

**Newfoundland and Labrador  
Targeted Gambling Prevalence Study**

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# Targeted Gambling Prevalence Study

Prepared for:



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## Executive Summary

### STUDY BACKGROUND

This report presents the findings of the *Targeted Gambling Prevalence Study* conducted by MarketQuest Research on behalf of the Department of Health and Community Services, Government of Newfoundland and Labrador. As a follow-up to the *2005 Newfoundland and Labrador Gambling Prevalence Study*, this study is being conducted to explore the prevalence of gambling and problem gambling in specific areas of Newfoundland and Labrador, namely Bell Island, Fogo Island/Change Islands and isolated communities along the South Coast. More specifically, this study will gather data for these targeted areas with respect to:

- The prevalence of gambling and problem gambling in these areas;
- Profiles of gambler sub-types and players of certain gambling activities;
- The relationship between gambling and correlates of gambling including substance use and mental health;
- Consequences related to gambling; and
- Awareness of support and treatment services.

This study will allow an assessment of issues specific to these areas, and may inform the design and development of future initiatives to prevent and treat problem gambling.

### METHODOLOGY

The sample for this study consisted of residents from three specific areas of the province: Bell Island, Fogo Island/Change Islands, and isolated communities along the South Coast<sup>1</sup> (includes the communities of Ramea, Grey River, Francois, LaPoile, Gaultois, McCallum, Grand Bruit, and Rencontre East).

A total of 912 adult residents completed the survey (Bell Island: 345; Fogo Island/Change Islands: 344, South Coast: 223). To ensure acceptable margins of error for analysis of the targeted areas, disproportionate stratified sampling was used to draw the sample from each area. Due to the use of disproportionate sampling, weights were developed to ensure that the sample was a proportionate representation of the population for each targeted area in terms of age and gender.

The questionnaire for the *Targeted Gambling Prevalence Study* was developed by the Department of Health and Community Services and is based on the Canadian Problem Gambling Index (CPGI). The questionnaire consisted of three major sections that were designed to assess gambling involvement, problem gambling, and the correlates of gambling. Nine items from the questionnaire were scored to create gambling sub-types (*non-gambler, non-problem gambler, low-risk gambler, moderate-risk gambler, and problem gambler*) and generate a prevalence rate for problem gambling. Other questionnaire items such as indicators and correlates of gambling behavior were used to develop profiles of gamblers and problem gamblers.

### SUMMARY OF KEY FINDINGS

#### *Gambling Behavior in the Targeted Areas*

- Across the targeted areas, gambling prevalence rates ranged from 78% on Fogo Island/Change Islands and 79% on the South Coast to 81% on Bell Island. When compared to the provincial rate of 84%, the rate on Fogo Island/Change Islands was significantly lower.

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<sup>1</sup> Isolated communities along the South Coast is referred to as simply the South Coast throughout the remainder of the report.

- Gamblers were equally split between males and females across most areas, except the South Coast, where gamblers were slightly skewed towards females. Regardless of area, approximately one-half of gamblers were between the ages of 35 and 54. Most gamblers on Fogo Island/Change Islands and the South Coast were married, whereas gamblers on Bell Island were most commonly married or single. Across all areas, gamblers were most often employed, and incomes tended to be low (the majority across all areas had incomes of \$40,000 or less). Over one-half of gamblers from Fogo/Change Islands and the South Coast had an education of high school or less.
- Lottery tickets were the most popular gambling activity over the past 12 months, regardless of area. Other popular past year gambling activities across the targeted areas included raffles or fundraising tickets, scratch tickets, and breakopen/pull tab/Nevada strips. VLT play on Bell Island (17%) was higher compared to provincial findings from 2005 (11%).
  - Lottery ticket players across all areas most often had lower incomes (\$60,000 or less), and were middle-aged and married, though a notable percentage of Bell Island players were single. South Coast players were slightly skewed toward females, whereas players in the other areas were slightly skewed towards males. Many players from Fogo Island/Change Islands and the South Coast had lower education levels, while Bell Island players had at least some post-secondary education.
  - Pull tab players on Fogo Island/Change Islands and the South Coast were most commonly female, middle-aged, married, with a high school or lower education and incomes between \$20,001 and \$60,000. Bell Island players were most commonly male, equally distributed between the 19-54 age categories, equally likely to be single or married, had at least some post-secondary education and incomes of \$40,000 or lower.
  - Scratch ticket players across all areas were most commonly females and tended to be middle-aged. Players on Fogo Island/Change Islands and the South Coast were most often married with a high school or lower education and incomes of \$20,001-\$60,000. Bell Island players were most commonly married or single, had at least had some post-secondary education and incomes of \$40,000 or lower.
  - Raffle ticket purchasers across all areas were slightly skewed toward females and tended to be middle-aged with lower incomes (\$40,000 or less). Purchasers on Fogo Island/Change Islands and the South Coast were most often married with low education levels (high school or less). Bell Island purchasers were most commonly married or single and had at least some post-secondary education.
  - VLT players on Bell Island were typically male (61%), under the age of 25 (28%), single (50%), with at least some post-secondary education (71%) and incomes of \$40,000 or less (63%), generally similar to the profile of provincial VLT players.
- Average time spent gambling in a typical month ranged from 5 hours on the South Coast to 9 hours on Bell Island, similar to the provincial average (7 hours). On average over the past 12 months, the amounts spent on gambling ranged from \$170.70 on the South Coast to \$334.41 on Bell Island, the amounts won ranged from \$89.16 on Fogo Island/Change Islands to \$208.58 on Bell Island and the amounts lost ranged from \$99.68 on the South Coast to \$224.83 on Bell Island.
- When asked why they gamble, gamblers across all areas most commonly identified winning money. Of interest, gamblers from all areas identified decreasing boredom more often than provincial gamblers.



### Problem Gambling in the Targeted Areas

- Similar to provincial findings, the majority of respondents from each area were placed in the non-gambling and non-problem gambling categories. Problem gambling rates ranged from 0% on the South Coast to 2.6% on Bell Island, which was significantly higher than the provincial problem gambling rate of 1.2%<sup>2</sup>.
- Moderate-risk gamblers were mostly female on Bell Island. On Fogo Island/Change Islands and the South Coast, they were mostly male, similar to the provincial profile. Similar to the province, moderate-risk gamblers on Fogo Island/Change Islands were typically between the ages of 25 and 34, though they were mostly middle-aged in the other areas. Like the provincial profile, moderate-risk gamblers on the South Coast were typically married. On Bell Island and Fogo Island/Change Islands, they were equally likely to be married or single. Similar to the provincial profile, moderate-risk gamblers in all areas typically had high school or less than high school education and incomes in the \$20,001 to \$40,000 range. However, unlike provincial moderate-risk-gamblers, they were less often employed on a full-time basis<sup>3</sup>.
- The typical problem gambler on Bell Island was male, similar to the provincial profile, whereas Fogo Island/Change Islands had a male/female split<sup>4</sup>. Unlike the provincial profile, the typical problem gambler from these areas had a high school or less than high school education and was employed full-time. Age on Fogo Island/Change Islands was typically 25 to 44, similar to the provincial profile, whereas Bell Island problem gamblers were typically older than the provincial profile. Fogo Island/Change Islands had a married/single split of problem gamblers and incomes typically between \$20,001 and \$60,000. Bell Island problem gamblers were typically married and had incomes of less than \$40,000<sup>5</sup>.
- Lottery tickets were popular among all gambling subtypes across all areas, however, breakopen/ pull tab/ Nevada strips, lottery tickets, and VLT's were the most common among problem gamblers<sup>6</sup>. Of interest:
  - On Bell Island, the problem gambling rate for pull tab players was 6.7%. This rate is slightly higher than the problem gambling rates among pull-tab players provincially (4.2%), however it is significantly higher than that found among all Bell Islanders (2.6%)<sup>7</sup>.
  - On Bell Island, the problem gambling rate for VLT players was 15.3%. This rate is significantly higher than the problem gambling rate evident among all Bell Islanders (2.6%). Furthermore, it is almost double that of VLT players provincially (8.6%)<sup>8</sup>.
  - On Bell Island, the problem gambling rate for poker players was 15.9%. This rate is more than five times the problem gambling rate evident among all Bell Islanders (2.6%) and more than double that of poker players provincially (6.0%)<sup>9</sup>.

<sup>2</sup> Due to a lack of information provided, three respondents (two from Bell Island and one from Fogo Island/Change Islands) could not be classified into the gambling subtypes.

<sup>3</sup> **Within the targeted areas, sample sizes for moderate-risk gamblers are low, therefore, findings should be interpreted with caution.**

<sup>4</sup> No respondents on the South Coast were classified as problem gamblers.

<sup>5</sup> **Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.**

<sup>6</sup> No respondents on the South Coast were classified as problem gamblers. **Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.**

<sup>7</sup> **On Bell Island, the sample size for problem gamblers is low, therefore, findings should be interpreted with caution.**

<sup>8</sup> **On Bell Island, the sample size for problem gamblers is low, therefore, findings should be interpreted with caution.**

<sup>9</sup> **On Bell Island, the sample size for problem gamblers is low, therefore, findings should be interpreted with caution.**

- The average number of hours spent gambling in a typical month generally increased for each gambling subtype on the South Coast. In the Fogo Island/Change Islands area, moderate-risk gamblers spent the most time gambling in a typical month (15 hours) while problem gamblers spent 5 hours gambling. On Bell Island, problem gamblers spent more time gambling in a typical month (average of 52 hours) than the provincial problem gambler average (15 hours)<sup>10</sup>.
- The average amount spent gambling in the past 12 months increased for each gambling subtype, with yearly spending among problem gamblers ranging from \$8,767.66 (~\$730/month) on Bell Island to \$2,840.00 (~\$237/month) on Fogo Island/Change Islands. Problem gamblers spent significantly more money in the past 12 months on gambling than all other gambling subtypes<sup>11</sup>.
  - Provincially, problem gamblers spend more money but less time spent on gambling, leading to the conclusion that they spend larger sums of money that disappear quickly. This finding was not replicated among problem gamblers on Bell Island, however, a similar conclusion can be drawn among problem gamblers on Fogo Island/Change Islands<sup>12</sup>.
  - In terms of average winnings and losses, problem gamblers on Bell Island won and lost significantly more money over the past 12 months than all other gambling subtypes. Problem gamblers on Fogo Island/Change Islands lost significantly more money gambling over the past 12 months than all other gambling subtypes<sup>13</sup>.
- Problem gamblers most often identified decreasing their boredom and socialization as reasons for gambling<sup>14</sup>.
- On Bell Island and Fogo Island/Change Islands, most non-problem gamblers reported experiencing no adverse consequences from gambling. However, this percentage dropped for each gambling subtype, with several problem gamblers experiencing problems such as income loss/debt, relationship problems, and mental health problems. On the South Coast, none of the gambling subtypes experienced negative consequences from gambling<sup>15</sup>.
- Suicidal thoughts were uncommon across all areas, with only one problem gambler from Bell Island contemplating suicide in the past 12 months as a result of gambling. No gamblers from any area reported actually attempting suicide as a result of gambling<sup>16</sup>.

### Correlates of Problem Gambling

- The average age in which respondents started gambling for money across all areas was 25 years, similar to the provincial average of 23 years. The majority of gamblers across all areas began gambling at age 19 or older<sup>17</sup>.

<sup>10</sup> Within the targeted areas, sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>11</sup> No respondents on the South Coast were classified as problem gamblers. Within the targeted areas, sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>12</sup> Within the targeted areas, sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>13</sup> Within the targeted areas, sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>14</sup> No respondents on the South Coast were classified as problem gamblers. Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>15</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>16</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>17</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

- The most common gambling activities first tried across all areas were purchasing lottery tickets, followed by bingo. Among problem gamblers, the first gambling activities tried included VLT's and pull tabs<sup>18</sup>.
- Generally, respondents in all areas did not remember their first big win or loss when they first started gambling. However, several problem gamblers did remember their first big win<sup>19</sup>.
- Respondents from all areas generally disagreed that “while gambling, after losing many times in a row, you are more likely to win” and that “while gambling, you could win more if you used a certain system or strategy”. However, several problem gamblers agreed that winning could be enhanced by certain systems or strategies<sup>20</sup>.
- On Bell Island, 25% of respondents had family members with a history of alcohol or drug problems, while 9% had family members with a history of gambling problems, similar to provincial findings (27% and 12%, respectively). Rates were lower than the provincial statistics for Fogo Island/Change Islands and the South Coast.
- On Bell Island, 19% of respondents used alcohol or drugs while gambling in the past 12 months, similar to the provincial finding (17%). Rates were lower than the provincial statistic for Fogo Island/Change Islands and the South Coast.
- Current smoking rates and any lifetime alcohol consumption across all areas were comparable to provincial statistics (72% and 93%, respectively). Alcohol consumption over the past 12 months was generally similar to the provincial result (84%). There was not much illicit drug use in any area, however several problem gamblers on Bell Island and Fogo Island/Change Islands have used Marijuana or Hash in the past 12 months<sup>21</sup>.
- The majority of respondents across all areas have not felt depressed or expressed the urge to have a drink of alcohol, use drugs or medication, or gamble when a painful event happened over the past 12 months. However, several problem gamblers have felt depressed and have had these urges in response to painful events over the past 12 months<sup>22</sup>.

#### Awareness of Treatment and Support Services

- Approximately eight in ten respondents from Bell Island and Fogo Island/Change Islands were aware of the provincial toll-free gambling help line, higher than provincial awareness (71%). Awareness on the South Coast (63%) was lower than what was found provincially.
- Awareness of the Recovery Centre was around 50% for those from Fogo Island/Change Islands and the South Coast, similar to provincial awareness (51%). Awareness on Bell Island (60%) was higher than the provincial finding.
- Awareness of the Humberwood Treatment Centre ranged from 22% on Fogo Island/Change Islands to 29% on the South Coast. Awareness across all areas was lower than provincial awareness (36%).

<sup>18</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>19</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>20</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>21</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>22</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

- Awareness of local gambling counseling services was 25% on Bell Island, similar to the provincial finding (30%). Awareness in the Fogo Island/Change Islands area (4%) and the South Coast (3%) was notably lower than the provincial awareness level.

## CONCLUSIONS<sup>23</sup>

**Gambling, in general, is common among respondents from the three targeted areas. Moderate-risk and problem gambling prevalence rates are generally similar to those found provincially.**

*Across the targeted areas, gambling prevalence rates for the past year ranged from 78% on Fogo Island/Change Islands and 79% on the South Coast to 81% on Bell Island. Of these respondents, the majority from each area were placed in the non-gambling and non-problem gambling categories. Problem gambling rates ranged from 0% on the South Coast to 2.6% on Bell Island, which was significantly higher than the provincial problem gambling rate of 1.2%<sup>24</sup>.*

**Gambling as a way to decrease boredom is more common in these isolated areas than in the province overall.**

*Decreasing boredom was not one of the more frequently identified reasons for gambling in any of the targeted areas. However, respondents from each area identified this reason more often than was found in the provincial study. Furthermore, several problem gamblers identified this as their main reason for gambling. It is quite possible that this increased identification of decreasing boredom is related to the geographic isolation of these areas<sup>25</sup>.*

**VLT use on Bell Island was higher than the provincial average. Bingo play on Fogo Island/Change Islands and the South Coast was also higher than the provincial average**

*VLT use over the past 12 months was 17% among respondents from Bell Island. This usage rate is higher than the provincial statistic of 11% reported in 2005. Bingo play over the past 12 months was 17% on Fogo Island/Change Islands and 25% on the South Coast. These areas had a higher rate of play than the province as a whole (11%).*

**VLT use and poker playing are related to problem gambling.**

*VLT's have been referred to as the "crack cocaine" of gambling (Statistics Canada, 2003). Provincially, a close relationship was found between VLT use and problem gambling. Generally speaking, it appears that VLT use is related to problem gambling in the targeted areas. VLT use over the past 12 months tended to be common among problem gamblers and several problem gamblers remembered the VLT as their first gambling experience. In addition, the problem gambling rate on Bell Island for VLT players was 15.3%, significantly higher than the problem gambling rate evident among all Bell Islanders and almost double that of VLT players provincially<sup>26</sup>.*

*Though poker was not one of the more popular gambling activities across the targeted areas, it does appear to be related to problem gambling. Several problem gamblers reported poker as their first gambling experience. Further supporting the relationship between poker and problem gambling, the problem gambling rate on Bell Island for poker players was 15.9%, more than five times the problem gambling rate evident among all Bell Islanders and more than double that of poker players provincially<sup>27</sup>.*

<sup>23</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>24</sup> Due to a lack of information provided, three respondents (two from Bell Island and one from Fogo Island/Change Islands) could not be classified into the gambling subtypes.

<sup>25</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>26</sup> On Bell Island, the sample size for problem gamblers is low, therefore, findings should be interpreted with caution.

<sup>27</sup> On Bell Island, the sample size for problem gamblers is low, therefore, findings should be interpreted with caution.

**Problem gamblers experience negative consequences as a result of gambling, such as financial difficulty, relationship problems and mental health problems.**

*Provincial results from 2005 indicated that problem gamblers tend to experience adverse consequences as a result of their gambling. In this study, respondents generally experienced very few negative consequences from gambling. However, adverse consequences become more pronounced for problem gamblers. Generally speaking, several problem gamblers experienced income loss/debt, reported relationship problems, and experienced mental health problems. Moreover, problem gamblers were generally the least likely of all the gambling subtypes to rate their mental health status as very good or good, and they also spent the most money on gambling, more than all other gambling subtypes<sup>28</sup>.*

**First experiences play a role in later problem gambling behavior.**

*First gambling activities among problem gamblers tended to include VLT's, an activity that was shown in the provincial gambling prevalence study to be closely related to problem gambling. Furthermore, several problem gamblers tended to remember their first big win<sup>29</sup>.*

**Awareness of gambling support and treatment services varies in the targeted areas.**

*Across all areas, respondents were most aware of the toll-free crisis help line. Awareness of the Recovery Centre was slightly lower. Across all area, awareness was generally lowest for the Humberwood Treatment Centre and local gambling counseling services.*

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<sup>28</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>29</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

## 1.0 Introduction

Gambling has become a popular past time for Canadians in recent decades. Recent estimates show that in Canada alone, there are 87,537 Electronic Gaming Machines [EGM's], 32,307 lottery ticket centers, 62 permanent casinos, 252 race tracks, and 24,244 licenses for bingos, pull tickets, and charitable fundraisers (Azmier, 2005; Canadian Partnership for Responsible Gaming, 2007).

Gambling activities were not always as readily available in Canada as they are today. In 1892, all gambling activities were banned by the Canadian Criminal Code (Azmier, Jepson, & Patton, 1999), with the exception of charitable gambling activities, including bingos and raffles (Azmier, Jepson, & Patton, 1999). Widespread public support for these forms of gambling led the federal government to amend the Canadian Criminal Code in 1969, which allowed provincial government regulation over gambling activities (Azmier, Jepson, & Patton, 1999). Provincially run lotteries generated new revenues for governments, creating a desire among governments to expand gambling activities. A further amendment of the Canadian Criminal Code in 1985 allowed provincial level administration and operation of EGM's (including Video Lottery Terminals [VLT's] and slot machines) and exclusive provincial control over gambling regulation (Addictions Treatment Services Association, 2005; Azmier, Jepson, & Patton, 1999).

Gambling in Newfoundland and Labrador experienced many changes as a result of the 1985 amendment to the Canadian Criminal Code. In 1991, the first VLT's were introduced to the province, though permitted only in licensed establishments (Addictions Treatment Services Association, 2005; Azmier, Jepson, & Patton, 1999). A ban on advertising of Atlantic Lottery Corporation lottery jackpots followed in 1992, though the ban was later lifted in 1996 (Azmier, Jepson, & Patton, 1999). Also in 1996, newly developed Video Lottery Regulations limited VLT installation to 5 terminals per site and a policy was passed preventing the introduction of permanent casinos in the province (Addictions Treatment Services Association, 2005; Azmier, Jepson, & Patton, 1999).

Recent estimates (Canadian Partnership for Responsible Gaming, 2007; R.C. Ryan, personal communication, June 30, 2008) show that today, Newfoundland and Labrador has:

- 1,723 lottery ticket outlets;
- 3,473 charitable licenses;
- 2,175 VLT's at bars and lounges; and
- \$98.3 million in net government operated gaming revenue, with \$64.8 million generated from VLT's.

The rapid rise of gambling activities in Newfoundland and Labrador, as well as the rest of Canada, has led to a subsequent concern regarding the prevalence of problem gambling among the general population. Problem gambling is defined as "gambling behavior that creates negative consequences for the gambler, others in his or her social network, or for the community" (Ferris & Wynne, 2001). Problem gambling is often associated with negative consequences such as financial difficulty, social/ relationship problems, alcohol/ drug problems, stress/ anxiety, and depression and/or suicide (Statistics Canada, 2003).

In 2005, the Department of Health and Community Services conducted the first ever gambling prevalence study for the province of Newfoundland and Labrador. This study found that 1.2% of the provincial adult population were classified as problem gamblers, while a further 2.2% were identified as moderate-risk gamblers. The study also revealed that the highest incidence of problem gambling was among VLT players in the province (9.7% of VLT players were considered moderate-risk gamblers and 8.6% problem gamblers).

Around that same time, the Newfoundland and Labrador provincial government implemented a five-year VLT reduction strategy in addition to other strategies aimed at promoting responsible gambling. Key initiatives included reducing the number of VLT's by 15%, reprogramming VLT's to slow the speed of



play, increasing accessibility to necessary support services, and increasing funding to enhance services for gambling addictions (Government of Newfoundland and Labrador News Release, 2005). As of April 1, 2007, nearly 200 VLT terminals have been removed from bars and lounges in the province (Government of Newfoundland and Labrador News Release, 2007).

Armed with provincial data indicating that problem gambling is indeed an issue of concern for our province, the Department would now like to further explore the prevalence of gambling and problem gambling in specific areas of Newfoundland and Labrador. A recent Community Needs Assessment conducted for Bell Island indicated high rates of gambling in this area, particularly with regard to VLT's, leading to the question of whether similar findings might emerge from similar geographically isolated areas. The objective of this study is to explore the prevalence of gambling and problem gambling on Bell Island, Fogo Island/Change Islands, and isolated communities on the South Coast. More specifically, this study will gather data with respect to:

- The prevalence of gambling and problem gambling in these areas;
- Profiles of gambler sub-types and players of certain gambling activities;
- The relationship between gambling and correlates of gambling including substance use and mental health;
- Consequences related to gambling; and
- Awareness of support and treatment services.

This study will allow an assessment of issues specific to these areas, and may inform the design and development of future initiatives to prevent and treat problem gambling.

## 2.0 Methodology

### 2.1 SAMPLE SELECTION

The sample for this study consisted of adult residents (19 years of age or older) from three specific areas of the province:

- Bell Island;
- Fogo Island/Change Islands; and
- Isolated communities along the South Coast<sup>30</sup> (includes the communities of Ramea, Grey River, Francois, LaPoile, Gaultois, McCallum, Grand Bruit, and Rencontre East).

A total of 912 adult residents completed the survey. Sample sizes and corresponding margins of error for each of the targeted areas are presented in Table 1. A demographic profile of respondents from each targeted area is presented in Appendix A.

**Table 1: Sampling Design**

Targeted Area	Population Size (19+)	Sample Size	Margin of Error*
Bell Island	2,110	345	±4.83
Fogo Island/Change Islands	2,445	344	±4.90
Isolated Communities along the South Coast	1,303	223	±5.98

\*19 times out of 20.

To ensure acceptable margins of error for analysis of the targeted areas, disproportionate stratified sampling was used to draw the sample from each area. Due to the use of disproportionate sampling, weights were developed to ensure that the sample was a proportionate representation of the population for each targeted area in terms of age and gender.

### 2.2 QUESTIONNAIRE DESIGN

The questionnaire for the Targeted Gambling Prevalence Study was developed by the Department of Health and Community Services and is based on the Canadian Problem Gambling Index (CPGI) (Ferris & Wynne, 2001). The CPGI is an instrument that was designed to provide a meaningful measure of problem gambling in the general population, and was the first problem gambling instrument to be tested for reliability and validity prior to its inclusion in community-based health surveys. The CPGI consists of three major sections that were designed to assess gambling involvement, problem gambling, and correlates of gambling. The 31-item instrument consists of 9 items which can be scored to create gambling sub-types (*non-gambler, non-problem gambler, low-risk gambler, moderate-risk gambler, and problem gambler*) and produce a prevalence rate for problem gambling. Other items are indicators and correlates of gambling behavior that can be used to develop profiles of gamblers and problem gamblers.

For this study, the language of the CPGI was modified to ensure relevance to the population of the targeted areas (e.g, using local terminology such as breakopen's). Gambling activity questions were adjusted for accuracy (e.g., the addition of local lottery tickets such as Atlantic Payday and Atlantic 49) and additional questions were added to assess substance use, mental health and awareness of support and treatment services. The questionnaire was modified by MarketQuest to ensure appropriate wording and format, as well as to ensure that it addressed all of the study objectives. Following final questionnaire review and approval, a pretest was conducted as a quality control procedure to confirm survey length, to ensure clarity of survey questions and instructions, to ensure an effective and efficient flow of information,

<sup>30</sup> Isolated communities along the South Coast is referred to as simply the South Coast throughout the remainder of the report.



and to ensure that the desired information was being obtained. A copy of the questionnaire is presented in Appendix B.

## 2.3 DATA COLLECTION AND ANALYSIS

A telephone survey of residents from the three targeted areas was conducted from February 27<sup>th</sup>-April 29<sup>th</sup>, 2008, using a Computer-Assisted Telephone Interviewing System (CATI). Each questionnaire took approximately 20 minutes to administer. The sampling frame included all households within these three targeted areas with listed telephone service.

Due to the small population sizes of the targeted areas, a two-tiered approach was used to select as many individuals as possible to complete this study. First, the adult household member, aged 19 years or older, with the next birthday was selected from each household and asked if they would be willing to complete the survey. Once these individuals had completed the survey, they were asked to provide the **first names only** of any other individuals 19 years of age or older in the same household who might be willing to complete the survey. The individuals whose first names had been provided were then called and asked if they would be willing to complete the survey.

To identify differences between various demographic and gambling segments, statistical tests of significance have been completed at the 95% confidence level. Essentially, when comparing two values obtained from different populations, a statistical test will guide us to be confident that any apparent difference between the values is *statistically real or significant*.<sup>31</sup> **Throughout this report, differences between segments that are statistically significant are noted.** Where this occurs, we can say that we are 95% confident that the difference between the values in question exists in the population and is not simply due to uncontrollable sampling error. It is important to note that the term 'significant' is used to denote *statistically significant* differences, and is not synonymous with 'important'.

Throughout this report, provincial findings from the 2005 Newfoundland and Labrador Gambling Prevalence Study are also presented. However, given the two-year difference from the time when the provincial data was collected, caution should be used when comparing provincial findings to those from the three targeted areas.

Furthermore, it is important to recognize that although overall sample sizes for the targeted areas provide an acceptable margin of error, segmentations of the targeted areas create low sample sizes within certain segments, most notably by gambling subtype. **Instances where sample sizes are less than 30 are noted throughout this report in red bolded footnotes, and in these cases, findings should be interpreted with caution.**

As a final note, it is important to recognize that, due to rounding, percentages presented throughout this report may not always add up to exactly 100%. Furthermore, results presented throughout this report at the overall provincial level are weighted, meaning that the n's for each response do not always add up to the total N's that are presented.

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<sup>31</sup> What may seem to be a difference between percentages may simply be the result of sampling error or the margin of error associated with the sample size, and not a real or significant difference in the population.

## 3.0 Gambling Behavior in the Targeted Areas

This section of the report provides an overview of gambling behavior in the targeted areas. Specifically, this section covers topics such as the prevalence rate of gambling in the province, the types of activities played most often, profiles of individuals who engage in various gambling activities, time and money spent gambling, and reasons for gambling.

### 3.1 PREVALENCE RATE

#### 3.1.1 Prevalence Rates in the Targeted Areas

To assess gambling prevalence rates in the three targeted areas, respondents were asked if they had bet or spent money on one or more of the following gambling activities in the past 12 months<sup>32</sup>:

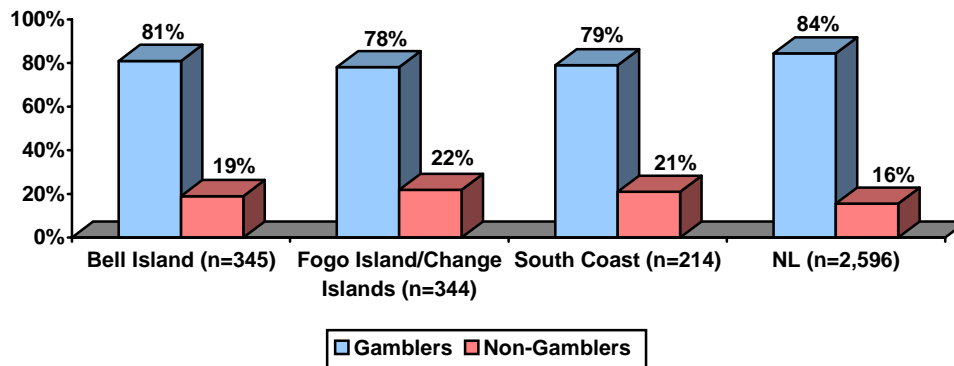
- Lottery tickets such as Lotto 6-49, Super 7, Atlantic 49, Atlantic Payday, Bucko or Keno
- Breakopen, Pull Tab, or Nevada Strips
- Scratch tickets such as Crossword, Bingo or Lucky 7
- Raffles or fundraising tickets
- Horse races, either live at the track or off track
- Bingo
- Video Lottery Terminals
- Pro-Line, Game Day or Over/Under
- Sports Pools or the outcome of sporting events
- Cards (excluding poker) or board games at home, friends home or work
- Internet poker (such as Texas Hold'Em, Omaha, or 5-card draw)
- Poker, either at home, friends home, at work (excluding Internet poker)
- Games of skill such as pool, bowling, golf or darts
- Arcade or video games
- Gambling on the Internet (excluding Internet poker)
- Short Term Speculative Stock or Commodity Purchases such as day trading (excluding long-term investments such as mutual funds or RRSP's)
- Gambling at Casinos out of province
- Any other forms of gambling

Across the targeted areas, gambling prevalence rates ranged from 78% on Fogo Island/Change Islands to 81% on Bell Island. When compared to the provincial gambling prevalence rate of 84%, the prevalence rate on Fogo Island/Change Islands was significantly lower (See Figure 1).

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<sup>32</sup> Respondents who have gambled in the past 12 months are referred to as gamblers throughout the rest of this report. Respondents who have not gambled in the past 12 months are referred to as non-gamblers.

**Figure 1: Gambling Prevalence Rates in Targeted Areas of Newfoundland and Labrador**



### 3.1.2 Demographic Profile of Gamblers

Gamblers and non-gamblers for each targeted area are profiled in Table 2. As shown in the table, gamblers were equally likely to be male and female across most areas, with the exception of the South Coast, where slightly more gamblers were female. Across all areas, approximately one-half of gamblers were between the ages of 35 and 54, similar to the provincial findings from 2005. On Fogo Island/Change Islands and the South Coast, most gamblers were married, similar to the overall province, whereas on Bell Island, close to one-half were married and almost one-third were single.

Educational levels were lower across several areas compared to the province as a whole, with 61% of provincial gamblers having completed at least some post-secondary, compared to 39% on Fogo Island/Change Islands and 38% on the South Coast. Employment was the most common activity among gamblers from all areas, similar to provincial findings. Gamblers' incomes were slightly lower in all targeted areas compared to the province as a whole (all areas had a higher percentage of incomes that were \$40,000 or less compared to the entire province).

Across the targeted areas, non-gamblers differed somewhat compared to the province. Provincially, more non-gamblers were female, whereas on Fogo Island/Change Islands and the South Coast, more non-gamblers were male. In all areas, non-gamblers were generally older than gamblers, similar to provincial findings. Of interest, non-gamblers on Bell Island were equally likely to be married or widowed, whereas provincially, most non-gamblers were married. In all areas, non-gamblers were less educated (high school or lower education) than provincial non-gamblers. Similar to provincial non-gamblers, non-gamblers across the three areas were most commonly retired. However, compared to provincial findings, non-gamblers' incomes across all areas were slightly lower.

**Table 2: Demographic Profile of Gamblers and Non-Gamblers**

	Gamblers				Non-Gamblers			
	Bell Island	Fogo Island/ Change Islands	South Coast	NL	Bell Island	Fogo Island/ Change Islands	South Coast	NL
<b>Gender</b>	(n=277)	(n=269)	(n=169)	(n=2,191)	(n=68)	(n=76)	(n=44)	(n=405)
Male	49%	48%	44%	48%	41%	58%	71%	43%
Female	51%	52%	56%	52%	59%	42%	29%	57%
<b>Age</b>	(n=277)	(n=269)	(n=169)	(n=2,191)	(n=68)	(n=75)	(n=45)	(n=405)
19-24	11%	10%	4%	8%	6%	-	-	6%
25-34	11%	13%	14%	18%	3%	7%	11%	12%
35-44	20%	20%	25%	23%	7%	12%	7%	19%
45-54	23%	26%	26%	23%	21%	19%	22%	16%
55-64	20%	18%	19%	14%	15%	21%	24%	18%
65+	15%	13%	12%	14%	49%	41%	36%	29%
<b>Marital Status</b>	(n=277)	(n=268)	(n=170)	(n=2,191)	(n=68)	(n=75)	(n=45)	(n=405)
Married	46%	62%	74%	62%	34%	64%	69%	64%
Common law/ living with partner	10%	13%	8%	10%	3%	3%	4%	5%
Single	29%	18%	5%	16%	22%	21%	2%	14%
Widowed	7%	3%	7%	5%	32%	9%	4%	11%
Divorced or separated	7%	4%	6%	7%	4%	-	13%	7%
Refused	<1%	-	<1%	<1%	4%	3%	7%	<1%
<b>Education</b>	(n=277)	(n=269)	(n=170)	(n=2,191)	(n=67)	(n=75)	(n=44)	(n=405)
Some high school/ junior high or less	18%	22%	29%	15%	52%	39%	57%	31%
Completed high school	29%	39%	32%	23%	30%	27%	14%	19%
Some post-secondary	13%	8%	13%	12%	3%	8%	11%	9%
Completed post-secondary	34%	25%	21%	35%	10%	19%	11%	27%
Completed post-graduate education	5%	6%	4%	14%	3%	5%	-	13%
Don't know	-	-	-	<1%	-	-	-	<1%
Refused	<1%	-	<1%	<1%	2%	3%	7%	<1%
<b>Employment Status</b>	(n=278)	(n=268)	(n=168)	(n=2,191)	(n=67)	(n=75)	(n=44)	(n=405)
Employed full-time	37%	30%	32%	42%	5%	13%	23%	24%
Employed part-time	12%	31%	25%	11%	6%	20%	23%	13%
Unemployed	17%	15%	16%	11%	24%	15%	7%	12%
Student	-	3%	1%	4%	2%	-	-	4%
Retired	24%	19%	17%	23%	48%	44%	41%	36%
Homemaker	8%	2%	10%	7%	15%	5%	7%	10%
Don't know	<1%	-	-	<1%	-	-	-	<1%
Refused	1%	-	-	<1%	2%	3%	-	<1%
<b>Household Income*</b>	(n=235)	(n=231)	(n=148)	(n=1,614)	(n=54)	(n=70)	(n=36)	(n=257)
\$20,000 or less	38%	10%	18%	13%	69%	31%	56%	26%
\$20,001 to \$40,000	32%	44%	43%	34%	19%	33%	22%	36%
\$40,001 to \$60,000	17%	28%	27%	21%	9%	17%	11%	15%
\$60,001 to \$80,000	8%	11%	9%	14%	2%	14%	11%	10%
\$80,001 to \$100,000	3%	3%	2%	8%	-	3%	-	6%
More than \$100,000	2%	4%	1%	10%	2%	1%	-	7%

\*Those who were unsure or refused to provide a response were excluded from this analysis.

### 3.2 PREVALENCE RATES OF VARIOUS GAMBLING ACTIVITIES

Prevalence rates for the 17 gambling activities explored in this study are presented in Table 3. Across all three targeted areas, lottery tickets were the most popular activity, with at least one-half of respondents from each area having played in the past 12 months. Other popular past year gambling activities across the targeted areas included raffles or fundraising tickets, scratch tickets, and breakopen/pull tab/Nevada strips.

When comparing past year play across the targeted areas to the overall rates of past year play, it was found that VLT use was higher on Bell Island (17%) compared to the province as a whole (11%). However, compared to the overall province, VLT play was lower for Fogo Island/Change Islands (6%) and the South Coast (5%). Conversely, compared to the province as a whole (11%) Bingo play was lower on Bell Island (7%), but higher on Fogo Island/Change Islands (17%) and the South Coast (25%).

**Table 3: Prevalence Rates for Various Gambling Activities**

	<i>Bell Island</i>		<i>Fogo Island/Change Islands</i>		<i>South Coast</i>		<i>NL</i>	
	<i>(n=345)</i>	<i>%</i>	<i>(n=344)</i>	<i>%</i>	<i>(n=214)</i>	<i>%</i>	<i>(n=2,596)</i>	<i>%</i>
Lottery tickets	214	62.1	200	58.2	111	51.8	1,871	72.1
Raffles or fundraising tickets	136	39.5	150	43.6	100	46.9	1,175	45.2
Scratch tickets	128	37.2	105	30.6	70	33.0	921	35.5
Breakopen, Pull Tab or Nevada Strips	106	30.8	147	42.7	91	42.4	658	25.4
Video Lottery Terminals	57	16.5	20	5.8	10	4.9	295	11.4
Bingo	24	6.8	57	16.6	53	24.8	285	11.0
Poker (excluding Internet poker)	41	11.7	30	8.8	13	5.9	285	11.0
Cards or board games (excluding poker)	37	10.6	26	7.5	7	3.5	153	5.9
Gambling at Casino's out of province	7	2.1	5	1.5	3	1.4	131	5.0
Games of skill such as pool, bowling, golf or darts	11	3.3	19	5.6	6	2.6	98	3.8
Sports pools/ outcome of sporting events	19	5.6	17	4.9	14	6.6	89	3.4
Pro-Line, Game Day or Over/Under	15	4.4	5	1.4	17	8.0	84	3.3
Short term speculative stock or commodity purchases	1	<1	1	<1	1	<1	41	1.6
Arcade or video games	2	<1	-	-	-	-	26	1.0
Horse races	-	-	2	<1	-	-	11	<1
Gambling on the Internet (excluding poker)	1	<1	-	-	-	-	3	<1
Internet poker	2	<1	-	-	3	1.4	-	-
Any other forms of gambling	-	-	9	2.7	-	-	1	<1

### 3.3 GAMBLING ACTIVITY PROFILES

Presented in the following section is a player profile of the most common gambling activities found in the 2005 provincial gambling prevalence study. For each targeted area, only activities with a sample size of 30 or more were included in the analysis.

#### 3.3.1 Bell Island

##### PROFILE OF LOTTERY TICKET PLAYERS (N=214)

Overall, lottery tickets were the most popular gambling activity among respondents on Bell Island, with 62% having played at least once in the past 12 months, slightly lower than 72% provincially. In terms of demographics (See Table 4), lottery ticket players were slightly skewed towards males (55%), but did not differ from provincial findings. By age, lottery ticket players were slightly skewed towards the 35 to 64 age category (69%), however they were less likely than provincial players to be younger than 35 (17% and 24%, respectively). Just over one-half of lottery ticket players were married (51%), however, the percentage of single players (24%) was higher than that found provincially (14%). Over one-half (55%) had completed at least some post-secondary education, and most (83%) had incomes of \$60,000 or less, though a higher percentage had incomes of \$20,000 or less compared to provincial players.

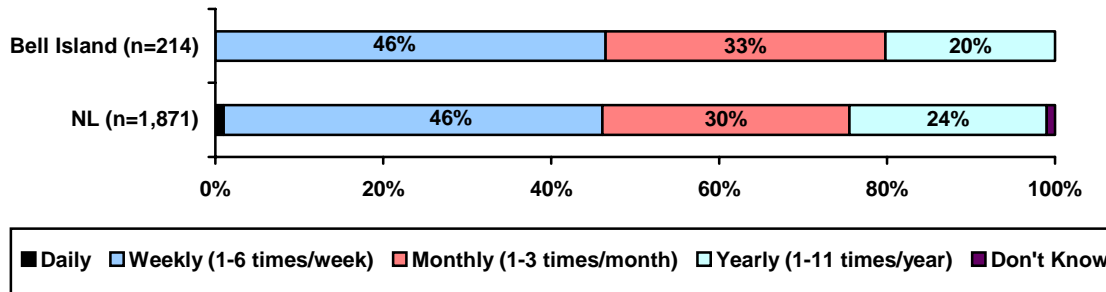
**Table 4: Demographic Profile of Lottery Ticket Players (Bell Island)**

	<i>Bell Island</i>		<i>NL</i>	
	<i>(n=214)</i>	<i>%</i>	<i>(n=1,871)</i>	<i>%</i>
<b>Gender</b>				
Male	118	54.9	934	49.9
Female	97	45.1	937	50.1
<b>Age</b>				
19-24	15	7.0	115	6.2
25-34	21	9.8	335	17.9
35-44	45	21.0	435	23.3
45-54	53	24.7	452	24.1
55-64	49	23.0	271	14.5
65+	31	14.3	262	14.0
<b>Marital Status</b>				
Married	110	51.2	1,191	63.7
Common law/ living with partner	23	10.6	187	10.0
Single	52	24.4	268	14.3
Widowed	13	6.1	87	4.7
Divorced or separated	15	6.9	129	6.9
Refused	2	<1	9	<1
<b>Education</b>				
Some high school/ junior high or less	33	15.3	271	14.5
Completed high school	62	28.9	451	24.1
Some post-secondary	28	13.3	217	11.6
Completed post-secondary	75	34.9	657	35.1
Completed post-graduate education	14	6.7	262	14.0
Don't know	-	-	3	<1
Refused	2	<1	10	<1
<b>Household Income*</b>				
\$20,000 or less	51	28.5	157	11.4
\$20,001 to \$40,000	59	32.9	484	35.1
\$40,001 to \$60,000	39	21.5	293	21.2
\$60,001 to \$80,000	19	10.3	200	14.5
\$80,001 to \$100,000	7	3.9	114	8.3
More than \$100,000	5	2.9	130	9.5

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Almost one-half of lottery ticket players tend to play on a weekly basis (46%), while 33% play monthly, similar to provincial players (See Figure 2). On a typical occasion, lottery ticket players reported spending an average of \$4.98 during a typical gambling occasion (ranging from \$1.00 to \$50.00), winning an average of \$1.11 (ranging from \$0.00 to \$100.00), and losing an average of \$4.82 (ranging from \$0.00 to \$100.00), similar to the amounts reported by provincial players.

**Figure 2: Frequency of Play for Lottery Ticket Players (Bell Island)**



It is estimated that approximately 1.6% of lottery ticket players on Bell Island are moderate-risk gamblers, while 4.1% are problem gamblers<sup>33</sup>. These rates are slightly higher than the moderate-risk and problem gambling rates among all Bell Islanders (1.7% and 2.6% respectively; See Section 4.0 for a more detailed explanation) and among lottery ticket players provincially (2.8% and 1.4% respectively), but are not significantly different.

#### PROFILE OF PULL TAB/ NEVADA STRIP PLAYERS (N=106)

Overall, 31% of respondents from Bell Island played pull tabs at least once in the past 12 months, slightly higher than 25% provincially. In terms of demographics (See Table 5), pull tab players were slightly skewed towards males (53%), whereas provincial players were more often female (59%). By age, players were fairly equally distributed among the 19 to 54 age categories, however they were more likely than provincial players to be younger than 25 (18% and 11%, respectively). Most often, pull tab players were single (42%) or married (39%), however, provincial players were more likely to be married (56%). Over one-half (58%) had completed at least some post-secondary education, and most (74%) had incomes of \$40,000 or less, though a higher percentage had incomes of \$20,000 or less compared to provincial players.

<sup>33</sup> On Bell Island, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

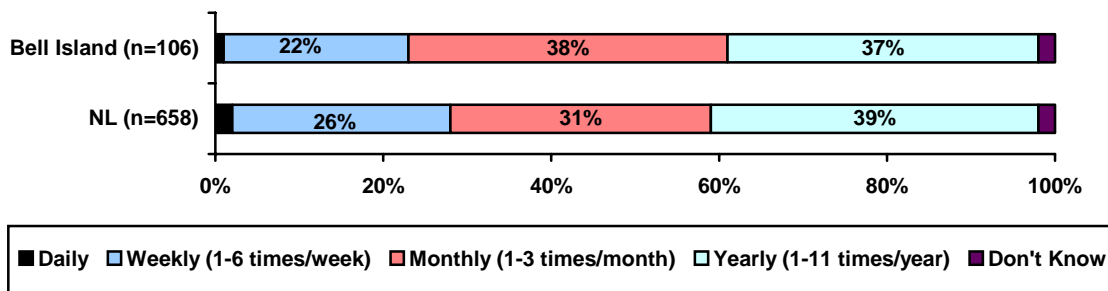
**Table 5: Demographic Profile of Pull Tab/Nevada Strip Players (Bell Island)**

	<b>Bell Island</b>		<b>NL</b>	
	<b>(n=106)</b>	<b>%</b>	<b>(n=658)</b>	<b>%</b>
<b>Gender</b>				
Male	57	53.4	273	41.4
Female	49	46.6	386	58.6
<b>Age</b>				
19-24	20	18.4	75	11.4
25-34	19	18.3	130	19.7
35-44	21	19.9	178	27.1
45-54	23	21.4	152	23.1
55-64	16	15.0	56	8.5
65+	7	7.0	67	10.1
<b>Marital Status</b>				
Married	41	38.5	370	56.2
Common law/ living with partner	13	12.1	95	14.5
Single	44	41.7	114	17.4
Widowed	2	1.6	30	4.6
Divorced or separated	6	5.5	48	7.3
Refused	1	<1	1	<1
<b>Education</b>				
Some high school/ junior high or less	16	15.4	129	19.7
Completed high school	28	26.5	187	28.4
Some post-secondary	19	17.6	75	11.4
Completed post-secondary	40	37.3	212	32.2
Completed post-graduate education	3	3.2	51	7.7
Don't know	-	-	4	<1
<b>Household Income*</b>				
\$20,000 or less	42	42.3	75	14.8
\$20,001 to \$40,000	31	31.2	220	43.3
\$40,001 to \$60,000	13	13.0	114	22.4
\$60,001 to \$80,000	8	7.8	42	8.2
\$80,001 to \$100,000	3	3.4	34	6.7
More than \$100,000	2	2.4	23	4.5

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Almost one-quarter of pull tab players tend to play on a weekly basis (22%), while 38% play monthly, similar to provincial players (See Figure 3). On a typical occasion, pull tab players reported spending an average of \$3.12 during a typical gambling occasion (ranging from \$0.50 to \$15.00), winning an average of \$2.46 (ranging from \$0.00 to \$100.00), and losing an average of \$2.01 (ranging from \$0.00 to \$15.00), generally similar to the amounts reported by provincial players.

**Figure 3: Frequency of Play for Pull Tab/Nevada Strip Players (Bell Island)**



It is estimated that approximately 4.2% of pull tab players on Bell Island are moderate-risk gamblers, while 6.7% are problem gamblers<sup>34</sup>. These rates are slightly higher than the moderate-risk and problem gambling rates among pull-tab players provincially (4.3% and 4.2% respectively), however the problem

<sup>34</sup> On Bell Island, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.



gambling rate was significantly higher than that found among all Bell Islanders (1.7% moderate-risk and 2.6% problem gamblers; See Section 4.0 for a more detailed explanation).

### PROFILE OF SCRATCH TICKET PLAYERS (N=128)

Overall, 37% of respondents from Bell Island played scratch tickets at least once in the past 12 months, consistent with the provincial rate (36%). In terms of demographics (See Table 6), scratch ticket players were most often female (58%), consistent with provincial findings. By age, players were fairly equally distributed among the 35 to 64 age categories, however they were more likely than provincial players to be younger than 25 (21% and 12%, respectively). Most often, players were married (47%) or single (36%), with Bell Island players more likely to be single than provincial players. Almost two-thirds (65%) had completed at least some post-secondary education, and many (69%) had incomes of \$40,000 or less, though a higher percentage had incomes of \$20,000 or less compared to provincial players.

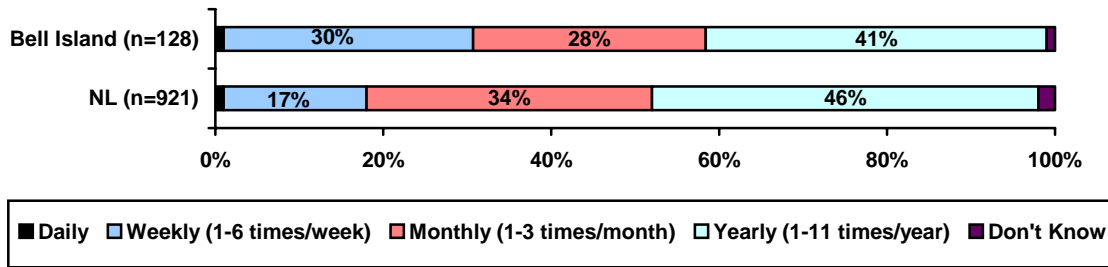
**Table 6: Demographic Profile of Scratch Ticket Players (Bell Island)**

	<i>Bell Island</i>		<i>NL</i>	
	<i>(n=128)</i>	<i>%</i>	<i>(n=921)</i>	<i>%</i>
<b>Gender</b>				
Male	53	41.6	377	41.0
Female	75	58.4	543	59.0
<b>Age</b>				
19-24	27	20.7	107	11.6
25-34	18	14.2	205	22.3
35-44	22	17.5	210	22.8
45-54	24	18.6	198	21.5
55-64	23	17.7	105	11.4
65+	14	11.2	97	10.5
<b>Marital Status</b>				
Married	60	46.5	513	55.8
Common law/ living with partner	11	8.6	120	13.0
Single	46	35.9	176	19.1
Widowed	7	5.1	46	5.0
Divorced or separated	4	3.5	61	6.6
Refused	1	<1	4	<1
<b>Education</b>				
Some high school/ junior high or less	16	12.5	139	15.1
Completed high school	29	22.3	241	26.2
Some post-secondary	25	19.8	132	14.3
Completed post-secondary	54	42.3	282	30.6
Completed post-graduate education	4	3.1	122	13.2
Don't know	-	-	6	<1
<b>Household Income*</b>				
\$20,000 or less	39	33.9	105	15.0
\$20,001 to \$40,000	41	35.4	269	38.5
\$40,001 to \$60,000	20	16.8	141	20.1
\$60,001 to \$80,000	14	12.3	87	12.4
\$80,001 to \$100,000	1	1.3	51	7.3
More than \$100,000	1	<1	46	6.6

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Three in ten scratch ticket players tend to play weekly (30%), compared to 17% provincially (See Figure 4). On a typical occasion, scratch ticket players reported spending an average of \$3.65 (ranging from \$1.00 to \$20.00), winning an average of \$1.12 (ranging from \$0.00 to \$50.00), and losing an average of \$3.16 (ranging from \$0.00 to \$90.00), similar to the amounts reported by provincial players.

**Figure 4: Frequency of Play for Scratch Ticket Players (Bell Island)**



It is estimated that approximately 3.0% of scratch ticket players are moderate-risk gamblers, while 2.9% are problem gamblers<sup>35</sup>. These rates are slightly higher than the moderate-risk and problem gambling rates among all Bell Islanders (1.7% and 2.6% respectively; See Section 4.0 for a more detailed explanation) and similar or lower than scratch ticket players provincially (4.7% and 2.7% respectively), but are not significantly different.

#### PROFILE OF RAFFLE/FUNDRAISING TICKET PURCHASERS (N=136)

Overall, four in ten respondents from Bell Island (40%) have purchased raffle or fundraising tickets at least once in the past 12 months, similar to the provincial rate (45%). In terms of demographics (See Table 7), raffle ticket purchasers were slightly skewed towards females (54%), consistent with provincial findings. By age, purchasers were most commonly in the 55 to 64 age category (23%), however they were more likely than provincial purchasers to be younger than 25 (17% and 8%, respectively) or between 55 and 64 (23% and 14%, respectively). Almost one-half (45%) were married, with Bell Island purchasers twice as likely to be single (32%) compared to provincial purchasers. Just over two-thirds (67%) had completed at least some post-secondary education, and many (64%) had incomes of \$40,000 or less, with a higher percentage having incomes of \$20,000 or less compared to provincial purchasers.

<sup>35</sup> On Bell Island, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

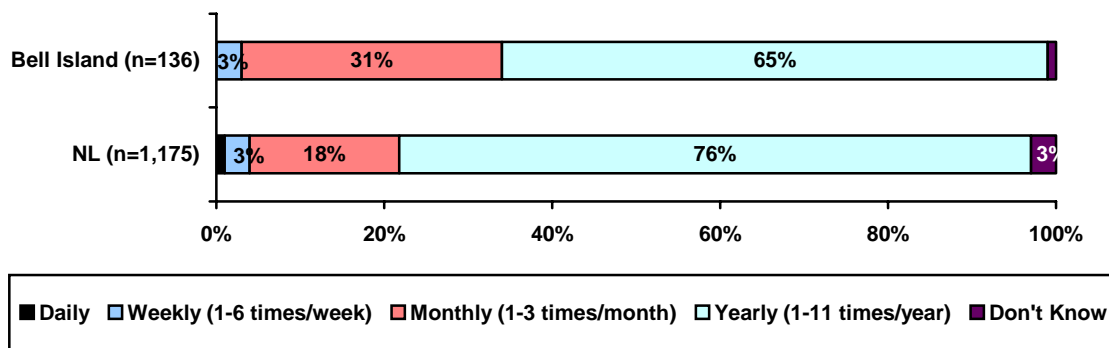
**Table 7: Demographic Profile of Raffle/Fundraising Ticket Purchasers (Bell Island)**

	<b>Bell Island</b>		<b>NL</b>	
	<b>(n=136)</b>	<b>%</b>	<b>(n=1,175)</b>	<b>%</b>
<b>Gender</b>				
Male	62	45.6	546	46.5
Female	74	54.4	629	53.5
<b>Age</b>				
19-24	23	16.9	94	8.0
25-34	19	13.8	232	19.7
35-44	25	18.1	291	24.8
45-54	23	17.0	256	21.8
55-64	31	22.6	167	14.2
65+	16	11.5	135	11.5
<b>Marital Status</b>				
Married	61	44.6	765	65.1
Common law/ living with partner	14	10.2	114	9.7
Single	43	31.8	176	15.0
Widowed	11	7.7	54	4.6
Divorced or separated	7	5.1	61	5.2
Refused	1	<1	5	<1
<b>Education</b>				
Some high school/ junior high or less	13	9.7	109	9.3
Completed high school	31	22.4	243	20.7
Some post-secondary	24	17.3	157	13.4
Completed post-secondary	57	41.9	453	38.6
Completed post-graduate education	11	8.0	209	17.8
Don't know	-	-	4	<1
Refused	1	<1	-	-
<b>Household Income*</b>				
\$20,000 or less	31	26.3	90	9.9
\$20,001 to \$40,000	44	37.6	268	29.6
\$40,001 to \$60,000	23	19.2	201	22.2
\$60,001 to \$80,000	13	11.3	148	16.4
\$80,001 to \$100,000	4	3.2	87	9.6
More than \$100,000	3	2.3	110	12.2

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Three in ten purchasers tend to purchase monthly (31%), compared to 18% provincially (See Figure 5). On a typical occasion, raffle ticket purchasers reported spending an average of \$6.76 (ranging from \$1.00 to \$40.00), winning an average of \$0.03 (ranging from \$0.00 to \$50.00), and losing an average of \$6.76 (ranging from \$0.00 to \$40.00), similar to the amounts reported by provincial purchasers.

**Figure 5: Frequency of Purchase for Raffle/Fundraising Ticket Purchasers (Bell Island)**



It is estimated that approximately 1.0% of raffle ticket purchasers are moderate-risk gamblers, while 5.3% are problem gamblers<sup>36</sup>. This problem gambling rate is somewhat higher than the rate among all Bell

<sup>36</sup> On Bell Island, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

Islanders (2.6%; See Section 4.0 for a more detailed explanation) and significantly higher than the rate among raffle ticket purchasers provincially (1.3%).

### PROFILE OF VLT PLAYERS (N=57)

Overall, 17% of respondents from Bell Island have played VLT's at least once in the past 12 months, which is higher than the provincial rate of 11%. In terms of demographics, the majority of VLT players were male (61%), similar to provincial findings, and players were most commonly under the age of 25 (28%, compared to 18% provincially). One-half of VLT players were single (50%, compared to 22% provincially), 71% had at least some post-secondary education, and 63% had incomes of \$40,000 or less, with a higher percentage having incomes of \$20,000 or less compared to provincial players (See Table 8).

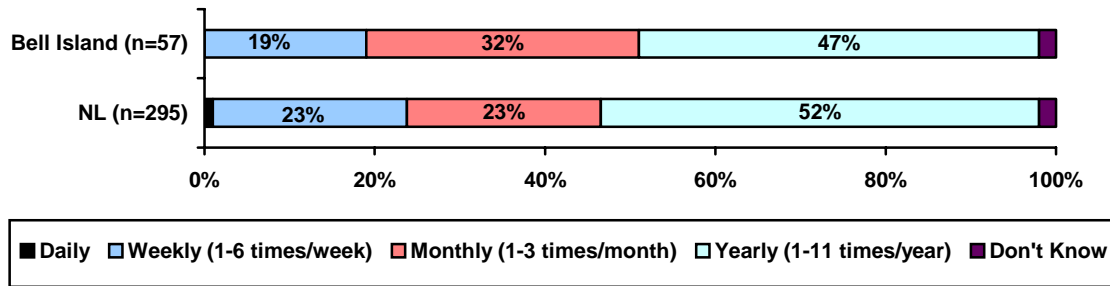
**Table 8: Demographic Profile of VLT Players (Bell Island)**

	<b>Bell Island</b>		<b>NL</b>	
	<b>(n=57)</b>	<b>%</b>	<b>(n=295)</b>	<b>%</b>
<b>Gender</b>				
Male	35	61.4	170	57.7
Female	22	38.6	125	42.3
<b>Age</b>				
19-24	16	28.1	54	18.2
25-34	11	18.7	65	21.9
35-44	4	7.1	62	20.9
45-54	10	17.2	66	22.3
55-64	7	12.7	32	11.0
65+	9	16.1	17	5.8
<b>Marital Status</b>				
Married	19	34.2	145	49.0
Common law/ living with partner	4	7.2	56	19.0
Single	28	49.6	66	22.4
Widowed	3	4.6	3	<1
Divorced or separated	3	4.4	23	7.7
Refused	-	-	3	1.0
<b>Education</b>				
Some high school/ junior high or less	4	7.8	46	15.7
Completed high school	12	21.2	55	18.7
Some post-secondary	13	22.6	44	14.8
Completed post-secondary	27	47.2	96	32.4
Completed post-graduate education	1	1.2	51	17.4
Don't know	-	-	3	1.0
<b>Household Income*</b>				
\$20,000 or less	17	32.2	18	8.2
\$20,001 to \$40,000	17	31.0	82	36.3
\$40,001 to \$60,000	13	23.5	43	19.2
\$60,001 to \$80,000	5	8.9	24	10.7
\$80,001 to \$100,000	1	1.5	21	9.4
More than \$100,000	2	2.8	36	16.2

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Two in ten VLT players play weekly (19%), while 32% play monthly (See Figure 6). On a typical occasion, VLT players reported spending an average of \$32.20 (ranging from \$5.00 to \$400.00), winning an average of \$18.62 (ranging from \$0.00 to \$500.00), and losing an average of \$23.46 (ranging from \$0.00 to \$400.00), generally similar to the amounts reported by provincial players.

**Figure 6: Frequency of Play for VLT Players (Bell Island)**



It is estimated that approximately 3.2% of VLT players are moderate-risk gamblers, while 15.3% are problem gamblers (18.5% combined)<sup>37</sup>. This combined rate is significantly higher than the combined moderate-risk and problem gambling rate evident among all Bell Islanders (4.3% combined, 1.7% and 2.6% respectively; See Section 4.0 for a more detailed explanation), but similar to the provincial combined moderate-risk and problem gambling rate evident among provincial VLT players (18.3% combined, 9.7% and 8.6% respectively). However, of interest, the problem gambling rate among VLT players on Bell Island is almost double that of VLT players provincially.

#### PROFILE OF POKER PLAYERS (N=43)

Overall, 12% of respondents from Bell Island have played poker (including Internet poker) at least once in the past 12 months, similar to 11% provincially. In terms of demographics, poker players were mostly male (76%) and tended to be between the ages of 19 and 34 (46%), similar to provincial findings. Poker players were almost equally likely to be married (46%) or single (43%), while provincially, the most common marital status was married. Almost six in ten (59%) had at least some post-secondary education, and almost three-quarters (73%) had incomes in the \$20,001 to \$60,000 range, with a higher percentage having incomes of \$20,000 or less compared to provincial players (See Table 9).

<sup>37</sup> On Bell Island, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

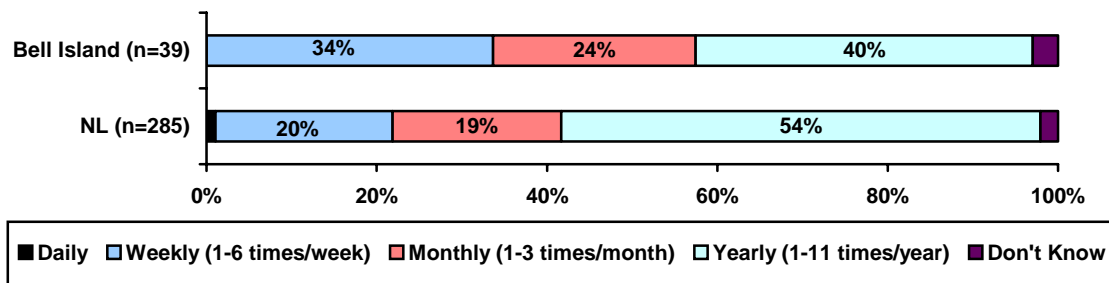
**Table 9: Demographic Profile of Poker Players – Including Internet Poker (Bell Island)**

	<i>Bell Island</i>		<i>NL</i>	
	<i>(n=41)</i>	<i>%</i>	<i>(n=285)</i>	<i>%</i>
<b>Gender</b>				
Male	32	76.2	206	72.2
Female	10	23.8	79	27.8
<b>Age</b>				
19-24	8	19.4	63	22.1
25-34	11	26.2	92	32.3
35-44	7	16.2	54	18.9
45-54	5	12.5	46	16.1
55-64	10	23.6	12	4.3
65+	1	2.1	18	6.4
<b>Marital Status</b>				
Married	19	45.5	131	45.8
Common law/ living with partner	4	9.2	48	16.9
Single	18	43.0	89	31.2
Widowed	-	-	7	2.3
Divorced or separated	1	2.2	11	3.8
Refused	-	-	-	-
<b>Education</b>				
Some high school/ junior high or less	4	8.5	14	5.0
Completed high school	12	30.1	56	19.7
Some post-secondary	10	25.1	43	14.9
Completed post-secondary	13	31.4	117	40.9
Completed post-graduate education	1	2.5	53	18.5
Don't know	-	-	3	1.0
Refused	1	2.5	-	-
<b>Household Income*</b>				
\$20,000 or less	7	17.5	17	7.7
\$20,001 to \$40,000	16	39.8	61	27.8
\$40,001 to \$60,000	13	32.7	40	18.2
\$60,001 to \$80,000	2	5.4	38	17.2
\$80,001 to \$100,000	1	2.1	27	12.2
More than \$100,000	1	2.6	37	17.0

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Approximately one-third of poker players (excluding Internet poker) tend to play weekly (34%) (See Figure 7). On a typical occasion, poker players reported spending an average of \$13.93 (ranging from \$3.00 to \$75.00), winning an average of \$27.40 (ranging from \$0.00 to \$100.00), and losing an average of \$6.65 (ranging from \$0.00 to \$90.00), somewhat similar to the amounts reported by provincial players<sup>38</sup>.

**Figure 7: Frequency of Play for Poker Players – Excluding Internet Poker (Bell Island)**



It is estimated that no poker players are moderate-risk gamblers, while 15.9% are problem gamblers<sup>39</sup>. This problem gambling rate is significantly higher than the problem gambling rate evident among all Bell

<sup>38</sup> Only two respondents from Bell Island reported playing Internet poker, therefore due to the small sample size, questions on the frequency of play and amounts spent/won/lost are not included in the analysis.

<sup>39</sup> On Bell Island, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

Islanders (2.6%; See Section 4.0 for a more detailed explanation) and among poker players provincially (6.0%).

### 3.3.2 Fogo Island/Change Islands

#### PROFILE OF LOTTERY TICKET PLAYERS (N=200)

Overall, lottery tickets were the most popular gambling activity among respondents on Fogo Island/Change Islands, with 58% having played at least once in the past 12 months, lower than 72% provincially. In terms of demographics (See Table 10), a slight majority of lottery ticket players were male (55%), but did not differ from provincial findings. By age, lottery ticket players were skewed towards the 35 to 64 age category (68%). The majority of lottery ticket players were married (65%), similar to the provincial percentage of married players. In terms of education level, the majority of lottery ticket players had an education of high school or less (61%, compared to 39% provincially) and most (80%) had incomes of \$60,000 or less.

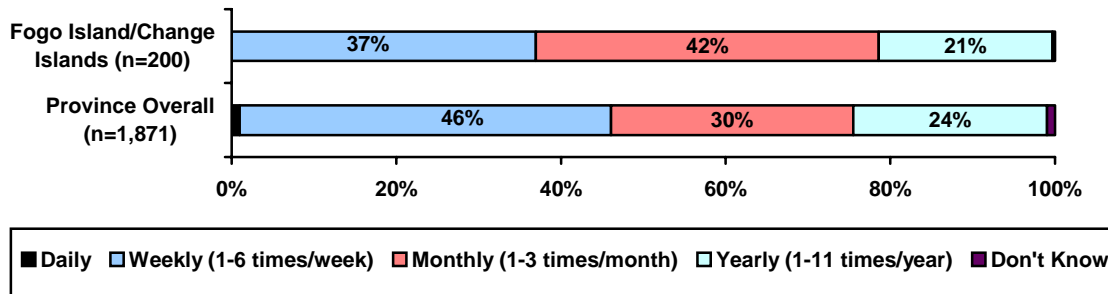
**Table 10: Demographic Profile of Lottery Ticket Players (Fogo Island/Change Islands)**

	<b>Fogo Island/Change Islands</b>		<b>Province Overall</b>	
	<b>(n=200)</b>	<b>%</b>	<b>(n=1,871)</b>	<b>%</b>
<b>Gender</b>				
Male	109	54.5	934	49.9
Female	91	45.5	937	50.1
<b>Age</b>				
19-24	15	7.6	115	6.2
25-34	25	12.5	335	17.9
35-44	42	21.1	435	23.3
45-54	54	27.1	452	24.1
55-64	39	19.4	271	14.5
65+	24	12.2	262	14.0
<b>Marital Status</b>				
Married	130	65.0	1,191	63.7
Common law/ living with partner	22	11.2	187	10.0
Single	37	18.3	268	14.3
Widowed	3	1.4	87	4.7
Divorced or separated	8	4.2	129	6.9
Refused	-	-	9	<1
<b>Education</b>				
Some high school/ junior high or less	41	20.4	271	14.5
Completed high school	82	41.0	451	24.1
Some post-secondary	15	7.7	217	11.6
Completed post-secondary	49	24.5	657	35.1
Completed post-graduate education	13	6.4	262	14.0
Don't know	-	-	3	<1
Refused	-	-	10	<1
<b>Household Income*</b>				
\$20,000 or less	14	8.0	157	11.4
\$20,001 to \$40,000	74	42.1	484	35.1
\$40,001 to \$60,000	53	30.2	293	21.2
\$60,001 to \$80,000	22	12.6	200	14.5
\$80,001 to \$100,000	6	3.6	114	8.3
More than \$100,000	6	3.5	130	9.5

\*Those who were unsure or refused to provide a response were excluded from this analysis.

In terms of frequency of play, lottery ticket players tend to play monthly (42%) or weekly (37%). These numbers differ from provincial players who are more likely to play on a weekly basis (46%) (See Figure 8). On a typical occasion, lottery ticket players reported spending an average of \$5.09 during a typical gambling occasion (ranging from \$1.00 to \$40.00), winning an average of \$1.20 (ranging from \$0.00 to \$225.00), and losing an average of \$4.40 (ranging from \$0.00 to \$30.00), similar to the amounts reported by provincial players.

**Figure 8: Frequency of Play for Lottery Ticket Players (Fogo Island/Change Islands)**



It is estimated that approximately 2.4% of lottery ticket players on Fogo Island/Change Islands are moderate-risk gamblers, while 1.0% are problem gamblers<sup>40</sup>. These rates are similar to the moderate-risk and problem gambling rates for Fogo Island/Change Islands (2.0% and 1.2% respectively; See Section 4.0 for a more detailed explanation) and among lottery ticket players provincially (2.8% and 1.4% respectively).

#### PROFILE OF PULL TAB/ NEVADA STRIP PLAYERS (N=147)

Overall, 43% of respondents from Fogo Island/Change Islands played pull tabs at least once in the past 12 months, higher than 25% found provincially. In terms of demographics (See Table 11), pull tab players were mostly female (63%), similar to provincial players. By age, a slight majority of players were above the age of 45 (55%) higher than that found among provincial players (42%). Most often, pull tab players were married (57%), with all categories of marital status being similar to those reported provincially. A majority of pull tab players (67%) had a high school or less education, higher than what was found provincially. Similar to the province, however, most (78%) had incomes between \$40,001 and \$60,000.

<sup>40</sup> On Fogo Island/Change Islands, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.



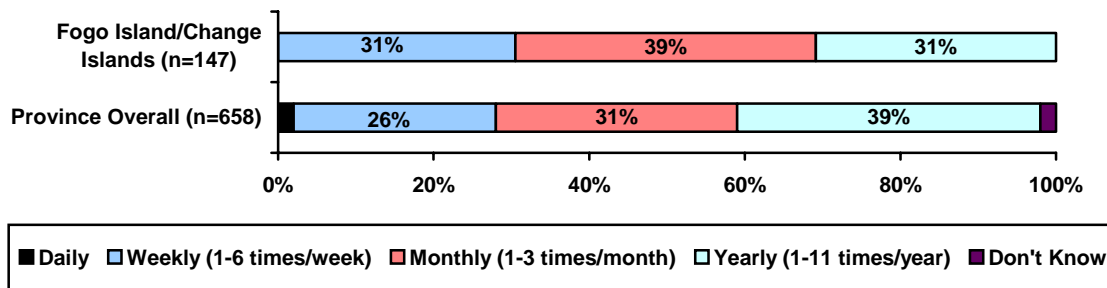
**Table 11: Demographic Profile of Pull Tab/Nevada Strip Players (Fogo Island/Change Islands)**

	<b>Fogo Island/Change Islands</b>		<b>Province Overall</b>	
	<b>(n=147)</b>	<b>%</b>	<b>(n=658)</b>	<b>%</b>
<b>Gender</b>				
Male	54	36.9	273	41.4
Female	93	63.1	386	58.6
<b>Age</b>	<b>(n=147)</b>	<b>%</b>	<b>(n=658)</b>	<b>%</b>
19-24	21	14.0	75	11.4
25-34	19	12.8	130	19.7
35-44	27	18.4	178	27.1
45-54	39	26.6	152	23.1
55-64	22	14.9	56	8.5
65+	19	13.3	67	10.1
<b>Marital Status</b>	<b>(n=147)</b>	<b>%</b>	<b>(n=658)</b>	<b>%</b>
Married	83	56.7	370	56.2
Common law/ living with partner	24	16.3	95	14.5
Single	27	18.4	114	17.4
Widowed	8	5.2	30	4.6
Divorced or separated	5	3.4	48	7.3
Refused	-	-	1	<1
<b>Education</b>	<b>(n=147)</b>	<b>%</b>	<b>(n=658)</b>	<b>%</b>
Some high school/ junior high or less	37	25.2	129	19.7
Completed high school	61	41.4	187	28.4
Some post-secondary	8	5.7	75	11.4
Completed post-secondary	36	24.3	212	32.2
Completed post-graduate education	5	3.4	51	7.7
Don't know	-	-	4	<1
<b>Household Income*</b>	<b>(n=126)</b>	<b>%</b>	<b>(n=508)</b>	<b>%</b>
\$20,000 or less	11	9.1	75	14.8
\$20,001 to \$40,000	63	50.4	220	43.3
\$40,001 to \$60,000	34	27.4	114	22.4
\$60,001 to \$80,000	8	6.8	42	8.2
\$80,001 to \$100,000	2	1.9	34	6.7
More than \$100,000	6	4.4	23	4.5

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Almost one-third of pull tab players tend to play on a weekly basis (31%) and 39% play monthly, similar to provincial levels (See Figure 9). On a typical occasion, pull tab players reported spending an average of \$2.63 during a typical gambling occasion (ranging from \$1.00 to \$10.00), winning an average of \$1.82 (ranging from \$0.00 to \$100.00), and losing an average of \$2.94 (ranging from \$0.00 to \$25.00), generally similar to the amounts reported by provincial players.

**Figure 9: Frequency of Play for Pull Tab/Nevada Strip Players (Fogo Island/Change Islands)**



It is estimated that approximately 3.8% of pull tab players on Fogo Island/Change Islands are moderate-risk gamblers, while 2.4% are problem gamblers<sup>41</sup>. These rates are slightly lower than the moderate-risk

<sup>41</sup> On Fogo Island/Change Islands, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

and problem gambling rates among pull-tab players provincially (4.3% and 4.2% respectively), and slightly higher than what was found among those on Fogo Island/Change Islands (2.0% and 1.2%, respectively; See Section 4.0 for a more detailed explanation), but were not significantly different.

### PROFILE OF SCRATCH TICKET PLAYERS (N=105)

Overall, 31% of respondents from Fogo Island/Change Islands played scratch tickets at least once in the past 12 months, similar to the provincial rate (36%). In terms of demographics (See Table 12), scratch ticket players were mostly female (61%), consistent with provincial findings. By age, players were most commonly in the 35 to 54 age category (42%), however they were more likely than provincial players to be within the 19 to 24 age range (20%). Similar to the province as a whole, over one-half of scratch ticket players were married (52%). Almost two-thirds (61%) had an education of high school or less, higher than what was found provincially. Many (81%) had incomes between \$20,001 and \$60,000, with a lower percentage having incomes of \$20,000 or less (7%) compared to provincial players.

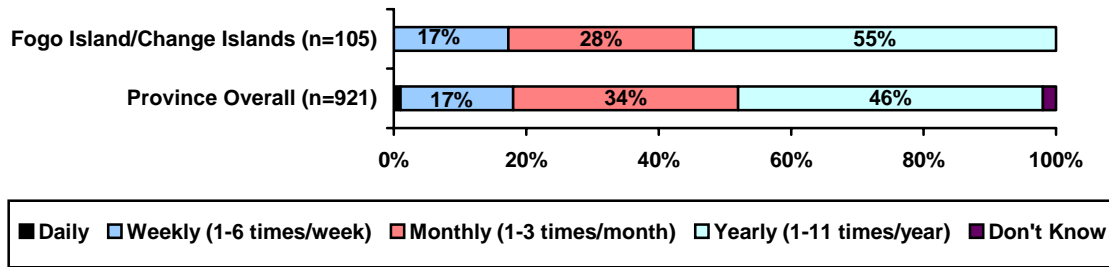
**Table 12: Demographic Profile of Scratch Ticket Players (Fogo Island/Change Islands)**

	<i>Fogo Island/Change Islands</i>		<i>Province Overall</i>	
	<i>(n=105)</i>	<i>%</i>	<i>(n=921)</i>	<i>%</i>
<b>Gender</b>				
Male	42	39.5	377	41.0
Female	64	60.5	543	59.0
<b>Age</b>	<i>(n=105)</i>	<i>%</i>	<i>(n=921)</i>	<i>%</i>
19-24	21	19.5	107	11.6
25-34	15	14.6	205	22.3
35-44	20	19.4	210	22.8
45-54	23	22.1	198	21.5
55-64	14	13.1	105	11.4
65+	12	11.3	97	10.5
<b>Marital Status</b>	<i>(n=105)</i>	<i>%</i>	<i>(n=921)</i>	<i>%</i>
Married	55	52.2	513	55.8
Common law/ living with partner	18	17.5	120	13.0
Single	25	23.7	176	19.1
Widowed	5	4.6	46	5.0
Divorced or separated	2	1.9	61	6.6
Refused	-	-	4	<1
<b>Education</b>	<i>(n=105)</i>	<i>%</i>	<i>(n=921)</i>	<i>%</i>
Some high school/ junior high or less	18	17.4	139	15.1
Completed high school	46	44.0	241	26.2
Some post-secondary	7	6.3	132	14.3
Completed post-secondary	31	29.3	282	30.6
Completed post-graduate education	3	3.1	122	13.2
Don't know	-	-	6	<1
<b>Household Income*</b>	<i>(n=84)</i>	<i>%</i>	<i>(n=699)</i>	<i>%</i>
\$20,000 or less	6	7.1	105	15.0
\$20,001 to \$40,000	45	53.4	269	38.5
\$40,001 to \$60,000	23	27.9	141	20.1
\$60,001 to \$80,000	6	6.6	87	12.4
\$80,001 to \$100,000	2	2.4	51	7.3
More than \$100,000	2	2.7	46	6.6

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Just over one-half of scratch ticket players tend to play on a yearly basis (55%), whereas 28% play monthly (See Figure 10). On a typical occasion, scratch ticket players reported spending an average of \$2.73 (ranging from \$1.00 to \$10.00), winning an average of \$0.96 (ranging from \$0.00 to \$50.00), and losing an average of \$2.21 (ranging from \$0.00 to \$10.00), similar to the amounts reported by provincial players.

**Figure 10: Frequency of Play for Scratch Ticket Players (Fogo Island/Change Islands)**



It is estimated that approximately 3.0% of scratch ticket players are moderate-risk gamblers, while 0.6% are problem gamblers<sup>42</sup>. These rates are similar to the moderate-risk and problem gambling rates for this area (2.0% and 1.2% respectively; See Section 4.0 for a more detailed explanation). Furthermore, they are slightly lower than what was found among scratch ticket players provincially (4.7% and 2.7% respectively), but were not significantly different.

#### PROFILE OF RAFFLE/FUNDRAISING TICKET PURCHASERS (N=150)

Overall, 44% of respondents from Fogo Island/Change Islands purchased raffle or fundraising tickets at least once in the past 12 months, similar to the provincial rate (45%). In terms of demographics (See Table 13), raffle ticket purchasers were slightly skewed towards females (55%), consistent with provincial findings. By age, purchasers were most commonly in the 45 to 54 age category (23%), however they were less likely than provincial purchasers to be in the 35 to 44 age category (17%). Over one-half (56%) of purchasers were married, with purchasers more likely to be living common law (16%) or single (23%) compared to provincial purchasers. Just over half (52%) had an education of high school or less, higher than provincial findings, and many (51%) had incomes of \$40,000 or less, with instances of incomes in excess of \$80,000 (8%) being lower than provincial statistics.

<sup>42</sup> On Fogo Island/Change Islands, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

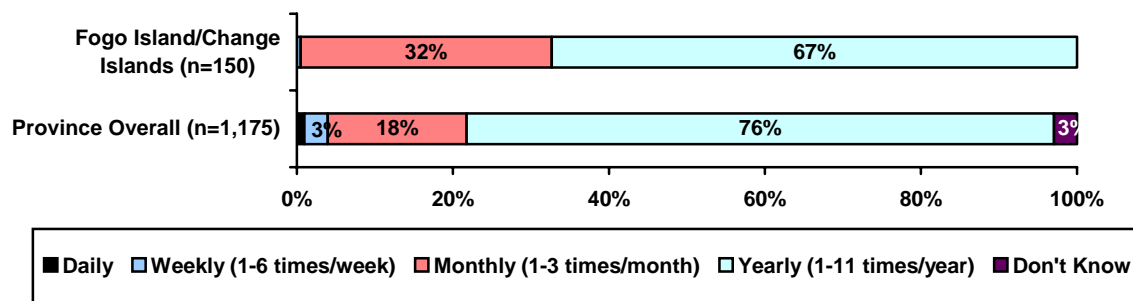
**Table 13: Demographic Profile of Raffle/Fundraising Ticket Purchasers (Fogo Island/Change Islands)**

	<b>Fogo Island/Change Islands</b>		<b>Province Overall</b>	
	<b>(n=150)</b>	<b>%</b>	<b>(n=1,175)</b>	<b>%</b>
<b>Gender</b>				
Male	67	44.8	546	46.5
Female	83	55.2	629	53.5
<b>Age</b>				
19-24	24	15.9	94	8.0
25-34	28	18.4	232	19.7
35-44	26	17.2	291	24.8
45-54	35	23.4	256	21.8
55-64	25	16.4	167	14.2
65+	13	8.7	135	11.5
<b>Marital Status</b>				
Married	84	55.9	765	65.1
Common law/ living with partner	24	16.2	114	9.7
Single	35	23.3	176	15.0
Widowed	4	2.8	54	4.6
Divorced or separated	3	1.8	61	5.2
Refused	-	-	5	<1
<b>Education</b>				
Some high school/ junior high or less	22	14.8	109	9.3
Completed high school	56	37.6	243	20.7
Some post-secondary	15	9.7	157	13.4
Completed post-secondary	45	30.1	453	38.6
Completed post-graduate education	12	7.9	209	17.8
Don't know	-	-	4	<1
Refused	-	-	-	-
<b>Household Income*</b>				
\$20,000 or less	5	3.9	90	9.9
\$20,001 to \$40,000	62	47.2	268	29.6
\$40,001 to \$60,000	38	29.0	201	22.2
\$60,001 to \$80,000	15	11.4	148	16.4
\$80,001 to \$100,000	5	3.5	87	9.6
More than \$100,000	6	4.9	110	12.2

\*Those who were unsure or refused to provide a response were excluded from this analysis.

One-third of purchasers tend to purchase monthly (32%), compared to 18% provincially (See Figure 11). On a typical occasion, raffle ticket purchasers reported spending an average of \$5.05 (ranging from \$1.00 to \$30.00), winning an average of \$0.00 (ranging from \$0.00 to \$150.00), and losing an average of \$5.02 (ranging from \$0.00 to \$25.00), similar to the amounts reported by provincial purchasers.

**Figure 11: Frequency of Purchase for Raffle/Fundraising Ticket Purchasers (Fogo Island/Change Islands)**



It is estimated that approximately 3.3% of raffle ticket purchasers are moderate-risk gamblers, while 0.4% are problem gamblers<sup>43</sup>. These rates are similar to the overall rates among those from this area (2.0% and 1.2%, respectively; See Section 4.0 for a more detailed explanation) and among those provincially (2.5% and 1.3%, respectively).

### PROFILE OF BINGO PLAYERS (N=57)

Overall, 17% of respondents have played bingo at least once in the past 12 months, higher than the provincial rate of bingo play (11%). In terms of demographics, bingo players were most often female (81%), similar to provincial statistics. In terms of age, bingo players were more likely to be between the ages of 19 to 24 (28%) and less likely to be between the ages of 25 to 54 (36%) compared to their provincial counterparts. Bingo players were most often married (58%) and had high school or less than high school education (71%, higher than provincial numbers). Incomes were most commonly \$40,000 or lower (67%), similar to provincial findings (See Table 14).

**Table 14: Demographic Profile of Bingo Players (Fogo Island/Change Islands)**

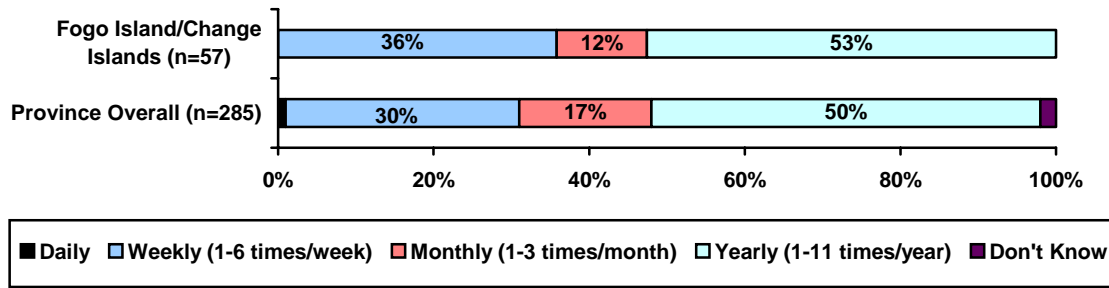
	<i>Fogo Island/Change Islands</i>		<i>Province Overall</i>	
	<i>(n=57)</i>	<i>%</i>	<i>(n=285)</i>	<i>%</i>
<b>Gender</b>				
Male	11	18.6	81	28.4
Female	46	81.4	204	71.6
<b>Age</b>	<i>(n=57)</i>	<i>%</i>	<i>(n=285)</i>	<i>%</i>
19-24	16	28.4	26	9.1
25-34	4	6.6	56	19.7
35-44	7	12.7	64	22.6
45-54	9	16.5	65	22.9
55-64	10	16.8	34	12.1
65+	11	18.9	38	13.5
<b>Marital Status</b>	<i>(n=57)</i>	<i>%</i>	<i>(n=285)</i>	<i>%</i>
Married	33	57.5	170	59.6
Common law/ living with partner	10	17.9	41	14.3
Single	9	16.1	34	12.0
Widowed	3	6.1	26	9.2
Divorced or separated	1	2.4	14	4.9
Refused	-	-	-	-
<b>Education</b>	<i>(n=57)</i>	<i>%</i>	<i>(n=285)</i>	<i>%</i>
Some high school/ junior high or less	11	19.0	84	29.3
Completed high school	29	51.6	68	23.9
Some post-secondary	2	4.0	29	10.1
Completed post-secondary	14	23.8	81	28.4
Completed post-graduate education	1	1.6	24	8.3
Don't know	-	-	-	-
<b>Household Income*</b>	<i>(n=40)</i>	<i>%</i>	<i>(n=220)</i>	<i>%</i>
\$20,000 or less	6	14.6	45	20.4
\$20,001 to \$40,000	21	52.3	97	44.3
\$40,001 to \$60,000	10	25.8	44	19.9
\$60,001 to \$80,000	2	4.9	18	8.0
\$80,001 to \$100,000	1	2.3	5	2.3
More than \$100,000	-	-	11	5.1

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Just over one third of bingo players tend to play weekly (36%), while 12% play monthly, and 53% play yearly (See Figure 12). On a typical occasion, bingo players reported spending an average of \$21.12 (ranging from \$5.00 to \$40.00), winning an average of \$14.33 (ranging from \$0.00 to \$100.00), and losing an average of \$10.73 (ranging from \$0.00 to \$40.00), generally similar to provincial statistics.

<sup>43</sup> On Fogo Island/Change Islands, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Figure 12: Frequency of Play for Bingo Players (Fogo Island/Change Islands)**



In this area, it is estimated that approximately 1.2% of bingo players are moderate-risk gamblers, while 1.2% are problem gamblers<sup>44</sup>. These rates are similar to the moderate-risk and problem gambling rates for Fogo Island/Change Islands (2.0% and 1.2% respectively; *See Section 4.0 for a more detailed explanation*) but notably lower than those found among bingo players provincially (7.0% and 3.3% respectively).

### PROFILE OF POKER PLAYERS (N=30)

Overall, 9% of respondents in this area have played poker at least once in the past 12 months, similar to 11% provincially. In terms of demographics, poker players were mostly male (76%) and were somewhat younger than provincial poker players (40% between the ages of 19 and 24). Poker players were most often single (46%), while provincially, the most common marital status was married (46%). The majority (61%) had a lower education (high school or less) than their provincial counterparts, and the majority (61%) had incomes in the \$20,001 to \$60,000 range, with provincial players more likely to have incomes of more than \$80,000 (See Table 15).

<sup>44</sup> On Fogo Island/Change Islands, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

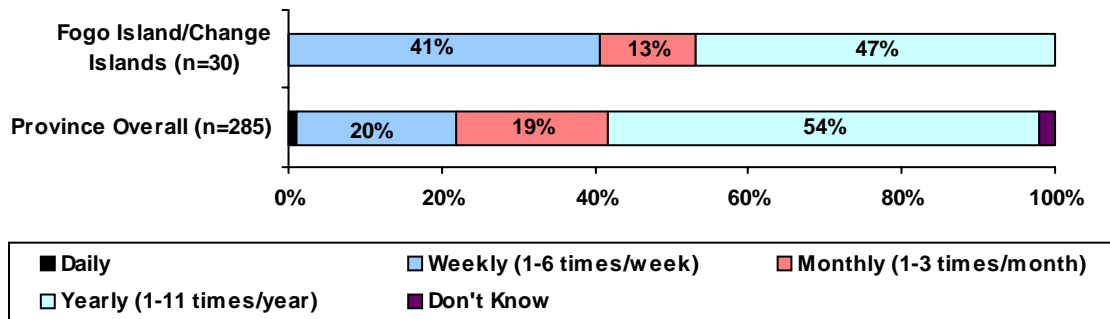
**Table 15: Demographic Profile of Poker Players (Fogo Island/Change Islands)<sup>45</sup>**

	<b>Fogo Island/Change Islands</b>		<b>Province Overall</b>	
	<b>(n=30)</b>	<b>%</b>	<b>(n=285)</b>	<b>%</b>
<b>Gender</b>				
Male	23	75.8	206	72.2
Female	7	24.2	79	27.8
<b>Age</b>				
19-24	12	39.6	63	22.1
25-34	6	18.8	92	32.3
35-44	7	24.1	54	18.9
45-54	5	17.5	46	16.1
55-64	-	-	12	4.3
65+	-	-	18	6.4
<b>Marital Status</b>				
Married	8	28.2	131	45.8
Common law/ living with partner	7	23.1	48	16.9
Single	14	46.4	89	31.2
Widowed	-	-	7	2.3
Divorced or separated	1	2.3	11	3.8
Refused	-	-	-	-
<b>Education</b>				
Some high school/ junior high or less	5	17.5	14	5.0
Completed high school	13	43.7	56	19.7
Some post-secondary	2	5.2	43	14.9
Completed post-secondary	9	30.3	117	40.9
Completed post-graduate education	1	3.3	53	18.5
Don't know	-	-	3	1.0
Refused	-	-	-	-
<b>Household Income*</b>				
\$20,000 or less	2	11.4	17	7.7
\$20,001 to \$40,000	5	29.4	61	27.8
\$40,001 to \$60,000	6	31.5	40	18.2
\$60,001 to \$80,000	3	18.7	38	17.2
\$80,001 to \$100,000	-	-	27	12.2
More than \$100,000	2	9.0	37	17.0

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Four out of ten poker players play weekly (41%), double the provincial statistic (See Figure 13). On a typical occasion, poker players reported spending an average of \$9.61 (ranging from \$5.00 to \$50.00), winning an average of \$31.24 (ranging from \$0.00 to \$100.00), and losing an average of \$3.59 (ranging from \$0.00 to \$50.00), generally similar to the amounts reported by provincial players, though the amount spent provincially was double (\$21.00).

**Figure 13: Frequency of Play for Poker Players (Fogo Island/Change Islands)<sup>46</sup>**



<sup>45</sup> No respondents from Fogo Island/Change Islands reported playing Internet poker, therefore, questions on the frequency of play and amounts spent/won/lost are not included in the analysis.

<sup>46</sup> No respondents from Fogo Island/Change Islands reported playing Internet poker, therefore, questions on the frequency of play and amounts spent/won/lost are not included in the analysis.

It is estimated that 10.4% of poker players are moderate-risk gamblers, while no poker players are considered problem gamblers<sup>47</sup>. This moderate-risk rate is significantly higher than what was found for those on Fogo Island/Change Islands (2.0%; See Section 4.0 for a more detailed explanation) but slightly lower than the combined rate of poker players provincially (14.2%).

### 3.3.3 South Coast

#### PROFILE OF LOTTERY TICKET PLAYERS (N=111)

Overall, lottery tickets was the most popular gambling activity among respondents on the South Coast (52% having played at least once in the past 12 months), however, play was lower than that for the province as a whole (72%). In terms of demographics (See Table 16), lottery ticket players were slightly skewed towards females (56%), but did not differ from provincial findings. By age, lottery ticket players were slightly older and were less likely than provincial players to be younger than 35 (8% and 24%, respectively). Almost three quarters of lottery ticket players were married (74%) and the percentage of single players (5%) was nearly one-third of that found provincially (14%). Lottery ticket players tended to have lower education (62% had high school or less) compared to provincial statistics, and most (87%) had incomes of \$60,000 or less, with provincial players more likely than players from this area to have incomes of more than \$80,000.

**Table 16: Demographic Profile of Lottery Ticket Players (South Coast)**

	South Coast		Province Overall	
	(n=111)	%	(n=1,871)	%
<b>Gender</b>				
Male	49	44.0	934	49.9
Female	62	56.0	937	50.1
<b>Age</b>	(n=111)	%	(n=1,871)	%
19-24	2	1.8	115	6.2
25-34	7	6.4	335	17.9
35-44	35	31.5	435	23.3
45-54	32	28.9	452	24.1
55-64	24	21.5	271	14.5
65+	11	9.9	262	14.0
<b>Marital Status</b>	(n=111)	%	(n=1,871)	%
Married	82	74.0	1,191	63.7
Common law/ living with partner	9	7.8	187	10.0
Single	6	5.1	268	14.3
Widowed	6	5.4	87	4.7
Divorced or separated	8	7.0	129	6.9
Refused	1	<1	9	<1
<b>Education</b>	(n=111)	%	(n=1,871)	%
Some high school/ junior high or less	28	25.0	271	14.5
Completed high school	41	37.0	451	24.1
Some post-secondary	17	15.0	217	11.6
Completed post-secondary	19	17.5	657	35.1
Completed post-graduate education	6	5.0	262	14.0
Don't know	-	-	3	<1
Refused	1	<1	10	<1
<b>Household Income*</b>	(n=94)	%	(n=1,378)	%
\$20,000 or less	15	16.0	157	11.4
\$20,001 to \$40,000	40	42.2	484	35.1
\$40,001 to \$60,000	27	28.8	293	21.2
\$60,001 to \$80,000	10	10.1	200	14.5
\$80,001 to \$100,000	1	1.5	114	8.3
More than \$100,000	1	1.3	130	9.5

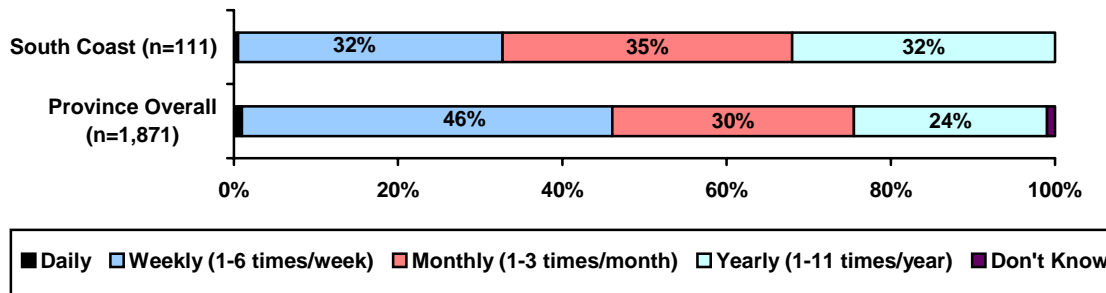
\*Those who were unsure or refused to provide a response were excluded from this analysis.

<sup>47</sup> On Fogo Island/Change Islands, the sample sizes for moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.



Lottery ticket players on the South Coast tend to play less often (32% play weekly) than provincial players (See Figure 14). On a typical occasion, lottery ticket players reported spending an average of \$5.49 during a typical gambling occasion (ranging from \$1.00 to \$22.50), winning an average of \$8.54 (ranging from \$0.00 to \$1,000.00), and losing an average of \$4.76 (ranging from \$0.00 to \$22.00), similar to the amounts reported by provincial players.

**Figure 14: Frequency of Play for Lottery Ticket Players (South Coast)**



It is estimated that approximately 4.3% of lottery ticket players on the South Coast are moderate-risk gamblers<sup>48</sup>. This rate is somewhat higher than the moderate-risk gambling rate for the South Coast (2.3%; See Section 4.0 for a more detailed explanation) and among lottery ticket players provincially (2.8%), but is not significantly different.

#### PROFILE OF PULL TAB/ NEVADA STRIP PLAYERS (N=91)

Overall, 42% of respondents from the South Coast played pull tabs at least once in the past 12 months, higher than 25% provincially. In terms of demographics (See Table 17), pull tab players were slightly skewed towards females (58%), comparable to provincial players. By age, players were older than reported provincially, with 34% being at least 55 years of age. Most pull tab players were married (71%), with the percentage of single players (6%) lower than provincial statistics. Almost three-quarters (73%) had a high school or lower education (higher than provincial findings) and most (71%) had incomes between \$20,001 and \$60,000, with provincial players more likely to have incomes of more than \$80,000.

<sup>48</sup> No respondents on the South Coast were classified as problem gamblers. **On the South Coast, the sample size for moderate-risk gamblers is low, therefore, findings should be interpreted with caution.**

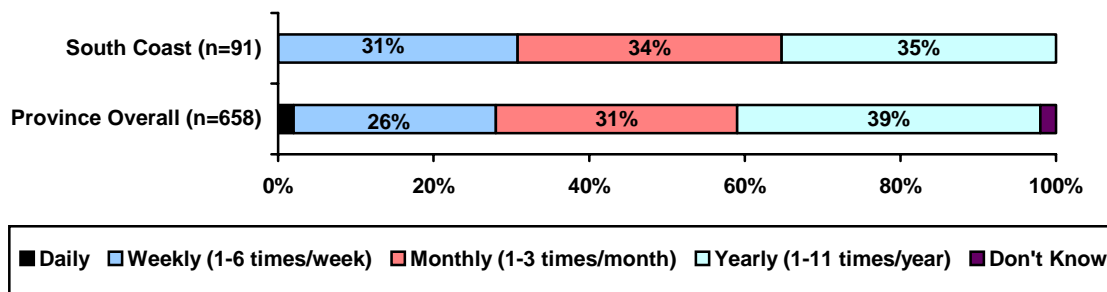
**Table 17: Demographic Profile of Pull Tab/Nevada Strip Players (South Coast)**

	South Coast		Province Overall	
	(n=91)	%	(n=658)	%
<b>Gender</b>				
Male	38	42.0	273	41.4
Female	53	58.0	386	58.6
<b>Age</b>				
19-24	4	4.4	75	11.4
25-34	12	12.8	130	19.7
35-44	25	27.6	178	27.1
45-54	19	21.4	152	23.1
55-64	17	19.2	56	8.5
65+	13	14.7	67	10.1
<b>Marital Status</b>				
Married	65	71.1	370	56.2
Common law/ living with partner	8	8.6	95	14.5
Single	6	6.1	114	17.4
Widowed	8	8.3	30	4.6
Divorced or separated	5	5.8	48	7.3
Refused	-	-	1	<1
<b>Education</b>				
Some high school/ junior high or less	32	35.7	129	19.7
Completed high school	34	37.1	187	28.4
Some post-secondary	10	10.9	75	11.4
Completed post-secondary	12	13.1	212	32.2
Completed post-graduate education	2	2.6	51	7.7
Don't know	1	<1	4	<1
<b>Household Income*</b>				
\$20,000 or less	17	20.8	75	14.8
\$20,001 to \$40,000	35	42.4	220	43.3
\$40,001 to \$60,000	23	28.4	114	22.4
\$60,001 to \$80,000	5	6.0	42	8.2
\$80,001 to \$100,000	2	2.5	34	6.7
More than \$100,000	-	-	23	4.5

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Almost one-third of pull tab players play on a weekly basis (31%), while 34% play monthly, similar to provincial figures (See Figure 15). On a typical occasion, pull tab players reported spending an average of \$2.88 during a typical gambling occasion (ranging from \$0.50 to \$20.00), winning an average of \$2.19 (ranging from \$0.00 to \$100.00), and losing an average of \$2.44 (ranging from \$0.00 to \$20.00), generally similar to the amounts reported by provincial players.

**Figure 15: Frequency of Play for Pull Tab/Nevada Strip Players (South Coast)**



It is estimated that approximately 5.3% of pull tab players on the South Coast are moderate-risk gamblers<sup>49</sup>. This rate is slightly higher than the moderate-risk gambling rate for the South Coast (2.3%; See Section 4.0 for a more detailed explanation) and the province (4.3%).

<sup>49</sup> No respondents on the South Coast were classified as problem gamblers. **On the South Coast, the sample size for moderate-risk gamblers is low, therefore, findings should be interpreted with caution.**

## PROFILE OF SCRATCH TICKET PLAYERS (N=70)

Overall, 33% of respondents from this area played scratch tickets at least once in the past 12 months, similar to the provincial rate (36%). In terms of demographics (See Table 18), the majority of scratch ticket players were female (65%), consistent with provincial players. By age, players were generally older than provincial players (more likely than provincial players to be at least 35 years of age). Most often, scratch ticket players were married (72%), with players from this area less likely to be single (8%) compared to provincial players. These players were generally less educated than their provincial counterparts (61% had a high school or lower education), and many (85%) reported incomes of \$60,000 or less, with a higher percentage of provincial players reporting incomes of at least \$80,000.

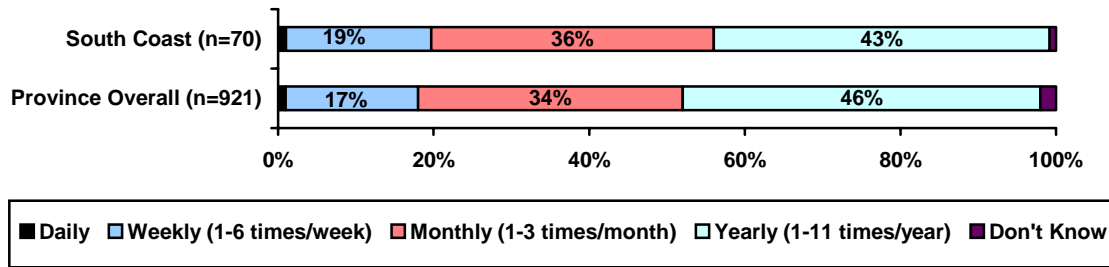
**Table 18: Demographic Profile of Scratch Ticket Players (South Coast)**

	<b>South Coast</b>		<b>Province Overall</b>	
	<b>(n=70)</b>	<b>%</b>	<b>(n=921)</b>	<b>%</b>
<b>Gender</b>				
Male	24	34.7	377	41.0
Female	46	65.3	543	59.0
<b>Age</b>	<b>(n=70)</b>	<b>%</b>	<b>(n=921)</b>	<b>%</b>
19-24	4	5.7	107	11.6
25-34	10	13.7	205	22.3
35-44	21	29.5	210	22.8
45-54	17	24.6	198	21.5
55-64	16	22.2	105	11.4
65+	3	4.4	97	10.5
<b>Marital Status</b>	<b>(n=70)</b>	<b>%</b>	<b>(n=921)</b>	<b>%</b>
Married	51	72.2	513	55.8
Common law/ living with partner	8	11.7	120	13.0
Single	5	7.6	176	19.1
Widowed	2	3.3	46	5.0
Divorced or separated	4	5.2	61	6.6
Refused	-	-	4	<1
<b>Education</b>	<b>(n=70)</b>	<b>%</b>	<b>(n=921)</b>	<b>%</b>
Some high school/ junior high or less	20	28.5	139	15.1
Completed high school	23	32.1	241	26.2
Some post-secondary	9	12.2	132	14.3
Completed post-secondary	17	24.3	282	30.6
Completed post-graduate education	2	2.9	122	13.2
Don't know	-	-	6	<1
<b>Household Income*</b>	<b>(n=62)</b>	<b>%</b>	<b>(n=699)</b>	<b>%</b>
\$20,000 or less	10	16.6	105	15.0
\$20,001 to \$40,000	26	41.9	269	38.5
\$40,001 to \$60,000	16	26.6	141	20.1
\$60,001 to \$80,000	7	10.5	87	12.4
\$80,001 to \$100,000	1	2.3	51	7.3
More than \$100,000	1	2.0	46	6.6

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Scratch ticket players most often play monthly (36%) or yearly (43%), and are comparable to provincial players across all categories (See Figure 16). On a typical occasion, scratch ticket players reported spending an average of \$3.22 (ranging from \$2.00 to \$40.00), winning an average of \$2.64 (ranging from \$0.00 to \$100.00), and losing an average of \$1.74 (ranging from \$0.00 to \$6.00), similar to the amounts reported by provincial players.

**Figure 16: Frequency of Play for Scratch Ticket Players (South Coast)**



It is estimated that approximately 3.0% of scratch ticket players on the South Coast are moderate-risk gamblers<sup>50</sup>. This rate is slightly higher than the moderate-risk rate on the South Coast (2.3%; See Section 4.0 for a more detailed explanation) and slightly lower than scratch ticket players provincially (4.7%), but does not differ significantly.

#### PROFILE OF RAFFLE/FUNDRAISING TICKET PURCHASERS (N=100)

Overall, 47% of South Coast respondents purchased raffle or fundraising tickets at least once in the past 12 months, similar to the provincial rate (45%). In terms of demographics (See Table 19), raffle ticket purchasers were slightly skewed towards females (59%), consistent with provincial findings. By age, purchasers were most commonly between the ages of 35 and 54 (54%), and were comparable to provincial purchasers across all age categories. The majority (71%) were married, with provincial purchasers twice as likely to be single compared to purchasers in this area (7%). These purchasers were generally less educated than their provincial counterparts (56% had a high school or lower education), and over one-half (58%) reported incomes of \$40,000 or less, with a higher percentage (17%) having incomes of \$20,000 or less compared to provincial purchasers.

<sup>50</sup> No respondents on the South Coast were classified as problem gamblers. **On the South Coast, the sample size for moderate-risk gamblers is low, therefore, findings should be interpreted with caution.**

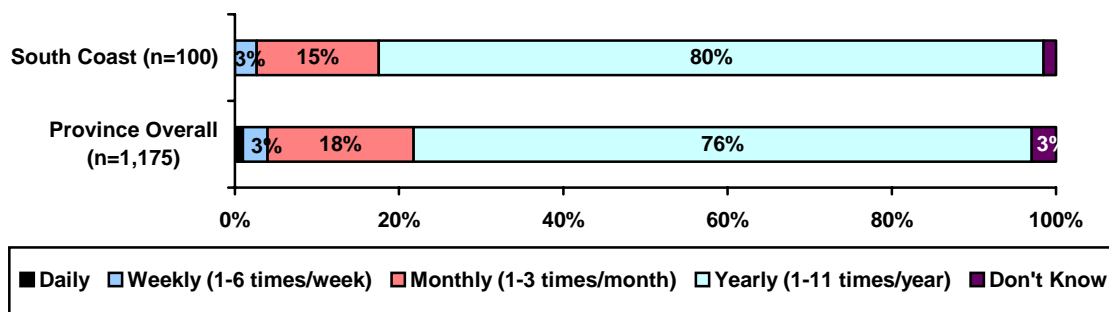
**Table 19: Demographic Profile of Raffle/Fundraising Ticket Purchasers (South Coast)**

	South Coast		Province Overall	
	(n=100)	%	(n=1,175)	%
<b>Gender</b>				
Male	41	41.1	546	46.5
Female	59	58.9	629	53.5
<b>Age</b>				
19-24	4	4.0	94	8.0
25-34	16	15.8	232	19.7
35-44	27	27.1	291	24.8
45-54	27	27.2	256	21.8
55-64	16	16.2	167	14.2
65+	10	9.7	135	11.5
<b>Marital Status</b>				
Married	71	70.6	765	65.1
Common law/ living with partner	7	7.0	114	9.7
Single	7	7.2	176	15.0
Widowed	6	5.6	54	4.6
Divorced or separated	9	8.8	61	5.2
Refused	1	<1	5	<1
<b>Education</b>				
Some high school/ junior high or less	25	25.1	109	9.3
Completed high school	31	31.2	243	20.7
Some post-secondary	15	15.0	157	13.4
Completed post-secondary	24	23.7	453	38.6
Completed post-graduate education	5	5.0	209	17.8
Don't know	-	-	4	<1
Refused	-	-	-	-
<b>Household Income*</b>				
\$20,000 or less	16	17.3	90	9.9
\$20,001 to \$40,000	37	40.3	268	29.6
\$40,001 to \$60,000	27	30.1	201	22.2
\$60,001 to \$80,000	8	9.1	148	16.4
\$80,001 to \$100,000	1	1.6	87	9.6
More than \$100,000	1	1.6	110	12.2

\*Those who were unsure or refused to provide a response were excluded from this analysis.

The majority of raffle ticket purchasers do so on an annual basis (80%) (See Figure 17). On a typical occasion, raffle ticket purchasers reported spending an average of \$4.35 (ranging from \$1.00 to \$30.00), winning an average of \$0.03 (ranging from \$0.00 to \$75.00), and losing an average of \$3.53 (ranging from \$0.00 to \$25.00), similar to the amounts reported by provincial purchasers.

**Figure 17: Frequency of Purchase for Raffle/Fundraising Ticket Purchasers (South Coast)**



It is estimated that approximately 1.3% of raffle ticket purchasers on the South Coast are moderate-risk gamblers<sup>51</sup>. This rate is slightly lower than the rate for the South Coast (2.3%; See Section 4.0 for a more

<sup>51</sup> No respondents on the South Coast were classified as problem gamblers. **On the South Coast, the sample size for moderate-risk gamblers is low, therefore, findings should be interpreted with caution.**

detailed explanation) and the provincial rate for raffle ticket purchasers (2.5%), but does not differ significantly.

### PROFILE OF BINGO PLAYERS (N=53)

Overall, 25% of respondents from the South Coast have played bingo at least once in the past 12 months, higher than the provincial rate of 11%. Similar to provincial statistics, bingo players were mostly female (70%). By age, players were generally older than provincial players (less likely than provincial players to be younger than 35). Bingo players were most often married (74%), had less education than their provincial counterparts (69% had a high school or lower education), and had incomes less than \$40,000 (68%) (See Table 20).

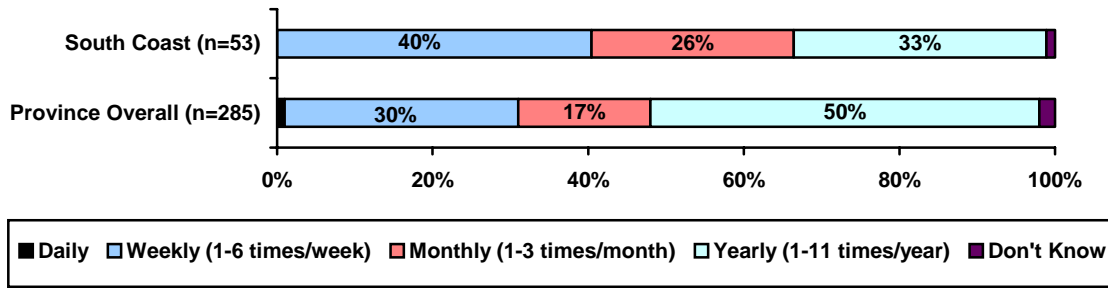
**Table 20: Demographic Profile of Bingo Players (South Coast)**

	South Coast		Province Overall	
	(n=53)	%	(n=285)	%
<b>Gender</b>				
Male	16	29.8	81	28.4
Female	37	70.2	204	71.6
<b>Age</b>				
19-24	2	3.8	26	9.1
25-34	2	3.2	56	19.7
35-44	19	35.4	64	22.6
45-54	14	25.9	65	22.9
55-64	13	24.4	34	12.1
65+	4	7.3	38	13.5
<b>Marital Status</b>				
Married	39	73.5	170	59.6
Common law/ living with partner	6	11.5	41	14.3
Single	3	5.1	34	12.0
Widowed	5	9.9	26	9.2
Divorced or separated	-	-	14	4.9
Refused	-	-	-	-
<b>Education</b>				
Some high school/ junior high or less	20	38.4	84	29.3
Completed high school	16	30.3	68	23.9
Some post-secondary	8	14.9	29	10.1
Completed post-secondary	9	16.4	81	28.4
Completed post-graduate education	-	-	24	8.3
Don't know	-	-	-	-
<b>Household Income*</b>				
\$20,000 or less	9	19.2	45	20.4
\$20,001 to \$40,000	22	48.6	97	44.3
\$40,001 to \$60,000	8	18.3	44	19.9
\$60,001 to \$80,000	5	10.7	18	8.0
\$80,001 to \$100,000	1	3.1	5	2.3
More than \$100,000	-	-	11	5.1

\*Those who were unsure or refused to provide a response were excluded from this analysis.

Four in ten bingo players (40%) play weekly, while 26% play monthly, and 33% play yearly (See Figure 18). On a typical occasion, bingo players reported spending an average of \$11.09 (ranging from \$2.00 to \$30.00), winning an average of \$6.58 (ranging from \$0.00 to \$150.00), and losing an average of \$6.75 (ranging from \$0.00 to \$200.00), amounts lower than that reported provincially.

**Figure 18: Frequency of Play for Bingo Players (South Coast)**



It is estimated that approximately 6.8% of bingo players on the South Coast are moderate-risk gamblers<sup>52</sup>. This rate is notably higher than the moderate-risk rate for the South Coast (2.3%; See Section 4.0 for a more detailed explanation), but consistent with the moderate-risk rate for provincial bingo players (7.0%).

### 3.4 TIME AND MONEY SPENT GAMBLING

The amount of time and money spent gambling is presented in Table 21 for each targeted area. The number of hours spent gambling in a typical month ranged from an average of 5 hours on the South Coast to an average of 9 hours on Bell Island, with all areas similar to the provincial average of 7 hours.

In the past 12 months, the average amount spent on gambling activities ranged from \$170.70 on the South Coast to \$334.41 on Bell Island. The majority of gamblers across each area spent only a small amount over the past 12 months, with approximately one-half of gamblers from Bell Island and Fogo Island/Change Islands spending \$100 or less, and almost two-thirds from the South Coast spending that same amount. On average over the past 12 months, the amounts won ranged from \$89.16 on Fogo Island/Change Islands to \$208.58 on Bell Island and the amounts lost ranged from \$99.68 on the South Coast to \$224.83 on Bell Island.

**Table 21: Time and Money Spent Gambling**

	Bell Island		Fogo Island/Change Islands		South Coast		Province	
	Avg	Range	Avg	Range	Avg	Range	Avg	Range
<b>Time in a Typical Month</b>								
Hours	9	1-200	7	1-100	5	1-120	7	1-250
Minutes	11	1-45	10	1-30	11	1-40	12	1-59
<b>Money Over the Past 12 Months</b>								
Amt spent	\$334.41	\$1-\$51,000	\$225.63	\$2-\$3,500	\$170.70	\$2-\$3,000	\$249.64	\$1-\$55,740
Amt won	\$208.58	\$0-\$30,000	\$89.16	\$0-\$3,000	\$90.49	\$0-\$3,000	\$142.56	\$0-\$35,000
Amt lost	\$224.83	\$0-\$26,000	\$129.50	\$0-\$3,500	\$99.68	\$0-\$1,400	\$156.36	\$0-\$4,240

<sup>52</sup> No respondents on the South Coast were classified as problem gamblers. **On the South Coast, the sample size for moderate-risk gamblers is low, therefore, findings should be interpreted with caution.**

### 3.5 REASONS FOR GAMBLING

Across all targeted areas, the most common reason for gambling was to win money. Supporting worthy causes/charities was a close second on the South Coast, and South Coast and Fogo Island/Change Islands gamblers identified this reason more often than gamblers did provincially. Also of interest, gamblers from all areas identified decreasing boredom more often than provincial gamblers. As well, compared to provincial gamblers, Fogo Island/Change Islands gamblers more often identified socialization and Bell Island gamblers more often identified a hobby as the main reason for gambling (See Table 22).

**Table 22: Main Reasons for Gambling\***

	<b>Bell Island (n=277)</b>		<b>Fogo Island/Change Islands (n=269)</b>		<b>South Coast (n=169)</b>		<b>NL (n=2,191)</b>	
	<b>f</b>	<b>%</b>	<b>f</b>	<b>%</b>	<b>f</b>	<b>%</b>	<b>f</b>	<b>%</b>
I can win money	152	54.7	165	61.2	80	47.0	1317	60.1
To support worthy causes/ charities	82	29.5	96	35.8	73	43.0	648	29.6
It's exciting/ fun	54	19.4	58	21.6	26	15.2	480	21.9
It's an opportunity to socialize	45	16.2	66	24.5	28	16.7	314	14.3
It decreases my boredom	41	14.9	37	13.7	20	12.0	165	7.5
Out of curiosity	9	3.2	24	8.7	7	4.3	121	5.5
It's a hobby	34	12.2	11	4.2	12	7.2	92	4.2
Try luck/ take a chance/ hope to win	1	<1	-	-	-	-	29	1.3
If the jackpot is high	1	<1	2	<1	-	-	23	1.1
I can forget about my problems	1	<1	4	1.4	1	<1	12	<1
Group activity at work	-	-	2	<1	-	-	11	<1
Change leftover after purchase	1	<1	6	2.4	-	-	11	<1
Entertainment	-	-	-	-	1	<1	10	<1
Gifts	-	-	2	<1	1	<1	8	<1
It's always there, right in front of you at the stores	1	<1	1	<1	-	-	8	<1
To be alone	-	-	2	<1	-	-	4	<1
Because I am good at it	1	<1	-	-	-	-	3	<1
Other	7	2.7	5	2.0	5	2.9	29	1.3
Don't know	3	1.1	5	1.9	4	2.4	36	1.6
Refused	-	-	1	<1	-	-	1	<1

\*Multiple responses allowed.



## 4.0 Problem Gambling in the Targeted Areas

Problem gambling is defined as “gambling behavior that creates negative consequences for the gambler, others in his or her social network, or for the community” (Ferris & Wynne, 2001). This section of the report explores the prevalence of problem gambling across the three targeted areas. Specifically, this section classifies gambling behaviors according to CPGI classifications, profiles the gambler subtypes by demographics and gambling behavior, and explores the reasons for gambling and consequences of problem gambling for the gambler subtypes.

### 4.1 CLASSIFYING PROBLEM GAMBLING

As previously stated, 9 items from the CPGI are used to determine the prevalence rate for problem gambling. These questions are asked only of respondents who have gambled in the past 12 months, and are designed to assess how often gamblers have felt or acted a certain way in the past 12 months. These 9 items were included in the questionnaire and were scored to create gambling sub-types and produce a prevalence rate for problem gambling. Scoring for the 9 items is as follows (Ferris & Wynne, 2001):

- *Never = Score of 0*
- *Sometimes = Score of 1*
- *Most of the time = Score of 2*
- *Almost always = Score of 3*

In order to develop gambling subtypes, scores for each of the 9 items are summed and individuals are placed into one of the following categories based on their total score (Ferris & Wynne, 2001):

- *Score of 0 = Non-problem gambler*
- *Score of 1-2 = Low-risk gambler*
- *Score of 3-7 = Moderate-risk gambler*
- *Score of 8 to 27 = Problem gambler*

According to the CPGI, respondents in each of the gambling subtypes will display some or all of the following characteristics (Ferris & Wynne, 2001):

*Non-problem gambler:* Though respondents in this category have responded “never” to all 9 items, frequent gamblers or “professional” gamblers who invest large amounts of time and money may also be classified here. This category of respondents probably have not experienced any adverse consequences from gambling and are unlikely to agree with the gambler’s fallacies.

*Low-risk gambler:* Respondents in this category have responded “never” to most of the 9 items, but will have responded “sometimes” or “most of the time” to at least one item. These gamblers may be at risk if they are heavily involved in gambling and if they respond positively to at least two problem gambling correlates. This category of respondents probably have not experienced any adverse consequences from gambling.

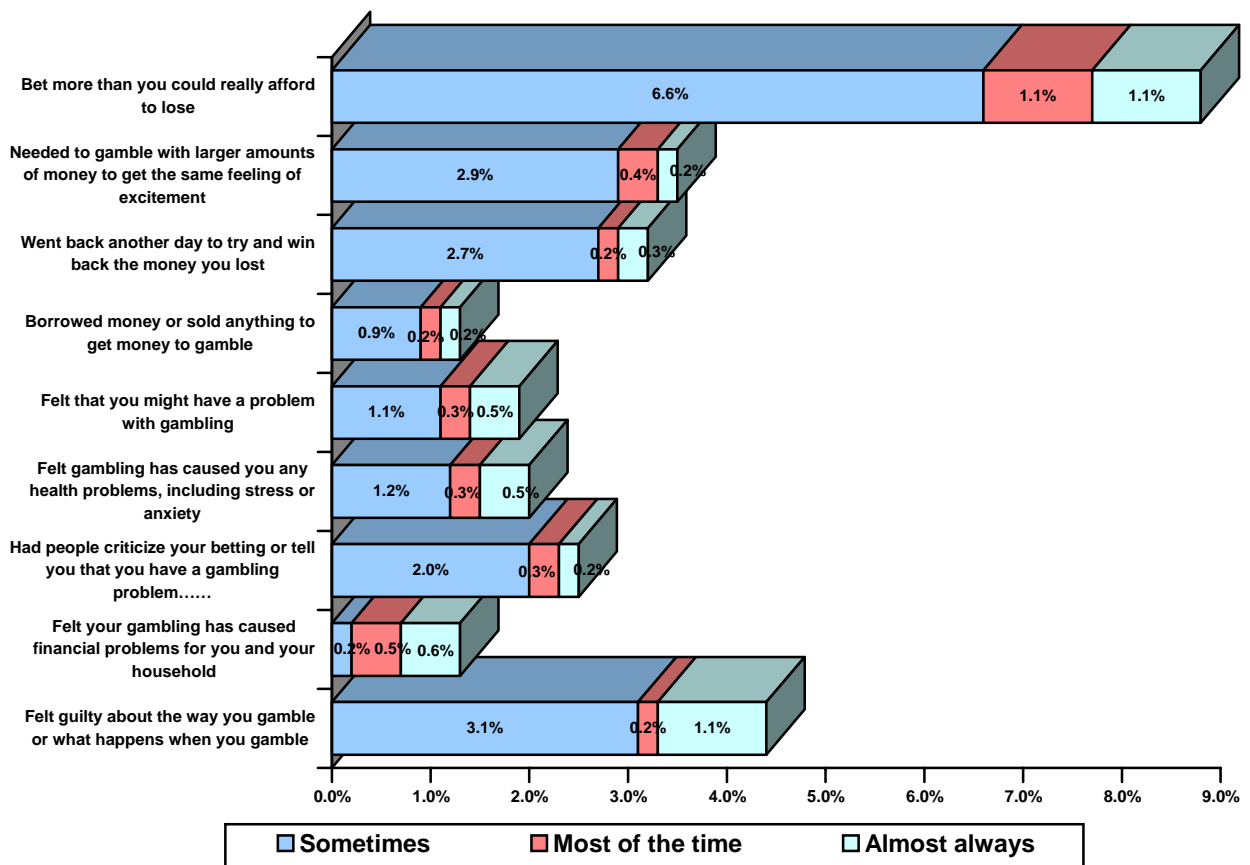
*Moderate-risk gambler:* Respondents in this category have responded “never” to most of the 9 items, but will have responded “most of the time” or “almost always” to at least one item. These gamblers may be at risk if they are heavily involved in gambling and if they respond positively to at least three or four problem gambling correlates. This category of respondents may not have experienced any adverse consequences from gambling.

**Problem gambler:** Respondents in this category have experienced adverse consequences from gambling and may have lost control of their behavior. Involvement in gambling is most likely to be heavy. Respondents in this category are most likely to agree with the gambler’s fallacies and respond most positively to more of the correlates than respondents from other categories.

“Sometimes”, “most of the time”, and “almost always” responses to these 9 items among gamblers in the targeted areas are presented in Figure 19. Generally, the strong majority of respondents said “never” to each of the 9 scoring items. Therefore, “never” responses are not included in Figure 19.

**Figure 19: Answers to CPGI Questions – Targeted Areas Combined (N=716)**

Thinking about the past 12 months, would you say you never, sometimes, most of the time, or almost always...

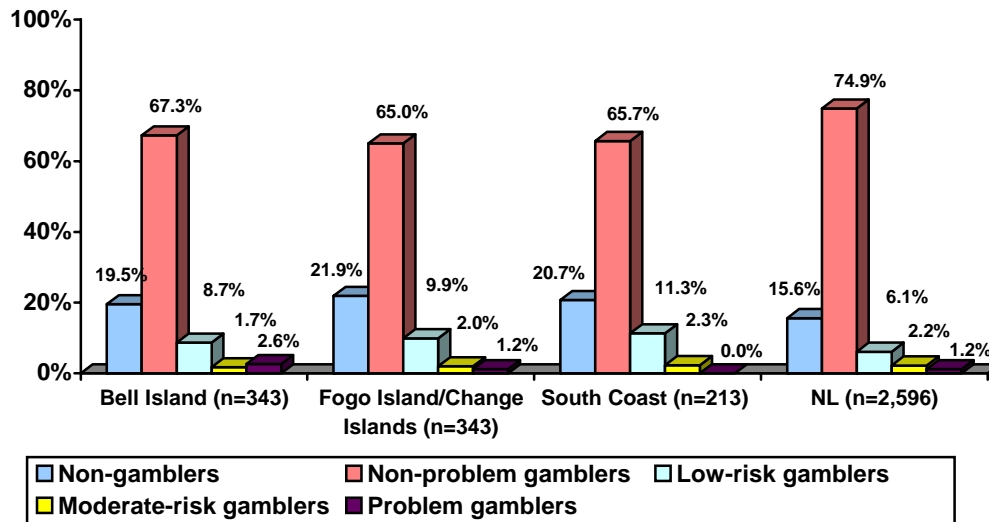


## 4.2 PREVALENCE RATE

### 4.2.1 Prevalence Rates in the Targeted Areas

Similar to provincial findings, the majority of respondents from each area were placed into non-gambling (no gambling in the past 12 months) or non-problem gambling (overall CPGI score of 0) categories. The remaining respondents were placed into the at-risk or problem gambling categories. Problem gambling rates ranged from 0% on the South Coast to 2.6% on Bell Island, which was significantly higher than the provincial problem gambling rate of 1.2% (See Figure 20).

**Figure 20: Problem Gambling Prevalence Rates in Targeted Areas of Newfoundland and Labrador<sup>53</sup>**



#### 4.2.2 Projection to the Adult Population

Using the adult population figures (ages 19+) provided by [www.communityaccounts.ca](http://www.communityaccounts.ca), it can be projected that:

- 91 residents of Bell Island are moderate-risk or problem gamblers;
- 78 residents of Fogo Island/Change Islands are moderate-risk or problem gamblers; and
- 30 residents of the South Coast are moderate-risk gamblers.

**Table 23: Projection of Gambling Subtypes to the Adult Population**

	Bell Island	Fogo Island/Change Islands	South Coast	NL
<b>Adult Population (19+)</b>	<b>2,110</b>	<b>2,445</b>	<b>1,303</b>	<b>386,782</b>
Non-Problem Gamblers	1,420	1,589	856	289,700
Low-Risk Gamblers	184	242	147	23,594
Moderate-Risk Gamblers	36	49	30	8,509
Problem Gamblers	55	29	-	4,641
Moderate-Risk/Problem Gamblers	91	78	30	13,150

#### 4.3 PROFILE OF GAMBLING SUBTYPES

Each of the gambling subtypes for the three targeted areas are profiled in the following section. **It is important to note that sample sizes within each segmentation analysis are low, therefore the findings should be interpreted with caution.**

<sup>53</sup> Due to a lack of information provided, three respondents (two from Bell Island and one from Fogo Island/Change Islands) could not be classified into the gambling subtypes.

### 4.3.1 Bell Island

#### DEMOGRAPHIC PROFILE OF GAMBLING SUBTYPES

Table 24 provides a demographic profile of the gambling subtypes from Bell Island. Non-problem gamblers tended to be a fairly equal mix of males and females. They were slightly older than non-problem gamblers provincially (60% were 45 years or older compared to 52% provincially) and less likely than their provincial counterparts to be married (48% and 65%, respectively). Generally speaking, they were less educated (45% with high school or less education compared to 38% provincially), had higher unemployment (17% compared to 11% provincially) and had incomes of \$40,000 or less (72% compared to 48% provincially).

Low-risk gamblers were generally male (55%), between the ages of 25 and 44 (46%), and equally likely to be married (38%) or single (35%). The majority had an education of high school or less (54%) and were employed (60%), and one-half (50%) had incomes of \$40,000 or less. These characteristics are generally similar to those of provincial low-risk gamblers.

Moderate-risk gamblers were mostly female (83%) with one-half (50%) between the ages of 35 and 44. They were equally likely to be married (29%) or single (29%), with most (83%) having an education of high school or less. All moderate-risk gamblers had incomes of \$40,000 or less. These characteristics generally reflect the provincial characteristics of moderate-risk gamblers, however, provincial moderate-risk gamblers were more likely to be male and had incomes of more than \$40,000.

Problem gamblers were mostly male (78%), most were between the ages of 45 and 64 (60%) and almost one-half were married (44%). Over one-half (56%) had completed high school, and two-thirds (66%) had incomes of \$40,000 or less. These characteristics generally reflect provincial characteristics of problem gamblers, however, provincial problem gamblers were less likely to be employed full-time (40%, compared to 78% on Bell Island).

**Table 24: Demographic Profile by Gambling Subtype (Bell Island) <sup>54</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
<b>Gender</b>	<b>(n=232)</b>	<b>(n=1,944)</b>	<b>(n=29)</b>	<b>(n=157)</b>	<b>(n=6)</b>	<b>(n=58)</b>	<b>(n=9)</b>	<b>(n=31)</b>
Male	49%	47%	55%	52%	17%	67%	78%	67%
Female	51%	53%	45%	48%	83%	33%	22%	33%
<b>Age</b>	<b>(n=232)</b>	<b>(n=1,944)</b>	<b>(n=31)</b>	<b>(n=157)</b>	<b>(n=6)</b>	<b>(n=58)</b>	<b>(n=10)</b>	<b>(n=31)</b>
19-24	12%	8%	13%	12%	-	16%	-	11%
25-34	8%	17%	23%	26%	-	13%	40%	40%
35-44	19%	23%	23%	18%	50%	39%	-	21%
45-54	22%	23%	16%	21%	17%	21%	50%	25%
55-64	22%	14%	10%	13%	17%	7%	10%	-
65+	16%	15%	16%	10%	17%	4%	-	3%
<b>Marital Status</b>	<b>(n=231)</b>	<b>(n=1,944)</b>	<b>(n=29)</b>	<b>(n=157)</b>	<b>(n=7)</b>	<b>(n=58)</b>	<b>(n=9)</b>	<b>(n=31)</b>
Married	48%	65%	38%	44%	29%	46%	44%	20%
Common law/ living with partner	8%	9%	17%	10%	14%	28%	22%	39%
Single	28%	14%	35%	32%	29%	21%	33%	27%
Widowed	8%	5%	7%	5%	14%	1%	-	-
Divorced or separated	7%	7%	3%	8%	14%	4%	-	12%
Refused	1%	<1%	-	1%	-	-	-	2%

<sup>54</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
<b>Education</b>	(n=230)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)
Some high school/ junior high or less	18%	15%	17%	17%	33%	28%	-	16%
Completed high school	27%	23%	37%	26%	50%	24%	56%	33%
Some post-secondary	13%	12%	17%	11%	-	9%	11%	16%
Completed post-secondary	35%	35%	27%	31%	17%	33%	33%	25%
Completed post-graduate education	6%	15%	3%	12%	-	6%	-	8%
Don't know	-	<1%	-	-	-	-	-	-
Refused	<1%	<1%	-	3%	-	-	-	2%
<b>Employment Status</b>	(n=230)	(n=1,944)	(n=30)	(n=157)	(n=7)	(n=58)	(n=9)	(n=31)
Employed full-time	35%	43%	57%	43%	14%	43%	56%	36%
Employed part-time	13%	11%	3%	14%	14%	20%	22%	4%
Unemployed	17%	11%	20%	14%	29%	16%	-	34%
Student	-	4%	-	5%	-	7%	-	10%
Retired	27%	24%	17%	17%	14%	7%	-	3%
Homemaker	7%	7%	3%	3%	29%	7%	11%	13%
Don't know	<1%	<1%	-	<1%	-	<1%	-	-
Refused	1%	<1%	-	3%	-	-	11%	2%
<b>Household Income*</b>	(n=193)	(n=1,671)	(n=26)	(n=126)	(n=6)	(n=50)	(n=9)	(n=23)
\$20,000 or less	38%	14%	27%	19%	67%	21%	33%	14%
\$20,001 to \$40,000	34%	34%	23%	36%	33%	35%	33%	44%
\$40,001 to \$60,000	14%	20%	39%	25%	-	8%	33%	36%
\$60,001 to \$80,000	8%	14%	12%	12%	-	14%	-	7%
\$80,001 to \$100,000	4%	8%	-	7%	-	9%	-	-
More than \$100,000	3%	10%	-	2%	-	13%	-	-

\*Those who were unsure or refused to provide a response were excluded from this analysis.

### GAMBLING ACTIVITIES PLAYED IN THE PAST 12 MONTHS

Table 25 presents the gambling activity prevalence rates for each gambling subtype on Bell Island. In this area, lottery tickets (100%), VLT's (100%), pull tabs (78%), and raffles (78%) were the most common gambling activities among problem gamblers. Of interest, problem gamblers were more likely to play VLT's and poker in the past 12 months than all other gambling subtypes. Furthermore, compared to provincial problem gamblers, problem gamblers from Bell Island were more likely to purchase sports tickets such as Pro-Line/Game Day/Over-Under and less likely to purchase scratch tickets.

Among moderate-risk gamblers, the most common gambling activities were pull tabs (67%), scratch tickets (57%), and lottery tickets (50%). Compared to this group, lottery ticket purchase was more common among provincial moderate-risk gamblers.

Among low-risk gamblers, the most common gambling activity was lottery ticket purchase (80%). Raffle ticket purchase and poker playing was lower among this group compared to provincial low-risk gamblers. Among non-problem gamblers, lottery tickets (77%) were the most popular gambling activity, similar to provincial findings.

**Table 25: Prevalence Rates for Various Gambling Activities by Gambling Subtype (Bell Island)<sup>55</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=231)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)
Lottery tickets	77%	85%	80%	90%	50%	90%	100%	85%
Breakopen, pull tab or Nevada strips	35%	27%	47%	50%	67%	49%	78%	88%
Scratch tickets	45%	39%	52%	59%	57%	75%	44%	78%
Raffles or fundraising tickets	51%	54%	31%	52%	17%	51%	78%	49%
Horse races	-	<1%	-	<1%	-	-	-	3%
Bingo	7%	12%	7%	20%	14%	34%	33%	30%
VLT's	15%	10%	40%	37%	29%	49%	100%	80%
Pro-line, Game Day or Over/Under	2%	3%	17%	8%	17%	9%	44%	9%
Sports pools or the outcome of sporting events	7%	4%	10%	6%	-	12%	-	17%
Cards (excluding poker)	12%	6%	23%	17%	-	12%	25%	18%
Internet poker	<1%	-	-	-	-	-	11%	-
Poker (excluding Internet poker)	13%	10%	10%	32%	-	40%	75%	55%
Games of skill such as pool, bowling, golf or darts	4%	4%	3%	5%	-	11%	-	22%
Arcade or video games	<1%	<1%	-	2%	-	5%	11%	7%
Gambling on the Internet (excluding poker)	-	<1%	3%	2%	-	-	-	-
Short-term speculative stock or commodity purchases	<1%	1%	-	5%	-	6%	-	3%
Gambling at casino's out of province	2%	5%	10%	11%	-	11%	-	13%
Any other forms of gambling	-	<1%	-	-	-	-	-	-

### 4.3.2 Fogo Island/Change Islands

#### DEMOGRAPHIC PROFILE OF GAMBLING SUBTYPES

Table 26 provides a demographic profile of the gambling subtypes from Fogo Island/Change Islands. Non-problem gamblers tended to be an equal mix of males and females, and consistent with their provincial counterparts, and were most often between the ages of 35 and 64 (66%) and married (65%). Generally speaking, they also tended to be less educated (60% with high school or less education, compared to 38% provincially) and, similar to provincial findings, about one-half (53%) had incomes of \$40,000 or less. The majority were employed (62%), similar to provincial findings, though full-time employment was slightly lower for this area.

Low-risk gamblers were generally female (65%), between the ages of 19 and 24 (27%, higher than 12% provincially) or 35 and 54 (51%) and almost one-half (47%) were married. The majority had an education of high school or less (64%) and just over one-half (51%) were employed, though the full-time employment rate was lower than that found provincially (24% and 43%, respectively). The majority (62%) had incomes of \$40,000 or less, and fewer had incomes of \$20,000 or less when compared to their provincial counterparts (3% and 19%, respectively).

Moderate-risk gamblers were mostly male (71%) with the majority (63%) between the ages of 25 and 34. They were equally likely to be married (43%) or single (43%), with most (75%) having an education of high school or less. One-half of moderate-risk gamblers (50%) had incomes from \$20,001 to \$40,000.

<sup>55</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

These characteristics generally reflect the provincial characteristics of moderate-risk gamblers, however, provincial moderate-risk gamblers were more likely to be employed full-time.

Problem gamblers were equally split between males and females, all were between the ages of 25 and 44 and all were married (50%) or single (50%). One-half (50%) had some high school education and all had incomes of \$20,001 to \$60,000. These characteristics generally reflect provincial characteristics of problem gamblers, however, provincial problem gamblers were less likely to be employed (40%, compared to 100% on Fogo Island/Change Islands).

**Table 26: Demographic Profile by Gambling Subtype (Fogo Island/Change Islands)<sup>56</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
<b>Gender</b>	(n=224)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)
Male	50%	47%	35%	52%	71%	67%	50%	67%
Female	50%	53%	65%	48%	29%	33%	50%	33%
<b>Age</b>	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=8)	(n=58)	(n=4)	(n=31)
19-24	9%	8%	27%	12%	-	16%	-	11%
25-34	12%	17%	9%	26%	63%	13%	50%	40%
35-44	20%	23%	24%	18%	13%	39%	50%	21%
45-54	27%	23%	27%	21%	-	21%	-	25%
55-64	19%	14%	12%	13%	13%	7%	-	-
65+	14%	15%	3%	10%	13%	4%	-	3%
<b>Marital Status</b>	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)
Married	65%	65%	47%	44%	43%	46%	50%	20%
Common law/ living with partner	12%	9%	24%	10%	-	28%	-	39%
Single	16%	14%	24%	32%	43%	21%	50%	27%
Widowed	4%	5%	-	5%	14%	1%	-	-
Divorced or separated	4%	7%	6%	8%	-	4%	-	12%
Refused	-	<1%	-	1%	-	-	-	2%
<b>Education</b>	(n=222)	(n=1,944)	(n=33)	(n=157)	(n=8)	(n=58)	(n=4)	(n=31)
Some high school/ junior high or less	23%	15%	18%	17%	25%	28%	50%	16%
Completed high school	37%	23%	46%	26%	50%	24%	-	33%
Some post- secondary	9%	12%	3%	11%	-	9%	-	16%
Completed post-secondary	24%	35%	30%	31%	25%	33%	50%	25%
Completed post-graduate education	6%	15%	3%	12%	-	6%	-	8%
Don't know	-	<1%	-	-	-	-	-	-
Refused	-	<1%	-	3%	-	-	-	2%

<sup>56</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.



	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
<b>Employment Status</b>	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=3)	(n=31)
Employed full-time	32%	43%	24%	43%	-	43%	67%	36%
Employed part-time	30%	11%	27%	14%	71%	20%	33%	4%
Unemployed	11%	11%	41%	14%	14%	16%	-	34%
Student	4%	4%	-	5%	-	7%	-	10%
Retired	21%	24%	9%	17%	14%	7%	-	3%
Homemaker	3%	7%	-	3%	-	7%	-	13%
Don't know	-	<1%	-	<1%	-	<1%	-	-
Refused	-	<1%	-	3%	-	-	-	2%
<b>Household Income*</b>	(n=191)	(n=1,671)	(n=29)	(n=126)	(n=8)	(n=50)	(n=4)	(n=23)
\$20,000 or less	12%	14%	3%	19%	13%	21%	-	14%
\$20,001 to \$40,000	41%	34%	59%	36%	50%	35%	50%	44%
\$40,001 to \$60,000	28%	20%	35%	25%	13%	8%	50%	36%
\$60,001 to \$80,000	13%	14%	-	12%	-	14%	-	7%
\$80,001 to \$100,000	3%	8%	3%	7%	-	9%	-	-
More than \$100,000	3%	10%	-	2%	25%	13%	-	-

\*Those who were unsure or refused to provide a response were excluded from this analysis.

### GAMBLING ACTIVITIES PLAYED IN THE PAST 12 MONTHS

Table 27 presents the gambling activity prevalence rates for each gambling subtype on Fogo Island/Change Islands. In this area, pull tabs (100%) and VLT's (100%) were the most common gambling activities among problem gamblers. Of interest, VLT use was higher among problem gamblers compared to moderate-risk and non-problem gamblers. Furthermore, scratch ticket purchase and poker playing was lower among problem gamblers in this area compared to provincial findings.

Among moderate-risk gamblers, the most common gambling activities were pull tabs (75%), lottery tickets (71%), and raffles (71%). VLT use was also found to be higher among provincial moderate-risk gamblers compared to moderate-risk gamblers from this area.

Among low-risk gamblers, pull tabs (79%), scratch tickets (73%), and lottery tickets (68%) were the most common activities. Of interest, poker playing and VLT use was lower among this group compared to provincial findings. Among non-problem gamblers, lottery tickets (76%) were the most popular, similar to provincial findings, however pull tab purchase and Bingo playing was higher among non-problem gamblers in this area compared to the province as a whole.



**Table 27: Prevalence Rates for Various Gambling Activities by Gambling Subtype (Fogo Island/Change Islands)<sup>57</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)
Lottery tickets	76%	85%	68%	90%	71%	90%	50%	85%
Breakopen, pull tab or Nevada strips	49%	27%	79%	50%	75%	49%	100%	88%
Scratch tickets	34%	39%	73%	59%	43%	75%	25%	78%
Raffles or fundraising tickets	56%	54%	55%	52%	71%	51%	25%	49%
Horse races	-	<1%	-	<1%	25%	-	-	3%
Bingo	20%	12%	32%	20%	14%	34%	25%	30%
VLT's	5%	10%	15%	37%	-	49%	100%	80%
Pro-line, Game Day or Over/Under	<1%	3%	3%	8%	25%	9%	-	9%
Sports pools or the outcome of sporting events	6%	4%	6%	6%	25%	12%	-	17%
Cards (excluding poker)	9%	6%	18%	17%	-	12%	33%	18%
Internet poker	-	-	-	-	-	-	-	-
Poker (excluding Internet poker)	12%	10%	3%	32%	43%	40%	-	55%
Games of skill such as pool, bowling, golf or darts	8%	4%	-	5%	25%	11%	-	22%
Arcade or video games	-	<1%	-	2%	-	5%	-	7%
Gambling on the Internet (excluding poker)	-	<1%	-	2%	-	-	-	-
Short-term speculative stock or commodity purchases	<1%	1%	-	5%	-	6%	-	3%
Gambling at casino's out of province	1%	5%	3%	11%	25%	11%	-	13%
Any other forms of gambling	4%	<1%	-	-	-	-	-	-

### 4.3.3 South Coast

#### DEMOGRAPHIC PROFILE OF GAMBLING SUBTYPES

Table 28 provides a demographic profile of the gambling subtypes from the South Coast. Non-problem gamblers were slightly skewed towards females (55%), and this gender breakdown did not differ from provincial findings. Similar to provincial findings, just over one-half (52%) were between the ages of 35 and 54, however, they were less likely than their provincial counterparts to be single (5% and 14%, respectively). Generally speaking, they also tended to be less educated (57% with high school or less education compared to 38% provincially) and had incomes of \$40,000 or less (59% compared to 48% provincially). The majority were employed (59%), similar to provincial findings, though full-time employment was slightly lower on the South Coast.

Low-risk gamblers were generally female (58%), between the ages of 35 and 54 (44%), and mostly married (63%). Just under one-half (42%) were employed, and the majority (71%) had incomes of \$40,000 or less. These characteristics are generally similar to those of provincial low-risk gamblers, however provincial low-risk gamblers were slightly skewed towards males and had at least some post-secondary education.

<sup>57</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

Moderate-risk gamblers were mostly male (60%) with all between the ages of 35 and 54. They were mostly married, with an education of high school or less (80% each). The majority of moderate-risk gamblers had incomes in the \$20,001 to \$60,000 range (75%). These characteristics generally reflect the provincial characteristics of moderate-risk gamblers, however, provincial moderate-risk gamblers were less likely to be unemployed.

**Table 28: Demographic Profile by Gambling Subtype (South Coast)<sup>58</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler	
	South Coast	NL	South Coast	NL	South Coast	NL
<b>Gender</b>	<b>(n=141)</b>	<b>(n=1,944)</b>	<b>(n=24)</b>	<b>(n=157)</b>	<b>(n=5)</b>	<b>(n=58)</b>
Male	45%	47%	42%	52%	60%	67%
Female	55%	53%	58%	48%	40%	33%
<b>Age</b>	<b>(n=141)</b>	<b>(n=1,944)</b>	<b>(n=25)</b>	<b>(n=157)</b>	<b>(n=5)</b>	<b>(n=58)</b>
19-24	3%	8%	8%	12%	-	16%
25-34	14%	17%	16%	26%	-	13%
35-44	26%	23%	24%	18%	40%	39%
45-54	26%	23%	20%	21%	60%	21%
55-64	21%	14%	16%	13%	-	7%
65+	11%	15%	16%	10%	-	4%
<b>Marital Status</b>	<b>(n=141)</b>	<b>(n=1,944)</b>	<b>(n=24)</b>	<b>(n=157)</b>	<b>(n=5)</b>	<b>(n=58)</b>
Married	75%	65%	63%	44%	80%	46%
Common law/ living with partner	7%	9%	8%	10%	20%	28%
Single	5%	14%	13%	32%	-	21%
Widowed	6%	5%	13%	5%	-	1%
Divorced or separated	6%	7%	4%	8%	-	4%
Refused	<1%	<1%	-	1%	-	-
<b>Education</b>	<b>(n=140)</b>	<b>(n=1,944)</b>	<b>(n=24)</b>	<b>(n=157)</b>	<b>(n=5)</b>	<b>(n=58)</b>
Some high school/ junior high or less	28%	15%	33%	17%	40%	28%
Completed high school	29%	23%	54%	26%	40%	24%
Some post-secondary	14%	12%	8%	11%	20%	9%
Completed post-secondary	25%	35%	4%	31%	-	33%
Completed post-graduate education	4%	15%	-	12%	-	6%
Don't know	-	<1%	-	-	-	-
Refused	<1%	<1%	-	3%	-	-
<b>Employment Status</b>	<b>(n=140)</b>	<b>(n=1,944)</b>	<b>(n=24)</b>	<b>(n=157)</b>	<b>(n=6)</b>	<b>(n=58)</b>
Employed full-time	34%	43%	21%	43%	17%	43%
Employed part-time	25%	11%	21%	14%	33%	20%
Unemployed	13%	11%	25%	14%	50%	16%
Student	-	4%	8%	5%	-	7%
Retired	18%	24%	17%	17%	-	7%
Homemaker	10%	7%	8%	3%	-	7%
Don't know	-	<1%	-	<1%	-	<1%
Refused	-	<1%	-	3%	-	-
<b>Household Income*</b>	<b>(n=122)</b>	<b>(n=1,671)</b>	<b>(n=21)</b>	<b>(n=126)</b>	<b>(n=4)</b>	<b>(n=50)</b>
\$20,000 or less	18%	14%	19%	19%	-	21%
\$20,001 to \$40,000	41%	34%	52%	36%	25%	35%
\$40,001 to \$60,000	29%	20%	14%	25%	50%	8%
\$60,001 to \$80,000	8%	14%	14%	12%	-	14%
\$80,001 to \$100,000	3%	8%	-	7%	25%	9%
More than \$100,000	2%	10%	-	2%	-	13%

\*Those who were unsure or refused to provide a response were excluded from this analysis.

<sup>58</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

### GAMBLING ACTIVITIES PLAYED IN THE PAST 12 MONTHS

Table 29 presents the gambling activity prevalence rates for each gambling subtype on the South Coast. In this area, the most common gambling activities among moderate-risk gamblers were lottery tickets (83%), pull tabs (83%), and Bingo (67%). Among low-risk gamblers, the most common gambling activities were pull tabs (83%) and lottery tickets (67%). VLT use and poker playing were found to be lower compared to provincial low-risk gamblers, whereas sports ticket and pull tab purchase were higher. Among non-problem gamblers, lottery tickets (64%) and raffles or fundraising tickets (64%) were the most popular. Of interest, the purchase of lottery tickets was lower than that found among provincial non-problem gamblers, whereas pull tab purchase and bingo playing was higher.

**Table 29: Prevalence Rates for Various Gambling Activities by Gambling Subtype (South Coast)<sup>59</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler	
	South Coast	NL	South Coast	NL	South Coast	NL
	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=6)	(n=58)
Lottery tickets	64%	85%	67%	90%	83%	90%
Breakopen, pull tab or Nevada strips	47%	27%	83%	50%	83%	49%
Scratch tickets	39%	39%	54%	59%	40%	75%
Raffles or fundraising tickets	64%	54%	38%	52%	20%	51%
Horse races	-	<1%	-	<1%	-	-
Bingo	29%	12%	33%	20%	67%	34%
VLT's	7%	10%	-	37%	17%	49%
Pro-line, Game Day or Over/Under	9%	3%	21%	8%	17%	9%
Sports pools or the outcome of sporting events	9%	4%	8%	6%	-	12%
Cards (excluding poker)	5%	6%	4%	17%	-	12%
Internet poker	<1%	-	-	-	20%	-
Poker (excluding Internet poker)	9%	10%	8%	32%	-	40%
Games of skill such as pool, bowling, golf or darts	4%	4%	-	5%	-	11%
Arcade or video games	-	<1%	-	2%	-	5%
Gambling on the Internet (excluding poker)	-	<1%	-	2%	-	-
Short-term speculative stock or commodity purchases	-	1%	-	5%	20%	6%
Gambling at casino's out of province	<1%	5%	-	11%	20%	11%
Any other forms of gambling	-	<1%	-	-	-	-

#### 4.3.4 Time Spent Gambling

Table 30 presents the average number of hours spent gambling in a typical month, and, for those who reported less than one hour per month, the average number of minutes spent gambling in a typical month by gambling subtype for each of the targeted areas. As shown in Table 30, problem gamblers from Bell Island spent the most time gambling in a typical month (52 hours), higher than the provincial average for problem gamblers (15 hours). In the Fogo Island/Change Islands area, moderate-risk gamblers spent the most time gambling in a typical month (15 hours) while problem gamblers spent 5 hours gambling. On the South Coast, moderate-risk gamblers spent 27 hours gambling in a typical month.

<sup>59</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

Of interest, problem gamblers on Bell Island spent significantly more time gambling in a typical month than did non-problem gamblers from this area. Furthermore, moderate-risk gamblers from the South Coast significantly more time gambling in a typical month than did non-problem gamblers from this area.

**Table 30: Time Spent Gambling In a Typical Month by Gambling Subtype<sup>60</sup>**

	<i>Non-Problem Gambler</i>		<i>Low-Risk Gambler</i>		<i>Moderate-Risk Gambler</i>		<i>Problem Gambler</i>	
	<i>Avg</i>	<i>Range</i>	<i>Avg</i>	<i>Range</i>	<i>Avg</i>	<i>Range</i>	<i>Avg</i>	<i>Range</i>
<b><i>Bell Island</i></b>								
Hours	6	1-50	14	1-60	8	4-14	52	2-200
Minutes	10	1-45	14	1-30	10	2-15	-	-
<b><i>Fogo Island/Change Islands</i></b>								
Hours	7	1-60	5	1-100	15	4-28	5	2-15
Minutes	9	1-30	12	1-30	8	2-10	30	-
<b><i>South Coast</i></b>								
Hours	5	1-120	5	1-16	27	9-100	-	-
Minutes	11	1-40	14	1-30	13	1-30	-	-
<b><i>Newfoundland and Labrador</i></b>								
Hours	6	1-250	7	1-200	23	1-100	15	1-200
Minutes	12	1-59	18	2-59	13	2-30	11	5-25

#### 4.3.5 Money Spent/Won/Lost Gambling

Table 31 details the average amount of money spent, won, and lost while gambling in the past 12 months by gambling subtype for each of the targeted areas. As expected, the average amount spent gambling in the past 12 months increased for each gambling subtype, with average yearly spending among problem gamblers ranging from \$8,767.66 (~\$730/month) on Bell Island to \$2,840.00 (~\$237/month) on Fogo Island/Change Islands.

Across Bell Island and Fogo Island/Change Islands, problem gamblers spent significantly more money in the past 12 months on gambling than all other gambling subtypes. On the South Coast, moderate-risk gamblers spent significantly more money in the past 12 months on gambling than low-risk and non-problem gamblers. In 2005, provincial findings showed that problem gamblers spent more money but less time on gambling, leading to the conclusion that they spend larger sums of money that disappear quickly. This finding was not replicated among problem gamblers on Bell Island, however it appears that problem gamblers on Fogo Island/Change Islands may also spend larger sums that disappear quickly.

In terms of winnings over the past 12 months, problem gamblers on Bell Island won significantly more money than all other gambling subtypes, however, this was not found among the other targeted areas. In terms of losses over the past 12 months, problem gamblers on Bell Island and Fogo Island/Change Islands lost significantly more money gambling than all other gambling subtypes.

<sup>60</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 31: Money Spent/Won/Lost Gambling in the Past 12 Months by Gambling Subtype<sup>61</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Avg	Range	Avg	Range	Avg	Range	Avg	Range
<b>Bell Island</b>								
Amt spent	\$233.90	\$1-\$51,000	\$635.87	\$4-\$2,000	\$727.87	\$50-\$2,080	\$8,767.66	\$350-\$30,000
Amt won	\$132.23	\$0-\$30,000	\$513.67	\$0-\$2,500	\$297.99	\$10-\$600	\$1,455.28	\$0-\$6,000
Amt lost	\$118.48	\$0-\$2,220	\$271.54	\$0-\$3,000	\$516.92	\$0-\$1,580	\$7,304.82	\$300-\$26,000
<b>Fogo Island/Change Islands</b>								
Amt spent	\$199.49	\$2-\$2,800	\$240.62	\$40-\$1,750	\$495.10	\$25-\$1,000	\$2,840.00	\$950-\$3,500
Amt won	\$90.20	\$0-\$3,000	\$84.16	\$0-\$2,100	\$81.32	\$0-\$200	\$111.55	\$0-\$600
Amt lost	\$90.89	\$0-\$1,300	\$107.08	\$0-\$500	\$511.64	\$0-\$800	\$2,728.45	\$350-\$3,500
<b>South Coast</b>								
Amt spent	\$140.14	\$2-\$1,440	\$246.73	\$10-\$1,100	\$1,227.15	\$100-\$3,000	-	-
Amt won	\$71.39	\$0-\$2,700	\$102.32	\$0-\$1,700	\$896.63	\$1-\$3,000	-	-
Amt lost	\$84.08	\$0-\$1,400	\$173.58	\$0-\$1,000	\$255.53	\$0-\$740	-	-
<b>Newfoundland and Labrador</b>								
Amt spent	\$201.79	\$1-\$45,000	\$461.95	\$15-\$8,000	\$1,405.65	\$20-\$55,740	\$3,729.73	\$10-\$33,460
Amt won	\$112.74	\$0-\$35,000	\$239.21	\$0-\$15,000	\$283.67	\$0-\$10,100	\$1,538.74	\$0-\$25,000
Amt lost	\$109.53	\$0-\$10,000	\$276.80	\$0-\$2,500	\$654.55	\$0-\$54,240	\$1,756.94	\$0-\$15,000

## 4.4 REASONS FOR GAMBLING

### 4.4.1 Bell Island

Among problem gamblers, the most common reason for gambling was that it decreases boredom (47%), followed by an opportunity to socialize (39%). Problem gamblers on Bell Island were more likely than provincial problem gamblers to identify curiosity as a reason for gambling. Among moderate-risk gamblers, the most common reason for gambling was to win money (68%). Other common reasons include decreasing boredom (43%) and it's exciting/fun (43%), both of which were reported more often than was found provincially (See Table 32).

For low-risk gamblers, the most common reasons were to win money (54%) and it's exciting/ fun (32%). Similar to provincial findings, non-problem gamblers cited winning money (56%) and supporting worthy causes/charities (31%) as the main reasons for gambling, however, they were more likely than their provincial counterparts to identify decreasing boredom and a hobby as reasons for gambling.

Of note, though decreasing boredom was mentioned across all the gambling subtypes as a main reason for gambling, problem gamblers on Bell Island were more likely to identify this reason than low-risk and non-problem gamblers.

<sup>61</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 32: Main Reasons for Gambling by Gambling Subtype\* (Bell Island)<sup>62</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=231)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)
I can win money	56%	61%	54%	57%	68%	60%	29%	32%
To support worthy causes/charities	31%	31%	20%	24%	22%	18%	29%	8%
It's exciting/ fun	17%	21%	32%	27%	43%	4%	27%	33%
It's an opportunity to socialize	15%	13%	22%	26%	10%	24%	39%	14%
It decreases my boredom	13%	6%	11%	16%	43%	12%	47%	36%
Out of curiosity	3%	6%	-	3%	-	-	18%	-
It's a hobby	12%	4%	12%	7%	14%	4%	21%	8%
Try luck/ take a chance/ hope to win	<1%	1%	-	2%	-	2%	-	-
If the jackpot is high	<1%	1%	-	-	-	1%	-	-
I can forget about my problems	<1%	<1%	-	2%	8%	4%	-	4%
Group activity at work	-	<1%	-	-	-	-	-	-
Change leftover after purchase	<1%	<1%	-	-	-	-	-	-
Entertainment	-	<1%	-	2%	-	<1%	-	-
Gifts	-	<1%	-	-	-	-	-	-
It's always there, right in front of you at the stores	<1%	<1%	-	<1%	-	-	-	-
To be alone	-	-	-	<1%	-	4%	-	3%
Because I am good at it	<1%	<1%	-	<1%	-	-	-	3%
Other	<1%	<1%	9%	3%	8%	4%	26%	13%
Don't Know/ Refused	1%	2%	-	-	-	-	-	<1%

\*Multiple responses allowed.

#### 4.4.2 Fogo Island/Change Islands

Among problem gamblers, the most common reasons for gambling were to win money (63%), to decrease boredom (44%), and to socialize (37%). Among moderate-risk gamblers, the most common reason for gambling was to win money (53%). Another less common reason was curiosity (22%), which was reported more often than was found provincially (See Table 33).

For low-risk gamblers, the most common reasons were to win money (44%), to support worthy causes/charities (34%), to socialize (29%) and it's exciting/ fun (28%). Similar to provincial findings, non-problem gamblers cited winning money (64%) and supporting worthy causes/charities (37%) as the main reasons for gambling, however, they were more likely than their provincial counterparts to identify socializing and decreasing boredom as reasons for gambling.

<sup>62</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 33: Main Reasons for Gambling by Gambling Subtype\* (Fogo Island/Change Islands)<sup>63</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)
I can win money	64%	61%	44%	57%	53%	60%	63%	32%
To support worthy causes/charities	37%	31%	34%	24%	25%	18%	-	8%
It's exciting/ fun	22%	21%	28%	27%	-	4%	19%	33%
It's an opportunity to socialize	25%	13%	29%	26%	-	24%	37%	14%
It decreases my boredom	13%	6%	18%	16%	22%	12%	44%	36%
Out of curiosity	8%	6%	6%	3%	22%	-	-	-
It's a hobby	4%	4%	5%	7%	-	4%	-	8%
Try luck/ take a chance/ hope to win	-	1%	-	2%	-	2%	-	-
If the jackpot is high	1%	1%	-	-	-	1%	-	-
I can forget about my problems	-	<1%	6%	2%	22%	4%	-	4%
Group activity at work	<1%	<1%	-	-	-	-	-	-
Change leftover after purchase	2%	<1%	-	-	15%	-	-	-
Entertainment	-	<1%	-	2%	-	<1%	-	-
Gifts	<1%	<1%	-	-	-	-	-	-
It's always there, right in front of you at the stores	<1%	<1%	-	<1%	-	-	-	-
To be alone	-	-	5%	<1%	-	4%	-	3%
Because I am good at it	-	<1%	-	<1%	-	-	-	3%
Other	2%	<1%	-	3%	22%	4%	-	13%
Don't Know/ Refused	2%	2%	6%	-	-	-	-	<1%

\*Multiple responses allowed.

#### 4.4.3 South Coast

Among moderate-risk gamblers, the main reasons for gambling were to win money (89%), to socialize (55%) and it's exciting/fun (24%) (See Table 34).

For low-risk gamblers, the most common reason was to win money (56%). Similar to provincial findings, non-problem gamblers cited supporting worthy causes/charities (48%) and winning money (44%) and as the main reasons for gambling, however, they were more likely than their provincial counterparts to identify decreasing boredom as a reason for gambling.

Of note, though socializing was mentioned across all the gambling subtypes as a reason for gambling, moderate-risk gamblers on the South Coast were more likely to identify this reason than low-risk and non-problem gamblers.

<sup>63</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.



**Table 34: Main Reasons for Gambling by Gambling Subtype\* (South Coast)<sup>64</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler	
	South Coast	NL	South Coast	NL	South Coast	NL
	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)
I can win money	44%	61%	56%	57%	89%	60%
To support worthy causes/ charities	48%	31%	23%	24%	-	18%
It's exciting/ fun	14%	21%	20%	27%	24%	4%
It's an opportunity to socialize	17%	13%	9%	26%	55%	24%
It decreases my boredom	12%	6%	17%	16%	-	12%
Out of curiosity	5%	6%	3%	3%	-	-
It's a hobby	6%	4%	16%	7%	-	4%
Try luck/ take a chance/ hope to win	-	1%	-	2%	-	2%
If the jackpot is high	-	1%	-	-	-	1%
I can forget about my problems	<1%	<1%	-	2%	-	4%
Group activity at work	-	<1%	-	-	-	-
Change leftover after purchase	-	<1%	-	-	-	-
Entertainment	<1%	<1%	-	2%	-	<1%
Gifts	<1%	<1%	-	-	-	-
It's always there, right in front of you at the stores	-	<1%	-	<1%	-	-
To be alone	-	-	-	<1%	-	4%
Because I am good at it	-	<1%	-	<1%	-	-
Other	4%	<1%	-	3%	-	4%
Don't Know/Refused	<1%	2%	14%	-	-	-

\*Multiple responses allowed.

## 4.5 CONSEQUENCES OF GAMBLING

Respondents who had engaged in gambling activities in the past 12 months were asked several questions to gauge the extent to which they have experienced problems as a result of their gambling behavior. Findings for the three targeted areas are presented below. **Again, recall that sample sizes within the segmentations for each targeted area are low, therefore the findings should be interpreted with caution.**

### 4.5.1 Bell Island

Similar to provincial findings, 98% of non-problem gamblers reported experiencing no adverse consequences from gambling. This percentage fell with each gambling subtype, dropping to 91% for low-risk gamblers, 86% for moderate-risk gamblers, and 8% for problem gamblers. As expected, adverse consequences became more common with each gambling subtype. For problem gamblers, 92% have experienced relationship problems, 87% experienced income loss/debt, and 53% experienced mental health problems (See Table 35).

<sup>64</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.



**Table 35: Adverse Consequences of Gambling by Gambling Subtype (Bell Island)\*<sup>65</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=231)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)
Income loss/debt	-	<1%	6%	5%	14%	6%	87%	64%
Relationship problems	-	<1%	-	4%	14%	8%	92%	47%
Physical health problems	-	<1%	-	1%	14%	2%	29%	22%
Mental health problems	-	<1%	-	1%	14%	3%	53%	33%
Work problems	-	<1%	-	1%	14%	-	39%	19%
Loneliness/ increased isolation	2%	<1%	3%	3%	14%	5%	36%	32%
Other	<1%	<1%	-	<1%	-	-	-	14%
None	98%	99%	91%	92%	86%	83%	8%	22%
Don't know	-	<1%	-	<1%	-	-	-	-

\*Multiple responses allowed.

No gamblers on Bell Island reported engaging in petty crime or criminal activity in the past 12 months to support their gambling. One problem gambler did report thoughts of suicide in the past 12 months as a result of gambling, however, no gamblers reported actually attempting suicide as a result of gambling.

#### 4.5.2 Fogo Island/Change Islands

In this area, all non-problem gamblers reported experiencing no adverse consequences from gambling, similar to provincial findings. Again, this percentage fell for each gambling subtype, dropping to 87% for low-risk gamblers, 78% for moderate-risk gamblers, and 19% for problem gamblers. As found previously, adverse consequences were more common among problem gamblers, with 81% experiencing income loss/debt, 63% experiencing relationship problems, and 63% experiencing mental health problems (See Table 36).

**Table 36: Adverse Consequences of Gambling by Gambling Subtype (Fogo Island/Change Islands)\*<sup>66</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)
Income loss/debt	-	<1%	13%	5%	-	6%	81%	64%
Relationship problems	-	<1%	-	4%	22%	8%	63%	47%
Physical health problems	-	<1%	-	1%	-	2%	-	22%
Mental health problems	-	<1%	-	1%	-	3%	63%	33%
Work problems	-	<1%	-	1%	-	-	44%	19%
Loneliness/ increased isolation	-	<1%	-	3%	-	5%	44%	32%
Other	-	<1%	-	<1%	-	-	-	14%
None	100%	99%	87%	92%	78%	83%	19%	22%
Don't know	-	<1%	-	<1%	-	-	-	-

\*Multiple responses allowed.

<sup>65</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>66</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

When asked about further consequences of gambling such as engaging in petty crime or other criminal activity to support a gambling addiction, one problem gambler reported doing so in the past 12 months. No gamblers in this area reported seriously contemplating suicide in the past 12 months or actually attempting suicide as a result of gambling.

### 4.5.3 South Coast

On the South Coast, almost all non-problem gamblers reported experiencing no adverse consequences from gambling, similar to provincial findings. Unlike provincial findings, there was very little variation among the gambling subtypes for this area (See Table 37).

**Table 37: Adverse Consequences of Gambling by Gambling Subtype (South Coast)\*<sup>67</sup>**

	Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler	
	South Coast	NL	South Coast	NL	South Coast	NL
	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)
Income loss/debt	-	<1%	-	5%	-	6%
Relationship problems	-	<1%	-	4%	-	8%
Physical health problems	-	<1%	-	1%	-	2%
Mental health problems	-	<1%	-	1%	-	3%
Work problems	-	<1%	-	1%	-	-
Loneliness/ increased isolation	-	<1%	2%	3%	-	5%
Other	-	<1%	-	<1%	-	-
None	99%	99%	98%	92%	100%	83%
Don't know	<1%	<1%	-	<1%	-	-

\*Multiple responses allowed.

No gamblers on the South Coast reported engaging in petty crime or criminal activity in the past 12 months to support their gambling. Furthermore, no gamblers in this area reported seriously contemplating suicide in the past 12 months or actually attempting suicide as a result of gambling.

<sup>67</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

## 5.0 Correlates of Problem Gambling

This section of the report provides an overview of the relationship between the gambling subtypes and correlates of problem gambling behavior for each of the three targeted areas. Specifically, this section covers topics such as gambling experiences, beliefs, alcohol and drug use, and health-related issues. Questions regarding these topics were asked of gamblers and non-gamblers. **Again, recall that sample sizes within the segmentations for each targeted area are low, therefore the findings should be interpreted with caution.**

### 5.1 BELL ISLAND

#### 5.1.1 First Experiences

Respondents reported the average age that they began gambling for money as 25 years, similar to the provincial average of 23 years, with ages ranging from 6 years to 65 years. The majority of all gambling subtypes first gambled for money when they were 19 years of age or older, with the exception of non-gamblers, of whom the majority never tried gambling. All problem gamblers were at least 13 years of age when they first gambled (See Table 38).

**Table 38: Age First Gambled for Money by Gambling Subtype (Bell Island)<sup>68</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=29)	(n=157)	(n=7)	(n=58)	(n=9)	(n=31)
Never	70%	57%	-	-	-	-	-	-	-	-
5 years or younger	-	-	-	<1%	-	-	-	-	-	-
6-12 years	-	2%	5%	5%	-	13%	14%	4%	-	17%
13-18 years	3%	6%	24%	24%	24%	28%	14%	43%	44%	34%
19 years or older	19%	26%	60%	58%	76%	57%	71%	46%	56%	47%
Don't know/Refused	8%	9%	11%	13%	-	2%	-	7%	-	3%

Among respondents, the most common gambling activity first tried was purchasing lottery tickets (28%), followed distantly by bingo (14%) (See Table 39). Most frequently, the first gambling activities among problem gamblers included poker (30%), VLT's (20%), and cards/board games (20%).

Of interest, moderate-risk gamblers were more likely (43%) to play VLT's as their first gambling experience when compared to provincial moderate-risk gamblers and to low-risk, non-problem and non-gamblers from the area.

<sup>68</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 39: First Gambling Activity Tried (Bell Island)<sup>69</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=21)	(n=175)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=7)	(n=58)	(n=10)	(n=31)	(n=300)	(n=2,365)
Lottery tickets	19%	27%	32%	31%	20%	19%	-	18%	-	15%	28%	29%
Pull tabs	10%	4%	7%	6%	10%	13%	14%	10%	10%	4%	8%	7%
Scratch tickets	5%	9%	13%	8%	7%	12%	-	9%	10%	7%	11%	8%
Raffles	19%	11%	7%	7%	-	5%	-	3%	-	-	7%	7%
Horse races	-	-	-	<1%	-	-	-	4%	-	-	-	<1%
Bingo	10%	14%	15%	15%	7%	17%	14%	15%	10%	7%	14%	15%
VLTS	-	3%	3%	3%	13%	9%	43%	12%	20%	26%	6%	4%
Pro Line/ Game Day/ Over/Under	5%	<1%	-	<1%	-	2%	14%	<1%	-	2%	1%	<1%
Sports pools	-	-	<1%	<1%	-	2%	-	2%	-	-	1%	<1%
Cards or board games	10%	7%	8%	8%	13%	5%	-	3%	20%	6%	9%	7%
Poker	14%	11%	9%	13%	27%	15%	-	20%	30%	30%	11%	13%
Games of skill	-	<1%	-	2%	-	<1%	-	1%	-	-	-	2%
Arcade or video games	-	-	-	<1%	-	-	-	-	-	-	-	<1%
Casinos	5%	4%	1%	1%	-	<1%	-	4%	-	-	1%	1%
Games of chance	-	<1%	-	<1%	-	<1%	-	-	-	-	-	<1%
Other	-	<1%	<1%	<1%	-	2%	14%	-	-	-	<1%	<1%
Don't know/ Refused	5%	9%	3%	5%	3%	<1%	-	-	-	3%	3%	5%

### 5.1.2 Early Wins and Losses

Similar to provincial findings, respondents did not generally remember a first big win or loss when they started gambling. However, problem gamblers (55%) were more likely to remember their first big win compared to non-gamblers (0%) and non-problem gamblers (10%). No problem gamblers remembered their first big loss, while 33% of moderate-risk gamblers did report remembering (See Table 40).

**Table 40: Percentage who Remember a First Big Win or Loss by Gambling Subtype (Bell Island)<sup>70</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=21)	(n=175)	(n=231)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=297)	(n=2,365)
Remember big win	-	4%	10%	13%	23%	29%	33%	35%	56%	59%	12%	15%
Remember big loss	-	2%	4%	2%	13%	6%	33%	22%	-	45%	5%	4%

<sup>69</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>70</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

### 5.1.3 Gambler's Fallacies

Respondents were asked to rate their agreement level with two different statements about gambling. First, respondents were asked if they agreed with the statement “while gambling, after losing many times in a row, you are more likely to win.” Overall, 89% of respondents disagreed (60% disagreed, 29% strongly disagreed) with this statement, consistent with provincial statistics. Generally, all gambling subtypes responded similarly to this statement. (See Table 41).

**Table 41: Belief that Winning Follows Losing by Gambling Subtype (Bell Island)<sup>71</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=7)	(n=58)	(n=10)	(n=31)	(n=344)	(n=2,596)
Strongly agree	-	-	-	<1%	-	1%	-	5%	-	9%	-	<1%
Agree	6%	3%	3%	4%	10%	11%	17%	11%	-	16%	4%	5%
Disagree	54%	33%	61%	35%	63%	42%	17%	40%	78%	19%	60%	35%
Strongly disagree	24%	56%	32%	57%	20%	46%	50%	40%	22%	56%	29%	56%
Don't know/ Refused	16%	9%	4%	3%	7%	<1%	17%	4%	-	-	7%	4%

Overall, 79% of respondents disagreed (53% disagreed, 26% strongly disagreed) that “while gambling, you could win more if you used a certain system or strategy”, consistent with provincial statistics. Problem gamblers (56%) were more likely to agree with the statement compared to low-risk gamblers (7%), non-problem gamblers (12%) and non-gamblers (3%). They were also more likely to agree compared to provincial problem gamblers (See Table 42).

**Table 42: Belief in Gambling Systems by Gambling Subtype (Bell Island)<sup>72</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=344)	(n=2,596)
Strongly agree	-	1%	<1%	<1%	-	<1%	-	5%	-	3%	<1%	<1%
Agree	3%	6%	11%	10%	7%	15%	17%	30%	56%	9%	10%	10%
Disagree	54%	30%	53%	33%	60%	40%	50%	21%	11%	22%	53%	32%
Strongly disagree	18%	48%	28%	51%	27%	40%	33%	44%	33%	63%	26%	50%
Don't know/ Refused	25%	14%	8%	6%	7%	5%	-	-	-	3%	11%	7%

### 5.1.4 Other's Gambling Activity

All respondents were asked to indicate whether anyone in their family had ever had an alcohol, drug, or gambling problem (See Table 43). Overall, 25% of respondents had a family member with a history of alcohol or drug problems, consistent with provincial statistics. Problem gamblers (75%) were more likely to have someone in their family with an alcohol or drug problem than were low-risk gamblers (27%), non-problem gamblers (24%) and non-gamblers (21%).

<sup>71</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>72</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

Overall, 9% of respondents had a family member with a history of gambling problems, similar to provincial statistics. Nevertheless, problem gamblers (56%) were more likely to have someone in their family with a gambling problem than were low-risk gamblers (3%), non-problem gamblers (10%) and non-gamblers (2%).

Respondents were also asked whether they had ever experienced problems as a result of someone else's gambling (See Table 43). Consistent with provincial findings, 10% of respondents had experienced problems because of someone else's gambling. Again however, problem gamblers (50%) were more likely to have experienced problems as a result of someone else's gambling compared to low-risk gamblers (3%), non-problem gamblers (10%) and non-gamblers (8%).

**Table 43: Family History of Alcohol/Drug Problems and Problems Experienced by Gambling Subtype (Bell Island)<sup>73</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=8)	(n=31)	(n=343)	(n=2,596)
Family history of alcohol and drug problems	21%	22%	24%	26%	27%	37%	50%	35%	75%	61%	25%	27%
Family history of gambling	2%	9%	10%	11%	3%	10%	17%	34%	56%	42%	9%	12%
Experienced problems due to someone else's gambling	8%	8%	10%	9%	3%	19%	33%	17%	50%	34%	10%	10%

### 5.1.5 Substance Use

Questions regarding the use of substances while gambling were asked to gamblers (See Table 44). Comparable to provincial findings, 19% of gamblers have used alcohol or drugs while gambling in the past 12 months, while only a small percentage of gamblers have gambled while drunk or high in the past 12 months (6%). No differences were found in alcohol/drug use provincially or among the gambling subtypes. However, problem gamblers (38%) were more likely to have gambled while drunk or high compared to low-risk gamblers (7%) and non-problem gamblers (5%).

Respondents were also asked whether they ever felt they might have had an alcohol or drug problem (See Table 44). As found provincially, 97% of respondents have never felt that they might have an alcohol or drug problem. No differences were found provincially or among the gambling subtypes.

<sup>73</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 44: Alcohol or Drug Use in the Past 12 Months by Gambling Subtype (Bell Island)<sup>74</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
Use of alcohol/ drugs while gambling	-	-	(n=231)	(n=1,944)	(n=30)	(n=157)	(n=7)	(n=58)	(n=8)	(n=31)	(n=276)	(n=2,191)
Gambled while drunk or high	-	-	16%	14%	33%	32%	14%	36%	38%	53%	19%	17%
Alcohol/ Drug problems	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=29)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=343)	(n=2,596)
	3%	4%	3%	4%	3%	8%	17%	9%	-	47%	3%	5%

### 5.1.6 Cigarette/Alcohol Use

All respondents were asked several questions about smoking and alcohol use, and results are presented in Table 45. Overall, 75% of respondents have smoked cigarettes at some point in their life, similar to provincial statistics (72%). At the time of the survey, 43% of respondents smoked cigarettes daily, 11% smoked occasionally, while 46% did not smoke at all. As shown in Table 45, current smoking rates (daily and occasionally combined) were higher for Bell Island than for the province as a whole. Problem gamblers (63%), moderate-risk gamblers (67%) and non-problem gamblers (45%) were more likely to smoke on a daily basis compared to non-gamblers (26%).

Consistent with provincial statistics (93%), 92% of respondents have had at least one alcoholic beverage at some point in their lives. Overall alcohol consumption was generally similar among the gambling subtypes. Of those who have ever consumed an alcoholic beverage, eight in ten (80%) have had an alcoholic beverage in the past 12 months. All gambling subtypes were more likely than non-gamblers (54%) to have had an alcoholic beverage in the past 12 months.

**Table 45: Cigarette Smoking and Alcohol Consumption by Gambler Subtype (Bell Island)<sup>75</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
Cigarette Smoking Status	(n=46)	(n=250)	(n=174)	(n=1,416)	(n=22)	(n=130)	(n=6)	(n=47)	(n=8)	(n=31)	(n=256)	(n=1,874)
Daily	26%	22%	45%	27%	50%	48%	67%	55%	63%	61%	43%	29%
Occasionally	7%	4%	13%	6%	-	5%	-	11%	25%	3%	11%	6%
Not at all	67%	74%	42%	67%	50%	45%	33%	34%	13%	36%	46%	65%
Refused	-	-	-	-	-	2%	-	-	-	-	-	<1%
Alcohol consumption in past 12 months	(n=54)	(n=328)	(n=221)	(n=1,854)	(n=26)	(n=154)	(n=6)	(n=56)	(n=9)	(n=31)	(n=316)	(n=2,423)
	54%	60%	84%	88%	89%	88%	83%	96%	100%	87%	80%	84%

Respondents who consumed at least one alcoholic beverage over the past 12 months were asked how many drinks they consume on a typical day. On average, respondents consumed 4 alcoholic beverages on a typical day, ranging from less than one a day to 24 drinks per day. The amount of alcoholic beverages consumed on a typical day was similar among the gambling subtypes.

<sup>74</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>75</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

### 5.1.7 Drug Use

All respondents were asked if they had ever used various illicit drugs in their lifetime. Respondents who indicated that they used a particular drug were then asked if they had used that drug in the past 12 months (See Table 46). Overall, 44% of problem gamblers have used Marijuana or Hash in their lifetime and of those, 23% have used it in the past year. Usage of this drug generally did not differ significantly among the gambling subtypes however, problem gamblers were more likely than non-gamblers (6%) to have ever used Marijuana or Hash.

The use of other drugs such as Cocaine, LSD, Crystal Methamphetamine, Heroin, Ecstasy, and Oxycontin was relatively uncommon regardless of gambling subtype.

**Table 46: Illicit Drug Use by Gambling Subtype (Bell Island)<sup>76</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
<b>Marijuana/ Hash</b>	(n=67)	(n=405)	(n=231)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=343)	(n=2,596)
Ever used	6%	16%	25%	29%	23%	43%	17%	53%	44%	68%	21%	29%
Used in past 12 months	-	4%	10%	8%	3%	14%	-	28%	22%	39%	8%	8%
<b>Cocaine</b>	(n=67)	(n=405)	(n=231)	(n=1,944)	(n=29)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=342)	(n=2,596)
Ever used	-	1%	3%	3%	3%	8%	-	7%	-	32%	2%	3%
Used in past 12 months	-	-	-	<1%	-	-	-	-	-	3%	-	<1%
<b>LSD/ Other psychedelics</b>	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=29)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=343)	(n=2,596)
Ever used	-	3%	1%	4%	3%	10%	-	7%	22%	23%	2%	4%
Used in past 12 months	-	-	1%	<1%	-	-	-	2%	-	3%	1%	<1%
<b>Crystal Methamphetamine</b>	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=344)	(n=2,596)
Ever used	-	-	-	<1%	-	2%	-	2%	-	-	-	<1%
Used in past 12 months	-	-	-	<1%	-	-	-	-	-	-	-	<1%
<b>Heroin</b>	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=344)	(n=2,596)
Ever used	-	-	<1%	<1%	-	-	-	-	-	-	<1%	<1%
Used in past 12 months	-	-	-	-	-	-	-	-	-	-	-	-
<b>Ecstasy</b>	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=344)	(n=2,596)
Ever used	-	<1%	3%	1%	-	4%	-	3%	-	10%	2%	2%
Used in past 12 months	-	-	-	<1%	-	3%	-	-	-	3%	-	<1%
<b>Oxycontin</b>	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=344)	(n=2,596)
Ever used	-	-	3%	<1%	-	1%	-	3%	-	-	2%	<1%
Used in past 12 months	-	-	3%	<1%	-	-	-	-	-	-	2%	<1%

<sup>76</sup> Questions about the use of drugs in the past 12 months were only asked of respondents who indicated that they had used a given drug at least once in their lifetime. **Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.**



### 5.1.8 Physical and Mental Health

Respondents were asked several questions about their physical and mental health. The majority of respondents (78%) rated their physical health as very good (31%) or good (47%), lower than provincial findings (84% good or very good). Problem gamblers (44%) were less likely than low-risk gamblers (90%) and non-problem gamblers (81%) to rate their physical health as good or very good (See Table 47).

**Table 47: Physical Health Status by Gambling Subtype (Bell Island)<sup>77</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=68)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=7)	(n=58)	(n=9)	(n=31)	(n=346)	(n=2,596)
Very good	23%	42%	35%	43%	30%	36%	29%	24%	-	16%	31%	42%
Good	49%	39%	46%	42%	60%	43%	29%	50%	44%	66%	47%	42%
Fair	18%	15%	14%	12%	10%	19%	29%	12%	44%	16%	16%	13%
Poor	6%	3%	4%	3%	-	2%	14%	14%	-	3%	4%	3%
Very poor	4%	<1%	<1%	<1%	-	-	-	-	11%	-	1%	<1%
Don't know	-	-	<1%	<1%	-	-	-	-	-	-	<1%	<1%

Concerning mental health, 94% of respondents considered their mental health to be very good (47%) or good (47%), consistent with provincial statistics. Problem gamblers (63%) and moderate-risk gamblers (58%) were less likely than all other gambling subtypes to rate their mental health as good or very good (See Table 48).

**Table 48: Mental Health Status by Gambling Subtype (Bell Island)<sup>78</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=29)	(n=157)	(n=7)	(n=58)	(n=8)	(n=31)	(n=343)	(n=2,596)
Very good	43%	57%	49%	56%	55%	45%	29%	33%	25%	20%	47%	54%
Good	53%	41%	47%	40%	41%	47%	29%	48%	38%	63%	47%	41%
Fair	3%	2%	4%	4%	3%	8%	43%	14%	25%	13%	5%	4%
Poor	-	<1%	-	<1%	-	<1%	-	3%	-	3%	-	<1%
Very poor	-	-	-	<1%	-	-	-	-	13%	-	<1%	<1%
Don't know	-	-	<1%	<1%	-	-	-	2%	-	-	<1%	<1%

All respondents were asked whether they have been under a doctor's care because of physical or emotional problems brought on by stress in the past 12 months (See Table 49). Problem gamblers (44%) and moderate-risk gamblers (71%) were more likely than all other gambling subtypes to have been under a doctor's care for stress in the past 12 months.

Table 49 also examines depression by gambling subtype. As shown in the table, problem gamblers (44%) and moderate-risk gamblers (57%) were more likely than all other gambling subtypes to have felt seriously depressed in the past 12 months.

Of interest, moderate-risk gamblers on Bell Island were more likely than their provincial counterparts to have been under a doctor's care for stress or felt seriously depressed in the past 12 months.

<sup>77</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>78</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 49: Stress Indicators Over the Past 12 Months by Gambling Subtype (Bell Island)<sup>79</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=30)	(n=157)	(n=7)	(n=58)	(n=9)	(n=31)
Under a doctors care for stress	10%	7%	9%	10%	3%	10%	71%	12%	44%	16%
Feeling seriously depressed	16%	4%	7%	7%	7%	8%	57%	17%	44%	50%

A number of other questions were asked related to how individuals have dealt with painful events in their lives over the past 12 months (See Table 50). Respondents were first asked if they have had an urge to have a drink of alcohol when something painful happened in their life. Consistent with provincial findings, the majority (88%) did not have the urge to drink when something painful happened. However, problem gamblers (38%) were more likely to have had the urge to have a drink when something painful happened compared to non-problem gamblers (10%) and non-gamblers (9%).

Respondents were also asked whether they have had the urge to use drugs or medication when something painful happened in their life over the past 12 months. Generally, the urge to use drugs or medication was low, however, problem gamblers (22%) were more likely to have the urge to use drugs or medication compared to low-risk and non-gamblers (0% each).

Similar to the previous questions, gamblers were asked if they have had the urge to gamble if something painful happened in their life in the past 12 months. Generally, the urge to gamble was low, however, problem gamblers (38%) and moderate-risk gamblers (33%) were more likely to have had the urge to gamble when something painful happened in their life in the past 12 months compared to low-risk gamblers (0%) and non-problem gamblers (<1%).

**Table 50: Urge to Have a Drink of Alcohol, Use Drugs/Medication or Gamble When Something Painful Happened in the Past 12 Months by Gambling Subtype (Bell Island)<sup>80</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=67)	(n=405)	(n=232)	(n=1,944)	(n=29)	(n=157)	(n=6)	(n=58)	(n=8)	(n=31)	(n=342)	(n=2,596)
Have a drink of alcohol	9%	4%	10%	10%	24%	17%	17%	22%	38%	45%	12%	10%
Use drugs or medication	-	1%	7%	3%	-	6%	17%	5%	22%	13%	6%	3%
Gamble	-	-	(n=232) <1%	(n=1,944) <1%	(n=30) -	(n=157) 5%	(n=6) 33%	(n=58) 22%	(n=8) 38%	(n=31) 50%	(n=276) 3%	(n=2,191) 2%

<sup>79</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>80</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

## 5.2 FOGO ISLAND/CHANGE ISLANDS

### 5.2.1 First Experiences

Respondents reported the average age that they began gambling for money as 25 years, similar to the provincial average of 23 years, with ages ranging from 7 years to 70 years. The majority of most gambling subtypes, including problem gamblers, first gambled for money when they were 19 years of age or older, with the exception of non-gamblers, of whom the majority never tried gambling (See Table 51).

**Table 51: Age First Gambled for Money by Gambling Subtype (Fogo Island/Change Islands)<sup>81</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=75)	(n=405)	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)
Never	64%	57%	-	-	-	-	-	-	-	-
5 years or younger	-	-	-	<1%	-	-	-	-	-	-
6-12 years	1%	2%	5%	5%	3%	13%	29%	4%	25%	17%
13-18 years	3%	6%	21%	24%	35%	28%	43%	43%	-	34%
19 years or older	24%	26%	61%	58%	56%	57%	29%	46%	75%	47%
Don't know/Refused	8%	9%	14%	13%	6%	2%	-	7%	-	3%

Among respondents, the most common gambling activities first tried were purchasing lottery tickets (22%), pull-tabs (19%) and bingo (19%) (See Table 52). The first gambling activities among problem gamblers were VLT's (75%), and bingo (25%).

Of interest, problem gamblers were more likely (75%) to play VLT's as their first gambling experience when compared to provincial problem gamblers and to all other gambling subtypes from the area.

<sup>81</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 52: First Gambling Activity Tried (Fogo Island/Change Islands)<sup>82</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=29)	(n=175)	(n=224)	(n=1,944)	(n=34)	(n=157)	(n=9)	(n=58)	(n=4)	(n=31)	(n=300)	(n=2,365)
Lottery tickets	17%	27%	25%	31%	12%	19%	-	18%	-	15%	22%	29%
Pull tabs	7%	4%	18%	6%	32%	13%	22%	10%	-	4%	19%	7%
Scratch tickets	7%	9%	8%	8%	29%	12%	-	9%	-	7%	10%	8%
Raffles	3%	11%	9%	7%	6%	5%	-	3%	-	-	7%	7%
Horse races	-	-	<1%	<1%	-	-	-	4%	-	-	<1%	<1%
Bingo	24%	14%	19%	15%	18%	17%	22%	15%	25%	7%	19%	15%
VLT's	7%	3%	<1%	3%	-	9%	-	12%	75%	26%	2%	4%
Pro Line/ Game Day/ Over/Under	-	<1%	-	<1%	-	2%	-	<1%	-	2%	-	<1%
Sports pools	-	-	-	<1%	-	2%	-	2%	-	-	-	<1%
Cards or board games	3%	7%	4%	8%	-	5%	22%	3%	-	6%	4%	7%
Poker	14%	11%	8%	13%	3%	15%	-	20%	-	30%	8%	13%
Games of skill	-	<1%	4%	2%	-	<1%	22%	1%	-	-	3%	2%
Arcade or video games	-	-	-	<1%	-	-	-	-	-	-	-	<1%
Casinos	3%	4%	<1%	1%	-	<1%	-	4%	-	-	<1%	1%
Games of chance	-	<1%	-	<1%	-	<1%	-	-	-	-	-	<1%
Other	7%	<1%	-	<1%	-	2%	-	-	-	-	<1%	<1%
Don't know/Refused	7%	9%	3%	5%	-	<1%	11%	-	-	3%	3%	5%

### 5.2.2 Early Wins and Losses

Two in ten respondents (20%) from Fogo Island/Change Islands remembered a first big win when they started gambling, and 7% remembered a first big loss, both higher than provincial statistics. All problem gamblers remembered their first big win, higher than provincial problem gamblers and all other gambling subtypes in the area (See Table 53).

**Table 53: Percentage who Remember a First Big Win or Loss by Gambling Subtype (Fogo Island/Change Islands)<sup>83</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=27)	(n=175)	(n=223)	(n=1,944)	(n=33)	(n=157)	(n=8)	(n=58)	(n=4)	(n=31)	(n=295)	(n=2,365)
Remember big win	15%	4%	20%	13%	18%	29%	25%	35%	100%	59%	20%	15%
Remember big loss	4%	2%	5%	2%	18%	6%	25%	22%	33%	45%	7%	4%

### 5.2.3 Gambler's Fallacies

Respondents were asked to rate their agreement level with two different statements about gambling. First, respondents were asked if they agreed with the statement "while gambling, after losing many times in a row, you are more likely to win." Overall, 88% of respondents disagreed (60% disagreed, 28% strongly disagreed) with this statement, consistent with provincial statistics. Generally, all gambling subtypes responded similarly to this statement. (See Table 54).

<sup>82</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>83</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 54: Belief that Winning Follows Losing by Gambling Subtype (Fogo Island/Change Islands)<sup>84</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands		Fogo Island/Change Islands		Fogo Island/Change Islands		Fogo Island/Change Islands		Fogo Island/Change Islands		Fogo Island/Change Islands	
	NL		NL		NL		NL		NL		NL	
	(n=75)	(n=405)	(n=224)	(n=1,944)	(n=33)	(n=157)	(n=8)	(n=58)	(n=4)	(n=31)	(n=344)	(n=2,596)
Strongly agree	-	-	<1%	<1%	-	1%	-	5%	-	9%	<1%	<1%
Agree	15%	3%	2%	4%	9%	11%	25%	11%	-	16%	6%	5%
Disagree	51%	33%	62%	35%	70%	42%	75%	40%	50%	19%	61%	35%
Strongly disagree	29%	56%	30%	57%	18%	46%	-	40%	50%	56%	28%	56%
Don't know/ Refused	5%	9%	5%	3%	3%	<1%	-	4%	-	-	5%	4%

Overall, 78% of respondents disagreed (56% disagreed, 22% strongly disagreed) that “while gambling, you could win more if you used a certain system or strategy”, similar to provincial statistics. Problem gamblers (50%) were more likely to agree with the statement compared to all other gambling subtypes from this area. They were also more likely to agree compared to provincial problem gamblers (See Table 55).

**Table 55: Belief in Gambling Systems by Gambling Subtype (Fogo Island/Change Islands)<sup>85</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands		Fogo Island/Change Islands		Fogo Island/Change Islands		Fogo Island/Change Islands		Fogo Island/Change Islands		Fogo Island/Change Islands	
	NL		NL		NL		NL		NL		NL	
	(n=75)	(n=405)	(n=224)	(n=1,944)	(n=33)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=343)	(n=2,596)
Strongly agree	-	1%	4%	<1%	-	<1%	-	5%	50%	3%	3%	<1%
Agree	5%	6%	9%	10%	9%	15%	29%	30%	-	9%	9%	10%
Disagree	57%	30%	53%	33%	73%	40%	71%	21%	50%	22%	56%	32%
Strongly disagree	23%	48%	25%	51%	12%	40%	-	44%	-	63%	22%	50%
Don't know/ Refused	15%	14%	9%	6%	6%	5%	-	-	-	3%	10%	7%

### 5.2.4 Other's Gambling Activity

All respondents were asked to indicate whether anyone in their family had ever had an alcohol, drug, or gambling problem (See Table 56). Overall, 14% of respondents had a family member with a history of alcohol or drug problems, lower than provincial findings. Family history of alcohol or drug problems did not differ by gambling subtype.

Overall, 6% of respondents had a family member with a history of gambling problems, again lower than provincial statistics. Moderate-risk gamblers (43%) were more likely to have someone in their family with a gambling problem than were low-risk gamblers (0%), non-problem gamblers (6%) and non-gamblers (4%).

Respondents were also asked whether they had ever experienced problems as a result of someone else's gambling (See Table 56). A small minority of respondents (6%) had experienced problems because of someone else's gambling, lower than provincial findings.

<sup>84</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>85</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 56: Family History of Alcohol/Drug Problems and Problems Experienced by Gambling Subtype (Fogo Island/Change Islands)<sup>86</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=75)	(n=405)	(n=224)	(n=1,944)	(n=33)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=343)	(n=2,596)
Family history of alcohol and drug problems	5%	22%	16%	26%	24%	37%	-	35%	25%	61%	14%	27%
Family history of gambling	4%	9%	6%	11%	-	10%	43%	34%	-	42%	6%	12%
Experienced problems due to someone else's gambling	8%	8%	5%	9%	3%	19%	25%	17%	-	34%	6%	10%

### 5.2.5 Substance Use

Questions regarding the use of substances while gambling were asked to gamblers (See Table 57). Just over one in ten gamblers (12%) in this area have used alcohol or drugs while gambling in the past 12 months, lower than provincial statistics, while only a small percentage of gamblers have gambled while drunk or high in the past 12 months (7%, consistent with provincial results). Problem gamblers (50%) and moderate-risk gamblers (43%) were more likely to use alcohol/drugs while gambling compared to non-problem gamblers (9%). However, all gambling subtypes were similar in terms of gambling while drunk or high.

Respondents were also asked whether they ever felt they might have had an alcohol or drug problem (See Table 57). As found provincially, 97% of respondents have never felt that they might have an alcohol or drug problem. No differences were found provincially or among the gambling subtypes.

**Table 57: Alcohol or Drug Use in the Past 12 Months by Gambling Subtype (Fogo Island/Change Islands)<sup>87</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=75)	(n=405)	(n=224)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=344)	(n=2,596)
Use of alcohol/drugs while gambling	-	-	9%	14%	18%	32%	43%	36%	50%	53%	12%	17%
Gambled while drunk or high	-	-	5%	4%	9%	22%	25%	19%	25%	56%	7%	7%
Alcohol/ Drug problems	8%	4%	2%	4%	-	8%	-	9%	-	47%	3%	5%

<sup>86</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>87</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

### 5.2.6 Cigarette/Alcohol Use

All respondents were asked several questions about smoking and alcohol use, and results are presented in Table 58. Overall, 74% of respondents have smoked cigarettes at some point in their life, similar to provincial statistics (72%). At the time of the survey, 28% of respondents smoked cigarettes daily, 10% smoked cigarettes occasionally, while 63% did not smoke at all. As shown in Table 58, current smoking rates (daily and occasionally combined) for Fogo Island/Change Islands were generally similar to the province as a whole. Moderate-risk gamblers (75%) were more likely to smoke on a daily basis compared to non-problem gamblers (28%) and non-gamblers (17%).

Respondents were also asked several questions regarding alcohol use. The majority of respondents (93%) have had at least one alcoholic beverage at some point in their lives (consistent with 93% provincially). Overall alcohol consumption was generally similar among the gambling subtypes. Of those who have ever consumed an alcoholic beverage, 85% have had an alcoholic beverage in the past 12 months. Low-risk gamblers (97%) and non-problem gamblers (89%) were more likely than non-gamblers (64%) to have had an alcoholic beverage in the past 12 months.

**Table 58: Cigarette Smoking and Alcohol Consumption by Gambler Subtype (Fogo Island/Change Islands)<sup>88</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
Cigarette Smoking Status	(n=47)	(n=250)	(n=169)	(n=1,416)	(n=30)	(n=130)	(n=4)	(n=47)	(n=3)	(n=31)	(n=253)	(n=1,874)
Daily	17%	22%	28%	27%	33%	48%	75%	55%	67%	61%	28%	29%
Occasionally	6%	4%	8%	6%	20%	5%	-	11%	33%	3%	10%	6%
Not at all	77%	74%	64%	67%	47%	45%	25%	34%	-	36%	63%	65%
Refused	-	-	-	-	-	2%	-	-	-	-	-	<1%
Alcohol consumption in past 12 months	(n=64)	(n=328)	(n=213)	(n=1,854)	(n=32)	(n=154)	(n=6)	(n=56)	(n=4)	(n=31)	(n=319)	(n=2,423)
	64%	60%	89%	88%	97%	88%	83%	96%	100%	87%	85%	84%

Respondents who consumed at least one alcoholic beverage over the past 12 months were asked how many drinks they consume on a typical day. On average, respondents consumed 3 alcoholic beverages on a typical day, ranging from less than one a day to 20 drinks per day. The amount of alcoholic beverages consumed on a typical day was similar among the gambling subtypes.

### 5.2.7 Drug Use

All respondents were asked if they had ever used various illicit drugs in their lifetime. Respondents who indicated that they used a particular drug were then asked if they had used that drug in the past 12 months (See Table 59). Overall, Marijuana or Hash usage was lower in this area (21%) than what was found provincially. Specifically, 67% of problem gamblers have used Marijuana or Hash in their lifetime and of those, a similar percentage have used it in the past year. Usage of this drug generally did not differ significantly among the gambling subtypes however, problem gamblers were more likely than non-gamblers (11%) to have ever used Marijuana or Hash.

The use of other drugs such as Cocaine, LSD, Crystal Methamphetamine, Heroin, Ecstasy, and Oxycontin was relatively uncommon regardless of gambling subtype.

<sup>88</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.



**Table 59: Illicit Drug Use by Gambling Subtype (Fogo Island/Change Islands)<sup>89</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
<b>Marijuana/Hash</b>	(n=75)	(n=405)	(n=224)	(n=1,944)	(n=33)	(n=157)	(n=7)	(n=58)	(n=3)	(n=31)	(n=342)	(n=2,596)
Ever used	11%	16%	20%	29%	39%	43%	43%	53%	67%	68%	21%	29%
Used in past 12 months	7%	4%	3%	8%	12%	14%	29%	28%	67%	39%	6%	8%
<b>Cocaine</b>	(n=76)	(n=405)	(n=224)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=345)	(n=2,596)
Ever used	3%	1%	<1%	3%	3%	8%	-	7%	50%	32%	2%	3%
Used in past 12 months	-	-	-	<1%	-	-	-	-	-	3%	-	<1%
<b>LSD/ Other psychedelics</b>	(n=76)	(n=405)	(n=224)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=345)	(n=2,596)
Ever used	4%	3%	1%	4%	-	10%	-	7%	50%	23%	2%	4%
Used in past 12 months	-	-	-	<1%	-	-	-	2%	-	3%	-	<1%
<b>Crystal Methamphetamine</b>	(n=76)	(n=405)	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=344)	(n=2,596)
Ever used	3%	-	-	<1%	-	2%	-	2%	50%	-	1%	<1%
Used in past 12 months	-	-	-	<1%	-	-	-	-	-	-	-	<1%
<b>Heroin</b>	(n=76)	(n=405)	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=344)	(n=2,596)
Ever used	3%	-	-	<1%	-	-	-	-	-	-	<1%	<1%
Used in past 12 months	-	-	-	-	-	-	-	-	-	-	-	-
<b>Ecstasy</b>	(n=76)	(n=405)	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=344)	(n=2,596)
Ever used	3%	<1%	-	1%	-	4%	-	3%	-	10%	<1%	2%
Used in past 12 months	-	-	-	<1%	-	3%	-	-	-	3%	-	<1%
<b>Oxycontin</b>	(n=76)	(n=405)	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=344)	(n=2,596)
Ever used	3%	-	-	<1%	-	1%	-	3%	-	-	<1%	<1%
Used in past 12 months	-	-	-	<1%	-	-	-	-	-	-	-	<1%

### 5.2.8 Physical and Mental Health

Respondents were asked several questions about their physical and mental health. The majority of respondents (90%) rated their physical health as very good (48%) or good (42%), higher than provincial statistics (84% good or very good). Problem gamblers (50%) were less likely than non-problem gamblers (91%) and non-gamblers (91%) to rate their physical health as good or very good (See Table 60).

**Table 60: Physical Health Status by Gambling Subtype (Fogo Island/Change Islands)<sup>90</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=76)	(n=405)	(n=224)	(n=1,944)	(n=33)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=344)	(n=2,596)
Very good	51%	42%	54%	43%	15%	36%	14%	24%	25%	16%	48%	42%
Good	40%	39%	37%	42%	70%	43%	86%	50%	25%	66%	42%	42%
Fair	5%	15%	6%	12%	12%	19%	-	12%	-	16%	6%	13%
Poor	-	3%	3%	3%	-	2%	-	14%	50%	3%	3%	3%
Very poor	4%	<1%	-	<1%	3%	-	-	-	-	-	1%	<1%
Don't know	-	-	-	<1%	-	-	-	-	-	-	-	<1%

<sup>89</sup> Questions about the use of drugs in the past 12 months were only asked of respondents who indicated that they had used a given drug at least once in their lifetime. **Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.**

<sup>90</sup> **Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.**



Concerning mental health, 95% of respondents considered their mental health to be very good (45%) or good (50%), consistent with provincial statistics. Problem gamblers (50%) were less likely than all other gambling subtypes to rate their mental health as good or very good (See Table 61).

**Table 61: Mental Health Status by Gambling Subtype (Fogo Island/Change Islands)<sup>91</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=75)	(n=405)	(n=223)	(n=1,944)	(n=33)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=342)	(n=2,596)
Very good	45%	57%	49%	56%	21%	45%	29%	33%	25%	20%	45%	54%
Good	51%	41%	46%	40%	76%	47%	71%	48%	25%	63%	50%	41%
Fair	3%	2%	4%	4%	3%	8%	-	14%	-	13%	4%	4%
Poor	-	<1%	<1%	<1%	-	<1%	-	3%	-	3%	<1%	<1%
Very poor	-	-	<1%	<1%	-	-	-	-	50%	-	<1%	<1%
Don't know	1%	-	-	<1%	-	-	-	2%	-	-	<1%	<1%

All respondents were asked whether they have been under a doctor's care because of physical or emotional problems brought on by stress in the past 12 months (See Table 62). All of the gambling subtypes were equally likely to have been under a doctor's care for stress in the past 12 months.

Table 62 also examines depression by gambling subtype. As shown in the table, problem gamblers (67%) were more likely than low-risk gamblers (9%), non-problem gamblers (6%) and non-gamblers (4%) to have felt seriously depressed in the past 12 months.

**Table 62: Stress Indicators Over the Past 12 Months by Gambling Subtype (Fogo Island/Change Islands)<sup>92</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=75)	(n=405)	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)
Under a doctors care for stress	4%	7%	6%	10%	9%	10%	-	12%	-	16%
Feeling seriously depressed	4%	4%	6%	7%	9%	8%	14%	17%	67%	50%

A number of other questions were asked related to how individuals have dealt with painful events in their lives over the past 12 months (See Table 63). Respondents were first asked if they have had an urge to have a drink of alcohol when something painful happened in their life. Consistent with provincial findings, the majority (89%) did not have the urge to drink when something painful happened. However, moderate-risk gamblers (71%) were more likely to have had the urge to have a drink when something painful happened compared to low-risk gamblers (24%), non-problem gamblers (9%) and non-gamblers (5%).

Respondents were also asked whether they have had the urge to use drugs or medication when something painful happened in their life over the past 12 months. Generally, the urge to use drugs or medication was low and did not differ among the gambling subtypes.

<sup>91</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>92</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

Similar to the previous questions, gamblers were asked if they have had the urge to gamble if something painful happened in their life in the past 12 months. Generally, the urge to gamble was low, however, problem gamblers (67%) were more likely than all other gamblers to have engaged in this practice.

**Table 63: Urge to Have a Drink of Alcohol, Use Drugs/Medication or Gamble When Something Painful Happened in the Past 12 Months by Gambling Subtype Fogo Island/Change Islands)<sup>93</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
Have a drink of alcohol	(n=75)	(n=405)	(n=223)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=343)	(n=2,596)
Use drugs/medication	5%	4%	9%	10%	24%	17%	71%	22%	25%	45%	11%	10%
Gamble	4%	1%	4%	3%	3%	6%	-	5%	25%	13%	4%	3%
	-	-	(n=224)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=3)	(n=31)	(n=268)	(n=2,191)
	-	-	-	<1%	-	5%	-	22%	67%	50%	<1%	2%

## 5.3 SOUTH COAST

### 5.3.1 First Experiences

Respondents from the South Coast reported the average age that they began gambling for money as 25 years, similar to the provincial average of 23 years, with ages ranging from 8 years to 60 years of age. The majority of all gambling subtypes first gambled for money when they were 19 years of age or older, with the exception of non-gamblers, of whom the majority never tried gambling (See Table 64).

**Table 64: Age First Gambled for Money by Gambling Subtype (South Coast)<sup>94</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=44)	(n=405)	(n=141)	(n=1,944)	(n=24)	(n=157)	(n=6)	(n=58)
Never	80%	57%	-	-	-	-	-	-
5 years or younger	-	-	-	<1%	-	-	-	-
6-12 years	-	2%	4%	5%	4%	13%	-	4%
13-18 years	-	6%	16%	24%	4%	28%	-	43%
19 years or older	16%	26%	68%	58%	54%	57%	50%	46%
Don't know/ Refused	5%	9%	12%	13%	38%	2%	50%	7%

Among respondents, the most common gambling activity first tried was purchasing pull tabs (28%), followed by bingo (20%) and lottery tickets (18%) (See Table 65). In general, very few respondents from this area tried VLT's as their first gambling activity.

<sup>93</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>94</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 65: First Gambling Activity Tried (South Coast)<sup>95</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=9)	(n=175)	(n=141)	(n=1,944)	(n=22)	(n=157)	(n=5)	(n=58)	(n=177)	(n=2,365)
Lottery tickets	33%	27%	18%	31%	9%	19%	20%	18%	18%	29%
Pull tabs	11%	4%	27%	6%	41%	13%	20%	10%	28%	7%
Scratch tickets	-	9%	8%	8%	18%	12%	-	9%	9%	8%
Raffles	11%	11%	4%	7%	5%	5%	-	3%	5%	7%
Horse races	-	-	-	<1%	-	-	-	4%	-	<1%
Bingo	22%	14%	20%	15%	18%	17%	20%	15%	20%	15%
VLT's	11%	3%	1%	3%	-	9%	-	12%	2%	4%
Pro Line/ Game Day/ Over/Under	-	<1%	3%	<1%	-	2%	-	<1%	2%	<1%
Sports pools	-	-	-	<1%	-	2%	-	2%	-	<1%
Cards or board games	-	7%	1%	8%	5%	5%	20%	3%	2%	7%
Poker	-	11%	10%	13%	5%	15%	20%	20%	9%	13%
Games of skill	-	<1%	-	2%	-	<1%	-	1%	-	2%
Arcade or video games	-	-	-	<1%	-	-	-	-	-	<1%
Casinos	-	4%	<1%	1%	-	<1%	-	4%	<1%	1%
Games of chance	-	<1%	-	<1%	-	<1%	-	-	-	<1%
Other	-	<1%	-	<1%	-	2%	-	-	-	<1%
Don't know/ Refused	11%	9%	6%	5%	-	<1%	-	-	6%	5%

### 5.3.2 Early Wins and Losses

Similar to provincial findings, respondents did not generally remember a first big win or loss when they started gambling. Generally there were no differences among gambling subtypes in terms of remembering a big win or loss (See Table 66).

**Table 66: Percentage who Remember a First Big Win or Loss by Gambling Subtype (South Coast)<sup>96</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=9)	(n=175)	(n=141)	(n=1,944)	(n=23)	(n=157)	(n=6)	(n=58)	(n=179)	(n=2,365)
Remember big win	-	4%	17%	13%	22%	29%	17%	35%	17%	15%
Remember big loss	-	2%	-	2%	4%	6%	17%	22%	1%	4%

### 5.3.3 Gambler's Fallacies

Respondents were asked to rate their agreement level with two different statements about gambling. First, respondents were asked if they agreed with the statement "while gambling, after losing many times in a row, you are more likely to win." Overall, 88% of respondents disagreed (73% disagreed, 15% strongly disagreed) with this statement, consistent with provincial statistics. Generally, all gambling subtypes responded similarly to this statement (See Table 67).

<sup>95</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>96</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 67: Belief that Winning Follows Losing by Gambling Subtype (South Coast)<sup>97</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=44)	(n=405)	(n=141)	(n=1,944)	(n=24)	(n=157)	(n=6)	(n=58)	(n=215)	(n=2,596)
Strongly agree	-	-	<1%	<1%	-	1%	-	5%	<1%	<1%
Agree	5%	3%	4%	4%	17%	11%	17%	11%	6%	5%
Disagree	64%	33%	77%	35%	63%	42%	67%	40%	73%	35%
Strongly disagree	16%	56%	15%	57%	21%	46%	-	40%	15%	56%
Don't know/ Refused	16%	9%	3%	3%	-	<1%	17%	4%	6%	4%

Overall, 77% of respondents disagreed (63% disagreed, 14% strongly disagreed) that “while gambling, you could win more if you used a certain system or strategy”, consistent with provincial statistics. Generally, all gambling subtypes responded similarly to this statement, however, non-gamblers from this area were more likely to agree compared to provincial non-gamblers (See Table 68).

**Table 68: Belief in Gambling Systems by Gambling Subtype (South Coast)<sup>98</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=44)	(n=405)	(n=140)	(n=1,944)	(n=23)	(n=157)	(n=6)	(n=58)	(n=213)	(n=2,596)
Strongly agree	-	1%	-	<1%	-	<1%	-	5%	-	<1%
Agree	23%	6%	8%	10%	4%	15%	33%	30%	11%	10%
Disagree	52%	30%	64%	33%	78%	40%	50%	21%	63%	32%
Strongly disagree	11%	48%	17%	51%	4%	40%	-	44%	14%	50%
Don't know/ Refused	14%	14%	11%	6%	13%	5%	17%	-	12%	7%

### 5.3.4 Other's Gambling Activity

All respondents were asked to indicate whether anyone in their family had ever had an alcohol, drug, or gambling problem (See Table 69). Overall, 14% of respondents had a family member with a history of alcohol or drug problems, lower than the province as a whole. Family history of alcohol or drug problems did not differ across the gambling subtypes, however, percentages were lower for low-risk, non-problem, and non-gamblers compared to their provincial counterparts.

Overall, a small minority of respondents (3%) had a family member with a history of gambling problems, again lower than provincial statistics. Family history of gambling did not differ across the gambling subtypes.

Respondents were also asked whether they had ever experienced problems as a result of someone else's gambling (See Table 69). Overall, a small minority of respondents (4%) had experienced problems because of someone else's gambling, again lower than the provincial percentage. There was little variation across the gambling subtypes in terms of experiencing problems due to someone else's gambling.

<sup>97</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>98</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 69: Family History of Alcohol/Drug Problems and Problems Experienced by Gambling Subtype (South Coast)<sup>99</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=44)	(n=405)	(n=141)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=214)	(n=2,596)
Family history of alcohol and drug problems	2%	22%	18%	26%	13%	37%	-	35%	14%	27%
Family history of gambling	-	9%	4%	11%	8%	10%	-	34%	3%	12%
Experienced problems due to someone else's gambling	-	8%	4%	9%	9%	19%	-	17%	4%	10%

### 5.3.5 Substance Use

Questions regarding the use of substances while gambling were asked to gamblers (See Table 70). Just over one in ten gamblers from the South Coast (11%) have used alcohol or drugs while gambling in the past 12 months (lower than the provincial finding), while none have gambled while drunk or high in the past 12 months. No differences were found among the gambling subtypes regarding the use of substances while gambling.

Furthermore, almost all respondents have never felt that they might have an alcohol or drug problem, lower than provincial statistics. No differences were found provincially or among the gambling subtypes (See Table 70).

**Table 70: Alcohol or Drug Use in the Past 12 Months by Gambling Subtype (South Coast)<sup>100</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
Use of alcohol/ drugs while gambling	-	-	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=169)	(n=2,191)
			13%	14%	-	32%	-	36%	11%	17%
Gambling while drunk or high	-	-	-	4%	-	22%	-	19%	-	7%
Alcohol/ Drug problems	(n=44)	(n=405)	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=213)	(n=2,596)
	-	4%	4%	4%	-	8%	-	9%	2%	5%

### 5.3.6 Cigarette/Alcohol Use

All respondents were asked several questions about smoking and alcohol use, and results are presented in Table 71. Consistent with the provincial finding (72%), nearly three-quarters of respondents (74%) have smoked cigarettes at some point in their life. At the time of the survey, 21% of respondents smoked cigarettes daily, 6% smoked cigarettes occasionally, while 73% did not smoke at all. As shown in Table 71, current smoking rates (daily and occasionally combined) were lower for the South Coast than for the province as a whole. Low-risk gamblers (39%) were more likely to smoke on a daily basis compared to non-gamblers (7%).

<sup>99</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>100</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

Respondents were also asked several questions regarding alcohol use. Consistent with provincial statistics (93%), the majority of respondents (94%) have had at least one alcoholic beverage at some point in their lives. Of those who have ever consumed an alcoholic beverage, 87% have had an alcoholic beverage in the past 12 months. Overall alcohol consumption and consumption over the past 12 months was generally similar among the gambling subtypes.

**Table 71: Cigarette Smoking and Alcohol Consumption by Gambler Subtype (South Coast)<sup>101</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
<i>Cigarette Smoking Status</i>	<i>(n=30)</i>	<i>(n=250)</i>	<i>(n=106)</i>	<i>(n=1,416)</i>	<i>(n=18)</i>	<i>(n=130)</i>	<i>(n=4)</i>	<i>(n=47)</i>	<i>(n=158)</i>	<i>(n=1,874)</i>
Daily	7%	22%	22%	27%	39%	48%	25%	55%	21%	29%
Occasionally	3%	4%	5%	6%	17%	5%	-	11%	6%	6%
Not at all	90%	74%	74%	67%	44%	45%	75%	34%	73%	65%
Refused	-	-	-	-	-	2%	-	-	-	<1%
Alcohol consumption in past 12 months	<i>(n=41)</i>	<i>(n=328)</i>	<i>(n=133)</i>	<i>(n=1,854)</i>	<i>(n=22)</i>	<i>(n=154)</i>	<i>(n=5)</i>	<i>(n=56)</i>	<i>(n=201)</i>	<i>(n=2,423)</i>
	76%	60%	90%	88%	91%	88%	100%	96%	87%	84%

Respondents who consumed at least one alcoholic beverage over the past 12 months were asked how many drinks they consume on a typical day. On average, respondents consumed 3 alcoholic beverages on a typical day, ranging from less than one a day to 24 drinks per day. The amount of alcoholic beverages consumed on a typical day was similar among the gambling subtypes.

### 5.3.7 Drug Use

All respondents were asked if they had ever used various illicit drugs in their lifetime. Respondents who indicated that they used a particular drug were then asked if they had used that drug in the past 12 months (See Table 72). Overall, 15% of South Coast respondents have used Marijuana or Hash in their lifetime and of those, 3% have used it in the past year, lower than the province as a whole. Low-risk gamblers (21%) and non-problem gamblers (19%) were more likely than non-gamblers (2%) to have ever used Marijuana or Hash.

The use of other drugs such as Cocaine, LSD, Crystal Methamphetamine, Heroin, Ecstasy, and Oxycontin was relatively uncommon regardless of gambling subtype.

<sup>101</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 72: Illicit Drug Use by Gambling Subtype (South Coast)<sup>102</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
<b>Marijuana/ Hash</b>	(n=45)	(n=405)	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=6)	(n=58)	(n=215)	(n=2,596)
Ever used	2%	16%	19%	29%	21%	43%	17%	53%	15%	29%
Used in past 12 months	-	4%	5%	8%	-	14%	-	28%	3%	8%
<b>Cocaine</b>	(n=44)	(n=405)	(n=141)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=214)	(n=2,596)
Ever used	-	1%	<1%	3%	-	8%	-	7%	<1%	3%
Used in past 12 months	-	-	-	<1%	-	-	-	-	-	<1%
<b>LSD/ Other psychedelics</b>	(n=44)	(n=405)	(n=141)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=214)	(n=2,596)
Ever used	-	3%	2%	4%	-	10%	-	7%	1%	4%
Used in past 12 months	-	-	-	<1%	-	-	-	2%	-	<1%
<b>Crystal Methamphetamine</b>	(n=44)	(n=405)	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=213)	(n=2,596)
Ever used	-	-	-	<1%	-	2%	-	2%	-	<1%
Used in past 12 months	-	-	-	<1%	-	-	-	-	-	<1%
<b>Heroin</b>	(n=44)	(n=405)	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=213)	(n=2,596)
Ever used	-	-	-	<1%	-	-	-	-	-	<1%
Used in past 12 months	-	-	-	-	-	-	-	-	-	-
<b>Ecstasy</b>	(n=44)	(n=405)	(n=141)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=214)	(n=2,596)
Ever used	-	<1%	<1%	1%	-	4%	-	3%	<1%	2%
Used in past 12 months	-	-	-	<1%	-	3%	-	-	-	<1%
<b>Oxycontin</b>	(n=44)	(n=405)	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=213)	(n=2,596)
Ever used	-	-	-	<1%	-	1%	-	3%	-	<1%
Used in past 12 months	-	-	-	<1%	-	-	-	-	-	<1%

### 5.3.8 Physical and Mental Health

Respondents were asked several questions about their physical and mental health. Consistent with the province as a whole, the majority of respondents (84%) rated their physical health as very good (40%) or good (44%). Respondents' perception of their physical health was generally similar among the gambling subtypes (See Table 73).

**Table 73: Physical Health Status by Gambling Subtype (South Coast)<sup>103</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=45)	(n=405)	(n=141)	(n=1,944)	(n=24)	(n=157)	(n=6)	(n=58)	(n=216)	(n=2,596)
Very good	18%	42%	45%	43%	54%	36%	17%	24%	40%	42%
Good	51%	39%	41%	42%	33%	43%	83%	50%	44%	42%
Fair	24%	15%	12%	12%	4%	19%	-	12%	13%	13%
Poor	2%	3%	<1%	3%	4%	2%	-	14%	1%	3%
Very poor	4%	<1%	<1%	<1%	4%	-	-	-	2%	<1%
Don't know	-	-	-	<1%	-	-	-	-	-	<1%

Concerning mental health, 96% of respondents considered their mental health to be very good (46%) or good (50%), consistent with provincial statistics. Of interest, non-gamblers (86%) had the lowest good/very good rating among all the gambling subtypes and non-gamblers from this area had a lower combined rating than provincial non-gamblers (See Table 74).

<sup>102</sup> Questions about the use of drugs in the past 12 months were only asked of respondents who indicated that they had used a given drug at least once in their lifetime. **Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.**

<sup>103</sup> **Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.**



**Table 74: Mental Health Status by Gambling Subtype (South Coast)<sup>104</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=45)	(n=405)	(n=141)	(n=1,944)	(n=23)	(n=157)	(n=5)	(n=58)	(n=214)	(n=2,596)
Very good	33%	57%	47%	56%	65%	45%	40%	33%	46%	54%
Good	53%	41%	51%	40%	30%	47%	60%	48%	50%	41%
Fair	9%	2%	2%	4%	4%	8%	-	14%	4%	4%
Poor	2%	<1%	-	<1%	-	<1%	-	3%	<1%	<1%
Very poor	-	-	-	<1%	-	-	-	-	-	<1%
Don't know	2%	-	-	<1%	-	-	-	2%	<1%	<1%

All respondents were asked whether they have been under a doctor's care because of physical or emotional problems brought on by stress in the past 12 months or have felt seriously depressed in the past 12 months (See Table 75). For each stress indicator, no differences were found among the gambling subtypes, though non-gamblers on the South Coast were more likely than provincial non-gamblers to have felt seriously depressed over the past 12 months.

**Table 75: Stress Indicators Over the Past 12 Months by Gambling Subtype (South Coast)<sup>105</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=44)	(n=405)	(n=141)	(n=1,944)	(n=24)	(n=157)	(n=6)	(n=58)
Under a doctors care for stress	5%	7%	7%	10%	8%	10%	17%	12%
Feeling seriously depressed	11%	4%	7%	7%	13%	8%	17%	17%

A number of other questions were asked related to how individuals have dealt with painful events in their lives over the past 12 months (See Table 76). Respondents were first asked if they have had an urge to have a drink of alcohol when something painful happened in their life. Consistent with provincial findings, the majority (93%) did not have the urge to drink when something painful happened. This finding was similar among all gambling subtypes.

Respondents were also asked whether they have had the urge to use drugs or medication when something painful happened in their life over the past 12 months. Generally, the urge to use drugs or medication was low, and did not differ among the gambling subtypes.

Similar to the previous questions, gamblers were asked if they have had the urge to gamble if something painful happened in their life in the past 12 months. No gamblers reported experiencing an urge to gamble when a painful even happened over the past 12 months.

<sup>104</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>105</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.



**Table 76: Urge to Have a Drink of Alcohol, Use Drugs/Medication or Gamble When Something Painful Happened in the Past 12 Months by Gambling Subtype (South Coast)<sup>106</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
Have a drink of alcohol	(n=45) 7%	(n=405) 4%	(n=140) 6%	(n=1,944) 10%	(n=24) 13%	(n=157) 17%	(n=5) -	(n=58) 22%	(n=214) 7%	(n=2,596) 10%
Use drugs or medication	-	1%	2%	3%	4%	6%	-	5%	2%	3%
Gamble	-	-	(n=140) -	(n=1,944) <1%	(n=24) -	(n=157) 5%	(n=5) -	(n=58) 22%	(n=169) -	(n=2,191) 2%

<sup>106</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

## 6.0 Awareness of Support and Treatment Services

This section of the report explores awareness of the various support and treatment services available to respondents from these areas, including personal sources of help, the provincial toll-free gambling help line, the Recovery Centre (a detox center available for individuals with substance use and gambling problems in Newfoundland and Labrador), the Humberwood treatment centre, and local gambling support services. **Again, recall that sample sizes within the segmentations for each targeted area are low, therefore the findings should be interpreted with caution.**

### 6.1 PEOPLE TO TURN TO FOR HELP

Respondents were asked how many people they could turn to for support if they had a serious personal problem. Respondents from the South Coast reported an average of 7 people, while respondents from Bell Island and Fogo Island/Change Islands reported an average of 8 people, all similar to the provincial average of 9 people. When asked to identify who they would turn to if they or someone close to them had a gambling problem (See Table 77), a wide variety of sources were identified. Family was mentioned by the majority of respondents across all areas, followed by friends. These were also the most common responses for the province as a whole, however, family and friends were more likely to be identified in each of the targeted areas. Gamblers anonymous, family doctor, minister/priest/rabbi, employee/family assistance program, law enforcement official, and pharmacist were also commonly mentioned in each area, more so than was found at the provincial level.

**Table 77: Sources of Help if Respondents or Someone Close to Them Had a Gambling Problem\***

	<i>Bell Island</i>		<i>Fogo Island/Change Islands</i>		<i>South Coast</i>		<i>NL</i>	
	<i>(n=345)</i>	<i>%</i>	<i>(n=344)</i>	<i>%</i>	<i>(n=213)</i>	<i>%</i>	<i>(n=2,596)</i>	<i>%</i>
Family	240	69.7	273	79.4	155	72.6	1,515	58.4
Friend	199	57.7	186	54.2	128	60.0	1,071	41.2
Addictions counselor	126	36.6	132	38.3	97	45.2	842	32.4
Gamblers anonymous	119	34.4	131	38.1	88	40.9	726	28.0
Family doctor	169	48.9	146	42.5	99	46.1	719	27.7
Minister/ priest/ rabbi	109	31.6	122	35.5	94	44.0	528	20.3
Social worker/ psychologist/ psychiatrist	64	18.5	107	31.3	71	33.2	460	17.7
Employee/ family assistance program	55	16.0	72	20.8	50	23.2	298	11.5
Instructor/ teacher	25	7.3	70	20.5	42	19.5	207	8.0
Law enforcement official	70	20.2	98	28.4	82	38.6	193	7.4
Pharmacist	50	14.6	91	26.4	43	20.1	129	5.0
Go to person with problem themselves	-	-	-	-	-	-	11	<1
Call or give 1-800 number	-	-	-	-	-	-	7	<1
Other	4	1.2	3	<1	2	<1	23	<1
None	4	1.2	2	<1	4	2.0	22	<1
Don't Know	25	7.3	19	5.5	15	7.0	207	8.0
Refused	2	<1	-	-	-	-	1	<1

\*Multiple responses allowed.

## 6.2 AWARENESS OF SUPPORT AND TREATMENT SERVICES

### 6.2.1 Bell Island

Awareness levels among Bell Island respondents for various support and treatment services are presented in Table 78. Just over eight in ten respondents from Bell Island (82%) reported being aware of a toll-free gambling help line in Newfoundland and Labrador, higher than the provincial finding from two years ago. Problem gamblers (100%), low-risk gamblers (90%), and non-problem gamblers (84%) were more likely to be aware of this help-line than non-gamblers (66%).

Six in ten respondents (60%) were aware of the Recovery Centre, again higher than the provincial finding. Awareness levels of the Recovery Centre were fairly similar among the gambling subtypes, however, it is worth noting that low-risk gamblers were more aware of the Centre (80%) than non-problem gamblers (58%) and non-gamblers (55%).

Slightly less than one-quarter of Bell Island respondents (24%) were aware of Humberwood, the provincial treatment centre for problem gamblers, lower than provincial awareness. Awareness of this treatment centre was similar across the gambling subtypes.

One-quarter of respondents (25%) reported being aware of gambling counseling services available in their community, similar to overall provincial awareness. In terms of gambling subtypes, problem gamblers (50%) were more likely to be aware of local gambling counseling services than non-gamblers (16%).

**Table 78: Awareness Levels of Support and Treatment Services by Gambling Subtype (Bell Island)<sup>107</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL	Bell Island	NL
	(n=67)	(n=405)	(n=231)	(n=1,944)	(n=30)	(n=157)	(n=6)	(n=58)	(n=9)	(n=31)	(n=343)	(n=2,596)
Toll-free crisis help line	66%	61%	84%	71%	90%	81%	83%	83%	100%	89%	82%	71%
Recovery centre	55%	51%	58%	50%	80%	59%	67%	53%	67%	59%	60%	51%
Humberwood treatment centre	25%	32%	23%	36%	33%	34%	14%	31%	22%	38%	24%	36%
Local gambling counseling services	16%	21%	27%	32%	28%	35%	14%	32%	50%	37%	25%	30%

### 6.2.2 Fogo Island/Change Islands

Awareness levels among Fogo Island/Change Islands respondents for various support and treatment services are presented in Table 79. Just over eight in ten respondents from the Fogo Island/Change Islands area (81%) reported being aware of a toll-free gambling help line in Newfoundland and Labrador, higher than the provincial finding from two years ago. Awareness of this toll-free help line was generally similar among the gambling subtypes.

Just over one-half of respondents (52%) were aware of the Recovery Centre, similar to provincial awareness. There was little variation among the gambling subtypes in terms of awareness of the Recovery Centre.

<sup>107</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

Awareness of Humberwood among respondents from this area was 22%, lower than provincial awareness. Awareness of this treatment centre was similar across the gambling subtypes.

A small minority of respondents (4%) were aware of gambling counseling services available in their community, notably lower than overall provincial awareness. Knowledge did not differ among the gambling subtypes.

**Table 79: Awareness Levels of Support and Treatment Services by Gambling Subtype (Fogo Island/Change Islands)<sup>108</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Problem Gambler		Total	
	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL	Fogo Island/Change Islands	NL
	(n=76)	(n=405)	(n=224)	(n=1,944)	(n=34)	(n=157)	(n=7)	(n=58)	(n=4)	(n=31)	(n=345)	(n=2,596)
Toll-free crisis help line	68%	61%	85%	71%	82%	81%	57%	83%	100%	89%	81%	71%
Recovery centre	55%	51%	53%	50%	41%	59%	43%	53%	25%	59%	52%	51%
Humberwood treatment centre	13%	32%	23%	36%	33%	34%	14%	31%	-	38%	22%	36%
Local gambling counseling services	4%	21%	5%	32%	-	35%	-	32%	-	37%	4%	30%

### 6.2.3 South Coast

Awareness levels among South Coast respondents for various support and treatment services are presented in Table 80. Just over six in ten respondents from the South Coast (63%) reported being aware of a toll-free gambling help line in Newfoundland and Labrador, lower than the provincial finding from two years ago. Awareness of this help line was similar among the gambling subtypes.

One-half of respondents (50%) were aware of the Recovery Centre, similar to provincial awareness. Awareness levels of the Recovery Centre were fairly similar among all of the gambling subtypes.

Slightly less than three in ten respondents from this area (29%) were aware of Humberwood, the provincial treatment centre for problem gamblers, lower than provincial awareness. Awareness of this treatment centre was similar across the gambling subtypes.

A small minority of respondents (3%) were aware of gambling counseling services available in their community, notably lower than overall provincial awareness. There were no differences between the gambling subtypes in terms of awareness of these services.

<sup>108</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

**Table 80: Awareness Levels of Support and Treatment Services by Gambling Subtype (South Coast)<sup>109</sup>**

	Non-Gambler		Non-Problem Gambler		Low-Risk Gambler		Moderate-Risk Gambler		Total	
	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL	South Coast	NL
	(n=45)	(n=405)	(n=140)	(n=1,944)	(n=24)	(n=157)	(n=5)	(n=58)	(n=214)	(n=2,596)
Toll-free crisis help line	55%	61%	65%	71%	65%	81%	50%	83%	63%	71%
Recovery centre	56%	51%	46%	50%	67%	59%	20%	53%	50%	51%
Humberwood treatment centre	21%	32%	31%	36%	33%	34%	17%	31%	29%	36%
Local gambling counseling services	7%	21%	<1%	32%	8%	35%	-	32%	3%	30%

<sup>109</sup> Within the targeted areas, sample sizes for low-risk, moderate-risk and problem gamblers are low, therefore, findings should be interpreted with caution.

## 7.0 Conclusions

This report presents the findings from the *Targeted Gambling Prevalence Study*. This study explores the prevalence of gambling and problem gambling on Bell Island, Fogo Island/Change Islands, and isolated communities on the South Coast. Furthermore, the study provides important information from these areas profiling the gambling subtypes and players of certain gambling activities, identifying correlates of gambling and problem gambling behavior, exploring consequences of gambling, and gauging awareness of support and treatment services. This study will allow an assessment of issues specific to these areas, and may inform the design and development of future initiatives to prevent and treat problem gambling. Presented below are some of the key conclusions that can be drawn from this study. **Please remember however, that within the targeted areas, sample sizes for problem gamblers are low, therefore, conclusions should be interpreted with caution.**

**Gambling, in general, is common among respondents from the three targeted areas. Moderate-risk and problem gambling prevalence rates are generally similar to those found provincially.**

*Across the targeted areas, gambling prevalence rates for the past year ranged from 78% on Fogo Island/Change Islands and 79% on the South Coast to 81% on Bell Island. Of these respondents, the majority from each area were placed in the non-gambling and non-problem gambling categories. Problem gambling rates ranged from 0% on the South Coast to 2.6% on Bell Island, which was significantly higher than the provincial problem gambling rate of 1.2%<sup>110</sup>.*

**Gambling as a way to decrease boredom is more common in these isolated areas than in the province overall.**

*Decreasing boredom was not one of the more frequently identified reasons for gambling in any of the targeted areas. However, respondents from each area identified this reason more often than was found in the provincial study. Furthermore, several problem gamblers identified this as their main reason for gambling. It is quite possible that this increased identification of decreasing boredom is related to the geographic isolation of these areas<sup>111</sup>.*

**VLT use on Bell Island was higher than the provincial average. Bingo play on Fogo Island/Change Islands and the South Coast was also higher than the provincial average**

*VLT use over the past 12 months was 17% among respondents from Bell Island. This usage rate is higher than the provincial statistic of 11% reported in 2005. Bingo play over the past 12 months was 17% on Fogo Island/Change Islands and 25% on the South Coast. These areas had a higher rate of play than the province as a whole (11%).*

**VLT use and poker playing are related to problem gambling.**

*VLT's have been referred to as the "crack cocaine" of gambling (Statistics Canada, 2003). Provincially, a close relationship was found between VLT use and problem gambling. Generally speaking, it appears that VLT use is related to problem gambling in the targeted areas. VLT use over the past 12 months tended to be common among problem gamblers and several problem gamblers remembered the VLT as their first gambling experience. In addition, the problem gambling rate on Bell Island for VLT players was 15.3%, significantly higher than the problem gambling rate evident among all Bell Islanders, and almost double that of VLT players provincially<sup>112</sup>.*

<sup>110</sup> Due to a lack of information provided, three respondents (two from Bell Island and one from Fogo Island/Change Islands) could not be classified into the gambling subtypes.

<sup>111</sup> **Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.**

<sup>112</sup> **On Bell Island, the sample size for problem gamblers is low, therefore, findings should be interpreted with caution.**

Though poker was not one of the more popular gambling activities across the targeted areas, it does appear to be related to problem gambling. Several problem gamblers reported poker as their first gambling experience. Further supporting the relationship between poker and problem gambling, the problem gambling rate on Bell Island for poker players was 15.9%, more than five times the problem gambling rate evident among all Bell Islanders and more than double that of poker players provincially<sup>113</sup>.

**Problem gamblers experience negative consequences as a result of gambling, such as financial difficulty, relationship problems and mental health problems.**

Provincial results from 2005 indicated that problem gamblers tend to experience adverse consequences as a result of their gambling. In this study, respondents generally experienced very few negative consequences from gambling. However, adverse consequences become more pronounced for problem gamblers. Generally speaking, several problem gamblers experienced income loss/debt, reported relationship problems, and experienced mental health problems. Moreover, problem gamblers were generally the least likely of all the gambling subtypes to rate their mental health status as very good or good, and they also spent the most money on gambling, more than all other gambling subtypes<sup>114</sup>.

**First experiences play a role in later problem gambling behavior.**

First gambling activities among problem gamblers tended to include VLT's, an activity that was shown in the provincial gambling prevalence study to be closely related to problem gambling. Furthermore, several problem gamblers tended to remember their first big win<sup>115</sup>.

**Awareness of gambling support and treatment services varies in the targeted areas.**

Across all areas, respondents were most aware of the toll-free crisis help line. Awareness of the Recovery Centre was slightly lower. Across all area, awareness was generally lowest for the Humberwood Treatment Centre and local gambling counseling services.

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<sup>113</sup> On Bell Island, the sample size for problem gamblers is low, therefore, findings should be interpreted with caution.

<sup>114</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

<sup>115</sup> Within the targeted areas, sample sizes for problem gamblers are low, therefore, findings should be interpreted with caution.

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## **Appendix A: Demographic Profile**

	<b>Bell Island</b>		<b>Fogo Island/Change Islands</b>		<b>South Coast</b>		<b>NL</b>	
	<b>(n=345)</b>	<b>%</b>	<b>(n=344)</b>	<b>%</b>	<b>(n=214)</b>	<b>%</b>	<b>(n=2,596)</b>	<b>%</b>
<b>Gender</b>								
Male	165	47.8	173	50.3	106	49.5	1,236	47.6
Female	180	52.2	171	49.7	108	50.5	1,360	52.4
<b>Age</b>								
19-24	34	9.9	28	8.1	6	2.8	206	7.9
25-34	32	9.3	40	11.6	28	13.1	437	16.8
35-44	60	17.4	65	18.9	47	22.0	585	22.5
45-54	77	22.3	82	23.8	54	25.2	571	22.0
55-64	67	19.4	63	18.3	43	20.1	376	14.5
65+	75	21.7	66	19.2	36	16.8	422	16.2
<b>Marital Status</b>								
Married	151	44.0	215	62.5	156	72.9	1,618	62.3
Common law/ living with partner	28	8.2	36	10.5	15	7.0	236	9.1
Single	96	28.0	64	18.6	10	4.7	407	15.7
Widowed	42	12.2	17	4.9	13	6.1	151	5.8
Divorced or separated	22	6.4	10	2.9	16	7.5	173	6.6
Refused	4	1.2	2	<1	4	1.9	12	<1
<b>Education</b>								
Some high school/ junior high or less	85	24.6	90	26.1	75	35.2	455	17.5
Completed high school	101	29.3	124	35.9	61	28.6	591	22.8
Some post-secondary	37	10.7	27	7.8	27	12.7	299	11.5
Completed post-secondary	102	29.6	83	24.1	41	19.2	865	33.3
Completed post-graduate education	17	4.9	19	5.5	6	2.8	365	14.1
Don't know	-	-	-	-	-	-	5	<1
Refused	3	<1	2	<1	3	1.4	15	<1
<b>Employment Status</b>								
Employed full-time	107	31.1	91	26.5	64	29.9	1,028	39.6
Employed part-time	36	10.5	98	28.5	52	24.3	291	11.2
Unemployed	63	18.3	50	14.5	30	14.0	299	11.5
Student	1	<1	8	2.3	2	<1	114	4.4
Retired	100	29.1	85	24.7	47	22.0	649	25.0
Homemaker	31	9.0	10	2.9	19	8.9	187	7.2
Don't know	1	<1	-	-	-	-	9	<1
Refused	5	1.5	2	<1	-	-	19	<1
<b>Household Income*</b>								
\$20,000 or less	125	43.4	46	15.3	47	25.4	275	14.7
\$20,001 to \$40,000	85	29.5	125	41.5	71	38.4	645	34.5
\$40,001 to \$60,000	45	15.6	77	25.6	45	24.3	379	20.3
\$60,001 to \$80,000	20	6.9	35	11.6	17	9.2	253	13.5
\$80,001 to \$100,000	7	2.4	9	3.0	3	1.6	144	7.7
More than \$100,000	6	2.1	9	3.0	2	1.1	175	9.3

\*Those who were unsure or refused to provide a response were excluded from this analysis.

## **Appendix B: Questionnaire**

## Government of Newfoundland and Labrador-Targeted Gambling Prevalence Study Final

### INTRODUCTION

Hello, my name is \_\_\_\_\_ and I am calling from MarketQuest Research, on behalf of the Department of Health and Community Services, Government of Newfoundland and Labrador. Today/tonight, we are conducting a survey on the gambling activities and attitudes of residents of Newfoundland and Labrador and we would like to include your views.

**PROVIDE IF NECESSARY:** This study is being conducted to help researchers better understand gambling behaviour and develop programs and services for Newfoundlanders and Labradorians with a gambling problem.

I would like to speak to the person in your household 19 years of age or older who has the next birthday-- would that be you?

<b>INTERVIEWER:</b> <b>If no, ask to speak to that person. If the person is not available, arrange call-back.</b>
---

Great! I would like to interview you and I'm hoping that now is a good time for you.

**PROVIDE ONLY IF NECESSARY:** The interview will take about 15 minutes, depending on how many of the questions apply to you.

Before we start, I'd like to assure you that your participation is voluntary and that any information you provide will be kept completely confidential. If there are any questions that you do not wish to answer, please feel free to point these out to me and I'll go on to the next question. You have the right to terminate the interview at any time.

If you have any questions about the survey, you can phone MarketQuest Research at 1-800-560-1360 for further information.

<b>INTERVIEWER:</b> <b>If the person never gambles, doesn't believe in it, etc. say:</b>
--

We understand that not everyone gambles, but your opinions are still very important to us.

1.        Agreed to do interview (**Thank them and go to Q.1**)
2.        Refused to do interview (**Terminate and thank them for their time**)

**GAMBLING INVOLVEMENT AND ACTIVITIES**

First, we'd like to ask some questions about gambling activities you may participate in. People spend money and gamble on many different things including buying lottery tickets, playing bingo, or card games with their friends. I am going to list some activities that you might have bet or spent money on.

1. In the past 12 months, have you **bet or spent money on** any of the following. Please do not include any tickets you may have bought as a gift for another person. **READ LIST**
1. Lottery tickets such as Lotto 649, Super 7, Atlantic 49, Atlantic Payday, Bucko or Keno
  2. Breakopen, Pull Tab or Nevada Strips
  3. Scratch tickets such as Crossword, Bingo or Lucky 7
  4. Raffles or fundraising tickets
  5. Horse Races, either live at the track or off track
  6. Bingo
  7. Video lottery terminals (VLT machines)
  8. Pro-Line, Game Day or Over/Under
  9. Sports Pools or the outcome of sporting events (through a bookie, charity, with friends or at work)
  10. Cards (not including poker) or board games at home, friends home or at work
  11. Internet poker (such as Texas Hold'Em, Omaha or 5 card draw)
  12. Poker, either at home, friends home, or at work, but **not including poker on the Internet**
  13. Games of Skill such as pool, bowling, golf or darts
  14. Arcade or Video Games
  15. Gambling on the Internet (**not including poker**)
  16. Short Term Speculative Stock or Commodity Purchases such as day trading, not including long-term investments such as mutual funds or RRSPs
  17. Gambling at Casinos out of province

1b. Have you participated in any other forms of gambling? (**Please Specify**)

**INTERVIEWER:** If respondent does not say "Yes" to any activity, or says "I do not gamble" twice, go to Q13.

**INTERVIEWER:** Repeat Q2 to Q5 for all activities selected in Q1

2. In the past 12 months, how often did you bet or spend money on **[INSERT ACTIVITY FROM Q1]**? **READ LIST**

- |                             |    |
|-----------------------------|----|
| Daily                       | 01 |
| 2 to 6 times per week       | 02 |
| About once per week         | 03 |
| 2 to 3 times per month      | 04 |
| About once per month        | 05 |
| Between 6-11 times per year | 06 |
| Between 1-5 times per year  | 07 |
| Don't Know                  | 98 |
| Refused                     | 99 |

3. On a typical occasion when you spend money on **[INSERT ACTIVITY FROM Q1]**, how much money do you spend, not including winnings? **ENTER NUMBER OF DOLLARS- ROUND UP TO NEAREST DOLLAR.**

\$ \_\_\_\_\_

Don't Know	98
Refused	99

**INTERVIEWER:** If asked for clarification, we mean spending that is out of pocket, and doesn't include money won and THEN spent.

4. On a typical occasion when you spend money on **[INSERT ACTIVITY FROM Q1]**, how much money do you win? **ENTER NUMBER OF DOLLARS- ROUND UP TO NEAREST DOLLAR.**

\$ \_\_\_\_\_

Don't Know	98
Refused	99

5. On a typical occasion when you spend money on **[INSERT ACTIVITY FROM Q1]**, how much money do you lose? **ENTER NUMBER OF DOLLARS- ROUND UP TO NEAREST DOLLAR.**

\$ \_\_\_\_\_

Don't Know	98
Refused	99

**Next, I would like you to think about all of the gambling activities we discussed.**

6. During a typical month, how much time do you spend gambling? Please give the total amount of time spent gambling in a typical month. **USE MINUTES/HOURS TO RECORD EXACT TIME SPECIFIED BY RESPONDENT.**

\_\_\_\_\_ Minutes

\_\_\_\_\_ Hours

Don't Know	98
Refused	99

7. In the past 12 months, how much money have you spent gambling, not including winnings? **ENTER NUMBER OF DOLLARS- ROUND UP TO NEAREST DOLLAR.**

\$ \_\_\_\_\_

Don't Know	98
Refused	99

8. In the past 12 months, how much money have you won gambling? **ENTER NUMBER OF DOLLARS- ROUND UP TO NEAREST DOLLAR.**

\$ \_\_\_\_\_

Don't Know	98
Refused	99

9. In the past 12 months, how much money have you lost gambling?  
**ENTER NUMBER OF DOLLARS- ROUND UP TO NEAREST DOLLAR.**  
\$ \_\_\_\_\_

Don't Know 98  
Refused 99

10. What are the main reasons why you gamble? **IF NECESSARY READ TO PROMPT, ACCEPT ALL ANSWERS**

It's an opportunity to socialize 01  
I can forget about my problems 02  
It is exciting/fun 03  
It decreases my boredom 04  
I can win money 05  
It's a hobby 06  
To support worthy causes/charities 07  
Out of curiosity 08  
To be alone 09  
Because I am good at it 10  
Other: (Please Specify) 90  
Don't Know 98  
Refused 99

**PROBLEM GAMBLING BEHAVIOUR AND ADVERSE CONSEQUENCES**

The next questions are part of a standard measurement scale that was recently developed in Canada for use in gambling surveys similar to this one. Some of these questions may not apply to you but please try to answer as accurately as possible. Remember that all of your answers are strictly confidential.

11. Thinking about the past 12 months, would you say you never, sometimes, most of the time or almost always... **READ LIST**

	Never	Sometimes	Most of the Time	Almost Always	Don't Know	Refused
Bet more than you could really afford to lose	00	01	02	03	98	99
Needed to gamble with larger amounts of money to get the same feeling of excitement	00	01	02	03	98	99
Went back another day to try and win back the money you lost	00	01	02	03	98	99
Borrowed money or sold anything to get money to gamble	00	01	02	03	98	99
Felt that you might have a problem with gambling	00	01	02	03	98	99
Felt gambling has caused you any health problems including stress or anxiety	00	01	02	03	98	99
Had people criticize your betting or tell you that you have a gambling problem regardless of whether or not you think it is true	00	01	02	03	98	99

Felt your gambling has caused financial problems for you or your household	00	01	02	03	98	99
Felt guilty about the way you gamble or what happens when you gamble	00	01	02	03	98	99

12. Which, if any, of the following problems have you experienced from gambling? **READ LIST, CIRCLE ALL THAT APPLY**

- Income loss/debt 01
- Relationship problems 02
- Physical health problems 03
- Mental health problems 04
- Work problems 05
- Loneliness/Increased isolation 06
- Other: Please Specify 90
- None 96
- Don't Know 98
- Refused 99

**PROBLEM GAMBLING CORRELATES**

The next questions explore some of your gambling experiences, beliefs, alcohol and drug use, and health-related issues. Once again, all your answers will be kept strictly confidential.

13. How old were you when you first gambled for money? **(If “never tried gambling,” SKIP to Q17)**  
\_\_\_\_\_ **ENTER AGE IN YEARS**

- Never tried gambling 95
- Don't Know 98
- Refused 99



14. What type of gambling activity did you first try? **DO NOT READ LIST, ACCEPT ONLY ONE ANSWER**

Lottery tickets (e.g. Lotto 649, Super 7, Atlantic 49, Atlantic Payday, Bucko or Keno)	01
Breakopen, pull tabs or Nevada strips	02
Scratch tickets like Crossword, Bingo or Lucky 7	03
Raffles or Fundraising Tickets	04
Horse races (either live at the track or off track)	05
Bingo	06
Video Lottery Terminals (VLT's)	07
Pro Line, Game Day or Over/Under	08
Sports pools/Outcome of sporting events (through a bookie, charity, with friends or at work)	09
Cards or board games (excluding poker)	10
Internet poker (e.g., Texas Hold'Em, Omaha or 5 card draw)	
Poker, either at home, friends home, or at work, but <b>not including poker on the Internet</b>	11
Games of skill such as pool, bowling, darts or golf	12
Arcade or video games	13
Gambling on the internet ( <b>excluding poker</b> )	14
Short-term speculative stock or commodity purchases such as day trading, not including long-term investments such as mutual funds or RRSPs	15
Casinos out of province	16
Other (Please Specify)	90
Don't Know	98
Refused	99

15. Do you remember a big WIN when you first started gambling?

Yes	01
No	02
Don't Know	98
Refused	99

16. Do you remember a big LOSS when you first started gambling?

Yes	01
No	02
Don't Know	98
Refused	99

17. Please tell me if you strongly agree, agree, disagree, or strongly disagree with the following statement: "While gambling, after losing many times in a row, you are more likely to win."

Strongly Agree	01
Agree	02
Disagree	03
Strongly Disagree	04
Don't Know	98
Refused	99

18. Please tell me if you strongly agree, agree, disagree, or strongly disagree with the following statement: “While gambling, you could win more if you used a certain system or strategy.”

Strongly Agree	01
Agree	02
Disagree	03
Strongly Disagree	04
Don't Know	98
Refused	99

**(If “non-gambler” (Do not say “yes” to any activity in q1) or “never tried gambling” (q13=95), SKIP to Q26)**

20. In the past 12 months, have you used alcohol or drugs while gambling?

Yes	01
No	02
Don't Know	98
Refused	99

21. In the past 12 months, have you gambled while drunk or high?

Yes	01
No	02
Don't Know	98
Refused	99

22. In the past 12 months, if something painful happened in your life, did you have the urge to gamble?

Yes (includes doing as well as having the urge)	01
No	02
Don't Know	98
Refused	99

23. In the past 12 months, have you engaged in petty crime or other criminal activities to support your gambling?

Yes	01
No	02
Don't Know	98
Refused	99

24. In the past 12 months, have you seriously thought about suicide as a result of your gambling?

Yes	01
No	02
Don't Know	98
Refused	99

25. In the past 12 months, have you attempted suicide as a result of your gambling?

Yes	01
No	02
Don't Know	98
Refused	99

**Next, I would like to ask you some questions about cigarette smoking.**

26. Have you EVER smoked cigarettes?

Yes	01
No	02 <b>GO TO Q30</b>
Don't Know	98 <b>GO TO Q30</b>
Refused	99 <b>GO TO Q30</b>

27. Have you smoked at least 100 cigarettes in your life?

Yes	01
No	02
Don't Know	98
Refused	99

28. At the present time, do you smoke cigarettes daily, occasionally or not at all?

Daily	01
Occasionally	02
Not at all	03 <b>GO TO Q30</b>
Refused	99 <b>GO TO Q30</b>

29. During a typical day, how many cigarettes do you smoke (1 pack=20 cigarettes)

\_\_\_\_\_ **RECORD NUMBER OF CIGARETTES**

Less than one cigarette a day	97
Don't Know	98
Refused	99

**Now, I would like to ask you some questions about drinking alcohol. In these questions, when I use the word "drink", it means one 12 ounce bottle of beer, glass of draft, or cooler, one 5 ounce glass of wine or one straight or mixed drink with one and a half ounces of hard liquor.**

30. Have you EVER had a drink of any alcoholic beverage?

Yes	01
No	02 <b>GO TO Q35</b>
Don't Know	98
Refused	99

31. In the past 12 months, have you had a drink of any alcoholic beverage?

Yes	01
No	02 <b>GO TO Q35</b>
Don't Know	98 <b>GO TO Q35</b>
Refused	99 <b>GO TO Q35</b>

32. In the past 12 months, how often did you drink alcoholic beverages. Would you say you drank alcoholic beverages.. **READ LIST**

More than once a day	01
6 to 7 times a week	02
4 to 5 times a week	03
2 to 3 times a week	04
Once a week	05
2 to 3 times a month	06
Once a month	07
Less than once a month	08
Don't Know	98
Refused	99

33. On a typical day when you have a drink of alcoholic beverage, approximately how many drinks do you consume?

**RECORD NUMBER OF DRINKS**

Less than one drink	97
Don't Know	98
Refused	99

34. In the past 12 months, how often did you have 5 or more drinks at the same sitting or occasion, would you say it was.. **READ LIST**

More than once a day	01
6 to 7 times a week	02
4 to 5 times a week	03
2 to 3 times a week	04
Once a week	05
2 to 3 times a month	06
Once a month	07
Less than once a month	08
Never in the past year	09
Don't Know	98
Refused	99

**The next few questions deal with drug use. Some people use drugs in private, with friends or in other types of situations.**

35. Have you EVER used...

	<b>Yes</b>	<b>No</b>	<b>Don't Know</b>	<b>Refused</b>
Marijuana or hash	01	02	98	99
Cocaine	01	02	98	99
LSD or other psychedelics	01	02	98	99
Crystal Methamphetamine, otherwise known as Crystal Meth.	01	02	98	99
Heroin	01	02	98	99
Ecstasy	01	02	98	99

**INTERVIEWER: Repeat Q36 to Q37 for all drugs selected in Q35**

36. In the past 12 months, have you used **[INSERT DRUG FROM Q35 ]**?

- |            |    |
|------------|----|
| Yes        | 01 |
| No         | 02 |
| Don't Know | 98 |
| Refused    | 99 |

**INTERVIEWER: If respondent has not used drug in the past 12 months/ Don't Know/ Refused, go to next drug or to Q38**

37. In the past 12 months, how often have you used **[INSERT DRUG FROM Q35 ]** ? Would you say you have used it.. **READ LIST**

- |                        |    |
|------------------------|----|
| More than once a day   | 01 |
| 6 to 7 times a week    | 02 |
| 4 to 5 times a week    | 03 |
| 2 to 3 times a week    | 04 |
| Once a week            | 05 |
| 2 to 3 times a month   | 06 |
| Once a month           | 07 |
| Less than once a month | 08 |
| Don't Know             | 98 |
| Refused                | 99 |

38. Some people use the drug Oxycontin, more commonly known as “oxies” or “hillbilly heroine”, in ways other than those prescribed by a physician. Have you **EVER** used Oxycontin in ways other than those prescribed by a physician?

- |            |                     |
|------------|---------------------|
| Yes        | 01                  |
| No         | 02 <b>GO TO Q41</b> |
| Don't Know | 98                  |
| Refused    | 99                  |

39. In the past 12 months, have you used Oxycontin?

- |            |                     |
|------------|---------------------|
| Yes        | 01                  |
| No         | 02 <b>GO TO Q41</b> |
| Don't Know | 98 <b>GO TO Q41</b> |
| Refused    | 99 <b>GO TO Q41</b> |

40. In the past 12 months, how often have you used Oxycontin? Would you say you have used it..

**READ LIST**

More than once a day	01
6 to 7 times a week	02
4 to 5 times a week	03
2 to 3 times a week	04
Once a week	05
2 to 3 times a month	06
Once a month	07
Less than once a month	08
Don't Know	98
Refused	99

*The next few questions deal with your mental and physical health...*

41. How would you rate your current physical health? Would you say it is...**READ LIST**

Very Good	01
Good	02
Fair	03
Poor	04
Very Poor	05
Don't Know	98
Refused	99

42. How would you rate your current mental health? Would you say it is...**READ LIST**

Very Good	01
Good	02
Fair	03
Poor	04
Very Poor	05
Don't Know	98
Refused	99

43. Have you EVER felt you might have an alcohol or drug problem?

Yes	01
No	02
Don't Know	98
Refused	99

44. Has anyone in your family EVER had an alcohol or drug problem? By family, I mean immediate family, for example, parents, siblings, spouse or children.

Yes	01
No	02
Don't Know	98
Refused	99

45. In the past 12 months, if something painful happened in your life, did you have the urge to have a drink of alcohol?

Yes	01
No	02
Don't Know	98
Refused	99

46. In the past 12 months, if something painful happened in your life, did you have the urge to use drugs or medication?

Yes	01
No	02
Don't Know	98
Refused	99

47. In the past 12 months, have you been under a doctor's care because of physical or emotional problems brought on by stress?

Yes	01
No	02
Don't Know	98
Refused	99

48. In the past 12 months, have you felt seriously depressed?

Yes	01
No	02
Don't Know	98
Refused	99

49. How many people, if any, could you turn to for support or help if you had a serious personal problem?

\_\_\_\_\_ **RECORD NUMBER OF PEOPLE**

Don't Know	98
Refused	99

***The next questions deal with problem gambling.***

50. Has anyone in your family EVER had a gambling problem? By family, I mean immediate family, for example, parents, siblings, spouse or children.

Yes	01
No	02
Don't Know	98
Refused	99

51. Have you EVER experienced problems as a result of someone else's gambling?

Yes	01
No	02
Don't Know	98
Refused	99

52. If you or someone close to you had a gambling problem, whom might you go to for help? **READ LIST AND CIRCLE ALL THAT APPLY.**

Family	01
Friend	02
Family Doctor	03
Minister/Priest/Rabbi	04
Social Worker/Psychologist/Psychiatrist	05
Addictions Counsellor	06
Gamblers Anonymous	07
Instructor/Teacher	08
Employees/Family Assistance Program	09
Law Enforcement Official	10
Pharmacist	11
Any other? (Please Specify)	90
None	96
Don't Know	98
Refused	99

53. Are you aware that there is a toll free crisis help line for problem gamblers in Newfoundland and Labrador?

Yes	01
No	02
Don't Know	98
Refused	99

54. Are you aware that there is a detox center available for problem gamblers in Newfoundland and Labrador called the Recovery Centre?

Yes	01
No	02
Don't Know	98
Refused	99

55. Are you aware that there is a provincial treatment center for problem gamblers in Newfoundland and Labrador called Humberwood?

Yes	01
No	02
Don't Know	98
Refused	99

56. To your knowledge, are there gambling counseling services available in your community?

Yes	01
No	02
Don't Know	98
Refused	99



**Finally, I would like to ask you some demographic questions. All answers you provide to these questions will be kept strictly confidential.**

57. Into which of the following age categories do you fall...**READ LIST**

19-24	01
25-34	02
35-44	03
45-54	04
55-64	05
65 or older	06
Refused	99

58. Which of the following best describes your marital status....**READ LIST**

Married	01
Common Law/Living with Partner	02
Single (never married and not living with partner)	03
Widowed (not remarried)	04
Divorced or separated (not remarried)	05
Refused	99

59. Which of the following best describes the highest level of education you have completed? **READ LIST**

Some high school/junior high or less	01
Completed high school	02
Some post secondary school	03
Completed post secondary school	04
Completed post graduate education	05
Don't Know	98
Refused	99

60. Which of the following best describes your present job status? Are you... **READ LIST**

Employed full time (30 or more hours/week)	01
Employed part time (Less than 30 hours/week)	02
Unemployed	03 <b>GO TO Q62</b>
Student	04 <b>GO TO Q62</b>
Retired	05 <b>GO TO Q62</b>
Homemaker	06 <b>GO TO Q62</b>
Don't Know	98 <b>GO TO Q62</b>
Refused	99 <b>GO TO Q62</b>

61. What type of work do you do? Probe: What is your occupation? **RECORD RESPONSE**

62. Which of the following broad categories best describes how much income you and other members of your household received in the year ending December 31, 2007? Please include income from all sources such as savings, pensions, rent and employment insurance, as well as wages. **READ LIST**

\$20,000 or less	01
\$20,001 to \$30,000	02
\$30,001 to \$40,000	03
\$40,001 to \$50,000	04
\$50,001 to \$60,000	05
\$60,001 to \$70,000	06
\$70,001 to \$80,000	07
\$80,001 to \$90,000	08
\$90,001 to \$100,000	09
More than \$100,000	10
Don't Know	98
Refused	99

62. How many people under the age of 18 live in your household? \_\_\_\_\_ **RECORD RESPONSE**

63. To what ethnic or cultural group did you or your ancestors belong on first coming to this country? **IF RESPONDENT IS NOT CLEAR SAY "Are you Scottish, Chinese, Irish or something else?" IF RESPONDENT SAYS CANADIAN ASK "In addition to being Canadian, to what ethnic or cultural group did you or your ancestors belong on first coming to this country?" DO NOT READ LIST, CIRCLE ALL THAT APPLY**

Innu	01
Inuit	02
Bangladeshi	03
Black/African	04
English/British	05
Canadian	06
Chinese	07
East Indian	08
French	09
German	10
Greek	11
Irish	12
Italian	13
Japanese	14
Jewish	15
Korean	16
Metis	17
Pakistani	18
Polish	19
Scottish	20
Sikh	21
Sri Lankin	22
Welsh	23
Other: (Please Specify)	90
Don't Know	98
Refused	99

64. How important is religion in your life? Would you say it is... **READ LIST**

Very Important	01
Somewhat Important	02
Not Very Important	03
Not at all Important	04
Don't Know	98
Refused	99

65. What are the first three digits of your postal code? \_\_\_\_\_ **RECORD RESPONSE**

66. Just in case my supervisor would like to verify that I have conducted this survey, could I please have your first name or initials? **RECORD RESPONSE**

67. And, can you tell me how many adults 19 years of age or older live in this household?  
**INTERVIEWER NOTE:** This includes the respondent you are speaking with.

**ENTER NUMBER**

68. We are trying to speak with as many people as possible in your community about this topic.....in the near future, if it were necessary, could we contact your household again and attempt to complete this survey with another adult 19 years of age or older?

Yes	01	<b>CONTINUE</b>
No	02	<b>GO TO END</b>

69. Could I have the first name only of all of the individuals in your household who are 19 years of age or older, excluding yourself? **RECORD NAMES**

Thank you for your time! Have a great day/evening!

Record Gender:

Male	01
Female	02