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2005



***Responsible Gambling:
An Oxymoron***

**A Critique:
The Gaming Industry
and
The Problem Gambling Industry**

**By Sol Boxenbaum, CEO
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2005

EVIDENCE OF CORPORATE RESPONSIBILITY

American Gaming Association
- established in 1995

Responsible Gaming
National Education Campaign
- created in 1999

Code of Conduct for Responsible Gaming

American Gaming Association (2003)

Harm Reduction Strategies

- ♣ display help-line phone numbers
- ♣ manage effective self-exclusion programs
- ♣ honor players' requests to be removed from promotional mailings list
- ♣ honor players' requests to have privileges revoked (e.g. Club card privileges, on-site cheque-cashing, etc.)

EVIDENCE OF CORPORATE RESPONSIBILITY

Saskatchewan

Gaming Industry Support

“Problem Gambling Customer Assistance
Training Manual”

*Prepared by Saskatchewan Health
in cooperation with
the Saskatchewan Gaming Industry (July, 1996)*

FUNDING

National Center for Responsible Gaming

Stated intentions

to provide peer-reviewed scientific research
to improve:

- ♥ Prevention
- ♥ Diagnostic Intervention
- ♥ Treatment
- ♥ Harm-reduction strategies

Loss of Focus

The Gaming Industry
began to fund
Problem Gambling research, which
(intentionally or unintentionally)
resulted in
the creation of
the Problem Gambling Industry

Responsible Gambling: the philosophy---

Gamble Responsibly,

BUT

by all means,

gamble!

College Age Students

- ♠ athletes playing at “less than full” potential to pay gambling debts
- ♠ desire to emulate televised “World Series of Poker”
- ♠ increase in students playing Texas Hold-em
- ♠ availability of Internet casino sites
- ♠ visits to Quebec because of 18 year old age of admission

Dr Howard Shaffer

Harvard study says college gambling worries overblown

By Jeff Simpson, *LAS VEGAS SUN*: April 15, 2004

A new Harvard survey of student gambling patterns shows that college students don't face a higher risk of gambling problems than other adults, the National Center for Responsible Gaming announced Wednesday.

Results of a 2001 study:

42 % gambled in the past year

2.6 % gambled at least weekly during the school year.

Dr. Howard Shaffer

Gambling industry link to Harvard draws questions

by Raja Mishra, Globe Staff / November 6, 2004

The Institute for Research on Pathological Gambling and Related Disorders (Harvard Medical School)

From 2000-2004, it received nearly \$5 million in industry funds

Some of the data is is intended for use by the industry

- to help persuade lawmakers around the country to approve gambling facilities
- to promote a positive image for gambling

Dr. Robert Ladouceur's study

National Survey of Gambling Problems in Canada

Second lowest prevalence of gambling problems:

Quebec only 1.7%

0.4 % pathological gamblers

1.3 % problematic gamblers

SUICIDE:

A real-life example of the problem

Headline: *Nov. 2004*

**“Man's suicide a wakeup call
about gambling, widow warns”**

**“Husband who could not beat addiction to video
lottery terminals killed himself”**

(cont'd)

SUICIDE NOTE

“I can't go on living any more. It's too much,” he said at the end in his five-page handwritten note.

“I know it's cowardly but I can't bear it any more. Video poker [machines] in Quebec have been my death. I ask Minister Séguin to react to those many suicides, including mine.”

(cont'd)

It is estimated that on average,
30 Quebeckers *[sic]*
kill themselves each year
because of gambling problems.

By Tu Thanh Ha

Globe and Mail: Page A8

Friday, November 12, 2004

Video Machine Gamblers

Island of Montreal

Quebec Institute of Public Health, 2001

9% pathological

21% problematic

42% at-risk

13 000 pathological gamblers

29 000 problematic gamblers

58 000 gamblers at-risk

100 000 gamblers in danger

Original Goals of Problem Gambling Research

- ♣ study economic and social effects of gambling
- ♣ educate the public as to the dangers
- ♣ devise harm-reduction strategies
- ♣ provide treatment for problem gamblers
- ♣ lobby for funding for treatment

Present Goals
of
Some Researchers
and
Some Problem Gambling Organizations

- ♣ shift the focus of responsibility on to the players
- ♣ maximize the flow of industry funding for research

Duty of Care

Responsibility of the operator
to provide safety features.

People cannot be held responsible
if they are not given the tools.

Automotive industry: **Legislation was enacted:**
seat belts, padded dashboards, airbags, etc.

Duty of Care (part 2)

Gaming Industry gives the opportunity to gamble

Therefore:

The Gaming Industry needs to provide safety features

IF NOT, these should be legislated

**RESPONSIBLE
GAMING ?**

An Essential

RESPONSIBLE
GAMBLING ?

An Oxymoron !

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