

FEATURE ARTICLE

Diminishing Youth Gambling in State Operated Games

Editorial

Serge Chevalier

International Centre for Youth Gambling Problems and High-Risk Behaviors

Two prevalence studies were completed in Quebec in 2002; the first targeted the province's adult population¹ and the second was aimed at high school students². The large sample sizes of both studies allowed investigators to include questions measuring individual participation in most games available in the jurisdiction. In a previous research article, I compared the participation of high school students to that of adults³.

Overall, approximately 4 out of 5 adults (81%) responded that they had

participated at least once in any form of gambling in the 12 months prior to the survey; similarly, approximately half (51%) of all high school students also reported gambling during the same period of time. Gambling activities have been categorized as either private or state-operated games. In Quebec, although the legal age to participate in state-operated gambling is 18 years old⁴, there is no age restriction for private gambling. It is therefore important to note that only 2% of the high school students are 18 or older. While 73% of adults engaged in state-operated games, 44% of high school students also did the same. The participation rates of adults and high school students in state-operated gambling are presented in Figure 1. As shown, although few high school students reported gambling in casinos, their access to other forms of gambling seems rather unrestricted. Proportionally, more high school students than adults reported playing bingo and sports lotteries; likewise, comparable proportions of high school students and adults stated playing VLTs (video lottery terminals) and instant lotteries. Considering that participation rates in sports and instant lotteries are similar for both adults and adolescents, and that all lottery products (sport, instant and ordinary) are sold in convenience stores and supermarkets, the discrepancy in participation rates between adults and adolescents in ordinary lotteries should thus be interpreted as a matter

of preference, as opposed to a matter of access.

In Quebec, casinos are owned and operated by Loto-Québec, a governing body that is responsible for the enforcement of the law prohibiting minors to enter the premises. In each venue, specially trained and designated personnel attend to this task. Loto-Québec is also responsible for the implementation of this same law in regards to its lottery products. Enforcement, in this case, presents itself differently: locations where lotteries are sold are not owned by Loto-Québec and minors do have daily access to them. According to provincial law, lottery products are not to be sold to individuals who appear to be under the age of 25 and cannot provide proof of age. Moreover, the owner of a lottery sales licence is responsible for training and supervising personnel in order to enforce the law. However, Loto-Québec is held accountable for restricting the access of minors to lottery products.

In the case of bingo halls and venues where VLTs are found (mostly bars), entry is only permitted to those 18 years and over. Licensees are to enforce the law, while another governing body (Alcohol, Racing and Gambling Board of Quebec) ensures that no minors are present on the premises.

It seems, according to the results at hand, that only casinos are doing a

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decent job of restricting access to minors. Laws in Québec are generally perceived as being adequate in denying underage youth the opportunity to gamble. However, these results suggest that minors still engage (and are allowed to engage!), in state-operated gambling at a very significant rate. What then can be done to better protect them?

To date, some prevention programs have been implemented, but other avenues of action should simultaneously be undertaken to complement such programs. The sensitization of parents, the sensitization of licensees, amendments to current laws, and changes in the enforcement of these laws, are four potential approaches.

It has repeatedly been shown that a majority of parents take their child's gambling behaviour rather lightly and underestimate its impact. Programs that seek to inform and sensitize parents of the risks inherent in youth gambling should therefore be considered as being equally important as prevention programs for children and adolescents. Parents can and should be made better aware of their role in matters of their child's gambling behaviour.

Licensees (whether it be for lotteries, or bingo, etc.) should also be targeted with information campaigns on the present gambling laws, the purpose

of these laws in relation to minors, their roles in the verification process, and the sanctions included in these laws. So far, no such campaign or program exists in Quebec; furthermore, the few efforts in this direction have not yet been evaluated.

The most troubling situation of all is that of the lotteries. In particular, instead of having a neutral body (which already exists) overseeing the application of the law, the regulator saw fit to put Loto-Québec in a conflict of interest situation. Loto-Québec is designated by law to enforce the ban on selling lottery products to minors. Their present policy is to wait for complaints before making inquiries and later, to apply sanctions to their «business partners» (as Loto-Québec calls the licensees) if such sanctions are warranted. It is not surprising that in the case of illicit behaviour of mutual consent (underage buyers and unlawful vendors), very few complaints are made. Meanwhile, over one third of high school students are participating in instant lotteries. It is urgent that the legislator correct this situation by mandating the Alcohol, Racing and Gambling Board of Quebec replace Loto-Québec as the body responsible for the application of the law.

Lastly, law enforcement and coercion should be tools systematically used in order to curb illegal sales of

gambling products to minors. Currently, tobacco sales to minors⁵ are closely monitored, with warnings and other penalties applied to licensees who do not abide by the law. It is therefore necessary to send a message that violations may lead to sanctions, such as the withdrawal of the vending license. Such a deterrent, sadly, is still required for those who refuse to get the message.

Efforts solely designed for youth have been shown to be insufficient. It is now time to move towards a more comprehensive strategy involving, first and foremost, the collaboration of all involved including parents, vendors, the gambling industry, the supervising body, and the legislator.

1 Chevalier, S., Hamel, D., Ladouceur, R., Jacques, C., Allard, D., & Sévigny, S. (2003). Comportements de jeu et jeu pathologique selon le type de jeu au Québec en 2002. Montréal et Québec: Institut national de santé publique du Québec & Centre québécois d'excellence sur la prévention et le traitement du jeu.

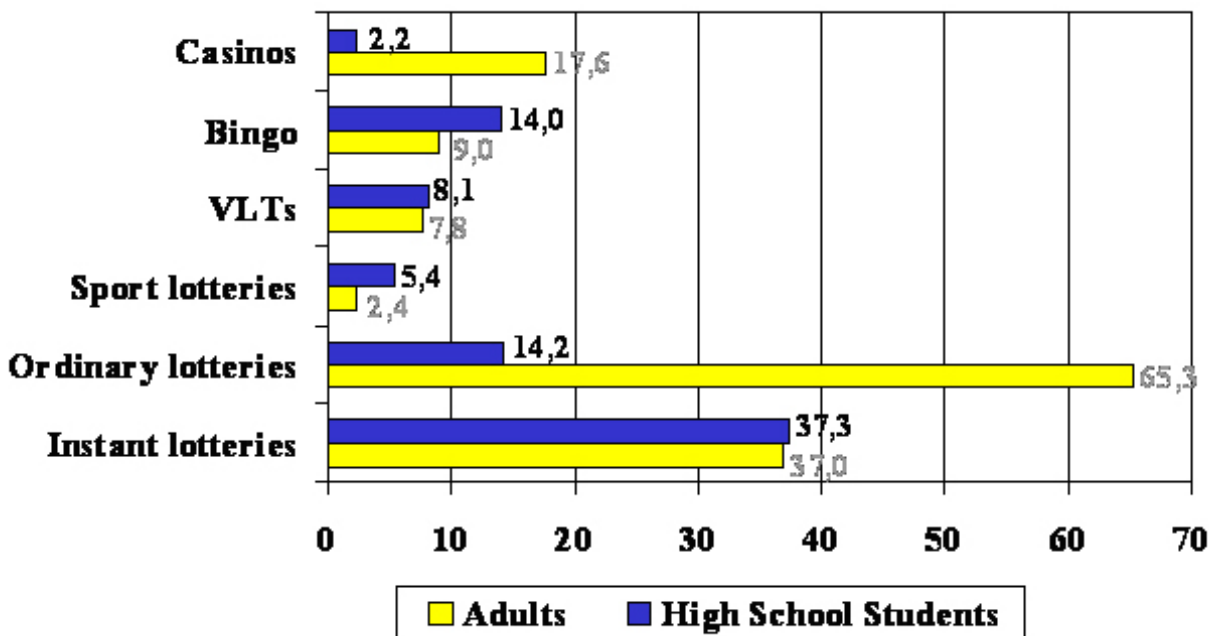
2 Chevalier, S., Deguire, A.-É., Gupta, R., & Derevensky J. (2003). Jeux de hasard et d'argent. In B.Perron & J. Loiselle (Eds.), OÙ en sont les jeunes face au tabac, à l'alcool, aux drogues et au jeu? Enquête québécoise sur le tabagisme chez les élèves du secondaire (2002) (pp. 175-203). Québec: Institut de la statistique du Québec.

3 Chevalier, S. (2004). Les jeux préférés des adultes et des adolescents. Aléa (Institut national de santé publique du Québec), 4, 5-6.

4 It is not illegal per say for minors to gamble; it is illegal for owners and operators to sell them (lotteries) or let them in at gambling venues (VLTs – in bars –, casinos, bingo halls).

5 Tobacco is sold mostly in the same type of businesses than lottery products.

Figure 1. Levels of participation for State operated gambling (%) – Adults & high school students, Quebec, 2002



New Findings on Internet Gambling Among Youth

Andrea M. Byrne

International Centre for Youth Gambling Problems and High-Risk Behaviors

Youth today are accessing the World Wide Web in greater numbers than ever before. Research suggests that 99% of Canadian youth have accessed the Internet, with over one third spending 1-3 hours on the Internet per day (Media Awareness Network, 2001). The Internet represents a new and potentially hazardous venue for underage gamblers. Whereas youth are prohibited from entering casinos and other adult gambling venues, Internet gambling websites offer virtually anyone with an Internet connection a means to engage in gambling. Using video-game technology, Internet gambling sites provide a variety of exciting, fast-paced gambling activities – all easily accessible within the comfort of the player's own home.

While a small amount of exploratory research has been conducted examining Internet gambling among adults, little is known about the prevalence of Internet gambling among youth. The current study, supported by a grant from SSHRC, explored Internet gambling in a sample of youth aged 12 to 24 years. Students were recruited from Montreal-area high schools, CEGEPs, and universities and were asked to report on their general gambling behaviour, involvement in risky activities, and experience with gambling on the Internet. Youth were also asked about gambling on so-called 'practice' gambling sites where no money was required to play, but the same basic concept of gambling (risking something in order to win something) was present in the form of points, tokens, or fake money.

The preliminary results suggest that 4.6% of participants reported that they had gambled on the Internet in the past 12 months, with participants at-risk for the development of a gambling problem at least three

times more likely to report past year participation on Internet gambling sites. With respect to Internet gambling without money, 36.6% of youth reported that in the past 12 months they had used 'practice' gambling sites where no money was



required to play, again, with participants at-risk for the development of a gambling problem almost twice as likely to report engaging in Internet gambling without money.

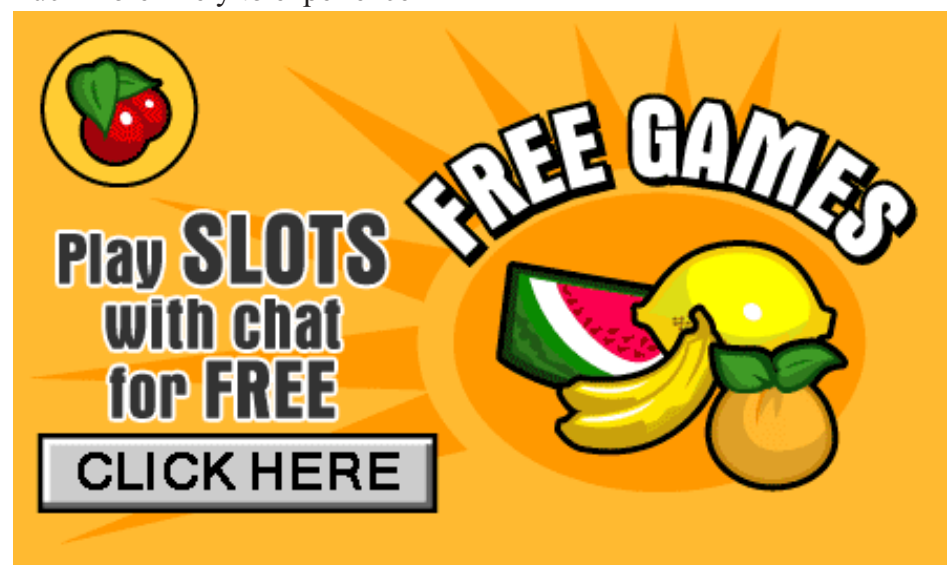
While overall, the prevalence of Internet gambling may be relatively small, it appears that adolescent and young adult Internet gamblers are much more likely to experience

problems with gambling. Whether this is due to structural characteristics of Internet gambling, or because Internet gambling is a relatively new and unknown form of gambling more likely to be noticed by youth who already gamble to excess, is currently being analyzed. Internet gambling is a growing industry that will no doubt have a huge impact on the field of gambling in the years to come. Further research will be necessary to tease apart the contribution of 'practice' play to regular on-line gambling, and the long-term effects of Internet gambling.

This research was supported by a Social Science and Humanities Council of Canada (SSHRC) grant to Drs Jeffrey Derevensky and Rina Gupta and a Fellowship Grant from the Ontario Problem Gambling Research Centre (OPGRC) awarded to the author.

References

Media Awareness Network (2001). Young Canadians in a Wired World: The Students' View. (2001). Environics Research Group for the Media Awareness Network and the Government of Canada. Retrieved May 1, 2003, from http://www.media-awareness.ca/english/resources/special_initiatives/survey_resources/students_survey/students_survey_report.cfm





Let's talk prevention[®]

New CD-ROM Prevention Tool

Isabelle Martin

International Centre for Youth Gambling Problems and High-Risk Behaviors

This September, every elementary and secondary school across Quebec will be receiving a copy of a new gambling prevention program (CD-ROM and teacher's manual), courtesy of the International Centre for Youth Gambling Problems and High-Risk Behaviors.

In the past four years, two interactive CD-ROMs were developed and empirically tested to address youth gambling awareness and prevention. The first one, *The Amazing Château*, targets elementary school children in grades 4 through 6. An adventure takes place in a castle where players are transported through fantasy-based settings in which different theme-based activities are proposed. The second one, *Hooked City*, is designed for grade 7 to 12 students. The adventure takes place in *Hooked City*, where players have to try to free Tom, a teenager who has fallen into the traps of Mr. Hook, a sinister character that entices players to make questionable choices all through the game. In both CD-ROMs, player's performance is reinforced by winning or losing points (crystals and clues) based on their knowledge of gambling. An individually tailored evaluation of each student's performance is provided at the end of each game.

Both CD-ROMs come with a teacher's manual that is designed to:

- 1) allow teachers to better accompany their students through the game;
- 2) give teachers clues and guidelines to animate group discussions following the use of the CD-ROM; and
- 3) inform teachers about different gambling related facts and myths.

This empirically-based prevention program aims to better educate children and adolescents on the risks associated with excessive gambling and other addictive behaviours, such as drug and alcohol use, and to enhance their ability to cope with peer pressure and daily stressors. Through this Quebec-wide distribution, the Centre also hopes to increase awareness about gambling among teachers and school administrators in order to help them recognize signs of gambling-related problems among their students before a crisis situation arises.

Although we strongly suggest and recommend that children and adolescents should abstain from gambling, the model underlying the program conceptualizes prevention efforts in a harm-reduction paradigm, since a very large proportion of youth will likely engage in gambling activities at some point during their lifetime. Harm reduction implies the decrease of negative consequences associated with an addictive behaviour as opposed to eliminating the behaviour altogether. Therefore, by developing skills to reduce risks or negative consequences, people can participate in risky activities in a responsible manner. This generation of youth is the first to grow up in a society where gambling is managed by governments, widespread, highly advertised and promoted, socially acceptable and easily accessible. It is important that youth be equipped with knowledge on the risks associated with gambling activities in order to prevent loss of control and dependency, if and when they choose to take part in such activities.



The overall prevention goals for these programs include:

- 1) increasing knowledge concerning the nature and the risks associated with gambling and other high-risk behaviors;
- 2) helping youth acquire or reinforce appropriate social skills;
- 3) modifying any inappropriate attitudes and beliefs; and
- 4) dispelling their erroneous cognitions concerning gambling and its potentially harmful consequences.

The program has been empirically evaluated to ensure that no negative gambling behaviours were acquired as a result of the program. The evaluation, after following children and adolescent for several months, further revealed that their knowledge about gambling increased, and that they became more aware of the signs suggesting problematic gambling behaviors. In addition, erroneous cognitions and beliefs also diminished and a trend towards a general decrease in gambling behaviours was also reported.

Watch for our upcoming website demonstration!

FRENCH CASINO HIT BY LAWSUIT

Source: Rosie Goldsmith, BBC news
A ground-breaking French lawsuit is set to decide who is responsible for a gambler's addiction: the gambler, the casino or the state.

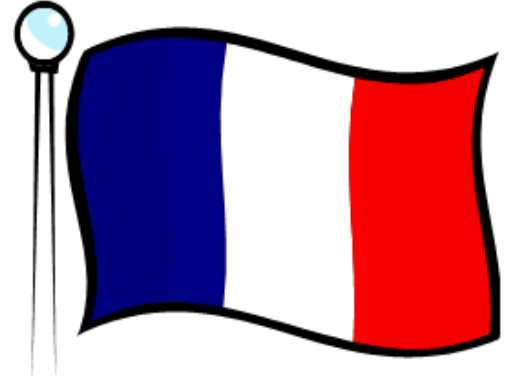
The city of Vichy in central France is famous for several reasons: its wartime Petain regime, its thermal spas and casinos. But now it is also famous for the first lawsuit of its kind in France: a gambler citing his casino as partly responsible for his addiction.

Jean-Philippe Bryk is 43-years-old with a wife and two children. In 1995 he entered his local casino for the first time, just for fun, and won 10,000 francs. He returned three or

four times and won 100,000 francs. He was hooked. But then he started to lose. "I spent about 4 to 5 million francs," he said. "I would compare it to being a drug addict. Something changes in your head. "I neglected my family and friends. I lied to them and used them to get money. I blew my mother's inheritance. I lied to the banks. You do everything, anything, to get your fix."

Mr. Bryk calls himself a simple man, a worker. The problem with gambling he said, is that: "it targets the vulnerable classes. "Lots of us are on benefits and gamble them away. And the casinos profit from that.

They encourage you to gamble. They treat you like a VIP, giving you drinks and meals, and you forget your hard life."



The dramatic growth in France of gamblers and casinos - and of profit - is due to a deregulation of its gambling law. Casinos had struggled to keep open during decades of prohibition but after 1988 the industry was transformed. Forty new casinos have opened and now France has the most in Europe. The gambling boom is all thanks to slot machines.

BOOM OR BUST?

Forget images of the Riviera; of cigars and champagne at the roulette tables. Ninety percent of profits come from slot machines which were introduced into casinos in 1988. The problem is that it is believed slot machines also create the majority of France's pathological players.

"Playing is quick and easy. It is the sound of the coins falling, the music

and the hubbub," explained Jean-Philippe Bryk. "When you are in front of the machine you are like a zombie. "There is no skill or logic to it. You are kept in this constant state of expectation that you might win."

In a unique case in France, Mr. Bryk is claiming that the casino he gambled in for nearly 10 years, contributed to his "cancer", as he calls it.

DUTY OF CARE



This is a difficult legal area in any country, in this case based on an assumed duty of care of the casino to the client. Duty of care operates in other areas of addiction such as alcohol and tobacco, but not for gamblers. Mr Bryk is hoping to set a precedent. He told the programme: "They are gaming professionals. They know the pitfalls. It is the casino's

job to watch out for problem gamblers.

"I accept some responsibility, of course," he added, "But after you have become dependent, it is in their hands. "They drugged me. Gambling is big business and none of the money is spent to prevent addiction."

The casino group Partouche is the largest in France, and indeed Europe. It operates Vichy's two casinos. It has rejected Bryk's claim, saying that he is "an adult and of sound mind".

Georges Sabah, a Partouche manager in Vichy, told the programme: "I do not think he has a chance of winning. When you walk into a casino what you do is play, to win or lose. "The client has the right to play and the casino has no right to demand if his account is healthy. "It is the

responsibility of the player and he must keep his head on his shoulders. "Partouche has of our own accord and at our own expense, introduced leaflets and posters to help players. We are trying to help them self-regulate."

Across Europe there is a gambling revolution. It is the fastest growing leisure pursuit, whether people play on the internet or slot machines. As Europe liberalises its often arcane laws - a new Gaming Law is planned in the UK in 2005 for example - there are fears that gambling freedoms may be going too far. It may be fun to "have a flutter". But as the French are finding out, protecting vulnerable players may become a legal and moral necessity.

Atlantic Canada Sets New Trend in Online Gambling

Carmen Messerlian

International Centre for Youth Gambling Problems and High-Risk Behaviors

It was only a matter of time before the gambling industry incorporated online gaming into the mix of gambling products offered to the public. Atlantic Lottery Corporation has set the stage with *PlaySphere! The Place to Play Online*. PlaySphere allows anyone in Atlantic Canada to register to participate in online draws and sports games such as Super 7, 6-49, and Pro-line. In order to participate, players must register for an account and verify that they are of legal age. Accounts are funded either through electronic transfers from participant's bank accounts or through WebCash which can be purchased directly from lottery retailers. Once an account is set up and funded, participants need only to visit the website and pick the game they wish to play. Online accounts keep track of transactions, and web messages notify a player if they have won.

While the site also promotes responsible gambling features including tips to keep the game fun, weekly limits, self assessment and self-exclusion, this new form of legalized gambling allows players to access gambling games at any time and from anywhere which poses a new element of risk.

Internet gambling appears to be an exceedingly profitable market, with several governmental agencies becoming actively involved in their operation. Estimates are that this has become a multi-billion dollar business, with more than 400 web-based Internet sites currently operating. PlaySphere is first of its kind in Canada, however, it is expected that more provinces will begin operating similar internet-based gambling sites.

The convenience and easy access to on-line gambling poses distinct

enforcement issues, especially with regards to limiting access to youth. Governments struggle with a lack of effective approaches to monitor and regulate on-line gambling providers. Providers grapple with self-regulation in order to prevent individuals, such as underage youth, from accessing their sites illegally. As new forms of gambling continue to emerge, more studies are needed to assess the risk and benefits, monitor the use and possible abuse, as well as understand the impact it has on individuals and communities.

For preliminary findings of our new internet study, see article on page 3



Officials Spotlight Efforts Against Problem Gambling

Source: Rod Smith,
Las Vegas Review-Journal

The casino industry has stepped up its campaign against problem gambling with more than \$13 million in contributions to a national research center and one program that slams the door on gamblers who show serious symptoms of addiction.

In June, Caesars Entertainment started the industry's first involuntary exclusion program, which bans certain problem gamblers from all of the company's U.S. casinos.

Since June 1, Caesars Entertainment President Wally Barr said, 50 problem gamblers have been

involuntarily excluded for life from Caesars casinos, many of whom later enrolled in treatment programs and called the company to express thanks for the aggressive program.

The Caesars Entertainment program requires training casino workers to identify customers showing certain behavior patterns, including those at risk of committing suicide, endangering others or facing severe financial losses, including the loss of their home.

Industry critic Tom Grey, executive director of the National Coalition Against Legalized Gambling, said the Caesars Entertainment program is a harbinger of things to come as criticism mounts over the addictive

nature of the industry's product.

"It's the tip of the iceberg, but it's a beginning," Grey said. "I'm encouraged to hear (about the 50 excluded players). That shows a seriousness that's been lacking."

Most gaming companies and seven states have voluntary exclusion programs that let problem gamblers register with casinos to be barred from the property, but Caesars is the only company to involuntarily bar its own customers when they show serious signs of addiction.

Barr said the involuntary exclusion program is working well, but it has been the focus of debate, with competing companies thinking it goes too far.

Continued on page 7

Barr said gaming companies have a responsibility to deal seriously with customers who manifest bad problems.

"If you're going to do it, you have to do it right," he said.

Caesars Entertainment, previously known as Park Place Entertainment Corp., was the first gaming company to contribute more than \$1 million to the National Center for Responsible Gaming.

The center was founded in 1996 at Harvard University, with the support of the American Gaming Association, as the first national organization devoted to funding independent, peer-reviewed scientific research on pathological and youth gambling.

Barr said that the industry for years has taken problem gambling seriously and that the association has been in the forefront of both education and research programs to focus attention on addiction issues.

Other companies that have contributed \$1 million or more include MGM Mirage, Harrah's Entertainment, Mandalay Resort Group, International Game Technology and Boyd Gaming Corp., association Senior Vice President Judy Patterson said.

"Gaming companies have responsible gaming practices 365 days a year, but seven years ago, the AGA decided to highlight responsible gaming one week a year," Patterson said.

"The focus this year is on the code of conduct approved last September for implementation this September. There is no question member companies are taking that very seriously," she said.

In December, the association announced a first-ever industrywide code of conduct for responsible

gaming that will commit members to a broad set of problem-gambling policies.

The deadline for adopting the association code is Sept. 15, and casino operators and equipment manufacturers are promoting it among their workers and customers as part of the seventh annual Responsible Gaming Education Week, which opened Monday and continues through Friday.

Despite his praise for Caesars Entertainment's involuntary exclusion program, Grey was critical of the annual week, designed to draw attention to problem gaming.

"It's a yearly charade. The industry parades out its education programs, but we've seen no curtailment of markers or lines of credit that might actually make a difference in individual lives," he said.

"They've got to pay lip service to concerns about the losers because it's an addictive product. But the bottom line is their losers are their profit-generators. So minimizing

the pain would mean losing money," Grey said.

He said Caesars has become an exception and has addressed the issues seriously.

Boyd spokesman Rob Stillwell said Responsible Gaming Week has evolved and has helped make programs to combat problem gaming a part of everyday life for casino management.

"There was a time when Harrah's stood out (as pretty much a lone voice on the issues), but now the industry as a whole has a lot more going on," he said.

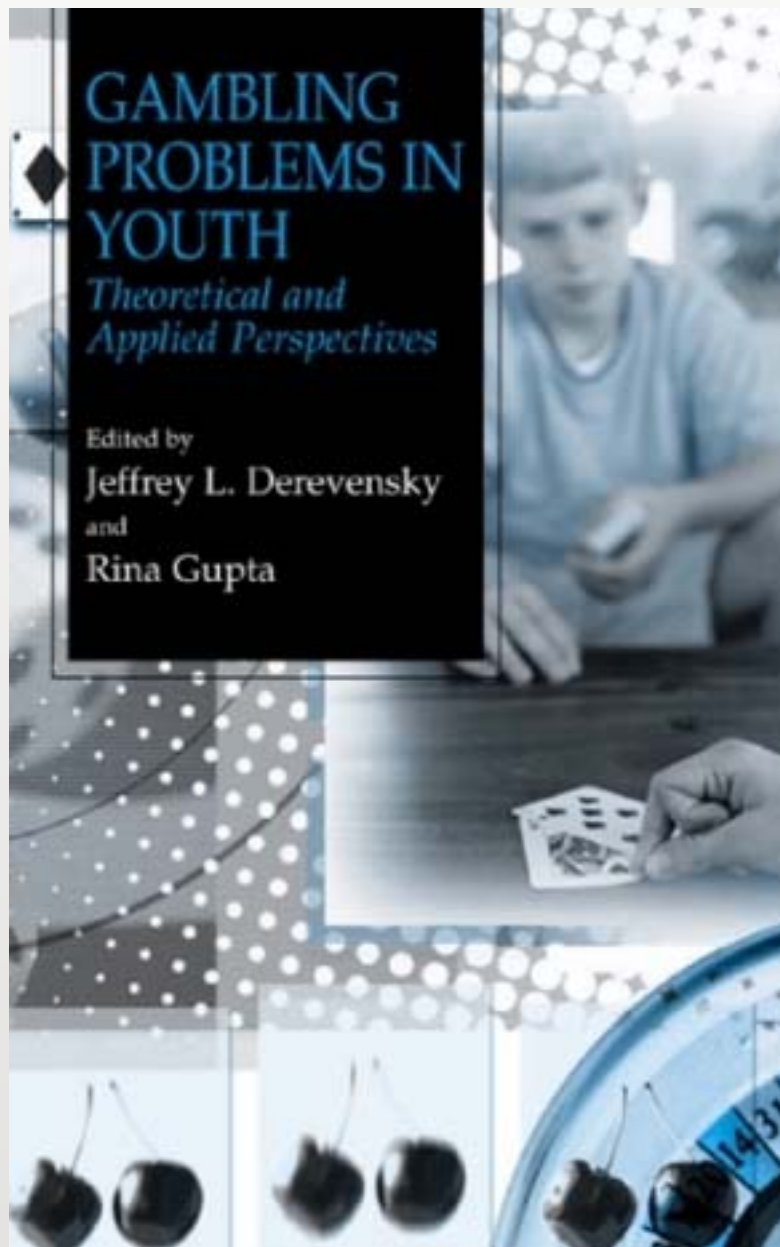
Harrah's officials failed to return phone calls on Tuesday.

Stillwell said much of the industry progress should be attributed to Responsible Gaming Education Week and the National Center for Responsible Gaming, to which Boyd has contributed more than \$1 million and which Boyd Chairman Bill Boyd serves as president.



New Release...

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!

CURRENT PUBLICATIONS

Cantinotti, M., Ladouceur, R., & Jacques, C. (2004). Sports betting: Can gamblers beat randomness? *Psychology of Addictive Behaviors*, 18(2), 143-147.

Although skills are not considered relevant in chance-governed activities, only a few studies have assessed the extent to which sport expert skills in wagering are a manifestation of the illusion of control. This study examined (a) whether expert hockey bettors could make better predictions than chance, (b) whether expert hockey bettors could achieve greater monetary gains than chance, and (c) what kind of strategies hockey gamblers rely on when betting.

Accordingly, 30 participants were asked to report their state lottery hockey bets on 6 occasions. We suggest that the information used by bettors, along with near-misses, reinforces their perception of expertise. The results of this experiment suggest that the so-called "skills" of the sports bettors are cognitive distortions.

Orlando, M., Tucker, J. S., Ellickson, P. L., & Klein, D. J. (2004).

Developmental trajectories of cigarette smoking and their correlates from early adolescence to young adulthood. *Journal of Consulting and Clinical Psychology*, 72(3), 400-410.

Smoking initiation typically occurs in adolescence and increases over time into emerging adulthood. Thus adolescence and emerging adulthood compose a critical time period for prevention and intervention efforts. To inform these efforts, this study used latent growth mixture modeling to

identify 6 smoking trajectories from ages 13 to 23 among 5,914 individuals: nonsmokers (28%), stable highs (6%), early increasers (10%), late increasers (10%), decreasers (6%), and triers (40%). By age 23, the trajectories merged into 2 distinct groups of low- and high-frequency and their standing on age 23 outcomes reflected this grouping. Consideration of these results can help researchers identify at-risk individuals before their smoking becomes too problematic, providing an opportunity for intervention and possible prevention of nicotine dependence.



Walden, B., McGue, M., Iacono, W. G., Burt, A. S., & Elkins, I. (2004). Identifying shared environmental contributions to early substance use: The respective roles of peers and parents. *Journal of Abnormal Psychology*, 113(3), 440-450.

Although behavior genetic studies have suggested that early substance use is primarily environmentally mediated, no study has sought to identify the specific sources of environmental variance. Using data obtained from multiple informants,

this study assessed the contributions of peer deviance and parent-child relationship problems to substance use in 14-year-old male and female twins (N = 1,403) drawn from the Minnesota Twin Family Study (MTFS). All three phenotypes were influenced primarily by shared environmental variance (average $c^2 = .51$), as was the overlap among them. Moreover, peer deviance and parent-child relationship problems accounted for approximately 77% of the variance in early substance use. Findings also indicated that peer deviance, but not parent-child relationship problems, accounted uniquely for variance in early substance use.

Wills, T. A., Resko, J. A., Ainette, M. G., & Mendoza, D. (2004). Role of parent support and peer support in adolescent substance use: A test of mediated effects. *Psychology of Addictive Behaviors*, 18(2), 122-134.

This research tested comparative effects of parent and peer support on adolescent substance use (tobacco, alcohol, and marijuana) with data from 2 assessments of a multiethnic sample of 1,826 adolescents, mean age 12.3 years. Multiple regression analyses indicated that parental support was inversely related to substance use and that peer support was positively related to substance use, as a suppression effect. Structural modeling analyses indicated that effects of support were mediated through pathways involving good self-control, poor self-control, and risk-taking tendency; parent and peer support had different patterns of relations to these mediators. The mediators had pathways to substance use through positive and negative recent events and through peer affiliations. Effects for gender and ethnicity were also noted. Mechanisms of operation for parent

News from the Centre ...

Dr. Isabelle Martin recently joined our centre as the new Prevention Specialist. Isabelle will be actively involved in developing, implementing and evaluating the Centre's many prevention programs.

We would also like to welcome Lana Pratt who will be joining our Centre as a research associate this fall. Lana will be graduating from Concordia University's clinical psychology program and we wish her all the best as she defends her dissertation in September.

Dr. Rina Gupta was recently presented an award from the Connecticut Council on Problem Gambling for her outstanding contributions to youth gambling, research, prevention programming and social policy on June 9th in Mystic, Connecticut.

The Centre will be hosting a general information session on youth gambling research, treatment and prevention in September in Montreal.

The Centre has been awarded two new grants:

Derevensky, J., Laroche, M., & Gupta, R. Les effets de la publicité sur les attitudes et les comportements du jeu (The effects of gambling advertisements on child and adolescent gambling attitudes and behaviors).

Bergevin, T., Derevensky, J., Gupta, R., & Vallerand, R. Le problème chez les

adolescents: l'évaluation de l'impact des résultats anticipés (Youth problem gambling: An evaluation of perceived risks and benefits).

New Publications

Byrne, A., Dickson, L., Derevensky, J., Gupta, R., & Lussier, I. (in press). An examination of social marketing campaigns for the prevention of youth problem gambling. *Journal of Health Communication*.



Chevalier, S. & Griffiths, M. (2004). Why don't adolescents turn up for gambling treatment (revisited)? *eGambling*.

Derevensky, J., & Gupta, R. (Eds.) (2004). *Gambling problems in youth: Theoretical and applied perspectives*. New York: Kluwer Academic/Plenum Publishers.

Dickson, L., Derevensky, J., & Gupta, R. (in press). Youth gambling problems: An examination of risk and protective

factors. *International Gambling Studies*.

Dickson, L., Derevensky, J., & Gupta, R. (in press). Youth gambling problems: A harm reduction prevention model. *Addiction Research & Theory*.

Felsher, J., Derevensky, J., & Gupta, R. (in press). Lottery participation by youth with gambling problems: Are lottery tickets a gateway to other gambling venues? *International Gambling Studies*.

Gupta, R., Derevensky, J., & Marget, N. (2004). Coping strategies employed by adolescents with gambling problems. *Child and Adolescent Mental Health*, 9(3), 115-120.

Messerlian, C., Derevensky, J., & Gupta, R. (in press). A public health perspective for youth gambling: A prevention and harm minimization framework. *International Gambling Studies*.

Nower, L., Gupta, R., Blaszczynski, A., & Derevensky, J. (2004). Suicidality ideation and depression among youth gamblers: A preliminary examination of three studies. *International Gambling Studies*, 4(1), 69-80.

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

Upcoming Events

Insight Nova Scotia – An International Problem Gambling Conference

Westin Hotel – Halifax, Nova Scotia, Canada
Oct 04 – Oct 06, 2004

2nd Biennial National Aboriginal Gambling Awareness Conference

Winnipeg, Manitoba
Nov 02 – Nov 04, 2004

National Association for Gambling Studies 14th Annual Conference

Conrad Jupiters, Gold Coast
Nov 11 – Nov 13, 2004

Gambling and Addiction: Common Causes, Managing Consequences

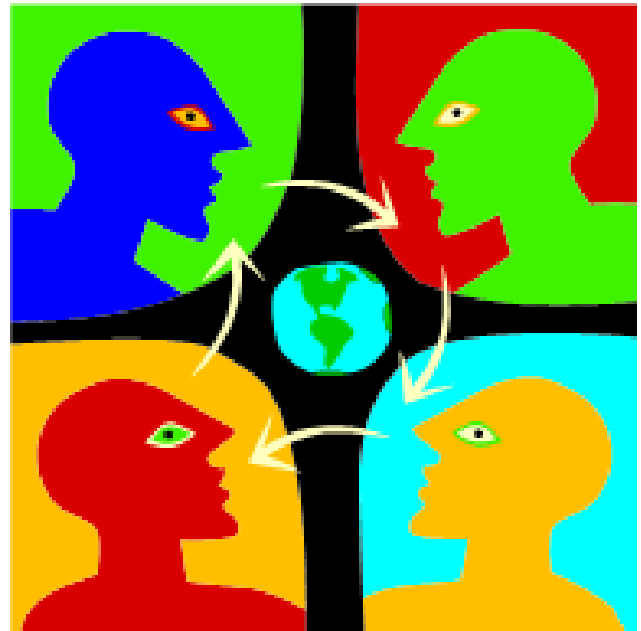
Las Vegas, Nevada
Dec 05 – Dec 07, 2004

Discovery 2005 Conference

Niagara Falls, Ontario, Canada
Apr 17 – Apr 20, 2005

6th European Conference on Gambling Studies and Policy Issues

Malmö, Sweden
Jun 29 – Jul 02, 2005



Call For Papers

The International Centre for Youth Gambling Problems and High-Risk Behaviors at McGill University is pleased to announce the 2004-2005 Durand Jacobs Award. Dedicated to Dr. Durand Jacobs' lifelong commitment to the mentoring of students, this annual award is offered to the graduate student who submits an outstanding paper designed to increase our understanding of the psychology of addictive behaviors. Published and/or publishable papers will be considered by an international panel of researchers who comprise the selection committee. The recipient will receive an award plaque and his/her work will be featured in the Youth Gambling International newsletter. Graduate students are encouraged to submit their papers by December 1st, 2004.

Please submit all entries electronically, by fax, or by mail to:

“Durand Jacobs Award Committee”
International Centre for youth Gambling Problems and High-Risk Behaviors
3724 McTavish Street
Montreal, QC
H3A 1Y2
Fax: 514-398-3401
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