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1 Running head: GAMBLING PROBLEMS IN PRIMARY CARE

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9 Gambling problems in primary care: A cross-sectional study of general practices

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## Abstract

26

27 **Background:** Primary care is an important context for addressing health-related behaviours,  
28 and may provide a setting for identification of gambling problems. **Aim:** To indicate the  
29 extent of gambling problems among patients attending general practices, and explore settings  
30 or patient groups that experience heightened vulnerability. **Design and Setting:** Cross-  
31 sectional study of patients attending 11 general practices in southwest England. **Method:**  
32 Adult patients ( $n = 1,058$ ) were recruited from waiting rooms of practices that were sampled  
33 on the basis of population characteristics. Patients completed anonymous questionnaires  
34 comprising measures of mental health problems (e.g., depression) and addictive behaviours  
35 (e.g., risky alcohol use). The Problem Gambling Severity Index (PGSI) measured gambling  
36 problems, along with a single-item measure of problems among family members. Estimates  
37 of extent and variability according to practice and patient characteristics were produced.

38 **Results:** There were 0.9% of all patients exhibiting problem gambling (PGSI 5+), and 4.3%  
39 reporting problems that were low to moderate in severity (PGSI 1-4). Around 7% of patients  
40 reported gambling problems among family members. Further analyses indicated that rates of  
41 any gambling problems (PGSI 1+) were higher among males and young adults, and more  
42 tentatively, within a student healthcare setting. They were also elevated among patients  
43 exhibiting drug use, risky alcohol use and depression. **Conclusion:** There is need for  
44 improved understanding of the burden of, and responses to, gambling problems in general  
45 practices, and new strategies to increase identification in order to facilitate improved care and  
46 early intervention.

47 **KEY WORDS:** gambling, general practice, cross-sectional study, England

48 **How this fits in:** Gambling problems are emerging concerns for public health in the UK, and  
49 primary care is a potential context for identifying patients who would benefit from early  
50 intervention or specialist services, as such patients may already attend for related reasons.  
51 However, there are no data on gambling problems in UK general practices, and this study  
52 assessed the extent of these issues, and sought to identify patient groups that may be  
53 particularly vulnerable. It suggests that gambling problems are important clinical issues for  
54 primary care attenders, with around 1 in 20 patients reporting pasting year problems, which  
55 were mostly of low to moderate severity. The findings highlight need for increased  
56 acknowledgement and capacities to respond to gambling problems in general practices (e.g.,  
57 through training and support for GPs in order to identify patients and help facilitate access to  
58 specialist services).

59            Participation in gambling is increasing in the UK, with surveys indicating that around  
60 59% of British adults reported gambling activities (excluding National Lottery) in 2010,  
61 which was an increase of 7% from 2007 [1]. These trends have occurred in the context of  
62 developments in gambling technologies (e.g., electronic gambling machines, online  
63 gambling) and increased exposure (for example, gambling-related advertisements grew by  
64 almost 500% between 2007 and 2012) [2], and larger numbers of people experiencing  
65 problems with gambling [1]. These problems encompass a spectrum of difficulties that are  
66 defined mainly by gambling-related harms (e.g., financial crises, relationship breakdown) [3],  
67 and can sometimes reach levels of severity that warrant diagnoses of pathological gambling  
68 or gambling disorder (in the ICD-10 [4] and DSM-5 [5], respectively). Prevalence studies  
69 indicate that around 7% of men (2% of women) experience at least some problems with  
70 gambling annually in the UK, with higher levels among young adults (e.g., 17% of males  
71 aged 16-24 reported at least some problems in 2012) [6]. There is also a socio-economic  
72 gradient of risk, whereby elevated risk of gambling problems is associated with low income  
73 and high deprivation [7].

74            Gambling problems cluster with other health-related behaviours [8], and are  
75 associated with anxiety disorders and psychosomatic complaints, and high rates of suicidal  
76 ideation and attempts [9]. These problems are also associated with overuse of health-care  
77 services, with problem gamblers being twice as likely to consult their GP for mental health  
78 concerns, five times as likely to be hospital inpatients, and eight times as likely to access  
79 psychological counselling, when compared to people with no such problems [9]. However,  
80 help-seeking for gambling is infrequent and usually crisis-driven [10], and thus occurs only  
81 after experiencing severe gambling-related harms. Accordingly, there is a strong need for  
82 initiatives to increase help-seeking and early intervention, and these include new means of  
83 identification and response within generalist healthcare settings.

84 Primary care is an established context for addressing health-related behaviours (e.g.,  
85 alcohol misuse) [11], and may be an important setting for identification of problematic  
86 gambling [12]. High use of services [9] suggests overrepresentation of gambling problems in  
87 primary care, and particularly within practices that serve vulnerable populations. This is  
88 supported by U.S. data suggesting rates of gambling disorders ranging from 6% [13] to 15%  
89 [14] among primary care attenders (relative to estimates from population-based studies that  
90 range from 0.2-1.0%) [15], and higher levels within low income populations [14]. It is  
91 already recommended that UK GPs screen high risk groups (e.g., those reporting financial  
92 problems), and refer cases for specialist treatment [12]. This is notwithstanding the lack of  
93 any evaluation of gambling problems in UK general practices, whereby the prevalence of  
94 conditions remains unknown. In this context, the aims of this project were to:

- 95 1) Provide data on the extent of gambling problems among patients attending general  
96 practices in England;
- 97 2) Explore variability according to practice and patient characteristics, and thus indicate  
98 clinical settings or patient groups that experience heightened vulnerability.

## 99 Methods

### 100 *Participants and procedure*

101 The target population comprised patients attending general practices in the Bristol  
102 region of southwest England. Eleven practices were purposively sampled according to  
103 population deprivation and patient characteristics, as follows: (1) deprivation levels were  
104 quantified using data from the Office for National Statistics, which indicated four practices  
105 from deprived areas (top 30% for deprivation in England), two practices in areas of low  
106 deprivation (bottom 30%), and three practices in a moderate band (middle 40% for  
107 deprivation); (2) one practice provided care to young adults in a student health service, and

108 one practice provided services to a homeless population. The latter were targeted to assess  
109 risk according to key population sub-groups.

110 Patients aged over 18 years and attending practices for any reason were eligible, but  
111 were excluded if they were unable to understand English, required immediate medical  
112 attention, or were unable to give consent. Patients were approached by a researcher in waiting  
113 rooms before appointments, and were provided with information about the study. Those who  
114 provided consent were given anonymous questionnaires. These were self-completed and  
115 returned in the waiting room or using pre-paid envelopes, and yielded  $n = 1,058$   
116 questionnaires. Across practices sampled according to deprivation, the patient numbers  
117 ranged from  $n = 58$  to  $n = 122$ . There was  $n = 17$  and  $n = 163$  participants recruited from the  
118 practice for homeless patients and the student health service, respectively. Socio-  
119 demographic characteristics are shown in Table 1.

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120 TABLE 1

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121 *Measures*

122 Brief measures identified mental health concerns and addictive behaviours. These  
123 included the 2-item Whooley scale for depression [16], and the GAD-2 [17] scale for anxiety,  
124 which are recommended in primary care [18]. Risky alcohol use was measured using the  
125 three consumption items from the Alcohol Use Disorders Identification Test (AUDIT-C) [19,  
126 20]. Non-prescription and recreational drug use was assessed using a Single-Item Screening  
127 Question (SISQ) for unhealthy drug use [21]. The format of this item, which required  
128 numeric indications of number of times (in the past year) using an illegal drug or prescription  
129 medication for non-medical reasons, was modified and comprised a binary response (*yes* or  
130 *no*) indicating any past year usage.

131 Gambling frequency was assessed using items derived from the British Gambling  
132 Prevalence Surveys [1], and asked about purchases of lottery or instant win / scratch tickets,

133 play on bingo, casino table games, slot machines and other electronic gambling machines,  
134 games of skill against other individuals, or betting money on sporting events. These items  
135 used past year timeframes (0 = *Never*, 6 = *4+ times a week*), along with an item about any  
136 other gambling. Patients reporting gambling were then asked to complete the *Problem*  
137 *Gambling Severity Index (PGSI)* [22], which consists of 9-items scored on 4-point response  
138 scales (0 = *Never*, 3 = *Almost always*) that relate to past year experiences. The study used a  
139 criterion of PGSI 5+ for problem gambling (which has been shown to yield greatest  
140 classification accuracy relative to clinician ratings involving detailed case conceptualisations)  
141 [23], with scores of PGSI 1-4 indicating low to moderate severity problems (given all such  
142 respondents were demonstrating at least some signs of problematic gambling). There was a  
143 single-item about whether family members or close relatives had ever had problems with  
144 gambling, which was adapted from epidemiological surveys [24] and had a binary response  
145 format.

#### 146 *Data analyses*

147 Data-file preparation was conducted using SPSS Version 21, while analyses were  
148 conducted using Program R. These comprised descriptive analyses of rates of gambling  
149 problems and other mental health concerns and addictive behaviours. Exploratory analyses of  
150 variability according to practice characteristics were conducted, followed by evaluations of  
151 associations with patient-level characteristics. These comprised Pearson  $\chi^2$ -tests and logistic  
152 regression models that explored significant effects. The latter specified gambling problems as  
153 endogenous variables, and with patient characteristics treated as exogenous. These were  
154 evaluated in separate models, which thus estimated bivariate associations through Odds  
155 Ratios (ORs) and 95% Confidence Intervals (CIs).

156

157



## Results

158  
159 Preliminary analyses indicated modest levels of missing data ranging from around 5%  
160 (depression) to 13% (alcohol) across most measures, and were managed through pairwise  
161 deletion. However, there were higher levels for the PGSI, with around 45% of eligible  
162 participants (i.e., reporting gambling in the past year) having missing data across items.  
163 Exploratory analyses indicated around 90% of these patients that reported gambling on  
164 lottery or with instant win tickets only, and suggested that missing data were attributable  
165 mainly to such patients failing to define these activities as gambling. Missing data were  
166 addressed using zero-fill techniques, and thus assumed no gambling problems.

167 Table 2 indicates frequencies of gambling problems and mental health problems or  
168 addictive behaviours. There were around 1% of patients demonstrating problem gambling  
169 (PGSI 5+), and 4% exhibiting problems that were low to moderate in severity (PGSI 1-4).  
170 Thus, a total of 5.2% of patients (95% CI = 4.0% to 6.8%) exhibited at least some gambling  
171 problems across a spectrum of severity. There were 7.2% of patients reporting gambling  
172 problems among family members, and this included eight patients reporting problems with  
173 their own gambling (PGSI 1+). Levels were lower than rates of other mental health problems  
174 and addictive behaviours.

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175 TABLE 2

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176 Subsequent analyses explored variability in gambling problems (PGSI 1+) according  
177 to practice characteristics. Given small numbers of practices in this study, the results (see  
178 Table 2) are highly exploratory. However, they yielded trends ( $p < .10$ ) suggesting elevated  
179 rates in the student health service, when compared to practices characterised by low (OR =  
180 2.57, 95% CI = 0.99 to 7.47) and moderate deprivation (OR = 2.12, 95% CI = 0.95 to 4.73).  
181 Modest elevations were observed for highly deprived practices but were not significantly  
182 different when compared to practices characterised by low (OR = 1.91, 95% CI = 0.81 to

183 5.25) or moderate deprivation (OR = 1.58, 95% CI = 0.95 to 4.73). These deprived practices  
184 included the clinic for homeless patients, which were too few for statistical comparison ( $n =$   
185 17), but exhibited extremely high rates of gambling problems (29.4%).

186 Bivariate associations involving any gambling problems (PGSI 1+) and patient  
187 characteristics are shown in Table 3. These indicated significant associations with gender, age  
188 and relationship status. Logistic regression illustrated higher rates among: males (compared  
189 to females: OR = 2.55, 95% CI = 1.44 to 4.55), patients aged 18-24 years (compared to 35-44  
190 year olds: OR = 2.43, 95% CI = 1.21 to 5.06), and patients who were single / never married  
191 (compared to married or cohabitating: OR = 2.35, 95% CI = 1.32 to 4.29). Patients screening  
192 positive for depression demonstrated a 2-fold increase in rates of gambling problems (OR =  
193 2.08, 95% CI = 1.15 to 3.94), while risky alcohol use was associated with a near 3-fold  
194 increase (OR = 2.78, 95% CI = 1.60 to 4.89). Drug use was associated with a 5-fold increase  
195 in gambling problems (OR = 5.03, 95% CI = 2.78 to 8.99).

## 196 Discussion

### 197 *Summary*

198 The results indicated around 5% of patients reporting problems with gambling across  
199 a spectrum of severity, including approximately 1% who were problem gamblers (PGSI 5+),  
200 and 4% reporting problems that were low to moderate in severity (PGSI 1-4). There were  
201 around 7% reporting gambling problems among family members or close relatives, and were  
202 also likely to encounter gambling-related harms [25]. These rates were lower than other  
203 mental health concerns (e.g., depression: 56%) and addictive behaviours (e.g., risky alcohol  
204 use: 32%) that have stronger traditions of recognition in primary care. Notwithstanding, the  
205 study indicated groups and perhaps clinical contexts that were characterised by heightened  
206 vulnerability. There were high rates among males and young adults (the extent of any  
207 gambling problems among males aged 18-24 was 25.4%, 95% CI = 15.6% to 38.2%), and

208 more tentatively, within the student healthcare setting. Gambling problems were elevated  
209 among patients demonstrating drug use, alcohol risk and depression.

#### 210 *Strengths and limitations*

211 The study involved purposive sampling of practices, and recruitment of a sample that  
212 was a reasonable approximation of patients encountered regularly in primary care. However,  
213 the number of practices was small and participants were not randomly sampled, while data on  
214 response rates were not recorded. Findings may be affected by refusals to participate and  
215 missing data, which was high for the gambling problem measure. This comprised the PGSI  
216 [22], which does not assess the full breadth of gambling-related harms [26]. To reduce  
217 burden, the study used a single-item measure of gambling problems among family members,  
218 while clinical characteristics were measured using brief screens that possess moderate  
219 specificity [20, 27], and do not correspond to severe mental health concerns and addiction  
220 problems.

#### 221 *Comparison with existing literature*

222 Estimates of the extent of gambling problems were lower than those in prior research  
223 from the U.S. [13, 14], and are similar to levels in population-based studies in the UK [1].  
224 Notwithstanding, the present findings highlight that gambling problems are important clinical  
225 issues for primary care attenders, that are strongly linked with poor mental health [9] and  
226 have major impacts that extend beyond the individual [28]. There is evidence that people  
227 with gambling problems can benefit from therapeutic interventions, including intensive and  
228 brief interventions [29, 30], and alongside minimal interventions for ‘concerned significant  
229 others’ [31]. These provide the basic components of an intervention framework that aligns  
230 with models of care for alcohol misuse, and comprises multiple tiers of intervention [32].  
231 These address a spectrum of severity (e.g., simple advice or brief interventions for hazardous

232 or harmful drinking, intensive therapies for dependence), as well as support needs of families,  
233 and have bases in identification strategies that are situated within primary care [11].

234 *Implications for research and practice*

235 The study indicates around 1 in 20 patients that report some degree of gambling  
236 problem in routine primary care, and highlights need for improved acknowledgement and  
237 capacities to respond to these issues. It supports the recommendation that GPs and clinical  
238 staff should be vigilant for gambling problems [12], and particularly among young males and  
239 patients who are depressed or using alcohol and drugs. At a minimum, there should be  
240 training and support for clinical staff in identification and pathways to care. However, in the  
241 absence of visible signs of gambling problems that are low to moderate in severity, it seems  
242 unlikely that such strategies (which exclude questioning in the absence of visible risk factors)  
243 will identify many individuals who would benefit from early intervention. As such, it may  
244 also be that selective screening [33] of high risk groups (e.g., depressed and/or young males),  
245 or within particular contexts (e.g., university clinics), are potentially appropriate.

246 There is need for further evidence that indicates the burden of gambling problems in  
247 primary care at a national level, and particularly illustrating co-occurrence and impacts on  
248 other presenting problems. The development of strategies to identify gambling problems is  
249 associated with particular research needs, including studies which demonstrate that initiatives  
250 can yield improved access to interventions, and also that patients in primary care, who are not  
251 seeking help for gambling, will benefit from interventions. Finally, these identification  
252 strategies can only be justified if adequate services are available to deliver interventions. It  
253 appears that such requirements are lacking in the UK, where intervention research for  
254 gambling is virtually non-existent, while treatment services are grossly inadequate [34]. Such  
255 inadequacies are notwithstanding the best efforts of service providers (which mainly  
256 comprise voluntary sector organisations), and can be attributed to an unusual situation in the

257 UK whereby research and treatment are commissioned almost exclusively by gambling  
258 industry affiliated bodies. Given that between 15-40% of most gambling revenues (depending  
259 on type of activity) [35] is derived from people reporting problems with gambling in the UK,  
260 there are conflicts of interest between public health and economic policy goals (whereby even  
261 small reductions in numbers of people gambling heavily implies far larger reductions in  
262 economic yield) [36]. Because of the vested interests of addiction industries [36, 37],  
263 evidence and interventions that are supported through independent funding are needed.  
264 Gambling should be formally recognised as a health-related issue in the UK, and included  
265 within the remits of mainstream commissioning bodies that are responsible for public health  
266 and service provision.  
267

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Table 1. Sample socio-demographic characteristics ( $n = 1,058$ ).

	<i>n</i>	%
Gender (female)	636	64.7%
Age		
18-24	211	20.7%
25-34	154	15.1%
35-44	137	13.4%
45-64	284	27.8%
65+	235	23.0%
Relationship status		
Single (never married)	341	33.3%
Married / living with partner	526	51.4%
DSW / other	156	15.2%
Education		
Secondary school or less	270	27.0%
Post-secondary school education	627	62.6%
Postgraduate education	60	6.0%
Other	44	4.4%
Employment		
Employed	398	39.33%
Unemployed	126	12.45%
Retired	226	22.33%
Student	166	16.40%
Other	96	9.49%
Ethnicity (white)	889	87.67%

NB: Due to small amounts of missing data, patient numbers across categories may not aggregate to 100%.

Table 2. Estimates of the extent of mental health problems and addictive behaviours, including gambling problems.

	<i>n</i>	%	95% CI	
			LB	UB
Gambling				
PGSI 5+	10	0.9%	0.5%	1.8%
PGSI 1-4	45	4.3%	3.2%	5.7%
Problems in the family	73	7.2%	5.7%	9.0%
Mental health / addictive behaviours				
Depression (Whooley 1+)	561	55.8%	52.7%	58.9%
Anxiety (GAD-2 2+)	262	27.0%	24.3%	30.0%
Alcohol (AUDIT-C 5+)	307	32.4%	29.4%	35.5%
Drug use (SISQ)	140	14.3%	12.2%	16.7%
PGSI 1+ across practice characteristics				
High deprivation ( <i>k</i> = 4, <i>n</i> = 380)	23	6.1%	4.0%	9.1%
Moderate deprivation ( <i>k</i> = 3, <i>n</i> = 331)	13	3.9%	2.2%	6.8%
Low deprivation ( <i>k</i> = 2, <i>n</i> = 184)	6	3.3%	1.3%	7.3%
Student health service ( <i>k</i> = 1, <i>n</i> = 163)	13	8.0%	4.5%	13.5%

NB: Whooley = Whooley depression scale, GAD-2 = 2-item GAD scale for anxiety, AUDIT-C = 3-item consumption scale from the AUDIT, SISQ = single-item screening question for unhealthy drug use.

*Table 3.* Analyses of associations with any gambling problems (PGSI 1+) and patient-level socio-demographic and clinical characteristics.

		<i>n</i>	<i>%</i>	$\chi^2$	<i>p</i>
Socio-demographic characteristics					
Gender	Male	29	8.4%	10.0	0.002
	Female	22	3.5%		
Age	18-24	22	10.4%	18.2	0.001
	23-44	8	5.2%		
	35-44	4	2.9%		
	45-64	13	4.6%		
	65+	5	2.1%		
Relationship status	Single, never married	29	8.5%	11.9	0.003
	Married/cohabitating	20	3.8%		
	DSW/other	4	2.6%		
Education	Secondary school or less	9	3.3%	2.6	0.272
	Post-secondary school education	37	5.9%		
	Postgraduate/other	6	5.8%		
Employment	Employed	21	5.3%	7.7	0.052
	Unemployed	11	8.7%		
	Student	11	6.6%		
	Retired/other	9	2.8%		
Ethnicity	White	45	5.1%	0.0	0.969
	Non-white	7	5.6%		
Clinical characteristics					
Depression	Whooley (1+)	38	6.8%	5.1	0.024
	Whooley (0)	15	3.4%		
Anxiety	GAD-2 (3+)	19	7.3%	2.3	0.127
	GAD-2 (<3)	32	4.5%		
Alcohol	AUDIT-C (5+)	30	9.8%	12.9	0.000
	AUDIT -C (<5)	24	3.7%		
Drug use	SISQ Yes	22	15.7%	32.8	0.000
	SISQ No	30	3.6%		

NB: Positive endorsement of either item from the Whooley was used to indicate possible depression. Scores of 3+ on the GAD-2 were used to indicate potential anxiety. Scores of 5+ on the AUDIT-C were used to indicate high risk (including hazardous and harmful) drinking.