2017 Kansas Gambling Survey

Results and Analysis

This report summarizes the results of the 2017 Kansas Gambling Survey. Statewide and regional results show beliefs and attitudes toward gambling, gambling behavior and preferences, and awareness of treatment services. An estimate level of risk for problem gambling is used to examine correlations with broader behavioral and mental health measures.

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Executive Summary

This report presents results from the 2017 Kansas Gambling Survey, which was administered using a stratified random sample of households throughout the State of Kansas in September, 2017. This survey is a follow-up to a statewide survey conducted in 2012 to assess gambling prevalence, type, and frequency, myths, perception, and public opinion about gambling, and awareness of problem gambling treatment. Another important purpose was to estimate the scope of at-risk gambling statewide and within each gambling region. For each topic, variance in participant responses are reported overall, regionally, and by problem gambling risk category. In an effort to help expand the understanding of conditions associated with problem gambling, the 2017 Kansas Gambling Survey also asked broader behavioral health questions related to depression, suicide, and substance use. The overall sample of 1,755 participants was representative of the state and each of the four gambling regions. Survey findings will be useful to State agencies, the Kansas Problem Gambling Coalition, regional problem gambling task forces, and other stakeholders.

Demographics – Summary of Findings:

Participants tended to be White (86.4%), married (60.5%), well educated (53.9% had a two-year, four-year, or graduate degree) and had a median age of 46 and median household income between $40,000 and $59,999. Participant demographic data were similar to those reported by the United States Census for Kansas. To help ensure survey results were representative of the State, data were weighted by age. Regional data were also weighted specific to each region. No other adjustments were made.

Gambling Prevalence - Summary of Findings:

- Participants engaged in gambling activities they may not have considered to be gambling. For example, about 25% of participants who said 'no' when asked if they gambled in the past 30 days, also said 'yes' when asked if they played a state lottery or multi-state lottery. Similarly, 6.4% of participants who reported not gambling reported paying for phone or computer credits or upgrades.

- Forty-eight percent (48%) of participants reported engaging in gambling activity in the 30 days prior to the survey.

- There was little difference in the demographic make-up of participants that reported gambling in the past 30-days and participants that did not.

- There was no significant difference in past-30 day gambling between those in military service and those not in military service.

- When asked about gambling frequency, 43% of participants said they 'never' gambled, 41.3% reported 'seldom,' 12.7% reported 'occasionally,' and 3.1% reported 'often' or 'very often.'

Problem Gambling Screening Questions - Summary of Findings:

Nine problem gambling screening questions were used to categorize participants into three problem gambling risk categories (low, moderate, and high). The problem gambling risk categories were based on methodology reported in the 2012 Kansas statewide gambling survey and are described in detail in the report. Highlights from the study follows.

- o The vast majority of study participants (87.2%) responded with no 'positive' (yes) responses to the problem gambling screening questions indicating they are at 'low risk' of developing a gambling problem. Just over ten percent (10.1%) of participants would be considered in the 'moderate risk' category answering positively to one to three of the screening questions, and 2.7% would be classified as 'high risk' by responding positively to four or more screening questions.

- o For participants in the highest risk category, almost ninety-seven percent (96.9%) reported they have lied about how much they gamble, 95.9% have thought they might want to cut back on the amount of time or money they spend betting or wagering, and 87.3% have bet more than they could afford to lose.

- o Lying about how much they gambled proved to be the largest difference between participants in the moderate (18.1%) versus high (96.9%) risk category. Reported health problems such as stress and anxiety caused by gambling was the second largest difference between participants in moderate (9.7%) versus high (62.9%) risk categories.

- o Of those who reported any gambling in the past 30 days, just over six percent (6.1%) were in the high problem gambling risk category, 17.4% were at moderate risk, and 76.5% low risk.

Supplemental Problem Gambling Questions - Summary of Findings:

- o Almost thirteen percent (12.8%) of participants indicated they felt like they would like to stop gambling in the past year but didn't think they could.

- o Just over sixty-one percent (61.1%) of participants in the high risk category indicated that in the last year, they felt like they would like to stop gambling, but didn't think they could. Almost twenty-one percent (20.6%) felt this way 'a few times in the past year,' and 21.6% indicated they felt this 'almost every day.'

- o While the desire to stop gambling but not being able to is not a problem gambling screening question, it is interesting to note that almost nine percent (8.7%) of participants in the low risk category also indicated they would like to stop gambling but didn't think they could. This may indicate that even though they aren't being deceptive about their gambling or betting more than they can afford to lose, their gambling behavior is impacting their lives in a way they can't control.

- o Overall, 10% of participants reported being personally affected by the gambling behavior of a family member, 6% by a friend, and 3% by a co-worker. The percentages differ widely across risk categories. For example, 33.5% of participants in the high risk category reported being personally affected by the gambling behavior or a family member compared to just 8% in the low risk category.

Gambling by Type and Frequency of Activity - Summary of Findings:

- The type of gambling with the largest number of respondents indicating they had participated at least once in the past 30 days was lottery (33.6%), followed by machines at a casino (15.0%). This was true across problem gambling risk categories.

- Of those indicating they had participated in the lottery in the past 30 days, most said they had done so one to five times (28.7%).

- Only 2.4% of respondents answered they had gambled online at least once in the past 30 days, while 8.0% percent of respondents answered they had purchased game upgrades at least once in the past 30 days.

- Participants in the high risk category reported larger percentages of past 30-day gambling for all activities except spending money on game upgrades, betting on team sports, and playing cards for money.

Reasons for Gambling - Summary of Findings:

- More than half of respondents (50.8%) cited entertainment or fun as an important or very important reason for gambling, while one third of respondents (33.8%) selected gambling just to win money. Similarly, nearly one third of respondents (32.0%) cited the excitement or the challenge as being an important reason for gambling.

- The top three reasons for gambling in the 2017 survey were also included in the top three reasons for gambling in the 2012 statewide survey. In fact, the order of importance as indicated by respondents changed very little from the 2012 survey to the 2017 survey.

- Particularly problematic reasons for gambling, including to win money to use for paying bills and as a distraction from everyday problems, were selected as important reasons for gambling by approximately 15.0% of respondents (15.5% and 15.0% respectively).

- Reasons for gambling differed by household income. Twenty-seven percent (27%) of participants making between $20,000 - $40,000 reported gambling to win money to use for paying bills is a 'very important' reason to gamble, while less than 3% of participants in higher income groups reported the same. Those with a household income of $150,000 or more reported gambling for entertainment or fun was an important reason to gamble.

- For every reason to gamble listed in the survey, level of importance was higher as problem gambling risk increased from low to moderate and from moderate to high. The percentage of participants in the low risk category reporting the reasons for gambling listed were important ranged from 10.4% - 47.5%. The range for moderate risk participants was 15.3% to 70.0% and high risk category was 14.3% to 87.2%.

Gambling Myths and Perceptions - Summary of Findings:

- o Similar to 2012 statewide survey results, the myth with the highest level of agreement is 'Playing more than one slot machine improves a person's odds of winning' with 13.0% of respondents agreeing.

- o Statistically significant correlations between gambling myths indicate individuals who believe in one myth also believe other myths (r values range from .473 to .682, p<.001).

- o In general, agreement with stated gambling myths reduced as reported education level increased.

- o Over one-quarter (26.4%) of participants who agreed using personal 'lucky' techniques or rituals can help people win, also reported they have bet more than they could afford to lose.

- o Smaller percentages of participants in the low problem gambling risk category agreed with stated gambling myths than participants in moderate and high risk categories. Highest level of agreement among low risk participants (11.8%) and moderate risk participants (23.1%) was to the myth that playing more than one slot machine improves a person's odds of winning. Highest level of agreement for participants in the high risk category (46.0%) was for the myth that watching the pattern of wins and losses will help a person win. Participants in the moderate and high risk categories were also likely to endorse the myth that using personal 'lucky' techniques or rituals can help people win.

Public Perception of Gambling - Summary of Findings:

- o Almost 69% (68.9%) of participants responded with agreement to the statement 'Gambling is dangerous for family life.' Almost fifty-seven percent (56.9%) agreed gambling is a harmful form of entertainment. Forty-three percent (43.5%) agreed that gambling is good for the economy, and 35.2% said casinos are a good place to socialize.

- o Of the three problem gambling risk categories, the largest percentage of participants agreeing gambling is dangerous for family life and is a harmful form of entertainment were in the high risk category.

- o Participants in the moderate risk category were least likely to think gambling was dangerous or harmful. Moderate category participants also comprised the largest percentage stating that gambling was good for the economy.

- o Both moderate and high risk category participants were equally likely to agree casinos were a good place to socialize.

- o Across all risk categories, the highest percentage of agreement was the perception gambling was dangerous for family life. This was reported by 69.2% of participants in the low risk category, 62.3% in the moderate risk category, and 80.3% in high risk category.

- More participants in the moderate risk category agreed gambling is good for the economy (61.3%) than participants in low risk (41.9%) or high risk categories (46.5%).

Awareness of Problem Gambling Treatment - Summary of Findings:

- When asked if there is a convenient place to get treatment for problem gambling in their community, less than half of participants (43.9%) agreed.

- Just over half of participants (51.0%) think the average person can't afford treatment for problem gambling.

- Although the majority of participants do not believe there is a convenient place for treatment and believe the average person can't afford treatment, the majority (79.3%) disagreed with the statement "Treatment for problem gambling probably doesn't work" meaning only 20.8% actually don't think treatment will work.

- Few participants (13.1%) said they would be embarrassed if a family member needed treatment for a gambling problem. Similarly, 13.4% agreed gambling treatment is only for people with serious difficulties.

- Participants in the highest risk category (49.1%) agreed that 'treatment for a gambling problem doesn't work' compared to 24.8% in the moderate and 19.3% in the low risk categories.

- While 32.0% of participants in high risk category agree that treatment is only for people with serious difficulties, a larger percentage (37.4%) indicate they do know about gambling treatment options in their community compared to 25.4% in moderate and 19.7% in low risk categories.

Where to Go for Assistance - Summary of Findings:

- Overwhelmingly, participants reported they would go to their spouse, partner, or significant other if they felt that they had a gambling problem (46.9%) or if someone they knew had a gambling problem (37.2%). Participants also said they would turn to the gambling helpline for a personal gambling problem (15.0%) or for that of a friend (18.9%). Going to a friend or other family member were also common responses to both questions.

- Responses differed by problem gambling risk categories. While the highest percentage response for those in the low risk and moderate risk was to go to their spouse, partner, or significant other (47.2% and 50.7% respectively), the response with the highest percentage for participants in the high risk category was to 'no one.' Over thirty percent (30.8%) of participants in the high risk category reported they would not seek help from anyone. Second highest response was spouse, partner, or significant other (23.9%) and friend (19.2%).

- Three-fourths of participants (75.9%) reported they felt moderately to extremely confident that they would be able to recognize the signs that they, a friend, a family member, or an acquaintance had a gambling problem.

- The largest percentage of participants in both moderate (47.7%) and high (48.3%) risk categories felt extremely confident that they could recognize if they or someone they knew had a gambling

problem. The largest percent of participants in the low risk category (44.5%) reported a moderate level of confidence.

- ○ While participants in the high problem gambling risk category had the largest percentage reporting they were 'extremely confident' that they could recognize if someone had a gambling problem, this group also reported the lowest level of confidence with 10% report 'not at all confident', compared to 3.2% of participants in the moderate and 5.8% in the low risk categories.

Gambling Promotion and Prevention - Summary of Findings:
- ○ Most respondents (61.6%) had seen or heard information regarding assistance for problem gamblers or their families.

- ○ Roughly half of respondents (50.9%) recalled hearing, reading, or watching an advertisement about the prevention of problem gambling in the past 12 months.

- ○ Fewer respondents (57.9%) indicated they had ever seen or heard of the gambling helpline than had recalled hearing, reading, or watching an advertisement for a casino in the past 12 months (79.5%).

- ○ Participants in the highest risk category were the largest risk category percentage reporting that they had seen or heard an advertisement for a casino located in Kansas (91.6%) and were also the largest percentage reporting they had seen or heard of the gambling helpline (81.6%).

General Health - Summary of Findings:
- ○ Participants reported their health was excellent (18.5%), very good (41.4%), good (30.6%). Small percentages reported their general health was fair (7.4%) or poor (2.1%).

- ○ The largest percentage of participants in the low problem gambling risk category (42.3%) reported their health was 'very good.' The largest percentage of participants in the moderate risk category reported their health was 'good' (36.3%) and 'very good' (35.8%). Participants in the high risk category reported their health as 'good' (54.3%).

- ○ Participants in the high risk category were less likely to report their health as 'excellent' (1.1%) or 'poor' (0.0%).

Mental Health and Depression - Summary of Findings:
- ○ Close to half (48.8%) of participants reported their mental health was not good on at least one day in the past 30 days.

- ○ While 54% of participants in the high risk for problem gambling category reported their general health was good, over 82% reported their mental health was not good on at least one day in the past 30 days and 10% reported their mental health was not good <u>any</u> day of the past 30 days.

- ○ Almost ten percent (9.6%) of all participants reported depression in the past year.

- The percentage of participants reporting depression increased as risk of problem gambling increased such that 7.9% in the low risk category, 18.3% in the moderate risk category, and 32.5% in the high risk category reported experiencing depression in the past year.

Suicide Thoughts, Plans, and Attempts - Summary of Findings:

- Almost seventeen percent (16.8%) of participants reported they had seriously thought about killing themselves, 10.3% reported they had made a plan about how they would kill themselves, and 6.6% reported they had tried to kill themselves.

- A significantly higher percentage of participants in the high risk category (52%) reported having thoughts of suicide in the past year as compared to those in the moderate risk category (26.3%) or in the low risk category (14.9%).

Substance Use – Summary of Findings:

- The substance most often used by participants in the past 30 days was alcohol (57.9%) followed by cigarettes or electronic cigarettes (18.5%) and marijuana (6.1%).

- Less than one percent of participants reported use of heroin, crack or cocaine, methamphetamine, or MDMA (ecstasy).

- Cigarette smoking increased with risk category with lowest use found in the low risk participants (12.5%), and highest use found in the high risk participants (41.1%).

- High risk participants showed highest rates of use of marijuana (21.1%) and the misuse of prescription drugs (23.2%). In comparison, only 5.6% of low risk participants reported marijuana use and only 2.5% reported prescription drug misuse.

Introduction

Gambling in Kansas

In 1987, Kansas launched the Kansas Lottery, which was followed by four tribal casinos opening in the late 1990s. In 2007**,** the Kansas Legislature was presented with the Kansas Expanded Lottery Act (KELA). This act allowed for the state of Kansas to own and operate a "destination casino resort" in four Kansas gaming zones – northeast, southeast, south central, and southwest. In addition to allowing for these destination casino resorts, KELA allowed each of the licensed pari-mutuel race tracks within the state to contract with the Kansas Lottery to have electronic gaming machines (slot machines) placed at the tracks. The vote for the casino and slot machines passed in both the northeast and southeast zones. The southwest zone voted in favor of a casino. In the south central zone, Sedgwick County voted against both the casino and slot machines at the race track. Sumner County voted in favor of the casino.

At the present time, all pari-mutuel licenses for horse and dog racing in Kansas have lapsed and been revoked. No pari-mutuel racing has been conducted in Kansas since August 2008. However, Kansas law permits non-profit, religious, educational, charitable, fraternal, and veterans' organizations to conduct bingo games. The Kansas Racing and Gaming Commission (KRGC) is currently responsible for the regulation of four state-owned casinos in four Kansas Gaming Zones.[1]

1) The Southwest Kansas Gaming Zone – Ford County
   o The Boot Hill Casino and Resort in Dodge City opened December 15, 2009. It has nearly 700 slot machines, 18 table games, snack bar, casual dining restaurant, general store, and hotel.

2) The South Central Kansas Gaming Zone – Sumner County
   o Located just south of Wichita, The Kansas Star Casino opened December 20, 2011. It has more than 1,770 slot machines, over 50 table games, and five unique dining options.

3) The Northeast Kansas Gaming Zone – Wyandotte County
   o The Hollywood Casino at Kansas Speedway opened February 3, 2012. The casino has 100,000 square feet with 2,000 slot machines, over 50 table games, and four restaurants.

4) The Southeast Kansas Gaming Zone – Crawford County
   o The Kansas Crossing Casino is located in southeast Kansas, south of Pittsburg. It opened March 29, 2018. It has 625 slot machines, 16 table games, a restaurant, bar, and hotel.

Problem Gambling Services

The Problem Gambling and Other Addictions Fund was established by the Kansas Legislature to designate two percent (2%) of the revenue from state-owned casinos for the prevention and treatment of problem gambling and other addictions. The fund began to receive allocations following the opening of the first state-owned casino, the Boot Hill Casino and Resort, in December 2009. In 2010, the Kansas Department for Aging and Disability Services (KDADS) developed a contract with Value Options of Kansas (since renamed Beacon Health Options) to manage a network of certified gambling counselors, develop an infrastructure for problem gambling treatment, and subsidize gambling treatment for problem gamblers. By the end of fiscal year 2017, 826 individuals had engaged in treatment services and the Problem Gambling Helpline had received 1,996 calls. In the Beacon Health Options network there are 16 gambling treatment agencies and six private practitioners employing 33 gambling counselors. The table below shows the number of individuals engaged in treatment services and the number of calls to the Helpline for problem gambling services, information or referral from fiscal years 2012 to 2017.

Table 1: Number of individuals engaged in gambling treatment services and number of calls to the Helpline

Fiscal Year	Treatment	Helpline Calls
2012	151	162
2013	156	320
2014	132	369
2015	134	305
2016	136	397
2017	117	443
Total 2012-2017	**826**	**1,996**

In addition to direct gambling treatment services, KDADS serves as the catalyst for the development of four Problem Gambling Community Task Forces and employs two Problem Gambling Specialists to assist the Community Task Forces. These Task Forces primarily serve to raise community awareness of problem gambling, including educating their communities that gambling treatment is available. Television and radio advertisements about problem gambling awareness have also been created and aired as public service announcements.

This survey was funded as part of the KDADS data collection and evaluation contract to help inform problem gambling prevention and treatment efforts by gathering information on gambling behaviors, knowledge, and attitudes among Kansas' adult population. This information is needed following a five-year gap from an initial Kansas gambling survey conducted in 2012. The survey results will inform KDADS administrators, KDADS funded providers, and Problem Gambling Community Task Forces as they develop problem gambling treatment and problem gambling prevention services. Survey results will also benefit city and county officials, legislators, mental health practitioners, and other stakeholders.

The following map shows the counties comprising the four gaming regions and indicates the four state-owned casino locations, as well as the tribal casinos and vicinity of casinos that are just across the Kansas border, but impact Kansas adults.

Figure 1: Map of Kansas Task Force Regions and Kansas Casinos by type
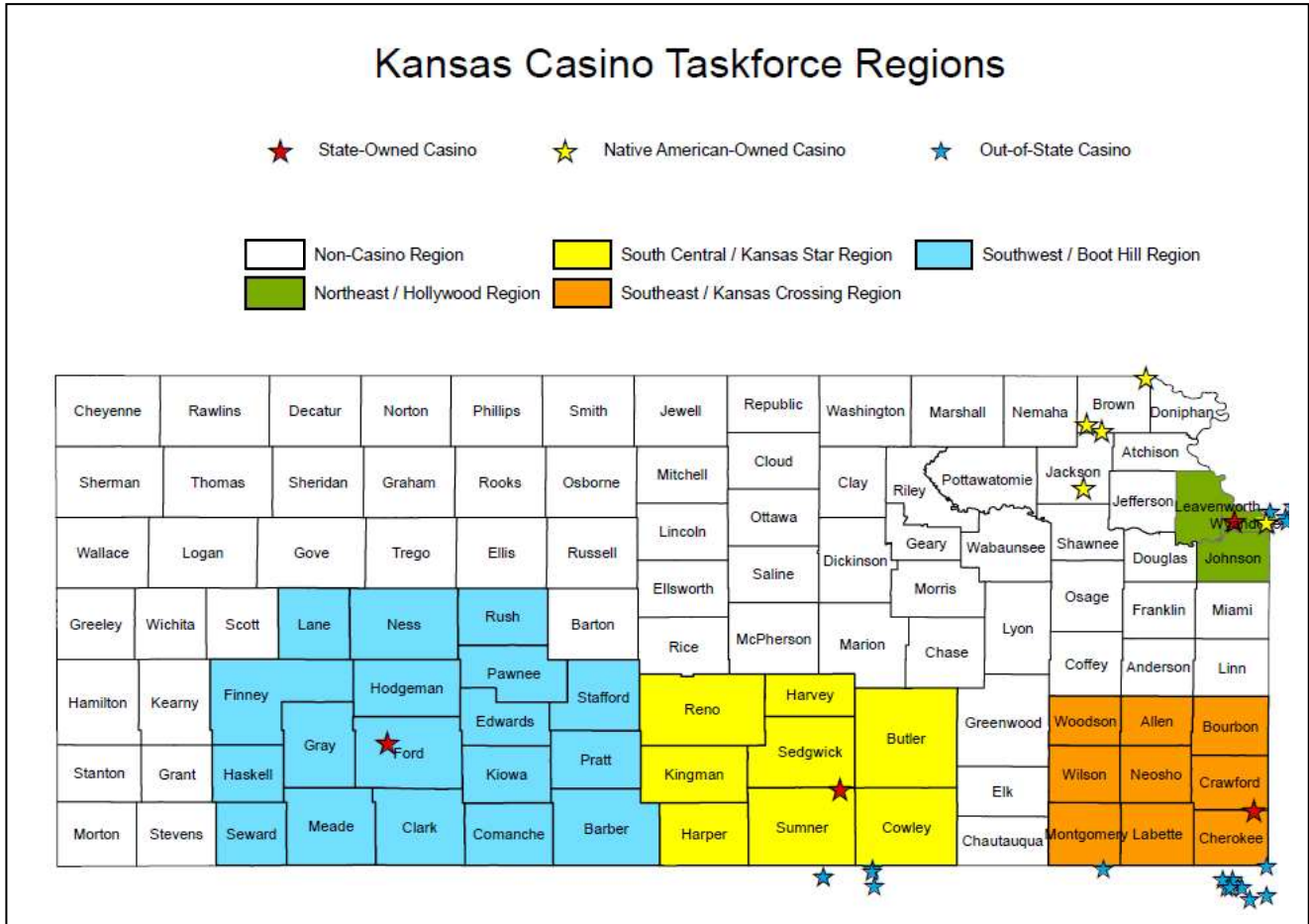
Survey Implementation

Survey Development

In March 2017, the Kansas Prevention Collaborative (KPC) Problem Gambling Data Project Team convened to review questions from the first Kansas gambling survey administered in 2012 and begin planning and development for the 2017 gambling survey. The KPC Problem Gambling Data Project Team includes members from KDADS and numerous behavioral health prevention contractors from agencies listed in Table 2. Membership also included two Problem Gambling Specialists who worked closely with both state and community partners. These topic experts helped guide question additions and revisions to make the survey even more relevant to current and emerging gambling trends.

While the team intentionally tried to keep questions in the 2017 survey similar to the questions in the 2012 survey in order to compare data and assess state and regional change, the group also wanted to broaden the scope to look at relationships between gambling attitudes and behavior and other related behavioral health issues such as depression, suicidal thoughts, and substance use. The final survey questions and response options can be found in Appendix I.

Table 2: Kansas Prevention Collaborative Problem Gambling Data Project Team

Member Name	Title	Agency
Lisa Chaney, Chair	Director of Research & Evaluation	Learning Tree Institute at Greenbush
Linda Weldon	Program Evaluator	Learning Tree Institute at Greenbush
Kimi Gardner	Behavioral Health Prevention Consultant	Kansas Department for Aging and Disability Services
Juan Baez	Problem Gambling Specialist	Kansas Department for Aging and Disability Services
Ginny Eardley	Problem Gambling Specialist	Kansas Department for Aging and Disability Services
Dr. Jomella Watson-Thompson	Investigator and Associate Director	The University of Kansas Center for Community Health and Development
Priya Vanchy	Graduate Research Assistant	The University of Kansas Center for Community Health and Development
Krista Machado	Partnerships for Success Prescription Drug Project Manager	DCCCA, Inc.
Robert Hedberg	Behavioral Health Training and Technical Assistance Project Coordinator	DCCCA, Inc.
Chad Childs	Prevention Initiative Systems Project Coordinator	Wichita State University Community Engagement Institute

Methodology

The Learning Tree Institute at Greenbush worked with ETC Institute, Inc. in Olathe, Kansas to administer the *2017 Kansas Gambling Survey* based on a random sample representative of the state and four gambling regions. The six-page survey, cover letter, and postage paid return envelope addressed to ETC Institute were mailed to a random sample of households throughout the State of Kansas on September 8, 2017. The cover letter explained the purpose of the survey and encouraged residents to either return their survey by mail or complete the survey online.

Ten days after the surveys were mailed, ETC Institute sent follow-up emails to the households receiving the survey to encourage participation. The emails contained a link to the online version of the survey to make it easy for participants to complete the survey. To prevent people who were not part of the random sample from participating, those who completed the survey online were required to enter their home address prior to submitting the survey. ETC Institute then matched the addresses entered online with the addresses that were originally selected for the random sample. If the address from a survey completed online did not match one of the addresses selected for the sample, the online survey was not included.

The decision was made to use a stratified sample with random sampling by gambling region. Regions were based on input from KDADS including the following counties:

- o Northeast: Johnson, Leavenworth, and Wyandotte
- o South Central: Butler, Cowley, Harper, Harvey, Kingman, Reno, Sedgwick, and Sumner
- o Southeast: Crawford and Cherokee
- o Southwest: Barber, Clark, Comanche, Edwards, Finney, Ford, Gray, Haskell, Hodgeman, Kiowa, Lane, Meade, Ness, Pawnee, Pratt, Rush, Seward, and Stafford

The goal was to obtain completed surveys from a minimum of 1,600 residents throughout the State of Kansas and representative samples within each region. These goals were accomplished, with a total of 1,755 residents completing the survey. The overall results for the sample of 1,755 households have a precision of at least +/-2.3% at the 95% level of confidence.

To ensure the survey results were representative of the population of the State of Kansas, and to each gambling region, data were weighted by age of survey respondents. Regional data were weighted specific to each region. The table below displays the goal and actual number of completed surveys by region within the State of Kansas.

Table 3: Target and actual survey sample size by region

Region	Target Sample Size	Completed Surveys
Northeast	400	411
South Central	400	407
Southwest	200	222
Southeast	200	231
Unassigned (Remainder of the State)	400	484
Total	**1,600**	**1,755**

Participation by Gambling Region

411, 23%
407, 23%
222, 13%
231, 13%
484, 28%

■ Northeast ■ South Central ■ Southwest ■ Southeast ■ Unassigned
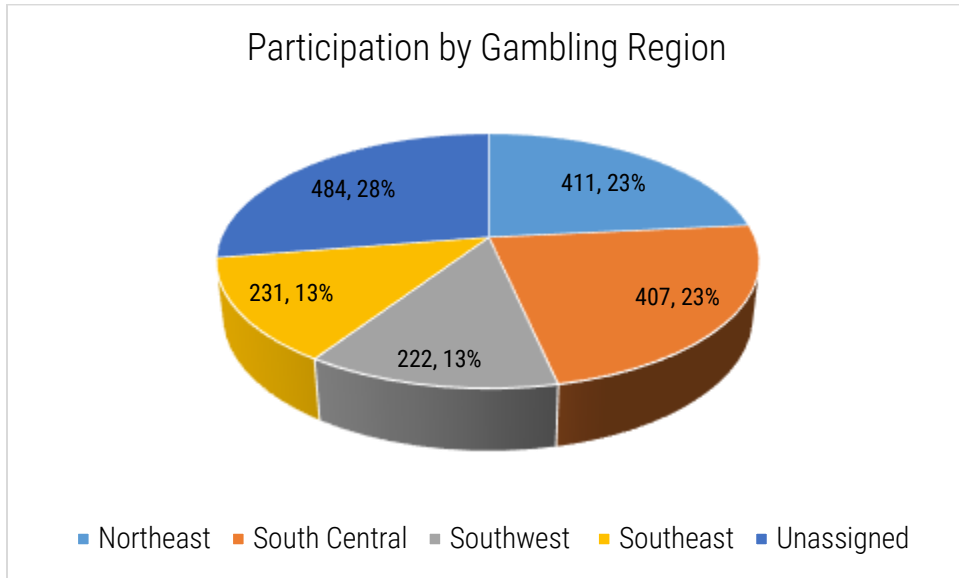
Survey Results

Initial results from the *2017 Kansas Gambling Survey* were provided to the Kansas Problem Gambling Coalition and the four regional Problem Gambling Task Forces in December, 2017. Tailored regional and state reports were used to assess needs as part of a strategic planning process. Data compared 2017 survey results with those from the 2012 survey where applicable. A copy of the State's Coalition report can be found in Appendix II.

Demographics

A total of 1,755 Kansas adults completed the 2017 Kansas Gambling Survey. The survey asked individuals to report demographic data regarding age, race, marital status, level of education, household income, employment status, and military service. The percentage of respondents in each demographic category are presented below.

Summary of Findings

Participants tended to be White (86.4%), married (60.5%), well educated (53.9% had a two-year, four-year, or graduate degree), and had an average age of 46, and average household income of $40,000 - $59,999. Survey participant demographic data were similar to those reported by the United States Census for Kansas. While the data were weighted across the six age categories to ensure accurate representation, no other adjustments were made.

Table 4: State demographic data by type

Type	2017 Kansas Gambling Survey	Kansas Census Data
Race/White	86.4%	86.5%
Marital Status/Married	60.5%	53.0%
Level of Education/Bachelors or >	42.0%	31.6%
Level of Education/High school graduate or >	95.7%	90.3%
Median Household Income	$40,000 - $59,999	$53,571
Employment Status/Employed	65.4%	62.5%
Median Age	46.0%	36.2%

Age

The range of respondent age was 19 to 99. The average age was 46. To help ensure survey results were representative of the state of Kansas, data were weighted by age. Regional data were also weighted specific to each region. As a result, survey respondent age was fairly evenly distributed among all age groups 18 and over as demonstrated below.

Figure 3: Weighted age of survey participants

How old are you?
Weighted age groups

- 18 to 24 — 13%
- 25 to 34 — 18%
- 35 to 44 — 16%
- 45 to 54 — 19%
- 55 to 64 — 16%
- 65 or older — 18%
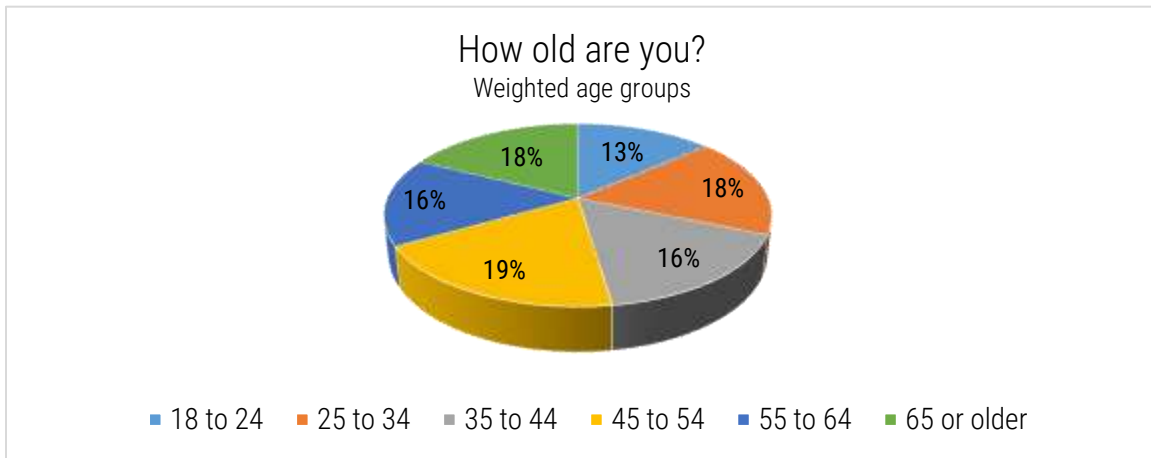
Race

Most respondents reported their race as White (86.4%). Approximately six percent of respondents identified as Black and 4.0% as multi-racial. Fewer respondents identified as Asian, Native American/Alaskan Native, and Native Hawaiian/Pacific Islander. Just over ninety-one percent of respondents indicated they were not of Hispanic origin.

Figure 4: Participant-identified race

Race

- African American / Black — 5.6%
- White — 86.4%
- Native Hawaiian / Pacific Islander — 0.3%
- Native American / Alaska Native — 1.2%
- Asian — 2.5%
- Multi-Racial — 4.0%
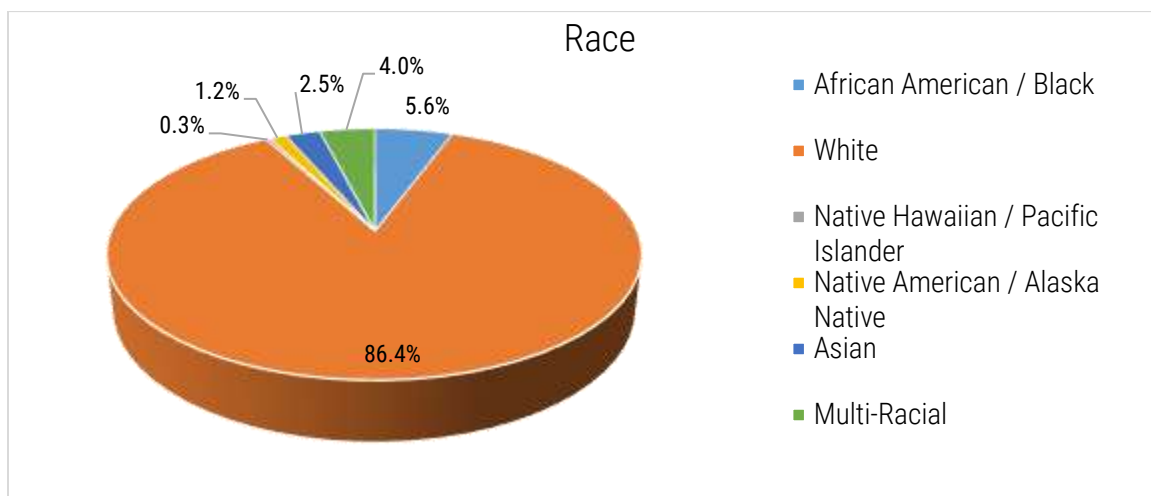
Table 5: Participant-identified race. Percentage of responses by region.

Race	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Caucasian or White	86.4	82.9	81.3	91.9	92.0	86.8
African American or Black	5.6	11.1	10.1	1.4	0.4	2.2
Native Hawaiian/Pacific Islander	0.3	0.5	0.0	0.5	0.4	0.2
Native American/Alaska Native	1.2	0.3	1.3	1.0	0.0	2.9
Asian	2.5	3.9	0.5	5.3	0.0	3.4
Multi-Racial	4.0	1.3	6.7	0.0	7.1	4.5

Marital Status

More than half of those responding were married (60.5%). Several also indicated they had never been married (16.5%). Fewer respondents reported being divorced (14.0%), widowed (7.4%), or separated from their spouse (1.6%).

Figure 5: Participant marital status
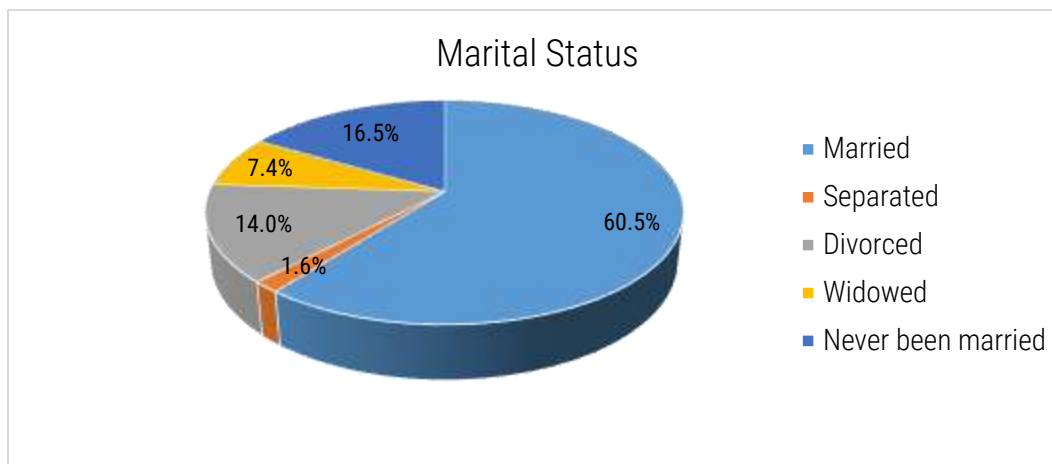
Table 6: Participant marital status. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Married	60.5	65.3	56.4	71.6	48.7	59.8
Separated	1.6	1.0	0.7	0.9	3.0	2.1
Divorced	14.0	12.6	16.8	12.4	17.4	12.4
Widowed	7.4	6.7	7.7	4.1	7.8	8.8
Never been married	16.5	14.5	18.3	11.0	23.0	16.9

Education Level

The highest percentage of respondents indicated they had completed a Bachelor's Degree (24.1%) with some others indicating they had completed some college (20.5%). Fewer respondents answered they had completed high school or less (18.7% total).

Figure 6: Participant education

Highest Level of Education Completed

Education Level	(%) Responding
8th grade or less	0.8%
High school incomplete	3.5%
High school complete	14.4%
Vocational/Technical/Certificate	5.9%
Some College	20.5%
Associates (2-year) Degree	11.9%
Bachelor's Degree	24.1%
Graduate Degree	17.9%
Other	1.0%
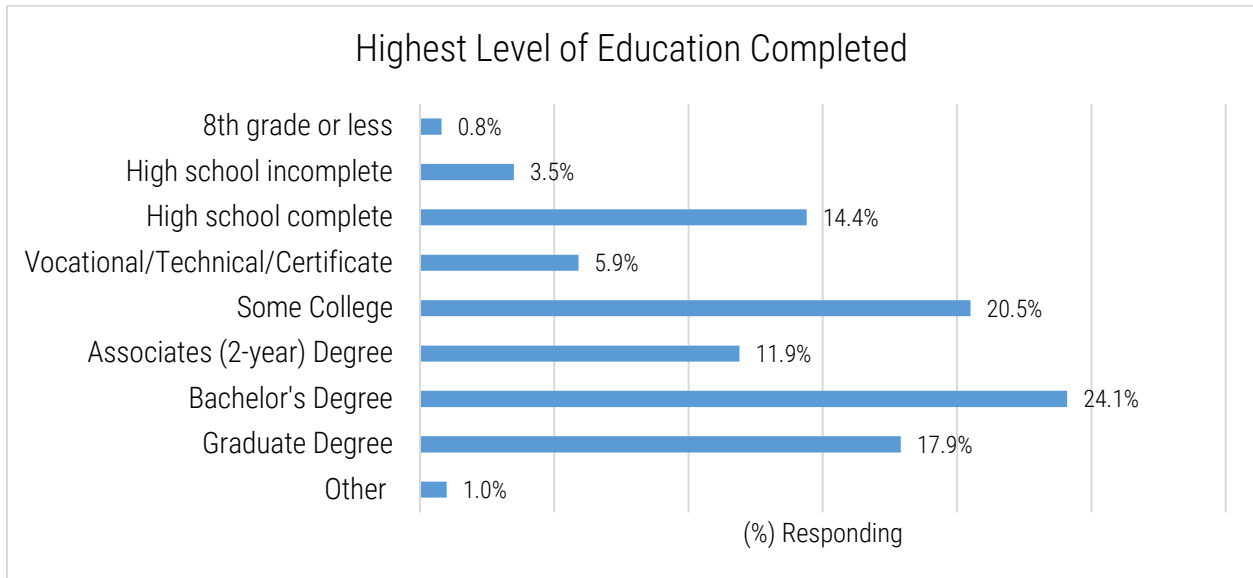
Table 7: Participant education. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
8th grade or less	0.8	1.0	0.5	1.4	0.4	0.9
High school incomplete	3.5	3.7	4.2	2.8	3.1	2.6
High school complete	14.4	8.7	17.5	13.1	11.9	19.4
Vocational/Technical/Certificate	5.9	3.5	8.5	4.2	4.0	7.3
Some College	20.5	15.7	20.0	19.7	27.3	20.5
Associates (2-year) Degree	11.9	12.5	8.7	16.9	12.3	11.1
Bachelor's Degree	24.1	30.7	23.9	27.2	19.8	21.2
Graduate Degree	17.9	24.2	14.5	14.6	20.3	15.2
Other	1.0	0.0	2.2	0.0	0.9	1.9

Income

Over one fourth of participants (26.1%) reported household income between $75,000 and $149,999. This was consistent across all Gambling Regions with the exception of the Southeast region. Higher reported income is likely associated with the higher reported education of the survey participants and higher median age.

Figure 7: Household income

Household Income

Income	(%) Responding
$150,000 or more	7.7%
$75,000 to $149,999	26.1%
$60,000 to $74,999	12.1%
$50,000 to $59,999	10.4%
$40,000 to $49,999	11.7%
$30,000 to $39,999	11.5%
$20,000 to $29,999	11.0%
Under $20,000	9.4%
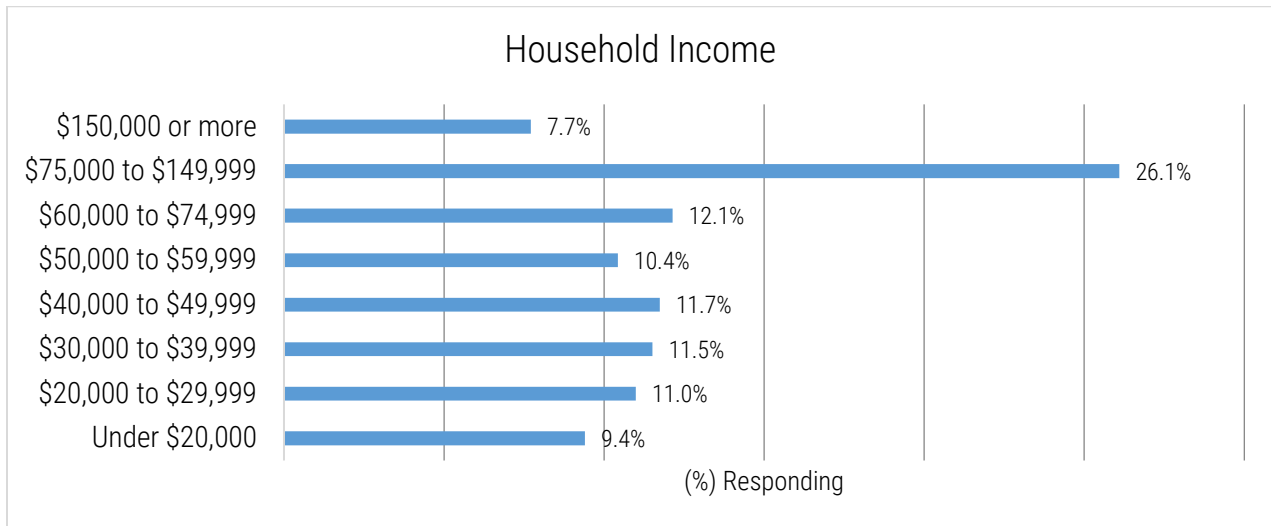
Table 8: Household income. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Under $20,000	9.4	3.6	13.3	14.9	11.6	10.1
$20,000 to $29,999	11.0	10.6	12.8	8.4	10.7	9.0
$30,000 to $39,999	11.5	10.9	9.9	7.9	16.0	13.0
$40,000 to $49,999	11.7	9.6	8.6	9.4	14.7	13.4
$50,000 to $59,999	10.4	7.8	10.2	9.4	17.3	9.5
$60,000 to $74,999	12.1	10.9	13.0	13.4	9.3	13.4
$75,000 to $149,999	26.1	30.9	25.3	28.2	18.2	26.7
$150,000 or more	7.7	15.6	7.0	8.4	2.2	4.8

Employment Status

Most respondents were employed full-time at the time of administration (55.4%). More than twenty percent of respondents were retired (20.8%). Only 2.2% of respondents were not currently employed and not currently seeking employment.

Figure 8: Employment status
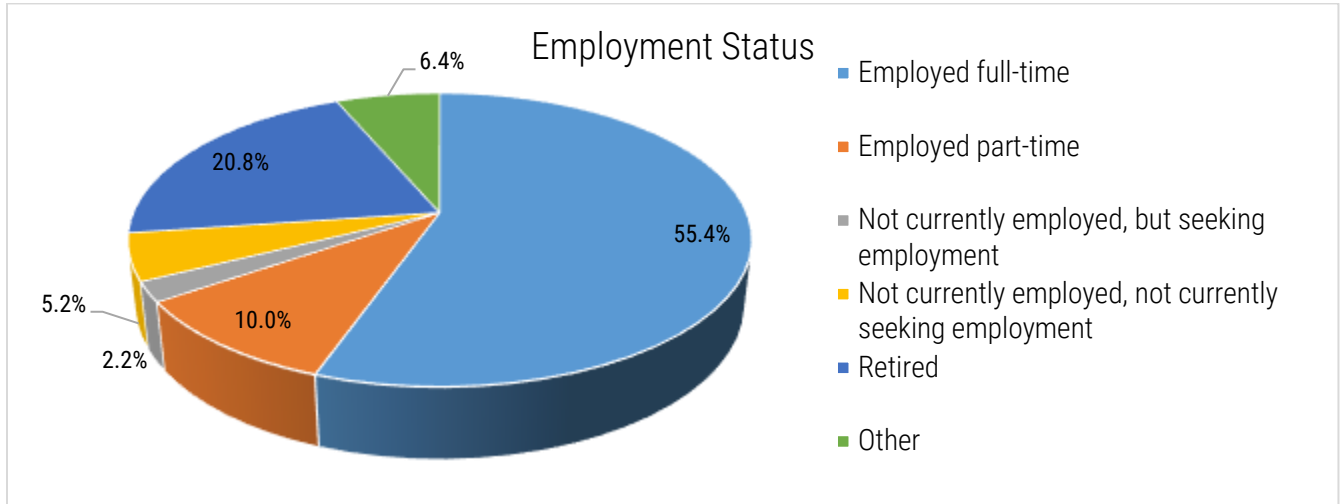
Table 9: Employment status. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Employed full-time	55.4	59.4	51.6	53.5	53.3	55.6
Employed part-time	10.0	8.8	13.7	13.1	11.8	7.5
Not currently employed, but seeking employment	2.2	2.0	2.3	1.9	3.1	1.3
Not currently employed, not seeking employment	5.2	3.8	5.6	1.4	5.2	8.1
Retired	20.8	21.3	20.0	16.9	21.4	20.9
Other	6.4	4.8	6.8	13.1	5.2	6.6

Military Status

Only 8.9% of those responding reported current or past service in a branch of the United States military. Just over thirty-nine percent (39.1%) of those reporting military service indicated deployment to an active combat zone.

Figure 9a: Military service

Figure 9b: Active combat

Are you currently serving, or have you ever served, in a branch of the United States military?

8.9%

90.8%

■ Yes ■ No

Were you ever deployed to an active combat zone?

39.1%

60.9%

■ Yes ■ No
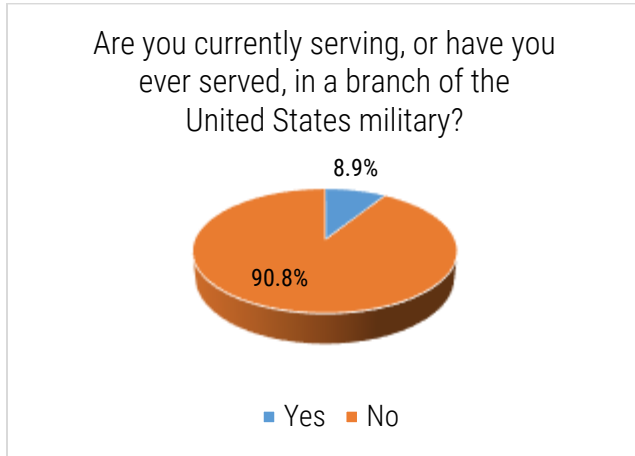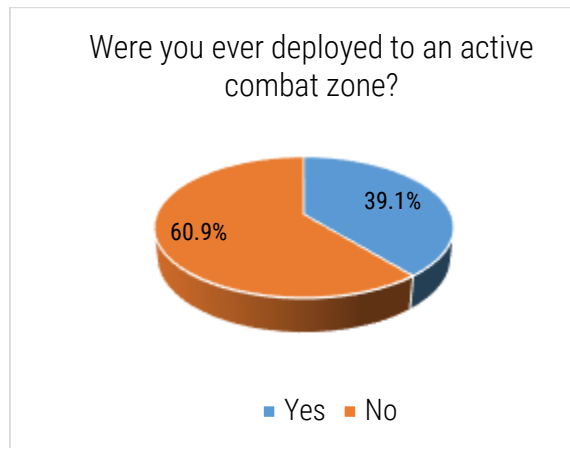
Gambling Prevalence

Participants were first asked if they had gambled for money or anything of value in the past 30 days. Figure 10a shows that nearly twenty percent of participants reported past 30-day gambling. Participants were then asked if they had engaged in specific gambling activities such as casino gaming machines, game upgrades, betting on team sports or fantasy sports leagues, casino table games, bingo, cards, lottery, etc. Figure 10b demonstrates that forty-eight percent of participants reported engaging in specific gambling activities. This is twice as much than reported gambling in the past 30 days. For example, twenty-five percent (24.9%) of individuals who said 'no' when asked if they gambled in the past 30 days, also said 'yes' when asked if they played a state lottery or multi-state lottery. Similarly, six percent (6.4%) of participants who reported not gambling reported paying for phone or computer credits, or upgrades. This would indicate many people do not consider playing the lottery or paying for computer credits to be forms of gambling.

To more accurately represent the prevalence of gambling in Kansas, data reported in the current study includes results from participants who reported they had gambled in the past 30 days or had engaged in any type of past 30-day gambling activity.

Summary of Findings

o   Participants engaged in gambling activities they may not have considered to be gambling.

o   Forty-eight percent (48%) of participants reported engaging in gambling activity in the 30 days prior to the survey.

o   There was little difference in the demographic make-up of participants that reported gambling in the past 30-days and participants that did not. For both groups, the majority were married (59.7%), employed full-time (56.2%), were well educated, and had high household income. There was no significant difference in past-30 day gambling between those in military service and those not in military service.

o   When asked about gambling frequency, 43% of participants said they 'never' gambled, 41.3% reported 'seldom,' 12.7% reported 'occasionally,' and 3.1% reported 'often' or 'very often.'

Figure 10a: Past 30-day gambling

Figure 10b: ANY past 30-day gambling activity

In the past 30 days, have you gambled for money or anything of value?

19.6%
80.4%

■ Yes, have gambled in the past 30 days   ■ No

ANY Past 30-Day Gambling Activity

48.0%
52.0%

■ Yes, have gambled in the past 30 days   ■ No
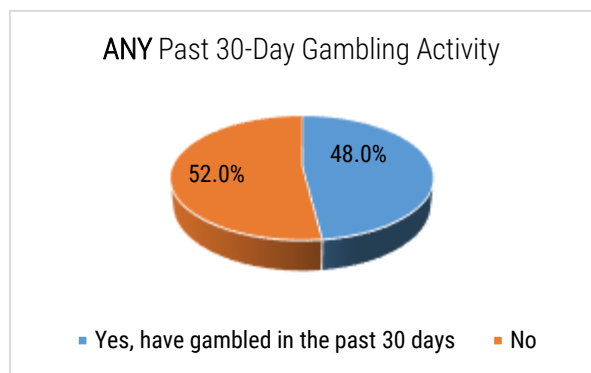
Table 10: Have you gambled for money or anything of value in the past 30 days? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	19.6	17.7	19.4	13.6	25.6	19.3
No	80.4	82.3	80.6	86.4	74.4	79.9

Table 11: ANY reported past 30-day gambling activity. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	48.0	53.1	53.0	41.3	53.1	40.5
No	52.0	46.9	47.0	58.7	46.9	59.5

Figure 11: Frequency of gambling

When you think about the activities you have participated in that involve betting or wagering money or possessions, would you say that you bet or gamble:

Never 42.9%
Seldom 41.3%
Occasionally 12.7%
Often 2.4%
Very Often 0.7%

(%) Responding
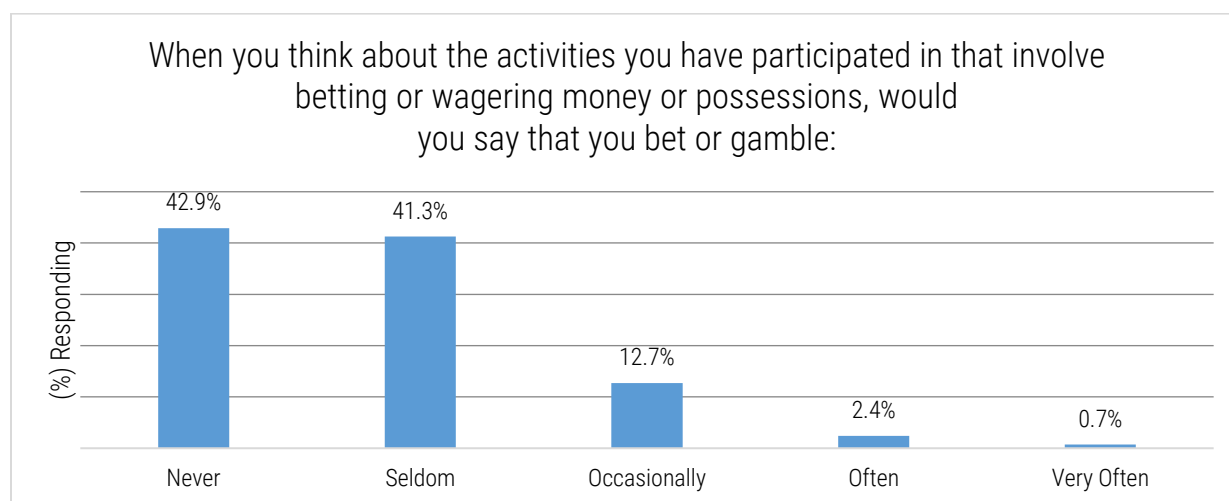
Table 12: Frequency of gambling. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Never	42.9	42.7	40.2	49.3	38.1	45.8
Seldom	41.3	42.7	40.2	37.5	43.5	40.1
Occasionally	12.7	10.3	16.3	9.5	16.4	11.7
Often	2.4	3.6	2.4	3.0	1.3	1.8
Very Often	0.7	0.8	0.8	0.7	0.7	0.6

"Problem" Gambling Terminology

An important aspect of the 2012 Kansas statewide gambling survey[2] was to provide an estimate of the number of Kansans at risk for problem gambling and to explore relationships between problem gambling risk and a number of variables. One historical challenge when discussing 'problem gambling' is the lack of standardized terminology in the field. Terms including 'disordered gambling,' 'compulsive gambling,' 'addictive gambling,' and 'pathological gambling' have been used. The term 'problem gambling' is typically used in the most general sense. It is often used to include the idea of pathological gambling as well as less severe forms of disordered gambling. For use in the Kansas 2012 study, the term 'problem gambling' was defined as 'characterized by difficulties in limiting money and/or time spent on gambling which leads to adverse consequences for the gambler, others, or for the community.'[3] The same definition was applied to the current Kansas 2017 study. Essentially, a problem gambler is someone with a pattern of excessive gambling, impaired control over his or her gambling behavior, significant negative consequences deriving from this impaired control, and persistence in excessive gambling despite these negative consequences.

Problem gambling is assumed to have varying degrees of severity, ranging from mild, moderate, to severe. At the time of the 2012 study, severe problem gambling was formally recognized by the American Psychiatric Association (APA) as clinical 'pathological gambling' if the gambler met certain diagnostic criteria. In May of 2013, the APA released a new edition of the *Diagnostic and Statistical Manual (DSM) 5.0*, where Pathological Gambling had been renamed Gambling Disorder and had been reclassified from an 'Impulse-Control Disorder Not Elsewhere Classified' to one of the 'Substance-Related and Addictive Disorders.'[4] This change helped clarify the diagnosis and treatment of Gambling Disorders. It also helped increase its recognition and to improve research efforts. This change also reflects recognition of the similarities between pathological gambling behavior and addiction to substances.[5]

Problem Gambling Risk Indicator Categories

The current study follows the criteria used in 2012. In the 2012 report, survey findings are reported according to three problem gambling risk categories listed below in Table 13. The problem gambling risk categories were developed based on survey responses to specific behaviors, beliefs, and attitudes toward gambling. Because all gamblers are at some level of risk of developing a gambling problem, even those respondents who did not endorse any problem gambling screening question, were classified within a risk category, specifically 'low risk.' The other two risk categories, 'moderate risk' and 'high risk' were defined based upon participant responses on nine problem gambling screening questions (See Table 14).

Table 13: Problem gambling risk categories

Risk Category	Number of "positive" responses to problem gambling screening questions
Low	No "positive" (Yes) responses to any problem gambling screening questions
Moderate / Mid	One to three "positive" responses per respondent
High	Four or more "positive" responses per respondent

Problem Gambling Screening Questions

Following the protocol used in the Kansas 2012 Statewide Survey[2], endorsement of any problem gambling screening question suggests a heightened risk for problem gambling development or manifestation. As the number of endorsements increase, so does the risk for developing or manifesting a gambling disorder. The 'low, moderate, and high' risk categories used in the 2012 and 2017 studies were chosen to categorize groups rather than to describe actual risk. That is, if a person endorsed three problem gambling screening questions, although they are categorized in the 'moderate' or 'mid' risk group, their actual odds of manifesting a gambling disorder are considerable. According to the 2012 report, this can be exemplified by research on the NODS CLiP.[6] The NODS CLiP is derived of a subset of questions from the 17-item NORC Diagnostic Screen for Gambling Disorders (NODS), a validated DSM-IV-based instrument.[7] Toce-Gerstein, Gerstein, and Volberg (2009) found that three NODS questions pertaining to loss of Control, Lying, and Preoccupation (the 'CLiP'), identified virtually all pathological gamblers and most problem gamblers diagnosed by the complete NODS. In the present study, all three NODS CLiP questions were included, two verbatim and one paraphrased, in the set of nine problem gambling screening questions. The NODS CLiP questions are:

- o Have you ever tried to stop, cut down, or control your gambling?
- o Have you ever lied to family members, friends or others about how much you gamble or how much money you lost on gambling?
- o Have there been periods lasting 2 weeks or longer when you spent a lot of time thinking about your gambling experiences, or planning out future gambling ventures or bets?

Research on the NODS CLiP found that if a person endorsed any of the three questions, there is an 88% probability he or she has or had a gambling disorder.[6]

The problem gambling screening questions used in the 2012 and 2017 surveys were derived from two problem gambling screening instruments, the 17-item NORC Diagnostic Screen for Gambling Disorders (NODS) [8] and the 9-item Problem Gambling Severity Index (PGSI).[9] Although examining for the prevalence of problem gambling was an important component of this survey, the greater purpose was to assess public behaviors and attitudes towards gambling and relationships to broader behavioral health. For this reason, the complete NODS and PGSI instruments were not utilized to ensure survey length allowed for the examination of linkages to physical health, mental health, and substance use without leading to concerns over respondent fatigue.

Table 14: Problem gambling screening questions

Problem Gambling Screening Question	*Source*
Have you ever bet more than you could afford to lose?	*Variation of question # 1 from PGSI*
Have people ever criticized your betting or told you that you have a gambling problem, regardless of whether or not you thought it was true?	*PGSI, question #6*
Has your gambling ever caused you any health problems, such as stress and anxiety?	*Variation of question #8 from PGSI*

Have you ever thought you might want to cut back on the amount of time or money you spend betting or wagering?	*Variation of question #1 from NODS CLiP*
Have you ever lied to family members, friends or others about how much you gamble or how much money you lost gambling?	*Question #2 from NODS CLiP*
Have there been periods lasting 2 weeks or longer when you spent a lot of time thinking about your gambling experiences, or planning out future gambling ventures or bets?	*Question #3 from NODS CLiP*
Has your gambling ever caused serious or repeated problems in your relationships with any of your family members or friends?	*Variation of question #12 from NODS*
Has your gambling ever interfered with your productivity, such as missing time from work or school, or having it interfere with your performance while at work or school?	*Variation of questions #13 & #14 from NODS*
How often have <u>you</u> felt you have a problem with gambling?	*Question #5 from PGSI*

Problem Gambling Screening Results

Based on the terminology and categories defined above, the results from the screening questions are presented below. Following the summary of findings, this section shows the participant demographic of risk of developing a gambling problem based on the screening questions. The next figure shows screening questions and responses by participants in the moderate and high risk categories. Low risk, by definition (no positive responses to any screening questions), are not included. The section concludes with the prevalence of any past 30-day gambling activity by problem gambling risk category.

Summary of Findings

- o The vast majority of study participants (87.2%) responded with no 'positive' (yes) responses to the problem gambling screening questions indicating they are at 'low risk' of developing a gambling problem. Just over ten percent (10.1%) of participants would be considered in the 'moderate risk' category answering positively to one to three of the screening questions, and 2.7% are classified as 'high risk' by responding positively to four or more screening questions.

- o For participants in the highest risk category, almost ninety-seven percent (96.9%) reported they have lied about how much they gamble, 95.9% have thought they might want to cut back on the amount of time or money they spend betting or wagering, and 87.3% have bet more than they could afford to lose.

- o Lying about how much they gambled proved to be the largest difference between participants in the moderate (18.1%) versus high (96.9%) risk category. Reported health problems such as stress and anxiety caused by gambling was the second largest difference between participants in moderate (9.7%) versus high (62.9%) risk categories.

- o Of those who reported any gambling in the past 30 days, just over six percent (6.1%) were in the high problem gambling risk category, 17.4% were at moderate risk, and 76.5% low risk.

Figure 12: Participant level of risk of developing a gambling problem. Responses by risk category.

Participant Level of Demographic Risk of Developing a Gambling Problem by Risk Category

10.1%   2.7%

87.2%

■ Low Risk   ■ Moderate Risk   ▪ High Risk
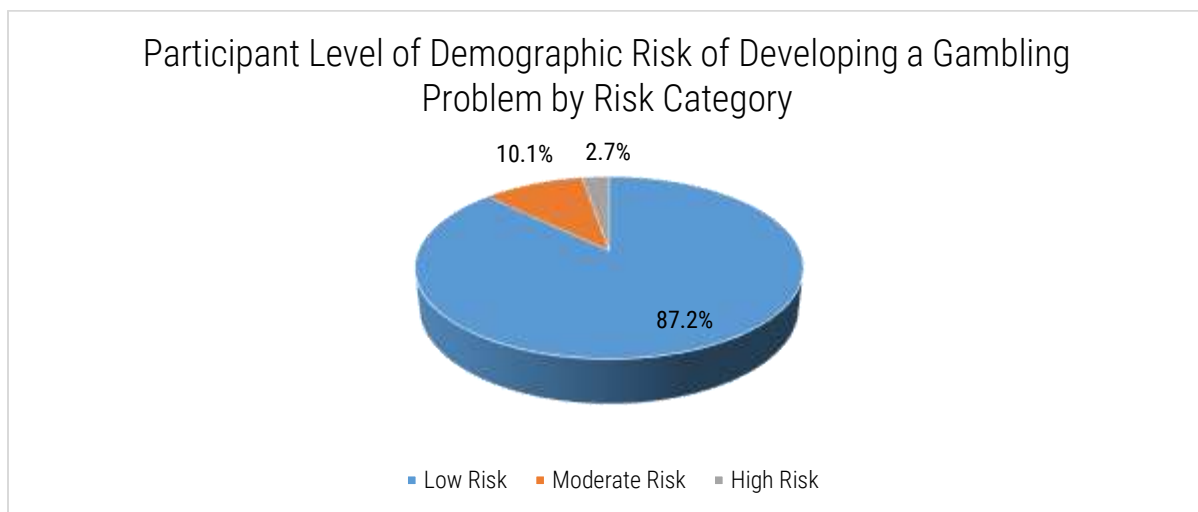
Table 15: Percentage of problem gambling by risk category. Responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Low risk	87.2	86.1	86.5	92.6	81.5	88.8
Moderate risk	10.1	9.6	11.7	7.4	12.8	10.0
High risk	2.7	4.3	1.8	0.0	5.7	1.3

Figure 13: Problem gambling screening questions by risk category

The majority of participants did not engage in gambling activities in the month prior to the survey. While the chart above shows the percentage of all study participants based on their responses to the problem gambling screening questions, it does not indicate that they have participated in gambling activities in the past 30 days (e.g. 2.7% of all participants are classified as high risk but of the subset of participants who gambled in the past 30 days, 6.1% were at high risk). The figure below, shows the percentage of participants that did report any form of gambling in the past 30 days that fall into each problem gambling risk category.

Figure 14: Prevalence of ANY reported past 30-day gambling. Responses by risk category.

Prevalence of Any Gambling in Past 30 Days
by Problem Gambling Risk Category
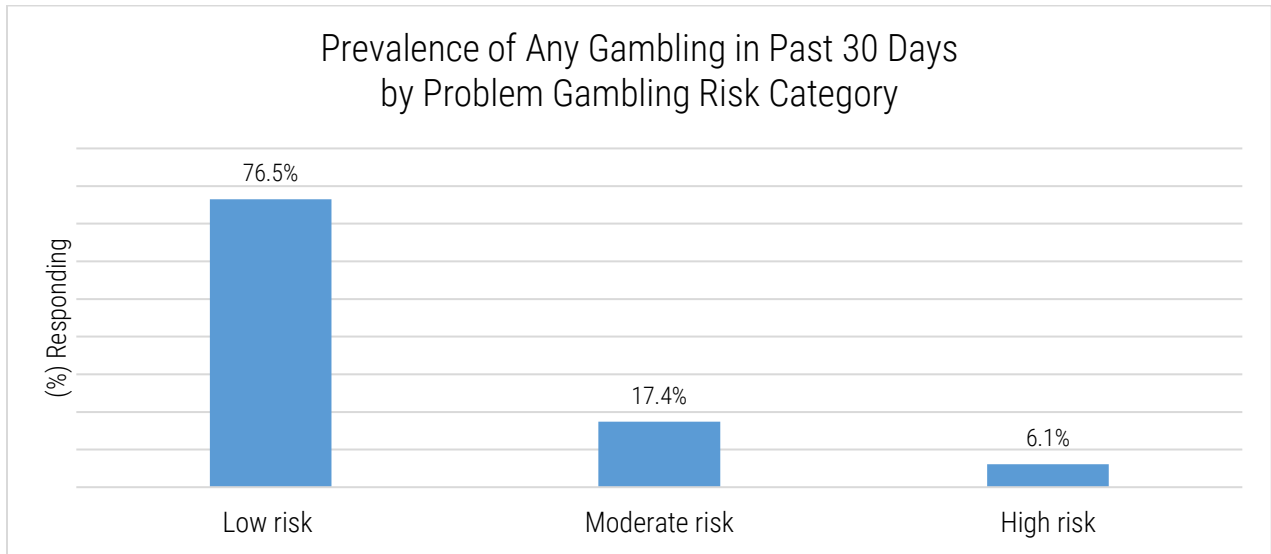
Table 16: Have you ever bet more than you could afford to lose? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	6.3	7.3	7.6	1.7	8.9	5.2
No	93.7	92.7	92.4	98.3	91.1	94.8

Table 17: Have people ever criticized your betting or told you that you have a gambling problem? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	3.9	3.2	2.6	2.8	7.0	2.5
No	96.1	96.8	97.4	97.2	93.0	97.5

Table 18: Has your gambling ever caused you any health problems such as stress and anxiety? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	2.7	3.3	2.2	2.5	4.6	2.0
No	97.3	96.7	97.8	97.5	95.4	98.0

Table 19: Have you ever thought you might want to cut back on the amount of time or money you spend betting or wagering? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	8.0	9.4	8.3	3.1	10.4	6.8
No	92.0	90.6	91.7	96.9	89.6	93.2

Table 20: Have you ever lied to family members, friends, or others about how much you gamble? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	4.4	6.8	3.9	0	7.1	2.8
No	95.6	93.2	96.1	100.0	92.9	97.2

Table 21: Have there been periods lasting 2 weeks or longer when you spent a lot of time thinking about your gambling experiences or planning out future gambling ventures or bets? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	2.7	3.7	1.0	0.2	6.6	1.8
No	97.3	96.3	99.0	99.8	93.4	98.2

Table 22: Has your gambling ever caused serious or repeated problems in your relationships? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	1.3	2.4	1.7	1.3	0.7	0.5
No	98.7	97.6	98.3	98.7	99.3	99.5

Table 23: Has your gambling ever interfered with your productivity or performance while at work or school? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	0.7	1.1	1.2	0.0	0.7	0.4
No	99.3	98.9	98.8	100.0	99.3	99.6

Supplemental Problem Gambling Questions

The survey asked four additional questions related to problem gambling or the personal impact it might have. While these were not included in the risk screening calculations, the results contribute to greater understanding of gambling impact in Kansas.

Summary of Findings

- o Almost thirteen percent (12.8%) of participants indicated they felt like they would like to stop gambling in the past year, but didn't think they could.

- o Just over sixty-one percent (61.1%) of participants in the high risk category indicated that in the last year, they felt like they would like to stop gambling, but didn't think they could. Almost twenty-one percent (20.6%) felt this way 'a few times in the past year', and 21.6% indicated they felt this 'almost every day.'

- o While the desire to stop gambling but not being able to is not a problem gambling screening question, it is interesting to note that almost nine percent (8.7%) of participants in the low risk also indicated they would like to stop gambling but didn't think they could. This may indicate that even though they aren't being deceptive about their gambling or betting more than they can afford to lose, their gambling behavior is impacting their lives in a way they can't control.

- o Overall, 10% of participants reported being personally affected by the gambling behavior of a family member, 6% by a friend and 3% by a co-worker. The percentages differ widely across risk categories. For example, 33.5% of participants in the high risk category reported being personally affected by the gambling behavior of a family member compared to just 8% in the low risk category.

Figure 15: In the past 12 months, how many times (if any) have you felt like you would like to stop gambling, but didn't think you could?

In the past 12 months, how many times (if any) have you felt like you would like to stop gambling, but didn't think you could?

Never	Yes, but not in the past year	A few times in the past year	Once or twice a month	Once or twice a week	Almost every day
87.2%	1.5%	1.9%	0.2%	0.2%	9.0%

Table 24: In the past 12 months, how many times (if any) have you felt like you would like to stop gambling but didn't think you could? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Never	87.2	86.6	90.4	92.3	77.6	89.5
Yes, but not in the past year	1.5	1.4	0.8	1.5	1.7	1.7
A few days in the past year	1.9	2.5	1.9	1.2	2.1	1.3
Once or twice a month	0.2	0.0	0.1	0.0	1.2	0.2
Once or twice a week	0.3	0.0	0.0	0.0	1.0	0.4
Almost every day	9.0	9.5	6.8	5.0	16.4	6.9

Figure 16: In the past 12 months, how many times (if any) have you felt like you would like to stop gambling but didn't think you could? Percentage of responses by risk category.

Figure 17: Supplemental problem gambling questions by risk category.
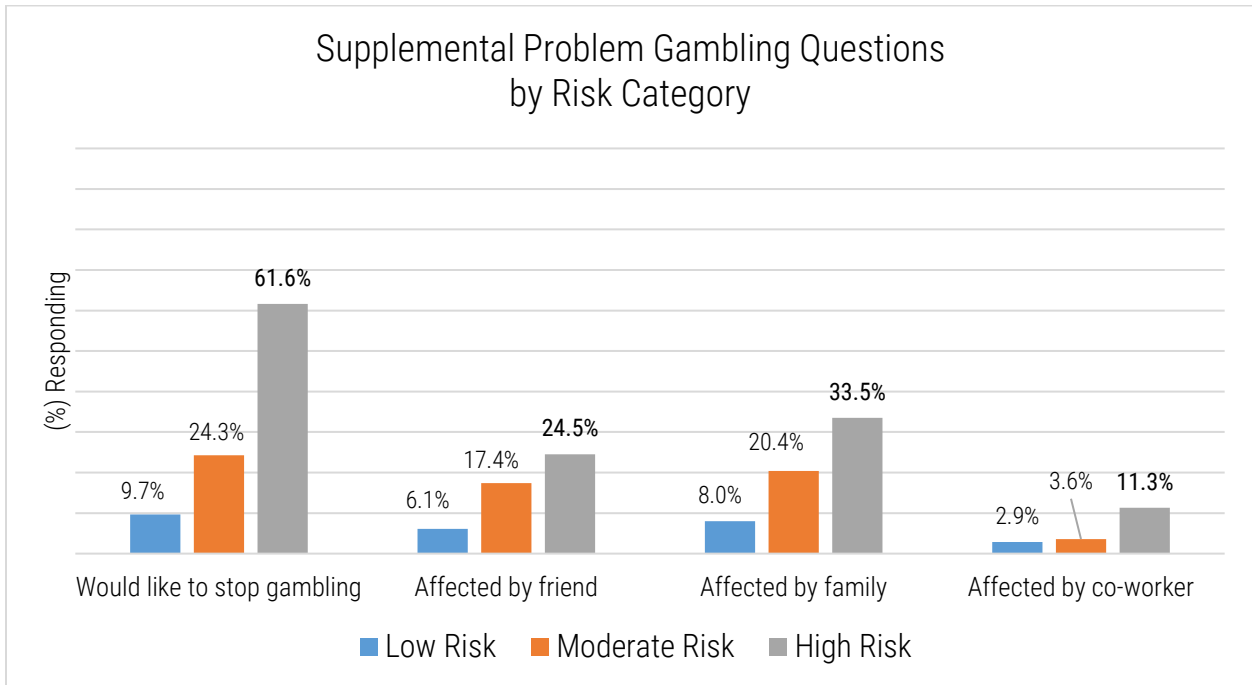
Table 25: Have you personally been affected by the gambling behaviors of a friend / family member / co-worker? Percentage reporting 'yes' by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Friend	6.0	7.4	10.4	7.0	8.4	6.0
Family member	10.0	11.0	10.6	8.4	13.9	7.1
Co-worker	3.0	2.3	3.3	2.0	4.7	3.6

Gambling by Type and Frequency of Gambling Activity

As part of the survey, respondents were asked to classify the amount of time spent on various gambling activities in which they may have participated on a scale from 'none' to '16 or more times' in the past 30 days. Fifteen different gambling activities were included in the survey.

Findings were similar to the 2012 statewide survey, which indicated lottery and machines at a casino were the types of gambling most often reported during the past 30 days. In 2017, respondents were more likely to indicate they had participated in internet gambling in the past 30 days. In the prior administration, the statewide survey did not include a question asking specifically about the purchase of game upgrades. Interestingly, purchasing game upgrades appeared in the top three most reported types of past 30 day gambling activities.

A summary of findings is followed by a figure showing percentage of gambling by gambling activity or type. Only those with at least one percent reporting activity are shown. The figure is followed by data tables showing gambling activities by frequency (number of days in the past 30 days) with a breakdown by gambling region. This section concludes by showing gambling activity by problem gambling risk categories.

Summary of Findings

- o The type of gambling with the largest number of respondents indicating they had participated at least once in the past 30 days was lottery (33.6%), followed by machines at a casino (15.0%). This was true across problem gambling risk categories.

- o Of those indicating they had played machines at a casino in the past 30 days, most said they had done so one to five times (13.4%).

- o Of those indicating they had participated in the lottery in the past 30 days, most said they had done so one to five times (28.7%).

- o Only 2.4% of respondents answered they had gambled online at least once in the past 30 days, while 8.0% percent of respondents answered they had purchased game upgrades at least once in the past 30 days.

- o Very few respondents (less than 1.0% respectively) answered they had bet on horse races, bet on dog races, bet on car races, or bet on animal fighting in the past 30 days.

- o Participants in the high risk category reported larger percentages of past 30-day gambling for all activities except spending money on game upgrades, betting on team sports, and playing cards for money.

Figure 18: Past 30-day gambling by type of gambling activity

Past 30-Day Gambling by Type of Gambling Activity
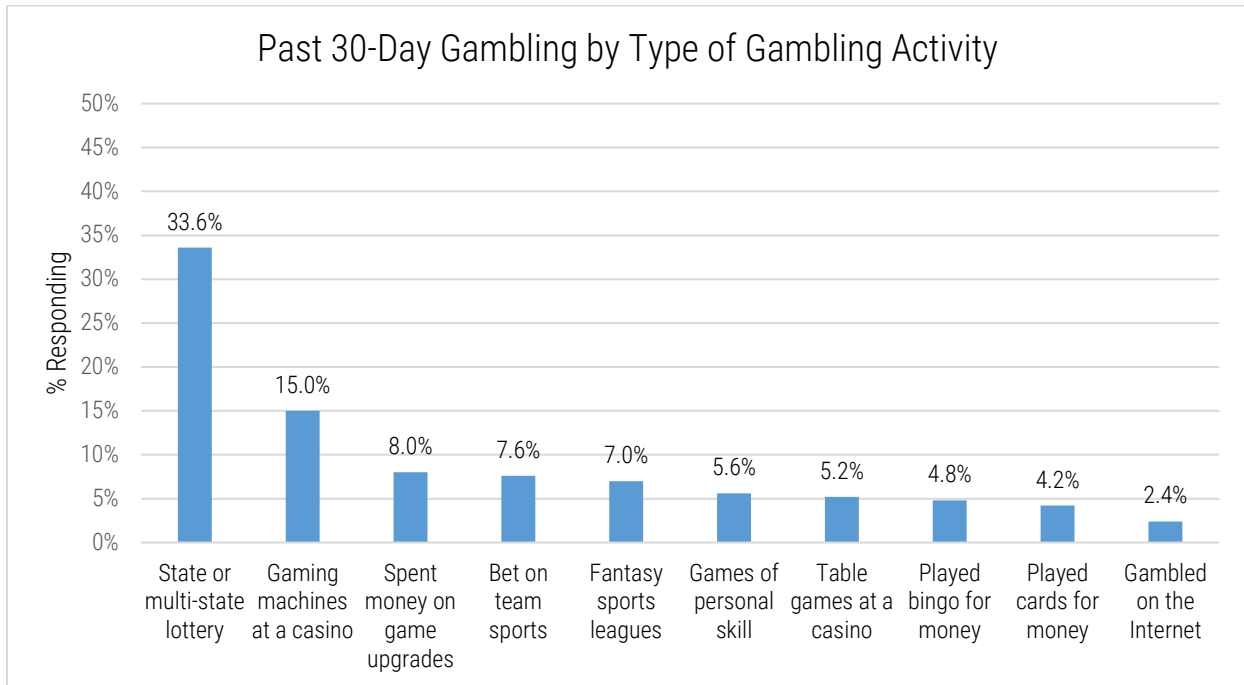
Table 26: On how many days in the past 30 days have you played a state lottery game or a multi-state lottery (scratch tickets, Powerball, pull-tabs, etc.)? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	66.4	62.7	61.3	70.9	66.5	69.9
1 to 5 days	28.7	32.2	31.4	25.6	30.9	24.8
6 to 10 days	2.8	3.3	3.6	1.7	1.9	2.8
11 to 15 days	0.8	0.6	0.4	1.8	0.7	1.0
16 or more days	1.3	1.3	3.3	0.0	0.0	1.5

Table 27: On how many days in the past 30 days have you played gaming machines at a casino? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	85.0	85.9	81.3	87.6	76.3	89.4
1 to 5 days	13.4	11.7	16.2	11.9	20.4	10.2
6 to 10 days	0.9	1.5	0.9	0.3	1.7	0.4
11 to 15 days	0.2	0.0	0.8	0.0	0.3	0.0
16 or more days	0.6	0.9	0.7	0.2	1.3	0.0

Table 28: On how many days in the past 30 days have you spent real money on games you can play on your phone or computer to buy credits, extra lives, or upgrades? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	92.0	91.3	87.0	93.4	91.4	95.6
1 to 5 days	6.8	6.7	11.5	3.9	8.6	4.4
6 to 10 days	0.8	1.2	1.0	1.6	0.0	0.0
11 to 15 days	0.1	0.2	0.0	1.1	0.0	0.0
16 or more days	0.2	0.6	0.5	0.0	0.0	0.0

Table 29: On how many days in the past 30 days have you bet money on team sports with friends or through an office pool? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	92.4	88.9	91.4	93.7	90.5	95.9
1 to 5 days	7.1	10.5	8.5	5.2	9.5	3.3
6 to 10 days	0.4	0.4	0.0	1.1	0.0	0.6
11 to 15 days	0.0	0.0	0.0	0.0	0.0	0.0
16 or more days	0.1	0.1	0.2	0.0	0.0	0.1

Table 30: On how many days in the past 30 days have you participated in fantasy sports leagues that involve money, valuables, or status? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	93.0	89.4	91.2	96.3	90.3	96.8
1 to 5 days	5.6	8.5	6.4	2.3	8.6	2.7
6 to 10 days	0.3	0.8	0.0	0.2	0.0	0.2
11 to 15 days	0.2	0.4	0.0	0.0	1.1	0.0
16 or more days	0.8	0.9	2.4	1.1	0.0	0.2

Table 31: On how many days in the past 30 days have you bet on games of personal skill (such as pool, bowling, video games, basketball, or golf) with friends or family? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	94.4	93.5	91.4	95.1	93.5	97.0
1 to 5 days	5.0	5.9	8.4	3.9	6.5	2.0
6 to 10 days	0.6	0.6	0.0	0.7	0.0	1.1
11 to 15 days	0.0	0.0	0.0	0.2	0.0	0.0
16 or more days	0.0	0.0	0.2	0.0	0.0	0.0

Table 32: On how many days in the past 30 days have you played table games at a casino (poker, roulette, craps, blackjack, etc.)? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	94.8	94.6	93.5	96.5	90.4	96.9
1 to 5 days	4.7	4.5	6.0	3.0	8.2	3.1
6 to 10 days	0.3	0.5	0.4	0.3	0.3	0.0
11 to 15 days	0.2	0.4	0.0	0.2	0.5	0.0
16 or more days	0.1	0.0	0.2	0.0	0.5	0.0

Table 33: On how many days in the past 30 days have you played bingo for money or prizes? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	95.2	93.3	96.6	99.3	95.4	95.3
1 to 5 days	4.6	6.2	3.4	0.7	4.6	4.5
6 to 10 days	0.1	0.5	0.0	0.0	0.0	0.0
11 to 15 days	0.0	0.0	0.0	0.0	0.0	0.0
16 or more days	0.1	0.0	0.0	0.0	0.0	0.2

Table 34: On how many days in the past 30 days have you played cards for money or possessions with friends or family, outside of a casino? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	95.8	96.5	95.7	98.1	93.6	95.2
1 to 5 days	4.0	3.5	3.7	1.9	6.4	4.4
6 to 10 days	0.1	0.0	0.4	0.0	0.0	0.1
11 to 15 days	0.0	0.0	0.0	0.0	0.0	0.1
16 or more days	0.1	0.0	0.2	0.0	0.0	0.3

Table 35: On how many days in the past 30 days have you gambled on the internet? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	97.6	97.6	96.8	96.8	98.1	97.9
1 to 5 days	1.4	1.8	1.6	0.7	1.9	1.0
6 to 10 days	0.2	0.1	0.0	1.4	0.0	0.2
11 to 15 days	0.2	0.0	0.0	0.0	0.0	0.4
16 or more days	0.6	0.5	1.5	1.1	0.0	0.5

Table 36: On how many days in the past 30 days have you bet money on horse races? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	99.2	98.2	100.0	98.8	100.0	99.8
1 to 5 days	0.8	1.8	0.0	1.2	0.0	0.2
6 to 10 days	0.0	0.0	0.0	0.0	0.0	0.0
11 to 15 days	0.0	0.0	0.0	0.0	0.0	0.0
16 or more days	0.0	0.0	0.0	0.0	0.0	0.0

Table 37: On how many days in the past 30 days have you bet money on dog races? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	99.4	99.8	97.6	99.7	100.0	99.9
1 to 5 days	0.6	0.2	2.4	0.3	0.0	0.1
6 to 10 days	0.0	0.0	0.0	0.0	0.0	0.0
11 to 15 days	0.0	0.0	0.0	0.0	0.0	0.0
16 or more days	0.0	0.0	0.0	0.0	0.0	0.0

Table 38: On how many days in the past 30 days have you bet money on animal fighting such as dog or cock fighting? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	99.6	99.8	99.8	99.0	100.0	99.5
1 to 5 days	0.3	0.2	0.1	1.0	0.0	0.5
6 to 10 days	0.0	0.0	0.1	0.0	0.0	0.0
11 to 15 days	0.0	0.0	0.0	0.0	0.0	0.0
16 or more days	0.0	0.0	0.0	0.0	0.0	0.0

Table 39: On how many days in the past 30 days have you bet money on car races? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
None	99.7	99.8	99.0	99.7	100.0	99.8
1 to 5 days	0.3	0.2	1.0	0.3	0.0	0.1
6 to 10 days	0.0	0.0	0.0	0.0	0.0	0.1
11 to 15 days	0.0	0.0	0.0	0.0	0.0	0.0
16 or more days	0.0	0.0	0.0	0.0	0.0	0.0

Gambling Activities by Risk Category
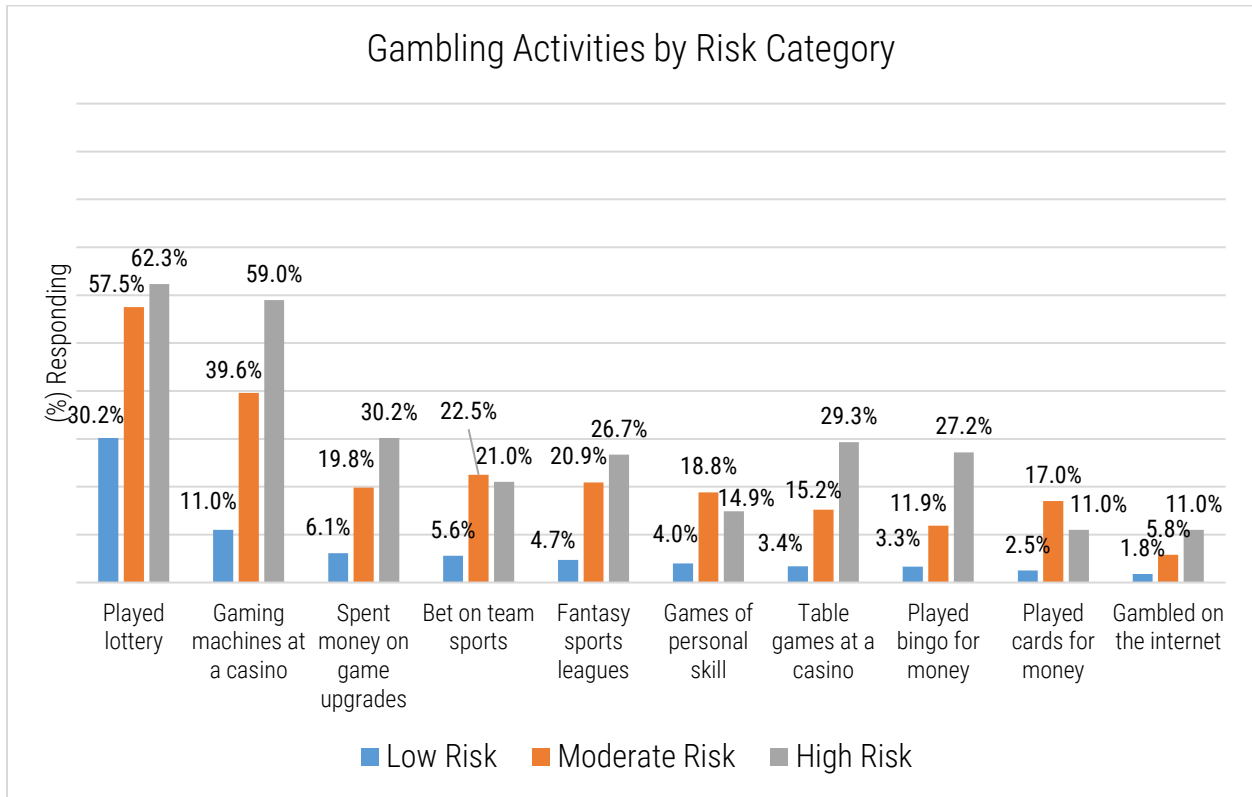
Table 40: Gambling activity by risk category. Percentage of responses.

Response	Played lottery	Casino gaming machines	Game upgrades	Bet on team sports	Fantasy sports leagues
Low Risk	30.2	11.0	6.1	5.6	4.7
Moderate Risk	57.5	39.6	19.8	22.5	20.9
High Risk	62.3	59.0	30.2	21.0	26.7

Response	Casino table games	Bingo	Cards with friends	Gambled on the internet
Low Risk	3.4	3.3	2.5	1.8
Moderate Risk	15.2	11.9	17.0	5.8
High Risk	29.3	27.2	11.0	11.0

Reasons for Gambling

Survey respondents were presented with eight potential reasons for gambling and were asked to rate each on a four-point scale from 'very important' to 'not at all important.'

Following the summary of findings, the eight potential reasons for gambling are shown in the figure below. This is followed by a breakdown of all responses for each gambling region. The section ends with information provided for each problem gambling risk category.

Summary of Findings

Percentages below represent those who reported the reason for gambling as 'important' or 'very important.'

1. For entertainment or fun (50.8%)
2. To win money (33.8%)
3. For the excitement or a challenge (32.0%)
4. To support a worthy cause (27.5%)
5. Out of curiosity (16.9%)
6. To win money to use for paying bills (15.5%)
7. As a distraction from everyday problems (15.0%)
8. As a hobby (13.7%)

o   More than half of respondents (50.8%) cited entertainment or fun as an important or very important reason for gambling, while one third of respondents (33.8%) selected gambling just to win money. Similarly, nearly one third of respondents (32.0%) cited the excitement or the challenge as being an important reason for gambling.

o   The top three reasons for gambling in the 2017 survey were also included in the top three reasons for gambling in the 2012 statewide survey. In fact, the order of importance as indicated by respondents changed very little from the 2012 survey to the 2017 survey.

o   Particularly problematic reasons for gambling, including to win money to use for paying bills and as a distraction from everyday problems, were selected as important reasons for gambling by approximately 15.0% of respondents (15.5% and 15.0% respectively).

o   Reasons for gambling differed by household income. Twenty-seven percent (27%) of participants making between $20,000 - $40,000 reported gambling to win money to use for paying bills is a 'very important' reason to gamble, while less than 3% of participants in higher income groups reported the same. Those with a household income of $150,000 or more reported gambling for entertainment or fun was an important reason to gamble.

o   For every reason to gamble listed in the survey, level of importance was higher as problem gambling risk increased from low to moderate and from moderate to high. The percentage of participants in the low risk category reporting the reasons for gambling listed were important ranged from 10.4% - 47.5%. The range for moderate risk participants was 15.3% to 70.0% and high risk category was 14.3% to 87.2%.

Figure 20: Percentage of participants rating reasons for gambling as 'important' or 'very important.'

Participants Rating Reasons for Gambling as 'Important' or 'Very Important'

(%) Responding

- Excitement or as a challenge: 32.0%
- As a hobby: 13.7%
- Just to win money: 33.7%
- Win money for paying bills: 15.5%
- To support worthy causes: 27.5%
- Out of curiosity: 16.9%
- Entertainment or fun: 50.9%
- Distraction from problems: 15.0%
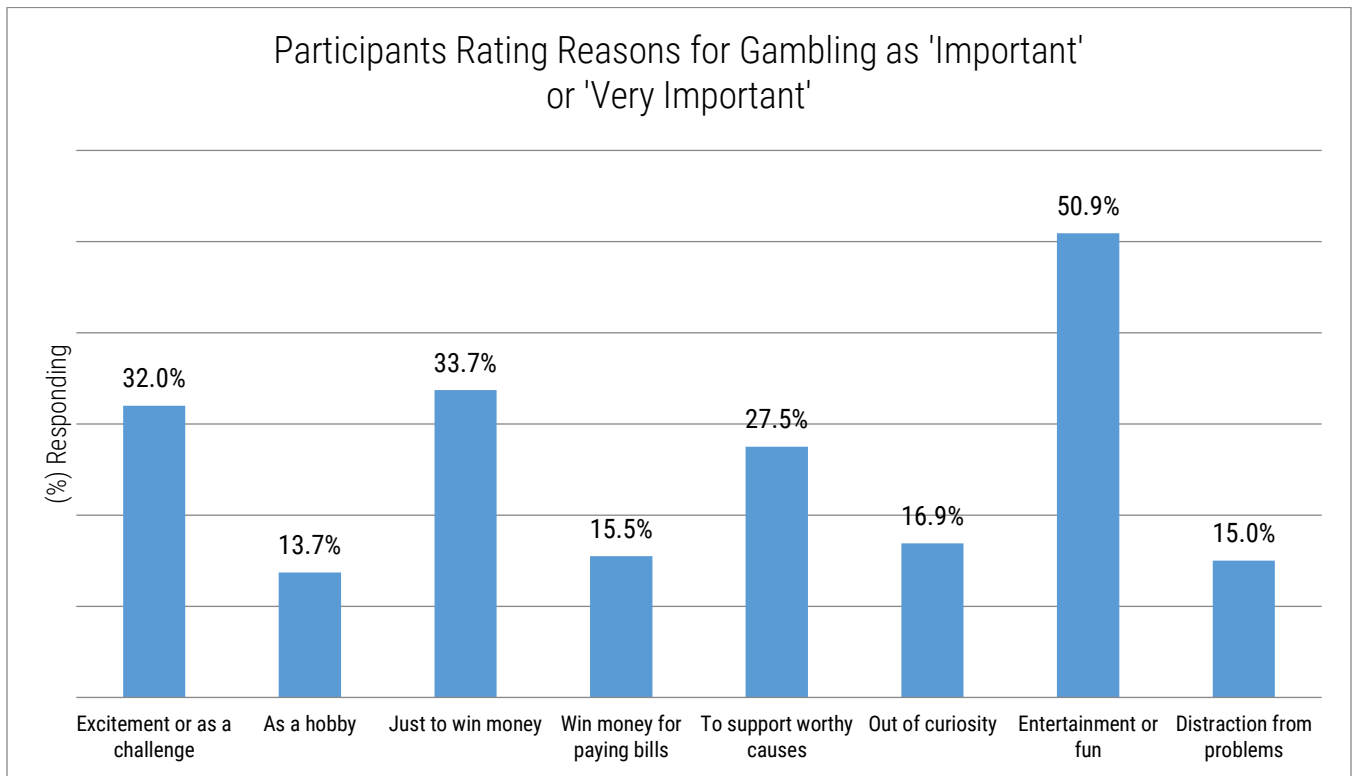
Table 41: Importance of gambling: for entertainment or fun. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at All Important	29.4	28.3	26.7	28.7	23.9	35.9
Not Very Important	19.7	19.3	19.0	26.8	15.5	19.4
Important	35.8	34.2	36.6	37.5	40.3	33.6
Very Important	15.0	18.2	17.7	7.0	20.4	11.1

Table 42: Importance of gambling: just to win money. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at All Important	43.0	42.2	37.7	46.0	37.1	49.5
Not Very Important	23.3	22.0	22.3	29.9	19.4	23.6
Important	25.6	25.2	32.6	21.4	26.2	22.5
Very Important	8.2	10.5	7.3	2.6	17.4	4.4

Table 43: Importance of gambling: for excitement or as a challenge. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at All Important	42.6	43.1	42.6	39.0	37.3	45.3
Not Very Important	25.4	24.0	20.9	31.9	26.3	28.2
Important	26.7	27.9	30.4	26.3	30.7	21.6
Very Important	5.3	5.0	6.1	2.8	5.6	4.9

Table 44: Importance of gambling: to support worthy causes. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at All Important	51.1	45.7	49.1	53.1	56.9	53.2
Not Very Important	21.4	24.1	20.7	23.5	27.4	16.4
Important	23.8	27.4	26.8	20.4	9.6	27.7
Very Important	3.7	2.8	3.4	3.0	6.2	2.7

Table 45: Importance of gambling: out of curiosity. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at All Important	50.7	52.6	41.5	50.3	50.0	57.3
Not Very Important	32.4	32.4	31.9	35.0	28.9	31.3
Important	16.0	14.6	25.0	13.3	19.9	11.0
Very Important	0.9	0.3	1.6	1.3	1.1	0.4

Table 46: Importance of gambling: to win money to use for paying bills. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at All Important	69.0	67.7	68.1	69.5	66.3	71.4
Not Very Important	15.5	13.2	15.5	24.8	25.4	10.2
Important	10.2	8.9	12.5	3.9	5.3	15.7
Very Important	5.3	10.1	4.0	1.8	3.1	2.7

Table 47: Importance of gambling: as a distraction from everyday problems. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at All Important	65.3	63.2	67.2	65.6	64.2	66.5
Not Very Important	19.7	21.3	18.0	23.5	16.9	19.1
Important	10.7	11.0	10.7	9.0	8.3	12.2
Very Important	4.3	4.5	4.1	1.8	10.6	2.2

Table 48: Importance of gambling: as a hobby. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at All Important	61.5	63.2	59.8	57.7	59.4	61.5
Not Very Important	24.8	22.9	25.9	29.1	21.4	27.4
Important	12.0	11.9	13.4	12.9	15.0	9.8
Very Important	1.6	2.0	0.9	0.2	4.3	1.3

Reasons for Gambling by Problem Gambling Risk Category

Table 49 ranks the reasons for gambling by order of importance for each of the three problem gambling risk categories. Percentages represent those who reported the reason as 'important' or 'very important.' The top three reasons for all participants were the same and include: 1) for entertainment or fun, 2) just to win money, and 3) for the excitement or challenge. Differences by risk between risk categories start to show at the fourth reason. Ranked 4th for high risk participants was gambling as a distraction from everyday problems and 5th was to win money to use for paying bills. This is quite different from low risk participants which ranked those two reasons at the bottom in terms of important reasons to gamble.

Table 49: Rank order reason for gambling by order of importance. Percentage of responses by risk category.

Low Risk	Moderate Risk	High Risk
1. For entertainment or fun (47.5%)	1. For entertainment or fun (70.0%)	1. For entertainment or fun (87.2%)
2. Just to win money (29.8%)	2. Just to win money (55.3%)	2. Just to win money (82.8%)
3. For the excitement or challenge (28.1%)	3. For the excitement or challenge (51.5%)	3. For the excitement or challenge (76.8%)
4. To support a worthy cause (27.2%)	4. To support a worthy cause (36.6%)	4. As a distraction from everyday problems (72.6%)
5. As a hobby (10.8%)	5. As a distraction from everyday problems (34.3%)	5. To win money to use for paying bills (42.9%)
6. Out of curiosity (15.6%)	6. As a hobby (28.5%)	6. As a hobby (42.3%)
7. To win money to use for paying bills (14.5%)	7. Out of curiosity (26.6%)	7. Out of curiosity (29.4%)
8. As a distraction from everyday problems (10.4%)	8. To win money to use for paying bills (15.3%)	8. To support a worthy cause (14.3%)

Figure 21: Percentage of participants rating reasons for gambling as 'important' or 'very important.' Responses by risk category.
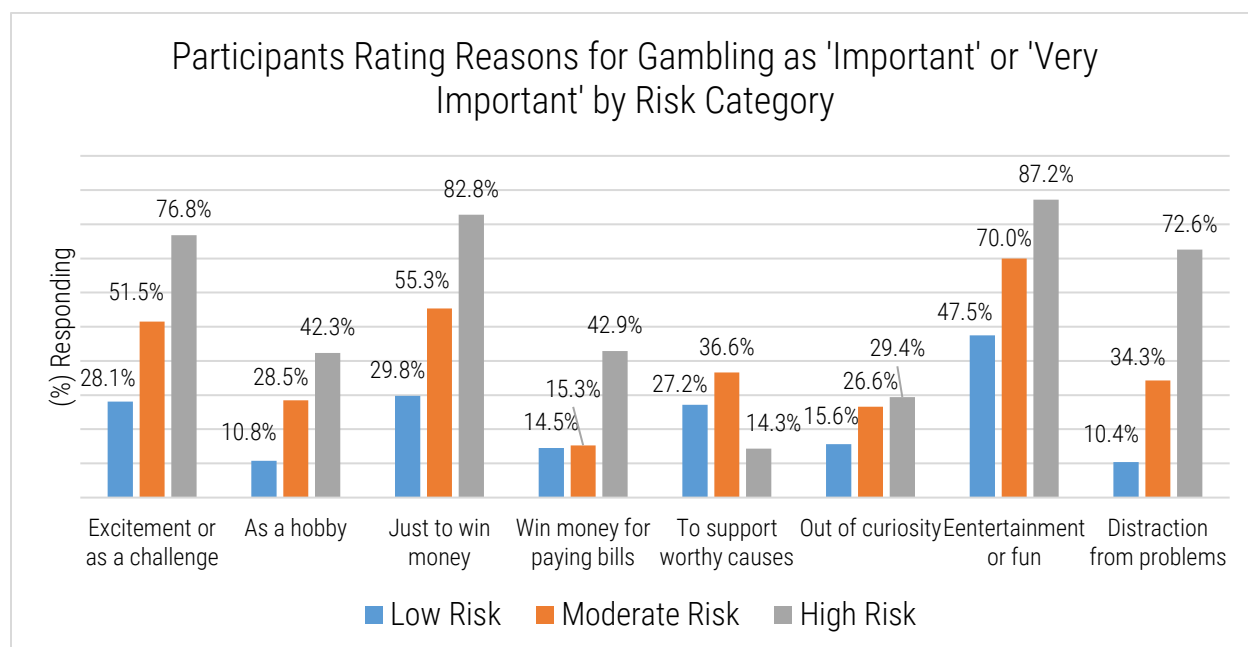
Gambling Myths and Perceptions

Survey respondents were presented with six gambling-related myths and four additional gambling perceptions. Respondents were asked to rate how much they agreed with each perception on a four-point scale from 'strongly disagree' to 'strongly agree.'

Summary of Findings

The six gambling myths are listed as follows in order of highest level of agreement as indicated by those responding 'agree' and 'strongly agree.'

1. Playing more than one slot machine improves a person's odds of winning (13.0%)
2. Watching the pattern of wins and losses will help a person win (11.8%)
3. Using personal 'lucky' techniques or rituals can help people win (5.0%)
4. The more a person gambles, the better their odds of coming out ahead (4.2%)
5. When a person almost wins, it's a good sign that they are due to win soon (3.0%)
6. If a person keeps gambling, their luck will change and they'll win back the money they've lost (1.7%)

o   Similar to 2012 statewide survey results, the myth with the highest level of agreement is 'Playing more than one slot machine improves a person's odds of winning' with 13.0% of respondents agreeing.

o   Statistically significant correlations between gambling myths indicate individuals who believe in one myth also believe other myths (r values range from .473 to .682, p<.001).

o   In general, agreement with stated gambling myths reduced as reported education level increased.

o   Over one-quarter (26.4%) of participants who agreed using personal 'lucky' techniques or rituals can help people win, also reported they have bet more than they could afford to lose.

o   Smaller percentages of participants in the low problem gambling risk category agreed with stated gambling myths than participants in moderate and high risk categories.

o   Highest level of agreement among low risk participants (11.8%) and moderate risk participants (23.1%) was to the myth that playing more than one slot machine improves a persons' odds of winning.

o   Highest level of agreement for participants in the high risk category (46.0%) was for the myth that watching the pattern of wins and losses will help a person win.

o   Participants in the moderate and high risk categories were also likely to endorse the myth that using personal 'lucky' techniques or rituals can help people win.

Figure 22: Playing more than one slot machine improves a person's odds of winning

Playing more than one slot machine improves a person's odds of winning.

- Strongly Disagree: 44.5%
- Disagree: 42.4%
- Agree: 11.7%
- Strongly Agree: 1.3%

Table 50: Playing more than one slot machine improves a person's odds of winning. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	44.5	47.7	42.1	46.8	41.3	44.9
Disagree	42.4	40.1	41.3	41.4	50.1	41.6
Agree	11.7	11.3	13.8	10.6	7.0	13.1
Strongly Agree	1.3	0.9	2.8	1.3	1.7	0.4

Figure 23: Watching the pattern of wins and losses will help a person win.

Watching the pattern of wins and losses will help a person win.

- Strongly Disagree: 44.3%
- Disagree: 43.8%
- Agree: 10.5%
- Strongly Agree: 1.3%
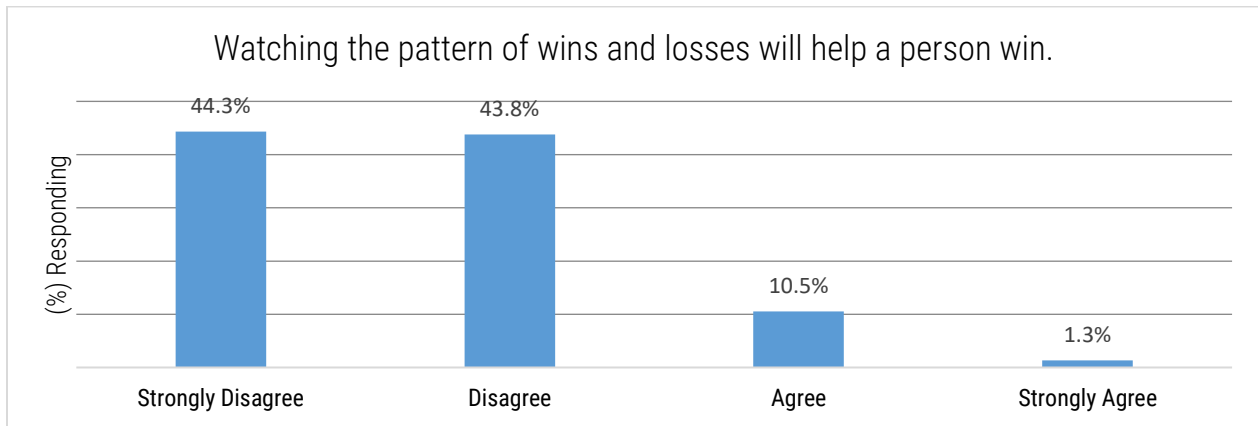
Table 51: Watching the pattern of wins and losses will help a person win. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	44.3	48.0	41.8	48.6	38.1	44.0
Disagree	43.8	39.6	48.4	40.8	43.5	45.5
Agree	10.5	10.4	9.1	10.2	14.0	10.1
Strongly Agree	1.3	1.9	0.6	0.4	4.4	0.3

Figure 24: Using personal "lucky" techniques or rituals can help people win.
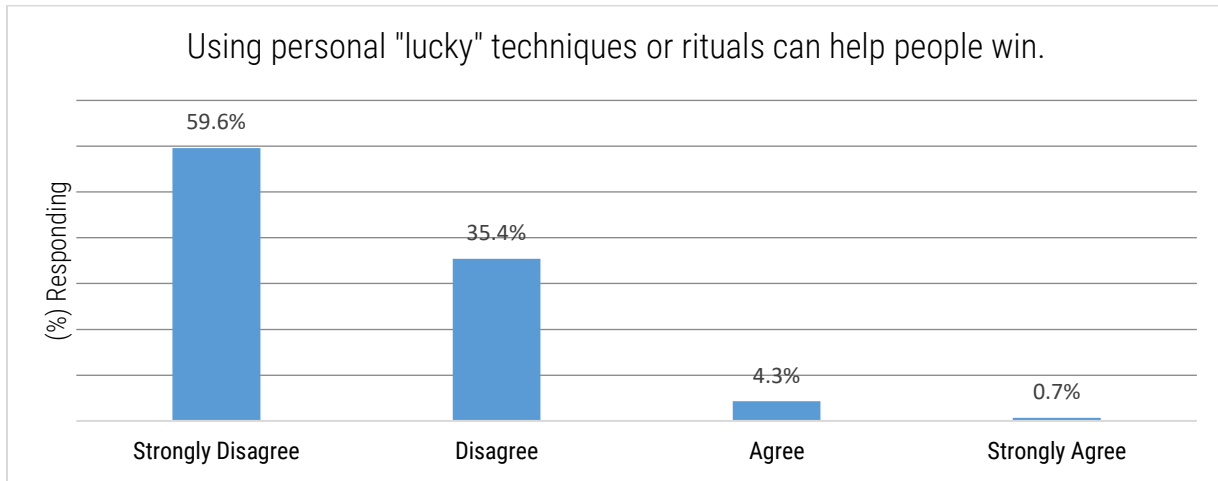
Table 52: Using personal "lucky" techniques or rituals can help people win. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	59.6	63.0	60.0	54.3	55.3	60.1
Disagree	35.4	31.4	33.9	43.4	36.3	36.7
Agree	4.3	4.2	6.0	2.3	7.0	2.7
Strongly Agree	0.7	1.4	0.0	0.0	1.3	0.5

Figure 25: The more a person gambles, the better their odds of coming out ahead.

Figure 25: The more a person gambles, the better their odds of coming out ahead.
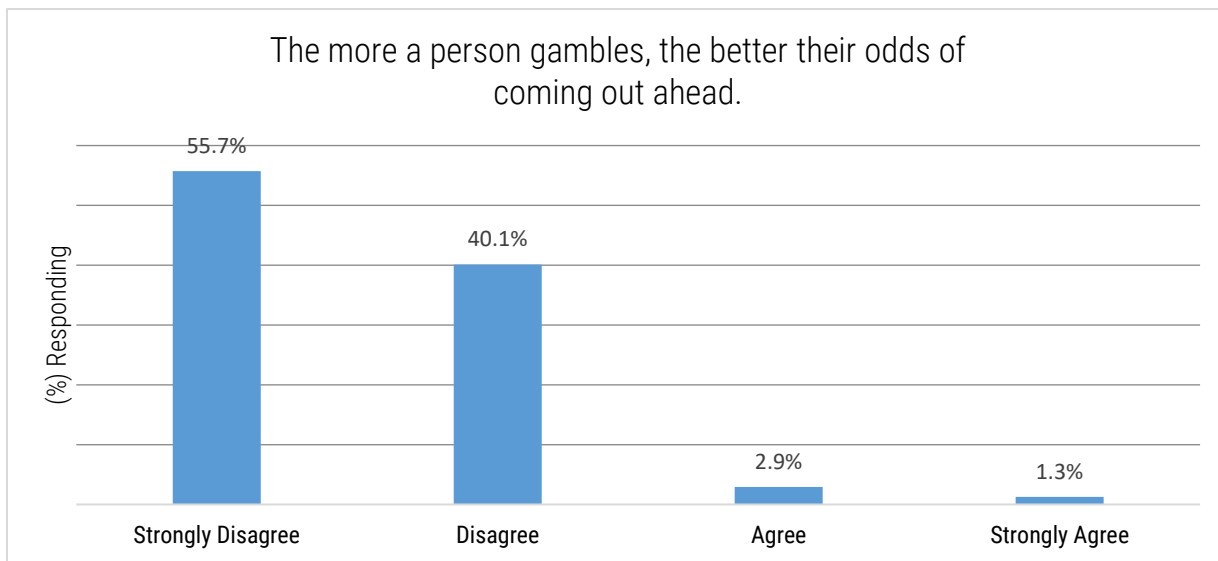
Table 53: The more a person gambles, the better their odds of coming out ahead. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	55.7	61.6	54.3	53.3	49.1	55.6
Disagree	40.1	33.8	42.6	42.8	43.2	41.8
Agree	2.9	2.8	3.0	3.2	4.1	2.3
Strongly Agree	1.3	1.8	0.1	0.6	3.5	0.3

Figure 26: When a person almost wins, it's a good sign that they are due to win soon.

When a person almost wins, it's a good sign that they are due to win soon.

Table 54: When a person almost wins, it's a good sign that they are due to win soon. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	58.3	59.3	58.5	53.3	57.9	59.1
Disagree	38.6	36.1	38.3	44.3	38.0	39.1
Agree	2.4	3.5	2.4	2.1	3.7	1.3
Strongly Agree	0.6	1.1	0.8	0.2	0.4	0.5

If a person keeps gambling, their luck will change and they'll win back the money they've lost.

Table 55: If a person keeps gambling, their luck will change and they'll win back the money they've lost. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	65.6	64.6	67.0	67.3	63.2	65.9
Disagree	32.6	33.6	31.2	32.0	35.5	31.7
Agree	1.3	1.1	1.7	0.2	0.9	2.0
Strongly Agree	0.4	0.8	0.1	0.4	0.4	0.3

Gambling Myths by Risk Category

(%) Responding

	The more a person gambles, the better their odds of coming out ahead	Playing more than one slot machine improves a person's odds of winning	When a person almost wins, it's a good sign that they are due to win soon	If a person keeps gambling, their luck will change and they'll win back the money they've lost	Watching the pattern of wins and losses will help a person win	Using personal "lucky" techniques or rituals can help people win
Low Risk	3.8%	11.8%	2.3%	1.5%	10.6%	3.6%
Moderate Risk	7.3%	23.1%	7.3%	1.6%	16.4%	12.8%
High Risk	9.0%	18.6%	11.2%	6.6%	46.0%	24.4%

Public Perception of Gambling

The survey asked four questions about how people felt about gambling. Participants were asked to rate how much they agreed with each statement on a four-point scale from 'strongly disagree' to 'strongly agree.'

Summary of Findings

o Almost 69% (68.9%) of participants responded with agreement to the statement 'Gambling is dangerous for family life.' Almost fifty-seven percent (56.9%) agreed gambling is a harmful form of entertainment. Forty-three percent (43.5%) agreed that gambling is good for the economy, and 35.2% said casinos are a good place to socialize.

o Of the three problem gambling risk categories, the largest percentage of participants agreed gambling is dangerous for family life and is a harmful form of entertainment were in the high risk category. The second largest percentage of participants was in the low risk category.

o Participants in the moderate risk category were least likely to think gambling was dangerous or harmful. Moderate category participants also comprised the largest percentage stating that gambling was good for the economy.

o Both moderate and high risk category participants were equally likely to agree casinos were a good place to socialize.

o Across all risk categories, the highest percentage of agreement was the perception gambling was dangerous for family life. This was reported by 69.2% of participants in the low risk category, 62.3% in the moderate risk category, and 80.3% in high risk category.

o Over half of participants in low risk (58.3%) and high risk (55.7%) agreed gambling is a harmful form of entertainment. Less than half of participants in the moderate risk category agreed (42.7%).

o More participants in the moderate risk category agreed gambling is good for the economy (61.3%) than participants in low risk (41.9%) or high risk categories (46.5%).

Figure 28: Perception: Gambling is dangerous for family life.

Gambling is dangerous for family life.

- Strongly Disagree: 9.2%
- Disagree: 21.9%
- Agree: 33.5%
- Strongly Agree: 35.4%

(%) Responding
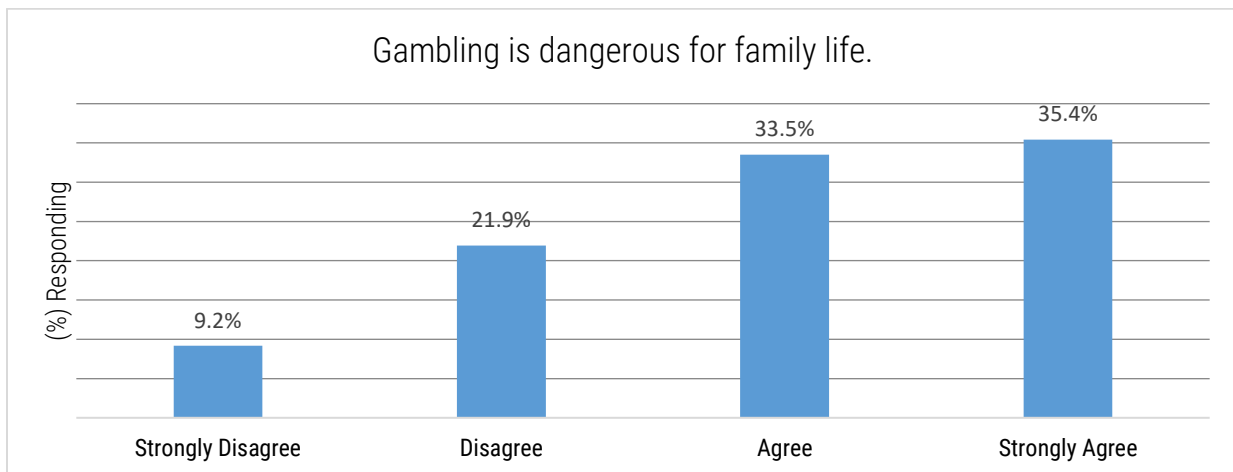
Table 56: Perception: Gambling is dangerous for family life. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	9.2	10.5	11.5	10.7	6.3	7.7
Disagree	21.9	23.3	26.0	17.4	23.4	17.7
Agree	33.5	34.2	26.6	37.3	34.1	36.5
Strongly Agree	35.4	32.0	35.9	34.6	36.3	38.2

Figure 29: Perception: Gambling is a harmful form of entertainment.
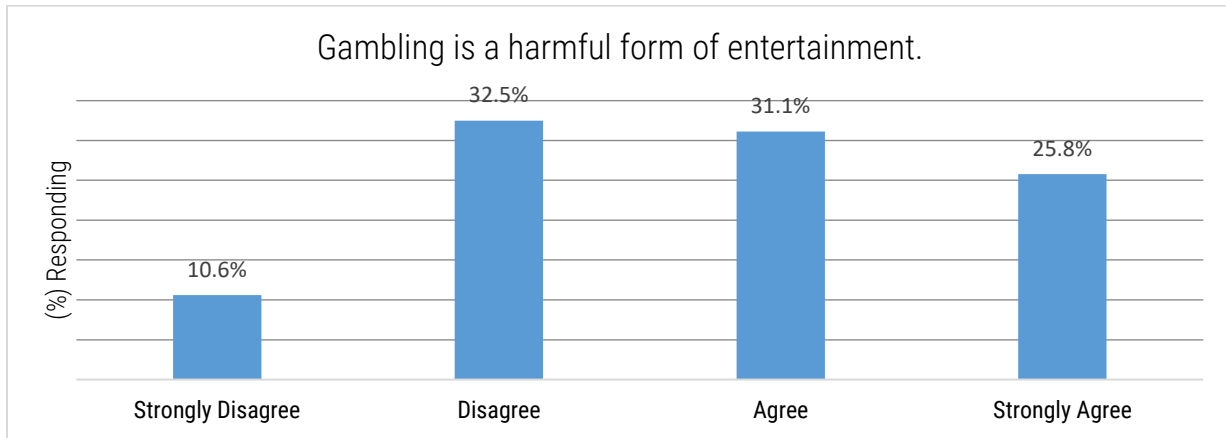
Table 57: Perception: Gambling is a harmful form of entertainment. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	10.6	10.0	14.1	11.2	10.2	8.6
Disagree	32.5	34.7	30.0	31.1	38.9	28.3
Agree	31.1	30.7	28.8	38.8	28.3	33.6
Strongly Agree	25.8	24.6	27.1	18.9	22.6	29.5

Figure 30: Perception: Gambling is good for the economy.

Gambling is good for the economy.

- Strongly Disagree: 22.9%
- Disagree: 33.6%
- Agree: 36.4%
- Strongly Agree: 7.1%

(%) Responding
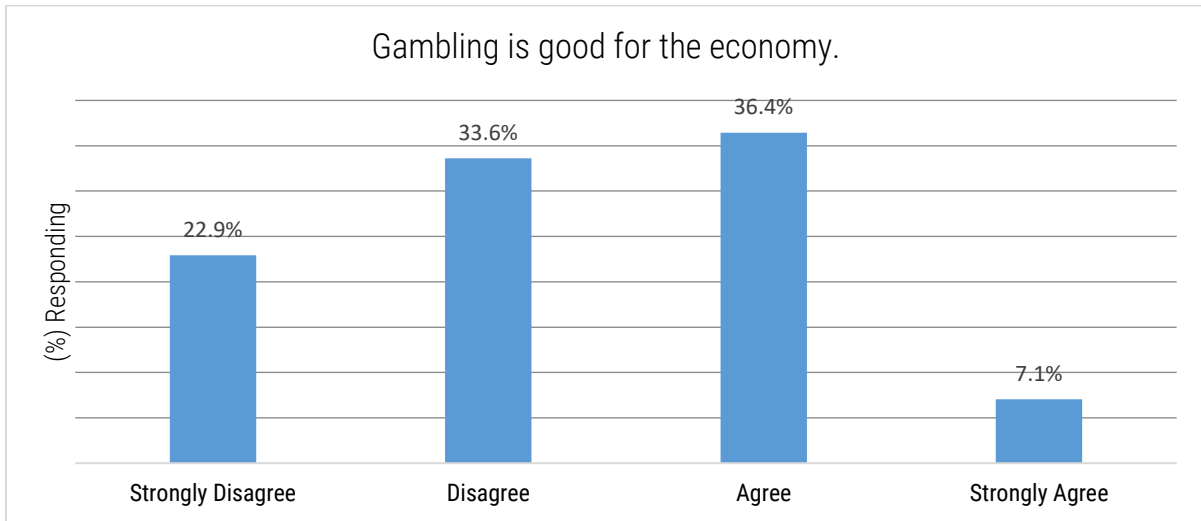
Table 58: Perception: Gambling is good for the economy. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	22.9	23.8	19.6	26.5	19.5	24.2
Disagree	33.6	38.7	28.3	32.5	32.3	34.7
Agree	36.4	29.6	47.5	36.0	39.1	35.4
Strongly Agree	7.1	7.9	4.7	4.9	9.1	5.7

Figure 31: Perception: Casinos are a good place to socialize.

Casinos are a good place to socialize

- Strongly Disagree: 33.5%
- Disagree: 31.3%
- Agree: 31.9%
- Strongly Agree: 3.3%

(%) Responding
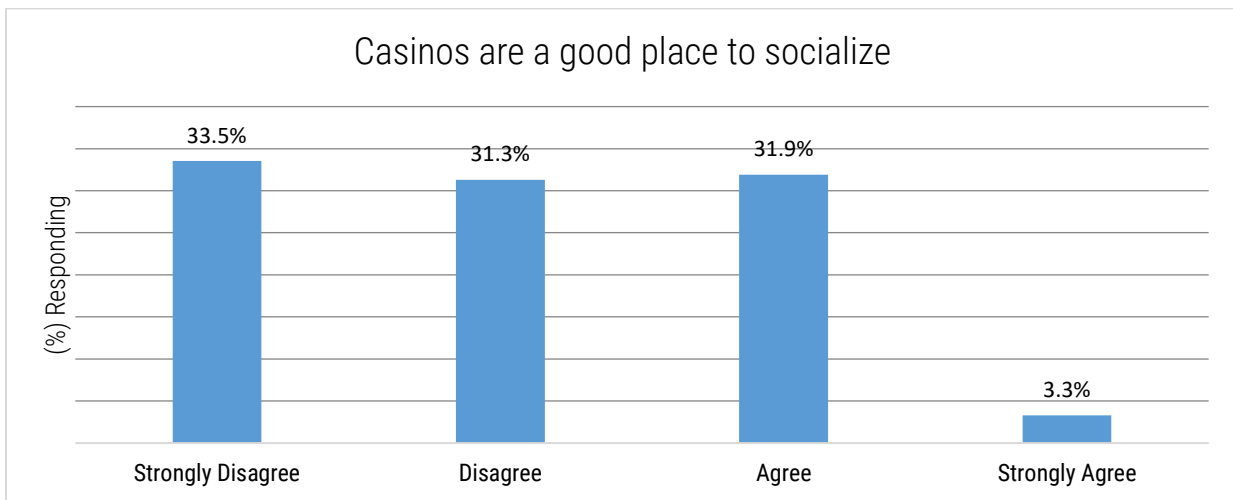
Table 59: Perception: Casinos are a good place to socialize. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	33.5	36.6	31.5	36.8	22.6	36.6
Disagree	31.3	31.6	30.2	36.7	32.3	29.3
Agree	31.9	30.1	32.4	24.4	41.0	30.9
Strongly Agree	3.3	1.7	6.0	2.1	4.2	3.2

Figure 32: Perception of gambling. Responses by risk category.

Perception of gambling by risk category
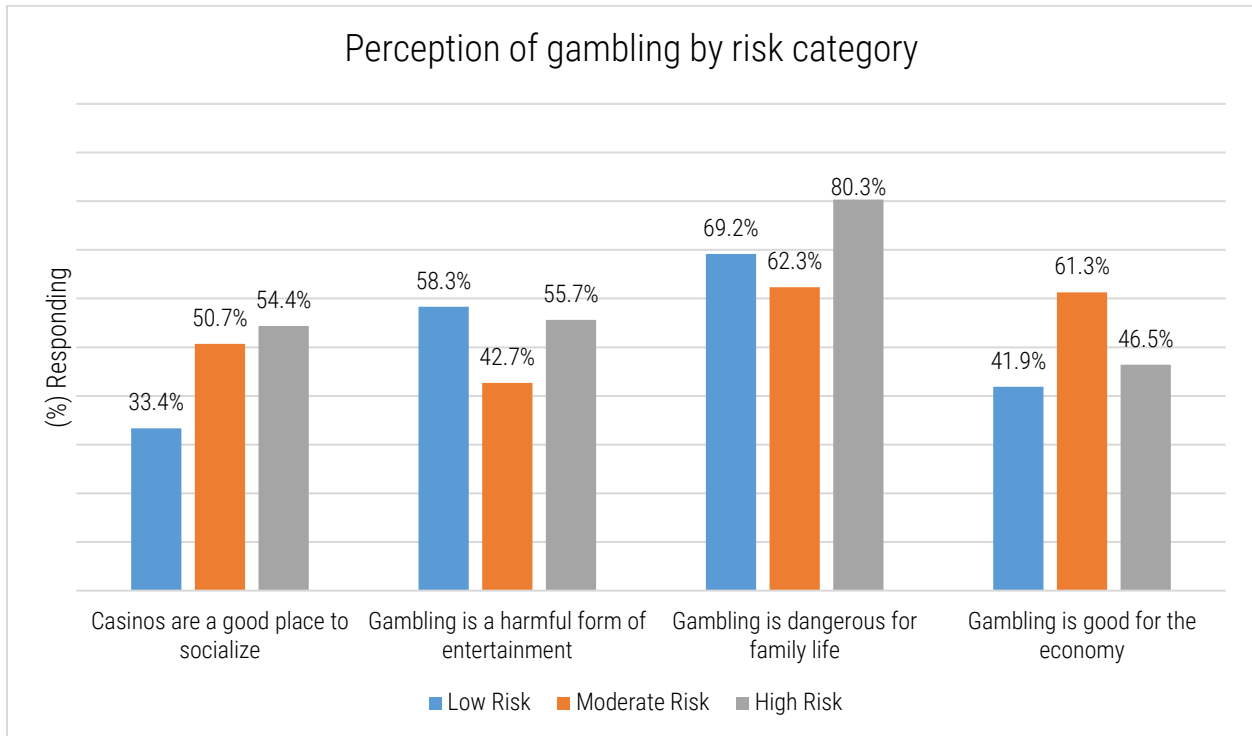
Awareness of Problem Gambling Treatment

In Kansas, problem gambling treatment is available to problem gamblers, their family members, and concerned others who reside in Kansas at no out-of-pocket cost. Treatment is confidential and effective. The State supplements or pays the entire cost of out-patient and/or residential treatment [10].

A goal of both the 2012 and 2017 Kansas Gambling Surveys was to determine the level of public awareness of treatment availability, attitudes toward treatment, knowledge of cost and effectiveness. A series of six questions were asked to assess these areas of interest. Respondents were asked to indicate their level of agreement based on a four-point scale from 'strongly disagree' to 'strongly agree.'

Summary of Findings

- When asked if there is a convenient place to get treatment for problem gambling in their community, less than half of participants (43.9%) agreed.

- Just over half of participants (51.0%) think the average person can't afford treatment for problem gambling.

- Although the majority of participants do not believe there is a convenient place for treatment and believe the average person can't afford treatment, the majority (79.3%) disagreed with the statement "Treatment for problem gambling probably doesn't work" meaning only 20.8% actually don't think treatment will work.

- Few participants (13.1%) said they would be embarrassed if a family member needed treatment for a gambling problem. Similarly, 13.4% agreed gambling treatment is only for people with serious difficulties.

- Participants in the highest risk category (49.1%) agreed that 'treatment for a gambling problem doesn't work' compared to 24.8% in the moderate and 19.3% in the low risk categories.

- While 32.0% of participants in high risk category agree that treatment is only for people with serious difficulties, a larger percentage (37.4%) indicate they do know about gambling treatment options in their community compared to 25.4% in moderate and 19.7% in low risk categories.

There is no convenient place to get treatment for problem gambling in my community.

	Strongly Disagree	Disagree	Agree	Strongly Agree
(%) Responding	13.8%	42.3%	30.5%	13.4%

Table 60: There is no convenient place to get treatment for problem gambling in my community. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	13.8	15.7	17.1	14.6	10.8	10.9
Disagree	42.3	50.7	42.8	35.4	35.8	41.3
Agree	30.5	23.8	26.0	30.7	36.9	33.9
Strongly Agree	13.4	9.8	14.0	19.3	16.5	13.8

Figure 34: The average person can't afford treatment for a gambling problem.

The average person can't afford treatment for a gambling problem.

	Strongly Disagree	Disagree	Agree	Strongly Agree
(%) Responding	11.6%	37.5%	39.0%	12.0%
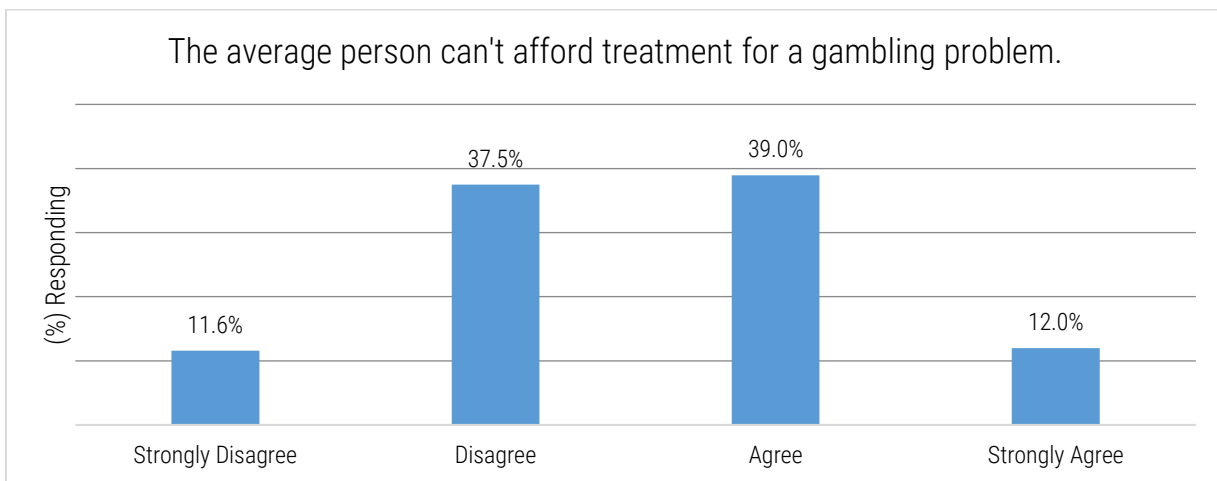
Table 61: The average person can't afford treatment for a gambling problem. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	11.6	11.9	12.6	9.5	11.8	10.2
Disagree	37.5	42.8	37.0	39.2	40.3	31.7
Agree	39.0	31.7	36.9	40.6	38.5	46.8
Strongly Agree	12.0	13.7	13.4	10.7	9.3	11.4

Figure 35: Treatment for a gambling problem probably doesn't work.

Treatment for a gambling problem probably doesn't work.
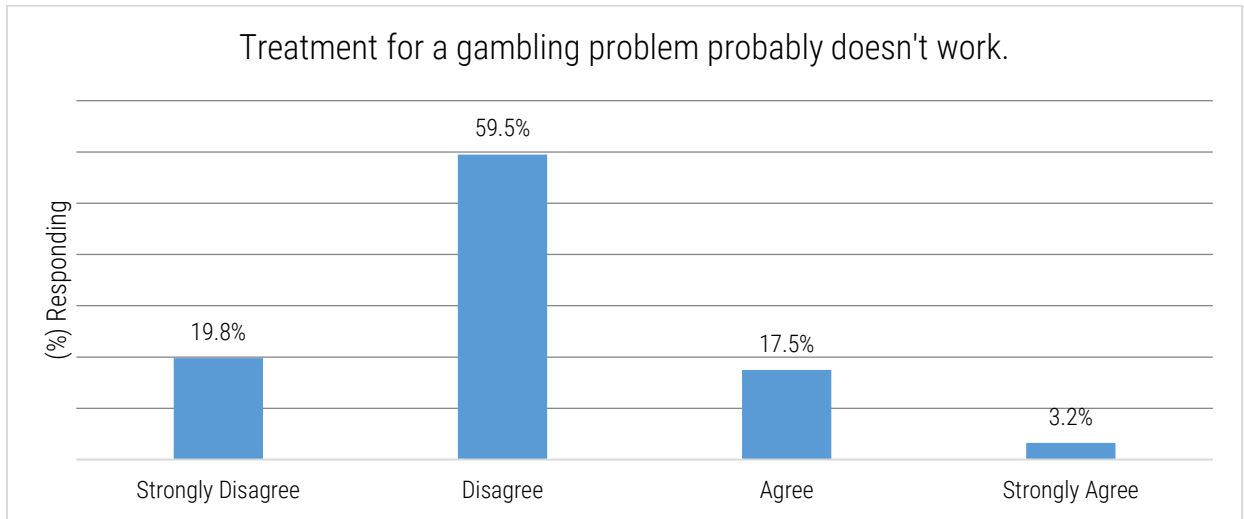
Table 62: Treatment for a gambling problem probably doesn't work. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	19.8	19.2	17.1	14.8	25.4	21.3
Disagree	59.5	61.8	62.1	57.4	50.1	60.5
Agree	17.5	16.6	17.2	26.4	20.6	14.6
Strongly Agree	3.2	2.4	3.6	1.4	3.9	3.6

Figure 36: I would be embarrassed if a family member needed treatment for a gambling problem.

I would be embarrassed if a family member needed treatment for a gambling problem.

- Strongly Disagree: 46.0%
- Disagree: 40.8%
- Agree: 10.7%
- Strongly Agree: 2.4%

(%) Responding
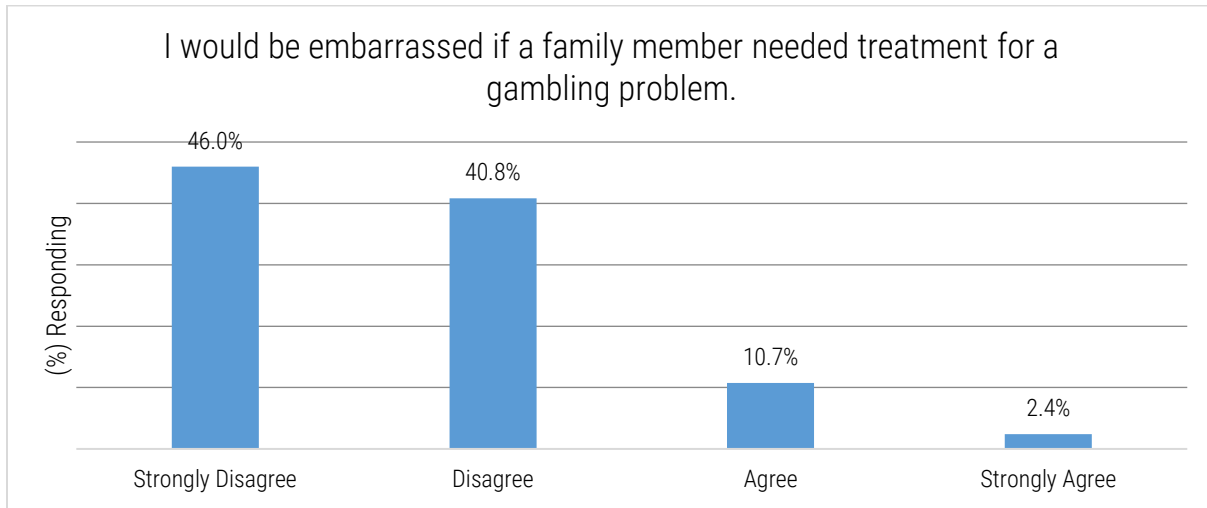
Table 63: I would be embarrassed if a family member needed treatment for a gambling problem. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	46.0	48.1	45.0	42.6	49.4	44.5
Disagree	40.8	38.0	40.8	41.4	40.4	43.0
Agree	10.7	12.5	12.1	13.4	6.6	9.7
Strongly Agree	2.4	1.4	2.1	2.7	3.5	2.9

Figure 37: Gambling treatment is only for people with serious difficulties.

Gambling treatment is only for people with serious problems.

- Strongly Disagree: 33.5%
- Disagree: 53.0%
- Agree: 11.8%
- Strongly Agree: 1.6%

(%) Responding
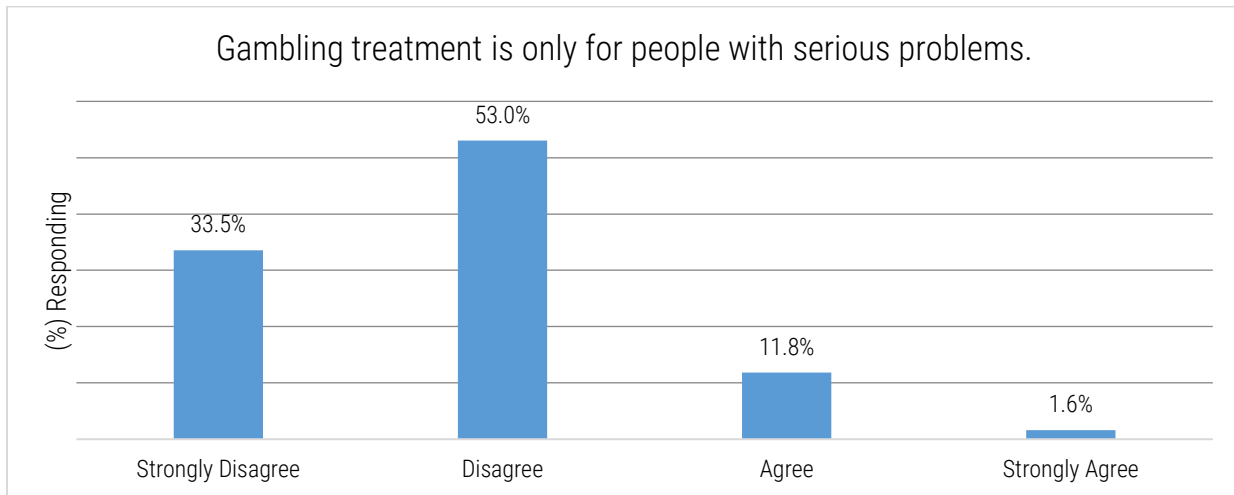
Table 64: Gambling treatment is only for those with serious problems. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	33.5	34.5	32.2	38.4	30.2	34.7
Disagree	53.0	52.7	56.1	50.0	56.7	50.1
Agree	11.8	12.0	9.3	10.5	11.4	13.4
Strongly Agree	1.6	0.8	2.4	1.1	1.7	1.9

Figure 38: I know about gambling treatment options in my community.

I know about gambling treatment options in my community.
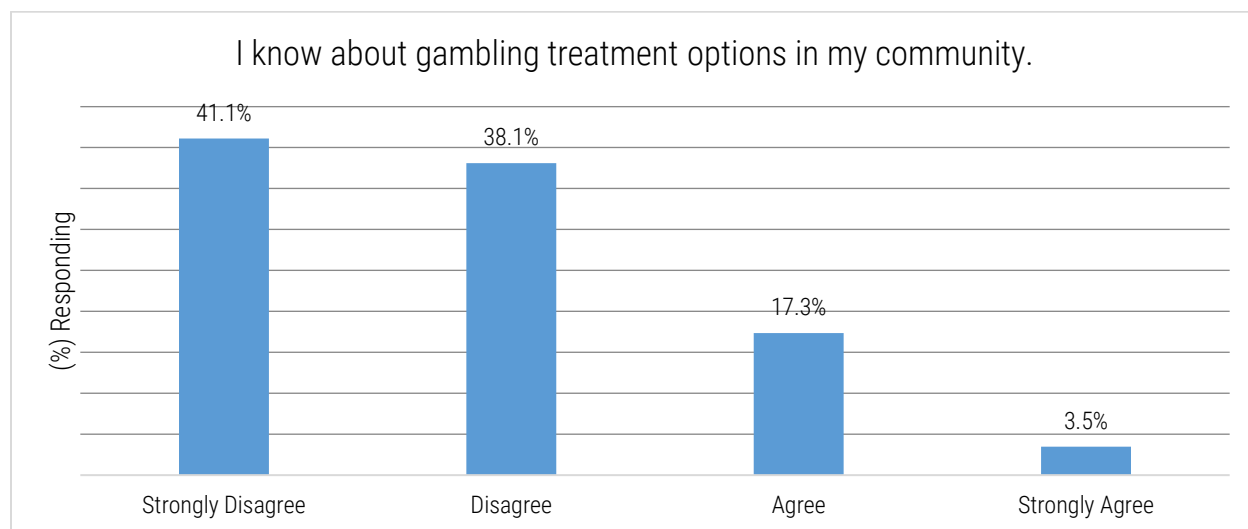
Table 65: I know about gambling treatment options in my community. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Strongly Disagree	41.1	44.1	42.4	29.4	40.5	40.4
Disagree	38.1	36.6	31.8	44.8	37.5	42.0
Agree	17.3	17.3	21.9	22.9	15.6	14.6
Strongly Agree	3.5	2.0	3.9	2.9	6.5	3.0

Awareness of Gambling Treatment by Risk Category
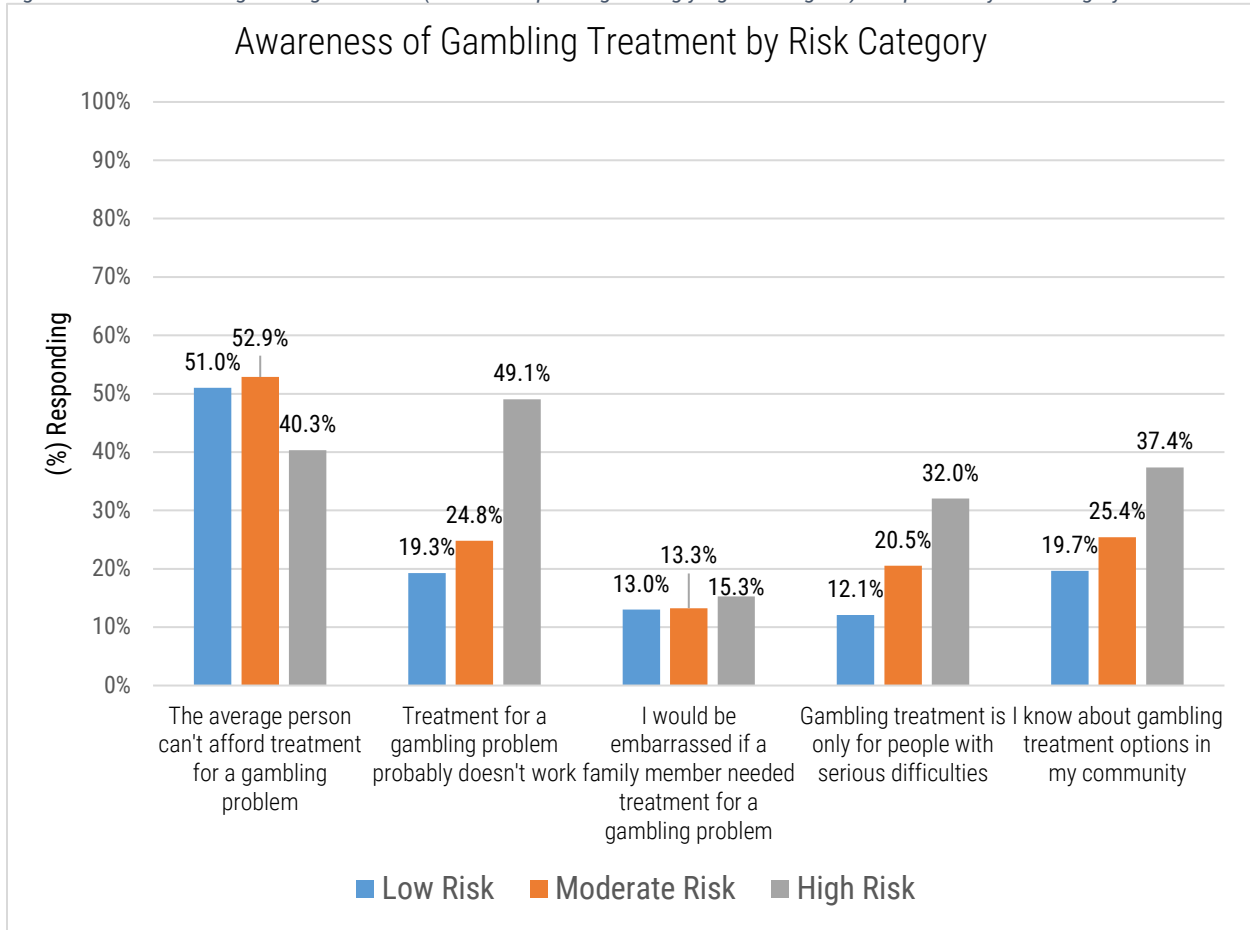
Where to Go for Assistance and Recognizing Signs of Problem Gambling

Participants were asked two questions about where they would turn to first or go for help if 1) they felt they had a gambling problem or 2) someone they knew had a gambling problem. Eleven different response options shown in Figure 37 were offered along with an 'other' option to write-in responses that were not provided. The tables and figures below show participant responses to the first question. Answers were similar for both questions, so were not repeated. As determined by the write-in comments on the second question, one response option not provided but clearly needed was to talk directly to the person with the problem. Over 20 participants wrote in that response. Other common answers were to search the Internet or to 'Google' help. A few participants stated they would refer people to specific organizations, refer to the hotline or they would turn to their church.

Along the same line, participants were also asked 'How confident are you that you would be able to recognize the signs that you, a friend, a family member, or an acquaintance has a gambling problem?' Reponses on a four-point scale included 1) not confident at all, 2) slightly confident, 3) moderately confident, and 4) extremely confident.

Summary of Findings

- Overwhelmingly, participants reported they would go to their spouse, partner or significant other if they felt that they had a gambling problem (46.9%) or if someone they knew had a gambling problem (37.2%). Participants also said they would turn to the gambling helpline for a personal gambling problem (15.0%) or for that of a friend (18.9%). Going to a friend or other family member were also common responses to both questions.

- Responses differed by problem gambling risk categories. While the highest percentage response for those in the low risk and moderate risk was to go to their spouse partner or significant other (47.2% and 50.7% respectively), the response with the highest percentage for participants in the high risk category was to 'no one.' Over thirty percent (30.8%) of participants in the high risk category reported they would not seek help from anyone. Second highest response was spouse, partner, or significant other (23.9%), and friend (19.2%).

- Three-fourths of participants (75.9%) reported they felt moderately to extremely confident that they would be able to recognize the signs that they, a friend, a family member, or an acquaintance had a gambling problem.

- The largest percentage of participants in both moderate (47.7%) and high (48.3%) risk categories felt extremely confident that they could recognize if they or someone they knew had a gambling problem. The largest percent of participants in the low risk category (44.5%) reported a moderate level of confidence.

- While participants in the high problem gambling risk category had the largest percentage reporting they were 'extremely confident' that they could recognize if someone had a gambling problem, this group also reported the lowest level of confidence with 10% report 'not at all confident,' compared to 3.2% of participants in the moderate and 5.8% in the low risk categories.

If you felt you had a gambling problem, who would you tur to first or where would you go?

Category	%
Spouse, partner or significant other	46.9%
Gambling helpline (phone number/hotline)	15.0%
Friend	8.0%
Other family member	7.1%
No one	4.8%
Minister or clergy	4.5%
Girlfriend or boyfriend	3.1%
Primary care physician	2.9%
Psychologist or psychiatrist	2.8%
Employer's Employee Assistance Program (EAP)	2.5%
Other	2.2%
Employer	0.1%

% Responding

Figure 41: If you felt you had a gambling problem, who would you turn to first or where would you go? Responses by risk category

If you felt you had a gambling problem, who would you turn to first or where would you go?

	Low risk	Moderate risk	High risk
Spouse, partner, or significant other	47.2%	50.7%	23.9%
Other family member	7.4%	5.0%	0.0%
Friend	7.2%	11.9%	19.2%
No one	3.9%	6.3%	30.8%
Helpline	15.2%	14.3%	11.5%

How confident are you that you would be able to recognize the signs
that you, a friend, a family member, or an acquaintance
has a gambling problem?
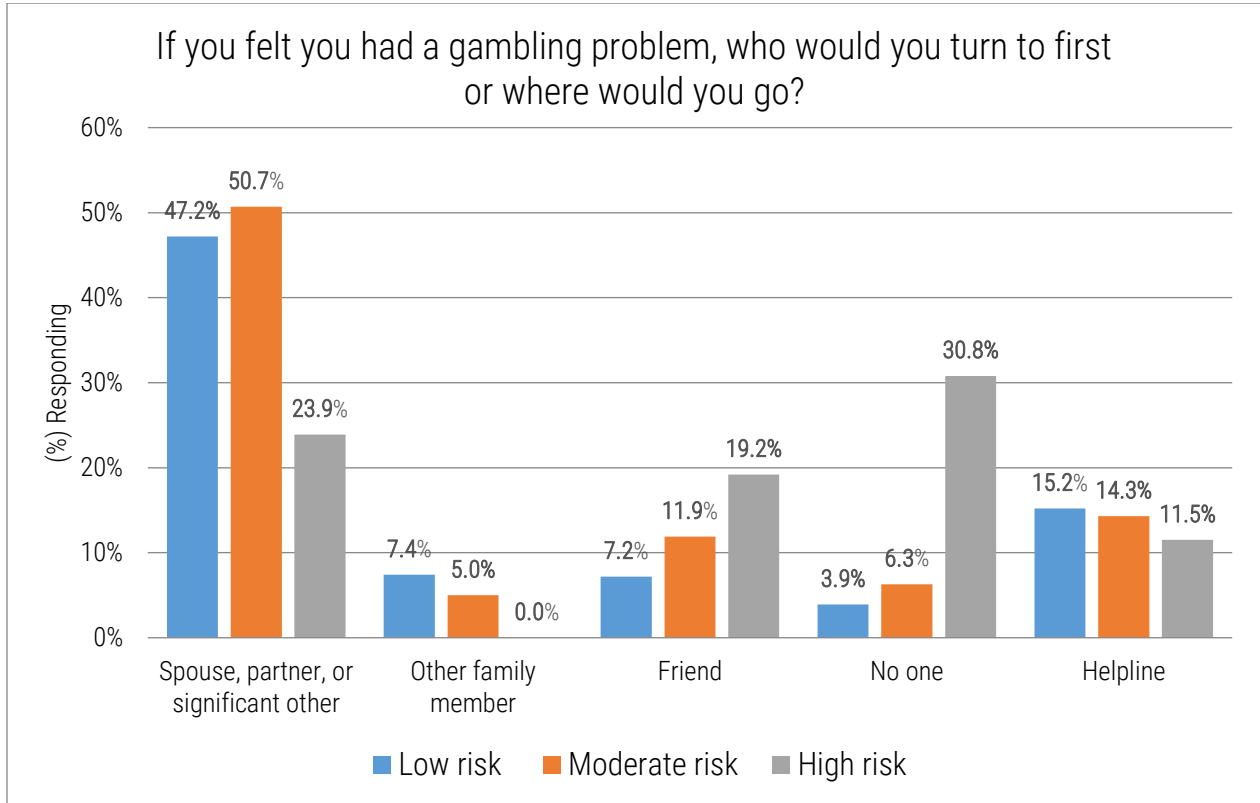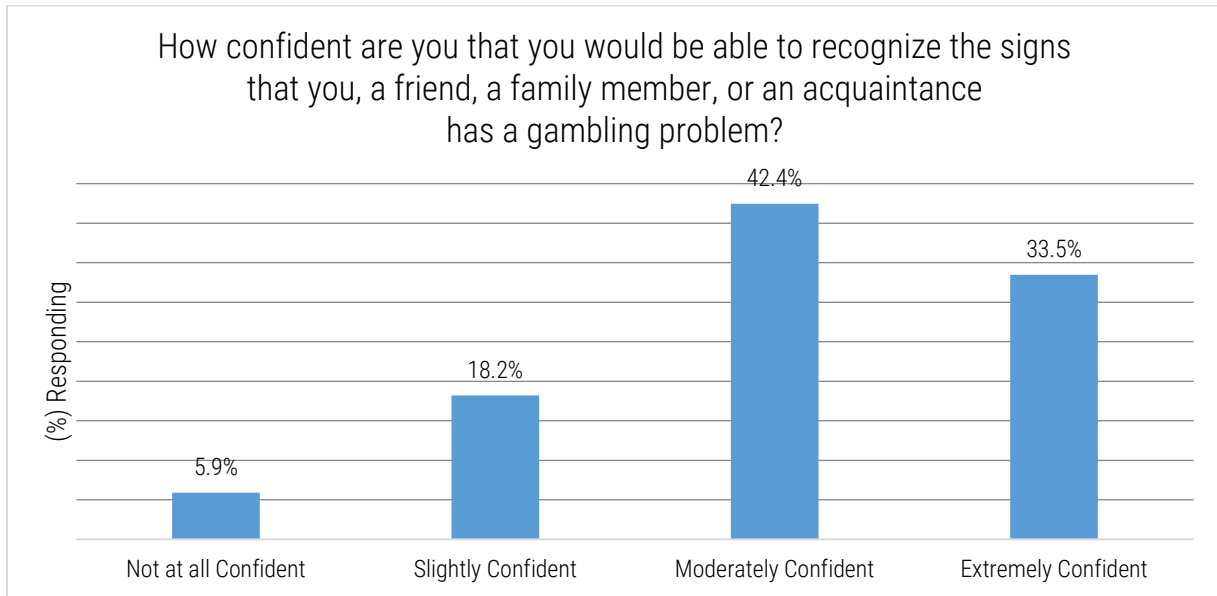
Table 66: Confidence of recognizing signs of problem gambling. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Not at all Confident	5.9	6.3	5.9	4.7	5.6	5.7
Slightly Confident	18.2	17.3	16.3	20.0	16.0	20.7
Moderately Confident	42.4	43.4	44.2	43.9	32.8	44.1
Extremely Confident	33.5	33.0	33.7	31.5	45.6	29.5

Figure 43: Confidence of recognizing signs of problem gambling. Responses by risk category.

Problem Gambling Recognition by Risk Category
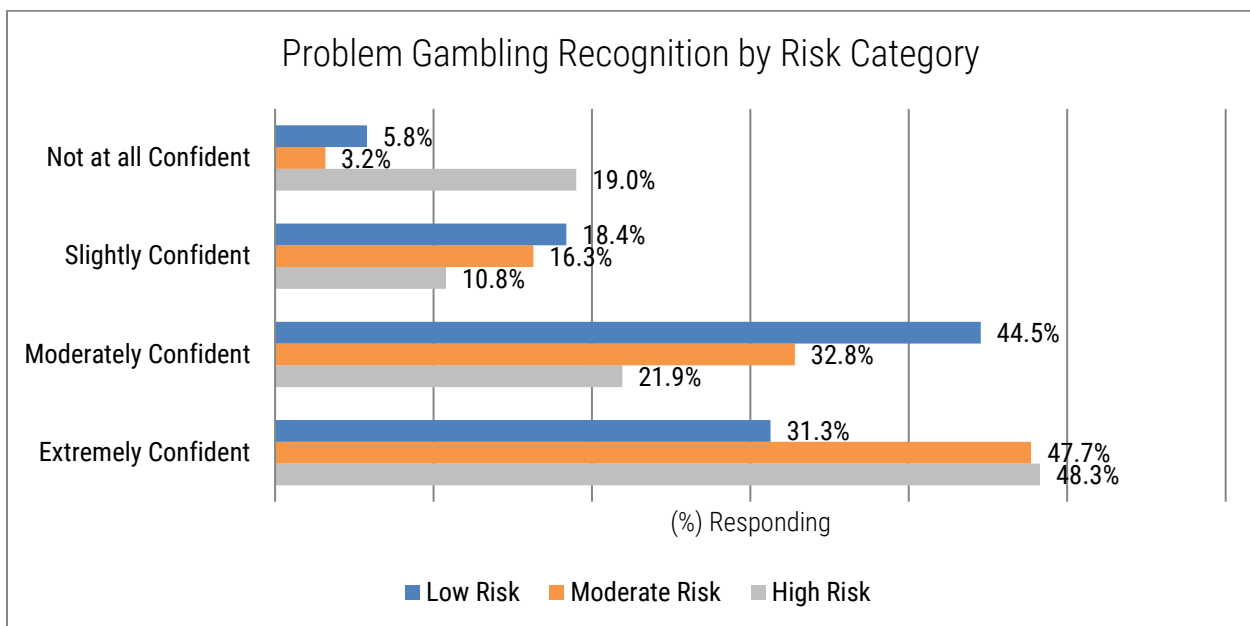
Gambling Promotion and Prevention

Five questions were asked to assess past year promotion of gambling as well as promotion of problem gambling prevention. Questions asked if participants recalled hearing, reading, or watching an advertisement for a casino in Kansas, or an advertisement for fantasy sports or gaming in Kansas. Three questions asked about help for problem gambling and prevention. These included seeing or hearing information regarding assistance for problem gamblers or their families, seeing or hearing the gambling helpline (1-800-522-4700), or an advertisement about the prevention of problem gambling.

Summary of Findings

Most respondents (61.6%) had seen or heard information regarding assistance for problem gamblers or their families.

- o Roughly half of respondents (50.9%) recalled hearing, reading, or watching an advertisement about the prevention of problem gambling in the past 12 months.

- o Fewer respondents (57.9%) indicated they had ever seen or heard of the gambling helpline than had recalled hearing, reading, or watching an advertisement for a casino in the past 12 months (79.5%).

- o Just more than half of the respondents (52.6%) recalled hearing, reading, or watching an advertisement for fantasy sports or gaming in Kansas.

- o Participants in the highest risk category were the largest risk category percentage reporting that they had seen or heard an advertisement for a casino located in Kansas (91.6%) and were also the largest percentage reporting they had seen or heard of the gambling helpline (81.6%).

Figure 44: Have you ever seen or heard information regarding assistance for problem gamblers or their families?

Have you ever seen or heard information regarding assistance for problem gamblers or their families?

38.4%
61.6%

- ■ Yes
- ■ No
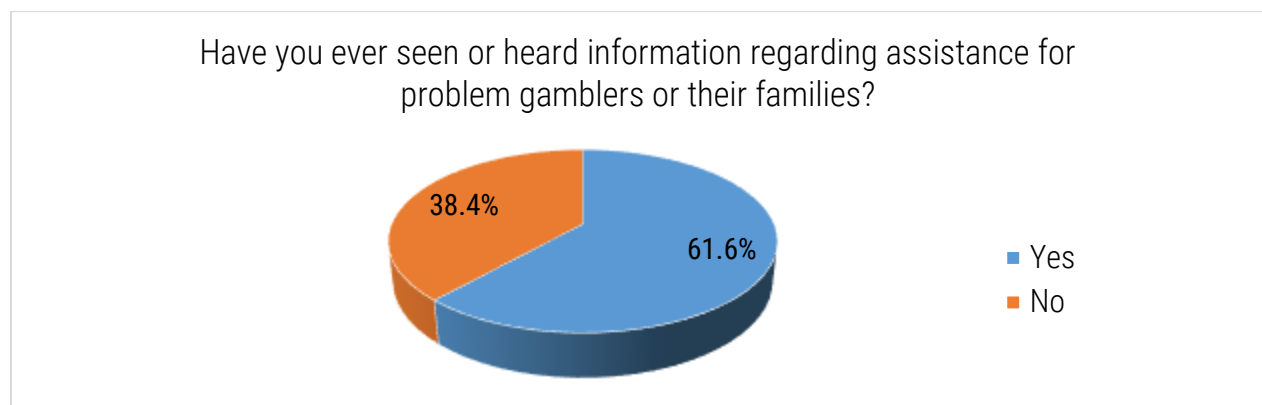
Table 67: Have you ever seen or heard information regarding assistance for problem gamblers or their families? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	61.6	69.4	57.0	73.0	58.8	56.8
No	38.4	30.6	43.0	27.0	41.2	43.2

Figure 45: Have you ever seen or heard of the gambling helpline, 1-800-522-4700?

Have you ever seen or heard of the gambling helpline,
1-800-522-4700?

42.1% 57.9%

■ Yes
■ No
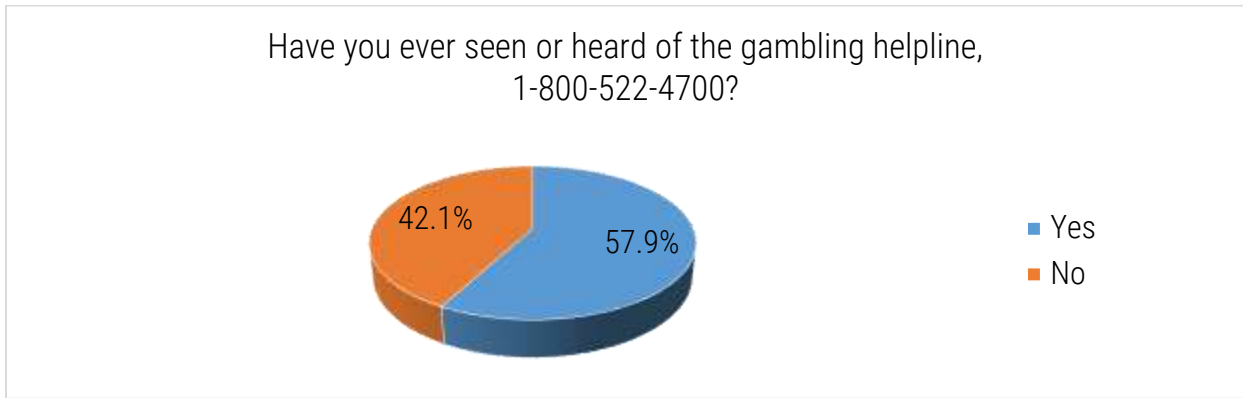
Table 68: Have you ever seen or heard of the gambling helpline, 1-800-522-4700? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	57.9	65.7	55.8	60.2	54.7	54.0
No	42.1	34.3	44.2	39.8	45.3	46.0

Table 69: During the past 12 months, do you recall hearing, reading, or watching an advertisement for a casino located in Kansas? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	79.5	72.4	80.1	81.1	88.8	80.6
No	20.5	27.6	19.9	18.9	11.2	19.4

Table 70: During the past 12 months, do you recall hearing, reading, or watching an advertisement for fantasy sports or gaming in Kansas? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	52.6	53.1	49.1	59.8	56.1	52.5
No	47.4	46.9	50.9	40.2	43.9	47.5

Table 71: During the past 12 months, do you recall hearing, reading, or watching an advertisement about the prevention of problem gambling? Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	50.9	51.7	48.4	53.8	48.6	47.7
No	49.1	48.3	51.6	46.2	51.4	52.3

Figure 46: Gambling promotion by risk categories

Gambling Promotion by Risk Categories

(%) Responding

Any assistance for problem gamblers or their families?
- Low Risk: 61.6%
- Moderate Risk: 63.1%
- High Risk: 69.2%

Gambling helpline, 1-800-522-4700?
- Low Risk: 56.5%
- Moderate Risk: 67.3%
- High Risk: 81.6%

Advertisement for a casino located in Kansas?
- Low Risk: 79.3%
- Moderate Risk: 83.0%
- High Risk: 91.6%

Advertisement for fantasy sports or gaming in Kansas?
- Low Risk: 52.0%
- Moderate Risk: 60.9%
- High Risk: 52.9%

Advertisement about the prevention of problem gambling?
- Low Risk: 49.1%
- Moderate Risk: 54.7%
- High Risk: 47.5%

Low Risk   Moderate Risk   High Risk

General and Physical Health

One goal of the 2017 Kansas Gambling Survey was to provide a more comprehensive picture of gambling in Kansas including areas of related general and behavioral health. Existing data support the notion that problem gambling behaviors are associated with non-gambling health problems.[11] To assess this relationship, participants were first asked to rate their general health as poor, fair, good, very good, or excellent. Participants were then asked to enter a two-digit number for the number of days during the past 30 days that they physical health was not good. Physical health included physical illness and injury. Following a summary of findings, figures show results overall, by region, and by risk categories.

Summary of Findings

o Participants reported their health was excellent (18.5%), very good (41.4%), good (30.6%). Small percentages reported their general health was fair (7.4%) or poor (2.1%).

o The largest percentage of participants in the low problem gambling risk category (42.3%) reported their health was 'very good.' The largest percentage of participants in the moderate risk category reported their health was 'good' (36.3%) and 'very good' (35.8%). Participants in the high risk category reported their health as 'good' (54.3%).

o Participants in the high risk category were less likely to report their health as 'excellent' (1.1%) or 'poor' (0.0%).

Figure 47: Self-reported general health

Would you say that in general your health is:

- Poor
- Fair
- Good
- Very Good
- Excellent

Table 72: Self-reported general health. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Poor	2.1	1.3	1.7	0.7	4.6	2.4
Fair	7.4	6.4	9.4	3.5	10.7	6.9
Good	30.6	31.1	27.4	33.8	23.9	33.1
Very Good	41.4	39.6	39.6	48.2	39.4	44.2
Excellent	18.5	21.6	21.9	13.8	21.4	13.3

Figure 48: Self-reported general health. Responses by risk category.

Would you say that in general your health is:

(Bar chart showing "(%) Responding" by health category)

	Poor	Fair	Good	Very good	Excellent
Low risk	2.0%	6.2%	29.7%	42.3%	19.8%
Moderate risk	3.2%	11.7%	36.3%	35.8%	13.0%
High risk	0.0%	19.8%	54.3%	24.9%	1.1%

Legend: ■ Low risk ■ Moderate risk ■ High risk
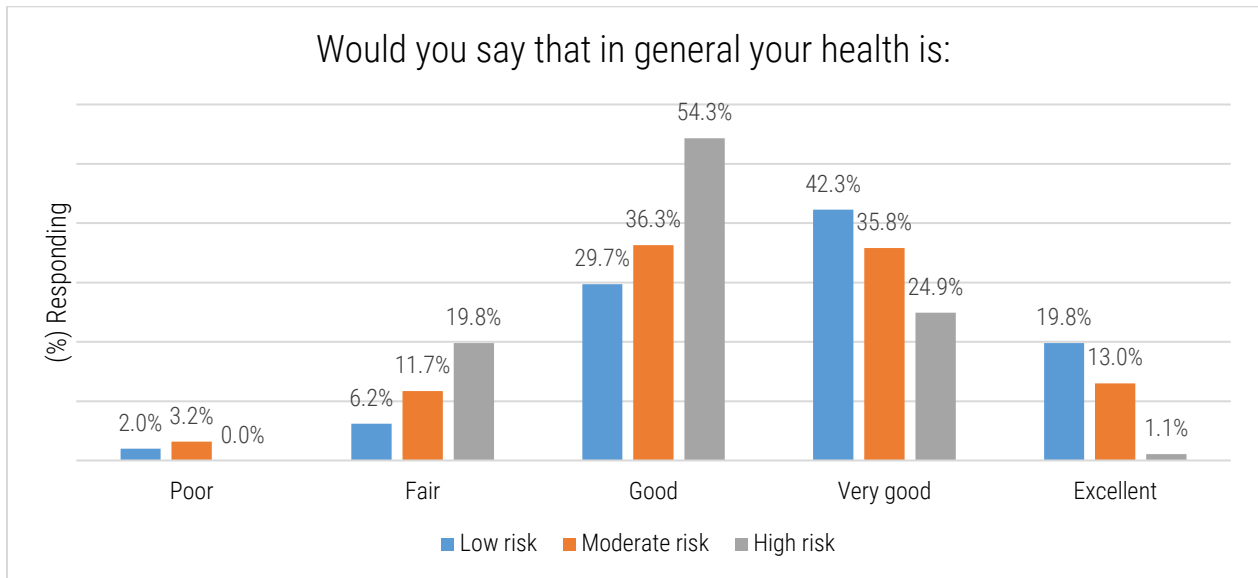
Table 73: Self-reported general health by risk category

Response	Poor	Fair	Good	Very good	Excellent
Low risk	2.0	6.2	29.7	42.3	19.8
Moderate risk	3.2	11.7	36.3	35.8	13.0
High risk	0.0	19.8	54.3	24.9	1.1

Mental Health and Depression

Problem gambling is associated with poor physical health, poor mental health, substance use, and other co-occurring conditions.[11] To assess mental health and depression, participants were asked to indicate the number of days in the past 30 days their mental health was not good. Mental health included stress, depression, and problems with emotions. Participants were also asked about depression in the past year. Specifically, they were asked if, during the past 12 months, if they ever felt so sad or hopeless almost every day for two weeks or more in a row that they stopped doing some usual activities. A summary of findings and related figures with regional breakdown are presented below as well as a breakdown by problem gambling risk categories.

Summary of Findings

- o Close to half (44.8%) of participants reported their mental health was not good on at least one day in the past 30 days.

- o While 54% of participants in the high risk for problem gambling category reported their general health was good, over 82% reported their mental health was not good on at least one day in the past 30 days and 10% reported their mental health was not good any day of the past 30 days.

- o Almost ten percent (9.6%) of all participants reported experiencing depression in the past year.

- o The percentage of participants reporting depression increased as risk of problem gambling increased such that 7.9% in the low risk category, 18.3% in the moderate risk category, and 32.5% in the high risk category reported experiencing depression in the past year.

Figure 49: Thinking of your mental health, which includes stress, depression, and problems with emotions, for how many days during the past 30 days was your mental health not good?

On how many days during the past 30 days was your mental health not good?

- One or more days: 44.8%
- 1 - 5 days: 25.2%
- 6 – 9 days: 3.0%
- 10 – 15 days: 9.2%
- 16 or more days: 8.5%

(%) Responding

Table 74: Thinking of your mental health, which includes stress, depression, and problems with emotions, on how many days in the past 30 days was your mental health not good? Percentage of responses by region.

'Yes' Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
One or more days	44.8	45.3	45.8	42.1	48.3	42.9
1 - 5 days	25.2	24.4	18.8	31.0	27.5	25.4
6 – 9 days	3.0	2.8	3.8	1.7	2.5	2.8
10 – 15 days	9.2	10.0	8.1	5.2	10.6	8.9
16 or more days	8.5	8.1	15.2	4.2	7.7	5.8

Figure 50: Thinking of our mental health, which includes stress, depression, and problems with emotions, on how many days in the past 30 days was your mental health not good? Responses by risk category.
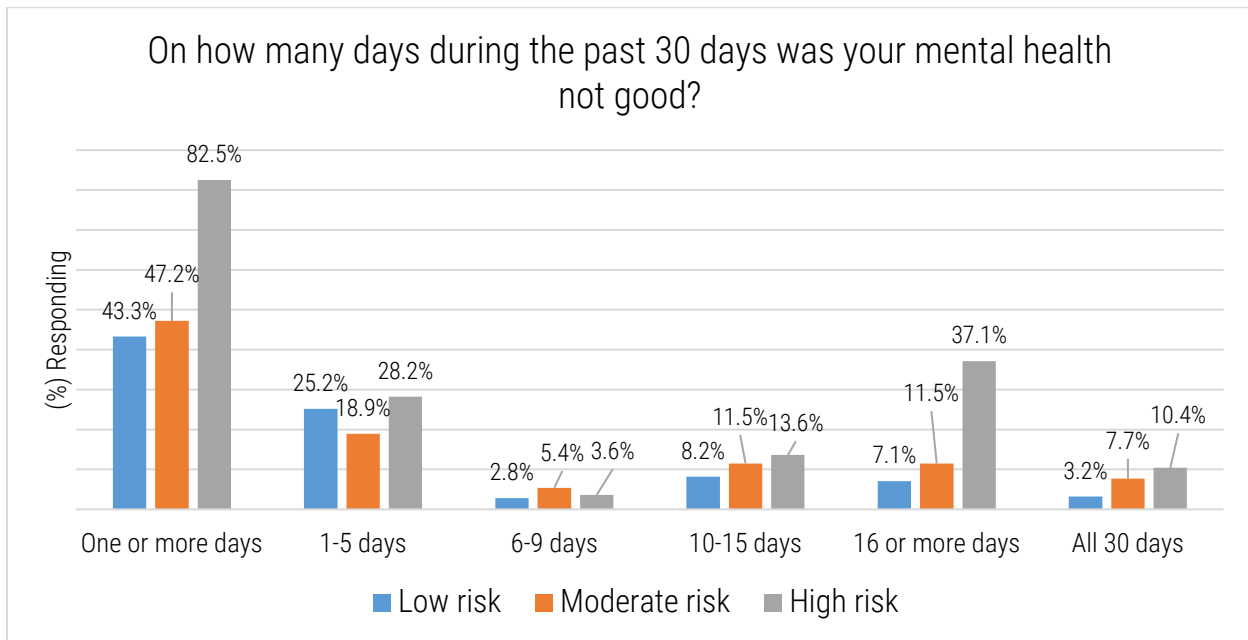
Table 75: Thinking of your mental health, which includes stress, depression, and problems with emotions, for how many days during the past 30 days was your mental health not good? Percentage of responses by risk category.

Response	One or more days	1-5 days	6-9 days	10-15 days	16 or more days	All 30 days
Low risk	43.3	25.2	2.8	8.2	7.1	3.2
Moderate risk	47.2	18.9	5.4	11.5	11.5	7.7
High risk	82.5	28.2	3.6	13.6	37.1	10.4

During the past 12 months, did you ever feel so sad or hopeless almost every day for two weeks or more in a row that you stopped doing some usual activities?

9.6%

90.4%

■ Yes ■ No
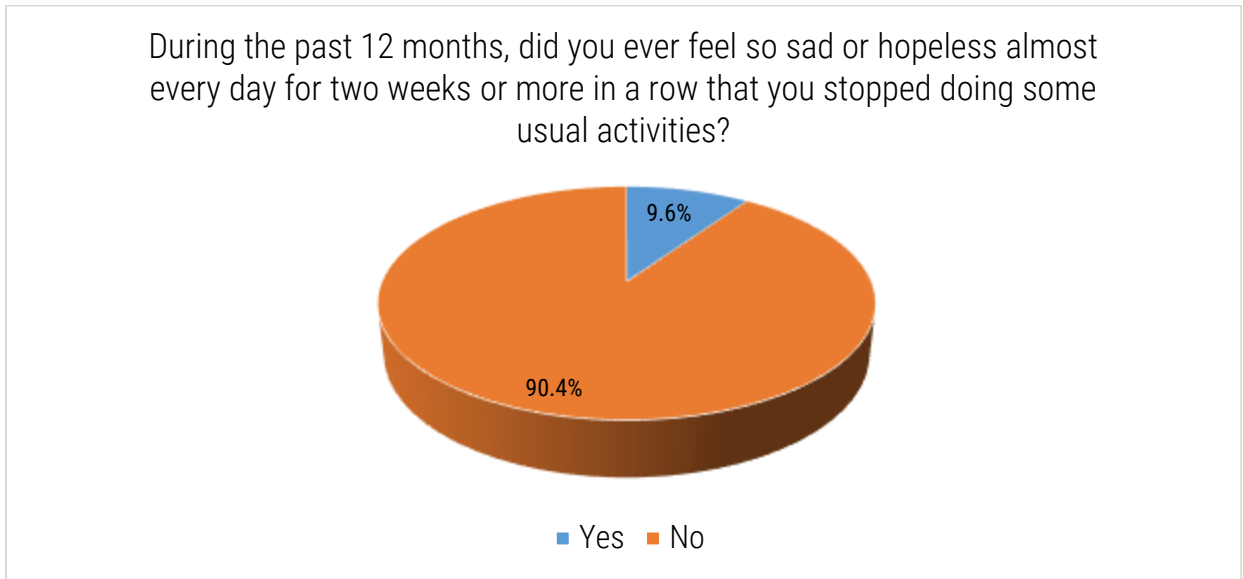
Table 76: Self-reported depression. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Yes	9.6	10.3	11.4	9.4	7.6	7.8
No	90.4	89.7	88.6	90.6	92.4	92.2

Figure 52: Self-reported depression. Responses by risk category.

During the past 12 months, did you ever feel so sad or hopeless almost every day for two weeks or more in a row that you stopped doing some usual activities? (% reporting 'yes')

7.9%

18.3%

32.5%

■ Low risk ■ Moderate risk ■ High risk
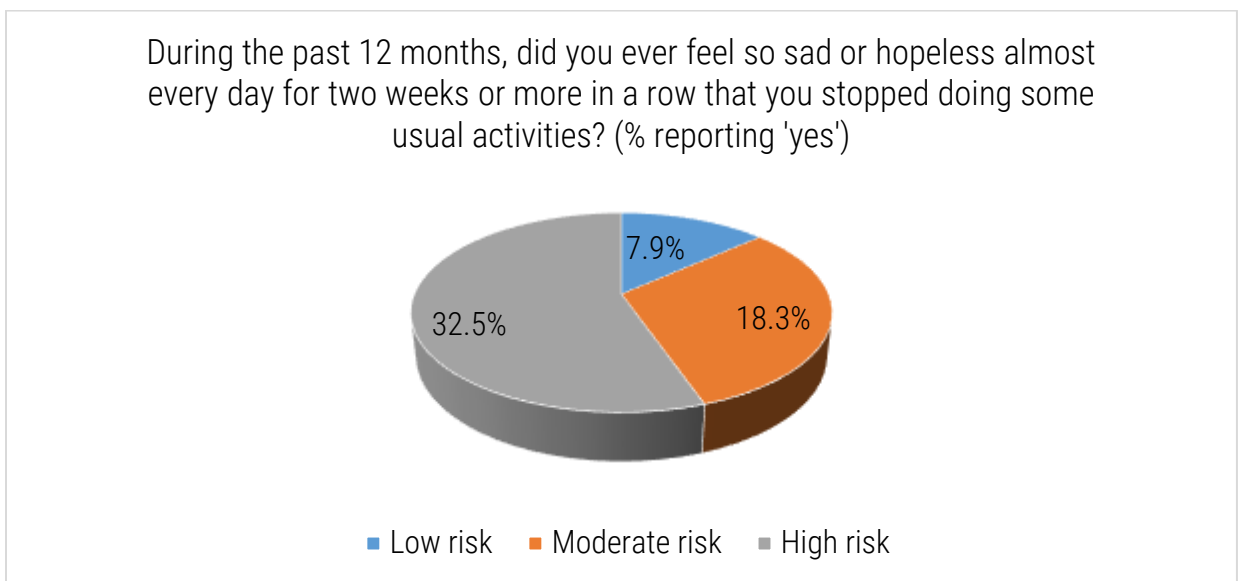
Suicide Thoughts, Plans and Attempts

Although research has been inconsistent, problem gamblers tend to show high rates of suicidal behavior.[12] To explore this possible connection participants were asked one question each related to suicide thoughts, plans, and attempts. Specifically, participants were asked if they had seriously thought about killing themselves, if they had ever made a plan about how they would kill themselves, and if they had ever tried to kill themselves. To provide continuity across the state, this series of questions were aligned with questions from the Kansas Communities That Care (KCTC) Student Survey[13] and also match those of the National Center for Disease Control Youth Risk Behavior Surveillance System[14]. The Kansas Suicide Prevention Lifeline (1-800-273-8255) was made available on the survey following these questions. Response options included 1) No, never, 2) Yes, in the past 30 days, 3) Yes, in the past year, and 4) Yes, over a year ago. The percentage of participants who said 'yes' regardless of timeframe, are presented below for all participants, as well as by regions, and by problem gambling risk categories.

Summary of Findings

o Almost seventeen percent (16.8%) of participants reported they had seriously thought about killing themselves, 10.3% reported they had made a plan about how they would kill themselves, and 6.6% reported they had tried to kill themselves.

o A significantly higher percentage of participants in the high risk category (52%) reported having thoughts of suicide in the past year as compared to those in the moderate risk category (26.3%) or in the low risk category (14.9%).

Figure 53: Percentage reporting ever having suicide thoughts

Have you ever made a plan about how you would kill yourself?

	No, never	Yes, over one year ago	Yes, in the past year	Yes, in the past 30 days
(%) Responding	89.7%	7.0%	2.4%	0.8%
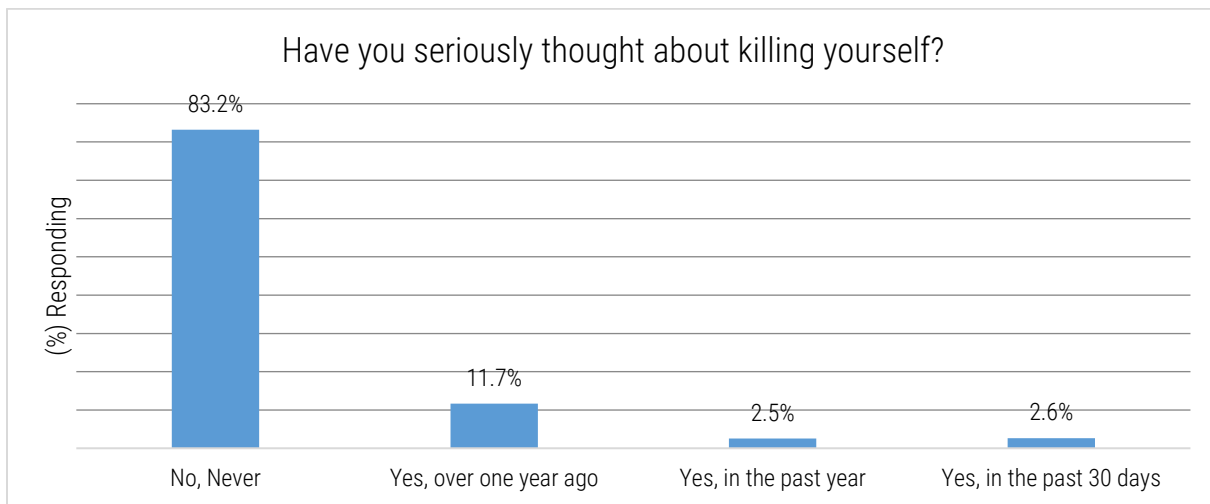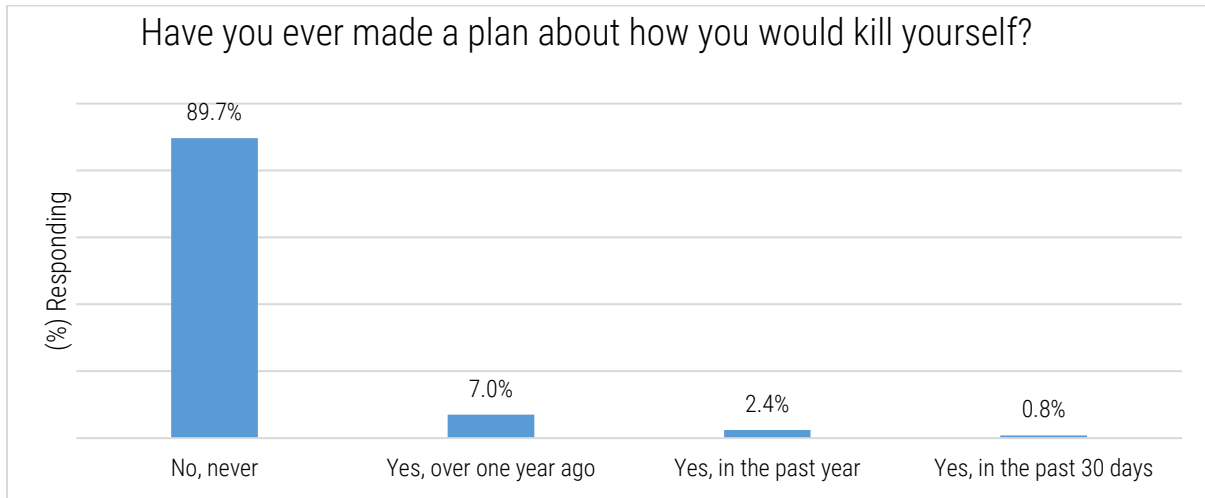
Figure 55: Percentage reporting any suicide attempt

Have you ever tried to kill yourself?

	No, never	Yes, over one year ago	Yes, in the past year	Yes, in the past 30 days
(%) Responding	93.4%	5.6%	0.9%	0.1%

Table 77: Percentage reporting 'yes' to questions of suicide thoughts, plans, or attempts. Percentage of responses by region.

'Yes' Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Suicide Thought	16.8	14.6	15.4	16.6	25.9	13.8
Suicide Plans	10.3	9.0	8.5	7.7	17.5	9.7
Suicide Attempts	6.6	4.9	6.7	5.5	9.8	6.8

"Yes" Responses to Suicide Thoughts, Plans and Attempts
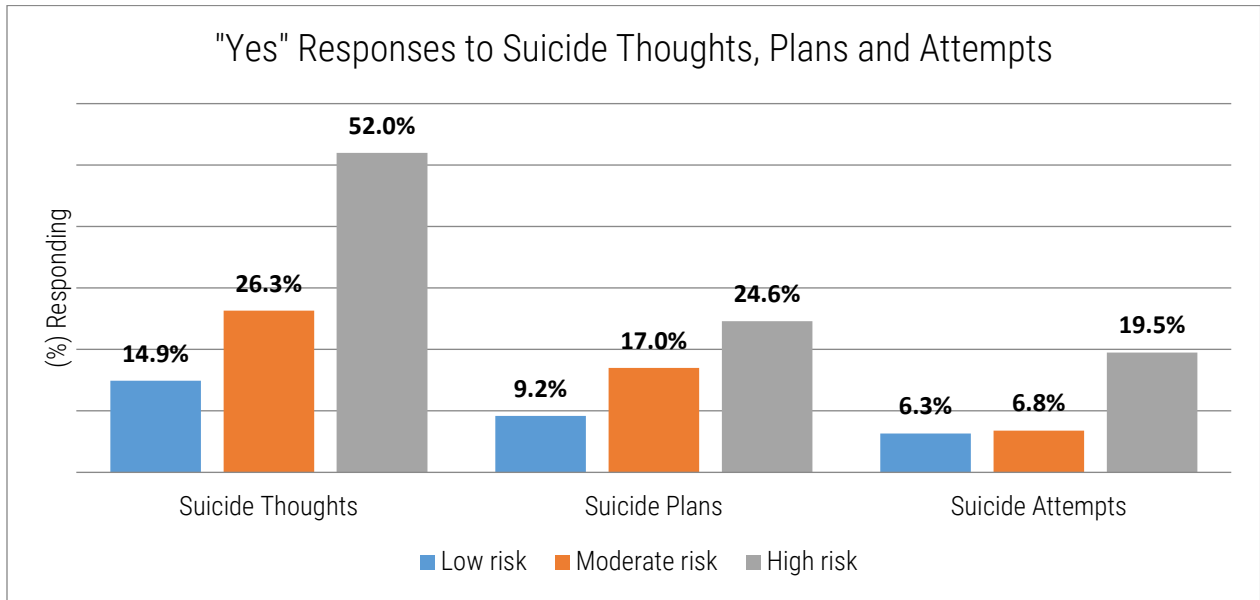
Table 78: Percentage reporting 'yes' to questions of suicide thoughts, plans, or attempts. Percentage of responses by risk category.

'Yes' Response	Suicide Thoughts	Suicide Plans	Suicide Attempts
Low risk	14.9	9.2	6.3
Moderate risk	26.3	17.0	6.8
High risk	52.0	24.6	19.5

Substance Use

Many people who develop gambling addictions also develop problems with drugs and alcohol. To assess the level of adult substance use in Kansas and to determine connections with gambling behavior and low, moderate, and high risks of problem gambling, the 2017 Kansas Gambling Survey asked a yes/no question about past 30-day substance use for the following substances: cigarettes, electronic cigarettes, marijuana, prescriptions drugs not prescribed to you, heroin, cocaine or crack, methamphetamines, and MDMA or ecstasy.

Summary of Findings

- o The substances most often used by participants in the past 30 days was alcohol (57.9%) followed by cigarettes or electronic cigarettes (18.5%) and marijuana (6.1%).

- o Less than one percent of participants reported use of heroin, crack or cocaine, methamphetamine, or MDMA (ecstasy).

- o Cigarette smoking increased with risk category with lowest use found in the low risk participants (12.5%), and highest use found in the high risk participants (41.1%).

- o High risk participants showed highest rates of use of marijuana (21.1%) and the misuse of prescription drugs (23.2%). In comparison, only 5.6% of low risk participants reported marijuana use and only 2.5% reported prescription drug misuse.

Figure 57: Past 30-day substance use by substance type.

Past 30-Day Substance Use (% reporting use)

- Alcohol: 57.9%
- Cigarettes: 14.4%
- Electronic Cigarettes: 4.1%
- Marijuana: 6.1%
- Rx Drug Misuse: 2.9%

Table 79: Past 30-day substance use by substance type. Percentage of responses by region.

Response	Kansas Overall	Northeast	South Central	Southwest	Southeast	Balance of State
Alcohol	57.9	65.3	56.4	66.2	51.1	54.6
Cigarettes	14.4	8.8	17.6	12.8	17.7	16.0
Electronic Cigarettes	4.1	4.1	9.0	3.9	2.4	2.0
Marijuana	6.1	6.8	7.9	8.3	5.1	3.1
Rx Drug Misuse	2.9	4.2	4.2	0.4	2.1	1.4
Heroin	0.0	0.1	0.0	0.0	0.0	0.0
Crack/Cocaine	0.1	0.0	0.0	0.0	0.0	0.3
Methamphetamine	0.4	0.3	0.5	1.7	0.9	0.0
MDMA	0.4	1.0	0.0	0.0	0.0	0.0

Figure 58: Past 30-day substance use by substance type. Responses by risk category.
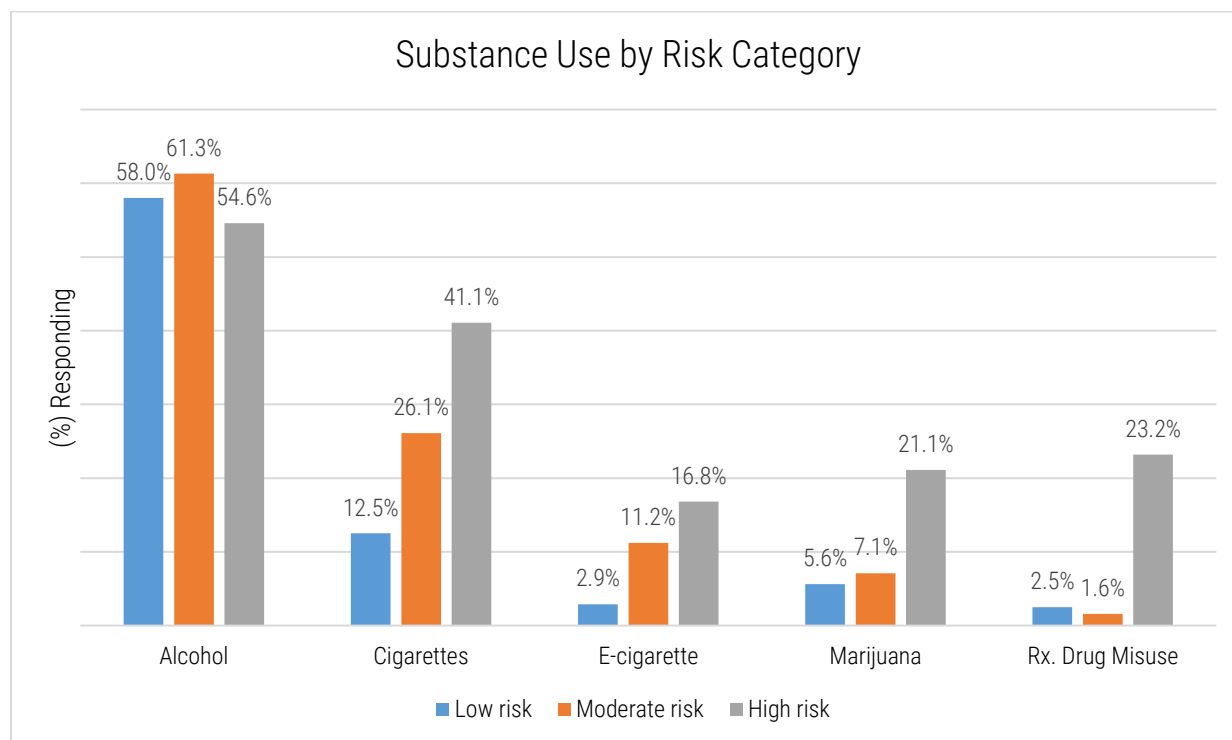
Table 80: Past 30-day substance use by substance type. Responses by risk category

	Alcohol	Cigarettes	E-cigarette	Marijuana	Rx. Drug Misuse
Low risk	58.0	12.5	2.9	5.6	2.5
Moderate risk	61.3	26.1	11.2	7.1	1.6
High risk	54.6	41.1	16.8	21.1	23.2

Strengths and Limitations:

As with all voluntary survey data collection, there are inherent strengths and limitations associated with this type of data collection. Strengths and limitations are discussed below.

Strengths

The *2017 Kansas Gambling Survey* fills a five-year data gap. Current state and regional stakeholders need data for assessment, planning, and evaluation. In order to effectively plan problem gambling prevention strategies, or to increase awareness of problem gambling treatment and other resources, reliable data is needed for solid decision-making.

The current survey provides data not collected before in the state regarding the co-occurring behavioral health conditions associated with problem gambling. Results provide a snapshot for Kansas on many topics related to gambling and the data provides a profile of responses for individuals at low, moderate, and high risk of developing a gambling problem.

Using a stratified random sample proportionate to the population of each region helped to ensure that each region was adequately represented within the whole sample of individuals surveyed. This is a strong methodology that produces results which can be generalized from each sample to the larger region and to the state. Data were weighted by age which also ensure generalizability of survey results.

Limitations

With all survey data there is potential for bias in the results. Even though random selection was used, results only reflect the responses of those selected by the methodology. Methodology for the 2017 study involved use of mailing addresses to sample households. While addresses were randomly selected within each strata, this method created potential biased toward mobile populations including college students, homeless individuals or persons or groups with high mobility. This may have led to the slightly larger percentage of participants who were more educated, employed, and of older age.

The *2017 Kansas Gambling Survey* was modeled after the *2012 Statewide Survey of Gambling Behavioral and Attitudes Among Adult Kansans* to allow for potential comparison of data across common questions. However, there are important differences in the survey methodology used for the 2017 survey and the 2012 survey. The 2017 survey was mailed to randomly selected households. The 2012 survey involved phone interviews which also causes potential non-response bias. The difference in methodology makes data between the two surveys less comparable.

Additionally, survey questions and/or options could be interpreted differently by respondents and respondents may not have answered in ways they thought might not put them in a favorable light.

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[13] Kansas Department for Aging and Disability Services. [2017 survey]. Kansas Communities That Care (KCTC) Student Survey. Available at: www.kctcdata.org.

[14] Center for Disease Control and Prevention. [2017 survey] Youth Risk Behavior Survey Questionnaire. Available at: www.cdc.gov/yrbs.

Appendix I

2017 Kansas Gambling Survey

2017 Kansas Gambling Survey

We would like to begin by asking some general questions about your health and wellness. You may skip questions you do not want to answer or are unsure about.

1.   **How old are you?**   _____ years

2.   **In what county do you live?**   _____

3.   **What is your zip code?**   _____

4.   **Would you say that in general your health is:**

____(5) Excellent   ____(4) Very Good   ____(3) Good   ____(2) Fair   ____(1) Poor

5.   **Thinking of your physical health, which includes physical illness and injury, for how many days during the past 30 days was your physical health not good?** *[Enter a 2-digit number for the # of days, for example, enter "10" if your physical health was not good for 10 days during the past 30 days. Enter "00" if your physical health was good every day in the past 30 days.]*

_____ _____ days

6.   **Thinking of your mental health, which includes stress, depression, and problems with emotions, for how many days during the past 30 days was your mental health not good?** *[Enter a 2-digit number for the # of days, for example, enter "10" if your mental health was not good for 10 days during the past 30 days. Enter "00" if your mental health was good every day in the past 30 days.]*

_____ _____ days

7.   **Below is a series of statements that others have said about gambling. For each one, please circle if you "Strongly Agree," "Agree," "Disagree," or "Strongly Disagree."**

Please rate the following:	Strongly Agree	Agree	Disagree	Strongly Disagree
01. The more a person gambles, the better their odds of coming out ahead	4	3	2	1
02. Playing more than one slot machine improves a person's odds of winning	4	3	2	1
03. When a person almost wins, it's a good sign that they are due to win soon	4	3	2	1
04. If a person keeps gambling, their luck will change and they'll win back the money they've lost	4	3	2	1
05. Watching the pattern of wins and losses will help a person win	4	3	2	1
06. Using personal "lucky" techniques or rituals can help people win	4	3	2	1
07. Casinos are a good place to socialize	4	3	2	1
08. Gambling is a harmful form of entertainment	4	3	2	1
09. Gambling is dangerous for family life	4	3	2	1
10. Gambling is good for the economy	4	3	2	1

8a.   **In the past 30 days, have you gambled for money or anything of value?**

____(1) Yes   ____(2) No

8b.   **In the past year, have you gambled at a casino?**

____(1) Yes   ____(2) No

9.   On how many days in the past 30 days have you done each of the following?

	Activity	Days
01.	Played gaming machines at a casino (slot machine, video poker, video keno, etc.)?	
02.	Played table games at a casino (poker, roulette, craps, blackjack, etc.)?	
03.	Played a state lottery game or a multi-state lottery (scratch tickets, Powerball, pull-tabs, etc.)?	
04.	Bet money on team sports with friends or through an office pool?	
05.	Bet money on horse races?	
06.	Bet money on dog races?	
07.	Bet money on car races?	
08.	Bet money on animal fighting such as dog or cock fighting?	
09.	Played bingo for money or prizes?	
10.	Gambled on the internet?	
11.	Bet on games of personal skill (such as pool, bowling, video games, basketball, or golf) with friends or family?	
12.	Played cards for money or possessions with friends or family, outside of a casino?	
13.	Participated in fantasy sports leagues that involve money, valuables, or status?	
14.	Spent real money on games you can play on your phone or computer to buy credits, extra lives, or upgrades?	

10.   When you think about the activities you have participated in that involve betting or wagering money or possessions, would you say that you, yourself, bet or gamble:

____(5) Very Often   ____(4) Often   ____(3) Occasionally   ____(2) Seldom   ____(1) Never

11.   People have a lot of reasons they gamble. For each of the following reasons, please circle if this reason is a "Very Important" reason, an "Important" reason, a "Not Very Important" reason, or a "Not at All Important" reason that you gamble, if you choose to do so.

Please rate the following:	Very Important	Important	Not Very Important	Not at All Important
1. For the excitement or as a challenge	4	3	2	1
2. As a hobby	4	3	2	1
3. Just to win money	4	3	2	1
4. To win money to use for paying bills	4	3	2	1
5. To support worthy causes	4	3	2	1
6. Out of curiosity	4	3	2	1
7. For entertainment or fun	4	3	2	1
8. As a distraction from everyday problems	4	3	2	1

12. Please answer the following questions by circling "Yes" or" No" for each response.

		Yes	No
01.	Have you ever bet more than you could afford to lose?	Yes	No
02.	Have people ever criticized your betting or told you that you have a gambling problem, regardless of whether or not you thought it was true?	Yes	No
03.	Has your gambling ever caused you any health problems, such as stress and anxiety?	Yes	No
04.	Have you ever thought you might want to cut back on the amount of time or money you spend betting or wagering?	Yes	No
05.	Have you ever lied to family members, friends, or others about how much you gamble or how much money you lost gambling?	Yes	No
06.	Have there been periods lasting 2 weeks or longer when you spent a lot of time thinking about your gambling experiences or planning out future gambling ventures or bets?	Yes	No
07.	Has your gambling ever caused serious or repeated problems in your relationships with any of your family members or friends?	Yes	No
08.	Has your gambling ever interfered with your productivity or performance while at work or school (missing time from work, lower grades, etc.)?	Yes	No
09.	Have you personally been affected by the gambling behaviors of a friend?	Yes	No
10.	Has the gambling behavior of a family member affected you personally?	Yes	No
11.	Has the gambling behavior of a co-worker affected you personally?	Yes	No

13. How confident are you that you would be able to recognize the signs that you, a friend, a family member, or an acquaintance has a gambling problem?

____(4) Extremely Confident   ____(2) Slightly Confident
____(3) Moderately Confident   ____(1) Not at all Confident

14. How often have you felt that you have a problem with gambling?

____(4) Almost always   ____(3) Most of the time   ____(2) Sometimes   ____(1) Never

15. Below is a series of statements about treatment for gambling. For each one, please circle if you "Strongly Agree," "Agree," "Disagree," or "Strongly Disagree."

Please rate the following:	Strongly Agree	Agree	Disagree	Strongly Disagree
1. There is no convenient place to get treatment for problem gambling in my community	4	3	2	1
2. The average person can't afford treatment for a gambling problem	4	3	2	1
3. Treatment for a gambling problem probably doesn't work	4	3	2	1
4. I would be embarrassed if a family member needed treatment for a gambling problem	4	3	2	1
5. Gambling treatment is only for people with serious difficulties	4	3	2	1
6. I know about gambling treatment options in my community	4	3	2	1

16. If you felt you had a gambling problem, who would you turn to first or where would you go? *[Check only one.]*

____(01) Spouse, Partner, or Significant Other   ____(07) Primary care physician
____(02) Other family member   ____(08) Psychologist or psychiatrist
____(03) Girlfriend or boyfriend   ____(09) Friend
____(04) Minister or clergy   ____(10) No one
____(05) Employer   ____(11) Gambling helpline (phone number/hotline)
____(06) Employer's Employee Assistance Program (E.A.P)   ____(12) Other: _____

17. **If you felt someone you knew had a gambling problem, who would you turn to first or where would you go?** *[Check only one.]*

____(01) Spouse, Partner, or Significant Other
____(02) Other family member
____(03) Girlfriend or boyfriend
____(04) Minister or clergy
____(05) Employer
____(06) Employer's Employee Assistance Program (E.A.P)

____(07) Primary care physician
____(08) Psychologist or psychiatrist
____(09) Friend
____(10) No one
____(11) Gambling helpline (phone number/hotline)
____(12) Other: _____

18. **Please answer the following questions by circling "Yes" or "No" for each response.**

		Yes	No
1.	Have you ever seen or heard information regarding assistance for problem gamblers or their families?	Yes	No
2.	Have you ever seen or heard of the gambling helpline, 1-800-522-4700?	Yes	No
3.	During the past 12 months, do you recall hearing, reading or watching an advertisement for a casino located in Kansas?	Yes	No
4.	During the past 12 months, do you recall hearing, reading or watching an advertisement for fantasy sports or gaming in Kansas?	Yes	No
5.	During the past 12 months, do you recall hearing, reading or watching an advertisement about the prevention of problem gambling?	Yes	No

We know this information is personal, but please remember your answers are confidential. None of the information you provide can be linked to your name or any other identifying information.

19. **In the past 12 months, how many times (if any) have you felt like you would like to stop gambling, but didn't think you could?**

____(6) Almost every day
____(5) Once or twice a week
____(4) Once or twice a month
____(3) A few times in the past year
____(2) Yes, but not in the past year
____(1) Never

20. **During the past 12 months, did you ever feel so sad or hopeless almost every day for two weeks or more in a row that you stopped doing some usual activities?**

____(1) Yes   ____(2) No

21. **Please answer the following questions by circling your response.**

		Yes, in the past 30 days	Yes, in the past year	Yes, over one year ago	No, Never
1.	Have you seriously thought about killing yourself?	4	3	2	1
2.	Have you ever made a plan about how you would kill yourself?	4	3	2	1
3.	Have you ever tried to kill yourself?	4	3	2	1

Kansas Suicide Prevention Lifeline: 1-800-273-8255

22. **During the past 30 days, on how many days did you drink beer, wine, or hard liquor?** *[Enter a 2 digit number for the # of days, for example, enter "10" if you drank beer, wine or hard liquor 10 days during the past 30 days.]*

_____ _____ days

23. **During the past 30 days, have you used any of the following substances?**

	Yes	No
1. Cigarettes	Yes	No
2. Electronic Cigarettes (e-cigarettes)	Yes	No
3. Marijuana	Yes	No
4. Prescription drugs that were not prescribed to you	Yes	No
5. Heroin	Yes	No
6. Cocaine or crack	Yes	No
7. Methamphetamines	Yes	No
8. MDMA ("Ecstasy")	Yes	No

We're almost finished. We have a few more questions to help us understand our results.

24. **Marital status:**

____(1) Married   ____(3) Divorced   ____(5) Never been married
____(2) Separated   ____(4) Widowed

25. **Employment status:**

____(1) Employed full-time
____(2) Employed part-time
____(3) Not currently employed, but seeking employment
____(4) Not currently employed, not currently seeking employment
____(5) Retired
____(6) Other: _____

26. **What is your race?** *[Check all that apply.]*

____(1) Black or African American   ____(4) American Indian or Alaskan Native
____(2) White   ____(5) Asian
____(3) Native Hawaiian or Other Pacific Islander   ____(6) Other: _____

27. **Do you consider yourself to be of Latino or Hispanic origin?**   ____(1) Yes   ____(2) No

28. **Are you currently serving, or have you ever served, in a branch of the United States military?**

____(1) Yes   ____(2) No *[Skip to Question 29.]*

28a. *If "Yes" to Question 28:* **Were you ever deployed to an active combat zone?**

____(1) Yes   ____(2) No

29. **Highest level of education completed:**

____(1) 8th grade or less
____(2) High School Incomplete (Grades 9, 10, or 11)
____(3) High School Complete (Grade 12 or high school equivalency/GED)
____(4) Vocational/Technical School (Includes Cosmetology Schools, Welding Certificate Programs)

____(5) Some College
____(6) Junior College Graduate (2 year, Associates Degree)
____(7) 4 Year College Graduate (Bachelor's Degree)
____(8) Graduate Work (Master's, Law/Medical School, etc.)
____(9) Other: _____

30. **Would you say your total household income is:**

____(1) Under $20,000
____(2) $20,000 to $29,999
____(3) $30,000 to $39,999

____(4) $40,000 to $49,999
____(5) $50,000 to $59,999
____(6) $60,000 to $74,999

____(5) $75,000 to $149,999
____(6) $150,000 or more

This concludes the survey – Thank you for your time!
Please return your completed survey in the enclosed postage-paid envelope addressed to:
ETC Institute 725 W. Frontier Circle Olathe, KS 66061

Appendix II

2017 Kansas Problem Gambling Taskforce Report

Kansas Problem Gambling Taskforce Report
State of Kansas

Kansas Prevention
COLLABORATIVE
CONNECTING Promotion Education
COMMUNITIES Awareness Advocacy

Data for this report is based on data from three surveys.

First, youth data is from the Kansas Communities That Care (KCTC) Student Survey administered annually free of charge to students in grades 6, 8, 10, and 12. There are 11 questions related to gambling in the KCTC survey. Youth data represents the most recent 2017 survey data. State and county data can be found at kctcdata.org

The second source of data is the Kansas Young Adult Survey which was completed in 2017 and administered to 996 Kansans age 18 to 25. This survey includes not only young adults in college, but those in the workforce as well. State-level responses can be found at kctcdata.org/YoungAdultsDisplay.aspx

Third, is the Kansas Gambling Survey. This survey is for Kansas residents age 18 or older. Originally administered in 2012, this report compares original data with the recent 2017 administration with 1600 responses across the state.

To make data easy to understand, several colored icons are used. The report includes current year value and then compares to prior year and to state average. If the icon is green, the data are moving in a desired direction (e.g. larger percentage of people report being aware of gambling treatment options). If the icon is red, the data are moving in an undesired direction. Arrows indicate whether data are higher (up arrow) or lower (down arrow) than the state average for each measure. Data are presented in each section from high to low.

30-Day Gambling Prevalence of Any Type
2017
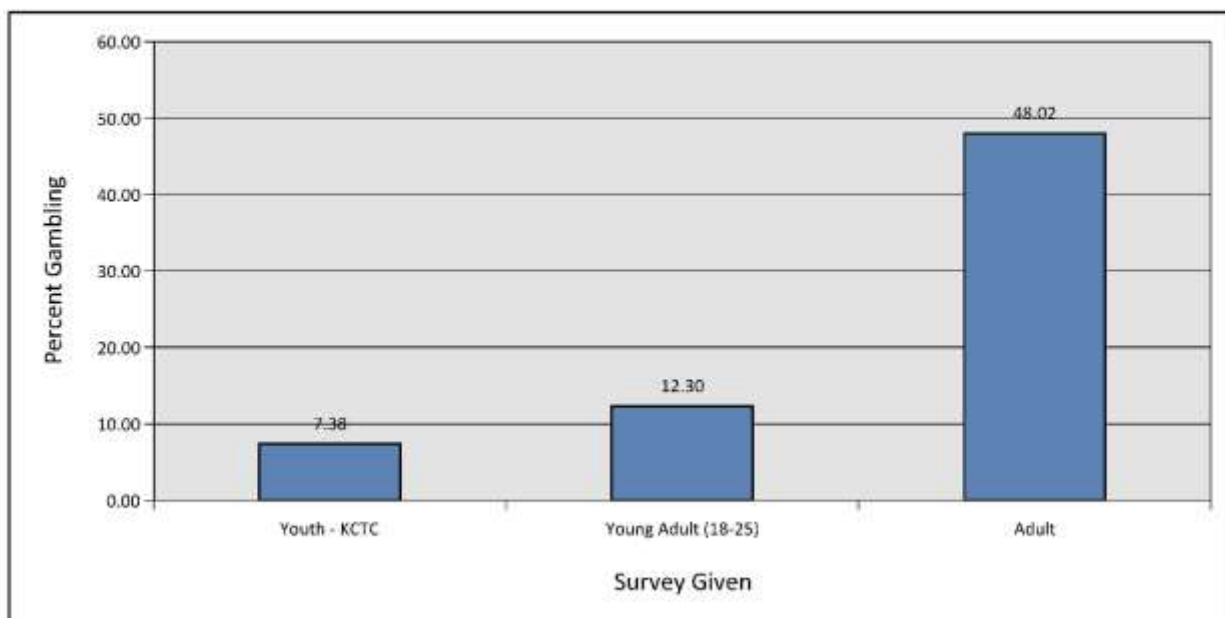
Past Year Gambling by Type

Youth - KCTC

* Data sorted from high to low. Lower percentages are the more desirable*

Online Game Credits

In the past year, how many times (if any) have you: spent any real money on games you can play on your phone or computer to buy credits, extra lives, or upgrades? (At least one)

Value 2017

39.14　　　**Prior Year: 2016**

Lottery / Scratch-off

In the past year, how many times (if any) have you: played the lottery or scratch-off tickets? (At least one)

Value 2017

38.33　　　**Prior Year: 2016**
　　　　　　　27.77

Bingo

In the past year, how many times (if any) have you: played bingo for money or prizes? (At least one)

Value 2017

37.18　　　**Prior Year: 2016**
　　　　　　　24.29

Team Sports

In the past year, how many times (if any) have you: bet on team sports? (At least one)

Value 2017

29.95　　　**Prior Year: 2016**
　　　　　　　21.24

Games of Personal Skill

In the past year, how many times (if any) have you: bet on games of personal skill? (At least one)

Value 2017

20.95　　　**Prior Year: 2016**
　　　　　　　13.68

Fantasy Sports

In the past year, how many times (if any) have you: participated in any type of fantasy sports betting, whether for money or for free? (At least one)

Value 2017

19.31　　　**Prior Year: 2016**

Played Cards

In the past year, how many times (if any) have you: played cards for money? (At least one)

Value 2017

14.82　　　**Prior Year: 2016**
　　　　　　　11.93

Adult Gambling

* Data sorted from high to low. Lower percentages are the more desirable*

Lottery / Scratch-off

In the last 30 days, have you: played the lottery or scratch-off tickets? (Yes)

Value 2017

33.64

Prior Year: 2012
25.11

Casino Slots/Video

In the last 30 days, have you: played the slot machines, video poker, video keno, or video blackjack at a casino (At least one)

Value 2017

15.03

Prior Year: 2012
13.43

Team Sports

In the last 30 days, have you: bet on team sports? (At least one)

Value 2017

7.62

Prior Year: 2012
6.65

Fantasy Sports

In the last 30 days, have you: participated in any type of fantasy sports betting, whether for money or for free? (At least one)

Value 2017

6.95

Prior Year: 2012
6.84

Games of Personal Skill

In the last 30 days, have you: bet on games of personal skill? (At least one)

Value 2017

5.62

Prior Year: 2012
7.49

Casino Table Games

In the last 30 days, have you: played table games at a casino, such as poker, roulette, craps or blackjack (At least one)

Value 2017

5.22

Prior Year: 2012
3.17

Bingo

In the last 30 days, have you: played bingo for money or prizes? (At least one)

Value 2017

4.77

Prior Year: 2012
3.56

Played Cards

In the last 30 days, have you: played cards for money? (At least one)

Value 2017

4.23

Prior Year: 2012
5.80

Problem Gambling

Adult / Youth

* Data sorted from high to low. Lower percentages are the more desirable*

Thinking now about others, instead of yourself, have you personally been affected by the gambling behaviors of a family member? (Yes - ADULT)

Value 2017

9.92

Prior Year: 2012
12.41

Have you ever thought you might want to cut back on the amount of time or money you spend betting or wagering? (Yes)

Value 2017

7.96

Prior Year: 2012
8.41

Thinking now about others, instead of yourself, have you personally been affected by the gambling behaviors of a friend? (Yes)

Value 2017

7.70

Prior Year: 2012
12.82

Have you ever bet more than you could afford to lose? (Yes)

Value 2017

6.25

Prior Year: 2012
8.17

How confident are you that you would be able to recognize the signs that you, a friend, a family member or acquaintance has a gambling problem? (Not at all confident)

Value 2017

5.90

Prior Year: 2012
7.70

How often have you felt you have a problem with gambling? (Almost always / Most of the time / Sometimes)

Value 2017

5.68

Prior Year: 2012
6.60

Have you ever lied to family members, friends or others about how much you gamble or how much money you lost gambling? (Yes)

Value 2017

4.41

Prior Year: 2012
3.51

Have people ever criticized your betting or told you that you have a gambling problem, regardless of whether or not you thought it was true? (Yes)

Value 2017

3.28

Prior Year: 2012
0.56

Thinking now about others, instead of yourself, have you personally been affected by the gambling behaviors of a someone else you know, such as a co-worker? (Yes)

Value 2017

3.21   **Prior Year: 2012**
8.20

Have there been periods lasting 2 weeks or longer when you spent a lot of time thinking about your gambling experiences, or planning out future gambling venture or bets? (Yes)

Value 2017

2.72   **Prior Year: 2012**
5.35

Has your gambling ever caused you any health problems, such as stress and anxiety? (Yes)

Value 2017

2.66   **Prior Year: 2012**
1.47

In the past year, how many times (if any) have you: felt like you would like to stop gambling, but didn't think you could? (Yes - YOUTH)

Value 2017

2.17   **Prior Year:**

Has your gambling ever caused serious or repeated problems in your relationships with any of your family members or friends? (Yes)

Value 2017

1.31   **Prior Year: 2012**
2.02

Has your gambling ever interfered with your productivity, such as missing time from work or school, or having it interfere with your performance while at work or school? (Yes)

Value 2017

0.72   **Prior Year: 2012**
0.48

Knowledge / Attitudes Toward GamblingTreatment

Adult Gambling

* Data sorted from high to low. Lower percentages are the more desirable*

I know about gambling treatment options in my community. (Strongly Disgree / Disagree)

Value 2017

79.19

Prior Year: 2012
53.86

The average person can't afford treatment for a gambling problem. (Strongly Agree / Agree)

Value 2017

50.95

Prior Year: 2012
47.69

There is no convenient place to get treatment for problem gambling in my community. (Strongly Agree / Agree)

Value 2017

43.91

Prior Year: 2012
25.84

Treatment for a gambling problem probably doesn't work. (Strongly Agree / Agree)

Value 2017

20.70

Prior Year: 2012
23.21

Gambling treatment is only for people with serious difficulties. (Strongly Agree / Agree)

Value 2017

13.42

Prior Year: 2012
24.64

I would be embarrassed if a family member needed treatment for a gambling problem. (Strongly Agree / Agree)

Value 2017

13.17

Prior Year: 2012
22.27

Myts of Gambling

Adult Gambling

* Data sorted from high to low. Lower percentages are the more desirable*

Playing more than one slot machine improves a person's odds of winning. (Strongly Agree / Agree)

Value 2017

13.02

Prior Year: 2012
23.17

Watching the pattern of wins and losses will help a person win. (Strongly Agree / Agree)

Value 2017

11.88

Prior Year: 2012
20.61

Using personal "lucky" techniques can help people win. (Strongly Agree / Agree)

Value 2017

4.95

Prior Year: 2012
11.73

The more a person gambles, the better his or her odds of coming out ahead. (Strongly Agree / Agree)

Value 2017

4.17

Prior Year: 2012
9.20

When a person almost wins, it's a good sign that they are due to win soon. (Strongly Agree / Agree)

Value 2017

3.09

Prior Year: 2012
4.86

If a person keeps gambling, their luck will change and they'll win back the money they've lost. (Strongly Agree / Agree)

Value 2017

1.74

Prior Year: 2012
1.81

Promotion / Media

Adult Gambling

* Data sorted from high to low. Lower percentages are the more desirable*

Have you ever seen or heard of the gambling helpline, 1-800-522-4700? (No)

Value 2017

42.14

Prior Year: 2012

32.06

Have you ever seen or heard information regarding assistance for problem gamblers or their families? (No)

Value 2017

38.36

Prior Year: 2012

43.84

Do you recall seeing advertising for any casino located in Kansas during the last 12 months - either on television, on billboards on the highway, in the newspaper, on the radio, or on an ad you might have seen on a website for another product, or service (No)

Value 2017

20.54

Prior Year: 2012

16.90

If you felt you had a gambling problem, who would you turn to first or where would you go?

Legend: □ 2012 ■ 2017

Category	2012	2017
Spouse, Partner, or Significant Other	18.9	37.2
Gambling helpline (phone nmber/hotline)	15.8	18.9
Other family member	12.4	11.4
Friend	8.7	10.1
Minister / Clergy	9.6	6.2
Other	3.4	5.4
No one	7	5.2
Psychologist / Psychiatrist	3.1	2.2
Girlfriend / Boyfriend	1.1	1.5
Employer's Employee Assistance Program (EAP)	0.8	1.2
Primary Care Physician	2.8	0.7
Don't Know	15.9	
Employer	0.6	