

FASCINATING FIGURES

OHA PGS SYSTEM DATA TRIVIA

2025 Fall OHA PGS Summit



Our Team



The OHA PGS system accomplished a lot in the last year. Get ready to test your knowledge about problem gambling in your communities, system prevention initiatives, and treatment characteristics!

Rules:

1. Your table is your team
2. One minute per question
3. Write your table's answer down
4. Honor system scoring - indicate which questions you answered correctly



YOUTH GAMBLING FOCUS GROUPS

Discussions with Parents/Caregivers & Youth



SEPTEMBER 2025

UNDERSTANDING YOUTH GAMBLING: FOCUS GROUP & SURVEY FINDINGS FROM PARENTS AND CAREGIVERS OF YOUTH



SEPTEMBER 2025

UNDERSTANDING YOUTH GAMBLING: FOCUS GROUP & SURVEY FINDINGS FROM OREGON YOUTH



01. YOUTH GAMBLING FOCUS GROUPS

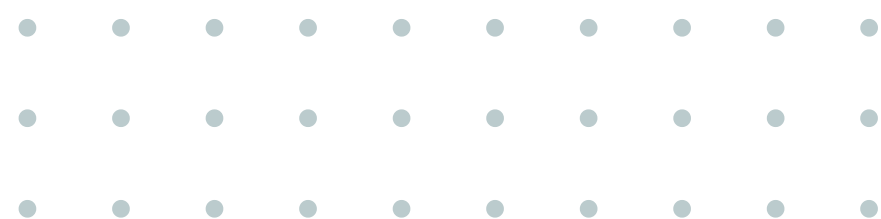
Which activity did both parents/caregivers and youth compare to gambling?

- A) Collecting Pokémon cards*
- B) Playing competitive basketball*
- C) Watching sports*
- D) Doing homework and earning an incentive*

WHICH ACTIVITY DID PARENTS, CAREGIVERS, AND YOUTH ALIKE COMPARE TO GAMBLING?

Answer: A) Collecting Pokémon cards 

- Pokémon cards have monetary and social value for youth.
- Youth compared collecting Pokémon cards to gambling because of the cost and feeling of uncertainty about the value they may obtain.
- Parents/caregivers discussed bartering behavior with cards, and described a “high” associated with getting a “good” card.



02. YOUTH GAMBLING FOCUS GROUPS

What risky behavior did both parents and youth link most closely with gambling?

- A) Skipping school*
- B) Alcohol use*
- C) Cannabis use*
- D) Stealing and impulse control issues*

WHAT RISKY BEHAVIOR DID BOTH PARENTS AND YOUTH LINK MOST CLOSELY WITH GAMBLING?

Answer: B) Alcohol use 

- Youth noted the co-occurrence of gambling and drinking in various venues, and that alcohol can impair decision-making when it comes to gambling.
- The risk of both was described as exciting and alluring, with positive social implications.
- Parents/caregivers and youth discussed the potential addictive nature of alcohol and gambling.
- Parents/caregivers also discussed the connection to excessive screen time.



UNDERSTANDING YOUTH GAMBLING: FOCUS GROUP & SURVEY FINDINGS FROM PARENTS AND CAREGIVERS OF YOUTH



**PARENT/
CAREGIVER
REPORT**

UNDERSTANDING YOUTH GAMBLING: FOCUS GROUP & SURVEY FINDINGS FROM OREGON YOUTH



**YOUTH
REPORT**

YOUTH GAMBLING: A SUMMARY OF INSIGHTS FROM YOUTH, PARENTS, & CAREGIVERS

Focus group and survey outcomes with Oregon youth and parents/caregivers indicate that many middle- and high-schoolers have already gambled at some point in their lives. Youth perceive gambling as both risky and fun, noting parallels between gambling and video gaming features.

Parents and caregivers may not be aware of the extent to which youth are exposed to gambling or participating in such activities. Over the course of focus group discussions, parents/caregivers recognized a range of ways in which youth may be exposed to gambling content and expressed worry about the normalization of gambling among youth, its addictive potential, impacts on financial habits, and links to other risky behaviors, such as substance use and excessive screen time.

FORMS & CONTEXTS OF GAMBLING

Youth report gambling in a variety of ways, including sports betting, card games, scratch tickets, bingo/lotería, dice games, fantasy sports, raffles, and bets tied to dares or school events. Gambling occurs on apps and in-person.



Youth and parents/caregivers connect gambling and popular gambling-like activities, such as loot boxes, in-game/app purchases, trading Pokémon cards, arcade games, and "pay-to-win" mobile games.



Youth are exposed to gambling in a variety of ways, like family gatherings and tradition, peer activities, school events, social media, a variety of advertisements, movies and television, and community events.



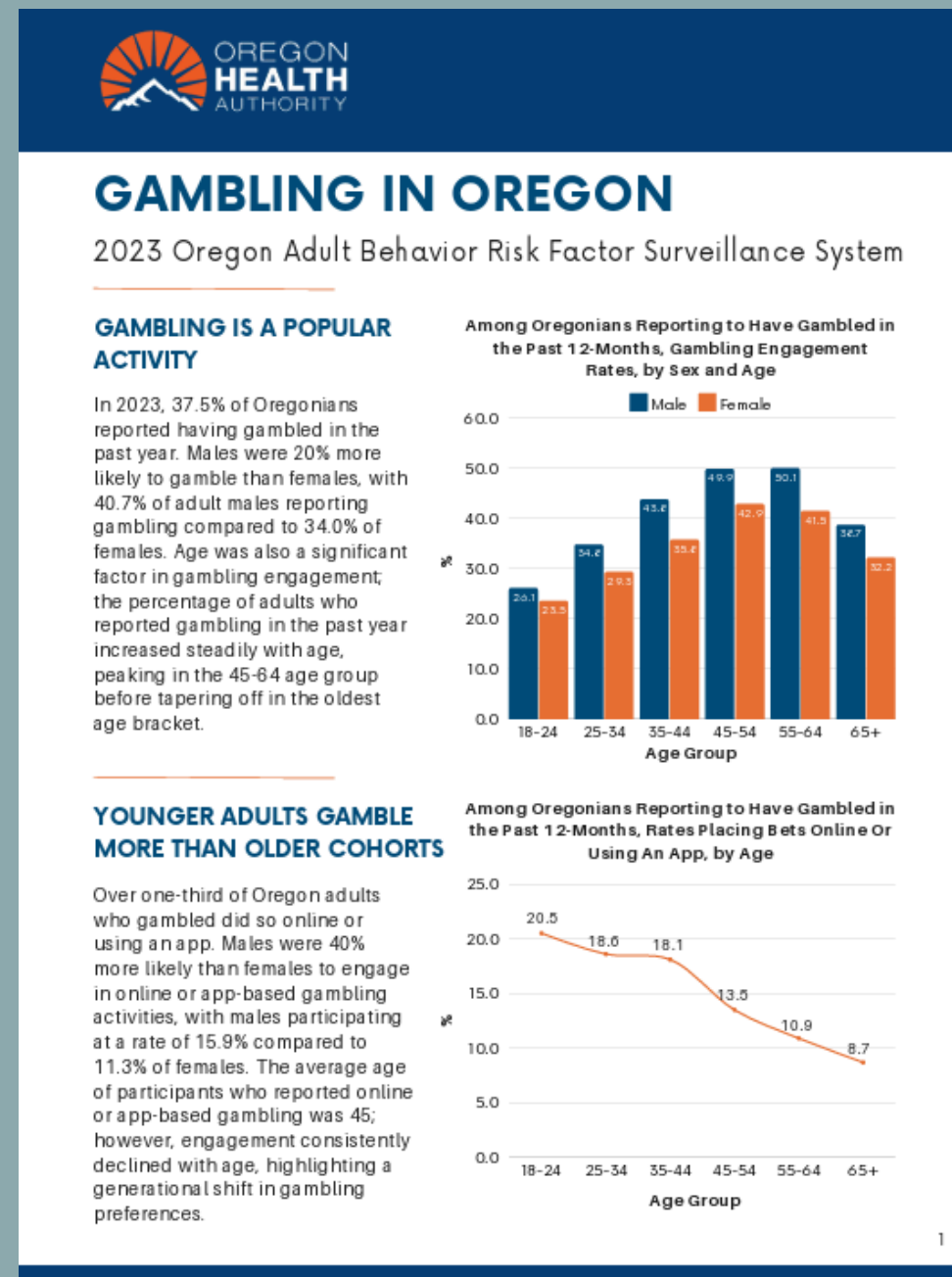
RISKS & INFLUENCES

- Youth, parents, and caregivers identified potential harms associated with youth gambling, such as addiction, financial loss, strained relationships, and mental health concerns.
- Substance use and excessive video gaming are perceived as risk factors for youth gambling, with overlap in addictive potential and co-occurring participation.
- Peer influence is strong and may include normalization of youth gambling, particularly for younger youth observing older peers.



**SUMMARY
2-PAGE
REPORT**

2023 OREGON ADULT BEHAVIOR RISK FACTOR SURVEILLANCE SYSTEM (BRFSS)



03. 2023 OREGON ADULT BEHAVIOR RISK FACTOR SURVEILLANCE SYSTEM (BRFSS)

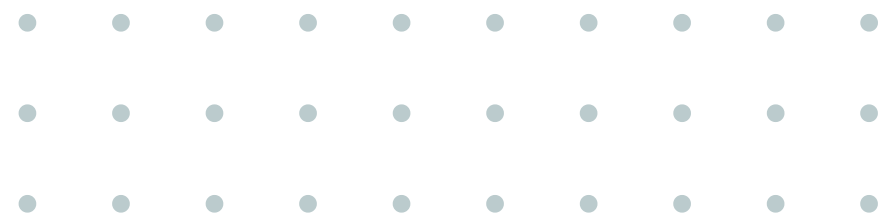
*WHAT PERCENT OF ADULT OREGONIANS GAMBLE
IN UNREGULATED INTERNET GAMBLING SITES?*

- A) <1%
- B) 5%
- C) 10%
- D) 20%

WHAT PERCENT OF ADULT OREGONIANS GAMBLE IN UNREGULATED INTERNET GAMBLING SITES?

Answer: A) <1% 

- This finding does not support the argument that more legalized gambling opportunities are needed to compete with the unregulated market.
- Among survey respondents who gambled online or used a mobile application, 95% did so primarily within regulated gambling markets.



04. 2023 OREGON ADULT BEHAVIOR RISK FACTOR SURVEILLANCE SYSTEM (BRFSS)

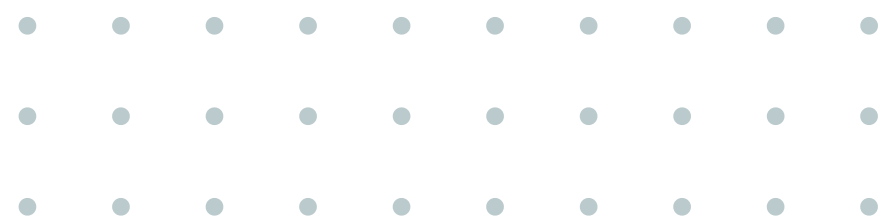
FOR ADULT OREGONIANS WHO GAMBLE, ALL BUT ONE OF THE BELOW FACTORS MORE THAN DOUBLES PROBLEM GAMBLING RISK. WHICH FACTOR IS LESS OF A RISK FACTOR THAN THE REST?

- A) Smoking
- B) Identifying as Black or Hispanic
- C) Poor health
- D) ACE: Living with anyone who was incarcerated
- E) An annual household income <\$15,000

WHICH FACTOR IS LESS OF A RISK FACTOR THAN THE REST?

Answer: C) Poor health ✓

- Of those who gamble, the adult population rate of at-risk problem gambling was 3.5%. The rate of at-risk problem gambling by risk factor was:
 - Smoking (10%)
 - Identifying as Black (10.5%) or Hispanic (7%)
 - Poor health (5.9%)
 - ACE: Living with anyone who was incarcerated (8.2%)
 - An annual household income <\$15,000 (10.4%)

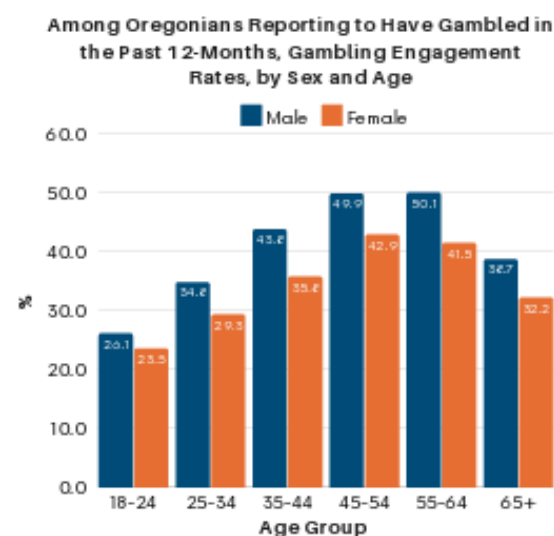


GAMBLING IN OREGON

2023 Oregon Adult Behavior Risk Factor Surveillance System

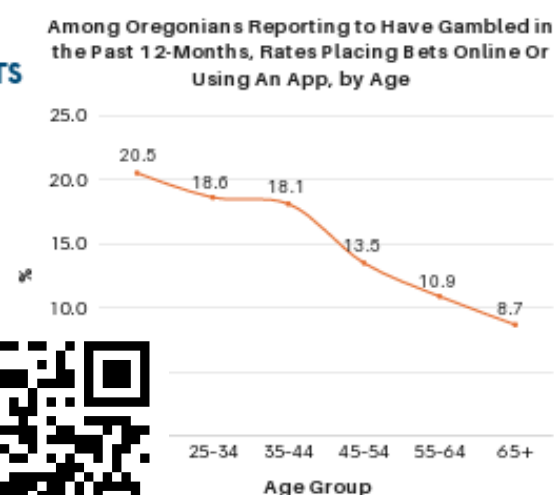
GAMBLING IS A POPULAR ACTIVITY

In 2023, 37.5% of Oregonians reported having gambled in the past year. Males were 20% more likely to gamble than females, with 40.7% of adult males reporting gambling compared to 34.0% of females. Age was also a significant factor in gambling engagement; the percentage of adults who reported gambling in the past year increased steadily with age, peaking in the 45-64 age group before tapering off in the oldest age bracket.



YOUNGER ADULTS GAMBLE MORE THAN OLDER COHORTS

Over one-third of Oregon adults who gambled did so online or using an app. Males were 40% more likely than females to engage in online or app-based gambling activities, with males participating at a rate of 15.9% compared to 11.3% of females. However, the percentage of adults who reported gambling in the past year increased steadily with age, peaking in the 45-64 age group before tapering off in the oldest age bracket.



**BRIEF
REPORT**

1

2023 Oregon Adult Health Survey

Special Report on Gambling

Prepared for the Oregon Health Authority, Problem Gambling Services, by Problem Gambling Solutions, Inc.

January 2025



**FULL
REPORT**

EVIVE & GAMFIN

The logo for evive, featuring the word "evive" in a white, lowercase, sans-serif font. A small teal dot is positioned above the letter "i".

evive

The logo for GamFin, featuring the word "GamFin" in a white, bold, sans-serif font. The "G" is significantly larger than the other letters.

GamFin

Financial counseling to individuals and families who are
experiencing gambling-related financial distress.

www.gamfin.org

05. EVIVE & GAMFIN

WHAT PERCENT OF EVIVE AND GAMFIN USERS WOULD RECOMMEND THE RESOURCE TO A FRIEND?

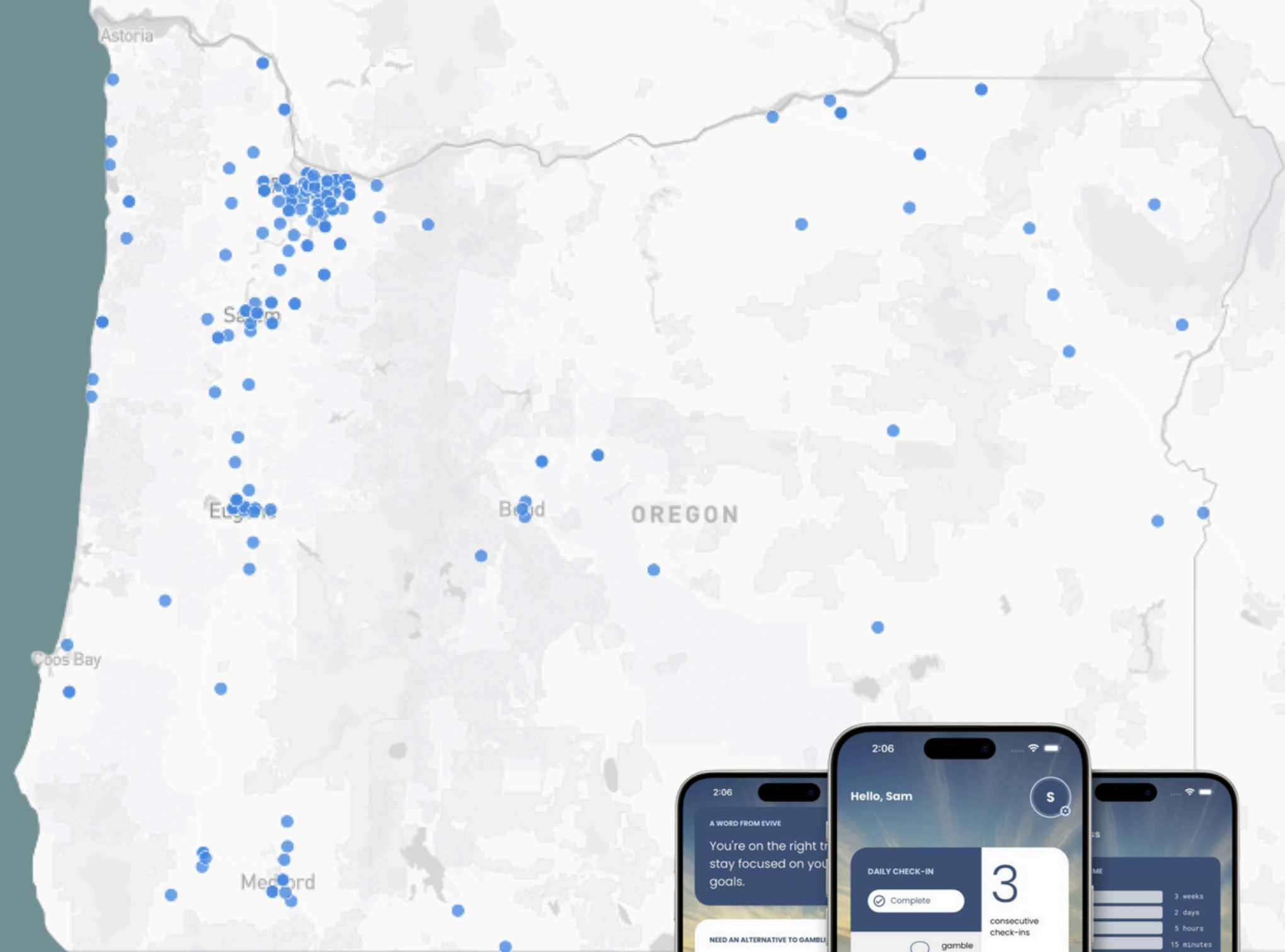
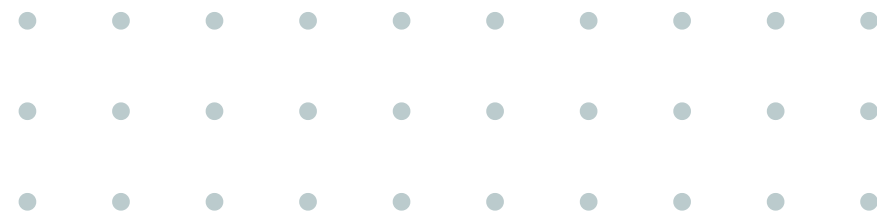
- A) 50%*
- B) 75%*
- C) 85%*
- D) 95%*

WHAT PERCENT OF EVIVE AND GAMFIN USERS WOULD RECOMMEND THE RESOURCE TO A FRIEND?

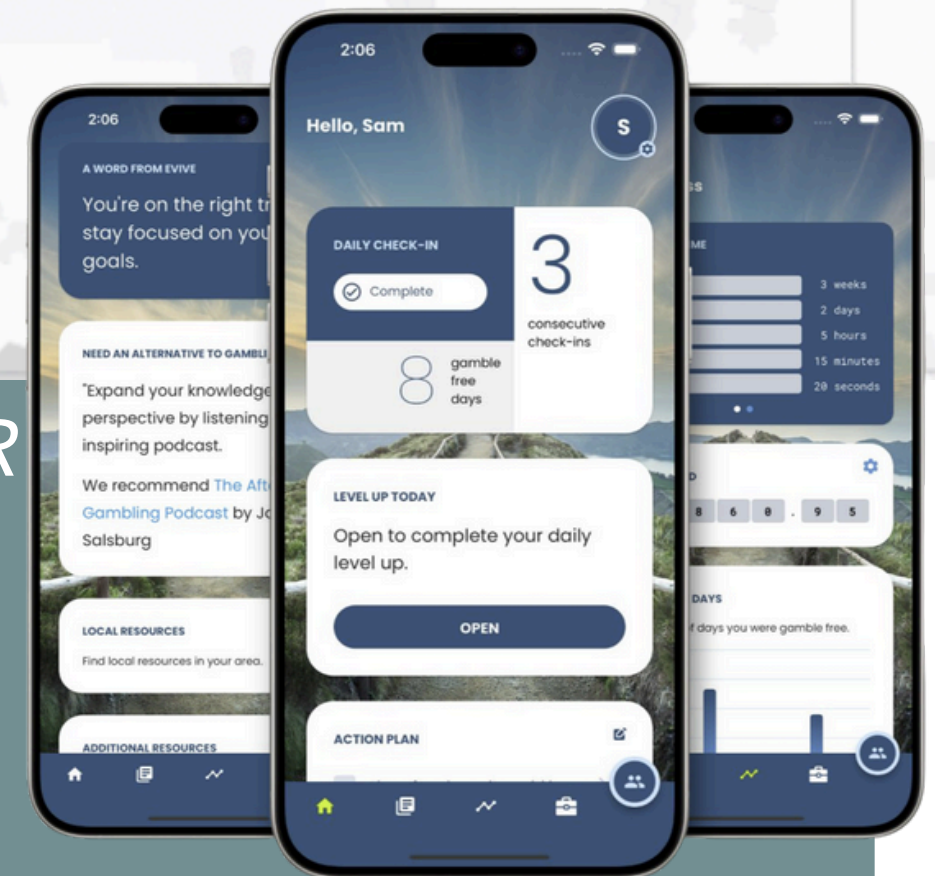
Answer: D) 95% 

Unique users in FY24/25

- GamFin - 51
- Evive - 211



Map of Evive users in OR



ADDITIONAL EVIVE & GAMFIN INFORMATION WILL BE AVAILABLE IN THE OHA PGS FY2024-25 ANNUAL REPORT

Coming soon



OREGON'S PUBLICLY FUNDED GAMBLING TREATMENT SERVICES EVALUATION REPORT

Fiscal Year 2024-25

OREGON HEALTH AUTHORITY
PROBLEM GAMBLING SERVICES

OREGON COLLEGE STUDENT SURVEY

Oregon Student Gambling Survey

REPORT of FINDINGS



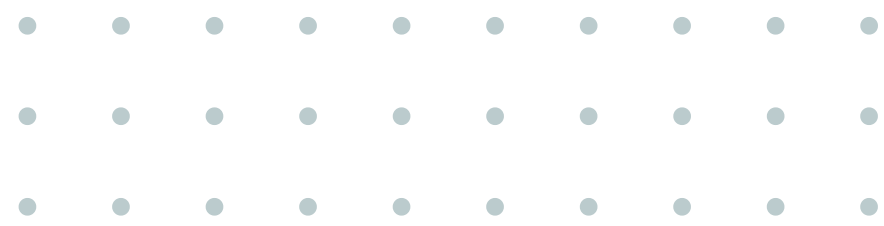
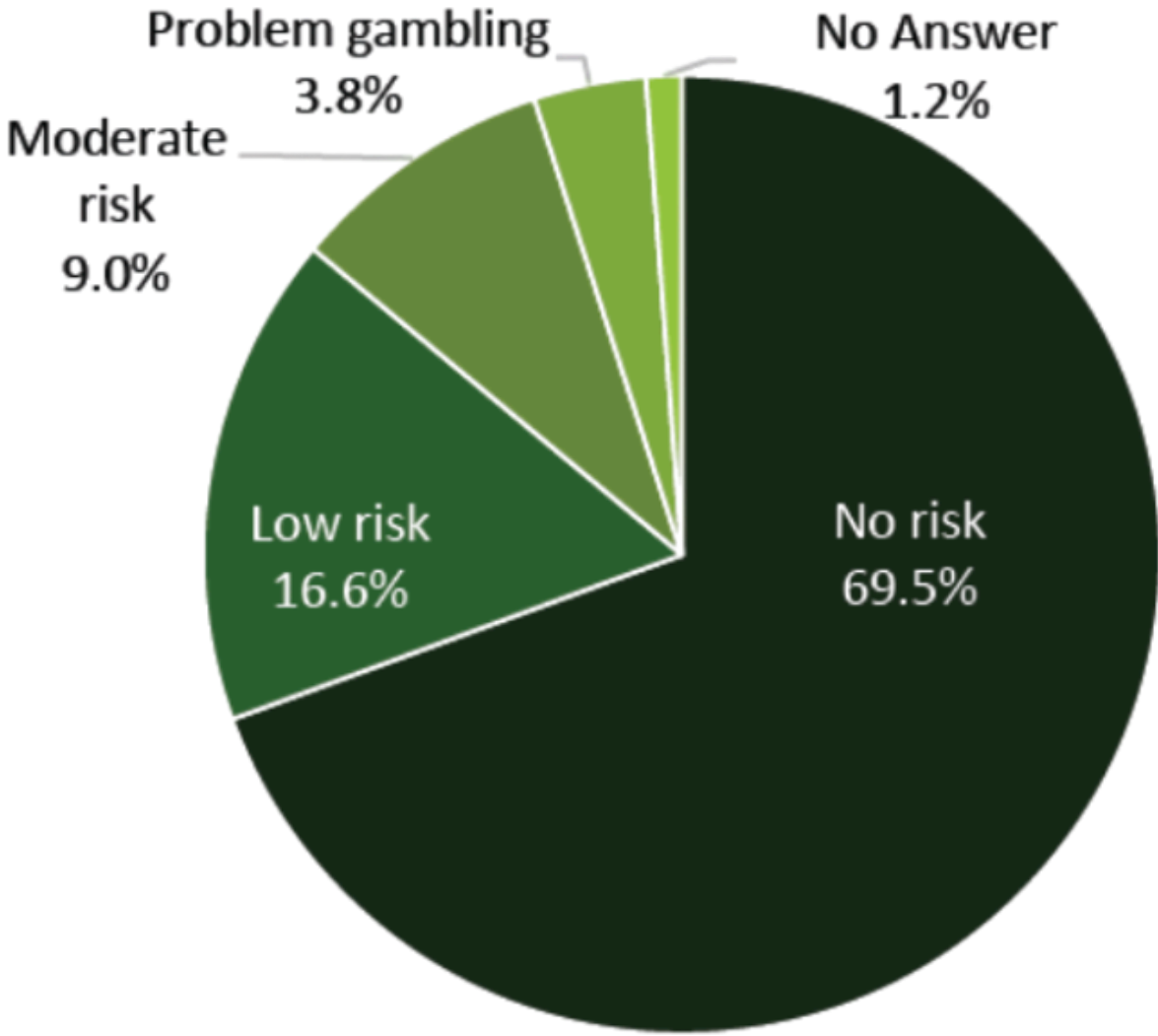
06. COLLEGE STUDENT SURVEY

What percent of Oregon college students scored in the problem gambling range on the PGSI?

- A) ~2%
- B) ~4%
- C) ~6%
- D) ~8%

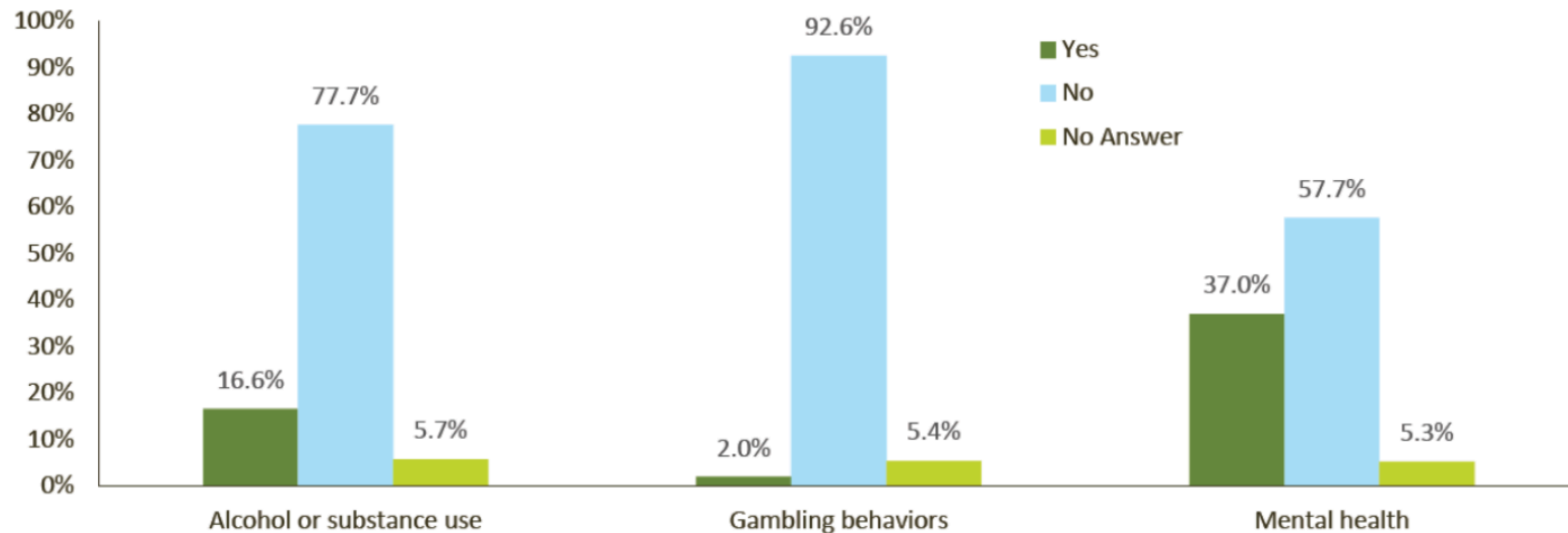
WHAT PERCENT OF OREGON COLLEGE STUDENTS SCORED IN THE PROBLEM GAMBLING RANGE ON THE PGSI?

Answer: B) ~4% 



Only 2% of student respondents stated that they had been asked about their gambling behaviors within the past 12 months, highlighting an area of oversight in addressing needs for support with problem gambling on campuses.

Figure 21: Someone at University/College Asked about Problematic Behaviors Past 12 Months (N=980)



Q9: During the past 12 months, has anyone from the university/college (e.g., academic advisor, counselor, healthcare worker, professor, coach) asked you questions about your: Alcohol or substance use; Gambling behaviors; Mental health

Oregon Student Gambling Survey

REPORT of FINDINGS



**REPORT OF
FINDINGS**

OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

2025 Panel Study



07. 2025 OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

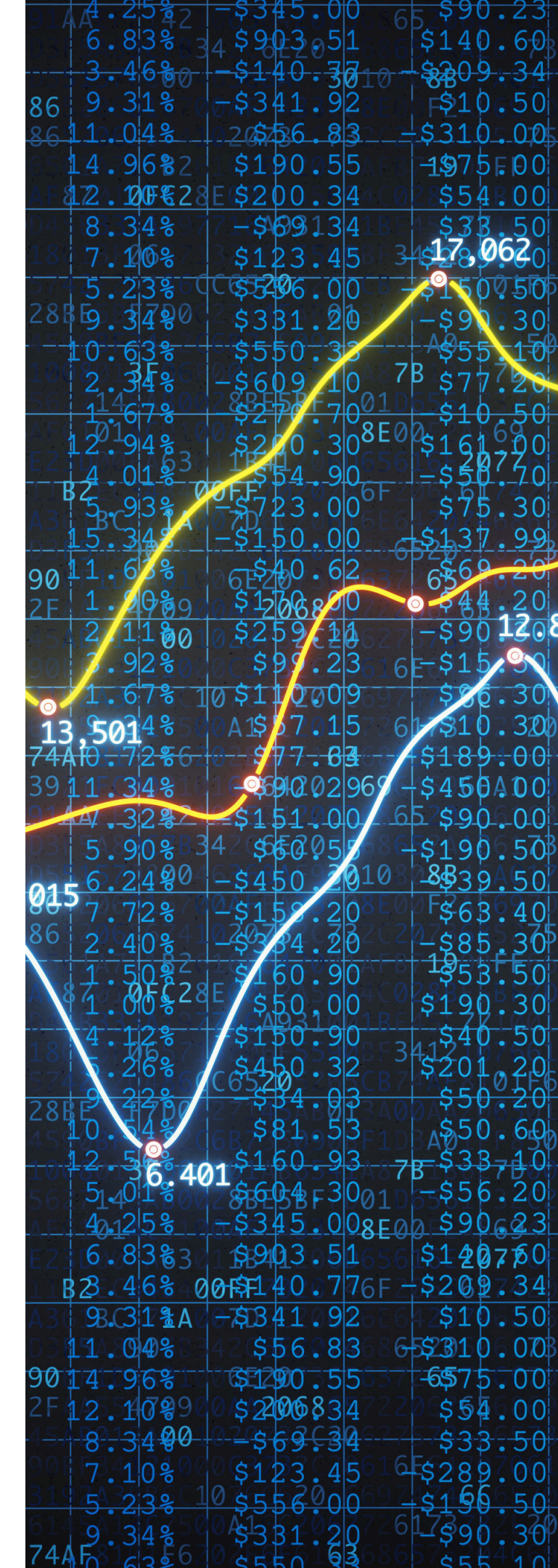
What percent of Oregon adults engaged in gambling activities involving cryptocurrencies or related activities in the past 12 months?

- A) 0-5%
- B) 6-14%
- C) 15-17%
- D) 18-25%

WHAT PERCENT OF OREGONIANS ENGAGED IN GAMBLING ACTIVITIES INVOLVING CRYPTO OR RELATED ACTIVITIES IN THE PAST 12 MONTHS?

Answer: B) 6-14% 

- **12%** of Oregon adults reported engaging in gambling activities with crypto and related activities.
- The cryptocurrency market is valued at over \$4 trillion and, by some accounts, will grow to \$30 trillion by 2030.
- Cryptocurrencies can now be purchased directly through brokerage accounts or indirectly via exchange-traded funds.
- Pension funds, school endowments, and other institutions have also invested in cryptocurrencies and related assets.



08. 2025 OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

Of Oregon adults who day-trade traditional assets and cryptocurrencies, how many screen High Risk for problem gambling?

- A) 1-5%
- B) 6-10%
- C) 15-25%
- D) 25-40%

OF OREGON ADULTS WHO DAY-TRADE TRADITIONAL ASSETS & CRYPTO, HOW MANY SCREEN HIGH RISK FOR PROBLEM GAMBLING?

Answer: D) 25-40% ✓

- Day-trading in traditional financial assets and/or cryptocurrencies is associated with a **High Risk rate of 33%** on the PGSI- more than 5x the overall average of 6%.
- Gambling issues related to day-trading can go unnoticed because the behavior is often framed as an investment strategy. While some consumer protections exist around trading in traditional assets, cryptocurrency trading remains largely unregulated and unfamiliar to many in the public health communities.



09. 2025 OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

What percent of survey participants screened in the Moderate Risk category on the PGSI?

- A) 1-3%
- B) 4-7%
- C) 5-9%
- D) 10-11%

WHAT PERCENT OF SURVEY PARTICIPANTS SCREENED IN THE MODERATE RISK CATEGORY ON THE PGSI?

Answer: C) 5-9% 

- 9% of survey participants were screened as Moderate Risk, defined as individuals likely experiencing some negative consequences from gambling (e.g., financial issues)

BONUS: What about High Risk?

Answer: 6%
(Extra point if you guessed between 5-7%)



10. 2025 OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

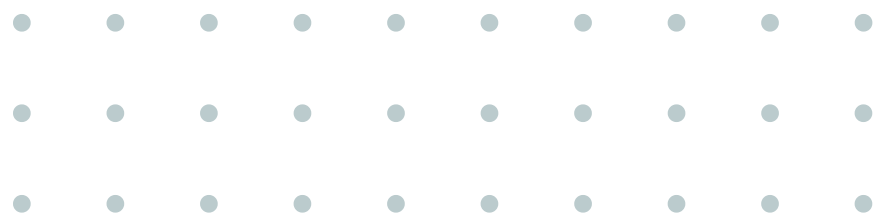
What percent of Oregon adults were negatively affected by the gambling behaviors of a friend, family member, coworker, or someone else they know?

- A) 1-10%
- B) 11-20%
- C) 21-30%
- D) 31-40%

WHAT PERCENT OF OREGON ADULTS WERE NEGATIVELY AFFECTED BY THE GAMBLING BEHAVIORS OF SOMEONE THEY KNOW?

Answer: C) 21-30% 

- Nearly 1 in 4 (**23%**) Oregon adults are adversely impacted by another person's gambling, which highlights the ripple effect of gambling problems.
- The full burden of problem gambling is under-recognized, and public policy does not provide adequate support to everyone impacted by gambling-related harm.



OREGON ADULT GAMBLING ATTITUDES, BEHAVIOR, & HEALTH

Research Brief

2024



BRIEF
REPORT



TREATMENT FOLLOW-UP EVALUATION



OREGON'S PUBLICLY FUNDED GAMBLING TREATMENT SERVICES EVALUATION REPORT

Fiscal Year 2023-24

OREGON HEALTH AUTHORITY
PROBLEM GAMBLING SERVICES

11. TREATMENT FOLLOW-UP EVALUATION

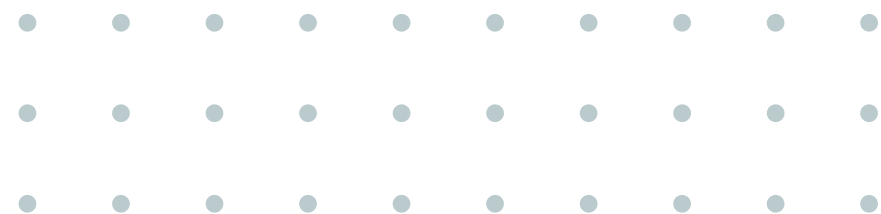
At the start of treatment, what percentage of outpatient participants wanted to quit gambling?

- A) 53%
- B) 74%
- C) 83%
- D) 94%

AT THE START OF TREATMENT, WHAT PERCENTAGE OF OUTPATIENT PARTICIPANTS WANTED TO QUIT GAMBLING?

Answer: C) 83% 

- 83% described their goal for gambling recovery to be abstinence, while 17% wanted to set limits for themselves
- At the 30-day survey, 74% reported they were at least somewhat meeting their goal



12. TREATMENT FOLLOW-UP EVALUATION

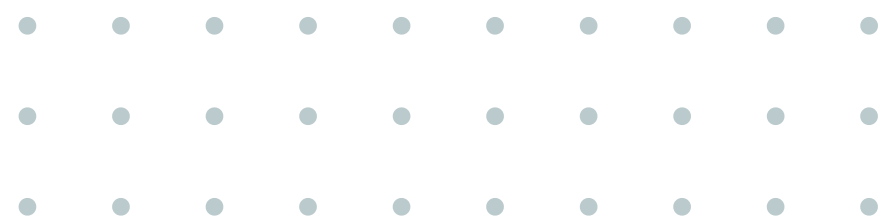
What was the most common reason participants sought help for gambling?

- A) Financial loss*
- B) Loss of control*
- C) Pressure from family/significant other*
- D) Legal trouble*

WHAT WAS THE MOST COMMON REASON PARTICIPANTS SOUGHT HELP FOR GAMBLING?

Answer: B) Loss of control 

- In their own words, one-third of participants described seeking help after they felt they lost control of their gambling, feeling “powerless”
- The remaining top five reasons, in order of frequency, include spending too much money, self-identifying as having a problem, the impact on their finances, and the impact on their family.



13. TREATMENT FOLLOW-UP EVALUATION

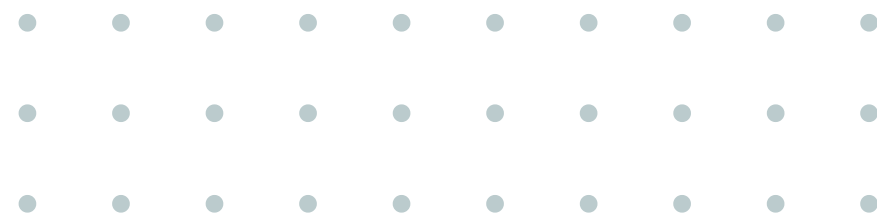
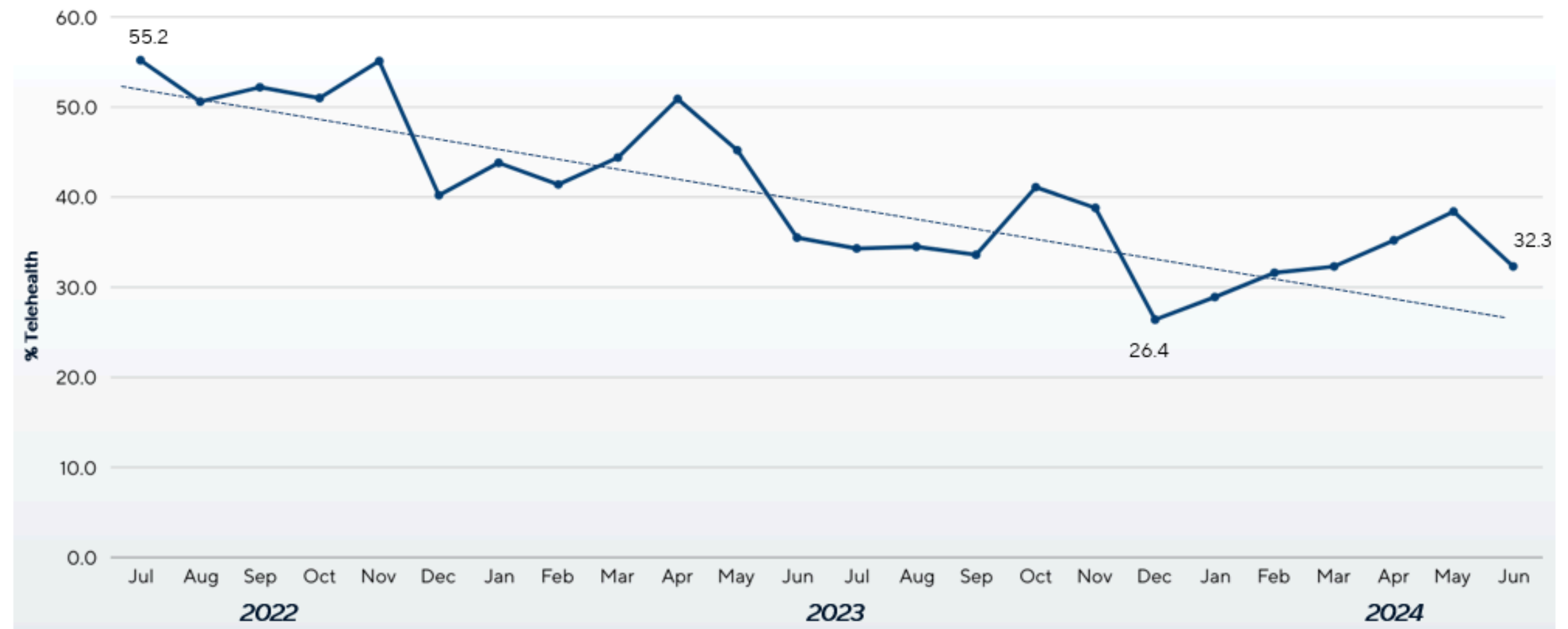
What percentage of participants used in-person services for gambling treatment?

- A) 27%
- B) 53%
- C) 67%
- D) 75%

WHAT PERCENTAGE OF PARTICIPANTS USED IN-PERSON SERVICES FOR GAMBLING TREATMENT?

Answer: C) 67% ✓

- Use of telehealth for PGS encounters has declined over the last several years
- Telehealth use has remained stable at 35%





OREGON'S PUBLICLY FUNDED GAMBLING TREATMENT SERVICES EVALUATION REPORT

Fiscal Year 2023-24

**OREGON HEALTH AUTHORITY
PROBLEM GAMBLING SERVICES**



**LEARN MORE ABOUT FOLLOW-UP
PROJECT FINDINGS IN THE
FY2023-24 ANNUAL REPORT**

(FY2024-25 REPORT COMING SOON)

OHA HELPLINE ANALYSIS

Fiscal Year 2023-2024



14. HELPLINE ANALYSIS, FY2023-24

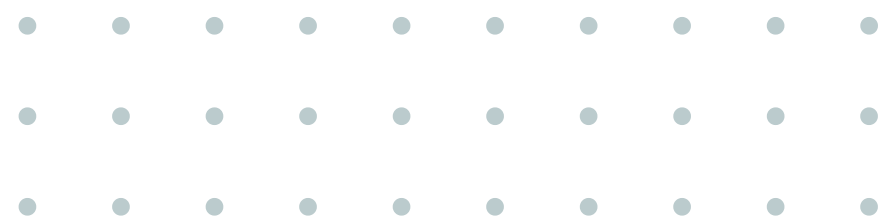
During which month does the helpline receive the most calls for help?

DURING WHICH MONTH DOES THE HELPLINE RECEIVE THE MOST CALLS FOR HELP?



Answer: July ✓

- The overwhelming majority (78%) of calls to the helpline are not help-seeking calls. July is the most common month for Oregonians to call, looking for help.
- The fewest calls occur in February.
- These results for Oregon differ from national trends, where helpline calls tend to peak in October and January, coinciding with professional and collegiate football seasons and the start of the NBA schedule.



ADDITIONAL HELPLINE INFORMATION WILL BE AVAILABLE IN THE OHA PGS FY2024-25 ANNUAL REPORT

Coming soon



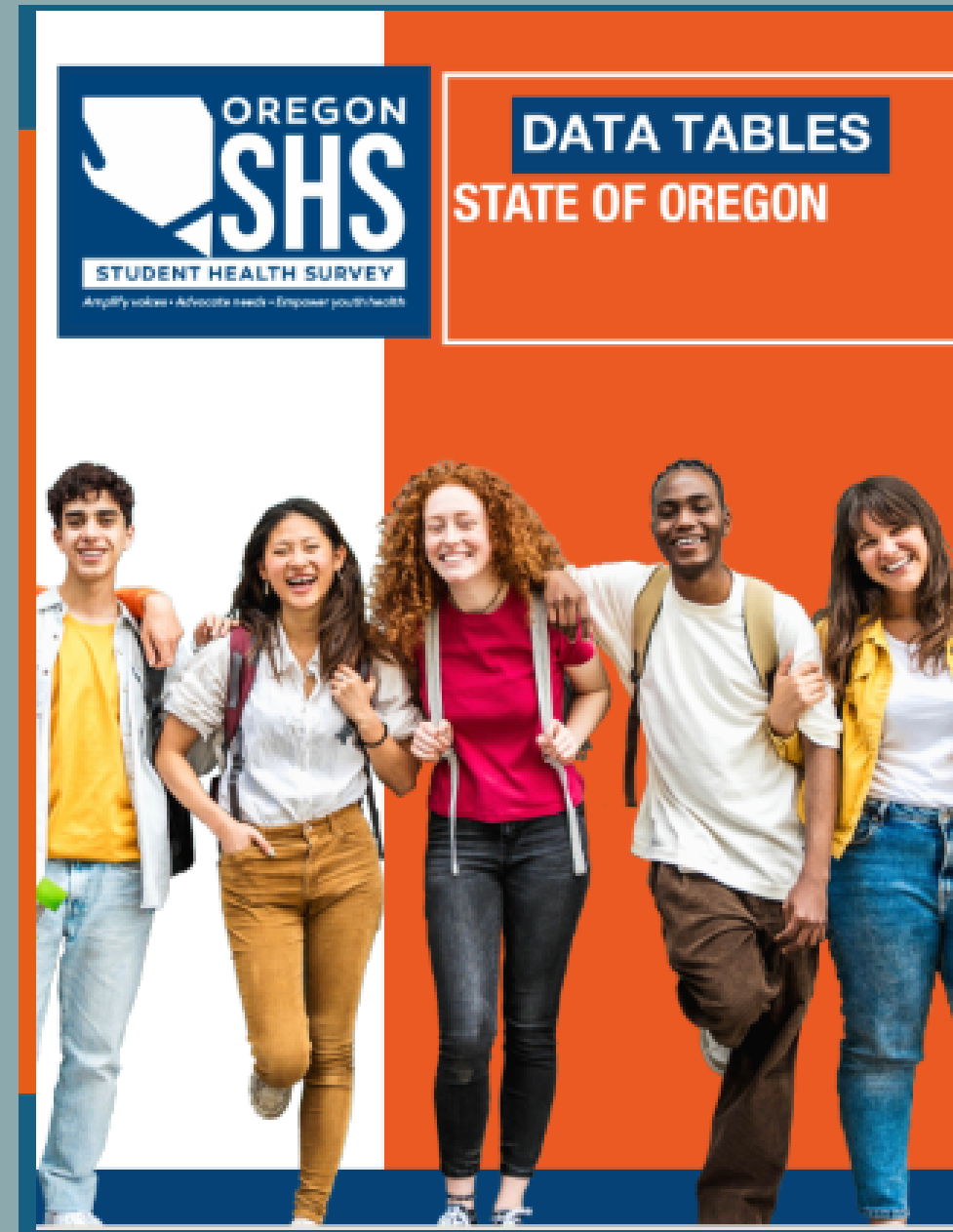
OREGON'S PUBLICLY FUNDED GAMBLING TREATMENT SERVICES EVALUATION REPORT

Fiscal Year 2024-25

OREGON HEALTH AUTHORITY
PROBLEM GAMBLING SERVICES

STUDENT HEALTH SURVEY

Fiscal Year 2023-2024



15. STUDENT HEALTH SURVEY

Based on a modified form of the BAGS, what is the rate of at-risk problem gambling among 11th graders in 2024?

A) 0 - 0.25%

B) 0.26 - 0.50%

C) 0.51 - 0.75%

D) 0.76+%

BASED ON A MODIFIED FORM OF THE BAGS, WHAT IS THE RATE OF AT-RISK PROBLEM GAMBLING AMONG 11TH GRADERS IN 2024?

Answer: D) 0.72% 

- Gambling participation has also increased among 11th graders. In 2022, 18% reported participating in gambling, compared to 21% in 2024.
- 6th and 8th graders also increased gambling rates. In 2024, 23% of 6th graders and 26% of 8th graders reported gambling.
- Adult Oregonians who began gambling before age 18 were 50% more likely to exhibit problematic gambling behavior*.

*Oregon Gambling Attitudes, Behaviors, Health, and Risk Survey (2025)



STUDENT HEALTH SURVEY REPORT

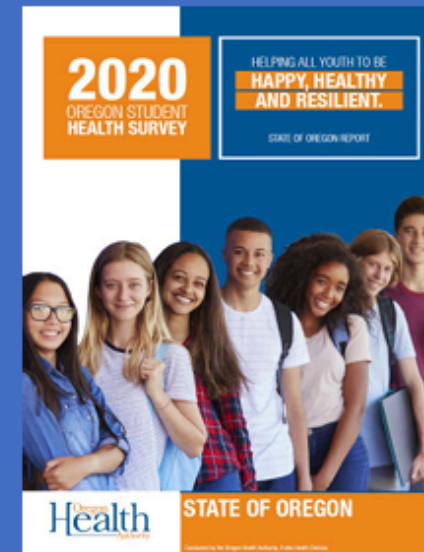
2024 report coming soon

2020 Supplemental Report



2020 Oregon Student Health Survey
Supplemental Report

Youth Gambling



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/SH5/2020/Reports/State%20of%20Oregon.2020%20SH5.pdf>

Supplement report provided by
Problem Gambling Solutions, Inc.

Tyree Dingle, PhD Candidate
Jeff Masotta, PhD
Glenn Yamagata, MPhil

For more information,
contact project sponsor:

Roxann Jones
Problem Gambling Prevention Specialist
Health Systems Division
roxann.r.jones@ohseoha.state.or.us

PG NET

Fiscal Year 2024-2025



16. PGNET (FY2024-25)

How many new clients were treated in the PGS system between July 1, 2024, and June 30, 2025 (FY2024-25)?

- A) 445*
- B) 670*
- C) 840*
- D) 1230*

HOW MANY NEW CLIENTS WERE TREATED IN THE PGS SYSTEM IN FY2024-25?

Answer: B) 670 ✓

- 839 unique clients were treated, only a 1% decrease from the year prior
- From the previous year, client intakes increased by 2%. Discharges increased by 10%
- The total number of encounters increased by 19%. 12,833 encounters were recorded this year.



17. PGNET (FY2024-25)

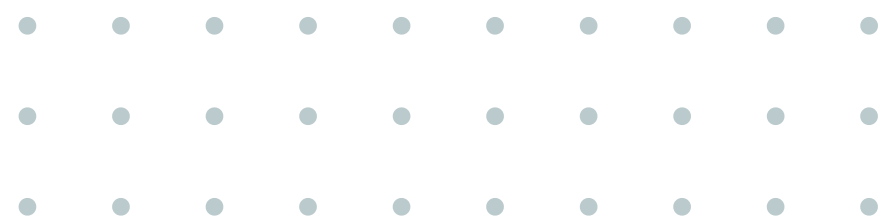
In what month did the PGS system see the most intakes?

- A) January
- B) April
- C) June
- D) September

IN WHAT MONTH DID THE PGS SYSTEM SEE THE MOST INTAKES?

Answer: A) January ✓

- 85 intakes in January
- The second most was 74 in March
- The least was 41 in March, close behind 42 in October and November
- October had the most encounters (1,197)



18. PGNET (FY2024-25)

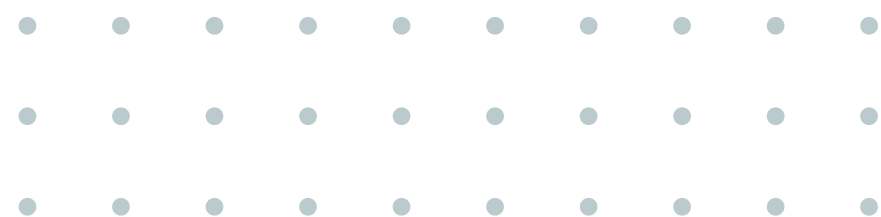
What are the top two gambling disorder severity levels among clients in treatment for gambling? (Select two)

- A) Subclinical*
- B) Mild*
- C) Moderate*
- D) Severe*

WHAT ARE THE TOP TWO GAMBLING DISORDER SEVERITY LEVELS AMONG CLIENTS IN TREATMENT FOR GAMBLING?

Answer: A) Subclinical; D) Severe ✓

- Subclinical - 24%
- Mild - 13%
- Moderate 18%
- Severe 46%
- The percentage of clients with moderate and severe presentations has decreased over the last two years



19. PGNET (FY2024-25)

What was the most common type of treatment history reported by gambling treatment clients at intake?

Problem gambling?

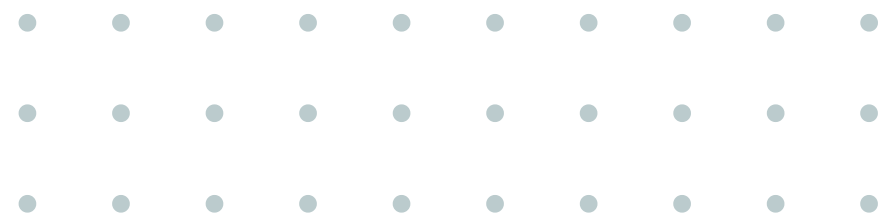
Substance use?

Mental health?

WHAT WAS THE MOST COMMON TYPE OF TREATMENT HISTORY REPORTED BY GAMBLING TREATMENT CLIENTS AT INTAKE?

Answer: Mental health- 45% ✓

- Problem gambling- 39%
- Substance use- 34%
- The number of PGS clients with no prior problem gambling treatment episodes has increased



20. PGNET (FY2024-25)

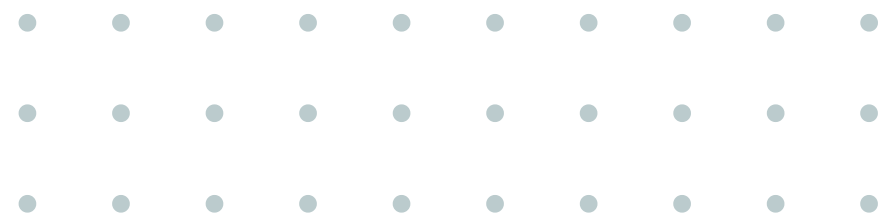
Peer-delivered services account for what proportion of encounters?

- A) 3%
- B) 10%
- C) 12%
- D) 25%

PEER-DELIVERED SERVICES ACCOUNT FOR WHAT PROPORTION OF ENCOUNTERS?

Answer: B) 10% ✓

- 1,168 peer service encounters
- Individual gambling treatment accounted for 41.5% of encounters
- Group gambling treatment accounted for 21.5%
- Residential was 14.7%



ADDITIONAL PGNET DATA WILL BE AVAILABLE IN THE OHA PGS FY2024-25 ANNUAL REPORT

Coming soon



OREGON'S PUBLICLY FUNDED GAMBLING TREATMENT SERVICES EVALUATION REPORT

Fiscal Year 2024-25

OREGON HEALTH AUTHORITY
PROBLEM GAMBLING SERVICES

HOW DID YOU DO?



THANK YOU!

Scan to access OHA
PGS research & reports

