

Sports Gambling

Sports gambling is the activity of predicting sports results and placing a wager (bet) on the outcome of the sporting event.

History of Sports Gambling

Wagering on sports is a relatively common form of gambling and has been around forever, however it has grown in popularity due to advances in technology and the 2018 Supreme Court decision to repeal the 1992 Professional and Amateur Sports Protection Act (PASPA) which had limited states from regulating and taxing sports betting.

Oregon History

Oregon had offered sports betting prior to the passage of PASPA and was grandfathered in allowing for State regulated sports betting, however, was asked by state legislature to discontinue in 2007 in order to host NCAA Men's Division Basketball Championship. With the repeal of PASPA, Oregon has once again opened the door to sports betting, with an online sports betting app through the Oregon Lottery called Scoreboard (Oct. 2019) and numerous tribal casinos offering onsite sports betting.



HELP, HOPE, CONNECT

Characteristic of Individuals at Higher Risk of Problems with Sports Gambling

- Young Males (approximately 35). ¹
- Single
 - Potentially lower financial & family obligations
 - More likely to watch and bet on sports
 - More likely to frequent social settings such as bars where sports betting occurs
- Peer Influence
 - Nearly half (47%) of all "sports betting events" involved placing a bet with a friend. ²
- Perceptions of Knowledge
 - Sports bettors perceive their gambling as more skill based, knowledge and analysis and less by chance or luck.
 - Individuals who play games of skill overestimate their personal ability to win. ⁴
- Full-time employed or studying
- High level of education
- Substance Use
 - Problem Gambling Sports Bettors are more likely to report that they used alcohol or illicit drugs while betting compared to non-problem sports bettors.

Technology has allowed for greater accessibility and availability. On demand options offering gambling opportunities 24/7. Individuals can place bets on their mobile

devices, personal computers and land based offline establishments.

^{1:} Hing et al, 2017; 2: Statista, 2018; 3: Auer & Griffiths, 2017, & Gordon et al, 2015, Mercier et al, 2018; 4: Toneatto et al 1997 & Walker, 1992.