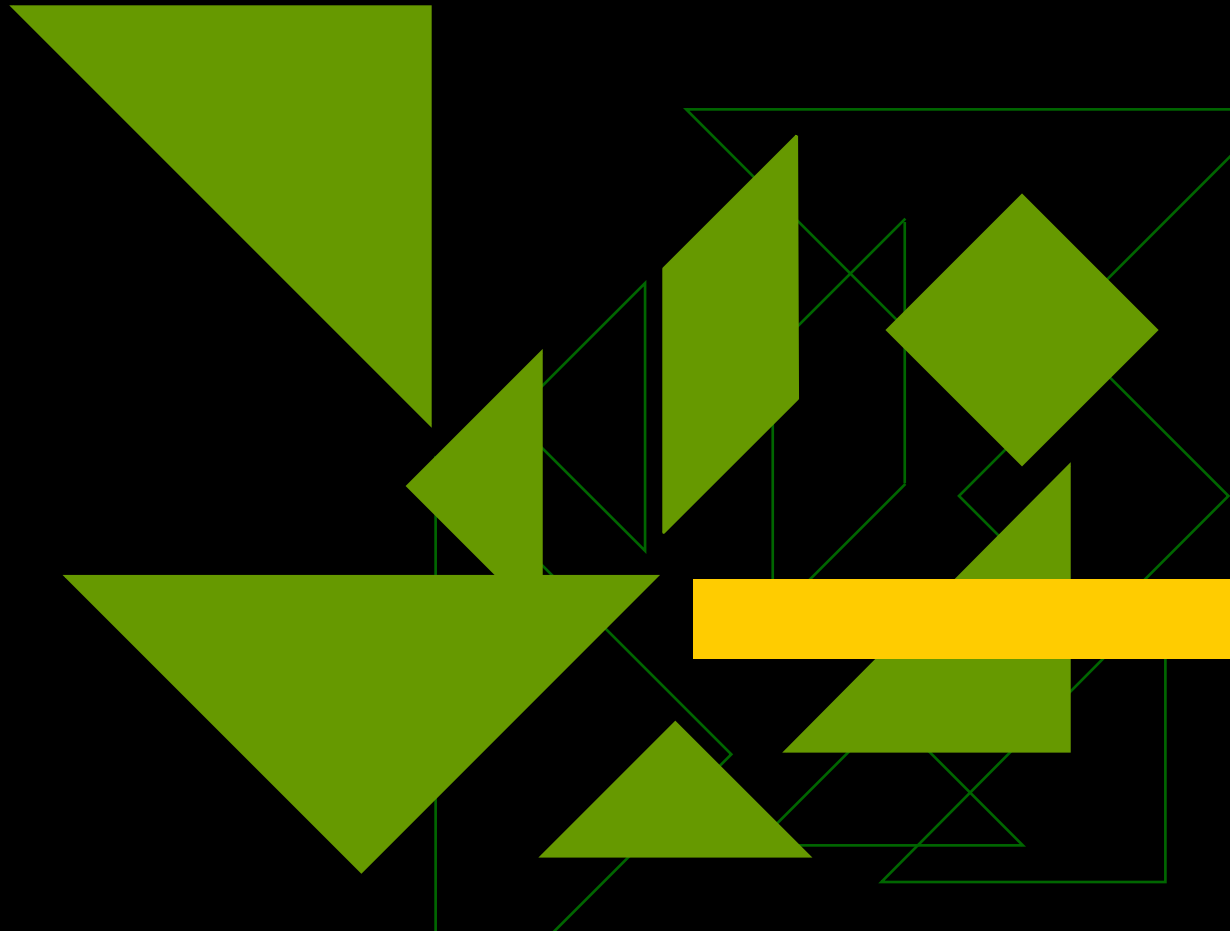


# Gambling: Inside and Out

Sept 2010  
EASG conference  
Vienna, Austria



# Research Team

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# Overview

- ◆ Introduction
- ◆ Study #1 – Turner, et al., 2009
- ◆ Development of Study #2
- ◆ Study #2 – Descriptive Results so far...
- ◆ Conclusions and observations



# Why study gambling in a correctional setting?

- ◆ Desperation over gambling losses may lead to crime.
- ◆ High prevalence of gambling problems amongst offenders.
- ◆ Gambling may be a recidivism risk
- ◆ Correlation of mental health and gambling problems
- ◆ Institutional gambling: risks and rewards

# Study 1

Turner, N.E., Preston, D.L., Saunders, C., McAvoy, S., & Umesh, J. (2009). The relationship of problem gambling to criminal behaviour in a sample of Canadian male federal offenders. *Journal of Gambling studies*, 25, 153-169.

# Study 1

- ◆ 254 male offenders in Millhaven Assessment Unit
- ◆ 86 % first time federal offenders
- ◆ 19% first time offenders
- ◆ 103 semi-structured interviews
  - All Pathological Gamblers,
  - All Subclinical Problem Gamblers
  - Anyone with “gambling” in their official file
  - 1/6 of other offenders

# Correlate Comparisons

- ◆ Risk Factors / Correlates – Pathways Study (Turner et al., 2008; males only N = 76)

Turner, N.E., Jain, U., Spence, W., & Zangeneh, M, (2008). Pathways to pathological gambling: Component analysis of variables related to pathological gambling. *International Gambling Studies*, 8(3), 281 - 298.

# Prevalence



- ◆ General Population

- Pathological = 1.1%
- Sub-clinical problem = 2.8%

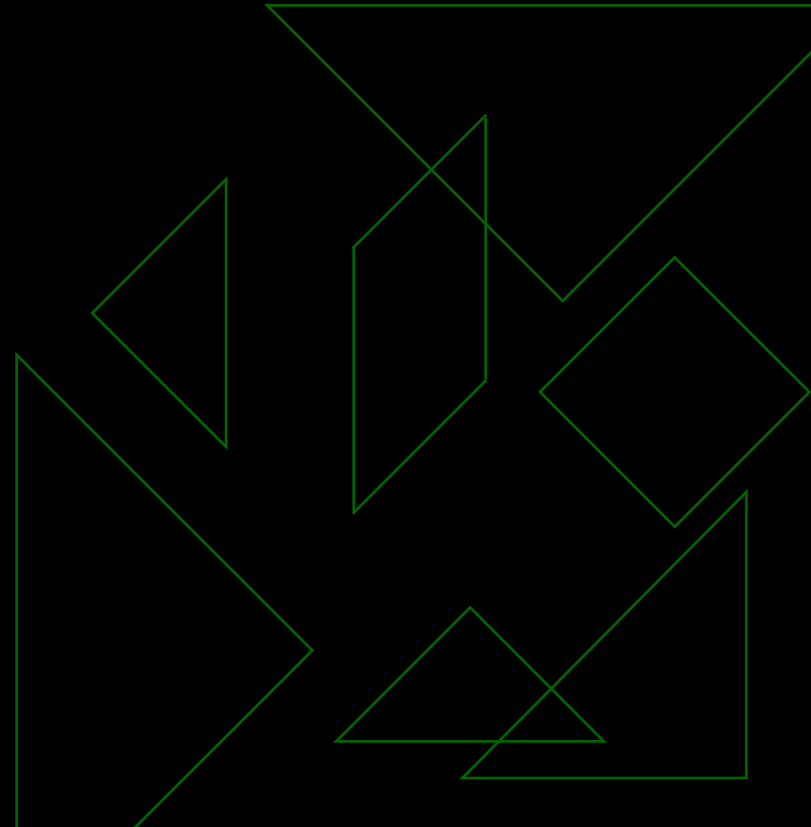
- ◆ Offender sample (CPGI)

- Severe Problem Gamblers = 9.4%;
  - Moderate Problem Gamblers = 15.7%.
- 



# Correlates of PG

- ◆ Mood
- ◆ Impulsivity
- ◆ Wins
- ◆ Beliefs



# Negative Moods & PG

|                       | Millhaven<br>(rho) | Gen Pop<br>(rho) |
|-----------------------|--------------------|------------------|
| Interpersonal Anxiety | .19**              | .43***           |
| Zung Anxiety          | .19**              | .47***           |
| Depression            | .22**              | .43***           |
| Total Stress          | .49***             | .42***           |
| Escape Coping         | .26***             | .52***           |

# Impulsivity & PG

|                | Millhaven<br>(rho) | Gen Pop<br>(rho) |
|----------------|--------------------|------------------|
| Current ADHD   | .28**              | .28**            |
| Childhood ADHD | .19**              | .00              |
| Impulsivity    | .19**              | .35***           |

# Beliefs, wins and PG

|                                | Millhaven<br>(rho) | Gen Pop<br>(rho) |
|--------------------------------|--------------------|------------------|
| Random Events<br>Knowledge     | -.22**             | -.28**           |
| Big win Ever                   | .57***             | .28+             |
| Big win first time<br>gambling | .42***             | .66***           |
| Big win in early days          | .42***             | .17              |
| Log size of first win          | .28***             | .30***           |

# Institutional Gambling

- ◆ 42% reported gambling while incarcerated
- ◆ SPG and PG reported gambling more often during incarceration

# Currency inside

| Item    | Frequency | Percent |
|---------|-----------|---------|
| Money   | 69        | 39.9    |
| Canteen | 47        | 27.2    |
| Tobacco | 40        | 23.1    |
| Meal    | 16        | 9.2     |
| Drugs   | 1         | 0.6     |

# Limitations to Study #1

- ◆ Study 1 run in assessment unit
  - 'Inside' data may not generalize.
  - Repeat federal offenders may have been under-sampled
- ◆ Relied on institutional files and self-report for mental health information
- ◆ Sample was federal offenders only ( $\geq 2$  years).
  - Will results generalize to all offenders?
  - Will people who commit less serious crimes gamble more or less?

# Study 2

- ◆ Three years (2008 – 2011).
- ◆ Federal vs. Provincial vs. Non-custodial.
  - Provincial = a sentence of less than 2 years.
  - Non-custodial are those sentenced to probation.
- ◆ Max vs. Medium vs. Min security.



# Additional changes

- ◆ Focus included gambling in prison.
- ◆ Co-morbid mental health problems measured using the SCID.
- ◆ Female offenders included.
- ◆ Tobacco banned and no longer available as payment.

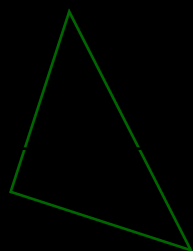
# Interviews so far,

- ◆ 427 questionnaires completed so far
  - 122 provincial
  - 302 Federal
  - 3 noncustodial
- ◆ 107 people selected for interviews

# Prevalence (Problem & pathological)

|                | <i>Provincial</i> | <i>Federal</i>     | <i>Overall</i> |
|----------------|-------------------|--------------------|----------------|
| <i>Male</i>    | 44%<br>(n = 101)  | 21.3%<br>(n = 282) | 26.7%          |
| <i>Female</i>  | 38%<br>(n = 21)   | 25%<br>(n = 20)    | 31.7%          |
| <i>Overall</i> | 42.6%             | 21.6%              |                |

# Prevalence Outside vs. Inside (n = 424)



|                       | <b>PG</b>    | <b>SPG</b>   | <b>Overall</b> |
|-----------------------|--------------|--------------|----------------|
| Before incarceration  | <b>14.9%</b> | <b>12.7%</b> | <b>27.6%</b>   |
| During their sentence | <b>7.1%</b>  | <b>9.4%</b>  | <b>16.5%</b>   |

# SCID results

| SCID                  | Male  | Female | Total |   |
|-----------------------|-------|--------|-------|---|
| Past Major Depress    | 38.4% | 56.1%  | 41.2% | * |
| PTSD                  | 29.4% | 37.6%  | 30.7% | * |
| Panic Disorder        | 19.8% | 31.2%  | 21.6% |   |
| Social Phobia         | 15.1% | 24.9%  | 16.6% |   |
| Specific Phobia       | 17.3% | 12.1%  | 16.5% |   |
| Obsessive Compulsive  | 14.9% | 18.5%  | 15.5% |   |
| Current Major Depress | 10.4% | 24.9%  | 12.7% | * |
| Agoraphobia           | 9.3%  | 24.9%  | 11.7% |   |
| Adjustment Disorder   | 9.3%  | 0.0%   | 7.8%  |   |
| Generalized Anxiety   | 7.0%  | 6.4%   | 6.9%  |   |
| Psychotic Symptoms    | 5.9%  | 6.4%   | 6.0%  | * |

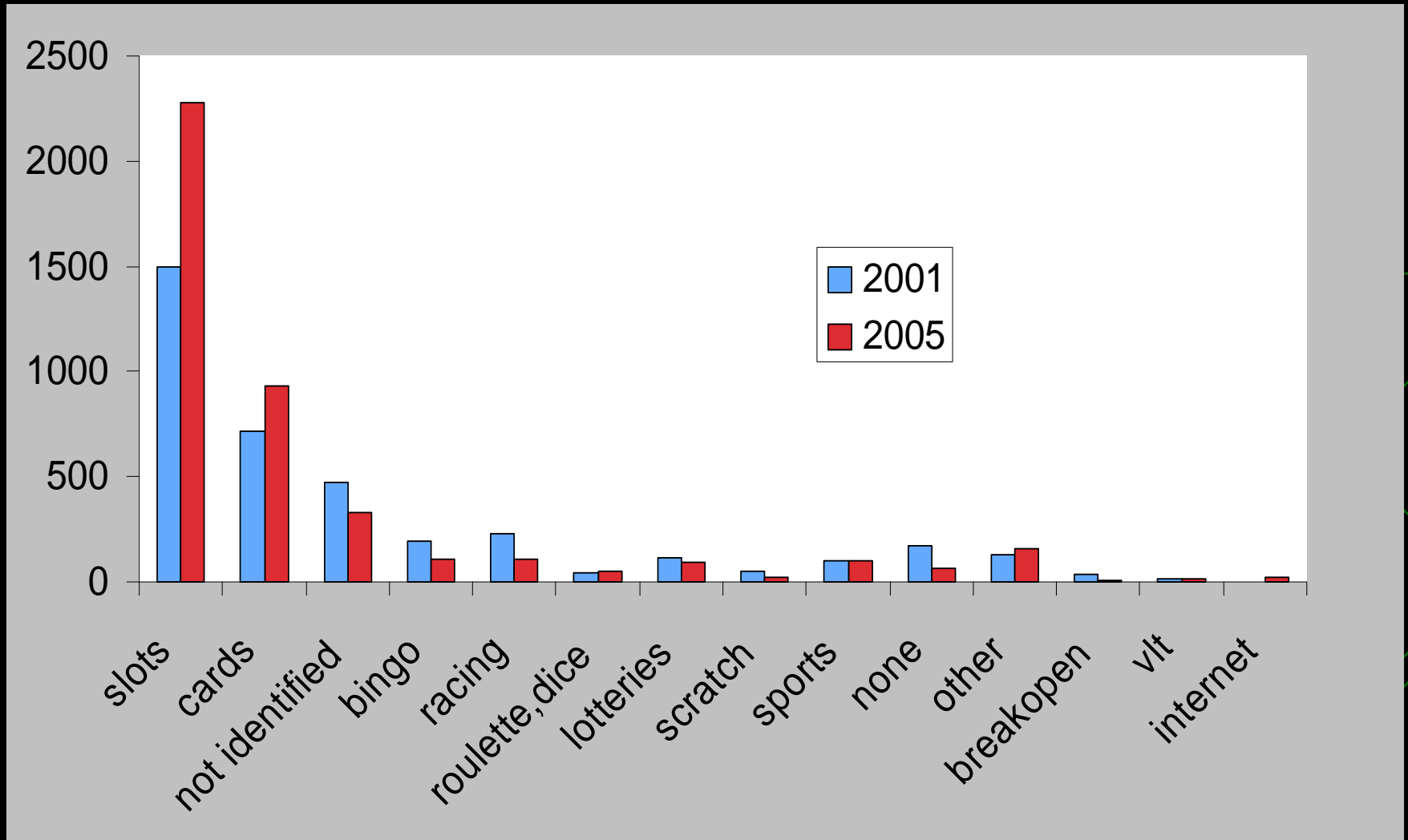
\* Apparent correlation with PG

# Problematic games prior to incarceration (PG\* only)

|                  |       |               |      |
|------------------|-------|---------------|------|
| ◆ Private cards  | 28.6% | ◆ Sports      | 8.6% |
| ◆ Casino cards   | 22.4% | ◆ Pull tabs   | 8.3% |
| ◆ Scratch        | 18.1% | ◆ Internet    | 7.0% |
| ◆ Slots          | 12.8% | ◆ Track       | 5.9% |
| ◆ Skill          | 11.9% | ◆ Video poker | 5.8% |
| ◆ Lotteries      | 11.6% | ◆ Stocks      | 3.5% |
| ◆ Table games    | 10.5% | ◆ Other       | 2.4% |
| ◆ Bingo          | 9.4%  | ◆ Real estate | 1.2% |
| ◆ Sports lottery | 9.3%  |               |      |

\* Problem and pathological gamblers

# In the general population Helpline calls by game.



# Problematic games by gender (PG\* only)

|                  | male  | female |
|------------------|-------|--------|
| ◆ Private cards  | 31.5% | 9.1%   |
| ◆ Casino cards   | 24.3% | 9.1%   |
| ◆ Scratch        | 16.7% | 27.3%  |
| ◆ Slots          | 8.0%  | 45.5%  |
| ◆ Skill          | 12.2% | 10.0%  |
| ◆ Lotteries      | 12.0% | 9.1%   |
| ◆ Table games    | 10.7% | 9.1%   |
| ◆ Bingo          | 9.5%  | 9.1%   |
| ◆ sports lottery | 9.3%  | 9.1%   |

\* Problem and pathological gamblers



# Gambling Inside

- ◆ 46.4% of the male offenders report gambling while incarcerated
- ◆ 20% of the female offenders report gambling while incarcerated
- ◆ Most common games played inside
  - Private card games 27.6%
  - Sports 10.6%
  - Games of Skill 3.9%

# Other Issues

- ◆ Gambling at *federal* level is taken much more seriously and tends to be for profit and to control others (not for fun)
- ◆ Gambling at *provincial* level tends to be social in nature and to relieve boredom
- ◆ Prevalence of gambling varies across institutions, regardless of security level



# Other findings

- ◆ Gambling *inside* not as frequent among female offenders
- ◆ Changes to currency in *federal* system post tobacco ban
- ◆ Often involves the transfer of money in external accounts
- ◆ Lack of screening, identification, and awareness (staff and offenders) regarding problem gambling

# Games played

- Differences in games played between general population and offender samples
- Problems on slots are more common in general population
- Sport & cards more common in offender populations
- Differences must be taken into consideration in treatment planning for offender samples

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