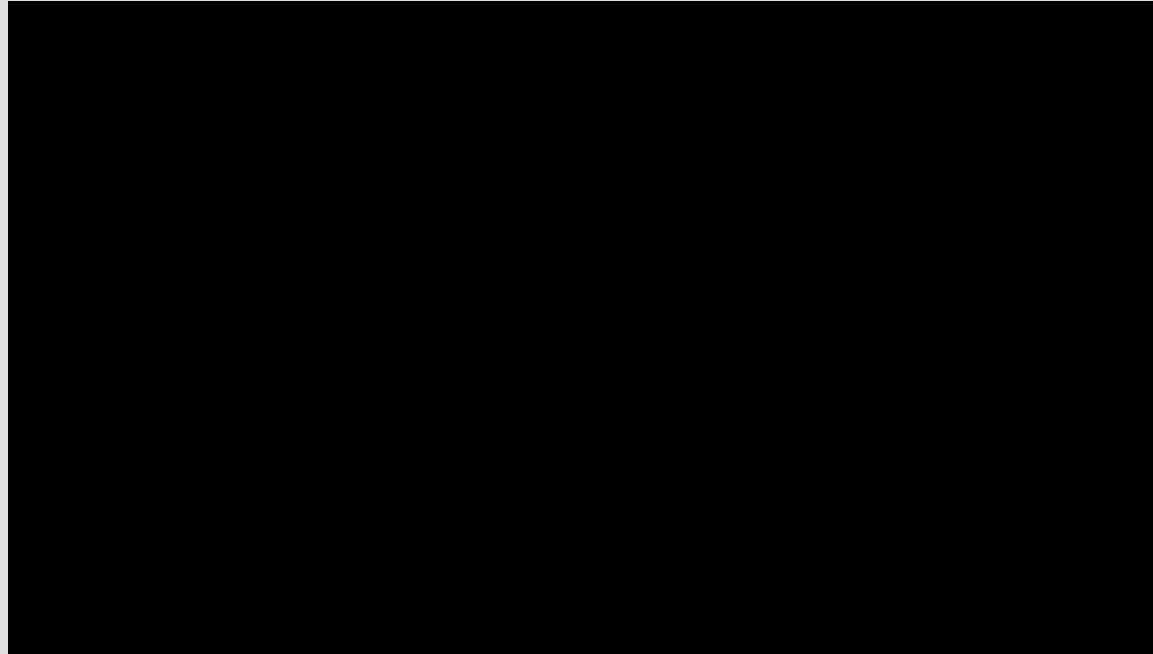


# NEBRASKA GAMBLERS ASSISTANCE PROGRAM

Pays for problem gambling counseling for Nebraskans and their families suffering a gambling problem

# GAMBLING DISORDER



## NEBRASKA GAMBLERS ASSISTANCE PROGRAM - WHAT IT IS

- The Nebraska Gamblers Assistance Program (GAP) receives Nebraska Lottery proceeds and directs a portion of the funds to pay for problem gambling counseling for Nebraskans and their families who experience a gambling problem.
- GAP trains and certifies problem gambling counselors who are located in private practice throughout Nebraska.
- GAP contracts with its certified problem gambling counselors to pay for counseling services for a Nebraskan or family member who is receiving care for a gambling problem.
- Problem gambling counseling may be received via confidential telehealth from the comfort of your home or office, using a personal computer or mobile device

## NEBRASKA GAMBLERS ASSISTANCE PROGRAM – HOW IT WORKS

- For immediate help, our 24/7 helpline operator at 1-800-522-4700 will take your call and help guide you to the best counselor for your situation.
- Go to [problemgambling.Nebraska.gov/Counseling Services](http://problemgambling.Nebraska.gov/Counseling%20Services) and find the name, phone number and email address of your choice.
- Contact a GAP problem gambling counselor from any Nebraska location and arrange to receive fact-to-face free and confidential problem gambling counseling from the comfort of your home or office via your phone, mobile device or home/office computer
- Problem gambling counseling is free and confidential, without co-pays or limits, to the number of counseling sessions for your or your family member.

## LET'S FOCUS ON THREE GROUPS VULNERABLE TO PROBLEM GAMBLING

- **Employers** – Long term employees entrusted with large sums of company money expose an employer to financial crimes associated with gambling debt and employees to stress
- **Seniors** – Many older people may feel lonely or isolated, have access to lifelong savings, enjoy adult entertainment that caters to them
- **Young Adults** – 18-24 years old, action-oriented, risk-taking, competitive, enjoying higher incomes and more personal free time

## GAMBLING IN THE WORKPLACE

Most workplaces have policies against **alcohol** and **drug** use but rarely a **gambling** policy, which can pose a workplace hazard for employees as well as employers

- Problem gamblers at increased risk for medical problems, tend to have poorer overall health, and increased use of medical care
- Gambling problems are likely to appear at work, with increased absenteeism, poor work performance or use of work computers
- Financial distress from gambling losses and debts can lead to embezzlement or misuse of company funds

# DOES YOUR WORKPLACE ENCOURAGE GAMBLING NOW?

## SPORTS BRACKETS

The two single largest sports betting events in U.S. are the Super Bowl and March Madness

## OFFICE POOLS

What date is the baby coming?

Let's go in together and buy some lottery tickets!

We'll reward the high seller next month with 100 lottery tickets!

This year, the office Christmas party will be at the Horseshoe Casino!

# WORKPLACE GAMBLING POLICY

## CLEAR HEALTH AND SAFETY GUIDELINES ...

- Problem gambling is one workplace hazard that is poorly understood and rarely addressed.

## ASSIST AND PROTECT

- The impact of problem gambling in the workplace can be as unhealthy in the workplace for other employees and employers as alcohol or drug abuse.



## SENIORS AND GAMBLING

There are two kinds of gamblers:  
**risk takers and escapists.**

**Casinos market themselves to seniors** as happy safe places where they can socialize and **get away** from loneliness or loss.

- 1 in 11 – Proportion of people over 65 who bet more than they could afford to lose the previous year\*
- 101 million – number of visitors to American casinos in 2014, nearly half who were age 50 and older\*
- Casinos aggressively market to older adults to fill floors during off peak hours, stocking cabinets with adult napkins, staffing attendants with wheel chairs who greet patrons by name\*
- Casinos lavish personal attention on older people, assigning them VIP hosts who eat meals with them, remind them to take their medicine and ask them about their health\*
- Casino hosts are paid bonuses based on how much a gambler loses\*
- A casino is a business that exists to get as much money from each customer as possible
- \**The Casino Trap* by John Rosengren, AARP Bulletin, October, 2016 issue.

# SENIORS AND SLOTS

## NOT A “ONE-ARMED BANDIT” ANYMORE. . .

- Slot machines are highly engineered electronic gaming devices that are designed to produce maximum levels of revenue for casinos by maximizing the amount of time spent on the machine
- Slot machines are the older person’s favored form of gambling

## TODAY’S SLOT MACHINES ARE “ELECTRONIC CRACK”\*

- Electronic slot machines are designed to keep people playing until their money is gone
- \*In 2001, Dr. Hans Breiter of Massachusetts General Hospital in Boston studied the brains of people playing slot machines, and found, using MRI, neural circuits firing in a way similar to someone using cocaine.
- An older person with cognitive

# SENIORS AND CASINOS

## CASINOS OPEN IN STATES WITH HIGH NUMBERS OF OLDER AMERICANS

- Florida
- Pennsylvania
- New York
- Michigan
- Ohio
- West Virginia

## OLDER AMERICANS ARE GOOD FOR CASINOS

- Keep thousands of slots operating during slower day time hours
- Older people favor the highly addictive slot machine, which are “computerized machines that use light, sound, and repetitive motion to create a hypnotic ‘zone’ where players lose track of time and money\*

\*Natasha Dow Schull, *“Addiction by Design,: Machine Gambling in Las Vegas”* Princeton, N.J. Princeton University Press, 2012.

## THE RISK TAKERS MALES, AGE 18-24

Online daily fantasy sports (DFS) claims the time, attention and money of young adult males, age 18-24, in increasing numbers as **the industry advertises large winnings for average guys** who pay entry fees to select winning line-ups of imaginary teams, composed of real players, playing real games.

## The Opposite Is True

- Daily Fantasy Sport industry, such as FanDuel/DraftKings, needs hundreds of thousands of average guys paying entry fees to fund winnings for a few power players, known in gambling circles as “sharks”
- Average guys are the minnows feeding the sharks . . .
- because the DFS industry profits more from sharks than minnows

NO MATTER WHO YOU ARE, MODERN  
GAMBLING IS DESIGNED TO KEEP YOU  
PLAYING LONGER, LOSING LONGER, TO BE  
AS PROFITABLE AS POSSIBLE

THE LONGER YOU PLAY, THE  
MORE YOU LOSE. . .

- Myth: “I know I will win again because I won once.”
- Fact: Software engineers design gambling machines to keep people wagering by letting them win occasionally, creating the illusion that the gambler is winning when, in reality, the gambler is losing. This is known as “losses disguised as wins.”

THE MORE PROFITABLE YOU ARE

- Myth: “If I play more than one slot machine, one hand of poker or DFS game, I increase my chances of winning.”
- Fact: A gambler may win more often playing multiple games – but make no mistake, a gambler will spend more and lose more doing so. Over time, the more you gamble, the more you lose.

# MANY NEBRASKANS GAMBLE FOR FUN

But the gambling is designed to keep gambling  
going because the longer you gamble, the more  
you lose

# THE NEBRASKA GAMBLERS ASSISTANCE PROGRAM

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