

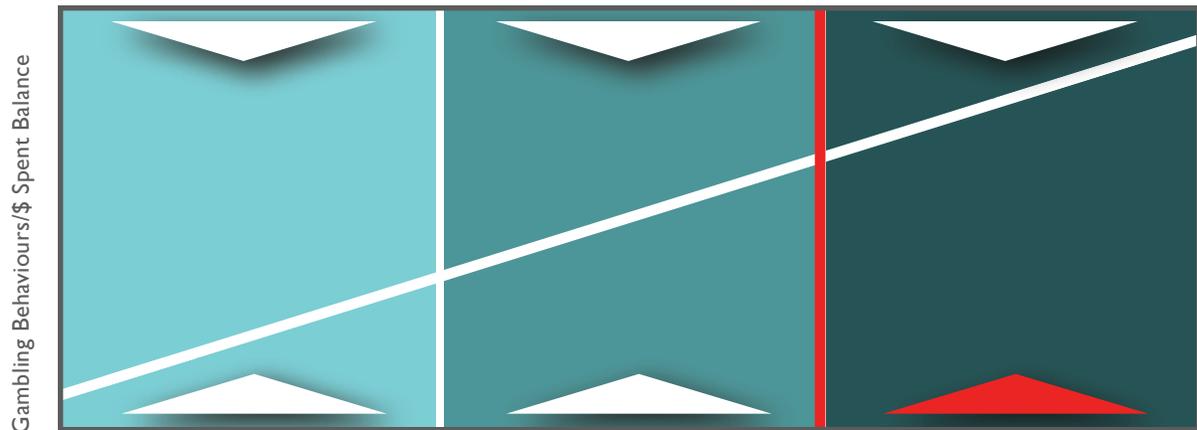
Gambling Progression Model

Phases	PHASE 1	PHASE 2	PHASE 3
Types % of Population	NON-PROBLEM (81%)	LOW/MODERATE (4%)	HIGH RISK/PROBLEM (3%)

NON-GAMBLERS (13%)

Characteristics	<ul style="list-style-type: none"> • Gambles occasionally (every few months) • Spends low % of personal income on gambling • Retains high level of control over gambling behaviours • High ability to limit time allocated to gambling • Average annual expenditure - \$400 • Pastime (no to low risk) 	<ul style="list-style-type: none"> • Gambles regularly (several times a month/weekly) • Spends average to above average % of personal income on gambling • Retains moderate level of control over gambling behaviours • Moderate ability to limit time allocated to gambling • Average annual expenditure - \$1875 • Habit (low to moderate risk) 	<ul style="list-style-type: none"> • Gambles frequently (several times weekly/daily) • Spends high to very high % of personal income on gambling • Retains very low level to no control over gambling behaviours • Unable to limit time allocated to gambling • Average annual expenditure - \$6225 • Addiction - 36% of OLG revenues
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HIGH ——— **CONTROL OF GAMBLING BEHAVIOURS** ——— LOW



LOW ——— **% OF PERSONAL INCOME SPENT ON GAMBLING** ——— HIGH

TIME

Implications/Risks	<ul style="list-style-type: none"> • No to little impact on family situation • No impact on mental health or sense of well-being • No impact on social service costs 	<ul style="list-style-type: none"> • Low to moderate impact on family situation • Potential spousal tension • May regret spending so much money during a single visit • At the extreme may be at risk of moving to Phase 3: Problem Gambling 	<ul style="list-style-type: none"> • Very high impact on family situation • Much higher levels of depression, anxiety, cross-dependence, divorce, spousal abuse • 35% chance of suicidal thoughts & 20% chance of suicide attempts • High social service costs • Higher police services costs
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Suggested Response	<ul style="list-style-type: none"> • Do nothing • Enjoy occasional casino visits 	<ul style="list-style-type: none"> • Stay aware of money spent and time allocated to gambling • Implement personal limits and monitor adherence 	<ul style="list-style-type: none"> • Seek treatment (only 1-2% of Problem Gamblers self identify) • Enroll in Self Exclusion Program
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Developed based on research review conducted by NO! Downtown Hamilton Casino

Gambling Progression Model Explanation

Overview

The Gambling Progression Model is designed to reflect how gambling behaviours, and their associated characteristics, implications, and risks, can progress over time. The model is based on a review of the literature on gambling produced by governments and universities throughout North America.

Phases

There are 3 Phases included in this model to illustrate the progression of gambling behaviours that may occur. It's important to note, that the majority of people in Phase 1: Non-Problem Gamblers, do not progress to Phase 2: Low/Moderate Risk Gamblers, while even fewer progress to Phase 3: High Risk Problem Gamblers.

Types/% of Population

The literature tends to show 3 or 4 Types of gamblers, excluding non-gamblers which represent approximately 13% of the total population. The remaining 87% is split between the 3 Types included in this model.

Characteristics

The Characteristics contained in the model are meant to be representative, not exhaustive. The Characteristics included are examples of the most common observable behaviours for each of the 3 Types of gamblers in each of the 3 Phases of gambling. It should be noted that although Problem Gamblers represent up to 3% of the total population that gambles, they represent 36% of OLG's revenues.

Control of Gambling Behaviours

The Control of Gambling Behaviours line moves from High Control in Phase 1: Non-Problem Gambler to Low/No Control in Phase 3: High Risk Problem Gambler. Evidence suggests that as gambling becomes more of an addiction, individuals who are problem gamblers lose their ability to control their gambling behaviours, thereby increasing the frequency with which they gamble, as well as the % of personal income they spend on gambling.

% of Personal Income Spent on Gambling

The % of Personal Income Spent on Gambling line moves from Low % in Phase 1: Non-Problem Gambler to High in Phase 3: High Risk Problem Gambler. Evidence suggests that as gambling becomes more of an addiction, individuals who are problem gamblers lose their ability to control their gambling behaviours, thereby increasing the frequency with which they gamble, as well as the % of personal income they spend on gambling.

Gambling Behaviours/\$ Spent Balance

The Gambling Behaviours/\$ Spent Balance line illustrates how the mix between gambling behaviours and \$ spent shifts over time, completely reversing itself from Phase 1: Non-Problem Gambler to Phase 3: High Risk Problem Gambler.

Time

The Time line simply illustrates that over time, the Type of gambler may change. The time line does not include specific measurements as there is little evidence as to how long it may take some gamblers to move to the next level.

Implications/Risks

The Implications/Risks are Phase-specific meaning that there are few, if any, implications or risks in Phase 1: Non-Problem Gambler, while there are many in Phase 3: High Risk Problem Gambler. Again, the list of Implications/Risks is meant to be representative, not exhaustive. The research contains much more information about the implications and risks associated with problem gambling.

Suggested Response

The Suggested Responses provide examples of only the most basic actions suggested for each of the 3 Phases. There is a large body of work focused on the treatment of problem gambling. It should be noted that only 1 to 2% of problem gamblers self identify and seek treatment.

