

The risks of gambling



Evidence of a dose-
response relationship

Funding kindly provided through OPGRC

Why a dose-response curve?



⌘ Hallmark of addictive behaviours

⌘ Increase frequency \Rightarrow Increase problems

⌘ Overlap of items in measures of dependence and problems

Preliminary analyses



⌘ 2002 Canadian Community Health Survey

☑ 36,984 respondents, 15 years or older

⌘ Contains modified version of Canadian Problem Gambling Index

☑ 27,815 engaged in any gambling activities

☑ 20,071 one type of gambling \geq 6 times/year

☑ 8,868 self-excluded ('I am not a gambler')

⌘ Choosing CPGI problem items

CPGI Items



Items selected for dose-response analyses:

- ⌘ Felt you might have a problem
- ⌘ Caused you any health problems, including stress or anxiety
- ⌘ Caused financial problems
- ⌘ Bet more money than you could really afford to lose
- ⌘ Caused any problems with your relationships

CPGI Items



Items not used:

- ⌘ Spent more money than wanted to
- ⌘ Larger amounts to feel same excitement
- ⌘ Gambled to win back money you lost
- ⌘ Borrowed money or sold anything
- ⌘ People criticized you

CPGI Items



Items not used, continued:

⌘ Felt guilty

⌘ Lied to family member or others

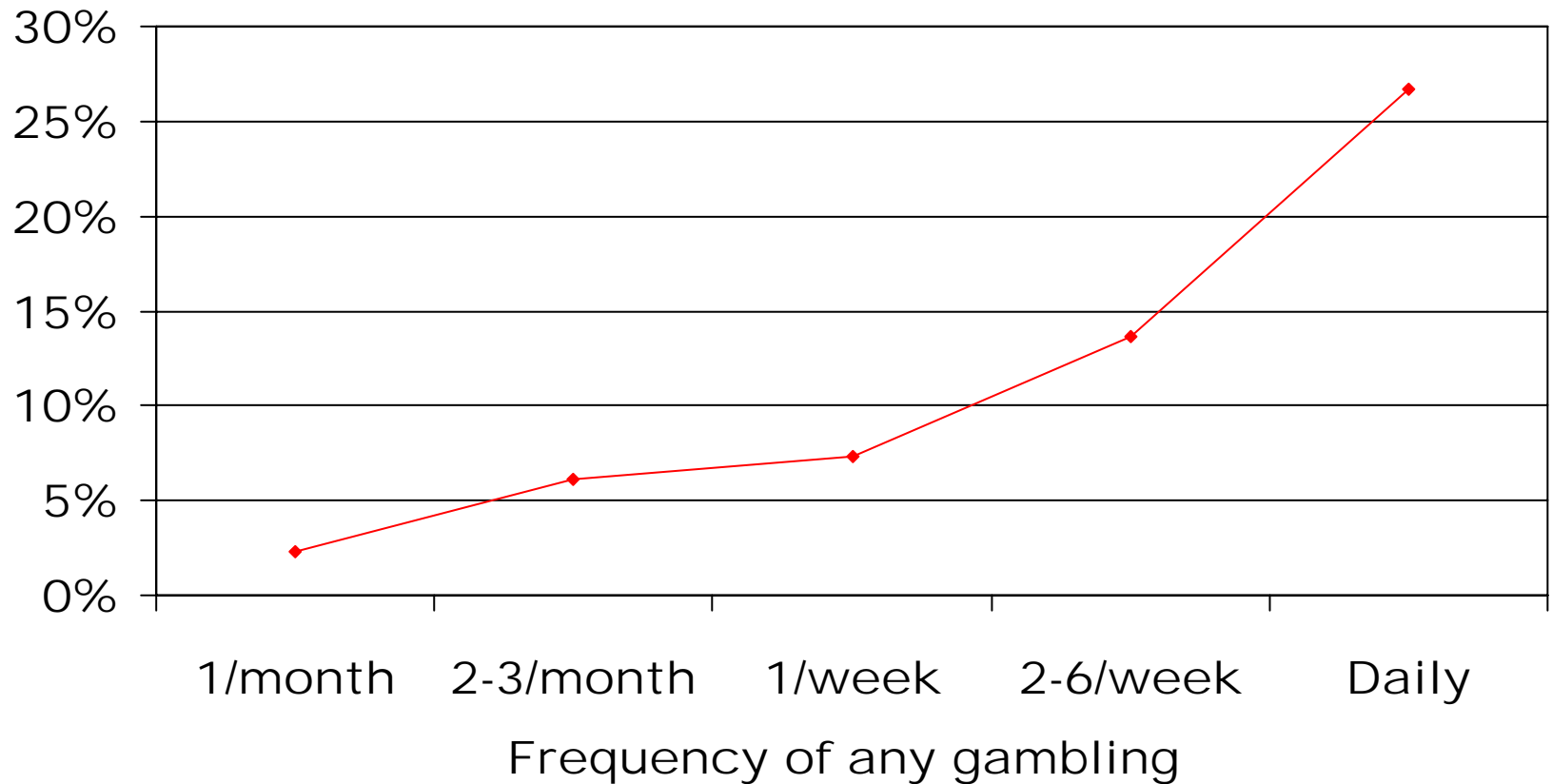
⌘ Wanted to stop betting but couldn't

⌘ Tried to quit or cut down but couldn't

⌘ Gambled to forget problems or to feel better

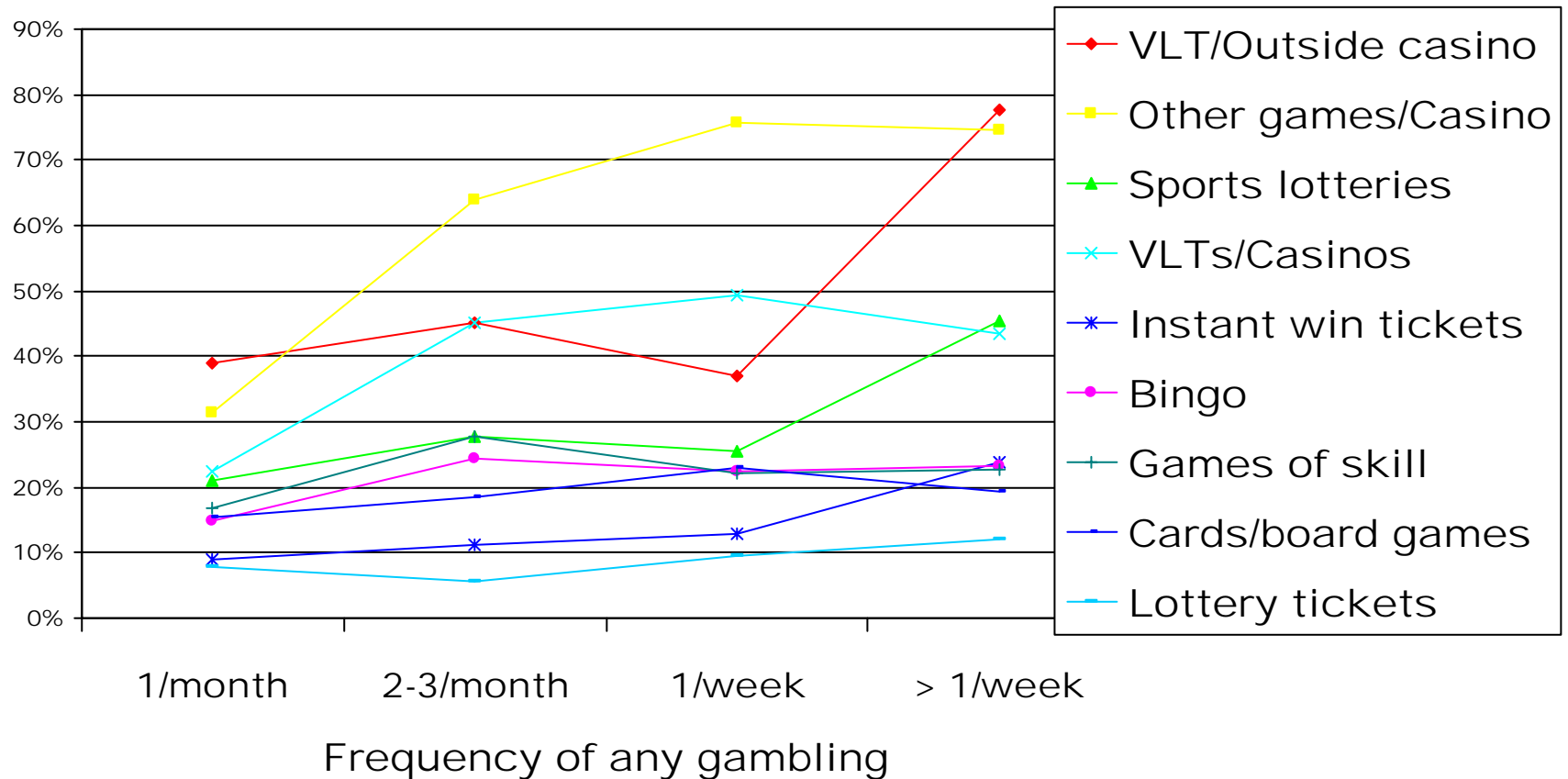
Risk curve - any gambling

Percent experience
any problems



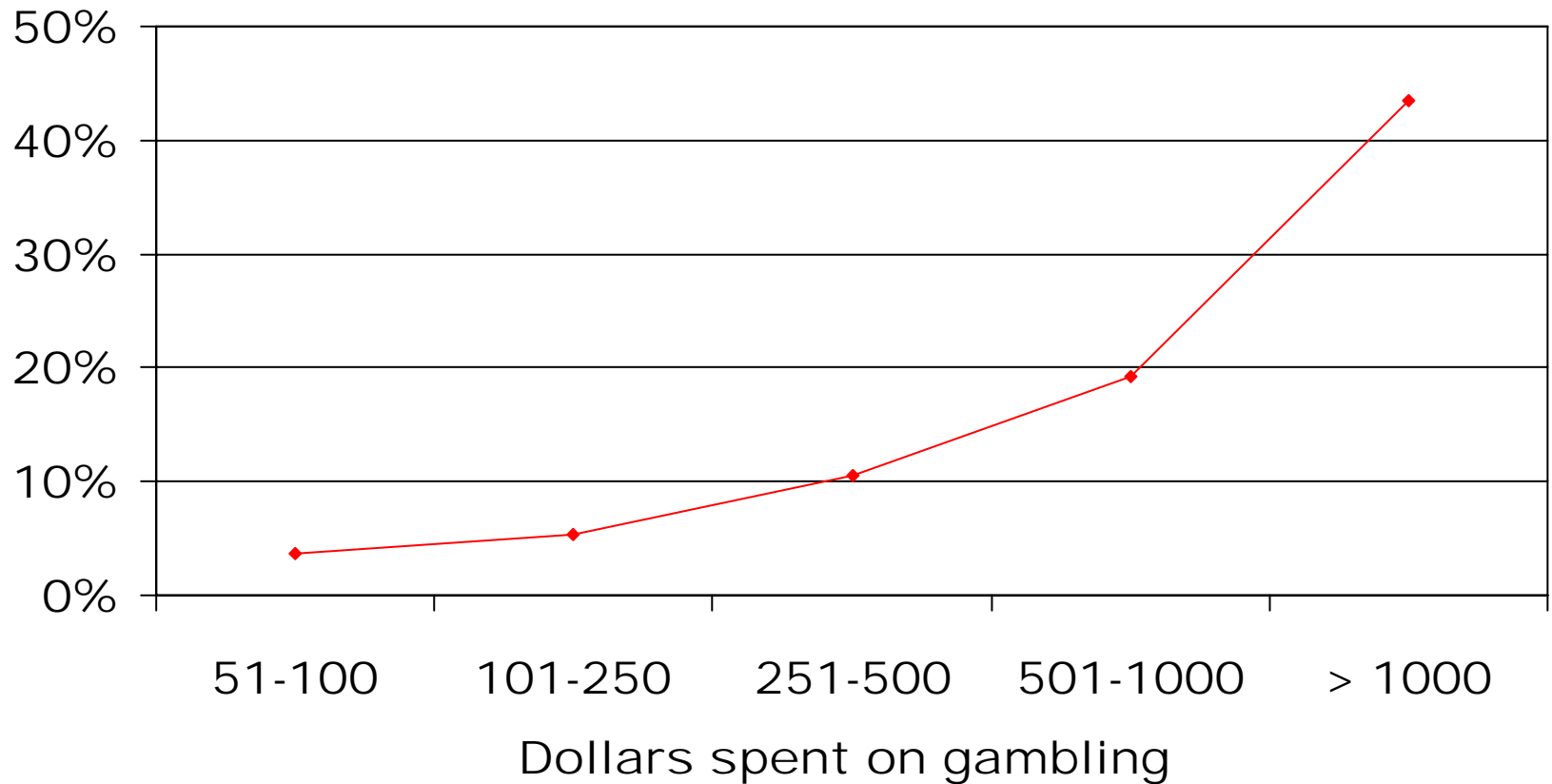
Risk curve by gambling type

Percent experience
any problems



Risk curve - money spent

Percent experience
any problems



Conclusions



- ⌘ Dose-response curve exists
- ⌘ Stronger relationship for some types of gambling
 - ☑ VLTs
 - ☑ Casino gambling
 - ☑ Sports lotteries
- ⌘ Difficulties with the analyses

Difficulties with analyses



- ⌘ Large samples required
- ⌘ Missing data
- ⌘ Problems not asked specific to gambling type
- ⌘ How is a problem defined?
- ⌘ Need for triangulation through multiple data sets