

Grant County Problem Gambling Treatment 08-09

Estimated no. adult problem gamblers:	142
Number of gamblers enrolled in treatment:	2
Average age of gamblers seeking treatment:	40.0
Gender of gamblers seeking treatment:	Female 100.0% Male 0.0%
Ethnicity of gamblers seeking treatment:	White 100.0 %
Primary gambling activity:¹	Video Poker 50.0% Slots 50.0%
Source of referral to the treatment program:	Previous client 50.0% Community Svc Provider 50.0%
Number of family members* enrolled in treatment: <small>*family members are eligible for free treatment with or without the problem gambler's involvement in treatment</small>	1

Mental health, addiction and other correlates of problem gambling that should be taken into account in planning for service delivery

Among clients in problem gambling treatment statewide:

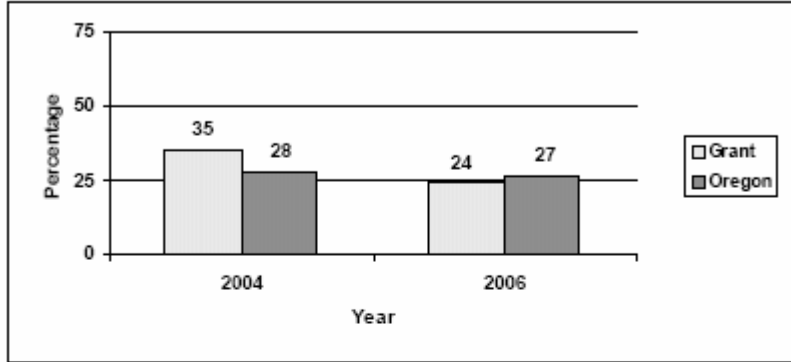
Average reported gambling debt	\$32,000
Co-occurring alcohol problems	34%
Report committing illegal acts to obtain gambling money	38%
Had suicidal thoughts	48%
Attempted suicide	9%
Work full time	39%
Average annual income	\$30,776
Treatment programs that are within 50 miles of a casino are significantly more likely to enroll gamblers who report their primary gambling venue as a casino than other treatment programs.	

¹ Game of choice of gamblers enrolled in treatment during the year.

Grant County Problem Gambling Prevention

Percent of Youth Who Gambled in the Past Year

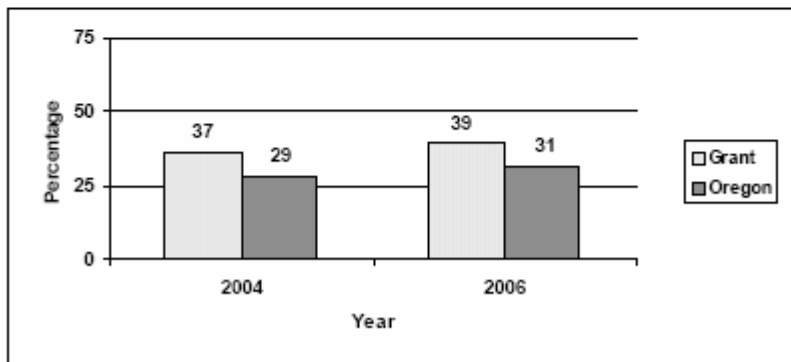
8th grade



Data Source: Oregon Healthy Teens Survey

Percent of Youth Who Gambled in the Past Year

11th grade



Data Source: Oregon Healthy Teens Survey

Youth who gamble are much more likely to be involved in other risky behaviors.

Gambling is not a harmless alternative activity for youth.

Gambling should be included in discussions of healthy choices and risky behaviors at school, in the community and at home.

Statewide youth gambling data shows a significant correlation between youth gambling and engaging in other risk behaviors such as drinking:

Percent who binge drank in the last 30 days, grade 11

