

YOUTH GAMBLING

"The rite of passage has gone from starting drinking to starting gambling" (Dr. Marvin Steinberg)

*"This is the first generation of youth to be exposed to relatively easy access to a variety of gambling venues, widespread gambling advertising, and to pervasive social approval for an inherently risky activity."
(Dr. Ken Winters)*

What Is Gambling?

Any act that involves the risking of money or valuables on the outcome of a game, contest, or any other risk-taking event.

Motives For Adolescent Gambling

Relaxation - Enjoyment, excitement, entertainment - Adventure - Attention - Opportunity - Escape Negative feelings

Teens Commonly:

- **Live in the moment** and enjoy games that keep them attentive and engaged. The teen is accustomed to immediate communication via cell phone, internet and mobile device
- **Are technologically literate** and can navigate the internet at the speed of light compared to older generations
- **Are high risk takers** developmentally. This is a normal part of the teenage experience to challenge the norm and take risks, both physically and emotionally.
- **Have poor control** over impulsive behaviors.
- Are accustomed to play games where physical presence, beauty, strength, or acceptance is irrelevant. Skill is all important

Major Types of Teen Betting

- Sports betting
- Lottery
- Cards (often poker)
- Games of skill

Signs Of Problem Gambling In Teens:

- Unexplained absences from school
- Dropping grades
- Increased family conflict
- The family suspects alcohol or other drug abuse
- Asking/taking/stealing money from family friends and strangers
- Large amounts of money in teen's possession
- Gambling, language and gambling an important conversational topic
- Showing off money, clothing, and other possessions
- Spending an unusual amount of time on the computer (out of parents sight), closing down programs when - adults Walk into the room, reading newspapers (sports page and stats), magazines, an/or periodicals having to do with sports or online poker sites.
- Selling personal belongings (theirs and families)

- -Bragging about winnings
- Lying, cheating, or stealing in school
- Exhaustion from lack of sleep
- Playing on a team but not performing to normal abilities (shaving points)
- Overtly interested in how other teams at school are performing
- Overly invested in performance of certain athletes (fantasy football/basketball/etc.)

Teen rates for problem gambling are higher than for adults. Approximately 4%-8% of kids between 12 and 17 years of age meet criteria for a gambling problem, and another 10%-15% are at risk of developing a problem

If you suspect a teen has a gambling problem, call



Maryland Center of Excellence on Problem Gambling

Helpline: 800-522-4700

www.mdproblemgambling.com

HC DrugFree
Empowering the Community

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