



Embargoed until November 26, 2008

CONTACT: Dan Romer, 215-898-6776; 610-202-7315 (cell)

Internet Gambling Stays Low Among Youth Ages 14 to 22 But Access to Gambling Sites Continues; Sports Gambling Makes Resurgence

After last year's precipitous decline, card playing for money on the Internet has remained at the same low level among both high school and college-age males, according to the latest National Annenberg Survey of Youth.

Card playing for money at least once a month on the Internet among male youth remained at the same level in 2008 (3.3%) as in 2007 (2.4%) (see Table 1 below). Weekly rates of gambling also did not change, going from 1.1% to 1.7% (see Table 2 below). Card playing in general remained at about the same levels for both monthly (26.0% to 25.6%) and weekly (5.0% to 4.2%) play (see also Figure 1 below).

"The card playing fad that we saw earlier in the decade appears to have lost its steam among young people ages 14 to 22," said Dan Romer, director of the Annenberg Adolescent Risk Communication Institute that conducts the annual survey. In addition, the strong drop in weekly use of Internet sites following passage of the Unlawful Internet Gambling Enforcement Act (UIGEA) of 2006 appears to remain in place.

Despite the leveling off of card playing, access to Internet gambling sites remains open to those youth who are able to bypass the law by using third-party payment systems. Projected on a national basis, more than 300,000 youth in the study age range (14 to 22) gamble for money at least once a week on the Internet, and over 700,000 do so at least once a month.

New regulations under the UIGEA have recently been released by the U.S. Treasury Department (www.ustreas.gov/press/releases/hp1266.htm). It remains to be seen how these rules will affect access to Internet poker play in young people.

"The continued use of online gambling sites by many young people indicates that they are still risking their financial futures on poker," added Romer. "This calls for continued efforts to educate young people about the hazards of Internet gambling."

Other Forms of Gambling

The relative stability of card playing did not extend to other forms of gambling, especially sports betting. Male youth reported increased betting on sports, going from 20.7 percent on a monthly basis in 2007 to 26.4 percent in 2008. Betting on sports also increased on a weekly basis, going from 5.0 percent to 9.7 percent. In total, other forms of gambling (sports, slots, lotteries, and horse racing) increased from 31.4 percent to 38.9 percent on a monthly basis in male youth. Nevertheless, the long-term trend in weekly gambling since the survey started has been downward, going from 20.3 percent in 2002 to this year's 14.6 percent in males and from 9.2 percent to 4.4 percent in females.

Problem Gambling Symptoms Remain Stable in Male Youth

Symptoms of problem gambling tend to parallel card-playing trends. Among male youth, those who reported some type of gambling on a weekly basis and who reported at least one symptom of problem gambling stayed about the same as last year (6.1% in 2007 vs. 7.8% in 2008). Although these rates of problem symptoms have not risen since last year, they do suggest that a significant proportion of youth are at risk for disorders related to problem gambling.

Gambling Rates and Problems Lower in Young Women

Gambling of all kinds in young women tends to lag behind men. About 25 percent of young women report any gambling on a monthly basis compared to about 48 percent of young men. Although about 8 percent of young women report playing cards for money on a monthly basis, Internet use tends to be small, with less than 1 percent report playing online. Not surprisingly, young women report much lower rates of problem gambling symptoms, about 1 percent overall.

Table 1. Percentages of Respondents Reporting Different Gambling Activities at Least Once a Month from 2004 to 2008.

	Age Group										Total Sample				
	14-17					18-22					2004	2005	2006	2007	2008
	2004	2005	2006	2007	2008	2004	2005	2006	2007	2008	2004	2005	2006	2007	2008
Card Playing	17.0	20.6	18.0	13.8	14.4	23.8	29.5	24.2	20.8	19.3	20.7	25.7	21.4	17.0	16.9
Male	23.9	33.8	26.7	21.7	20.1	33.1	38.5	39.4	31.4	31.6	28.8	36.4	33.1	26.0	25.6
Female	9.9	5.9	8.2	5.2	8.5	14.4	20.4	9.7	10.5	6.5	12.3	14.2	9.3	7.7	7.8
Internet	2.3	2.3	3.1	1.4	1.6	2.6	3.7	5.0	2.2	2.2	2.4	3.1	4.1	1.8	1.9
Male	2.2	3.4	4.1	2.0	2.7	3.5	5.8	8.9	2.9	4.4	2.9	4.7	6.6	2.4	3.3
Female	2.3	0.5	2.1	0.9	0.5	1.5	2.0	1.2	1.4	0.0	1.9	1.4	1.6	1.1	0.5
Sports	14.9	20.3	16.3	13.4	19.3	14.5	17.3	15.1	12.3	14.8	14.7	18.6	15.7	13.0	17.1
Male	20.4	28.8	24.4	20.9	28.9	20.5	23.9	23.8	20.1	23.7	20.5	26.1	24.1	20.7	26.4
Female	9.1	10.8	7.2	5.2	9.5	8.3	10.4	6.9	4.8	5.5	8.7	10.6	7.0	5.0	7.6
Other Gambling	20.0	24.1	21.2	17.7	23.7	41.2	39.6	38.8	34.1	37.3	31.3	33.0	30.7	25.3	30.3
Male	24.6	33.2	28.5	24.1	33.8	44.0	45.4	45.3	40.7	44.2	34.9	40.0	37.2	31.4	38.9
Female	15.2	14.5	12.8	10.8	13.2	38.4	33.6	32.9	27.6	29.8	27.6	25.5	23.9	19.0	21.4
All Gambling	28.0	35.9	31.5	24.1	30.5	50.6	49.4	45.2	41.1	43.0	40.0	43.6	38.8	32.0	36.6
Male	35.9	52.0	43.0	34.0	41.7	57.8	59.6	55.5	51.7	54.4	47.5	56.3	49.3	41.9	47.8
Female	19.9	18.3	18.5	13.4	18.9	43.2	38.8	35.5	30.8	31.2	32.3	30.0	28.0	21.7	25.1

Note: Other gambling includes sports, slots, lotteries, and horse racing.

Table 2. Percentages of Respondents Reporting Different Gambling Activities at Least Once a Week from 2002 to 2008.

	Age Group														Total Sample						
	14-17							18-22													
	2002	2003	2004	2005	2006	2007	2008	2002	2003	2004	2005	2006	2007	2008	2002	2003	2004	2005	2006	2007	2008
Card Playing	5.9	3.4	5.9	7.2	4.1	3.9	2.8	3.3	8.1	6.7	8.4	9.3	3.1	3.5	4.4	6.0	6.3	7.8	6.9	3.6	3.1
Male	8.1	5.2	8.7	12.3	6.8	5.5	4.1	6.2	14.3	11.4	12.7	16.2	4.4	4.4	7.1	10.1	10.1	12.5	11.6	5.0	4.2
Female	3.5	1.5	3.2	1.6	1.5	2.2	1.9	0.4	2.0	1.8	4.0	2.8	1.9	2.5	1.8	1.8	2.4	2.8	2.0	2.0	2.0
Internet	1.5	0.5	0.9	1.3	0.0	0.4	0.5	1.0	1.4	1.0	1.8	3.3	1.2	1.5	1.2	1.0	0.9	1.6	1.8	0.8	0.8
Male	1.0	0.5	0.8	2.5	0.0	0.8	0.9	1.6	1.6	1.2	2.3	5.9	1.5	2.9	1.3	1.1	1.1	2.4	3.1	1.1	1.7
Female	2.0	0.5	0.9	0.0	0.0	0.0	0.0	0.4	1.2	0.8	1.2	0.8	1.0	0.0	1.1	0.9	0.7	0.7	0.5	0.5	0.0
Sports	10.1	7.3	5.4	8.2	5.5	4.1	5.1	10.0	5.7	4.6	6.1	4.5	2.9	5.7	10.0	6.4	5.1	6.9	5.0	3.6	5.4
Male	11.1	12.4	6.5	11.3	7.7	6.3	9.1	14.8	11.1	7.9	8.8	8.1	3.9	10.2	13.1	11.7	7.4	9.9	7.9	5.0	9.7
Female	9.0	2.0	4.4	4.3	3.1	1.7	0.9	5.3	0.4	1.3	3.2	1.2	2.4	1.0	7.0	1.1	2.7	3.7	2.0	2.0	1.0
Other Gambling	10.8	9.0	7.1	8.7	6.3	5.4	6.7	14.1	14.8	11.5	12.2	11.4	8.2	9.4	12.6	12.2	9.5	10.8	9.0	6.6	8.0
Male	12.0	14.3	7.6	12.2	8.1	7.1	11.5	20.9	22.1	13.8	16.5	16.1	10.3	15.0	16.7	18.5	10.9	14.7	12.3	8.5	13.2
Female	9.1	3.5	6.7	5.4	4.1	3.4	1.9	7.3	7.7	9.1	7.6	6.8	6.2	3.5	8.3	5.8	8.0	6.7	5.6	4.5	2.7
All Gambling	14.0	10.8	10.9	14.8	9.1	7.8	8.6	15.5	18.5	16.1	16.9	16.9	10.1	10.9	14.8	15.1	13.7	15.9	13.3	8.9	9.6
Male	16.3	16.2	13.4	22.4	12.7	10.7	13.3	23.8	28.3	22.0	25.1	25.0	13.2	16.0	20.3	22.7	17.8	23.9	19.0	11.8	14.6
Female	11.6	5.0	8.5	6.5	5.1	4.7	3.8	7.3	8.9	10.1	8.4	9.3	7.1	5.0	9.2	7.4	9.3	7.3	7.4	5.9	4.4

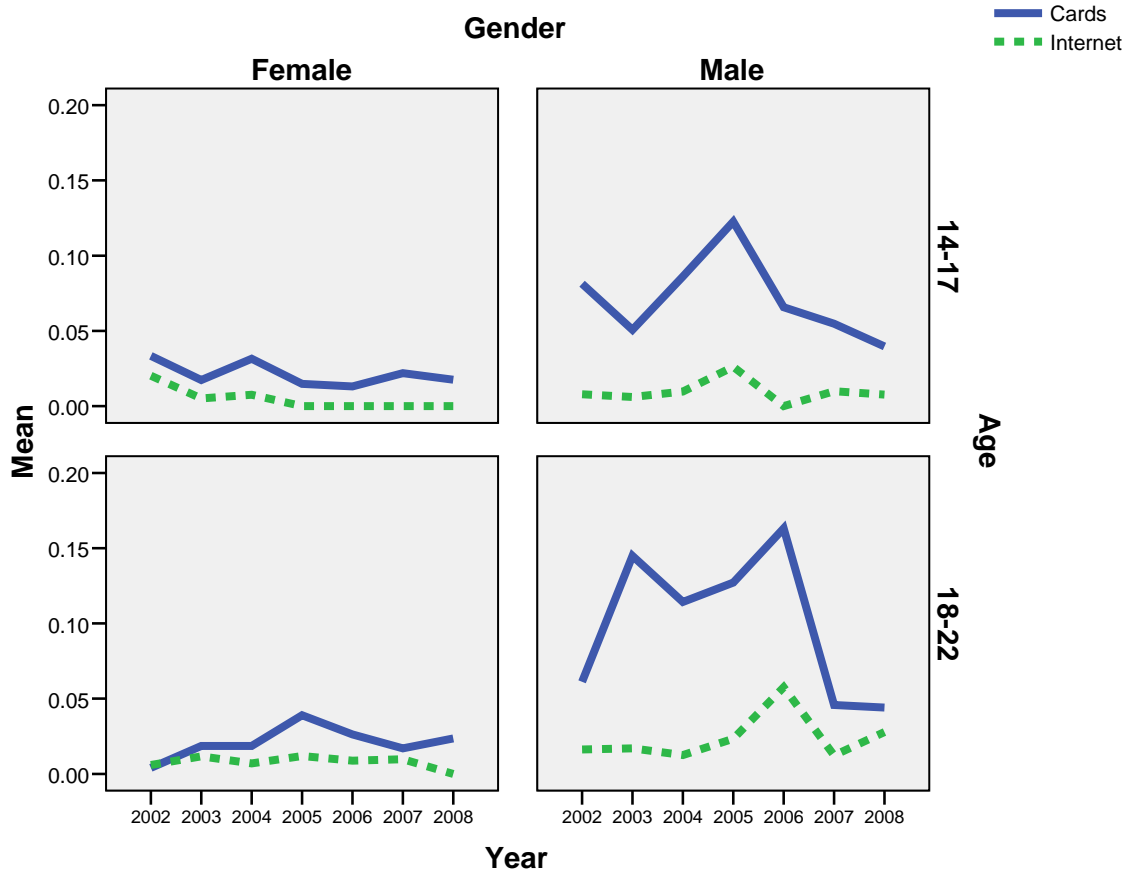


Figure 1. Trends in weekly card playing offline and gambling online by age and gender.

Methodology

The surveys were conducted by telephone in the spring and summer of each year by Shulman, Ronca, and Bucuvalas, Inc., using random-digit dialing procedures. The survey is designed by the Adolescent Risk Communication Institute of the Annenberg Public Policy Center of the University of Pennsylvania. The samples contain 900 (all years except 2004 and 2008) completed interviews with young people ages 14 to 22 across the 48 contiguous states. There were 1,501 interviews in 2004 and 835 this year. Response rates were approximately 50 percent across the five years, which is comparable to the rate obtained by the CDC in its national telephone surveys of behavioral risk factors in adults. Results are weighted to represent national proportions for age, gender, race/ethnicity, education, number of phone lines in the home and region of the country. Error ranges for the survey vary with the question, subgroup examined and year of the survey. The maximum error is +/- 3.3 percent for the entire samples, except in year 2004 when they were +/- 2.6 percent. When data are examined by subgroup, the maximum error is larger. For example, the error ranges for male youth ages 14 to 17 and 18 to 22 were approximately +/-6.7 percent.

All respondents were asked questions about a range of risky activities, including the frequency of engaging in specific gambling activities “in an average month.” Weekly gamblers are those who said they gambled at least once a week in an average month. Data for monthly gambling in years 2002 and 2003 are not shown since the questioning used to obtain these rates was not comparable to later years.

If respondents had engaged in one or more specific gambling activities in an average month, they were asked four questions about difficulties related to their gambling. These items asked whether in the past year the respondent had (a) “often found yourself thinking about gambling,” (b) “ever needed to gamble with more and more money to get the amount of excitement you want,” (c) ever spent more than you had planned on gambling,” and (d) ever felt bad or fed up when trying to cut down or stop gambling?”

The Adolescent Risk Communication Institute (ARCI) was created by the Annenberg Foundation in 2002 as part of the Annenberg Public Policy Center at the University of Pennsylvania. ARCI aims to inform researchers, policymakers, and the public regarding strategies to prevent risks to healthy adolescent development and to enhance the wellbeing of youth. It conducts the annual National Annenberg Survey of Youth, the Annenberg Media Health Coding Project and reviews of research by panels of experts.

See

http://www.annenbergpublicpolicycenter.org/07_adolescent_risk/adolescent_risk.htm for more information.

###