INVESTIGATION OF ADULT GAMBLING IN JAMAICA

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Commissioned by:

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BGLC
BETTING GAMING
& LOTTERIES COMMISSION

Reaching Individuals through Skills & Education
Rise
Life Management Services

ACKNOWLEDGEMENTS

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INTRODUCTION

RISE Life Management provides a diversity of vocational, entrepreneurial and life skills programmes at the school and community level. The agency works in collaboration with several local and international agencies to provide prevention, treatment and rehabilitation and other treatments in relation to several social issues experienced by at risk individuals. RISE Life Management has also provided extensive services in the area of addiction and has shared expertise with other countries within the Caribbean and Africa regarding responsible gaming. RISE continues to do tremendous work within inner city and at-risk communities.

As part of its intervention, RISE Life Management operates the programme for Responsible Gaming and The Prevention and Treatment of Gambling Disorders. This programme is sponsored by the local regulators of gaming: the Betting, Gaming and Lotteries Commission (BGLC).

RISE Life Management now seeks to engage a national survey to investigate adult gambling in Jamaica. The need for the investigation is underscored by the overall paucity of research and documentation on the issues of adult gambling in Jamaica as well as anecdotal reports of increasing access and involvement in gambling. The organization has also observed an increase in requests for assistance from its offices. A national survey will also be vital to determining the prevalence of adult gambling as well as identify risk factors for pathological gambling in Jamaica.

The primary purpose of the project will be to investigate adult gambling in Jamaica and includes identifying the risk factors and gambling practices and the implications for the individual, the family and the community. The study will also seek to identify the risk and protective factors associated with gambling and explore the relationship of gambling with other high risk or negative behaviours such as substance abuse, illegal sexual and criminal activity.

The following report details the findings of the quantitative survey conducted by Hope Caribbean Co. Ltd.

PROJECT RATIONALE

In recent years, Jamaica has experienced extensive legalizing of gambling. This has included the entrance of two lottery companies, accompanied by their many games and an increased number of gaming lounges. There also appears to be a possible cultural shift with more tolerance and acceptance of gambling practices in Jamaica. Despite the growth of the games of chance industry, the establishment of gaming establishments and continued discussions on casino gambling, no general population assessment has been done to date.

Beyond providing valuable baseline data on gambling in the adult population, such a study is important because:

- There has never been a study on Adult Gambling in Jamaica or the English speaking Caribbean
- As the gaming industry grows rapidly, baseline data on prevalence and incidence rates of problem and pathological gambling in Jamaica is needed, against which changes can be measured
- An adult study would give the adolescent study done in 2007 more value and meaning as we would be able to compare trends and behaviour to better understand lifetime changes in behaviour and attitudes
- An adult study on gambling would inform prevention and treatment programmes and policies
- An adult study on gambling would deliver relevant data on the impact of gambling socially
- An adult study would also prove informative to the stakeholders in the industry and could be used to guide future directions

OBJECTIVES

The specific objectives of the terms of reference are:

1. To explore the theoretical and motivational perspectives of gambling and gambling disorders.

2. To determine the knowledge, attitudes and practices associated with gambling and gambling disorders.

3. To identify the extent of risk and protective behaviours associated with gambling and gambling disorders.

4. To determine the development and extent of pathological gambling.

5. To explore strategies for intervention to address gambling and gambling disorders.

6. To describe the socio-economic and demographic characteristics of participants.

7. To determine the nature of the relationships, if any between the range of variables and gambling and gambling disorders.

8. To identify predictive relationships between the range of variables and gambling and gambling disorders.

METHODOLOGY

The study involved an island wide quantitative survey among adults aged 18yrs and older. Specifically, in order to achieve the project objectives, the project employed a household based cross-sectional survey among adults.

A total of 2001 interviews among persons 18-65yrs was completed. This yielded results projectible +/- 5% at the 95% confidence level. The sample was quota controlled by age, gender and urban/ rural status to mirror population distribution.

Data collection

Data was collected using a standardized and structured instrument developed in conjunction with the client.

Confidential, face-to-face interviews were conducted by teams of trained interviewers using a structured questionnaire. Each team consisted of interviewers and a supervisor. Interviewers were trained for five days, two days of which were devoted to field practice.

In an effort to preserve confidentiality, anonymity of respondent was the recommended approach used. In this event, no names or addresses of respondents were recorded. As a result, supervisors accompanied the interviewers into the field. This allowed for the required validation of data as well as on the spot supervision and clarification of problems.

A pre-test was conducted prior to the official start of the project and adjustments made to the instrument accordingly. The final instrument used designed in collaboration with the client.

Sampling

The sample design reflected the following multi-staged probability sampling approach:

1. The island was stratified into 14 parishes. Kingston and St. Andrew were treated as two parishes. This ensured that the inner city areas of Kingston, in particular, were fully represented in the sample.

2. Each parish was further stratified into constituencies.

3. Each constituency was stratified into two areas, namely: a. Parish capitals and main towns

— b. Special areas, using the definitions of the Statistical Institute of Jamaica (STATIN). These areas are small towns with one or more of the following facilities/services: i. Post Office/Postal Agency

— ii. Police station

— iii. Clinic

— iv. School, church, etc.

These special areas are conveniently coded by STATIN.

4. Each of the three areas comprising the constituencies was then divided into primary sampling units (PSU's) or Enumeration Districts.

5. A random sample of PSUs was then selected with probability proportional to size (PPS). This statistical technique was designed to ensure that the larger PSUs were selected with a greater probability while at the same time, each household was selected with equal probability irrespective of the PSU from which it came. KMA and St. James were deliberately selected.

6. A total of 90 EDs was selected, including 12% oversampling. ED breakout reflected the following distribution:

   a. 29 EDs in KMR and Montego Bay

   b. 31 EDs in other urban areas

   c. 30 EDs in rural areas

7. The households within each selected ED or PSU were next identified, using a specially designed Listing Form.

8. A systematic sample of households was then selected, and one person within each household interviewed. If more than one person in a household qualified, then the respondent to be included was randomly selected using the birthday method.

Data was collected August to November 2021.

PPGM AND CPGI VARIABLES USED

Problem gambling was measured using two well used international scales, specifically the Problem and Pathological Gambling Measure (PPGM) and the Canadian Problem Gambling Index (CPGI).

The Pathological Problem Gambling Measure (PPGM) utilized the following variables
- Thinking of the past 12 months has your involvement in playing games for money caused…
    - You either to borrow a significant amount of money or sell some of your possessions?
    - Significant financial concerns for you or someone close to you?
    - Significant mental stress in the form of guilt, anxiety, or depression for you or someone close to you?
    - Serious problems in your relationship with your spouse/partner, or important friends or family?
    - You to repeatedly neglect your children or family?
    - Or resulted in significant health problems or injury for you or someone close to you?
    - Significant work or school problems for you or someone close to you?
    - You to miss a significant amount of time off work or school?
    - You or someone close to you to write bad cheques, take money that didn't belong to you or commit other illegal acts to support your gambling?

- Still thinking of the past 12 months have you…
    - Often gambled longer, with more money or more frequently than you intended to?
    - Often gone back to try and win back the money you lost?
    - Made any attempts to either cut down, control or stop your gambling?
    - Were you successful in these attempts?

- Please tell me if in the past 12 months…
    - There was anyone else who would say that you have had difficulty controlling your gambling, regardless of whether you agreed with them or not?
    - Would you say you have been preoccupied with gambling?
    - When you were not gambling did you often experience irritability, restlessness or strong cravings/urge to gamble?
    - You found that you needed to gamble with larger and larger amounts of money to achieve the same level of excitement?

The response for each of the items listed above were, (0) No and (1) Yes. A single score was created by calculating the responses given. The higher the score, the greater the risk that gambling is a problem.
- Score of 0 indicates no risk/non-problem gambling
- Score of 1 indicates at-risk
- Score of -4 indicates problem
- Score of ≥5 indicates pathological gambling

The **Canadian Problem Gambling Index (CPGI)** utilized the following variables:

- Thinking about the past 12 months, how often have you done each of the following? Please tell me terms of never, sometimes, most of the time, or always. How often have you…
    - Bet more than you could really afford to lose?
    - Needed to gamble with larger amounts of money to get the same feeling of excitement?
    - Gone back another day to try to win back the money you lost?
    - Borrowed money or sold anything to get money to gamble?
    - Felt that you might have a problem with gambling?
    - Felt guilty about the way you gamble, or what happens when you gamble?
    - Bet or spent more money than you wanted to on gambling?
    - Lied to family members or others to hide your gambling?
    - Felt like you would like to stop betting money or gambling, but you didn't think you could?

- And how often has your gambling caused…
    - You any health problems, including stress or anxiety?
    - Any financial problems for you or your household?

The response for each of the items above were, (0) Never; (1) Sometimes; () Most of the time (3) Always. A single score was created by calculating the responses given. The higher the score, the greater the risk that gambling is a problem.

Score of 0 = Non-problem gambling.
Score of 1 or 2 = Low level of problems with few or no identified negative consequences.
Score of 3 to 7 = Moderate level of problems leading to some negative consequences.
Score of 8 or more = Problem gambling with negative consequences and a possible loss of control.

EXECUTIVE SUMMARY

The present study was the first of its kind in Jamaica on Adult Gambling with a focus on both the Pathological and Problem gambling measure (PPGM) and the Canadian Problem Gambling Index (CPGI).

The major findings from the study are highlighted below.

PREVALENCE OF PROBLEM GAMBLING IN JAMICA

- From a population perspective, it was 3% of all respondents who emerged as PPGM pathological gamblers with an additional 10% being Problem and Pathological Gambling Measure (PPGM) problem gamblers. Still looking at the total population, it was 5% of all respondents who emerged as Canadian Problem Gambling Index (CPGI) Problem Gamblers with an additional 7.7% being CPGI Moderate Problem Gamblers.

- Based on the PPGM, over a quarter of respondents who had gambled in the past 12 months were either "At risk" (27.9%) or "Problem Gamblers" (29.2%).

- Based on the CPGI, 1 in every 10 respondents (14.9%) who gambled in the past 12 months emerged as problem gamblers with negative consequences and a possible loss of control. Under a quarter (22.4%) displayed moderate levels of problems leading to some negative consequences.

PLAYING FOR MONEY IN JAMICA

- Population wide, engagement in gambling was relatively moderate, with less than two thirds (62.5%) of respondents reporting engagement in some activity in which they played games for money at least once in their lifetime. A third had played in the last 12 months (34.4%) and a quarter (26.9%) reported playing in the last 3 months.

- The average age that most respondents first gambled was 18yrs. Those in the oldest (60+yrs) and youngest (18-24yrs) age cohorts were significantly less likely than those in other age groups to report past 12 months, past 3 months and overall engagement in gambling activities.

- Lotteries and other similar games of chance, Bingo, Dominoes, and Slot or Poker Machines or other Video Lottery Terminals (VLTs) were the main types of gambling activities that respondents were engaged in ever, in the past year and in the past 3 months.

- Overall, males were more likely than their female counterparts to report engaging in all of the main types of gambling activities over the course of their lifetime (Ever, P12M and P3M).

- Lifetime engagement of lotteries and other similar games of chance generally increased with age and was highest in those 40-49yrs (57.4%0 and 50-59yrs (57.4%) and lowest among those 18-24yrs (23.5%).

- Lotteries and other similar Games of Chance were played at least once a week by a little under half (46.1%) of respondents who played in the past 12 months. Overall a fifth (20.1%) of persons who had played lotteries and similar games of chance within the past 12 months reported playing these games daily. Most (86.4%) respondents spent less than an hour engaging in this type of activity

- On average, respondents were spending between $600 - $3000JMD on the main activities engaged in over the past 12 months. Off-track betting, card games and poker emerged as the top three gambling activities that respondents spent the largest amount of money on.

GAMBLING RISK AND PROTECTIVE FACTORS

Several factors emerged as possible risk and protective factors for problem gambling. These are highlighted below.

- **AGE GROUP**
  - Those in the younger age cohorts were significantly more likely than those in older age cohorts to be classified as "Problem Gambler" based on both the PPGM and CPGI classifications.

- **EXPOSURE TO INTERVENTION**
  - Based on the PPGM (72.1%) and CPGI (66.0%) classifications, Problem Gamblers were significantly more likely to report being exposed to gambling intervention by way of messages on responsible gambling.

- **STRESS LEVEL**

  o Based on the PPGM classification, Problem Gamblers (45.8%) and Pathological Gamblers (57.4%) were significantly more likely than others to have experienced high levels of stress in the past month leading up to the survey. The CPGI classification also revealed that Problem Gamblers (54.4%) were more likely than others to have experienced high levels of stress.

- ***UNDER DOCTOR'S CARE FOR PHYSICAL OR EMOTIONAL PROBLEMS BROUGHT ON BY STRESS***

  o Pathological Gamblers (PPGM- 14.8%) were significantly more likely than others to report being under doctor's care for physical or emotional problems brought on by stress.

- **FAMILY HISTORY GAMBLING**

  o Respondents who were classified as Pathological Gamblers (67.2%) or Problem Gamblers (51.8%) based on the PPGM and those classified as Problem Gamblers (63.7%) based on the CPGI were significantly more likely than others to have had some family history of gambling.

- **USING DRUGS OR ALCOHOL WHILE GAMBLING**

  o The usage of alcohol or drugs while gambling was significantly more likely to occur among Pathological Gamblers (PPGM-55.7%) and Problem Gamblers (PPGM-39.3%; CPGI-48.5%)

- **GAMBLING WHILE INTOXICATED OR HIGH**

  o Pathological (34.4%) and Problem Gamblers (PPGM- 21.4%; CPGI- 33.0%) were significantly more likely to report being intoxicated or high while gambling.

- **PERSONAL HISTORY OF ALCOHOL OR DRUG PROBLEM**

  o Pathological Gamblers (PPGM- 19.7%) and Problem Gamblers (PPGM- 10.9%; CPGI- 17.5%) were significantly more likely than those in other classifications to report that they have had an alcohol or drug problem.

- **URGE TO GAMBLE AS RESPONSE TO PAINFUL LIFE SITUATION**

  o Pathological Gamblers (PPGM- 36.1%) and Problem Gamblers (PPGM- 14.9%; CPGI- 37.9%) were significantly more likely than those in other classifications to report that they have had an urge to gamble due to painful life situations.

- **URGE TO CONSUME ALCOHOL AS RESPONSE TO PAINFUL LIFE SITUATION**

  - Pathological Gamblers (PPGM- 55.7%) and Problem Gamblers (PPGM- 49.3%; CPGI-56.3%) were significantly more likely than those in other classifications to report that they have had an urge to consume alcohol due to painful life situations.

- **LIFETIME AND PAST 12 MONTHS INTOXICATION**

  - Pathological Gamblers (PPGM: P12M-36.1%) and Problem Gamblers (PPGM: P12M-28.4%) (CPGI: P12M-27.2%) were significantly more likely than Non-Problem Gamblers to report becoming intoxicated in the past 12 months.

- **URGE TO USE MARIJUANA AS RESPONSE TO PAINFUL LIFE SITUATION**

  - Pathological Gamblers (PPGM- 36.1%) and Problem Gamblers (PPGM- 35.3%; CPGI-39.8%) were significantly more likely than those in other classifications to report that they have had an urge to use marijuana due to painful life situations.

- **LIFETIME AND P12M MARIJUANA SMOKING**

  - Based on the PPGM Classification, Pathological Gamblers (P12M-41.0%) and Problem Gamblers (P12M-44.3%) were significantly more likely than those in other classifications to report that they have smoked marijuana in the past 12 months.

  - CPGI Classification revealed that Problem Gamblers (Ever- 66.0%; P12M-46.6%) were significantly more likely than those in other classifications to report that they have smoked marijuana at least once in their lifetime or as recent as the past 12 months.

- **LIFETIME AND P12M CIGARETTE SMOKING**

  - Pathological Gamblers (PPGM: Ever- 54.1%; P12M-39.3%) and Problem Gamblers (PPGM: Ever- 51.2%; P12M-32.8%) (CPGI: Ever- 57.3%; P12M-38.8%) were significantly more likely than those in other classifications to report that they had smoked a cigarette at least once in their lifetime or as recent as the past 12 months.

- **PERSONALITY INFLUENCE (using a short personality scale: HEXACO inventory)**

  - *Honesty-Humility*: Pathological Gamblers (PPGM- 26.2%) and Problem Gamblers (PPGM- 41.3%; CPGI- 26.2%) were significantly less likely than Non-Problem Gamblers to display strong Honesty-Humility.

- o *Conscientiousness:* Pathological Gamblers (PPGM- 57.4%) and Problem Gamblers (PPGM- 75.6%; CPGI- 63.2%) were significantly less likely than others to report strong Conscientiousness.

- **INVOLVEMENT IN PHYSICAL FIGHTS**

  - o Pathological Gamblers (PPGM: Ever- 63.9%; P12M-23.0%) and Problem Gamblers (PPGM: Ever- 60.2%; P12M-13.4%) (CPGI: Ever- 60.2%; P12M-16.5%) were significantly more likely than Non-Problem Gamblers to report involvement in a physical fight at least once in their lifetime or as recent as the past 12 months.

- **SPEAKING TO A PROFESSIONAL ABOUT A PROBLEM HAD**

  - o Pathological Gamblers (PPGM: Ever- 34.4%) and Problem Gamblers (PPGM: Ever- 25.4%) (CPGI: Ever- 27.2%) were significantly more likely than Non-Problem Gamblers to report seeking professional help to talk about a problem they had at least once in their lifetime.

- **HANGING OUT WITH FRIENDS**

  - o Pathological Gamblers (PPGM: P12M- 78.7%) and Problem Gamblers (PPGM: P12M- 66.2%) (CPGI: P12M- 71.8%) were significantly more sociable and thus more likely than Non-Problem Gamblers to report hanging out with friends in the past 12 months.

THE JAMAICAN PERSPECTIVE ON GAMBLING

- For the most part, respondents were able to provide spontaneous definitions that were in line with the accepted definition of gambling.

- The majority of respondents had not been exposed to public education campaigns on responsible gambling.

- Overall, over three quarters of respondents reflected moderate to strong support for gambling.

- Males in the younger age cohorts, specifically 25-29yrs (57.0 %) and 18-24yrs (47.2 %) as well as those living in urban areas were significantly more likely to have high support towards gambling.

SAMPLE CHARACTERISTICS

- Overall, respondents' highest level of education was at least some form of secondary or vocational level education (86.8%).

- Majority were employed either full time (48.9%) or part-time (16.7%) and many (49.9%) had been in their current position for over 7years.

- More than half (52.1%) of respondents were involved in steady relationships (married, cohabitating, or regular sexual partner) while over a third (38.8%) of respondents were single.

- Most households consisted of respondents and other persons, whether children (39.7%), spouse (32.2%), siblings (19.6%), parent/guardian (16.7%) or family member (13.9%).

- A little under three quarters (73.0%) of households had at least one person employed full time. Most (52.0%) households were earning $100,000JMD or less each month.

COMMNICATION CHANNELS

- Respondents' main source of information for news and current events was the television (72.4%), followed by social media (61.7%).

- Daily engagement in media/communication channels was highest for internet browsing (71.9%), with listening to the radio (49.6%) and watching local TV (46.5%), a distant second and third respectively. Based on the CPGI Classification, problem gamblers were significantly more likely to watch local TV stations daily than respondents in other classifications.

- WhatsApp (83.6%), YouTube (68.5%), Facebook (43.7%) and Instagram (38.0%) were the top four social media apps used daily. Based on both the PPGM and CPGI Classification, problem gamblers were significantly more likely than non-problem gamblers to report daily engagement in YouTube and Instagram.

CHAPTER 1: THE JAMAICAN PERSPECTIVE ON GAMBLING

In order to understand the context of gambling in Jamaica sought to first understand the population's understanding or definition of gambling, exposure to public education about gambling and attitudes towards gambling.

Knowledge

Gambling is defined as the wagering of money or something of value on an event with an uncertain outcome (Jun, Lay, King, Agley, & Lee, 2021). Respondents in this study provided unprompted definitions that were aligned with the accepted definition of gambling. Overall, approximately a third of respondents defined gambling as an activity involving luck, probability or chance to win/lose. One in every ten (1 in 10) respondents defined gambling along the lines of:

- An activity with negative effects and associations
- An income earner, a means of earning money
- Fun/excitement or enjoyment *(Table 1)*

TABLE 1: DEFINITION OF GAMBLING

Definition of Gambling	(N=2001)
	% of respondents
Luck/ probability/ win or lose/ game of chance	32.8
Negative/ addiction/ dirty money/bad habit	17.1
A way to make money/ earn a living	14.2
Fun/ excitement/ enjoyment	12.4
Any activity you engage in for monetary benefits, that may or may not be legal/ betting on something for money	9.9
Greed/disruptive/ dishonest/ covetous/dangerous/unethical	9.9
Sport/ hobby/ recreation	4.8
Risk	3.5
Waste of time/ money	2.9
A scam /Robbery	1.5
Stress reliever	0.8
Other	5.6
Don't know	3.4

Exposure to Gambling related to public education

This study found that there was less than majority exposure to gambling related public education. In fact, it was 4 in every 10 respondents who indicated that they had seen / read / heard about gambling responsibly at least once in their lifetime. A little under a quarter (23.9%) reported being exposed in the past 3 months. A few (1.8 %) respondents indicated that they have ever participated in workshops, seminars, or sessions on responsible gambling. *(Table 2 & Table 3)*

Despite 4 in 10 being exposed to responsibly gambling messages, the majority (85.9 %) were unaware of organizations which offered help to persons struggling with gambling problems. *(Table 4)*

TABLE 2: AWARENESS OF RESPONSIBLE GAMBLING COMMUNICATIONS

Responsible Gambling	(N=2001) % of respondents
Seen / read / heard about gambling responsibly (EVER)	41.1
Seen / read / heard about gambling responsibly (P3M)	23.9

TABLE 3: PARTICIPATION IN WORKSHOPS, SEMINARS OR SESSIONS ON RESPONSIBLE GAMBLING

Participation in workshops, seminars or sessions on responsible gambling	(N=2001) % of respondents
Did not participate	98.0
Participated	1.8
Can't recall	0.2

TABLE 4: AWARENESS OF ORGANIZATIONS TO HELP PERSONS STRUGGLING WITH GAMBLING PROBLEMS

Awareness of Organizations to help persons struggling with gambling problems	(N=2001) % of respondents
None/DK	85.9
Betting, Gaming and Lotteries Commission (BGLC)	8.5
RISE Life Management	6.3
Gamblers Anonymous	2.7
Other	0.6

Attitudes to Gambling

This study also explored Jamaican respondents' attitude towards gambling. In exploring attitudes toward gambling a "support for gambling scale" was derived. The scale had good internal consistency with a Cronbach Alpha score of 0.88.

The scale used included 14 items, consisting of positive, neutral and negative statements measuring respondents' overall attitude to gambling. A score for each respondent was calculated. Scores were then categorised as showing High Support for Gambling, Moderate Support for Gambling or Low Support for Gambling (High Support: Scores 4 – 5; Moderate Support: 3; Low Support: 1-2). The statements comprising the scale are shown below:

Gambling Support Scale

- *People should have the right to gamble whenever they want*
- *Gambling should be discouraged*
- *Balanced gambling is good for society*
- *Gambling livens up life*
- *It would be better if gambling was banned altogether*
- *Gambling is a fool's game*
- *Gambling is an important part of cultural life*
- *Gambling is a waste of time*
- *Gambling is good for communities*
- *Gambling is a quick way to make extra money*
- *The pay outs/winnings from gambling is worth the effort*
- *The chances of winning when gambling are good*
- *Because of the risk involved, gambling brings a level of satisfaction*
- *Given the opportunity I will sign a petition prohibiting/banning all forms of gambling.*

Overall, well over three quarters of respondents reflected moderate to high support for gambling. Specifically, it was 4 in every 10 respondents who emerged as having moderate support (41.3%) or high support (44.0 %). *(Figure 1)*

Females were significantly less likely than their male counterparts to reflect high support for gambling and were therefore more likely to view gambling in a negative light. It was a little under half (48.5 %) of male respondents who showed strong support for gambling compared to over a third (39.3%) of females. *(Figure 1)*
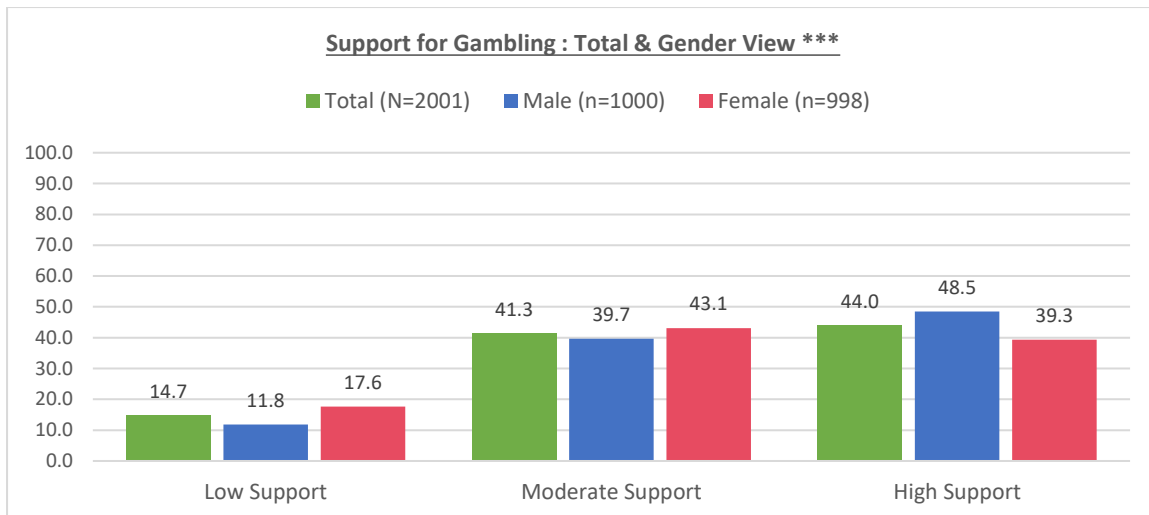
(***p≤0.000; **p≤0.05; *p≤0.005) p=0.000

FIGURE 1: SUPPORT FOR GAMBLING

Those in the younger age cohort, specifically 25-29yrs (57.0 %) and 18-24yrs (47.2 %) were significantly more likely than those in the older age cohorts to reflect high support towards gambling. *(Table 5)*

TABLE 5: SUPPORT FOR GAMBLING BY AGE GROUP

Support for Gambling Scale by Age Group *** p=0.000	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Low support	8.0	5.2	15.5	17.8	17.5	22.6
Moderate support	44.8	37.8	42.1	37.9	38.1	45.5
High support	47.2	57.0	42.4	44.3	44.3	32.0

(***p≤0.000; **p≤0.05; *p≤0.005)

Those in the urban areas (16.9 %) were significantly more likely than those in rural areas (12.1%) to reflect low support for gambling. *(Figure 2)*
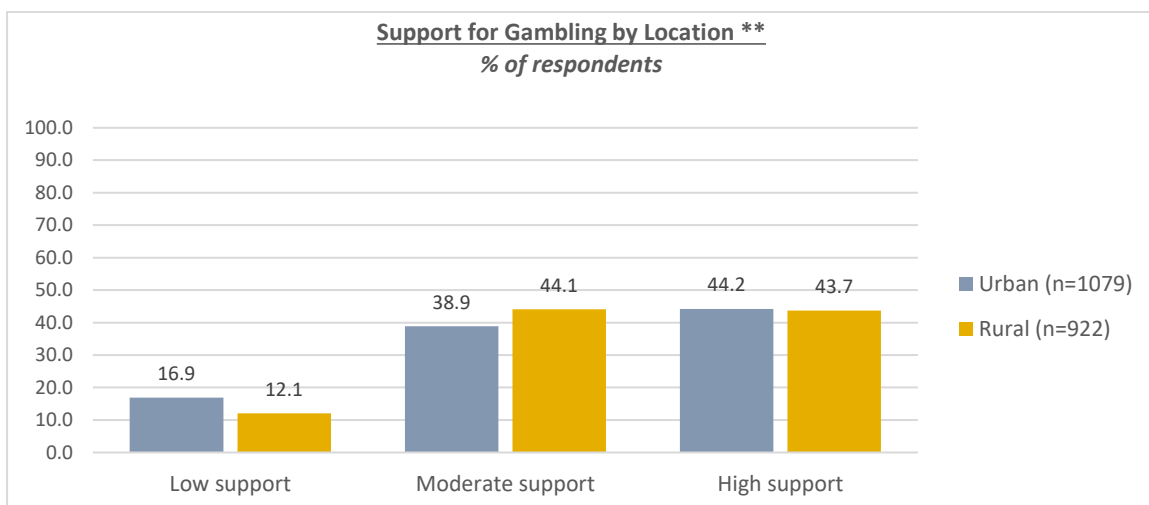
(***p≤0.000; **p≤0.05; *p≤0.005) p=0.004

FIGURE 2: SUPPORT FOR GAMBLING BY AGE GROUP

As would be expected those with low support for gambling were also significantly more likely than those with moderate to high support to endorse a negative view of gambling in general. *(Figure 3)*

Negative attitudes to gambling by support for gambling score
% of respondents
(N=2001)

■ Low support (n=294)   ■ Moderate support (n=827)   ■ High support (n=880)

Category	Low	Moderate	High
Gambling is like a drug.	60%	29%	19%
Gambling is dangerous for family life.	58%	30%	17%
Gamblers who return as soon as possible to win back losses are in need of counselling.	45%	19%	13%
The Gambling Industry thrives on vulnerable people, taking advantage of their greed and weakness.	49%	20%	12%
There are too many opportunities for gambling nowadays.	34%	20%	18%
Gambling is not part of a religious lifestyle.	37%	19%	14%
Many people regard gambling as an escape from personal problems and worries.	16%	12%	17%

FIGURE 3: NEGATIVE ATTITUDES TO GAMBLING BY SUPPORT FOR GAMBLING

In general, males and females believed in individuals having freedom of choice to gamble and endorsed gambling being used as an escape. Specifically, more than half of both males and females agreed that:

- *People should have the right to gamble whenever they want*
- *Gambling is not part of a religious lifestyle*
- *Many people regard gambling as an escape from personal problems and worries (Table 6)*

TABLE 6: GENERAL AND POSITIVE ATTITUDES TOWARDS GAMBLING BY GENDER

General & Positive Attitudes Towards Gambling by Gender	% of respondents reporting "Strongly Agree & Agree"	
	Male (n=1000)	Female (n=998)
GENERAL		
People should have the right to gamble whenever they want ***	81.9	70.8
Gambling is not part of a religious lifestyle *	64.9	69.7
Many people regard gambling as an escape from personal problems and worries ***	64.7	74.3
Because of the risk involved, gambling brings a level of satisfaction ***	56.0	48.4
Gambling makes it unnecessary to work hard *	41.8	46.2
Most people believe that gamblers are not responsible for their gambling problems *	33.7	30.5
POSITIVE		
The pay outs/winnings from gambling is worth the effort ***	59.1	50.5
Balanced gambling is good for society ***	55.3	44.5
Gambling is an important part of cultural life ***	49.6	42.0
Gambling is good for communities **	31.4	24.5

*(***p≤0.000; **p≤0.05; *p≤0.005)*

Overall, males were significantly more likely than females to disagree with negative attitudinal statements on gambling. In fact, more than half of male respondents indicated that *they would not sign a petition prohibiting gambling in all forms* (Males-66.2% vs. Females-59.1%). A similar amount disagreed that *it would be better if gambling in all forms was banned* (Males-63.8% vs. Females-56.8%) and that *gambling was a fool's game* (Males-63.7% vs. Females-58.5%). *(Table 7)*

Aligned to their belief of an individual's right to gamble whenever they desire, approximately half of males and 4 in every 10 females disagreed that *gambling should be discouraged*. *(Table 7)*

TABLE 7: NEGATIVE ATTITUDES TOWARDS GAMBLING BY GENDER

Negative Attitudes Towards Gambling by Gender	*% of respondents reporting "Strongly Disagree & Disagree"*	
	Male (n=1000)	Female (n=998)
Given the opportunity I will sign a petition prohibiting/banning all forms of gambling **	66.2	59.1
It would be better if gambling was banned altogether **	63.8	56.8
Gambling is a fool's game *	63.7	58.5
Gambling is a waste of time ***	56.4	47.1
Gambling should be discouraged ***	51.0	42.0
People who experience gambling problems deserve it for their choice to gamble **	20.5	24.4
Gambling is like a drug ***	19.4	12.8

*(***p≤0.000; **p≤0.05; *p≤0.005)*

AGE VIEW

Attitudes to gambling were also explored along the various age groups surveyed. The study found that those in the younger age cohort were significantly more likely to endorse the positive statements:

- *Gambling livens up life* (**18-24yrs,** 59.5% & **25-29yrs,** 57.8%)
- *The pay outs/winnings from gambling is worth the effort (***18-24yrs,** 58.7% & **25-29yrs,** 63.7%)
- *Balanced gambling is good for society* (**18-24yrs,** 53.6% & **25-29yrs,** 59.4%) *(Table 8)*

Interestingly, the 18-24yr respondent was significantly less likely to agree that *Gambling is an important part of cultural life*. (38.4% & **25-29yrs** 48.2%) *(Table 8)*

TABLE 8: GENERAL AND POSITIVE ATTITUDES TOWARDS GAMBLING BY AGE GROUP

General & Positive Attitudes Towards Gambling by Age Group	% of respondents reporting "Strongly Agree & Agree"					
	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
GENERAL						
Gambling is a thrill seeking game of testing your luck *	91.5	86.5	87.7	86.6	84.9	80.4
Many people regard gambling as an escape from personal problems and worries ***	77.9	73.7	72.2	69.7	65.6	57.5
People should have the right to gamble whenever they want *	77.6	81.7	78.4	72.3	76.3	73.3
Gamblers who return as soon as possible to win back losses are in need of counselling **	65.3	64.1	66.9	69.7	70.1	78.0
Most people think less of a person who gambles *	62.1	57.4	56.1	56.0	56.4	57.5
Most people think that gamblers tend to be irresponsible *	62.1	52.6	53.4	55.1	55.7	55.7
Because of the risk involved, gambling brings a level of satisfaction ***	60.0	61.8	52.9	48.7	47.4	44.0
Even with treatment a person who has had problems with gambling will always have problems with gambling ***	56.8	57.4	61.7	64.7	71.1	69.5
Most people believe that gamblers are not responsible for their gambling problems *	38.7	30.7	30.1	30.9	33.3	28.7
Gambling makes it unnecessary to work hard ***	31.7	37.8	42.4	47.8	49.5	55.1
POSITIVE						
Gambling livens up life ***	59.5	57.8	47.4	46.9	48.1	39.9
The pay outs/winnings from gambling is worth the effort *	58.7	63.7	51.1	52.8	57.4	48.4
Balanced gambling is good for society ***	53.6	59.4	52.6	49.0	45.7	40.2
Gambling is an important part of cultural life *	38.4	48.2	44.1	46.9	49.1	49.6
Gambling is a harmless form of entertainment *	37.1	37.5	36.3	33.5	41.9	33.1
Gambling is good for communities ***	28.5	35.5	26.6	27.4	30.9	21.4

*(***p≤0.000; **p≤0.05; *p≤0.005)*

The respondent aged 60yrs+ was significantly less likely than respondents in the other age cohorts to disagree with negative attitudinal statements on gambling. Specifically,

- *Gambling is a fool's game* (47.5% vs. **18-24yrs** 65.9%)
- *It would be better if gambling was banned altogether* (48.7% vs. **18-24yrs** 64.8%)
- *Given the opportunity I will sign a petition prohibiting/banning all forms of gambling* (51.0% vs. **18-24yrs** 62.4%)
- *Gambling is a waste of time* (44.6% vs. **18-24yrs** 51.7%)
- *Gambling should be discouraged* (31.4% vs. **18-24yrs** 49.3%) *(Table 9)*

These significant differences across age groups may be as a result of those over 60+yrs possibly having more experience than those 18-24yrs.

TABLE 9: NEGATIVE ATTITUDES TOWARDS GAMBLING BY AGE GROUP

Negative Attitudes Towards Gambling by Age Group	% of respondents reporting "Strongly Disagree & Disagree"					
	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Gambling is a fool's game ***	65.9	72.9	63.9	61.5	56.7	47.5
It would be better if gambling was banned altogether ***	64.8	74.1	61.4	58.0	57.7	48.7
Given the opportunity I will sign a petition prohibiting/banning all forms of gambling ***	62.4	76.9	63.7	65.3	60.1	51.0
Gambling is a waste of time ***	51.7	60.2	51.6	54.8	49.5	44.6
Gambling should be discouraged ***	49.3	55.4	48.1	50.1	46.7	31.4
The Gambling Industry thrives on vulnerable people, taking advantage of their greed and weakness **	20.8	35.1	27.3	27.4	23.4	21.1
Gambling is like a drug *	18.1	16.3	10.8	17.2	18.6	16.7

*(***p≤0.000; **p≤0.05; *p≤0.005)*

CHAPTER 2: PLAYING FOR MONEY IN JAMAICA

Incidence of Gambling Among Adults

Overall, it was 6 in every 10 respondents (62.5%) who reported engaging in some activity in which they played games for money at least once in their lifetime. While the majority reported having played at least once, it was only a third (34.4%) who reported engagement in any gambling activity in the past year and even fewer (26.9 %) who did so in the past 3 months. *(Table 10)*

Males were significantly more likely than their female counterparts to report engagement in gambling activities. Over two thirds of males (70.3%) reported that they had ever engaged in some gambling activity compared to a little over half (54.5%) of females. In the past twelve (12) months 4 in every 10 males (42.0%) reported engaging in gambling compared to a little over a quarter (26.8%) of females. Even fewer (19.2%) females engaged in gambling in the past 3 months compared to their male counterpart (34.5%). *(Table 10)*

There were significant differences across age cohorts as it related to engagement in gambling activities. Specifically, those in the oldest (60+yrs) and youngest (18-24yrs) age cohorts were significantly less likely than those in other age groups to report past 12 months, past 3 months, and overall engagement in gambling activities. In fact, 4 in 10 of those in the oldest age cohort (44.3%) have never participated in any gambling compared to 3 in 10 of those between 25-29yrs (33.5%). *(Table 10)*

Regardless of their place of residence engagement in gambling activities was similar. *(Table 10)*

TABLE 10: INCIDENCE OF GAMBLING AMONG ADULTS

	Ever Played	P12M	P3M
	% of respondents		
TOTAL (N=2001)	62.5	34.4	26.9
GENDER	*(p=0.000)*	*(p=0.000)*	*(p=0.000)*
Male (n=1000)	70.3	42.0	34.5
Female (n=998)	54.5	26.8	19.2
AGE	*(p=0.003)*	*(p=0.002)*	*(p=0.002)*
18-24yrs (n=375)	57.3	34.7	24.8
25-29yrs (n=251)	66.5	36.7	29.9
30-39yrs (n=399)	63.9	37.8	27.3
40-49yrs (n=343)	67.6	37.9	30.9
50-59yrs (n=291)	65.6	35.1	31.6
60+ yrs (n=341)	55.7	24.6	18.8
LOCATION	*(p=0.036)*		
Urban (n=1079)	64.3	35.2	27.1
Rural (n=922)	60.3	33.5	26.8

Types of Gambling Engaged in

Overall, lotteries and other similar games of chance (45.2%) were the main type of gambling activity that respondents were ever involved in. This was distantly followed by Bingo (24.8%), Slot or Poker Machines or other Video Lottery Terminals (VLTs) (12.4%) and Dominoes (12.1%). Card Games, not including poker (11.1%), completed the list of top five types of games that respondents have engaged in at least once in their lifetime. These were also the most common games engaged in by respondents in the past year and the past 3 months. *(Table 11)*

TABLE 11: TYPES OF GAMBLING ACTIVITY ENGAGED IN (EVER, P12M & P3M)

	Ever Played	P12M	P3M
	(N=2001) *% of respondents*		
Lotteries or other similar games of chance (e.g. Lotto, Cash Pot, Izzizi, Lucky Play, Big Pot, One Drop etc.)	45.2	23.8	18.5
Bingo	24.8	8.3	5.9
Slot machines or poker machines or other Video Lottery terminals	12.4	5.0	3.8
Dominoes	12.1	4.5	3.4
Card Games (not including poker)	11.1	3.6	2.4
Raffle	9.8	1.3	0.8
Board Games (e.g. Ludo)	6.9	2.3	1.2
Off-track betting (betting on horseracing away from the track where the race is being run)	6.4	1.6	1.2
Playing games at a gaming lounge	5.6	1.4	0.8
Poker (at home, friend's home, at work or on the Internet)	5.6	2.4	1.7
Sports betting: (placing a wager or bet on the outcome of a particular sporting event)	5.3	2.1	1.3
Placing bets at a betting lounge or betting shop	4.1	1.4	0.9
Coin games (e.g. Heads & Tails)	3.6	0.4	0.3
Pool	3.6	1.0	0.4
Video games	3.2	1.0	0.7
Computer/mobile games	2.6	0.7	0.5
Prize promotions / Sweepstakes	2.4	0.3	0.1
Playing games at a casino overseas	1.8	0.1	0.0
E-Sports (Competitive, organized video gaming; a multiplayer video game played competitively for spectators)	1.4	0.4	0.3
Online Casino Games	1.1	0.2	0.1
Other games	0.8	0.3	0.3
None, never played for money or prizes	37.5	28.0	7.5

Overall males were more likely than their female counterparts to report engaging in all of the main types of gambling activities engaged in over the course of their lifetime (Ever, P12M and P3M). *(Table 12)*

While approximately half (50.7%) of males reported ever engaging in Lotteries or other similar games of chance, it was over a third (39.5%) of females who reported same. It was a similar trend for the past year and past 3 months engagement. *(Table 12)*

Bingo seemed to be engaged in by both males and females at a relatively equal level. For instance, it was 2 in every 10 males and females who reported engaging in Bingo at least once in their lifetime (Males-25.1% vs. Females 24.3%). *(Table 12)*

In addition to Lotteries or other similar games of chance, Slot/Poker or other Video Lottery terminals, Dominoes and Card Games (no poker), which were some of the top games played, seemed to be dominated by males, as more males than females reported engagement in the past 3 months, past 12 months or at least once in their lifetime. *(Table 12)*

TABLE 12: MAIN TYPES OF GAMBLING ACTIVITIES ENGAGED IN BY GENDER

Main Types of Gambling Activities Engaged In	EVER		P12M		P3M	
	Males (n=1000)	Females (n=998)	Males (n=1000)	Females (n=998)	Males (n=1000)	Females (n=998)
	% of respondents		*% of respondents*		*% of respondents*	
Lotteries or other similar games of chance	50.7	39.5	30.0	17.5	24.9	12.0
Bingo	25.1	24.3	7.7	8.9	5.0	6.8
Slot/Poker or other Video Lottery terminals	16.8	8.0	6.8	3.1	5.6	1.9
Dominoes	18.5	5.6	6.8	2.2	5.3	1.5
Card Games (no poker)	15.3	6.9	5.2	2.0	3.4	1.5
Raffle	9.4	10.2	1.2	1.4	0.6	1.0
Board Games	8.5	5.2	2.6	1.9	1.4	1.0
Off-track betting	9.6	3.1	2.5	0.6	2.2	0.3
Poker	8.3	2.9	3.9	1.0	2.6	0.9
Playing games at a gaming lounge	7.0	4.2	1.8	1.0	1.0	0.6
Sports betting	9.1	1.5	3.8	0.4	2.4	0.2

Across all age groups, Lotteries or other similar games of chance and Bingo were the two types of gambling activities most respondents had engaged in at least once in their lifetime. Lifetime engagement of lotteries and other similar games of chance generally increased with age and was highest in those 40-49yrs (57.4%) and 50-59yrs (57.4%) and lowest among those 18-24yrs (23.5%). Lifetime engagement of Bingo was reported by a fifth or more of all age groups. *(Table 13)*

Slot/Poker or other Video Lottery terminals were played by 1 in every 10 respondents across all age groups except those 60+years. *(Table 13)*

Off track betting emerged as one of the three types of gambling activity that was most popular among those 60 years. Lotteries or other similar games of chance (46.3%) and Bingo (21.1%) were also popular among respondents in this age group. Those in the youngest age cohort were less likely than those in older age cohorts to report ever engaging in off-track betting (**18-24yrs**, 1.3%). *(Table 13)*

Interestingly, in the past 3 months, those in the oldest age group (60+yrs) were less likely than others to engage in all the main types of gambling activities except lotteries (16.1%) and off track betting (2.6%). *(Table 15)*

TABLE 13: TYPES OF GAMBLING EVER ENGAGED IN BY AGE GROUP

EVER by Age Group	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Lotteries or other similar games of chance	23.5	38.6	49.4	57.4	57.4	46.3
Bingo	26.4	30.3	26.1	23.0	23.0	21.1
Slot/Poker or other Video Lottery terminals	12.3	17.1	15.3	12.2	11.7	6.7
Dominoes	16.5	15.9	12.0	7.3	12.4	9.1
Card Games (no poker)	17.9	13.1	11.3	8.5	8.6	7.0
Raffle	8.5	12.4	10.5	8.7	11.0	8.8
Board Games	13.9	10.0	4.8	5.5	4.5	2.9
Off-track betting	1.3	3.2	3.8	5.8	11.7	13.5
Poker	7.7	8.0	6.3	3.5	5.2	3.2
Playing games at a gaming lounge	5.6	10.8	6.3	5.2	5.8	1.5
Sports betting	8.3	8.0	6.0	4.4	4.8	0.9

TABLE 14: P12M TYPES OF GAMBLING ENGAGED IN BY AGE GROUP

P12M by Age Group	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Lotteries or other similar games of chance	12.5	18.7	27.6	31.8	30.6	22.0
Bingo	11.7	13.5	9.8	9.0	4.8	1.5
Slot/Poker or other Video Lottery terminals	6.9	8.0	7.0	3.8	3.4	0.9
Dominoes	8.5	5.2	5.3	3.8	4.1	0.0
Card Games (no poker)	7.7	4.8	3.8	2.3	2.7	0.3
Raffle	1.9	2.0	2.5	0.6	0.3	0.3
Board Games	6.1	3.2	1.5	1.7	1.0	0.0
Off-track betting	0.8	1.2	1.3	1.2	2.1	3.2
Poker	4.3	3.6	2.5	1.5	2.7	0.3
Playing games at a gaming lounge	2.4	2.8	2.5	0.3	0.3	0.3
Sports betting	3.5	3.2	4.0	0.9	1.0	0.0

TABLE 15: P3M TYPES OF GAMBLING ENGAGED IN BY AGE GROUP

P3M by Age Group	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Lotteries or other similar games of chance	8.0	15.1	20.3	25.1	27.8	16.1
Bingo	7.2	10.8	7.8	5.5	3.4	1.5
Slot/Poker or other Video Lottery terminals	5.9	6.8	4.3	3.2	2.1	0.9
Dominoes	5.1	4.4	4.8	3.2	3.1	0.0
Card Games (no poker)	4.0	3.6	3.3	1.7	2.1	0.0
Raffle	1.1	1.2	1.8	0.3	0.0	0.3
Board Games	3.2	2.0	0.8	0.9	0.3	0.0
Off-track betting	0.5	1.2	1.0	0.6	1.7	2.6
Poker	2.4	3.2	1.3	1.5	2.4	0.3
Playing games at a gaming lounge	1.1	2.0	1.5	0.0	0.0	0.3
Sports betting	1.6	2.0	2.3	0.9	1.0	0.0

Frequency of Gambling

The frequency of engagement was measured amongst those who indicated they played a specific game in the past 12 months.

Lotteries and other similar Games of Chance were played at least once a week by a little under half (46.1%) of respondents who played in the past 12 months. Overall a fifth (20.1%) of persons who had played lotteries and similar games of chance within the past 12 months reported playing these games daily. *(Table 16)*

Just under a half of those who played Bingo in the past 12 months reported playing Bingo at least once per week (45.5%). Similarly approximately half (49%) of those who played Slot/Poker or other Video Lottery Terminals within the past 12 months did so on a weekly basis. *(Table 16)*

Card games and poker were the two games that were played most frequently by their respective past 12 month players. Among past 2 month players of card games and poker 3 in every 10 respondents (approximately 30%) indicated that when they played, they did so on a daily basis. Sports betting and off-track betting were done on a more weekly basis, with 4 in 10 indicating weekly engagement. *(Table 16)*

TABLE 16: FREQUENCY OF MAIN TYPES OF GAMBLING ACTIVITIES

Frequency Of Main Types Of Gambling Activities	Daily	Weekly	Monthly	Yearly	Rarely
Lotteries or other similar games of chance (n=477)	20.1	26.0	22.6	9.9	21.4
Bingo (n=167)	12.6	32.9	22.2	10.8	21.6
Slot/Poker or other Video Lottery terminals (n=100)	18.0	31.0	31.0	5.0	15.0
Dominoes (n=91)	19.8	36.3	28.6	5.5	9.9
Card Games (no poker) (n=73)	30.1	28.8	24.7	5.5	11.0
Poker (n=49)	30.6	32.7	16.3	4.1	16.3
Board Games (n=46)	23.9	28.3	21.7	2.2	23.9
Sports betting (n=43)	9.3	41.9	14.0	11.6	23.3
Off-track betting (n=32)	18.8	43.8	21.9	3.1	12.5

Females were significantly more likely to report engaging in lotteries or other similar games of chance less often than once per month. Additionally, those in the younger age cohort were significantly less likely than their older counterparts to report playing lotteries or other similar games of chance at least once per week *(Tables 17 - 18)*. A similar trend existed for Slot Machines and other Video Lottery Terminals, though this was not a statistically significant difference *(Tables 21 - 22)*.

There were no statistically significant differences across age groups or gender as it related to respondents, frequency in playing Bingo *(Tables 19 - 20)*.

TABLE 17: FREQUENCY OF LOTTERIES OR OTHER SIMILAR GAMES OF CHANCE BY GENDER

Lotteries or other similar games of chance by Gender (p=0.004)	Males (n=300)	Females (n=175)
	% of respondents	
At least once per week	48.7	41.1
At least once per month	25.3	18.3
Less often	26.0	40.6

TABLE 18: FREQUENCY OF LOTTERIES OR OTHER SIMILAR GAMES OF CHANCE BY AGE GROUP

Lotteries or other similar games of chance by Age Group (p=0.031)	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
At least once per week	27.7	42.6	43.6	44.0	57.3	53.3
At least once per month	27.7	14.9	20.9	28.4	19.1	22.7
Less often	44.7	42.6	35.5	27.5	23.6	24.0

TABLE 19: FREQUENCY OF BINGO BY GENDER

Bingo by Gender	Males (n=300)	Females (n=175)
	% of respondents	
At least once per week	40.3	50.6
At least once per month	22.1	22.5
Less often	37.7	27.0

TABLE 20: FREQUENCY OF BINGO BY AGE GROUP

Bingo by Age Group	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
At least once per week	38.6	44.1	48.7	45.2	50.0	80.0
At least once per month	34.1	11.8	25.6	12.9	21.4	20.0
Less often	27.3	44.1	25.6	41.9	28.6	0.0

TABLE 21: FREQUENCY OF SLOT MACHINES AND OTHER VIDEO LOTTERY TERMINALS BY GENDER

Slot Machines and other Video Lottery Terminals by Gender	Males (n=300)	Females (n=175)
	% of respondents	
At least once per week	48.5	51.6
At least once per month	33.8	25.8
Less often	17.6	22.6

TABLE 22: FREQUENCY OF SLOT MACHINES AND OTHER VIDEO LOTTERY TERMINALS BY AGE GROUP

Slot Machines and other Video Lottery Terminals by Age Group	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
At least once per week	53.8	55.0	42.9	46.2	40.0	66.7
At least once per month	26.9	25.0	32.1	38.5	40.0	33.3
Less often	19.2	20.0	25.0	15.4	20.0	0.0

Amount of Time Spent Gambling

Lotteries (86.4%), off-track betting (65.6%) and sports betting (53.5%) were the top three games that respondents indicated that they spent less than an hour playing. On the other hand, card games (31.5%) and poker (24.5%) were the games that many hours (over 6hrs) were spent on. *(Table 23)*

TABLE 23: AVERAGE AMOUNT OF TIME SPENT ON GAMBLING ACTIVITIES

Average Amount of Time Spent on Gambling Activities	< 1hr	1 - 2hrs	3 - 4hrs	5 - 6hrs	>6hrs
Lotteries or other similar games of chance (n=477)	86.4	7.5	1.9	1.9	2.3
Bingo (n=167)	13.2	30.5	28.7	13.8	13.8
Slot/Poker or other Video Lottery terminals (n=100)	34.0	33.0	22.0	6.0	5.0
Dominoes (n=91)	9.9	36.3	20.9	14.3	18.7
Card Games (no poker) (n=73)	6.8	24.7	27.4	9.6	31.5
Poker (n=49)	14.3	34.7	16.3	10.2	24.5
Board Games (n=46)	19.6	39.1	13.0	13.0	15.2
Sports betting (n=43)	53.5	23.3	9.3	4.7	9.3
Off-track betting (n=32)	65.6	12.5	3.1	6.3	12.5

Though approximately three quarters (74.5%) of respondents in the youngest age cohort (18-24yrs) indicated that they played lotteries and other similar games of chance for an hour, they were significantly less likely than their older counterparts (96.0%) to do so. There were no major differences between males and females. *(Table 24 & Table 25)*

There were no statistically significant differences across age group or gender as it related to the average amount of time spent on Bingo or Slot/Poker or other Video Lottery terminals. *(Tables 26 – 29)*

TABLE 24: AVERAGE AMOUNT OF TIME SPENT ON LOTTERIES OR OTHER SIMILAR GAMES OF CHANCE BY GENDER

Lotteries or other similar games of chance by Gender	Males (n=300)	Females (n=175)
	% of respondents	
Under 1 hour	87.3	84.6
2 – 4 hours	8.3	11.4
5 hours or more	4.3	4.0

TABLE 25: AVERAGE AMOUNT OF TIME SPENT ON LOTTERIES OR OTHER SIMILAR GAMES OF CHANCE BY AGE GROUP

Lotteries or other similar games of chance by Age Group (p=0.004)	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Under 1 hour	74.5	83.0	84.5	89.0	85.4	96.0
2 – 4 hours	21.3	8.5	12.7	9.2	5.6	2.7
5 hours or more	4.3	8.5	2.7	1.8	9.0	1.3

TABLE 26: AVERAGE AMOUNT OF TIME SPENT ON BINGO BY GENDER

Bingo by Gender	Males (n=300)	Females (n=175)
	% of respondents	
Under 1 hour	15.6	11.2
2 – 4 hours	59.7	58.4
5 hours or more	24.7	30.3

TABLE 27: AVERAGE AMOUNT OF TIME SPENT ON BINGO BY AGE GROUP

Bingo by Age Group	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Under 1 hour	20.5	11.8	7.7	6.5	28.6	0.0
2 – 4 hours	56.8	55.9	66.7	61.3	50.0	60.0
5 hours or more	22.7	32.4	25.6	32.3	21.4	40.0

TABLE 28: AVERAGE AMOUNT OF TIME SPENT ON SLOT MACHINES AND OTHER VIDEO LOTTERY TERMINALS BY GENDER

Slot Machines and other Video Lottery Terminals by Gender	Males (n=300)	Females (n=175)
	% of respondents	
Under 1 hour	27.9	45.2
2 – 4 hours	58.8	48.4
5 hours or more	13.2	6.5

TABLE 29: AVERAGE AMOUNT OF TIME SPENT ON SLOT MACHINES AND OTHER VIDEO LOTTERY TERMINALS BY AGE GROUP

Slot Machines and other Video Lottery Terminals by Age Group	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Under 1 hour	50.0	20.0	35.7	30.8	20.0	33.3
2 – 4 hours	38.5	55.0	64.3	61.5	60.0	66.7
5 hours or more	11.5	25.0	0.0	7.7	20.0	0.0

Amount of Money Spent Gambling

On average respondents were spending between $650 - $3500JMD on the main activities engaged in over the past 12months. More money seemed to be spent on off-track betting, sports betting and card games including poker. *(Table 30)*

TABLE 30: AVERAGE AMOUNT OF MONEY SPENT ON MAIN TYPES OF GAMBLING ACTIVITIES

Amount of Money Spent on P12M Main Gambling Activities	Mean	Median	Mode
Board Games (n=46)	$657.39	$450.00	$1,000.00
Lotteries or other similar games of chance (n=477)	$673.09	$300.00	$100.00
Bingo (n=167)	$1,224.91	$500.00	$1,000.00
Dominoes (n=91)	$1,388.35	$500.00	$100.00
Slot/Poker or other Video Lottery terminals (n=100)	$1,623.70	$500.00	$500.00
Sports betting (n=43)	$2,066.28	$1,000.00	$1,000.00
Off-track betting (n=32)	$2,446.88	$1,000.00	$1,000.00
Poker (n=49)	$3,014.29	$500.00	$100.00
Card Games (no poker) (n=73)	$3,349.04	$500.00	$100.00

This study also probed the maximum that respondents had spent on any gambling activity played in the past 12 months. Sports betting, Off-track betting and Poker emerged as the top three gambling activities that respondents spent the largest amount of money on. *(Table 31)*

TABLE 31: MAXIMUM AMOUNT OF MONEY SPENT ON MAIN TYPES OF GAMBLING ACTIVITIES

Amount of Money Spent on P12M Main Gambling Activities	Mean	Median	Mode
Sports betting (n=43)	$ 13,152.33	$ 2,000.00	$ 1,000.00
Off-track betting (n=32)	$ 8,286.88	$ 2,000.00	$ 1,000.00
Poker (n=49)	$ 7,755.08	$ 2,500.00	$ 5,000.00
Card Games (no poker) (n=73)	$ 5,441.78	$ 2,000.00	$ 1,000.00
Dominoes (n=91)	$ 3,884.07	$ 1,000.00	$ 500.00
Board Games (n=46)	$ 3,740.22	$ 800.00	$ 2,000.00
Slot/Poker or other Video Lottery terminals (n=100)	$ 3,474.25	$ 1,000.00	$ 1,000.00
Bingo (n=167)	$ 3,041.08	$ 1,000.00	$ 1,000.00
Lotteries or other similar games of chance (n=477)	$ 2,987.92	$ 500.00	$ 500.00

Type and Location of Access for Gambling

Bingo (53.9%) and Card games (53.4%) were played by most respondents on the street/corner.

The outlet or betting shops were more popular for games such as Off-track betting (59.4%) Lotteries & similar GOCs (44.9%) as well as Sports Betting (41.9%). *(Table 32)*

There were no significant differences across age and gender groups for the top 3 games played in the past 12 months, specifically, Lotteries or similar GOCs, Bingo and Slot/Poker Machines or other VLTs.

TABLE 32: LOCATION MAIN TYPES OF GAMBLING ACTIVITIES PLAYED

Location Main Gambling Activities Engaged In	Outlet/ Betting Shop	Home	Street/ Corner	Work	Gaming Lounge	Other
	% of respondents					
Off-track betting (n=32)	**59.4**	18.8	6.3	0.0	15.6	0.0
Lotteries or other similar games of chance (n=477)	44.9	25.6	17.0	6.3	5.0	1.3
Sports betting (n=43)	41.9	34.9	11.6	2.3	9.3	0.0
Slot/Poker or other Video Lottery terminals (n=100)	36.0	2.0	11.0	0.0	31.0	20.0
Poker (n=49)	10.2	20.4	38.8	0.0	18.4	12.2
Bingo (n=167)	4.8	29.9	**53.9**	1.2	0.6	9.6
Card Games (no poker) (n=73)	1.4	35.6	**53.4**	1.4	2.7	5.5
Dominoes (n=91)	0.0	28.6	59.3	2.2	3.3	6.6
Board Games (n=46)	0.0	**54.3**	39.1	0.0	2.2	4.3

Age First Gambled

The average age that most respondents first gambled was 18yrs. In fact, more than half of respondents (56.6%) first gambling incidence occurred before they were 25yrs old, with approximately a quarter (26.4%) doing so before their 18th birthday. *(Table 33)*

Males were significantly more likely than females to indicate first engagement in gambling while they were under 18yrs. On the other hand females were significantly more likely to report that their first foray into gambling occurred while they were adults. In fact, more than half (58.1%) of females indicated that their first gambling activity occurred between the ages of 18 – 39yrs. *(Table 34)*

TABLE 33: AGE AT FIRST GAMBLING ENGAGEMENT

Age First Gambled	(n=1250) % of respondents
Under 18yrs	26.4
18-24yrs	30.2
25-29yrs	10.2
30-39yrs	9.6
40-49yrs	5.2
50yrs & Over	2.2
Can't Recall	16.2
Under 18yrs	26.4

TABLE 34: AGE AT FIRST GAMBLING ENGAGEMENT BY GENDER

Age 1st Gambled by Gender (p=0.000)	Males (n=703)	Females (n=554)
	% of respondents	
Under 18yrs	33.3	17.5
18-24yrs	27.9	32.9
25-29yrs	8.8	12.1
30-39yrs	7.0	13.1
40-49yrs	4.6	6.1
50yrs & Over	2.1	2.2
Can't Recall	16.4	16.2

CHAPTER 3: PREVALENCE OF PROBLEM GAMBLING

This study also sought to explore the incidence of problem gambling among Jamaica's adult population and this chapter highlights the main findings.

Problem gambling was measured using two well used international scales, specifically the Problem and Pathological Gambling Measure (PPGM) and the Canadian Problem Gambling Index (CPGI).

The CPGI instrument resulted from (a) a review and synthesis of the most current gambling research available, and (b) expert opinion from internationally renowned gambling researchers, and it draws on the measures that have been used in the past for many of its key items. Consequently, the CPGI is a less "new" instrument and more an evolution of older measures, and it is based on the following operational definition of problem gambling developed by the research team: "*Problem gambling is gambling behaviour that creates negative consequences for the gambler, others in his or her social network, or for the community*". (Wynnne, 2003)

The PPGM employs a 12-month timeframe. This measurement tool also appreciates that gambling behaviour exists on a continuum and recognizes four groups of individuals based on their responses (i.e., non-gambler, recreational gambler, at-risk gambler, problem/pathological gambler). In both clinical and population-level settings, the PPGM has been field tested and refined. (Williams & Volberg, 2014)

Population Profile using the PPGM:

Overall, it was 3% of respondents who emerged as pathological gamblers with an additional 10% being problem gamblers. At-risk gamblers represented 9.6% of the total sample and 11.7% were non-problem gamblers based on behaviour in the past 12 months. Overall, more than a quarter had gambled but not done so in the past 12months while more than a third (37.5%) had never gambled in their lifetime. *(Figure 4)*

Females (45.5%) were significantly more likely than their male (29.7%) counterparts to have never gambled. Males (12.8%) however, were significantly more likely than females (7.3%) to be classified as Problem Gamblers based on the PPGM Classification. *(Table 35)*

Those in the oldest (44.3%) and youngest (42.7%) age cohorts were significantly more likely than the other age groups surveyed to have never gambled. It was however those from the youngest age group who were significantly more likely than other age groups to be classified as problem gamblers (**18-24yrs** 14.1%, **25-29yrs** 13.5%) and pathological gamblers (**18-24yrs** 5.1%, **25-29yrs** 4.4%). *(Table 35)*

The Pearson Correlation analysis revealed a small but significant relationship between the overall population breakout using the PPGM and their gender (-.171). This means that respondents' gender was associated with the population classification using the PPGM.
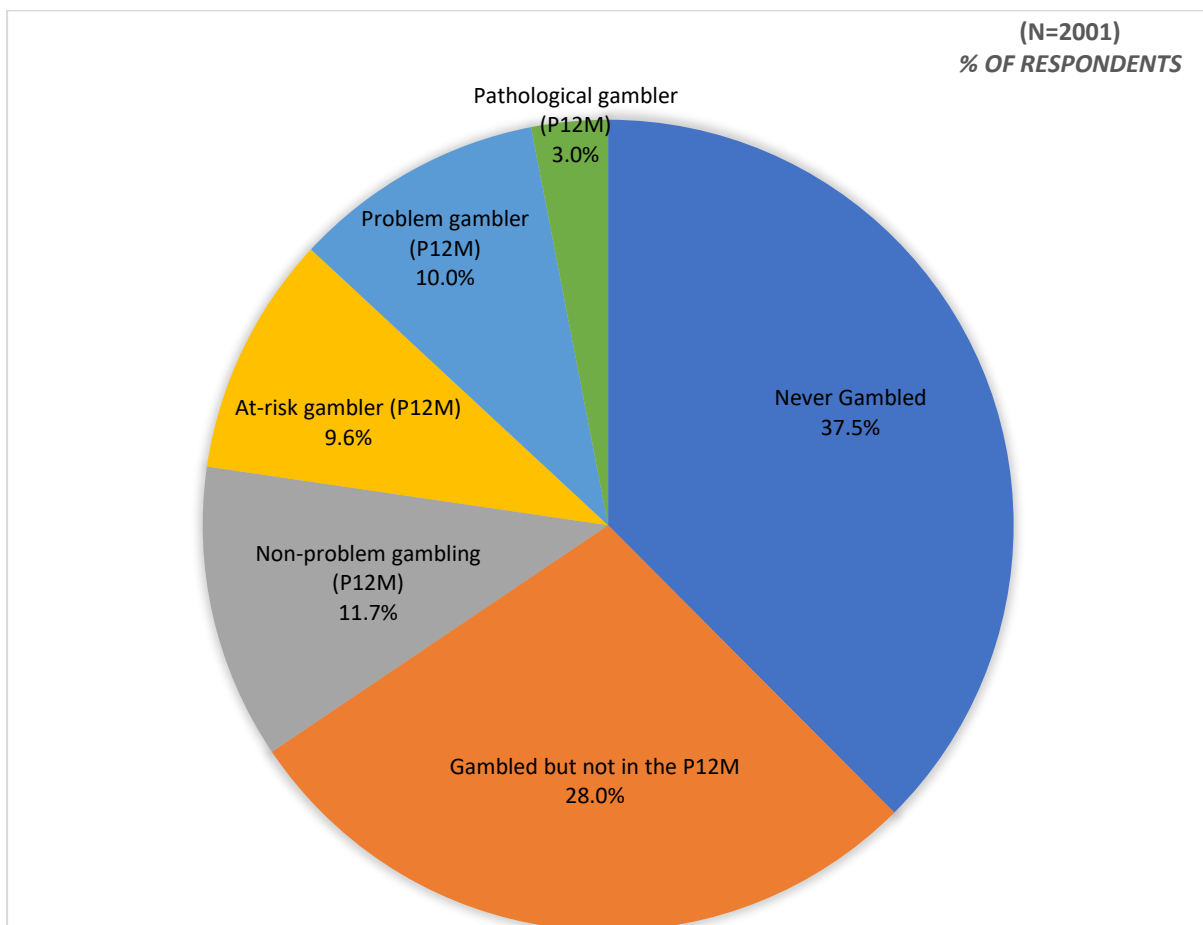
FIGURE 4: POPULATION PROFILE USING PPGM

TABLE 35: POPULATION BREAKOUT USING PPGM

PPGM POPULATION BREAKOUT	Never Gambled	Gambled but not in the P12M	Non-problem gambler	At-risk gambler	Problem Gambler	Pathological Gambler
GENDER (p=0.000)						
Male (n=1000)	29.7	28.3	13.6	12.0	12.8	3.6
Female (n=998)	45.5	27.8	9.7	7.2	7.3	2.5
AGE GROUP (p=0.000)						
18-24yrs (n=375)	42.7	22.7	5.1	10.4	14.1	5.1
25-29yrs (n=251)	33.5	29.9	10.4	8.4	13.5	4.4
30-39yrs (n=399)	36.1	26.1	14.3	10.5	10.3	2.8
40-49yrs (n=343)	32.4	29.7	16.0	9.9	9.3	2.6
50-59yrs (n=3291)	34.4	30.6	14.4	8.6	9.3	2.7
60yrs & Over (n=341)	44.3	31.1	10.6	9.1	4.1	0.9
LOCATION						
Urban (n=1079)	35.7	29.1	12.3	9.5	10.5	2.9
Rural (n=922)	39.7	26.8	11.1	9.7	9.5	3.3

Prevalence of Problem Gambling in the past 12 Months using PPGM

Based on the PPGM, over a quarter of respondents who had gambled in the past 12 months were either "At risk" (27.9%) or "Problem Gamblers" (29.2%). It was less than 1 in 10 who were classified as "Pathological Gamblers" (8.9%). There were no significant differences across gender groups as it related to respondents' PPGM classification. *(Figure 5)*
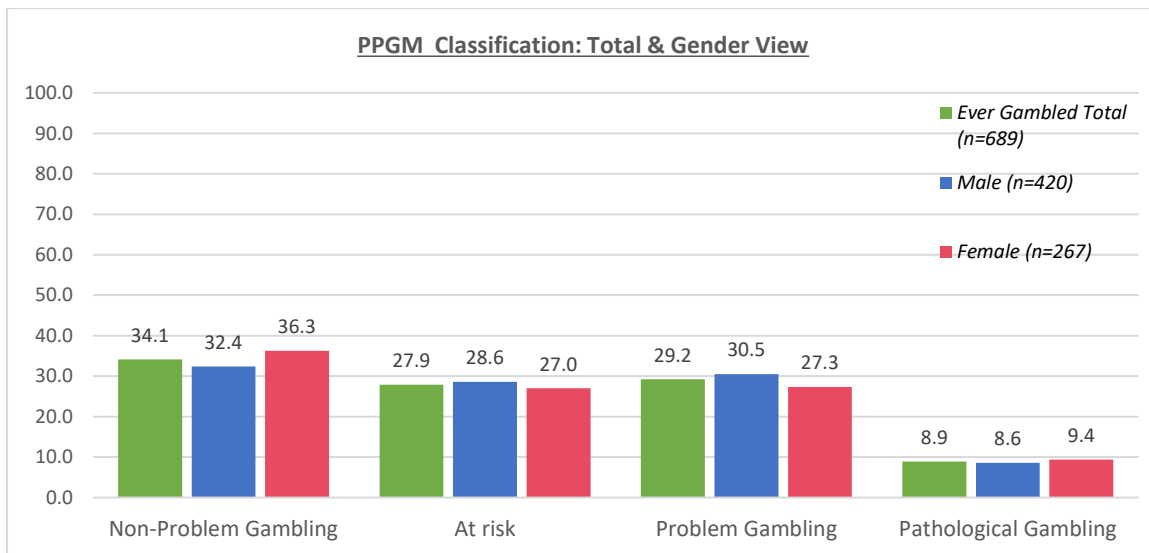
FIGURE 5: PPGM CLASSIFICATION

While there were no statistically significant differences across gender groups, significant differences were seen across age groups. Specifically, those in the younger age cohorts (**18-24yrs,** 40.8% and **25-29yrs,** 37.0%) were significantly more likely than those in older age cohorts (**50-59yrs,** 26.5% and **60yrs+,** 16.7%) to receive the classification of "Problem Gambler". *(Table 36)*

TABLE 36: PPGM CLASSIFICATION BY AGE GROUP

PPGM Classification by Age Group (p=0.000)	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
Non-Problem Gambling	14.6	28.3	37.7	42.3	41.2	42.9
At risk	30.0	22.8	27.8	26.2	24.5	36.9
Problem Gambling	40.8	37.0	27.2	24.6	26.5	16.7
Pathological Gambling	14.6	12.0	7.3	6.9	7.8	3.6

Location did not emerge as a factor for PPGM classification. There were no statistically significant differences between respondents' PPGM Classification and the area they resided in. *(Table 37)*

TABLE 37: PPGM CLASSIFICATION BY LOCATION

PPGM Classification by Location	Urban (n=380)	Rural (n=309)
	% of respondents	
Non-Problem Gambling	35.0	33.0
At risk	27.1	28.8
Problem Gambling	29.7	28.5
Pathological Gambling	8.2	9.7

Age of gambling initiation PPGM

At risk gambling groups were characterised by a tendency to have begun gambling at a comparatively early age. Using the PPGM classification, the average (median) age of gambling initiation among Problem and Pathological Gamblers was 17yrs and 16yrs respectively. In fact, these gambler risk groups were significantly more likely to indicate gambling initiation at a younger age than the low or no risk gambling groups. *(Table 38)*

TABLE 38: AGE FIRST GAMBLED BY PPGM CLASSIFICATION

	Mean age first gambled (yrs)	Median age first gambled (yrs)
Non-problem gambling (P12M); (n=235)	20.14; (SD=13.8)	20.0
At-risk gambler (P12M); (n=192)	19.0; (SD=12.9)	19.0
Problem gambler (P12M); (n=201)	16.0; (SD=9.3)	17.0
Pathological Gambler (P12M); (n=61)	15.8; (SD=9.1)	16.0

Population Profile using the CPGI:

Overall, it was 5.1% of respondents who emerged as Problem Gamblers with an additional 7.7% being Moderate Problem Gamblers. Low risk gamblers represented 6.2% of the total sample and 15.3% were non-problem gamblers based on behaviour in the past 12 months. Overall, more than a quarter had gambled but not done so in the past 12months while more than a third (37.5%) had never gambled in their lifetime. *(Figure 6)*

Males were significantly more likely than females to be classified as Problem Gamblers based on the CPGI Classification (Males-6.3% vs. Females-4.0%). It was a similar trend for those who fell in the category of **Moderate Levels** of problems leading to some negative consequences (Males-10.0% vs. Females-5.3%). *(Table 39)*

It was those from the youngest 18-24yrs age group that were significantly more likely than other age groups to be classified as problem gamblers (8.3%) and moderate level gamblers (10.1%). *(Table 39)*

The Pearson Correlation analysis revealed a small but significant relationship between the overall population breakout using the CPGI and gender (-.165) and age group (-.101). Specifically, using the CPGI, males and those in the younger age cohorts were more likely to be problem and moderate gamblers.
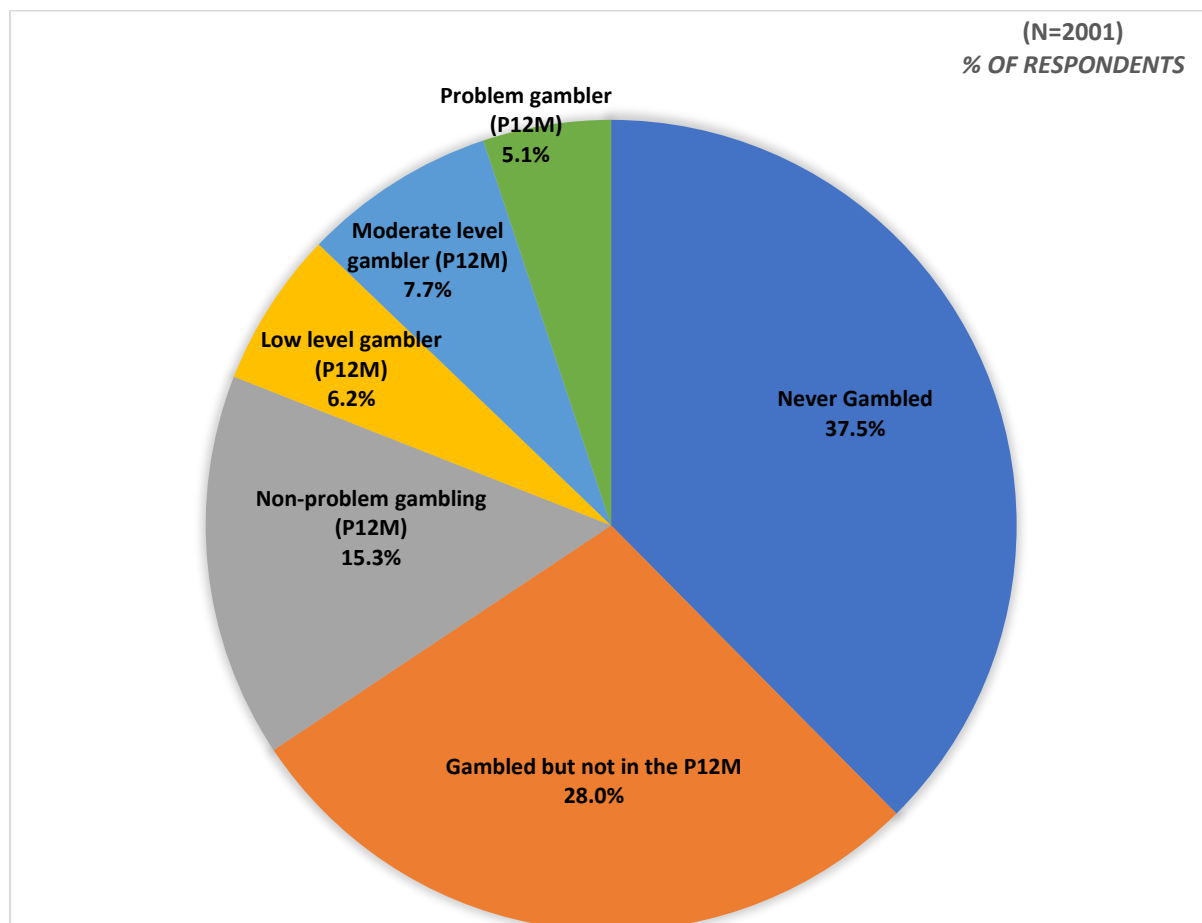
FIGURE 6: POPULATION PROFILE USING CPGI

CPGI POPULATION BREAKOUT	Never Gambled	Gambled but not in the P12M	Non-problem gambler	Low Level Gambling	Moderate Level	Problem Gambling
GENDER (p=0.000)						
Male (n=1000)	29.7	28.3	18.8	6.9	10.0	6.3
Female (n=998)	45.5	27.8	11.8	5.6	5.3	4.0
AGE GROUP (p=0.000)						
18-24yrs (n=375)	42.7	22.7	8.8	7.5	10.1	8.3
25-29yrs (n=251)	33.5	29.9	11.6	8.4	10.0	6.8
30-39yrs (n=399)	36.1	26.1	16.3	7.3	8.5	5.8
40-49yrs (n=343)	32.4	29.7	22.7	5.2	5.0	5.0
50-59yrs (n=291)	34.4	30.6	18.2	6.2	7.6	3.1
60yrs & Over (n=291)	44.3	31.1	14.4	3.2	5.3	1.8
LOCATION						
Urban (n=1079)	35.7	29.1	15.7	6.5	8.1	5.0
Rural (n=922)	39.7	26.8	15.0	6.0	7.3	5.3

Prevalence of Problem Gambling using CPGI

Based on the CPGI, more than 1 in every 10 respondents (14.9%) who gambled in the past 12 months emerged as problem gamblers with negative consequences and a possible loss of control. Under a quarter (22.4%) displayed moderate levels of problems leading to some negative consequences. Just under a fifth (18.1%) displayed low levels of problems with few or no identified negative consequences. Under half (44.6%) of respondents, displayed attitudes and behaviour that were aligned with non-problem gambling. *(Figure 7)*
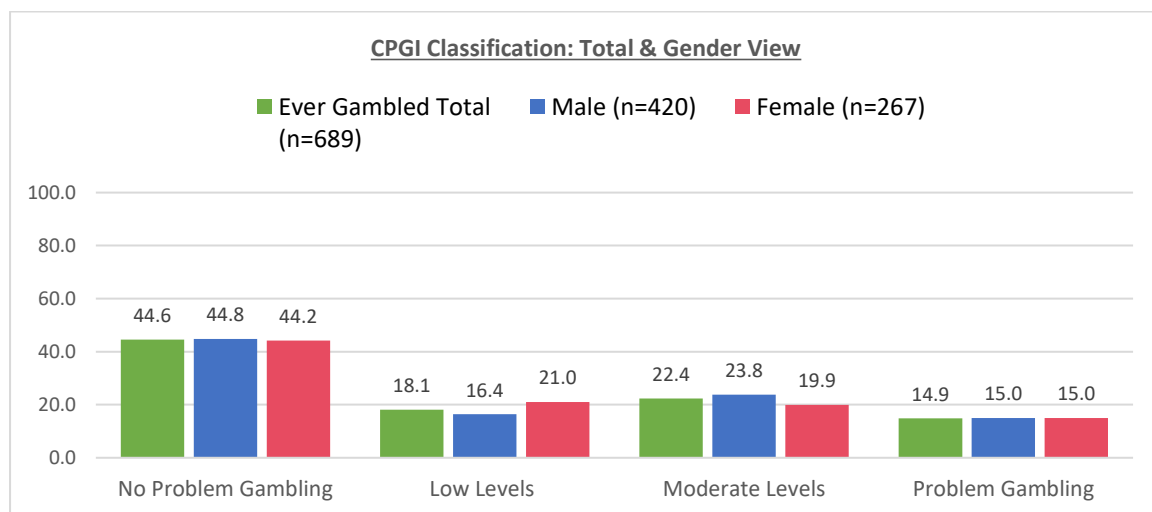
FIGURE 7: CPGI CLASSIFICATION

Those in the youngest age cohort (18-24yrs) were significantly more likely than others to be classified as a problem gambler. *(Table 40)*

TABLE 40: CPGI CLASSIFICATION

CPGI Classification by Age Group (p=0.000)	18-24yrs (n=375)	25-29yrs (n=251)	30-39yrs (n=399)	40-49yrs (n=343)	50-59yrs (n=291)	60yrs+ (n=341)
No Problem Gambling	25.4	31.5	43.0	60.0	52.0	58.3
Low Levels of problems with few or no identified negative consequences	21.5	22.8	19.2	13.8	17.6	13.1
Moderate Levels of problems leading to some negative consequences	29.2	27.2	22.5	13.1	21.6	21.4
Problem Gambling with negative consequences and a possible loss of control	23.8	18.5	15.2	13.1	8.8	7.1

(***p≤0.000; **p≤0.05; *p≤0.005)

Regardless of respondents' location, there were no differences across CPGI classifications. *(Table 41)*

TABLE 41: CPGI CLASSIFICATION BY LOCATION

CPGI Classification by Location	Urban (n=380)	Rural (n=309)
No Problem Gambling	44.5	44.7
Low Levels	18.4	17.8
Moderate Levels	22.9	21.7
Problem Gambling	14.2	15.9

Age of gambling initiation CPGI

Using the CPGI classification, the average age (median) of gambling initiation among Moderate and Problem Gamblers was also 17yrs and 16yrs respectively. The Problem Gambling group was significantly more likely to indicate gambling initiation at a younger age than the non-problem gambling group. *(Table 42)*

TABLE 42: AGE FIRST GAMBLED BY PPGM CLASSIFICATION

	Mean age first gambled (yrs)	Median age first gambled (yrs)
Non-problem gambler; (n=307)	19.8; (SD=13.8)	19.0
Low Level Gambling; (n=125)	17.2; (SD=10.6)	18.0
Moderate Level, (n=154)	17.4; (SD=11.1)	17.0
Problem Gambling; (n=103)	16.1; (SD=8.3)	16.0

Problem Gambling using CPGI and PPGM behaviour profile:

The moderate to high risk gambler groups also displayed behaviour that was suggestive of greater engagement in gambling than the low risk groups.

Using the PPGM classification, Pathological Gamblers, and to a lesser extent Problem Gamblers, were significantly more likely to play multiple (2 or more) games in the past 3 months and to play multiple (2 or more games) daily and weekly. They were also more likely to gamble for greater lengths of time, whether more than an hour or more than 3 hours. *(Table 43)*

Similarly, using the CPGI classification, Problem Gamblers were significantly more likely to play multiple (2 or more) games in the past 3 months and to play multiple (2 or more games) daily and weekly. They were also more likely to gamble for greater lengths of time, whether more than an hour or more than 3 hours. *(Table 43)*

TABLE 43: NUMBER OF GAMES AND DURATION GAMES PLAYED BY PPGM AND CPGI CLASSIFICATION

	Playing 2 or more games in P3M	Multiple games (2 or more) played daily	Multiple games played weekly	Play for 3 hrs or more	Play for 1hr or more
PPGM (P12M)					
Non-problem gambling (P12M); (n=235)	15.7%	3.4%	7.7%	2.1%	16.4%
At-risk gambler (P12M); (n=192)	14.1%	2.1%	10.4%	2.6%	39.3%
Problem gambler (P12M); (n=201)	33.8%	9.0%	27.4%	8.5%	9.8%
Pathological Gambler (P12M); (n=61)	44.3%	14.8%	41.0%	16.4%	34.4%
CPGI (P12M)					
Non-problem gambler; (n=307)	14.3%	2.6%	8.1%	1.6%	21.4%
Low Level Gambling; (n=125)	26.4%	4.0%	17.6%	4.7%	37.9%
Moderate Level, (n=154)	25.3%	5.8%	20.1%	7.1%	11.7%
Problem Gambling; (n=103)	41.7%	16.5%	38.8%	14.6%	29.1%

CHAPTER 4: GAMBLING RISK AND PROTECTIVE FACTORS

This chapter presents several factors that were measured to explore risk or protective factors for problem gambling.

Many have posited that several factors may act as risk factors to problem gambling. While this study was not able to investigate all possible factors, several were explored.

DEMOGRAPHICS
According to (Miller, 2015), gender, age, socio-economic status are among some of the risk factors associated with problem gambling. These demographic factors explored are in this study.

GENDER

Males (70.3%) were significantly more likely than their female counterparts (54.5%) to have gambled at least once in their lifetime *(Table 44).* The Pearson Correlation analysis (-.163) revealed a small but significant relationship between gender and gambling status.

There were however no statistically significant differences between PPGM or CPGI Classification and gender. *(Tables 45 - 46)*

TABLE 44: GAMBLING STATUS BY GENDER

Gender by Gambling Status (p=0.000)	Non-Gambler	Gambler
	% of respondents	
Male (n=1000)	29.7	70.3
Female (n=998)	45.5	54.5

TABLE 45: PPGM CLASSIFICATION BY GENDER

Gender by PPGM	Non-problem gambling	At risk	Problem Gambling	Pathological Gambling
	% of respondents			
Male (n=420)	32.4	28.6	30.5	8.6
Female (n=267)	36.3	27.0	27.3	9.4

TABLE 46: CPGI CLASSIFICATION BY GENDER

Gender by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Male (n=420)	44.8	16.4	23.8	15.0
Female (n=267)	44.2	21.0	19.9	15.0

AGE

Those in the youngest age cohort (**18-24yrs,** 42.7%) as well as those in the oldest (**60yrs & over,** 44.3%) were significantly more likely to have never gambled in their lifetime. _(Table 47)_

Interestingly, however, those in the younger age cohorts (**18-24yrs,** 40.8% and **25-29yrs,** 37.0%) were significantly more likely to be classified as Problem Gamblers based on the PPGM. A similar trend was seen based on the CPGI Classification with those in the youngest cohort (**18-24yrs,** 23.8%) being significantly more likely than those in the older age cohorts to be classified as Problem Gamblers. _(Table 48 & Table 49)_

The Pearson Correlation analysis revealed a small but significant relationship between age group and PPGM Classification (-.223) as well as age group and CPGI Classification (-.226). This meant the likelihood of problem gambling was higher among the younger age groups.

TABLE 47: GAMBLING STATUS BY AGE GROUP

Age Group by Gambling Status (p=0.003)	Non-Gambler	Gambler
	% of respondents	
18 - 24yrs (n=375)	42.7	57.3
25 - 29yrs (n=251)	33.5	66.5
30 - 39yrs (n=399)	36.1	63.9
40 - 49yrs (n=343)	32.4	67.6
50 - 59yrs (n=291)	34.4	65.6
60yrs & Over (n=341)	44.3	55.7

TABLE 48: PPGM CLASSIFICATION BY AGE GROUP

Age Group by PPGM (p=0.000)	Non-problem gambling	At risk	Problem Gambling	Pathological Gambling
	% of respondents			
18 - 24yrs (n=130)	14.6	30.0	40.8	14.6
25 - 29yrs (n=92)	28.3	22.8	37.0	12.0
30 - 39yrs (n=151)	37.7	27.8	27.2	7.3
40 - 49yrs (n=130)	42.3	26.2	24.6	6.9
50 - 59yrs (n=102)	41.2	24.5	26.5	7.8
60yrs & Over (n=84)	42.9	36.9	16.7	3.6

TABLE 49: CPGI CLASSIFICATION BY AGE GROUP

Age Group by CPGI (p=0.000)	Non-problem gambling	Low levels of problems	Moderate levels of problems	Problem Gambling
	% of respondents			
18 - 24yrs (n=130)	25.4	21.5	29.2	23.8
25 - 29yrs (n=92)	31.5	22.8	27.2	18.5
30 - 39yrs (n=151)	43.0	19.2	22.5	15.2
40 - 49yrs (n=130)	60.0	13.8	13.1	13.1
50 - 59yrs (n=102)	52.0	17.6	21.6	8.8
60yrs & Over (n=84)	58.3	13.1	21.4	7.1

SOCIO-ECONOMIC GROUP

There were no significant differences between respondents' SE Group and their gambling status, meaning if they have ever gambled. *(Table 50)*

Those in the upper/middle class were significantly more likely than others to be classified as non-problem gamblers based on the PPGM and CPGI. *(Table 51 & Table 52)*

TABLE 50: GAMBLING STATUS BY SE GROUP

SE Group by Gambling Status	Non-Gambler	Gambler
	% of respondents	
ABC1 Upper/ Middle (n=193)	40.4	59.6
C2 Working Class (n=434)	34.8	65.2
D Lower Income (n=1374)	38.0	62.0

TABLE 51: PPGM CLASSIFICATION BY SE GROUP

SE Group by PPGM (p=0.006)	Non-problem gambling	At risk	Problem Gambling	Pathological Gambling
	% of respondents			
ABC1 Upper/Middle (n=55)	56.4	25.5	16.4	1.8
C2 Working Class (n=165)	33.9	23.6	31.5	10.9
D Lower Income (n=469)	31.6	29.6	29.9	9.0

TABLE 52: CPGI CLASSIFICATION BY SE GROUP

SE Group by CPGI (p=0.026)	Non-problem gambling	Low levels of problems	Moderate levels of problems	Problem Gambling
		% of respondents		
ABC1 Upper/ Middle (n=55)	65.5	9.1	18.2	7.3
C2 Working Class (n=165)	41.2	23.0	20.0	15.8
D Lower Income (n=469)	43.3	17.5	23.7	15.6

LOCATION

Respondents in urban areas were more likely to have gambled at least once in their life, compared to those who live in rural areas. *(Table 53)*

There were no statistically significant differences between PPGM or CPGI Classification and respondents' area of residence. *(Table 54 & Table 55)*

TABLE 53: GAMBLING STATUS BY LOCATION

Location by Gambling Status (p=0.036)	Non-Gambler	Gambler
	% of respondents	
Urban (n=1079)	35.7	64.3
Rural (n=922)	39.7	60.3

TABLE 54: PPGM CLASSIFICATION BY LOCATION

Location by PPGM	Non-problem gambling	At risk	Problem Gambling	Pathological Gambling
	% of respondents			
Urban (n=380)	35.0	27.1	29.7	8.2
Rural (n=309)	33.0	28.8	28.5	9.7

TABLE 55: CPGI CLASSIFICATION BY LOCATION

Location by CPGI	Non-problem gambling	Low levels of problems	Moderate levels of problems	Problem Gambling
		% of respondents		
Urban (n=380)	44.5	18.4	22.9	14.2
Rural (n=309)	44.7	17.8	21.7	15.9

OTHER FACTORS

In addition to demographic factors, some have posited that resilience, stress, satisfaction, family history of gambling, exposure to intervention and attitudes to gambling may act as risk or protective factors for problem gambling. These are explored below:

Measuring Resilience

Several well used Resilience Scales were reviewed, abbreviated, and adapted. Specific items were chosen to measure the resilience of Jamaican respondents.

The specific items used are listed below and response options were (0) Never true, (1) Rarely true, (2) Sometimes true, (3) Often true, (4) Almost always true.

- *Believing in myself helps me to overcome difficult times*
- *I completely trust my judgments and decisions*
- *At hard times I know that better times will come*
- *I always have someone who can help me when needed*
- *I have some close friends/family members who are good at encouraging me*
- *I can discuss personal matters with friends/family members*

Many Jamaicans would say that our country and its people are known for their resilience. Phrases such as "take your hand and make fashion', "take serious things and make joke", "we likkle but we tallawah" all speak to this spirit of resiliency. The results of this study support this Jamaican resilient spirit, as a little under three quarters of respondents received scores in the high resiliency group.

A factor analysis revealed 2 main components, specifically items relating to having support and resiliency.

Due to the smaller number of items in the scale, the mean inter-item correlation was measured to test the reliability of the scale, instead of Cronbach's values. An optimal range for the inter-item correlation of .2 to .4 is recommend for scales (Briggs & Cheek, 1986).

The mean Inter-Item Correlations are listed for the support and resiliency scales below.

Scales	Inter-Item Correlations Means
Support	.453
Resiliency	.297

These are examined below in relation to gambling:

SUPPORT

Specific items were chosen to measure the level of support respondents had in their lives. The assessment used included 3 items and yielded a final score of between 0 and 12, with higher scores reflecting stronger external support from family members or friends.

Support statements

- *I have some close friends/family members who are good at encouraging me*
- *I can discuss personal matters with friends/family members*
- *I always have someone who can help me when needed*

Support Scale Scores

Strong support: 9 - 12

Low / Moderate support: 0 – 8

Overall, more than half (55.9%) of respondents received strong support from individuals in their circle. It was 4 in every 10 respondents who had low or moderate support from friends/family members or someone else. *(Table 56)*

There were no significant differences between respondents' level of support and their gambling status, PPGM or CPGI classification. *(Tables 57-59)*

TABLE 56: LEVEL OF SUPPORT

	(N=2001)
	% of respondents
Low / Moderate support	44.1
Strong support	55.9

TABLE 57: LEVEL OF SUPPORT BY GAMBLING STATUS

Support by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Low / Moderate support	45.1	43.5
Strong support	54.9	56.5

TABLE 58: LEVEL OF SUPPORT BY PPGM CLASSIFICATION

PPGM by Support Level	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Low / Moderate support	46.6	41.1	46.8	45.9
Strong support	53.4	58.9	53.2	54.1

TABLE 59: LEVEL OF SUPPORT BY CPGI CLASSIFICATION

CPGI by Support Level	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Low / Moderate support	43.6	44.8	46.1	48.0
Strong support	56.4	55.2	53.9	52.0

RESILIENCE

Specific items were chosen to measure the respondents' level of resilience. The assessment used included 3 items and yielded a final score of between 0 and 12, with higher scores reflecting greater resilience.

Resilience Statements

- *Believing in myself helps me to overcome difficult times*
- *I completely trust my judgments and decisions*
- *At hard times I know that better times will come*

Resilience Scale Scores

High resiliency: 9 - 12

Moderate resiliency: 0 – 8

Overall, this study confirmed that Jamaicans are highly resilient, with more than two thirds (71.3%) of respondents falling in the high resilience group. Respondents who have ever gambled (73.7%) were significantly more likely to be a part of the High resilience group than those who have never gambled before (67.2%). *(Table 60 & Table 61)*

Interestingly, based on the PPGM Classification, Pathological Gamblers (59.0%) were significantly less likely than others to display high resilience. The CPGI Classification further strengthens this

finding, as those who were classified as Problem Gamblers (62.1%) were significantly less likely than others to display high resilience. *(Table 62 & Table 63)*

The Pearson Correlation analysis revealed a very small but significant relationship between level of resilience and PPGM Classification (-.056) as well as level of resilience and CPGI Classification (-.093). This means that pathological gambling was associated with lower resilience scores.

TABLE 60: LEVEL OF RESILIENCE

Resilience	(N=2001)
	% of respondents
Moderate resilience	28.7
High resilience	71.3

TABLE 61: LEVEL OF RESILIENCE BY GAMBLING STATUS

Level of Resilience by Gambling Status (p=0.001)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Moderate resilience	32.8	26.3
High resilience	67.2	73.7

TABLE 62: LEVEL OF RESILIENCE BY PPGM CLASSIFICATION

Level of Resilience by PPGM (p=0.025)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Moderate resilience	22.6	26.6	23.4	41.0
High resilience	77.4	73.4	76.6	59.0

TABLE 63: LEVEL OF RESILIENCE BY CPGI CLASSIFICATION

Level of Resilience by CPGI (p=0.015)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Moderate resilience	23.5	20.8	25.3	37.9
High resilience	76.5	79.2	74.7	62.1

Our study also explored respondents' stress in the past month in relation to gambling, and more specifically, problem gambling.

The items measuring stress included:

- *Been upset because of something that happened unexpectedly*
- *Felt that you were unable to control the important things in your life*
- *Felt nervous and "stressed"*
- *Felt confident about your ability to handle your personal problems*
- *Felt that things were going your way*
- *Found that you could not cope with all the things that you had to do*
- *Been able to control irritations in your life*
- *Felt that you were on top of things*
- *Been angered because of things that were outside of your control*
- *Felt difficulties were piling up so high that you could not overcome them*

Respondents were asked to select the feelings they experienced most days in the past month. More than half of respondents reported both positive and negative feelings. Specifically, respondents felt confident in their ability to handle personal problems (68.9%), were able to control irritations in their lives (58.1%) and were upset because of something that happened unexpectedly (51.7%). *(Table 64)*

TABLE 64: FEELINGS EXPERIENCED IN THE PAST MONTH

	N=2001
-	*% of respondents*
POSITIVE	
Felt confident about your ability to handle your personal problems	68.9
Been able to control irritations in your life	58.1
Felt that things were going your way	49.2
Felt that you were on top of things	39.9
NEGATIVE	
Been upset because of something that happened unexpectedly	51.7
Been angered because of things that were outside of your control	46.1
Felt nervous and "stressed"	45.2
Felt that you were unable to control the important things in your life	40.2
Found that you could not cope with all the things that you had to do	39.3
Felt difficulties were piling up so high that you could not overcome them	27.5

Analysis was done and levels of stress were created based on the number of negative statements that respondents reported experiencing frequently in the past month.

No stress: 0 negative statements

Low stress: 1 – 2 negative statements

Moderate stress: 3 – 4 negative statements

High stress: 5 or more negative statements

The study found that a little under half (48.6%) of respondents experienced no/low stress in the past month leading up to the survey. There were no significant differences between respondents' level of stress and their gambling status. *(Table 65 & Table 66)*

As might be expected, based on the PPGM classification, Problem Gamblers (45.8%) and Pathological Gamblers (57.4%) were significantly more likely than others to have experienced high levels of stress in the past month leading up to the survey. This finding is further strengthened with the CPGI Classification of Problem Gamblers (54.4%) also being more likely than others to have experienced high levels of stress. *(Table 67 & Table 68)*

The Pearson Correlation analysis revealed a small but significant relationship between level of stress and PPGM Classification (.247) as well as level of stress and CPGI Classification (.256). This meant that problem and pathological gambling (PPGM) and moderate levels of problem gambling (CPGI) and problem gambling (CPGI) were associated with high levels of stress.

TABLE 65: LEVEL OF STRESS

Level Of Stress	(N=2001)
	% of respondents
No stress	21.2
Low stress	27.4
Moderate stress	21.4
High stress	30.0

TABLE 66: LEVEL OF STRESS BY GAMBLING STATUS

Level Of Stress by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
No stress	23.2	20.0
Low stress	26.0	28.2
Moderate stress	22.0	21.0
High stress	28.9	30.7

TABLE 67: LEVEL OF STRESS BY PPGM CLASSIFICATION

Level Of Stress by PPGM (p=0.000)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
No stress	23.4	20.8	8.5	8.2
Low stress	27.7	31.8	22.4	18.0
Moderate stress	24.3	19.3	23.4	16.4
High stress	24.7	28.1	45.8	57.4

TABLE 68: LEVEL OF STRESS BY CPGI CLASSIFICATION

Level Of Stress by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
No stress	26.1	11.2	10.4	6.8
Low stress	27.7	31.2	22.7	22.3
Moderate stress	23.1	23.2	22.1	16.5
High stress	23.1	34.4	44.8	54.4

UNDER DOCTOR'S CARE FOR PHYSICAL OR EMOTIONAL PROBLEMS BROUGHT ON BY STRESS

Respondents were also asked if they have ever been under a doctor's care because of physical or emotional problems brought on by stress. While there was no statistically significant relationship between respondent's being under a doctor's care due to stress and their gambling status or CPGI classification, a relationship existed for their PPGM Classification and being under a doctor's care.

Pathological Gamblers (PPGM- 14.8%) were significantly more likely than others to report being under doctor's care for physical or emotional problems brought on by stress. *(Table 70)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' being under doctor's care and their PPGM Classification (-.118). This means that pathological gambling (PPGM) was associated with respondents' being under a doctor's care due to stress.

TABLE 69: UNDER DOCTOR'S CARE FOR STRESS PROBLEMS BY GAMBLING STATUS

Under Doctor's Care for Stress Problems by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Yes	8.1	5.7
No	91.2	93.9
NA/DK	0.7	0.4

TABLE 70: UNDER DOCTOR'S CARE FOR STRESS PROBLEMS BY PPGM CLASSIFICATION

Under Doctor's Care for Stress Problems by PPGM (p=0.035)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Yes	3.4	4.7	7.0	14.8
No	96.2	94.8	93.0	85.2
NA/DK	0.4	0.5	0.0	0.0

TABLE 71: UNDER DOCTOR'S CARE FOR STRESS PROBLEMS BY CPGI CLASSIFICATION

Under Doctor's Care for Stress Problems by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Yes	4.6	7.2	4.5	9.7
No	95.1	92.8	94.8	90.3
NA/DK	0.3	0.0	0.6	0.0

SUICIDE CONSIDERATION

This study also explored respondents' consideration of suicide as a possible risk factor to problem gambling.

While there was no statistically significant relationship between respondent's consideration of suicide and their gambling status or CPGI classification, a relationship existed for their PPGM Classification and consideration of suicide.

Pathological Gamblers (PPGM- 19.7%) were significantly more likely than others to report seriously considering committing suicide at least once in their lifetime. *(Table 73)*

TABLE 72: CONSIDERED COMMITTING SUICIDE BY GAMBLING STATUS

Considered Committing Suicide by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Yes	10.1	7.4
No	89.5	92.2
NA/DK	0.5	0.3

TABLE 73: CONSIDERED COMMITTING SUICIDE BY PPGM CLASSIFICATION

Considered Committing Suicide by PPGM (p=0.004)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
		% of respondents		
Yes	6.0	6.8	7.5	19.7
No	94.0	92.7	92.5	78.7
NA/DK	0.0	0.5	0.0	1.6

TABLE 74: CONSIDERED COMMITTING SUICIDE BY CPGI CLASSIFICATION

Considered Committing Suicide by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Yes	6.2	5.6	8.4	14.6
No	93.5	94.4	91.6	84.5
NA/DK	0.3	0.0	0.0	1.0

Overall, at least 2 in every 10 respondents indicated that their parents/guardians or another family member had a gambling problem or gambled regularly. *(Table 75)*

TABLE 75: FAMILY HISTORY OF GAMBLING

Family History of Gambling	*n*	*% of respondents reporting "yes"*
Parents, stepparents or guardians regularly gambled	(N=2001)	26.7
Perceived parents, stepparents or guardians as having had/have a gambling problem	(n=535)	38.3
Family member had gambling problem	(N=2001)	20.9

The above-mentioned items were chosen to measure the respondents' family history of gambling. Our assessment used included 2 items, and yielded a final score of between 0 and 1, with 0 representing no family history of gambling and 1 reflecting the opposite.

Family History of Gambling Items

- *Thinking about your parents/stepparents / guardians, do or did any of them regularly gamble*
- *Has anyone in your family EVER had a gambling problem*

The mean Inter-Item Correlation is listed below for the scale measuring satisfaction.

Scale	Inter-Item Correlations Means
Family History of Gambling	.297

This study uncovered a relationship between respondents' family history of gambling and their gambling status and whether or not they were problem gamblers.

Those who have never gambled (69.9%) were significantly more likely than others to have had no family history of gambling. Conversely, those who had gambled were significantly more likely to have a family history of gambling. Further to this, respondents who were classified as pathological gamblers (67.2%) or problem gamblers (51.8%) based on the PPGM were significantly more likely than others to have had some family history of gambling. This finding is strengthened by the CPGI Classification of Problem Gamblers (63.7%) who were significantly more likely than those in other classifications to report family history of gambling. *(Tables 76-78).*

The Pearson Correlation analysis revealed a small but significant relationship between family history of gambling and respondents' Gambling Status (.113) PPGM Classification (.196) as well as level of stress and CPGI Classification (.193). This means that lifetime engagement in gambling and classification as problem and pathological gambling were associated with a family history of gambling.

TABLE 76: FAMILY HISTORY OF GAMBLING BY GAMBLING STATUS

Family History of Gambling by Gambling Status (p=0.000)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
No Family History of Gambling	69.9	58.6
Family History of Gambling	30.1	41.4

TABLE 77: FAMILY HISTORY OF GAMBLING BY PPGM CLASSIFICATION

Family History of Gambling by PPGM (p=0.000)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
No Family History of Gambling	64.3	63.7	48.2	32.8
Family History of Gambling	35.7	36.3	51.8	67.2

TABLE 78: FAMILY HISTORY OF GAMBLING BY CPGI CLASSIFICATION

Family History of Gambling by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
No Family History of Gambling	64.4	61.0	51.3	36.3
Family History of Gambling	35.6	39.0	48.7	63.7

EXPOSURE TO INTERVENTION

Overall, 4 in 10 respondents recalled seeing, reading, or hearing about gambling responsibly at least once in their lifetime. *(Table 79)*

TABLE 79: EXPOSURE TO INTERVENTION

Exposure To Intervention	(N=2001)
	% of respondents reporting "yes"
Seen / read / heard about gambling responsibly (EVER)	41.1
Seen / read / heard about gambling responsibly (P3M)	23.9
Participated in workshops, seminars or sessions on responsible gambling	1.8

The above-mentioned items were chosen to measure the respondents' exposure to intervention. Our assessment used included 3 items and yielded a final score of between 0 and 1, with 0 representing no exposure to intervention and 1 reflecting the opposite.

Exposure to Intervention Items

People may see, hear or read about responsible gambling in lots of different places such as: on TV, through the mail, newspaper, email, online, radio, posters etc.

- *Have you EVER seen, heard or read anything about gambling responsibly?*
- *Have you seen, heard or read anything about gambling responsibly in the past 3 months?*

- *Have you ever participated in any workshops, seminars or sessions on responsible gambling?*

There was a statistically significant relationship between respondents' exposure to intervention on responsible gambling and their gambling status and problem gambling.

Respondents who have gambled at least once in their lifetime (45.4%) were significantly more likely than those who had never gambled (35.6%) to have never been exposed to some form of gambling intervention. *(Table 80)*

However, among current gamblers (P12M) the reverse was observed. Based on the PPGM Classification, pathological gamblers (72.1%) were significantly more likely to report being exposed to messages on responsible gambling. This could have occurred within the past three months or earlier via a communication channel or by attending a workshop on responsible gambling. This is further supported by the CPGI Classification of Problem Gamblers (66.0%) being significantly more likely than respondents in other classifications to have been exposed to gambling intervention. *(Table 81 & Table 82).*

The Pearson Correlation analysis revealed a small but significant relationship between exposure to intervention and respondents' Gambling Status (.096) PPGM Classification (.157) and CPGI Classification (.151). This means that respondents ever gambling, and problem gambling (PPGM & CPGI) were associated with respondents' exposure to intervention.

TABLE 80: EXPOSURE TO INTERVENTION BY GAMBLING STATUS

Exposure to Intervention by Gambling Status (p=0.000)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
No Intervention	64.4	54.6
Exposed to Intervention	35.6	45.4

TABLE 81: EXPOSURE TO INTERVENTION BY PPGM CLASSIFICATION

Exposure to Intervention by PPGM (p=0.000)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
No Intervention	54.5	57.3	43.3	27.9
Exposed to Intervention	45.5	42.7	56.7	72.1

TABLE 82: EXPOSURE TO INTERVENTION BY CPGI CLASSIFICATION

Exposure to Intervention by CPGI (p=0.001)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
No Intervention	56.0	52.0	45.5	34.0
Exposed to Intervention	44.0	48.0	54.5	66.0

Several attitudinal statements were reviewed, abbreviated, and adapted for this study. Specific items were chosen to measure respondents' attitude towards gambling.

Our assessment used included 14 items, consisting of positive, neutral, and negative statements measuring respondents' overall attitude to gambling.

Attitude Statements

- *People should have the right to gamble whenever they want*
- *Gambling should be discouraged*
- *Balanced gambling is good for society*
- *Gambling livens up life*
- *It would be better if gambling was banned altogether*
- *Gambling is a fool's game*
- *Gambling is an important part of cultural life*
- *Gambling is a waste of time*
- *Gambling is good for communities*
- *Gambling is a quick way to make extra money*
- *The pay outs/winnings from gambling is worth the effort*
- *The chances of winning when gambling are good*
- *Because of the risk involved, gambling brings a level of satisfaction*
- *Given the opportunity I will sign a petition prohibiting/banning all forms of gambling.*

A factor analysis revealed some main components, specifically items relating to positive, negative and general attitudes towards gambling. A reliability test revealed that the scale was strong enough to be utilized with a Cronbach Alpha =0.871.

Attitude Scale Scores

Positive: 4 - 5

Neutral: 3

Negative: 1-2

This study found that those who have gambled at least once in their lifetime (53.4%) were significantly more likely than those who have never gambled (28.4%) to have a positive attitude towards gambling. *(Table 83)*

There were no statistically significant differences between respondents' main attitudes towards gambling and their gambling status, PPGM Classification or CPGI classification. *(Tables 84-85)*

TABLE 83: MAIN GAMBLING ATTITUDES BY GAMBLING STATUS

Main Attitudes by Gambling Status (p=0.000)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Negative View	21.4	9.0
Neutral	47.5	37.6
Positive View	28.4	53.4

TABLE 84: MAIN GAMBLING ATTITUDES BY PPGM CLASSIFICATION

Main Attitudes by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Negative View	2.1	4.2	5.0	4.9
Neutral	35.7	34.4	23.4	37.7
Positive View	62.1	61.5	71.6	57.4

TABLE 85: MAIN GAMBLING ATTITUDES BY CPGI CLASSIFICATION

Main Attitudes by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Negative View	3.6	2.4	5.8	2.9
Neutral	35.5	31.2	26.6	30.1
Positive View	60.9	66.4	67.5	67.0

SPECIFIC GENERAL ATTITUDES BY CPGI & PPGM

Based on the PPGM and CPGI Classification, Problem Gamblers were significantly more likely than those who were Non-Problem Gamblers to endorse the following general attitudes towards gambling:

Gambling is a quick way to make extra money (**CPGI-** 97.1%, **PPGM-**92.5%)

Because of the risk involved, gambling brings a level of satisfaction (**CPGI -** 70.9%, **PPGM-**72.6%)

Even with treatment a person who has had problems with gambling will always have problems with gambling (**CPGI -** 79.6%, **PPGM-**64.7%)

Most people think less of a person who gambles (**CPGI -** 72.8%, **PPGM-**67.2%) *(Table 86 & Table 87)*

TABLE 86: SPECIFIC GENERAL GAMBLING ATTITUDES BY PPGM CLASSIFICATION

General Attitudes Towards Gambling by PPGM Classification	% of respondents reporting "Strongly Agree & Agree"			
	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
Gambling is a quick way to make extra money **	79.1	85.9	**92.5**	93.4
Even with treatment a person who has had problems with gambling will always have problems with gambling **	51.5	60.9	**64.7**	80.3
Most people think less of a person who gambles **	50.2	62.0	**67.2**	72.1
Because of the risk involved, gambling brings a level of satisfaction *	58.7	57.8	**72.6**	59.0
Gambling makes it unnecessary to work hard **	27.7	32.8	35.8	54.1
Most people believe that gamblers are not responsible for their gambling problems **	26.4	35.4	37.3	49.2

*(***p≤0.000; **p≤0.05; *p≤0.005)*

TABLE 87: SPECIFIC GENERAL GAMBLING ATTITUDES BY CPGI CLASSIFICATION

General Attitudes Towards Gambling by CPGI Scores	% of respondents reporting "Strongly Agree & Agree"			
	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
Gambling is a quick way to make extra money *	83.7	80.8	88.3	**97.1**
Many people regard gambling as an escape from personal problems and worries *	66.4	70.4	72.7	**83.5**
Even with treatment a person who has had problems with gambling will always have problems with gambling ***	54.7	56.0	63.0	**79.6**
Gamblers who return as soon as possible to win back losses are in need of counselling *	63.2	56.8	55.2	**74.8**
Most people think less of a person who gambles *	54.1	64.8	61.0	**72.8**
Because of the risk involved, gambling brings a level of satisfaction *	58.3	60.0	67.5	**70.9**
Gambling makes it unnecessary to work hard ***	30.6	21.6	35.7	55.3
Most people believe that gamblers are not responsible for their gambling problems *	30.6	30.4	37.0	44.7

*(***p≤0.000; **p≤0.05; *p≤0.005)*

SPECIFIC POSITIVE ATTITUDES BY CPGI & PPGM

As was expected, Problem Gamblers (based on PPGM & CPGI) were significantly more likely than Non-Problem Gamblers to endorse most positive statements probed. Specifically, Problem Gamblers agreed that:

The chances of winning when gambling are good (**CPGI-** 83.5%, **PPGM-**74.6%)

Gambling livens up life (**CPGI-** 78.6%, **PPGM-**74.1%) *(Table 88 & Table 89)*

TABLE 88: SPECIFIC POSITIVE GAMBLING ATTITUDES BY PPGM CLASSIFICATION

Positive Attitudes Towards Gambling by PPGM Classification	% of respondents reporting "Strongly Agree & Agree"			
	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
Few persons get into financial difficulty as a result of gambling *	74.9	80.7	**86.1**	90.2
The chances of winning when gambling are good *	59.6	66.7	**74.6**	75.4
Gambling livens up life *	60.0	58.9	**74.1**	65.6
Most people who gamble do so sensibly *	47.7	55.2	**60.2**	57.4

(***p≤0.000; **p≤0.05; *p≤0.005)

TABLE 89: SPECIFIC POSITIVE GAMBLING ATTITUDES BY CPGI CLASSIFICATION

Positive Attitudes Towards Gambling by CPGI Scores	% of respondents reporting "Strongly Agree & Agree"			
	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
The chances of winning when gambling are good ***	59.0	64.0	76.0	**83.5**
Gambling livens up life **	57.0	69.6	64.9	**78.6**
The pay outs/winnings from gambling is worth the effort *	65.5	70.4	79.9	77.7
Gambling is a harmless form of entertainment *	42.3	43.2	40.9	**59.2**
Gambling is good for communities *	38.4	40.8	48.7	39.8

(***p≤0.000; **p≤0.05; *p≤0.005)

SPECIFIC NEGATIVE ATTITUDES BY CPGI & PPGM

Based on both the PPGM and CPGI, Problem Gamblers were also significantly less likely than Non-Problem Gamblers to disagree that *The Gambling Industry thrives on vulnerable people, taking advantage of their greed and weakness* (**CPGI-** 20.4%, **PPGM-3**1.3%). *(Table 90 & Table 91)*

TABLE 90: SPECIFIC NEGATIVE GAMBLING ATTITUDES BY PPGM CLASSIFICATION

Negative Attitudes Towards Gambling by PPGM Classification	% of respondents reporting "Strongly Disagree & Disagree"			
	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
Gambling should be discouraged *	59.6	57.3	58.7	62.3
Given the opportunity I will sign a petition prohibiting/banning all forms of gambling **	13.2	12.0	17.9	34.4
There are too many opportunities for gambling nowadays *	30.6	27.6	22.9	32.8
The Gambling Industry thrives on vulnerable people, taking advantage of their greed and weakness *	34.5	40.1	**31.3**	14.8
Gambling is dangerous for family life *	19.6	18.8	**21.4**	8.2

(***p≤0.000; **p≤0.05; *p≤0.005)

TABLE 91: SPECIFIC NEGATIVE GAMBLING ATTITUDES BY CPGI CLASSIFICATION

Negative Attitudes Towards Gambling by CPGI Scores	% of respondents reporting "Strongly Disagree & Disagree"			
	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
Gambling is a fool's game *	73.9	76.0	77.3	71.8
Given the opportunity I will sign a petition prohibiting/banning all forms of gambling ***	81.8	80.0	78.6	64.1
Gambling should be discouraged ***	57.7	52.8	63.6	63.1
Gambling is dangerous for family life **	16.0	15.2	26.6	20.4
The Gambling Industry thrives on vulnerable people, taking advantage of their greed and weakness *	35.8	32.8	37.7	**20.4**

*(***p≤0.000; **p≤0.05; *p≤0.005)*

ALCOHOL OR DRUGS

It has long been posited that alcohol and drug use have been linked to gambling practices. This study explored respondents' own history and experience with alcohol and drugs as well as a family history of alcohol or drug problem. The results of this are presented below.

FAMILY HISTORY OF ALCOHOL OR DRUG PROBLEM

The study revealed a relationship between respondents' family history of an alcohol or drug problem and whether or not they were problem gamblers.

Those who were pathological gamblers (52.5%) based on the PPGM Classification were significantly less likely than others to report no family history of an alcohol or drug problem. This is also supported by the CPGI Classification. CPGI Problem Gamblers (59.2%) were significantly less likely than those in other classifications to indicate that they had no family history of an alcohol or drug problem. Pathological Gamblers (PPGM) and Problem Gamblers (CPGI) were significantly more likely to have had a family member who experienced an alcohol or drug problem. *(Table 93 & Table 94)*

TABLE 92: FAMILY HISTORY OF ALCOHOL OR DRUG PROBLEM BY GAMBLING STATUS

Family History of Alcohol or Drug Problem by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Yes	27.8	27.3
No	68.8	70.0
NA/DK	3.3	2.7

TABLE 93: FAMILY HISTORY OF ALCOHOL OR DRUG PROBLEM BY PPGM CLASSIFICATION

Family History of Alcohol or Drug Problem by PPGM (p=0.035)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Yes	22.6	25.5	28.4	44.3
No	75.7	71.9	68.7	52.5
NA/DK	1.7	2.6	3.0	3.3

TABLE 94: FAMILY HISTORY OF ALCOHOL OR DRUG PROBLEM BY CPGI CLASSIFICATION

Family History of Alcohol or Drug Problem by CPGI (p=0.011)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Yes	24.8	17.6	31.8	37.9
No	73.6	78.4	65.6	59.2
NA/DK	1.6	4.0	2.6	2.9

USING DRUGS OR ALCOHOL WHILE GAMBLING

The usage of alcohol or drugs while gambling was significantly more likely to occur among Pathological Gamblers (PPGM-55.7%) and Problem Gamblers (PPGM-39.3%; CPGI-48.5%). *(Table 95 & Table 96)*

The Pearson Correlation analysis revealed a small but significant relationship between usage of alcohol and drug while gambling and respondents' PPGM Classification (-.234) and CPGI Classification (-.263). This means that pathological gambling (CPGI) and problem gambling (PPGM & CPGI) was associated with usage of alcohol or drugs while gambling.

TABLE 95: USAGE OF ALCOHOL OR DRUG WHILE GAMBLING BY PPGM CLASSIFICATION

Usage of Alcohol or Drug While Gambling by PPGM (p=0.000)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Yes	19.6	26.6	39.3	55.7
No	80.4	73.4	60.7	44.3

TABLE 96: USAGE OF ALCOHOL OR DRUG WHILE GAMBLING BY CPGI CLASSIFICATION

Usage of Alcohol or Drug While Gambling by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Yes	17.6	33.6	41.6	48.5
No	82.4	66.4	58.4	51.5

GAMBLING WHILE INTOXICATED OR HIGH

Similar to the findings of the usage of alcohol and drugs while gambling and PPGM and CPGI classification, a relationship also existed between those classifications and respondents being intoxicated or high while gambling. Pathological (PPGM-34.4%) and Problem Gamblers (PPGM-21.4%; CPGI- 33.0%) were significantly more likely to report being intoxicated or high while gambling. *(Table 97 & Table 98)*

The Pearson Correlation analysis revealed a small but significant relationship between usage of alcohol and drug while gambling and respondents' PPGM Classification (-.287) and CPGI Classification (-.285). This means that pathological gambling (CPGI) and problem gambling (PPGM & CPGI) was associated with respondents being intoxicated or high while gambling.

TABLE 97: GAMBLING WHILE INTOXICATED OR HIGH BY PPGM CLASSIFICATION

Gambling while Intoxicated or High by PPGM (p=0.000)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Yes	3.8	7.3	21.4	34.4
No	95.7	92.7	78.1	65.6
NA/DK	0.4	0.0	0.5	0.0

TABLE 98: GAMBLING WHILE INTOXICATED OR HIGH BY CPGI CLASSIFICATION

Gambling while Intoxicated or High by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Yes	4.2	12.0	16.2	33.0
No	95.4	87.2	83.8	67.0
NA/DK	0.3	0.8	0.0	0.0

PERSONAL HISTORY OF ALCOHOL OR DRUG PROBLEM

This study found that there was a relationship between respondents' own history of an alcohol or drug problem and their Gambling Status as well as PPGM and CPGI Classifications.

Those who have gambled at least once in their life (6.8%) were significantly more likely than Non-Gamblers (4.4%) to report a personal history of alcohol or drug problem. *(Table 99)*

Pathological Gamblers (PPGM- 19.7%) and Problem Gamblers (PPGM- 10.9%; CPGI-17.5%) were significantly more likely than those in other classifications to report that they have had an alcohol or drug problem. *(Table 100 & Table 101)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' personal history of an alcohol or drug problem and respondents' gambling status (-.109), PPGM Classification (-.152) and CPGI Classification (-.187). This means that respondents' ever gambling, pathological gambling (CPGI) and problem gambling (PPGM & CPGI) was associated with respondents' personal history of an alcohol or drug problem.

TABLE 99: PERSONAL HISTORY OF ALCOHOL OR DRUG PROBLEM BY GAMBLING STATUS

Personal History of Alcohol or Drug Problem by Gambling Status (p=0.000)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Yes	4.4	6.8
No	90.5	92.2
NA/DK	5.1	1.0

TABLE 100: PERSONAL HISTORY OF ALCOHOL OR DRUG PROBLEM BY PPGM CLASSIFICATION

Personal History of Alcohol or Drug Problem by PPGM (p=0.001)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Yes	4.7	5.2	10.9	19.7
No	94.5	93.2	89.1	78.7
NA/DK	0.9	1.6	0.0	1.6

TABLE 101: PERSONAL HISTORY OF ALCOHOL OR DRUG PROBLEM BY CPGI CLASSIFICATION

Personal History of Alcohol or Drug Problem by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Yes	2.9	5.6	13.6	17.5
No	96.4	93.6	85.1	81.6
NA/DK	0.7	0.8	1.3	1.0

URGE TO GAMBLE AS RESPONSE TO PAINFUL LIFE SITUATION

This study also explored respondents' urge to gamble as a response to painful life circumstances. While it was very few of both non-gamblers and gamblers who indicated that they have experienced an urge to gamble because of a painful situation, a relationship existed between that urge and respondents' gambling status as well as their PPGM and CPGI Classification.

Those who have gambled (6.7%) were significantly more likely than those who had never gambled (2.3%) to report the urge to gamble when faced with painful life experiences. *(Table 102)*

Pathological Gamblers (PPGM- 36.1%) and Problem Gamblers (PPGM- 14.9%; CPGI-37.9%) were significantly more likely than those in other classifications to report that they have had an urge to gamble due to painful life situation. *(Table 103 & Table 104)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' urge to gamble due to painful life situation and their PPGM Classification (-.282) and CPGI Classification (-.323). This means that pathological gambling (PPGM) and problem gambling (PPGM & CPGI) were associated with respondents' gambling urge when faced with a painful situation in their lives.

TABLE 102: GAMBLING URGE DUE TO PAINFUL LIFE SITUATION BY GAMBLING STATUS

Gambling Urge Due to Painful Life Situation by Gambling Status (p=0.000)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Yes	2.3	6.7
No	96.8	92.4
NA/DK	0.9	0.9

TABLE 103: GAMBLING URGE DUE TO PAINFUL LIFE SITUATION BY PPGM CLASSIFICATION

Gambling Urge Due to Painful Life Situation by PPGM (p=0.000)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Yes	2.1	5.7	14.9	36.1
No	97.4	92.7	84.6	63.9
NA/DK	0.4	1.6	0.5	0.0

TABLE 104: GAMBLING URGE DUE TO PAINFUL LIFE SITUATION BY CPGI CLASSIFICATION

Gambling Urge Due to Painful Life Situation by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Yes	2.9	5.6	8.4	37.9
No	96.1	94.4	90.3	62.1
NA/DK	1.0	0.0	1.3	0.0

URGE TO CONSUME ALCOHOL AS RESPONSE TO PAINFUL LIFE SITUATION

Similar to the urge to gamble when faced with painful life experiences, this study also revealed a relationship between respondents' urge to consume alcohol and their gambling status as well as PPGM and CPGI Classification.

Those who have gambled (38.0%) were significantly more likely than those who have never gambled (27.2%) to report an urge to consume alcohol when faced with painful life experiences. *(Table 105)*

Pathological Gamblers (PPGM- 55.7%) and Problem Gamblers (PPGM- 49.3%; CPGI-56.3%) were significantly more likely than those in other classifications to report that they have had an urge to consume alcohol due to painful life situation. *(Table 106 & Table 107)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' urge to gamble due to painful life situation and their gambling status (-.114) as well as their PPGM Classification (-.119) and CPGI Classification (-.164). This means that respondents ever gambling, pathological gambling (CPGI) and problem gambling (PPGM & CPGI) was associated with respondents' alcohol consumption urge when faced with a painful situation in their lives.

TABLE 105: ALCOHOL CONSUMPTION URGE DUE TO PAINFUL LIFE SITUATION BY GAMBLING STATUS

Alcohol Consumption Urge Due to Painful Life Situation by Gambling Status (p=0.000)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Yes	27.2	38.0
No	71.6	61.4
NA/DK	1.2	0.6

TABLE 106: ALCOHOL CONSUMPTION URGE DUE TO PAINFUL LIFE SITUATION BY PPGM CLASSIFICATION

Alcohol Consumption Urge Due to Painful Life Situation by PPGM (p=0.036)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Yes	35.7	45.8	49.3	55.7
No	63.8	54.2	50.2	44.3
NA/DK	0.4	0.0	0.5	0.0

TABLE 107: ALCOHOL CONSUMPTION URGE DUE TO PAINFUL LIFE SITUATION BY CPGI CLASSIFICATION

Alcohol Consumption Urge Due to Painful Life Situation by CPGI (p=0.002)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Yes	36.8	41.6	53.2	56.3
No	62.5	58.4	46.8	43.7
NA/DK	0.7	0.0	0.0	0.0

LIFETIME AND PAST 12 MONTHS INTOXICATION

A relationship was uncovered between respondents' lifetime and P12M engagement in intoxication and their gambling status as well as their PPGM and CPGI Classification.

Those who have gambled (**Ever**- 40.4%; **P12M**- 12.5%) were significantly more likely than those who have never gambled (**Ever**- 24.0%; **P12M**- 4.5%) to have been intoxicated. *(Table 108)*

Pathological Gamblers (**PPGM:** P12M-36.1%) and Problem Gamblers (**PPGM:** P12M-28.4%) (**CPGI:** P12M-27.2%) were significantly more likely than Non-Problem Gamblers to report becoming intoxicated in the past 12 months. *(Table 109 & Table 110)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' becoming intoxicated in the past 12 months and their gambling status (.131), PPGM Classification (.250) and CPGI Classification (.152). This means that pathological gambling (PPGM) and problem gambling (PPGM & CPGI) was associated with respondents past 12 months engagement in intoxication.

TABLE 108: INTOXICATION BY GAMBLING STATUS

Becoming intoxicated by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Ever intoxicated (p=0.000)	24.0	40.4
Intoxicated in P12M (p=0.000)	4.5	12.5

TABLE 109: INTOXICATION BY PPGM CLASSIFICATION

Becoming intoxicated by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Ever intoxicated	42.1	42.7	50.2	52.5
Intoxicated in P12M (p=0.000)	9.4	12.5	28.4	36.1

TABLE 110: INTOXICATION BY CPGI CLASSIFICATION

Becoming intoxicated by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Ever intoxicated	42.0	47.2	49.4	48.5
Intoxicated in P12M (p=0.001)	12.4	17.6	24.0	27.2

In addition to the above, it was revealed that those who reported ever gambling (**Ever**- 87.7%; **P12M**-68.1%) were significantly more likely to have consumed alcohol at least once in their lifetime and as recent as the past 12 months. *(Table 111)*

The Pearson Correlation Analysis revealed a small but significant relationship between respondents' alcohol consumption and their gambling status (**Ever-** .153; **P12M-** .177).

TABLE 111: ALCOHOL CONSUMPTION BY GAMBLING STATUS

Alcohol Consumption by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Ever consumed alcohol (p=0.000)	75.9	87.7
Consumed alcohol in P12M (p=0.000)	50.3	68.1

URGE TO USE MARIJUANA AS RESPONSE TO PAINFUL LIFE SITUATION

This study also explored respondents' urge to use marijuana as a response to painful life situations. A relationship was uncovered between respondents' urge to use marijuana as a response to painful life situations and their gambling status as well as their PPGM and CPGI Classification.

Those who have gambled (20.4%) were significantly more likely than those who have never gambled (13.7%) to report the urge to use marijuana when faced with painful life experiences. *(Table 112)*

Pathological Gamblers (PPGM- 36.1%) and Problem Gamblers (PPGM- 35.3%; CPGI-39.8%) were significantly more likely than those in other classifications to report that they have had an urge to use marijuana due to painful life situation. *(Table 113 & Table 114)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' urge to use marijuana due to painful life situation and their PPGM Classification (-.195) and CPGI Classification (-.247). This means that pathological gambling (PPGM) and problem gambling (PPGM & CPGI) was associated with respondents' marijuana usage urge when faced with a painful situation in their lives.

TABLE 112: MARIJUANA USAGE URGE DUE TO PAINFUL LIFE SITUATION BY GAMBLING STATUS

Marijuana Usage Urge Due to Painful Life Situation by Gambling Status (p=0.001)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Yes	13.7	20.4
No	85.8	79.0
NA/DK	0.5	0.6

TABLE 113: MARIJUANA USAGE URGE DUE TO PAINFUL LIFE SITUATION BY PPGM CLASSIFICATION

Marijuana Usage Urge Due to Painful Life Situation by PPGM (p=0.000)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Yes	14.5	22.9	35.3	36.1
No	85.1	77.1	64.2	62.3
NA/DK	0.4	0.0	0.5	1.6

TABLE 114: MARIJUANA USAGE URGE DUE TO PAINFUL LIFE SITUATION BY CPGI CLASSIFICATION

Marijuana Usage Urge Due to Painful Life Situation by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Yes	12.7	28.8	35.7	39.8
No	87.0	70.4	64.3	59.2
NA/DK	0.3	0.8	0.0	1.0

The study discovered a relationship between respondents' lifetime and P12M marijuana smoking and their gambling status as well as their PPGM and CPGI Classification.

Those who have gambled (**Ever**- 49.1%; **P12M**- 27.4%) were significantly more likely than those who had never gambled (**Ever**- 30.0%; **P12M**- 16.2%) to have smoked marijuana. *(Table 115)*

Based on the PPGM Classification, Pathological Gamblers (P12M-41.0%) and Problem Gamblers (P12M-44.3%) were significantly more likely than those in other classifications to report that they have smoked marijuana in the past 12 months. This finding is further supported by the CPGI Classification which saw Problem Gamblers (**Ever**- 66.0%; **P12M**-46.6%) being significantly more likely than those in other classifications to report that they have smoked marijuana at least once in the lifetime or as recent as the past 12 months. *(Table 116 & Table 117)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' marijuana smoking and their gambling status (**Ever**- .188 & **P12M**- .128) as well as their PPGM Classification (**P12M**- .172) and CPGI Classification (**Ever**- .132 & **P12M**- .209). This means that respondents ever gambling, pathological gambling (PPGM) and problem gambling (PPGM & CPGI) were associated with respondents' lifetime and past 12 months marijuana smoking.

TABLE 115: MARIJUANA SMOKING BY GAMBLING STATUS

Marijuana Smoking by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Ever Smoked Marijuana *(p=0.000)*	30.0	49.1
Smoked Marijuana in P12M *(p=0.000)*	16.2	27.4

TABLE 116: MARIJUANA SMOKING BY PPGM CLASSIFICATION

Marijuana Smoking by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Ever Smoked Marijuana	50.6	54.2	57.7	65.6
Smoked Marijuana in P12M *(p=0.000)*	23.8	31.8	44.3	41.0

TABLE 117: MARIJUANA SMOKING BY CPGI CLASSIFICATION

Marijuana Smoking by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Ever Smoked Marijuana *(p=0.004)*	49.5	50.4	62.3	66.0
Smoked Marijuana in P12M *(p=0.000)*	23.1	34.4	44.8	46.6

The study discovered a relationship between respondents' lifetime and P12M cigarette smoking and their gambling status as well as their PPGM and CPGI Classification.

Those who have gambled (**Ever**- 40.3%; **P12M**- 18.3%) were significantly more likely than those who had never gambled (**Ever**- 20.0%; **P12M**- 8.7%) to have smoked a cigarette. *(Table 118)*

Pathological Gamblers (**PPGM:** Ever- 54.1%; P12M-39.3%) and Problem Gamblers (**PPGM:** Ever-51.2%; P12M-32.8%) (**CPGI:** Ever- 57.3%; P12M-38.8%) were significantly more likely than those in other classifications to report that they have smoked a cigarette at least once in their lifetime or as recent as the past 12 months. *(Table 119 & Table 120)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' cigarette smoking and their gambling status (**Ever**- .210 & **P12M**- .132) as well as their PPGM Classification (**Ever**- .115 & **P12M**- .210) and CPGI Classification (**Ever**- .131 & **P12M**- .221). This means that respondents ever gambling, pathological gambling (PPGM) and problem gambling (PPGM & CPGI) were associated with respondents' lifetime and past 12 months cigarette smoking.

TABLE 118: CIGARETTE SMOKING BY GAMBLING STATUS

Cigarette Smoking by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Ever Smoked Cigarette *(p=0.000)*	20.0	40.3
Smoked Cigarette in P12M *(p=0.000)*	8.7	18.3

TABLE 119: CIGARETTE SMOKING BY PPGM CLASSIFICATION

Cigarette Smoking by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Ever Smoked Cigarette *(p=0.028)*	39.1	42.2	51.2	54.1
Smoked Cigarette in P12M *(p=0.000)*	14.5	19.8	32.8	39.3

TABLE 120: CIGARETTE SMOKING BY CPGI CLASSIFICATION

Cigarette Smoking by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Ever Smoked Cigarette *(p=0.002)*	40.4	36.8	51.9	57.3
Smoked Cigarette in P12M *(p=0.000)*	15.6	16.8	34.4	38.8

In addition to the above explored factors, some research has shown that there might be specific factors included in the HEXACO inventory that have some relevance on problem gambling. As such the items in the HEXACO Inventory were explored as possible risk and protective factors of problem gambling. (McGrath, Neilson, Lee, Rash, & Rad, 2018) states that the HEXACO is a six-dimensional personality model composed of "honesty–humility," "emotionality," "extraversion," "agreeableness," "conscientiousness," and "openness to experience."

For the purpose of this study, responses were broken down into weak, moderate and strong for each component.

HEXACO: Humility-Honesty

Honesty and humility attributes were measured using the statements below:

Honesty-Humility	
I find it difficult to lie	**Sincerity**
I would like to know how to make lots of money in a dishonest manner	**Fairness (Reversed)**
I want to be famous	**Greed Avoidance**
I am entitled to special treatment	**Greed Avoidance (Reversed)**

The study found that a relationship existed between respondents' level of Humility-Honesty and their gambling status as well as their PPGM and CPGI Classification.

Non-Gamblers (55.7%) were significantly more likely than Gamblers (46.9%) to demonstrate strong Honesty and Humility. *(Table 121)*

Pathological Gamblers (**PPGM-** 26.2%), Problem Gamblers (**CPGI-** 26.2%) and Moderate Problem Gamblers (CPGI- 36.4%) were significantly less likely than the other segments to demonstrate strong Honesty-Humility. *(Table 122 & Table 123)*

The Pearson Correlation analysis revealed a small but significant relationship between Honesty-Humility and respondents' gambling status (-.111) and CPGI Classification (-.207). This meant that Gamblers and Problem Gamblers (CPGI) had lower honesty-humility scores than non-gamblers and non-problem or low risk gambling groups. *(Table 122 & Table 123)*

The Pearson Correlation analysis revealed a small but significant relationship between Honesty-Humility and respondents' gambling status (-.111) and CPGI Classification (-.207). This meant that respondents' ever gambling, and problem gambling (CPGI) were associated with strong Humility-Honesty.

Humility - Honesty by Gambling Status (p=0.000)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Weak	5.7	8.4
Moderate	38.6	44.7
Strong	55.7	46.9

TABLE 122: HUMILITY-HONESTY BY PPGM CLASSIFICATION

Humility - Honesty by PPGM (p=0.037)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Weak	7.2	9.4	10.9	18.0
Moderate	44.3	49.0	47.8	55.7
Strong	48.5	41.7	41.3	26.2

TABLE 123: HUMILITY-HONESTY BY CPGI CLASSIFICATION

Humility - Honesty by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Weak	6.5	6.4	12.3	20.4
Moderate	43.0	49.6	51.3	53.4
Strong	50.5	44.0	36.4	26.2

HEXACO: Emotionality

The emotionality of respondents was measured using the statements below:

Emotionality	
I am afraid of feeling pain	**Fearfulness**
I worry less than others.	**Anxiety (Reversed)**
I can easily overcome difficulties on my own	**Dependence (Reversed)**
I have to cry during sad or romantic movies	**Sentimentality**

A relationship existed between respondents' level of Emotionality and their CPGI Classification. However, no relationship existed between this component of the HEXACO Inventory and Gambling Status or PPGM Classification.

Based on the CPGI Classification, Problem Gamblers (70.9%) were significantly more likely than respondents in other classifications to display moderate emotionality. *(Table 126)*

TABLE 124: EMOTIONALITY BY GAMBLING STATUS

Emotionality by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Weak	18.6	21.2
Moderate	60.7	59.9
Strong	20.6	18.9

TABLE 125: EMOTIONALITY BY PPGM CLASSIFICATION

Emotionality by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Weak	24.3	22.9	21.9	13.1
Moderate	59.1	56.8	62.2	65.6
Strong	16.6	20.3	15.9	21.3

TABLE 126: EMOTIONALITY BY CPGI CLASSIFICATION

Emotionality by CPGI (p=0.009)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Weak	26.4	23.2	20.8	10.7
Moderate	58.6	52.0	61.7	70.9
Strong	15.0	24.8	17.5	18.4

HE**X**ACO: Extraversion

The extraversion of respondents was measured using the statements below:

I easily approach strangers	**Social Boldness**
I like to talk with others	**Sociability**
I am **seldom** cheerful	**Liveliness (Reversed)**

No significant relationship emerged between Extraversion and respondents' gambling status, CPGI or PPGM Classification.

TABLE 127: EXTRAVERSION BY GAMBLING STATUS

Extraversion by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Weak	4.0	3.0
Moderate	37.0	37.8
Strong	59.0	59.1

TABLE 128: EXTRAVERSION BY PPGM CLASSIFICATION

Extraversion by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Weak	1.3	2.6	2.5	3.3
Moderate	37.0	34.4	43.8	37.7
Strong	61.7	63.0	53.7	59.0

TABLE 129: EXTRAVERSION BY CPGI CLASSIFICATION

Extraversion by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Weak	1.6	4.0	1.9	1.9
Moderate	34.5	44.8	40.3	38.8
Strong	63.8	51.2	57.8	59.2

HEX**A**CO: Agreeableness

The agreeableness of respondents was measured using the statements below:

Agreeableness	
I remain unfriendly to someone who was mean to me.	**Forgiveness (Reversed)**
I often express **criticism**	**Gentleness (Reversed)**
I tend to quickly agree with others	**Flexibility**
Even when I'm treated badly, I remain calm	**Patience**

There was a relationship between Agreeableness and respondents' gambling status. Those who have gambled at least once in their lifetime were more likely to report strong Agreeableness. *(Table 130)*

No relationship existed between this HEXACO component and PPGM or CPGI Classification.

Agreeableness by Gambling Status (p=0.014)	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Weak	11.6	15.6
Moderate	56.9	57.3
Strong	31.6	27.1

TABLE 131: AGREEABLENESS BY PPGM CLASSIFICATION

Agreeableness by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Weak	14.9	18.8	14.9	18.0
Moderate	60.4	58.3	62.2	54.1
Strong	24.7	22.9	22.9	27.9

TABLE 132: AGREEABLENESS BY CPGI CLASSIFICATION

Agreeableness by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Weak	15.0	22.4	16.9	11.7
Moderate	61.6	55.2	61.0	58.3
Strong	23.5	22.4	22.1	30.1

HEXA**C**O: Conscientiousness

The conscientiousness of respondents was measured using the statements below:

Conscientiousness	
I make sure that things are in the right spot	**Organisation**
I postpone complicated tasks as long as possible.	**Diligence (reversed)**
I work very **precisely**	**Perfectionism**
I often do things without really thinking	**Prudence (reversed)**

This study revealed a relationship between Conscientiousness and PPGM and CPGI Classification.

Pathological Gamblers (**PPGM-** 57.4%) and Problem Gamblers (**PPGM-** 75.6%; **CPGI-** 63.1%) were significantly less likely than others to report strong Conscientiousness. *(Table 134 & Table 135)*

The Pearson Correlation analysis revealed a moderate and significant relationship between Conscientiousness and respondents' PPGM Classification (-.517). A small but significant relationship existed between Conscientiousness and respondents' CPGI Classification (-.141) based on the Pearson Correlation analysis. This meant that respondents' pathological gambling (PPGM) and problem gambling (PPGM & CPGI) were associated with lower Conscientiousness scores.

TABLE 133: CONSCIENTIOUSNESS BY GAMBLING STATUS

Conscientiousness by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Weak	0.5	0.6
Moderate	18.9	20.6
Strong	80.6	78.9

TABLE 134: CONSCIENTIOUSNESS BY PPGM CLASSIFICATION

Conscientiousness by PPGM (p=0.000)	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Weak	0.0	0.0	1.0	0.0
Moderate	16.6	17.2	23.4	42.6
Strong	83.4	82.8	75.6	57.4

TABLE 135: CONSCIENTIOUSNESS BY CPGI CLASSIFICATION

Conscientiousness by CPGI (p=0.000)	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Weak	0.0	0.0	1.3	0.0
Moderate	18.6	12.8	22.1	36.9
Strong	81.4	87.2	76.6	63.1

HEXAC**O**: Openness to Experience

The openness to experience of respondents was measured using the statements below:

Openness to Experience	
I can look at a painting for a long time	**Aesthetic Appreciation**
I think science is boring	**Inquisitiveness (Reversed)**
I have a lot of imagination	**Creativity**
I like people with strange ideas	**Unconventionality**

No significant relationship emerged between Openness to Experience and respondents' gambling status, CPGI or PPGM Classification.

TABLE 136: OPENNESS TO EXPERIENCE BY GAMBLING STATUS

Openness to Experience by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Weak	3.1	2.2
Moderate	31.3	28.2
Strong	65.6	69.7

TABLE 137: OPENNESS TO EXPERIENCE BY PPGM CLASSIFICATION

Openness to Experience by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Weak	2.1	2.1	2.0	0.0
Moderate	24.3	27.1	22.4	31.1
Strong	73.6	70.8	75.6	68.9

TABLE 138: OPENNESS TO EXPERIENCE BY CPGI CLASSIFICATION

Openness to Experience by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
		% of respondents		
Weak	2.0	4.0	1.3	0.0
Moderate	27.0	24.8	18.2	30.1
Strong	71.0	71.2	80.5	69.9

In addition to the factors previously discussed, other risk and protective factors in relation to respondents' negative behaviour were explored. These behaviours included: being involved in physical fights, criminal history, and risky sexual behaviour. In the case of Jamaica, this study found that several of these factors did not emerge as risk or protective factors.

All questions relating to sexual behaviour and criminal history, specifically ever being arrested, were self-administered.

Sexual Behaviour

Specific items were chosen to measure the respondents' engagement in risky sexual behaviour. The scale used included 6 items in total comprising three (3) items related to receiving money/gifts for sex and three (3) items related to providing money/gifts for sex. This yielded a final score of between 0 and 1, with 1 representing engagement in the behaviour and 0 reflecting the opposite.

A factor analysis revealed two main components, specifically items relating to being the recipient or giver of items such as money/gifts in exchange for sex. A reliability test revealed that the scales were strong enough to be utilized with a Cronbach Alpha =0.728 (Recipient) and 0.816 (Giver).

Provided Items in Exchange for Sex Statements

Q50.5   Given gifts or favours in exchange for sex?

Q50.6   Provided help with expenses in exchange for sex?

Q50.3   Paid money for sex?

Received Items in Exchange for Sex Statements

Q50.1   Received help with expenses in exchange for sex?

Q50.2   Received money in exchange for sex?

Q50.4   Received gifts or favours in exchange for sex?

Provided Items in Exchange for Sex

There was a relationship between providing gifts, favours, or money in exchange for sex and respondents' gambling status as well as PPGM Classification.

Those who have gambled at least once in their lifetime (77.5%) were significantly less likely than non-gamblers (81.7%) to report providing items in exchange for sex. *(Table 139)*

Based on the PPGM, Pathological Gamblers (59.0) % were significantly less likely than others to have engaged in providing gifts, favours, or money in exchange for sex. *(Table 140)*

TABLE 139: PROVIDED ITEMS IN EXCHANGE FOR SEX BY GAMBLING STATUS

Provided Items in Exchange for Sex by Gambling Status (p=0.016)	Non-Gambler (n=737)	Gambler (n=1229)
	% of respondents	
Engaged	81.7	77.5
Not engaged	18.3	22.5

TABLE 140: PROVIDED ITEMS IN EXCHANGE FOR SEX BY PPGM CLASSIFICATION

Provided Items in Exchange for Sex by PPGM (p=0.022)	Non-problem gambling (n=235)	At risk (n=187)	Problem Gambling (n=197)	Pathological Gambling (n=61)
	% of respondents			
Engaged	77.3	77.5	73.7	59.0
Not engaged	22.7	22.5	26.3	41.0

TABLE 141: PROVIDED ITEMS IN EXCHANGE FOR SEX BY CPGI CLASSIFICATION

Provided Items in Exchange for Sex by CPGI	Non-problem gambling (n=305)	Low levels of problems (n=122)	Moderate levels of problems (n=149)	Problem Gambling (n=102)
		% of respondents		
Engaged	77.0	75.4	74.7	66.7
Not engaged	23.0	24.6	25.3	33.3

Received Items in Exchange for Sex

No significant relationship emerged between respondents receiving items in exchange for sex and their gambling status, CPGI or PPGM Classification.

TABLE 142: RECEIVED ITEMS IN EXCHANGE FOR SEX BY GAMBLING STATUS

Received Items in Exchange for Sex by Gambling Status	Non-Gambler (n=737)	Gambler (n=1229)
	% of respondents	
Engaged	84.1	82.2
Not engaged	15.9	17.8

TABLE 143: RECEIVED ITEMS IN EXCHANGE FOR SEX BY PPGM CLASSIFICATION

Received Items in Exchange for Sex by PPGM	Non-problem gambling (n=235)	At risk (n=187)	Problem Gambling (n=197)	Pathological Gambling (n=61)
	% of respondents			
Engaged	82.8	80.7	80.7	70.5
Not engaged	17.2	19.3	19.3	29.5

TABLE 144: RECEIVED ITEMS IN EXCHANGE FOR SEX BY CPGI CLASSIFICATION

Received Items in Exchange for Sex by CPGI	Non-problem gambling (n=305)	Low levels of problems (n=122)	Moderate levels of problems (n=149)	Problem Gambling (n=102)
		% of respondents		
Engaged	83.3	77.0	81.2	75.5
Not engaged	16.7	23.0	18.8	24.5

P12M One Night Stand

Based on the PPGM, Pathological (23.3%) and Problem (21.4%) gamblers were significantly more likely to have engaged in a one night stand in the past month. *(Table 146)*

There were no significant differences between engagement in a one night stand in the past 12 months and respondents' gambling status or CPGI Classification.

TABLE 145: P12M ONE NIGHT STAND BY GAMBLING STATUS

P12M One Night Stand by Gambling Status	Non-Gambler (n=726)	Gambler (n=1215)
	% of respondents	
Engaged	15.0	16.9
Not engaged	85.0	83.1

TABLE 146: P12M ONE NIGHT STAND BY PPGM CLASSIFICATION

P12M One Night Stand by PPGM (p=0.022)	Non-problem gambling (n=231)	At risk (n=185)	Problem Gambling (n=196)	Pathological Gambling (n=60)
	% of respondents			
Engaged	17.7	17.3	21.4	23.3
Not engaged	82.3	82.7	78.6	76.7

TABLE 147: P12M ONE NIGHT STAND BY CPGI CLASSIFICATION

P12M One Night Stand by CPGI	Non-problem gambling (n=300)	Low levels of problems (n=121)	Moderate levels of problems (n=149)	Problem Gambling (n=102)
		% of respondents		
Engaged	17.7	17.4	18.1	27.5
Not engaged	82.3	82.6	81.9	72.5

P12M Number of Sexual Partners

There were no statistically significant differences between the number of sexual partners respondents had in the past 12 months and their gambling status or PPGM or CPGI classification.

TABLE 148: P12M SEXUAL PARTNERS BY GAMBLING STATUS

P12M Sexual Partners by Gambling Status	Non-Gambler (n=695)	Gambler (n=1166)
	% of respondents	
None	21.6	20.9
One sexual partner	49.8	48.1
More than one sexual partner	28.6	31.0

TABLE 149: P12M SEXUAL PARTNERS BY PPGM CLASSIFICATION

P12M Sexual Partners by PPGM	Non-problem gambling (n=222)	At risk (n=174)	Problem Gambling (n=188)	Pathological Gambling (n=57)
	% of respondents			
None	16.2	19.0	16.5	14.0
One sexual partner	51.4	44.8	43.1	49.1
More than one sexual partner	32.4	36.2	40.4	36.8

TABLE 150: P12M SEXUAL PARTNERS BY CPGI CLASSIFICATION

P12M Sexual Partners by CPGI	Non-problem gambling (n=280)	Low levels of problems (n=120)	Moderate levels of problems (n=142)	Problem Gambling (n=99)
		% of respondents		
None	17.9	20.0	14.8	13.1
One sexual partner	50.4	44.2	46.5	41.4
More than one sexual partner	31.8	35.8	38.7	45.5

Criminal History

When looking at respondents' criminal history, Pathological Gamblers (**PPGM**- 36.7%) were significantly more likely than others to report having been arrested at least once in their lifetime. *(Table 152)*

There were, however, no significant differences between respondents' criminal history and their CPGI classification or gambling status.

TABLE 151: CRIMINAL HISTORY BY GAMBLING STATUS

Criminal History by Gambling Status	Non-Gambler (n=726)	Gambler (n=1215)
	% of respondents	
Been arrested	17.6	20.5
Never arrested	82.4	79.5

TABLE 152: CRIMINAL HISTORY BY PPGM CLASSIFICATION

Criminal History by PPGM (p=0.028)	Non-problem gambling (n=231)	At risk (n=185)	Problem Gambling (n=196)	Pathological Gambling (n=60)
	% of respondents			
Been arrested	20.5	18.7	21.6	36.7
Never arrested	79.5	81.3	78.4	63.3

TABLE 153: CRIMINAL HISTORY BY CPGI CLASSIFICATION

Criminal History by CPGI	Non-problem gambling (n=300)	Low levels of problems (n=121)	Moderate levels of problems (n=149)	Problem Gambling (n=102)
		% of respondents		
Been arrested	21.1	19.5	21.1	27.7
Never arrested	78.9	80.5	78.9	72.3

Getting involved in physical fights

The study also found a relationship between respondents' lifetime and P12M involvement in a physical fight and their gambling status as well as their PPGM and CPGI Classification.

Those who have gambled (**Ever**- 52.5%; **P12M**- 6.6%) were significantly more likely than those who have never gambled (**Ever**- 42.2%; **P12M**- 2.7%) to have been involved in a physical fight. *(Table 154)*

Pathological Gamblers (**PPGM:** Ever- 63.9%; P12M-23.0%) and Problem Gamblers (**PPGM:** Ever- 60.2%; P12M-13.4%) (**CPGI:** Ever- 60.2%; P12M-16.5%) were significantly more likely than Non-

Problem Gamblers to report involvement in a physical fight at least once in their lifetime or as recent as the past 12 months. *(Table 155 & Table 156)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' involvement in fights in the past 12 months and their PPGM Classification (.163) and CPGI Classification (.125). This means that pathological gambling (PPGM) and problem gambling (PPGM & CPGI) were associated with respondents' past 12 months involvement in a physical fight.

TABLE 154: PHYSICAL FIGHT INVOLVEMENT BY GAMBLING STATUS

Physical Fight Involvement by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Ever involved in physical fight *(p=0.000)*	42.2	52.5
Involved in physical fight in P12M *(p=0.000)*	2.7	6.6

TABLE 155: PHYSICAL FIGHT INVOLVEMENT BY PPGM CLASSIFICATION

Physical Fight Involvement by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Ever involved in physical fight *(p=0.050)*	51.9	49.0	60.2	63.9
Involved in physical fight in P12M *(p=0.000)*	5.5	7.3	13.4	23.0

TABLE 156: PHYSICAL FIGHT INVOLVEMENT BY CPGI CLASSIFICATION

Physical Fight Involvement by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Ever involved in physical fight *(p=0.029)*	50.2	50.4	63.0	60.2
Involved in physical fight in P12M *(p=0.012)*	6.2	10.4	12.3	16.5

This study also sought to explore positive behaviour as a possible protective factor for problem gambling. Of the behaviours probed, two revealed significant differences, specifically, (i) respondents speaking to a professional about a problem that they had and (ii) hanging out with friends.

Speaking to a professional about a problem that they had

The study identified a relationship between respondents' speaking with a professional about a problem and their PPGM and CPGI Classification.

Pathological Gamblers (**PPGM:** Ever- 34.4%) and Problem Gamblers (**PPGM:** Ever- 25.4%) (**CPGI:** Ever- 27.2%) were significantly more likely than Non-Problem Gamblers to report seeking professional help to talk about a problem they had at least once in their lifetime. *(Table 158 & Table 159)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents' seeking professional help about a problem and their PPGM Classification (.149) and CPGI Classification (.145). This means that pathological gambling (PPGM) and problem gambling (PPGM & CPGI) were associated with respondents' lifetime visit to a professional to discuss a problem.

TABLE 157: SOUGHT PROFESSIONAL HELP BY GAMBLING STATUS

Sought Professional Help by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Ever Sought Professional Help	20.4	20.2
Sought Professional Help in P12M	7.2	7.4

TABLE 158: SOUGHT PROFESSIONAL HELP BY PPGM CLASSIFICATION

Sought Professional Help by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Ever Sought Professional Help *(p=0.001)*	14.0	18.8	25.4	34.4
Sought Professional Help in P12M	7.2	7.8	8.5	14.8

TABLE 159: SOUGHT PROFESSIONAL HELP BY CPGI CLASSIFICATION

Sought Professional Help by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Ever Sought Professional Help *(p=0.001)*	14.7	18.4	29.2	27.2
Sought Professional Help in P12M	6.2	8.8	11.7	9.7

Hanging out with friends

The study also identified a relationship between respondents socializing by hanging out with friends and their gambling status as well as PPGM and CPGI Classification.

Those who have gambled at least once in their life (**Ever**- 85.8%; **P12M**-54.2%) were significantly more likely than Non-Gamblers (**Ever**- 76.3%; **P12M**-41.3%) to report hanging out with friends. *(Table 160)*

The Pearson Correlation analysis revealed a small but significant relationship between respondents socializing with friends and their gambling status (.125) PPGM Classification (.137) and CPGI Classification (.118). This meant that pathological gambling (PPGM) and problem gambling (PPGM & CPGI) were associated with respondents' socializing with friends.

Specifically, Pathological Gamblers (**PPGM:** P12M- 78.7%) and Problem Gamblers (**PPGM:** P12M- 66.2%) (**CPGI:** P12M- 71.8%) were significantly more likely than Non-Problem Gamblers to hanging out with friends in the past 12 months. *(Table 161 & Table 162)*

TABLE 160: HANGING WITH FRIENDS BY GAMBLING STATUS

Hanging with Friends by Gambling Status	Non-Gambler (n=751)	Gambler (n=1250)
	% of respondents	
Ever Hang with Friends *(p=0.000)*	76.3	85.8
Hang with Friends in P12M *(p=0.000)*	41.3	54.2

TABLE 161: HANGING WITH FRIENDS BY PPGM CLASSIFICATION

Hanging with Friends by PPGM	Non-problem gambling (n=235)	At risk (n=192)	Problem Gambling (n=201)	Pathological Gambling (n=61)
	% of respondents			
Ever Hang with Friends	86.0	87.0	89.6	93.4
Hang with Friends in P12M *(p=0.002)*	55.3	57.3	66.2	78.7

TABLE 162: HANGING WITH FRIENDS BY CPGI CLASSIFICATION

Hanging with Friends by CPGI	Non-problem gambling (n=307)	Low levels of problems (n=125)	Moderate levels of problems (n=154)	Problem Gambling (n=103)
	% of respondents			
Ever Hang with Friends	86.3	88.0	89.0	91.3
Hang with Friends in P12M *(p=0.016)*	56.4	57.6	66.2	71.8

CHAPTER 5: DEMOGRAPHICS

This chapter will outline the demographic characteristics of respondents of the study as well as communication channels used.

Communication Channels

Overall, television (72.4%) was the source that most respondents indicated that they usually get information on news and current events. Social media (61.7%), Radio (46.0%) and Word of mouth (37.6%) complete the top four information sources that respondents usually engage with. *(Table 163)*

There were no significant differences between respondents' sources of information and their gambling status, PPGM or CPGI classification.

TABLE 163: SOURCES OF INFORMATION

Sources of Information		Television	Social Media	Radio	Word of mouth	YouTube	Elsewhere on the internet	Newspaper	Tabloids
Total Sample	(N=2001)	72.4	61.7	46.0	37.6	32.4	29.5	28.4	18.2
Gambling Status									
Non-Gambler	(n=751)	74.4	60.1	48.2	38.1	32.4	28.6	27.4	17.8
Gambler	(n=1250)	71.2	62.7	44.7	37.4	32.5	30.0	29.0	18.4
PPGM Classification									
Non-problem gambling	(n=235)	70.2	69.4	42.1	38.3	35.7	37.0	34.5	21.7
At risk	(n=192)	73.4	55.7	44.8	38.5	32.3	28.1	26.0	19.3
Problem Gambling	(n=201)	67.7	66.7	42.8	37.3	32.3	28.9	26.9	16.4
Pathological Gambling	(n=61)	65.6	63.9	37.7	39.3	31.1	36.1	23.0	16.4
CPGI Classification									
Non-problem gambling	(n=307)	73.9	63.5	45.9	40.1	35.8	33.2	33.9	24.1
Low levels of problems	(n=125)	68.8	66.4	42.4	41.6	33.6	37.6	25.6	15.2
Moderate levels of problems	(n=154)	67.5	65.6	40.9	32.5	31.2	24.7	24.7	16.2
Problem Gambling	(n=103)	63.1	62.1	35.9	36.9	29.1	33.0	24.3	12.6

This study also measured the frequency of respondents' engagement in various communication channels.

The most popular form of engagement probed was internet browsing. More than two thirds (71.9%) of respondents indicated that they browse the internet daily. Approximately half (49.6%) of respondents reported listening to the radio every day, while a little less (46.5%) reported watching local TV stations. *(Table 164)*

Those who have ever gambled (73.5%) were significantly more likely than non-gamblers (69.1%) to browse the internet on a daily basis. Additionally, based on the CPGI Classification, problem gamblers were significantly more likely to watch local TV stations daily. As such any communication targeted at this group of persons could be presented on both traditional and non-traditional media, specifically the internet and television. *(Table 165)*

TABLE 164: FREQUENCY OF TRADITIONAL MEDIA & INTERNET ENGAGEMENT

Frequency of Traditional Media & Internet Engagement	Daily	Weekly	Monthly	Less Often	Never
Browse internet	71.9	7.4	2.3	4.9	13.5
Listen to the radio	49.6	12	4.7	18.5	15.1
Watch local TV stations	46.5	13	6.7	24.1	9.7
Watch cable TV	28.1	8.2	4.2	21.2	38.2
Read PRINT newspaper	7.4	17.8	9.4	30.5	34.8
Read PRINT tabloids	6.2	12.7	7	32.3	41.7

TABLE 165: DAILY ENGAGEMENT OF TOP 3 TRADITIONAL MEDIA & INTERNET CHANNELS

Daily Engagement of Top 3 Traditional Media & Internet Channels		Browse internet	Listen to radio	Watch local TV stations
Gambling Status		**(p=0.019)**		
Non-Gambler	(n=751)	69.1	49.0	48.7
Gambler	(n=1250)	73.5	49.9	45.1
PPGM Classification				
Non-problem gambling	(n=235)	74.5	48.9	46.0
At risk	(n=192)	72.9	53.1	47.4
Problem Gambling	(n=201)	79.1	53.2	41.3
Pathological Gambling	(n=61)	82.0	54.1	54.1
CPGI Classification				**(p=0.021)**
Non-problem gambling	(n=307)	72.0	51.1	49.5
Low levels of problems	(n=125)	79.2	46.4	39.2
Moderate levels of problems	(n=154)	78.6	55.8	38.3
Problem Gambling	(n=103)	80.6	54.4	53.4

The dominant social media apps that respondents used most frequently (daily) were WhatsApp (83.6%), YouTube (68.5%) and Facebook (43.7%). Instagram saw over a third (38.0%) of respondents being engaged on the platform and approximately a quarter (25.6%) reported daily usage of Tik-Tok. *(Table 166)*

Relationships emerged between the top four apps used on a daily basis and gambling status. Daily engagement in all four apps were higher among Gamblers. Those who have ever gambled were significantly more likely to report daily engagement of WhatsApp (85.0% vs. Non-Gambler 81.1%), YouTube (70.2% vs. Non-Gambler 65.5%), Facebook (45.2% vs. Non-Gambler 41.3%) and Instagram (40.3% vs. Non-Gambler 34.1%). *(Table 167)*

Based on both the PPGM and CPGI Classification Problem Gamblers were significantly more likely than non-problem gamblers to report daily engagement in YouTube (**PPGM** 81.1% vs Non-Problem

Gamblers 70.6%) (**CPGI** 80.6% vs. Non-Problem Gamblers 66.1%) and Instagram (**PPGM** 49.8% vs Non-Problem Gamblers 37.9%) (**CPGI** 53.4% vs. Non-Problem Gamblers 34.2%). *(Table 167)*

Thus programmes geared towards gamblers including problem gamblers could possibly consider sharing their message via social media platforms such as YouTube, Facebook and Instagram.

TABLE 166: FREQUENCY OF SOCIAL MEDIA ENGAGEMENT

Frequency of Social Media Engagement	Daily	Weekly	Monthly	Less Often	Never
WhatsApp	83.6	3.7	1.7	1.9	9.1
YouTube	68.5	10.1	2.5	3.2	15.6
Facebook	43.7	9.7	4.6	10.4	31.5
Instagram	38.0	6.0	3.5	6.9	45.5
TikTok	25.6	5.7	2.4	4.5	61.7
Online Newspaper (Gleaner, Observer etc.)	24.1	11.4	4.5	7.0	53.0
Snapchat	17.5	6.7	3.8	9.1	62.8
Online Tabloids (STAR etc.)	17.2	8.6	3.4	8.2	62.5
Twitter	8.0	2.8	2.2	7.7	79.2
Pinterest	4.0	3.0	3.3	4.1	85.6
LinkedIn	1.7	2.0	2.3	3.6	90.3
Reddit	1.5	0.8	0.9	2.2	94.6

TABLE 167: DAILY ENGAGEMENT OF TOP 4 SOCIAL MEDIA CHANNELS

Daily Engagement of Top 4 Social Media		WhatsApp	YouTube	Facebook	Instagram
Gambling Status		*(p=0.13)*	*(p=0.016)*	*(p=0.048)*	*(p=0.003)*
Non-Gambler	(n=751)	81.1	65.5	41.3	34.1
Gambler	(n=1250)	85.0	70.2	45.2	40.3
PPGM Classification			*(p=0.002)*		*(p=0.005)*
Non-problem gambling	(n=235)	88.5	70.6	48.1	37.9
At risk	(n=192)	83.9	66.1	45.8	40.1
Problem Gambling	(n=201)	88.1	81.1	51.7	49.8
Pathological Gambling	(n=61)	83.6	82.0	52.5	59.0
CPGI Classification			*(p=0.001)*		*(p=0.000)*
Non-problem gambling	(n=307)	86.0	66.1	45.9	34.2
Low levels of problems	(n=125)	89.6	80.8	47.2	49.6
Moderate levels of problems	(n=154)	87.7	77.3	53.2	51.9
Problem Gambling	(n=103)	83.5	80.6	53.4	53.4

Sample Characteristics

Overall, approximately half of respondents were male (50.1%), and half were female (49.9%). One in every ten respondents fell within each of the age groups of interest. *(Table 168)*

Majority (68.7%) of respondents were from the lower socio-economic group. The upper, middle and working class accounted for under a third of respondents (31.3%). *(Table 168)*

TABLE 168: GENDER, AGE GROUP, SE GROUP, AREA

DEMOGRAPHICS	(N=2001)
GENDER	
Male	50.1
Female	49.9
AGE GROUP	
18-24yrs	18.7
25-29yrs	12.5
30-39yrs	19.9
40-49yrs	17.1
50-59yrs	14.5
60yrs & Over	17.0
SE GROUP	
ABC1	9.6
C2	21.7
D	68.7
AREA	
Urban	53.9
Rural	46.1

Over a third (38.8%) of respondents were single, while 1 in 10 were involved in steady relationships being married (17.0%), living with a partner (18.2%) or having a regular sexual partner who visits (16.9%). *(Table 169)*

There was no relationship between respondents' marital status and their PPGM or CPGI classification.

TABLE 169: MARITAL STATUS

MARITAL STATUS	(N=2001)
	% of respondents
Single	38.8
Live with my partner	18.2
Married	17.0
Have a regular sexual partner who does not live with respondent but visits from time to time	16.9
Widowed	4.4
Separated	2.7
Divorced	1.5
Other	0.5

Just over two thirds (65.6%) of respondents were employed either full time or part time. Many (43.7%) respondents were working in their current job for 10years or more. *(Table 170 & Table 171)*

TABLE 170: EMPLOYMENT STATUS

EMPLOYMENT STATUS	(N=2001)
	% of respondents
Employed full time	48.9
Unemployed	21.3
Employed part time	16.7
Retired	9.4
Student	3.7

TABLE 171: EMPLOYMENT DURATION

EMPLOYMENT DURATION	(n=1312)
	% of respondents
1yr and under	18.1
2-3yrs	15.4
4-6yrs	16.7
7-9yrs	6.2
10yrs & Over	43.7

Overall, most (86.8%) respondents displayed some form of secondary or vocational level education or higher. However, it was only 13.3% who reported completing a degree at the university/college level. *(Table 172)*

TABLE 172: HIGHEST LEVEL OF EDUCATION

EDUCATION LEVEL	(N=2001)
	% of respondents
Secondary	66
Tertiary	28
Post graduate Degree (Masters/ Ph.D.)	1.2
Other	4.3

Three in every ten households included in this study had children (39.7%) or a spouse (32.2%) along with the respondent. Two in every ten lived alone (20.6%), while 1 in 10 had siblings (19.6%), a parent/guardian (16.7%) or a member of their extended family (13.9%) living with the respondent. *(Table 173)*

TABLE 173: HIGHEST LEVEL OF EDUCATION

MARITAL STATUS	(N=2001)
	% of respondents
Child/ Children	39.7
Spouse	32.2
No one (Live alone)	20.6
Siblings	19.6
Single parent/guardian (Father only or Mother only)	16.7
Extended Family (Grandparent, Aunt, Uncle, etc.)	13.9
Other (Specify)	8.1
Two Parents/Guardians	5.8
Friends	1.3

Approximately half of respondents were living in households with a monthly total income of $100,000 and under. Only 18.1% disclosed that their household monthly income was above $100,000. *(Table 174)*

TABLE 174: HOUSEHOLD INCOME

HOUSEHOLD INCOME	(N=2001)
	% of respondents
Under $22,000	15.8
$22,000 - $50,000	19.8
$50,001 - $100,000	16.4
$100,001 - $150,000	7.0
$150,001 - $200,000	4.1
$200,001 - $250,000	2.4
$250,001 - $300,000	1.4
Over $300,000	3.2
Refused / Don't Know	29.8

Most households had no one employed part time (70.6%), unemployed (66.3%), a student (52.2%) or retired (80.8%). In fact, most (73.0%) households had at least one individual employed full time. *(Table 175)*

TABLE 175: HOUSEHOLD EMPLOYMENT STATUS

HOUSEHOLD EMPLOYMENT STATUS	(N=2001)				
	% of respondents employed				
	Employed Full Time	Employed Part Time	Unemployed	Student	Retired
No one	27.0	70.6	66.3	52.2	80.8
1 person	38.2	23.4	23.5	23.1	15.2
2 persons	23.2	4.1	6.8	13.9	3.7
3 or more persons	11.6	1.8	3.3	10.8	0.3

Two in every ten respondents (23.4%) had at least one child 17yrs and under living in their household. More than a quarter (29.7%) had 2 or more children living in the household. *(Table 176)*

TABLE 176: HOUSEHOLD AGE COMPOSITION

HOUSEHOLD AGE COMPOSITION	(N=2001)	
	% of respondents	
	# of Persons 17yrs & under	# of Persons 18yrs & over
No one	46.9	2.0
1 person	23.4	26.6
2 persons	16.9	35.4
3 or more persons	12.8	35.9

CHAPTER 6: DISCUSSION AND CONCLUSION

This study revealed several findings that were noteworthy and able to provide direction on treatment programmes and policies, giving stakeholders in the industry useful information that could be used to guide future directions.

More than half (62.5%) of respondents have gambled at least once in their lifetime with significantly fewer (34.4%) being current gamblers, indicating that they have gambled in the past year. This differs from larger populations where more of the residents are involved in gambling in the past 12 months.

Problem Gambling

Problem Gambling is recognized in many countries as a public health issue that needs to be addressed through regulation of the gambling market and preventative initiatives (Binde, Romild, & Volberg, 2017). Using the Problem and Pathological Gambling Measure, 13% of the sample emerged as pathological and problem gamblers. Specifically, 3% were classified as pathological gamblers and 10% problem gamblers under the PPGM classification. Using 2019 population estimates this translates into 60,981 persons being possible pathological gamblers and an additional 203,271 persons being possible problem gamblers.

Similarly using the Canadian Problem Gambling Index (CPGI), 12.7% emerged as problem gamblers and moderate problem gamblers. Specifically, 5.1% were problem gamblers (the highest risk classification on the scale) and an additional 7.7% were Moderate risk gamblers. Using 2019 population estimates this translates into 103,668 persons being possible Problem Gamblers and an additional 156,518 persons being Moderate Risk Gamblers.

The CPGI describes the problem gambling classification as representing:

"Respondents in this group are those who have experienced adverse consequences from their gambling and may have lost control of their behaviour. Involvement in gambling can be at any level but is likely to be heavy."

Overall, these findings suggest that more than a quarter million Jamaicans (264,252 persons) are Pathological and Problem Gamblers under the PPGM classification. Similarly, more than a quarter million Jamaicans (260,187 persons) are Problem Gamblers or Moderate Risk Problem Gamblers.

It is thus important for agencies such as BGLC and RISE Life Management to monitor gambling activities in Jamaica to ensure that there is no significant growth in the number of individuals classified as Pathological or Problem Gamblers.

Global Comparison of Problem Gambling

Overall, the study found that Jamaica had a past year gambling prevalence of 34.4% and a population problem gambling prevalence of 5% (CPGI). Looked at another way however, these findings show that while it was a third (34.4%) of the Jamaican adult population that had played games for money or gambled within the past year 15% of those who played within the past year were problem gamblers.

A global comparison of problem gambling data revealed that Jamaica's prevalence of problem gamblers is higher than in many other countries.

While the comparative global data here was not necessarily data collected in 2021, the general indications are instructive and provide a benchmark against which prevalence can be viewed.

Of the seven countries observed all but one had past year gambling prevalence, which was higher than Jamaica, yet all had lower problem gambling prevalence.

Country	Study	Measure	Sample Characteristics	Gambling Prevalence - PAST YEAR	Problem gambling	
					Prevalence	Problem gambling Prevalence calculation details
Jamaica		**CGSI**	**National, 2000 people aged 15 and over recruited by face-to-face interviews**	**34.4%**	**5.1%**	(adapted) PGSI: Problem gambling (8+), past-year prevalence
Australia	Dowling et al. (2015)	PGSI	National, 15,006 adults aged 18 and over recruited by telephone interviews	63.9%	0.4%	PGSI: Problem gambling (8+), past-year prevalence
New Zealand	Health Sponsorship Council	PGSI	1,740 adults aged 15 and over interviewed face-to-face	80.7%	0.7%	PGSI: Problem gambling (8+), past-year prevalence
Czech Republic	Mravcik et al (2014)	PGSI	National, 2,134 people aged 15 –64	25.5%	2.3%	PGSI: Problem gambling (3+), past-year prevalence
Great Britain	Wardle et al (2012)	PGSI	National, 7,756 people aged 16 and over recruited by computing assisting interviewing, supplemented by telephone interview for those who refused to participate	73%	0.7%	PGSI: Problem gambling (8+), past-year prevalence

Great Britain	(Seabury & Wardle, 2014) a	PGSI	11,774 English and Scottish adults aged 16 and over recruited by face-to-face interviews (Combined data from the Health Survey for England and Scottish Health Survey)	65%	0.4%	PGSI: Problem gambling (8+), past-year prevalence
Iceland	Olason et al (2-15)	PGSI	National, 1,887 adults aged 18 –70 recruited by telephone interview	76%	0.8%	PGSI: Problem gambling (3+), past-year prevalence
Italy	Bastiani et al. (2011)	CPGI-short form	National, 31,984 people aged 15 –64 recruited by anonymous postal questionnaire	42.1%	2.2%	CGSI: Problem gambling (3+), past-year prevalence

Gambling and Problem Gambling Prevalence: *A comparison*

Despite a lower prevalence of past year gambling, Jamaica emerged with a higher prevalence of moderate risk and problem gamblers. Both the detailed Massachusetts (Volberg, et al., 2017) comparison as well as comparison with other global data illustrate that Jamaica currently records a higher problem gambling prevalence than other countries.

A comparison of gambling in Massachusetts illustrates the point further *(see figure below)*. Massachusetts recorded 73% prevalence for gambling in the past year with 0.9% population prevalence of problem gambling. In contrast Jamaica recorded 34% past year gambling prevalence but five times higher (5.1%) problem gambling prevalence.

This makes problem and at-risk gamblers a group worthy of taking note of and addressing.

Problem gambling in Jamaica (2021) and Massachusetts (2014)
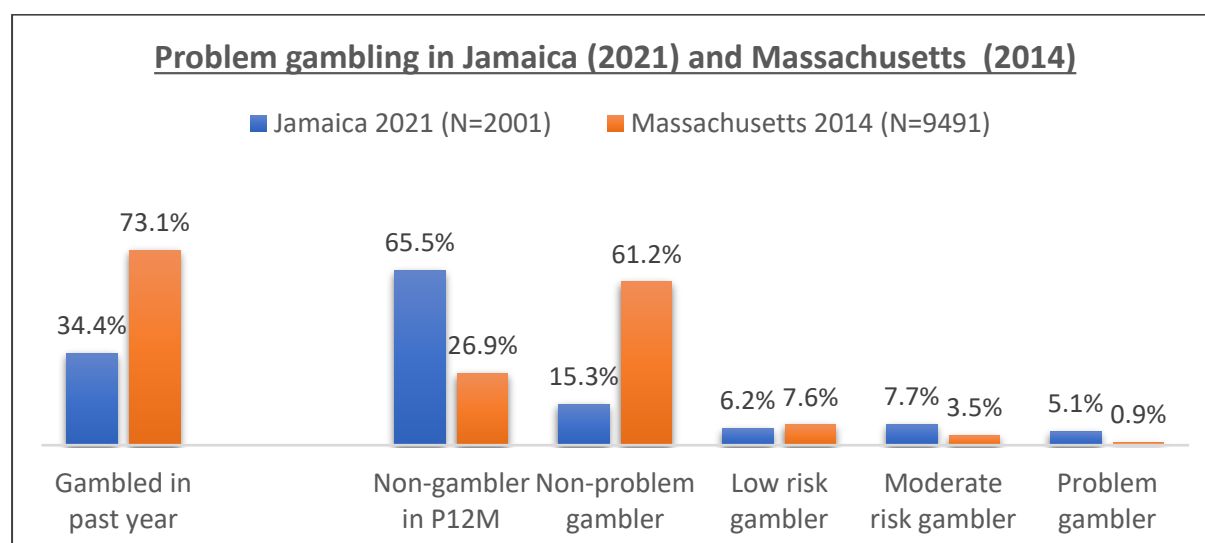
Using the CPGI classification males (6.3%) were more likely to be problem gamblers than females (4.0%). Problem gambling prevalence was also highest in the youngest age cohort (18-24yrs). It was 8.3% of those 18-24yrs or 29,260 persons 18-24yrs who were classified as problem gamblers under the CPGI. While this age cohort had the lowest prevalence of ever having gambled (57.4%) or gambled in the past 12 months (34.7%) they recorded highest prevalence of problem gambling.

Possible Risk and Protective Factors

Correlation analysis revealed several risk behaviours and protective factors related to problem gambling. The table below presents the correlation values of the factors that can potentially act as risk or protective factors for problem gambling.

Risk Behaviours

FACTORS	PPGM	CPGI
Gambling while intoxicated	0.287	0.285
Use gamble to cope with painful life situation	0.282	0.323
Intoxication (P12M)	0.250	0.152
Using drugs or alcohol while gambling	0.234	0.263
Cigarette Smoking (P12M)	0.210	0.221
Use marijuana to cope with painful life situation	0.195	0.247
Marijuana Smoking (P12M)	0.172	0.209
P12M Involvement in a physical fight	0.163	0.125
Use alcohol to cope with painful life situation	0.119	0.164
Cigarette Smoking (EVER)	0.115	0.131
Marijuana Smoking (EVER)	0.081	0.132

Other Factors

FACTORS	PPGM	CPGI
HEXACO: Conscientiousness	0.157	0.141
Level of stress	0.247	0.256
Age Group	0.223	0.226
Family History of Gambling	0.196	0.193
Exposure to Intervention	0.157	0.151
Personal History of Alcohol or Drug Problem	0.152	0.187
Speaking to a professional about a problem	0.149	0.145
Hanging with friends	0.137	0.118
Under doctor for physical or emotional problems brought on by stress	0.118	0.054
HEXACO: Humility-Honesty	0.111	0.207

This study has revealed that problem and/or pathological gamblers were more likely to:

- Be in the younger age cohorts *(18-29yrs)*
- Experience high levels of stress
- Be under a doctor's care due to physical or emotional problems brought on by stress
- Have a family history of gambling
- Be exposed to intervention
- Use alcohol and drugs while gambling
- Be intoxicated while gambling
- Have an urge to gamble due to painful life situations
- Have an urge to consume alcohol due to painful life situations
- Consume alcohol and be intoxicated in the past 12 months
- Have an urge to use marijuana due to painful life situation
- Smoke cigarette and marijuana once in their lifetime and in the past 12 months
- Be involved in a physical fight in the past 12 months
- Have sought professional help to speak about a problem at least once in lifetime
- Socialize with friends in the past 12 months

Problem and/or pathological gamblers were less likely to:

- Display high resilience
- Demonstrate strong humility-honesty on HEXACO Inventory
- Demonstrate strong conscientiousness on HEXACO Inventory

As it relates to possible risk and protective factors, as seen in other countries, age presents a significant risk factor and thus should be taken into consideration in regards to any policy or programs that will be implemented. Specifically, programs should seek to target individuals before their 18th birthday and also heavily target individuals under 30yrs. This study has revealed that for the majority, the introductory age to gambling is under 25yrs, with approximately a quarter (26.4%) first engagement in gambling taking place before their 18th birthday.

Additionally, according to (Binde, Romild, & Volberg, 2017), recently published research suggests that involvement in multiple forms of gambling is an important factor that relates to problem gambling. This study showed that problem gamblers (CPGI & PPGM) were significantly more likely to play multiple (2 or more) games in the past 3 months and to play multiple (2 or more games) daily and weekly. As such any program or policy to be developed should seek to minimize the number of games played frequently by adults who gamble.

Exposure to Gambling related to public education

The study revealed that there is greater need for messages on responsible gambling practices as less than a quarter of respondents (23.9%) recalled any messages on responsible gambling. In fact, it was less than half who recalled having seen/read/heard about gambling responsibly at least once in their lifetime. This shows that there is a need and an available space for RISE Life Management and BGLC to initiate a thorough public education campaign on responsible gambling.

Any public education campaign on gambling should not only utilize television as a source to disseminate information but also social media as respondents of this study used social media heavily and turned to social media for information on news and current events.

Attitudes to Gambling

Currently in Jamaica, there is relatively high support for gambling overall. More than a half of respondents endorsed the statement that "Many people regard gambling as an escape from personal problems and worries". If gambling does in fact become a way to cope with life's difficulties, its potential for harm would be greater.

Additionally, the study also revealed that problem and/or pathological gamblers were more likely to have had an urge to gamble due to painful life situations and experienced high levels of stress. Thus, it is important for Jamaicans to not only be made aware of responsible gambling techniques, but also to be taught appropriate ways of managing stress and difficulties. Such interventions would aim to ensure gambling does not become the main strategy employed to escape one's problems.

It is important that these messages be taught to all and particularly those in the younger age cohort. Thus, the messaging and information should be widely disseminated on the various social media platforms that the younger age groups are heavily engaged in.

It might also prove useful for RISE Life Management to partner with community-based service organizations as well as health clinics who are able to have direct contact with members of the Jamaican public who may be undergoing emotional or physical life challenges. Allowing these organizations to pass on lessons about responsible gambling and healthy ways to cope with life challenges may have a positive impact and help to keep rates of problem and pathological gambling low in Jamaica.

The Way Forward

Based on the findings of this study, it would be beneficial to the society at large for the BGLC and Rise Life Management to consider the following:

- *Implement a public education campaign to raise awareness and educate the general population on responsible gaming.*

- *Implement targeted public education campaign and intervention, targeting players where they play and the context of play (games played, where played, motivators for play).*

- *Design programs which address both non-problem gamblers and problem gamblers to minimize likelihood of non-problem transitioning to problem gamblers.*

- *Continue to monitor the population prevalence of problem gambling and observe changes and respond accordingly.*

- *Conduct a follow up survey to this baseline study within the next 2 years.*

APPENDIX 1

Brief HEXACO Inventory

Q28. Please tell me to what extent you agree or disagree with the following statements. Please tell me in terms of whether you

5 Strongly agree   4 Agree   3 Neither agree nor disagree   2 Disagree   1 Strongly disagree

(READ RESPONSES & USE SHOW CARDS).

#	QUESTIONS & FILTERS	Answer options					
		SA	Agree	N	Disagree	SD	DK
Q28.1	I can look at a painting for a long time	5	4	3	2	1	98
Q28.2	I make sure that things are in the right spot	5	4	3	2	1	98
Q28.3	I remain unfriendly to someone who was mean to me.	5	4	3	2	1	98
Q28.4	Nobody likes talking with me.	5	4	3	2	1	98
Q28.5	I am afraid of feeling pain	5	4	3	2	1	98
Q28.6	I find it difficult to lie	5	4	3	2	1	98
Q28.7	I think science is boring	5	4	3	2	1	98
Q28.8	I postpone complicated tasks as long as possible.	5	4	3	2	1	98
Q28.9	I often express **criticism**	5	4	3	2	1	98
Q28.10	I easily approach strangers	5	4	3	2	1	98
Q28.11	I worry less than others.	5	4	3	2	1	98
Q28.12	I would like to know how to make lots of money in a dishonest manner	5	4	3	2	1	98
Q28.13	I have a lot of imagination	5	4	3	2	1	98
Q28.14	I work very **precisely**	5	4	3	2	1	98
Q28.15	I tend to quickly agree with others	5	4	3	2	1	98
Q28.16	I like to talk with others	5	4	3	2	1	98
Q28.17	I can easily overcome difficulties on my own	5	4	3	2	1	98
Q28.18	I want to be famous	5	4	3	2	1	98
Q28.19	I like people with strange ideas	5	4	3	2	1	98
Q28.20	I often do things without really thinking	5	4	3	2	1	98
Q28.21	Even when I'm treated badly, I remain calm	5	4	3	2	1	98
Q28.22	I am **seldom** cheerful	5	4	3	2	1	98
Q28.23	I have to cry during sad or romantic movies	5	4	3	2	1	98
Q28.24	I am entitled to special treatment	5	4	3	2	1	98

QUEST #_____   COMMUNITY : _____   ED #_____

Introduction: "Hello, my name is **(say your name)** and I work for Hope Caribbean Co. Ltd., an independent market research company. We're interviewing persons 18-65 years in this area to get their opinion on different activities and would appreciate you taking the time to talk to us. The information from this survey will aid in the design of programs to help Jamaicans and your community. But first I need to select the person to be interviewed. To do this I would like some information about all persons 18 years and over who live in this household.

How many persons 18yrs and over live in your household? Please tell me the birthday (Month and day) of each person.
INTERVIEWER THEN USES BIRTHDAY METHOD TO SELECT RESPONDENT TO BE INTERVIEWED. IF RESPONDENT IS NOT AVAILABLE THEN PERSON WITH NEXT CLOSEST BIRTHDAY SUBSTITUTED.

Confidentiality and consent: "I will need to speak to you confidentially. Let us go somewhere where no one can hear us.
(NOTE TO INTERVIEWER: IF PRIVACY IS NOT POSSIBLE, THANK AND RESCHEDULE INTERVIEW).
Your answers to the following questions are completely confidential. Your name will not be written on this form, and will never be used in connection with any of the information you tell me. You do not have to answer any questions that you do not want to answer, and you may end this interview at any time you want to. However, your honest answers to these questions will help us better understand what people think, say and do about certain kinds of behaviors. We would greatly appreciate your help in responding to this survey. The survey will take about **45** minutes to ask the questions. If it is okay with you I would like to begin. Thank you…

_____

(Signature of interviewer certifying that informed consent has been given verbally by respondent)

Interviewer visit

	Visit 1	Visit 2	Visit 3
Date			
Interviewer			
Result	1 Completed 2 Respondent not at home 3 Respondent not available 4 Refused 5 Partially completed	1 Completed 2 Respondent not at home 3 Respondent not available 4 Refused 5 Partially completed	1 Completed 2 Respondent not at home 3 Respondent not available 4 Refused 5 Partially completed
Respondent	1 Selected respondent 2 Substitute respondent 3 Substitute household	1 Selected respondent 2 Substitute respondent 3 Substitute household	1 Selected respondent 2 Substitute respondent 3 Substitute household
Time Begin Hour: Minute			
Time End Hour: Minute			
Total Minutes			

005 INTERVIEWER: Code [____|____]   Name_____

006 DATE INTERVIEW: __\ ____ \ 2021

CHECKED BY SUPERVISOR: Signature _____   Date _____

Gambling Behaviour

Q1	Please tell me which of the following activities you have engaged in or played for money or prizes, at least once in your lifetime. **(READ RESPONSES & USE SHOW CARDS). (RECORD IN TABLE BELOW)**		
	Lotteries or other similar games of chance (e.g. Lotto, Cash Pot, Izzizi, Lucky Play, Big Pot, One Drop etc.)	1	
	Bingo	2	
	Board Games (e.g. Ludo)	3	
	Card Games (not including poker)	4	
	Coin games (e.g. Heads & Tails)	5	
	Computer/mobile games	6	
	Dominoes	7	
	Playing games at a gaming lounge	8	
	Poker (at home, friends home, at work or on the Internet)	9	
	Pool	10	
	Raffle	11	
	Slot machines or poker machines or other Video Lottery terminals	12	
	Sports betting: *(placing a wager or bet on the outcome of a particular sporting event)*	13	
	Video games	14	
	Online Casino Games	15	
	Playing games at a casino overseas	16	
	Prize promotions / Sweepstakes	17	
	E-Sports *(Competitive, organized video gaming; a multiplayer video game played competitively for spectators, typically by professional gamers)*	18	
	Placing bets at a betting lounge or betting shop	19	
	Off-track betting *(betting on horseracing away from the track where the race is being run)*	20	
	Other games (Specify)	21	
	(SKIP TO Q10) None, never played for money or prizes	90	

		Q2 Past 12 Months	Q3 Frequency
Q2	Thinking back on the last 12 months, please tell me which of the following activities you engaged in or played for money or prizes. **(READ RESPONSES & USE SHOW CARDS). (RECORD BELOW)**		
Q3	**IF GAME PLAYED IN P12M ASK:** You said you have engaged in or played *(list activity)* for money or prize in the past 12 months, please tell me if you do this… **(READ RESPONSES & USE SHOW CARDS). (RECORD IN TABLE BELOW)** Daily: Everyday / Almost everyday 1 Weekly: At least once a week 2 Monthly: At least once a month 3 Yearly: At least once a year 4 Rarely: A few times in your life 5		

		Q2 Past 12 Months	Q3 Frequency
a.	Lotteries or other similar games of chance (e.g. Lotto, Cash Pot, Izzizi, Lucky Play, Big Pot, One Drop etc.)	1	
b.	Bingo	2	
c.	Board Games (e.g. Ludo)	3	
d.	Card Games (not including poker)	4	
e.	Coin games (e.g. Heads & Tails)	5	
f.	Computer/mobile games	6	
g.	Dominoes	7	
h.	Playing games at a gaming lounge	8	
i.	Poker (at home, friends home, at work or on the Internet)	9	
j.	Pool	10	
k.	Raffle	11	
l.	Slot machines or poker machines or other Video Lottery terminals	12	
m.	Sports betting: *(placing a wager or bet on the outcome of a particular sporting event)*	13	
n.	Video games	14	
o.	Online Casino Games	15	
p.	Playing games at a casino overseas	16	
q.	Prize promotions / Sweepstakes	17	
r.	E-Sports *(Competitive, organized video gaming; a multiplayer video game played competitively for spectators, typically by professional gamers)*	18	
s.	Placing bets at a betting lounge or betting shop	19	
t.	Off-track betting *(betting on horseracing away from the track where the race is being run)*	20	
u.	Other games (Specify)	21	
v.	**(SKIP TO Q10)** None, never played for money or prizes	90	

Q4	Thinking back on the last 3 months, please tell me which of the following activities you engaged in or played for money or prizes. **(READ RESPONSES & USE SHOW CARDS). (RECORD IN TABLE BELOW)**		
	Lotteries or other similar games of chance (e.g. Lotto, Cash Pot, Izzizi, Lucky Play, Big Pot, One Drop etc.)	1	
	Bingo	2	
	Board Games (e.g. Ludo)	3	
	Card Games (not including poker)	4	
	Coin games (e.g. Heads & Tails)	5	
	Computer/mobile games	6	
	Dominoes	7	
	Playing games at a gaming lounge	8	
	Poker (at home, friends home, at work or on the Internet)	9	
	Pool	10	
	Raffle	11	
	Slot machines or poker machines or other Video Lottery terminals	12	
	Sports betting: *(placing a wager or bet on the outcome of a particular sporting event)*	13	
	Video games	14	
	Online Casino Games	15	
	Playing games at a casino overseas	16	
	Prize promotions / Sweepstakes	17	
	E-Sports *(Competitive, organized video gaming; a multiplayer video game played competitively for spectators, typically by professional gamers)*	18	
	Placing bets at a betting lounge or betting shop	19	
	Off-track betting *(betting on horseracing away from the track where the race is being run)*	20	
	Other games (Specify)	21	
	None, never played for money or prizes	90	
Q5	**IF GAME PLAYED IN P12M ASK:** When you are usually playing or engaged in *(list activity)*, **where are you**? **(READ RESPONSES & USE SHOW CARDS). (RECORD IN TABLE BELOW)** At home At work At the gaming lounge On the corner/ On the street At the outlet/betting shop Other (Specify)	1 2 3 4 5 6 7	
Q6	**IF GAME PLAYED IN P12M ASK:** Thinking specifically of when you play *(list activity)* for money or prizes, **how long do you usually play for**? Please tell me in terms of… **(READ RESPONSES & USE SHOW CARDS). (RECORD IN TABLE BELOW)** Less than 1hr 1-2hrs 3-4hrs 5-6hrs More than 6 hours	1 2 3 4 5	

		Q5 Where play	Q6 Average amt of time
a.	Lotteries or other similar games of chance (e.g. Lotto, Cash Pot, Izzizi, Lucky Play, Big Pot, One Drop etc.)		
b.	Bingo		
c.	Board Games (e.g. Ludo)		
d.	Card Games (not including poker)		
e.	Coin games (e.g. Heads & Tails)		
f.	Computer/mobile games		
g.	Dominoes		
h.	Playing games at a gaming lounge		
i.	Poker (at home, friends home, at work or on the Internet)		
j.	Pool		
k.	Raffle		
l.	Slot machines or poker machines or other Video Lottery terminals		
m.	Sports betting: *(placing a wager or bet on the outcome of a particular sporting event)*		
n.	Video games		
o.	Online Casino Games		
p.	Playing games at a casino overseas		
q.	Prize promotions / Sweepstakes		
r.	E-Sports *(Competitive, organized video gaming; a multiplayer video game played competitively for spectators, typically by professional gamers)*		
s.	Placing bets at a betting lounge or betting shop		
t.	Off-track betting *(betting on horseracing away from the track where the race is being run)*		
u.	Other games (Specify)		

	Q7.1	IF GAME PLAYED IN P12M ASK: Approximately how much money, not including winnings, do you usually spend on *(list activity)* **EACH TIME**?	**(RECORD IN TABLE BELOW)**
	Q7.2	IF GAME PLAYED IN P12M ASK: Thinking back to all the times that you have played or engaged in *(list activity)* for money or prize, what was the largest amount of money you spent?	**(RECORD IN TABLE BELOW)**

		Q7.1 Average amt. spent $	Q7.2 Largest amt. spent $
a.	Lotteries or other similar games of chance (e.g. Lotto, Cash Pot, Izzizi etc.)		
b.	Bingo		
c.	Board Games (e.g. Ludo)		
d.	Card Games (not including poker)		
e.	Coin games (e.g. Heads & Tails)		
f.	Computer/mobile games		
g.	Dominoes		
h.	Playing games at a gaming lounge		
i.	Poker (at home, friends home, at work or on the Internet)		
j.	Pool		
k.	Raffle		
l.	Slot machines or poker machines or other Video Lottery terminals		
m.	Sports betting: *(placing a wager or bet on the outcome of a particular sporting event)*		
n.	Video games		
o.	Online Casino Games		
p.	Playing games at a casino overseas		
q.	Prize promotions / Sweepstakes		
r.	E-Sports *(Competitive, organized video gaming; a multiplayer video game played competitively for spectators, typically by professional gamers)*		
s.	Placing bets at a betting lounge or betting shop		
t.	Off-track betting *(betting on horseracing away from the track where the race is being run)*		
u.	Other games (Specify)		

Q8	**DO NOT ASK IF Q1=CODE 90** And thinking back, can you recall what age you were when you first played a game or engaged in any activity to win money or a prize? **ENTER 0 IF CAN'T RECALL**	_____ __ years old	

Q9	Based on what you know, read or have heard, how would you define gambling? **PROBE TO GET FULL RESPONES WRITE ANSWER IN SPACE BELOW.**		

Attitudes to Gambling Scale

Please tell me to what extent you agree or disagree with the following statements. Please tell me in terms of whether you

5 Strongly agree   4 Agree   3 Neither agree nor disagree   2 Disagree   1 Strongly disagree

(READ RESPONSES & USE SHOW CARDS).

#	QUESTIONS & FILTERS	Answer options						
		SA	Agree	N	Disagree	SD	DK	
Q10.1	People should have the right to gamble whenever they want.	5	4	3	2	1	98	
Q10.2	There are too many opportunities for gambling nowadays.	5	4	3	2	1	98	
Q10.3	Gambling should be discouraged.	5	4	3	2	1	98	
Q10.4	Most people who gamble do so sensibly.	5	4	3	2	1	98	
Q10.5	Gambling is dangerous for family life.	5	4	3	2	1	98	
Q10.6	Balanced gambling is good for society.	5	4	3	2	1	98	
Q10.7	Gambling livens up life.	5	4	3	2	1	98	
Q10.8	It would be better if gambling was banned altogether.	5	4	3	2	1	98	
Q10.9	Gambling is a fool's game.	5	4	3	2	1	98	
Q10.10	Gambling is an important part of cultural life.	5	4	3	2	1	98	
Q10.11	Gambling is a harmless form of entertainment.	5	4	3	2	1	98	
Q10.12	Gambling is a waste of time.	5	4	3	2	1	98	
Q10.13	Gambling is like a drug.	5	4	3	2	1	98	
Q10.14	The Gambling Industry thrives on vulnerable people, taking advantage of their greed and weakness.	5	4	3	2	1	98	
Q10.15	Gambling is good for communities.	5	4	3	2	1	98	
Q10.16	Few persons get into financial difficulty as a result of gambling.	5	4	3	2	1	98	
Q10.17	Gambling is a quick way to make extra money.	5	4	3	2	1	98	
Q10.18	The pay outs/winnings from gambling is worth the effort.	5	4	3	2	1	98	
Q10.19	Many people regard gambling as an escape from personal problems and worries.	5	4	3	2	1	98	
Q10.20	The chances of winning when gambling are good.	5	4	3	2	1	98	
Q10.21	Because of the risk involved, gambling brings a level of satisfaction.	5	4	3	2	1	98	
Q10.22	Gambling is a thrill seeking game of testing your luck.	5	4	3	2	1	98	
Q10.23	Gambling makes it unnecessary to work hard.	5	4	3	2	1	98	
Q10.24	Gamblers who return as soon as possible to win back losses are in need of counselling.	5	4	3	2	1	98	
Q10.25	Gambling is not part of a religious lifestyle.	5	4	3	2	1	98	
Q10.26	Given the opportunity I will sign a petition prohibiting/banning all forms of gambling.	5	4	3	2	1	98	
Q10.27	Even with treatment a person who has had problems with gambling will always have problems with gambling.	5	4	3	2	1	98	
Q10.28	People who experience gambling problems deserve it for their choice to gamble.	5	4	3	2	1	98	
Q10.29	Most people think that gamblers tend to be irresponsible.	5	4	3	2	1	98	
Q10.30	Most people believe that gamblers are not responsible for their gambling problems.	5	4	3	2	1	98	
Q10.31	Most people think less of a person who gambles.	5	4	3	2	1	98	

Problem and Pathological Gambling Measure (PPGM)
(ASK ONLY IF CODE '90' NOT MENTIONED AT Q1 or Q2)

#	QUESTIONS & FILTERS	RESPONSES	
	Thinking of the past 12 months has your involvement in playing games for money caused…		
Q11.1	You either to borrow a significant amount of money or sell some of your possessions?	1 Yes	2 No
Q11.2	Significant financial concerns for you or someone close to you?	1 Yes	2 No
Q11.3	Significant mental stress in the form of guilt, anxiety, or depression for you or someone close to you?	1 Yes	2 No
Q11.4	Serious problems in your relationship with your spouse/partner, or important friends or family? *(Note: Family is whomever the person themselves defines as "family")*	1 Yes	2 No
Q11.5	You to repeatedly neglect your children or family?	1 Yes	2 No
Q11.6	Or resulted in significant health problems or injury for you or someone close to you?	1 Yes	2 No
Q11.7	Significant work or school problems for you or someone close to you?	1 Yes	2 No
Q11.8	You to miss a significant amount of time off work or school?	1 Yes	2 No
Q11.9	You or someone close to you to write bad cheques, take money that didn't belong to you or commit other illegal acts to support your gambling?	1 Yes	2 No
	Still thinking of the past 12 months have you…		
Q11.10	Often gambled longer, with more money or more frequently than you intended to?	1 Yes	2 No
Q11.11	Often gone back to try and win back the money you lost?	1 Yes	2 No
Q11.12	Made any attempts to either cut down, control or stop your gambling? **IF "NO" GO TO Q11.14**	1 Yes	2 No
Q11.13	Were you successful in these attempts?	1 Yes	2 No
	Please tell me if in the past 12 months…		
Q11.14	There was anyone else who would say that you have had difficulty controlling your gambling, regardless of whether you agreed with them or not?	1 Yes	2 No
Q11.15	Would you say you have been preoccupied with gambling?	1 Yes	2 No
Q11.16	When you were not gambling did you often experience irritability, restlessness or strong cravings/urge to gamble?	1 Yes	2 No
Q11.17	You found that you needed to gamble with larger and larger amounts of money to achieve the same level of excitement?	1 Yes	2 No

NOTES TO INTERVIEWER:
If people ask what 'significant' means, say 'significant means something that either you or someone else would say is considerable, important, or major', either because of its frequency or seriousness.
If people ask what 'problem' means say 'a difficulty that needs to be fixed'.

Q12. Thinking about the past 12 months, how often have you done each of the following? Please tell me terms of never, sometimes, most of the time, or always. **(READ RESPONSES & USE SHOW CARDS)**

#	QUESTIONS & FILTERS	RESPONSES					
	How often have you…	Always	Most of the time	Sometimes	Never	DK	
Q12.1	Bet more than you could really afford to lose?	4	3	2	1	98	
Q12.2	Needed to gamble with larger amounts of money to get the same feeling of excitement?	4	3	2	1	98	
Q12.3	Gone back another day to try to win back the money you lost?	4	3	2	1	98	
Q12.4	Borrowed money or sold anything to get money to gamble?	4	3	2	1	98	
Q12.5	Felt that you might have a problem with gambling?	4	3	2	1	98	
Q12.6	Felt guilty about the way you gamble, or what happens when you gamble?	4	3	2	1	98	
Q12.7	Bet or spent more money than you wanted to on gambling?	4	3	2	1	98	
Q12.8	Lied to family members or others to hide your gambling?	4	3	2	1	98	
Q12.9	Felt like you would like to stop betting money or gambling, but you didn't think you could?	4	3	2	1	98	
	And how often has your gambling caused…						
Q12.10	You any health problems, including stress or anxiety?	4	3	2	1	98	
Q12.11	Any financial problems for you or your household?	4	3	2	1	98	

	QUESTIONS & FILTERS	RESPONSES		OBJECTIVE
	(ASK Q13 ONLY IF '90' NOT MENTIONED AT Q1)			
Q13.1	Do you feel you have ever had a gambling problem?	1 Yes	2 No	
Q13.2	**IF Q13.1=CODE 1 ASK:** Have you tried to stop, or cut down your gambling because of this?	1 Yes	2 No	
Q13.3	**IF Q13.2=CODE 1 ASK:** Have you ever sought help from any of the following people about a gambling problem? **(READ RESPONSES)** Family or friend GP/Nurse/Psychologist or other health care professional Gambling Help Group / service / advisor / counsellor Credit/debt advisor Faith or religious leader Employer Other counseling/psychologist / psychiatrist service Someone else Have not spoken to anyone	1 2 3 4 5 6 7 8 9		

	QUESTIONS & FILTERS	RESPONSES			OBJECTIVE
		YES	NO	NA/DK	
Q14.1	Thinking about your parents/step-parents / guardians, do or did any of them regularly gamble?	1	2	98	
Q14.2	**IF Q14.1=CODE 1 ASK:** Do you feel that any of your parents/guardians / step-parents have, or had, a gambling problem?	1	2	98	
Q15	Have you ever seen any advertisements promoting gambling activities on TV, billboards, newspapers, email spam or internet pop ups etc?	1	2	98	
Q16	Has anyone in your family EVER had a gambling problem?	1	2	98	
Q17	Has anyone in your family EVER had an alcohol or drug problem?	1	2	98	
Q18	Have you used alcohol or drugs while gambling?	1	2	98	
Q19	Have you gambled while drunk or high?	1	2	98	
Q20	Have you felt you might have an alcohol or drug problem?	1	2	98	
Q21	If something painful happened in your life, did you have the urge to gamble?	1	2	98	
Q22	If something painful happened in your life, did you have the urge to have a drink?	1	2	98	
Q23	If something painful happened in your life did you have the urge to use or smoke marijuana?	1	2	98	
Q24	Have you been under a doctor's care because of physical or emotional problems brought on by stress?	1	2	98	
Q25	Was there ever a time when you felt depressed for two weeks or more in a row?	1	2	98	
Q26.1	Have you ever seriously thought about committing suicide?	1	2	98	
Q26.2	**IF Q26.1=CODE 1 ASK:** Have you ever seriously thought about committing suicide as a result of your gambling?	1	2	98	
Q26.3	**IF Q26.2=CODE 1 ASK:** Have you ever attempted suicide as a result of your gambling?	1	2	98	
Q27.1	Which of the following have you ever tried at least once in your lifetime? **(READ RESPONSES & USE SHOW CARDS). (RECORD IN TABLE BELOW)**				
	Play a team sport	1			
	Drink alcoholic beverages such as beer, stout, rum, vodka etc.	2			
	Smoke a tobacco cigarette	3			
	Smoke weed / ganja	4			
	Hang out / Go out with friends	5			
	Get in a physical fight	6			
	Speak to a professional about a problem you have	7			
	Do exercises such as jogging, lifting weights etc.	8			
	Use a substance such as cocaine	9			
	Get drunk	10			
	Talked to God about a problem you have	11			
	None	12			
Q27.2	Which have you done in the past 12months? **READ RESPONSES. SHOW CARDS**				
	Play a team sport	1			
	Drink alcoholic beverages such as beer, stout, rum, vodka etc.	2			
	Smoke a tobacco cigarette	3			
	Smoke weed / ganja	4			
	Hang out / Go out with friends	5			
	Get in a physical fight	6			
	Speak to a professional about a problem you have	7			
	Do exercises such as jogging, lifting weights etc.	8			
	Use a substance such as cocaine	9			
	Get drunk	10			
	Talked to God about a problem you have	11			
	None	12			

Q27.3	**FOR EACH ACTIVITY DONE IN THE PAST 12 MONTHS ASK:** Thinking of the past year, how often did you …? **(READ RESPONSES & USE SHOW CARDS).** **(RECORD CODE BELOW)** Daily: Everyday / Almost everyday 5 Weekly: At least once a week 4 Monthly: At least once a month 3 Yearly: At least once a year 2 Rarely: A few times in your life 1

Play a team sport		
Drink alcoholic beverages such as beer, stout, rum, vodka etc.		
Smoke a tobacco cigarette		
Smoke weed / ganja		
Hang out / Go out with friends		
Get in a physical fight		
Speak to a professional about a problem you have		
Do exercises such as jogging, lifting weights etc.		
Use a substance such as cocaine		
Get drunk		
Talked to God about a problem you have		

Brief HEXACO Inventory

Q28. Please tell me to what extent you agree or disagree with the following statements. Please tell me in terms of whether you : 5 Strongly agree   4 Agree   3 Neither agree nor disagree   2 Disagree   1 Strongly disagree

(READ RESPONSES & USE SHOW CARDS).

#	QUESTIONS & FILTERS	Answer options						
		SA	Agree	N	Disagree	SD	DK	
Q28.1	I can look at a painting for a long time	5	4	3	2	1	98	
Q28.2	I make sure that things are in the right spot	5	4	3	2	1	98	
Q28.3	I remain unfriendly to someone who was mean to me.	5	4	3	2	1	98	
Q28.4	Nobody likes talking with me.	5	4	3	2	1	98	
Q28.5	I am afraid of feeling pain	5	4	3	2	1	98	
Q28.6	I find it difficult to lie	5	4	3	2	1	98	
Q28.7	I think science is boring	5	4	3	2	1	98	
Q28.8	I postpone complicated tasks as long as possible.	5	4	3	2	1	98	
Q28.9	I often express **criticism**	5	4	3	2	1	98	
Q28.10	I easily approach strangers	5	4	3	2	1	98	
Q28.11	I worry less than others.	5	4	3	2	1	98	
Q28.12	I would like to know how to make lots of money in a dishonest manner	5	4	3	2	1	98	
Q28.13	I have a lot of imagination	5	4	3	2	1	98	
Q28.14	I work very **precisely**	5	4	3	2	1	98	
Q28.15	I tend to quickly agree with others	5	4	3	2	1	98	
Q28.16	I like to talk with others	5	4	3	2	1	98	
Q28.17	I can easily overcome difficulties on my own	5	4	3	2	1	98	
Q28.18	I want to be famous	5	4	3	2	1	98	
Q28.19	I like people with strange ideas	5	4	3	2	1	98	
Q28.20	I often do things without really thinking	5	4	3	2	1	98	
Q28.21	Even when I'm treated badly, I remain calm	5	4	3	2	1	98	
Q28.22	I am **seldom** cheerful	5	4	3	2	1	98	
Q28.23	I have to cry during sad or romantic movies	5	4	3	2	1	98	
Q28.24	I am entitled to special treatment	5	4	3	2	1	98	

Resilience

Q29. Please tell me how true the following statements are. You can tell me in terms of: *never true; rarely true; sometimes true; often true; or almost always true.* (READ RESPONSES & USE SHOW CARDS)

#	QUESTIONS & FILTERS	Answer options						
		Almost always true	Often true	Sometimes true	Rarely true	Never true	DK	
Q29.1	Believing in myself helps me to overcome difficult times	5	4	3	2	1	98	
Q29.2	I completely trust my judgments and decisions	5	4	3	2	1	98	
Q29.3	At hard times I know that better times will come	5	4	3	2	1	98	
Q29.4	I experience good interactions with both women and men	5	4	3	2	1	98	
Q29.5	There are few conflicts in my family	5	4	3	2	1	98	
Q29.6	I always have someone who can help me when needed	5	4	3	2	1	98	
Q29.7	I have some close friends/family members who are good at encouraging me	5	4	3	2	1	98	
Q29.8	I can discuss personal matters with friends/family members	5	4	3	2	1	98	

Perceived Stress

#	QUESTIONS & FILTERS	RESPONSES	
Q30	Now thinking of the past month, which of the following have you experienced a lot /most days? **(READ RESPONSES & USE SHOW CARD)** Been upset because of something that happened unexpectedly	1	
	Felt that you were unable to control the important things in your life	2	
	Felt nervous and "stressed"	3	
	Felt confident about your ability to handle your personal problems	4	
	Felt that things were going your way	5	
	Found that you could not cope with all the things that you had to do	6	
	Been able to control irritations in your life	7	
	Felt that you were on top of things	8	
	Been angered because of things that were outside of your control	9	
	Felt difficulties were piling up so high that you could not overcome them	10	

#	QUESTIONS & FILTERS	RESPONSES	
Q31	How satisfied are you with the following areas of your life? Please tell me in terms of*: very satisfied; satisfied; neither satisfied nor dissatisfied; dissatisfied or very dissatisfied*		
Q31.1	Your community **(READ RESPONSES & USE SHOW CARDS)**	Very satisfied 5 Satisfied 4 Neither satisfied nor dissatisfied 3 Dissatisfied 2 Very dissatisfied 1	
Q31.2	Housing conditions **(READ RESPONSES & USE SHOW CARDS)**	Very satisfied 5 Satisfied 4 Neither satisfied nor dissatisfied 3 Dissatisfied 2 Very dissatisfied 1	
Q31.3	Work/Job **(READ RESPONSES & USE SHOW CARDS)**	Very satisfied 5 Satisfied 4 Neither satisfied nor dissatisfied 3 Dissatisfied 2 Very dissatisfied 1	
Q31.4	Financial situation **(READ RESPONSES & USE SHOW CARDS)**	Very satisfied 5 Satisfied 4 Neither satisfied nor dissatisfied 3 Dissatisfied 2 Very dissatisfied 1	
Q31.5	Leisure and social life **(READ RESPONSES & USE SHOW CARDS)**	Very satisfied 5 Satisfied 4 Neither satisfied nor dissatisfied 3 Dissatisfied 2 Very dissatisfied 1	
Q31.7	Personal health **(READ RESPONSES & USE SHOW CARDS)**	Very satisfied 5 Satisfied 4 Neither satisfied nor dissatisfied 3 Dissatisfied 2 Very dissatisfied 1	
Q31.8	Family health **(READ RESPONSES & USE SHOW CARDS)**	Very satisfied 5 Satisfied 4 Neither satisfied nor dissatisfied 3 Dissatisfied 2 Very dissatisfied 1	

Now let us talk a little about some communication channels.

#	QUESTIONS & FILTERS	RESPONSES	OBJECTIVE
Q32.1	People may see, hear or read about responsible gambling in lots of different places such as: on TV, through the mail, newspaper, email, online, radio, posters etc. Have you **EVER** seen, heard or read anything about **gambling responsibly**?	**(1)** Yes **(2)** No	
Q32.2	Have you seen, heard or read anything about **gambling responsibly** in the **PAST 3 MONTHS**?	**(1)** Yes **(2)** No	
Q33	Do you know if any of the following agencies or organizations help persons in Jamaica who are struggling with gambling problems?	**(1)** RISE Life Management **(2)** Gamblers Anonymous **(3)** Betting, Gaming and Lotteries Commission (BGLC) **(4)** Other (Specify) **(5)** None/DK	
Q34	Have you ever participated in any workshops, seminars or sessions on responsible gambling?	**(1)** Yes **(2)** No	
Q35.1	Where do you usually get information on news and current events? **(READ RESPONSES)**	**(1)** Television **(2)** Radio **(3)** Newspaper (Gleaner, Observer etc.) **(4)** Tabloids (STAR) **(5)** Social Media (FB, IG, Twitter etc.) **(6)** YouTube **(7)** Word of mouth (Friends & family) **(8)** Elsewhere on the internet **(10)** Other (Specify)	
Q36	**How often do you engage in any of the following activities?** Please tell me in terms of More than once a day; Once a day; More than once a week; Once a week; More than once a month; Once a month; Less Often; Never		
Q36.1	Watch local TV stations **(READ RESPONSES & USE SHOW CARDS)**	More than once a day 1 Once a day 2 More than once a week 3 Once a week 4 More than once a month 5 Once a month 6 Less Often 7 Never 8	
Q36.2	Watch cable **(READ RESPONSES & USE SHOW CARDS)**	More than once a day 1 Once a day 2 More than once a week 3 Once a week 4 More than once a month 5 Once a month 6 Less Often 7 Never 8	

#	QUESTIONS & FILTERS	RESPONSES		OBJECTIVE
Q36.3	Read PRINT newspaper (The Gleaner/Observer) **(READ RESPONSES & USE SHOW CARDS)**	More than once a day Once a day More than once a week Once a week More than once a month Once a month Less Often Never	1 2 3 4 5 6 7 8	
Q36.4	Read PRINT tabloids (The STAR) **(READ RESPONSES & USE SHOW CARDS)**	More than once a day Once a day More than once a week Once a week More than once a month Once a month Less Often Never	1 2 3 4 5 6 7 8	
Q36.6	Browse internet **(READ RESPONSES & USE SHOW CARDS)**	More than once a day Once a day More than once a week Once a week More than once a month Once a month Less Often Never	1 2 3 4 5 6 7 8	
Q36.7	Listen to the radio **(READ RESPONSES & USE SHOW CARDS)**	More than once a day Once a day More than once a week Once a week More than once a month Once a month Less Often Never	1 2 3 4 5 6 7 8	

Q37	Thinking of different websites and apps you use, how often do you visit or use each of the following: **(READ RESPONSES & USE SHOW CARDS)**			
Q37.1	Twitter	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.2	Instagram	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.3	Facebook	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.4	Snapchat	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.5	YouTube	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.6	WhatsApp	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	

#	QUESTIONS & FILTERS	RESPONSES		OBJECTIVE
Q37.7	Pinterest	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.8	LinkedIn	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.9	Reddit	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.10	TikTok	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.11	Online Newspaper (Gleaner, Observer etc.)	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	
Q37.12	Online Tabloids (STAR etc.)	More than once a day	1	
		Once a day	2	
		More than once a week	3	
		Once a week	4	
		More than once a month	5	
		Once a month	6	
		Less Often	7	
		Never	8	

Demographics and Background

#	QUESTIONS & FILTERS	RESPONSES	OBJECTIVE
Q38	Do you actively practice a religion? **(READ RESPONSES)**	**(1)** Never **(2)** Sometimes **(3)** Most of the time **(4)** Always	
Q39	**RECORD RESPONDENTS GENDER OR ASK:** How do you identify? **(DO NOT READ RESPONSES)**	**(1)** Male **(2)** Female **(3)** Other	
Q40.1	And which of the following age groups do you fall into? **(READ RESPONSES)**	**(1)** 18-24yrs **(2)** 25-29yrs **(3)** 30-34yrs **(4)** 35-39yrs **(5)** 40-44yrs **(6)** 45-49yrs **(7)** 50-54yrs **(8)** 55-59yrs **(9)** 60-65yrs **(10)** Refused / NA	
Q40.2	And what is your exact age?		
Q41	What is your marital status? **(READ RESPONSES)**	**(1)** Single **(2)** Married **(3)** Separated **(4)** Divorced **(5)** I live with my partner **(6)** Widowed **(7)** I have a regular sexual partner who does not live with me but visits from time to time **(8)** Other (Specify)	
Q42.1	And with whom do you currently live?	**(1)** Two Parents/Guardians **(2)** Single parent/guardian (Father only or Mother only) **(3)** Spouse **(4)** Extended Family (Grandparent, Aunt, Uncle, etc.) **(5)** Siblings **(6)** Friends **(7)** Child/ Children **(8)** No one (Live alone) **(9)** Other (Specify)	
Q42.2	How many persons 17yrs and under live in your household?		
Q42.3	How many persons 18yrs and over live in your household?		
	And how many persons, including you, in your household are…		
Q43.1	Employed full time		
Q43.2	Employed part time		
Q43.3	Unemployed but not students		
Q43.4	Student		
Q43.5	Retired		
Q44.1	Which of the following best describes you currently, you are… **(READ RESPONSES)**	**(1)** Employed full time **(2)** Employed part time **(3)** Unemployed **(4)** Student	

		(5) Retired	
Q44.2	**IF Q44.1 =1 OR 2 ASK** What is your occupation?	**CHECK DEMOGRAPHIC SHEET**	
Q44.3	**IF Q44.1 =3 OR 5 ASK** What was your previous occupation?	**CHECK DEMOGRAPHIC SHEET**	
Q44.4	**IF Q44.1 =4 ASK** What is the occupation of the main wage earner in your household?	**CHECK DEMOGRAPHIC SHEET**	
Q44.5	**IF Q44.1 =1 OR 2 ASK** And how long would you say you have been working? Please tell me in terms of years.		
Q45	What was the highest level/grade you reached/completed in school? **(READ RESPONSES)**	**(1)** Post graduate Degree (Masters/ Ph.D.) **(2)** Undergraduate Degree (Bachelors) **(3)** Associate Degree **(4)** HEART/NVQJ -Level 5 / Post-secondary certificate/diploma completed in 1 year or more **(5)** HEART/NVQJ -Level 1-4 / Post-secondary certificate/diploma completed in less than a year **(6)** High school diploma/Completion Certificate **(7)** CXC Certificate **(8)** Grade (Specify) _____ **(9)** No schooling **(10)** Other (Specify) _____	
Q46	And which of the following ranges would you say best represents the total monthly income of your household? **(READ RESPONSES)**	**(1)** Under $22,000 **(2)** $22,000 - $50,000 **(3)** $50,001 - $100,000 **(4)** $100,001 - $150,000 **(5)** $150,001 - $200,000 **(6)** $200,001 - $250,000 **(7)** $250,001 - $300,000 **(8)** Over $300,000 **(9)** Refused / Don't Know	
	For the following questions, I will read the questions to you and you will circle the answer on the sheet that I have given you. Once you have finished answering these questions, please drop the completed answer sheet in this envelope. The envelope will be sealed and no one will be able to link back the answers to you.		
Q47	**SELF ADMINISTERED:** Have you ever been arrested? **(INTERVIEWER TO READ RESPONSES)**	**(1)** Yes **(2)** No	
Q48	**SELF ADMINISTERED:** In total, how many persons did you have sex with in the past 12months? This includes all the persons you have had sex with even if just one time. **Please write the number on this answer sheet.**	_____	

Q49	**SELF ADMINISTERED:** In the past 12 months, have you had sex with a person who you never had sex with before that was a one night stand? **(INTERVIEWER TO READ RESPONSES)**	**(1**) Yes **(2)** No	
	Sometimes people have sex with someone I exchange for gifts or help with expenses or money. Have you ever done any of the following? Please circle "yes" or "no" on the answer sheet.		
Q50.1	**SELF ADMINISTERED:** Received help with expenses in exchange for sex? **(READ RESPONSES)**	**(1**) Yes **(2)** No	
Q50.2	**SELF ADMINISTERED:** Received money in exchange for sex? **(READ RESPONSES)**	**(1**) Yes **(2)** No	
Q50.3	**SELF ADMINISTERED:** Paid money for sex? **(READ RESPONSES)**	**(1**) Yes **(2)** No	
Q50.4	**SELF ADMINISTERED:** Received gifts or favors in exchange for sex? **(READ RESPONSES)**	**(1**) Yes **(2)** No	
Q50.5	**SELF ADMINISTERED:** Given gifts or favors in exchange for sex? **(READ RESPONSES)**	**(1**) Yes **(2)** No	
Q50.6	**SELF ADMINISTERED:** Provided help with expenses in exchange for sex? **(READ RESPONSES)**	**(1**) Yes **(2)** No	

ANSWER SHEETS

Investigation of Adult Gambling in Jamaica Survey - Answer Sheet - Q47

Q47. Have you ever been arrested?
Please circle your response on the answer sheet.

Yes
No

Investigation of Adult Gambling in Jamaica Survey - Answer Sheet - Q48

Q48. In total, how many persons did you have sex with in the past 12months? This includes all the persons you have had sex with even if just one time.

Please write the number on this answer sheet.

Investigation of Adult Gambling in Jamaica Survey - Answer Sheet - Q49

Q49. In the past 12 months, have you had sex with a person who you never had sex with before that was a one night stand?

Please circle your response on the answer sheet.

Yes
No

Investigation of Adult Gambling in Jamaica Survey - Answer Sheet – Q50

For the following six questions please circle "**Yes**" or "**No**" on the answer sheet.

Q50.1 Received help with expenses in exchange for sex? □YES □ NO	
Q50.2 Received money in exchange for sex? □YES □ NO	
Q50.3 Paid money for sex? □YES □ NO	
Q50.4 Received gifts or favors in exchange for sex? □YES □ NO	
Q50.5 Given gifts or favors in exchange for sex? □YES □ NO	
Q50.6 Provided help with expenses in exchange for sex? □YES □ NO	

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