

IOWA

2009 Gambling and Problem Gambling Estimates

Gambling Revenue:

Legal Gambling Revenue (not including sports and illegal internet gambling) – **\$1,514,870,000**

Problem Gambling Prevalence:

Statewide Adult Problem Gambling Population – **46,000** people
Statewide Adult Pathological Gambling Population – **23,000** people

Problem gambling – the urge to gamble despite harmful negative consequences or a desire to stop.

Pathological gambling - occurs when a person gambles compulsively to such an extent that the wagering has a severe negative effect on his or her job, relationships, mental health, or other important aspects of life. The person may continue to gamble even after they have developed social, economic, interpersonal, or legal problems as a result of the gambling.

Public Funding for Problem Gambling:

Annual Budget for Treatment and Prevention of Problem Gambling \$7,470,000

Problem Gambling Budget / Gaming Revenue – **\$0.108**

Problem Gambling Budget per Capita – **\$1.33**

Budget per Problem Gambler – **\$94.80**

Social Costs of Gambling Addiction in Iowa - \$ 60,490,000

Social Costs – Calculated based on National Gambling Impact Study Commission estimates that each pathological gambler costs society \$1,200 per year, and each problem gambler \$715. Additional research shows \$1 in problem gambling services saves \$2 in social costs.

Calls from Iowa to NCPG Helpline in 2009: 1,210

National Problem Gambling Helpline (800.522.4700) – a single point of access for a network of 27 call centers that cover the entire United States. While a majority of helpline callers are not in crisis, every call must be answered as if it is a crisis situation. In addition, the call volume does not include calls from other state and regional problem gambling helplines.

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