

Video gambling machines will entice many new gamblers

Video gambling tied to problem gambling in women: A study, published in the Canadian Journal of Psychiatry, looked at the gambling habits of Canadian women 15 years of age and older. Playing video gambling machines in bars and restaurants was associated with the highest odds of problem gambling among women, according to researchers.

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Problem, Pathological Gambling Rates High Among Veterans: About 8% of U.S. veterans are problem gamblers, and an additional 2% are pathological gamblers, a study of 2,185 veterans in Department of Veterans Affairs care reveals. People who have more posttraumatic symptoms, anxiety, and depression tend to have more gambling problems."

[http://www.internalmedicineneeds.com/index.php?id=495&cHash=071010&tx_ttnews\[tt_news\]=57697](http://www.internalmedicineneeds.com/index.php?id=495&cHash=071010&tx_ttnews[tt_news]=57697)

Problem drinkers are 23 times likely to have a gambling problem than individuals with no alcohol problem. The rate of pathological gambling is significantly higher among minorities and lower-income individuals. . (*Journal of Studies of Alcohol*, Nov. 2001)

Underage, college students and young adults will be attracted to the gambling machines. Young people have grown up playing video games, and they have never known a time when gambling was illegal. Underage drinking is already a problem in Illinois, and the rate of gambling addiction in young people higher than that in adults.

Gamblers who no longer have to drive to a casino will gamble more frequently on video gambling machines in neighborhood restaurants, pizza parlors, bowling alleys, bars, golf courses, billiard parlors, truck stops, veterans and fraternal organizations. **Some people will gamble every day or several times a day in neighborhood outlets.**

New research has found there is **almost one new problem gambler for each additional video gambling machine in a community**, according to the New Zealand Problem Gambling Foundation, <http://www.voxy.co.nz/national/new-research-should-inform-gambling-policy/5/41892>

Video gambling players spent more money on average than did participants in other forms of gambling and had a higher risk of Problem and Pathological Gambling. This risk was elevated if they reported playing weekly, spending \$50 or more per session, or playing for more than an hour per session. (*Journal of Gambling Studies*, August 2, 2015)