

# An Exploration of the Prevalence and Pathological Gambling Behaviour Among Adolescents in Ontario

Research Report Prepared on the Exclusive Behalf of:

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## 1.0 Summary of Findings

To follow are the key findings of the *Canadian Foundation on Compulsive Gambling Survey of Adolescents*. The results are based on 400 telephone interviews with adolescents between the ages of 12 and 19 in the province of Ontario. The telephone interviews were conducted between October 25th and November 19th, 1994.

The sample (n) was stratified by age group to reflect the age distribution in the province of Ontario. The population universe (N) was defined using 1991 Statistics Canada census data. The margin of error for a sample of this size is  $\pm 4.9$  percentage points, 19 in 20 times. A response rate of 69.2% was obtained for this survey.

### 1.1 SOGS Scores

Based on the South Oaks Gambling Screen Score Sheet (SOGS), 4% of adolescents between the ages of 12 and 19 in Ontario, are “*probable pathological gamblers*.” One-third of adolescents (33%) have “*some problems*,” while the majority (63%) have “*no problem*” with gambling.

These results stand in contrast with those gleaned from a survey conducted by *Insight Canada Research*, on behalf of the Canadian Foundation on Compulsive Gambling, in July and August 1993. This survey was conducted among 1,200 Ontario residents between the ages of 18 and 74. In this study, 91.4% of Ontario residents had “*no gambling problem*,” while 7.7% were “*problem gamblers*,” and 0.9% were “*probable pathological gamblers*.” However, the two studies were based on slightly different South Oaks Gambling Screen Score Sheets (SOGS).

While 40% of adolescents between the ages of 18 and 19 have “*some gambling problems*,” this figure decreases to 35% among those between the ages of 15 and 17, and to 27% among those 12 to 14 years of age.

Adolescents who use tobacco products more than once a month (15%), teenagers born in July (11%), those who use alcohol on a weekly basis (10%), teenagers born in March (9%), and males (7%) are those most likely to be “*probable pathological gamblers*.” However, these results should be treated with extreme caution because of the small sample (n=17).

### 1.2 Participation in Gaming Activities

Slightly more than one-third of adolescents (34%) have *played cards for*

money in the last twelve months. Similarly, 31 % have *bowled, played pool, golf or other games of skill for money* during the same period, while 31 % have played *instant (scratch or pull tab) lotteries*, 25% have played the *lotteries*, 18% have played *bingo* for money, and 17% have played *Pro-Line Sport Select*.

Only 9% of adolescents have played *dice or dominoes for money* in the last twelve months, while 7% have played the *slot machines, poker machines or other gambling machines*, 6% have bet on *horses*, 5% have bet on sports with a *bookie*, and 5% have *gambled in a casino*. Only 1% of adolescents have played the *stock, options and/or commodities market* in the last twelve months.

The preferred gaming activities of adolescents with “*some gambling problems*” are *playing cards for money* (58%), *shooting pool, bowling, or playing golf for money* (55%), *playing instant lotteries* (48%), *playing the lotteries* (46%), and *Pro-Line Sport Select* (32%).

Overall, in the past twelve months, 37% of adolescents who have participated in gaming activities, have gambled with a maximum of \$10 on any one day. Some 13% have gambled with a maximum of \$1, while another 13% have gambled with up to \$100 on any one day. Only 2% of adolescents between the ages of 12 and 19 have gambled between \$100 and \$1,000 on any one day.

Six-in-ten adolescents (60%) with “*some gambling problems*” have gambled with a maximum of \$10 on any one day. In contrast, 25% have gambled with up to \$100 and 10% have gambled with a maximum of \$1.

Parents (24%) and lunch money (16%) are the two main sources of money for paying off gambling debts. Relatives such as uncles or aunts (9%) rank third, followed by the sale of personal property (7%), banks, loan companies, or credit unions (4%), stealing money from parents or someone else they live with (4%), credit cards (2%), the sale of relatives’ or friend’s property (1%), people who charge interest (1%), and a credit line with a bookie (1%). However, less than one per cent of teenagers say they have stolen, shoplifted, or sold drugs to get money for gaming or to pay gambling debts. For adolescents with “*some gambling problems*,” parents (38%) and lunch money (23%) are also the two main sources of money for paying off gambling debts.

Overall, some 18% of adolescents say they have a *relative* (9%) or a *friend or someone else important in their lives* (9%) who has or has had a gambling problem. Some 4% of adolescents have a relative with a gambling problem, slightly more than a grandparent (3%), mother (2%), or father (1%). While 15% of those adolescents who have “*no gambling problems*” have someone in their lives who has had or has a gambling problem, this compares to 29% of those adolescents with “*some gambling problems*” and 47% of those adolescents with “*probable pathological gambling problems*.”

### **1.3 Problems Resulting From Gambling**

Slightly more than two-in-five adolescents (41 %) have argued with people they live with over how they handle money. Among them, only 3% have had arguments around gambling. Of those adolescents who have gambled in the last twelve months, 41 % have gone back, at least some of the time, to try to win back their money.

Some 18% of adolescents have claimed to be winning, when in fact they were losing. Thirteen percent of adolescents have gambled more than they intended to, while some 6% of adolescents have borrowed money from someone whom they have not paid back as a result of their gambling. Another 5% of teenagers have hidden slips, lottery tickets, gambling money, IOUs, or other signs of betting from their parents or other important people in their life. In addition, 3% of teenagers in Ontario have lost time from school or work due to betting money or gambling.

Some 8% of teenagers in Ontario have felt guilty about the way they gamble, or about what happens to them when they gamble. Furthermore, 5% have felt like stopping their betting and gambling, but did not feel they could do so.

A further 5% of adolescents have felt like they had a problem with betting money or gambling. Among them, 2% have felt that way in the past, but no longer have this feeling. In addition, only 1% have been told that they had a problem with gambling.

Adolescents with “*some gambling problems*” (54%) are more likely than other adolescents to have gone back, at least some of the time, to try to win back their money. They are also more likely to have claimed to be winning, when in fact they were losing (38%), and to have gambled more than they intended to (18%).

### **1.4 Effects of Gambling on Personality**

Among the potential effects of gambling on personality, more than three-in-ten adolescents (31%) report having lost track of time when gambling, 12% have felt like a different person when gambling, 7% have felt like they were outside themselves, watching themselves gambling, a further 5% have felt like they were in a trance while gambling, while 2% have experienced a memory blackout for things that happened while they were gambling.

Teenagers with “*some gambling problems*” are more likely than other adolescents to have lost track of time when gambling (42%), and are also slightly more likely to have felt like a different person while gambling

(15%). In addition, 6% of adolescents with “*some gambling problems*” have had legal actions pending against them in the last twelve months, in comparison to 3% of Ontarian teenagers overall. Some 69% of adolescents with “*some gambling problems*” have worked either fulltime (13%) or part-time (56%) in the past twelve months. This compares to the 58% of teenagers with “*no gambling problems*” who worked either full-time (8%) or part-time (50%).

## 2.0 Objectives

In response to the advent of gambling casinos in Ontario in 1993, The *Canadian Foundation on Compulsive Gambling (Ontario)* commissioned *Insight Canada Research* to conduct research with adult Ontarian residents in order to determine the prevalence of problem and pathological gambling in the province, as well as Ontarians’ attitudes and behaviour related to gambling. To complement that survey, the present research effort was initiated, which focuses exclusively on Ontarian adolescents between the ages of 12 and 19. As with the research conducted with adults, The Foundation required an accurate measurement of Ontarian adolescents’ gambling behaviour, the incidence of problems arising from gambling activities, and key sociodemographic characteristics which are closely linked to problem gamblers.

Specifically, in order to determine the prevalence of problem and pathological gambling among Ontarian adolescents, the following attitudes and behaviours were assessed:

- gaming preferences, gaming participation and amounts wagered;
- average win/losses of single day betting
- experience of betting; and
- profile of Ontarian adolescents who are “*problem gamblers*” and “*probable pathological gamblers*” in comparison to those who do not have gambling problems.

## 3.0 Methodology

In total, 400 telephone interviews were conducted with Ontarian adolescents between the ages of 12 and 19. All interviews were conducted between October 25th and November 19th, 1994. The overall results are accurate to plus or minus 4.9%, nineteen times out of twenty.

### **3.1 Sample Selection**

A stratified, random-digit dialing sampling method was used. Within the boundaries of Ontario, therefore, six regions were defined: Metro, Metro-Belt, Southwestern, Eastern, Central and Northern Ontario. The distribution of the 400 interviews was based on the size of each region's adolescent population according to the 1991 Census of Canada. Telephone numbers were selected for each region and the last digits were randomized to ensure coverage of unlisted and newly-listed numbers.

### **3.2 The Questionnaire**

The questionnaire was designed by Laundergan et al., (1990), which used a modified version of the South Oaks Gambling Screen originally constructed by Lesieur and Blume (1987). The questionnaire was tailored to the Ontario adolescent public by *The Canadian Foundation on Compulsive Gambling (Ontario)*. *Insight Canada Research* then reviewed the questionnaire to ensure that the questions were appropriate for an Ontario adolescent audience.

### **3.3 Interviewing**

All interviews were conducted from *Insight Canada Research's* thirty-line tele-research centre in Toronto. Telephone interviewing was conducted using a Computer Assisted Telephone Interviewing (CATI) system. Our professional interviewers read survey questions directly from the computer screen and enter responses into the computer. A response rate of 69.2% was attained for this survey.

Both audio and on-screen monitoring were used to control interview quality. Approximately 30% of all interviews were monitored and 100% were supervised by *Insight Canada Research* staff.

*Insight Canada Research* maintains strict quality control procedures in accordance with the guidelines established by the Canadian Association of Market Research Organizations (CAMRO) and the Professional Marketing Research Society (PMRS). As a CAMRO member, *Insight Canada Research* participates in regular audits of its research methodology.

### **3.4 Percentage Totals**

Due to rounding, percentages in some tables may total slightly more or less than 100%. In questions where more than one answer was accepted, percentages were calculated as a proportion of all respondents. Due to multiple responses, some questions will total over 100%.

An interview schedule, detailed crosstabulations of results and examples of responses to the open-ended questions can all be found in the technical appendices of this report.

### 3.5 South Oaks Gambling Screen (SOGS)

This study used the SOGS measure to assess the incidence of pathological gambling. The usage of SOGS has several important advantages:

- SOGS is a validated, reliable and proven screening tool;
- the rates of SOGS are comparable; since research on pathological gambling is still in the embryonic stage, it is essential to refine the understanding of this issue within the well-defined parameters of comparative research; and
- SOGS is also accepted by researchers and mental health practitioners as the best available measure of the true prevalence of pathological gambling.

Table 1 shows a behaviour-based screening measure, the South Oaks Gambling Screen (SOGS) Score Sheet, which was used in this study. Based on the DSM-III-R diagnostic criteria for pathological gambling, the SOGS instrument has seven dimensions: family disruption, job or school *disruption*, *lying about gambling wins and losses*, *default on debts*, *going to someone to relieve a desperate financial situation produced by gambling*, *borrowing from illegal sources* and *committing an illegal act to finance gambling*.

Respondents who score one to four out of a possible twenty points by responding affirmatively to dichotomous questions, are defined as having “*some gambling problem*,” while those scoring five or more points are categorized as “*probable pathological gamblers*.” Otherwise, those who respond negatively to each of the twenty criteria are categorized as having “*no gambling problem*.”



Table 1

## South Oaks Gambling Screen (SOGS) Score Sheet

<u>Question #</u>	<u>Criteria</u>	<u>Response*</u>
22	Criticized For Gambling	Yes/No
20	Problems Caused By Betting	Yes/No
18	Tries To Win Back Lost Money Most/Every Time	Yes/No
21	Bet More Money Than Intended	Yes/No
24	Wanted to Stop Betting But Couldn't	Yes/No
19	Lied About Winning Money	Yes/No
23	Felt Bad About Betting Money	Yes/No
25	Hidden Betting Evidence From People	Yes/No
27	Money Argument Centred on Betting	Yes/No
<i>Source of Borrowed Money:</i>		
30	Lunch Money	Yes/No
31	From Parents	Yes/No
32	From Relatives	Yes/No
33	Banks/Loan Companies/Credit Unions	Yes/No
34	Credit Cards	Yes/No
35	Loan Sharks (People who charged interest)	Yes/No
36	Sold Personal or Family Property	Yes/No
37	Sold Family Property	Yes/No
38	Stole Money from Parents/Family Members	Yes/No
29	Lost Time From School/Work Due to Gambling	Yes/No
28	Did Not Pay Back Borrowed Money Due to Gambling	Yes/No

\* A response of "Yes" constitutes 1 point.

Using the SOGS Score Sheet, the majority of the 400 adolescents surveyed (63%) have "*no gambling problems*," while one third (33%) have "*some gambling problems*" and a minority (4%) are "*probable pathological gamblers*." Thus, the actual number of adolescents surveyed who have "*probable pathological gambling problems*" is limited (n=17) and the results pertaining to this segment should, therefore, be treated with extreme caution. However, the results pertaining to this segment's participation in gambling activities, problems resulting from gambling, and the effects of gambling on their personalities have been reported as they often differ markedly from that of those adolescents with "*some gambling problems*," and particularly, those with "*no gambling problems*." Indeed, although their number are limited, the results are indicative of a number of behavioural and experiential trends which are intensified in those adolescents who are "*probable pathological gamblers*," in comparison to those who have "*some gambling problems*."

#### 4.0 Participation in Gambling Activities

Just over six-in-ten adolescents (65%) have participated in at least one gambling activity in the past twelve months. This figure is lower than previous results by Lesieur and Klein (1987) for the United States and by Ladouceur and Mireault (1988) for Québec.

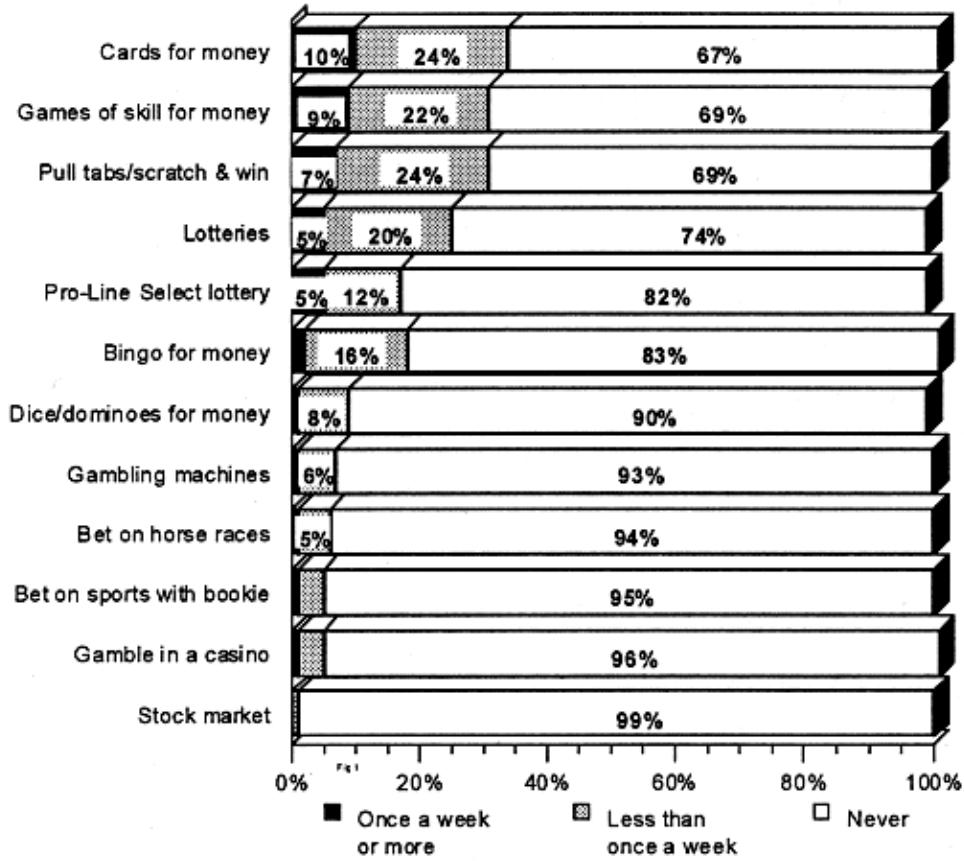
Overall, the population subsegments which are most likely to have done so are males (77% versus 53% for female adolescents), those 18 or 19 years of age (83%, compared to an average of 60% for adolescents 12 to 17), those working full-time or part-time (85% and 72%, versus 51%) and those living in Metro Toronto (73% versus a cumulative average of 64% for all other regions).

The most outstanding difference in teen participation in at least one gambling activity in the past year, however, is naturally revealed when SOGS segments are compared. While four-in-ten (45%) Ontarian adolescents with “*no gambling problems*” have participated in at least one gambling activity in the past twelve months, every adolescent with either “*some gambling problem*” or “*probable pathological gambling problems*” has done so.

#### **4.1 Preferred Gambling Activities**

As Figure 1 (below) illustrates, *playing cards for money*, followed by *bowling*, *shooting pool*, *playing golf or some other game of skill for money*, *playing instant (scratch or pull tab) lotteries*, *playing the lotteries*, *playing bingo*, and *playing Pro Line Sport Select* have been the most popular gambling activities among adolescents over the last twelve months.

**Figure 1**  
**Gambling Activities in the Past Twelve Months**



In comparison, less than one-in-ten adolescents have participated in any one of the following gambling activities in the past twelve months: *dice or dominoes for money, slot machines, poker machines or other gambling machines, horse racing, betting on sports events with a bookie, gambling in a casino* and playing the *stock, options and/or the commodities markets*.

**Table 2**  
**Proportion of Adolescents Participating in**  
**Various Gambling Activities**

<u>Gambling Activities</u>	<b>SOGS Segment</b>		
	<u>No Problems</u> %	<u>Some</u> <u>Problems</u> %	<u>Probable</u> <u>Pathological</u> <u>Gambling</u> <u>Problems</u>
Playing Cards for \$	17	58	76
Playing Pool/Bowling/Golf for \$	13	56	82
Playing Instant Lotteries	21	48	47
Pro-Line Sport Select	8	32	41
Playing Bingo for \$	10	28	41
Playing Dice/Dominoes for \$	3	16	53
Playing slot machines/other gambling machines	3	13	24
Playing the lotteries	3	10	12
Betting on horses	3	11	6
Betting on sports (bookie)	1	3	0
Gambling in a casino	3	6	12
Playing the stock/options/commodities market	1	1	12

As Table 2 illustrates, the preferred gambling activities of adolescents who have “*some gambling problems*” as well as those who are “*probable pathological gamblers*” are *playing cards for money, shooting pool, bowling, or playing golf for money, playing instant lotteries, playing Pro-Line Sport Select, playing bingo for money, and playing dice or dominoes for money.*

#### **4.2 Gambling Expenditures**

Overall, in the past twelve months, 37% of adolescents have gambled with a maximum of \$10 on any one day. Some 13% have gambled with a maximum of \$1, while another 13% have gambled with up to \$100 on any one day. Only 2% of adolescents between the ages of 12 and 19 have gambled between \$100 and \$1,000 on any one day.

When the maximum daily gambling expenditures are compared for the three SOGS segments, considerable differences are revealed. Overall, 55% of those adolescents who have “*no gambling problems*” have not spend any money on gambling in the past twelve months, while 25% of this segment have spent up to \$10 in a single day and 14% have spent \$1 or less in any one day. In comparison, six-in-ten adolescents (60%) with “*some gambling problems*” have gambled with a maximum of \$10 on any one day. In contrast, 25% have gambled with up to \$100, 5% have gambled with a maximum exceeding \$100 and 10% have gambled with a maximum of \$1 in any one day. In examining the maximum daily expenditures of “*probable pathological gamblers,*” 53% have spent up to \$100 in any one day, 41% have spent up to \$10 and 6% have spent up

to \$1 in any one day.

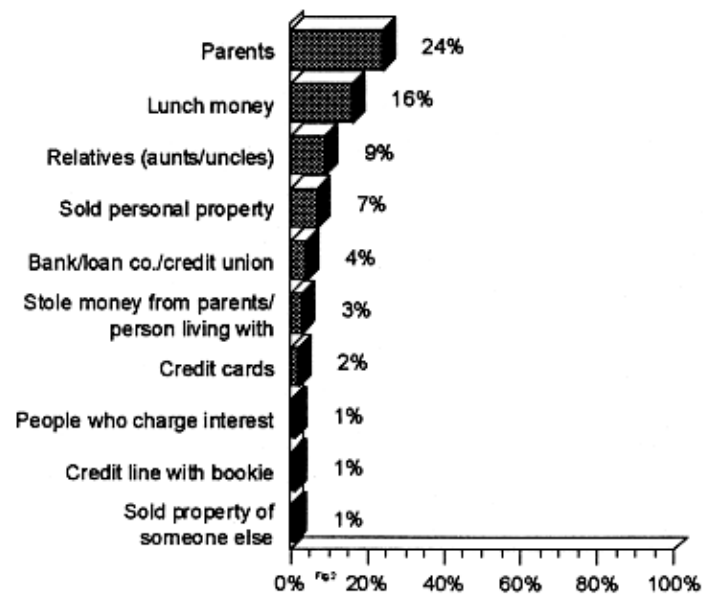
When maximum daily gambling expenditures are examined for only those adolescents who indicate having participated in at least one gambling activity in the past twelve months and half of the adolescents who have “*no gambling problems*” are thereby eliminated, it is clear that more of those remaining adolescents have higher maximum daily gambling expenditures. Specifically, 53% of those who have gambled in the past twelve months gambled with up to \$10 on any one day, while 19% gambled with up to \$100 and 13% gambled with up to \$1 on any one day.

#### 4.3 Sources of Gambling Money

As Figure 2 illustrates, parents and lunch money are the two main sources of money for gambling or paying gambling debts.

Figure 2

Sources of Gambling Funds



Less than one per cent of teenagers say they have stolen property, shoplifted, or sold drugs to get money for gaming or to pay gambling debts.

While parents and lunch money are the two main sources of money for gambling or paying gambling debts among all adolescents who gamble, Table 3 reveals that those adolescents with “*some gambling problem*” and in particular those who are “*probable pathological gamblers*” have more varied sources of money for their gambling activities and expenses.

**Table 3****Sources of Money for Gambling or Paying Gambling Debts**

<u>Sources of Money</u>	<u>Some Gambling Problems</u>	<u>Probable Pathological Gamblers</u>
	%	%
Parents	38	65
Lunch Money	23	71
Relatives (such as uncles or aunts)	14	29
Sale of Personal Property	7	53
Banks, Loan Companies or Credit Unions	5	18
Credit Cards	3	0
Money Stolen From Parents or Someone Else		
You Live With	3	24
People Who Charge Interest	2	0
Sale of Family's or Other Person's Property	1	6
Credit Line with a Bookie	1	0
Stole/Shoplifted to Get Money	1	0
Sold Drugs to Get Money	0	6

Naturally, using money from financial institutions such as banks, loan companies or credit unions and credit cards, are more frequently mentioned by those adolescents who are older (particularly 18 or 19 year old teens) and those who are working part-time, or most often, fulltime.

#### **4.4 The Presence of Gambling Problems in Relatives or Other Influential Parties**

Among all adolescents, some 18% say they have a *relative or family member* (9%) or a *friend or someone else important in their lives* (9%) who has or has had a gambling problem. Some 4% of adolescents have a relative other than an immediate family member with a gambling problem, which is slightly more than grandparents (3%), mothers (2%), or fathers (1%).

The presence of someone in their lives who previously has had or currently has a gambling problem differs considerably between the three SOGS Segments. Indeed, while 15% of those adolescents who have “*no gambling problems*” have someone in their lives who has or has had a gambling problem, this compares to 29% of those adolescents with “*some gambling problems*” and 47% of those adolescents with “*probable pathological gambling problems.*” As Table 4 reveals, adolescents with “*probable pathological gambling problems*” are highly likely to have a *grandparent, a friend or someone important in their lives* and/or a *father* who has or has had a gambling problem.

**Table 4**  
**Presence of Family Members or Other Influential Parties**  
**With Gambling Problems**

Gambling Activities	SOGS Segment		
	No Problems %	Some Problems %	Probable Pathological Gambling Problems %
Family/Relatives	4	16	23
Other Relative	1	8	6
Grandparent	1	6	18
Mother	1	3	0
Father	0	2	6
Sibling	1	0	0
A Friend or Someone Important in your Life	5	15	18

The frequency with which adolescents report having a *relative or family member* and/or a *friend or someone else important in their lives* who has or has had a gambling problem also differs between the genders. Overall, 18% of female adolescents report having someone in their lives who has or has had a gambling problem, in comparison to 23% of male adolescents. Interesting enough, while female adolescents are just as likely as their male counterparts to have a *family member or relative* who has or has had a gambling problem (9%), they are less likely to have a *friend or someone important in their life* who has had or currently has a gambling problem (5% versus 12%).

## 5.0 Problems Resulting From Gambling

Although only 3% of adolescents admit that they have felt like they have a problem with betting money or gambling and another 2% state that they have felt like this in the past but no longer feel that way, there is evidence that many Ontarian adolescents are experiencing some problems resulting from their gambling activities.

The main problems which adolescents report are having gone back to win back money lost, falsely claiming to win and gambling more than they had intended to. Of all of the adolescents who have gambled in the last twelve months, 41 % have gone back another day to win back money they lost, at least some of the time. Specifically, 34% have gone back another day to win back money they lost *some of the time*, while 5% admit to having gone back *most of the time they lost* and 2% have done so *every time they lost*. In comparison to female adolescents, more male adolescents have gone back another day to win back money they lost, at least some of the time (35% versus 46%). In addition, more adolescents

who work either part-time (42%), or in particular, full-time (50%), have gone back another day to win back money they lost, at least some of the time, in comparison to adolescents who do not work (39%). Overall, two-in-ten adolescents (23%) have falsely claimed to be winning either less than half of the time they lost (18%) or every time they lost (5%). Furthermore, 13% of adolescents have gambled more than they had intended to in the past twelve months. This is especially the case among male adolescents (20%), rather than female adolescents (2%).

Adolescents with either “*probable pathological gambling problems*” or “*some gambling problems*” are more likely than other adolescents to have gone back, at least some of the time, to try to win back their money (70% and 54% versus 21%, respectively). Adolescents with gambling problems are also more likely to have claimed to be winning when, in fact, they were losing. Specifically, 53% of “*probable pathological gamblers*” and 38% of adolescents who have “*some gambling problems*” have made false claims of winning, compared to none of the adolescents who have “*no gambling problems.*” Additionally while 53% of adolescents with “*probable pathological gambling problems*” and 18% of those with “*some gambling problems*” have gambled more than they had intended to in the past twelve months, adolescents with “*no gambling problems*” have not done so.

As Table 5 illustrates, among all adolescents who have gambled in the last twelve months, a minority have had any one of several other problems related to their gambling which concern their *feelings of guilt or lacking the ability to stop gambling, having arguments about their gambling expenditures/habits, hiding evidence of their gambling or betting activities, failing to repay debts due to gambling losses, and losing time from school (or work) due to betting money or gambling.*



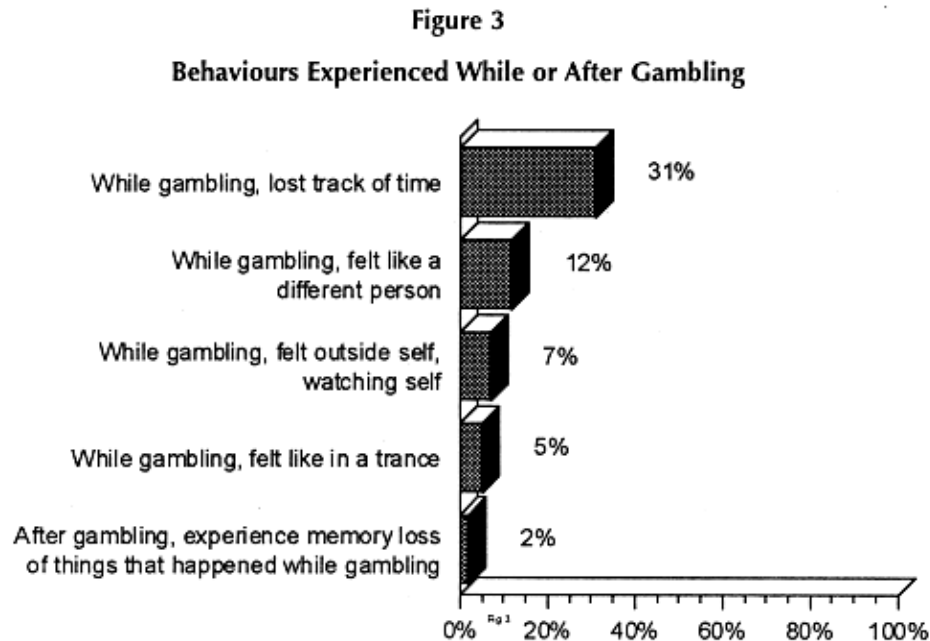
**Table 5**  
**Experience of Problems Related to Gambling**

<u>Problems</u>	<u>Overall</u>	<u>No</u>	<u>Some</u>	<u>Probable</u>
	%	Problems	Gambling	Pathological
		%	Problems	Gambling
			%	Problems
				%
Felt guilty about the way they gamble	8	0	8	59
Borrowed from someone and not paid them back as a result of gambling	6	0	8	29
Felt like you would like to stop gambling but did not think you could	5	0	7	18
Hid betting slips, lottery tickets, gambling money, IOUs or other signs of betting	5	0	7	18
Lost time from school/work due to betting money/gambling	3	0	3	18
People told you that you had problems with your betting or gambling	1	0	1	6
Have arguments with the people you live with centring on your gambling	1	0	1	12

As Table 5 also illustrates, those adolescents who have “*some gambling problems*” and particularly those with “*probable pathological gambling problems*” are more likely to have experienced these other problems.

## 6.0 Effects of Gambling on Personality

As Figure 3 illustrates, among the potential effects of gambling on personality, the effect which adolescents who have gambled in the last twelve months most frequently admit they have ever experienced when they are gambling is *losing track of time*, which is followed by *feeling like they are a different person*.



As Figure 3 also reveals, less than one-in-ten report having ever experienced any one of the other potential effects of gambling on personality such as having felt like they were outside themselves (watching themselves gambling), having felt like they were in a trance while gambling, or having experienced a memory blackout for things that happened while they were gambling.

As Table 6 reveals, however, the extent to which adolescents who have “*some gambling problems*,” or in particular, have “*probable pathological gambling problems*” report the experience of these potential effects of gambling on personality is greater than that reported by adolescents who have “*no gambling problems*.”

**Table 6**  
**Potential Effects on Personality Ever**  
**Experienced While Gambling**  
**SOGS Segment**

<u>Personality Effects</u>	<u>No</u> <u>Problems</u> %	<u>Some</u> <u>Problems</u> %	<u>Probable</u> <u>Pathological</u> <u>Gambling Problems</u> %
Lost Track of Time	12	45	65
Felt Like a Different Person	3	15	53
Felt Like You Were Outside of Yourself Watching Yourself Gamble	2	8	29
Felt Like You were in a trance	0	7	24
Experienced a Memory Blackout for Things That Happened While You Were Gambling	0	3	12

In particular, Table 6 reveals that a substantial proportion of adolescents who have “*some gambling problems*,” and in particular, those who have “*probable pathological gambling problems*” report having experienced one or more of the potential effects on personality known to be experienced by adult gamblers.

## 7.0 Prevalence of Problem Gamblers

Based on the South Oaks Gambling Screen Score Sheet (SOGS), 4% of adolescents between the ages of 12 and 19 in Ontario, are “*probable pathological gamblers*,” while 33% have “*some problems*” and the majority (63%) have “*no problems*” with gambling.

These results stand in contrast with those gleaned from a survey conducted by *Insight Canada Research*, on behalf of the Canadian Foundation on Compulsive Gambling, in July and August 1993. This survey was conducted among 1,200 Ontario residents between the ages of 18 and 74. In this study, 91.4% of Ontario residents had “*no gambling problem*,” while 7.7% were “*problem gamblers*,” and 0.9% were “*probable pathological gamblers*.” However, the two studies were based on slightly different South Oaks Gambling Screen Score Sheets (SOGS).

Although there are no differences in the extent to which any one age segment is represented in the “*probable pathological gambling*” segment, adolescents who are 12 to 14 years of age are more likely to have “*no gambling problems*” (69%) than those adolescents who are 15 to 17 years old (61 %) and those who are 18 to 19 years of age (56%). In contrast, therefore, 27% of adolescents who are 12 to 14 years of age

have “*some gambling problems*,” while 35% of those between the ages of 15 and 17, and 40% of adolescents between the ages of 18 and 19 have “*some gambling problems*.”

Male adolescents are more likely to have “*some gambling problems*” (43%) or “*probable pathological gambling problems*” (7%), in comparison to female adolescents among whom 23% have “*some gambling problems*” and only 2% have “*probable pathological gambling problems*.”

Adolescents who have “*some gambling problems*” or “*probable pathological gambling problems*” are more likely to work either part or full-time, in comparison to adolescents with “*no gambling problems*.” Specifically, 69% of adolescents with “*some gambling problems*” have worked either full-time (13%) or part-time (56%) in the past twelve months and 71% of adolescents with “*probable pathological gambling problems*” have worked either full-time (6%) or part-time (65%). In comparison, 58% of adolescents with “*no gambling problems*” have worked either full-time (8%) or part-time (50%) in the past twelve months.

In addition, 6% of adolescents with “*some gambling problems*” or “*probable pathological gambling problems*” have had legal actions pending against them in the last twelve months, in comparison to 1 % of Ontarian adolescents with “*no gambling problems*.”

Finally, more adolescents who use tobacco products more frequently than once a month (15%), are born in July or March (11 % and 9%, respectively) and who use alcohol on a weekly basis (10%) are likely to also be “*probable pathological gamblers*.”