

Community Mental Health  
Partnership of Southeast Michigan

**GAMBLING DISORDER PREVENTION**

# **NEEDS ASSESSMENT REPORT**

November 2022

An assessment of gambling related attitudes, behaviors, resources, and initiatives in the CMHPSM region of Lenawee, Livingston, Monroe and Washtenaw counties in southeast Michigan.

**PREPARED BY**



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# EXECUTIVE SUMMARY

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For detailed results, please refer to the full report.

## **BACKGROUND**

The Community Mental Health Partnership of Southeast Michigan (CMHPSM) receives designated gambling prevention funds from the Michigan Department of Health and Human Services to apply the Strategic Planning Framework to problem gambling. The CMHPSM commissioned this needs assessment to better understand gambling related attitudes and behavior and to examine resources, capacity and readiness to address the issue.

## **METHODOLOGY**

Survey and archival data were compiled and reviewed to inform this report. An on-line survey of adult and youth residents of the region was conducted to collect information on gambling related behaviors, attitudes, and awareness of resources. Substance use disorder clinicians and prevention specialists were surveyed to understand current capacities and needs related to addressing problem gambling behavior.

## Efforts To Date

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Since funding began in FY 18/19, CMHPSM efforts to address problem gambling have included the following:

- Since FY19, 5,000 individuals representing 99% of admissions to substance use disorder (SUD) treatment have received the NODS screening tool to identify potential gambling disorders (GD). Screenings have resulted in 56 individuals being identified, 1.06% of participants. Related training was provided for clinicians to enhance capacity. However, only one-third of SUD clinicians surveyed report they usually receive results.
- A webpage with information and resources was developed and posted on the CMHPSM website in December of 2018.
- In October 2021 a media campaign was launched to raise awareness of the relationship between youth gaming and gambling and to drive traffic to the webpage, resulting in 7M+ impressions and 8,000+ visits to the site.
- Regional gambling disorder related training has been offered each year to Substance use professionals with a total of 50 attendees to date. In addition, a Stacked Deck (youth curriculum) Train the Trainer training was offered in FY19 and FY21 with a total of 47 attendees.
- An opportunity to apply for funding to deliver a youth problem gambling prevention curriculum has been offered annually. No applicants have pursued funding to date.

# FINDING HIGHLIGHTS

**Gambling Behaviors:** Among adults surveyed, almost half (54%) report gambling in the past year. Of the respondents who report gambling, 1-in-5 (21%) had gambled in the past month, and 1-in-6 (16%) reported gambling at least weekly. Among high school students, the percent who reported past-month gambling ranged from a low of 10% in Washtenaw to 15% for the remaining counties (MIPHY).

The most frequently reported location of gambling was at convenience or grocery stores (41%), followed by casinos (23%), and online (12%). Lottery spending in the region in FY21 totaled \$246.5M, equal to \$342 per resident. Online Lottery (I Lottery) accounted for only 10% of lottery sales.

**Attitudes & Perceptions:** Among adults responding to the online survey, almost all (98%) reported that someone can become addicted to gambling, and 3-in-4 reported that treatment can be effective (74%). Only half (51%) reported they would know where to find help for a gambling problem. Stigmatizing beliefs about individuals experiencing gambling disorder were reflected with 24% of adults reporting the belief that people with a gambling problem are to blame for their behavior.

Among youth responding to the online survey, most reported that someone can become addicted to gambling; almost two-thirds reported they feel well informed about the risks (64%), and 58% reported that no one has spoken to them about the risks of gambling.

## CAPACITY & READINESS

### Prevention:

There are currently no known Gambling Disorder (GD) prevention programs for youth in the region. Prevention specialists surveyed report low community readiness to address the issue due to a lack of data to support the need.

Approximately half indicated their organization would be at least somewhat interested in developing programming. To do so they report needing data to justify the problem, funding to support community engagement processes, staff and community trainings and a better understanding of available resources.

### Treatment & Recovery:

Publicly funded GD treatment is managed by the state and there are two clinicians on the provider panel located in the region, with 26 admissions in FY 21, an increase from 15 in FY20.

Almost half of SUD clinicians surveyed would possibly consider becoming qualified as a GD provider on the state panel. To do so, they report needing additional paid training, more information about requirements, and a better understanding of the prevalence of the issue among individuals with a substance use disorder.

# INTRODUCTION


The Community Mental Health Partnership of Southeast Michigan (CMHPSM) commissioned this comprehensive needs assessment to better understand problem gambling in the region, related attitudes, and an assessment of resources and readiness.

This report provides data for the CMHPSM region which includes Lenawee, Livingston, Monroe and Washtenaw counties located in southeast Michigan.

Funding for this project is provided by the Michigan Department of Health and Human Services via the Michigan Compulsive Gaming Prevention Fund.

In this report, “gambling” is defined as any wager where there are uncertain outcomes that could result in either a loss of money or a payout such as lottery tickets, casino games or Bingo.

Harms caused by gambling include financial loss, relationship difficulties, distress, cultural harm, reduced performance, crime and suicide. Financial loss often causes or triggers subsequent other harms to gamblers and their families.<sup>1</sup> Suicidal behavior among individuals with gambling disorders (GD) is common, but markedly more common in the presence of substance use and other co-occurring disorders.<sup>2</sup>



**SUICIDAL BEHAVIOR IN CLINICAL GAMBLING DISORDER PATIENTS IS COMMON, BUT MARKEDLY MORE COMMON IN THE PRESENCE OF SUBSTANCE USE AND OTHER CO-OCCURRING DISORDERS.<sup>2</sup>**

1. Sapere Research Group, (2018). Gambling Harm Reduction Needs Assessment. Wellington: Ministry of Health.
2. Håkansson A, Karlsson A. Suicide Attempt in Patients With Gambling Disorder-Associations With Comorbidity Including Substance Use Disorders. *Front Psychiatry*. 2020 Nov 16;11:593533. doi: 10.3389/fpsy.2020.593533. PMID: 33304287; PMCID: PMC7701043.

# METHODOLOGY

## Surveys Conducted:

### Community Surveys:

Two online surveys were conducted between July and October of 2022 to collect information. One for youth residents between the ages of 12 and 18, and another for residents aged 18 and older.

A convenience sample was utilized and participants were sought via on-line promotion through advertising targeted to residents of the region and by promotion through the agency's social media platforms and other communication methods. In addition, community partners were asked to promote through their social media platforms, email distribution lists, or newsletters.

Due to the low number of survey respondents, responses for residents of neighboring counties were included in the analysis.

Adult: The survey for adults collected information about gambling behavior, indications of risk for developing a problem, attitudes toward gambling, parental attitudes about youth gambling, and awareness of treatment options.

For adults, a total of 74 surveys were collected. With this sample size and a 95% confidence level there is a +/- 11.4% margin of error for the region.

Youth: The survey for youth collected information about gambling behavior, attitudes, and norms as well as gaming behavior.

A total of 84 youth surveys were collected. With this sample size and a 95% confidence level there is a +/- 10.7% margin of error for the region.

Respondents	Youth	Adults
Lenawee	8	14
Livingston	23	15
Monroe	11	19
Washtenaw	26	17
Neighboring Counties	16	9
<b>Total</b>	<b>84</b>	<b>74</b>

## METHODOLOGY

### Surveys of Substance Use Disorder (SUD) Professionals:

**Clinicians:** An on-line survey was disseminated to clinicians that provide substance use disorder treatment services in the region. This survey collected information regarding their experiences with gambling disorders among individuals served, their organizations' response to problem gambling, challenges experienced, and support or resources that improve their ability to address gambling disorders among the individuals they serve.

A total of 32 clinicians completed this questionnaire representing each county in the region.

**Prevention Specialists:** An on-line survey was disseminated to professionals that provide substance use prevention services in the region. This survey collected information regarding their knowledge of the issue, community readiness and their interest in addressing problem gambling, and support needed. A total of 12 prevention providers completed this questionnaire representing each county in the region.

## Archival Data:

In addition to survey data collection, this report reviewed data from the following archival data sources:

**Michigan Lottery:** Data was requested from the Michigan Bureau of State Lottery. The data received is preliminary and has not been audited.

**Michigan Gambling Helpline:** Data was requested from the Health Management Systems of America, Gambling Treatment Program which runs the Michigan Gambling helpline. The data received included the number of referrals by county that resulted in admissions to publicly funded treatment for Gambling Disorder Services, as administered by the Behavioral Health and Physical Health and Aging Services Administration.

**Michigan Profile for Healthy Youth (MIPHY):** This anonymous computer-based survey is conducted by the Michigan Department of Education and collects data from middle and high school students. The MIPHY collects information on health behaviors and related risk and protective factors, including one question regarding placing bets or gambling in the past 30 days. County level reports were accessed online at [County Reports - School Health Survey System \(state.mi.us\)](#).

**Gamblers Anonymous:** Information regarding meeting locations and groups was located from the Gamblers anonymous website at [gamblersanonymous.org](#).

**SMART Recovery:** Data for SMART Recovery support group availability was obtained at [smartrecovery.org](#).



# GAMBLING PREVALENCE

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## Adult Population

### State and National Perspective:

The National Council on Problem Gambling estimates that two million U.S. adults (1%) in any given year are estimated to meet the criteria for a gambling disorder (GD). Another 4-6 million (2-3%) U.S. adults are estimated to experience problems due to their gambling but not meet the full diagnostic criteria for a gambling disorder. Most adults who choose to gamble are able to do so responsibly.<sup>1</sup>

According to the 2019 NGAGE survey, 81% of Michigan respondents reported having placed bets or gambled in the past year.<sup>2</sup>

A national study in 2019 found that individuals experiencing Gambling Disorder (GD) presented with a broad range of co-occurring behavioral health disorders. According to the National Epidemiological Survey on Alcohol and Related Conditions (NESARC), among individuals with a gambling disorder:

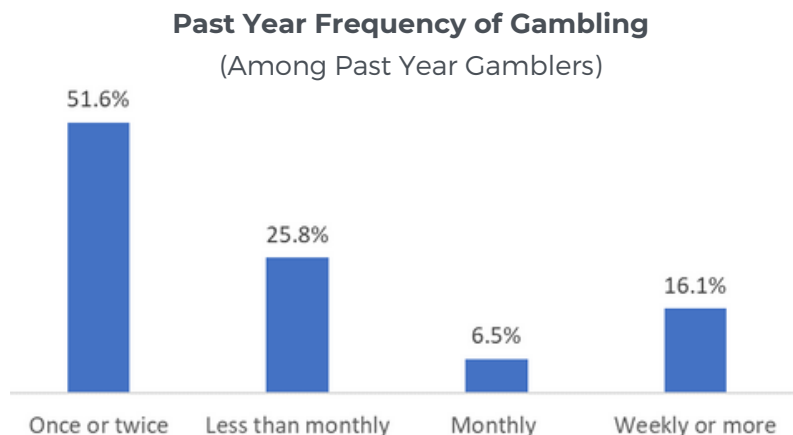
- 73.2% had an alcohol use disorder;
- 38.1% had a drug use disorder;
- 49.6% had a mood disorder;
- 60.8% had a personality disorder, and
- 15-20% had attempted suicide.

### CMHPSM Region:

Among adult respondents to the 2022 online community survey, 53.6% report gambling at least one time in the past 12 months and 21.2% reported gambling in the past 30 days.

Among those who gambled in the past year:

- Half (51.6%) report only gambling once or twice during the year
- 16.1% reported frequent gambling (weekly or more)



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1. FAQ - National Council on Problem Gambling National Council on Problem Gambling (ncpgambling.org)

2. National Survey on Gambling Attitudes and Gambling Experience (NGAGE), Michigan Highlights, June 2019

**GAMBLING PREVALENCE: ADULT POPULATION**

Type of Gambling Activity

The most frequently reported type of gambling was buying raffle tickets, followed by purchasing lottery tickets.

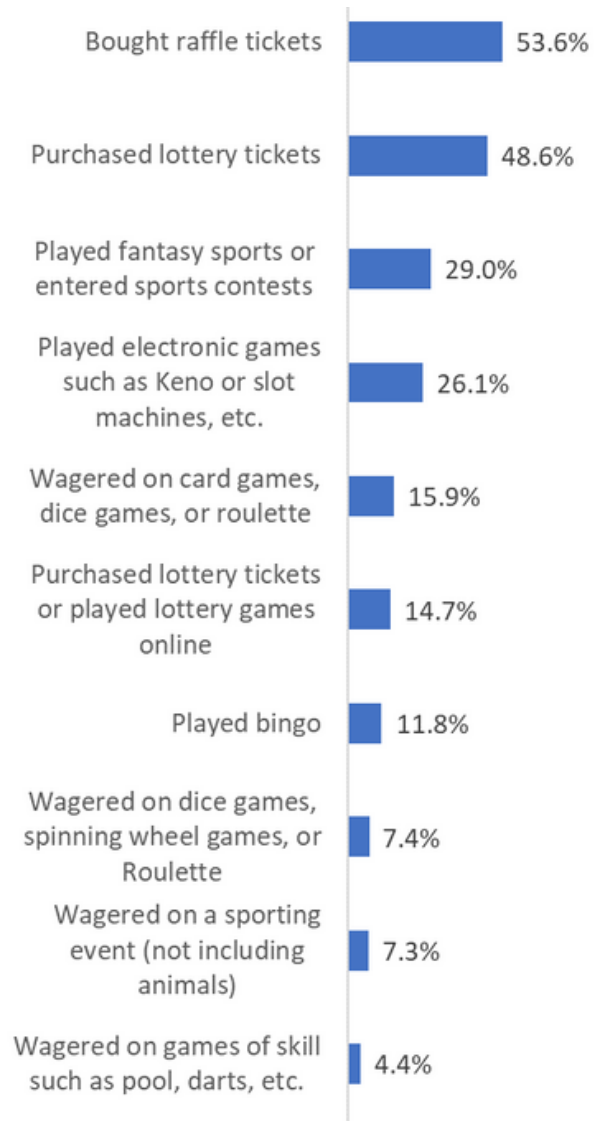
Less than 3% of respondents reported day trading or wagering on animal races.

Gambling Setting

The most frequently reported location of gambling was a gas station or convenience store, which aligns with purchasing of lottery tickets as one of the most reported gambling activities.

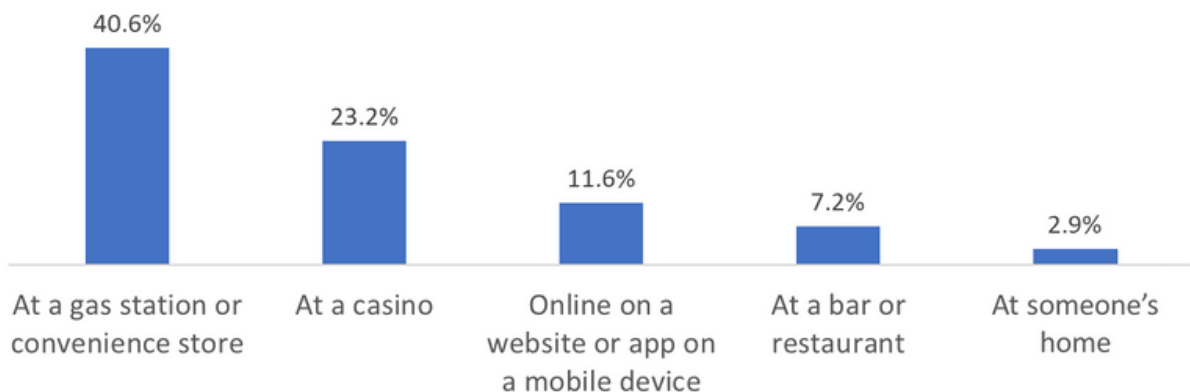
One-in-four past year gamblers reported gambling at a casino, and more than one-in-ten reported gambling online.

**Percent of Respondents Who Report Doing the Following in the Past Year**



**Report Gambling in the Following Settings In the Past Year**

(among past year gamblers)



**GAMBLING PREVALENCE: ADULT POPULATION**

Problem Gambling Among Individuals with Substance Use Disorder:

As previously noted, individuals experiencing a GD often present with a broad range of co-occurring behavioral health disorders.

Since 2019, 99% of individuals entering SUD treatment have been screened for potential problems related to gambling using the NODS-Clip assessment. (For more information about this screening tool refer to page 34).

NODS	FY 20	FY 21	FY22
Screens Completed	1,885	1,694	1,699
Positive Screens	19	16	21
Percentage Positive	1.0%	0.9%	1.1%

Over 5,000 screenings have been administered, resulting in 56 individuals identified for further assessment screening representing 1.06% of completed screenings.

However, clinicians in the region report that many individuals do not disclose problematic gambling behavior, especially at the initiation of treatment. So these numbers may not reflect the full scope of the problem.

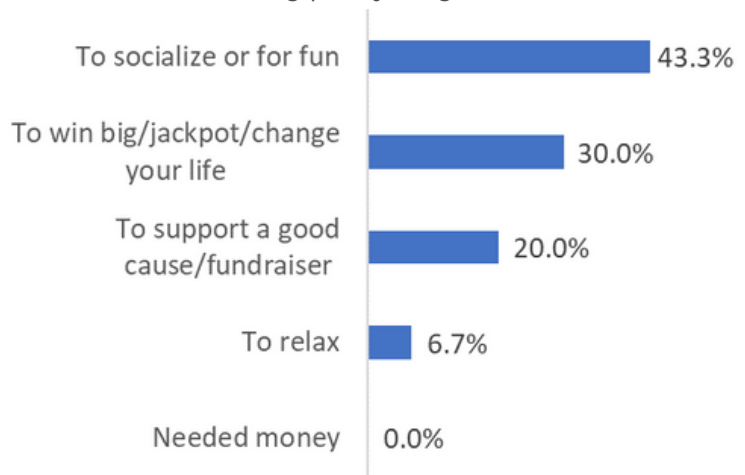
Reason for Gambling

People who gamble as a form of entertainment are less likely to develop a gambling problem than those who gamble with the belief that they will eventually win.

Among community respondents to the adult online community survey who gambled in the past year, the majority report gambling for fun or enjoyment (43.3%).

**Primary Reason they Gambled the Last Time**

(among past year gamblers)



Of concern is that almost one-in-three (30%) reported gambling to 'win big and change their life'.

## GAMBLING PREVALENCE: ADULT POPULATION

### Risk Reduction Strategies

Certain tactics can decrease the likelihood of developing a gambling problem or consequences associated with gambling. Some of the most effective strategies include setting time-limits, setting spending limits, and taking regular breaks.

Among respondents who had gambled in the past year, the most commonly reported strategy used was to set a spending limit in advance and stick with it.

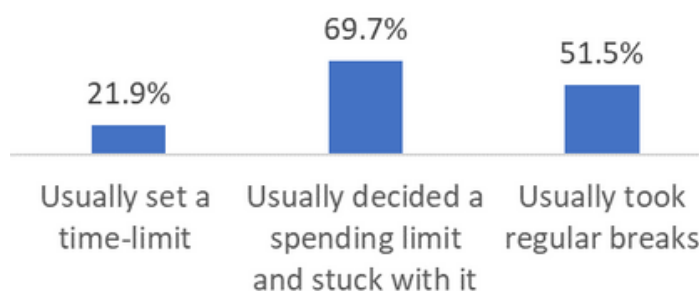
Half of respondents reported taking regular breaks.

Only one-in-five reported that they usually set a time limit for how long they will play in advance.

Research indicates that engaging in gambling while drinking is common (Lesieur et al. 1986). This is problematic because evidence suggests that substance use can adversely affect cognitive processes, leading to impaired judgment and increased risk-taking. Alcohol may also increase risk-taking by restricting attention to only the most salient and immediate cues (Steele and Josephs 1988), leading to less regard for the actual odds of a gamble<sup>1</sup> and past gambling losses.

Among respondents that gambled in the CMHPSM region, most reported that they had not gambled while depressed or upset and three-out-of-four reported that they never used alcohol or drugs while gambling. Conversely 24% of those who gambled in the past year reported using alcohol or drugs while gambling at least some of the time.

**Report Doing the Following 'Most' or 'All of the Time' While Gambling in the Past Year'**  
(among past year gamblers)



**Report 'Never Doing the Following While Gambling in the Past Year'**  
(among past year gamblers)



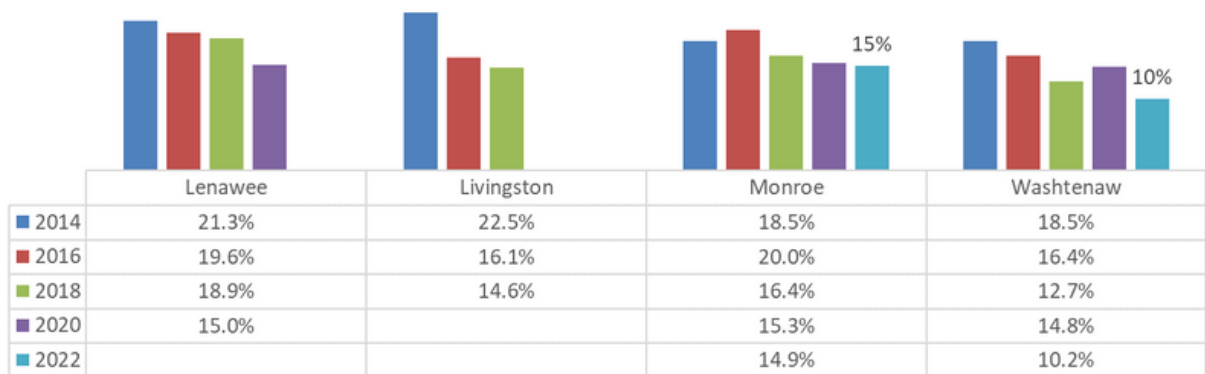
1. Pathological Gambling and Alcohol Use Disorder, Jon E. Grant, M.D., Matt G. Kushner, Ph.D., and Suck Won Kim, M.D., 2002, retrieved from <https://pubs.niaaa.nih.gov/publications/arh26-2/143-150.htm>

# Youth Population

Among high school students, the percent reporting having placed bets or gambled in the past 30 days has decreased in most counties of the region. The most recent survey data for 2022 is only available for Monroe and Washtenaw counties.

Rates were relatively similar across counties with the lowest rate occurring in Washtenaw County in 2022.

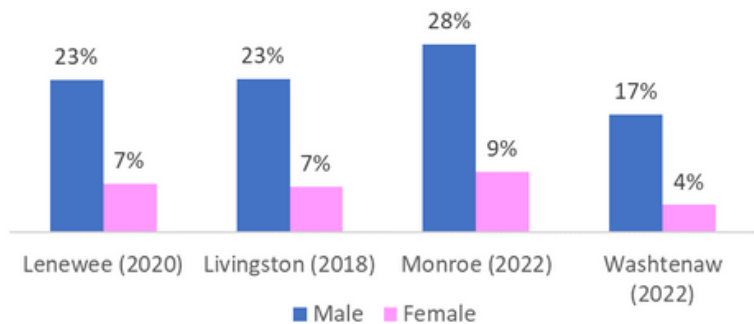
**Placed Bets or Gambled in Past 30 Days, High School Students**



## By Gender

Rates of recent gambling among high school students were substantially higher for male students than for female students.

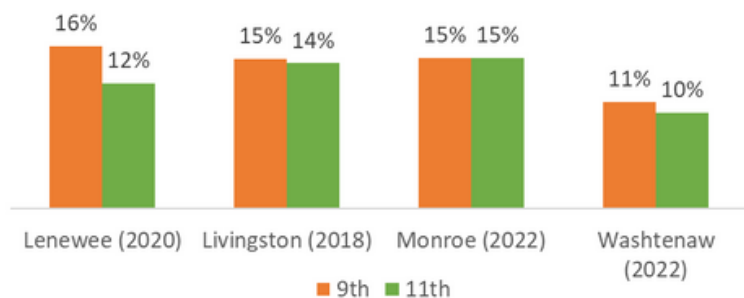
**Placed Bets or Gambled in Past 30 Days, High School Students by Gender**  
(for most recent survey year available)



## By Grade

Rates remained relatively stable between 9th and 11th grade, with slightly less 11th graders reporting recent gambling in three of the four counties.

**Placed Bets or Gambled in Past 30 Days, High School Students by Grade**  
(for most recent survey year available)

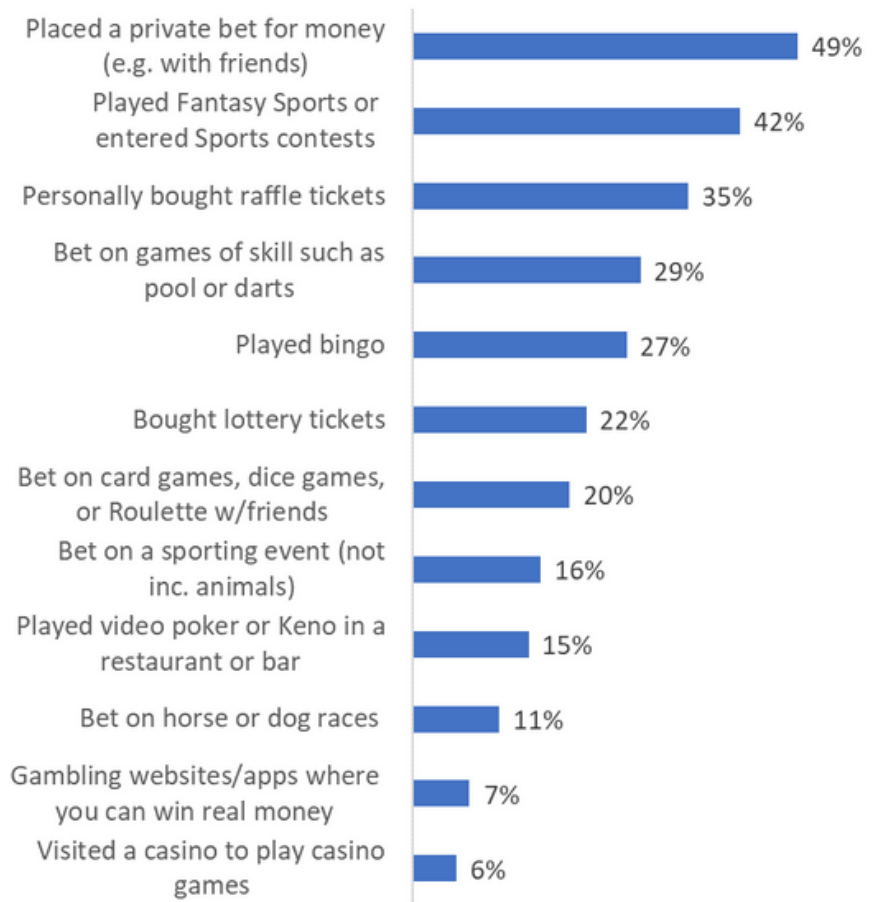


**GAMBLING PREVALENCE: YOUTH POPULATION**

Types of Gambling:

Youth completing the online youth community survey were asked whether they had spent money or bet a personal item on certain types of gambling activities. As shown in the chart to the right, the most frequently reported activities were placing private bets and playing sports contests or fantasy sports.

**Percent of Youth Who Reported Placing Bets or Gambling in the Following Ways in Past Year**  
(Youth Community Survey)

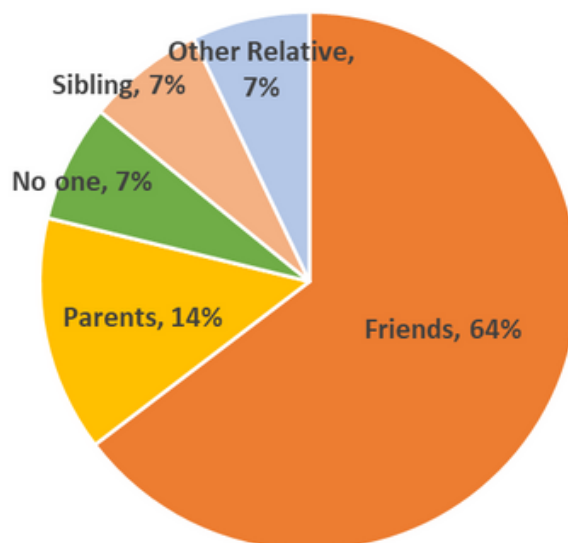


Gambling Partners:

Youth completing the online youth community survey were most likely to report they gamble or place bets with their friends as shown in the chart to the right.

Of concern is that 14% of youth reported gambling with their parents.

**Who Did You Gamble With The Last Time?**  
(Among youth who reported gambling in past year)



## Youth- Gaming Behavior

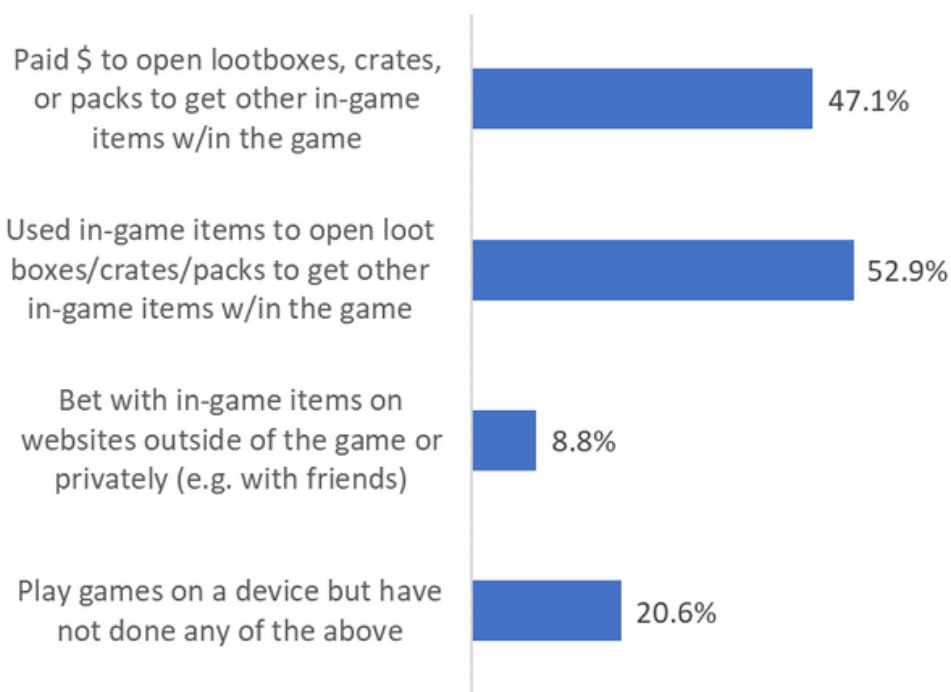
A common definition of gambling is 'to risk money or something of material value on something with an uncertain outcome in hopes of winning additional money or something of material value'.

Because many video games offer players the opportunity to purchase loot boxes, which often contain unknown prizes, in-game purchases have been likened to gambling and there is growing concern that this will increase future propensity for gambling. Some countries have even passed legislation to regulate loot boxes for this reason.<sup>1</sup>

One focus of the region's prevention efforts has been to raise awareness of the relationship between gaming and gambling and to encourage parents to be aware of their child's gaming and gambling activity.

To assess gaming among youth, the online youth community survey collected information about gaming behavior, which is summarized below.

**Percent of Youth Who Report Having Ever Done the Following:**



To better understand youth's perception of the relationship between these types of in-game activities, youth were asked whether they believe youth who often spend money on in-game items are more likely to spend money on gambling once they are 18. One-third (32.4%) of youth agreed that this is true.

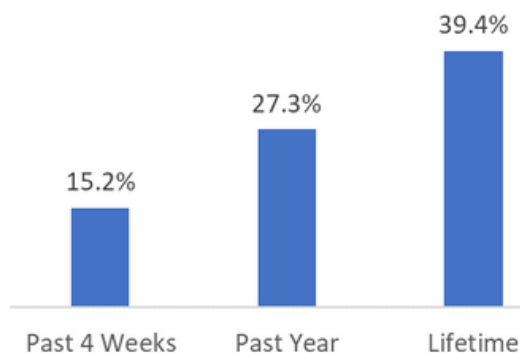
1. Williams, R., & Wood, R. (2010). Stacked deck: A program to prevent problem gambling: Facilitator's Guide. Hazelden.

**Gambling Style Games**

In addition to in-game activities that resemble gambling, there are gambling style games which youth can play on-line that do not involve money. The following provides a summary of youth-reported activity related to these types of games.

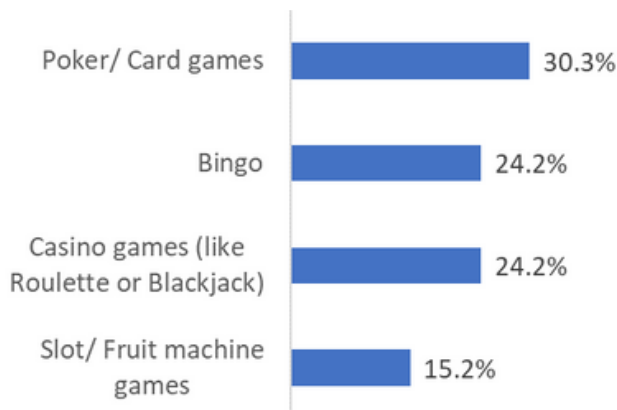
Overall, almost two-in-five youth respondents reported having ever played a gambling style game online, with more than one-in-four reporting having done so within the past year.

**Percent of Youth Reporting Playing Online Casino Style Games**




The most frequently reported type of online gambling style game were poker/card games, followed by bingo and casino games like Blackjack or Roulette.

**Percent of Youth Who Report Ever Having Played the following On-Line Gambling Style Games**





# AVAILABILITY & SPENDING

A black and white photograph showing a close-up of a roulette wheel. A hand is visible in the foreground, holding a white chip. The wheel has numbers and betting areas visible. The background is slightly blurred, showing more of the casino floor.

Michigan offers a variety of legal gambling such as casino games, lottery, racetracks, Millionaire Parties, and online gambling. In December of 2019, online gambling was legalized in Michigan, including internet gaming through existing Michigan casinos for players aged 21 or older. Prior to this, the only legal option for online gambling was through the Michigan I-Lottery. Law enforcement report that illegal gambling such as cock fighting and dog fighting does occur throughout the state.

Although a variety of gambling activities are permitted, there are strict penalties for those that do not follow the laws.

The legal age of gambling in Michigan varies from 18-21, depending on the type of activity, and whether the establishment serves alcohol.

## Casinos

As of 2017, Michigan ranked 10th in the nation in total number of casinos, with 30 casinos statewide.<sup>1</sup>

It is legal to gamble in a casino at age 18 unless the casino serves alcohol, in which case an individual must be 21.

Three of the state's largest casinos are located in Wayne County which borders the CMHPSM region. These casinos include the MGM Grand Detroit, MotorCity Casino, and Greektown Casino, all of which are located in the city of Detroit.

Data on spending at casinos is not published.

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1. <https://www.worldatlas.com/articles/which-state-has-the-most-casinos.html>

# Lottery

In the state of Michigan, there are an estimated 10,500 lottery retailers.<sup>1</sup> Gas stations, convenience stores, and grocery stores make up the majority of retailers, but consumers can also gamble online from anywhere in Michigan through the Michigan Lottery website. It is legal for individuals to gamble through the Michigan lottery at age 18.

## Traditional (not online) Lottery Sales:

Region-wide in 2021, traditional lottery sales totaled \$2.56M with a total of \$312 spent for every resident in the region.<sup>2</sup>

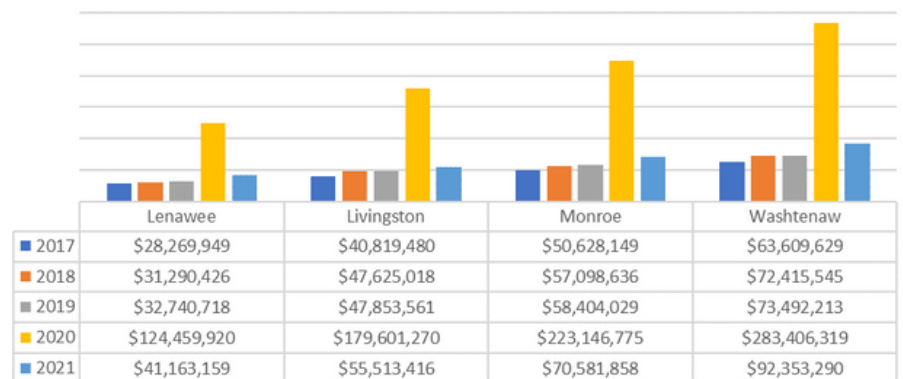
Traditional lottery spending increased dramatically in 2020 which may be attributable to the pandemic limiting other gambling options such as casinos. Sales decreased in 2021 to near pre-pandemic levels.

**Traditional Lottery Total Sales, CMHPSM Region**



**Total Traditional Lottery\* Sales By County**

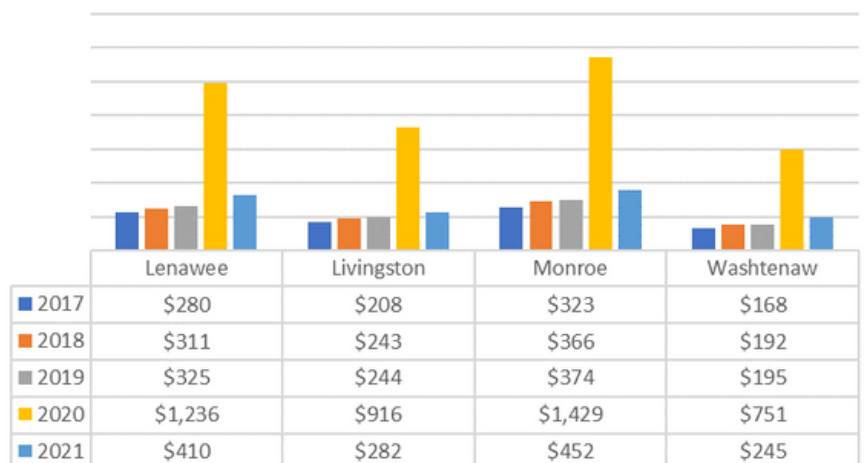
Traditional Lottery Sales



\*Does not include online (I Lottery) sales

As shown in the chart to the right, in FY21 per capita spending on traditional lottery ranged from a low of \$245 per resident in Washtenaw County to a high of \$452 per resident in Monroe County.

**Traditional Lottery\* Sales per Resident**



\*Does not include online (I Lottery) sales

1. Michigan lottery: What happens when retailers cheat the system (freep.com)

2. Keesha Garrett, Office of Compliance and Legal Affairs, MI Bureau of State Lottery, all figures are preliminary and unaudited as of May 24, 2022

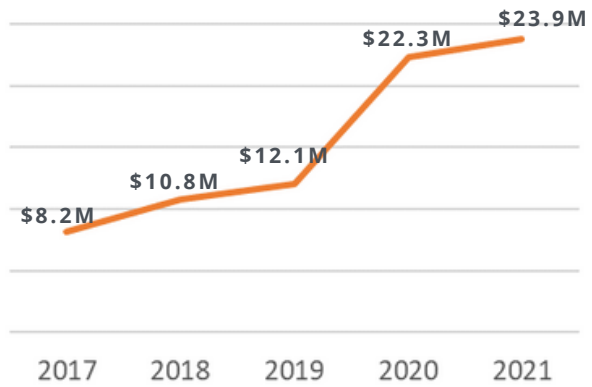
**AVAILABILITY & SPENDING: LOTTERY**

**I Lottery (online) Sales:**

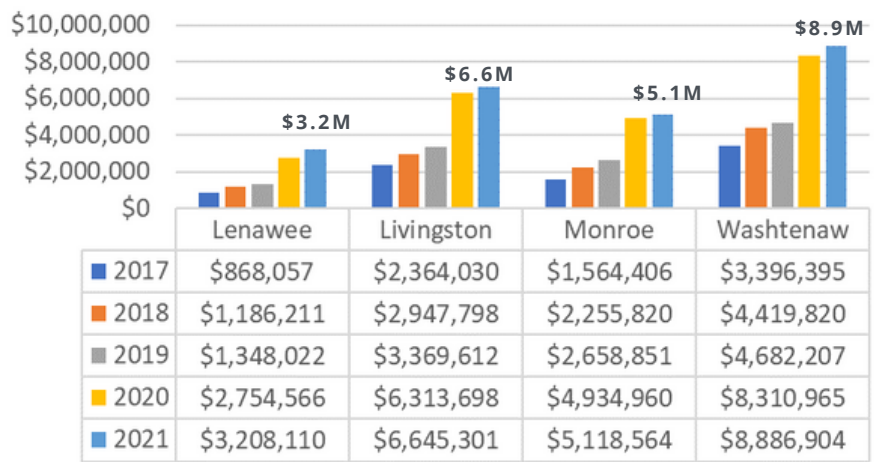
Although I Lottery accounted for only 10% of total lottery sales (online and traditional) in the region, spending on online lottery has increased steadily and has almost tripled between 2017 and 2021.

It should be noted that this spending includes only bets placed at the I Lottery website and do not include other online gambling venues such as online sports betting operators (ex, Fanduel or DraftKings).

**I Lottery (Online) Total Sales, CMHPSM Region<sup>1</sup>**

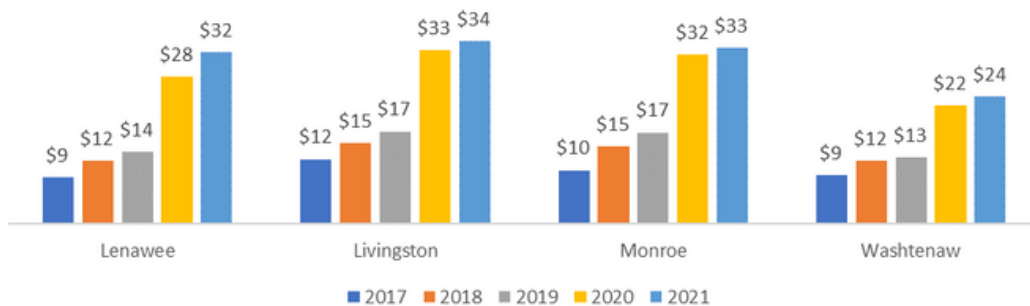


**I Lottery (Online) Total Sales, By County**



Per capita spending remains low compared to traditional lottery but has been increasing for online lottery with \$29 spent per resident in 2022 compared to \$10 per resident in 2017.

**I Lottery (online) Sales per Resident**



1. Keesha Garrett, Office of Compliance and Legal Affairs, MI Bureau of State Lottery, all figures are preliminary and unaudited as of May 24, 2022

## Internet Gaming and Sports Betting

In December of 2019, online gambling was legalized in Michigan including internet gaming through existing Michigan casinos for players age 21 or older. As of June 2021, there were 13 operators available throughout the state of Michigan including: BetMGM, FanDuel, DraftKings, BetRivers, WynnBet, Golden Nugget, PokerStars, Barstool, Four Winds, TwinSpires, PointsBet, Parx, and William Hill. While it is legal in Michigan to bet on college and pro sports teams, placing bets on high school sports teams is not.

From the Jan. 22, 2021 launch through May 31, 2021, aggregate internet gaming adjusted gross receipts for the state of Michigan totaled \$369.4 million and aggregate internet sports betting adjusted gross sports betting receipts were \$23.7M.<sup>1</sup>

During the Summer of 2021, Michigan online casinos were estimated to be bringing in an average gross revenue of around \$3 million/day. The Michigan tax rate for sports gambling is 8.4 percent for in-person bets made in casinos. For online betting, the rate will fluctuate between 20 and 28 percent depending on the adjusted gross receipts.<sup>2,3</sup>

- 
1. Michigan Gaming Control Board Press Release, June 15, 2021
  2. Michigan Online Gambling Revenue Holds Steady In May, As FanDuel Establishes Itself In Second Place, Online Poker Report, June 16, 2021
  3. Legal Sports Gambling Debuts In Michigan, Even If There Are No Sports To Wager On, WKAR, Public Media from Michigan State University, 2020 Taken from <https://www.wkar.org/post/legal-sports-gambling-debuts-michigan-even-if-there-are-no-sports-wager#stream/0>



## Fundraising Events:

The State of Michigan allows gambling for the purposes of charitable fundraising including Millionaire Parties, Bingo, and 50/50 raffles.

### Millionaire Parties:

Millionaire Parties are held by non-profit organizations to generate funds for charity. Wagers are placed on games of chance customarily associated with casino gaming. In order to hold a Millionaire Party, the organization must obtain approval from the Michigan Gaming Control Board. A charity may receive approval for up to 4 events per year, for up to 4 days per event. Imitation money or chips must be used during play and the event is limited to a total of \$15,000 in chip sales per day. Participants must be 18 years of age to participate.

As of November 18, 2022 there were 511 events scheduled for upcoming two month period statewide, with 23 in Washtenaw County and none in Lenawee, Livingston, or Monroe counties. Historical information on the frequency of these parties is not tracked by the Michigan Gambling Commission. Only events scheduled for the current and upcoming two months are listed on their website.<sup>1</sup>

### Bingo:

Bingo is a game of chance in which prizes are awarded based on bingo balls being randomly drawn from a receptacle that match a pattern on a player's bingo card. Almost all types of bingo must be licensed.

There are three types of Bingo Licenses available through the Michigan Lottery: 1) Large Bingo license allows an organization to play bingo on the same day and time at the same location each week; 2) Small Bingo license is similar to the large bingo license except that prizes cannot exceed \$25 per game and \$300 per occasion; and 3) Special Bingo license allows an organization to play bingo for up to 7 consecutive days. An organization can receive up to 4 special bingo licenses per calendar year.

Large bingo (recurring weekly) is primarily held at VFW's, Knights of Columbus, and American Legions throughout the region. According to the MI Lottery, as of November 18, 2022, there were 10 licensed bingo facilities in the region with two in Livingston, three in Lenawee, and five in Monroe County. None were located in Washtenaw County.<sup>2</sup>

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1. <http://milottery.state.mi.us/gc-mplocator.php>.

2. Find a Weekly Bingo ([michigan.gov](http://michigan.gov))



# PERCEPTIONS & ATTITUDES

To assess community attitudes and perceptions about problem gambling in the region, two online community surveys were collected; one for adults in the region, and another for youth between the ages of 12 and 17.

In addition to gambling behavior, the survey for adults collected information about attitudes toward gambling and individuals with a gambling disorder, parental attitudes about youth gambling, awareness of treatment options, and beliefs about treatment for gambling disorders.

For youth, the online community survey also collected information about gambling related attitudes, awareness of risks, and norms.

As discussed in the methodology section, these surveys both had small sample sizes resulting in a large margin of error. Because of this, the following data should be used as a starting point for considering efforts and next steps.

For any initiatives that are developed based on the data presented, it is recommended that the findings be verified among the target population through focus groups, key stakeholder interviews, and/or additional surveying.

# PERCEPTIONS & ATTITUDES:

## Adult Population:

Among the 74 adults responding to the online community survey:

### Beliefs about Gambling Addiction

Almost all (98%) respondents reported that someone can become addicted to gambling, and three-out-of-four report that treatment for gambling addiction can be effective. A majority (81%) report they would recognize warning signs if someone they cared about was developing a gambling problem.

### Stigmatized Beliefs

Recent research indicated that the public stigma of gambling disorder includes stereotypical beliefs that individuals affected are “greedy” and “irresponsible,” and are to blame for their problems. These stigmatizing attitudes are often internalized by individuals with a gambling disorder, which leads to hiding the issue and not seeking treatment.<sup>1</sup>

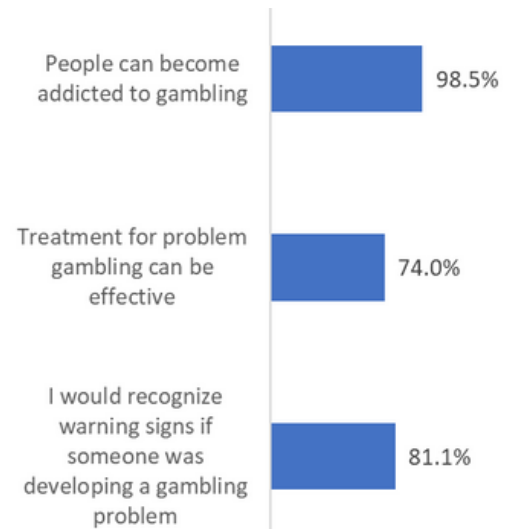
Among respondents in the region, one-in-four reported that people with a gambling problem are to blame for their problem, and more than one-in-ten report they are unlikely to recover.

### Fallacy Beliefs

The gambler’s fallacy is the inaccurate belief that past events will influence future events. In regard to gambling, it is the inaccurate belief that you are more likely to win after a series of losses and can result in individuals continuing to gamble when they have experienced substantial losses.

Among respondents in the region who had gambled in the past year, almost one-in-ten (8.8%) reported the belief that their chances of winning gets better after they've lost, which is an inaccurate (fallacy) belief.

**Percent of Respondents who Report the Following:**



**Percent of Respondents who Report That People with a Gambling Problem...**



**Percent of Past Year Gamblers Who Report The Following**



1. Quigley L. Gambling Disorder and Stigma: Opportunities for Treatment and Prevention. *Curr Addict Rep.* 2022 Sep 3:1-10. doi: 10.1007/s40429-022-00437-4. Epub ahead of print. PMID: 36093357; PMCID: PMC9440767.

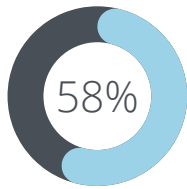
## Youth Population:

The following provides an overview of youth reported attitudes and perceptions among the 84 youth responding to the online community survey for youth:

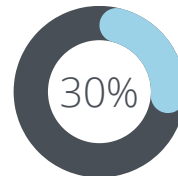
### Perception of Risks:

Among youth respondents in the region, a majority of youth respondents understand there are risks for gambling, and almost two-thirds reported that they feel well-informed about the risks.

### Percent of Youth Respondents who Report the Following:



Reported no one has spoken to them about the potential problems that gambling can lead to.



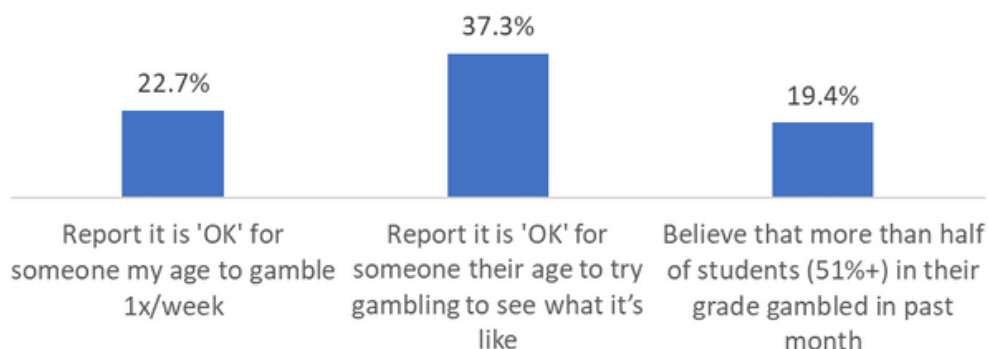
Reported seeing ads about the risks of gambling and gaming in the past year.

### Norms:

More than one-in-five youth reported that regular gambling is okay for someone their age, and more than one-in-three reported it's okay for someone their age to try gambling.

One-in-five youth reported an inaccurately high perception of peer gambling with the belief that more than half of their peers had gambled in the past month when rates of reported gambling are substantially lower than this.

### Percent of Respondents who Report the Following:



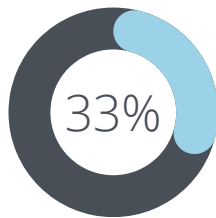
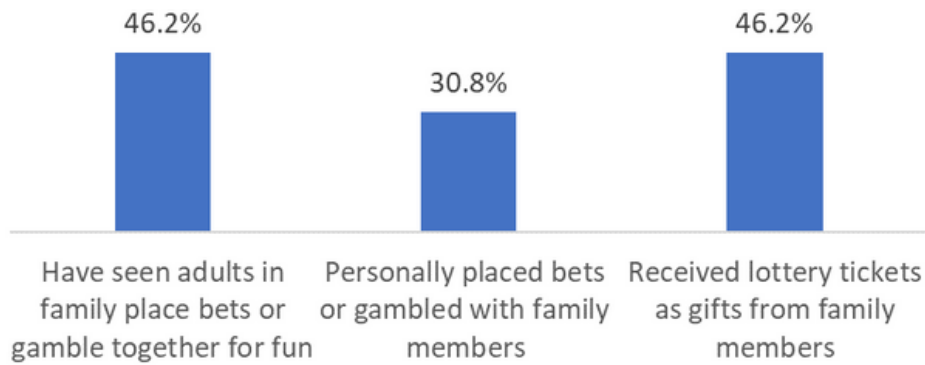


## PERCEPTIONS & ATTITUDES: YOUTH POPULATION

### Family Attitudes and Norms

Among youth respondents, almost half report witnessing adults in their family place bets or gamble together for fun in the past year and 31% report personally doing so with their family members.

#### Percent of Respondents who Report the Following in the Past Year



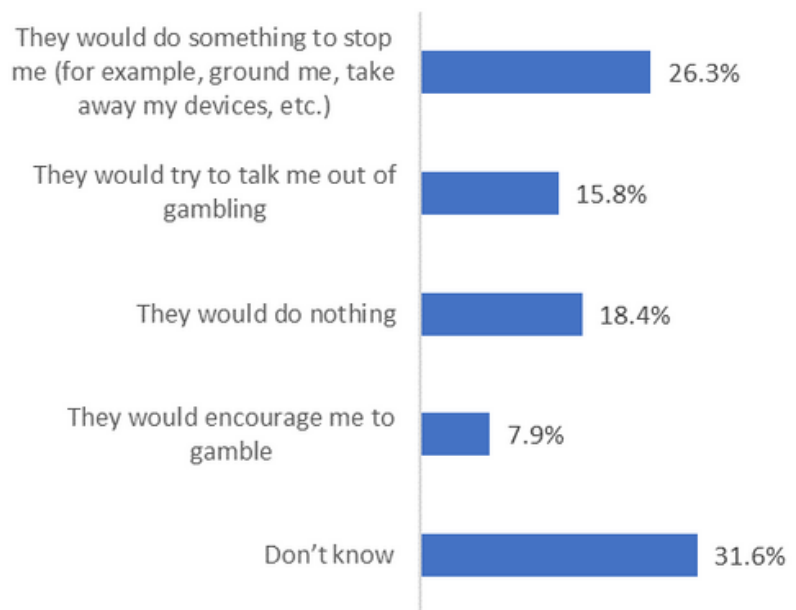
Of youth reported that a parent or guardian has spoken to them about the potential problems that gambling can lead to.

Almost one-third of youth reported they did not know how their family would react if they found out they had been gambling.

One-in-four reported their family would do something to stop them, and another 16% reported that their family would try to talk them out of gambling.

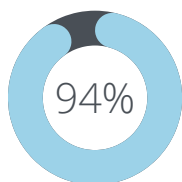
Of concern is that 18% report their parents would do nothing, and another 8% report they would encourage them to gamble.

#### How would your family react if they found out you had been gambling?



## Parents of Teens:

The following provides an overview of parental issues reported by the 30 respondents for the online community survey for adults who reported having children between the ages of 13 and 17 in their home:



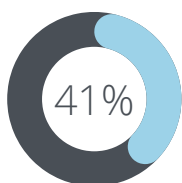
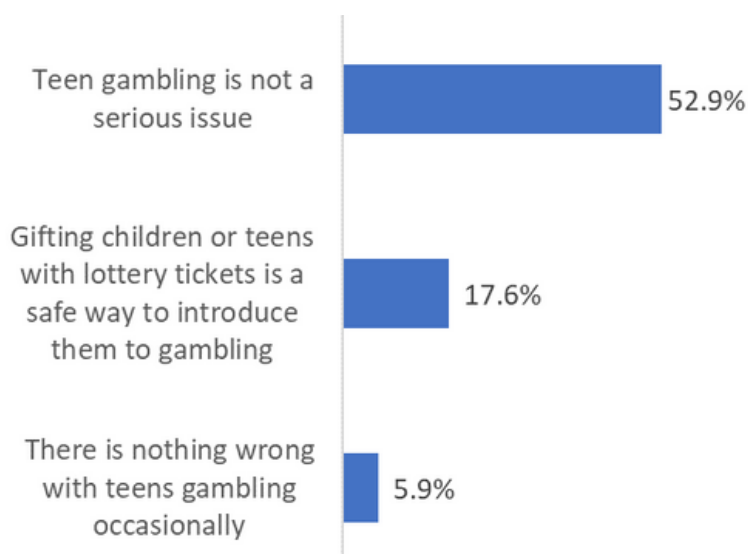
Agreed that teens who place bets or gamble are more at risk for problem gambling than adults.

Half report that teen gambling is not a serious issue.

One-in-six parents reported that gifting lottery tickets to youth is appropriate.

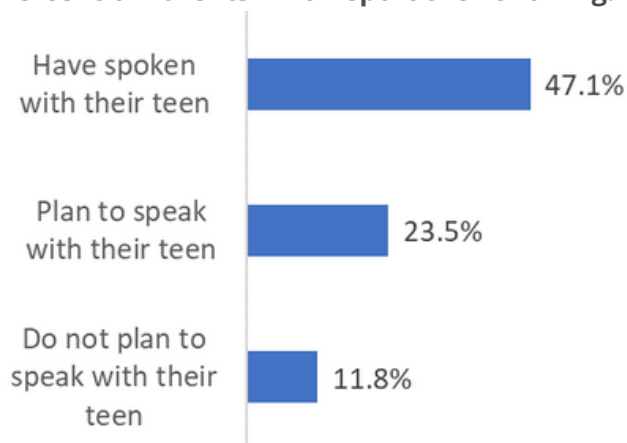
Only 6% reported there is nothing wrong with youth gambling occasionally.

### Percent of Parents Who Report the Following:



Reported their child would have to spend \$20 or more before they would become concerned. More than one-third (35.3%) reported that they would become concerned if their child spent any amount of money.

### Percent of Parents Who Report the Following:

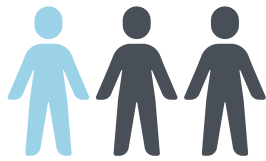


When asked whether they've spoken to their child about the potential risks of gambling, almost half reported that they had, and another one-fourth reported that they plan to do so.

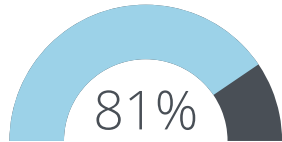
Of concern is that 12% of parents reported that they don't intend to, and another 18% reported that they couldn't recall whether they spoken to their child.

# Awareness of Resources

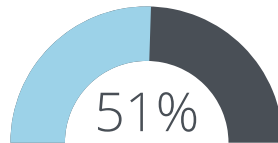
Among adult residents of the region participating in the on-line community survey:



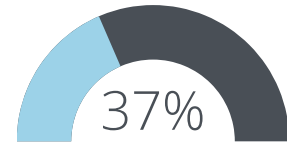
More than one-in-three (38%) report having ever worried that someone in their family, or a close friend, might have a gambling problem.



81%  
Would recognize the warning signs if someone they cared about was developing a gambling problem



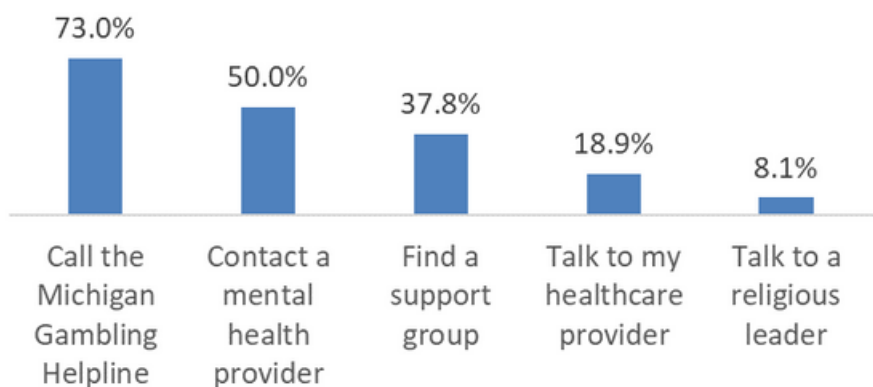
51%  
Would know where to get help if someone close to them had a gambling problem



37%  
Report that services to treat problem gambling are available in their community

When asked where they would seek help for a gambling problem, respondents were the most likely to report they would contact the Michigan Gambling Helpline (73%) for help followed by contacting a mental health provider (50%). Of concern is that 12% reported they don't know and another 3% reported that they would not seek help.

**Percent of Respondents who Report They Would Seek Help from the Following:**





# ASSETS AND GAPS

## Treatment & Recovery:

A gambling disorder (GD) is defined by The American Psychiatric Association's Fifth Edition of the Diagnostic and Statistical Manual (DSM-5, Section 312.31) and criteria can be found [here](#). Since 2014, GD has been classified under "Addiction and Related Disorders" due to growing scientific literature which revealed common elements with substance use disorders.

In Michigan, publicly funded GD treatment is available for individuals that do not have private health insurance coverage for gambling disorder treatment.

Publicly funded treatment for GD will provide up to ten sessions with a small copay based on the individual's income. An individual's gambling debt may also be factored in when determining a copay.

These services are managed directly by the Michigan Department of Health and Human Services and include promotion of the Michigan Gambling Helpline (1-800-270-7117) which serves as the point of access for publicly funded GD treatment.

Callers are asked confidential screening questions and those determined to need treatment (who do not have private insurance which covers GD treatment), are referred to the nearest provider under contract with MDHHS for gambling disorder treatment and to Gamblers Anonymous (GA) meetings.

**Publicly Funded Treatment:**

There are currently two clinicians on the provider panel for publicly funded GD treatment in the region, located in Washtenaw and Livingston counties. There are no providers in Lenawee and Monroe counties as of October 2022. However, due to the pandemic, many treatment providers now offer virtual counseling which may reduce the barriers to accessing these services.

In FY21, there were a total of 26 admissions to publicly funded GD treatment for residents of the CMHPSM region as shown in the table to the right.

While the region accounts for 8% of the state's population, only 4.8% of admissions to publicly funded GD treatment statewide were for residents of the region in FY20 with a total of 15 admissions. In FY21 this increased with residents of the region accounting for 7.3% of admissions statewide.

County of Residence	Admissions to GD Treatment FY20/21
Lenawee	2
Livingston	9
Monroe	6
Washtenaw	9
Region Total	26

**Support Groups:**

Support groups typically involve a group of people with common experiences or concerns who provide each other with encouragement, comfort, and advice. Support groups are usually volunteer driven and free to attend. Support groups for problem gambling that were found in the region include the following:

Gamblers Anonymous:

One type of support group for gambling is Gamblers Anonymous (GA), a 12-step recovery program and support group in which individuals share their experiences, struggles, wisdom, and provide support for problem gambling.

According to the GA website, there are currently two active GA groups in the region located in Livingston and Washtenaw Counties.

SMART Recovery:

Another type of support group available to those with gambling disorder is SMART Recovery. Self-Management and Recovery Training (SMART) is a global community of mutual-support groups. At meetings, participants help one another resolve problems with any addiction (to drugs or alcohol or to activities such as gambling or over-eating).

SMART Recovery meetings may occur online or in person. There is currently one group occurring in Washtenaw County, and one group occurring in Monroe County. No groups were found for Lenawee or Livingston counties.<sup>1</sup>

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1. SMART Recovery website, 2021, taken from [www.smartrecovery.org](http://www.smartrecovery.org)

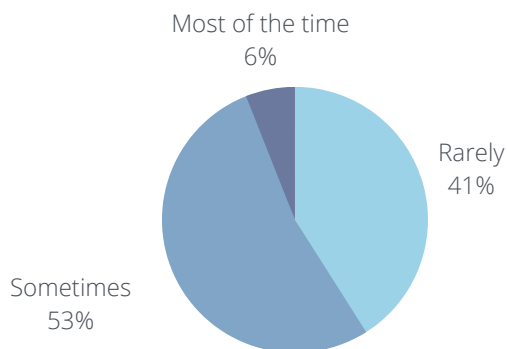
## Substance Use Disorder Clinicians

To better understand the capabilities and needs related to addressing gambling disorders within the SUD treatment system, a survey of SUD Clinicians in the CMHPSM was conducted in August of 2022. This survey was distributed via email and gathered information about their experience and program's capacity for addressing gambling disorders. A total of 32 clinicians responded representing service providers from each county in the region.

### Perception of the Problem

When clinicians were asked how much of a problem gambling disorder is in the counties they serve, two-fifths reported 'very little', and almost half (47%) reported it was 'somewhat' of a problem. More than one-in-ten (13%) reported they 'did not know'.

### How often are individuals in SUD treatment at risk of, or experiencing, a gambling disorder?



### Diagnostic Screen for Gambling Disorders

The NODS-Clip, a diagnostic screening tool for gambling disorders, has been administered to all individuals entering publicly funded SUD treatment in the region since FY19. Among responding clinicians:



Report they receive the results of the screen 'most' or 'all of the time'.



Report they review the screening results to inform treatment planning 'most' or 'all of the time'.

### Interest in Becoming a Gambling Disorder (GD) Clinician

When asked whether they, or a clinician they supervise, would be interested in becoming qualified to serve on the Michigan provider panel for GD treatment, four answered 'yes', and another 13 answered 'possibly'.

These clinicians indicated that they would need the following to pursue this option:

- Training opportunities to become qualified
- Additional information about requirements and needs
- Paid training
- Support with materials
- More information about gambling disorders among the substance using population

Resource or Supports Needed:

When asked what resources or support would most help their agency improve services for individuals with a co-occurring gambling disorder, the following themes were reported:

“ I would like something more to offer than just an 800 number. ”

- 1 Training**
  - What to look for & how to approach the topic
  - General knowledge for the issue
  - How to assess and address gambling disorders
  - Techniques specific to addressing GD
- 2 Materials**
  - Materials such as handouts, flyers, or pamphlets for clients
  - Materials or curriculum for co-occurring SUD and gambling
  - Testimonials from individuals recovered from gambling addiction
- 3 Treatment & Recovery**
  - Having trained clinicians on staff
  - Advertising to normalize seeking help
- 4 Support Groups**

Community 12-step groups specific to gambling

## Prevention:

There are currently no known prevention programs to address problem gambling happening in the region for youth. Since FY19 CMHPSM has issued funding opportunities to support implementation of the Stacked Deck Program from Hazelden. However, only one provider applied in FY19 and the project fell through before beginning. No providers applied for funds in FY20, FY21, or FY22.

### SUD Prevention Specialists:

To better understand readiness for implementation of programming for prevention of problem gambling, SUD prevention providers in the region were surveyed in August of 2022. The survey was distributed via email and 12 prevention specialists responded, representing service providers for each county in the region. The following provides a summary of their responses.

#### Current Knowledge

While most (75%) of the respondents reported an understanding of what problem gambling is, very few reported knowledge of how to address the problem; including how to prevent the problem (8%), how to access treatment (8%), and awareness of resources to support prevention efforts.

#### Community Readiness

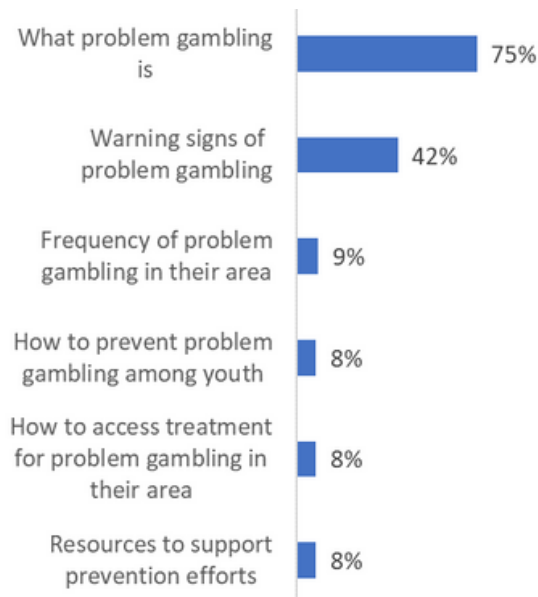
When asked to rate the readiness of their community to address problem gambling, only 25% reported that their community was 'somewhat' ready.

One respondent noted that although there have been efforts to provide funding and training, their community does not perceive it as an issue of importance.

#### Provider Interest

When asked whether they would be interested in providing prevention programming for problem gambling, 25% reported no interest, 50% reported a little bit of interest, and 25% reported they would be somewhat or very interested.

### Prevention Providers who Rate Their Current Knowledge as "Good" or "Excellent"



### Prevention Providers Reporting their Organization Would be Interested in the Following:





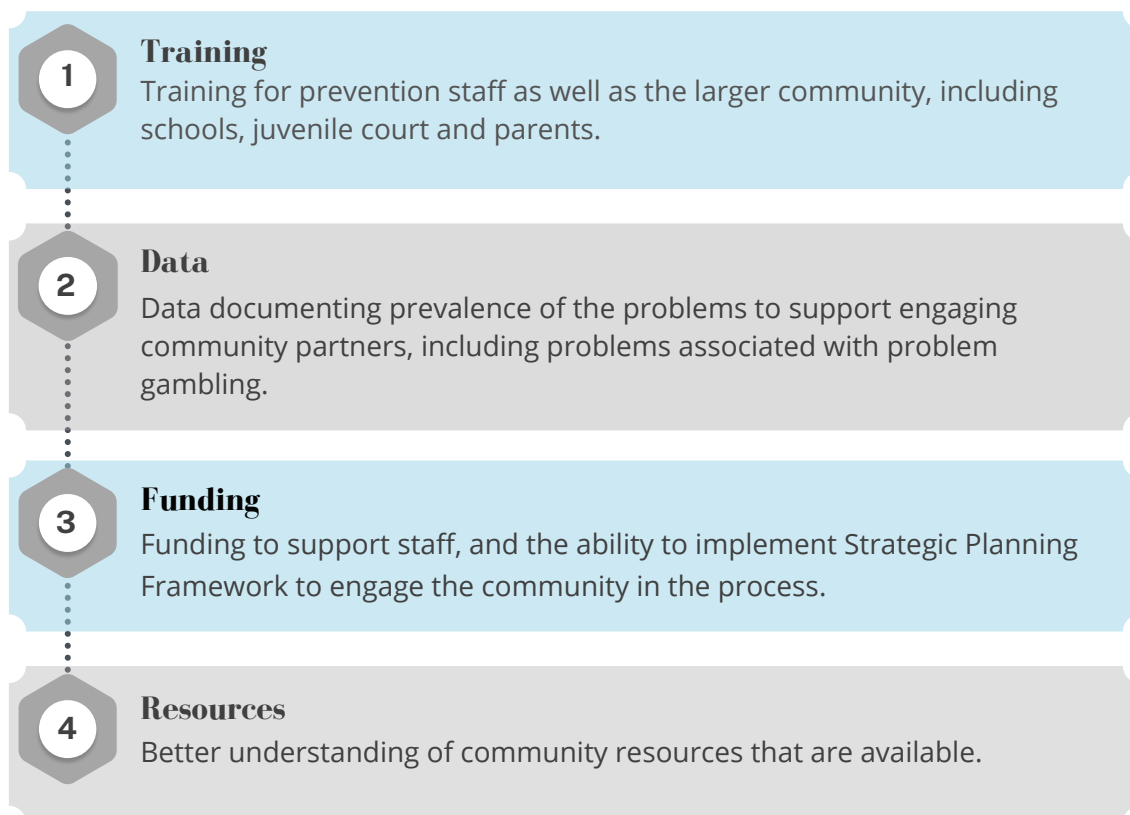
## Barriers Identified

When respondents were asked what are the barriers to address problem gambling within their programming, the following were reported:

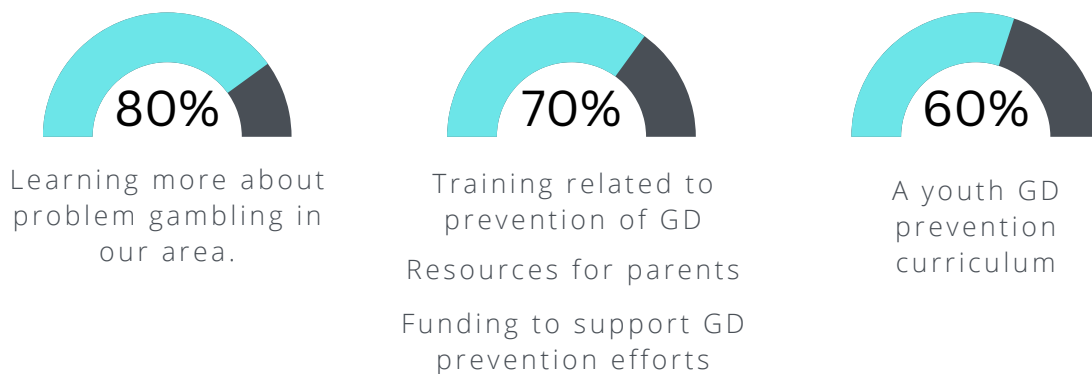
- Lack of community awareness and readiness to address the issue
- Community attitudes that sports betting is "not a big deal"
- Lack of funding and staff

## Support Needed

When respondents were asked what they would need in order to begin to address problem gambling within their programming, the following were reported:



The following percent of respondents indicated their organization would be interested in receiving the following:



# EFFORTS TO DATE



In 2018, CMHPSM conducted a needs assessment, resulting in a strategic plan and logic model to guide their efforts. The following goals were established:

- Decrease past 30-day youth gambling rates.
- Increase the awareness of help/support for someone with a gambling problem.
- Increase the understanding of the risks associated with gambling for participants and vendors.
- Increase the understanding of gambling as a diagnosable disease.
- Increase the early identification of those with problem gambling behaviors and referral to services.

As a part of this needs assessment, the evaluator was asked to assess the impact of efforts in the region.

The following section provides a summary of efforts to date and an analysis of available relevant data related to targeted goals.

**EFFORTS TO DATE**

**Decrease past 30 day youth gambling rates.**

Efforts to reduce youth gambling include the following:

Trainings:

- A youth-focused gambling disorder training was offered to all providers (including prevention/recovery and treatment) in the region in FY 21, while FY's 20 and 22 provided general gambling disorder training. There was a total of 50 attendees for these training sessions.
- A Stacked Deck Train the Trainer was offered in FY19 and FY21 with a total of 47 attendees.

Curricula:

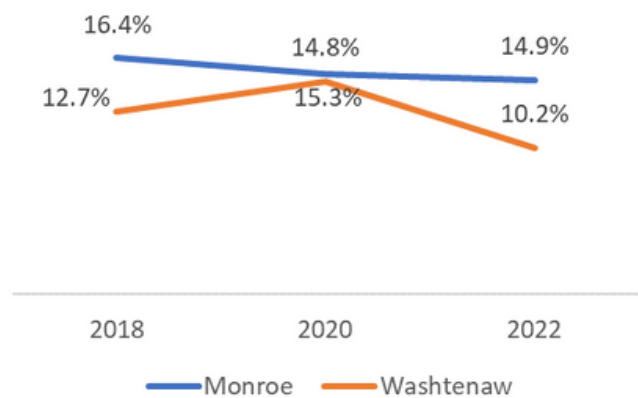
CMHPSM has sought to fund provision of Stacked Deck, a problem gambling prevention curriculum, each year since FY19. No provider has implemented the program with this funding to date.

Data Update:

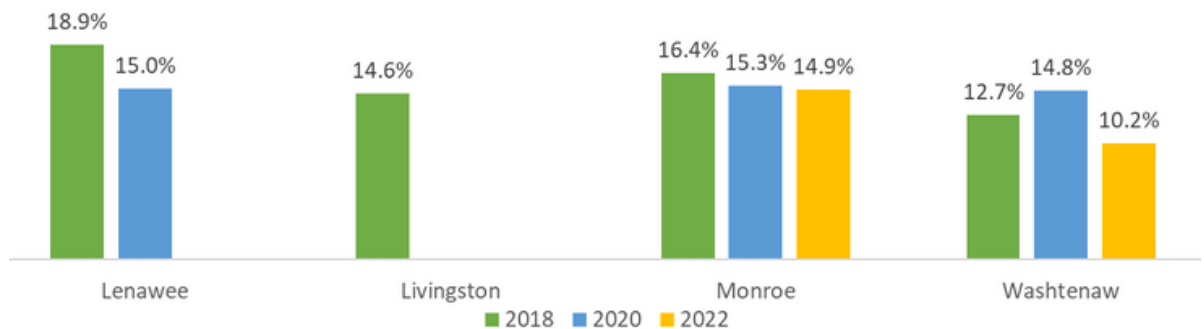
Two counties in the region have consistently collected MIPHY data since 2018. In these counties between 2018 and 2022 the rates of high school students reporting they had placed bets or gambled in the past 30 day with an overall decrease of 9% in Monroe County (from 16.4% to 14.9%) and a 20% decrease in Washtenaw County (from 12.7% to 10.2%).

Lenawee County saw a substantial decrease between 2018 and 2020 (from 18.9% to 15.0%).

Placed Bets or Gambled in Past 30 Days, High School Students



Placed Bets or Gambled in Past 30 Days, High School Students



## **Increase Early Identification & Referral to Services:**

Efforts to increase the early identification of those with problem gambling behaviors and referral to services include:

### **Screening for Early Identification**

The Diagnostic Screen for Gambling Disorders (NODS-CLIP) is a rapid screening tool used by clinicians to diagnose an initial gambling disorder and trigger the need, or lack of need for a full NODS screening.

In 2019, CMHPSM advocated to have substance use disorder (SUD) clinicians administer this screening tool for individuals entering SUD treatment, as research has shown that individuals with substance use disorders have a higher rate of co-occurring gambling disorders.<sup>1</sup>

#### Data Update:

Since 2019, 99% of individuals entering publicly funded SUD Treatment in the region have been screened for a gambling disorder with the NODS-CLIP. Of the more than 5,000 screenings administered, 56 resulted in identification of a potential problem.

**5,000**  
SCREENINGS

**56**  
INDIVIDUALS

**50**  
ATTENDEES

### **Clinician Trainings**

Training was provided for SUD Clinicians on application of the NODS in FY20, FY 21, and FY22. In addition, a 30-hour, no-cost training was promoted to SUD Clinicians to become part of the Michigan Panel of Providers of Gambling Disorder Treatment.

General gambling disorder related training was provided in FY20 and FY22 with a cumulative total of 50 attendees.

1. Petry, NM, et al. (2005) Comorbidity of DSM-IV pathological gambling and other psychiatric disorders: Results from the national epidemiologic survey on alcohol and related conditions. *Journal of Clinical Psychiatry*. 66:564-574.

### **Increase Awareness of Risks and Resources:**

The following efforts were designed to target the following goals:

- Increase awareness of resources for someone with a gambling problem
- Increase understanding of the risks associated with gambling
- Increase understanding of gambling as a diagnosable disease

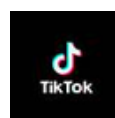
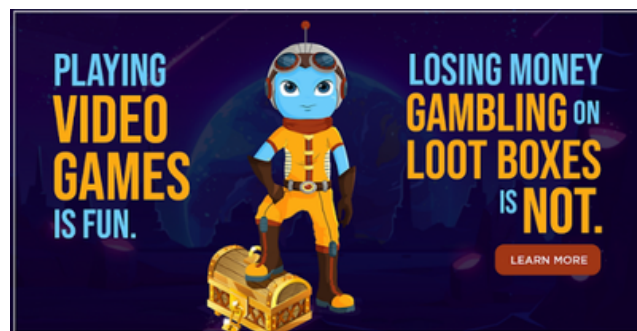
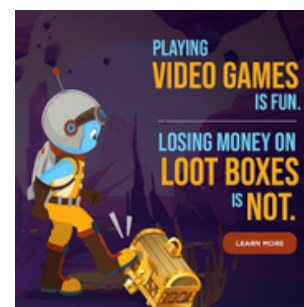
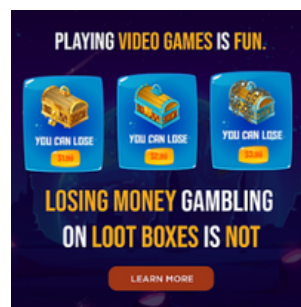
### **Media Campaign and Webpage**

A webpage with information and resources was developed and posted on the CMHPSM website at [cmhpsm.org/gambling](http://cmhpsm.org/gambling).

A media campaign was developed and launched in October 2021 to drive traffic to site. The target audience for the campaign was youth between the ages of 13 and 17 and their parents.

The campaign included promotion on Facebook, Tik Tok, Google Display, OTT, Streaming Radio, and Snapchat Ads. If users interacted with the ad, it would direct them to the campaign webpage for more information.

The campaign achieved their awareness goal of over 7 Million impressions across the targeted geography for both audiences. During the campaign period, the website had 8,030 visitors in a 4 month period.



#### Data Update:

Among respondents to the online community surveys:

- 94% of youth and 98% of adults surveyed reported an understanding that a person can become addicted to gambling.
- 86% of youth reported that gambling can lead to problem and almost two-thirds of youth respondents reported that they feel well-informed about gambling risks.
- 30% of youth and 8% of adults recalled seeing ads about youth gambling and gaming in the past year, and 71% of adults reported seeing ads about problem gambling in the past four months.
- 39% of youth agreed that youth who often spend money on in-game items such as loot boxes are more likely to gamble online as adults.

# OPPORTUNITIES

Based on the content provided in this report, the following opportunities for action have been identified.

## **Youth Prevention:**

Family Communication and Norms: More than half (58%) of youth responding to the online community survey reported that no one had ever talked to them about the potential risks gambling and only 53% of parents of teens reported they had talked to their youth about the risks. In addition, 31% of youth reported gambling with family members. It may be beneficial to encourage parents to speak with their youth about the risks and ensure appropriate role modeling in the family for responsible gambling.

Programming: Efforts to engage prevention organizations to implement the Stacked Deck curriculum have not been successful. However, some prevention specialists report interest. It may be beneficial to explore alternative approaches that providers would be willing to consider.

## **Community Engagment:**

Problem Justification: To support prevention organizations in engaging community partners to address the issue of problem gambling it would be beneficial to develop a compelling case for the need in their community. This could include data from this report, information detailing the impact of gambling disorders, and testimonials. Additional data collection may be necessary to support local priorities due to the low sample size of surveys conducted for this report. It should be noted that the rate of gambling disorders has been found to be low in comparison to other issues such as drug addiction which may make it more challenging to engage community partners.

Funding: Organizations interested in implementing the Strategic Planning Framework would require funds to support staff time and community process.

## **Treatment and Recovery:**

Where to find help: Only 51% of adult residents reported they would know where to find help for a problem. Efforts to raise community awareness of where to find help for a gambling disorder may be beneficial.

Stigma Reduction: Almost one-in-four adult residents reported that individuals with a gambling problem are to blame for the problem. This stigmatized belief can decrease willingness to seek help. Efforts to reduce stigma may be beneficial.

GD Provider Panel: There are SUD clinicians who expressed some willingness to pursue becoming a qualified provider on the state GD treatment provider panel. To support these clinicians, it may be beneficial to clarify requirements and the process to join the panel, provide information about reimbursement rates, and support staff time to complete the 30-hour training that is required.

Support Groups: Evaluators were able to identify very few support groups available for problem gambling in the region. If any additional groups are identified locally, it may be helpful to promote their availability.

# ATTACHMENT A:

## Adult Community Survey, Summary of Results

<b>AMONG ALL RESPONDENTS</b>	<b>Percent</b>	<b>Count</b>
Percent who report placing bets or gambling in past year	53.6%	37
Percent who report doing the following in past year:	<b>Percent</b>	<b>Count</b>
Bought raffle tickets	53.6%	37
Purchased lottery tickets	48.6%	34
Played fantasy sports or entered sports contests	29.0%	20
Played electronic games such as Keno or slot machines, etc.	26.1%	18
Wagered on card games, dice games, or roulette	15.9%	11
Purchased lottery tickets or played lottery games online	14.7%	10
Played bingo	11.8%	8
Wagered on dice games, spinning wheel games, or Roulette	7.4%	5
Wagered on a sporting event (not including animals)	7.3%	5
Wagered on games of skill such as pool, darts, etc.	4.4%	3
Wagered on horse or dog races	2.9%	2
Day trading	2.9%	2
Percent that agree with the following statements:	<b>Percent</b>	<b>Count</b>
I would recognize the warning signs if someone I care about was developing a gambling problem.	81.1%	60
Services to treat problem gambling are available in my community.	34.3%	25
If someone close to me had a gambling problem, I would know where to get them help.	50.7%	37
If someone in my family had a gambling problem, I would advise them to not discuss it with anyone outside the family.	0.0%	0
Treatment for problem gambling can be effective.	74.0%	54
If you or someone you cared about was worried about a gambling problem, where would you seek help? (select all)	<b>Percent</b>	<b>Count</b>
Don't know	12.2%	9
Call the Michigan Gambling Helpline	73.0%	54
Contact a mental health provider	50.0%	37
Find a support group	37.8%	28
Talk to my healthcare provider	18.9%	14
Talk to a religious leader	8.1%	6
Would not seek help	2.7%	2
Have ever worried that someone in their family, or a close friend, might have a gambling problem	37.8%	28
Percent of respondents who agree with the following statements:	<b>Percent</b>	<b>Count</b>
People can become addicted to gambling.	98.5%	65
People with a gambling problem are to blame for their problem.	24.2%	16
People with a gambling problem are unlikely to recover or get better.	12.1%	8
People with a gambling problem are below average in intelligence.	6.1%	4
Aware of the following types of fundraising events in their community to support a youth serving organization in the past year	<b>Percent</b>	<b>Count</b>
50/50 Raffle	63.6%	42
Casino style game night	23.1%	15
Special Bingo events	33.9%	22
Report seeing ads about problem gambling in past four months	71.21%	47
Report seeing any ads about youth gambling and gaming in past year	7.58%	5

<b>AMONG RESPONDENTS WHO GAMBLED IN PAST YEAR (N=37)</b>		
<b>The percent of past year gamblers who report placing bets or gambling in the following settings:</b>	<b>Percent</b>	<b>Count</b>
At a gas station or convenience store	40.6%	28
At a casino	23.2%	16
Online on a website or app on a mobile device	11.6%	8
At a bar or restaurant	7.2%	5
At someone's home	2.9%	2
At a card club or racetrack	1.4%	1
Somewhere else	0.0%	0
<b>The percent of past year gamblers who report doing the following:</b>	<b>Percent</b>	<b>Count</b>
Played lottery games online	25.0%	4
Bet on sporting events online (not involving animals)	18.8%	3
Purchased lottery tickets online	18.8%	3
Played Fantasy sports online	18.8%	3
Other	18.8%	3
<b>Among past year gamblers, the percent who report making bets or gambling on the following number of days in the past 30 days</b>	<b>Percent</b>	<b>Count</b>
None	78.8%	26
1 or 2 days	9.1%	3
2 - 5 days	6.1%	2
6 - 15 days	0.0%	0
15+ days	6.0%	2
<b>Among past year gamblers, considering all types of gambling, how often did you place bets or gamble?</b>	<b>Percent</b>	<b>Count</b>
Once or twice	51.6%	16
More than twice but less than once a month	25.8%	8
At least once a month, but less than once a week	6.5%	2
Once a week or more	16.1%	5
<b>Among past year gamblers, the last time you gambled or placed bets, what was the primary reason?</b>	<b>Percent</b>	<b>Count</b>
To socialize or for fun	43.3%	13
To win big/jackpot/change your life	30.0%	9
To support a good cause/fundraiser	20.0%	6
To relax	6.7%	2
Needed money	0.0%	0
<b>Among past year gamblers, the percent who report they have ever experienced the following:</b>	<b>Percent</b>	<b>Count</b>
Needed to gamble with larger amounts of money or with larger bets in order to get the same feeling of excitement	8.8%	3
Felt restless or irritable when they tried to cut down or stop gambling	2.9%	1
Relied on others to pay your gambling debts or to pay your bills when you had financial problems caused by their gambling	0.0%	0
Lied to hide their gambling	2.9%	1



Among past year gamblers, the percent who report they did the following most or all of the time when gambling in the past year:	Percent	Count
Set a time-limit for how long they would play in advance	21.9%	7
Decide how much money to spend in advance, and stick with it	69.7%	23
Take regular breaks	51.5%	17
Among past year gamblers, the percent who report that when they placed bets or gambled in the past year, they never did the following:	Percent	Count
Gamble when they were depressed or upset	93.9%	31
Use alcohol or drugs while gambling	75.8%	25
Among past year gamblers, the percent who agreed with the following:	Percent	Count
My chances of winning get better after I've lost.	8.8%	3
If I gamble more often it will help me to win more than I lose.	5.9%	2
Gambling is a good way to make money.	5.9%	2
<b>Among Respondents w/ Teens Age 13-18 (N=30)</b>	Percent	Count
Report that teen gambling is not at all or only slightly a serious issue	52.9%	9
Percent of respondents who agree with the following statements:	Percent	Count
Teens who place bets or gamble are more at risk for problem gambling than adults.	94.1%	16
There is nothing wrong with teens gambling occasionally.	5.9%	1
Gifting children or teens with lottery tickets is a safe way to introduce them to gambling.	17.6%	3
Have spoken with their teen about the risks of gambling	47.1%	8
Have not spoken with their teens about risks of gambling but plan to	23.5%	4
Report their teen has done the following in past year:	Percent	Count
Spent real money while playing a video game on something that was unknown, such as a mystery reward or loot box.	41.2%	7
Purchased or been gifted lottery tickets.	11.8%	2
Wagered money, or something of value, on a sporting event or other type of game.	5.9%	1
Played poker or another card game with friends where they won or lost real money.	5.9%	1
How much money would your child have to risk gambling before you would become concerned?	Percent	Count
Any amount of money	35.3%	6
\$5	17.7%	3
\$10	0.0%	0
\$20	29.4%	5
\$50 or more	11.8%	2
I would not be concerned	5.9%	1
If you were concerned your child had a gambling problem, where would you seek help? (select all)	Percent	Count
Contact a mental health provider	87.5%	14
Call the Michigan Gambling Hotline	68.8%	11
Find online resources	50.0%	8
Find a support group	37.5%	6
Talk with school guidance counselor	31.3%	5
Talk with family physician	25.0%	4
Talk to a religious leader	12.5%	2

<b>Demographics: All Respondents</b>	<b>Percent</b>	<b>Count</b>
<b>County of Residence</b>	<b>Percent</b>	<b>Count</b>
Lenawee	18.9%	14
Livingston	20.3%	15
Monroe	25.7%	19
Washtenaw	23.0%	17
Neighboring County	12.2%	9
<b>Age</b>	<b>Percent</b>	<b>Count</b>
Under 25	3.0%	2
25-34	16.7%	11
35-44	16.7%	11
45-54	28.8%	19
55-64	19.7%	13
65+	15.2%	10
<b>Gender</b>	<b>Percent</b>	<b>Count</b>
Female	68.2%	45
Male	30.3%	20
Non-Binary	1.5%	1
Prefer to self-describe:	0.0%	0
<b>Race/Ethnicity (select all)</b>	<b>Percent</b>	<b>Count</b>
American Indian or Alaska Native	0.0%	0
Asian or Asian American	0.0%	0
Black or African American	3.1%	2
Hispanic/Latino	4.6%	3
Native Hawaiian or another Pacific Islander	0.0%	0
White or Caucasian	95.4%	62
Multi-Racial	0.0%	0
Other	1.5%	1
<b>Average Household Income</b>	<b>Percent</b>	<b>Count</b>
\$0 - \$49,999	22.7%	15
\$50,000 – \$74,999	19.7%	13
\$75,000 – \$99,999	21.2%	14
\$100,000 – 149,999	16.7%	11
\$150,000 or more	19.7%	13

# ATTACHMENT B:

## Youth Community Survey, Summary of Results

<b>GAMBLING BEHAVIOR</b>				<b>Percent</b>	<b>Count</b>	
Report they have never placed bets or gambled				34.0%	18	
Report they have placed bets or gambled in the past 30 days				34.0%	18	
Report they have placed bets or gambled in the past year				54.7%	29	
Percent who have spent money or bet a personal item on any of the following activities	Lifetime		Past Year		Past 30 days	
	Percent	Count	Percent	Count	Percent	Count
Bought lottery tickets	29.6%	16	22.2%	12	9.3%	5
Played video poker or Keno in a restaurant or bar	20.4%	11	14.8%	8	5.6%	3
Placed a private bet for money (e.g. with friends)	63.6%	35	49.1%	27	21.8%	12
Bet on card games, dice games, or Roulette with friends	34.6%	19	20.0%	11	12.7%	7
Bet on games of skill such as pool, darts, etc.	38.2%	21	29.1%	16	18.2%	10
Played bingo	56.4%	31	27.3%	15	16.4%	9
Personally bought raffle tickets	48.1%	26	35.2%	19	13.0%	7
Bet on a sporting event (not including animals)	18.2%	10	16.4%	9	12.7%	7
Bet on horse or dog races	16.7%	9	11.1%	6	7.4%	4
Visited a casino to play casino games	11.1%	6	5.6%	3	3.7%	2
Gambling websites/apps where you can win real money	16.4%	9	7.3%	4	7.3%	4
Played Fantasy Sports or entered Sports contests	47.3%	26	41.8%	23	21.8%	12
Among those who have gambled, report they were with the following the last time they did so:				<b>Percent</b>	<b>Count</b>	
Friends				64.3%	18	
Parents or guardians				14.3%	4	
No one, I was alone				7.1%	2	
My brother(s) or sister(s)				7.1%	2	
Other relatives				7.1%	2	
Among those who have gambled, report experiencing the following in past year:				<b>Percent</b>	<b>Count</b>	
Found themselves thinking about gambling or planning to gamble				53.3%	16	
Gambled to help them escape from problems or when feeling bad				13.3%	4	
Felt bad or frustrated when trying to cut down on gambling				13.3%	4	
Spent much more than you planned to on gambling				30.0%	9	
Felt bad because of your own gambling				13.3%	4	

<b>GAMBLING ATTITUDES AND NORMS</b>	<b>Percent</b>	<b>Count</b>
Percent who think 31%+ of students in their grade gambled in past month	32.8%	22
Recall seeing ads about risks of youth gambling and gaming in the past year	29.9%	20
Report no one has ever spoken to them about the potential problems that gambling can lead to	58.2%	39
Report the following people in their life have spoken to them about the potential problems that gambling can lead to	<b>Percent</b>	<b>Count</b>
No one has spoken to me about this	58.2%	39
Parent / guardian	32.8%	22
Other family member	9.0%	6
A teacher or another adult at school	13.4%	9
A friend	3.0%	2
Someone else	9.0%	6
Percent who report they agree with the following statements:	<b>Percent</b>	<b>Count</b>
It is OK for someone my age to try gambling to see what it's like.	37.3%	25
Gambling can lead to problems.	86.4%	57
I feel well informed about the risks of gambling.	63.6%	42
It is OK for someone my age to gamble once a week.	22.7%	15
A person can become addicted to gambling.	93.9%	62
How would your family react if they found out you had been gambling?	<b>Percent</b>	<b>Count</b>
They would do something to stop me (for example, ground me, take away my devices, etc.)	26.3%	10
They would try to talk me out of gambling	15.8%	6
They would do nothing	18.4%	7
They would encourage me to gamble	7.9%	3
Don't know	31.6%	12
Report having done the following in the past year:	<b>Percent</b>	<b>Count</b>
Have seen adults in family place bets or gamble together for fun	46.2%	18
Personally placed bets or gambled with family members	30.8%	12
Received lottery tickets as gifts from family members	46.2%	18

<b>GAMING RELATED QUESTIONS</b>	<b>Percent</b>	<b>Count</b>
Have ever played an online gambling style game	39.4%	13
Played an online gambling style game in past year	27.3%	9
Played an online gambling style game in past 4 weeks	15.2%	5
Report they have ever played the following online gambling-style games:	<b>Percent</b>	<b>Count</b>
Poker/Card games	30.3%	10
Casino games (like Roulette or Blackjack)	24.2%	8
Bingo	24.2%	8
Slot/ fruit machine games	15.2%	5
Report having personally ever used the following in-game items:	<b>Percent</b>	<b>Count</b>
Paid money to open loot boxes/crates/packs to get other in-game items within the game I was playing	47.1%	16
Used in-game items to open loot boxes/crates/packs to get other in-game items within the game I was playing	52.9%	18
I bet with in-game items on websites outside of the game or privately (e.g. with friends)	8.8%	3
I play games on a computer, video game console, or in mobile apps but have not done any of the above	20.6%	7
Agree that youth who often spend money on in-game items are more likely to spend money gambling online once they are 18.	32.4%	11

<b>DEMOGRAPHICS</b>		
<b>County</b>	<b>Percent</b>	<b>Count</b>
Lenawee	9.5%	8
Livingston	27.4%	23
Monroe	13.1%	11
Washtenaw	31.0%	26
Neighboring County	19.1%	16
<b>Age</b>	<b>Percent</b>	<b>Count</b>
12 or under	2.9%	1
13-15	41.2%	14
16-17	52.9%	18
18	2.9%	1
<b>Gender</b>	<b>Responses</b>	
Female	35.29%	12
Male	47.06%	16
Non-binary	14.71%	5
Prefer to self-describe:	2.94%	1
<b>Race/Ethnicity</b>	<b>Percent</b>	<b>Count</b>
American Indian or Alaska Native	8.9%	3
Asian or Asian American	2.9%	1
Black or African American	5.9%	2
Hispanic/Latino	8.8%	3
Native Hawaiian or other Pacific Islander	0.0%	0
White or Caucasian	79.4%	27
Multi-Racial	5.9%	2
Another Race or Ethnicity	2.9%	1