

TURNING DATA INTO INSIGHT

OHA PGS SYSTEM DATA TRIVIA

2026 Focus on the Future



The OHA PGS system accomplished a lot in the last year. Get ready to test your knowledge about problem gambling in your communities, system prevention initiatives, and treatment characteristics!

Rules:

1. Your table is your team
2. One minute per question
3. Write your table's answer down
4. Honor system scoring - indicate which questions you answered correctly



YOUTH GAMBLING FOCUS GROUPS

Discussions with Parents/Caregivers & Youth

 **OREGON HEALTH AUTHORITY**
 **ocpq**
OREGON COMMUNITY PROBLEM GAMBLING

SEPTEMBER 2025

UNDERSTANDING YOUTH GAMBLING: FOCUS GROUP & SURVEY FINDINGS FROM PARENTS AND CAREGIVERS OF YOUTH



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UNDERSTANDING YOUTH GAMBLING: FOCUS GROUP & SURVEY FINDINGS FROM OREGON YOUTH



01. YOUTH GAMBLING FOCUS GROUPS

Which activity did both parents/caregivers and youth compare to gambling?

A) Collecting Pokémon cards

B) Playing competitive basketball

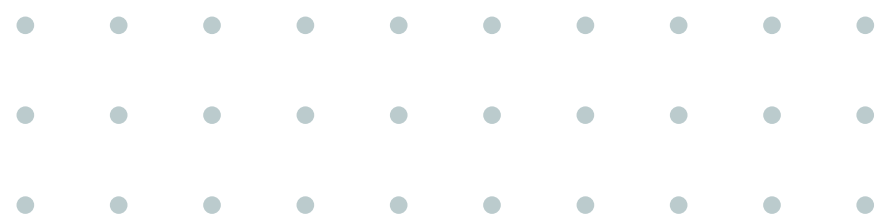
C) Watching sports

D) Doing homework and earning an incentive

WHICH ACTIVITY DID PARENTS, CAREGIVERS, AND YOUTH ALIKE COMPARE TO GAMBLING?

Answer: A) Collecting Pokémon cards

- Pokémon cards have monetary and social value for youth.
- Youth compared collecting Pokémon cards to gambling because of the cost and feeling of uncertainty about the value they may obtain.
- Parents/caregivers discussed bartering behavior with cards, and described a “high” associated with getting a “good” card.



02. YOUTH GAMBLING FOCUS GROUPS

What risky behavior did both parents and youth link most closely with gambling?

A) Skipping school

B) Alcohol use

C) Cannabis use

D) Stealing and impulse control issues

WHAT RISKY BEHAVIOR DID BOTH PARENTS AND YOUTH LINK MOST CLOSELY WITH GAMBLING?

Answer: B) Alcohol use

- Youth noted the co -occurrence of gambling and drinking in various venues, and that alcohol can impair decision-making when it comes to gambling.
- The risk of both was described as exciting and alluring, with positive social implications.
- Parents/caregivers and youth discussed the potential addictive nature of alcohol and gambling.
- Parents/caregivers also discussed the connection to excessive screen time.



UNDERSTANDING YOUTH GAMBLING: FOCUS GROUP & SURVEY FINDINGS FROM PARENTS AND CAREGIVERS OF YOUTH



PARENT/
CAREGIVER
REPORT

UNDERSTANDING YOUTH GAMBLING: FOCUS GROUP & SURVEY FINDINGS FROM OREGON YOUTH



YOUTH
REPORT

YOUTH GAMBLING: A SUMMARY OF INSIGHTS FROM YOUTH, PARENTS, & CAREGIVERS

Focus group and survey outcomes with Oregon youth and parents/caregivers indicate that many middle- and high-schoolers have already gambled at some point in their lives. Youth perceive gambling as both risky and fun, noting parallels between gambling and video gaming features.

Parents and caregivers may not be aware of the extent to which youth are exposed to gambling or participating in such activities. Over the course of focus group discussions, parents/caregivers recognized a range of ways in which youth may be exposed to gambling content and expressed worry about the normalization of gambling among youth, its addictive potential, impacts on financial habits, and links to other risky behaviors, such as substance use and excessive screen time.

FORMS & CONTEXTS OF GAMBLING

Youth report gambling in a variety of ways, including sports betting, card games, scratch tickets, bingo/lotería, dice games, fantasy sports, raffles, and bets tied to dares or school events. Gambling occurs on apps and in-person.

Youth and parents/caregivers connect gambling and popular gambling-like activities, such as loot boxes, in-game/app purchases, trading Pokémon cards, arcade games, and "pay-to-win" mobile games.

Youth are exposed to gambling in a variety of ways, like family gatherings and tradition, peer activities, school events, social media, a variety of advertisements, movies and television, and community events.

RISKS & INFLUENCES

- ▶ Youth, parents, and caregivers identified potential harms associated with youth gambling, such as addiction, financial loss, strained relationships, and mental health concerns.
- ▶ Substance use and excessive video gaming are perceived as risk factors for youth gambling, with overlap in addictive potential and co-occurring participation.
- ▶ Peer influence is strong and may include normalization of youth gambling, particularly for younger youth observing older peers.



SUMMARY
2-PAGE
REPORT

EVIVE & GAMFIN

The logo for 'evive' is displayed in white lowercase letters on a dark blue background. The letter 'i' is unique, featuring a small teal dot above it.

evive

The logo for 'GamFin' is displayed in white uppercase letters on a blue background. The 'G' is significantly larger than the other letters.

GamFin

Financial counseling to individuals and families who are experiencing gambling-related financial distress.

www.gamfin.org

03. EVIVE & GAMFIN

WHAT PERCENT OF EVIVE AND GAMFIN USERS WOULD RECOMMEND THE RESOURCE TO A FRIEND?

A) 50%

B) 75%

C) 85%

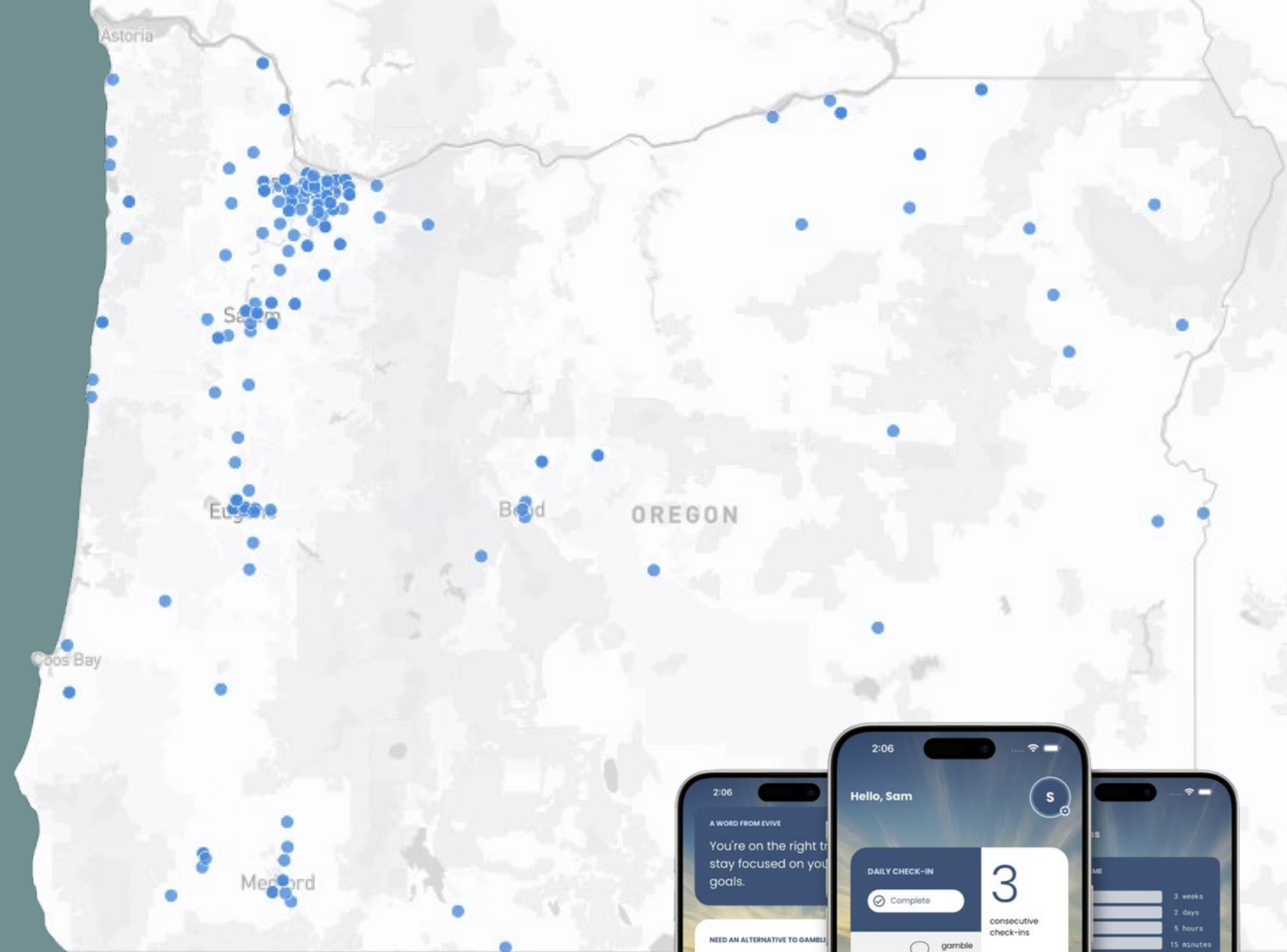
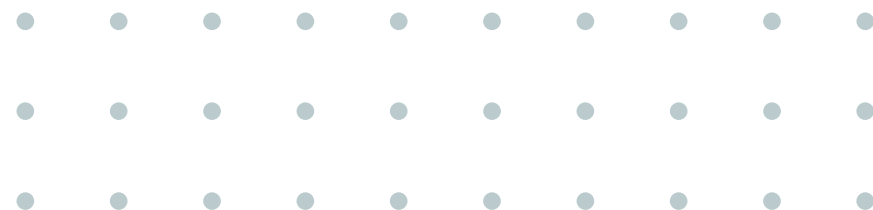
D) 95%

WHAT PERCENT OF EVIVE AND GAMFIN USERS WOULD RECOMMEND THE RESOURCE TO A FRIEND?

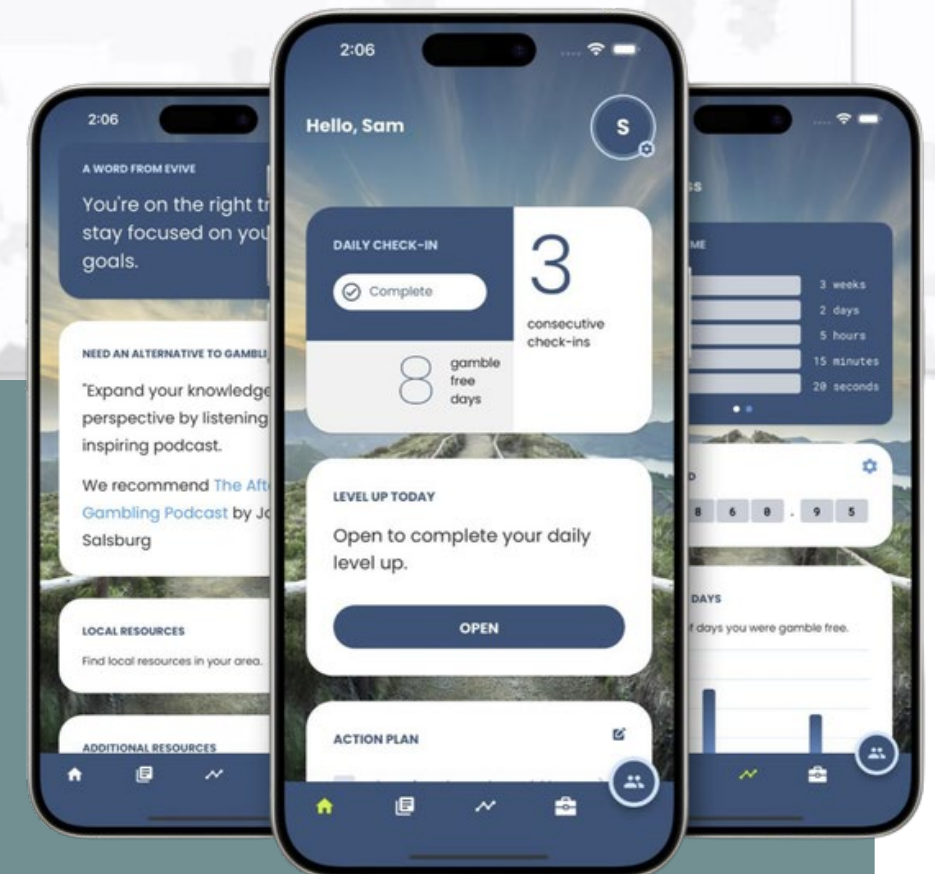
Answer: D) 95% 

Unique users in FY24/25

- GamFin - 51
- Evive - 211



Map of Evive users in OR



ADDITIONAL EVIVE & GAMFIN INFORMATION AVAILABLE IN THE OHA PGS FY2024-25 ANNUAL REPORT



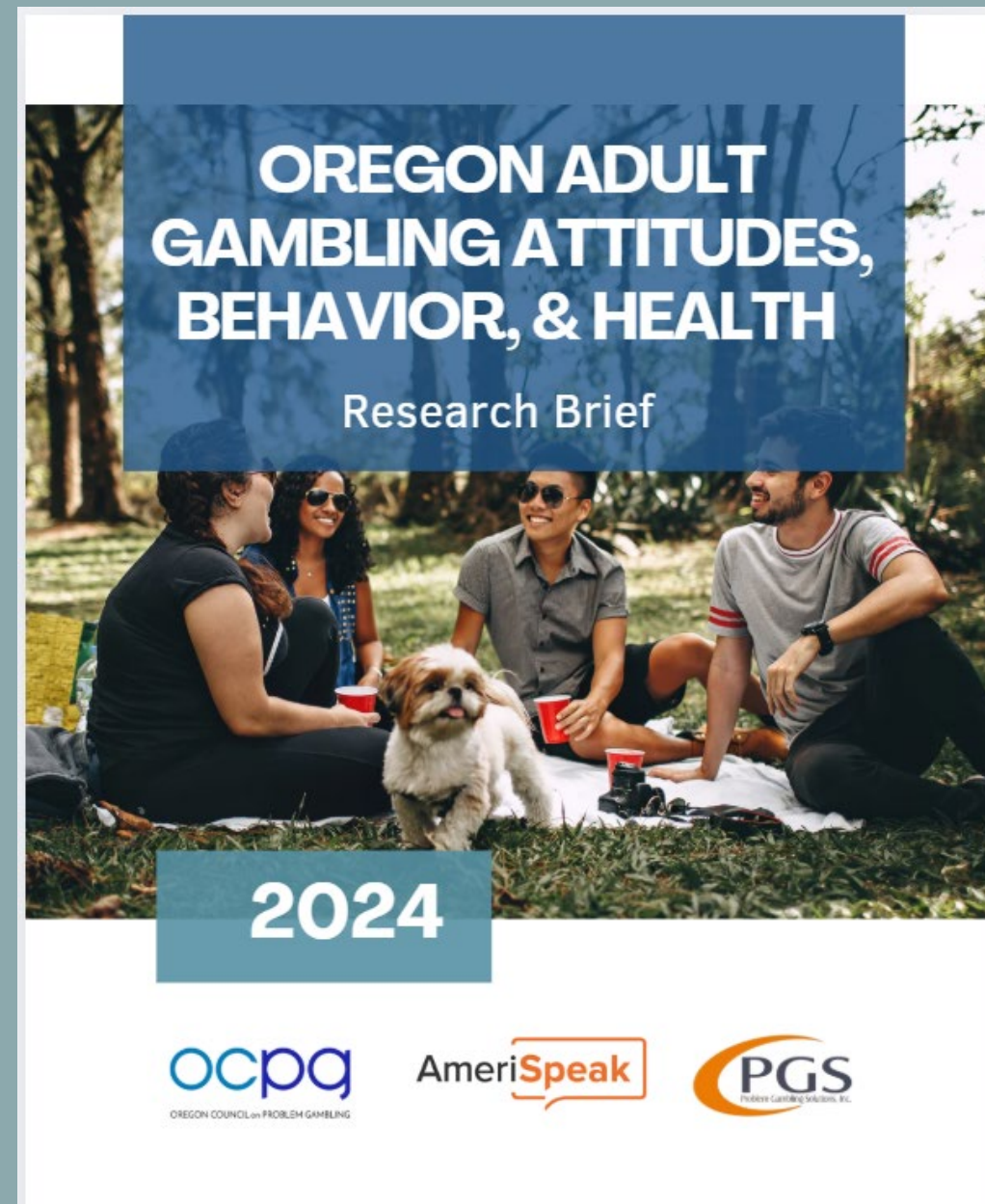
OREGON'S PROBLEM GAMBLING TREATMENT AND SUPPORT SERVICES: EVALUATION REPORT

Fiscal Year 2024-25

OREGON HEALTH AUTHORITY
PROBLEM GAMBLING SERVICES

OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

2025 Panel Study



04. 2025 OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

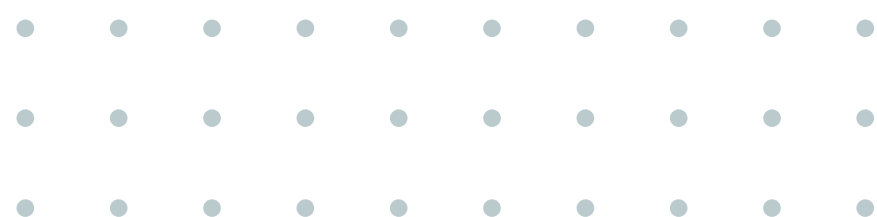
What percent of Oregon adults engaged in gambling activities involving cryptocurrencies or related activities in the past 12 months?

- A) 0-5%*
- B) 6-14%*
- C) 15-17%*
- D) 18-25%*

WHAT PERCENT OF OREGONIANS ENGAGED IN GAMBLING ACTIVITIES INVOLVING CRYPTO OR RELATED ACTIVITIES IN THE PAST 12 MONTHS?

Answer: B) 6-14%

- 12% of Oregon adults reported engaging in gambling activities with crypto and related activities.
- The cryptocurrency market is valued at over \$4 trillion and, by some accounts, will grow to \$30 trillion by 2030.
- Cryptocurrencies can now be purchased directly through brokerage accounts or indirectly via exchange -traded funds.
- Pension funds, school endowments, and other institutions have also invested in cryptocurrencies and related assets.



05. 2025 OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

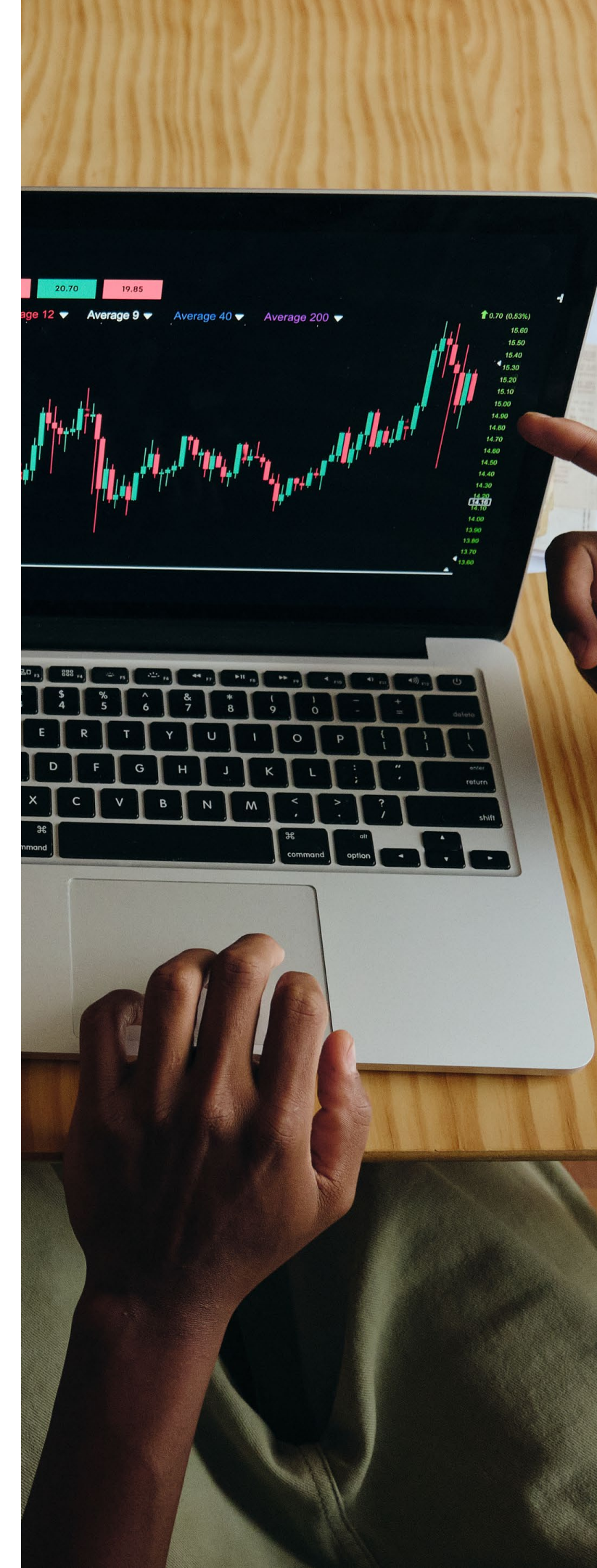
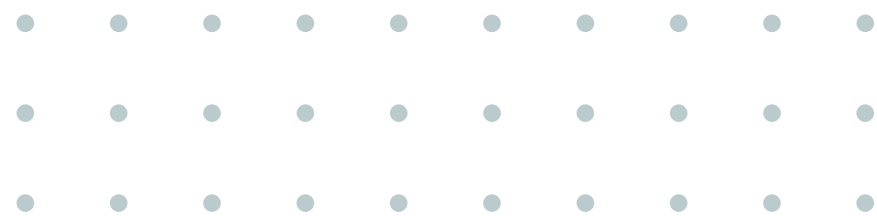
Of Oregon adults who day-trade traditional assets and cryptocurrencies, how many screen High Risk for problem gambling?

- A) 1-5%*
- B) 6-10%*
- C) 15-25%*
- D) 25-40%*

OF OREGON ADULTS WHO DAY-TRADE TRADITIONAL ASSETS & CRYPTO, HOW MANY SCREEN HIGH RISK FOR PROBLEM GAMBLING?

Answer: D) 25-40% 

- Day-trading in traditional financial assets and/or cryptocurrencies is associated with a **High Risk rate of 33%** on the PGSI- more than 5x the overall average of 6%.
- Gambling issues related to day-trading can go unnoticed because the behavior is often framed as an investment strategy. While some consumer protections exist around trading in traditional assets, cryptocurrency trading remains largely unregulated and unfamiliar to many in public health.



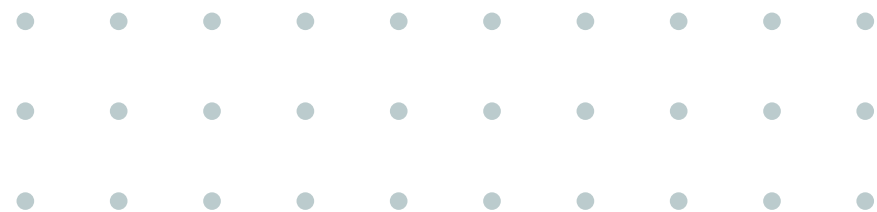
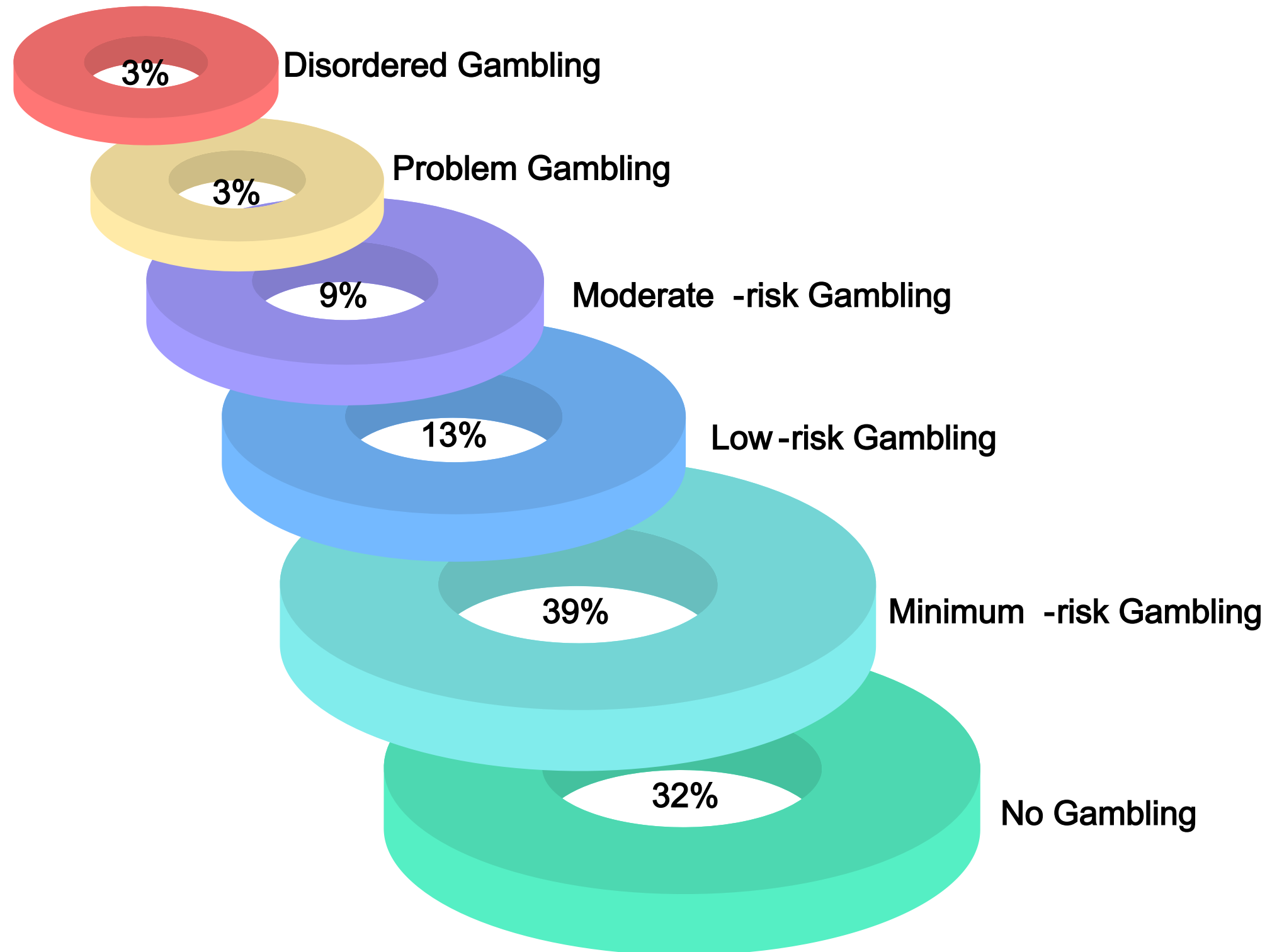
06. 2025 OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

What percent of survey participants screened in the High Risk category on the PGSI?

- A) 1-3%*
- B) 4-7%*
- C) 5-9%*
- D) 10-11%*

WHAT PERCENT OF SURVEY PARTICIPANTS SCREENED IN THE HIGH RISK CATEGORY ON THE PGSI?

Answer: B) 4-7%



07. 2025 OREGON GAMBLING ATTITUDES, BEHAVIORS, HEALTH, & RISK SURVEY

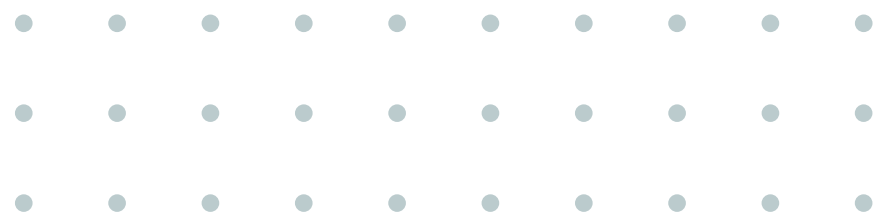
What percent of Oregon adults were negatively affected by the gambling behaviors of a friend, family member, coworker, or someone else they know?

- A) 1-10%*
- B) 11-20%*
- C) 21-30%*
- D) 31-40%*

WHAT PERCENT OF OREGON ADULTS WERE NEGATIVELY AFFECTED BY THE GAMBLING BEHAVIORS OF SOMEONE THEY KNOW?

Answer: C) 21-30%

- Nearly 1 in 4 (23%) Oregon adults are adversely impacted by another person's gambling, which highlights the ripple effect of gambling problems.
- The full burden of problem gambling is under-recognized, and public policy does not provide adequate support to everyone impacted by gambling-related harm.



OREGON ADULT GAMBLING ATTITUDES, BEHAVIOR, & HEALTH

Research Brief



2024



BRIEF
REPORT



TREATMENT FOLLOW-UP EVALUATION



OREGON'S PROBLEM GAMBLING TREATMENT AND SUPPORT SERVICES: EVALUATION REPORT

Fiscal Year 2024-25

OREGON HEALTH AUTHORITY
PROBLEM GAMBLING SERVICES

08. TREATMENT FOLLOW-UP EVALUATION

At the start of treatment, what percentage of outpatient participants wanted to quit gambling?

A) 53%

B) 74%

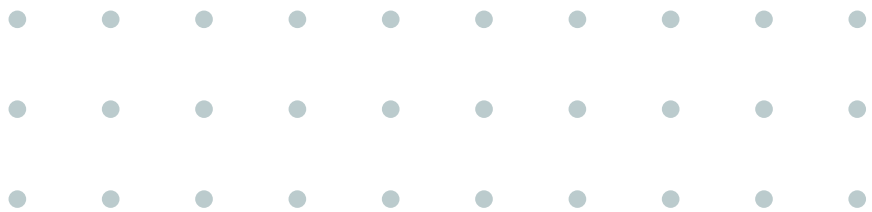
C) 83%

D) 94%

AT THE START OF TREATMENT, WHAT PERCENTAGE OF OUTPATIENT PARTICIPANTS WANTED TO QUIT GAMBLING?

Answer: C) 83% 

- 83% described their goal for gambling recovery to be abstinence, while 17% wanted to set limits for themselves
- At the 30 -day survey, 74% reported they were at least somewhat meeting their goal



09. TREATMENT FOLLOW-UP EVALUATION

What was the most common reason participants sought help for gambling?

A) Financial loss

B) Loss of control

C) Pressure from family/significant other

D) Legal trouble

WHAT WAS THE MOST COMMON REASON PARTICIPANTS SOUGHT HELP FOR GAMBLING?

Answer: B) Loss of control 

- In their own words, one-third of participants described seeking help after they felt they lost control of their gambling, feeling “powerless”
- The remaining top five reasons, in order of frequency, include spending too much money, self-identifying as having a problem, the impact on their finances, and the impact on their family.



10. TREATMENT FOLLOW-UP EVALUATION

What percentage of participants used in -person services for gambling treatment?

A) 27%

B) 53%

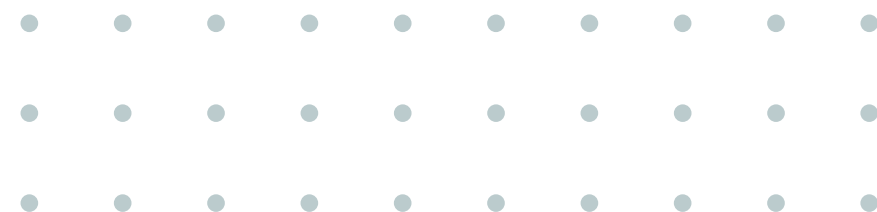
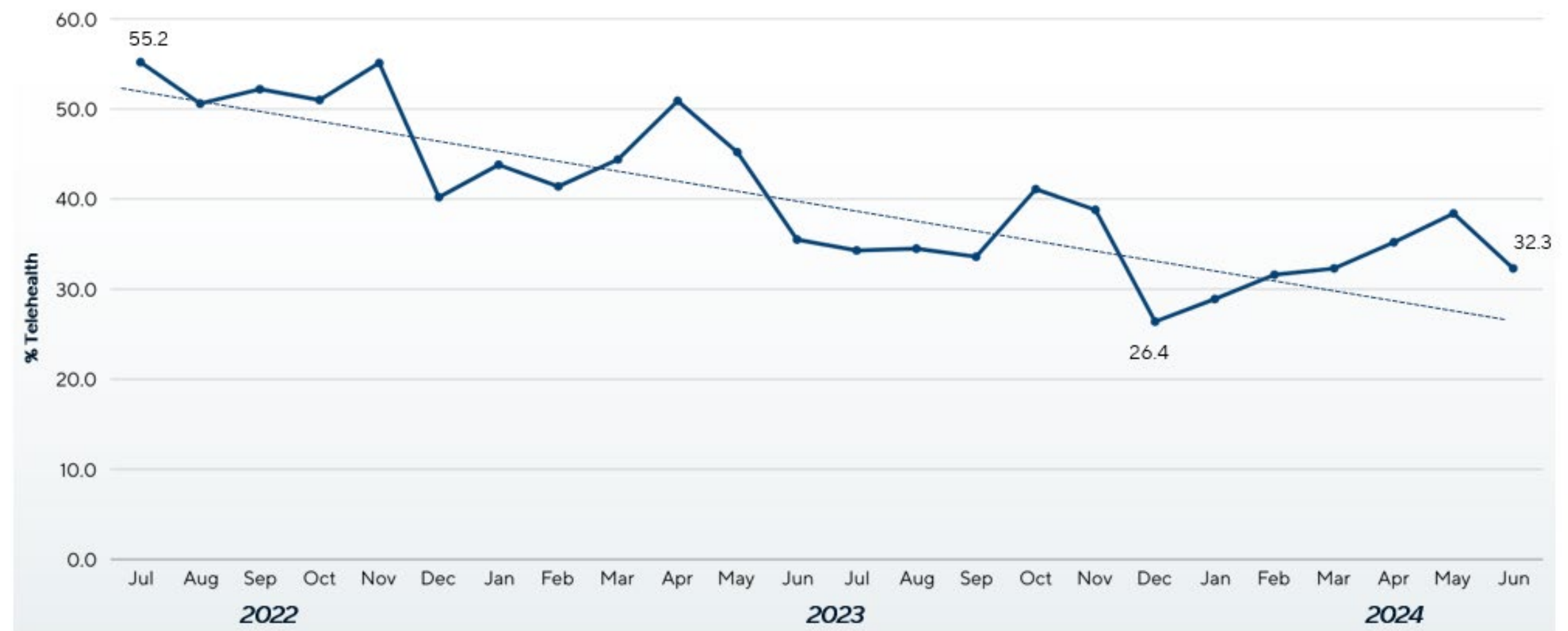
C) 67%

D) 75%

WHAT PERCENTAGE OF PARTICIPANTS USED IN PERSON SERVICES FOR GAMBLING TREATMENT?

Answer: C) 67%

- Use of telehealth for PGS encounters has declined over the last several years
- Telehealth use has remained stable at 35%





**OREGON'S PROBLEM GAMBLING
TREATMENT AND SUPPORT SERVICES:
EVALUATION REPORT**

Fiscal Year 2024-25

**OREGON HEALTH AUTHORITY
PROBLEM GAMBLING SERVICES**






**LEARN MORE ABOUT FOLLOW-UP
PROJECT FINDINGS IN THE
FY2023-24 ANNUAL REPORT**

(FY2024-25 REPORT COMING SOON)

STUDENT HEALTH SURVEY

Supplemental Report of the 2022 and 2024 Oregon Student Health Surveys



Understanding Youth Gambling in Oregon: Patterns, Risks, and Prevention Opportunities

A Supplemental Report of the 2022 and 2024 Oregon Student Health Surveys

Prepared by Problem Gambling Solutions, Inc.

11. STUDENT HEALTH SURVEY

Based on a modified form of the BAGS, what is the rate of at-risk problem gambling among 11th graders in 2024?

A) 0 - 0.25%

B) 0.26 - 0.50%

C) 0.51 - 0.75%

D) 0.76+%

BASED ON A MODIFIED FORM OF THE BAGS, WHAT IS THE RATE OF AT-RISK PROBLEM GAMBLING AMONG 11th graders in 2024?

Answer: D) 0.72% 

- Gambling participation has also increased among 11th graders. In 2022, 18% reported participating in gambling, compared to 21% in 2024.
- 6th and 8th graders also increased gambling rates. In 2024, 23% of 6th graders and 26% of 8th graders reported gambling.
- Adult Oregonians who began gambling before age 18 were 50% more likely to exhibit problematic gambling behavior*.

*Oregon Gambling Attitudes, Behaviors, Health, and Risk Survey (2025)



STUDENT HEALTH SURVEY REPORT



Understanding Youth Gambling in Oregon: Patterns, Risks, and Prevention Opportunities

A Supplemental Report of the 2022 and 2024
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PG NET

Fiscal Year 20242025



12. PG-NET (FY2024-25)

How many new clients were treated in the PGS system between July 1, 2024, and June 30, 2025 (FY2024-25)?

- A) 445*
- B) 670*
- C) 840*
- D) 1230*

HOW MANY NEW CLIENTS WERE TREATED IN THE PGS SYSTEM IN FY2024-25?

Answer: B) 670 

- 839 unique clients were treated, only a 1% decrease from the year prior
- From the previous year, client intakes increased by 2%. Discharges increased by 10%
- The total number of encounters increased by 19%. 12,833 encounters were recorded this year.



13. PG-NET (FY2024-25)

In what month did the PGS system see the most intakes?

A) January

B) April

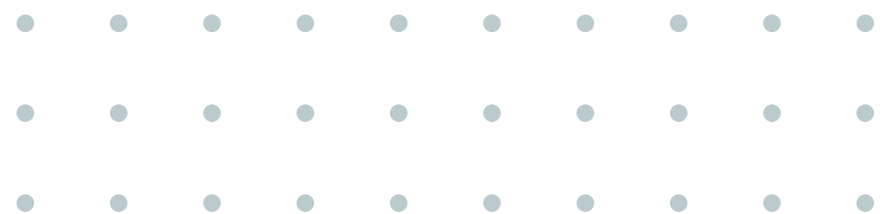
C) June

D) September

IN WHAT MONTH DID THE PGS SYSTEM SEE THE MOST INTAKES?

Answer: A) January ✓

- 85 intakes in January
- The second most was 74 in March
- The least was 41 in March, close behind 42 in October and November
- October had the most encounters (1,197)



14. PG-NET (FY2024-25)

What are the top two gambling disorder severity levels among clients in treatment for gambling? (Select two)

A) Subclinical

B) Mild

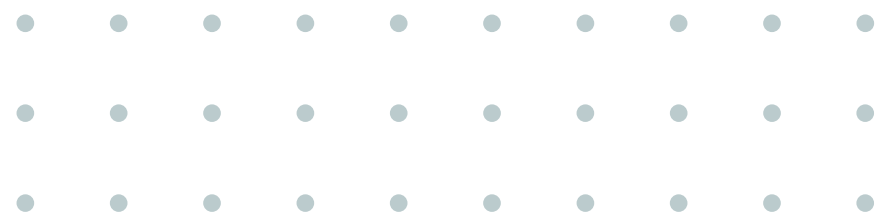
C) Moderate

D) Severe

WHAT ARE THE TOP TWO GAMBLING DISORDER SEVERITY LEVELS AMONG CLIENTS IN TREATMENT FOR GAMBLING?

Answer: A) Subclinical; D) Severe ✓

- Subclinical - 24%
- Mild - 13%
- Moderate 18%
- Severe 46%
- The percentage of clients with moderate and severe presentations has decreased over the last two years



15. PG-NET (FY2024-25)

What was the most common type of treatment history reported by gambling treatment clients at intake?

- A) Problem gambling*
- B) Substance use*
- C) Mental health*

WHAT WAS THE MOST COMMON TYPE OF TREATMENT HISTORY REPORTED BY GAMBLING TREATMENT CLIENTS AT INTAKE?

Answer: C) Mental health - 45%

- Problem gambling - 39%
- Substance use 34%
- The number of PGS clients with no prior problem gambling treatment episodes has increased



16. PG-NET (FY2024-25)

Peer-delivered services account for what proportion of encounters?

- A) 3%*
- B) 10%*
- C) 12%*
- D) 25%*

PEERDELIVERED SERVICES ACCOUNT FOR WHAT PROPORTION OF ENCOUNTERS?

Answer: B) 10%

- 1,168 peer service encounters
- Individual gambling treatment accounted for 41.5% of encounters
- Group gambling treatment accounted for 21.5%
- Residential was 14.7%



ADDITIONAL PGNET DATA AVAILABLE IN THE OHA PGS FY2024-25 ANNUAL REPORT



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Fiscal Year 2024-25

OREGON HEALTH AUTHORITY
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HOW DID YOU DO?



THANK YOU!

Scan to access OHA
PGS research & reports

