

2019 MINNESOTA STUDENT SURVEY FACT SHEET

How many Minnesota youth gamble?

- 30% have gambled in the past year (39% of boys; 21% of girls)
- 7% gambled frequently, that is, once a week or more often (10% of boys; 3% of girls)

What forms of gambling are most popular?

- 35% of boys and 17% of girls bet on informal games such as cards, sports, or games of personal skill such as video gaming, pool, golf or bowling
- 8% of boys and 7% of girls report buying lottery tickets or scratch-offs
- 3% of boys and 1% of girls report gambling in a casino

Which youth gamble?

- More boys gamble than girls (38.5% versus 21.1%)
- More boys gambled frequently than girls (9.7% versus 3.4%)
- More boys experience problem gambling than girls (0.9% versus 0.2%). About the same proportion of older students gamble as younger students
- More Native Hawaiian or other South Pacific Island (13.3%), American Indian (11.9%) and Black (11%) students gamble frequently than White (5.7%), Asian (6.2%), multiple races (7%) and Hispanic students (8.6%)
- More students from low-income households (receive free or reduced-price lunch) gamble frequently (8.3%) than from higher income households (5.6%)
- More students who report grades of D, F and incomplete gamble frequently (12%) than students who report grades of A, B and C (6%)

Trends

- Fewer students were gambling in 2019 than were gambling in 1992 (84% of boys in 1992 versus 39% in 2019; and 62% of girls in 1992 to 21% in 2019)
- Fewer students were gambling frequently in 2019 than were gambling frequently in 1992 (23% of boys in 1992 versus 10% in 2019; and 6% of girls in 1992 to 3% in 2019)
- Fewer underage students reported buying lottery products in 2019 than in 1992 (43% of boys in 1992 versus 8% in 2019; and 38% of girls in 1992 versus 7% in 2019)
- No change in the problem gambling rate (0.5%) between 2016 and 2019
- For the majority of students, gambling participation has turned around since gambling items were included in the MSS in 1992, when gambling participation rates were 70%. In 2019, that is the figure for not gambling.

How many Minnesota youth experience problem gambling?

- 0.5% with an additional 2% who report problems associated with their gambling.
- While one half of one percent may not seem like much, if you multiply that by the number of Minnesota public secondary students (403,331) it represents over 2,000 students.
- There is a small segment of the youth population that gambles frequently and experience problems associated with their gambling. These youth may need prevention and intervention services.