

Lane County Problem Gambling Treatment 08-09

Estimated no. adult problem gamblers:	6916
Number of gamblers enrolled in treatment:	194
Average age of gamblers seeking treatment:	47.1
Gender of gamblers seeking treatment:	Female 62.9% Male 37.1%
Ethnicity of gamblers seeking treatment:	White 89.7% Hispanic 4.1%
Primary gambling activity:¹	Video Poker 64.9% Slots 27.8% Cards 3.6%
Source of referral to the treatment program:	Gambling Helpline 60.8% Prev. Client 17.0%
Number of family members* enrolled in treatment:	50
*family members are eligible for free treatment with or without the problem gambler's involvement in treatment	

Mental health, addiction and other correlates of problem gambling that should be taken into account in planning for service delivery

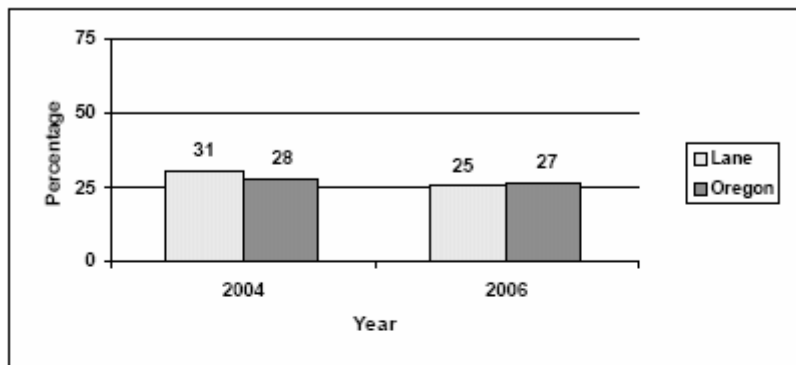
Among clients in problem gambling treatment statewide:

Average reported gambling debt	\$32,000
Co-occurring alcohol problems	34%
Report committing illegal acts to obtain gambling money	38%
Had suicidal thoughts	48%
Attempted suicide	9%
Work full time	39%
Average annual income	\$30,776
Treatment programs that are within 50 miles of a casino are significantly more likely to enroll gamblers who report their primary gambling venue as a casino than other treatment programs.	

¹ Game of choice of gamblers enrolled in treatment during the year.

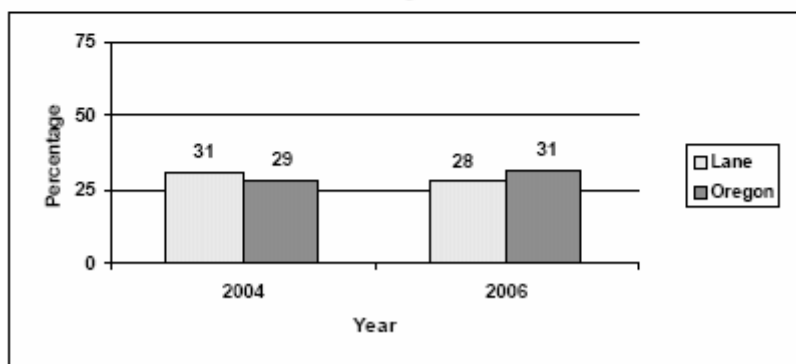
Lane County Problem Gambling Prevention

Percent of Youth Who Gambled in the Past Year
8th grade



Data Source: Oregon Healthy Teens Survey

Percent of Youth Who Gambled in the Past Year
11th grade



Data Source: Oregon Healthy Teens Survey

Youth who gamble are much more likely to be involved in other risky behaviors.

Gambling is not a harmless alternative activity for youth.

Gambling should be included in discussions of healthy choices and risky behaviors at school, in the community and at home.

Statewide youth gambling data shows a significant correlation between youth gambling and engaging in other risk behaviors such as drinking:

Percent who binge drank in the last 30 days, grade 11

