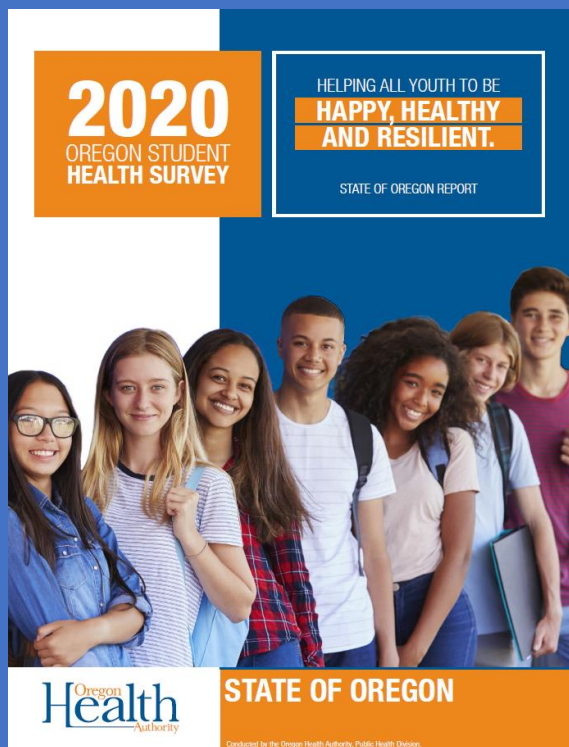


2020 Oregon Student Health Survey Supplemental Report

Youth Gambling



Supplement report provided by
Problem Gambling Solutions, Inc.

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This document provides a more detailed analysis and report on items related to youth gambling within the 2020 Oregon Student Health Survey. For a full description of the project, methods, and findings, view the full report by visiting:

<https://www.oregon.gov/oha/PH/BIRTHDEATHCERTIFICATES/SURVEYS/Documents/SHS/2020/Reports/State%20of%20Oregon.2020%20SHS.pdf>

YOUTH GAMBLING

Gambling is an activity often used for leisure and entertainment; however, gambling can also quickly become problematic. Adolescents, given their sensitivity to emotionality and rewards are particularly at risk for engaging in impulsive, risky behaviors,¹ including gambling. As such, adolescents, perhaps more so than their adult counterparts, are at an increased risk of developing problematic gambling behaviors should their gambling go unaddressed.

It has been estimated that roughly 13,000 adolescents, ages 10 to 17, living in Oregon are at risk for developing (or already have developed) an unhealthy involvement with gambling behaviors.² Gambling impacts on youth stretch far beyond what individuals may typically consider to be related to gambling (financial problems, etc.). Research examining gambling behaviors among youth have shown gambling to have direct connections to increased substance use,³ increased mental health problems,⁴ bullying,⁵ and delinquent behaviors.⁶ With youth gambling being so interwoven with other areas of concern, questions were added to the 2020 Oregon Student Health Survey to better understand youth gambling in Oregon and its relationship to the health of Oregon students. A total of 41,995 youth throughout Oregon completed the survey from October 2020 to June 2021. The survey was completed either online or through paper and pencil administration.

2020 Oregon Student Health Survey: Not a Typical Year

Prior to reading through the report and interpreting the data, it is important to note the context in which the survey occurred. First, this survey occurred during the COVID-19 pandemic and quarantining. Not only was schooling interrupted and the general lives of everyone affected by the pandemic, but behaviors changed. Some evidence has suggested that the number of youths engaged in risky behaviors (specifically substance use) has decreased due in part to decreased in-person socializing with peers and increased time at home. This may point to the importance of the social environment for some youth in their engagement in risky behaviors. As the survey period was not a typical year, it remains unknown how well these findings will generalize to a post-pandemic environment.



¹ Leshem, R. (2016). Brain development, impulsivity, risky decision making, and cognitive control: Integrating cognitive and socioemotional processes during adolescence – An introduction to the special issue. *Developmental Neuroscience*, 41(1-2), 1-5.

² Moore, T. Volberg, R., Jones, R., Elliot, D, Johnson, A. & Conklin, T. (2016). 2016 Preliminary Youth Gambling Behavior Study; Report to the Oregon Council on Problem Gambling. Calculation based on 3.1% prevalence rate at risk using CAGI. 2020 Census data indicating 870,462 under 18. 409,629 age 10-17 living in Oregon. 3.1% x 409,629 = 12,699

³ Molinaro, S., Benedetti, E., Scalese, M., Bastiani, L., Fortunato, L., Cerrai, S., Canale, N., Chomynova, P., Elekes, Z., Feijão, F., Fotiou, A., Kokkevi, A., Kraus, L., Rupšienė, L., Monshouwer, K., Nociar, A., Strizek, J., and Urdih Lazar, T. (2018). Prevalence of youth gambling and potential influence of substance use and other risk factors throughout 33 European countries: first results from the 2015 ESPAD study. *Addiction*, 113: 1862– 1873. <https://doi.org/10.1111/add.14275>.

⁴ Felsher, J. R., Derevensky, J. L., & Gupta, R. (2010). Young Adults with Gambling Problems: The Impact of Childhood Maltreatment. *International Journal of Mental Health and Addiction*, 8(4), 545–556. <https://doi.org/10.1007/s11469-009-9230-4>

⁵ Grande-Gosende, A., Richard, J., Ivoska, W., & Derevensky, J. (2020). The relationship between bullying victimization and gambling among adolescents. *International Gambling Studies*, 20(1), 80-96.

⁶ Kryszajtys, D. T., Hahmann, T. E., Schuler, A., Hamilton-Wright, S., Ziegler, C. P., Matheson, F. I. (2018). Problem gambling and delinquent behaviours among adolescents: A scoping review. *Journal of Gambling Studies*, 34, 893-914

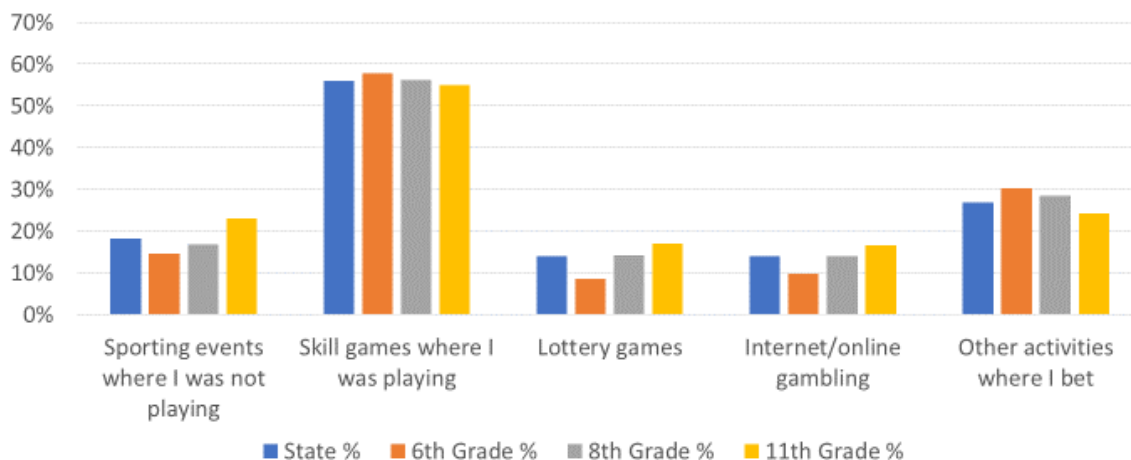
Gambling Activities

Youth were presented with the following definition of gambling; “*Gambling involves betting anything of value (money, a watch, soda, etc.) on a game or event*” and asked to indicate all the types of gambling they had bet on during the last 30 days from the list below:

- I did not gamble in the last 30 days
- Sporting events where I was not playing including fantasy sports
- Skill games where I was playing (sports, cards, dice, video games, etc.)
- Lottery games (scratch offs, PowerBall®, Megabucks™, etc.)
- Internet/online gambling activities (e-sports, casino games, sports betting, etc.)
- Other activities where I bet or gambled

Approximately 9.3% of all youths across grade levels who completed the survey endorsed having gambled in the past 30 days and 3.9% endorsed having gambled in the past 12 months. At the state level, across all grade levels, female identifying students had a past 30-day gambling prevalence rate of 6.1%, males 12.6%, and trans/gender non-conforming 11.3%. Among those who gambled, games of skill and sporting events were the most frequent types of gambling (see Table 1 in Appendix and graph below). *

Youth Gambling by Activity Type Based on Youth Who Reported Any Gambling in the Past 30 Days



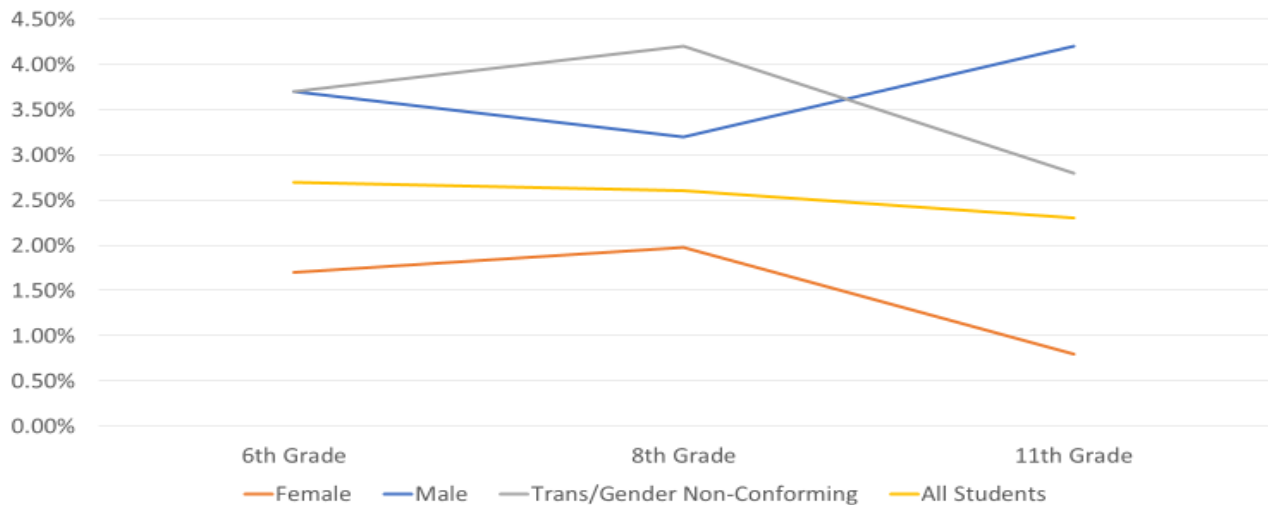
* The authors wish to point out a discrepancy in the data, where youth endorsement for gambling in the past 12 months is lower than gambling in the past 30 days (9.3% v. 3.9%). This finding defies logic as the past 12 months includes the past 30 days and therefore past year gambling prevalence should be larger than past 30 days prevalence. This issue was likely due to several factors including issues with gambling question survey design, respondent misinterpretation of the questions, and memory errors. The current report authors concluded the 30-day data, rather than the 12-month data, was the most appropriate data to focus upon. Memory errors increase as the reference period increases. That is, recalling gambling behavior over a 30-day period is less prone to memory error and therefore is viewed as a more accurate reflection of gambling prevalence among Oregon youth.

Gambling Related Problems

Across all grade levels, 2.7% of youths endorsed experiencing at least 1 gambling related problem over the past 12 months. Students who identify as males were more likely to gamble and report gambling related problems than students who identify as female. Among 6th and 8th graders, students who identified their gender in one of the trans/gender non-conforming categories were at greatest risk of gambling and reporting gambling related problems. For 11th graders, students who identify as trans/gender non-conforming categories had gambling and problem gambling risk levels below students identifying as male and above those identifying as female (see Table 2 in Appendix and graph below).



Prevalence of Gambling Related Problems by Gender Identity across Grade Levels

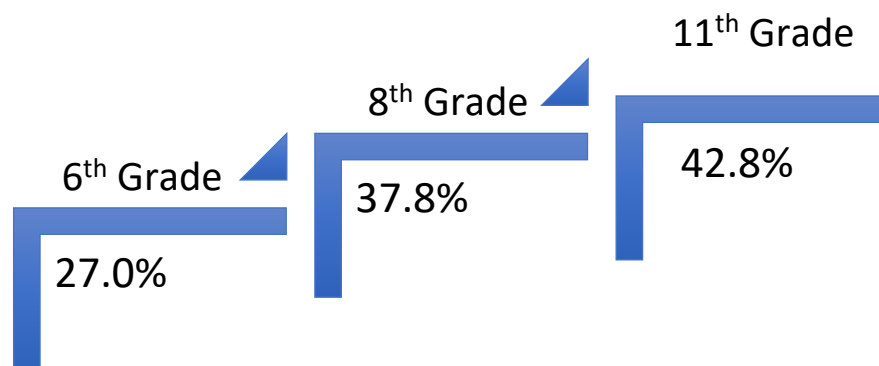


Adverse Childhood Experiences & Gambling

Given the drastic shift to at-home schooling and much of day-to-day life transitioning to a virtual world, the home life of youth has a major impact on their engagement in risky behaviors, gambling included. Across the State and all grades, gambling in the past 30 days was positively associated with adverse childhood experiences (ACEs). In other words, youth who stated they gambled in the past 30 days were significantly more likely to endorse having to wear dirty clothes to school, not having enough money for food, and/or were living with someone who had a drinking or drug use problem. See Table 3 in Appendix for full details.

The risk of youth reporting an adverse childhood experience was approximately 40% greater among youth who gambled in the past 30 days compared to youth who had not gambled.

Rates of youth who gambled in the past 30 days for those who live with someone who has a drinking or drug use problem



Bullying & Gambling

When we examine gambling and its relationship with bullying behaviors, we find further overlap. Youth who endorsed gambling in the past 30 days were significantly more likely to report they had bullied others in the past 12 months for 8th and 11th grade (6th grade was not asked this question). Additionally, gambling in the past 30 days was associated with a greater likelihood of being a victim of bullying, regardless of method or reason. In sum, gambling in the past 30 days was associated with an increased risk for being a victim and a perpetrator of bullying. See Table 4 in Appendix for further details.

Of note, across grade levels, youth who reported gambling in the past 30 days (compared to those who did not gamble) were:

- **2 times** more likely to be victims of cyber bullying
- **2 times** more likely to have bullied others

Sexual Activity & Gambling

Having gambled in the past 30 days was associated with an increased likelihood of having had sex among both 8th and 11th graders. 6th graders were not asked this question. At the state level, youth who endorsed gambling in the past 30 days were 1.3 times more likely to have had sex at least once in their life compared to those who did not gamble. For more information see Table 5 in Appendix.



8th GRADERS WHO
GAMBLE

MUCH MORE LIKELY
TO
HAVE HAD SEX

COMPARED TO
YOUTH WHO HAVE
NOT GAMBLED IN
THE PAST 30 DAYS

Youth Suicide, Hopelessness, and Sadness

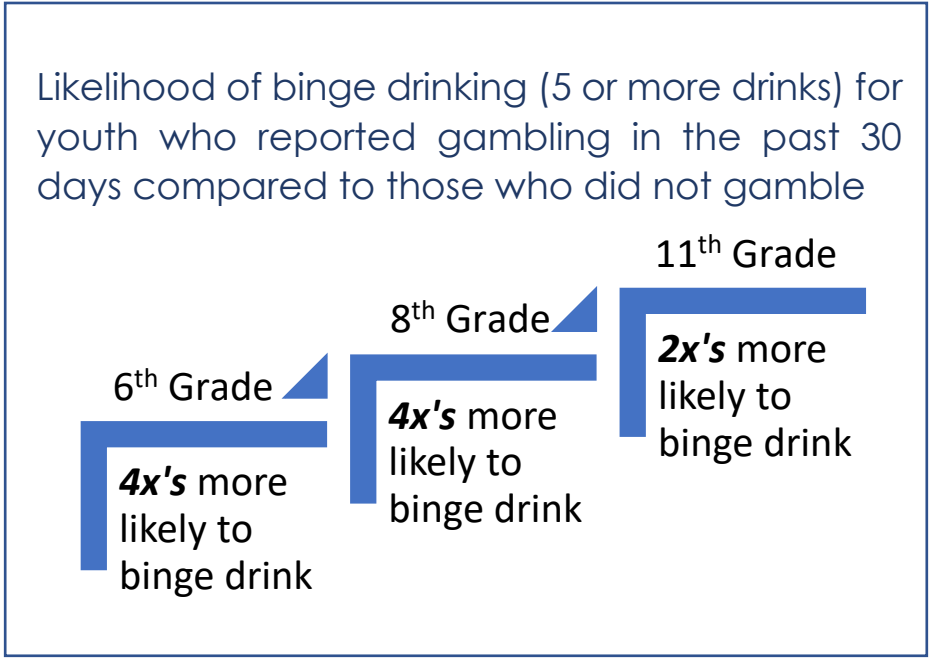
When exploring youth gambling behaviors and their relationship with sadness and suicidal behaviors an interesting trend emerges. Both for 6th and 8th graders, gambling in the past 30 days were associated with a greater likelihood of feeling sad or hopeless, considering suicide, or attempting suicide in the past 12 months. However, for 11th graders, the associations are weaker and there is no statistically significant association between gambling and feeling sad or hopeless. See Table 6 in Appendix for full details.

6th and 8th graders who reported gambling in the past 30 days were more than **2x's more likely** to have attempted suicide at least once compared to those who did not gamble.

Alcohol, Binge Drinking, and Driving

8th and 11th graders who gambled were **2x's** more likely to be in a car with a **teenager** under the influence of alcohol and/or drove under the influence than those who did not gamble.

Gambling behaviors have a strong connection with alcohol use behaviors and problems across grades and broadly at the state level. Gambling in the past 30 days was positively associated with alcohol consumption over the past 30 days, drinking 5 or more alcoholic drinks over the past 30 days in one sitting, and driving (or riding) in a car with a teenager driving under the influence of alcohol. See Table 7 in Appendix for full details.



Tobacco, Vaping, and Chewing

Gambling has a similar relationship to tobacco use as it does with alcohol use. Across the state level and among 6th graders, gambling in the past 30 days was positively associated with all tobacco variables. 6th graders were not asked about the use of chewing tobacco or flavored tobacco. Broadly speaking, youth who endorsed gambling in the past 30 days were more likely to smoke cigarettes, use e-cigs or vapes, and chew tobacco compared with youth who did not gamble. See Table 8 in Appendix for complete details.

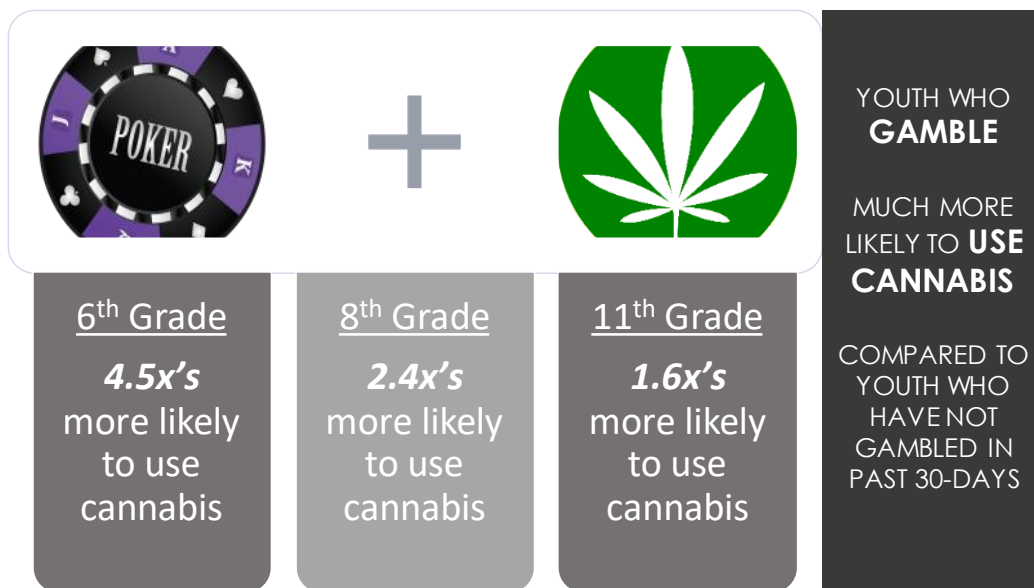
Of particular importance, of youth who reported gambling in the past 30 days:

- 6th graders were **6x's** more likely to smoke cigarettes
- 8th graders were **6x's** more likely to chew tobacco
- 11th graders were **3x's** more likely to chew tobacco

Compared to youth who did not gamble.

Cannabis

Gambling in the past 30 days was positively associated with cannabis usage across different methods of cannabis consumption. In other words, at the state level and across grade levels (though 6th graders were only asked if they used cannabis and were not asked about consumption method) youth who gambled were significantly more likely to report using cannabis in the past 30 days, consume cannabis via smoking, vaping, and eating compared to youth who did not report gambling. See Table 9 for further information.



Prescription Medication & Illicit Drugs

Gambling over the past 30 days was also positively associated with the frequency at which prescription medication was used, without a doctor’s knowledge, over the past 30 days, across the state level and all grade levels. Gambling was only associated with illicit drug use among 8th graders, not 11th graders. In other words, youth across grade levels who reported gambling in the past 30 days were more likely to use prescription medication without a doctor’s knowledge and 8th graders who reported gambling were more likely to use illicit drugs compared to those who did not gamble. See Table 10 for complete information.

8th graders who gambled were 2x’s more likely to use illicit drugs than those who did not gamble in the past 30 days.

Gambling Related Problems & Other Risky Behaviors

Of note, across grade levels, experiencing at least 1 problem related to gambling was associated with being:

- **3 times** more likely to be Cyber Bullied.
- **1.5 times** more likely to live with someone with a drinking or drug use problem.
- **2 times** more likely to drink alcohol OR use e-cigarettes at least 1 day over the past 30 days
- **2 times** more likely to have used illicit drugs in the past 30 days.

Compared with those who did not gamble.

Approximately 3% (2.7%) of all youths who completed the survey endorsed experiencing at least 1 problem related to their gambling within the past 12 months. Consistent with gambling in the past 30 days, it is clear from this data that experiencing a gambling related problem significantly increases the likelihood of engaging in numerous other risky behaviors.

Table 11 in the Appendix details, at the state level, the relative risks of those who gambled in the past 30 days compared to those who did not along several variables. Finally, Table 11 contains the ratio of relative risk, which demonstrates the relative risk impact of transitioning from gambling to problem gambling. Upon examination of Table 11, it is clear those that report at least one gambling related problem are at greater risk for reporting several other concerning behaviors compared to those that reported gambling but without related consequences.

Implications & Key Take Aways

Findings from the current survey support the notion that gambling should be included in prevention and education programs to promote healthy youth development. Gambling in the past 30 days, as well as experiencing at least 1 problem related to gambling have been shown to be associated with a wide variety of risky behaviors among Oregon youth.

Gambling in the past 30 days and experiencing at least 1 gambling related problem is associated with an increased likelihood of engaging in other risky behaviors across age groups of Oregon youth.

- Across grade levels, gambling is consistently associated with an increased risk in substance use. Among 11th graders who reported gambling in the past 30 days, one in four reported they had consumed alcohol in the past 30 days, compared to less than one in five who reported they did not gamble. These results highlight the need to include the discussion of gambling in programs to prevent substance abuse and vice versa.
- Gambling is associated with various types of bullying, suggesting that bullying initiatives should include elements aimed at reducing gambling.
- Gambling is associated with an increased likelihood of feeling sad or hopeless, thinking about suicide, and previous suicide attempts among 6th and 8th graders. Suicide prevention efforts among middle-school age individuals should include discussion around healthy and unhealthy coping strategies and include gambling as an unhealthy strategy and discuss inherent risks.

While findings from the survey do not tell us if youth gambling drives other behaviors of concern or may result as a byproduct of other risky behaviors or adverse experiences, what is clear is there is an association between youth gambling and indicators of youth health. This data underscores the need to pay attention to gambling as a public health issue impacting Oregon’s youth.



Appendix – Tables⁷

Below you will find the tables that have been references throughout the report. The tables are reported in percentages at the State level (aggregate of all grades) and by grade level. These percentages do not reflect the full youth population, rather, the percentage of individuals who endorsed gambling or non-gambling and those who endorsed the respective third variables of interest (i.e., alcohol use) as it relates to gambling (or non-gambling). For example, Table 3, reports “wearing dirty clothes to school” at the State level. We see that 35.8% of youth who reported gambling in the past 30 days endorsed that they had to wear dirty clothes to school. This contrasts with 23.7% of youth who did not report gambling in the past 30 days who endorsed having to wear dirty clothes to school. This finding is a statistically significant difference (as indicated by the asterisk). All tables should be interpreted this way, such as that the number in each column reflects the percentage of youth who gambled (or did not) who also endorsed whatever variable that row is defined as the variable in the corresponding row (e.g., wearing dirty clothes, drinking in the past 30 days, using cannabis, smoking tobacco, etc.).

Table 1. Gambling Prevalence & Activities, Past 30 Days

	State (%)	6 th Grade (%)	8 th Grade (%)	11 th Grade (%)
Respondents indicating any gambling in the past 30 days	9.3	9.5	9.7	8.8
<i>Question: Gambling involves betting anything of value (money, a watch, a soda, etc.) on a game or event. Please choose ALL the types of gambling that you have bet on during the last 30 days.</i>				
Sporting events where I was not playing including fantasy sports	18.3	14.6	16.8	23.1
Skill games where I was playing (sports, cards, dares, dice, video games, etc.)	55.9	57.8	56.2	55.0
Lottery games (scratch offs, PowerBall®, Megabucks™, etc.)	14.0	8.5	14.1	17.1
Internet/online gambling activities (e-sports, casino games, sports betting, etc.)	14.0	9.8	14.0	16.5
Other activities where I bet or gambled	26.9	30.3	28.4	24.2

⁷ Throughout the appendix, tables will be marked by either a single or double asterisk (e.g., 0.1* or 0.1**). A single asterisk indicates a statistically significant result at the 10% level (meaning the odds of these results occurring by chance are less than 10 out of 100) and two asterisks indicate a statistically significant result at the 5% level (meaning the odds of these results occurring by chance are less than 5 out of 100).

Table 2. Prevalence of Gambling Problems for those who Endorsed Gambling in the Past 12 Months

	State (%)	6 th Grade (%)	8 th Grade (%)	11 th Grade (%)
Felt bad about the amount of money you bet, or what happens when you gamble or bet	30.8	25.1	33.1	31.5
Gone back another day to try to win back money you lost gambling	20.5	22.3	18.9	21.3
Borrowed money from someone to gamble and not paid it back	10.3	7.7	13.3	7.9
Had any problems, such as arguments with family and friends, or problems at school or work due to your gambling	15.4	32.1	16.0	5.3

Table 3. Gambling & Adverse Childhood Experiences

	State (%)		6 th Grade (%)		8 th Grade (%)		11 th Grade (%)	
	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble
Wearing Dirty Clothes to school	35.8**	23.7**	38.5**	25.6**	34.4**	21.6**	35.1**	24.1**
Not having enough food to eat	22.5**	14.0**	25.4**	13.7**	20.3**	11.7**	22.4**	16.3**
Living with someone who has a drinking or drug use problem	36.6**	25.7**	27.0**	18.6**	37.8**	24.6**	42.8**	31.7**

Table 4. Gambling & Bullying

	State (%)		6 th Grade (%)		8 th Grade (%)		11 th Grade (%)	
	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble
Victim of Cyber Bullying	15.0**	7.4**	21.5**	8.4**	15.6**	7.3**	9.4%*	6.7*
Bullying Others	12.8**	5.1**	-	-	14.0**	5.8**	11.7**	4.6**
All Types of Bullying	24.4**	13.2**	25.8**	12.2**	31.1**	14.4**	17.1**	12.8**

Table 5. Gambling & Sexual Activity

	State		8 th Grade		11 th Grade	
	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble
Ever had sex	23.1**	17.1**	10.0**	3.5**	35.3**	28.8**

Table 6. Gambling, Sadness, & Suicide

	State (%)		6 th Grade (%)		8 th Grade (%)		11 th Grade (%)	
	Gambled 30 days	Did Not Gamble	Gambled 30 days	Did Not Gamble	Gambled 30 days	Did Not Gamble	Gambled 30 days	Did Not Gamble
Felt Sad or Hopeless	43.1**	34.8**	42.1**	26.7**	42.4**	32.2**	44.4	42.9
Considered suicide	19.4**	13.5**	16.1**	9.4**	21.4**	13.6**	20.1*	16.4*
Attempted Suicide at least once	8.0**	4.2**	7.1**	2.8**	9.6**	4.6**	7.2*	4.8*

Table 7. Gambling & Alcohol

	State (%)		6 th Grade (%)		8 th Grade (%)		11 th Grade (%)	
	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble
Alcohol use in past 30 days	16.9**	8.3**	6.7**	1.7**	13.9**	4.8**	27.6**	15.9**
5 or more Drinks in a Day	7.9**	3.2**	2.0**	0.5**	6.3**	1.5**	14.0**	6.5**
Drove while under the influence of alcohol and/or rode with a teenager who had been drinking alcohol	4.6**	2.0**	-	-	4.7**	1.7**	4.5**	2.2**

Table 8. Gambling & Tobacco

	State (%)		6 th Grade (%)		8 th Grade (%)		11 th Grade (%)	
	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble
Smoked Cigarettes	3.1**	1.5**	1.9**	0.3**	2.1*	1.1*	4.9**	2.7**
Used e-cigs or vaping	10.5**	6.2**	4.2**	1.4**	10.2**	4.3**	15.9**	11.4**
Chewed Tobacco	3.0**	0.7**	-	-	2.4**	0.4**	3.6**	1.0**
Flavored Tobacco product	10.6**	7.1**	-	-	8.7**	3.5**	12.4	10.1

Table 9. Gambling & Cannabis Use

	State (%)		6 th Grade (%)		8 th Grade (%)		11 th Grade (%)	
	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble
Cannabis use past 30 days	10.8**	6.1**	2.8**	0.6**	7.0**	2.9**	21.0**	12.8**
Smoked Cannabis	7.1**	4.5**	-	-	5.6**	2.3**	14.1**	9.6**
Vaped Cannabis	4.0**	2.8**	-	-	2.4**	1.3**	8.8*	6.1*
Ate Edible Cannabis	4.7**	1.8**	-	-	2.5**	0.9**	10.4**	3.9**

Table 10. Gambling & Illicit Drug Use

	State (%)		6 th Grade (%)		8 th Grade (%)		11 th Grade (%)	
	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble	Gambled 30 days	Did not gamble
Non-prescribed prescription drug use	7.6**	3.0**	7.7**	3.2**	7.4**	2.8**	7.8**	3.1**
Used Illicit drugs	3.7**	2.2**	-	-	3.2**	1.6**	4.1	2.7

Table 11. Gambling Problems – Ratio of Relative Risk*

State Level (All Grades)							
	Gambled Past 30 Days			Experienced at Least 1 Gambling Problem			Ratio of Relative Risk
	No (%)	Yes (%)	Relative Risk	No (%)	Yes (%)	Relative Risk	
ACEs							
Worn dirty clothes to school	23.7	35.8	1.5	23.9	40.8	1.7	1.13
Not enough food to eat	14.0	22.5	1.6	14.3	26.5	1.9	1.15
Living with someone with alcohol/drug problems	25.7	36.6	1.4	25.8	41.3	1.6	1.12
Bullying							
Being Cyber Bullied	7.4	15.0	2.0	7.4	22.7	3.1	1.51
Bullying Others	5.1	12.8	2.5	5.4	17.1	3.2	1.28
Bullying at school – 6 th Grade Only	6.4	9.5	1.5	6.4	11.3	1.8	1.17
Sadness & Suicidality							
Felt sad or hopeless	34.8	43.1	1.2	35.1	46.8	1.3	1.08
Seriously considered suicide	13.5	19.4	1.4	13.6	21.7	1.6	1.11
Attempted suicide at least once	4.2	8.0	1.9	4.2	11.9	2.9	1.49
Sexual Activity							
Ever had sex	17.1	23.1	1.4	17.4	22.8	1.3	0.97
Alcohol (last 30 days)							
Drank alcohol	8.3	16.9	2.0	8.6	22.3	2.6	1.28
Had 5 or more drinks in a sitting	3.2	7.9	2.5	3.3	11.3	3.4	1.38
Drove a car when you were under the influence of alcohol and/or rode in a car with a teenager driving under the influence	2.0	4.6	2.3	2.1	9.0	4.4	1.91
Tobacco (last 30 days)							
Smoked cigarette	1.5	3.1	2.1	1.5	5.3	3.5	1.64
e-cigarette/vaping	6.2	10.5	1.7	6.4	13.3	2.1	1.24
Chewed tobacco	0.7	3.0	4.2	0.8	4.1	5.3	1.24
Flavored tobacco/vaping	7.1	10.6	1.5	7.2	13.5	1.9	1.25
Cannabis (last 30 days)							
Used cannabis	6.1	10.8	1.8	6.2	11.5	1.8	1.04
Smoked cannabis	4.4	7.1	1.6	4.6	8.0	1.7	1.08
Vaped cannabis	2.8	4.0	1.4	2.8	5.2	1.9	1.30
Edible cannabis	1.8	4.7	2.6	1.9	6.1	3.2	1.23
Other Drug Use (last 30 days)							
Non-prescribed prescription drug use	3.0	7.6	2.5	3.1	10.6	3.4	1.36
Used illicit drugs	2.2	3.7	1.7	2.2	4.5	2.0	1.20

*This table contains information about the relative risk of engaging in one of the behaviors in the left column when transitioning from gambling to problem gambling. Looking at the first row (wearing dirty clothes), we see that the relative risk of wearing dirty clothes for those who gambled in the past 30 days (compared to those who did not) is 1.5 (35.8/23.7 = 1.5); in other words, youth who reported gambling in the past 30 days are 1.5 times more likely to have worn dirty clothes compared to youth who did not gamble. Similarly, we see that the relative risk for wearing dirty clothes for those who endorsed gambling problems is 1.7 (40.8/23.9 = 1.7) times greater than those who did not endorse a gambling problem. The final column on the right details the ratio of relative risks. In other words, youth who gambled in the past 30 days and endorsed a gambling problem had a 13% greater relative risk (1.7/1.5 = 1.13) for wearing dirty clothes than those who gambled in the past 30 days without reporting a gambling problem.