

SUBMISSIONS RECEIVED ON GAMING POLICY – “IN OPPOSITION”

1. Charles Giersen
2. Nicola Byres, #31 – 3171 Springfield Drive, Richmond
3. Fred Ursel, 3091 Saltspring Court, Richmond
4. Bill Chu, Multi-Cultural Coalition Against Gambling Expansion
5. Marion E. Pierce, #84 – 11491 – 7th Avenue, Richmond
6. Doris Bailey, #206 – 9260 No. 2 Road, Richmond
7. Ruth & JD Burgess, 7411 Nevis Drive, Richmond
8. Ashley Kwan, Vancouver
9. Alvin & Esther Godfrey, 17351 Fedoruk Road, Richmond
10. Leanne & Ian Hers, #145 – 3031 Williams Road, Richmond
11. Gerry Gagnon, 10211 Seacote Road, Richmond
12. Dr. Dauna Biggs, #9 – 4711 Blair Drive, Richmond
13. Nels & Eleanor Spruston, 8571 Fairdell Crescent, Richmond
14. Aline Smolensky, 6351 Maple Road, Richmond
15. June Robinson, #306 – 6420 Buswell Street, Richmond
16. Annie McKittrick, #28 – 11291 – 7th Avenue, Richmond
17. Heather N.
18. Chak Au
19. Karl Cavanagh, #201 – 7575 – 140 Street, Surrey
20. Petition signed by 17 residents of Covenant Court, 9260 No. 2 Road, Richmond

MayorandCouncillors

From: Phillips, Marylou
Sent: May 13, 2002 4:14 PM
To: MayorandCouncillors
Subject: Telephone Complaint - Mr. Charles Grierson

Mr. Grierson, 270-4521, is unable to attend tonight's Council meeting, but would like his comments passed along to Council. His message is "leave Gambling alone!"

Mary Lou
Receptionist/Clerk
Administration
(604) 276-4153

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BYRES**31 - 3171 Springfield Drive, Richmond, B.C. V7E 1Y9**

May 14, 2002

Mayor and Council
Richmond City Hall

Dear Mayor and Council:

It is tough being a young family in British Columbia today. The economic and social well-being of my family is being threatened in very concrete ways. Both my job and that of my partner and both my parents are threatened, we expect at least one pink slip before the week is over. The child care for our young children is threatened. We worry now about accessing appropriate health care and educational opportunities for our children and ourselves and about our ability to pay for these services.

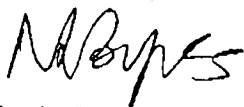
I try, on a daily basis, not to be drowned and defeated by the events around me that are orchestrated by powers well beyond my control or influence. I try to count my blessings and despite all the above there are many. One of the greatest of these is our town home in beautiful Steveston where we have good neighbours, wonderful amenities, and beautiful surroundings. We love living in a City that has a proud history of building livable communities that value families. We love contributing to the community we live in by volunteering.

As you grapple with the debate around expanded gambling, I ask you to safeguard the families of this City who are counting on you to ensure a safe and secure environment for our young children as they grow and develop and become contributing citizens, the future of this City. Slot machines are no way to do this.

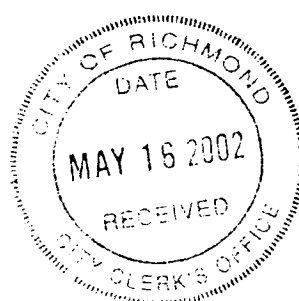
Your public hearings may not bring out many families who are too busy or too stressed to find a way to come out and make a presentation, but I urge you to consider them as you deliberate on this issue.

Again, you have my respect for the work you do and the input you accept from Richmond residents.

Yours truly,



Nicola Byres



Copied & distributed to all.	
Date:	May 15/02
Initials:	dm

3091 Saltspring Court
Richmond, B.C.
V7C 1W3

May 15, 2002

His Worship
Malcolm Brodie, Mayor
City of Richmond
6911 No.3 Road
Richmond, B.C.
V7C 1W3

Re.: Gaming expansion in Richmond.

Your Worship,

Attending the Council meeting May 13, 2002 gave me cause to think. It occurred to me that there are two possible issues at hand, one is whether or not to expand gambling in Richmond; the other is the increase of taxes for Richmond residents.

Council has to make a decision whether to raise taxes, an uncomfortable task for any politician, or expand gaming to offset taxes with the extra income through that venue. The hypothesis would read something like this: taxes will increase, which no one likes; allowing a casino with 300 slot machines will provide additional revenue, therefore, let's get the 300 slot machines to make money for the taxpayer. (I was not particularly good at Logic but that sounds right to me).

A question that really nags me is this, what savings is Council promising us; for what length of time will I as a taxpayer be exempt from future tax increases? Will it be for five, ten, twenty-five, or even more years? I really would appreciate an answer from you, Your Worship, and from all Councillors. I venture a guess that down the road taxes will increase, and if they do, then Council's premise and hypothesis is a deception.

Ironically, Monte-Carlo one square kilometer in size, is known around the world as the posh gambling Mecca, still attracting the very rich and famous to their destination, but High-Tech and Tourism are the big money makers for Monte-Carlo, not the Casino. Richmond, about one hundred forty times larger than the Principality of Monaco, situated in the most scenic environment in the world, with a fledgling High-Tech industry already in place, wants a casino instead of seeking ways to improve that industry and Tourism. Where are Council's and staff's resourcefulness, creativity and business acumen?



The other question is whether extending gaming is good or not good for Richmond. You see, the way you are going about it, is an invitation to flog this topic to death with varied opinions and a divided field of views. One side will see themselves as being open minded and progressive, while others may be seen as narrow minded, biased or naïve and provincial. If Council seriously wants to know the cost of gambling to society, families and children, then Council should obtain literature on those topics and avail themselves of information from experts and of those affected by a gambling problem, such as recovering gamblers and families of these individuals. I know that staff provided you with some material, but is it exhaustive, have you heard from experts and from gamblers and their families?

At any rate, the second question whether or not to have gaming extended in Richmond is a mute point in my opinion. Staff already is working with the projected income from casino funds to offset costs for buildings and infrastructure. To them it is easy and fast money, apparent possible damages to societal costs is of little or no concern to them. The only recommendation they can think of is how many different scenarios they can find to work with casino funds. How timid, fainthearted and restrictive to a staff I always considered to be intelligent, resourceful, imaginative and courageous.

What about using all our resources to create real capital by investing in a strong and thriving economy for Richmond? A healthy industrious environment will provide possibilities for new job creations and trading advantages nationally and internationally. Building on a bona fide business and investing in a genuine reliable industry will produce a healthy productive and vibrant community and city, where residents willingly pay their way. This, I believe, will be of lasting value and beneficial to everyone. I am in favour of creating such an industry, not in gaming expansion.

Sincerely,



Fred Ursel
Ph.: 604.274.4808

cc. Councillor Sue Halsey-Brandt
“ Bill McNulty
“ Linda Barnes
“ Harold Steves
“ Kichii Kumagai
“ Lyn Greenhill
“ Evelina Halsey-Brandt
“ Rob Howard

Mayor and Councillors

From: CCIA [ccia@shaw.ca]
Sent: May 17, 2002 12:49 AM
To: 'mayorandcouncillors@city.richmond.bc.ca'
Subject: email from Bill Chu



(Attachment 1)

Casinos_Crime2.pdf

Dear Mayor and honorable Council members:

I was out of the Province within 10 hours of the council meeting. Therefore I have not had the chance to thank all of you for doing the right thing and changing the agenda on last council meeting to make room for public input on May 28th. Indeed the public opinion is important, not just because of the upcoming election, but because we live in a democracy. Since so many of the citizens came from less democratic countries like China and Hongkong, we treat any violation of public opinion very seriously. And as I stated during the council meeting, the people's opinion on opposing more gambling expansion has not changed, so we do not expect any of you to rescind the council's resolution dated September 1998.

Before last council meeting, we only had a few days to organize, but the passionate response of the citizens and community groups was very evident. I apologize for anyone who might have spoken inappropriately that evening. I will remind them that as we are defending the truth we must take the high road. About the truth, a few questions were raised about the sources of what we stated. So rather than sending you bulky faxes, I am providing you herebelow some web sites where you can browse and find your answers. Most of them are objective studies performed by research institutes within Canadian Universities (Many many more similar US sites are available). We will make public their locations with Richmond citizens so that you and them will possess the same information before the 28th.

(Attachment 2)

<http://venus.uwindsor.ca/pgrq/fyear.htm> University of Windsor: Problem Gambling Research Group looks into the community impact of increased gambling availability on adult gamblers ...a factual study of the much quoted Windsor Casino

http://home.uleth.ca/pub/newsreleases/1999_2000/20020204.htm (Attachment 3)
University of Lethbridge's research

<http://www.igpa.uillinois.edu/> (see Attachment 1)
University of Illinois: Institute of Government and Public Affairs (click Institute publications, click by subjects, then select gambling and read Dr. Earl Grinols paper which is also attached below)

(Attachment 4)

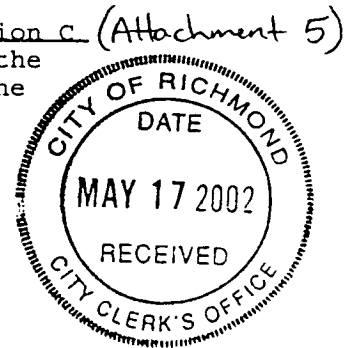
http://www.bcslots.ca/the_truth.htm A pro-gambling web site disclosing the misleading statement by BCLC that slot machines pay back 90 to 92% of the bets.

http://www.aglc.gov.ab.ca/pdf/lpr/LPR_Report_12-Slot_Machines.pdf Section c (Attachment 5)
outlines the Current Alberta's slot machine policies. Compare that to the BC government's "moderate" policy. Section E identifies the slot and the VLT as the leading revenue maker (or, most damaging for the gamblers).

If there is anything we can do to help, please feel free to contact myself.

Yours truly,
Bill Chu
Coordinator, Multi-cultural Coalition Against Gambling Expansion

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Policy Forum

Volume 13, Number 2, 2000

Casino gambling causes crime

By Earl L. Grinols

Evidence is converging to show that casino gambling causes significant increases in crime. Taken altogether, casinos impose crime and other costs – paid for by society, including those who do not gamble – that exceed their benefits and represent substantial burdens on nearby populations. Because casino gambling fails a cost-benefit test, policymakers should give serious consideration to options that include imposing taxes equal to the costs casinos impose, restricting casino expansion, or banning casino gambling altogether.

Crime is affected by multiple factors including population density, the number of males and females in different age ranges, percent of each age group that is white, percent of each age group that is black, per capita personal income, unemployment rates, per capita retirement compensation, per capita income maintenance payments, and “shall issue” laws (giving citizens the right to carry concealed firearms upon request—believed to reduce certain crimes). Hence, connecting any single cause such as casinos to crime is controversial. Only by careful sifting of a large body of data can the effect of casinos be separated from other causes to establish a connection. The gambling industry naturally has resisted research findings that link casinos to more crime.

How do researchers conclude that casinos cause crime and measure the size of the connection? There are two ways—the first is through the study of problem and pathological gamblers and the second is through statistical analysis of crime numbers.

Connecting casinos to crime

Pathological gambling is a recognized impulse control disorder of the Diagnostic and Statistical Manual (DSM-IV) of the American Psychiatric Association. Pathological gamblers (often referred to as “addicted” or “compulsive” gamblers) are identified

by a number of characteristics including repeated failures to resist the urge to gamble, loss of control over their gambling, personal lives and employment, reliance on others to relieve a desperate financial situation caused by gambling, and the committing of illegal acts to finance gambling. Problem gamblers have similar problems, but to a lesser degree.

It appears that a significant proportion of the population is susceptible to problem or pathological gambling. The latent propensity becomes overt when the opportunity to gamble is provided and sufficient time has elapsed for the problem to manifest.

Pathological gamblers are generally found to constitute one or two percent of the population and problem gamblers are another two to three percent in areas where

casino gambling is available. One study of gamblers in treatment found that 62 percent committed illegal acts as a result of their gambling. Eighty percent had committed civil offenses and 23 percent were charged with criminal offenses, according to a 1990 Maryland Department of Health and Mental Hygiene survey. A similar survey of nearly 400 members of Gambler’s Anonymous showed that 57 percent admitted stealing to finance their gambling. Moreover, the amounts are not small. On average they stole \$135,000, and total theft was over \$30 million, according to the testimony of Henry Lesieur from the Institute of Problem Gambling before the National Gambling Impact Study Commission, Atlantic City, New Jersey, January 22, 1998. The National Gambling Impact Study Commission’s final report issued in June 1999 reported that among those who did not gamble (had not gambled in the past year) only 7 percent had ever been

For more on gambling, see *Legal Gambling in Illinois: A Primer* at the IGPA web site: www.igpa.uillinois.edu

incarcerated. In contrast, more than three times this number (21.4 percent) of individuals who had been pathological gamblers at any point during their lifetime had been incarcerated.

By tallying up the crimes of pathological and problem gamblers and the associated costs to society such as police, apprehension, adjudication, and incarceration costs, the average crime costs to society of an additional pathological or problem gambler (some studies lump the two groups together) can be determined. Recent research using this methodology found that an average problem gambler costs society \$10,112 per year. Crime costs constituted \$4,225, or 42 percent of these costs.

Combining crime costs with studies of the prevalence of pathological and problem gamblers provides crime cost figures for society as a whole. Using the numbers just reported implies annual crime costs per adult capita of \$57. This number can be compared to the crime costs found by the second method for relating casinos to crime.

Connections in crime statistics

A second way to determine the effect of casinos on crime is to look directly at aggregate crime statistics. The advantage is that the method is direct, and—because it looks at more than just the crimes committed by problem and pathological gamblers—it is more inclusive. The disadvantage is that it may be difficult to distinguish the share of crime related to casinos from the mass of other crime that occurs all the time. Moreover, the period of major casino expansion in the United States, 1991 to 1997, coincides with a period of secular decline in overall crime rates. It would be tempting, therefore, to observe that crime fell after a particular casino was introduced and from this conclude that the casino reduced crime. Such a conclusion would be false if crime would have fallen even further without the casino. Finally, because the effects of casinos might differ in different areas, a large sample could be needed to reliably pinpoint the truth.

In research conducted at the University of Illinois

and the University of Georgia and with these factors in mind, Professor David Mustard, Cynthia Hunt Dilley and I examined crime statistics for all 3,165 counties in the United States for twenty years beginning with year 1977. This period covers the period of introduction of casinos in all counties with the exception of Nevada. The number of offenses for the 7 FBI Index I offenses (robbery, aggravated assault, rape, murder, larceny, burglary, and auto theft) was obtained from the Federal Bureau of Investigation's Uniform Crime Report County-Level Data. We obtained U.S. Census Bureau data to control for

demographic, income, and other variables that affect crime as described above. In all, 54 variables were used to explain observed crime rates across counties and time. We included twelve variables to identify each year from four years before the opening of the first casino in a county to seven years after it opened. These variables serve two purposes: first,

to distinguish the effects of casinos from changes that preceded their opening (for example, a trend toward lawlessness conceivably could lead to the opening of a casino instead of the reverse); and second, to sort out the timing of those effects (an effect on crime could take several years to develop). To find the dates for the first casino opening we contacted state gaming authorities in every state, called casinos to find opening date or date of first Class III gambling (in many cases casinos began as bingo halls and switched at a later date), and used casino internet website information to check our data. The final list was verified against the annually produced *Executive's Guide to North American Casinos*.

What did the data show? If property crime rates are indexed so that 1982 rates equal 100, then the crime rate in 1991 was 99.7 in non-casino counties (counties that had no casinos during the sample period) and 100.3 in casino counties (counties that had a casino by the end of the sample period)—hardly any difference at all. However, looking at the same statistic just 5 years later—after casinos had begun operation in the majority of the casino counties—the indexes stood at 82.1 for non-casino counties and 93.7 for casino counties. The raw data suggests, therefore, that 12.4 percent of the crime observed in casino counties would not be there if casinos were absent. A similar picture emerges for violent crimes.

The problem with using the raw data for inferences, however, is that direct comparisons do not take

“The raw data suggests... that 12.4 percent of the crime observed in casino counties would not be there if casinos were absent.”

Policy Forum is an occasional publication that presents discussions and results of recent research on important policy issues. Manuscripts by university and non-university authors are welcome.

Scott Koeneman, Managing Editor
IGPA University of Illinois
1007 W. Nevada St.
Urbana, IL 61801

into account other factors that cause crime. For example, it is well known that crime rates in areas of high population density tend to be higher. What if between 1991 and 1996 casino counties experienced a significant increase in their population density? Then some or all of the increased crime might be due to the change in population density. This is why we collected so many other variables and applied regression procedures to them—to separate the changes in crime rates due to other factors from those due to casinos.

After adjusting for all of the other factors an interesting picture begins to emerge, both in terms of the share of crime in casino counties due to casinos and in terms of the pattern that the changes take over time. The data indicated that compared to non-casino counties there was no discernable difference in crime in casino counties in the four years before casinos opened that could be attributed to the opening of casinos. (We did not expect to find any connection, so this finding was anticipated.) For the first three years after the casino began operation, there also was no significant impact on crime rates. After the third year, however, crime rates began to rise in casino counties compared to those without casinos. By 1996, casinos accounted for 10.3 percent of the observed violent crime and 7.7 percent of the observed property crime in casino counties. Estimates of the share of crime attributable to casinos in 1996 for individual crimes ranged from 3 to 30 percent. Auto theft was the highest, followed by robbery at 20 percent. (In addition to stealing an auto, auto theft includes taking parts of cars such as expensive sound equipment as well as things from or out of a car.) The values for the rest of the offenses were between 3 and 10 percent.

Criminologists in the late 1980s and early 1990s estimated the cost per victimization of different types of crime. Applying these costs to the implied number of offenses for each crime due to casinos and dividing by the adult population of casino counties in 1996 produced an annual cost for casino-induced crime of \$63 per adult capita. This figure is remarkably close to the \$57 per adult capital crime cost estimated through the study of problem and pathological gamblers.

Implications

Critics of casino gambling point to a number of social costs. In addition to the direct governmental costs of regulating casinos and providing social services occasioned by gambling, these include the costs of bankruptcy, illness, suicide, harm to families, lost economic output, and crime, among others. Research to pinpoint the size of many of these costs is still in its beginning stages. This paper has described research directed to determining the costs to society of just seven Index I crimes tracked by the FBI: Larceny, burglary, auto theft, robbery, aggravated assault, rape, and murder. In areas with casinos the

evidence points to costs of \$63 per adult per year, but other studies that provided information on all of the social costs of casinos suggest that the total is over \$100 per adult annually. Estimates implying costs of \$135, \$150 and more are common.

The social benefits of casinos are the increase in profits and taxes from casinos (casino profits and taxes less lost profits and taxes of other businesses due to casinos) plus the convenience value to consumers of having casinos nearby compared to having to travel greater distances to gamble. Research on the benefits suggests they are no larger than \$40 per adult annually. Thus casino gambling fails a cost-benefit test by a substantial margin in terms of Index I crimes alone.

It is an open question whether casino gambling can be offered in a way that allows citizens who could gamble without harm to do so while at the same time preventing the creation of problem and pathological gamblers and the social costs already discussed. If casino gambling cannot be offered in ways that cause it to pass a cost-benefit test, then banning it (as was done until recently) is preferable on economic terms.

In light of the evidence, what can a responsible legislator do? One option is to tax casinos by an amount equal to the costs that they impose on society. As we have shown, a conservative estimate of these costs is about \$100 annually per nearby resident. Since casinos typically take in revenues of around \$200 per adult each year from nearby residents, such a tax would represent 50 percent of casino revenues. If social costs were ultimately determined to be higher, required taxes would also be higher. With taxes imposed at the appropriate level, some casinos would go out of business. Only those casinos that could pass a cost-benefit test by compensating society for the damage they do would operate.

Dr. Earl Grinols is a professor in the Department of Economics, University of Illinois Urbana-Champaign and an affiliate of the Institute of Government and Public Affairs, University of Illinois.

“If casino gambling cannot be offered in ways that cause it to pass a cost-benefit test, then banning it (as was done until recently) is preferable on economic terms.”

4 Casino gambling cause crime

The Institute of Government and Public Affairs serves society by helping to improve public policies and the performance of government. It does this by disseminating research on public policy issues and the public decision-making process, and facilitating the application of such research to the issues and problems confronting decision makers and others who address public issues.

This is done through basic and applied problem-solving research, the communication of research results to other researchers through scholarly publications, and the application of research results through public service and continuing educa-

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Problem Gambling Research Group

UNIVERSITY
of WINDSOR

Community Impact of Increased Gambling Availability on Adult Gamblers - A Four Year Follow-up

Introduction

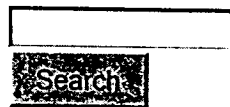
Problem Gambling

Research

Members

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University of
Windsor



PRESS RELEASE: March 4, 1999

The Problem Gambling Research Group (PGRG) of the Psychology Department at the University of Windsor surveyed 2,682 adults prior to the opening of Casino Windsor regarding their gambling activities (Phase I). One year after the casino opened, 2,581 additional adults were surveyed (Phase II). This report is on the Phase III survey, done four years after the opening of Casino Windsor. Phase III surveyed 2,714 adults in the Windsor community. The community response rate of 73% for Phase III is considered excellent for this type of study.

The members of the PGRG are Dr. Ron Frisch, Director, Richard Govoni, MA, Associate Director, and Nicholas Rupcich, Assistant Director. Phases II and III were funded by the Ontario Ministry of Health - Substance Abuse Bureau. Data was collected using the South Oaks Gambling Screen, an internationally recognized research instrument.

There are two categories of gambling disorders. 'Pathological gambling' is defined by the Diagnostic and Statistical Manual of Mental Disorders (DSM IV) as a persistent behaviour in which a person's gambling activities significantly disrupt his or her social, financial, vocation or family life. 'Problem gambling' is when one fails to meet the diagnostic criteria of Pathological gambling but has several significant problems associated with his or her gambling activities.

Windsor became a natural laboratory with the announcement in 1993 of the opening of Casino Windsor the following year. It became the first large scale 'before and after' study of the introduction of a major gambling venue into a community. These studies monitored and documented the change in the pattern of adult gambling in this community," says Psychology Professor Dr. Frisch, the project director. We believe this is information the community would want to know.

General Conclusions:

Over the period of this long term study there has been a growing availability and acceptance of gambling activities in the Windsor area: a commercial casino (Casino Windsor), simulcast track wagering, off-track horse betting, extended hours of bingo operation, nevada tickets in non-licensed establishments, new lottery products.

The first finding from the analysis of the Phase III data is that there has been a large increase in the percentage of people in the Windsor community who gamble. The second finding is that there has not been a statistically significant increase in the level of Problem and Pathological gambling among those who gamble.

Although the risk of developing a gambling related problem has not changed significantly, the total number of gambling related problems in the community have changed due to the larger number of people gambling. Gambling related problems in the community as a whole have increased with the increase in gamblers.

The following is a summary of the findings:

Survey responses before the casino opened indicated that 66% of the adult population had gambled at some point in their lives. Four years after the opening of the casino, 82% of the adult population reported that they had gambled.

Although there has been no statistically significant change in the percentage of Problem or Pathological gambling among adult gamblers, the absolute number of such gamblers has increased in Essex County. A conservative estimate indicates an increase in gambling disorders from 4,600 to 6,000 between Phase I and III of the study.

In comparing survey responses of gamblers before and one year after the casino opened, no statistically significant differences in either Problem or Pathological gambling levels were found. Four years later, there is still no statistically significant difference in the combined numbers of Problem and Pathological gamblers (from 3.6 percent to 3.7 percent).

Females in the Phase I sample showed a level of Problem gambling 50% that of males. Four years later, the gap has closed to the point where males and females do not differ significantly from one another. This reflects reported trends in other research showing increasing levels of gambling participation and gambling problems among women.

Participants in the study were asked their opinion regarding the opening of the casino in Windsor. The results indicated that the approval level grew from 54% before the casino opened to 66% a year after the opening. Four years after the casino opened, 63% continue to approve of the casino. Disapproval of the casino went from 30% to 19% after the first year and the disapproval rate was 24% after four years.

Dr. Frisch says "With the growing availability of gambling venues in Windsor, the gambling participation rate has increased to a level comparable to other provinces and states. The number of Windsor residents that gamble has markedly increased in the past few years.

The increase in the total number of Problem or Pathological gamblers has changed proportionately as well. Our previous research has shown that people with gambling problems also have significantly higher rates of alcohol and drug abuse. As well research shows that they have higher rates of depression, suicide, and other emotional problems."

PROBLEM GAMBLING (Gamblers Only)				
Phase	% Non-Problem Gamblers	% Problem Gamblers	% Pathological Gamblers	% Total Problems
Phase I	96.4%	2.3%	1.3%	3.6%
Phase II	96.6%	1.8%	1.6%	3.4%
Phase III	96.3%	2.0%	1.7%	3.7%

PROBLEM GAMBLING (Female Gamblers Only)				
Phase	% Non-Problem Gamblers	% Problem Gamblers	% Pathological Gamblers	% Total Problems
Phase I	96.9%	1.9%	1.2%	3.1%
Phase II	96.4%	1.7	1.9%	3.6%
Phase III	96.6%	2.0%	1.3%	3.3%

PROBLEM GAMBLING (Male Gamblers Only)				
Phase	% Non-Problem Gamblers	% Problem Gamblers	% Pathological Gamblers	% Total Problems
Phase I	95.7%	3.0%	1.3%	4.3%
Phase II	96.8%	1.9%	1.3%	3.2%
Phase III	95.9%	1.9%	2.1%	4.0%

(Total Sample)					
Phase	% Non-Gamblers	% Non-Problem Gamblers	% Problem Gamblers	% Pathological Gamblers	% Total Problems
Phase I	34.4%	63.2%	1.5%	0.8%	2.3%
Phase II	38.4%	59.5%	1.1%	1.0%	2.1%
Phase III	18.3%	78.7%	1.6%	1.4%	3.0%

COMMUNITY IMPACT

The above rates suggest that in the Greater Windsor area there were approximately 4,600 adults with gambling problems in 1994, and that, at present, there are approximately 6,000 adults with gambling problems.

Please address any comments or questions to
 Dr. G Ron Frisch, C.Psych.
 Problem Gambling Research Group
 (519) 973-7012
 Fax (519) 973-7021
 E-mail frisch@uwindsor.ca

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 This site was developed by Richard J. Govoni.
 Please send any questions or comments about this site to Richard J. Govoni



The University of Lethbridge

News Release

For Immediate Release
January 31, 2002

U of L's first Gambling Research Symposium Highlights Research with Community Connections More than \$300,000 Directed to Research Aimed at Youth, Senior and Problem Gamblers

U of L's first Gambling Research Symposium Highlights Research with Community Connections More than \$300,000 Directed to Research Aimed at Youth, Senior and Problem Gamblers

A one-day symposium will highlight numerous gaming/gambling research projects currently underway at the University of Lethbridge and other organizations which assist people with addictive gambling behaviours.

"Gambling Research at the University of Lethbridge" will take place Thursday, February 7, beginning at 10:00 a.m. in room AH 100, Anderson Hall. Speakers include representatives from AADAC, the U of L's School of Health Sciences, and the Mathematics and Computer Science and Sociology departments. The day will be split into two sections, each with presentations and panellists talking about a variety of gambling issues. Admission is free, and the public is welcome to attend. Interested participants should call 329-2699 to confirm their attendance.

In the morning, a "Prevention and Intervention" panel discussion will focus on high-school problem gamblers, attitudes and behaviours, and AADAC programs for prevention and treatment. A panel discussion on the "Social and Psychological Aspects of Gambling" will take place after lunch, and will focus on understanding how gamblers really think, seniors gambling issues, and the impact gambling has on families. A [complete schedule is available here](#)

The one day presentation will also showcase the resources directed toward the Addictions Counselling degree program and research on addictive behaviours taking place at the U of L. More than 70 students are currently enrolled in Canada's only Addictions Counselling degree program, and the U of L is a member of the Alberta Gaming Research Institute, where the Lethbridge research group was recently awarded more than \$300,000 to examine a variety of issues related to gambling. Funding recipients include faculty members from the School of Health Sciences and the departments of Sociology, History, Mathematics / Computer Science and Native American Studies. A detailed list of research projects is

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attached.

ABOUT THE ALBERTA GAMING RESEARCH INSTITUTE

The Alberta Gaming Research Institute was created by the government of Alberta in November 1999. The Board of Directors is comprised of two representatives from each of the three Alberta universities and the chair of the Alberta Gaming Council. Its primary purpose is to support and promote research into gaming. It does this partly through capacity building/infrastructure support. In 2000/2001 the U of L received \$295,000 from AGRI to fund a faculty member (Dr. Robert Williams) and research associate (Nadine Nowatzki) in the school of Health Sciences, and to fund a U of L librarian (Rhys Stevens) and library collections. AGRI also promotes research through its annual research grant competition where peer-reviewed grants are awarded to researchers investigating aspects of gaming relevant to Albertans.

Information about AGRI is available on their website at:

<http://www.abgaminginstitute.ualberta.ca>

Additional information about gaming in Alberta can be found at the Alberta Gaming website: <http://www.gaming.gov.ab.ca>

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ALBERTA GAMING RESEARCH INSTITUTE PROJECTS AT THE UNIVERSITY OF LETHBRIDGE, 2001 - 2003

Prevention of pathological gambling:
Dr. Robert Williams & Dr. Virginia McGowan
Addictions Counselling \$94,000

DETAILS: The current generation of Canadian adolescents is the first to have been raised in an environment of extensive legalized and government-sanctioned gambling. As a consequence, the prevalence of problem gambling is significantly higher in adolescents than adults, with Alberta reporting some of the highest rates. This is the first systematic school-based intervention in Alberta (and one of the first in the world) designed to prevent problem gambling in young people. It is a broad-spectrum program based on elements found to be effective in substance abuse prevention research.

+++

Understanding how gamblers really think: Psychological & cultural factors that motivate gamblers
Dr. Virginia McGowan & Dr. Gary Nixon Addictions Counselling, Lois Frank,
Native American Studies \$35,000

DETAILS: How do gamblers think? This research examines the psychological and cultural factors that underlie gambling in both mainstream and First Nation communities. Findings will help shape culturally appropriate clinical interventions.

+++

A social history of gambling in Alberta to 1970
Dr. Christopher Hosgood, History \$60,000

DETAILS: This is an examination of the history of gambling in Alberta and its role in Alberta's popular culture. Identifies the province's gambling traditions, and the persistence of gambling as part of our culture.

+++

Proportion of gaming revenue derived from problem versus non-problem gamblers
Dr. Robert Williams, Health Sciences; Dr. Robert Wood, Sociology \$41,000

DETAILS: What percentage of gambling revenue comes from the 4% of Albertans who are problem gamblers? Only a small percentage of alcohol revenue comes from alcoholics. Is the same true for problem gambling? A large representative sample of both problem and nonproblem gamblers will keep daily diaries for a month to help answer this question.

+++

Impact of statistical knowledge on gambling attitudes & behaviours of university students
Dr. Dennis Connolly, Mathematics, Dr. Robert Williams, Health Sciences, Dr. Joy Morris, Mathematics \$10,000

DETAILS: Many students view statistics as a 'dry' subject. In this project an introductory statistics class at the University of Lethbridge is taught probability from a gambling perspective (i.e., all probability examples based on gambling; exposure to roulette, craps, etc. in labs; etc.). The impact of this curriculum on the actual gambling knowledge, attitudes, and behaviour of first year university students will be evaluated compared to students who do not receive this curriculum.

+++

Seniors and gambling: Towards a better understanding
Dr. Gary Nixon, Addictions Counselling;
Dr. Robert Williams & Dr. Brad Hagen, Health Sciences \$15,000

DETAILS: Researchers and policy makers have traditionally paid little attention to the issue of seniors' gambling, despite the demographics of an increasingly aging population, and indications that the rates of gaming in the 65+ age group are steadily increasing. The purpose of this research is to gain a better understanding of this issue through an in-depth qualitative study of seniors' experience of non-problem and problem gambling. Seniors' reports of how they recover from problem gambling, and any barriers that exist to effective treatment will help shape future clinical intervention.

+++

Research Funded by AADAC

Problem gambling and its impact on families
Dr. Ruth Grant Kalischuk, Health Sciences \$55,000

DETAILS: Existing research has focused primarily on the social and financial impacts of problem gambling. This project will explore how problem gambling affects family members.

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Contacts:

School of Health Sciences/AGRI:
Dr. Robert Williams (403) 382-7128 or Dr. Garry Nixon (403) 329-2644

Bob Cooney, Communications Officer (403) 382-7173

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U of L Communications and Public Relations Contact:
Bob Cooney, Communications and PR Officer (403) 382-7173

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Up

Misleading the public by not telling the full truth ?



They are misleading you Folks - Don't let them do it anymore !!!!

What they will only tell you - is that the slot machines pay back 90 to 92%. This is very misleading. Most people think that this actually means on average and over a certain amount of spins : every dollar you put in - you should get 90 cents in return. **WRONG !!!!!** They calculate the percentage to the players over 10,000,000 spins !!!!

What would you say if we told you that - if you took a hundred dollars into the casino roughly a 6.75% chance of winning any money period. Far from the so called 90 - 92% they talk about. Again only 6.75% on average.

How would you like to change the odds from the Casino so you come out a winner more than not.

Our book has an incredible amount of information waiting for you with backed up 100% accurate statistics. We have spec sheets that are accurate - the sheets have the actual specifications for their respective slot machines. We show you which machines pay out better amounts i.e. - r payouts as opposed to 2, 5, 10, 20 coin wins.

Order our Book Now !! - Winning Tips & Strategies

Not Playing by the same rules

How come in the Province of BC anyone who holds a contest of any sort **must fully disclose actual odds of winning** in the contest rules and regulations. Yet the Casino's and British Columbia Lottery Corporation - **WILL NOT DISCLOSE THIS INFORMATION !**

They say it is copyright information and they cannot pass it along to the public!! . What are they hiding ? There are afraid if this information is made public - and the truth be known - people will decide not to play or at the very least the right slot machines. With this information we will people will stay away from the ones that favor the Casino !!

Order our Book Now !! - Winning Tips & Strategies

Truth & Full Disclosure

Now we are not saying that you shouldn't go to the casino if you want some entertainment for an evening. On the contrary it can actually be very enjoyable. We have enjoyed the many trips made to the casino.

What we are simply stating is the Casino Operators and the BCLC should be under mandatory regulations to be truthful and to fully disclose the following:

- Disclose to all patrons visiting the casino's, the actual and truthful odds of them winning money on any and all slot machines - before they spend their hard earned money.
- Stop the misleading and very deceptive advertising strategies that imply you have a 92% chance of winning any money at all. They need to tell people that is only after spins not 10, 20, 30 etc... This type of advertising we see as being fraudulent and want them to stop immediately.

Please send a cheque or money order for \$19.95 to Bcslots - PO Box 641 Ok Falls BC V0

Allow 1- 2 weeks for delivery. You can also purchase online by clicking on the link below following it to our 100% secure web-forum. We also guarantee that we will not pass on any mailing info you provide to us. **This is our Privacy Policy with no exceptions !!!**

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SLOT MACHINES

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- C. Current Slot Machine Policies
- D. Current Situation Assessment
- E. Landscape of Other Provinces
- F. Summary of Findings – Public Views and Stakeholder Consultations
- G. Primary Issues and Recommendations

A. Introduction

Slot machines are located in the province's 16 permanent licensed charitable casino facilities and are provided to temporary events authorized by the Commission, such as major exhibitions. Slot machines are also located in two racing entertainment centres affiliated with the racetracks at Edmonton Northlands and Lethbridge Whoop-Up Downs, as part of the Racing Industry Renewal Initiative to revitalize live horse racing in the province.

This section discusses the background to slot machine gaming in the province. It provides key information related to current slot machine policies and an assessment of the current situation regarding slot machine gaming.

Also provided are highlights of some key views and perspectives of adult Albertans regarding slot machines, as obtained through public opinion research. The perspectives of stakeholders, obtained through consultations with them during the Gaming Licensing Policy Review, are also provided. A cursory overview of some pertinent findings from other provincial jurisdictions is included.

This section concludes with recommendations to address primary issues identified by the public, stakeholders and the Commission.

B. Background

Conduct and Management of Slot Machines

Under the *Criminal Code* (Canada), only a provincial government may conduct and manage a lottery scheme operated on or through a computer, video device or slot machine.

The *Gaming and Liquor Act* (Alberta) authorizes the Alberta Gaming and Liquor Commission to conduct and manage such lottery schemes on behalf of the provincial government.

The province's network of slot machines is monitored through the Commission's central computerized system as a security/control measure, a critical element in the conduct and management of slot machines by the Commission.

Each slot machine operates independently of other slot machines. The prize percentage pay out of each free-standing terminal is certified by an independent testing laboratory. Prize pay out is calculated as total winnings divided by total wagers and for slot machines in Alberta averages between 92% and 93% over extensive play.

Slot Machines Venues

Slot machines are found in the 16 permanent casino facilities located throughout the province, in temporary casinos during major summer fairs and exhibitions and in the province's two racing entertainment centres affiliated with the racetracks at Edmonton Northlands and Lethbridge Whoop-Up Downs.

The Commission enters into an agreement with operators of licensed casino facilities to provide space and customer services in operating the slot machines during licensed casino events. The net revenue (after prizes) from slot machines in casinos is divided as follows: Alberta Lottery Fund - 70%, charities conducting licensed casino events - 15% and casino facility licensees or operators - 15%.

The racing entertainment centres are part of the Racing Industry Renewal Initiative, to help revitalize live horse racing in the province. The initiative involves racetrack operators and the Alberta Racing Corporation. The net revenue from slot machines in racing entertainment centres is divided as follows: 15% commission to the racing entertainment centre operator and 85% to the Alberta Lottery Fund. Of the lottery fund portion, 18 1/3% is allocated to the racing entertainment centre operators to assist with the capital and operating costs of live horse racing and 33 1/3% to the Alberta Racing Corporation (ARC) through the government's annual budget process to enhance the purses of live horse racing at the racetracks. This allocation is also in place for slot revenues from the Stampede Casino in Calgary, with the exception that 15% is allocated to the charities working at the casino and 18 1/3% to the ARC for purse enhancements.

Types of Slot Machine Games, Themes and Denominations

There are several different types of slot machines in the province. Each type of slot machine may be configured to any of numerous game "themes." Examples of game themes include "Red, White and Blue," "Sizzling Sevens," "Double Bucks," "Monopoly," etc. Currently there are about 200 different game themes for slot machines in the province.

There are video and mechanical reel games, single line and multi-line games, and progressive jackpots.

Slot machines pay prizes in the form of coins dispensed in the tray of the machine or, in the case of larger prizes such as jackpot prizes, by cash or cheque. Slot wagers may be in denominations of five cents, 25 cents or \$1. Wagers range from five cents to \$5, depending on the games played and the number of coins or lines bet. For example, the maximum bet on "five cent slots" is \$2.25 (45 lines times five cents).

The maximum top prizes also depend on the game played. Some province-wide linked progressive games (in which various slot machines are linked together for the game and a portion of the cash played goes toward a prize that builds until it is won) have produced top prizes approaching \$725,000. Some prizes from progressive slot games have included merchandise prizes such as new vehicles.

Other progressive slot games include local area progressives, played in a single casino and stand-alone progressives, which involve play on a single slot machine in a casino.

History of Slot Machines in Alberta

The *Criminal Code* was amended in 1986 to grant authority to the provinces to operate mechanical or electronic gaming devices. The first electronic gaming devices to be introduced to the province were video lottery terminals (VLTs) in 1992.

Slot machines were tested at the Calgary Stampede and during the Edmonton Klondike Days and rural fairs in 1993.

In 1995, the Lotteries Review Committee, comprised of MLAs whose task was to consult with Albertans about the future directions for lotteries and gaming, recommended casino VLT revenues should be shared with non-profit organizations holding casino events. At that time there were no slot machines in the province's casinos.

In January 1996, 225 slots were introduced to permanent casino facilities in Alberta, with a maximum limit of 25 slot machines for facilities in Edmonton and Calgary and 10 for facilities in other locations. Of the net revenue from slot machines (gross revenue less prizes), 10% was allocated to charities conducting licensed casino events, consistent with the Lotteries Review Committee recommendation of 1995. Casino operators received 5% of net revenue as commissions and 85% was placed in the Alberta Lottery Fund. The slot machines provided a standard three-reel game, 25 cent denomination and with a top prize of \$1000.

In November 1996, the commissions from slot machines was adjusted as follows: charities conducting casino events 15% of net revenue, casino operator 15% of net revenue and the Alberta Lottery Fund receives the remaining 70%.

In July 1995, the Alberta Gaming and Liquor Commission amalgamated all liquor and gaming regulatory, enforcement and marketing agencies, including the Alberta Gaming Commission, the Alberta Gaming Control Branch, Alberta Lotteries and the Alberta Liquor Control Board. In July 1996, the Alberta Gaming and Liquor Commission would be formally established in the *Gaming and Liquor Act*.

Racing Entertainment Centres Established

In October 1996, the Commission, in partnership with the Alberta Racing Corporation and Edmonton Northlands, introduced 50 slot machines to Northlands Park as part of an initiative to revitalize the horse racing industry.¹ Net revenues were divided equally (33 1/3%) among the three partners: the racetrack operator, Alberta Racing Corporation and the Alberta Lottery Fund (through the Commission).

Additional Slot Machines for Casinos

In 1997, the casino operating guidelines allowed the maximum number of slot machines in casino facilities to be doubled based on various criteria including customer demand, terminal sales, performance and the space capacity of the facility; the hours for table games to be extended by one hour; liquor service on the casino gaming floor and for casinos to operate on Sundays.

In June 1997, slots were installed in a racetrack facility located in Lethbridge. The centre operated with 25 slot machines.

Casinos Improve Gaming Environment

Since 1997, casino facility operators have expanded and improved their facilities to accommodate additional slot machines and attract slot players. Those that made renovations, including investment in decor and the general gaming environment, experienced an increase in overall sales, including revenue from table games. Some of the current casinos, constructed prior to the introduction of slot machines, were purpose or custom built exclusively for table games. As a result, the space capacity within these facilities has not kept up to the growing demand by players for slot gaming.

Due to fluctuations in the daily casino hold (revenue less winnings) charities' proceeds from slot machines began to be pooled, starting in July 1997. Pooling resulted in an averaging of proceeds among charities holding casino events. In the centres with more than one casino facility (Calgary, Edmonton and Red Deer) charities' slot machine proceeds were shared equally through a citywide pool over a 90-day period. In other areas proceeds were pooled for 90 days by each casino.

¹ Since then, another 200 slot machines were added to the facility.

Division of Slot Revenue in Racing Entertainment Centres

The Auditor General of the province reported in May 2000 the division of slot revenue in racing entertainment centres was not in compliance with provincial legislation. The legislation requires that all lottery revenue, after payment of certain costs including retailers' commissions, be deposited into the Alberta Lottery Fund. The Auditor General also indicated any additional revenue to support the racing renewal initiative would have to be voted on by the provincial legislature.

As a result, the division of slot machine net revenue (gross revenue less prizes) was adjusted as follows: 15% commission to the racing entertainment centre operator and 85% to the Alberta Lottery Fund. Of the lottery fund portion, 18 1/3% is allocated to the racing entertainment centre operators to assist with the capital and operating costs of live horse racing and 33 1/3% to the Alberta Racing Corporation (ARC) through the government's annual budget process to enhance the purses of live horse racing at the racetracks. This allocation is also in place for slot revenues from the Stampede Casino in Calgary, with the exception that 15% is allocated to the charities working at the casino and 18 1/3% to the ARC for purse enhancements.

Gaming Licensing Policy Review Announced

The Minister of Gaming announced a review of gaming licensing policies in December 1999. The Commission suspended consideration of requests to license or approve new casinos, casino expansions or re-locations, new games and new gaming environments pending the outcome of the review.

Casino Proceeds Exceed Those of Bingo

Since 1982 and, until recently, the total amount of proceeds to charities from bingo events has exceeded that from casino events. That changed in 1999-2000, when the total amount of proceeds to charities from casino gaming (from table games and slots combined) exceeded bingo.

Table 12-1: Numbers of Slot Machines in Alberta, 1996 - 2001

FISCAL YEAR UP TO DATE SHOWN	NUMBER OF SLOT MACHINES	NUMBER OF SLOT LOCATIONS	COMMENT
March 31, 1996	225	13	Slot machines introduced to majority of permanent charitable casino facilities in 1995-96.
March 30, 1997	765	18	During 1996-97 slot machines were introduced to remaining permanent casino facilities, added to existing ones, and introduced to the Northlands racing entertainment centre.
March 29, 1998	1,680	19	Slot machines introduced to Whoop-Up Downs racing entertainment centre in Lethbridge in 1997-98.
March 31, 1999	2,851	18	Additional slot machines added to existing facilities. Slot machines were removed from Cash Casino in Lethbridge during 1998-99.
March 18, 2000	3,742	18	Cash Casino in Lethbridge closed in the summer of 1999. Slot machines added to existing or relocated casino facilities.
March 31, 2001	4,353	18	Slot machines added to existing or relocated casino facilities.

C. Current Slot Machine Policies

The province's slot machine policies have been developed within a legal framework that consists of the federal *Criminal Code*, the province's *Gaming and Liquor Act* and *Gaming and Liquor Regulation*.

Under the *Criminal Code* only a provincial government may conduct and manage a lottery scheme operated on or through a computer, video device or slot machine.

The *Gaming and Liquor Act* (Alberta) authorizes the Alberta Gaming and Liquor Commission to conduct and manage such lottery schemes on behalf of the provincial government. A more detailed discussion of the legal requirements are provided in the appendix "Legislative Requirements and Considerations."

The Alberta Lottery Fund is the primary beneficiary of slot machine gaming. The Alberta Lottery Fund supports thousands of charitable, non-profit, community and public initiatives across the province. Charities that hold casino events in the permanent charitable casino facilities also receive a commission of 15% of the net revenue from slot machines for their charitable community projects.

Province's Slot Machine Network

In keeping with its responsibilities to conduct and manage electronic gaming devices, the Commission purchases and owns slot machines and monitors the network of all its slot machines through a central computerized system as a security/control measure.

The Commission enters into a Casino Gaming Retailer Agreement with each operator of a charitable casino facility and a racing renewal initiative agreement with the operator of each racing entertainment centre. Under these agreements the operator agrees to provide space for slot machines and customer services during their operation; in return the operator receives a commission of 15% of net sales from the slot machines.

Commission staff install, remove and provide technical maintenance for all slot machines and the related signage and equipment.

Casino Facility Policies - Permanent Facilities

Casino facility licensees or operators are required to meet the slot machine policies contained in *Casino Terms & Conditions and Operating Guidelines* as well as the conditions in the casino gaming retailer agreement with the Commission.

Under current policy the Commission will provide a minimum of 50 slot machines to minor casinos (those with 15 or fewer table games) and 100 to major casinos (those with 16 or more table games).

The casino facility licensee must provide electrical outlets, slot machine cash cage, the appropriate insurance as required under the retailer agreement and agree to report any slot machine malfunctions to the Commission. The licensee is also required to cover related utility

costs and any costs for the repair of slots, fixtures, or signs destroyed or damaged, other than by normal wear and tear, while in the care of the licensee.

All proceeds received from slots, less winnings and retailer commissions, are the property of the Commission. The retailer receives, holds and deals with those proceeds as bare trustee for the Commission.

Charitable organizations that conduct casino events receive 15% of slot machine net revenue as commissions. In cities with one casino the revenues are pooled and distributed at the end of the pooling period to each charity that held a casino at that facility during the pooling period. In Edmonton, Calgary and Red Deer, cities with more than one casino, the net revenue from slot machines is pooled from all the charitable casinos in the city that were held during the pooling period and distributed accordingly to the charities.

Casino Policies - Temporary Events

The Board of the Commission may each year approve requests for slot machines from eligible summer agricultural fairs and exhibitions (see below for the list of approved events in the province). If those slot machines are provided during a casino event held by the agricultural fair or exhibition, then the terms and conditions for slot machines are similar to those of permanent casino facilities, as provided in the *Casino Terms & Conditions and Operating Guidelines* and include a casino gaming retailer agreement.

A non-profit organization that operates an annual summer fair or exhibition in a community where a casino facility licence already exists, may apply for a casino licence in the community's casino facility for the duration of the major event. For example, the non-profit organizations involved with the major events in Red Deer, Medicine Hat and Lethbridge participate in this type of arrangement. Red Deer and Medicine Hat also have slots on site at their respective fairs and exhibitions. Edmonton and Calgary are excluded from using the existing permanent casino facilities so that casino event licences may be issued to other qualified charitable groups during the major event. Both of the larger centres operate their own on-site casinos during their major exhibitions.

Based on availability, slot machines may be allocated to the approved annual major events as follows:

- a) Edmonton (Klondike Days)- maximum 250 slot machines and, if available, up to 100 test slot machines;
- b) Calgary (Calgary Stampede) - maximum 250 slot machines, and if available up to 100 test slot machines;
- c) Red Deer (Westerner Days) - maximum 75 slot machines;
- d) Lethbridge (Whoop Up Days) - maximum 75 slot machines;
- e) Medicine Hat (Medicine Hat Stampede) - maximum 50 slot machines;
- f) Grande Prairie (Grande Prairie Regional Exhibition) - maximum 50 slot machines;
- g) Camrose (Camrose Jamboree) - maximum 100 slot machines; and
- h) Tsuu T'ina (PowWow Days) - maximum 100 slot machines.

A test slot machine is one that is authorized for use to determine customer acceptance and performance. Depending on the results, such slot machines may be introduced as part of the slot machine program in the province.

Racing Entertainment Centre Policies

The slot machine policies that affect Racing Entertainment Centres (RECs) are contained in the Racing Industry Renewal Initiative Agreement between the Commission and the REC operator, who must be a racetrack operator licensed by the Alberta Racing Corporation.

Under the agreement the operator is required to provide space for the slot machines, a variety of services and the appropriate utilities for the operation of slot machines (for example, power). The services to be provided include those related to security, handling of slot revenue and providing a cash float and keeping proper records as required. The operator is also required to report any slot machine malfunctions to the Commission.

For the space and services provided, the operator receives a commission of 15% of slot machine net revenue (gross revenue less prizes).

Hours of Operation

Casinos may operate within the maximum hours of 10 a.m. to 3 a.m. Casinos may operate slot machines for up to a maximum of 17 consecutive hours per day between those maximum hours, seven days per week. Casino facilities other than those in Edmonton and Calgary typically operate from 12 to 17 hours, seven days per week.

Racing entertainment centres may operate a maximum of 17 consecutive hours per day, between the hours of 10 a.m. to 3 a.m., up to seven days per week.

D. Current Situation Assessment

General

As of March 31, 2001, there were 4,353 slot machines in the province.

Table 12-2: Slot Machines Per Venue (as of March 31, 2001)

VENUE	LOCATION	NO. OF SLOT MACHINES
Palace Casino	Edmonton	271
Bacarrat Casino	Edmonton	284
Casino Edmonton	Edmonton	429
ABS Yellowhead Casino	Edmonton	600
CITY TOTAL	Edmonton	1,584
ABS Casino Calgary	Calgary	400
Stampede Casino	Calgary	158
Elbow River Inn Casino	Calgary	200
Silver Dollar Casino	Calgary	256
Cash Casino	Calgary	344
CITY TOTAL	Calgary	1,358
Cash Casino	Red Deer	142
Jackpot Casino	Red Deer	142
CITY TOTAL	Red Deer	284
Boomtown Casino	Fort McMurray	50
Great Northern Casino	Grande Prairie	181
Vanshaw Casino	Medicine Hat	200
Gold Dust Casino	St. Albert	204
ABS Casino	Lethbridge	180
SUBTOTAL	All Casino Facilities in Alberta	4,041
Edmonton Northlands (Racing Entertainment Centre)	Edmonton	250
Lethbridge Whoop-Up Downs (Racing Entertainment Centre)	Lethbridge	62
SUBTOTAL	Racing Entertainment Centres	312
TOTAL	ALL VENUES	4,353

The table above does not include the number of slot machines provided to the temporary summer fairs and exhibitions. The maximum number of slots that may be allocated to them is provided under "Current Slot Machine Policies" in this section.

Product Mix

Since the introduction of slot machines in January 1996, the slot product mix in the province has been expanded to include:

- nickel slots;
- multi-game video slots;
- slant top and mini-bertha cabinets;
- diverse themes;

- nudge and re-spin games;
- bonus schemes;
- sound effects;
- top awards of up to \$25,000;
- progressive awards (awards have been as high as \$725,000);
- merchandise prizes;
- bill acceptors; and
- other features.

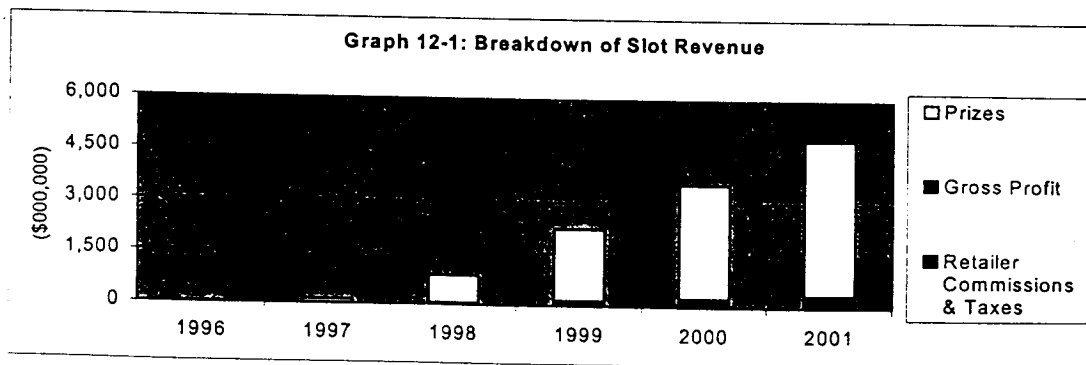
Revenue

In 2000-2001, slot machines generated revenues as follows: \$252 million to the Alberta Lottery Fund, \$53.7 million to charities that held casino events and \$65.2 million in commissions to slot machine retailers, that is, licensed casino facilities and racing entertainment centres.

Chart 12-1: Gaming Revenue from Slot Machines

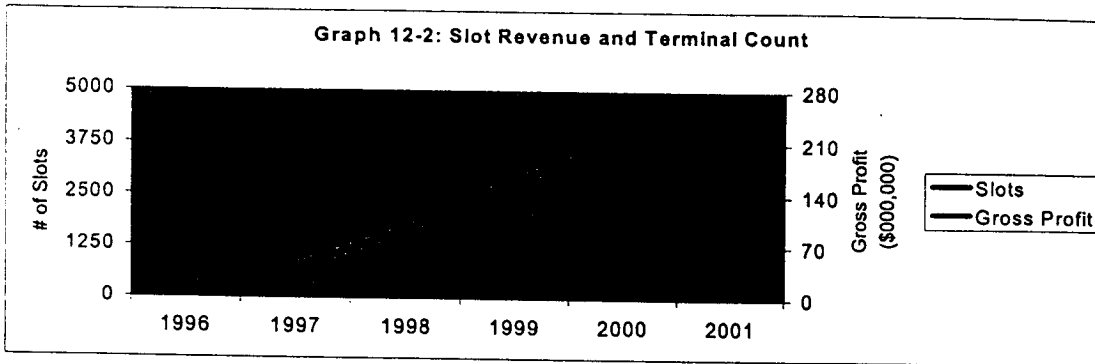
	1996	1997	1998	1999	2000	2001	Totals
	(\$000,000)	(\$000,000)	(\$000,000)	(\$000,000)	(\$000,000)	(\$000,000)	(\$000,000)
Revenue							
Slots	25	121	846	2,227	3,546	4,842	11,607
Cost of Goods Sold (COGS)							
Prizes	23	99	768	2,051	3,275	4,467	10,683
Retailer Commissions & Taxes			31	65	96	123	315
Total COGS	23	99	799	2,116	3,371	4,590	10,998
Gross Profit	2	22	47	111	175	252	609
Net to Alberta Lottery Fund	2	22	47	111	175	252	609

Among gaming activities conducted and managed by government, slot machines have contributed the greatest increase in net revenues over the past few years.



For example, net revenue from slot machines (after prizes and expenses) increased to \$252 million in 2000-01 from \$111 million in 1998-99, an increase of 127%. By comparison, VLT net

revenue increased by just more than 13% over the same period, to \$574 million from \$508 million.



Revenue Projections

Net revenue from slot machines in 2000-01 are expected to exceed budget forecasts by 9%.

The Commission anticipates slot machines will generate net revenue of \$395.2 million in 2001-02, an increase of 19% over the budgeted slot net revenue of \$331.6 million in 2000-01.

As compared to the 2000-01 budgeted net revenues from slot machines, charitable casinos are projected to experience increases in net revenue from slot machines in 2001-02 as follows: Edmonton casino market 26.9%, Calgary casino market 21.7%, rural casino market 21.2%. The net revenue from the two racing entertainment centres is forecast to decline by 7.6% in 2001-02 over the budgeted sales figures for 2000-01.

In fiscal year 2001, summer fairs and exhibitions earned \$1.1 million in commissions from slot machines and the same amount from table games.

Market Potential

The Commission has not conducted a formal study into the market potential for slot machine gaming in the province. However, in the past few years total slot revenue has continued to grow at a pace consistent with the rate at which they are installed. In other words, each additional slot machine generated incremental or new sales. As casinos in the province expanded from 1997 to 1999, the average net sales per terminal for all slots in the province has remained relatively stable, yet during this same time the number of slots increased by 173%. The demand for slots has remained constant even as the supply has almost doubled.

E. Landscape of other Provinces

All the jurisdictions in Canada that operate slot machines do so in conjunction with their casino or racing programs.

Slot Machine Revenues and Player Participation Continues to Increase

According to Statistics Canada, the percentage of households in Canada that spent money on at least one gambling activity dropped to 77% in 1998 from 82% in 1996. This participation decreased in provincial lotteries (to 68% from 74%); non-government lotteries, raffles, and other games of chance (to 34% from 39%) and bingos (to 10% from 12%). Only participation in casino slot machines and VLT activity increased (to 20% from 17%).

Despite the decreased participation rates, average expenditures for all types of gaming increased. Slot machines and VLTs led with increases in average expenditures for participating households, to \$430 in 1998 from \$360 in 1996, an increase of 19%. According to the survey, Alberta had the highest average expenditures in this activity at \$685 for participating households, whereas Quebec had the lowest at \$240 (Statistics Canada, "Update on Gambling," *Perspectives*, Spring 2000 issue).

Provincial Government Policy is Paramount

Provincial governments are responsible for the conduct and management of all slot machine gaming activities in Canada. The *Criminal Code* states they are the exclusive domain of provincial governments. Each provincial jurisdiction has taken its own approach to slot machine availability.

For example, in British Columbia the Union of British Columbia Municipalities (UBCM) and some local governments passed bylaws prohibiting the installation of slot machines within their boundaries. Since then, the policy dispute was resolved through a Memorandum of Understanding with the UBCM in which local governments were given the right to approve the introduction of slot machines, obtain a share of the proceeds (10%) from gaming within their boundaries and affirm their authority with respect to zoning and development permits.

The B.C. Ministry of Labour's commissioned report *Relocation of, and Changes to, Existing Gaming Facilities in British Columbia* (Meekison, 2000) states:

While it appears that the faultline between the province and municipalities has disappeared, it may be only temporary because the Lottery Corporation may cause municipalities to review their policies governing slot machines. If a particular municipality does not want slot machines within its boundaries, the Lottery Corporation, in fulfilling its mandate to maximize revenues for the provincial government, believes it has an obligation to pursue the relocation of casinos to municipalities that are more receptive to the idea. This carrot and stick position may lead to further strains between the province and individual municipalities.

The following table, which gives an overview of the slot machine activities in the other provinces, closely resembles the landscape of casino gaming in the provinces (see the separate section "Casino Gaming").

Table 12-3: Landscape of Slot Machine Operations in Other Provinces – at March 31, 2000

JURISDICTION	NO. OF SLOTS / SITES	DIVISION OF REVENUE	COMMENTS
<p>British Columbia</p> <p><u>Conducted & Managed by:</u> British Columbia Lottery Corporation.</p> <p><u>Regulated by:</u> Gaming Policy Secretariat.</p>	<p><u>18 Sites</u> 2 destination casinos 16 community casinos</p> <p><u>2,399 Slots</u> 524 destination 1,875 community</p> <p>'Stepper reel' is the only type of slot authorized for use in BC.</p>	<p>25% slot win to operator 75% to BCLC</p> <p>Up to an additional 3% of slot win can go to the operator for facility development based on an approved plan being in place.</p>	<p>Progressive slots are prohibited.</p> <p>Installation of slots at horse racing facilities is prohibited; however a casino may relocate to a racetrack if requirements are met (including approval of host municipality) and if horse racing remains the primary function.</p> <p>Slot cap of 7,200 based on 300 slot maximum at 24 casinos (18 existing – 6 pending destination casinos).</p>
<p>Alberta</p> <p><u>Conducted & Managed by:</u> Alberta Gaming and Liquor Commission.</p> <p><u>Regulated by:</u> Same.</p>	<p><u>18 Sites</u> 16 casinos 2 racing entertainment centres</p> <p><u>4,353 slots</u> 4,040 casino 312 racing entertainment centres</p>	<p><u>Charitable casinos</u> 15% charity 15% siteholder 70% Alberta Lottery Fund</p> <p><u>Racing Ent. Centres</u> 15% REC operator 85% Alberta Lottery Fund</p>	<p>January 2001- gov't announced First Nations gaming policy allowing for on-reserve casinos.</p> <p>No slot cap.</p>
<p>Saskatchewan</p> <p><u>Conducted & Managed by:</u> Saskatchewan Gaming Corporation (Casino Regina only) and Saskatchewan Indian Gaming Authority.</p> <p><u>Regulated by:</u> Saskatchewan Liquor and Gaming Authority.</p>	<p><u>5 sites</u> 1 commercial casino 4 First Nations commercial</p> <p><u>1240 Slots</u> 620 Casino Regina 620 First Nations</p>	<p><u>Commercial</u> 50% SK Gen. Revenue 25% First Nations Fund 25% Associated Entities Fund</p> <p><u>First Nations</u> 37.5% SK Gov't 37.5% First Nations 25% Associated Entities Fund</p>	<p><u>Minimum age: 19</u></p> <p>Current government policy - no expansion of electronic gaming.</p> <p>Slots are at casinos only.</p> <p>Saskatchewan Gaming Corporation – a crown corporation - owns its slots.</p> <p>First Nations slots are owned by SLGA and operated under contract by Saskatchewan Indian Gaming Authority (SIGA).</p> <p>No slot cap.</p>

JURISDICTION	NO. OF SLOTS / SITES	DIVISION OF REVENUE	COMMENTS
Manitoba <u>Conducted & Managed by:</u> Manitoba Lottery Corporation. <u>Regulated by:</u> Manitoba Gaming Control Commission.	<u>2 Sites</u> 2 commercial casinos <u>1,231 Slots</u>	100% MLC	Located at casinos only. No slot cap.
Ontario <u>Conducted & Managed by:</u> Ontario Lottery and Gaming Corporation. <u>Regulated by:</u> Alcohol and Gaming Commission of Ontario.	<u>20 Sites:</u> 3 commercial casinos 5 charity casinos 12 racetracks <u>Slots</u> 8,078 commercial 900** charity 7,064 racetrack Number of slots at racetracks ranges from 325 at Sudbury to 1,700 at Woodbine.	<u>Commercial</u> 100% OLG* Net profits from Casino Rama are shared among 134 First Nations groups. <u>Charity Casinos</u> Charity receives 100% of net proceeds. Host local gov't receives 5% gross slot revenue. <u>Slots</u> 20% Racetrack 80% OLG Host local gov't receives 5% gross slot revenue + 2% of every slot over 450.	<u>Minimum age: 18</u> <u>1999-2000 Revenue</u> Commercial: \$1.5 billion Racetrack: \$362.5 million* *Only 9 racetracks operated for full year of Fiscal 2000. ** Only 2 charity casinos operated for full year of Fiscal 2000. June 2000 – Ontario government announces 3-year freeze on expansion of new charity and commercial casinos, and charity racetracks.
Quebec <u>Conducted & Managed by:</u> Loto-Quebec. <u>Regulated by:</u> RACJ.	<u>3 Sites</u> 3 commercial casinos <u>5,185 Slots</u> 3000 Casino de Montreal 1410 Casino de Hull 775 Casino de Charlevoix.	100% Loto-Quebec	<u>Minimum age: 18</u> Located at casinos only. No slot cap.
Nova Scotia <u>Conducted & Managed by:</u> Nova Scotia Gaming Corporation. <u>Regulated & Licensed by:</u> Nova Scotia Alcohol and Gaming Authority.	<u>2 Sites</u> 2 commercial casinos <u>1000 Slots</u> 650 Halifax 350 Sydney	100% NS Gaming Corp.	<u>Minimum age: 19</u> Located at casinos only. No slot cap.
New Brunswick	No slots.	N/A	N/A
Prince Edward Island	No slots.	N/A	N/A

JURISDICTION	NO. OF SLOTS / SITES	DIVISION OF REVENUE	COMMENTS
Yukon	No slots.	N/A	N/A
Northwest Territories	No slots.	N/A	N/A
Nunavut	No slots.	N/A	N/A

F. Summary of Findings – Public Views and Stakeholder Consultations

Stakeholder Consultations

The Gaming Licensing Policy Review process included obtaining the views and perspectives of the Alberta public, including both players and non-players, and stakeholders. This summary of findings presents a snapshot of those views and perspectives focusing on slot gaming.

The review process also included a review of gaming-related literature gathered from jurisdictions around the world. A few key sources are described here.

The findings are divided as follows:

- *Public* - The views and attitudes of adult Albertans about gaming activities in the province.
- *Stakeholders* - The views and perspectives of stakeholders. Stakeholders are either directly involved in the gaming industry, or indirectly involved through the services they provide or through some related experience or interest. Most stakeholders have knowledge of at least some of the gaming licensing policies currently in effect. Others will be fully aware of those licensing policies, in particular as they may apply to the gaming activity with which they are directly involved.
- *Landscape*- The perspectives in a number of other jurisdictions.

Public

In May 2000, during the licensing policy review, the views and perspectives of adult Albertans were sought through public opinion research.

The research shows Albertans tend to view slot machine gaming as a harder form of gambling. More than half of Albertans believe it is up to each individual to control his or her own gambling.

More than half of the public also indicated they are not well informed about where proceeds from gaming go.

The top four areas identified by respondents as deserving of gaming proceeds in general were charities (34.9%), health care (29.1%), education and schools (23.2%) and community organizations (20.9%). Other areas each received less than 15% support.

More than half of respondents indicated their main source of information about where proceeds go is the newspaper.

About 58% of adult Albertans supported the current level of availability of slot machines at local casinos, close to 38% indicated they would like them to be made less accessible at local casinos and 4% more available.

Respondents indicated clearly players should be able to play slots at resort casinos (93.9%) or local casino (92.4%). A majority also indicated they should be able to play them in a Native casino on reserve land (68.2%), in a gaming room in a hotel (65.2%), location devoted to video lottery terminals (VLTs) (62.9%) and bars and lounges (54.5%). Less than half indicated players should be able to play slot machines at a race track (46.2%) and at a bingo hall (38.2%).

Thirteen percent of respondents played slot machines at local casinos. Among those players, the average amount spent over the last month (when the public opinion research was undertaken) was approximately \$152.50 for slot machines. In single play the average time spent by players on slot machines was one hour and they spent an average of approximately \$39.75.

The preferred places to play slots for players, if slot machines were to be available in all the various venues, would be the local casino (84.4%), resort casino (70.9%), gaming room in a hotel (57.8%) and bars and lounges (54.6%). In addition, 42.2% said they would play slots at a First Nations casino on reserve land, 32.1% would play them at race tracks and 17.4% at bingo halls.

Sixty-seven percent of slot players indicated slots have not affected their overall spending on gaming, while 24% indicated their spending has increased. More than 80% said slots have not affected their spending on other games, such as casino table games, bingo, horse race betting, instant tickets or lottery tickets and VLTs.

Almost 70% of slot players prefer just slots, not table games; 22% enjoy both of those activities and 9% have no preference.

Of casino players, about 83% said they would definitely or probably play regular slot machines when they visit a casino. Close to half indicated they definitely would play them and a little more than one-third indicated they would probably play.

For respondents, the ideal features in gaming facilities of any kind are security and a clean, modern environment. Other features also rated highly were spacious surroundings, convenient parking, easily identifiable staff and non-smoking sections.

Stakeholders

Consultation with stakeholders occurred during the Gaming Licensing Policy Review. During September and October 2000, facilitated interviews and discussions occurred with stakeholder groups throughout Alberta. In addition, representative telephone surveys were conducted involving more than 600 representatives of charitable organizations. Three hundred industry workers involved with bingo and casino were also surveyed for their views.

Integrity of gaming is a common interest. Stakeholders feel the Commission has been professional and acts with integrity. None called into question the Commission's own integrity, even though they may have been opposed to some policy decisions of the Commission.

Stakeholders generally desire a level playing field, where everyone knows the rules, and there is fair opportunity to participate.

There is a wide range of knowledge among stakeholders about where the proceeds from gaming go and how they are used. Many want to see more money spent informing people about how proceeds are used.

Few suggestions were made to improve rules and regulations. Many stakeholders expressed an interest in providing more input during the development of policies.

As to social responsibility, some stakeholders feel the Commission (and the media) overstates the problems associated with gambling, and should allow the marketplace to determine growth. Other stakeholders feel the Commission understates the problem and should further restrict gaming activities. Those who favour expansion of gaming activities indicated the Commission should be more proactive in communicating the benefits to the province from gaming. Other stakeholders feel not enough attention has been paid to the costs and more needs to be done to assess the net impact of gaming in the province, including additional funding to address the negative aspects.

Industry Stakeholders

Most charities believe access to gambling is well controlled and regulated and rules have been consistently enforced. A minority believe more types of gambling should be permitted in the province.

Charities felt a better job could be done to communicate the benefits of gaming. Communicating with the gaming industry could also be improved upon.

The views of gaming workers in casino and bingo, for the most part, reflected similar views to those of charitable groups as discussed above.

About 60% of both gaming workers and charities believe the availability of slot machines should remain the same, consistent with the view of most Albertans. About one-quarter of charities believed they should be less available and 21% of workers held this view. About 17% of workers and 12% of charities felt slot machines should be made more available.

A gaming industry representative felt aging gaming equipment has to be replaced more quickly. As well, levels of technical support service should be improved, a view expressed by other stakeholders involved in slot machine gaming. It was felt input should be sought by the Commission prior to finalizing the gaming licensing policy review.

Casino facility operators are of the opinion current casino facilities are already capturing 80% of the market potential in their trade areas. They have indicated more opportunity exists for casino growth in Calgary than in Edmonton.

Bingo and horse racing stakeholders felt there was unfair competition from casinos, from video lottery terminals (VLTs) and slot machines approved by the Commission.

Bingo stakeholders desire a plan for gaming development rather than what they perceive as an ad hoc approach to bingo. They feel they compete for the same player and nickel slot machine players are also bingo players. To compete they feel there is a need to introduce electronic bingo, keno and slot machines in bingo halls. It was felt by some bingo stakeholders since licensed bingo facilities are entertainment facilities, they should be permitted to offer a variety of games to customers and with fewer restrictions.

At the same time, both bingo and horse racing representatives want to see a better differentiation of gaming products being offered, to distinguish among them. For example, it was felt racing entertainment centres should have exclusivity to the electronic horse race games, which also are found in casinos.

Major exhibitions indicated they pioneered gaming in the province through horse racing and their other early involvement in ticket lotteries and casino gaming. A priority was to obtain more funding from the Alberta Lottery Fund.

A representative of one major exhibition indicated more slot machines are needed to help revitalize the horse racing industry. A better mix of games and analysis is also needed. A representative of another major exhibition echoed that view, indicating more attention needs to be paid to the growth in demand at racing entertainment centres and ways to benefit or stimulate live horse racing.

Municipalities and Police Services

A representative of a municipal association felt there needs to be more equitable access to gaming funds by smaller communities in the province, for example, by rural charities having more access to the proceeds (slot and table games) at larger urban casinos.

A municipal representative believes as gaming grows, more attention is needed to ensure its integrity and security. The representative felt gaming should be available through dedicated gaming venues such as casinos.

Police services felt the Commission has done a good job in regulating gaming in the province. Nevertheless, they did have some issues. It was felt a balancing of social responsibility and growth of gaming is required. One police service representative felt a full cost benefit analysis would be appropriate. The representative was not aware that the Alberta Gaming and Research Institute was formed for that purpose. A police service representative expressed the view larger crowds visiting casinos could result in problems such as "inevitable" fighting and increased work for police.

Another representative wondered whether police should be directly involved with policing in casinos. Preventing crime and addressing criminal activities through joint forces with the Commission was suggested as a possibility. This was a common suggestion of most police services and also suggested by an official with the provincial Justice department.

Service Agencies and Advocacy Foundation

One public advocacy foundation believes an organization such as the Commission is bound to be biased in its decisions when it generates so much revenue from gaming. Even so, the foundation believes the Commission is doing a good job balancing the public and special interests. It also believes the Commission is doing better than other jurisdictions in the area of consultation.

On a more general note, the foundation felt the Commission should produce more information on the state of gaming in the province. It was felt a detailed information report, for example, would help in discussions related to First Nations casinos and how government wants to equitably and responsibly develop those casinos.

A representative of a problem gambling treatment agency saw as an issue the role of the Commission as “promoter, regulator and profiteer from gaming.” The representative felt there would be concerns if First Nations were to be designated both as the charity and casino facility licensees of on-reserve casinos. The agency felt Alberta could do more to fund education, prevention and treatment programs. The agency hopes some funds will be dedicated to address First Nations problem gambling, believing there is potential for increased problem gambling among First Nations people with the introduction of on-reserve casinos. Such funding should be tied in with current problem gambling programs rather than be operated parallel to them.

The agency expects new games will continue to be demanded to satisfy consumer demands, particularly those of baby boomers who like change.

A compulsive gambling foundation said a key concern is obtaining more funding to detect problem gambling behaviour among Albertans and for treatment. The foundation felt more funds could be provided through the province’s gambling treatment agency. A similar view was provided by a service agency representative, who believed more needs to be put into programs for families. Government should continue to ensure gaming is responsibly managed.

Landscape

See “Landscape of Other Provinces” in this section for more details about the policies and activities related to slot machine gaming in other Canadian provinces.

The regulatory environments for gaming between Canada and other jurisdictions differ. In some respects they may differ significantly. In any case, it is worth examining or considering the events and activities occurring internationally to compare gaming activities, issues and developments.

U.S. Experience

Much of the information provided in this landscape information is drawn from a report of the U.S. National Gambling Impact Study Commission. The commission was appointed by the federal government of the United States to examine the impact of gambling across the U.S. Its task involved research, study and consultation over two years. The commission issued its report with findings and recommendations in June 1999.

Overall, traditional slot machines are primarily located in state licensed casinos. However, “convenience gaming” or “retail gaming” are terms that have been used to describe legal stand-alone slot machines, video poker, video keno and other electronic gaming devices located in bars and lounges, convenience stores, truck stops, riverboats and other locations in various states.

The report of the Commission noted:

Stand-alone EGDs (electronic gaming devices, or slot machines) are seldom well regulated outside of Nevada. Because EGDs can be placed in a wide variety of locations, they can be difficult to monitor.

It also mentions:

In Nevada, slot machines can be found in many public locations, including airports and supermarkets. Locations with non-gambling casino licenses may operate a maximum of 15 devices. ...Montana was the first state after Nevada to legalize stand-alone EGDs specifically video poker in bars. In California, video keno operated by the state lottery can be found in most traditional lottery outlets and in many other locations as well.

Illegal and quasi-illegal EGDs, otherwise known as "gray machines," are also present in most states.

The exact number of gray machines available has not been accurately measured, but there are estimates for some states. For example, in West Virginia, there are approximately 15,000 to 30,000 gray machines. In New Jersey, it is estimated that there are at least 10,000 machines. The Alabama Bureau of Investigation estimated there were 10,000 illegal EGDs across that state in 1993. Illinois is estimated to have 65,000.

State gaming regulators have also been pressured by gaming industry officials to allow electronic gaming devices or slot machines in non-casino gaming venues such as racetracks and bingo halls. These gaming industry officials argued that the expansion of other forms of gaming was making it difficult for them to compete. In response, the National Gambling Impact Study Commission recommended:

... states should refuse to allow the introduction of casino-style gambling into pari-mutuel facilities for the primary purpose of saving a pari-mutuel facility that the market has determined no longer serves the community or for the purpose of competing with other forms of gaming.

The National Council Against Legalized Gambling notes efforts to legalize electronic gaming devices at pari-mutuel facilities have failed in twelve states since 1995.

Australia

Electronic gaming has proliferated throughout Australia, which has more electronic gaming devices per capita than any other jurisdiction in the world. An inquiry report, *Australia's Gambling Industries* (1999) issued by the country's Productivity Commission, states there were 184,526 electronic gaming devices located in 5,866 venues including bars and lounges, clubs, hotels and casinos generating a total expenditure of 5.9 billion. That equals 133 gaming machines per 10,000 adults in Australia compared to 29 gaming machines per 10,000 adults in the U.S. and 26 gaming machines per 10,000 adults in Canada. In these three countries the gaming machines and their play features are relatively similar.

Each Australian state or territory is responsible for the regulation of gaming within its borders. However, in some cases private operators are licensed to own or operate gaming machines within imposed guidelines and restrictions.

With the exception of Western Australia, all other states have legalized electronic gaming devices or slot machines to some extent. Most states or territories have instituted some type of cap on the number and availability of electronic gaming devices. In some cases, these caps have not been binding. Examples of statewide caps include caps on the number of machines in the state and/or caps on the number of machines per facility.

Until recently, most states were below these caps, however as they approach the maximum limits imposed, performance monitoring has been used to ensure the effective utilization of electronic gaming devices.

Where decisions on the allocation of machines is determined centrally so as to maximize revenue – as in Victoria – the introduction of a binding state cap would tend to lead to the reallocation of machines to venues with higher capacity utilisation. Both Tabcorp and Tattersall's have acknowledged that their practice of reallocating machines away from lower-performing venues is partly a commercial response to the cap on total gaming machine numbers permitted in the state (Productivity Commission Inquiry Report, *Australia's Gambling Industries* -1999).

However, the Productivity Commission suggests statewide caps on the number of gaming machines is less effective than venue caps as a harm minimization strategy.

G. Primary Issues and Recommendations

Assessing Proposed Casino Policy Recommendations

The process of arriving at recommended slot machine policies was comprehensive, involving a number of steps.

The first step was to arrive at an initial assessment of current slot machine policies within the gaming licensing policy framework. Are slot machine policies clear, comprehensive and up to date?

The next step was to obtain the perspectives of stakeholders about slot machine policies and gaming in Alberta generally. Information was also gathered about slot gaming activities occurring in other jurisdictions to compare issues, policies and developments.

That step was followed by an intensive review of public and stakeholder perspectives and findings from other jurisdictions, and assessing options to address slot gaming in Alberta over at least the next five years.

As policy strategies took shape, the following question was asked: How well does a proposed policy strategy measure up to the key elements of the province's licensing policy framework?

For example, the questions asked included:

- Does a proposed slot policy strategy meet the requirements of the *Criminal Code* (Canada), the *Gaming and Liquor Act* (Alberta) and *Gaming and Liquor Regulation* (Alberta)?
- Is it consistent with government's broad policies for gaming?
- Is the proposed strategy consistent with government's policies that specifically address slot gaming?
- Does it fit within the objectives and goals of the Ministry's three-year business plan?

Only policy strategies that met the key elements of the policy framework would be considered further.

Following from that step, various recommended policies for slot gaming in Alberta were developed.

Primary Issues

The Gaming Licensing Policy Review, in consultation with stakeholders, identified a number of primary issues regarding slot policies. The primary issues and their respective recommendations appear under the following five topics.

A. PUBLIC INTEREST, SOCIAL RESPONSIBILITY

Albertans expect the government to manage and control gaming activities in a socially responsible manner, with regard for the problems some people may have with their gambling.

POLICY POSITION:

1. Manage electronic gaming devices in a socially responsible manner.

Electronic gaming is viewed as a harder form of gaming and many Albertans associate it with problem gambling. The government is expected to strike the proper balance between meeting consumer demands and addressing issues related to problem gambling.

Among other problem gambling initiatives, the Commission requires by policy that slot retailers post and make available information about problem gambling programs to their customers. That includes a toll-free number people may call to access problem gambling counseling and treatment services through the Alberta Alcohol and Drug Abuse Commission (AADAC). As well, the Commission, in cooperation with casino facility licensees, launched the Casino Voluntary Self-Exclusion Program in September 2000. Under this program individuals voluntarily request they be denied entry to any casino in Alberta.

A few general recommendations have been made in the area of social responsibility that apply to slot gaming. They include incorporating responsible gaming features in new or replaced slot machines, controlling access to automatic teller machines and compulsory problem gambling awareness training for retailers of electronic gaming devices such as slot machines and their staff. See the recommendations under "Public Interest, Social Responsibility," in the section "Gaming in General."

SLOT MACHINES RECOMMENDATION - 1

- **Slot machines must only be permitted in charitable gaming facilities during licensed charitable events and in racing entertainment centres. These facilities must restrict access to those of legal age.**

Comment - Any facility that offers slot machines must restrict access to those of legal age. This is consistent with the current practice for casinos, racing entertainment centres and summer fairs that are authorized to operate slot machines.

B. ELIGIBILITY

Slot machines are restricted to licensed casino facilities, racing entertainment centres at racetracks and during specific authorized temporary events such as summer fairs and exhibitions.

Interest has been expressed to offer electronic gaming in other facilities or premises where other gaming activities are being provided. For example, bingo associations have expressed a strong desire to offer slot gaming in their bingo facilities to raise additional funds for charitable groups and to compete with electronic games in casinos and in bars and lounges.

Similar interest has been expressed by hotels in proposed hotel games rooms. Requests have also been received by the Commission from associations that are not classified as major exhibitions.

Under the *Criminal Code*, slot machines must be conducted and managed by the provincial government. The Commission, as an agent of the government, must determine how best to allocate electronic gaming devices, which include slot machines. The Commission is expected to be a responsible steward of the assets entrusted to it and to manage and control gaming activities in a socially responsible manner.

POLICY POSITION:

1. **Restrict slot machines to charitable casino facilities during licensed charitable events and racing entertainment centres.**

This policy position is consistent with Albertans' view "harder" forms of gambling should only be available in facilities dedicated to gaming and that restrict access to those of legal age. Moreover, many Albertans prefer facilities to be safe and clean, modern environments.

SLOT MACHINES RECOMMENDATION – 2

- **Establish stringent standards for the facilities in which slot machines are to be authorized.**

Comment - The facilities in which slot machines may be authorized should meet stringent standards to offer players a quality gaming experience and to provide acceptable financial controls and security for the integrity of slot gaming. The facilities must be dedicated to gaming.

SLOT MACHINES RECOMMENDATION - 3

- **Continue the summer fair slot program.**

Comment - The Commission will continue to review requests from fairs and exhibitions for slot machines to their annual event. In arriving at its decision the Commission will examine the availability of slot machines, the market potential of slots at the summer fair and the labour costs to transport, install and maintain them during the summer fair.

C. AVAILABILITY, ACCESSIBILITY, EXPANSION, NETWORK ACTIVITIES

Albertans expect the government manages and controls gaming activities in a socially responsible manner. For most Albertans gaming is a form of leisure activity or entertainment. Most Albertans have indicated the current level of slot machine availability should remain the same.

POLICY POSITION:

1. **The number of slot machines allocated to a licensed gaming facility will be based on a sound business case, to ensure the returns are maximized for the benefit of charitable, non-profit, public and community-based initiatives.**

Through the appropriate policies, procedures and processes the Commission is committed to ensuring the return to charitable groups and the Alberta Lottery Fund from gaming activities are maximized.

SLOT MACHINES RECOMMENDATION – 4

- **The availability of slot machines and diversity of the product mix in an authorized gaming facility should correspond to player demand and facility capacity.**

Comment - Two key criteria in determining how many slot machines to allocate to an authorized gaming facility are the demand by players for slot gaming and the space available in a facility for slot machines.

SLOT MACHINES RECOMMENDATION - 5

- **Optimize the distribution of slot machines and product mix through performance monitoring.**

There is a strong demand for additional slots from casino facility licensees and the racetrack operators who are slot retailers. One effective, objective and transparent way to allocate slots is through performance monitoring. Performance monitoring allows the Commission, on an ongoing basis, to review the demand or sales in each location. Based on specific criteria, slots would be re-allocated from locations with lesser demand or poorer sales to those experiencing greater demand or higher sales. The aim is to maximize benefits to charities and the Alberta Lottery Fund.

D. REVENUE DIVISION

In casino events held in permanent licensed casino facilities the net revenue from slot machines is divided among the charities holding casino events (15% commission from the slot operation during their licensed casino event), the operator (15% commission for slot customer services and facility space) and the Alberta Lottery Fund (70%).

POLICY POSITION:

1. **Ensure that the financial benefit to charities from slot machines is maximized.**

During their casino events, charities earn proceeds from casino table games (refer to the section "Casino Gaming"). Charities also obtain a commission of 15% of the net revenue from slot machines during their casino events.

SLOT MACHINES RECOMMENDATION - 6

- **Amend the *Gaming and Liquor Act* to explicitly permit charities to receive commissions from slot machines.**

Comment - Casinos are a charitable gaming activity that fall under the province's charitable gaming model, to which the government is committed. It is a guiding principle of the Commission the financial return to eligible charities from gaming events be maximized for the benefit of charitable and religious groups, the programs or activities they deliver and the communities in which those programs or activities are undertaken.

The current practice of providing to charities holding a casino event a share of slot machine revenue generated during the event is consistent both with the province's charitable gaming model and the Commission's guiding principle related to charitable gaming. The Auditor General has expressed the view the net revenue from slots being paid to charities should instead be placed in the Alberta Lottery Fund and disbursed by the provincial legislature. The commission to charities from slots is viewed by the Commission as an appropriate and reasonable payment for the operation of slots during charities' casino events. It is recommended the province's *Gaming and Liquor Act* be amended to so the current practice in this regard may be continued.

E. TECHNOLOGY

Technology is an important consideration in gaming activities. What specific considerations must be given for new or upgraded gaming technologies or for the security of gaming activities?

POLICY POSITION:

- 1. The Commission is responsible for managing provincial lotteries, including slot machines, in a sound business manner while ensuring their integrity and delivery in a socially responsible manner.**

What criteria should be used to determine the number of slot machines to allocate to eligible facilities, the mix of slot games and whether expansion of the current number of slots in a facility should be considered? Currently slot machines are allocated only to dedicated, age-controlled gaming facilities based on customer demand and performance. Slot retailers continue to request more slot machines and of different types (a different mix of slot machines in their locations). As recommended in this report, any major expansion in a licensed gaming facility should require the prior consent of the community in which the expansion is proposed (see the recommendations under "Accessibility, Availability and Expansion of Licensed Gaming Facilities" in the section "Gaming in General").

SLOT MACHINES RECOMMENDATION - 7

- Through the business planning process, develop clear policies for the systematic upgrading or replacement of terminals and central computer system equipment.**

Comment - Casino facility licensees regularly approach the Commission to introduce new slot machine games or technology. The industry average standard for the average life of a slot machine is five to seven years. Criteria should be established or clarified through the annual business planning process for replacing or upgrading old technologies with new ones, including a requirement for responsible gaming features in slot machines.

SLOT MACHINES RECOMMENDATION - 8

- **Use technology more effectively to improve security regarding slot machines.**

Comment - The Commission must establish high standards for monitoring the slot floor. Technology is invaluable in this regard. Such technology includes the surveillance camera, an effective tool for the security of gaming activities, both for the prevention of criminal activity and, through taped recordings, by providing important evidence to resolve incidents involving slots.

#84-11491 7th Avenue,
Richmond, B.C. V7E 4J5
May 13, 2002.

Mayor Malcolm Brodie,
City of Richmond,
Mayor's Office,
6911 No. 3 Road,
Richmond, B.C. V6Y 2C1.



Dear Mr. Mayor,

I would like to express my opposition to any form of expanded gambling in Richmond. The social distress of this form of entertainment is well documented - I understand from a radio interview I heard sometime ago that one of the native reserves in Washington state, which has permitted legalized gambling, is now recognizing the sad results among their people.

Many people, perhaps more so those with funds to spare, are unaware or unconcerned about the outfall as experienced by the communities which have gambling facilities - whatever the recreational gain it cannot compensate for the tragic consequences in the lives of individuals (spouses and children), nor can our social services systems meet the needs of the unintended victims.

Please convey to council my distress (that members might go back on their word) after our believing that the correct decision was made once - the first time around.

Thanking you for your attention, I am -

Sincerely,

Walter E. Price.

Honorable Mayor and Respected Councilors
of Richmond City Hall



Doris Bailey
206-9260 No. 2 Rd
Richmond, BC V7E 2C8

Subject: Expanded Gaming (Gambling) in Richmond.

I wish to express my disapproval of expanded gambling in Richmond along with with many other concerned citizens. I'm handicapped and cannot attend the open meetings in City Hall so ^{am} taking this opportunity to express my opposition through this letter.

In 1997 city council sent a clear message to the Casino Companies and the provincial government when it effectively vetoed expanded gambling in Richmond. However, the constant lure of money from gambling has influenced some councillors to move away from that former commitment to its citizens. (Certainly this betrayal will influence my vote in the next municipal election).

This is very disturbing as the negative consequences associated with gambling must not be overlooked. It includes compulsive addictions to a significant percentage of local people, an increase in crime, domestic violence, divorce, and poverty. This all results in increased costs of social services plus the trauma - ~~frustration~~ ^{frustration} of family breakdown and rehabilitation. The glitz and fascination to younger people is hard to resist. Gambling preys on the weakness of others and holds out the false promise of getting something for nothing.

Please consider seriously the hazards of expanded gambling and send another clear message to Casino Companies and the provincial government to veto expanded gambling in Richmond.

Another concerned citizen

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Doris Bailey
206-9260 No 2 Rd, Richmond

May 17, 2002

We do not approve of adding
any more gambling of any type to the
Reckoned area.

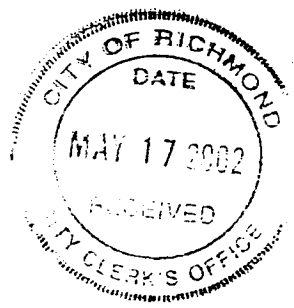
There is already enough crime and
money spent on drinking alcohol & drugs,
street car racing, without taxing the
police & the people further.

Ruth Bergers

R Bergers

7411 River Dr

Rich BC 297.2116



MayorandCouncillors

From: ashleykwan@mybc.com
Sent: May 21, 2002 12:24 AM
To: mayorandcouncillors@city.richmond.bc.ca
Subject: NO GAMBLING PLEASE

Dear Mayor and Councillors,

As most of the rational people will understand that money from local gambling tables means money from the poor. Gambling is not a productive business, it only takes money from those who cannot control themselves.

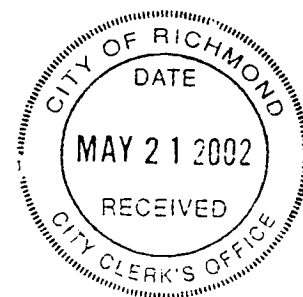
Richmond as a place for people holding family values, it should not be a place to expand its gambling business.

I am living in Vancouver, however, Richmond is my major place to spend my money for food, shopping and entertainment. Over 80% of my expenses goes to be spent in Richmond. I even brought my car in the Auto Mall last year. I love this city. However, if there will be an expansion in gambling, I am sure I shall move away from this city very soon. 'Cause I have 2 little kids. I am very happy that I did not move to Richmond for convenience. Otherwise, I shall be surely feel the scary motion that will soon be voted - to expand the gambling facilities for sake of 'dirty money'.

Good Luck to our Beautiful Richmond and YOU all.

ashleykwan@mybc.com

FREE voicemail, email and fax, all in one place. Sign Up Now! <http://www.mybc.com>



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MayorandCouncillors

From: Al Godfrey [algodfrey@shaw.ca]
Sent: May 20, 2002 10:03 PM
To: mayorandcouncillors@city.richmond.bc.ca
Subject: Special Coucil Meeting on Gaming Policy May 28/02

We would urge you to stay the course.

Resist any increased gaming activities, retain the existing gaming resolutions adopted in 1997.

Increased gaming operations in Richmond would inevitably lead to more socio-economic problems for Richmond residents.

At a time of general cutbacks of social services we should resist the temptation of any short term, hoped for, budgetary gain. The long term pain of increased and entrenched gaming far out weighs any short term benefits being proposed by Councillor G.Kumagai.

In a word, just say No !

Respectfully,

Alvin G Godfrey
Esther M Godfrey
17351 Fedoruk Rd. Richmond
604 278 5795

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MayorandCouncillors

From: Hers, Ian [IHers@golder.com]
Sent: May 20, 2002 8:15 PM
To: 'mayorandcouncillors@city.richmond.bc.ca'
Subject: Gambling in Richmond

To the mayor and all nine councillors,
As a parent of 4 children and concerned member of Emmanuel Christian Community I want to state my great disappointment in hearing that Richmond council is even considering expanding gambling in Richmond particularly the expansion of slot machines in Casinos. I have read many testimonies and heard one account of an addicted gambler and how the addiction has ruined their personal and family life. I do not want to live in a suburb of Vancouver that is part of expanding this ruination of personal lives. I thought that Richmond was more mature than other suburbs in the Lower Mainland and would avoid the temptation of the "cash grab" of casinos and gambling. You can be sure that our municipal votes will not be with the councillors or the committee members who advocate that "everyone else is doing it". Thank you for taking the time to read and consider this e-mail.
Leanne and Ian Hers
#145 - 3031 Williams Rd.
Richmond, B.C.
(13 years resident of Richmond)



MayorandCouncillors

From: Gerry & Michele Gagnon
 Sent: May 20, 2002 12:18 PM
 To: mayorandcouncillors@city.richmond.bc.ca
 Subject: Please bring to the attention of all councillors



Gambling addicts get OK for suit

A successful class action by compulsive VLT players could cost Loto-Québec \$625 million

LYNN MOORE
 Montreal Gazette

Tuesday, May 07, 2002

Quebec's promotion and operation of video-lottery terminal gambling is to go on trial in a lawsuit bound to draw international attention.

A class-action lawsuit against Loto-Québec on behalf of Quebecers who became addicted to the crown corporation's VLTs was authorized yesterday by Quebec Superior Court Justice Roger Banford.

Jean Brochu, a Quebec City-area lawyer and former municipal counselor who defrauded his professional association of about \$50,000 to feed his daily gambling habit, is the lead plaintiff in the case.

Should his suit be successful, Loto-Québec could be compelled to pay him and as many as 125,000 other gamblers more than \$625 million in damages, Roger Garneau, one of Brochu's lawyers, said yesterday.

Brochu, who is again practicing law, wants Loto-Québec to cover the cost of treatment for the gamblers he says it created as well as cover legal and other expenses related to regaining employment "and dignity."

Gambling losses are not covered.

Believed to Be a First

Ivan Sack, publisher of Canadian Gaming News, said the case will be closely followed by other jurisdictions that sanction gambling. Although there have been "rumblings" of similar lawsuits in North America and Australia, this one is believed to be the first anywhere, certainly the first in North America, Sack said. "It will be a pacesetter either way."

Brochu's lawyers said yesterday that they intend to call a number of politicians including Premier Bernard Landry as witnesses. The current and former presidents of Loto-Québec will also be called.

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They contend that government and Loto-Québec officials knew of the dangers of VLT gambling before 1993, when the video-lottery network was launched, but chose profits over public health.

"We are going to make legal history that might change the future of the gambling industry," Garneau said yesterday.

The lawsuit "will be vigorously contested" by Loto-Québec, said Yvan Bolduc, one of the lawyers who represented the agency during three days of often acrimonious hearings before Banford last month.

Although gambling addiction is clearly a social problem, the roots of addiction and the reasons for it aren't clear-cut, Bolduc argued before Banford.

Brochu was a pathological gambler long before 1993, Bolduc said during the hearings. That contention was supported by a expert on gambling addiction hired by Loto-Québec - and contradicted by an expert hired by Brochu.

Enticement or Warning

In his 25-page ruling, Banford said that without "a thorough examination of the respective arguments of each party, it's impossible at this stage . . . to settle the debate."

He also noted that about 95 per cent of the estimated 125,000 pathological gamblers in Quebec use VLTs and that one expert witness - called by Brochu - claims that VLTs encourage addiction.

One key issue in the case is whether Quebecers were given adequate information about VLT gambling. Messages such as "Jouez avec modération" or "Let the games remain a game" were more an enticement than a warning, Brochu's lawyers argued.

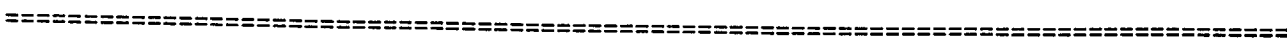
Loto-Québec's team contended that gambling addicts tend to have other addictions and those stem from myriad roots. VLTs in themselves don't cause addictions but "provide the opportunity for the gambling sickness to manifest itself," Bolduc argued before Banford.

Under terms of the authorization of the suit, notices are to be published in newspapers including The Gazette telling people how to join the suit.

Garneau said yesterday he expects the notices to be published this week.

- Lynn Moore's E-mail address is lmoore@thegazette.southam.ca.

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**Pace of gaming growth spawns fear that we're
gambling away our future** ¹⁸²

DARCY HENTON

Canadian Press

Sunday, December 02, 2001

EDMONTON (CP) - Imagine a day when no one wants to work anymore. Alberta gambling consultant Harold Wynne harbours nagging Orwellian fears that the skyrocketing pace of gambling expansion could trigger such a lapse in productivity. "You will wake up one day and say, 'Hey, where did everybody go?'"

"And where is everybody? Gambling. And no one wants to work." Call him alarmist, but Wynne is not alone. Researchers warn that gambling has expanded so swiftly that no one can gauge its impact.

What was once considered a vice is now acceptable entertainment, and a whole generation has been raised on the premise that gambling is socially acceptable and largely harmless.

Just how fast has it increased? These numbers from 2000 put it into perspective:

-Governments' gross gambling profits tripled over eight years to \$9 billion.

-The number of electronic gaming machines increased 1,369 per cent since 1992 while the number of casinos increased 573 per cent.

-There are now 100,000 places to gamble in Canada.

-Canadian gamblers lost \$10 billion in 2000.

-The number of problem gamblers in this country would fill a city the size of Calgary.

Wynne worries that video games are helping to prime young Canadians to make the jump to electronic gaming machines.

"This is all on the horizon," he says. "You will see a hell of a problem here in five years with young people and gambling."

How will young people working in minimum-wage jobs resist a shot at a big score?

"Gambling as a quick fix is very appealing," he says. "It doesn't hurt to dream a bit of winning the lottery, but if it becomes a fixation, if you think you will only get ahead by being lucky rather than working hard, than you will have a philosophic change in the work ethic and habits of a population."

Researchers already know that teenagers are more prone to addiction than adults.

Jeffrey Derevensky, co-director of the McGill University Youth Gambling Research and Treatment Clinic, says they are two to four times as likely to become addicted.

"They use gambling as their way of forgetting," he says. "When they are gambling, nothing else matters. It is an escape."

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Derevensky says the preoccupation with chasing their losses leads teens to other problems.

05/21/2002

"They have severed all ties with family members and friends because they have repeatedly lied to them. Many of these kids revert to anti-social, delinquent behaviour. They will steal and do whatever they have to in order to fund their gambling problem."

Teens have walked into his office for help after blowing \$70,000 gambling. Although they're more likely to play Sport Select or buy lottery tickets, Derevensky recalls one 17-year-old who lost \$10,000 in a single night at a blackjack table.

"What we have to do for kids is say it is not appropriate," Derevensky says. "Many parents will buy lottery tickets as Christmas stocking stuffers. Yet we know most parents would not give their 13-year-old a beer and nor would they give them drugs."

Unfortunately, he says, gambling is endorsed and promoted by governments - they now call it gaming rather than gambling - and there is little if any gambling prevention material being presented to children in school.

"Today we have a population of kids growing up without any reasonable instruction that gambling is a negative activity," echoes Ron Frisch, director of the Problem Gambling Research Group at the University of Windsor. "Their schools do it, the churches do it and now the government is doing it."

"What is the effect of not having prohibitions on this age group? What will happen as they get older?"

Derevensky warns that teen gambling is "a growing social public health concern and it is an experiment for which we don't know the long-term implications."

While researchers are most worried about the negative impact on youth, they say it is difficult to calculate the overall benefits or costs of gambling.

The Canada West Foundation, an Alberta think-tank that has spent three years studying the issue, recently called for a national moratorium on gambling expansion until its impacts can be adequately assessed.

"We just don't feel the proper research has been done," says Jason Azmier, the foundation's senior policy analyst. "There must be more time spent evaluating the impact of gambling before we move ahead with expansion."

Australia is doing just that. No gambling expansion can proceed without a quasi-judicial review of the socio-economic impacts.

But Wynne says there aren't any measuring sticks for researchers to use to help politicians make such decisions.

"It is very, very difficult to get good, solid empirical evidence one way or another," he said. "How do you attribute social costs to problems like suicide and domestic violence?"

Wynne notes that while gambling is often touted as being an economic development generator, it often isn't clear whether new jobs are being created or existing jobs are merely being redistributed.

In 1978, the year the first casino opened in Atlantic City, there were 311 taverns and restaurants. Two decades later only 66 remained.

gambling, so it is difficult to establish a link.

Proponents point out that gambling is a form of entertainment that raises money for charities, schools and hospitals. But how much do charities benefit?

The Canada West Foundation says less than 20 per cent of the money raised through gambling goes to charities.

Last year, governments got \$5.5 billion while businesses that operate gambling venues got \$3.5 billion. About \$1.3 billion went to charities.

Ontario, Quebec and Alberta generate the most revenue from gambling. They are expected to raise more than \$1 billion each from gambling this year.

The foundation notes that governments have justified their profits from gambling by saying the money is spent on worthwhile community projects, but there is no guarantee of that.

"Under the current structure in most provinces, there is no system of checks and balances to monitor the provinces' commitment to these principles."

On a positive note, Canada spends more on treatment and research on a per capita basis than the United States, but the Canada West Foundation points out that less than half of one per cent of the total revenue generated by gambling goes into treatment, education and prevention.

No province except P.E.I. spent more than one per cent of its gambling profit in that area last year.

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**Gerry Gagnon,
10211 Seacote Rd.,
Richmond, B.C. V7A 4B1
(604) 448-9511**

MayorandCouncillors

From: daunabiggs [daunabiggs@aebc.com]
Sent: May 20, 2002 12:45 PM
To: mayorandcouncillors@city.richmond.bc.ca
Cc: Marlene Parsons; Annie McKittrick; Peter Biggs
Subject: Gambling expansion

Dear Richmond City Council:

I am one of many Richmond residents who oppose expansion of gambling. We lived in New Westminster during that city's period of debate on this issue. Unfortunately the outcry against was defeated by the enthusiasts, and there was a second large gambling establishment allowed. When the debate was over senior citizens' groups were questioning where help for the increased number of addicted gamblers would be coming from. The city claimed that was not in their jurisdiction !

Will our city similarly look only to money it can make (usually from those who can't afford to spend it) , or will the social problems that accompany the easy money be considered and planned for?

We are tempted at this stage to focus only on the money we will get, and downplay the fact that we will be increasingly establishing gambling as a government supported activity. We are not just considering approving a few more slot machines. We are going further down a road already quite broad, with Lotto, with schools and charities making much if not most of their money through casinos. What are we teaching our kids? Do we really want to go further in this direction?

I say no.

Sincerely, Dr. Dauna Biggs
Unit 9 - 4711 Blair Drive, Richmond, B.C.



Mayor and Councillors

From: Nels Spruston [spruston@telus.net]
Sent: May 20, 2002 11:19 AM
To: mayorandcouncillors@city.richmond.bc.ca
Subject: expanded gambling

Dear Mayor and Councillors,

We are **STRONGLY** opposed to gambling in Richmond. We already have too much of it in this city. We definitely do not need more.

Please be aware of how many people are becoming addicted to this activity and the negative impact it has on the lives of people who live here. We are hopeful that your consideration of the implications of expanding gambling will not be focused on increased revenue for the city but will seriously consider the cost to *individual* people and to *families* (e.g. increased poverty, increased problems related to alcohol, increased crime by people to pay for debts, increased economic output by the city to pay for these problems, etc.) ***One person, one family who suffer because of gambling is one too many.*** There have been many studies done which monitor these effects. Please familiarize yourself with them before you make your decision.

Yours truly,
Nels and Eleanor Spruston
8571 Fairdell Crescent
Richmond, B.C.



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05/21/2002

ALINE SMOLENSKY

May 19, 2002

City Clerk
City of Richmond
6911 No. 3 Road
Richmond, BC
V6Y 2C1

4040-04

Dear Sir or Madam:

Re: SPECIAL COUNCIL MEETING ON GAMING POLICY

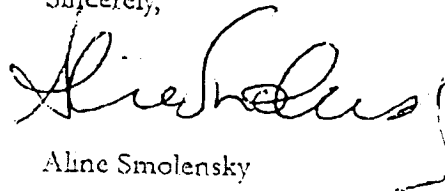
Please add my voice to those strongly opposed to the increase in gaming activity in Richmond.

Driving around Richmond and looking at its flowers and carefully landscaped public spaces, I have felt concern of late that budget constraints might spell an end to our beautiful environment. It would be a mistake in my opinion. A beautiful, well-maintained city makes up the cost of this effort by encouraging its citizens to respect their environment therefore reducing vandalism.

In the same vein, I believe that any gains obtained from gaming revenues would be more than offset by the social costs, direct and indirect associated with gaming activities.

Flowers and gaming... At first look it would appear that the former costs money and the latter produces it. But what of the long-term effect of each? Whatever environment our City Council promotes for Richmond will be answered by the corresponding attitude and behavior of its population. I urge City Council to resist the temptation of short-term gain and to focus instead on a long-term vision for the city.

Sincerely,



Aline Smolensky

6351 MAPLE ROAD • RICHMOND, BC • V7E 1G4

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306-6420 BUSWELL ST
RICHMOND VA 23263

Mr. Mayor -

I may not be able to get to the meeting May 28th regarding gambling.

I wish to state I'm very much

AGAINST further increase in gambling outlets. It can only increase crime & hardships and addicting gamblers with the problems spilling over into the community.

Please include my note AGAINST

Yours truly,

(Mrs) Jean Robinson



MayorandCouncillors

From: Annie McKitrick [amckitrick@richmond.sd38.bc.ca]
Sent: May 21, 2002 9:35 PM
To: mayorandcouncillors@city.richmond.bc.ca
Subject: gambling

Dear Mayor and Councillors,

I have send the following letter to the papers...but want to share on a more personal message how I am disturbed by the attempts to justify expanded gambling by increase funding for social services or community organizations. While I have been grateful for funds from casino, lotteries for the issues that I hold dear (including your generous contribution of \$10,000 to the Poverty task Force), it has always been with mixed feelings.

Too often gambling is sanitized by the fact that some of the proceeds go to charitable endeavours. I have taken gambling revenues when the boards I work with are in agreement (and not all are) knowing that in a way it compromises the stands we might be taking in our work. Hard to help those with life issues including addictions if the program is funded by gambling which may be their downfall as persons.

Richmond has an amazing reputation in the GVRD. As an active resident, I am always proud to speak about the openness of council, the consultation processes, the leadership you have taken on many issues including affordable housing, homelessness and poverty. I brag about you to my workmates in Surrey who face a much different set of circumstances.

I urge you not to use the possible extra funds for social services and community organizations as a justification for expanded gambling. We need as a community to support these services just because they are needed not because gambling revenues are available.

I would urge you not to support expanded gambling - Richmond does not need to be like New Westminister. Actually we have often taken stands as a community such as the anti-smoking by-laws that are on the leading edge and may have been seen as detrimental to business ie. bars. So what if we are a community without a full service casino...gamblers will always be going out of Richmond to gamble.

I believe from what I have learned about the community charter that it will give more powers to municipalities to raise funds in other ways than property tax, fees for services etc. Please explore these options first.

Having been on the other side of public protest ie. traditional school, I know that the meeting on May 28 will not be easy and the decision harder to make.

Shalom

Annie McKitrick

From Annie McKitrick, 28-11291 7th Avenue, Richmond V7E 4J3 phone:
604-241-7244

Letter to the Editor

As someone who has been involved in the social service sector as an executive director and as a board member, the funding of social service programs through gambling revenues is a very familiar issue. Some of the organizations that I have been involved with have refused to apply for gambling revenues on the grounds that the small amount of money allocated to charity pales in comparison to the destruction that gambling causes in



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many families. Others decide that, while gambling is morally wrong, the shortage of funds for charitable organizations compels them to take it. Either way it is never an easy decision for an organization to make.

Increasingly organizations feeding the hungry, organizing amateur sport, counseling the addicted, building affordable housing, providing support to families etc. are being forced to rely on gambling revenues. This will be aggravated when the impact of the Liberal cuts is felt in many organizations supporting families living in poverty or requiring counseling. Many school Parents Advisory Council (PAC) rely on gambling revenues as their main source of funding - PACs who apply get \$40/students from the Lottery Corporation.

This increasing reliance on gambling revenues to meet the needs in our community and schools is an indication of the values we place on these services - precious little. As someone reminded me this week, how can we tell our youth that gambling is wrong when their playground, their soccer balls, their textbooks have come from gambling revenues. Only a small portion of gambling revenues goes towards charitable causes, with the bulk of the profit going to the owners of the casino. Shouldn't we be funding the services that are needed in our community through other means rather than through the heartache many families suffer when gambling becomes an addiction, losses cause bankruptcy and in some cases suicides?

Councillors, please do not justify expanded gambling by pacifying the community with the possibility of increased funding for community services. Gambling is wrong - whatever ways the profits from it are used.

Annie McKitrick

May 18th, 2002

Dear Mayor and Councillors,

As a family affected by the issue of problem gambling, we are strongly opposed to the expansion of gaming in Richmond. We know from our lengthy involvement in Gamblers Anonymous that increased availability of places to gamble does indeed increase the number of problem gamblers in the community.

As we make gambling more and more a sanctioned form of entertainment and source of funds for our community, more problem gamblers will be able to hide behind this veil of acceptability. It is already a very hidden addiction and this will give problem gamblers even more of a cover. Professionals and researchers are only in the beginning stages of understanding this addiction so statistical reports are not to be relied upon. You should be speaking to the source if you really want to make an informed decision. Years ago, there were very few women in the Gamblers Anonymous rooms but this number has increased significantly in the last few years. Their drug of choice – slot machines! Many of these women report never having been attracted to gambling until it moved into their neighbourhoods and became a more acceptable form of entertainment. They would not have been amongst the diehard gamblers who would travel anywhere and anyhow to place a bet. We are developing a new breed of gambler as we, as a society, begin to rely more and more on the profits of gambling to support our non profit agencies and our communities. Ask yourselves – why don't we have beer gardens and drinking parties every weekend to do the same thing? Because we have recognized alcoholism as an addiction and it would be socially unacceptable to raise funds that way. Make no mistake about the social costs of this addiction. Families are destroyed by it and it is every bit as devastating an addiction as are chemical addictions. Furthermore, we have no treatment programs available in Richmond. (and I don't believe that providing one makes it acceptable to go ahead and raise funds through gambling).

Problem gambling is strongly represented in the Asian community and culturally, it is very difficult for families to seek out help. We need to be cognizant that we have a large Asian population in Richmond and expanded gaming will certainly take its' toll in this community. Families will be left in very vulnerable positions unable to seek help because of the shame involved.

I have been so proud to live in Richmond and to have a Mayor and Council that has supported the community in their decision to restrict expanded gaming. Even if you believe that only a few will be affected by problem gambling, those few have families and employers and employees and bankers and homes etc. etc. Many family members become affected when there is a problem gambler in the family and often the problem gets passed on to the next generation. We have five adult family members living and working here in Richmond and we ask that you count us as five "No" votes for expanded gaming. Please continue to represent the voices of the community.

Heather N.



B. C. PROBLEM GAMBLING SERVICES

Suite 201 – 7575-140 St., Surrey, B.C. V3W 5J9
E-mail: wcangambler@shaw.ca

Ph: (604) 507-4099
Fax: (604) 507-4099

May 23, 2002.

Clerk's Office

Would you please make a copy of the enclosed presentation for all councilors and his Worship, the Mayor, as requested by Ms E. Halsey-Brandt. The large surveys are for Ms. Halsey-Brandt and she can distribute them as she wishes.. These papers are very important and need to be studied prior to Tuesday's hearing.

Thank You


Karl Cavanagh

B. C. PROBLEM GAMBLING SERVICES

Suite 201 – 7575-140 St., Surrey, B.C. V3W 5J9
E-mail: wcangambler@shaw.ca

Ph: (604) 507-4099
Fax: (604) 507-4099

May 22, 2002

Your Worship and Councilors

My name is Karl Cavanagh, executive director for the Problem Gambling Services (B.C.). Last Week I left a package of material for each of you. That included our mandate and a brief outline of myself, and some statistical information. I am neither for nor against gambling but an advocate of responsible gaming. Gambling is a wonderful form of entertainment for 97.5% of the citizens. I would like to address the topic of slots and problem gambling. Please keep in mind that slot machines are NOT VLT'S.

The concept of gambling being a tax on the poor is totally false. I have been a member of a 12 step program for over 18 years and more than 90% of the membership is composed of people who either own their own business or are in upper management. These people have disposable cash and time on their hands. They also have very poor relationship habits. In 1967, there were about 2.3% of the adult population in Canada with a serious gambling problem. Today, we have about 2.35 of the population with a serious gambling problem. The major change is in the gender and that is due to the number of women who have successfully climbed the corporate ladder. Of all the people who are quoting statistics tonight, I am the only one here that I have seen at a meeting.

Pathological gamblers are very seldom slot players. There are a number of reasons for this. 1) The problem gambler cannot be content with playing 3 coins at a time. He/she needs to be able to escalate the amount of money they wager in order to please the dopamine cycle; which I will explain in a minute. 2) playing against a computer chip will not feed the problem gambler's ego. The real gambler needs to prove to himself and all within shouting distance of his superior intelligence. This can only be accomplished by letting everyone know when he makes a great move. An example of this would be drawing a card on 16 because he really knew the dealer had 18 and he draws a 4 for 20. A problem gambler is an egotistical maniac. If other players do not congratulate him then the victory is shallow. The problem gambler MUST have that human element. The problem gambler will travel any distance to gamble.

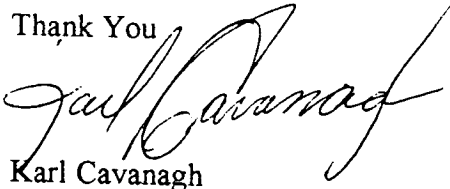
I would now like to briefly explain the dopamine cycle to you and this is from a clinical as well as personal experience. When a drug addict or alcoholic have too much of a chemical; they either pass out or get sick because the body rejects the excess use. In the case of a gambler, there isn't an outside chemical. The body and mind produce a chemical that is 20 to 100 times greater than any drink or drug. So when a gambler wins \$500; he cannot win \$300 because the brain says to him, "This isn't giving me the

pleasure I had yesterday." Therefore the gambler needs to escalate the bet to win more so his brain will tell the body to accept this pleasure and at the same time feed his ego. When a problem gambler has a big win, they dream of all the great philanthropic things that are just around the corner. However, we have a disease of more. Therefore if \$2000 is good then \$5000 is better and so the vicious cycle begins for the gambler and he begins to lose his dream world comes crashing down. Compulsive gamblers love the limos, diamonds, glitter and all that goes with it. In B.C. the industry does not tempt patrons by cashing cheques or issuing lines of credit. It is strictly a cash product.

Can your economic benefits such as jobs, increased retail business, restaurants etc be ignored. The city itself would gain millions of dollars in revenues with no strings attached. Gaming in B.C. is a controlled legal activity when conducted by licensed and registered gaming operators under the auspices of the Government's Agent, the B.C. Lottery Corporation.

WE in the Problem Gambling Service have accepted this government policy and believe that our role is to raise awareness and educate the citizens of B.C. on the dangers of excessive or pathological gambling. If it does occur then we provide effective counseling, relapse prevention, and post acute withdrawal programmes for that small percentage. The gaming industry in B.C. wants to succeed with the customer base whom have fun as a night of entertainment and not those few who have a problem. The ideal situation for a gambler is to bet with his head not over it. WE also provide a number of brochures to the industry on responsible as well as problem gambling.

Thank You

A handwritten signature in cursive script, appearing to read 'Karl Cavanagh', written in black ink.

Karl Cavanagh

BRITISH COLUMBIA ASSOCIATION FOR PROBLEM GAMBLING

The British Columbia Association for Problem Gambling was established for the purposes of conducting, directing and promoting programmes for:

- **The treatment of pathological or compulsive gamblers**
- **The rehabilitation of pathological or compulsive gamblers**
- **Disseminating information respecting the recognition, prevention and treatment of problem gambling.**
- **Providing educational materials and on-site assistance to any facility seeking our programmes.**

The British Columbia Association for Problem Gambling is a non-partisan, non-governmental organization committed to ensuring healthy individuals, families and communities that are free of the personal, social and economic harm resulting from excessive gambling.

The Association believes that every person is responsible for his/her own actions and that governments, businesses and community services share a collective responsibility to contribute to the building of healthy individuals, families and communities.

The Association believes that the best solutions to most social problems lie in shared action involving all those involved in and affected by the problem.

The Association is thus committed to working with the all Federal and Provincial Government Ministries, the British Columbia Lottery Corporation, the B.C. Gaming Commission, the B.C. Association for Charitable Gaming, private sector gaming operators, charitable gaming operators, and other counseling providers to build a comprehensive and professional service network across the province.

Based on a shared vision and shared organizational values, the British Columbia Association for Problem Gambling strives to provide leadership in the creation and implementation of responsible gambling policies and practices.

**Executive Director
Karl Cavanagh**

American Compulsive Gambling Counselor Certification Board

3635 QUAKERBRIDGE ROAD, SUITE 7 • HAMILTON, NJ 08619 • 609-588-9338
www.certificationboard.com

April 10, 2002

Karl Cavanagh
Suite 201 - 7575-140 Street
Surrey, British Columbia
Canada V3W5J9

Dear Mr. Cavanagh:

Congratulations on your election to the Board of Directors of the American Compulsive Gambling Counselor Certification Board (ACGCCB). I am enclosing copies of the ACGCCB by-laws, and a current board list for your review.

The Council has six (6) standing committees, which are more fully described in the by-laws. All board members serve on at least one committee. They are as follows:

Committee	Chairperson
Operations & Finance	Frank Twiggs
Education	Vacant
Ethics	Vacant
By-laws	Jenny Lu Trocchio
Forms	Harvey Goldberg
Facility & Supervision Criteria	Ed Looney

Please review the functions of the committees and decide which committee(s) you might like to serve on. Feel free to contact the Chairperson of the committee, if you feel you need additional information. Please let me know your committee preference(s), before the next mandatory board meeting (scheduled for September 19, 2002).

Two mandatory board meetings are scheduled. One is for the first Thursday in March (teleconference) and the other is scheduled when the Council on Compulsive Gambling has their annual statewide conference in September each year. You will receive notification on these meetings when it becomes available.

American Compulsive Gambling Counselor Certification Board

3635 QUAKERBRIDGE ROAD, SUITE 7 • HAMILTON, NJ 08619 • 609-588-9338
www.certificationboard.com

April 25, 2002

Karl Cavanagh
Suite 201-7575 140 Street
Surrey, British Columbia
Canada V3W5J9

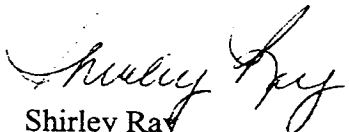
Dear Mr. Cavanagh:

This letter is to confirm your compulsive gambling counseling certification with The American Compulsive Gambling Counselor Certification Board (ACGCCB). Your certification will expire on **November 13, 2003**.

As I stated to you on the telephone you will need to submit your continuing education documentation totaling four (4) hours in gambling specific hours and two (2) hours addressing alcohol, drug abuse or addiction, psychology or sociology to extend your certification date to April 1, 2004. (This prorated amount is necessary so that everyone will be on a two-year cycle).

Karl, I hope this will suffice. Please call me if you have any questions or need additional information.

Sincerely,


Shirley Ray
Administrative Assistant

American Compulsive Gambling
Counselor Verification Board

certifies that

Karl P. Cavanagh

on the recommendation of the Board, advises all those who shall read this document that the above named has satisfactorily met all the standards and competencies of the American Compulsive Gambling Counselor Certification Board and in recognition of which the Board has determined to title the above as a **CERTIFIED COMPULSIVE GAMBLING COUNSELOR, CCGC.**

November 13, 2001

Certification Date

370

Certification Number

April 1, 2002

Expiration Date

M. W. [Signature]

Chairman of Certification Board

[Signature]

Member of Certification Board

This certificate is the property of the ACCCCB, Inc.

TRENT UNIVERSITY

The Senate of the University
on the recommendation of
the Faculty of Arts and Science
has conferred upon

Karl Cavanagh


the degree of
BACHELOR OF ARTS
with all its rights
privileges and obligations



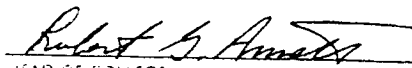
PRESIDENT AND VICE CHANCELLOR



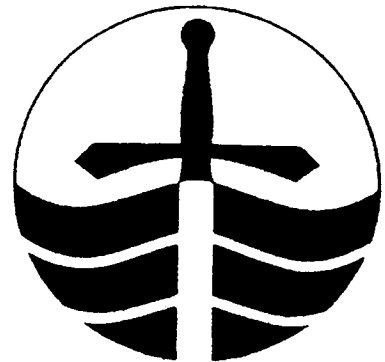
DEAN OF ARTS AND SCIENCE



REGISTRAR



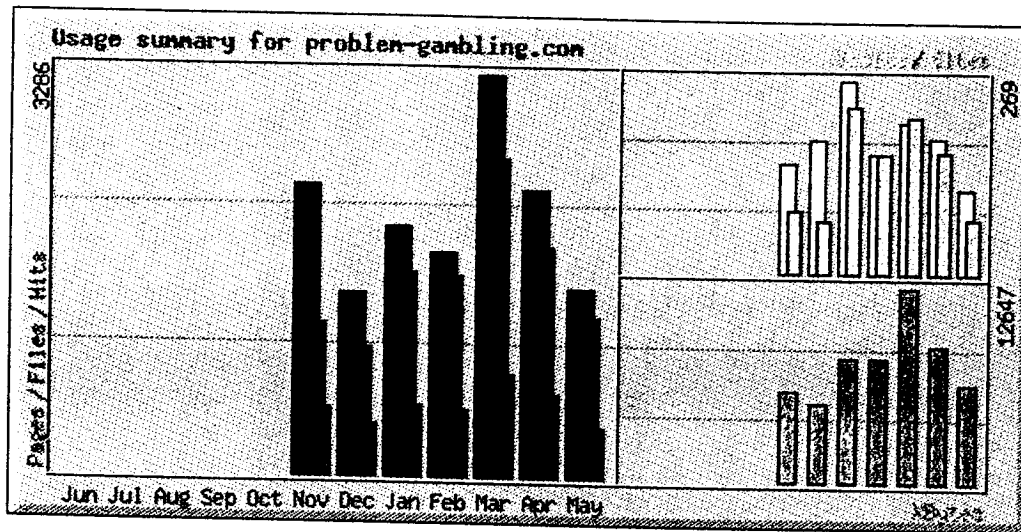
HEAD OF COLLEGE



DATED AT PETERBOROUGH, ONTARIO, CANADA THIS 3RD DAY OF JUNE 1977

Usage Statistics for problem-gambling.com

Summary Period: Last 12 Months
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Summary by Month										
Month	Daily Avg				Monthly Totals					
	Hits	Files	Pages	Visits	Sites	KBytes	Visits	Pages	Files	Hits
May 2002	80	68	21	6	76	6453	118	410	1308	1524
Apr 2002	77	62	22	6	170	8831	189	672	1875	2332
Mar 2002	106	83	26	6	217	12647	211	826	2598	3286
Feb 2002	65	58	19	5	167	8124	166	536	1626	1823
Jan 2002	65	53	18	8	231	8056	269	579	1657	2039
Dec 2001	47	33	13	5	73	5059	185	428	1036	1477
Nov 2001	81	42	19	5	87	5870	152	551	1244	2370
Totals						55040	1290	4002	11344	14851

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it is ALL AROUND US

Today we live in a gambling culture. Most of us gamble...at least a little. We often gamble for good causes – to support our favourite charity or sports team. Advertising encourages us to view gambling as a normal form of recreation. An increasing number of gambling opportunities are available, and more people are gambling than ever before. The result is an increase in problem gambling behavior among both adults and youth.

We know that more young people who gamble experience problems at levels several times higher than adults who gamble. Research indicates that most adults who develop serious problems started to gamble before age eighteen. For these reasons, youth are identified as a high-risk group targeted for prevention efforts.

Research indicates that gambling at an early age increases the risk of developing gambling problems. Young gamblers are at greater risk than adults of becoming problem gamblers.

Young people are affected by gambling
Teens can be affected by excessive gambling, in two major ways. Their parents could have a serious gambling problem, or they could be at risk themselves of developing a problem.

A study reported that students whose parents gamble a lot have almost twice the rate of problem gambling as their friends whose parents don't gamble.

what IS PROBLEM GAMBLING?

For most kids, gambling is just plain fun. If they win – great! If they lose, it is not a major catastrophe. They go on to other, more productive activities. However, for some teens the attraction to gambling is much stronger. They start to gamble more than they meant to and lose more than they can afford. Their inability to control their behavior is a sign of problem gambling.

Additional signs may include frequent gambling activities and increased absence from home or school. Teens who often borrow money, steal money and use school lunch money for gambling may have a gambling problem. Poor school performance, lack of concentration and a don't care attitude may also indicate problems.

Severe gambling problems can destroy opportunities for self-development and academic achievement, create conflict with the law. Cause depression, and may even lead to suicide. Recognizing early signs of a teen gambling problem can make a significant difference in a young person's life.

How many teens are problem gamblers?
Although studies differ, they all show that problem gambling rates among youth are much higher than the rates for adults. Studies estimate that 1 to 3% of adults are problem gamblers compared to 4 to 8% among youth.

why SOME KIDS DEVELOP PROBLEMS

Teen gambling problems are known to be affected by:

- parents who gamble
- peers who gamble
- family substance abuse problems
- family preoccupation with material success
- early exposure to gambling
- personal history of alcohol or drug abuse

Video games have a special appeal for youth.

Many teenagers are pros when it comes to arcade video games. They like the flashing lights, clanging bells and fast excitement. Video Lottery terminals (VLTs) have the same appeal. The instant payout, high action and illusion of control reinforce continued playing.

Researchers and gambling counselors agree that VLT gambling is the most habit-forming type of gambling activity today. Over half of all calls to Problem Gambling Help Lines are related to VLT playing in some provinces.

Although VLTs are located only in venues where alcohol is served, which makes them off limits to those under age 19, providing students with the facts about VLTs can help prevent future problems.

What YOU CAN DO TO HELP

We need to start now to prepare teens for what can happen to their lives and their futures if they get too involved with gambling. Prevention efforts designed specifically for adolescents are critical. As teachers, you can play an important role in the prevention of youth and adult problem gambling.

Perhaps the best way to steer your students clear of problems is to do more of what you're already doing. (Keep on being someone who is easy to talk to.)

You can increase your students' awareness of problem gambling. Incorporate gambling issues into lifestyle, health and other curriculum:

- Brainstorm about the negative effects of gambling. Ask students to tell you what it can do to someone's self-esteem, relationships of financial situation.
- Ask students to come up with some good alternatives to gambling – fun activities and talents that can be developed.
- Suggest they read Just of the Fun of It – a brochure on teenage gambling - especially the tips that show them how to keep it just for fun.

And most important of all,

If you think someone in your class may have a problem, make sure they talk to someone:

- a teacher they trust
- a parent or a counselor

Talking To Students

Let your students know there are others who have had this problem and there are people they can talk to who have been through it.

There are people just like them who have decided not to let gambling harm their lives.

Your efforts may help to catch a gambling problem before it goes too far. It may even save a life. When it comes to the rewards you get from teaching, this one that is pretty hard to beat.

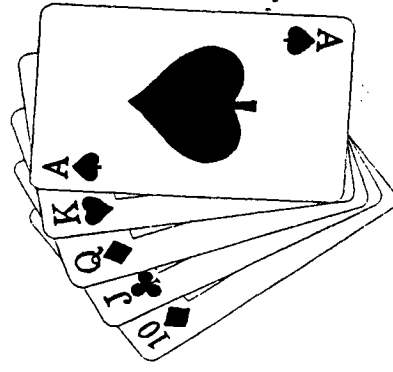
Anyone who is concerned about their own or another person's gambling can talk to a trained problem gambling crisis counselor through the *British Columbia Association for Problem Gambling*

*Area Code 604- 507-4099 or
Toll-Free 1-866-507-4099*

E-mail: 800gambler@shaw.ca

*Visit our website at
www.problem-gambling.com*

Gambling



Hope for recovery

Compulsive gambling is a diagnosable, treatable condition that affects the gambler, the family, the employer and the community. It is called the "hidden illness" since there is no smell on the breath or stumbling of steps or speech. Nonetheless, it is as debilitating as an alcohol or drug problem.

Here are some questions you should ask yourself if you feel you have a problem with gambling.

1. Do you lose time from work due to gambling?
2. Does gambling make your home life unhappy?
3. Does gambling affect your reputation?
4. Do you ever feel remorse after gambling?
5. Do you ever gamble to get money with which to pay debts or otherwise solve financial difficulties?
6. Does gambling cause a decrease in your ambition or efficiency?
7. After losing, do you have a strong urge to return and win more?
8. After a win, do you have a strong urge to return and win more?
9. Do you often gamble until your last dollar is gone?

10. Do you ever borrow to finance your gambling?

11. Do you ever sell anything to finance gambling?

12. Are you reluctant to use "gambling money" for normal expenditures?

13. Does gambling make you careless about the welfare of your family?

14. Do you ever gamble longer than you planned?

15. Do you ever gamble to escape worry or trouble?

16. Do you ever commit, or consider committing, an illegal act to finance your gambling?

17. Does gambling cause you to have difficulties sleeping?

18. Do arguments, disappointments, or frustrations create within you an urge to gamble?

19. Do you have an urge to celebrate good fortune by a few hours of gambling?

20. Do you ever consider self-destruction as a result of your gambling?

If you answer "yes" to at least seven of the twenty questions you could have a compulsive gambling problem.

(The Twenty Questions of Gamblers Anonymous)

For more information about Problem Gambling call

British Columbia Association for Problem Gambling

Area Code 604-507-4099 or
Toll-Free 1-866-507-4099
E-mail: 800gambler@shaw.ca

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The gambler

"I couldn't think of one day of life without gambling"

"I knew if I went on vacation they would find out I had been taking money from the company. I took money from my seven-year-old son, "borrowed" from my family and took any money I could get my hands on – legal or otherwise to gamble. I was totally out of control. I needed help and I knew it."

Mary G

Who is a compulsive gambler?

A compulsive gambler is a person who:

- is always thinking about gambling or how to get money to gamble with;
- often gambles larger amounts of money or over a longer period of time than intended;
- needs to increase the size or number of bets to reach a high of excitement;
- experiences restlessness or becomes very nervous or upset if unable to gamble;
- repeatedly loses money by gambling and returns another day to win back losses (chasing);
- repeats efforts to reduce or stop gambling;
- often gambles when expected to meet social or work obligations;
- misses important social, work, or recreational activities in order to gamble; and

- continues to gamble even though they cannot pay back the debts they have or despite other significant social, work, or legal problems that are complicated by gambling.

When a gambling problem exists, many of these behaviours are present well before the gambler suffers a major financial crisis.

Compulsive gambling can be explained by three phases.

1. The winning phase

While the gambler is winning, he/she feels lucky, important, and likes who they are. Their self-esteem is high. The occasional loss is considered just bad luck.

2. The losing phase

When the losses increase, the gambler becomes less confident, begins borrowing money to get even and then hides the losses by borrowing more money. At this point, lies, loan frauds, absenteeism, family disputes and job changes are common danger signals.

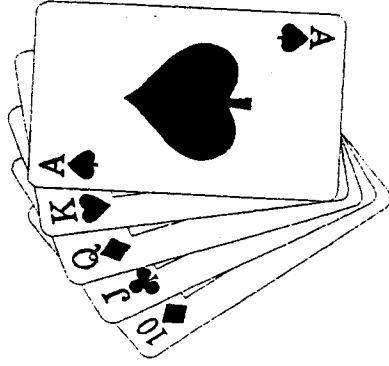
3. The desperation phase

The gambler becomes obsessed with getting even to cover stolen money, hidden withdrawals from family bank accounts and secret loans. The gambler panics at the thought that the gambling action will cease if the credit or bailouts stop. The gambler can experience severe mood swings and suicide may be attempted as a way out.

GAMBLING

CAN BE

ADDICTIVE



You Can

Beat It!

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"HOW MUCH D'YA WANNA BET?"

Gambling is so much a part of our lives, we often don't think of it as gambling. We bet about anything. And everything! We flip a coin to see who pays for the coffee. And join in the office "Baby Pool". Guessing when the baby will be born. If it'll be a he or a she. And how much it will weigh.

You likely agree we all need a little fun in our lives. A "neck and neck" game of cribbage may be all we need to get the adrenaline flowing. Bingo is great at getting rid of boredom. And we laugh when we see how quickly we fall for some of the gimmicks and traps we find in the daily mail. We order things we don't want and books we won't read. And we stick on the "Yes" sticker to let them know that we're still in the running.

217
It's happening all over the world. It's a form of entertainment. And most of us do a bit of it. We invest a little in the hope of winning a lot.

That's what we're doing when we bet on the outcome of something. Or buy a ticket on a dream house or a car. If the proceeds go to charity, even better! It's fun giving to worthwhile causes when we stand a chance to get something too.

Our kids are quick to pick up on this. With them it may start with marbles for money, a game of bingo, or the annual family pool on the football or hockey finals.

Once in a while they may pick up a "scratch and win" on their way through the mall. If they win, it could be the money they need to take in a movie. At the very least, they hope they'll get another try.)

And for the most part it's good clean fun. It may even encourage kids to back what they believe in. (Without people willing to take a risk on something, who would ever have the nerve to start a business?)

SO WHAT ARE WE WORRIED ABOUT?

Like most things parents worry about, we're not quite sure. When we're at work, we worry about the things kids can get into. Between the TV ads and game shows, we're afraid that our teens may get the wrong idea. Namely that all you have to do is get lucky. And you'll have all the money you need for the things you want.

Because they're yours and you live them, you want them to grow up to be well-rounded adults. You want them to know what they want. And be willing to work for it. To respect themselves... and others. And (whatever they do) to keep a healthy balance.

Because that's what we want, too, we hope that some of these tips will help you.

HOW TO TALK TO YOUR KIDS ABOUT BETTING AND PLAYING FOR MONEY

If you've heard it once, you've heard it a thousand times. Money isn't everything. It isn't the answer to all our problems.

And people who have a lot of it aren't always happy. Tell your kids that by the way you live. Instead of * going on and on about your budget * wishing out loud for some new clothes, a bigger house, or a better car, try a better way. Have fun with your kids. Do things together. It doesn't have to cost a lot. But it's the kink of thing that they'll remember.

With most children there's nothing to worry about. Kids like to experiment. They can make a bet, buy a lottery ticket or play cards for money. And go on to other, more productive, things if they lose.

With some kids though, it's not that easy. For them, *gambling is more than a game.*

They start by gambling more than they meant to. And wind up losing more than they can afford.

And once they get started, they just can't quit. It seems that the more they gamble the more they want to. As time goes by, their gambling will involve higher stakes and bigger risks. When they win, they feel like a big shot. When they lose, they lose all caution. They'll go after that loss and do whatever they need to do, to get one more win.

SIGNS THAT YOUR TEEN MAY HAVE A PROBLEM

- A call from the school to see if they're sick or away somewhere. (You feel sick, because you thought that they were in school.)
- A sudden change in their behavior. You don't know what it is exactly, they're just not themselves.
- You hardly ever see them. They fail to show up for a lot of things without even a phone call. This means they let down people they used to care about.
- Something's missing. You're sure you had two 20's in your wallet. Now there's only one. The rest of the family starts missing things, too. Ghetto blasters, CDs, leather jackets, silverware. When things they can pawn or sell start disappearing your young person may have a problem with gambling. Or one that sometimes goes with gambling problems - drinking.
- They want to know who won and what the score was. When your young person flips from channel to channel to get the sport scores, it isn't always the game they care about. It could be they've got some money on the score.
- They show up in new clothes or with something else they've been wanting. If they "traded" it, "borrowed" it, or actually say they "won" it, maybe it's time you had a "what's happening her? Kind of talk.

- An urgent unexplained need for money. They likely won't tell you why they want it. They'll just tell you they've got to have it, now! OR
- Suddenly they have piles of money. When it's "treat time" for everyone, and you don't know where they're getting the money from. As their parent you'll want to know "how come?"

what ELSE CAN WE DO TO HELP THEM STEER CLEAR OF PROBLEMS?

Here are some tips that may help prevent a whole host of teenage problems.

- **Take the time to listen.** To keep kids from going overboard on gambling (and a lot of the other things than can lead them astray), encourage them in what they want to do – and be.
- **Find out what they'd like to do, and what the plan is.** Show them you believe they can "do it" if they try. When they really know you believe in them, they won't need to win at gambling to prove that they're a "somebody."
- **Stay up past your bedtime.** To get kids to talk, you have to be around when they're in the mood to do it. If this means staying up till one o'clock, it's worth it. Just look interested and let them talk. What they start off with may sound unimportant, but if you wait for it, you may be amazed at some of the things that they're turning over in their minds.

- **Help them build confidence other ways.** Encourage them to take part in things that interest them. In sports or debating. In the school band or orchestra. Or get them involved in a good youth group, one where the kids look up to their leaders. And have lots of good discussions.

- **Build confidence in their ability to make good decisions.** A good easy to do this is to play "What would you do?" with your kids, starting when they're little. For example, ask young kids, "What would you do if ...? A stranger pulled up to the curb and said he needs your help in finding a certain address?" If your kids are older, ask, "What would you do if you were all alone in the house when the upstairs smoke detector went off?" (You can likely think of lots of these. Let them ask some of the questions, too.)

- **Help them handle money responsibly.** Give them their own clothing allowance. Explain when that's gone, that's all they'll get, so be sure to plan for everything. When you go out to eat, give each one their own money. If they're paying, they'll probably order the cheeseburger platter instead of something more expensive...and be happy to pocket the difference.

- **Start early to teach them that it's more important to play the game than to win it...** to enjoy games for their own sake. Not for the prize that may come with winning.
- **Make their friends feel welcome at your place.** It may cost you a bit more in milk and cookies (or popcorn) but look at the benefits! You'll know where they are. Since they'll soon forget you're there you'll know what's going on with them. You may even be able to help

a kid whose parents aren't around that much.

and IF YOU WANT YOUR KIDS TO TAKE SUGGESTIONS:

- Turn out for the games and any other event they're taking part in.
- Respect their opinions
- Praise them even for little things they do well, and make sure that if you criticize, it's constructive (e.g. That's a good essay! I like the way you explained everything creatively. The only thing you may want to take a second look at is that last paragraph on page two. See what you think.)
- Respect their privacy. When they do tell you something that's personal, be sure to keep it to yourself.

Follow these tips. Keep an eye out for any unusual signs. Read our pamphlet, "just for the fun of it!" Written for kids. And remember, we're here to help. If you think one of your kids may have a problem and you'd like some advice (or you have a question), call us. We have information kits that we can send you. And more than likely, we can set your mind at ease.

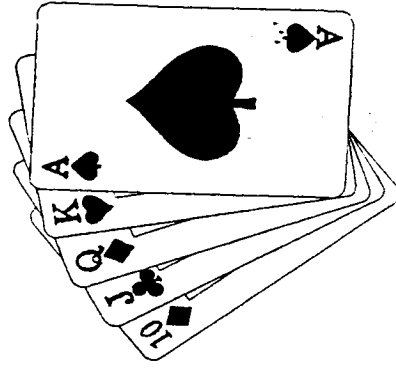
When it's more than a game, call.

BRITISH COLUMBIA ASSOCIATION FOR PROBLEM GAMBLING

Call 604- 507-4099 or
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E-mail 800gambler@shaw.ca

Visit our website at
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How to talk to your kids about gambling



Why is female gambling a growing concern in British Columbia?

Historically, compulsive gamblers were male. However, with traditional role and lifestyle changes, women have the time, money and inclination to gamble. Gambling now holds the same attraction for women as for men and can be an equally powerful compulsion.

Typically, women turn to gambling for one of two reasons:

First, as a means of escape - gambling provides a way to escape overwhelming problems, childhood disturbances, troubled relationships, loneliness, and boredom.

Secondly, for excitement - gambling creates an aroused state similar to the "high" produced by cocaine or other drugs. In this excited state, women are focused on the game and ignore all other concerns in their lives.

Women represent one-third of all problem gamblers, but only one-tenth participate in self-help groups and treatment programs. Women are reluctant to seek help. They tend to feel ashamed of their gambling and often create elaborate stories to camouflage their activities.

Profile of a Female Gambler

- * Looking for an escape from life
- Looking for excitement- an emotional high

Typically, gambling begins as a recreational activity, often encouraged by family members. Feelings of euphoria come with winning, and the desire for these euphoric feelings begins the three-stage gambling cycle.

In the first stage, women conceal minor financial troubles by borrowing from relatives and household expense accounts, or by overstating expenses and understating income.

During the second stage, lying becomes a way of life. Women camouflage their gambling by telling lies about their activities. To cover their tracks, they may say they are working late on the job or visiting friends for long talks.

Disaster hits during the third stage- an eviction notice is served for unpaid rent, the electricity is turned off, a job is lost, or checks begin to bounce.

How do I know if I gamble too much?

Many women ask this question, and the warning signs vary.

Do you think of gambling as an escape from your life?

Is your personal life falling apart-are your relationships crumbling?

Are you experiencing financial difficulties because of your gambling?

Do you lie about or conceal your gambling?

Do you borrow or steal money from friends and family to support your gambling?

Do you feel guilty about gambling?

Are you neglecting your family or friends?

Do you lose time at work due to gambling?

Do you feel that your need to gamble is uncontrollable?

From Female Gamblers

I couldn't think of one day of life without gambling
Even when I didn't gamble that day, my world revolved around it.
And I got so tired and depressed and so emotionally drained. Everything had long since just disappeared from my life.
Relationships, friendships, everything. I had no friends except the people I knew who gambled.

-----Kathy-----

In all honesty, I went out gambling when my husband was drunk so we wouldn't fight.

-----Susan-----

I lost my job, and I am facing possible prosecution for embezzling over four million dollars to finance my addiction to stock options.

-----Karen-----

I started out on the nickel slot machines and progressed to the dollar machines... Then I went to a casino where you could write checks...

And that's where I did most of my damage, writing checks.

-----Helen-----

Where do I go for help?

The British Columbia Association for Problem Gambling operates a referral hotline for Western Canadians with gambling problems. To help you overcome your gambling problems, the Association provides information on resources in your area.

Remember, you are not alone.

More women are gambling than ever before, many are experiencing gambling problems, and some find help for their gambling problems.

Don't hesitate. Help is only a phone call away.

Call

(604) 507-4099

Toll-Free 1-866-507-4099

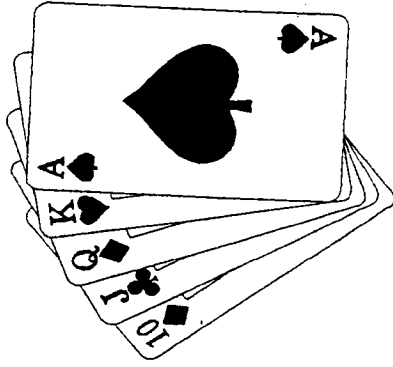
e-mail: 800gambler@shaw.ca

Look for us on the web:

www.problem-gambling.com

**British Columbia Association
for Problem Gambling**

Women Who Gamble



**A Growing Concern
in British Columbia**

Sources: Women Who Gamble Too Much, National Council on Problem Gambling and Henry R. Lesieur, PhD. Department of Criminal Justice, Illinois State University

What is gambling?

Look around.

Gambling is all around you.

Betting on school or professional sporting events; wagering on video games; playing cards for money; buying lottery tickets; or playing "the horses" are all forms of gambling.

Over one-third of high school and college students polled nationwide gambled before age 11. By age 15, more than 80% had placed bets.

Gambling often begins as a recreational activity, such as pitching coins, playing cards or video games, and betting sporting events. For some teenagers and young adults, gambling can become a problem, like addictions to drugs, alcohol or tobacco. Teens with a gambling problem need help to stop gambling and move forward with their lives.

Do You Have a Gambling Problem?

1. Is gambling the most exciting activity in your life?
2. Do you lose time from school or work due to gambling?

3. Do you spend much of your free time gambling or daydreaming about gambling?

4. Do you lie to your friends or family about how much or how often you gamble?

5. Do you have an intense interest in sports related magazines, newspapers or sporting events on TV?

6. Have references to gambling increased in your conversation?

7. Do you flash large amounts of money or show an exaggerated display of jewelry or clothing?

8. Do you gamble to escape worry or trouble?

9. Do arguments, disappointments or frustrations cause you to gamble?

10. Do you gamble to impress your friends?

11. Have you felt "no good", guilty or depressed because you lost money gambling?

12. Have your family or friends said that they notice a change in your behavior or personality, such as irritability, impatience or sarcasm?

13. Have you borrowed money or used money that was given to you for another purpose to gamble?

14. Have you stolen money or property from your parents, employer or anyone else to gamble or pay off a gambling debt?

15. When you lose do you want to return to gambling to win your money back?

16. Do you feel that making a big win will solve your problems?

17. Have you had difficulty trying to stop gambling?

18. Have you had self-destructive thoughts because of your problem related to gambling?

If you answered YES to any of these questions, you may have a problem with gambling.

Help Is Available

Call 604-507-4099 or

Toll-free 1-866-507-4099

E-Mail 800gambler@shaw.ca

British Columbia Association for Problem Gambling

For information on support services near you. Gambling-specific treatment, education, outreach and referral programs, Gambler's Anonymous and Gam-Anon chapters all provide services for teen, young adults and their families.

What's so cool about gambling?

At first, gambling can make a teenager feel good. It can also be among a teen's most exciting activities. Free time may often be spent gambling. A teen's image may be enhanced because of a winning streak. Losses may be seen as "bad luck"

As the gambling addiction gets worse, a gambler may borrow money, skip classes or work, lie about where he or she is going, fight with parents, other family members and friends, or sell possessions to make bets or pay off gambling debts.

A teenager or young adult addicted to gambling may experience severe ups and downs, fail in school, steal money from parents, family members or others; and even commit crimes for money in order to gamble. Nothing or no one will come before a bet. A person addicted to gambling may also consider suicide as a way out.

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BRITISH COLUMBIA ASSOCIATION FOR PROBLEM GAMBLING

The British Columbia Association for Problem Gambling is an organization dedicated to increasing public awareness about problem and compulsive gambling and advocating on behalf of problem gamblers and their families. The Association operates a Help-Line service, trains practitioners in the field, and provides assistance to all levels of government, industry, academia and the consumer marketplace on gambling related issues. The Association does not take a position in support or opposition of gambling.

BRITISH COLUMBIA ASSOCIATION FOR PROBLEM GAMBLING

Call 604-507-4099

Toll-Free 1-866-507-4099

E-Mail – 800gambler@shaw.ca

Visit our website at

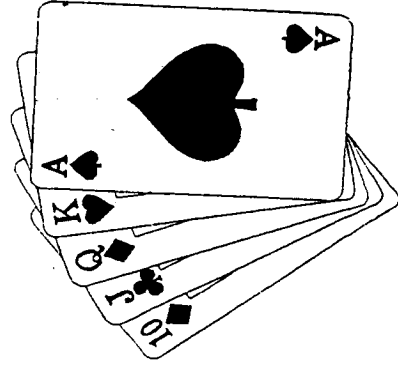
www.problem-gambling.com

What's so

Cool

About

Gambling?



Hope for recovery

Compulsive gambling is a diagnosable, treatable condition that affects the gambler, the family, the employer and the community. It is called the "hidden illness" since there is no smell on the breath or stumbling of steps or speech. Nonetheless, it is as debilitating as an alcohol or drug problem.

Here are some questions you should ask yourself if you feel you have a problem with gambling.

1. Do you lose time from work due to gambling?
2. Does gambling make your home life unhappy?
3. Does gambling affect your reputation?
4. Do you ever feel remorse after gambling?
5. Do you ever gamble to get money with which to pay debts or otherwise solve financial difficulties?
6. Does gambling cause a decrease in your ambition or efficiency?
7. After losing, do you have a strong urge to return and win more?
8. After a win, do you have a strong urge to return and win more?
9. Do you often gamble until your last dollar is gone?

If you answer "yes" to at least seven of the twenty questions you could have a compulsive gambling problem.
(The Twenty Questions of Gamblers Anonymous)

For more information about Problem Gambling call

British Columbia Association for Problem Gambling

Area Code 604-507-4099 or
Toll-Free 1-866-507-4099
E-mail: 800gambler@shaw.ca

Visit our website at
www.problem-gambling.com

10. Do you ever borrow to finance your gambling?
11. Do you ever sell anything to finance gambling?
12. Are you reluctant to use "gambling money" for normal expenditures?
13. Does gambling make you careless about the welfare of your family?
14. Do you ever gamble longer than you planned?
15. Do you ever gamble to escape worry or trouble?
16. Do you ever commit, or consider committing, an illegal act to finance your gambling?
17. Does gambling cause you to have difficulties sleeping?
18. Do arguments, disappointments, or frustrations create within you an urge to gamble?
19. Do you have an urge to celebrate good fortune by a few hours of gambling?
20. Do you ever consider self-destruction as a result of your gambling?

The gambler

"I couldn't think of one day of life without gambling"

"I knew if I went on vacation they would find out I had been taking money from the company. I took money from my seven-year-old son, "borrowed" from my family and took any money I could get my hands on... legal or otherwise to gamble. I was totally out of control. I needed help and I knew it."

Mary G

Who is a compulsive gambler?

A compulsive gambler is a person who:

- is always thinking about gambling or how to get money to gamble with;
- often gambles larger amounts of money or over a longer period of time than intended;
- needs to increase the size or number of bets to reach a high of excitement;
- experiences restlessness or becomes very nervous or upset if unable to gamble;
- repeatedly loses money by gambling and returns another day to win back losses (chasing);
- repeats efforts to reduce or stop gambling;
- often gambles when expected to meet social or work obligations;
- misses important social, work, or recreational activities in order to gamble; and

- continues to gamble even though they cannot pay back the debts they have or despite other significant social, work, or legal problems that are complicated by gambling.

When a gambling problem exists, many of these behaviours are present well before the gambler suffers a major financial crisis.

Compulsive gambling can be explained by three phases.

1. The winning phase

While the gambler is winning, he/she feels lucky, important, and likes who they are. Their self-esteem is high. The occasional loss is considered just bad luck.

2. The losing phase

When the losses increase, the gambler becomes less confident, begins borrowing money to get even and then hides the losses by borrowing more money. At this point, lies, loan frauds, absenteeism, family disputes and job changes are common danger signals.

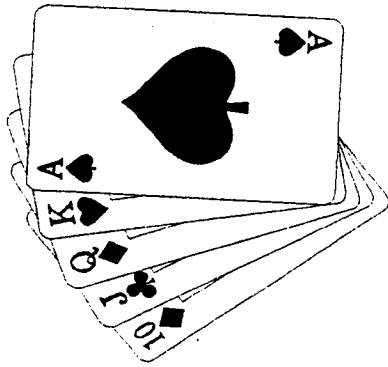
3. The desperation phase

The gambler becomes obsessed with getting even to cover stolen money, hidden withdrawals from family bank accounts and secret loans. The gambler panics at the thought that the gambling action will cease if the credit or bailouts stop. The gambler can experience severe mood swings and suicide may be attempted as a way out.

GAMBLING

CAN BE

ADDICTIVE



You Can

Beat It!

British Columbia Association
for Problem Gambling
Area Code 604 507-4099 or
Toll-Free 1-866-507-4099
E-mail: 800gambler@shaw.ca
Visit our website at
www.problem-gambling.com

What is gambling?

Any time you bet money or something of value on an event of uncertain outcome, you are gambling. This includes raffles, lotteries, bingo and sports events.

Problem gambling

Gambling is a problem when it adversely affects: relationships, family, friends; physical, social and mental health; employment; or finances.

Some kinds of gambling

When some people think of gambling, they think only of casino gambling. In fact, gambling occurs in many forms. Here are some examples:

- Lotteries
- Casinos
- Bingo
- Scratch Tickets
- Pull Tabs (Nevada Tickets)
- Race track betting
- Stock Market Speculation
- VLT'S and Slot Machines
- Card Games

- Betting on Sports Games (Football, Golf)

- Betting on games of skill (Pool, Bowling)

Who is at risk?

The following are some signs that a person may have a gambling problem:

- Gambling for longer periods of time - spending long or increasing amounts of time at gambling venues
- Pre-occupation with gambling - constantly thinking about and preparing for gambling
- "Chasing losses" - gambling more often and playing higher stakes to "win back" lost money
- Frequent, unexplained absences - from home or work and undue secrecy
- Gambling to escape from obligations or life's daily pressure
- Growing debt from gambling - lying or criminal activity to finance gambling
- Neglecting family / personal needs - e.g. nutrition, sleep, schooling, general well-being

Tips for responsible gambling

For many people gambling is exciting and entertaining. They make careful decisions about spending time and money, where to go and how to have fun.

The following are some ways people gamble responsibly:

- Gamble for entertainment, not as a way to make money
- Balance gambling with other leisure activities
- Only use discretionary income, not money for everyday expenses
- Set a budget and stick to it
- If you are losing, don't chase your losses
- Set a time limit
- Take frequent breaks

What you can do

If you think you have a problem or know someone who does, there are many qualified people you can call. We can help you with more information or refer you to the right person in your area.

Common misconceptions about gambling

Gambling is often regarded with a sense of mystique. Many people believe they can "win big" over time. The following are some common misconceptions about gambling:

- Gambling is an easy way to make money
- Gambling is the solution to my problems
- I believe I can beat the odds
- Borrowing to gamble is okay
- I can always win it back
- I am a lucky person
- This machine is ready for a large payoff
- If you flip a coin and comes up "heads" several times in a row, the next time it is more likely to come up "tails"
- My lottery number is bound to come up if I play it consistently
- I don't have a gambling problem, it's a financial problem

If you need to call

There is someone you can talk to at:

British Columbia Association For Problem Gambling

For more information about the Association and its programs and services, you can contact us as follows:

In British Columbia:

**Area Code 604 507-4099
Toll-Free 1-866-507-4099**

E-Mail -

800gambler@shaw.ca

Look for us at

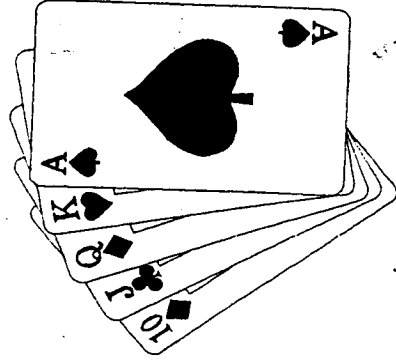
www.problem-gambling.com

**BRITISH COLUMBIA
ASSOCIATION FOR
PROBLEM GAMBLING**

If You Gamble with dollars...



...gamble with sense.



A 24-hour gambling Help Line provides confidential information and support to people with gambling problems.

CALL 604-507-4099

Toll-Free 1-866-507-4099

E-Mail -

800gambler@shaw.ca

Website:

www.problem-gambling.com

British Columbia Association for Problem Gambling provides information about problem gambling to gamblers and those who are concerned about them.

Information and support are also available from **Gamblers Anonymous (GA)** and **Gam-Anon**. Check your telephone directory for listings or contact the **British Columbia Association for Problem Gambling** to see if there is a group in your area.

**BRITISH COLUMBIA
ASSOCIATION FOR
PROBLEM GAMBLING**

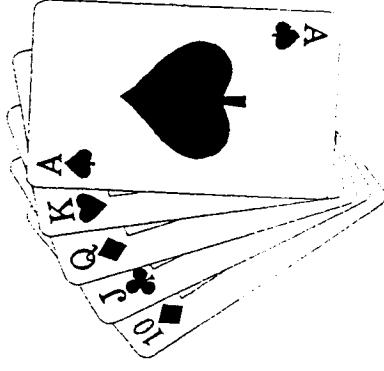
**CALL: 604-507-4099
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**Our Website:
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Are You Concerned

*Co-Worker's
Gambling?*



If you think one of your colleagues has a gambling problem, you may feel reluctant to say something to the person involved. It is awkward to bring up personal issues in the workplace, and money is a particularly sensitive subject. However, it is possible to express your concern in a caring manner.

Gambling

Gambling is a popular form of recreation in British Columbia. At work, it may mean playing the office pool, buying a raffle ticket, or dropping a few loonies into a video lottery terminal over the lunch hour. Most people who take part in these activities do not develop gambling problems.

Signs of problem gambling

For about 5% of adults, however, gambling is a problem. It may be an isolated case of overspending, or it may be an ongoing problem with continual losses and mounting debts. At the extreme end of this range is pathological gambling, where people are unable to control their gambling much as those addicted to alcohol are unable to control their drinking.

The negative effects of problem gambling can extend into the workplace. A problem gambler may be too distracted to focus on work. Work and other commitments may be scheduled in a way that accommodates the gambling – or provides additional opportunities to gamble. The gambler may regularly take extended lunch hours, and may even use money from staff funds to gamble or cover debts

Signs of a potential gambling problem are:

- borrowing money frequently

- continually boasting about winnings
- complaining about debts more than usual
- experiencing drastic mood swings
- spending increasing amount of time gambling during lunch hours and after work
- making an unusually high number of personal telephone calls
- allowing work performance to deteriorate: being distracted, missing deadlines, having frequent or unexplained absences
- exhibiting personality changes; being irritable, secretive, dishonest

What can you do?

Before you express your concerns, it helps to be clear about your role. As a concerned colleague, you could simply share your observations with your co-worker. Don't try to diagnose the problem, provide advice, or expect any sign that your co-worker has accepted your expression of concern.

These tips may help you:

- **Be clear, non-judgmental, and speak only for yourself**
I've been noticing changes in your work, and I am worried about you
- **Use work related observations**
I see you coming in very late from lunch every day, too distracted to work all afternoon
- **Be positive**

Your work is usually so good, and you always meet your deadlines

- **Explain how the problem affects you**
I have had to finish two of your projects. I had to cover up your absence last Monday afternoon
- **Be clear about your position**
I won't be covering up for you again, and I won't lend you any more money
- **Respect personal boundaries**
I don't want to pry into your life, but I had to let you know I am concerned
- **Provide information, not advice**
There are other pamphlets available which may be of further help to you. They all carry the phone number of the Canadian Foundation on Problem Gambling
- **Be prepared for denial or a hostile reaction**

It must be uncomfortable to hear this. It's difficult for me to bring it up, too, but I am concerned about

Your co-workers reaction to your remarks could range from gratitude to denial to open hostility. The outcome is difficult. Your expression of concern might result in immediate action by the co-worker, or it might be one of several messages that eventually motivate your colleague to get help. Or it may have no noticeable effect at all.

Whatever your co-worker chooses to do, you have provided him or her with essential information and support.

How can you prevent problem gambling?

Keep a balance in your life. Make careful decisions about how you spend your time, money and energy.

Here are some ideas that may help:

- Set a limit on the amount of time that you spend gambling, and on the size of your bets. If you go over the limits often, get help.
- Problem gamblers often gamble alone, so get involved in activities with other people. Take an evening class, join a club or sports group, become a volunteer.
- Use your gambling money for something special instead. Take up a hobby, save for a vacation, or treat your children to a surprise outing.
- Learn more about gambling. Read books or borrow videos from your local library or community agencies, so you have a complete picture of all aspects of gambling and problem gambling.

Help is available

If you are concerned that you or someone you know may have a gambling problem, help is available

Call in British Columbia
Area Code 604- 507-4099

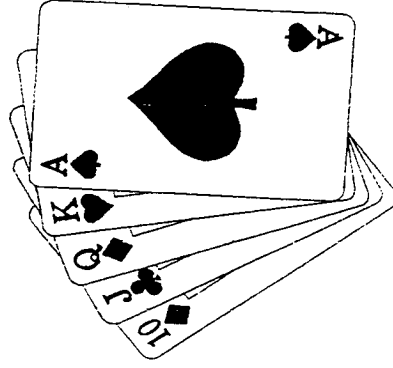
British Columbia Association
for Problem Gambling

Call 604- 507-4099 or
Toll-Free 1-866-507-4099

E-mail gambler@shaw.ca

Visit our website at
www.problem-gambling.com

*when it's
no longer
a game*



**problem
gambling**

What is gambling?

For many people, gambling is something they do occasionally, as a form of recreation. They buy a lottery ticket, bet a few dollars on a horse, or drop a loonie into a machine. When the draw or the game is over, they go on to other non-gambling activities.

What is problem gambling?

For some people, however, gambling becomes a problem, and the problem can range from minor to quite serious.

It could be as simple as gamble a little more often than intended, or spending a little more money than intended – maybe making it hard for you to pay the utility bills or meet a car payment some month.

It could also be more serious than that. It could mean you're spending a lot more time and money than you can really afford on gambling, and it's having a noticeable negative effect in other areas of your life – causing excessive debt, marriage problems, even illegal activity.

What are some signs that a person may have a gambling problem?

- Spends large amounts of time gambling. This allows little time for family, friends or hobbies.
- Begins to place larger, more frequent bets. Larger bets are necessary to get the same level of excitement.
- Has growing debts

The person with a gambling problem is secretive or defensive about money, and may borrow money from family members or friends.

➤ Pins hopes on the "big win"

The problem gambler believes the big win, rather than changing the gambling behavior, will solve financial or other problems.

➤ Promises to cut back on gambling

The problem gambler is unable to reduce or stop gambling.

➤ Refuses to explain behavior, or lies about it

The person with a gambling problem may be away from home or work for long periods of time, or may make an unusually high number of telephone calls.

➤ Feels frequent highs and lows

If unable to gamble, the problem gambler misses the thrill of the action and may be bad-tempered, withdrawn, depressed or restless. During a winning streak, the gambler is on a high.

➤ Boasts about winning

The person with a gambling problem loves to relive a win but will make light of losses when others express their concern. Wins and losses may also be kept a secret.

➤ Prefers gambling to a special family occasion

The problem gambler may arrive late or miss family events such as birthdays, school activities and other family gatherings.

➤ Seeks new places to gamble close to home and away

The problem gambler may insist that evenings out or even family vacations be at places where gambling is available.

Are you at risk of becoming a problem gambler?

Anyone who gambles can become a problem gambler. The risk varies from one person to the next. For some it is very low, while for others it is high.

There are many factors which affect your risk of becoming a problem gamblers. These include:

- *how often you gamble*
- *how much money you bet*
- *what you believe about gambling*
- *how many of your family or friends gamble*
- *whether (and how much) you use alcohol or other drugs when you gamble*
- *how good you feel about yourself*
- *what kinds of gambling you like*
- *how you react to the thrill of a big risk*

How many of these factors are present in your life? Your chances of becoming a problem gambler depend on the number of factors in your life and the ways these factors interact.

10 Questions FOR THE PROBLEM GAMBLER

1. Have you ever lost time from work due to gambling?
2. Has gambling ever make your home life unhappy?
3. Have you ever gambled to get money with which to pay debts or otherwise solve financial difficulties?
4. After losing, did you feel you must return as soon as possible to win back your losses?
5. After a win, did you have a strong urge to return and win more?
6. Did you often gamble until your last dollar was gone?
7. Did you ever borrow to finance your gambling?
8. Did gambling make you careless of the welfare of yourself or your family?
9. Have you ever committed, or considered committing an illegal act to finance gambling?
10. Have you ever considered self destruction as a result of your gambling?

If you answer yes to any one of these questions, you may have a gambling problem.

WE CAN HELP

The British Columbia Association for Problem Gambling is dedicated to provide education and awareness to all citizens of British Columbia –

- Educate the private sector, the business communities and school systems
- Establish and maintain statistics
- Early prevention and identification
- Help the families
- Provide contacts to Gamblers Anonymous and Gam-Anon
- Provide a province wide certification program and train health care professionals
- Referrals to treatment providers certified in problem and compulsive gambling
- Strive toward making British Columbia a better place to live and raise our families

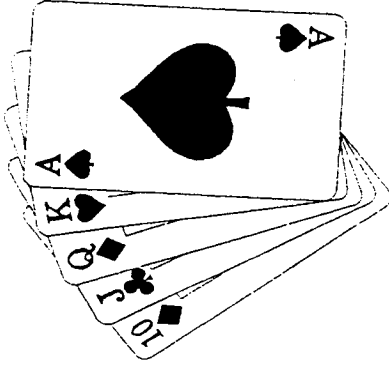
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E-mail 800gambler@shaw.ca

Visit our website at
www.problem-gambling.com

GAMBLING IS RECREATION



If it becomes a
problem....

Call 604-507-4099

THINK ABOUT THIS...

Gambling can be fun, but not when your life is riding on every bet. When your gambling is out of control, the game isn't about fun and winning. It's about having enough money to keep playing. That is the time to find the strength within yourself to say, "it's time I talked to someone."

Compulsive gambling will lead to serious consequences. Most problem gamblers give up hope, thinking there is no escape from their gambling habits. Some lose everything and declare bankruptcy. In extreme cases, they may even be reduced to stealing or considering taking their own lives, just to have their problems end.

This doesn't have to happen to you. You can break free of your gambling problem. You can talk to people who have been there, have seen what gambling can do and know what it takes to get back to a normal life.

You need to take the first step. No one can help you until you recognize that you want to change. If you think you might need help, call the *British Columbia Association for Problem Gambling*. In *British Columbia* call *Area Code 604-507-4099* or *toll-free 1-866-507-4099*. The call is free and confidential. No one will know you called, but you'll feel better knowing that you did.

WHAT IS COMPULSIVE GAMBLING?

Gambling, for most people, is a recreational activity. However, for an estimated 2 to 4% of the general population, gambling results in an addiction. Compulsive gambling is a progressive disease, much like an addiction to alcohol or drugs.

In many cases, the gambling addiction is hidden until the gambler cannot function without gambling, and he/she begins to exclude all other activities. Not all compulsive gamblers show the same signs and symptoms of addiction, there are differences in gender, age or cultural backgrounds, but most will:

- Use gambling as a coping strategy called Escape/Relief to mask underlying emotional pain.
- Rely on the excitement to make themselves feel good.
- Wager higher amounts to win back their losses.
- Believe that they can get out of debt with a big win.
- Hide their gambling from family and friends and lie about money.
- Find the financial problem becomes an emotional one.

➤ Eventually become emotionally, mentally and physically distressed.

THERE IS HELP

A TREATABLE DISEASE

Compulsive gamblers, in the grip of this disease, feel trapped and helpless. They often make promises to themselves and to others to stop gambling – yet they will continue to gamble. Willpower alone has proven ineffective to stop gambling. There is hope!

Many compulsive gamblers ask for help only after they have exhausted all means to stay "in action". In many cases they will have lost their home, business, family, friends, self-esteem and have created legal problems along the way. These problems may seem overwhelming. There is help!

They can stop gambling, regain their self-esteem and, once again, earn the trust and love of family and friends. Treatment is available by trained and certified counselors who understand this addiction. There is also the twelve-step program of Gamblers Anonymous for continued support. Compulsive gamblers can return to a normal life.

**In British Columbia
Area Code 604-507-4099
We understand, listen & can help!
Call is free and confidential**

Some Problem Gambling Warning Signs

Do you

- gamble more often, or with more money, than you intend?
- Chase losses?
- Neglect family, friends self or work in order to gamble?
- Gamble to escape worries or troubles?
- Constantly think of gambling?
- Hope for a "big win" to resolve financial or other problems?
- Borrow money or juggle funds to gamble or pay debts?
- Have conflicts with others over money or gambling?
- Have mood swings because of your gambling, or experience anger, depression, suicidal thoughts or anxiety?
- Continue to gamble despite negative consequences and efforts at control?

If you would like support to cut down, or to stop gambling, please contact:

**BRITISH COLUMBIA ASSOCIATION
FOR PROBLEM GAMBLING**

Our services are free and confidential

Our programs aim to be accessible and responsive to the unique needs and concerns of women.

We strive to maintain a climate of safety and respect.

We offer:

- Initial counseling (in person or by phone)
- Group workshops for professionals
- Support and information in such areas as:

Relapse prevention
Life enrichment:

- Rebuilding relationships
- Coping with stress
- Leisure and nutrition
- Self-esteem
- Dealing with guilt and shame

**BRITISH COLUMBIA
ASSOCIATION
FOR PROBLEM GAMBLING**

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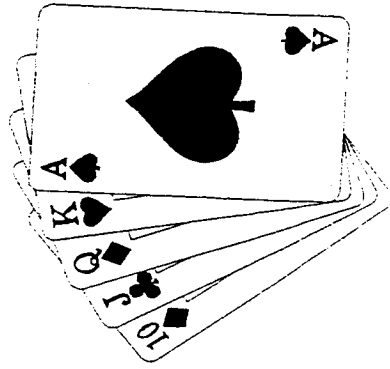
WOMEN

&

PROBLEM

GAMBLING

*When
Dreams
Become
Nightmares*



When Dreams Become Nightmares

I used to feel good about myself. I had a successful career. I was good with money, honest and dependable. All that has changed. The roulette wheel has spun my world into chaos. I hate lying to my boss, cheating the bank, scrambling to pay bills, living in fear.

- Kate

It started as fun, buying a few scratch tickets. I felt lucky when I won \$1000. I thought it was an easy way to get extra money to treat the kids. Soon I was buying tickets every day. I was spending the little money we had. The kids want to know why we never have any food or fun anymore.

- Rosa

After my husband died, friends took me to the casino for a night out. I loved the slots, the noise, the special treatment. It helped me forget my grief and fill the lonely hours. I started going on my own, and moved from the quarter to the dollar slots. How can I tell my kids I've lost all the money their father worked so hard to save? I'm so ashamed. I'm glad my husband isn't here to see what I've done.

- Gladys

These women have run into trouble with gambling. Like many people who begin gambling for money, fun or time out from everyday worries, they have become trapped. Winning can create an urge to play more and create hopes of even bigger wins. Losing leads to desperate efforts to win back the money. The spiral is downward as the gambler moves through cycles of despair and hope. Over time, the debts mount as self-esteem plummets. The dreams become nightmares.

Turning on the Lights

For years my friends and I played Bingo every week. When I was laid off I started to play more often. The kids were grown and I was bored. My husband worried about the money and the changes in our relationship. It was hard to cut back, but with his help, and the support of my women's group, I'm enjoying life without going crazy at bingo.

- June

My whole family gambles. When I was young my mom took me to the track every day. My dad played poker with my uncles. I met my husband in Vegas. He went to jail for gambling related crimes....I went for help. I'm learning about balance, about being gently but assertive, about honouring my needs and feelings, about self-respect. I feel so much more in control of my life and my future.

- Fiona

I gave everything I had to be the perfect wife. Gambling was my only break. Eventually it broke me. I collapsed in exhaustion trying to keep the secret. It's been a journey of discovery, to share my struggles with others, to have someone to listen and care.

- Suelyn

Women often nurture and care for others while neglecting their own needs. These women have found the support of a treatment program critical to re-establishing a healthy, balanced lifestyle that promotes a sense of well-being.

Women and Problem Gambling

With increased acceptance of gambling, and easy access to it, women have been swept into the gambling current. For some, the high of the action, or the escape of gambling, becomes addictive. Ultimately it can threaten relationships, disrupt work, damage values, create financial and legal problems and impact on moods.

Problem gambling can affect any woman. It affects as many women as men. Sometimes it is related to other life issues such as troubled relationships, a history of trauma, abuse, loss, mental health concerns or addiction to drugs or alcohol.

Problem gambling tends to be invisible. A woman struggling with urges to gamble, and the pain of losing control, may be secretive – silenced by shame, guilt and fear. She may feel isolated and overwhelmed by mounting financial, spiritual and emotional losses. She often lacks the support to make changes. Family and friends may be judgmental or rejecting.

Too often women

suffer alone

even when help

is available.

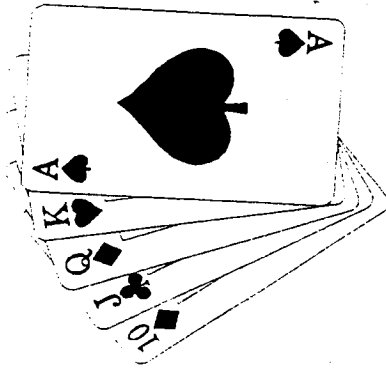
PROBLEM GAMBLING WARNING SIGNS

- INVESTING INCREASING AMOUNTS OF TIME & MONEY GAMBLING
- NEGLECTING FAMILY, FRIENDS, SELF OR WORK IN ORDER TO GAMBLE
- PREOCCUPATION WITH GAMBLING
- HOPES FOR A "BIG WIN" TO SOLVE FINANCIAL OR OTHER PROBLEMS
- DISTORTED OR UNREALISTIC EXPECTATIONS ABOUT WINNING, MAGICAL OR SUPERSTITIOUS THINKING, DENIAL RATIONALIZATION
- BORROWING, JUGGLING FUNDS, SELLING POSSESSIONS, AVOIDING BILLS, TO FINANCE GAMING OR DEBTS
- ENGAGING IN ILLEGAL ACTS (FRAUD, THEFT, PROSTITUTION)
- MOOD SWINGS RELATED TO GAMBLING (GUILT, SHAME, IRRITABILITY, DEPRESSION, FEAR)
- GAMBLING TO SEEK A HIGH OR ESCAPE
- CONFLICTS WITH OTHERS OVER GAMBLING, LYING, HIDING DEBTS
- CONTINUING TO GAMBLE DESPITE SERIOUS CONSEQUENCES AND EFFORTS TO CONTROL IT

SPECIAL ISSUES FOR WOMEN WITH GAMBLING CONCERNS

Society's stereotype of the gambler, a male image (big shot, big spender, big ego) does not match the female experience. A woman struggling with gambling habits is more likely to be a closet gambler and harbour considerable guilt. Her self-esteem is often low. She is socially stigmatized and holds high expectations of herself, feeling shame about her imperfections. Women often have a strong sense of responsibility for the well-being of others but limited permission to nurture themselves. The female gambler is often isolated from supports. The hidden nature of the gambling and low visibility means the problem is often not readily identified.

WOMEN + GAMBLING



BRITISH COLUMBIA ASSOCIATION FOR PROBLEM GAMBLING

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www.problem-gambling.com

**BRITISH COLUMBIA
ASSOCIATION
FOR PROBLEM GAMBLING**

I first visited the casino with my mom. We had a great time. I won a jackpot of \$3000 on the slots. I thought, "Wow, what an easy way to make money". It gave me hope that I could change my life...My life has changed. Today, I am \$35,000 in debt and facing fraud charges.

Terry

GAMBLING IN THE 90'S

Twenty years ago gambling was thought to be a male domain. Gambling by women was given little attention. With the legalization of gaming and the increased accessibility of venues, gambling is Canada's fastest growing industry.

Gambling engages people of all ages, socio-economic levels and cultures. The number of women who gamble is increasing rapidly and now equals the number. For 86% of the adult population, gambling is a form of entertainment. It ceases to be fun and progresses to problematic, often desperate, levels for 2-6% of gamblers. Half of the problem gamblers in Canada are women.

GAMBLING & GENDER

The research suggests that women are somewhat different from men in their gambling preferences and patterns. * Men are drawn to competition and fast action with big money stakes. Women prefer a more solitary, less

combative, type of game where luck rather than skill is involved. * Although the lure of financial gain and aura of excitement attract

both groups, men indicate that they like the challenge, status and ego boost of winning.

Women name that they also gamble to escape unpleasant feelings (anger, boredom,

loneliness, pain). * Favoured gambling

activities for men are sports betting, table

games, lotteries and racetrack events. Women

sometimes prefer bingo, lotteries, slot & video poker machines.

For years I went to Bingo with my friends every week. When they brought in the Nevada tickets I lost control, spending more and more of my pension cheques. After a while my family got fed up and refused to help. I feel so stupid and alone.

Glady's

• Many problem gamblers (2 out of 3) turn to illegal activity to keep playing or pay debts.

Women are more likely to pass bad checks or embezzle than involve themselves in larceny, tax evasion or violence.

My relationship was troubled, my job stressful. The only thing that made me feel alive and offered some relief was the excitement of the

poker games. It was a way to beat men at their own game. Being in action became all that mattered. I neglected the kids and forgot what really mattered. I ended up morally, emotionally and financially bankrupt. Tiddled with shame and feeling desperate, I considered suicide.

Laura

THE FEMALE PROBLEM GAMBLER

Although most women begin gambling as

adults, the progression into problems can be

rapid. Women who gamble are more likely to

be alone (single, divorced or separated) than

their male counterparts. Research suggests

more troubled pasts such as abuse, trauma,

addicted or mentally ill parents. There is a high

rate of suicide attempts (17-24%) by problem

gamblers. Rates of depression, mental health

concerns and stress related ailments are higher

than for non-problem gamblers. Rates of

drug/alcohol abuse are 2-3 times higher than in

the general population. Problem gambling

causes financial, emotional, social,

psychological and spiritual devastation for

women of all ages, cultures, sexual

orientations...and socio-economic levels.

Things that used to count (friends, sports, and what you want to do with your life) don't matter anymore.

- Treat the money you lose as the cost of your entertainment. Look on whatever you win as a "bonus".

how TO KEEP IT "JUST FOR FUN"

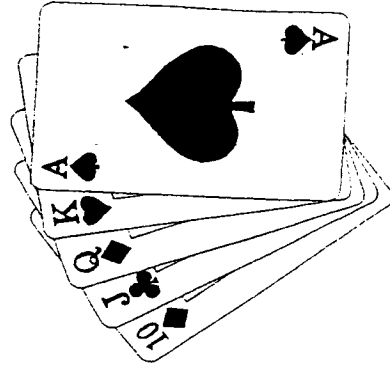
- to keep gambling where it belongs (just one of the many things you do for entertainment)

Here are some tips that have worked for others. They may also work for you.

If you're involved in games of chance or betting:

- Expect to lose (The odds are that you will).
- Set a cutoff point. Decide how much you're willing to lose. (quit while you're ahead)
- Make it a private rule not to play on credit. If you borrow to gamble, you may not be able to pay it back.
- Don't get taken in by the glitz and the glamour. The flashing lights and the clanging bells look and sound exciting when you're winning. They're little comfort to you when you lose.

JUST FOR THE FUN OF IT!



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When you're not in school, there are lots of things you do for entertainment.

You play sports, watch movies or hang around, just talking. Or you may see who can beat who at your favourite video game.

Like most young people you enjoy taking a chance on things. You bet on the high school basketball game. You join in a family pool for the football finals. You scratch and hope you win. (At the very least, you hope you win another ticket!)

What MAKES THIS KIND OF THING SO MUCH FUN?

It could be because of the risk you take. In most cases, you risk a little... to win a lot.

Or it could be the chance to show your colours. When you make a bet, you go out on a limb for something. You're an all-out fan for the home team. And you're willing to bet that extra \$5 you make that they'll take the game this Friday.

Or you just have this hunch. You're "sure" that this week's draw will make you an easy million. So you plan to buy a couple of tickets. (Just think what you could do with all that money!)

You day-dream a little.

The thing some people like best about betting is the hope it gives you. You may need money for clothes, entertainment, even for college. You see yourself driving a snazzy new car. Or buying nice things for your family. It's fun playing "What could I do if..."

"What'd I tell you?"

You not only said which team would win the game. You predicted how much they'd win it by. (Isn't it nice for a change to be right?)

It makes you a winner, too!

When you bet on your favourite team, you're part of the action. In a way you're right there on the field with them. You see yourself throwing the ball, or catching it, and weaving your way into the end zone to score the touchdown that wins the game.

and "SO WHAT" IF YOU DON'T WIN?

Since the real fun is thinking about winning, it's no big deal when you get cards that no one could possibly win with, or (with just one number to go) someone else yells "Bingo" first.

Since it's only a game, you take it all in your stride. Along with all the other people who didn't win, you shrug it off and move on to other things that are fun to do.

That's gambling for the fun of it.

Too bad it's not always like that.

While you and your friends may not take gambling all that seriously (and a lot of you don't gamble at all) for some people, losing doesn't come easy. When they bet on something they feel they just have to win. It's this need to win that can lead to problem gambling.

When people feel this way they can develop a gambling problem. Once they're "into it", the more they gamble, the more they want to gamble.

They start by gambling more than they ever meant to. And wind up losing more than they can afford.

As time goes by, they spend more time gambling, and less time enjoying sports, studying, and just having fun with their friends.

That's why it's important to keep an eye on it. Because once gambling problems develop more and more money and time is lost.

— Original Message —
From: RESIDENTS OF COVENANT COURT
To: HONOURABLE MAJOR AND RESPECTED COUNCILLORS OF RICHMOND BC
Sent: Tuesday, May 21, 2002 7:58 AM
Subject: Expanded gaming in Richmond

Date; May 22. 2002

To ; Honourable Major and Respected Councillors at Richmond City Hall

From; Residents of Covenant Court ⁹²⁶⁰ ~~2228~~ No 2 Rd. Richmond BC V7E 2C8

Subject; Opposition to Expansion of 300 gaming slots in Richmond

The following residents of Covenant Court signing this letter wish to express their opposition to the present issue of proposing an increase in gambling in Richmond

Dear Major and Councillors;

We are STRONGLY opposed to gambling in Richmond. We already have too much of it in this city. We definitely do not need more.

Please be aware of how many people are becoming addicted to this activity and the negative impact it has on the lives of people who live here. We are hopeful that your consideration of the implications of expanding gambling will not be focused on increased revenue for the city but will seriously consider the individual people and families (e.g. increased poverty, increased problems related to alcohol, increased crime by people to pay for debts, increased economic output by the city to pay for these problems etc.) One person or one family who suffers because of gambling is one too many. There have been many studies done which monitor these effects. Please familiarize yourself with them before you make your decision.

Yours truly,

Name of Resident	Apartment #	
<i>Moira E Bailey</i>	<i>apt. 206</i>	
<i>Carl Erickson</i>	<i>" 202</i>	<i>manager</i>
<i>Levin & Leola Farrell</i>	<i>" 205</i>	
<i>Donald R. McIntosh</i>	<i>" 305</i>	
<i>Katalie N. Montemery</i>	<i>" 102</i>	
<i>Manna Patel</i>	<i>203</i>	
<i>Luella Dalgliesh</i>	<i>✓ 109</i>	

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--- Original Message ---
From: RESIDENTS OF COVENANT COURT
To: HONOURABLE MAYOR AND RESPECTED COUNCILLORS OF RICHMOND BC
Sent: Tuesday, May 21, 2002 7:58 AM
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Yours truly,

Name of Resident Apartment #

<i>W. Batchelor</i>	<i>Apt 104</i>
<i>L.H. Batchelor</i>	<i>104</i>
<i>J. Ross & L. Ross</i>	<i>" 207</i>
<i>Albert & Johanne Kruper</i>	<i># 302.</i>
<i>Hera Walton</i>	<i># 211</i>
<i>Ellen Hangan</i>	<i># 145</i>
<i>Ulga Heichert</i>	<i># 304</i>
<i>E.S. Brubisick</i>	<i># 201</i>
<i>J. Ross</i>	<i>" 207.</i>
<i>Emma Schuss</i>	<i>" 101</i>

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