Most of the time
Always
I do not have a computer

Poker

The following questions concern the poker you have played in the past 12 months.

12. When you have played poker, has it been “live” (i.e., face to face against other people) or online (i.e., over the Internet)?

- Only live
- Mostly live
- Both live and online equally
- Mostly online
- Only online

13. What have you MOSTLY used to play poker?

- Real money
- “Play” money
- Both real and “play” money
- Other (*Specify*) _____

14. When you have played poker, has it been in a Ring/Cash game or a Tournament?

- Only ring/cash game
- Mostly ring/cash game
- Both ring/cash game and tournament equally
- Mostly tournament
- Only tournament

Questions 15 - 17.

In the past 12 months, how often have you played poker for money with the following?	Never	Once a year or less frequently	Once every couple of months	Once a month	Once every couple of weeks	Once a week	A couple times a week	Daily
	1	2	3	4	5	6	7	8
15. Friends								
16. Family								
17. Work-mates								

Questions 18 - 19.

In the past 12 months, how often have you played poker for money...	Never	Once a year or less frequently	Once every couple of months	Once a month	Once every couple of weeks	Once a week	A couple times a week	Daily
	1	2	3	4	5	6	7	8
18. At an illegal poker club or room?								
19. On the Internet?								

20. Which computer have you MOSTLY used to play poker on the Internet? (Check all that apply)

- My own personal computer
- Family computer
- Internet café computer
- School computer
- Friend's computer
- Other (*Specify*) _____

21. What do you like about playing poker for money, both on the Internet and elsewhere? (Check all that apply)

- The thrill of the game
- It's fun
- Winning money
- Defeating others
- Great way to hang out with friends
- Celebrities are playing it
- Beats boredom
- It's a cool game
- Nothing
- Other (*Specify*) _____

Questions 22 - 24

Please tell us how much you agree or disagree with the following statements:	Totally disagree	Somewhat disagree	Neither agree nor disagree	Somewhat agree	Totally agree
	1	2	3	4	5
22. At times, I am concerned about how much I play poker.					
23. I can see myself making a living through poker playing.					
24. When I play poker, sometimes I find myself spending more money than I can afford.					

Problem Gambling

The following questions are about your gambling in general. Please respond accordingly.

25. In the past 12 months, I have sometimes worried that I might be headed toward a gambling problem.

Totally disagree
 Somewhat disagree
 Neither agree nor disagree
 Somewhat agree
 Totally agree

26. In the past 12 months, I have gone back another day to try to win back money lost by gambling...

Never
 Some of the time
 Most of the time
 Every time

Questions 27 – 37.

In the past 12 months... (check all that apply)	No	Yes
	0	1
27. When betting, I have told others that I was winning money when I wasn't really winning.		
28. Betting has caused problems for me such as arguments with family and friends, or problems at school or work.		
29. I have gambled more than I planned to.		
30. Someone has criticized my betting or told me that I had a gambling problem, regardless of whether I thought this was true.		
31. I have felt bad about the amount I bet, or about what happens when I bet.		
32. I have felt that I would like to stop betting money but didn't think that I could.		
33. I have hidden from my family or friends betting slips, I.O.U.'s, lottery tickets, money that I've won, or other signs of gambling.		
34. I have had money arguments with family or friends that centred on gambling.		
35. I have borrowed money to bet and did not pay it back.		
36. I have skipped or been absent from school or work due to betting activities.		
37. I have borrowed money or stolen something in order to bet or cover gambling debts.		

Other People's Gambling

The following questions are about your experience with SOMEONE ELSE'S gambling.

38. Has someone else's gambling or betting ever caused problems for you?

- No
- Yes

39a. What is this person's relationship to you? (Check all that apply)

- Parent
- Sibling (e.g., brother, sister)
- Other relative (e.g. cousin, grandparent)
- Friend
- Work-mate
- Other (*Specify*) _____

39b. In general, what type of problems has this person caused for you? (Check all that apply)

- I've been threatened by this person
- I've had money stolen or used without my permission
- I've had other valuables taken or stolen
- I've been pushed, hit, and/or physically abused
- I've had loans not paid back
- I've been manipulated into lending money
- I've been ignored or forgotten about
- Other (*Specify*) _____

40. In the past 12 months, how many of your friends have gambled or bet frequently?

- None of them
- Some of them
- Most of them
- All of them

Opinions About Poker

Questions 41 – 42.

The final set of questions are related to your perceptions of poker.

Please tell us how much you agree or disagree with the statements below.	Totally disagree	Somewhat disagree	Neither agree nor disagree	Somewhat agree	Totally agree
	1	2	3	4	5
41. Playing poker is a good way to earn extra money.					
42. At times, I am concerned about how much a friend of mine plays poker.					

Questions 43 – 45.

Please answer the questions below.	Not a problem at all	Not much of a problem	Somewhat of a problem	A major problem
	1	2	3	4
43. At your school, how big of a problem is playing poker for money?				
44. Amongst your peers, how big of a problem is playing <i>online</i> poker for money?				
45. Amongst your peers, how big of a problem is playing poker for money at <i>illegal poker clubs</i> ?				

Some more questions about you...

46. What is your education status over the last three months?

- I'm an elementary/middle school student
- I'm a high school student
- I'm a part-time post-secondary student
- I'm a full-time post-secondary student
- I'm not in school

47. What is your employment status over the last three months?

- I work part time
- I work full time
- I'm not working

48. What is your estimated annual household income?

- Less than \$20,000
- \$20,001 to \$40,000
- \$40,001 to \$60,000
- \$60,001 to \$80,000
- \$80,001 to \$100,000
- \$100,001 to \$120,000
- \$120,001 or more
- Don't know / Prefer not to say

If you have any questions, please contact Monica White, the survey supervisor, at 1-888-391-1111 x 244. If you would like to know more about problem gambling, please visit the website www.responsiblegambling.org. Another good website is www.friends4friends.ca.

If you ever feel you need to speak to someone about your gambling or the gambling of someone you know, you can call the 24-hour Ontario Problem Gambling Helpline at 1-888-230-3505.

Thanks again and have a nice day.

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