

2020 STUDENT SURVEY

GAMBLING BY YOUTH IN SOUTHWEST OHIO

The PreventionFIRST! (PF!) Student Survey is a youth survey administered every other year. Results of the Student Survey provide comprehensive descriptions of the self-reported drug use patterns of area youth. In addition to substance use/misuse, students are asked about gambling behaviors, school climate, and other factors associated with substance use/misuse. The following data is the results to the 2019-2020 survey cycle.

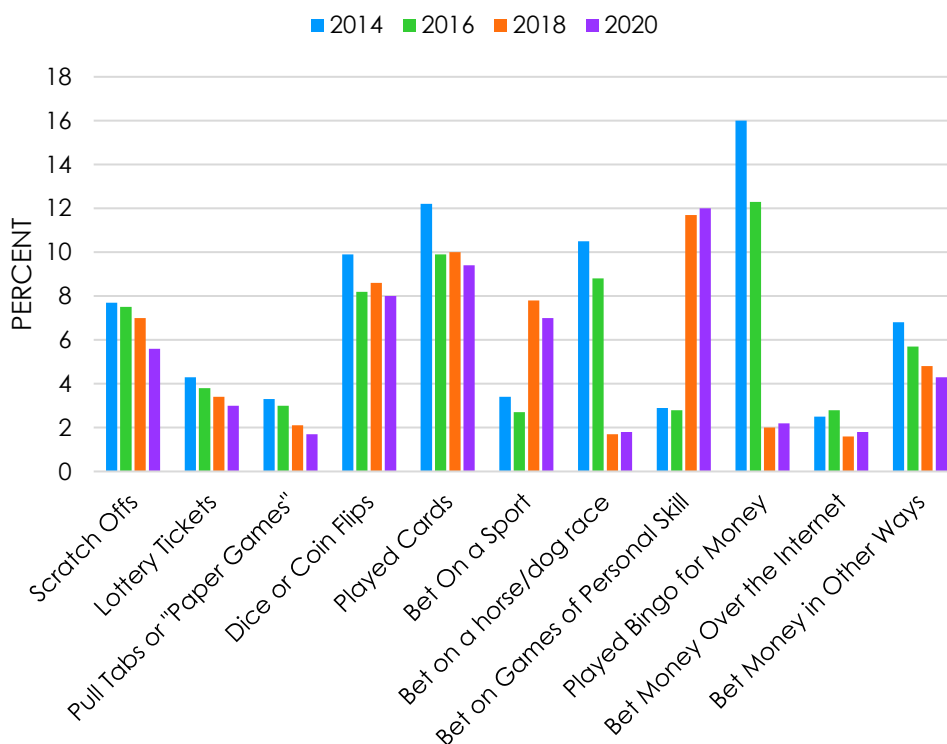
METHODOLOGY

Every tri-state area school is invited to participate. Overall, 38,753 students completed the localized version of the Pride Surveys Questionnaire between October 2019 and November 2019. Students in school the day(s) the survey was conducted, completed the survey. No surveys were conducted outside of the school building.

DEMOGRAPHICS

The data reported comes from a census of 77 public and private schools from the 7th-12th grade student population from Butler, Clermont, Hamilton, and Warren counties in Ohio. The racial/ethnic makeup of respondents is representative of the schools who participated.

Past 30-Day Use of Gambling



Measure	2020
Scratch Offs	5.6%
Lottery Tickets	3.0%
Pull Tabs or "Paper Games"	1.7%
Dice or Coin Flips	8.0%
Played Cards	9.4%
Bet On a Sport	7.0%
Bet on a horse/dog race	1.8%
Bet on Games of Personal Skill	12.0%
Played Bingo for Money	2.2%
Bet Money Over the Internet	1.8%
Bet Money in Other Ways	4.3%

Pilot Question

In the past 30-days have you bet or gambled money/ virtual currency/ possessions in any of the following ways?

Measure	2020
Online/Internet	5.0%
Apps	5.3%
Video gaming	7.4%

Key Contact:

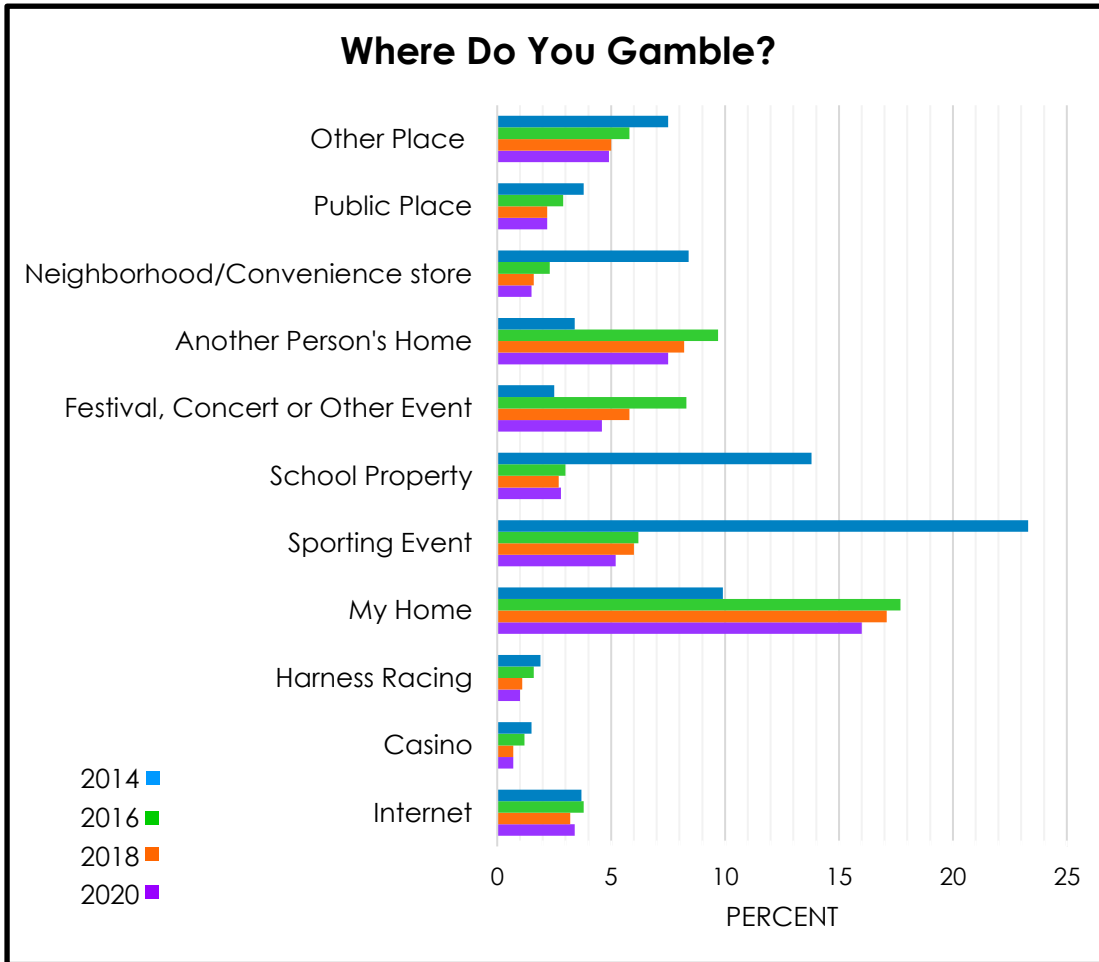
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GAMBLING BY YOUTH IN GREATER CINCINNATI

2020 STUDENT SURVEY



Where Do You Gamble?

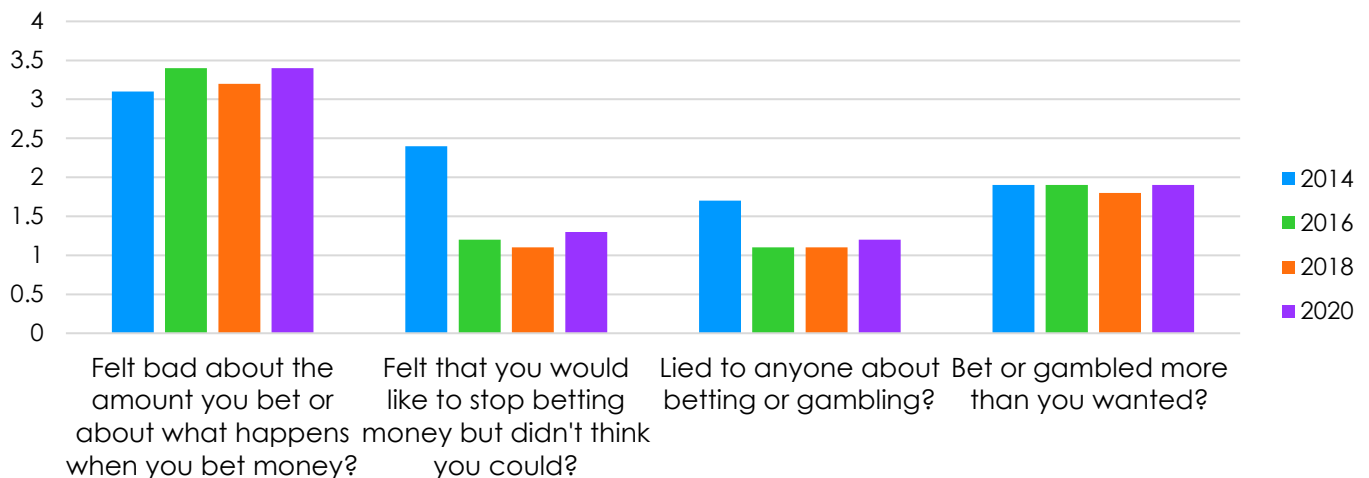


53.3% of students said **often/ a lot** on an average school day they play a video or computer game or use a device for something that is not school work.

91.6% of students reported that their parents would feel it was **wrong/ very wrong** for them to gamble anything of value.

8.4% of students said in the past year, they **often/ a lot** spent too much time playing video games that it affected their schoolwork/ test or their job.

Have you ever....



ADDITIONAL INFORMATION

Visit: www.prevention-first.org for topic summaries & regional finding for 2000 - 2020

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