

Under 16s and the National Lottery

February 2000

Prepared for:

The National Lottery Commission

Prepared by:

Jacinta Ashworth and Nicola Doyle

BMRB Social Research

Part of BMRB International Limited

Designed by:

Dr Sue Fisher

Centre for Research into the Social Impact of Gambling

University of Plymouth

BMRB/JA/ND/1154-380

Quality System Registered by BSI

BSI Certificate of Registration No: FS 28348

Table of Contents

| | |
|---|-----------|
| Executive Summary..... | 6 |
| 1. Introduction | 12 |
| 1.1 Background and previous research..... | 12 |
| 1.2 Research objectives of the current study..... | 13 |
| 2. Overview of research methods..... | 15 |
| 3. Summary of major findings..... | 17 |
| 4. Underage Participation in gambling games | 22 |
| 4.1 Lifetime participation in gambling games | 22 |
| 4.2 Participation in gambling games in the past year..... | 23 |
| 4.3 Participation in gambling games in the past 7 days..... | 24 |
| 4.3.1 Characteristics of past week gamblers..... | 26 |
| 5. Underage expenditure on gambling games..... | 29 |
| 5.1 Weekly Disposable Income | 29 |
| 5.2 Expenditure on National Lottery gambling games in the past week..... | 30 |
| 5.3 Amount of disposable income and past week expenditure on National Lottery gambling games | 32 |
| 5.4 Expenditure on other forms of gambling games in the past week..... | 34 |
| 6. Legal and illegal sales of National Lottery products | 37 |
| 6.1 Definitions of legal and illegal transactions | 37 |
| 6.2 Prevalence of illegal sales | 37 |
| 6.3 Characteristics of young people making illegally-sold purchases | 41 |

| | | |
|---------------|--|-----------|
| 7. | Successful and failed attempts to purchase National Lottery products | 42 |
| 7.1 | Definitions | 42 |
| 7.2 | Purchasing attempts in the past week..... | 42 |
| 7.3 | Successful and failed underage purchasing attempts | 43 |
| 8. | Problem gambling in young people | 46 |
| 8.1 | Problem gambling screen definitions..... | 46 |
| 8.2 | Prevalence of problem gambling..... | 47 |
| 8.3 | Characteristics of problem gamblers..... | 48 |
| 8.4 | Past week gambling: ‘Instants’ problem gamblers compared with other ‘Instants’ players..... | 49 |
| 8.4.1 | Participation in different forms of gambling | 49 |
| 8.4.2 | Expenditure on National Lottery games | 50 |
| 8.4.3. | Illegally-sold purchases of National Lottery games | 51 |
| 8.4.4 | Successful and unsuccessful underage purchasing attempts..... | 53 |
| 8.5 | The social consequences of problem gambling on ‘Instants’ | 53 |
| 9. | Viewing of National Lottery television programmes..... | 55 |
| 9.1 | Characteristics of 12-15 year olds who watched the National Lottery TV programmes | 56 |
| 9.2 | The impact of the National Lottery television programme on the gambling behaviour of young people | 56 |
| 10. | Attitudes towards gambling on the National Lottery..... | 58 |
| 10.1 | Reasons for the age restriction | 58 |
| 10.2 | Attitudes of young people towards the National Lottery..... | 61 |
| 10.3 | Parental approval..... | 63 |

| | |
|--|-----------|
| 11. Contextual Information..... | 67 |
| Glossary | 68 |
| Technical Appendix – Research Methods | 1 |

Index of Tables

| | | |
|-------------------|--|----|
| Table 2a: | Demographic composition of the sample | 15 |
| Table 4a: | Lifetime participation rates for different gambling forms | 23 |
| Table 4b: | Past year participation rates for different gambling forms | 24 |
| Table 4c: | Proportions spending their own money on different gambling forms in the past week | 25 |
| Table 4d: | Characteristics of young people and past week participation rates on National Lottery games | 27 |
| Table 5a: | Amount of disposable income to spend in the past week | 29 |
| Table 5b: | Past week expenditure on National Lottery games | 31 |
| Table 5c: | Past week expenditure on the National Lottery Draw and weekly disposable income in 1999 | 33 |
| Table 5d: | Past week expenditure on other gambling games | 35 |
| Table 6a: | Legal and illegal transactions of National Lottery products during the week prior to the survey | 39 |
| Table 6b: | Legal and illegal transactions of National Lottery products during the week prior to the survey | 40 |
| Table 6c: | Legal and illegal transactions of National Lottery products during the week prior to the survey | 41 |
| Table 7a: | Purchasing attempts of National Lottery products during the week prior to the survey | 43 |
| Table 7b: | Failed and successful attempts to purchase National Lottery products in the past week | 44 |
| Table 8a: | Psychological components of Problem Gambling Screen DSM-IV-MR-J | 46 |
| Table 8b: | Prevalence of problem gambling on National Lottery scratchcards and fruit machines | 47 |
| Table 8c: | Prevalence of problem gambling on National Lottery scratchcards and fruit machines among key sub-groups | 48 |
| Table 8d: | Past week participation rates for different gambling forms (spent own money): Instants problem gamblers vs. Instants social gamblers | 50 |
| Table 8e: | Past week expenditure on Instants (spent own money): Instants problem gamblers vs. Instants social gamblers | 51 |
| Table 8f: | Legal and illegal transactions for National Lottery products during the week prior to the survey: Instants problem gamblers vs. Instants social gamblers | 52 |
| Table 8g: | Failed and successful attempts to purchase National Lottery scratchcards in the past week | 52 |
| Table 8h: | Some of the social consequences of problem gambling on Instants | 53 |
| Table 9a: | Gambling behaviour of young people who watched and did not watch the National Lottery Live television programme (last time it was on) | 57 |
| Table 10a: | Extent of agreement of young people with reasons for the age restriction on playing National Lottery games | 59 |
| Table 10b: | Agreement with attitude statements about the National Lottery games and whether or not respondent is a past week player | 60 |

| | |
|--|----|
| Table 10c: Agreement with attitude statements about the National Lottery games and whether or not respondent is a problem gambler | 60 |
| Table 10d: Perceived parental views of underage gambling | 64 |
| Table 10e: Perceived parental views of underage gambling: past week players vs. non players | 65 |
| Table 10f: Proportion saying parents approved of young people playing Instants or fruit machines: problem vs. social gamblers | 66 |

Executive Summary

This independent study was commissioned and administered by the National Lottery Commission. It was designed by Dr. Sue Fisher, Director of the Centre for Research into the Social Impact of Gambling in consultation with the Social Research Division of the British Market Research Bureau (BMRB), and the National Lottery Commission. The report was prepared by Jacinta Ashworth and Nicola Doyle of the Social Research Division, BMRB.

Aims

The main aims of the research were to determine the level of underage sales of National Lottery products and the prevalence of 'problem gambling' by under-16s on National Lottery scratchcards, and to compare these findings with the Fisher (1997) survey. The research also attempted to explore whether under 16s understood the reasons for the age restrictions on the National Lottery.

Methods

The fieldwork was conducted from 7th June to 23rd July 1999. The sample of 9,529 12 - 15 year-olds was drawn from a representative sample of 111 schools in England and Wales. As in 1997, the mode of data collection was supervised, anonymous, self-completion questionnaires. According to research this method may under-report risky behaviours in young people (Turner et al, 1998), but it is currently the most efficient method for obtaining data from large numbers of school pupils. Very large numbers are required for this type of research to obtain reliable statistics about subgroups of interest, such as young people involved in illegal sales and 'problem gamblers'.

Defining Problem Gambling

A small minority of people gamble in a way that compromises, disrupts or damages family, personal, or recreational pursuits. These people are called 'problem gamblers' (Lesieur & Rosenthal, 1991). It can be seen from this definition that the term 'problem gambling' describes a range of behaviour. This range of behaviour may be viewed as a continuum with the less severe cases at one end and the most severe cases at the other.

Screening for Problem Gambling

As the above definition suggests, problem gambling is a complex phenomenon, and not simply a matter of excessive expenditure on gambling. A problem gambling 'screen' is an index of behaviours and psychological states, known to be correlated with problem gambling, which is used to identify problem gamblers in a given population. The problem gambling screen used in this study is a version of the DSM-IV criteria published by the American Psychiatric Association (APA, 1994). The criteria were first adapted for use in juvenile populations by Fisher (1992) and since then have been used in youth studies in Britain (Fisher, 1993; 1995; 1997; 1999 & Wood & Griffiths, 1998), Spain (Becona & Gestal 1996; Becona, 1997) and Canada (Gupta & Derevensky (1998). Research shows that the youth-adapted DSM-IV screen is the most conservative measure in popular current usage (Derevensky & Gupta, 1997). It has nine items, positive responses to at least four of them being required for a classification of problem gambling.

Key Findings

Illegal (underage) sales

Camelot's "Project 16", launched following the 1997 OFLOT survey, was intended to reduce underage sales through advice to retailers, test purchases and publicity about age limits. This study found that "Project 16" may have had some effect. Although there was a significant increase in the proportion of under 16s spending their money on the National Lottery in the past week (see below), the proportion of illegal underage sales was virtually the same as for 1997.

- 7.0% of the under 16s surveyed reported an illegal sale in the week prior to the survey, not significantly different from 6.5% in 1997.

As in 1997, illegal sales were associated more with scratchcards themselves than other National Lottery products.

- 45% of the young people who had spent their own money on National Lottery scratchcards in the past week had been sold them illegally compared with 35% who had spent their money on the Draw and 36% who had spent their money on Thunderball.

Past week expenditure on the National Lottery (including legal and illegal sales)

This study found that since 1997 there has been a significant increase in the proportion of under 16s spending their own money on the National Lottery in the week prior to the survey. The figures for past week expenditure shown below include both illegal sales (where the actual purchase has made been made by a young person under 16 years) and legal sales (where an adult has handed over the money for them).

- 17.7% of 12-15 year olds had spent their own money on at least one of three National Lottery games – Draw, Instants (scratchcards) or Thunderball – in the past week, compared with 13.5% in 1997.
- This increase was almost entirely due to an increase in the proportion of respondents who had spent their own money on National Lottery scratchcards (11.6% in 1999 compared with 7.7% in 1997).

Demographically, the following groups were more likely to have spent their money on the National Lottery: boys, those who were nearer to being 16, and those with a higher disposable income. These factors were also inter-related: boys and Year 10 pupils (14-15s) tended to have more money to spend than girls and Year 8 pupils (12-13s).

The growth in past week expenditure since 1997 resulted mainly from growth in parental purchases on behalf their children (legal sales) rather than growth in purchases by under 16s (illegal sales). Nevertheless, some 40% of the under 16s who had spent their own money on the National Lottery in the week prior to the survey made the purchases themselves (or a friend under the age of 16 made the purchase for them).

Problem gambling on National Lottery scratchcards

The study found a small, statistically insignificant, fall in the proportion of young people meeting the DSM-IV criteria for problem gambling on National Lottery scratchcards.

- 1.7% were classified as problem gamblers of Instants (2.3% in 1997).
- 69% of the problem gamblers of Instants were also problem players of fruit machines (the only other game to be screened for problem gambling) and many were past week players of other commercial games.

Past week commercial gambling by problem gamblers of Instants

The problem gamblers of Instants (n=166) were more likely than the non-problem gamblers of Instants (n=2760) to have spent their money in the past week on all of the following commercial games:

- National Lottery games (78% compared with 35%)
- fruit machines (72% compared with 37%)
- betting games through a betting shop (34% compared with 9%)
- bingo at a bingo club (28% compared with 5%)
- other commercial scratchcards (60% compared with 16%).

These findings are highly significant and suggest that, while they may favour one particular form, for some young people gambling per se is the problem.

'National Lottery Live' television programmes

The 'National Lottery Live' television programmes were watched by both players and non-players:

- 24% of all the young people surveyed watched the midweek show 'last time it was on'.
- 38% of all the young people surveyed watch the weekend show 'last time it was on'.

As in 1997, this study found that viewing these programmes was associated with a greater propensity to spend money on the games:

- 30% of those watching the last midweek show and 27% of those watching the last weekend show spent their money on a National Lottery game in the past week compared with 18% in the sample as a whole.

However, without qualitative research it is impossible to ascertain whether viewing increases the likelihood of spending money on the National Lottery or whether spending money on the National Lottery increases the likelihood of viewing. The most plausible explanation is that both are true.

Under 16s understanding of National Lottery age restrictions

The young people were asked whether or not they agreed with a range of attitude statements on the potential negative effects of playing National Lottery games on young people. These statements were presented in the context of why there is an age restriction of 16 years in place.

- 72% agreed that 'it is easier to spend more money than you plan to on National Lottery scratchcards' (68% on the Draw).
- 80% agreed that 'some people become hooked on National Lottery scratchcards' (77% on the Draw)
- 63% agreed that 'playing National Lottery scratchcards can lead to serious money problems' (64% on the Draw).

Even the problem gamblers of National Lottery scratchcards tended to agree with these statements:

- 60% of the problem gamblers of National Lottery scratchcards agreed that 'it is easier to spend more money than you plan to on National Lottery scratchcards', 61% agreed that 'some people become hooked on National Lottery scratchcards', and 48% agreed that 'playing National Lottery scratchcards can lead to serious money problems'.

Implications of the study

Controlling one's response to gambling requires certain life skills which are likely to be underdeveloped in children and young people. Previous research shows that the prevalence of problem gambling is higher in young people than in the general adult population.

As in 1997, this study found that commercial gambling games, particularly fruit machines and the National Lottery, are attractive to young people and that a significant minority manage to play them on a regular basis. The proportion of under 16s who spent their money on National Lottery scratchcards in the week prior to the survey has risen significantly since 1997 but this increase was not accompanied by a statistically significant increase in the proportion of illegal sales. The growth in past week expenditure resulted mainly from growth in parental purchases on behalf of their children. Thus Camelot's Project 16 may have had some success in stemming illegal sales in the face of increasing demand.

The study found no significant change since 1997 in the overall prevalence of problem gambling on National Lottery scratchcards among 12-15 year olds in Britain.

In terms of education, the majority of young people surveyed were aware of the potential risks associated with gambling excessively and the resulting personal and social costs in terms of overspending, addiction and debt. However this did not necessarily dissuade them from playing - even past week players and problem players acknowledged the potential dangers. But evidence from both the 1997 and 1999 surveys suggest less perceived awareness on the part of many parents. The data demonstrate a highly significant link between parental indifference or approval of their children playing the National Lottery under the age of 16 (even to the point of making their purchases for them) and underage participation and problem play.

As in 1997, this study has found a significant association between viewing by under 16s and playing, though this does not necessarily imply a causal link.

The findings from 1997 and this study reveal an active market for commercial gambling among British youth.

1. Introduction

1.1 Background and previous research

The 1994 National Lottery Regulations deemed that sales by retailers of National Lottery products to persons under 16 years of age were illegal. As regulator of the National Lottery, the National Lottery Commission (formerly OFLOT) has a specific objective to ensure the operator has arrangements to prevent the illegal sale of National Lottery tickets to under 16 year olds.

The lower age limit for gambling varies for different forms of gambling. The age limit for playing the football pools is, like the National Lottery, set at 16, if sold through premises. Other forms of gambling such as casino and bingo gaming and betting in shops are illegal for persons under 18. The situation is more complex for fruit machines although some fruit machines with lower stakes have no legal age limits.

National Lottery purchases made by young people under the age of 16 are not in themselves illegal; rather it is the retailers selling the National Lottery products who are breaking the law. Also the sales are only illegal if someone aged under 16 makes the transaction. Purchases made by an adult aged 16 or over, on behalf of a young person who is underage, are not illegal.

In order to monitor underage play of National Lottery games and illegal transactions, the National Lottery Commission is committed to regular surveys of 12 to 15 year olds about their National Lottery play. This information is used alongside information about sales by retailers to assess trends in illegal underage gambling on the National Lottery. The research commissioned by the National Lottery Commission also contributes to the wider body of academic research on gambling among young people. The reader is referred to the previous 1997 OFLOT report (*Fisher, 1997*) and “*A prevalence study of gambling and problem gambling in British adolescents*”, (*Fisher 2000*) for an introduction to the field of youth gambling research.

In 1997 a study was commissioned, from Dr. Sue Fisher, into the prevalence of underage participation in the National Lottery and other forms of gambling. A sample of 10,000 young people aged 12-15, in England and Wales, was surveyed in June and July 1997. Key findings were that 13% of under 16s surveyed had spent their own money on the National Lottery in the last week (underage participation) and 7% reported illegal transactions of National Lottery Draw tickets or scratchcards. Using a Problem Gambling Screen, 2% were identified as showing signs of problem gambling behaviour linked to National Lottery scratchcards (1% on Instants only and 1% on Instants and fruit machines) (*Fisher 1997*).

In response to the 1997 report, John Stoker, the then Director General of OFLOT, called for Camelot to put in place measures to reduce underage sales. As a result Camelot developed an initiative called “Project 16” which was designed to:

- prevent illegal sales through advice to retailers and publicity to the general public and
- improve detection and deterrence of retailers making illegal sales to under 16s.

The latter involves test purchases to try and identify retailers who are selling to under 16s, as well as a “refusals register” to record the number of young people under 16 trying to gamble on the Lottery. Camelot also have a telephone hotline to report underage sales and they support proof of age card schemes.

1.2 Research objectives of the current study

In 1999, BMRB International, an independent market research organisation, was commissioned by the National Lottery Commission to monitor key trends since the 1997 survey. The broad objectives were to monitor trends in underage participation and assess the impact of Project 16. Dr. Fisher was commissioned by The National Lottery Commission to ensure that appropriate consistency with the 1997 study was maintained.

The specific aims of the research were to:

- measure underage National Lottery participation (play) by 12-15 year olds, in a comparable way to the 1997 survey;
- investigate the ease of buying National Lottery products at participating retailers, either legally-sold (through an adult making the purchase on the young person’s behalf) or illegally-sold (through the young person themselves making the purchase or another young person under the age of 16 doing so). These findings would be compared with two years ago to help assess the impact of Project 16;
- explore whether under 16s understand the reasons for the age restrictions on the National Lottery;
- assess the extent of problem gambling on National Lottery scratchcards, as compared with the 1997 results.

Other secondary objectives were to explore the impact of the National Lottery television shows on National Lottery participation levels and to ask young people about parental attitudes towards young people playing the National Lottery.

Throughout this report, young people who have spent their own money on National Lottery games or other forms of gambling are often referred to as 'players'. A Glossary contained at the back of this report gives more details on this and other terms used.

2. Overview of research methods

This chapter provides a summary of the research methods employed in the study. Full details can be found in the Technical Appendix. The survey was designed to be directly comparable with the 1997 study.

A sample of 9,529 young people aged 12 to 15 was surveyed across a representative sample of schools in England and Wales. The sample of schools was selected at random, after stratification by region and type of school (independent vs. other schools). 111 of the 280 selected schools participated in the study – a response rate of 40%. This is a fairly typical response rate for a school-based survey. The achieved sample matched the known universe sufficiently to avoid the need for corrective weighting.

The fieldwork was conducted from 7th June to 23rd July 1999. The mode of data collection was supervised self completion questionnaires, conducted with pupils in randomly selected classes in curriculum Year 8 (12-13 year olds) and Year 10 (14-15 year olds). The survey was restricted to pupils in Year 8 and Year 10 in order to maintain consistency with the 1997 survey. The resulting sample is, strictly speaking, a representative sample of “young people in curriculum Years 8 and 10”, and given the requirement to replicate the fieldwork dates of the 1997 study, that is at the end of the academic year, the resulting sample was skewed towards 13 and 15 year olds. The demographic composition of the sample is shown in Table 2a below.

Table 2a: Demographic composition of the sample

| | | | |
|-----------------------|-----|--------------------------|-----|
| Gender | | Region | |
| Male | 51% | South East | 18% |
| Female | 49% | North West | 17% |
| | | West Midlands | 11% |
| | | Yorkshire and Humberside | 11% |
| Ethnic group | | Greater London | 9% |
| White | 86% | North | 9% |
| Asian | 9% | South West | 8% |
| Black | 2% | East Midlands | 7% |
| Mixed race / other | 3% | Wales | 7% |
| | | East Anglia | 2% |
| School year | | | |
| Year 8 (12-13 years) | 54% | | |
| Year 10 (14-15 years) | 46% | | |

The questionnaire was a 16 page self-completion booklet, designed by Dr Sue Fisher and BMRB International, in consultation with the National Lottery Commission. Many of the questions from the 1997 questionnaire were retained; some were revised or deleted and some new ones were added. For key indicators, particular care was taken to replicate the

exact questions used in the 1997 survey. The questionnaire was piloted in three schools prior to undertaking the main fieldwork. The survey was administered by fully trained BMRB interviewers. Classroom teachers remained present but were not involved in administering the survey.

The data processing was conducted by BMRB International. The full survey data are stored in the Data Archive at the University of Essex (email: archive@essex.ac.uk. Telephone: 01206 872001). A volume of data tabulations additional to those contained in this report is available from the National Lottery Commission, Telephone 020 7227 2027.

3. Summary of major findings

This chapter summarises key findings from the 1999 survey of under 16s and the National Lottery. The sections of the report where more detail can be found on each of the points are referenced in brackets.

Lifetime gambling

- 47% of the 9,529 young people surveyed had ever gambled on National Lottery scratchcards, 40% had gambled on the National Lottery Draw and 68% had gambled on fruit machines. *(Section 4.1)*

Past week gambling

- Past week play on the National Lottery has increased significantly since 1997 from 13.5% to 17.7% in 1999. *(Section 4.3)*
- The proportion playing the National Lottery Draw in the past week had not changed significantly (10.7% in 1999 vs. 9.9% in 1997). *(Section 4.3)*
- The proportion playing Instants had increased significantly (11.6% in 1999 vs. 7.9% in 1997). This was mirrored by a similar increase in play of other scratchcards, suggesting an increase in the scratchcard market for young people overall. *(Section 4.3)*
- 4.4% of young people had played Thunderball in the past week. *(Section 4.3)*

Gambling activity generally among young people had increased since 1997. A third of 12-15 year olds had spent their money on some form of commercial gambling in the week prior to the survey. The most popular game was fruit machines – a quarter of young people had spent money on them in the past week. *(Section 4.3)*

Past week expenditure on the National Lottery

- Typically, young people aged 12-15 have between £5 and £10 weekly disposable income. *(Section 5.1)*

- The majority (around three quarters) of young people who played National Lottery games in the week prior to the survey spent between £1.00-£2.00. Whilst the proportion of young people playing National Lottery games had shown an increase since 1997, the majority of this additional spending was concentrated around those spending between £1.00-£2.00. *(Section 5.2)*
- Expenditure on the National Lottery games increased with increasing disposable income. *(Section 5.3)*

Legal and illegal sales

- Four in ten of the young people who had spent their money on the National Lottery in the week prior to the survey said that they themselves, or someone else underage, handed the money over in the shop i.e. the National Lottery game was illegally-sold to them. This equated to 7.0% of the 9,529 young people surveyed, and was not significantly different from 1997 when the figure was 6.5%. However, the proportion reporting the underage sale of a Draw ticket fell slightly (but not significantly) from 4.5% to 3.7%. *(Section 6.2)*
- The growth in underage National Lottery participation since 1997 was a result of growth in parental and other adult purchases on behalf of the young person (legal transactions) rather than a growth in purchases by people under 16 (illegal transactions). *(Section 6.2)*
- Young people were more likely to have made illegally-sold purchases of National Lottery scratchcards (Instants) than of National Lottery Draw tickets or Thunderball tickets. *(Section 6.2)*
- 45% of the young people who had spent their own money on Instants in the past week reported illegal transactions, compared with 35% of those playing the Draw and 36% of those playing Thunderball in the past week. *(Section 6.2)*
- The proportion of young people playing Instants in the past week, who reported illegal transactions, was lower than in 1997 (45% vs. 64%) but because the overall number of Instants players had increased since 1997, the proportion of all young people reporting illegal transactions of Instants remained unchanged (5.1% in 1999 vs. 4.8% in 1997). *(Section 6.2)*

- The young people who made illegally-sold purchases were more likely to be male, in school year 10 (14-15 years old) and to have spending money of more than £10 in the same week that the Lottery purchases were made. *(Section 6.3)*

Successful and refused purchases on National Lottery products

- There is evidence to suggest that if a young person wants to buy a National Lottery Draw ticket, scratchcard or Thunderball ticket, they will ultimately be able to get one, either through someone else, typically a parent, purchasing on their behalf or by finding a retailer who is willing to sell. *(Section 7.3)*
- Over four in ten 12-15 year olds who tried to buy a National Lottery game in the week prior to the survey had not been refused because they were under 16. Those aged 14 or 15 found it even easier to purchase (six in ten of them attempting to purchase each game said that they had not been refused on the grounds of their age). *(Section 7.3)*
- There were more purchasing occasions in the past week for Instants than for the other two games. *(Section 7.3)*

Problem gambling in young people

- Problem gambling is the term given to gambling that compromises, disrupts or damages family, personal or recreational pursuits. This survey used the internationally recognised DSM-IV-MR-J Problem Gambling Screen to classify fruit machine and Instants players as either 'problem gamblers' or 'social (non problem) gamblers'. This screen is a youth-adapted version of DSM-IV, the diagnostic criteria for pathological gambling laid down by the American Psychiatric Association (Lesieur & Rosenthal, 1993). The screen comprised nine behavioural components known to be correlated with problem gambling. *(Section 8.1)*
- 5.4% (519) of the 9,529 young people surveyed were classified as problem gamblers on National Lottery scratchcards or fruit machines. This was unchanged from 1997. *(Section 8.2)*
- 1.7% of 12-15 year olds surveyed had a problem with gambling on Instants which was lower than, but not significantly different from 2.2% in 1997 *(Section 8.2)*
- 4.9% of 12-15 year olds surveyed had a problem with gambling on fruit machines; no significant change from the 4.7% in 1997. *(Section 8.2)*

- The prevalence of problem gambling on Instants was higher among boys than girls and among those with more spending money. *(Section 8.3)*
- Instants players exhibiting problem gambling were more likely than non problem players to have done the following in the past week:
 - played Instants, or other gambling games in the past week;
 - spent more of their own money on National Lottery games;
 - purchased through the underage sale of National Lottery products;
 - made more attempts to purchase Instants (both successful and unsuccessful). *(Section 8.4)*

Viewing of National Lottery television programmes

- The National Lottery is promoted by the midweek and weekend National Lottery Live television programmes. A quarter of all 12-15 year olds had watched the last midweek show and nearly four in ten (38%) had watched the last weekend show. Viewing of these programmes was significantly greater among 12-13 year olds than among 14-15 year olds. *(Section 9.1)*
- Viewing of these programmes was not solely confined to players of National Lottery games. Around half of young people viewing the programmes in the past week, said they had not gambled at all in the week prior to the survey. However, there was a correlation between past week play and watching the National Lottery programmes:
 - 30% of those watching the last midweek show and 27% of those watching the last weekend show reported playing a National Lottery game in the past week, as compared with 18% in the sample as a whole. *(Section 9.2)*
- The majority of past week Draw and Thunderball players watched the last Saturday show. However around three in ten playing each game did *not* watch the programme. *(Section 9.2)*
- Scratchcard problem gamblers were more likely to have watched both the midweek and weekend National Lottery television shows than not. However, this does not implicate a causal link between watching programmes that promote the National Lottery and problem gambling. *(Section 9.2)*

Attitudes towards gambling on the National Lottery

- The majority of young people surveyed agreed that there were potential risks of addiction, overspending and debt, associated with playing the National Lottery Draw or scratchcards. Past week players and problem players were less likely to acknowledge the potentially harmful effects of National Lottery gambling, although more than half of them understood the risks. *(Section 10.1)*
- Young people were asked how they thought their parents felt about someone of their age spending money on the National Lottery Draw and Instants as well as on fruit machines. The young people reported that they thought their parents were more likely to disapprove of National Lottery gambling than fruit machine gambling. *(Section 10.1)*
- A third of young people (34%) said they thought that their parents 'did not mind either way' about them playing the National Lottery Draw, and a similar proportion (36%) said they disapproved. Young people were more likely to think their parents 'did not mind either way' about fruit machine play (41%), rather than disapproved (29%). *(Section 10.1)*
- Past week players of National Lottery games and Instants problem players were more likely to say their parents approved of young people playing these games, than were their non-playing counterparts. *(Section 10.1)*
- For example, on Instants, 6% of non-players said their parents approved of young people playing Instants, rising to 15% of past week players and 37% of problem players. *(Section 10.1)*

4. Underage participation in gambling games

This chapter covers adolescent gambling on National Lottery products as well as other commercial gambling activities (non National Lottery scratchcards, fruit machines and gambling at bingo clubs and betting shops). Underage gambling was measured at various levels: lifetime participation, past year participation and past week participation.

In the 1997 study “*Gambling and Problem Gambling amongst young people in England and Wales*”, Fisher suggested that young people tend to identify and replicate their parent’s behaviours and actions. For example, young people may say “I vote Labour” as this is what their parents do. For the purposes of the questionnaire, it was important that young people reported their own gambling actions and behaviours, and did not identify with their parents’ behaviours. Replicating the 1997 study, questions asking about specific gambling behaviours included an instruction for respondents to report on the games they (not their parents) had played.

4.1 Lifetime participation in gambling games

Young people were asked the following question to record lifetime gambling:

Please tell us whether you have ever played the following games for money (we are not interested in what your parents have played)

List of games

One in five young people surveyed had never played any of the games listed in Table 4a. Fruit machines were the most popular of the games measured, with just over two thirds of young people aged 12-15 having *ever* played them. This proportion was significantly lower than in 1997 when three quarters reported having ever played². The National Lottery scratchcards and Draw were the next most popular games with 47% and 39% respectively reporting participation in these games. The proportion who reported playing Instantants was unchanged since 1997 and the proportion playing the National Lottery Draw had not changed significantly.

22% of young people had ever played non-National Lottery scratchcards, 24% had played bingo at a bingo club, 23% had played betting games at a betting shop, while 8% had played the new National Lottery game, Thunderball, since its launch in June 1999.

² This fall is puzzling and not consistent with other findings of the research. It is, therefore, best treated with caution.

With the exception of bingo, the proportion of boys who had ever played each of these games was higher than the proportion of girls. For example, 51% of boys had played National Lottery scratchcards while only 42% of girls had. For bingo, more girls had played (26%) than boys (22%). Participation also increased with increasing levels of weekly disposable income.

Table 4a: Lifetime participation rates for different gambling forms

| | 1997 (9774) % | 1999 (9529) % | Significance |
|--|---------------------|---------------------|--------------|
| Base: All respondents | | | |
| National Lottery scratchcards ("Instants") | 47 | 47 | - |
| National Lottery Draw | 40 | 39 | - |
| National Lottery Thunderball | N/a | 8 | - |
| Fruit machines | 75 | 68 | P<.01 |
| Bingo at a bingo club | N/a | 24 | - |
| Betting games through a betting shop (e.g. football, horse racing) | N/a | 23 | - |
| Other scratchcards (not National Lottery "Instants", not free scratchcards) | 20 | 22 | P<.05 |
| None of these | N/a | 20 | - |

4.2 Participation in gambling games in the past year

In the 1999 survey young people were asked the following question to record past year gambling activity:

Now please tell us which, if any, of these games YOU have played for money in the past year (we are not interested in what your parents have spent).

List of games

There was no directly comparable data about past year play in the 1997 survey.

Generally, past year gambling activity followed a similar pattern to lifetime gambling. One in four young people had not played any of the games listed in Table 4b in the past year. Fruit machines were the most popular form, with over half (58%) of 12-15 year olds having played them in the past year. National Lottery Scratchcards (43%) followed by the National Lottery Draw (32%) were the next most popular forms of gambling activity. 8% of young people had played the National Lottery Thunderball (launched in June 1999).

Table 4b: Past year participation rates for different gambling forms

| | 1999 |
|--|-------------|
| Base: All respondents | (9529) |
| | % |
| National Lottery scratchcards ("Instants") | 43 |
| National Lottery Draw | 32 |
| National Lottery Thunderball | 8 |
| Fruit machines | 58 |
| Betting games through a betting shop (e.g. football, horse racing) | 19 |
| Other scratchcards (not National Lottery "Instants", not free scratchcards) | 18 |
| Bingo at a bingo club | 15 |
| None of these | 25 |

*Past year play was not asked directly in the 1997 survey, so direct comparisons cannot be made

There were gender differences in levels of playing any gambling games in the past year; with the proportion of boys gambling higher than the proportion of girls. This pattern was consistent across all three National Lottery games. Boys were much more likely than girls to have played National Lottery scratchcards (48% vs. 37%), National Lottery Draw (37% vs. 28%), and National Lottery Thunderball (9% vs. 5%), and these differences were all statistically significant. As with lifetime play, participation also increased with increasing levels of disposable income among the National Lottery games. The greatest variation in line with disposable income was for National Lottery scratchcards (from 23% of those with no money to 54% of those with more than £10.00).

4.3 Participation in gambling games in the past 7 days

Young people were asked the following questions to record gambling activity in the 7 days prior to the survey:

Have YOU spent any of your money on the NATIONAL LOTTERY DRAW in the past 7 days (we are not interested in what your parents spent)?

Yes/No

The same question was asked for National Lottery scratchcards ("Instants"), National Lottery Thunderball, and all other listed gambling games.

Gambling activity in the past 7 days had increased across all games since 1997. A third (34%) of 12-15 year olds reported playing at least one of the games listed in Table 4c in the past week.

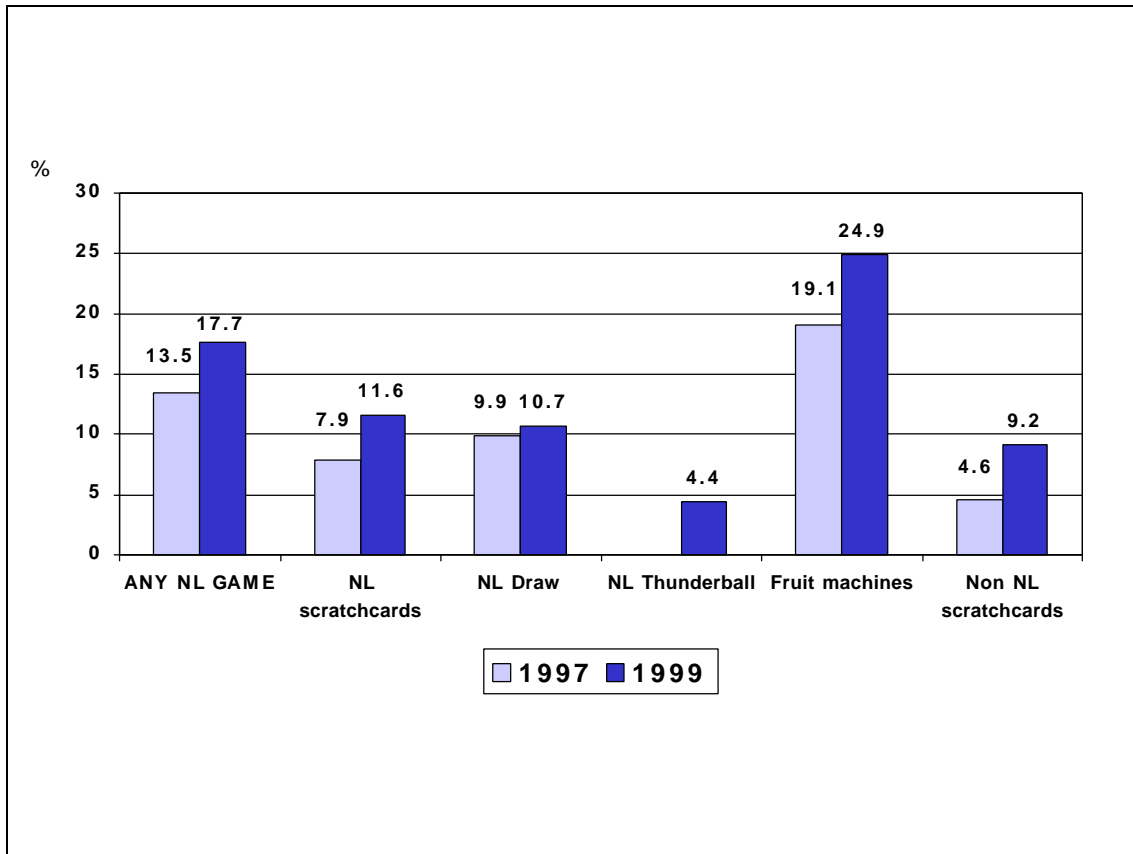
As shown in Table 4c, young people in Year 8 and Year 10 were most likely to have played fruit machines (24.9%) in the past week, and this had increased significantly since 1997. In total, 17.7% of young people reported that they had spent their own money on any National Lottery game (Scratchcards/Draw/Thunderball) in the past 7 days, showing a significant increase of 5.2% since 1997 (of which 1.3% is accounted for by the addition of the new National Lottery game Thunderball).

Table 4c: Proportions spending their own money on different gambling forms in the past week

| | 1997* | 1999* | Significance |
|---|--------|--------|--------------|
| Base: All respondents | (9774) | (9529) | |
| | % | % | |
| National Lottery scratchcards ("Instants") | 7.9 | 11.6 | P<.01 |
| National Lottery Draw | 9.9 | 10.7 | - |
| National Lottery Thunderball | n/a | 4.4 | - |
| Fruit machines | 19.1 | 24.9 | P<.01 |
| Other scratchcards (not National Lottery "Instants", not free scratchcards) | 4.6 | 9.2 | P<.01 |
| Betting games through a betting shop (e.g. football, horse racing) | n/a | 5.3 | - |
| Bingo at a bingo club | n/a | 3.9 | - |
| SPENT OWN MONEY ON ANY NL GAME IN THE PAST 7 DAYS | 13.5 | 17.7 | P<.01 |
| SPENT OWN MONEY ON NL DRAW AND/OR SCRATCHCARDS IN THE PAST 7 DAYS | 13.5 | 16.4 | P<.01 |

*In 1997 respondents were asked to record expenditure in the past week, in 1999 in the past 7 days. This is not expected to have made any difference to the responses given. The methodological work conducted when piloting the questionnaire indicated that respondents interpreted these two forms of wording in the same way.

Chart 4a: Trend in past week participation in different gambling forms



Looking at the National Lottery games individually, Instant games (the most popular of the National Lottery games) had been played by significantly more young people in the past week than in 1997 (11.6% vs. 7.9%). However, this increase was mirrored for non-National Lottery scratchcards which increased from 4.6% to 9.2% in the same time period; showing an overall increase in all scratchcard play between 1997 and 1999, and suggesting an increase in scratchcard sales to 12-15 year olds overall. The proportion playing the National Lottery Draw had not changed significantly (10.7% in 1999 vs. 9.9% two years ago); and 4.4% of young people reported playing National Lottery Thunderball in the past week. The data is presented graphically in Chart 4a.

4.3.1 Characteristics of past week gamblers

As shown in Table 4d, boys were significantly more likely than girls to have played any of the National Lottery games in the past 7 days. Year 10 pupils (aged 14-15) were significantly more likely to have played any of the National Lottery games than Year 8 pupils (aged 12-13), but Year 8 pupils were more likely (although not significantly) than Year 10 pupils to have played some other non-National Lottery forms of gambling i.e. fruit machines (27% vs. 23%) or bingo at a bingo club (5% vs. 3%).

Among the five ethnic groups shown in Table 4d, the highest incidence of participation in National Lottery games was recorded for Chinese young people (30%). However, on account of the small base size for this group, the difference is not statistically significant and the result should be treated with caution.

As the weekly income that 12-15 year olds received increased, so did the likelihood that they had played any of the National Lottery games in the past week. These differences were significant. This pattern was consistent across each of the individual games. As shown in Section 5.1, boys were more likely than girls and Year 10 pupils more likely than Year 8 pupils to have higher incomes. This may go some way to explaining the gender and year group differences in purchasing patterns.

Table 4d: Characteristics of young people and past week participation rates on National Lottery games

| <i>Row percentages</i> | | Any NL game | Draw | Scratchcards "Instants" | Thunderball |
|-----------------------------------|--------|--------------------|-------------|--------------------------------|--------------------|
| Base: All respondents | | | | | |
| All young people surveyed: | (9529) | 18% | 11% | 12% | 4% |
| Gender: | | | | | |
| Boys | (4822) | 22% | 14% | 15% | 5% |
| Girls | (4643) | 13% | 7% | 8% | 3% |
| Year Group: | | | | | |
| Year 8 | (5180) | 16% | 9% | 11% | 4% |
| Year 10 | (4349) | 20% | 13% | 13% | 4% |
| Ethnicity: | | | | | |
| White | (8194) | 18% | 10% | 11% | 4% |
| Black* | (209) | 24% | 17% | 17% | 7% |
| Asian^ | (757) | 16% | 10% | 12% | 4% |
| Chinese | (53) | 30% | 25% | 15% | 11% |
| Mixed race / Other | (257) | 21% | 11% | 16% | 5% |
| Weekly income: | | | | | |
| Nothing | (480) | 5% | 4% | 3% | 1% |
| £5.00 or less | (2935) | 11% | 5% | 7% | 3% |
| £5.01-£10.00 | (2449) | 17% | 10% | 10% | 4% |
| £10.00 or more | (3605) | 25% | 17% | 17% | 6% |
| School Type: | | | | | |
| Independent | (492) | 7% | 4% | 4% | 1% |
| Other | (9037) | 18% | 11% | 12% | 5% |
| School location: | | | | | |
| Coastal | (2078) | 20% | 12% | 13% | 5% |
| Non coastal | (7451) | 17% | 10% | 11% | 4% |

*Black includes British Black, Black Caribbean, Black African, Black Other

^Asian includes British Asian, Indian, Pakistani, Bangladeshi

Young people living in coastal locations were more likely (but not significantly) than those living inland to have played the National Lottery Draw or Instants in the past week. They were significantly more likely to have played fruit machines in the past week than those living in non-coastal locations (31% vs. 23%). This is consistent with the 1997 study, which linked this pattern to the greater availability of amusement arcades in coastal resorts.

5. Underage expenditure on gambling games

The previous chapter covered participation in gambling games in the week prior to the survey, regardless of level of spending. The amount of money spent on National Lottery games and other gambling games is reported in this chapter. This chapter also presents data on the amount of pocket money and earnings received by 12-15 year olds in the past week, as this provides context for the level of weekly expenditure on National Lottery and other gambling games.

5.1 Weekly Disposable Income

Young people were asked the following questions to record the amount of disposable income they had in the week prior to the survey:

How much money did YOU get in the past 7 days (including pocket money and money you earned yourself)? DO NOT include any money you may be given for travel or school dinners.

List of amounts

Table 5a: Amount of disposable income to spend in the past week

| | 1997 (9774) % | 1999 (9529) % | Significance |
|---------------------------|---------------------|---------------------|--------------|
| Base: All respondents | | | |
| Nothing | 6 | 5 | - |
| Less than £1 | 3 | 1 | P<.01 |
| £1.00* | }7 | 2 | - |
| £1.01-£2.00* | | 5 | - |
| £2.01-£3.00 | 8 | 6 | P<.01 |
| £3.01-£5.00 | 16 | 17 | - |
| £5.01-£10.00 | 25 | 26 | - |
| £10.01-£20.00 | 20 | 21 | - |
| More than £20.00 | 11 | 17 | P<.01 |
| Don't know / not answered | 5 | 1 | - |

*The code for £1 was not available in the 1997 survey, and the code for £1.01-£2.00 was previously £1.00-£2.00

In 1999, 26% of 12-15 year olds received between £5.01-£10.00 in pocket money and/or earnings per week. The second most common amount was between £10.01-£20.00 which was received by 21% of young people. This followed the same pattern as the 1997 survey (see Table 5a). However, significantly more young people said they received over £20.00 than in 1997 (17% vs. 11%) suggesting that the amount of disposable income was

increasing. Overall, nearly two thirds (64%) had income exceeding £5.00 in the week prior to the survey, compared with 56% in 1997.

There were small differences in the amount of income that boys and girls received. While boys and girls were equally likely to receive no money, overall girls were likely to receive less than boys. 33% of girls and 29% of boys received £5.00 or less per week, and 27% of girls and 25% of boys received between £5.01 -£10.00. At the top end of the income scale, 41% of boys and 35% of girls received 'more than £10.00', and this difference was significant.

Generally, young people in Year 10 received more money per week than those in Year 8. Year 8 pupils most commonly received between £5.01-£10.00 and Year 10 pupils between £10.01-£20.00.

There were some variations in past week disposable income, by ethnicity. Fewer Asian than white young people received income in excess of £10 during the past week (24% of Asians vs. 39% of whites). The 'Asian' category included British Asian, Indian, Pakistani and Bangladeshi. Chinese young people were significantly more likely than white young people to report income in excess of £10 (57%); this may have contributed to the higher than average incidence of National Lottery play reported by Chinese young people, in the week prior to the survey (Section 4.3.1), as 12-15s with a higher disposable income were more likely to be National Lottery players.

5.2 Expenditure on National Lottery gambling games in the past week

Section 4.3 established that of the three National Lottery games, young people were most likely to have played National Lottery scratchcards (11.6%) in the past week, followed by the Draw (10.7%), and then Thunderball (4.4%). This section looks at the extent of expenditure, examining exactly how much 12-15 year olds spent per week on National Lottery products.

Young people who had played each National Lottery game in the past week were asked to report the amount they had spent on each game in the past 7 days:

How much of your own money, if any, did you spend on the NATIONAL LOTTERY DRAW in the past 7 days?

Scale of price ranges, from 'Nothing' to 'More than £20.00'

This question was also asked for National Lottery scratchcards and Thunderball. The scale used for this question in 1999 differed slightly from the 1997 scale. As all National Lottery products are priced at £1.00 an additional code was added for £1.00 exactly, so that this amount could be differentiated from larger amounts.

Table 5b shows the amount spent by young people who had spent money on each of the three National Lottery games in the week prior to the survey.

Table 5b: Past week expenditure on National Lottery games

| | Draw | | | Scratchcards (Instants) | | | Thunderball [^] |
|--|---------------|----------------|--------------|----------------------------|----------------|--------------|--------------------------|
| | 1997 (972) | 1999 (1015) | Significance | 1997 (772) | 1999 (1101) | Significance | 1999 (417) |
| Base: All spending own money on each game in the past 7 days | % | % | | % | % | | % |
| Less than £1 | 9 | 3 | P<.01 | 10 | 5 | P<.01 | 5 |
| £1.00* | 67 | 49 | }74 | 61 | 47 | }74 P<.05 | 57 |
| £1.01-£2.00* | | 25 | | 21 | 27 | | 78 |
| £2.01-£3.00 | 12 | 9 | | 15 | 10 | | 6 |
| £3.01-£5.00 | 7 | 7 | | 8 | 6 | | 3 |
| £5.01-£10.00 | 2 | 2 | | 3 | 2 | | 2 |
| £10.01-£20.00 | 1 | 1 | | 1 | 1 | | 1 |
| More than £20.00 | 1 | 3 | | 1 | 2 | | 5 |
| Don't know/ not answered | 2 | * | | 2 | * | | 1 |

*In the 1997 survey the code for £1 was not available, and the code for £1.01-£2.00 was previously £1.00 £2.00

[^] There is no comparative 1997 data for Thunderball as this game was launched in June 1999.

As Table 5b shows, fewer young people in 1999 had spent less than £1.00 on both National Lottery games in the week prior to the survey than they had in 1997. This difference was significant. As the vast majority of National Lottery products are priced at £1.00 it seems likely that those who have spent less than £1.00 have split the cost of a ticket with a friend/sibling etc.

In 1999, by far the most common amount that young people had spent on any of the three National Lottery games during a week was exactly £1.00; which would buy one Draw, scratchcard or Thunderball ticket. Approximately half of those who had made a purchase had spent £1.00 in the week prior to the survey on the National Lottery Draw, and a quarter had spent £1.01-£2.00. This is a total of 74% spending £1.00-£2.00, compared with two thirds (67%) spending the same amount in 1997. Similar increases in the proportion spending at the lower price ranges were found for Instants. Whilst gambling on

National Lottery products had generally shown an increase since 1997, the majority of the additional spending seems to have concentrated around an increase in those spending between £1.00 and £2.00 on National Lottery games per week.

Another interesting increase in 1999 was in the proportion of young people who had spent more than £20 in the preceding week, on the Draw or Instants. In 1997, only 1% of young people spent this amount on the Draw and in 1999 this had increased to 3%. Instants showed a similar trend: whilst 1% of young people had spent this weekly amount in 1997, this had increased to 2% in 1999. Neither of these increases was, however, statistically significant.

When looking at demographic characteristics, boys were more likely than girls to have spent larger amounts on the National Lottery Draw (4% of boys had spent £10 or more compared with 2% of girls). Year 10 players spent more on Draw tickets than their counterparts in Year 8 (48% of Year 10 players spent £1.00 and 28% spent £1.01-£2.00; the equivalent figures for Year 8 players were 50% and 23%).

Turning to scratchcards, boys were significantly more likely than girls to spend larger amounts on Instants, but with little difference between year groups. Girls were significantly more likely to spend £1.00 than boys, and boys were significantly more likely to spend between £2.00-£5.00. For Thunderball, there was little variation by gender or year group.

In summary, for both the National Lottery scratchcards and Draw there was a significant decrease in the proportions of young people sharing tickets (i.e. spending less than £1.00), since the 1997 survey. In contrast, there was a significant increase in the proportions of young people spending between £1.00-£2.00 on the Draw or scratchcards in the past week. There were also increases, though not significant ones, in the proportions that had spent more than £20. Overall, the trend in weekly spending patterns of young people on National Lottery games is towards a polarisation between those spending between £1.00-£2.00 and perhaps buying one ticket/game per week, and those spending over £20.00 per week. To test whether this is a real trend, the spending patterns should be measured again in the future to determine whether the low spenders and high spenders have polarised any further.

5.3 Amount of disposable income and past week expenditure on National Lottery gambling games

In Chapter 4 it was reported that young people with higher weekly disposable income were more likely to play National Lottery games. They were also more likely to spend greater amounts on National Lottery products if they had more money at their disposal. This pattern was consistent across all three National Lottery games.

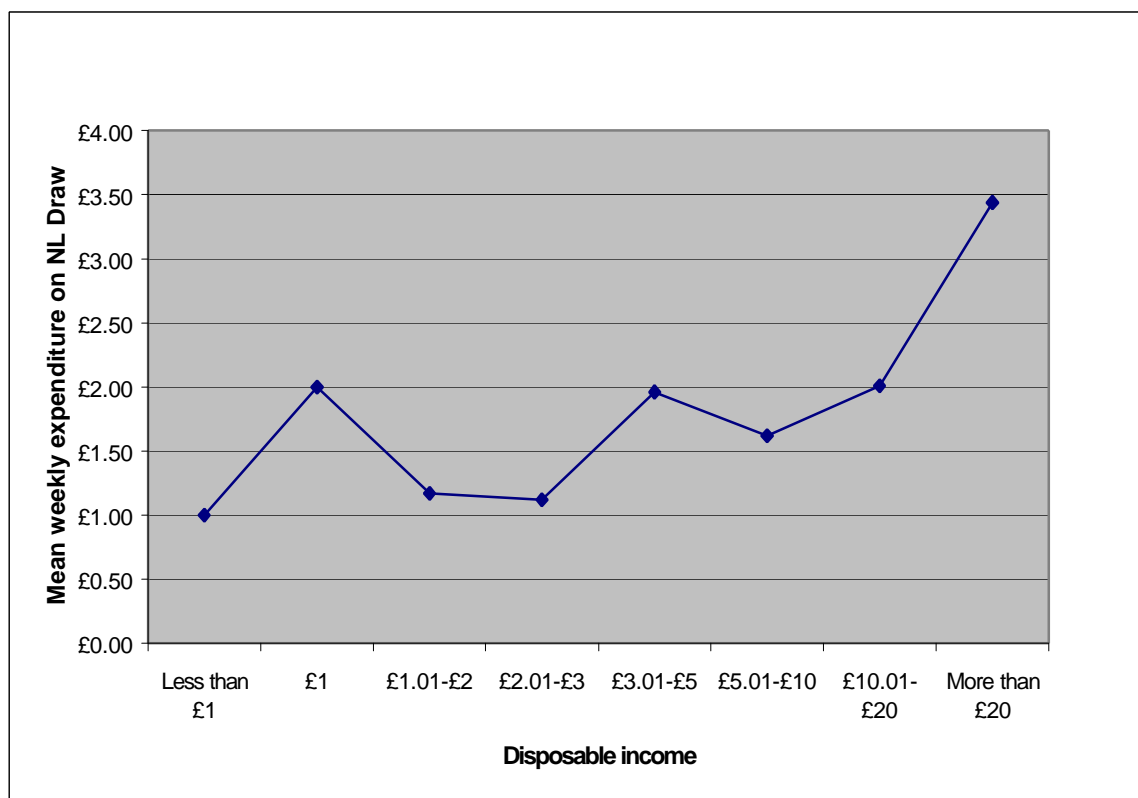
Table 5c shows how much young people spent on the National Lottery Draw, cross-tabulated with their weekly disposable income. As mentioned earlier in this chapter, young people were most likely to have spent £1.00 in the past week, and this pattern remained fairly constant for those with £5.00 or less, or £5.01-£10.00 to spend. Players with high disposable incomes were more likely to spend more than £5 on the Draw, than players on lower incomes. This pattern was consistent for Instants. Thunderball was not compared as bases were small and it was thought to be too new to have established a reliable expenditure pattern. Chart 5a presents the Draw expenditure data graphically.

Table 5c: Past week expenditure on the National Lottery Draw and weekly disposable income in 1999

| | Weekly disposable income | | | |
|--------------------------------|--------------------------|----------------|-----------------|---------------|
| | £5.00 or less* | £5.01 - £10.00 | £10.01 - £20.00 | More than £20 |
| Base: All spending money on NL | (160) | (235) | (260) | (338) |
| Draw in the past 7 days | % | % | % | |
| Less than £1 | 8 | 2 | 2 | 2 |
| £1.00 | 56 | 55 | 52 | 39 |
| £1.01-£2.00 | 22 | 28 | 27 | 25 |
| £2.01-£3.00 | 6 | 6 | 9 | 12 |
| £3.01-£5.00 | 4 | 7 | 6 | 9 |
| £5.01 or more | 3 | 2 | 3 | 13 |
| Mean | £1.72 | £1.62 | £2.01 | £3.44 |
| Don't know/ not answered | 1 | - | * | * |

*Those earning 'Nothing' and spending money on the Draw are not included in this table as the subgroup only accounted for 18 respondents.

Chart 5a: National Lottery Draw expenditure by disposable income (past week)



The emerging pattern suggests that the more disposable income available to the young person, the more likely they were to have spent larger amounts on National Lottery gambling games in the preceding week.

5.4 Expenditure on other forms of gambling games in the past week

The 1999 survey also asked young people about their expenditure on other (non National Lottery) gambling games in the past 7 days:

How much of your own money, if any, did you spend on FRUIT MACHINES in the past 7 days?

Scale of price ranges, from 'Nothing' to 'More than £20.00'

This question was also asked for other scratchcards (not National Lottery scratchcards).

As highlighted in Section 4.3, the proportions of young people spending money on fruit machines and other scratchcards (not National Lottery “Instants”, not free scratchcards) in the past week were 25% and 9% respectively. These were significantly higher than comparative figures for past week play in 1997, when 19% had played fruit machines in the preceding week, and 5% other scratchcards.

Past week expenditure patterns for other gambling games (i.e. fruit machines and other non-National Lottery scratchcards) generally followed similar patterns to National Lottery spending. Of the young people who had gambled, most had spent between £1.00-£2.00 on fruit machines or other scratchcards in the week prior to the survey, and this reflected a similar pattern to expenditure on National Lottery games in both 1997 and 1999.

Table 5d: Past week expenditure on other gambling games

| | Fruit machines | | | Other scratchcards | | |
|--|----------------|----------------|--------------|--------------------|---------------|--------------|
| | 1997 (1894) | 1999 (2370) | Significance | 1997 (1999) | 1999 (878) | Significance |
| Base: All who have spent their own money on this game in the past 7 days | % | % | | % | % | |
| Less than £1 | 21 | 10 | P<.01 | 31 | 13 | P<.01 |
| £1.00 | 30 | 14 | }36 P<.05 | 48 | 40 | }63 P<.01 |
| £1.01-£2.00 | | 22 | | 23 | | |
| £2.01-£3.00 | 17 | 19 | | 9 | 8 | |
| £3.01-£5.00 | 14 | 18 | | 7 | 7 | |
| £5.01-£10.00 | 8 | 9 | | 2 | 2 | |
| £10.01-£20.00 | 3 | 3 | | 1 | 1 | |
| More than £20.00 | 2 | 4 | P<.05 | 2 | 5 | P<.05 |
| Don't know / not answered | 5 | 1 | | 2 | 1 | |

When looking at scratchcards, young people were significantly more likely to have spent their money on National Lottery scratchcards than other scratchcards (11.6% spent money on Instants in the past week compared with 9.2% on other scratchcards). However, more players of non-National Lottery scratchcards spent in excess of £20 than players of Instants (5% vs. 2%). For non-National Lottery scratchcards, the trend from 1997 mirrored the Instants trend, that is the proportion of players spending at the bottom end (£1.00-£2.00) increased while the proportion spending at the top end (over £20.00) also increased. However, the researchers feel that both the extent of past week play, and the amount spent on non-National Lottery Scratchcards should be viewed with some caution. The reason for this is that although the questions were worded to try and ensure that young people differentiated between non-National Lottery and non-free scratchcards, the pilot

work indicated that some young people were unclear as to what 'other scratchcards' constituted, even if they had indicated that they had spent money on them.

One quarter of the sample (25%) had spent money on fruit machines in the preceding week; this proportion was higher than for any of the National Lottery games. Furthermore, 12-15 year olds were more likely to have spent larger amounts on fruit machines than on National Lottery games – 16% of past week fruit machine players spent over £5.00 in the previous week, as compared with 6% of National Lottery Draw players and 5% of Instants players. The proportion spending more than £20 in 1999 on fruit machines in the past week had increased significantly in comparison with 1997 (4% vs. 2%).

6. Legal and illegal sales of National Lottery products

6.1 Definitions of legal and illegal transactions

This survey recorded legal and illegal National Lottery transactions made by young people aged 12-15 during the week prior to the survey. Sales of National Lottery games to under 16s are illegal if the under 16 year old actually makes the transaction. Sales made to someone aged 16 or over, on behalf of a young person who is underage, are not illegal; nevertheless these purchases are aiding underage participation.

The survey asked those who had purchased a National Lottery Draw ticket(s) with their own money in the past seven days, who had actually handed over the money in the shop. The following options were given:

I handed the money over myself

A parent/ step-parent handed the money over

Another adult (aged 16 or over) handed the money over

A friend or other person aged 15 or under handed the money over

Respondents were asked to tick all that applied. Multiple answers were possible, as some young people may have made more than one purchase and made the transaction in a different way in each case. The first and fourth options represent illegal sales made to the respondent or another person under 16.

The same question was asked to those who had bought National Lottery scratchcards or National Lottery Thunderball tickets.

6.2 Prevalence of illegal sales

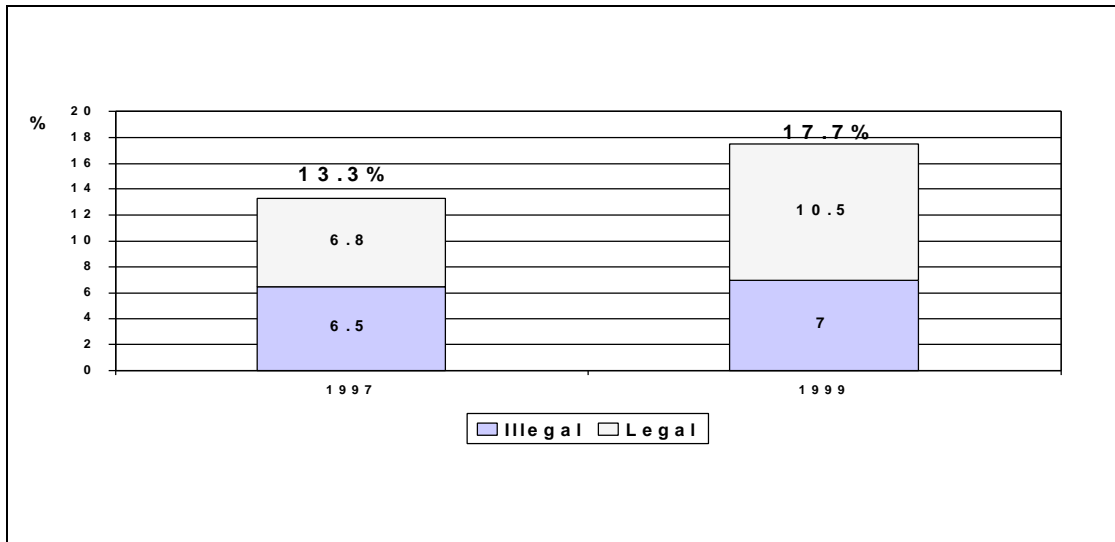
The 17.7% of all young people aged 12-15 who had spent their own money on any of the three National Lottery games in the past week, could be divided into 10.5% who purchased only through a legal sale and 7.0% who had made an illegally-sold purchase (on any of the three games)³.

The equivalent figure for illegal transactions on the two games available in 1997 (the main Draw and Instants) was 6.5%; which is not significantly different from 7.0% in 1999. Therefore there has been no significant increase in reported illegal sales of all National

³ For the remaining 0.2% who were past week players, the nature of their transaction could not be determined as respondents had left some or all of the relevant questions blank.

Lottery products⁴. The increase in total National Lottery participation from 1997 to 1999 is accounted for by an increase in legal purchases from 6.8% in 1997 to 10.5% in 1999. Therefore it would seem that the proportion of 12-15 year olds making illegal transactions has remained relatively stable over time and fluctuations in total underage play over the two year period (1997 to 1999) can largely be explained by variations in the proportion of legal purchases.

Chart 6a: Trends in illegal and legal transactions of National Lottery games



The overall picture for all National Lottery products remains unchanged. However this hides some changes for the individual games (see Table 6a). The proportion of 12-15 year olds reporting illegal sales of National Lottery Draw tickets has fallen slightly (but not significantly) since 1997, from 4.5% to 3.7%. The proportion reporting illegal sales of Instantants has remained unchanged: the increase from 4.8% in 1997 to 5.1% in 1999 is not significant. The fall in illegally-sold purchases of Draw tickets is offset by the introduction of Thunderball.

⁴ If Thunderball is excluded from consideration, the 1999 figure for illegal transactions of NL games in the past week, on the Draw or Instantants, is 6.6%; that is even closer to the 1997 figure.

Table 6a: Legal and illegal transactions of National Lottery products during the week prior to the survey

| | 1997 (9774) % | 1999 (9529) % | Significance |
|--|---------------------|---------------------|--------------|
| Base: All respondents | | | |
| Played any National Lottery game in the past 7 days | 13.5 | 17.7 | P<.01 |
| Any Illegally-sold purchase(s) on NL games in the past 7 days | 6.5 | 7.0 | - |
| <u>Only</u> legally sold purchase(s) on NL games in the past 7 days | 6.8 | 10.5 | P<.01 |
| Illegally-sold purchase(s) on NL Draw in past 7 days | 4.5 | 3.7 | - |
| Illegally-sold purchase(s) on NL scratchcards in past 7 days | 4.8 | 5.1 | - |
| Illegally-sold purchase(s) on NL Thunderball in past 7 days | n/a | 1.6 | - |
| Legally sold purchase(s) on NL Draw in past 7 days | 5.2 | 7.0 | P<.01 |
| Legally sold purchase(s) on NL scratchcards in past 7 days | 2.7 | 6.5 | P<.01 |
| Legally sold purchase(s) on NL Thunderball in past 7 days | n/a | 2.9 | - |
| Can not determine | n/a | 0.2 | - |

Table 6b presents the data on illegal and legal transactions in a different format. The table is based only on the young people who had spent their own money on each National Lottery game *in the past week*, and the proportion of these players making each of the four types of transaction is shown. Draw tickets were more likely to have been legally sold than illegally-sold; in half of all cases (48%) the parent handed the money over in the shop. Nevertheless a third (32%) of young people who played the Draw in the previous week bought the ticket themselves and 4% had someone else underage make the transaction on their behalf.

The pattern was very similar for Thunderball, which is also a draw game. However the purchasing patterns for Instants were different with fewer purchases made by parents for their children and more illegally-sold purchases by the underage players themselves, as well as more instances of another adult buying, other than the parent. Approaching half (45%) of those spending their own money on playing Instants in the past week reported illegal transactions.

Table 6b: Legal and illegal transactions of National Lottery products during the week prior to the survey

| | Draw | Scratchcards (Instants) | Thunderball |
|--|-----------|----------------------------|-------------|
| Base: All spending own money on each game, in the past 7 days | (1015) | (1101) | (417) |
| | % | % | % |
| <u>Illegal transactions:</u> | | | |
| I handed over the money myself | 32 | 39 | 30 |
| A friend or other person aged 15 or under handed the money over | 4 | 7 | 7 |
| ANY ILLEGAL* | 35 | 45 | 36 |
| <u>Legal transactions:</u> | | | |
| A parent / step parent handed the money over | 48 | 33 | 49 |
| Another adult (aged 16 or over) handed the money over | 19 | 25 | 18 |
| ANY LEGAL^ | 66 | 56 | 65 |
| Not answered | 1 | 1 | 1 |

* Some young people may have purchased through *both* illegal methods so 'Any illegal' is less than the sum of the two illegal methods.

^ The same applies to the 2 legal methods.

The proportion of past week players reporting illegal transactions in 1999 was lower than in 1997, as shown in Table 6c. The proportion of past week Draw players who reported illegal transactions on the Draw had fallen significantly from 46% to 35%.

For National Lottery scratchcards, the proportion of past week players making an illegally-sold purchase had also fallen significantly from 64% to 45%.

Table 6c: Legal and illegal transactions of National Lottery products during the week prior to the survey

| Base: All spending own money on each game, in the past 7 days | Draw | | | | | Scratchcards (Instants) | | | | |
|--|----------------|----|----------------|----|--------------|-------------------------|----|----------------|----|--------------|
| | 1997 (950)* | | 1999 (1015) | | Significance | 1997 (740)* | | 1999 (1101) | | Significance |
| | % | % | % | | | % | % | % | % | |
| ANY ILLEGAL (respondent handed money over themselves or other person under 16 handed money over) | 441 | 46 | 356 | 35 | P<.01 | 474 | 64 | 490 | 45 | P<.01 |
| ANY LEGAL (parent, step parent or other adult handed money over on respondent's behalf) | 509 | 54 | 668 | 66 | P<.01 | 266 | 36 | 620 | 56 | P<.01 |

*In 1997 respondents were only able to give one response at this question about how they had purchased their ticket. This did not take multiple purchases into account (e.g a respondent may have purchased more than one ticket in different ways). As a result, this question was amended in 1999 so that more than one answer could be given. However, the impact of this change was minor, so comparisons remain valid.

In summary, while there has been a substantial growth in underage National Lottery participation since 1997, there has been no corresponding increase in illegal transactions. The growth is rather a result of growth in parental and other adult purchases on behalf of the young person (i.e. legal transactions). In fact, on the Draw, there was a slight fall in the proportion reporting illegal transactions.

6.3 Characteristics of young people making illegally-sold purchases

The characteristics of young people who had made illegally-sold purchases of National Lottery products in the past week were similar to those who were past week players.

7% of all young people reported illegally-sold purchases on any of the three National Lottery games. This was higher among boys (10%) than girls (4%) and among Year 10 pupils than among Year 8 pupils (11% vs. 4%). Those with a high weekly disposable income (more than £10 of money per week) were more likely to have made illegally-sold purchases than those with £10 to spend or less (12% vs. 4%). This pattern of findings was similar to the findings in 1997. Furthermore, reporting of illegal transactions was lower in independent schools (4%) than in other schools (7%).

7. Successful and failed attempts to purchase National Lottery products

7.1 Definitions

As well as asking young people about any purchasing of National Lottery products in the past week which constituted illegal sales the survey also covered purchasing *attempts* in the week prior to the survey.

Attempts were divided into *successful* attempts (i.e. purchases) and *refused* attempts on the grounds of age. The number of attempts made in each category over the past week was recorded, as some respondents could have made attempted purchases on more than one occasion.

The series of questions asked for the National Lottery Draw is shown below. A similar set of questions was asked for Instants and Thunderball.

*Q16. During the past 7 days have you gone into a shop and tried to buy a NATIONAL LOTTERY DRAW TICKET, whether you were successful or not?
Yes/No*

IF YES ANSWER FOLLOWING 2 QUESTIONS:

Q17. In the past 7 days, how many times have you tried to buy a NATIONAL LOTTERY DRAW TICKET, but been refused because you were under 16?

Q18. In the past 7 days, how many times have you successfully managed to buy a NATIONAL LOTTERY DRAW TICKET?

7.2 Purchasing attempts in the past week

14% of young people aged 12-15 reported trying to buy a National Lottery Draw ticket in the week prior to the survey and the same proportion tried to buy a National Lottery scratchcard. 5% had tried to buy a Thunderball ticket in the same period (see Table 7a). Boys were more likely than girls to have attempted to purchase in the past week, and Year 10 boys more so than those in Year 8. Young people with more money were more likely to have attempted a purchase and those attending independent schools were less likely than those in other schools.

7.3 Successful and failed underage purchasing attempts

When the data on past week purchasing is compared against purchasing attempts it can be seen that the majority of those young people attempting to purchase did obtain a ticket or scratchcard (Table 7a). However a minority made illegally-sold purchases (that is the respondent or someone else under 16 handed the money over in the shop); the majority of transactions were made by an adult over the age of 16.

3.7% of all 12-15 year olds surveyed had made an illegally-sold purchase of a Draw ticket in the past week; this is equivalent to around a quarter of those attempting to purchase (3.7%/14.3% = 26%). The equivalent proportion of illegal transactions among those attempting to buy Instants was over one third (36%).

Table 7a: Purchasing attempts of National Lottery products during the week prior to the survey

| Base: All respondents (9529) | Draw % | Scratchcards (Instants) % | Thunderball % |
|---|-----------|---------------------------------|------------------|
| Purchasing attempts: | | | |
| Tried to buy in the past 7 days (regardless of whether successful or not) | 14.3 | 14.5 | 5.3 |
| Purchases: | | | |
| Spent their own money in the past 7 days (legally or illegally-sold) | 10.7 | 11.6 | 4.4 |
| Illegally-sold purchases: | | | |
| Illegally-sold purchase in past 7 days (i.e. respondent or other person under 16 handed the money over) | 3.7 | 5.1 | 1.6 |

Those past week players who said they had tried to buy in the past week were asked how many successful and unsuccessful purchasing attempts they had made. These questions were designed to give an indication of the number of purchasing occasions over the course of a week and their outcomes. Most players had attempted to purchase only once or twice in the week prior to the survey. There were more successful attempts to purchase than refused attempts on the grounds of age.

There is evidence to suggest that, if a young person wants a ticket he or she will ultimately be able to get one, either through someone else, typically a parent, purchasing on their behalf (see Chapter 6) or by finding a retailer who is willing to sell (see Table 7b). Over four in ten (45%) who tried to buy a National Lottery Draw ticket in the past 7 days, and

answered the question, were not refused on the grounds of age all week. This proportion was similar for Instants and Thunderball.

Around three in ten young people reported for each game that they had been refused by a retailer once in the past week. There was a small minority who were persistent in their attempts to purchase, being refused as many as six or more times in the previous week.

Table 7b: Failed and successful attempts to purchase National Lottery products in the past week

| | Draw (864) | Scratchcard (976) | Thunderball (299) |
|---|----------------------|-----------------------------|-----------------------------|
| Base: All who tried to buy each game in the past 7 days (and answered the question on refused and successful purchases*) | | | |
| | % | % | % |
| Failed attempts (refused because under 16) | | | |
| None (<i>i.e. tried and were not refused all week</i>) | 45 | 47 | 48 |
| Once | 32 | 31 | 31 |
| Twice | 11 | 11 | 9 |
| Three times | 4 | 4 | 4 |
| Four to six times | 2 | 3 | 3 |
| More than six times | 6 | 4 | 6 |
| Base: as above | (864) | (976) | (299) |
| | % | % | % |
| Successful attempts (purchases) | | | |
| None (<i>i.e. tried but failed all week</i>) | 29 | 22 | 28 |
| Once | 36 | 37 | 42 |
| Twice | 18 | 21 | 13 |
| Three times | 5 | 7 | 4 |
| Four to six times | 4 | 5 | 3 |
| More than six times | 8 | 7 | 9 |

* Only a proportion of past week players also answered questions on failed and successful purchases in the past week; 35% of past week Draw players left these questions unanswered, 29% of Instants players, and 40% of Thunderball players.

There were more instances of multiple successful purchases for Instants than for the other two games: 40% of those attempting to buy Instants reported two or more successful purchases, compared with 35% of those attempting to buy Draw tickets and 29% of those attempting to buy Thunderball tickets. A higher purchasing frequency for Instants is to be expected given that they can be bought and played at any time whereas the other two games can be bought at any time but can only be played on the days when a draw takes place (Wednesday or Saturday).

There were some age differences in purchasing success rates. As might be expected, it was easier for the 14 and 15 year olds to pass as 16 years of age and avoid refusals on the

grounds of their age, than it was for the 12-13 year olds. Among Year 10 students (aged 14-15), 60% of those who tried to buy a Draw ticket in the past week⁵, reported that they had never been refused on the grounds of their age during that week while only 15%⁶ had tried but been refused all week. This contrasted with only 26% of Year 8 (12-13 year olds) who had never been refused on the grounds of their age and 46% who had been refused all week. The pattern was similar for Instants and Thunderball.

⁵ and answered the question about refused attempts

⁶ who tried to buy a draw ticket and answered the question about successful attempts

8. Problem gambling in young people

8.1 Problem gambling screen definitions

Problem gambling affects a small minority of young people and describes gambling that compromises, disrupts or damages family, personal or recreational pursuits (*Lesieur & Rosenthal, 1991*). Problem gambling covers a spectrum of behaviours, the most extreme being 'compulsive' or, more accurately, 'pathological' gambling. Problem gambling is a complex phenomenon and does not simply constitute excessive expenditure on gambling. This survey used a problem gambling screen to estimate the prevalence, among 12-15 year olds, of problem gambling on National Lottery scratchcards and on fruit machines. The problem gambling screen is a list of behaviours known to be correlated with problem gambling, which is used to classify people as problem gamblers.

The problem gambling screen used in this study is the internationally recognised DSM-IV-MR-J, developed by Fisher. This screen was also used in the 1997 National Lottery study of under 16s and so the results from this survey are directly comparable with 1997. More details about the development of this instrument can be found in Appendix 1 of the report from the 1997 study (*Gambling and Problem Gambling among young people in England and Wales, Fisher 1997*). The screen includes nine behavioural components as shown in Table 8a. To be classified as a problem gambler, a person who has played that game in the past year would need to demonstrate four or more behaviours indicative of problem gambling. All other past year players of that game would be classified as social gamblers only.

Table 8a: Psychological/behavioural components of Problem Gambling Screen DSM-IV-MR-J (past year)

-
1. Preoccupied with gambling (e.g. preoccupied with reliving past gambling experiences, handicapping, planning the next venture, or thinking of ways to get money with which to gamble)
 2. Needs to gamble with increasing amounts of money to achieve the desired excitement
 3. Restlessness or irritability when attempting to cut down or stop gambling
 4. Gambles as a way of escaping from problems or relieving dysphoric mood (e.g. feelings of helplessness, guilt, anxiety or depression)
 5. After losing money gambling, often returns another day in order to get even ("chasing" one's losses)
 6. Lies to family members, or others, to conceal the extent of involvement with gambling
 7. Often spends much more money on gambling than intended (loss of control)
 8. Commits unsociable or illegal acts, such as spending school fare or dinner money, stealing from the family, or stealing from outside the family in order to finance gambling
 9. Falls out with family, or disrupted schooling because of gambling (truancy)
-

Details about how the nine components were derived from the questionnaire are given in the Technical Appendix.

8.2 Prevalence of problem gambling

In Section 4.3 it was reported that past week play on National Lottery scratchcards (Instants) among 12-15 year olds had increased significantly, from 7.9% in 1997 to 11.6% in 1999. There was also a corresponding increase for other non-National Lottery scratchcards (4.6% to 9.2%). However despite this increase in the scratchcard market, the incidence of problem gambling on Instants, according to the DSM-IV-MR-J screen had decreased, though not significantly, from 2.2% in 1997 to 1.7% in 1999. The 1.7% comprised 0.5% who had a problem with gambling on Instants *only* and 1.2% who had a problem with Instants *and* fruit machines (see Table 8b).

To set the Instants figure in context, fruit machine problem gambling stood at 3.7%, similar to the level found in 1997 (Table 8b)⁷.

There was substantial overlap in problem gambling behaviour on the two games. In 1999, as in 1997, around one in four fruit machine problem gamblers also had a problem with gambling on Instants.

Taking fruit machines and Instants together, one in twenty young people reported problem gambling on either or both games; this had not changed significantly since 1997.

Table 8b: Prevalence of problem gambling on National Lottery scratchcards and fruit machines

| | 1997 (9774) % | 1999 (9529) % | Significance |
|--|---------------------|---------------------|--------------|
| Base: All respondents | | | |
| Problem gambling on fruit machines <u>only</u> | 3.5 | 3.7 | - |
| Problem gambling on NL scratchcards (Instants) <u>only</u> | 1.0 | 0.5 | - |
| Problem gambling on NL scratchcards (Instants) <u>And</u> fruit machines | 1.2 | 1.2 | - |
| <i>Any problem gambling on either or both of these two games</i> | 5.6 | 5.4 | - |

⁷ The figure in Table 8b essentially represents a *minimum* estimate of problem gambling on these two games. This is because any past year players who did not answer all the questions feeding into the problem gambling screen were excluded from consideration. As an experiment, two further values were calculated to give a *maximum* estimate of problem gambling: any past year players who did not answer all of the screen but nonetheless met four or more of the nine criteria, were also classified as problem gamblers. Under these definitions the problem gambling penetrations for 1999 would be 2.6% for Instants and 6.7% for fruit machines.

8.3 Characteristics of problem gamblers

Table 8c shows the prevalence of problem gambling on Instants and fruit machines for different sub groups within the sample. For both games, boys were more likely than girls to show problem gambling behaviour (this difference was significant at the 5% level). Similarly, for both games the prevalence of problem gambling increased with increasing disposable income. There were no significant differences by year group.

Table 8c: Prevalence of problem gambling on National Lottery scratchcards and fruit machines among key sub-groups

| <i>Row percentages</i> | | | |
|----------------------------------|--------|------------------------------------|-----------------------|
| | | Scratchcards (Instants) | Fruit machines |
| Base: All respondents | | | |
| All young people surveyed | (9529) | 1.7% | 4.9% |
| Gender: | | | |
| Boys | (4822) | 2.2% | 6.5% |
| Girls | (4643) | 1.2% | 3.2% |
| Year Group: | | | |
| Year 8 | (5180) | 1.6% | 5.2% |
| Year 10 | (4349) | 1.9% | 4.6% |
| School Type: | | | |
| Independent | (492) | 1.4% | 1.4% |
| Other | (9037) | 1.8% | 5.1% |
| Location: | | | |
| Coastal locations | (2078) | 1.8% | 6.3% |
| Non coastal locations | (7451) | 1.7% | 4.5% |
| Ethnicity: | | | |
| White | (8194) | 1.6% | 4.9% |
| Black | (209) | 4.8% | 7.2% |
| Asian | (757) | 2.1% | 3.2% |
| Chinese | (53) | 3.8% | 11.3% |
| Mixed race / Other | (257) | 2.3% | 6.6% |
| Weekly income: | | | |
| Nothing | (480) | 0.6% | 1.3% |
| £5 or less | (2935) | 1.0% | 2.9% |
| £5.01 - £10 | (2449) | 1.2% | 4.4% |
| More than £10 | (3605) | 2.9% | 7.4% |

8.4 Past week gambling: 'Instants' problem gamblers compared with other 'Instants' players

This section covers past week gambling behaviour for problem gamblers on National Lottery scratchcards (Instants) compared with other Instants players.

The Instants problem players were more likely than non problem players to have done the following in the past week:

- played Instants, or other gambling games in the past week;
- spent more of their own money on National Lottery games;
- made illegally-sold purchases of National Lottery products;
- made more attempts to purchase Instants (both successful and failed).

More detail on each of these points is provided in the rest of this section.

8.4.1 Participation in different forms of gambling

Table 8d shows the proportion of Instants problem gamblers and social gamblers (non-problem players) who had spent their own money on different gambling games in the past week. Nine in ten Instants problem gamblers had played at least one of the games in Table 8d, as compared with only just over half of other Instants players. The former were also more likely to have played each of the individual games.

Table 8d: Past week participation rates for different gambling forms (spent own money): Instants problem gamblers vs. Instants social gamblers

| | Problem gamblers on Instants (166) | Social gamblers on Instants (2760) |
|---|---|---|
| Base: All past year players of National Lottery scratchcards (Instants) | | |
| | % | % |
| Any gambling in past 7 days | 92 | 56 |
| Played any National Lottery game in the past 7 days | 78 | 35 |
| National Lottery scratchcards ("Instants") | 67 | 25 |
| National Lottery Draw | 61 | 20 |
| National Lottery Thunderball | 30 | 8 |
| Fruit machines | 72 | 37 |
| Betting games through a betting shop (e.g. football, horse racing) | 34 | 9 |
| Other scratchcards (not National Lottery "Instants", not free scratchcards) | 60 | 16 |
| Bingo at a bingo club | 28 | 5 |

8.4.2 Expenditure on National Lottery games

The problem gamblers on Instants spent more on Instants in the past week than other Instants players. For example, a quarter of the problem players spent £1 or less, whereas over half (57%) of the non-problem players spent £1 or less. A significant proportion (16%) of the problem players spent over £10 on Instants in the previous week; the proportion of social players spending this much was negligible (see Table 8e). The Instants problem players also had higher spending levels than other Instants players on the other two National Lottery games - the main Draw and Thunderball.

**Table 8e: Past week expenditure on Instants (spent own money):
Instants problem gamblers vs. Instants social gamblers**

| | Problem gamblers on Instants | Social gamblers on Instants |
|---|---|--|
| Base: All spending own money on Instants in the past 7 days | (111) | (678) |
| | % | % |
| Less than £1 | 4 | 5 |
| £1.00 | 21 | 52 |
| £1.01 - £2.00 | 22 | 29 |
| £2.01 - £3.00 | 15 | 9 |
| £3.01 - £5.00 | 10 | 4 |
| £5.01 - £10.00 | 11 | 1 |
| £10.01 - £20.00 | 5 | - |
| More than £20 | 11 | * |
| Don't know | 2 | * |

8.4.3. Illegally-sold purchases of National Lottery games

The problem gamblers on Instants were also more likely to have made illegally-sold purchases on National Lottery products than were other Instants players, as Table 8f shows. Illegally-sold purchases were defined as those where the respondent themselves handed the money over in the shop or a friend or other person under 16 handed over the money on their behalf. Nearly half (45%) of Instants problem players had made an illegally-sold purchase on any National Lottery game, as compared with 15% of other Instants players.

Table 8f: Legal and illegal transactions for National Lottery products during the week prior to the survey: Instants problem gamblers vs. Instants social gamblers

| | Problem gamblers on Instants | Social gamblers on Instants |
|---|-------------------------------------|------------------------------------|
| Base: All past year players of National Lottery scratchcards (Instants) | (166) | (2760) |
| | % | % |
| Played any National Lottery game in the past 7 days | 78 | 35 |
| Any illegal transactions on NL games in the past 7 days | 45 | 15 |
| Only legal transactions on NL games in the past 7 days | 32 | 20 |
| Illegally-sold purchase(s) on NL Draw in past 7 days | 34 | 7 |
| Illegally-sold purchase(s) on NL scratchcards in past 7 days | 38 | 12 |
| Illegally-sold purchase(s) on NL Thunderball in past 7 days | 19 | 3 |

Table 8g: Failed and successful attempts to purchase National Lottery scratchcards in the past week

| | Problem gamblers on Instants | Social gamblers on Instants |
|--|-------------------------------------|------------------------------------|
| Base: All who tried to buy NL scratchcards (Instants) in the past 7 days (and answered the question on refused purchases and successful purchases) | (112) | (583) |
| | % | % |
| Failed attempts (refused because under 16): | | |
| None (<i>i.e. tried and were never refused</i>) | 49 | 52 |
| Once | 21 | 29 |
| Twice | 5 | 11 |
| Three times | 6 | 3 |
| Four to six times | 9 | 2 |
| More than six times | 10 | 1 |
| Base: as above | (112) | (583) |
| | % | % |
| Successful attempts (purchases) | | |
| None (<i>i.e. tried but failed all week</i>) | 16 | 17 |
| Once | 21 | 44 |
| Twice | 15 | 24 |
| Three times | 9 | 7 |
| Four to six times | 15 | 1 |
| More than six times | 23 | 4 |

8.4.4 Successful and unsuccessful underage purchasing attempts

The problem gamblers on Instants were more likely than the social gamblers to have attempted a purchase in the past week (77% vs. 30%) and, as would be expected, they reported more unsuccessful attempts as well as more successful ones. 30% of problem gamblers who answered, had made multiple unsuccessful attempts, compared with 17% of social gamblers. 62% of problem gamblers who answered made multiple successful purchases compared with 36% of social gamblers (see Table 8g).

8.5 The social consequences of problem gambling on ‘Instants’

Problem gambling has harmful consequences for the young people involved. The previous section showed that problem gamblers on Instants made more purchasing attempts, more illegally-sold purchases, and spent larger amounts of money than non problem players. This section covers some of the personal and interpersonal costs of gambling for young people playing Instants, such as dishonesty, breakdown of relationships, truancy and borrowing or stealing in order to gamble. These social consequences are summarised in Table 8h, comparing the experiences of problem gamblers with those of other players.

Table 8h: Some of the social consequences of problem gambling on Instants

| | Problem gamblers on Instants | Social gamblers on Instants |
|---|-------------------------------------|------------------------------------|
| Base: All past year players of National Lottery scratchcards (Instants) | (166) | (2760) |
| | % | % |
| i) Spent school dinner money or fare money to gamble on Instants | 49 | 5 |
| ii) Truanted to gamble on Instants | 39 | 1 |
| iii) Stole from the family to gamble on Instants | 37 | 5 |
| iv) Stole money from outside the family to gamble on Instants | 33 | 2 |
| v) Fell out with family because of gambling on Instants (more than once or twice) | 31 | 1 |
| vi) Lied to family and others because of gambling on Instants | 61 | 7 |
| vii) <u>Often</u> spent <u>much</u> more money gambling on Instant than intended | 46 | 2 |
| viii) Sold possessions to gamble on Instants | 38 | 3 |
| ix) Borrowed money because of gambling on Instants (more than once or twice) | 31 | 2 |

Items i) to vii) are items within the DSM-IV-MR-J Problem Gambling Screen

In interpreting this table, it must be borne in mind that the first seven items are part of the DSM-IV-MR-J Problem Gambling Screen. Since these items were used to assign respondents to the problem and non-problem gambling categories, the significant differences between the two groups are to be expected. Nevertheless these items show the nature and extent of some of the undesirable behaviours undertaken by problem gamblers. The most common consequences were regularly spending more money on Instants than intended, spending school dinner money or fare money on Instants, or lying to family or friends because of their gambling.

The last two items in Table 8h were not part of the Problem Gambling Screen but they discriminated just as effectively between the two groups, with players classified as problem gamblers being much more likely to sell possessions or borrow money from family or friends in order to finance their gambling on Instants.

9. Viewing of National Lottery television programmes

Since its launch, the National Lottery has been promoted by a weekend, and with the onset of the Wednesday Draw, a midweek television programme. This broadcast, shown on BBC1 before the 9pm watershed, announces the winning weekend and midweek numbers.

This survey recorded whether young people had watched the National Lottery television show on the last Wednesday or Saturday that it was broadcast. This chapter will explore the relationship between viewing the programme and key measures, such as past week gambling, purchasing attempts, proportion of legally and illegally-sold purchases, and problem and social gambling classifications. It will also examine the demographic characteristics of the 12-15 year olds who watched the programmes.

The 1999 survey asked all respondents the following two questions:

*The midweek National Lottery Live TV show is on TV every Wednesday evening.
Did you watch it last time it was on?
Yes / No*

*The weekend National Lottery Live TV show is on TV every Saturday evening. Did
you watch it last time it was on?
Yes / No*

There was no directly comparable data collected in 1997, so this chapter presents the 1999 data only, and at times draws comparisons to similar (but not identical) information collected in 1997. In 1997 the majority of young people reported watching the National Lottery television shows on Saturdays (84%) and Wednesdays (62%). Generally, the 1997 study found that problem scratchcard gamblers were about twice as likely to watch the National Lottery programmes 'often' or 'always' as other young people. The 1999 survey can draw similar conclusions. Scratchcard problem gamblers were more likely to have watched both the midweek and weekend National Lottery television shows than not. This does not necessarily implicate a causal link between watching programmes that promote the National Lottery and problem gambling, but it does suggest that some sort of a relationship exists.

9.1 Characteristics of 12-15 year olds who watched the National Lottery TV programmes

In 1999, one quarter (25%) of all 12-15 year olds had watched the last midweek National Lottery TV show, and 38% had watched the last weekend TV show. This difference would be expected, given that young people would be slightly more likely to watch television of any sort on a Saturday night compared with a Wednesday night when they would have to attend school the next day (this survey was conducted during term time). Figures from a nationally representative sample of over 2,000 11-14 year olds (BMRB's *Target Group Index 1998*) showed that young people of this age were significantly more likely to be watching BBC1 between 7 and 9pm on a Saturday than on a Wednesday: 24% watched BBC1 between 7 and 8pm on Saturday and 20% watched at the same time on a Wednesday, while 27% watched between 8 and 9pm on a Saturday and 25% on a Wednesday.

The demographic profile of National Lottery Live viewers was broadly the same as the profile of the total sample, although there were a few differences. Viewers of both the midweek and weekend programmes were skewed significantly towards younger children aged 12-13 (Year 8), rather than 14-15 year olds. 12-13 year olds accounted for 63% of midweek viewers and 62% of weekend viewers, but made up 54% of the sample as a whole. The weekend programme viewers was skewed slightly away from boys (49% were boys as compared with 51% of the total sample).

9.2 The impact of the National Lottery television programme on the gambling behaviour of young people

Table 9a shows the gambling behaviour of viewers of the midweek and weekend National Lottery programmes.

Viewing of the National Lottery Live programmes was not solely confined to players. Around half of young people viewing the programmes in the past week said they had not gambled at all in the week prior to the survey. Therefore viewing is, to some extent, a part of general family entertainment rather than a result of a specific interest in gambling. This is consistent with the finding in the 1997 survey that young people tended to watch the National Lottery show with their family.

However a substantial proportion of viewing was associated with playing the National Lottery, as one might expect. Prevalence of gambling activity was higher among viewers than among all young people: 30% of those watching the last midweek show and 27% of those watching the last weekend show reported playing a National Lottery game in the past week, as compared with 18% in the sample as a whole. Viewers were also more likely than

all young people to have made an illegally-sold purchase of a National Lottery game, or be a problem gambler on Instants (Table 9a).

It is not clear whether viewing the programmes leads to an increased likelihood to participate in the National Lottery, or whether the reverse is true – that is participation increases the likelihood to view.

Table 9a: Gambling behaviour of young people who watched and did not watch the National Lottery Live television programme (last time it was on)

| | All respondents | Watched midweek NL TV show | Watched weekend NL TV show |
|--|-----------------|----------------------------|----------------------------|
| Base: All respondents | (9529) % | (2343) % | (3661) % |
| No gambling in past 7 days | 64 | 47 | 53 |
| Any gambling in the past 7 days | 34 | 51 | 45 |
| Played any National Lottery game in past 7 days | 18 | 30 | 27 |
| Played NL Draw in past 7 days | 11 | 20 | 18 |
| Played NL Scratchcards in past 7 days | 12 | 19 | 16 |
| Played NL Thunderball in past 7 days | 4 | 9 | 8 |
| Made only legally sold purchases of National Lottery game(s) in past 7 days | 11 | 18 | 17 |
| Made any illegally-sold purchases of National Lottery game(s) in past 7 days | 7 | 11 | 9 |
| Problem gambling on NL Scratchcards | 2 | 4 | 3 |
| Social gambling on NL Scratchcards | 29 | 32 | 33 |

Finally, not all past week National Lottery players actually watched the programmes. For example, two thirds (66%) of past week Draw players and 71% of past week Thunderball players watched the last Saturday show. This leaves around three in ten playing each game who did *not* watch the programme. Presumably these players checked whether they had won or not through another source e.g. retailers, newspapers, teletext or helplines.

In summary, the National Lottery Live programmes were watched by both players and non-players. Playing was associated with a greater propensity to watch, but nevertheless not all players watched the shows.

10. Attitudes towards gambling on the National Lottery

Previous chapters have looked at the gambling behaviour reported by young people. This chapter examines the attitudes of young people towards gambling, and the perceived attitudes of their parents towards playing National Lottery games. It also looks at the extent to which young people agreed with some reasons for the age restriction of 16 years for National Lottery products. The attitudinal data provides context for the reported actions.

10.1 Reasons for the age restriction

The National Lottery Regulations imposed an age limit for the National Lottery of 16 years. This compared with an age restriction of 16 years for other lotteries under the 1978 Lotteries and Amusements Act, and 18 years for casino and bingo gambling under the 1968 Gaming Act. The National Lottery is considered to be a 'softer' form of gambling than these games and so a lower age limit was imposed.

In the 1999 study, 12-15 years olds were asked whether they agreed or disagreed with a range of attitude statements about the effects of playing National Lottery games on the behaviour of young people. These statements were presented in the context of why there is an age restriction of 16 years in place.

The question was as follows:

Below are some of the reasons why shopkeepers are not allowed to sell NATIONAL LOTTERY GAMES to young people under the age of 16 years.

Thinking of all young people, and not just yourself, tick which reasons you agree with and which you disagree with:

- *It is easy to spend more money than you plan to on the National Lottery Draw*
- *It is easy to spend more money than you plan to on the National Lottery scratchcards*
- *Some people become hooked on the National Lottery Draw*
- *Some people become hooked on National Lottery scratchcards*
- *Playing the National Lottery Draw can lead to serious money problems*
- *Playing National Lottery scratchcards can lead to serious money problems*

As shown in Table 10a, the majority of 12-15 year olds agreed with the attitude statements about the potentially harmful effects of playing National Lottery games. Addiction was seen as more of a risk than overspending or debt. Just under two thirds agreed that playing the National Lottery Draw or scratchcards could lead to serious money problems.

While young people were slightly more aware of the risks of National Lottery scratchcard play, this did not seem to have deterred play to a great extent. As outlined in Section 4.3, 11.6% of young people had spent their own money on a scratchcard in the preceding week, as compared with 10.7% spending on a Draw ticket.

Table 10a: Extent of agreement of young people with reasons for the age restriction on playing National Lottery games

| Base: All respondents (9529) | Agree % | Disagree % |
|--|------------|---------------|
| Overspending: | | |
| It is easy to spend more money than you plan to on the National Lottery Draw | 68 | 28 |
| It is easy to spend more money than you plan to on National Lottery scratchcards | 72 | 23 |
| Addiction: | | |
| Some people become hooked on the National Lottery Draw | 77 | 19 |
| Some people become hooked on the National Lottery scratchcards | 80 | 16 |
| Debt: | | |
| Playing the National Lottery Draw can lead to serious money problems | 64 | 32 |
| Playing National Lottery scratchcards can lead to serious money problems | 63 | 32 |

Table 10b examines the extent of agreement with these attitude statements for both past week players and non players of any National Lottery game. Across all of the attitude statements, players were significantly less likely than non players to agree that there were potential dangers associated with National Lottery gambling.

Table 10c shows the level of agreement with the statements for National Lottery scratchcard problem gamblers and social gamblers. In 1999, scratchcard problem gamblers were less likely than scratchcard social gamblers to agree with any of the attitude statements about the hazardous effects of gambling. These differences were statistically significant for the following three statements, 'Some people become hooked on the NL Draw', 'Some people become hooked on NL Scratchcards' and 'Playing the National Lottery can lead to serious money problems'. So, Instant players exhibiting problem gambling on Instant, were less likely than other Instant players to admit that underage gambling can have damaging effects. Nevertheless six in ten of them realised the risk of overspending and addiction and half acknowledged the danger of getting into serious money problems.

Table 10b: Agreement with attitude statements about the National Lottery games and whether or not respondent is a past week player

| | All respondents | Past week play on any NL game | Did not play any NL game in past week |
|--|-----------------|-------------------------------|---------------------------------------|
| Base: All respondents | (9529) % | (1687) % | (7842) % |
| Overspending: | | | |
| It is easy to spend more money than you plan to on the National Lottery Draw | 68 | 59 | 70 |
| It is easy to spend more money than you plan to on National Lottery Scratchcards | 72 | 63 | 74 |
| Addiction: | | | |
| Some people become hooked on the National Lottery Draw | 77 | 68 | 79 |
| Some people become hooked on the National Lottery Scratchcards | 80 | 71 | 81 |
| Debt: | | | |
| Playing the National Lottery Draw can lead to serious money problems | 64 | 55 | 66 |
| Playing National Lottery Scratchcards can lead to serious money problems | 63 | 54 | 65 |

Table 10c: Agreement with attitude statements about the National Lottery games and whether or not respondent is a problem gambler

| | NL Scratchcard Problem Gambler | NL Scratchcard Social Gambler | Significance |
|--|--------------------------------|-------------------------------|--------------|
| Base: All respondents | (166) % | (2760) % | |
| Overspending: | | | |
| It is easy to spend more money than you plan to on the National Lottery Draw | 61 | 65 | - |
| It is easy to spend more money than you plan to on National Lottery Scratchcards | 60 | 71 | - |
| Addiction: | | | |
| Some people become hooked on the National Lottery Draw | 61 | 75 | P<.05 |
| Some people become hooked on the National Lottery Scratchcards | 64 | 80 | P<.05 |
| Debt: | | | |
| Playing the National Lottery Draw can lead to serious money problems | 48 | 62 | P<.05 |
| Playing National Lottery Scratchcards can lead to serious money problems | 49 | 61 | - |

10.2 Attitudes of young people towards the National Lottery

At the end of the questionnaire, there was an open ended question, giving young people the opportunity to give their general views on the National Lottery. The question asked was as follows:

If you have time left over, and have finished answering all of the questions, please use the space below to give your views on gambling by young people on the National Lottery.

Whilst this qualitative data was not formally analysed, where appropriate, some verbatim quotes were selected from a sample of questionnaires to elucidate the quantitative data. The data in this section should not be taken as representative of the views of the sample as a whole. Its role is to expand on, and give examples of, some of the more general thoughts and opinions expressed by young people regarding the National Lottery.

The views expressed ranged from those who were definitely against young people playing the National Lottery, to those who thought playing the National Lottery was acceptable as long as it was kept under control, to those who described the enjoyable aspects of playing.

The quotations below illustrate the views of those expressing concerns about young people playing National Lottery games:

"I think that young children should not be able to gamble money on the National Lottery, because they can get hooked on them and might not have any money left, so then they thieve from other people to get money to spend on it."

Girl, Year 10, played NL scratchcards in past year

"I think that the National Lottery is bad. It takes people's money and it is often very unlikely that you will win. It is easy to get addicted to and some people spend up to £50 on lottery tickets or scratchcards. Although it does give lottery grants to schools, hospitals, homes, illness, which is good. But I still disagree on how addictive it can get and how easy it often is for young children to buy them."

Girl, Year 10, non NL player

"I think it should not be allowed, because of the way young people are with smoking"

Girl, Year 8, no NL play in past year

"I think there should be NO National Lottery because some families are wasting money and they will never win."

Girl, Year 8, past week NL scratchcard player

“I think young people shouldn’t do it but the shop keepers are to blame when kids my age gamble, because it is illegal to let anyone under the age of sixteen gamble or buy scratchcards; that is the shopkeepers’ fault. They should not let the kids buy the scratch or Lottery tickets.”

Boy, Year 8, non player

Often children expressed mixed views about the National Lottery age restrictions. On the one hand they understood the potential risks of excessive gambling, yet on the other, they felt young people should be able to make up their own mind, at least up to a point.

“I think that every child dreams that one day they will be rich and this is one way they can achieve this dream. I feel that some people can spend too much money on it, but most people are sensible. Young people are probably more cautious about the amount of money they spend than adults which is good.”

Girl, Year 10, non NL player

“... buying a scratchcard once in a while is OK as long as you don’t take it too seriously. I also think that the rules are there for a reason... .”

Girl, Year 10, non NL player

“I think people my age should be allowed to play the National Lottery, but only if they don’t spend a fortune on tickets.”

Girl, Year 10, no NL play in past year

“I think that young people gambling is acceptable if they are allowed to do it (by their parents) and if it is controlled (if they don’t spend too much money or get addicted). So I think occasional gambling is OK.”

Girl, Year 10, past year player of NL scratchcards

Some young people expressed views about the enjoyable aspects of playing the National Lottery:

“I think gambling (on the National Lottery) is OK, because it’s something to do when you urgently need money, also it’s very, very, very good to win! Gambling gives you money although there is a 50/50 chance... ”

Girl, Year 8, played NL games in past year

“It’s very hard to win money - even £10.00, so I only play the National Lottery for the fun of it... ”

Boy, Year 8, played Draw and Thunderball in past week

“I don’t think playing the Lottery should be such a big deal. If we earn money then it should be up to us what we spend it on.”

Boy, Year 10, National Lottery player (past week NL Draw player)

There were a number of requests for a young person’s Lottery to be introduced, with smaller prizes and possibly, restrictions on the amount they can spend. For example:

“I think gambling is OK but you have to set yourself a limit on how much you spend. I think the British Government should have a game where young people can play and there is a limit on the jackpot.”

Boy, Year 10, past week Draw and scratchcard player

10.3 Parental approval

The 1997 study (Fisher 1997) found that parental attitudes to child gambling are often acted out in the gambling behaviour of their children. Young people were asked how they thought their parents felt about someone of their age spending money on the National Lottery Draw and Instants as well as on fruit machines. Problem gamblers on fruit machines or Instants were more likely to report that their parents approved, or did not mind, than the other children. These findings, together with parental gambling behaviour (as reported by their children), were cited as evidence that parental attitudes and gambling behaviour have an important effect on child behaviour.

Fisher also highlighted an important misunderstanding in adult perception as to the relative safety of these gambling games. According to their children, more parents approved, or did not mind, if their children played fruit machines than the National Lottery products. Fisher cited this as demonstrating a lack of awareness by the general population as to what constitutes ‘hard’ and ‘soft’ gambling. Slot machines are believed by scholars of gambling to be one of the most addictive games available (Brown & Fisher, 1996).

12-15 year olds were asked the same question about parental approval in the 1999 survey, as follows:

“How do you THINK your parents/step-parents feel about people your age spending money on the following games?”

National Lottery Draw

I think that my parents...

Strongly approve

Tend to approve

Don't mind either way
Tend to disapprove
Strongly disapprove
I don't know how they feel

This question was also asked for National Lottery scratchcards (Instants) and fruit machines.

Table 10d shows that for both National Lottery games and fruit machines, the majority of young people thought that their parents did not mind either way, or disapproved of people their age playing these games. Approximately one third of parents were perceived to disapprove of underage National Lottery Draw and scratchcard play, and three in ten disapprove of them playing fruit machines. Young people were more likely to think their parents 'did not mind either way' about fruit machine play, rather than disapproved⁸. It may be that young people are less likely to think that their parents disapprove of fruit machines, as playing of some fruit machines is not illegal for those under the age of 16. The differences between parents disapproving of playing National Lottery games and fruit machines were significant, and followed the same pattern as the 1997 study.

Table 10d: Perceived parental views of underage gambling

| Base: All respondents (9529) | NL Draw | NL scratchcards | Fruit machines |
|-------------------------------|---------|-----------------|----------------|
| | % | % | % |
| Strongly approve | 2 | 2 | 4 |
| Tend to approve | 3 | 4 | 9 |
| Don't mind either way | 36 | 36 | 41 |
| Tend to disapprove | 21 | 22 | 18 |
| Strongly disapprove | 12 | 12 | 11 |
| APPROVE/DON'T MIND EITHER WAY | 41 | 43 | 53 |
| DISAPPROVE | 34 | 34 | 29 |
| I don't know how they feel | 23 | 22 | 16 |

⁸ The proportion saying they were *unsure* how their parents felt about the issue varied for the three games, with more respondents unsure about their parents' attitudes towards National Lottery play (23% on Draw and 22% on scratchcards) than towards fruit machine play (16%). However even when the respondents answering 'I don't know how they feel' were removed from the analysis, the pattern of results was the same. That is, parents were perceived to be less disapproving of fruit machine play than of National Lottery play.

Table 10e compares perceived parental approval of gambling on each of the listed games, and whether the respondent had played those games in the preceding week. Past week players of the National Lottery Draw were significantly more likely to say their parents approved of young people playing the Draw (13%) than non Draw players (4%). This pattern was consistent for National Lottery scratchcards and fruit machines. The differences between past week players and non players were significant for all three games. This replicates findings in 1997.

Table 10e: Perceived parental views of underage gambling: past week players vs. non players

| Base: All respondents | | | |
|---|-----------------|-------------------------------------|--------------------------------|
| | All respondents | Past week players of specified game | Non players of specified game* |
| <i>Parental approval of young people spending money on.....</i> | | | |
| Base: | (9529) | (1015) | (8514) |
| National Lottery Draw | 5% | 13% | 4% |
| Base: | (9529) | (1101) | (8428) |
| National Lottery scratchcards | 7% | 15% | 6% |
| Base: | (9529) | (2370) | (7159) |
| Fruit machines | 12% | 22% | 9% |

*E.g. A non Draw player constitutes a non-National Lottery Draw player in the past week. A non Draw player could in theory have played other National Lottery games.

Perceived parental approval of gambling among young people was strongly correlated with whether or not the young person actually gambled. However, it cannot be determined from this study whether this was a case of young people justifying their actions to themselves by *believing* their parents approved or whether their parents *actually* approved; a parallel study of parents would be required to ascertain this.

This finding is further supported in Table 10f below. This examined the relationship between perceived parental approval of Instants and fruit machine play and whether the respondent was classified as a problem or social gambler on either of these games. 37% of young people who exhibited problem gambling on Instants, stated that their parents approved of young people playing, while only 9% of Instants social gamblers thought their parents approved. The differences were less dramatic for fruit machines, but the same pattern emerged – fruit machine problem gamblers were more likely to cite parental approval than were non problem players. The differences between problem and social gamblers for both games were significant. Once again these findings could either suggest that problem gamblers post-rationalise their behaviour by saying their parents approve, or that their parents were actually more accepting of their gambling.

Table 10f: Proportion saying parents approved of young people playing Instants or fruit machines: problem vs. social gamblers

Base: All respondents

| <i>Parental approval of young people spending money on.....</i> | All respondents | Problem gambler on specified game* | Social gambler on specified game | Significance |
|---|-----------------|------------------------------------|----------------------------------|--------------|
| Base: | (9529) | (166) | (2760) | |
| National Lottery scratchcards | 7% | 37% | 9% | P<0.1 |
| Base: | (9529) | (468) | (3821) | |
| Fruit machines | 12% | 29% | 16% | P<0.1 |

11. Contextual Information

When interpreting trends in National Lottery play rates, it is important to bear in mind the context in which the survey was conducted and whether this differed in any way from the previous survey.

In this survey, the fieldwork was conducted at the same time of year as the 1997 survey so that the results would be directly comparable. However other events may have influenced the findings. A new National Lottery draw game, Thunderball, was launched in June 1999, a month prior to the survey. This game operates in a similar way to the National Lottery Draw, but with one draw per week and fixed cash prizes up to £250,000. The chances of winning are slightly greater than for the National Lottery Draw, but the prizes available are smaller. A large television advertising campaign accompanied its launch, which could have encouraged trial of Thunderball and increased awareness of the National Lottery as a whole, with the concomitant effect of increasing purchases of the other National Lottery games. Furthermore, an Instants television advertising campaign was running simultaneously.

Other factors that may have influenced participation rates in the 1999 survey were rollovers (where the jackpot is not won and the money rolls over to the next draw) and superdraws (where extra cash is injected and the jackpot is guaranteed at a certain level). During the fieldwork period of the 1999 survey there was one superdraw and a small rollover. Comparatively, in 1997 there were a number of rollovers and superdraws and a TV advertising campaign for the new Wednesday draw.

Research by the National Lottery Commission (*National Lottery Commission Social Research Programme – Report No. 1 May 1999*) suggests that participation rates for National Lottery scratchcards among adults are lower than those among young people found in the current study, while rates of participation in the Draw are much higher among adults. In the National Lottery Commission study, 6% of adult respondents reported playing Instants in the 7 days prior to the survey and 71% of households had played the National Lottery Draw. This compares with 11.6% of 12-15 year olds in the current study playing Instants and 10.7% playing the Draw in the past 7 days.

An analysis of overall sales of Instants and Draw tickets in June/July 1997 and June/July 1999 shows a decline in sales of both Instants and Draw tickets between the two surveys of 12-15 year olds. This contrasts with the findings of the current survey, which suggest a significant increase over 1997 in the proportion of young people playing Instants in the past 7 days, and similar levels of past week playing of the Draw.

Glossary

Players: This refers to young people who have played the specified gambling game for money in the time frame. In the questionnaire, all questions establishing whether the respondent had played a particular gambling game ever/in the past year/in the past 7 days specified that the interest was in what they had played, not what their parents had played.

Illegal sales: This refers to the sale of a National Lottery tickets to young people under the age of 16 years. It is illegal for a retailer to sell a National Lottery game to anyone under the age of 16 years.

Illegally-sold purchase: This refers to the purchase of a National Lottery game by a young person under the age of 16 years, where the money was handed over by either that young person or another young person under the age of 16 years.

Problem Gambler: A problem gambler is classified as someone who exhibits four or more behaviours that are known to be associated with problem gambling as classified by the DSM-IV-MR-J.

Social Gambler: A social gambler is classified as someone who has gambled on a specific game in the past year, and exhibits less than four of the behaviours known to be associated with problem gambling as classified by the DSM-IV-MR-J.

Technical Appendix – Research Methods

The appendix can be obtained, in hard copy only, from the National Lottery Commission, telephone 020 7227 2027. It contains the full questionnaire and information on:

- *sampling methods*
- *fieldwork, including the interviewer instructions*
- *data processing, including the edit specification*
- *the problem gambling screen*
- *design effects*
- *statistical reliability*
- *testing for statistical significant differences*
- *a full list of references.*