Ohio Gambling Survey 2022

OhioMHAS Office of Quality, Planning, and Research

Please contact Milan.Karna@mha.ohio.gov with questions.

The Problem Gambling Index: CPGI

In the past 12 months...

1. Have you bet more than you could really afford to lose?
2. Have you needed to gamble with larger amounts of money to get the same feeling of excitement?
3. When you gambled, did you go back another day to try to win back the money you lost?
4. Have you borrowed money or sold anything to get money to gamble?
5. Have you felt that you might have a problem with gambling?
6. Has gambling caused you any health problems, including stress or anxiety?
7. Have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?
8. Has your gambling caused any financial problems for you or your household?
9. Have you felt guilty about the way you gamble or what happens when you gamble?

Each of the 9 items are scored on a scale of 0 to 3.

- 0 "Never"
- 1 "Sometimes"
- 2 "Most of the time"
- 3 "Almost always"

The score can range from 0 to 27.

Scores place an individual in one of the following categories:

- No risk: 0
- Low risk: 1 to 2
- Moderate risk: 3 to 7
- Problem gambler: 8 or higher

Definitions: At-Risk and Problem Gambling

- *Low Risk:* These individuals scored 1-2 on the PGI. This group does not experience adverse consequences from gambling. People with this score range may benefit
  from prevention messages (education and awareness of gambling problem signs and symptoms) but would not necessarily be candidates for further intervention.

- *Moderate Risk:* These individuals scored 3-7 on the PGI. This group may experience adverse consequences from gambling, however, they do not meet diagnostic criteria for pathological gambling.

- *Problem:* These individuals scored 8 or higher on the PGI and meet diagnostic criteria for pathological gambling. This group generally exhibits loss of control and distortions in thinking regarding gambling behaviors.

Prevalence of Gambling

Prevalence of Gambling
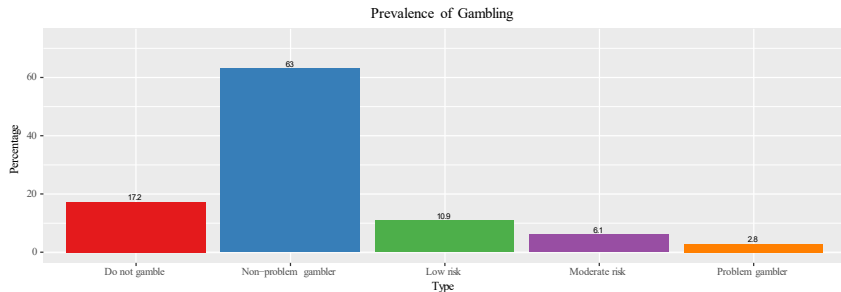
- An estimated 1,806,490 adult residents in Ohio can be categorized as low-risk, moderate-risk, or problem gamblers (or 19.8% of the general adult population)
- The prevalence of problem gambling in Ohio is 2.8%, which is an estimated 254,729 individuals among the Ohio adult population of 9,193,508
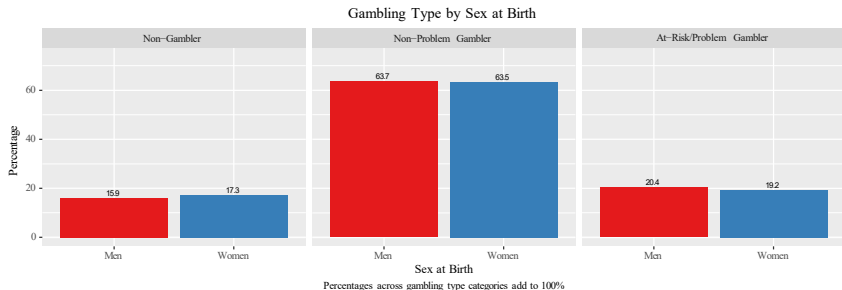
Prevalence of Gambling Behavior by Survey Year

**Gambling Behaviors by Year**
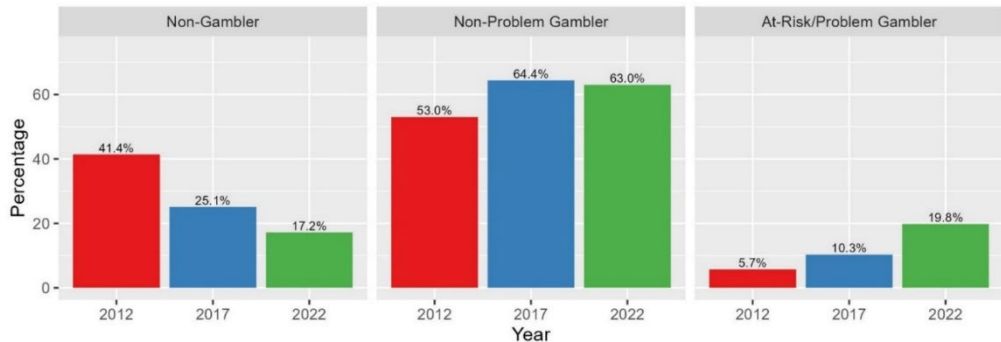
- As in other states and countries, the more opportunities there are to gamble, the more people tend to gamble – and they are more likely to experience problems with gambling.

Gambling Type by Sex at Birth

Gambling Type by Sex at Birth

Percentages across gambling type categories add to 100%

- In the 2022 OGS sample for Ohio as a whole, the sex at birth breakdown of the population is 47.6% men, and 52.4% women.
- Men and women were similar in their percentages of at-risk or problem gamblers.
- When considering gender, small sample sizes precluded reporting percentages for transgender individuals separately. When defining male and female as the transgender and cisgender members of each category, results were similar to the results for sex at birth.

Gambling Type by Race

Gambling Type by Race

Percentages across gambling type categories add to 100%
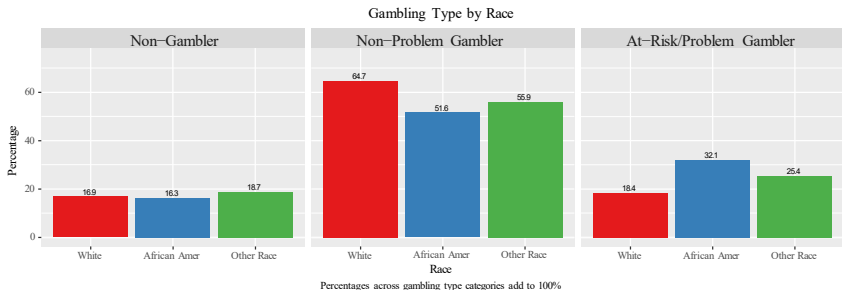
- In the 2022 OGS sample for Ohio as a whole, the race breakdown of the target population is 83.9% White, 9.3% African American, and 6.8% other race.
- When considering the mutually exclusive race groups examined, African Americans had the highest percentage of at-risk or problem gamblers and other races had the highest percentage of non-gamblers.

Gambling Type by Ethnicity
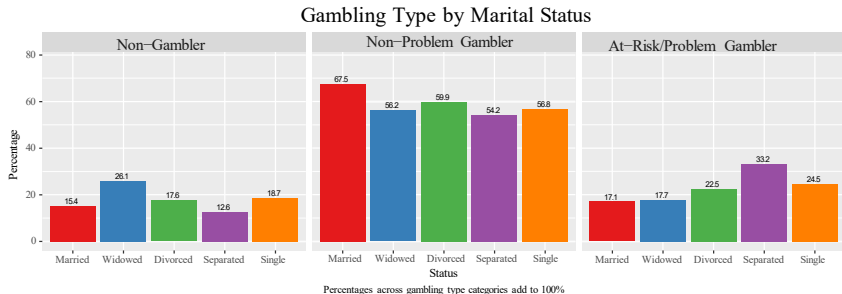

Gambling Type by Ethnicity
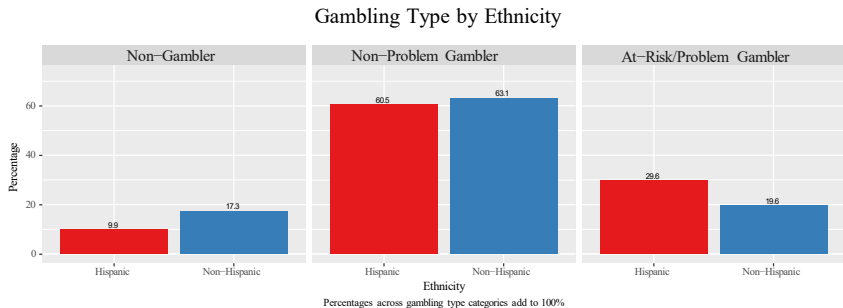
- In the 2022 OGS sample for Ohio as a whole, the ethnicity breakdown of the target population is 3.6% Hispanic and 96.4% non-Hispanic.
- Hispanics had the highest percentage of at-risk or problem gamblers and non-Hispanics had the highest percentage of non-gamblers.

Gambling Type by Age

Gambling Type by Age

Percentages across gambling type categories add to 100%
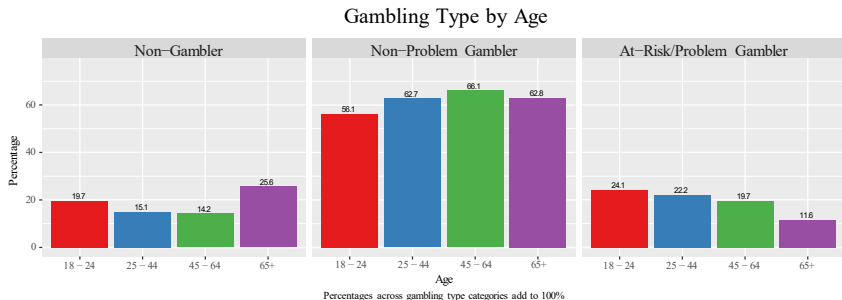
- In the 2022 OGS sample for Ohio as a whole, the age breakdown of the target population is 11.5% 18 - 24, 39.7% 25 - 44, 30.9% 45 - 64, and 17.9% 65+.
- Of the age groups examined, 18 - 24 year-olds had the highest percentage of at-risk or problem gamblers and 65+ year-olds had the highest percentage of non-gamblers.
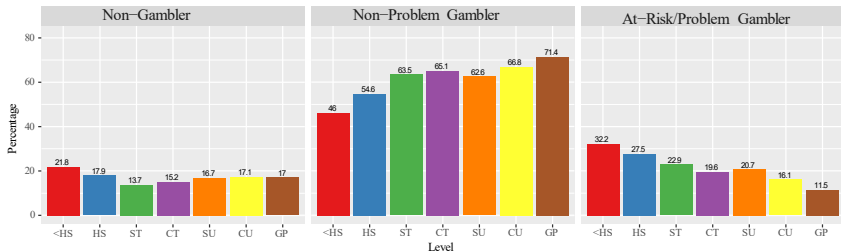
Gambling Type by Marital Status

Gambling Type by Marital Status

- In the 2022 OGS sample for Ohio as a whole, the marital status breakdown of the target population is 56.1% married or in a domestic partnership, 3.9% widowed, 9% divorced, 1.4% separated, and 29.6% single, never married.
- Of the sample, separated individuals had the highest percentage of at-risk or problem gamblers and widowed had the highest percentage of non-gamblers.

Gambling Type by Education Level

Gambling Type by Education Level

Percentages across gambling type categories add to 100%; <HS=< HS, HS=HS, ST=Some Comm/Tech, CT=Comm/Tech, SU=Some Univ., CU=Bachelors, & GP=Grad/Prof

- In the 2022 OGS sample for Ohio as a whole, the education level breakdown of the target population is 3.1% less than high school, 18.7% high school diploma or equivalent, 9.9% some community/technical college, 5% completed community/technical college, 23.3% some university, 25.3% bachelor's degree, and 14.6% graduate/professional degree.
- The education level groups were similar in their percentages of at-risk or problem gamblers.

Gambling Type by Veteran Status

Gambling Type by Veteran Status
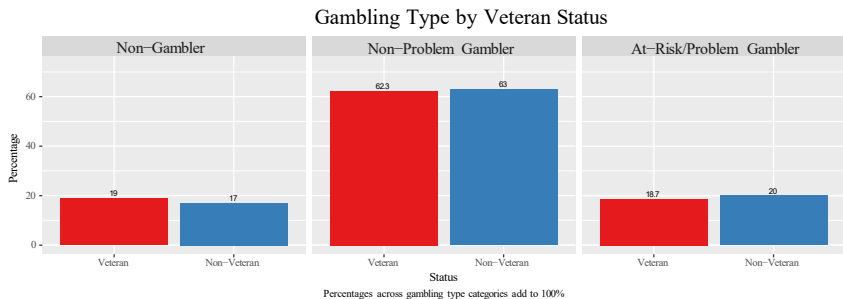
- In the 2022 OGS sample for Ohio as a whole, the veteran status breakdown of the target population is 93.1% non-veteran and 6.9% veteran.
- Veterans and non-veterans were similar in their percentages of at-risk or problem gamblers.

Past 12 Month Forms of Gambling Asked About

Lottery
- Daily lottery tickets
- Instant win, scratch tickets
- Lottery tickets like Mega Millions, Powerball

Casino/Racino
- Slot machines/video terminals
- Played poker
- Played blackjack
- Played other games

Sports (bet on)
- Sports pools or lotteries
- Fantasy sports
- Horse races
- Games of skill

Gaming
- Bet on eSports
- Bet on arcade or video games
- Made in-app or in-game purchase
- Bet on in-app or in-game items

Internet/App
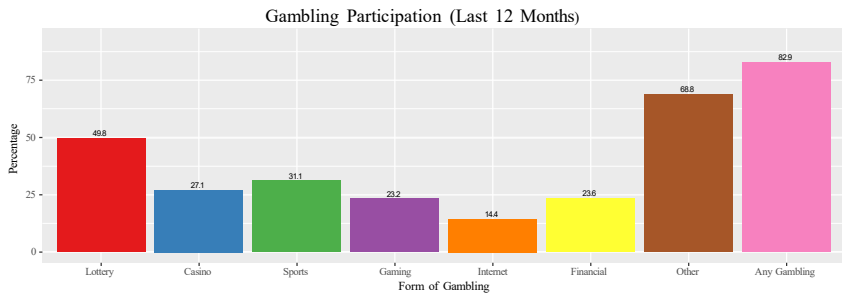- Used gambling websites or apps
- Purchased lottery tickets online

Financial Markets
- Day trading
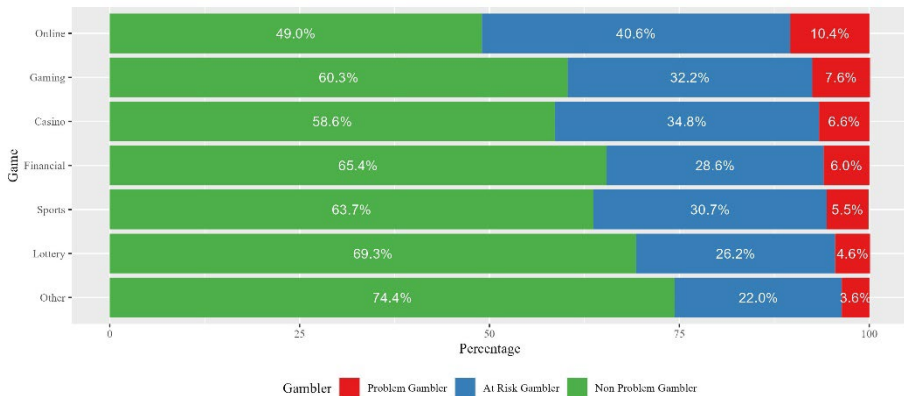- Invest in Cryptocurrencies

Other
- Bet on card or board games
- Played Bingo, pull-tabs
- Raffle/fundraising tickets

Gambling Participation in the Population (Last 12 Months)

Gambling Participation (Last 12 Months)

- The two most common forms of gambling in the state were lottery and sports (excluding other).

Percentage of At-Risk/Problem Gambling by Game Type

- Online consists of using gambling websites or apps and playing games in app. Gaming consists of betting on eSports, arcade or video games, and in-app or in-game items (including purchases). Other consists of betting on card or board games, bingo, and raffles or fundraising tickets.
- The two game types with the most problem gamblers were online and gaming.

Forms of Lottery Gambling Examined (with examples)
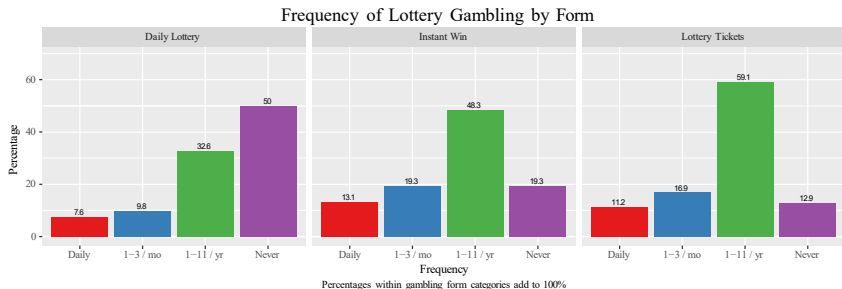
Daily Lottery

- Pick 3
- Pick 4
- Rolling Cash 5
- KENO

Instant Win

- Ez-Play
- Scratch Tickets

Lottery Tickets

- Mega Millions
- Powerball
- Classic Lotto

Lottery Gambling in Past 12 Months

Frequency of Lottery Gambling by Form

- The most popular form of lottery gambling was lottery tickets.

Forms of Casino/Racino Gambling Examined (with examples)

- Bet or Spend Money on Slot Machines or Video Lottery Terminals

- Played Poker in a Casino

- Played Blackjack in a Casino

- Other Games at Casino (e.g., roulette, craps, and baccarat)

Casino Gambling in Past 12 Months


Frequency of Casino Gambling by Form
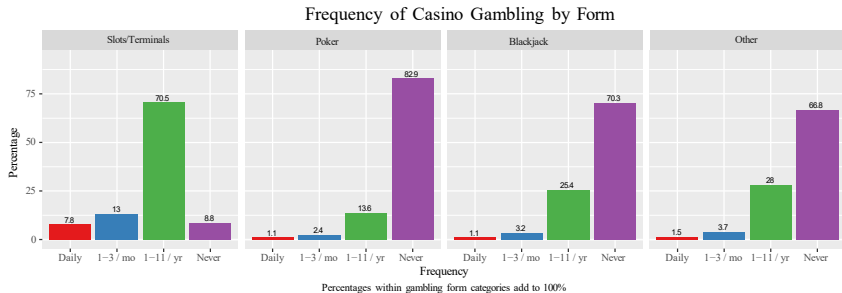
- The most popular form of casino/racino gambling was slots/terminals.

Forms of Sports Gambling Examined (with examples)

- Sports Pools or Sports Lotteries (e.g. March Madness Brackets, NFL Survivor Pools, MLB Beat the Streak)

- Bet on Fantasy Sports (e.g., fantasy football)

- Bet on Horse Races at the Track or an Off-Track Facility

- Bet on Games of Skill (e.g., pool, bowling, darts)

Sports Gambling in Past 12 Months


Frequency of Sports Gambling by Form
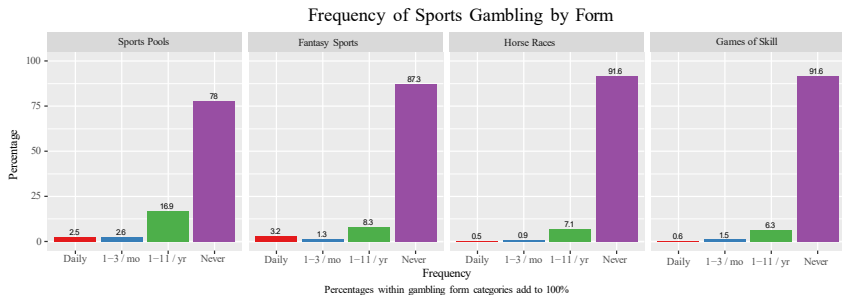
- The most popular form of sports betting was sports pools.

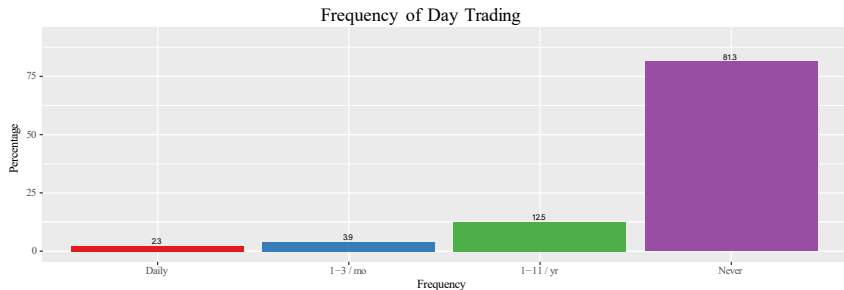# Forms of Gaming Gambling Examined (with examples)

- Bet on the Outcome of an e-Sports Match, Tournament, or Championship

- Bet on Arcade or Skilled Video Games (through streaming service like Twitch or in-person)

- In-App or In-Game Purchase (e.g., skin, loot box)

- In-App or In-Game Auction/Bidding (e.g., skin, loot box)

Gaming Gambling in Past 12 Months

Frequency of Gaming Gambling by Form

Percentages within gambling form categories add to 100%
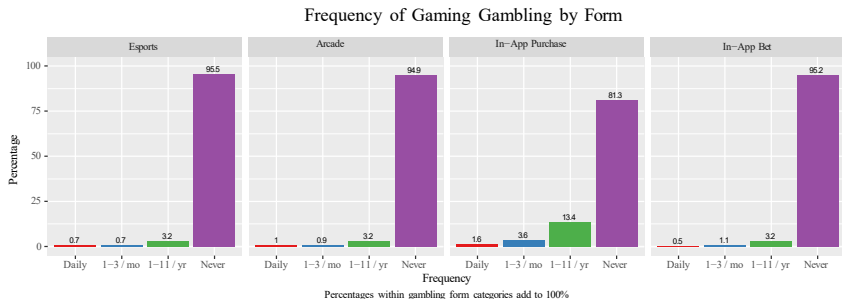
- The most popular form of gaming gambling was in-app purchase.

Day Trading in Past 12 Months


Frequency of Day Trading

- Day Trading In Stocks, Options, or the Commodities Markets

- Does Not Include Mutual Funds or Retirement Savings Plans

Potential Consequences of Gambling Examined

- Anyone in family had a gambling problem

- Used alcohol or drugs while gambling (past 12 months)

- Gambled while drunk or high (past 12 months)

- Seriously thought about or attempted suicide as a result of gambling

- Felt seriously depressed "most of the time" or "almost always" (past 12 months)

- Experienced physical, medical, or emotional problems brought on by stress "most of the time" or "almost always" (past 12 months)

Gambling Level of Risk and Health Behaviors/Conditions

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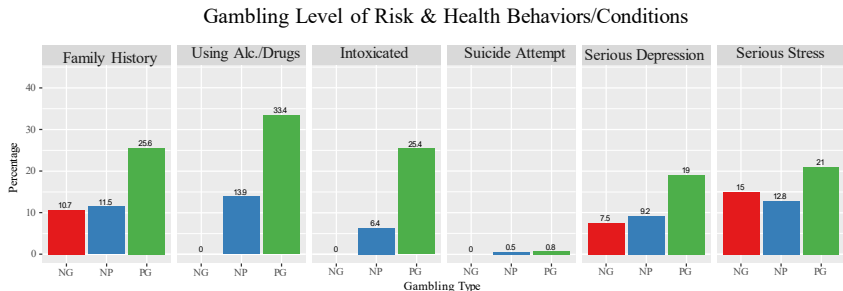
NG=Non-Gambler, NP=Non-Problem, PG=At-Risk/Problem; All in lifetime, except serious depression, serious stress, and substance-related items.

- Based on survey data, problem gambling is often related to a higher co-occurrence of risk factors, including a family history of gambling problems, using alcohol or drugs, gambling while intoxicated, experiencing serious depression, and experiencing serious stress.