

# **Youth Gambling**

2017 NYCPG Annual Conference Jennifer Berg, CASAC, Problem Gambling Coordinator Deb Chapin, Ph.D., PFS Data Coordinator

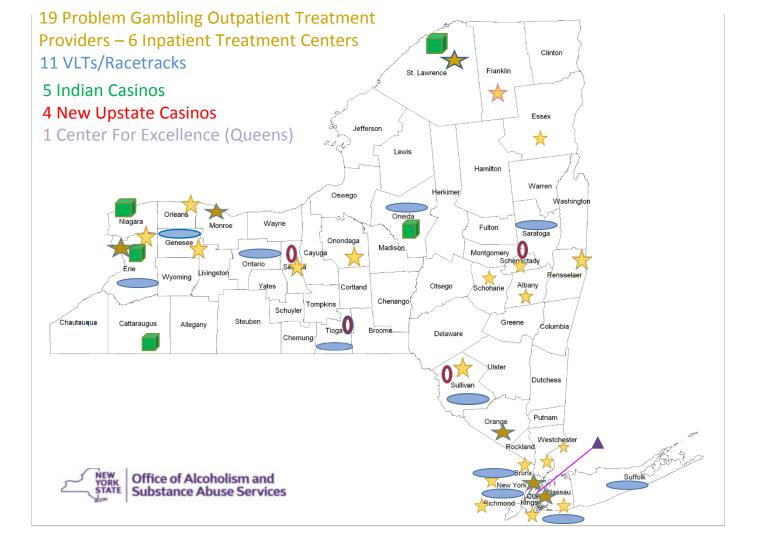
## **NYS Problem Gambling Services**

#### Prevention, Treatment and Recovery

- Prevention
  - One statewide resource for problem gambling
  - 162 Prevention Providers PG Awareness
  - Three providers in NYC who provide PG Awareness to targeted populations (Asian, Hispanic, Jewish Orthodox)
- Treatment
  - 19 Outpatient Treatment
  - 6 Inpatient Treatment
  - Queens Center for Excellence (QCFE)



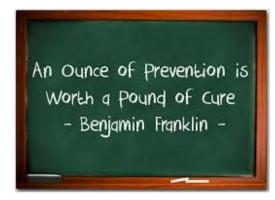




## **NYS Problem Gambling Services**

#### Prevention

- Required 1-5 Problem Gambling Awareness Presentations
- Infuse Problem Gambling language into Guidelines and all other efforts
- Provide awareness to "high risk" populations
- New York Council on Problem Gambling -Statewide resource



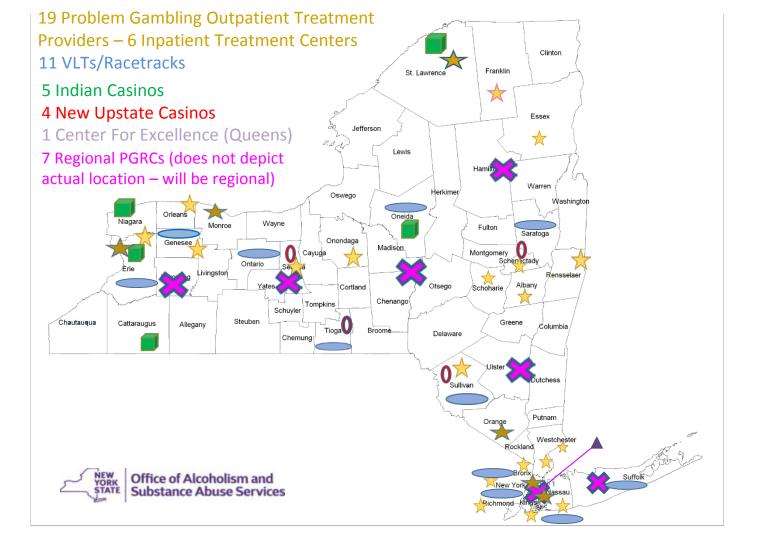


#### Recovery

Continue to work with Recovery Unit to discuss how to infuse problem gambling resources into those efforts and the importance of such.
Office of Alcoholism and

### Moving forward...





### Moving forward...





## NYS Problem Gambling Services

Why should I care about Problem Gambling?

Why is it important?

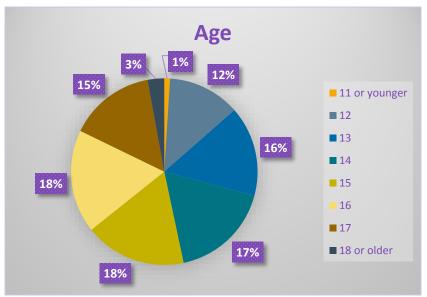


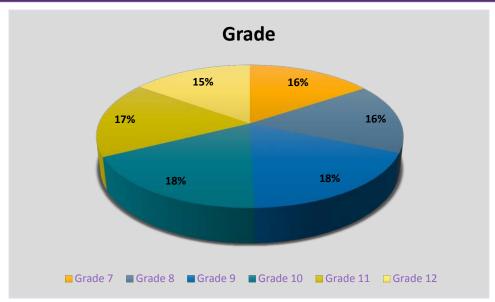
### New York State 2014-2015 YDS data

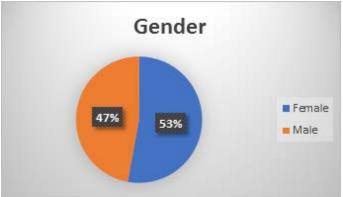
Youth Development Survey

- 12 counties
- 74,175 students





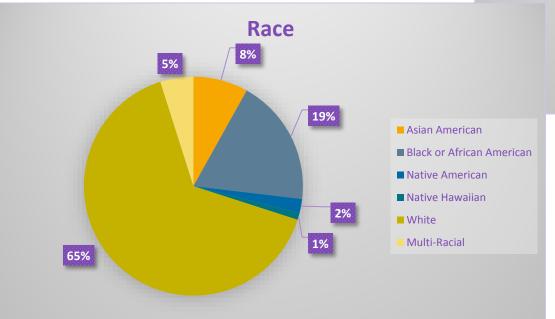


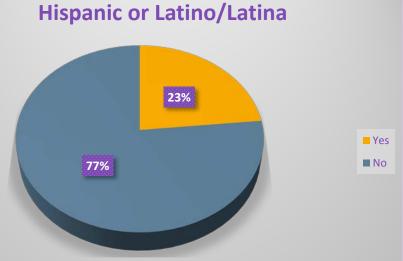


#### **Demographics**







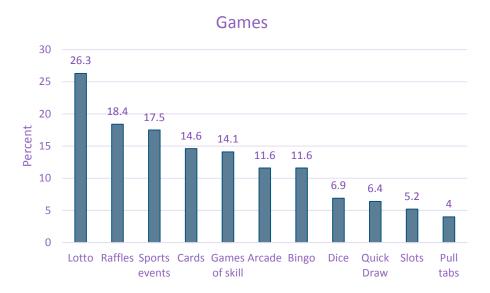




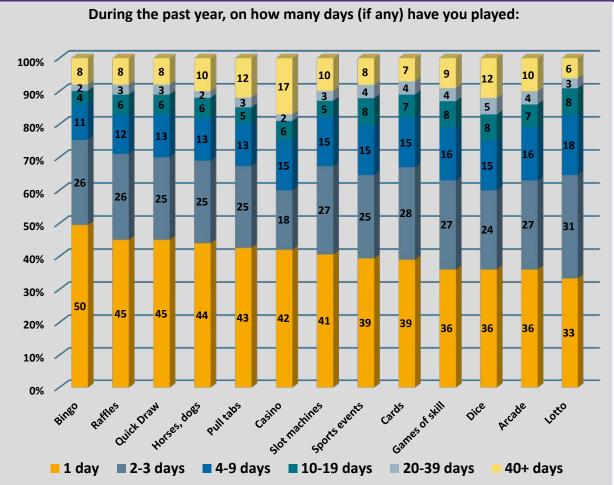
Gambling prevalence, past year = 29,115 or 39.4%

Alcohol use prevalence, past 30 days = 19,431 or 27.7%

Total participants = 74,175 students



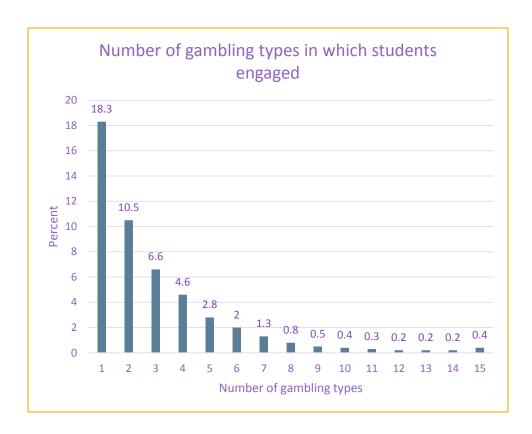




This chart represents only those students who reported gambling behaviors.

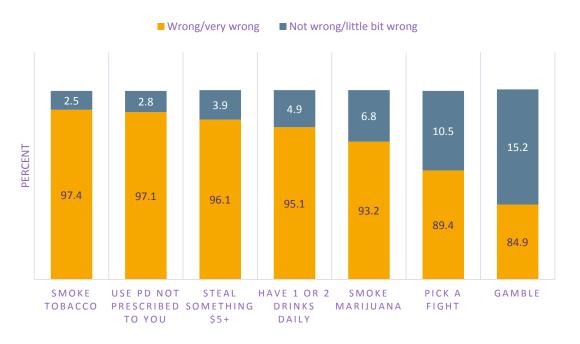
Of the students who reported playing bingo during the year, 50% of students played 1 day in the past year.

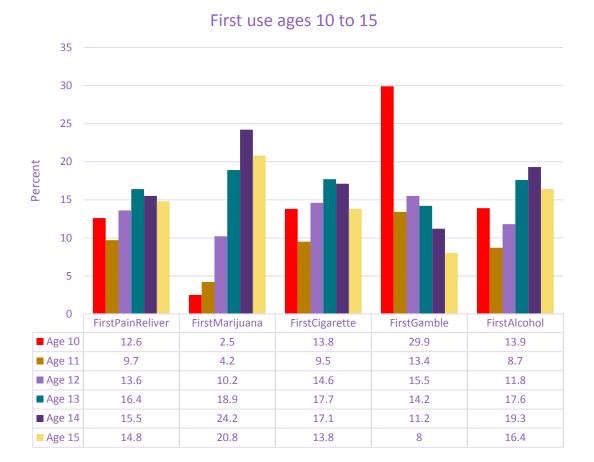




Of the students who reported engaging in gambling behaviors, 18.3% engaged in one type of gambling.

## HOW WRONG DO YOUR PARENTS FEEL IT WOULD BE FOR YOU TO:





Percentage of kids at first gamble at age 10 reflects the norm of acceptability of this behavior at this age.

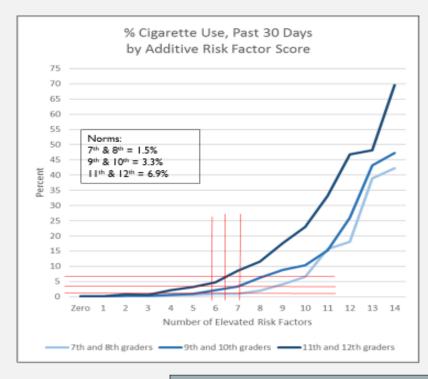
Percentage of kids trying substances is similar for pain relievers, tobacco, and alcohol.

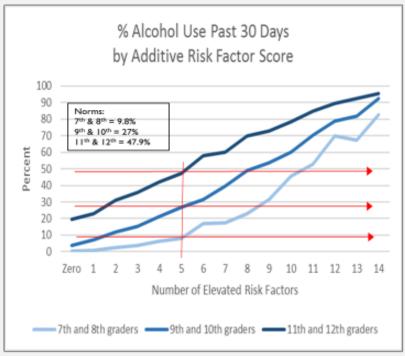
Percentage of kids trying gambling for the first time decreases with age. First use for other behaviors increases with age.



#### **RISK FACTORS**

Laws/norms favorable: neighborhood approval of drug use
Poor family management: no clear rules or parental monitoring
Low comm school: school meaningful, interesting
Family conflict: family arguments, insults, yelling
Family antisocial: used drugs, handguns, dealing drugs
Peers favor drug use: perceptions of wrong or not wrong
Depressive: low feelings of self-worth, sadness, depression





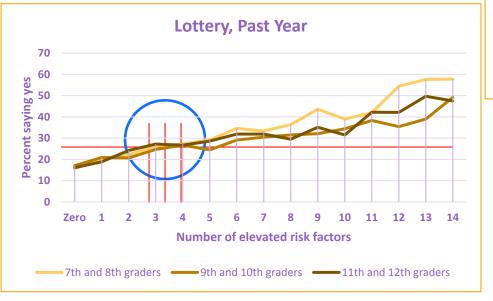
Cigarettes: Notice steep incline as risk factors increase.

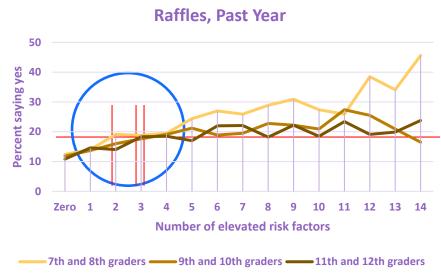
Alcohol: 20% of 11th & 12th graders who have zero risk factors use alcohol.



Gambling 'lines' are flatter, meaning that many of the risk factors associated with substance abuse don't impact youth gambling.

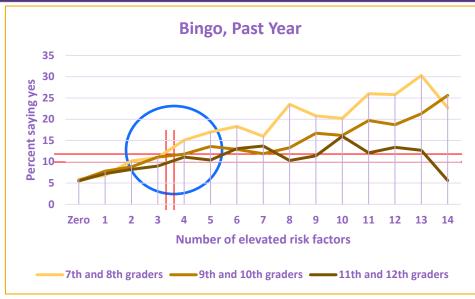
Lottery norms 7<sup>th</sup> & 8<sup>th</sup> graders = 27.0 9<sup>th</sup> & 10<sup>th</sup> graders = 26.1 11<sup>th</sup> & 12<sup>th</sup> graders = 28





Raffles norms  $7^{th}$  &  $8^{th}$  graders = 20.4  $9^{th}$  &  $10^{th}$  graders = 18.4  $11^{th}$  &  $12^{th}$  graders = 18

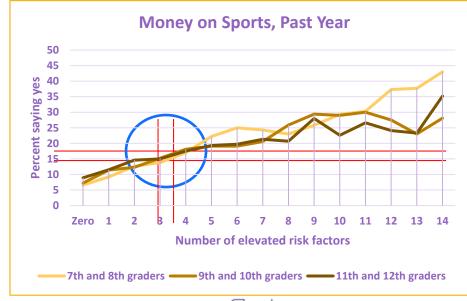




Bingo norms 7<sup>th</sup> & 8<sup>th</sup> graders = 13.0 9<sup>th</sup> & 10<sup>th</sup> graders = 11.7 11<sup>th</sup> & 12<sup>th</sup> graders = 10.4

Gambling behaviors: Kids play more as risk factors increase.

Money on Sports norms 7<sup>th</sup> & 8<sup>th</sup> graders = 16.4 9<sup>th</sup> & 10<sup>th</sup> graders = 17.8 11<sup>th</sup> & 12<sup>th</sup> graders = 18.0





#### During the past year, on how many days (if any) have you:



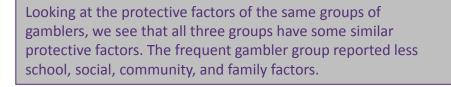
In a cluster analysis, three types of gamblers emerged. Frequent gamblers placed money on sports and other games of skill more than other forms of gambling. "Non-gamblers" showed some interest in the lottery.



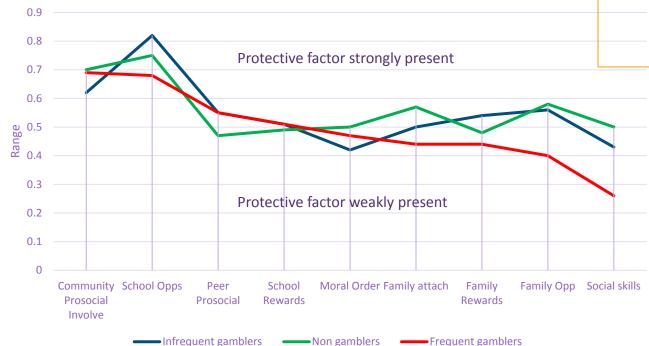


#### PROTECTIVE FACTORS

- Comm opps: sports, scouting, 4H
- Peer prosocial: clubs in & out of school
- Fam opp: involved in family decisions
- Fam rewards: parents notice and praise
- School rewards: Teachers' praise
- Moral order: not okay to cheat, steal
- School opps: classroom autonomy











We can also look at the same gambling groups and their alcohol and drug use. Frequent gamblers report more occasions of substance consumption than infrequent or non-gamblers.





In the past 30 days, on how many occasions have you used (or been):



### What does this mean for me?

How can I incorporate this information in with my current

services?



### Comments/Questions



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