



NATIONAL RESPONSIBLE GAMING PROGRAMME FOR ADOLESCENTS IN SOUTH AFRICA

FEATURE ARTICLE

By Hazel Petrig

Public education and awareness programmes - including Africa's first-ever education programme aimed at schools – are a main thrust of the National Responsible Gaming Programme's prevention initiatives in South Africa.

Started in June 2000, the National Responsible Gaming Programme (NRPG), a public/private partnership between government regulators and industry, is the only responsible gaming programme in the world uniquely structured in this way. It is managed by the National Centre for the Study of Gambling, based at the University of Cape Town, and takes a multi-pronged and integrated

approach incorporating public education and awareness, training, counselling, treatment and research.

The customised pilot programme for schools was initiated by the National Centre for the Study of Gambling in conjunction with the Provincial Department of Education in the Western Cape while the programme was funded by the Provincial Department of Social Services and Poverty Alleviation.

Since February of this year, 164 classes from across Western Cape have participated in the school programme. Approximately 8000 students aged fifteen years and older have received an interactive presentation from one of the programme's multilingual facilitators. These education sessions take place in the classroom during a regular 45 minute period.

Various communication materials were produced in the province's three official languages (English, Afrikaans, isiXhosa). The printed materials included a training manual for facilitators, a worksheet and questionnaire for students, a poster, an information pamphlet, and a card with the helpline number for students to take home with them.

The educational authorities were concerned about the 'educational sustainability' of the programme, and as a direct response, the programme incorporated an evaluation tool in the form of a questionnaire. While the questionnaire does not constitute formal research, it will give some

indication of the incidence of various forms of gambling among youth at an early stage of exposure to legalized forms of gambling. Results are still pending.

The National Responsible Gaming Programme's corporate logo was



Gambling is a dicey business... for teens

adapted to include a cartoon character of a dice, nicknamed Dicey Chance. A slogan was created to help communicate the message more effectively to a young audience - - "Gambling is a dicey business ... for teens."

The ultimate goal is to implement this public/private sector initiative successfully in the other eight provinces of South Africa, and have the programme incorporate an outcomes-based school curriculum, as has been done in countries such as Canada and Australia. The school programme will be repeated and extended in Western Cape in 2003.

Central to the success of the programme is the extensive liaison with local education authorities – from the ministerial level down to the directors of the Education and Management Development Centres and school principals – and the support of parents, teachers and students.

Hazel Petrig is Coordinator of the National Responsible Gaming Programme for Schools in South Africa

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Public Health, Health Promotion and the Prevention of Youth Problem Gambling

By Carmen Messerlian, M.Sc.

Problem gambling among youth has only recently emerged as a significant public health issue despite its overwhelming negative impact. While health promotion and public health concepts and theories have been operationalized to address many high-risk behaviors, efforts to translate such theories to effectively respond to youth problem gambling are only beginning to be examined. The International Centre for Youth Gambling Problems & High Risk Behaviors has recently begun to explore and develop conceptual models to understand and address problem gambling in youth from a population-based perspective. We have adapted prevention principles - - **denormalization, prevention, protection, and harm-reduction** - - to address the continuum of youth gambling behavior. The Centre has also outlined public health goals on primary, secondary and tertiary prevention levels that

aim to prevent the onset, reduce the risk, and minimize the consequences of gambling among youth. Five health promotion action areas, based on the Ottawa Charter for Health Promotion, form the basis from which these public health goals will be achieved. The action areas include: Develop Personal Skills, Strengthen Community Capacity, Create Supportive Environments, Build Healthy Public Policy, and Reorient Health Services. The health promotion strategies focus on identifying and addressing the determinants of health through community mobilization, health communication and education, organizational development, and policy development. The framework and model will establish a foundation for the development, implementation and evaluation of comprehensive, multi-level health promotion and prevention programs for youth problem gambling.

Over the next few issues of our YGI Newsletter we will highlight and discuss the elements of our public health framework and model. We will also try and find examples of public health programs or projects that are being implemented in the field. If you are currently involved in such a project, we would like to hear from you.

Best Wishes in the New Year!



Are you interested in joining an International Gambling Network?

The International Centre for Youth Gambling Problems & High Risk Behaviors is interested in forming an international network with other research centres and gambling organizations around the world. The Centre is enthusiastic about the opportunity to facilitate the development of an international network and would like to know if your organization may be interested in joining. The goal of the network would be to strengthen the international movement toward prevention, health promotion, and



treatment of gambling problems as well as increase the profile of gambling issues in society by providing opportunities to share knowledge and expertise, enhancing collaboration and partnership formation, improving dissemination of information and research, and by building an international framework for action. If your organization is interested in participating, or if you would like more information, please contact:
carmen.messerlian@mcgill.ca.

Motivations for gambling as tools for prevention and treatment of pathological gambling

By Serge Chevalier, Catherine Geoffrion, Denis Allard, Chantale Audet

In recent years many researchers have studied and documented the detrimental consequences of gambling. However, many gamblers find leisure and pleasure in participating in some game or another. These two realities of gambling can be reconciled through a public health lense. In any society, the harmful effects of gambling co-exist with beneficial ones. There may be beneficial effects for people who engage in this type of activity.

The following is a description of gambling's potential beneficial effects *for the participant*. We are also aiming to identify those elements that may prove useful in improving treatment for individuals with pathological gambling problems.

Data was collected from four different sources in order to gain a better understanding of the various motivations for gambling. The sources of data include:

- Over 30 in-depths interviews with gamblers, pathological gamblers, and clinicians;
- Systematic observations of gambling venues in Québec;
- Participant observations in a bar where VLTs were installed;
- An extensive review of the scientific literature – and a less comprehensive review of fictional literature.

Basic content analysis was done on all materials collected.

Based on the analysis the following eleven motivations for gambling initiation and continuation were identified.

To Win Money

One of the main reasons people gamble is to win money. Some

people may play with the hope of winning, if not the big jackpot, then at least modest amounts that will improve their current lifestyle.

Financial Tool

A motive related to that of winning money is the use of gambling as a financial tool. For some low-income groups, regular or scratch lotteries act as a financial service, a way of saving money. Financial institutions are not interested in dealing with sums of money as



small as the weekly price of lottery tickets. For those who only spend these small amounts, it is not necessarily desirable to use financial institutions to store money; they can use lotteries for this purpose. They therefore invest these small amounts in lotteries, and occasionally get a return on their investment, which may enable them to acquire desired goods or services.

Socialization

Some individuals play these games for the sole purpose of being with friendly faces, getting out of the house to meet people, making friends, or being in an environment with people who share their interests.

To experience emotions

Another major reason people gamble is related to emotions. Characteristic features of games such as the size of bets, the speed of the game, the size of the jackpot and having adversaries (or not) add to the range of emotions that are experienced while playing. Emotions are available on demand in that a person can play, depending on the game, almost anytime; they are tailored to our wishes because different games yield different emotions and the games are contained within a time frame.

Charity

Playing for charitable purposes represents yet another reason for gambling. This is not a question of playing for the sake of playing or winning, but of helping with fundraising, charitable works or other worthwhile causes.

As a trial or means of experimentation

One of the simplest and widespread reasons for starting to gamble is curiosity. Among adolescents, this is a motive that has been referred to and measured many times. All games offer innovations or promotions aimed at peaking curiosity and justifying trial or experimentation by potential clients.

As entertainment, something to do, a pastime

The main reason for gambling is undoubtedly that games are just

Continued on page 4

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that, games; and provide relaxation, recreation, amusement, distraction or entertainment.

Skill development or use

Most forms of gambling require some degree of physical or mental skill. The rules of the game can be more or less complicated; the level of memorization required can be substantial; ways of playing and behaviors can be integrated in a complex code; the level of specific or fine motor skills may require considerable practice; strategies of the game may be highly developed; complex calculations may be necessary etc.

To consume

Games of chance are also objects to be consumed or services offered and bought on the market. A person may buy a lottery ticket with the sole purpose of bringing his purchasing in line with that of a real or perceived majority or with peers. The individual may buy a ticket as a simple reaction to the opportunity to purchase it and may not be thinking of the game, or of winning, but on the sensation and pleasure of purchasing a product.

Aesthetics

Gambling for some individuals creates a vision for, or leads to the attainment of the sublime, of purity, or of an ideal. It is relatively easy to see the aesthetics of the ivory ball that rolls around inside a roulette wheel, the intensity of an instant, the magnificence of this furtive moment that stretches on for a seeming eternity, where everything is possible, good mixes with bad and jubilation with despair.

Religious or spiritual experience

Individuals must find meaning in order to feel a sense of purpose and to reduce existential uncertainty. In this context, gambling represents a way of questioning destiny; the game acts like an oracle allowing us to determine and validate the meaning that each of us derives from our lives.

Other benefits of gambling may also exist. The aforementioned benefits are not mutually exclusive; a person can play for a number of reasons that are simultaneous or consecutive, conscious or not. Furthermore, the motive may be specific for each game, with the same player participating in the lottery for certain

reasons and playing bingo for others.

In terms of prevention, knowing the motives that contribute to promoting gambling within a particular person or group of people can lead to alternative solutions that fill the same needs, have the same meaning, or stimulate the same interests without presenting the same health risks.

With respect to treatment, one of the objectives of a behavioral approach could be to create places for the individual or group to devote themselves, which offer sufficient challenges and comparable pleasure, while respecting the individual and his or her security, and remaining within his or her financial, physical and psychological limits.

The preceding text is a summary of a presentation given at the 5th European Conference on Gambling held in Barcelona in October 2002.

*The complete text is available on the EASG website:
http://www.easg.org/barcelona2002/presentations/Serge_Chevalier_Motivations_to_gamble.pdf*

Serge Chevalier is a Sociologist with the National Public Health Institute of Quebec.

Voices from Youth

Gambling is an extremely addictive activity which can get unbelievably out of control. It can lead to a very horrible reality, one in which just getting out of bed can seem unthinkable. Unfortunately, I have lived this reality. I was eighteen when I began to fight for my life back. My future did not look very good. I was severely depressed, anxious and overweight, I wanted to disappear. Thankfully, with the support of an amazing team I have managed to overcome my addiction, lose thirty pounds and continue my schooling. I feel like I am relearning how to live. This continues to be a very long and emotionally painful process, however, it does get easier

with time. My memories of gambling, the lies and unhappiness are slowly fading away and becoming part of the past. However, I will never forget my struggle or how easy it was to lose control. In the past two years I have seen and experienced first hand an incredible amount of heartache. I hope to never witness such avoidable pain again. Now at twenty years old I am beginning a journey which holds an endless amount of opportunity. My dream to be a doctor seems closer than ever. Please let my story be a source of hope for anyone in a similar situation. I understand how bad life can seem, I've been there believe me. You are not alone: get the help

you need, be true to yourself and start your own journey.

Y.G.

Y.G. continues to receive help at our treatment centre.





Let's talk prevention[®]

The Holidays

By Anne-Elyse Deguire
Prevention Specialist

The holidays are just around the corner which means that many of us will be hitting the stores to find the perfect gifts for people we care about. And for those of us who have children to spoil, the choices are endless. In fact, there are more games and toys than there are children's interests. Children are born with the ability to find pleasure in the simple things available in their immediate environment. However, they soon develop interest in commercial games and toys developed by major corporations. It therefore becomes important to carefully select the games we offer our children, as these games might influence their future consumer interests and behaviors.

For instance, different types of Bingo games exist today for very young children. Examples include: "Basic Lotto," "Auditive/Safari



sonore" and "Auditive" (Protégez-vous, Novembre 2002). These games were developed for 2, 6 and 8 year old children, respectively. Children are asked to match an image or a sound to an image on a board. The first player to complete his/her card wins. While these games are not true

forms of gambling (no money involved) they are a good example of how gambling related activities



can become part of family entertainment and influence future behaviors. These games have the potential to foster the idea that gambling activities are risk-free and just another form of entertainment.

Nevertheless, this doesn't mean that parents shouldn't play these types of games with their children. They are fun to play and a great way for children to learn. It might be worthwhile for parents to use these games as a way to educate their children on the differences between gaming and gambling. In the simplest way possible, parents should explain to their children that these games are fun as long as no money is being bet. Once money is involved, it's not a game anymore; it becomes gambling which is a risky activity.

Another holiday tradition also exists. I am positive that you have all heard of "stocking stuffers." This tradition consists of finding

inexpensive items and stuffing them into an oversized sock that is hanging from the fireplace. It is not uncommon for parents and relatives to use lottery draw and lottery scratch tickets as stuffers for they are small, inexpensive and fun. In fact, a recent study showed that 70% of teenagers had received lottery products as a gift. Again, this is a source of concern as far as sending an inappropriate message about gambling activities. Perhaps parents and other family members could find other items as stocking stuffers that would be more age-appropriate and just as much fun!



To all, I would like to wish a safe and happy holiday season!

Bet You Didn't Know...

Internet gambling surpasses pornography... Newsweek (Oct. 28th) reported that 2 million gamblers patronize 1,800 virtual casinos *every week*. With \$3.5 billion being lost on Internet wagers this year, gambling has passed pornography as the Web's most lucrative business.

***6** **R**acing and the casino business have a lot of similarities. Both are highly competitive, and there is excitement, a rush, an edge involved in the competition. But maybe the biggest similarity is that every race driver, like every gambler, is convinced he is going to win every time, no matter what the odds are against it.”
--Brendan Gaughan, NASCAR race driver and son of the Gaughan family, prominent casino owners.

Who originated Pai gow poker? Although experts dispute its

origin, the first hand of Pai gow poker is believed to have been dealt in 1985 at Las Vegas' Bell card club owned by Sam Torosian. Trying to save his struggling casino, Torosian thought to create new games. Torosian was told about a Chinese game called puy soy in which players received 13 cards and cut them into three poker hands – then play against a banker's three hands. Torosian thought a 13-card game would be too slow, instead he had the idea for a two-hand game: one with five cards, the other with two, and players beating the bank's two hands would win. He launched Pai gow poker on two tables at his club, by week's end, 30 tables were filled with pai gow players. The game soon caught on at the Bicycle Club, one of the largest card clubs in the world, and the game never looked back. Unfortunately, Torosian was told by an attorney that he could not patent the game. Turns out he

could have and if he had patented the game, it's estimated he could be earning \$70,000 a month.

Source: The Los Angeles Times



How do you spell relief?

J-A-C-K-P-O-T

NOMINATIONS

The Responsible Gambling Council (Ontario) invites nominations for the 2003 Excellence in Achievement Awards to honour outstanding contributions to the area of responsible gambling and problem gambling. Individuals will be recognized for achievements in the following six categories: community service (Commitment to Community Awards), gambling industry programs (Industry Champion Award), public policy (Public Policy Achievement Award), research (Scientific Excellence Award), youth initiatives (Youth Leadership Award), and international initiatives (International Excellence Award).

The Excellence in Achievements Award will be presented at the

RGCO's Discovery 2003 Annual Conference on Monday, April 28th in Toronto. The awards will reflect contributions made during the period of January 1st – December 31st, 2002.

The Council has a team of respected individuals on the Awards Committee that will judge the submissions. The members of the Committee represent a broad range of perspectives, including healthcare, law enforcement, prevention, research, treatment and gambling and each is familiar with responsible gambling.

For more information contact George James, RGCO Communications Director.



Current Publications

Battersby, M. W., Thomas, L. J., Tolchard, B., & Esterman, A. (2002). The South Oaks Gambling Screen: A Review with Reference to Australian Use. *Journal of Gambling Studies, 18*

The South Oaks Gambling Screen (SOGS) is a psychometric instrument widely used internationally to assess the presence of pathological gambling. Developed by Lesieur and Blume (1987) in the United States of America (USA) as a self-rated screening instrument, it is based on DSM-III and DSM-III-R criteria. This paper describes the origins and psychometric development of the SOGS and comments critically in relation to its construct validity and cutoff scores. Reference is made to the use of the SOGS in the Australian setting, where historically gambling has been a widely accepted part of the culture, corresponding to one of the highest rates of legalized gambling and gambling expenditure in the world. An alternative approach to the development of an instrument to detect people who have problems in relation to gambling is proposed.

Hine, D. W., McKenzie-Richer, A., Lewko, J., Tilleczek, K. & Perreault, L. (2002). Comparison of the Mediation Properties of Four Adolescent Smoking Expectancy Measures. *Psychology of Addictive Behaviors, 16(3), 187-195.*

This prospective study compared the ability of 4 smoking expectancy measures to mediate the influence of peer, parent, and current smoking on adolescents' cigarette use 3 months later. No evidence for mediation was found when expectancies were operationalized

as unidimensional subjective expected utility (SEU), multidimensional SEU, or unidimensional SEU decomposed into probability and desirability main effects and their interactions. Evidence for partial mediation was found for the decomposed multidimensional SEU measure. The results suggest that (a) peer and current cigarette use may influence future smoking indirectly through adolescents' probability estimates that smoking will control negative emotions and (b) the relationship between current and future smoking also may be mediated by adolescents' beliefs about the desirability of weight control.



Stinchfield, R. (2002). Youth Gambling: How big a problem? *Psychiatric Annals, 32(3), 197-202.*

Discusses the prevalence and treatment of youth problem gambling. Most youth have gambled, but they spend small amounts of money and experience few adverse consequences or problems. Most youth play private informal games, such as cards and games of skill, with young males gambling more frequently than females. However, there is a small

percentage of youth who are overly involved in gambling, and this number appears to be increasing. Underage youth report illegal gambling activities as well as playing legalized games such as state lotteries and casino gambling. Those measuring problem gambling among youth have tended to be more lenient with diagnostic criteria and cut scores than when examining adults. Little research has been conducted on the treatment of young problem gamblers.

Winters, K. C., Stinchfield, R. D., Botzet, A., & Anderson, N. (2002).

A Prospective Study of Youth Gambling Behaviors. *Psychology of Addictive Behaviors, 16(1), 3-9.*

Little is known about the course and outcomes of adolescent gambling. This prospective study describes findings from a 3-wave (Time 1 [T1], Time 2 [T2], and Time 3 [T3]) assessment of gambling behaviors among youth (N=305). Stable rates of any gambling and regular assessment of gambling behavior (weekly or daily) were observed across T1, T2, and T3. The rate of at-risk gambling significantly increased at T3 (young adulthood), whereas the rate of problem gambling remained stable over time. Several adolescent risk factors were associated with either T3 at-risk or problem gambling, many of which are risk factors for adolescent substance abuse. Findings suggest that important to the origins of young adult gambling problems are risk factors associated with the problem behavior syndrome of adolescence.

New research report presents marijuana facts

NIDA has recently released a Research Report entitled "Marijuana Abuse" that summarizes existing scientific knowledge of marijuana and its effects. The report summarizes, among other things, the acute effects of marijuana use, the long term effects on health, and the effects on school, work, and social life.

According to the report, the effects of marijuana begin as soon as the drug enters the brain. Within minutes of inhaling the drug, heart rate increases, bronchial passages relax, and blood vessels in the eyes enlarge. Feelings of euphoria, pleasant sensations, colors, and sounds are experienced more intensely than usual. Occasionally, a dry mouth and extreme hunger and/or thirst may develop. Once the euphoria passes, sleepiness or depression may occur. Marijuana use may produce anxiety, fear, or panic following euphoria. While intoxicated an individual's short and long term memory, balance, posture, and coordination of

movement may be affected. High doses of marijuana can cause hallucinations, delusions, and a loss of the sense of personal identity.

Marijuana negatively affects memory and learning skills. These effects may be persistent but are generally not permanent. There are other effects of marijuana use which are cumulative and may last indefinitely including respiratory problems (daily cough and phlegm production, frequent respiratory illness, obstructed airways, increased risk of lung infections), increased risk of head and neck cancers, lung cancer, and immune system impairment. One of the most serious risks of long-term marijuana use is addiction. The drug is used compulsively despite interference with family, school, and work. Withdrawal symptoms and drug cravings make it very difficult for long term users to stop smoking marijuana. Treatment of marijuana addiction is limited to behavioral therapies as there are no medications available to treat this addiction.

Research has demonstrated that adolescents who smoke marijuana have decreased academic performance compared to those who do not. Marijuana use in school aged students has been linked to a reduction in the psychological skills that enable one to maintain confidence and persist in their pursuit of goals. Employees who smoke it are more likely to have problems on the job. Marijuana use is associated with depression, anxiety, and personality differences and interferes with learning and memory skills. The effects of this are that long-term and/or frequent users may fall behind in developing intellectual, job, or social skills.

For more information "Marijuana Abuse" can be ordered from the National Clearinghouse for Alcohol and Drug Information; 1-800-729-6686 or www.health.org (Publication #PHD940).

Source: NIDA NOTES. Volume 17, Number 3.

New institute board chair elected - Dr. Nady el-Guebaly

Effective July 1st, 2002, Alberta Gaming Research Institute Board Member Dr. Nady el-Guebaly of the University of Calgary was appointed Board Chair. Dr. el-Guebaly is currently Professor and Head, Division of Substance Abuse, Department of Psychiatry at the University and past Chair of the Department. He is also the Founding Director of its Addiction Centre and continues to be involved with numerous

professional organizations.

Dr. el-Guebaly has an extensive and accomplished record of scholarship in the area of mental health and addiction medicine. His introduction to the field dates back to his initial psychiatric training in the United Kingdom in 1969. Since that time, his major research interests have included the vulnerability of offspring of alcoholic parents, developing

optimal treatment opportunities for the mentally ill substance abuser, the health impact of pathological gambling, and medical education and international delivery of care. These interests have resulted in some 450 publications, over 100 peer-reviewed papers, and 40 past and current grants.



News from the Centre ...

• **Congratulations** are in order to Dr. Felicia Kaufman for successfully defending her doctoral dissertation entitled "The Relationship between Level of Gambling Involvement, Life Stress, and Coping Style in an Adolescent Cross-Sectional Sample." Dr. Kaufman will be pursuing clinical work. Best wishes and good luck!

• Karen Hardoon, our Centre's Research Coordinator, will be off for a year on maternity leave. We wish Karen all the best as she embarks on her new journey into motherhood.

• The McGill team was well represented and played an integral role at the recent World Forum 2002 in September and the 5th European Conference on Gambling Studies and Policy Issues in Barcelona, Spain (October).

• Jeff Derevensky has been invited to present a paper at the Minnesota Department of Human Services conference in early March.

• Some of the center's staff will be presenting at the Alberta Gambling Research Institute's annual conference in Lethbridge this spring.

• Jeff Derevensky & Rina Gupa will be going to Nottingham Trent University in early April to collaborate on projects with Dr. Mark Griffiths and his team.

• We are pleased to announce that two of our esteemed colleagues will be visiting professors in 2003: Dr. Mark Griffiths, Psychology Division, Nottingham Trent University, England (February) and

Dr. Mark Dickerson, Tattersall's Chair in Psychology, School of Psychology, University of Western Sydney, Australia (June).

The Centre would like to extend a warm welcome to our new students.

Harjit Aulakh, M.A., is a doctoral student in the School/Applied Child Psychology program at McGill University. Ms. Aulakh holds a



B.Sc. in Biological Psychology from the University of British Columbia and an M.A. in Clinical Psychology from Lakehead University. She is currently pursuing her doctoral degree and conducting her research at the Centre on adolescent gambling behavior. Her areas of interest include: the role of culture in developmental psychopathology, gambling behavior in youth, and the neurological underpinnings of youth gambling behaviors.

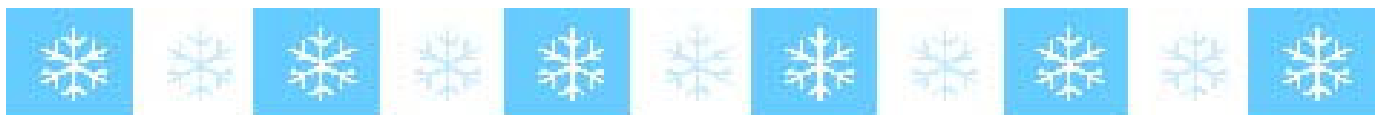
Andrea Byrne, B.A., is a first-year M.A. student in the School/Applied Child Psychology program at McGill University. She holds a B.A. in psychology from McGill University. Andrea is currently involved in a genetics project at the Douglas Hospital looking at individuals with eating disorders and their family members. Areas of interest include: addictions, eating disorders, youth and adolescent gambling and high-risk behaviors.

Isabelle Lussier, B.A. (hon), is a first year M.A. student in the School / Applied Child Psychology program at McGill University. She has a background in experimental psychology, and is fluent in English and French. As an undergraduate student at Bishop's University, Ms. Lussier wrote and presented a thesis on Self-Image Bias in Person Perception. She served as student representative on the Faculty Psychology Committee and was the Valedictorian of Bishop's University for her graduating class.

New Publications from the Centre

Derevensky, J., Gupta, R., & Della-Cioppa, G. (2002). A developmental perspective on gambling behavior in children and adolescents. In J. Moratta, J. Cornelius & W. Eadington (Eds.), *The downside: Problem and pathological gambling*. Nevada: University of Nevada Press.

Season's Greetings



Dickson, L., Derevensky, J., & Gupta, R. (2002). The prevalence of youth gambling problems: A conceptual model. *Journal of Gambling Studies*, 18(2), 97-160.

Hardoon, K., & Derevensky, J. (2002). Child and adolescent gambling behavior: Our current knowledge. *Clinical Child Psychology and Psychiatry*, 7(2), 263-281.

Hardoon, K., Derevensky, J., & Gupta, R., (2002). *An Examination of the Influence of Familial, Emotional, Conduct and Cognitive Problems, and Hyperactivity Upon Youth Risk-Taking and Adolescent Gambling Problems*. Report prepared

for the Ontario Problem Gambling Research Centre, Ontario, 113pp.

Ste-Marie, C., Gupta, R., & Derevensky, J. (2002). Anxiety and social stress related to adolescent gambling behavior. *International Gambling Studies*, 2(1), 123-141.

Wood, R.T.A., Derevensky, J., Gupta, R., & Griffiths, M. (2002). Accounts of the U.K. National Lottery and scratchcards: An analysis using Q-sorts. *Journal of Gambling Studies*, 18(2), 161-184.

New Student Research Award

The International Centre for Youth Gambling Problems and High-Risk Behaviors at McGill University is

pleased to announce the establishment of the annual Durand Jacobs Award for outstanding student paper in the psychology of addictive behaviors. This award is dedicated to Dr. Durand Jacobs' lifelong efforts to help mentor students. Along with Dr. Durand Jacobs, an international panel of researchers will comprise the selection committee. More information shall be forthcoming in future Newsletters.

Employment Opportunities

Staff Research Position;

Postdoctoral Fellowship

For details, please refer to our website at www.youthgambling.com

LIFETIME ACHIEVEMENT AWARD



The International Centre for Youth Gambling Problems and High-Risk Behaviors is pleased to announce that Dr. Durand Jacobs is the recipient of its Lifetime Achievement Award in recognition of his dedication, leadership in research, and pioneering contributions to the field of youth gambling. Through his many endeavors and positions throughout his distinguished career, Dr. Jacobs' consistent commitment to excellence has been inspirational to researchers and clinicians throughout the world. His theoretical and clinical work and generosity of

time has helped mentor young researchers and treatment providers. In recognition of his many contributions, the International Centre for Youth Gambling Problems and High-Risk Behaviors is most pleased to present this award to Dr. Durand Jacobs. This award will be presented to Dr. Durand Jacobs at the 12th International Conference on Gambling and Risk-Taking in Vancouver, B.C.

Upcoming Events

Prevention of Problem Gambling

University of Lethbridge, Alberta
March 27-28, 2003

Together with the School of Health Sciences, the Alberta Gaming Research Institute is sponsoring the "Prevention of Problem Gambling" conference that will be held at the University of Lethbridge and will be of interest to researchers, clinicians, counselors, educators, and representatives from government and industry.
www.abgaminginstitute.ualberta.ca

The Responsible Gambling Council (Ontario) Discovery 2003 Annual Conference

Toronto, Ontario
April 27-30, 2003
www.responsiblegambling.org

12th International Conference on Gambling and Risk-Taking

Vancouver, British Columbia
May 26-30, 2003
Deadline for submissions and abstracts: January 15, 2003.
www.unr.edu/coba/game/confer.asp
Contact: corneliu@unr.nevada.edu

17th National Conference on Problem Gambling

Louisville, Kentucky
June 19-21, 2003
Deadline for submissions: January 17, 2003
www.ncpgambling.org

YGI Newsletter

A Quartely Publication by the International Centre for Youth Gambling Problems and High-Risk Behaviors

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NCPG 2003 OUTSTANDING MASTER'S AND DOCTORAL DISSERTATION AWARDS

Each year, the National Council for Problem Gambling requests nominations for the outstanding graduate master's thesis or doctoral dissertation award in the area of problem gambling. The award will be presented to a student who has successfully completed a Master's Thesis or Doctoral Dissertation which merits special recognition. The recipient shall have completed a research study that has the potential to contribute to our scientific knowledge and clinical understanding of problem and pathological gambling behavior.

Nominees must have successfully completed all requirements for the granting of their master's or doctoral degrees between January 1, 2002 and December 31, 2002. The submissions will be evaluated by the NCPG Research Committee. The award recipients will receive a complimentary registration to the 17th National Conference on Problem Gambling, June 19-21, 2003 and are invited to present a paper at the conference based upon their thesis or dissertation.

Anyone, including the candidate, may nominate a graduate student for this award.

Deadline for submissions: February 1, 2003.

For more information visit www.ncpgambling.org or contact Dr. Lori Rugle lrugle@hotmail.com

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