

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

Interactive television gambling

Professor Mark Griffiths

International Gaming Research Unit, Nottingham Trent University

With the advent of betting on the Internet, by telephone, and through interactive television (i-TV), gambling has arrived into the UK home. In February 2003, BSkyB reported that it had generated £33 million of revenues through i-TV gambling in the final six months of 2002.

Through the television remote control, punters can bet at the push of a few buttons. Such income streams are likely to grow rapidly with many

interested parties hoping to cash in (e.g., bookmakers, broadcasters, sports rights-holders, etc.). Merrill Lynch predicts the global online gambling industry will be worth £125 billion by 2015, and that i-TV gambling is likely to account for 50% of revenues. This would be more than 10% of the overall world gambling industry (estimated at £600 billion). In addition, Datamonitor published a report 'iTV Games and Gambling in Europe' (2003) noting that games and gambling are two of the most profitable revenues streams for i-TV. The report also noted that "pay-per-play" business models will dominate i-TV games service provision,

accounting for over 60% of revenues by 2007. They also predicted that by 2007, lotteries would account for almost three-quarters of i-TV gambling revenues, and that the UK and France would have over 50% of the market share.



In the UK, most betting currently takes place on just three sporting activities (70% horse races, 20% dog races, and 5% football matches). Bookmakers and broadcasters know this could substantially change with i-TV gambling. Television viewers could gamble on a much wider array of events via credit card payment through their digital interactive

service. This could include many non-sporting events like who will win the Eurovision Song Contest, who will be evicted from the Big Brother house, or who will pick up an Oscar. Such non-sport betting may also bring in new clientele, including female gamblers. The take up of i-TV gambling may also be very popular with people who would not dream of going to a casino or betting shop. The use of i-TV gambling may help change people's attitudes about gambling by destigmatising and demasculinising it. Such gambling could lead to a more social experience shared by clientele across the demographic spectrum.

Furthermore, Sky has made no secret that it wants to earn £400 a year from each of their digital viewers (in addition to their basic subscription package). The plan is to recoup the cost of interactive services through online quizzes, games, gambling, and broadcast-driven television applications. Whether i-TV will have an effective revenue model remains to be seen, but television-commerce, premium-rate telephony, games, and gambling may provide a commercial source of revenue. For the television viewer, gambling increases interest in the event they are watching and has the added advantage that it boosts

INSIDE THIS ISSUE

Interactive Television Gambling	1
Bet You Didn't Know	2
Public Health Focus	3
It's Your Lucky Day	5
Our Visit to the Senate of Canada	6
High-Risk Research at a Glance	7
Let's Talk Prevention	9
Ottawa Legislation	10
New Publications	11
New Youth Gambling Book	12
* * *	
News from Centre	13
Upcoming Events	15

Continued on page 2

ratings for television companies. In Australia, digital television operators want restrictions on sports wagering relaxed to allow bets to be made on sporting events after they have begun (e.g., cricket). Questions are raised to what extent this is exploitative and to what extent some people will develop gambling problems as a result of such technologies.

Social responsibility and interactive television gambling

Like Internet gambling, i-TV gambling appears to be introduced with little concern for the social implications that may affect a small percentage of the population. Bringing gambling to a television set in the home carries with it a special social responsibility. A 2002 "White Paper" (Design Guidelines for Interactive Television Gambling by Stephen Voller of TV Compass), did at least try to address some of the issues raised by the introduction of i-TV gambling. The six broad design criteria are access, reality checks, separate payments, messages, information, and self-exclusion periods. More specifically :

Access – No-one under 18 years should be able to gamble. Therefore to access the gambling functions there

should be a regularly changing pin code with three attempts before a lock-out. Voller also suggests there should be a physical access device (e.g., token, smart card, etc.) that has to be inserted by the adult gambler.

Reality checks – The technology must allow reality checks (such as a built-in pause every 20 minutes to help overcome the engrossing and intensive nature of gambling) to give the gambler time to reflect on their actions.

Separate payments – On opening credit card accounts there should be a customer-led credit limit for a predetermined period of time. It is crucial to separate the setting of credit limits from the gambling process itself so that people cannot just press a button on their remote to raise credit limits.

Messages – During the gambling process there should be socially responsible gambling messages displayed at significant points in the gambling process (e.g., "Bet with your head, not over it" when first accessing the gambling platform). Further responsible gambling messages could automatically scroll down the screen at regular intervals.

Information – All systems should be able to provide easy access to information such as account details, the amount won or lost in a session, and advice on where to go for help if they have a gambling problem. Furthermore, there should be no encouragement to reinvest winnings or chase losses.

Self-exclusion periods – Households should easily be able to exclude themselves from the gambling process (which may include returning the remote control itself) and not be able to reapply for an agreed minimum period.

Hopefully, if socially responsible measures are adopted by operators, it will help minimise the potential problems brought about by (what is in effect at present) an unregulated form of gambling.

Note: A longer version of this article was published in *World Online Gambling Law Report* (2004, Vol 3 [3]).

Professor Mark Griffiths, International Gaming Research Unit, Psychology Division, Nottingham Trent University, Burton Street, Nottingham, NG1 4BU, United Kingdom or e-mail: mark.griffiths@ntu.ac.uk.

Be? You Didn't Know...

Casinos Bet on Gambling Addiction Web Site

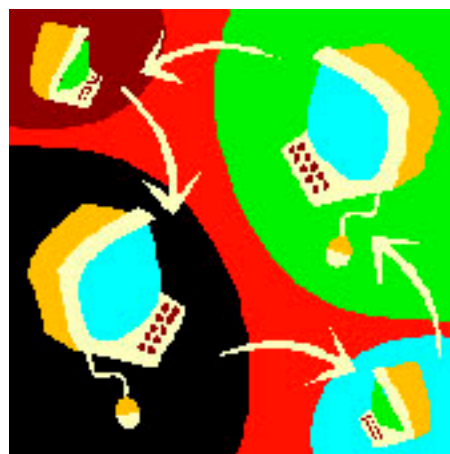
SYDNEY (Reuters) - Australian gamblers seeking help from Gamblers Anonymous are being hit with online casino pop-up advertisements when they visit the Web site of their self-help group, reported the Daily Telegraph newspaper.

Australians gambled away a record \$11 billion in the year to June 2002 -- nearly 2% of gross domestic product and slightly more than the nation's defense budget, according to national statistics released late last year.

"This is when they least need that temptation. They are reaching out for support. Suddenly cues that allow them to gamble are there," Louise Sharpe, Director of the University of Sydney's gambling research unit, told the paper in Friday's editions.

The tabloid said the self-help group cannot block the ads or take legal steps against the online casinos, which are based overseas. Gamblers Anonymous warns visitors to its web site, www.gamblersanonymous.org.au, not to open the casino ads and is trying to update the Web site so as to stop the ads.

More than 20% of the world's electronic gambling machines are in Australia, about five times as many as in the United States on a per person basis.



PUBLIC SERVICE ANNOUNCEMENTS FOR YOUTH GAMBLING PROBLEMS

Carmen Messerlian, M.Sc.

Director of Program Development
International Centre for Youth Gambling Problems and High-Risk Behaviors

Health communication is designed to increase awareness, inform people about a product or message, influence attitudes, and promote behaviour change through the development of a well-targeted plan and the implementation of a variety of communication activities. As one element of an overall approach, health communication can be successful in influencing and affecting young people's attitudes about gambling. However, a public health approach should also include policy development that aims to modify the existing environment and enable behaviour change.

We know that adolescents' attitudes about gambling may be formed through the promotion and marketing of gambling in the mass media. In the same way that the industry uses the media to promote gambling participation, the media may be drawn upon in order to promote messages that gambling can be risky for underage youth.

This year, our Centre contacted all French and English High Schools throughout Quebec to enlist the participation of students in developing public service announcement (PSA) messages on youth problem gambling. The PSA

contest aimed to involve youth in the development of creative messages that could potentially be broadcasted via radio. Messages received through the contest were unique in that they were produced from a young person's perspective, and while some participants targeted adults, others chose their peers as the primary audience. Although the panel of judges found it difficult to make their decision, four winners were selected; two French and two English students received 1st and 2nd prizes.

In Their Own Words



English 1st Prize:
Cindy Mansbridge
Secondary 5
Mecatina School

Is This You?

82% of teenagers have done it in the last year, 35% do it weekly, 15% are at-risk, and 6% have made it a pathological problem. If you're thinking that this is about drugs or alcohol, you're wrong, this is about gambling!

Teenagers who gamble tend to become depressed, isolated or have anxiety problems. Teenagers who gamble are at risk of becoming out of control gamblers when they are older.

If you find yourself selling personal belongings or skipping school just because you need to gamble you may have a serious problem, so please look for help, and your first step to getting help is realizing that in the last few seconds, we have been talking about you.



**English 2nd Prize:
Jenna Robertson
Secondary 3
Mecatina School**

My Addiction!

I had a nearly perfect life. I had great friends, good grades and I was pretty happy most of the time. Then my secret addiction soon took over.

It started innocently. A lottery ticket here and there, maybe even a game of poker or blackjack on the Internet after I had finished my homework. Then I started to get good at the game so I started betting some big money. I won a couple of times. So I started to get careless and I started to lose.

My love for the thrill of the game soon took over. I was spending all my allowance and any extra cash that I could get my hands on. I started to fall into debt, and one time I even stole money from my little sister to pay off my gambling debts. I had to lie, cheat and steal to keep out of debt so that my parents wouldn't get suspicious.

My grades started to slip because of the stress and guilt. My life had made a complete turnaround from great to unbearable. I was spiraling downward towards an unhappy life of gambling. I am telling you this so you can stop or get help before it is too late. Jenna

**French 1st Prize:
Nancy Gauthier
secondaire 4
École Louis-Joseph-Papineau**

Il faut cesser

Tu ne peux plus t'empêcher
Tu continues toujours à jouer
Tu te mets à espérer
qu'un jour, tu pourras gagner.

De plus en plus, tu te mets à
dépenser
et ensuite à t'endetter.
Tu dois de l'argent
Ça devient un passe-temps.

Tout ça mène à rien
À part de te mettre dans le pétrin
Ça peut détruire ta vie
et même te faire des ennemis.

Si tu te reconnais
demande de l'aide, tu as intérêt.
Il n'est peut-être pas trop tard
pour te sortir de ce cauchemard.

N'attend pas d'être vraiment
accro
je te le dis, ce n'est pas rigolo.
N'aie pas peur
tu seras un vainqueur.



**French 2nd Prize:
Maude Jaworski et
Simon Morin-Plante
secondaire 3
École secondaire Daniel-Johnson**

La majorité des gens qui ont des problèmes de jeu souffrent de dépression et d'anxiété.

Vous savez, chers Québécois, le jeu a été conçu à la base pour le divertissement et l'amusement, mais quand ça devient une obsession et que vous ne pensez plus qu'à ça, il est important de s'en rendre compte rapidement, parce qu'il ne faut pas tomber dans le panneau!



IT'S YOUR LUCKY DAY!

Susan de Lima

Addictions Foundation of Manitoba

Students today are faced with many challenges and opportunities. With the myriad of social issues in the classroom today, youth gambling is one that is often overlooked. However, studies continue to indicate that youth are at a greater risk of developing gambling problems and have a higher prevalence of problem gambling than adults.

With this in mind, the Addictions Foundation of Manitoba (AFM) developed a fun and interactive multimedia gambling education and awareness program called, *It's Your Lucky Day* which was supported by the Manitoba Lotteries Corporation.

Developed for middle-year students (grade 7 & 8) and facilitated by AFM Prevention and Education Consultants, the program is currently being piloted in schools across Manitoba. The aim is to implement the program province-wide following the initial evaluation of pilot sites. In addition, a website, www.luckyday.ca, was developed as a complementary resource to the education program.

The goals of this program include: providing factual and reliable gambling information to middle years students which may assist in making informed decisions about gambling, and preventing possible harm from youth involvement in gambling.

Youth were involved early at the program development stage. Focus groups consisting of 28 students ages 11 to 15 from rural and urban Manitoba provided feedback and input into the program and website. For example, initially the website was going to be developed and launched as a second phase of the program. However, feedback received by youth participating in the focus groups indicated that the first place they would go for information or help would be to a website. It then became clear that a website that provided gambling information and more importantly community resources would be a key component of a more comprehensive strategy. Preliminary results show that in a two week period there were 804 hits on the website with the most popular pages being: "What is Gambling," "Myths," and "Problem."

During development, the school curriculum was reviewed to ensure the program and website offered content appropriate and suitable for the grade levels. According to educational professionals, the goals and objectives of the program



complement and build upon the health, math, and english curriculum. Students are encouraged to explore areas such as risk taking, decision making, coping skills, problem solving, harm reduction, randomness and probability.

Initial feedback from staff and students has been very positive. Currently, the program is in the evaluation phase, with approximately 500 students involved. Evaluation is expected to be completed in June 2004.

For further information on *It's Your Lucky Day* or www.luckyday.ca please contact Susan de Lima, Prevention & Education Consultant at (204) 944-6254; sdelima@afm.mb.ca.

luckyday.ca

Our visit to the Senate of Canada

Bill S-6: An act to amend the Criminal Code (lottery schemes)

Rina Gupta, Ph.D.

International Centre for Youth Gambling Problems and High-Risk Behaviors

This past February, Jeff Dervensky and I were asked to provide expert testimony at a federal hearing in the Senate of Canada. Bill S-6 was tabled by the Honourable Senator Jean Lapointe, out of his concern over the easy accessibility of VLT machines in 8 Canadian provinces. The Bill is designed to remove VLTs from bars and restaurants, and relocate them to Casinos and Racetracks (Racinos) which are provincially run and regulated. In tabling the Bill, Senator Lapointe drew upon research findings, addressing concerns for underage youth and underprivileged neighborhoods, as they are most vulnerable to the negative consequences of such machines.

Senator Lapointe also directly addressed the social costs of pathological gambling: *“Pathological and problem gambling has serious social and financial repercussions on individuals, families, and society in general. So much distress, so many broken homes, suicide, and crimes committed by video lottery terminals.”* The Senator also outlined consequences to spouses and employers of VLT players experiencing serious gambling problems. Before addressing questions, Senator Lapointe finished his argument with the following, *“Honourable Senators, the social cost of video lottery machines is far higher than the income derived by them by provincial governments... I sincerely believe that if we tackle the accessibility and visibility of video lottery machines, it could have a very positive effect on society.”*

In our testimony, we covered a lot of ground since we were given the floor for the entire morning session. The main points pertained to the need for the government to adopt a standard of *duty of care*, which involves recognizing the highly addictive nature of VLTs, and taking steps to protect the public and minimizing harm. We discussed the benefits of removing machines from local neighborhood and establishments and moving them out to more remote locations where individuals will have to make a concerted effort to access these venues, thereby acting as a geographical barrier. *“Our concern is that people should not have such ready access to electronic gaming machines- particularly to the point where they may end up gambling when they had no intention of doing so because they end up being in a location, or passing by a location, that is advertising the service of these machines...the easy accessibility makes it very opportune for individuals who have gambling problems to walk in for 5 minutes and spend the rest of their day there.”*

We also took the opportunity to address other concerns, including the need for responsible advertising, longitudinal research, the necessity of closely investigating the impact of different forms of legalized gambling opportunities, the need for ongoing prevention, and our hope of one day having an independent council being responsible for the distribution of research, treatment and prevention funds. Our testimony was summed up with the following statement,

“The whole idea of protecting people from the negative effects of gambling has to take place on multiple levels. We cannot address it in one area and not another. Commissioned studies in other countries show that accessibility and availability were two major determinants of harm down the line. A public health approach should look at a balance and try to find a way to let gambling exist in our societies while protecting people as much as possible.”



Examining the Links between Rejection Sensitivity and the Involvement in Verbally- and Physically-Aggressive Romantic Relationships during Adolescence

Tanya Bergevin, Ph.D.

Director of Research

International Centre for Youth Gambling Problems and High-Risk Behaviors

Introduction

- Romantic or dating relationships are an integral and defining feature of social development during adolescence (Connolly & Johnson, 1996).
- Although romantic activity represents a normative facet of adolescent development, how adolescents approach and experience dating relationships are subject to a great deal of individual variability. For some youth, romantic relationships are linked to higher self-esteem and an increased sense of well being, whereas for others, these relationships are linked to increased psychological and behavioural difficulties (Joyner & Udry, 2000; Samet & Kelly, 1987).
- It is premised that adolescents who experience a legacy of rejection, first from parents and later from peers, enter subsequent romantic relationships with a heightened expectation of rejection.
- Individuals who anxiously or angrily expect, readily perceive, and react intensely to rejection are referred to as Rejection Sensitive (Downey, Bonica, & Ricón, 1999).
- Relative to their peers, Rejection-Sensitive youth are believed to either (a) avoid normative age-appropriate dating, or (b) over-invest in dating relationships. Over-investment strategies, which will occupy the focus of the current study, occur when individuals employ tactics designed to control or “keep” romantic partners in the relationship in an attempt to prevent further rejecting experiences (Downey et al., 1999).

- It is thought that Rejection Sensitive youth who over-invest in romantic relationships are at increased risk, relative to others, of using strategies of Coercion and Compliance to prevent romantic rejection.
- Coercive tactics includes the perpetration of Physical or Verbal Aggression, while compliant tactics include tolerating behaviours that may compromise one’s personal safety and well being (i.e., being at the receiving end of coercive behaviour).
- The current study was designed to clarify whether adolescents’ sensitivity to rejection predicts heightened levels of Physical and Verbal Aggression within their romantic relationships.

Specific Hypotheses at a Glance:

- 1- Does Rejection Sensitivity predict the perpetration of Physical or Verbal Aggression against romantic partners?
- 2- Does Rejection Sensitivity predict being the recipient of Physical or Verbal Aggression from romantic partners?

Variable Labels:

There are three components to the construct of Rejection Sensitivity: The affective components of anxiety and/or anger, and the cognitive component of expecting rejection to actually occur.

- (1) Reacting with excessive anxiety to potential rejection = Anxious RJS
- (2) Reacting with excessive anger to potential rejection = Angry RJS
- (3) Harboring the cognitive

expectations of rejection = Expectation RJS

In order to measure the differential impact of parents and peers in shaping adolescent romantic outcomes, all three components of Rejection Sensitivity were measured and analyzed separately for parents and for peers.

Method

Participants

Three hundred and forty senior high-school students (188 girls, $M=16.6$ years of age).

Procedure

Participants completed self-report questionnaires designed to assess Rejection Sensitivity within parental and peer domains, as well as their experiences perpetrating, or being the recipients of, Verbal and Physical Aggression within romantic contexts.

Measures

Rejection Sensitivity. Presented with a series of potentially rejecting scenarios involving parents and peers, participants rated (a) how anxious, (b) how angry they would feel, and (c) how much they would expect a rejecting outcome in the given scenario. Items were adapted from the Rejection Sensitivity Questionnaire (Downey & Feldman, 1996) and the Children’s Rejection Sensitivity Questionnaire (Downey, Lebolt, Rincón, & Freitas, 1998).

Coercion and Compliance.

Measures of Physical Aggression and Verbal Aggression were adapted from the Revised Conflict Tactic Scale (Straus, Hamby, Boney-McCoy & Sugarman, 1996).

Respectfully, the scales included items such as: “I have kicked, bit or punched my boy/girlfriend”, and “I have called my boy/girlfriend mean names and/or criticized some aspect of his/her appearance”. Items measuring Compliance, or being at the receiving end of Physical and/or Verbal Aggression, included “I have put up with a boy/girlfriend who has been physically abusive to me”.

Results

Hierarchical multiple regression analyses were conducted to predict (a) the perpetration of Verbal and Physical Aggression, and (b) being the recipient of Verbal and Physical Aggression in romantic relationships, from the components of Rejection Sensitivity (i.e.,

Anxious RJS, Angry RJS, and Expectation RJS).

Perpetrating Verbal and Physical Aggression against romantic partners

• Results revealed that Angry RJS to peers positively predicts the perpetration of Physical and Verbal Aggression against romantic partners. Interestingly, however, Anxious RJS to peers negatively predicts the perpetration of both forms of aggression for boys and girls (see Tables 1 and 2). In other words, whereas Angry Rejection Sensitivity promotes aggression in dating relationships, Anxious Rejection Sensitivity appears to inhibit it.

- Girls report using more Verbal and Physical Aggression against partners than do boys in dating relationships.
- No significant effects emerged for parental Rejection Sensitivity.

Being the recipient of Verbal and Physical Aggression from romantic partners

- Positive trends were observed for Anxious RJS to peers, $\beta = -.11$, $p = .06$, and Anxious RJS to parents, $\beta = .10$, $p = .08$, for both boys and girls. In other words, Rejection Sensitive youth who react to potential rejection with heightened levels of anxiety are at increased risk of being physically and verbally victimized in romantic relationships.

Highlights

- Results indicate that Rejection-Sensitive youth employ Coercive or Compliant tactics in romantic relationships. In other words, relative to their peers, Rejection-Sensitive teens perpetrate more Verbal and Physical Aggression in dating.
- As expected, Rejection Sensitivity to peers more powerfully predicts romantic maladjustment than does Rejection Sensitivity to parents during middle adolescence.
- Girls report perpetrating more Physical and Verbal aggression against romantic partners than do boys.

In sum, shedding light on Rejection Sensitivity and other personality dynamics not only increases our ability to predict who is at risk for using maladaptive strategies in romantic relationships, it also allows researchers to better identify and predict who is at risk of becoming involved in deleterious, even dangerous dating relationships.

Please contact Tanya Bergevin for a complete reference list.

Table 1: Predicting Physical Aggression in Dating from Rejection Sensitivity with Peers

Predictors	At final Step		
	β	τ	R ²
Step 1			
Sex	.19	3.29***	.05***
Step 2			
Anxiety RJS	-.19	-2.85**	.04**
Anger RJS	.20	3.06**	.03**
Expectation RJS	.08	1.30	.01
Step 3			
Anxiety X Expectation RJS	-.10	-1.58	.01
Anger X Expectation RJS	-.02	-.32	.00

* $p < .05$ ** $p < .01$ *** $p < .001$ (two-tailed).

Table 2: Predicting Verbal Aggression in Dating from Rejection Sensitivity with Peers

Predictors	At final Step		
	β	τ	R ²
Step 1			
Sex	.14	2.57*	.03*
Step 2			
Anxiety RJS	-.27	-3.95***	.05***
Anger RJS	.31	4.96***	.07***
Expectation RJS	-.11	-1.91(*)	.01(*)
Step 3			
Anxiety X Expectation RJS	.01	.07	.00
Anger X Expectation RJS	.00	-.06	.00

* $p < .05$ ** $p < .01$ *** $p < .001$ (two-tailed).



Let's talk prevention®

NEW PREVENTION PROJECT

Anne-Elyse Deguire, M.Sc.

Prevention Specialist

International Centre for Youth Gambling Problems and High-Risk Behaviors

The International Centre for Youth Gambling Problems and High-Risk Behaviors has just received funding for the development of a new targeted prevention tool that aims to reduce gambling related crimes among at-risk youth.

This initiative, funded by the Ministry of Public Safety (Quebec) and Justice Canada, is based on the premise that pathological gambling can result in criminal and delinquent behaviour.

Although there are multiple types of crimes surrounding gambling (bookmaking, prostitution, and domestic violence etc.) this prevention project targets criminal acts committed by gamblers in order to help fund their habit. Indeed, gamblers may resort to theft, fraud and embezzlement in order to keep gambling. Some researchers have tried to establish the prevalence rates of this phenomenon, with rates varying between 2% and 90% depending on the methodology used and population.

The same phenomenon is found among young problem gamblers who may also engage in theft, shoplifting, breaking and entering, fraud and embezzlement in order to gamble. In fact, in one such study, when participants were asked if they had ever stolen



money from someone in their family in order to gamble, 57.9% of youth problem gamblers reported having done so. In addition, 28.9% responded positively when asked if they had ever stolen money outside the family or shoplifted in order to gamble.

It is also important to mention that not every youth gambler will develop a gambling problem and not all youth problem gamblers will resort to delinquency. Some youth appear to be more at-risk of developing gambling related problems in general and commit gambling related crimes in particular. The scope of this article does not allow for elaboration on this subject. However, it has been demonstrated that teenagers with a history of substance abuse, behavioural problems and delinquency have shown greater rates of problem gambling and have committed illegal acts, specifically to fund their gambling activities, at a greater frequency.

In collaboration with a juvenile youth centre, a substance abuse treatment centre, and a special needs school which serves students with severe behavioural problems, this exciting new prevention project will target these at-risk teenagers and aim to reduce gambling related crimes in youth. We look forward to this opportunity and will keep you informed with its development and results.

Ottawa rethinks 'dangerous' Internet betting: May be illegal

Source: National Post
Author: Tom Blackwell
Published Date: Apr 21, 2004

Two federal departments are launching a review of their decision to permit Canadian Online Gambling.

Cabinet quietly passed a regulation last fall giving the green light to Woodbine Entertainment's horse-betting service, as well as any competing sites that come later. But critics maintain the government stamp of approval violates the Criminal Code and could create a new source of pathological gamblers.

Now the Justice Department and Agriculture and Agri-Food Canada, which is responsible for regulating horse racing tracks, have decided to revisit the legality of that decision, made with virtually no public debate.

"There have been assertions that somehow Internet pari-mutual betting is illegal," Hal Pruden, a lawyer in the criminal-law branch of the Justice Department, said in an interview.

"Given the assertions made by certain persons ... we would like to have a closer look at that."

The site allows subscribers to Woodbine's telephone wagering service to place bets at dozens of tracks from the comfort of their personal computer. Proponents say the regulation only extended existing rules permitting telephone betting on horse races.

But others call it a major development in Canadian gaming policy that was approved by Cabinet in a virtual vacuum. Only a change to the Criminal Code, requiring public debate in Parliament, could make Internet betting on races legal, said Sol Boxenbaum, a Montreal-based problem-gambling counsellor.

Critics say the Internet could make gambling more convenient and

private for those prone to addiction, and easier for minors to access, while government approval only enhances its appeal.

"When someone can gamble without even leaving their home, they can get out of bed and gamble on the computer, we are creating more potential for harm," Mr. Boxenbaum said.

"It is just putting one more thing out there for people to gamble on, and it's already way out of control."

The jury is still out on the social impact of Internet wagering specifically, said Brian Yealland of the Gambling Watch Network. But the rapid growth of gambling in general in Canada has spawned widespread and often tragic problems, he said.

Governments should, if anything, place a freeze on allowing more betting options, the advocate said.

"Here we are expanding, when all the signs are that we are getting ourselves into a very dangerous area of damage to the public good," Mr. Yealland said.

But a spokesman for Woodbine Entertainment, the site's operator, said there is little to worry about. Unlike Internet casinos, which feature virtual slot machines and table games, customers cannot just supply their credit card number and start gambling with the click of a mouse, said Andrew Macdonald, the company's head of business development.

They first have to set up an account with Woodbine, provide proof of age and deposit cash in the account either by cheque or with a credit card. Then they are free to bet on real-life races at the two tracks owned by Woodbine, about 15 others in Canada

and several in the U.S., Hong Kong and Australia, Mr. Macdonald said.

"It's our view this is a form of entertainment," he said. "It's just another way to play your favourite sport."

Since the site was launched in January, it has registered \$10-million in bets from 3,000 players, most of them existing customers, Mr. Macdonald said.

Meanwhile, at least one other organization has applied to the Canadian Pari Mutuel Agency, an offshoot of Agriculture Canada that regulates the horse-racing world, to operate a computer-based betting service, an agency spokesman said.

The Criminal Code authorizes betting at tracks, by telephone and at off-track betting theatres.

The regulation passed last October to accommodate Woodbine's request extends the definition of telephone betting to include "any telecommunicatins device," thus covering the Internet.

It is that decision that government officials want to take another look at, Mr. Pruden said.

Debate over the horse-betting sites generally underlines the legal murkiness around gambling on the Net in Canada. While no Internet casino is legal here, some are run by Canadian companies from overseas locations -- and a Montreal-area Mohawk reserve -- and individual Canadians can use them with virtual impunity.

The Criminal Code also gives provinces the right to operate or license casinos. None have dabbled in Internet gaming yet, though the Atlantic Lotteries Corp. is giving the idea serious thought.



Interesting New Publications

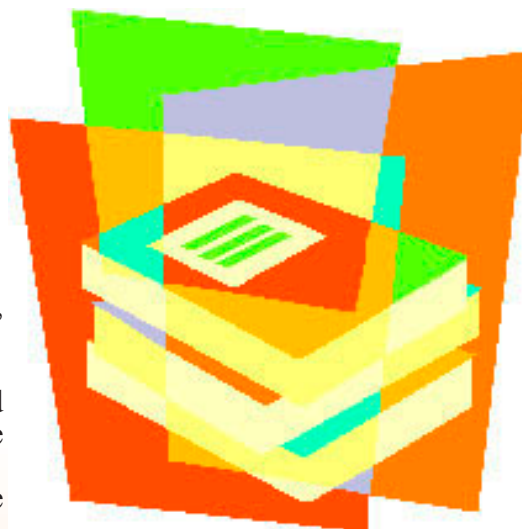
Carvajal, S. C., Hanson, C., Downing, R. A., Coyle, K. K., & Pederson, L. L. (2004). Theory-based determinants of youth smoking: A multiple influence approach. *Journal of Applied Social Psychology, 34*(1), 59-84.

This study tested a broad array of determinants of smoking grounded in general social psychological theories, as well as personality and social development theories. Using data from 2,004 middle school students, all proximal and distal determinants significantly predicted smoking in the hypothesized direction. Further, hierarchical logistic regressions showed that intention to smoke, positive and negative attitudes toward smoking, impediments to smoking, self-efficacy to resist smoking, parent norms, and academic success most strongly predicted current smoking. Hierarchical linear regressions suggested that parental relatedness, maladaptive coping strategies, depression, and low academic aspirations most strongly predicted susceptibility to smoking for those who had not yet smoked a cigarette. Global expectancies were the strongest predictor of susceptibility in low socioeconomic status students. These findings may guide the development of future theory-based interventions that produce the greatest reductions in youth smoking.

Goodwin, R. D., Fergusson, D. M., & Horwood, L. J. (2004). Association between anxiety disorders and substance use disorders among young persons: Results of a 21-year longitudinal study. *Journal of Psychiatric Research, 38*(3), 295-304.

This study examined the links between anxiety disorders and the

development of substance use disorders in a birth cohort of young people studied to young adulthood. Data were gathered over the course of a longitudinal study of a birth cohort of over 1000 New Zealand young people. Over the course of the study, data were gathered on (a) anxiety disorders and substance use disorders at ages 16-18 and 18-21; (b) a range of potential confounding factors including measures of childhood, social, and family factors. Young people with anxiety disorders had odds of substance dependence that were between 1.3 and 3.9 times higher



than young people without anxiety disorders. These associations were largely explained by a series of covariate factors relating to (a) childhood and family factors; (b) prior substance dependence; (c) comorbid depression; and (d) peer affiliations. After adjustment for these factors, anxiety disorder was unrelated to all measures of substance use. Young people with anxiety disorders are at increased risk of substance dependence. However, this association appears to be largely or wholly non causal and reflects the associations between childhood factors, prior substance dependence, comorbid

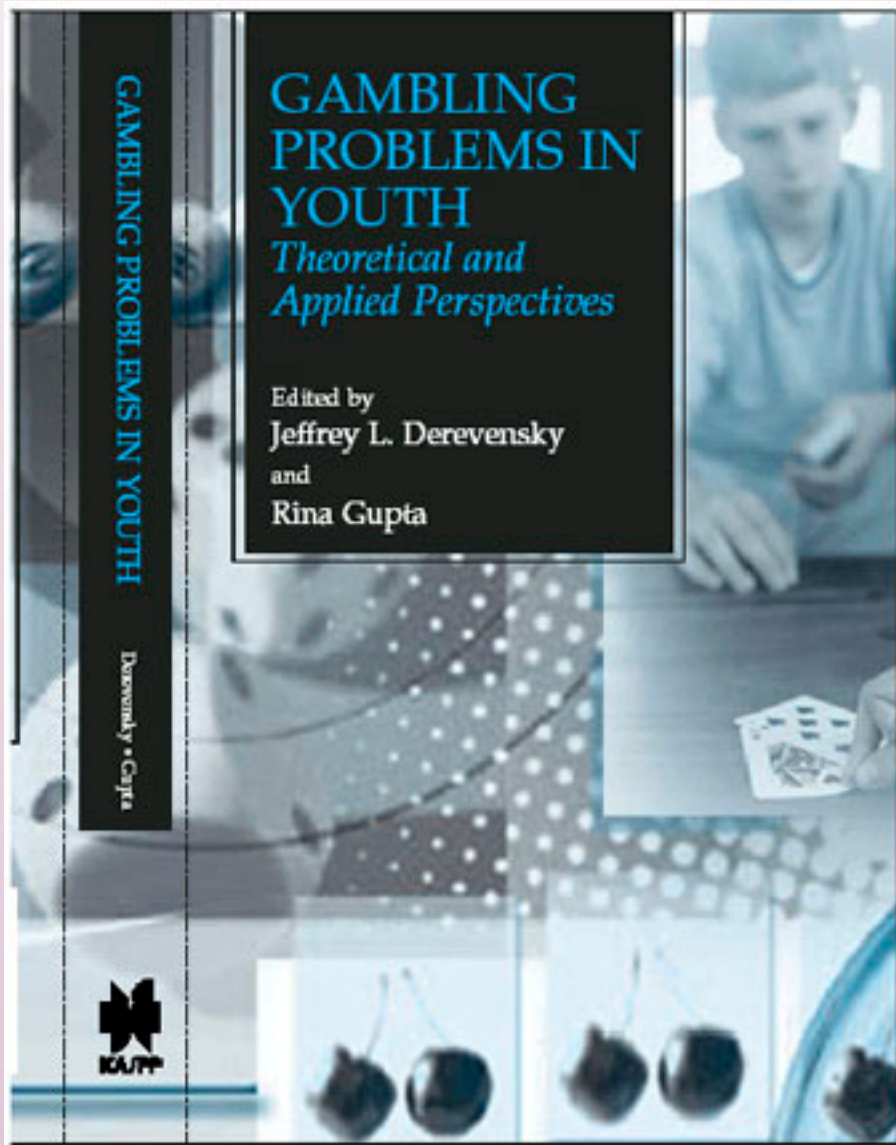
depression, peer affiliations and the development of anxiety disorders.

Gordon, M. S., Kinlock, T. W., & Battjes, R. J. (2004). Correlates of early substance use and crime among adolescents entering outpatient substance abuse treatment. *American Journal of Drug & Alcohol Abuse, 30*(1), 39-59.

Although many studies have examined the relationship between early deviant behavior and subsequent life problems among adolescents drawn from the general population, such relationships have not been examined for youth attending substance abuse treatment. Based on in-depth psychosocial assessments conducted with adolescents entering an outpatient substance abuse treatment program (N = 193), the current study examines individual characteristics, life circumstances, and other behavioral and psychological characteristics that are correlated with the age at which these youth initiated substance use and criminal activity. Early onset of substance use was associated with greater levels of family deviance and a variety of problems including school adjustment, drug use, criminal involvement, bullying and cruelty to people and animals, and involvement in risky sexual activities. In contrast, early onset of crime was related only to male gender, early onset of substance use, and cruelty to people. Findings suggest that treatment providers may need to consider the ages at which their adolescent clients initiated substance use given its association with illegal activity, other deviant behavior, and precocious and high-risk sexual behaviors.

Coming soon...

Derevensky, J., & Gupta, R. (Eds.) *Gambling problems in youth: Theoretical and applied perspectives*.
New York: Kluwer Academic/Plenum Publishers.



The most current information on youth gambling!
To be published July/August 2004.

News from the Centre ...

We would like to wish Jeff and Lynette all the best as they tie the knot in Florida at the end of June. Congratulations!

We also wish Jennifer Felsher and Golan Mergui a wonderful wedding celebration.

Serge Chevalier from the INSPQ will be joining our Centre in July for a year as a Visiting Researcher. We look forward to working with Serge in the coming months. We would also like to welcome Brigid Shea who has recently joined our Centre as a research assistant. Brigid has worked in Latin America and is fluent in English, French and Spanish.

Sadly, we have several departures too! Anne-Elyse Deguire will be leaving us after more than 3 years at the Centre. We wish her well in her new endeavors. Andrea Byrne will be leaving for Ottawa to begin her Ph.D. studies. Laurie Dickson will be going to California for her placement after defending her dissertation in June. Jennifer Felsher is moving to Toronto for her rotation at CAMH. Maggie Magoon is moving back to the U.S. to be with family and to look for new opportunities. Rachelle Mazin is pursuing graduate studies in Toronto and Kirsten Boehm will be pursuing her interests in art. We thank you all for your commitment to the Centre and wish you much success in the future!

Dr. Jeffrey Derevensky and Dr. Mark Griffiths (Nottingham Trent University and a member of the Centre's International Advisory Board) provided expert testimony before the House of Commons (U.K.) committee concerning the impact of

the draft legislation on gambling reform and youth gambling problems. The committee chaired by the Honourable Tessa Jowell, Secretary of State for Culture, Media & Sport, and Lord Andrew McIntosh, Minister for Gambling, also requested and received written briefs concerning youth gambling behaviours and the impact of Category D machines (fruit machines) on youth gambling behaviours. Drs. Derevensky and Griffiths reported that the committee had a unique opportunity to help reform the bill permitting fruit machine playing by minors.



Dr. Derevensky visited Nottingham Trent University in Nottingham, U.K. where he met with Dr. Mark Griffiths' Gambling Research team. They discussed several potential future collaborative efforts and Dr. Derevensky provided a research talk entitled Youth gambling problems: A global perspective.

Dr. Rina Gupta and Dr. Jeffrey Derevensky provided expert testimony before the Legal and Constitutional Affairs subcommittee, Senate of Canada, concerning a proposed bill to limit VLTs to casinos and designated gambling establishments.

The Centre hosted a visit by four members of the Norwegian Gaming Board who were seeking greater knowledge concerning the Centre's activities.

Loris Glass from the Government of South Australia's Department of Education and Children's Services recently visited our Centre to learn about our gambling prevention programs. It was a pleasure to share and exchange information with Loris.

New Publications

Nower, L., Gupta, R., Blaszczyński, A., & Derevensky, J. (in press). Suicidal ideation and depression among young gamblers: A preliminary examination of three studies. *International Gambling Studies*.

Magoon, M., Derevensky, J., Gupta, R., (in press). Juvenile delinquency and adolescent gambling: Implications for the juvenile justice system. *Criminal Justice and Behavior*.

Gupta, R., Derevensky, J., & Marget, N. (in press). Coping strategies employed by adolescents with gambling problems. *Child and Adolescent Mental Health*.

Ste-Marie, C., Gupta, R., & Derevensky, J. (in press). Anxiety and social stress related to adolescent gambling behavior and substance use. *Journal of Child & Adolescent Substance Use*.

Wood, R., Gupta, R., Derevensky, J., & Griffiths, M. (in press). Video game playing and gambling in adolescents: Common risk factors. *Journal of Child & Adolescent Substance Use*.

Nower, L., Derevensky, J., & Gupta, R. (2004). The relationship of impulsivity, sensation seeking, coping and substance use in youth gamblers. *Psychology of Addictive Behaviors*, 18(1), 49-55.

Derevensky, J., Gupta, R., & Magoon, M. (2004). Adolescent problem gambling: Legislative and policy decisions. *Gambling Law Review*, 8(2), 107-117.

Derevensky, J., & Gupta, R. (2004). Adolescents with gambling problems: A review of our current knowledge. *e-Gambling: The Electronic Journal of Gambling Issues*, 10, 119-140.

Dickson, L., Derevensky, J., & Gupta, R. (2004). Harm reduction for the prevention of youth gambling problems: Lessons learned from adolescent high-risk prevention programs. *Journal of Adolescent Research*, 19(2), 233-263.

Messerlian, C., Byrnes, A., & Derevensky, J. (2004). Gambling, youth and the Internet: Should we be concerned? *The Canadian Child and Adolescent Psychiatry Review*, 13(1), 3-6.

Hardoon, K., Gupta, R., & Derevensky, J. (2004). Psychological variables associated with adolescent gambling: A model for problem gambling. *Psychology of Addictive Behaviors*, 18(2).

Felsher, J., Derevensky, J., & Gupta, R. (2004). Lottery playing amongst youth: Implications for prevention and social policy. *Journal of Gambling Studies*, 20(2), 127-153.

Conference Presentations

Derevensky, J., & Gupta, R. (2004). Treating youth problem gamblers: From research to treatment. Invited address presented at the Alberta Gaming Research Institute annual meeting. Banff, Alberta, May.

Derevensky, J. (2004). Gambling problems and gaming: A Canadian perspective. Invited keynote address presented at Gambling and Problem Gambling conference in New Zealand: Taking Stock and Moving Forward on Policy, Practice and Research. Auckland, New Zealand, May.

Derevensky, J. (2004). Gambling on the Internet: A study of adolescents. Invited keynote address presented at the Global Interactive Gaming Summit & Expo annual meeting. Toronto, May.

Derevensky, J., & Deguire, A-E, (2004). Building on success, learning from failure. Invited address presented at the Perspectives on Prevention conference, sponsored by the Responsible Gambling Council of Ontario. Toronto, April.

Derevensky, J. (2004). Youth gambling problems: A global perspective. Nottingham-Trent University, Nottingham, U.K., March.

Deguire, A-E, Gupta, R., & Derevensky, J. (2004). Gambling: The need to survey a hidden high-risk behavior. Poster presented at the annual meeting of the Society for Prevention Research, Quebec City, May.



Have a great Summer!

New SAMHSA Report on Teen Drug Use

Peer use and peer attitudes are two of the strongest predictors of marijuana use among all young people according to a new national study released in March by the Substance Abuse and Mental Health Services Administration (SAMHSA). Specifically, the report found that the odds of youth aged 12 to 17 using marijuana in the past year were 39 times higher among those who had at least a few close friends who tried or used marijuana than among those who did not have such friends. The odds of 12 to 17 year olds using marijuana in the past year were 16 times higher among those adolescents who thought their friends would not be "very" upset if they tried marijuana once or twice than among those whose friends felt differently. A full copy of the report is available at <http://www.health.org/promos/teeninfluences.aspx>.

SAMHSA Launches New Alcohol Prevention Program

SAMHSA recently launched a new national program to keep pre-teens, ages 9-13, from initiating alcohol consumption. The program, "Too Smart to Start" reaches out to children and caregivers before children start drinking alcohol and was successfully field-tested in a number of communities across the country. *Too Smart to Start* provides research-based strategies and materials to community groups with the objective of enhancing communication between parents and children about the harm of underage alcohol use. Materials target both the parents' views about underage drinking and those of the child, with information on alcohol use behaviors of 9-13 year-olds and strategies to deliver behavioral messages. More information and materials are available online at www.toosmarttostart.samhsa.gov.



YGI Newsletter

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

Editor
Carmen Messerlian, M.Sc.

Design
Lei Chen

3724 McTavish Street, Montreal, Quebec, Canada
H3A 1Y2

Phone: 514-398-1391

Fax: 514-398-3401

Email: ygi@youthgambling.com

www.youthgambling.com

Upcoming Events

18th National Conference on Problem Gambling
Arizona Biltmore Resort & Spa - Phoenix, Arizona
June 17-19, 2004
www.ncpgambling.org/events/view.asp?id=50037283

Insight Nova Scotia – An International Problem Gambling Conference
Westin Hotel, Halifax, Nova Scotia, Canada
October 4-6, 2004

2004 International Symposium on Problem Gambling and Co-Occurring Disorders
Mystic Marriott Hotel & Spa, Mystic, CT USA
October 18-19, 2004
The Institute for Problem Gambling
www.gamblingproblem.net

14th Annual NAGS Conference
Conrad Jupiters – Gold Coast, Queensland, Australia
November 11-13, 2004
National Association for Gambling Studies
www.nags.org.au

6th European Conference on Gambling Studies and Policy Issues
Malmo, Sweden
June 29-July 2, 2005

