



Youth Gambling International

International Centre for Youth Gambling Problems and High-Risk Behaviors
Centre International d'étude sur le jeu et les comportements à risque chez les jeunes

FEATURE ARTICLE

Online betting exchanges : A brief overview

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Online betting exchanges have led to what some people in the gambling industry describe as the biggest revolution in gambling ever seen in the UK. Betting exchanges are where gamblers can bet against one another and the company running the betting exchange matches the bets placed. Betting exchanges have radically altered the shape of betting to the advantage of the gambler. In short, betting exchanges give gamblers a fairer and better deal and put the gamblers back in control, giving value to them. It is fair to say that traditional UK bookmakers are up in arms.

Traditional bookmakers only allow gamblers to bet to win. On betting exchanges there is a fundamental difference - gamblers can profit from losing.

In the UK, the company *Betfair* has the lion's share of the market. They claim to have well over 200,000 registered customers and make over £2 billion a year. Some claim that using *Betfair* and other betting exchanges is a little like trading on the stock market. In fact, *Betfair* was founded by an ex-city stock market trader Andrew Black. *Betfair* launched in July 2000 was a simple idea that was well executed. All *Betfair* punters pay up front and *Betfair* makes its money by taking 3% commission on winnings. By 2002, *Betfair* had 75,000 punters and was taking 45 million bets a week.

However, there has been a lot of controversy with traditional bookmakers claiming that the use of betting exchanges opens the door to fraud, corruption and crime. Such a system has the potential to give insiders a potential new way to cheat. Chris Bell, the CEO of *Ladbrokes* bookmakers went as far as to claim one horserace a day was fixed.

There have been a number of high profile cases that give credence to the claims. For instance, Miles Rogers, a racehorse owner, made money from betting on his own horses to lose. He got a two-year

prison sentence with help from *Betfair* data. There were also scandals involving the jockeys Keiran Fallon and Sean Fox within days of each other in 2004. Unsurprisingly, bookmakers seized on these isolated instances to argue that the whole betting exchange system is corrupt. On a publicity level, these high profile cases were bad for *Betfair*.

Betfair responded by taking out full-page advertisements in national newspapers to say that they (rather than bookmakers) were cleaning up horseracing. *Betfair* argued that their technology meant it was easy to spot betting cheats and criminal activity. Betting exchange technology means that every bet made through their system can be tracked and leaves an audit trail. At present, unusual betting patterns are being shared

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with the Jockey Club. However, the traditional bookmakers still argue that prevention is better than detection.

There have also been other arguments between bookmakers and betting exchanges. On the high street, the bookmakers use the starting price to manipulate their odds. They will often hedge their bets by putting big bets on particular horses or sports teams to shorten the odds. For instance, a £20,000 bet can save the traditional bookmaker £100,000 nationally. There also appears to be evidence that *Betfair* affects the starting price at horseraces and that on course bookmakers use *Betfair*. Bookmakers claim that profit margins are being squeezed by betting exchanges. The bookmakers don't like the situation because they can't control the prices any more.

The traditional bookmakers argue that price isn't everything and that gamblers prefer the whole experience of going to see a bookmaker and chatting with other

gamblers. The betting exchanges have responded with the formation of *Easibet* betting exchanges where punters can go into a place with a load of terminals and bet and chat with other gamblers. *Easibet* say they have plans to open 100 shops in the UK in the next five years.

The bookmakers also argue that betting exchange gamblers are acting as illegal bookmakers by taking money from other gamblers. They argue that these individuals should be licensed and taxed (at 15%) just like high street bookmakers. They argue that anyone who lays 60 bets a month or takes over £1,000 should be licensed. However, it is highly unlikely that the Government will tax punters (at least for now) who gamble using *Betfair*.

Betting exchanges are now a way of life in the UK, and (like online poker), have seen the biggest growth of all the different types of online gambling. There are three main reasons for this growth. Firstly, they provide excellent financial value for

the gambler. There is no casino house edge or bookmakers' mark-up on odds. Secondly, gamblers have the potential to win because there is an element of skill in making their bets. Thirdly, gamblers are able to compete directly with and against other gamblers instead of gambling on a pre-programmed slot machine or making a bet on a roulette wheel with fixed odds.

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Bank to introduce slot games in ATM machines

Mainichi Daily News
July 20, 2005.

OGAKI, Japan – A bank based here has come up with an unusual way to attract customers to its automatic teller machines – by installing slot games in them. From Aug. 8, Ogaki Kyoritsu Bank will introduce slot games in ATMs that give customers the chance to win back bank fees or cash. Bank officials say they hope the new ATMs, reportedly the first of their kind in Japan, will give customers a sense of “excitement.”

“When it comes to ATMs, the financial institutions eagerly compete to make them convenient,” a bank representative said. “Banks are part of the service industry. We

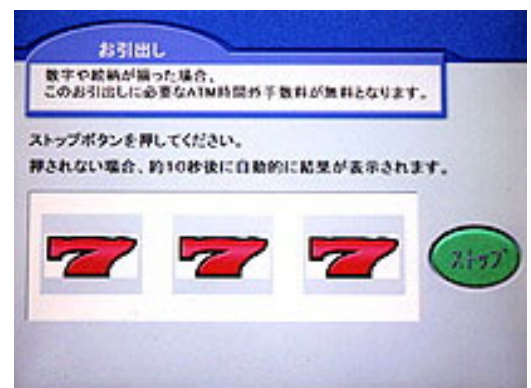
want people to enjoy a ‘feeling of excitement’ with a sense of fun.”

After customers withdraw money, the numbers on the slot game automatically begin spinning. When a triple seven or the “gold” or “super gold” pictures appear together, the 105-yen after-hours bank fee becomes free. When pictures line up on the slot game, the customer also wins 1000 yen cash, which can be received from the bank counter at a later date. The chance of getting three sevens is about one in 10, while customers have about a one-in-500 chance of the pictures lining up.

The service will begin at 10 branches in Gifu and Aichi prefectures, but it will spread to 135

branches across Gifu, Aichi, Mie and Shiga prefectures by Aug. 12. As a rule, one slot ATM will be installed at each participating branch.

Source: Responsible Gambling Council of Ontario



Adolescence and problem gambling – The current situation in Germany

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As in other countries, the gambling market in Germany plays a significant role in national economics. In 2003, the total nationwide gross market volume reached about 27.54 billion Euros (without private operators of sports betting), which is equivalent to 40.2 billion Canadian Dollars. Legalized gambling opportunities generated almost 4.41 billion Euros. In Germany, gambling-related revenues were even higher than alcohol-related revenues (Meyer & Bachmann, 2005). Current local market developments such as the widespread proliferation of gambling and the emerging competition between state-run and private operators suggest an ongoing increase in the availability and attractiveness of gambling products in the near future. Correspondingly, the introduction of prevention efforts in line with coherent responsible gambling policies seems to be essential in order to diminish the individual and social harms that are associated with gambling behavior (Hayer & Meyer, 2004).

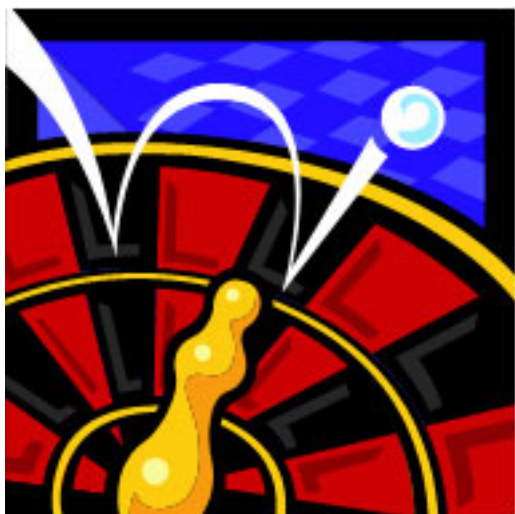
Despite the massive growth and expansion of gambling in Germany, research of its positive and negative impacts is scarce or in many areas simply nonexistent. For example, no epidemiological study has been conducted to determine the prevalence rate of problem-pathological gambling in the German adult population. Conservatively estimated, there are between 80,000 and 140,000 adults who need counselling or treatment due to gambling-related problems (Meyer & Bachmann, 2005).

In line with the rapid broadening of gambling research focusing on developmental issues during the last decade (Derevensky & Gupta, 2004), the first empirical findings about the extent of gambling participation and problem gambling in a German adolescent sample were published recently (Schmidt & Kähnert, 2003). This research project was integrated into an extensive cross-national school-based study of health-related attitudes and behaviors of young people, generally known as the *Health Behavior in School-Aged Children-Studies*. A representative sample of 5,009 7th- and 9th-graders from 119 different secondary schools participated in the study. The age of the sample members varied between 13 and 19 years and almost 52% of the respondents were female. Two parts of the self-completion questionnaire explicitly refer to gambling behaviour, measuring gambling participation and gambling problems. To identify the existence of problem gambling within the past year, a juvenile-adapted version of the diagnostic criteria for pathological gambling was used

(DSM-IV-MR-J). The DSM-IV-MR-J consists of nine dimensions of problem gambling and a score of four (or more) of these criteria indicates an adolescent problem gambler. The collection of data was realized in 2002.

Overall, results demonstrate that the majority of the students (62%) have already participated in commercial gambling products or self-organized playing activities for money. A total of 40% reported spending money for gambling activities within the past 12 months. The seven most common activities with regard to lifetime and past year participation, respectively, include scratch cards (36,2%; 15,9%), playing cards for money (29,2%; 16,9%), sports betting with fixed odds (18,1%; 11,6%), fruit machines (16,9%; 7,4%), games of skill for money (16,9%; 6,7%), games of dice for money (15,2%; 7,4%), and lotto 6/49 (13,6%; 6,1%). Interpreting these results, one should keep in mind that not all forms of commercial gambling were forbidden for minors during the period of data collection. While gambling at fruit machines in pubs or amusement arcades was already formally restricted to individuals aged 18 and above at this time, the sales of lottery products such as scratch cards, sports betting or lottery tickets to children with a minimum age of 7 was legal until 2004.

Besides, a small proportion of adolescents (3% of the whole sample and 9% of past year gamblers) can be classified as problem gamblers. Taking socio-demographic characteristics into consideration, the typical adolescent problem



gambler is male, attends ordinary secondary school (Hauptschule) and has parents who are of non-German ethnic origin. Furthermore and largely consistent with international evidence (Hayer, Griffiths & Meyer, 2005), a multitude of behavioral and psychosocial conditions are associated with an increased risk of developing gambling-related problems. Compared with non-problem (social) gamblers, adolescent problem gamblers perceive lower levels of social acceptance as well as a lower degree of individual self-efficacy, have experienced a greater extent of stressful life events, rate their quality of life and their mental well-being as relatively poor, and report more psychological and psychosomatic complaints. Also, young problem gamblers are more likely to engage in other potentially addictive behaviors – especially smoking and illegal drug use – and generally started at an earlier age using psychoactive substances than other young people. Finally, adolescent problem gamblers tend to spend more time watching television, playing video games, and using computers. Summarizing the evidence, the profile of an adolescent with gambling problems suggests a combination of adverse psychosocial circumstances and poor general coping skills working together to influence whether a young person will develop problems related to his or her involvement with gambling.

In terms of the prevention of problem gambling and the protection of this vulnerable population segment, these study findings clearly indicate the urgent need for a coherent regulatory gambling policy at a national level. An important step to reduce the negative consequences of excessive gambling is to prohibit access to all commercial forms of gambling for underage youth. The introduction of the German State Lottery Treaty (“Staatsvertrag zum Lotteriewesen”) in 2004 represented

a meaningful achievement by raising the minimum age for taking part in lottery games to 18 years old. However, next to legislative statutes aiming at age restrictions, behavioral interventions seems to be most appropriate in reducing the harm associated with all kinds of adolescent risk behaviors (including gambling). Instead of labelling gambling as deviant, evil or even sinful, problem gambling prevention programs must offer young people a way to develop adequate personal skills and social competencies (Scheithauer et al., 2005).

Recommended school-based prevention models should ideally encompass increasing knowledge and awareness about the potential risks of adolescent problem gambling, changing attitudes toward gambling and adopting a more balanced view, teaching effective coping and adaptive skills, and correcting inappropriate cognitions related to gambling activities (Gupta & Derevensky, 2000).

In Germany, to date there are only sporadic and short-term preventive approaches based on information-only strategies or awareness campaigns. The design, implementation, and empirical evaluation of a science-based, age-appropriate and cultural-sensitive school-based prevention program containing both gambling-specific and gambling-unspecific elements remains one of the main challenges in the near future.

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Schmidt, L. & Kähnert, H. (2003). Konsum von Glücksspielen bei Kindern und Jugendlichen – Verbreitung und Prävention. [Consumption of gambling among children and adolescents – Prevalence and prevention]. Universität Bielefeld

GENDER DIFFERENCES IN YOUTH PROBLEM GAMBLING

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While there is a growing body of research examining the aetiology, consequences and risk factors associated with adolescent pathological gambling there has been only limited research examining the profile of female pathological gamblers. This is in part due to the low prevalence rates for female pathological gamblers and the fact that few seek treatment for a gambling problem. Studies examining gender differences among adult problem gamblers revealed that female pathological gamblers generally start gambling at a later age, and that their gambling problems develop more rapidly. There are also indications that women are more likely gamble to escape their troubles.



At present, there has not been enough research on gender differences in youth problem gambling to trace a portrait of the male and female problem gamblers. There is some evidence that SES (social economic status),

parent education, peer influences and impulsivity are particularly good predictors of frequent gambling in adolescent females, and that substance use and moral disengagement are predictive of frequent gambling in males.

Data from five studies from Quebec and Ontario, Canada, were merged to create a sample of 5,313 adolescents, of which 289 (226 males, 63 females) were Probable Pathological Gamblers (PPGs), 601 (412 males, 189 females) were at moderate risk for a gambling problem, and 4,423 (2,112 males, 2,311 females) were gamblers with little or no risk of developing a problem.

Generally speaking, male and female problem gamblers shared more commonalities than differences. For example, an item by item analysis of the DSM-IV-MR-J problem gambling screen revealed that the five most commonly endorsed items by male and female PPGs were the same. In descending order, they are disruptions, lying, stealing, progression, and chasing losses. However, male PPGs were significantly more likely to report psychological difficulties including preoccupation, progression (needing to gamble more for the same effect) and chasing losses (gambling to win back prior losses). Females were significantly more likely to report behavioural problems as a consequence of their gambling problems, such as stealing money to pay for gambling or arguing with friends and family over



gambling. Interestingly, males and females with severe gambling problems had similarly high prevalence rates of depression, substance use and weekly gambling. Among gamblers with little or no risk of a problem, depression was more likely to afflict females, and substance use and frequent gambling were more prevalent among males; such gender differences have been consistently found in research using normative samples.

In summary, male and female adolescents with similar vulnerabilities (i.e., depressed, substance user) seemed to be at greater risk of developing gambling problems, which is characterized by gambling-related arguments with family and friends, lying and stealing. Male problem gamblers show more signs of psychological addiction, but additional research is needed to confirm this hypothesis.

The Evolution of Canada's Gambling Policy: An Analysis

Brigid Shea

International Centre for Youth Gambling Problems and High-Risk Behaviors

Canada's policy on gambling has evolved throughout the years moving from federal prohibition to provincial regulation, to a recent Act (Bill S-11) to amend the Criminal Code of Canada aiming to restrict video lottery terminals (VLTs) or slot machines to racetracks, casinos and betting theatres.

Currently, two federal-provincial agreements from 1979 and 1985 and Part VII of the *Criminal Code* constitute Canada's policy on gambling. It was in 1985 that the provinces obtained exclusive control over gambling, with each jurisdiction having their own laws and regulatory bodies, and the *Criminal Code* allowing provinces to choose the location of instalment for licensed video lottery terminals. All provinces (with the exception of Ontario and British Columbia) and territories (with the exception of the Northwest Territories and Nunavut) allow VLTs to be placed in bars, as well as other locations.

Senator Jean Lapointe received support of the Senate for Bill S-11 to amend the Criminal Code (lottery schemes) on May 17, 2005. This Bill however will not take effect until a maximum of three years after receiving Royal Assent ("after the governments of the provinces and territories have been offered an opportunity by the Government of Canada to participate in consultation on its implementation" (Journals of the Senate, Issue 48, Tuesday, April 12, 2005).

The motivation behind this amendment is the problematic nature of slot machines, in particular, VLTs, and the detrimental social costs that such a form of gambling produces due to its current widespread accessibility, the type of neighbourhoods these machines are most heavily located in (and the type of individuals it attracts), as well as other multi-dimensional consequences it ensues. Many of these issues were highlighted in testimony before the commission by Drs. Derevensky and Gupta with respect to youth.



Bill S-11 focuses on distinguishing VLT playing from other forms of gambling, differentiating itself by its highly addictive nature. The Proceedings of the Standing Senate Committee on Legal and Constitutional Affairs aiming to bring forth this bill, refer to studies that indicate how video lottery terminals are very easy to learn to play, have a fast pace of game, and therefore make it more likely for players to lose money quickly. Other contentious programming factors mentioned include the deliberate non-random

programming of these machines that give players the illusion that they can control the game.

The studies referred to also show that VLTs are often located in lower-income neighbourhoods; their accessibility therefore encouraging gambling activity amongst communities least able to afford gambling losses. Moreover, problem gamblers are reported to prefer electronic forms of gambling, and youth, as well, are seen as a vulnerable age group, which poses a particularly serious problem considering that an early onset of gambling increases one's risk of developing a gambling problem.

The reports to Senate in support of Bill S-11 also point to the fact that little of the money made (that is equivalent to individuals losses) from communities with VLT machines are reinvested back into their community.

"Thus, it may be said that provincial revenues from VLTs are a double edged sword; the revenues are welcome, but the social costs for individual problem gamblers and their families may reverberate for years to come. Indeed, your Committee received testimony about studies estimating that the social cost of video lotteries is three to five times higher than the revenue they bring in" (Journals of the Senate, Issue 48, Tuesday, April 12, 2005).

And as a result, another important issue that is highlighted in the discussion surrounding this

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amendment is the general lack of protection or services offered to Canadians that develop a problem with these machines, “costs that are only minimally addressed by provincial programs for problem gamblers” (Journals of the Senate, Issue 48, Tuesday, April 12, 2005).

As some of the Committee’s witnesses viewed the incidence of problem gambling as relatively low, the issue remains unresolved.

How high do social costs need to be in order to justify more attention to the issue? Are provincial governments able to objectively balance the costs and benefits of gambling? Is there an inherent conflict of interest with provincial expansion of province offered gambling and provincial regulation and control of gambling activities? These questions need to be answered.

Sources:

Journals of the Senate, Issue 48, Tuesday, April 12, 2005. Retrieved September 7, 2005, from http://www.parl.gc.ca/38/1/parlbus/chambus/senate/jour-e/048ap_2005-04-12-e.htm?Language=E&Parl=38&Ses=1

Proceedings of the Standing Senate Committee on Legal and Constitutional Affairs, Issue 3 – Evidence for November 25, 2004. Retrieved September 7, 2005, from http://www.parl.gc.ca/38/1/parlbus/commbus/senate/Com-e/1ega-e/03eva-e.htm?Language=E&Parl=38&Ses=1&comm_id=11

Campbell, C. S., Hartnagel, T. F., & Smith, G. J. (2005) *The*

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Chronology of Amendments and Developments Regarding The Legal Status of Gambling in Canada

Date: Amendment or Development

1892: *Criminal Code of Canada* enacted.

1901: Exemption for raffles at any bazaar held for charitable and religious objects.

1906: The phrase “lottery scheme” inserted into the *Code*.

1909-10: Select Committee of House of Commons convened to inquire into horse betting.

1910: Betting limited to horse tracks.

1917: Order-in-council suspends betting as “incommensurate” with war effort.

1919-20: Royal Commission in (sic) Racing Inquiry convened to examine horserace betting.

1920: Racetrack betting reinstated using pari-mutuel system.

1922: Offence created for betting on dice games, shell games, punchboards, coin tables, or wheels of fortune.

1925: Select games of chance including wheels of fortune permitted at agricultural fairs and exhibitions.

1938: Gambling on the premises of bona fide social clubs permitted if operators did not exact a percentage of the stakes.

1954: Special Joint Committee of House of Commons & Senate convened to examine need for law reform in regard to lotteries. Recommends no state lotteries but calls for greater clarity in existing provisions.

1969: Federal & provincial governments allowed to conduct lotteries, broadening of charitable gambling under provincial licence, continuation of exemption for fairs and exhibitions.

1973-85: Federal – provincial conflict over authority to conduct lotteries.

1985: Provinces delegated exclusive authority to manage and conduct lotteries and lottery schemes, including games conducted via a computer, video device or slot machines. Betting on horse races via telephone permitted.

1998: Prohibitions against dice games removed from *Code*.

Source: Campbell et al. (2005)



Current Publications of Interest

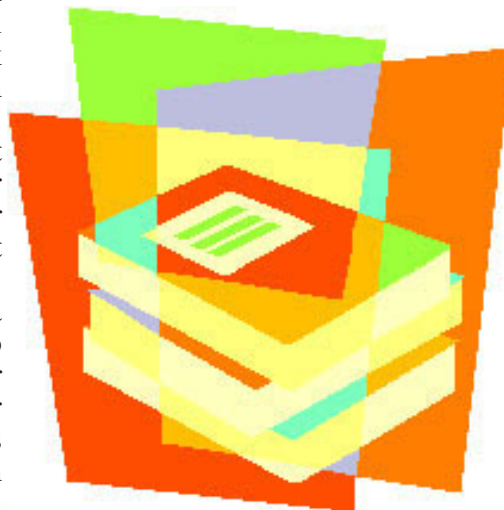
Barnes, G. M., Welte, J. W., Hoffman, J. H., & Dintcheff, B. A. (2005). Shared predictors of youthful gambling, substance use, and delinquency. *Psychology of Addictive Behaviors, 19*, 165-174.

Given that gambling, alcohol misuse, other drug use, and delinquency are correlated, it is hypothesized that these problem behaviors have shared antecedents. Measures from 3 explanatory domains--sociodemographic factors (age, race, and socioeconomic status), individual factors (impulsivity and moral disengagement), and socialization factors (parental monitoring and peer delinquency)--were tested for links to problem behaviors in 2 longitudinal samples of adolescents. Black youth had lower levels of problem behaviors than Whites. Impulsivity was a significant predictor of alcohol misuse for females and delinquency for males. Moral disengagement predicted gambling for males. Parental monitoring showed a significant inverse relationship to alcohol misuse and other substance use for males. Peer delinquency showed numerous prospective paths to youth problem behaviors for both genders.

Gardner, M., & Steinberg, L. (2005). Peer influence on risk taking, risk preference, and risky decision making in adolescence and adulthood: An experimental study. *Developmental Psychology, 41*, 625-635.

In this study, 306 individuals in 3 age groups--adolescents (13-16), youths (18-22), and adults (24 and older)--completed 2 questionnaire

measures assessing risk preference and risky decision making, and 1 behavioral task measuring risk taking. Participants in each age group were randomly assigned to complete the measures either alone or with 2 same-aged peers. Analyses indicated that (a) risk taking and risky decision making decreased with age; (b) participants took more risks, focused more on the benefits than the costs of risky behavior, and made riskier decisions when in peer groups than alone; and (c) peer effects on risk taking and risky decision making were stronger among adolescents and youths than adults. These findings support the idea that adolescents



are more inclined toward risky behavior and risky decision making than are adults and that peer influence plays an important role in explaining risky behavior during adolescence.

Slutske, W. S., Caspi, A., Moffitt, T. E., & Poulton, R. (2005). Personality and problem gambling: A prospective study of a birth cohort of young adults. *Archives of General Psychiatry, 62*, 769-775.

Context: Individual differences in dimensions of personality may play an important role in explaining risk for disordered gambling behavior as well as the comorbidity between disordered gambling behavior and other substance-related addictive disorders. Objectives: To identify the personality correlates of problem gambling in a representative non-treatment-seeking sample, as well as to determine whether these are similar to the personality correlates of other substance-related addictive disorders and whether individual differences in personality might account for the comorbidity between disordered gambling behavior and other substance-related addictive disorders. Design: Longitudinal population-based study. Participants: A complete birth cohort of young adults born in Dunedin, New Zealand, between April 1, 1972, and March 31, 1973 (N=939; 475 men, 464 women). Main Outcome Measures: Multidimensional Personality Questionnaire assessments of personality were obtained at age 18 years; structured interview-based diagnoses of past-year problem gambling and alcohol, cannabis, and nicotine dependence were obtained at age 21 years. Results: Problem gambling at age 21 years was associated with higher scores on the higher-order personality dimension of negative emotionality (d=0.90) and with lower scores on the personality dimension of constraint (d=-0.72) measured at age 18 years compared with control subjects who did not have a past-year addictive disorder at age 21 years. Problem gambling was also associated with Multidimensional

Personality Questionnaire indicators of risk-taking ($d=0.50$) and impulsivity ($d=0.56$). The personality profile associated with problem gambling was similar to the profiles associated with alcohol, cannabis, and nicotine dependence. The relations between problem gambling and the substance-related addictive disorders (odds ratios=3.32-3.61) were reduced after controlling for individual differences in personality (odds ratios= 1.90-2.32). Conclusions: From the perspective of personality, problem gambling has much in common with the addictive disorders, as well as with the larger class of "externalizing" or "disinhibitory" disorders. Knowledge gained from the study

of common personality underpinnings may be helpful in determining where disordered gambling behavior should reside in our diagnostic classification system.

Crouter, A. C., Bumpus, M. F., Davis, K. D., & McHale, S. M. (2005). How do parents learn about adolescents' experiences? Implications for parental knowledge and adolescent risky behavior. *Child Development, 76*, 869-882.

Cluster analysis was used to identify groups defined by the patterning of fathers' and mothers' sources of knowledge about adolescents' experiences in a sample of 179 families with

adolescents ($M = 16.5$ years). Three clusters emerged for fathers (relational, relies on spouse, relies on others) and mothers (relational, questioners, relies on others). Cluster membership was associated with socioeconomic status, work hours, personal characteristics, and parent-child relationship quality. Longitudinal path analyses revealed that knowledge sources predicted levels of knowledge, which in turn predicted risky behavior 1 year later, indirect paths that were more consistent for fathers than for mothers. Although direct associations between sources of knowledge and subsequent risky behavior were scant, when fathers relied on spouses, youth engaged in less risky behavior.

Nova Scotia Tries a Smart Way to Limit Gambling

WINDSOR, N.S. – Gamblers in one Nova Scotia town have a smart new tool to help keep themselves from going wild on lottery machines.

In an experiment to address the issue of problem gambling, every video lottery terminal in every bar and legion hall in Windsor has been modified to allow a new *smart card* to pay a gambler's bills.

It can watch how much money you spend daily, weekly, monthly or yearly, one gambler explained as she fed her credit-card-sized device into a VLT.

"If you don't want to spend over \$20 per day, or per week, or per month, you can set it up so that if you're using your card, you cannot do this."

The smart-card program is voluntary and part of the provincial government's strategy to address gambling addiction.

But by the fall, people who want to spend money at a VLT in Windsor will have no choice but to use a smart card. And if the program succeeds, it could be rolled out across Nova Scotia next year.

Windsor bar managers such as Richard Cole think the approach is a good one.

"We'd rather see them come in two or three times a week and play responsibly with a small amount of money so that they come back and enjoy the services again the next week," Cole told the CBC News reporter Tom Murphy.

But some critics, such as Manning MacDonald, a Liberal member of the provincial legislature, think the smart card is a dumb idea.

MacDonald calls VLT's "the crack cocaine of gaming" and says there is only one solution to the

gambling problem. "What we have to do is get those machines out of the province."

Source: CBC News

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News from the Centre ...

Employment opportunities at the International Centre for Youth Gambling Problems and High-Risk Behaviors:

Research Coordinator

An immediate opening for a research coordinator to work with a dynamic multidisciplinary team in the development, coordination and implementation of large-scale research studies. The candidate must have a Masters degree in psychology, education, health promotion, social-work or a related area. We are searching for someone with excellent organizational and communication skills and knowledge of the research process. Fluency in both spoken and written French and English is a requirement.

The successful candidate will be required to work in the area of youth risk-taking behaviours and will become an active member of the International Centre for Youth Gambling Problems and High-Risk Behaviors at McGill University. The candidate will be responsible to the Co-Directors of the Centre and will work closely with graduate students and other researchers. Responsibilities include the development of research

initiatives, including proposal writing, coordination and research implementation. The candidate may also participate in training opportunities and be involved in prevention and research work.

Terms

Immediate full-time position

Full-Time Researcher

An immediate opening for a researcher to work with a dynamic multidisciplinary team is available. The candidate will preferably have a Ph.D. in psychology, health, social sciences or a related area. We are searching for someone with strong research skills, who can think analytically, and displays initiative and independence. The candidate must have excellent communication and written skills in English and preferably French. The successful candidate should be highly motivated, demonstrate excellent knowledge of research methodology and statistical analyses, and should have a track record of published research.

The successful candidate will be required to work in the area of youth risk-taking behaviours and will become an active member of the

International Centre for Youth Gambling Problems and High-Risk Behaviors at McGill University. The candidate will be responsible to the Co-Directors of the Centre and will work closely with research faculty and graduate students. Responsibilities include the development of research initiatives, including proposal writing and research implementation, data analyses and manuscript writing for scientific publications. The candidate will also participate in training opportunities and be involved in prevention, research and consultative work.

Terms

Immediate full-time position



Papers Presented

Derevensky, J. (2005). Youth Gambling: Some critical issues and a cause for concern. Invited keynote address presented at the Midwest Conference on Problem Gambling and Substance Abuse. Kansas City, Missouri, August.

Derevensky, J. (2005). Youth Gambling: Myths, reality and new understandings- implications for policy. Invited keynote address presented at the European Association for the Study of Gambling conference, Malmo, Sweden, June.

Derevensky, J., Gupta, R. & Byrne, A. (2005). An empirical study of Internet Gambling among adolescents: Need for concern? Invited paper

presented at the European Association for the Study of Gambling conference, Malmo, Sweden, June.

Derevensky, J. (2005). Youth gambling problems: A public health perspective toward prevention. Invited keynote address presented at the SNSUS (Scandinavian Countries) Gambling conference, Malmo, Sweden, June.

Derevensky, J. (2005). Working with adolescent problem gamblers at the SNSUS (Scandinavian Countries) Gambling conference, Malmo, Sweden, June.

Lussier, I., Derevensky, J. & Gupta, R. (2005). Youth gambling problems: The role of resilience. Poster presented at the annual meeting of the Canadian

Psychological Association, Montreal, June.

Nower, L., Gupta, R. & Derevensky, J. (2005). Disordered girls: Characteristics of female youth problem gamblers and substance abusers in four studies. Paper presented at the Midwest Conference on Problem Gambling and Substance Abuse. Kansas City, Missouri, August.

Paskus, T.S., Petr, T., Derevensky, J., Jacobs, D.F. & Dunkle, J. (2005). Prevalence of gambling and its relationship to associated risky behaviours among college students-athletes. Poster presented at the annual meeting of the American Psychological Association, Washington, DC, August.

Upcoming Events

23rd Annual Statewide Conference on Compulsive Gambling

Council on Compulsive Gambling of New Jersey, Inc.
September 16, 2005
Feature Speaker: Lana M. Pratt, Ph.D.

Perspectives on Treatment of Problem Gambling

September 22 - 23, 2005
Louisville, Kentucky, USA

Playing it Straight: Gambling in Saskatchewan

September 28 - 29, 2005
Saskatoon, Saskatchewan, Canada

New York Council on Problem Gambling 7th Annual Conference

September 29, 2005
Buffalo, New York, USA
Feature Speakers: Rina Gupta, Ph.d and Robert Ladouceur, Ph.d.

Creating a Better Balance: Nova Scotia's Responsible Gambling Conference

October 3 - 4, 2005
Halifax, Nova Scotia, Canada

National Association for Gambling Studies 15th Annual Conference

November 10 - 12, 2005
Alice Springs, Northern Territory, Australia

Inaugural Asian Pacific Problem Gambling Conference

November 23 - 24, 2005
Tsimshatsui, Kowloon, Hong Kong

International Conference on Gaming Industry and Public Welfare

December 8 - 10, 2005
In the City of Sayan, Hainan Province, China, under the joint auspices of China Centre for Lottery Studies (CCLS) Peking University, Macao Polytechnic Institute, Institute for Tourism Studies and Macao Tourism and Casino Career Centre.



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