



# DIALOGUE

A publication of the Nova Scotia Gaming Foundation

## NSGF Vision

Individuals, families and communities free from gambling harm.

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# Internet Gambling

## The skinny on the next **BIG** thing:

Fast-paced, open 24-hours a day and largely unregulated, online casinos are growing in popularity. They offer many of the same kinds of gambling opportunities that are found in traditional, land-based casinos including slot machines, blackjack and roulette.

The fact that Internet gambling is illegal in many parts of the world is not preventing people from playing online. Most of the Internet gambling companies are located offshore to prevent government prosecution.

Globally, online gambling has become a multi-billion dollar industry. Mounting concerns over this trend include access by underage players, the fairness of play, consumer protection, and the potential for increased gambling addiction.

### Here's an overview of what we know so far:

- The world's first online casino was launched in August 1995 with 18 games.
- There are now approximately 2,185 Internet sites offering a variety of gambling options including casino games, sports betting, lotteries and bingo.
- Online gambling can easily be integrated into daily routines both at home and at work. Greater accessibility can mean more time spent gambling. Research shows frequency of play is tied to a higher risk of developing gambling problems.
- While there are currently no "official" standardized product safety regulations to protect players, eCogra, a non-profit organization based in the United Kingdom, is considered the independent standards authority of the online gambling industry.
- Many online casinos have free-play sites with odds that favour the player. A false sense of success can lead the player to betting on real-money games.
- Online gambling is a risky business. Players often have no idea: who is operating the gambling site; whether or not the games are honest; if their winnings will ever actually be paid; if the money wagered will be used for criminal purposes; if they're risking identity theft or credit card fraud; or if they're playing against sophisticated computerized opponents known as Bots.

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## Message from the Board

### Jerome Aucoin, Member, Board of Directors



As a member of the Board of Directors for the Nova Scotia Gaming Foundation and a full-time Clinical Therapist with the Cape Breton District Health Authority, I have a special interest in this issue of Dialogue. Like many long-time counseling professionals, I have seen the world of addiction grow and change. Today, with 24-hour access to the Internet, online gambling addiction is like a sleeping giant that is just waking up.

Some comfort can be taken from the 2007 Nova Scotia Adult Gambling Prevalence Study which shows very low involvement with non-regulated Internet gambling in Nova Scotia. The statistic (1.6%) seems low, but we know from other addictions that access is a key factor in abuse.

The more access the public has to a substance, the more they will abuse it. This is easy to understand.

So, can Nova Scotians expect this statistic and the number of people harmed by online gambling to increase? The possibilities are as endless as the number of homes that have access to the Internet. Consider how adolescents and those even younger are connected to their computers. Will youth make up the next wave of people suffering from gambling addiction? Some of those youth are walking through my door already.

As a practicing clinician, I can tell you that an important component of problem gambling recovery is having a strategy in place to avoid play. As Internet gambling can be accessed in the privacy of a home or office, avoiding the opportunity to play is more difficult. People can play without the knowledge or watchful eye of family or friends who may be part of their strategy to discontinue play. Online banking is readily available as well, so going to a nearby banking machine is not even necessary.

Typically, strategies to stop gambling usually involve having time to think and time to follow through on a plan to avoid playing. As such, barriers to quick access and to acting impulsively are very important.

Problem gambling has been classified as an impulse control problem. With land-based gambling venues, barriers can be put in place to allow problem gamblers time to follow through on a newly defined course of action.

*Jerome*

## What's in a word ... depends on the game!

**Game:** The word game usually applies to board games, word and trivia games, arcade games or puzzle games where no money, real or artificial, is exchanged. Many of these games are available in electronic format on the Internet.

**Gaming:** First applied to video role-playing games, the term has grown to include internet video games with scenarios in which people win or lose some artificial currency. Gaming is sometimes criticized due to violent, sexually explicit or otherwise objectionable content. Research shows that some young people are becoming addicted to gaming, spending inordinate amounts of time at the activity.

**Gamer:** A person who spends much of their leisure time playing video games.

**Gambling:** This word refers to the wagering of money or something of material value on an event with an uncertain outcome with the primary intent of winning additional money and/or material goods. Typically, the outcome of the wager is evident within a short period.

**The Gaming/Gambling Industry:** The word gaming is often used by gambling industry professionals. It helps them to advertise/market gambling as a fun form of entertainment for consenting adults. For some people, gambling stops being fun when they begin to experience negative consequences

**Responsible Gaming:** Responsible Gaming is an industry-driven approach to the business of gambling (using educational and promotional programs to encourage gamblers to know their limits and play within their means).

*“Staying in” has become the new “going out” as consumers look to save money on their entertainment. Online gambling is perfectly placed to take advantage of this new trend and can also offer the convenience, variety, and the value for money that consumers are now making their priority.”*

PR Newswire Gambling Report Monday 9 March 2009

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**Celeste M. Gotell, Executive Director**

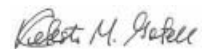
## **The Dialogue of Gambling and Internet Technology**

When beginning my journey at the Nova Scotia Gaming Foundation back in the Fall of 2006, I had no idea where the road would lead. As each day, week and month goes by I am often reminded of the complexity of the issue of problem gambling and the many layers one must consider when looking at the impact it has on individuals, families and communities.

Gambling is a multi-billion dollar business. Twenty years ago, it is unlikely anyone would have even considered that gambling would take place sitting at one's computer in the privacy of one's home. All this changed with the help of technology and a little thing called the Internet. The Internet has changed our lives in many ways and in practically every aspect of life. Gambling, of course, is no exception. Online gambling caught on like fire and is today one of the most prosperous online industries in the world with billions of dollars in revenue each year, and the numbers just keep growing.

In the beginning there was Antigua and Barbuda. The year was 1995 and the tiny island country was the catalyst for the online gambling industry. Two decades later, the World Wide Web revolutionized the gambling world. The evolution of technology made it possible to gamble anywhere, anytime.

In this issue of Dialogue, we will explore the issue of Internet gambling as part of our on-going commitment to informed balanced dialogue on issues related to gambling. We hope you find the newsletter informative and it provides you with "food for thought" about some of the issues to consider when looking at the growing expansion of online gambling in this era of internet technology.



Celeste M. Gotell



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## **Can Nova Scotia youth be prevented from gambling online? **You bet!****

The Nova Scotia Gaming Corporation's prevention software program, BetStopper, is now available for all interested parents and guardians across Nova Scotia.

BetStopper is customized content-blocking software designed specifically to help parents prevent their children from accessing gambling content on the Internet. It is unique in that it focuses exclusively on blocking gambling from underage youth. It was developed by NSGC as a prevention tool to empower and help parents prevent their underage children from accessing gambling websites. For more information about *BetStopper*, please visit [www.nsgc.ca](http://www.nsgc.ca)

Other sites that might help limit the risks associated with online gambling include:

[www.cyberpatrol.com](http://www.cyberpatrol.com)  
[www.gamblock.com](http://www.gamblock.com)  
[www.safekids.com](http://www.safekids.com)  
[www.surfcontrol.com](http://www.surfcontrol.com)  
[www.solidoak.com](http://www.solidoak.com)  
[www.netnanny.com](http://www.netnanny.com)



# What we know about Internet Gambling (cont'd):

- There is currently total prohibition in the United States, China, Russia, Greece, Portugal, Bermuda, Pakistan, Saudi Arabia and Cambodia\*
- Online gambling is legal in the United Kingdom, Gibraltar, Antigua and Barbuda, Malta, Netherlands Antilles, Panama, Isle of Man, Aldernay, and Kahnawake
- Online gambling is only legal for residents in Finland, Austria, Norway and several Canadian provinces\*
- In other countries, online gambling may be legal for residents but they are still unable to gamble outside the country. In Australia and Papua New Guinea, online gambling is legal for nonresidents only\*

## Canada



- Adhering to restrictions in the Criminal Code, there is limited legal Internet gambling available in Canada (such as Lotto 649, Pro-Line, Bucko, Pick'n Click and iBingo games), but only in the Atlantic Provinces (through PlaySphere) and in British Columbia (through PlayNow). In both cases, players must be a resident of the province (BC or Atlantic Provinces) and within its borders at the time of purchase in order to buy tickets legally.
- For details on the Criminal Code as it relates to Internet gambling in Canada, see: <http://www.gaminglawmasters.com/jurisdictions/canada/Internet.Gaming-Speech.htm>
- The Atlantic Lottery Corporation recently issued a Request for Proposal (RFP) to enhance and build on current online gambling practices. The RFP is set to close on June 10<sup>th</sup>, the day after the Nova Scotia provincial election.
- 48 offshore jurisdictions have online gambling sites that support English and accept play from Canada.
- The Kahnawake Mohawk Territory in Quebec (which falls under separate and distinct Mohawk law) hosts the world's second highest number of online gambling sites with 256 sites.
- The Nova Scotia 2007 Adult Gambling Prevalence Study shows very low involvement levels with non-regulated Internet gambling in Nova Scotia. However, the study also shows 1 in 20 people who did play reported developing gambling problems (This preliminary rate of problem development is almost identical to that documented for Video Lottery Terminals (VLTs))

## United States (U.S.)



- In October 2006, President George W. Bush signed the Unlawful Internet Gambling Enforcement Act (UIGEA), essentially prohibiting gambling on the Internet. The law prevents banks from conducting or handling transactions made to and from Internet gambling sites.
- Barney Frank, Chairman of the House of Representatives Financial Services Committee, has since led a very active campaign against the UIGEA. His position is that gambling is a form of social entertainment and is the right of every adult living in a free society (prohibition being an infringement of that right).
- May 2009, Frank introduced the *Internet Gambling Regulation, Consumer Protection, and Enforcement Act of 2009*, which, if passed, would allow Internet gambling operators to obtain licenses to operate in the United States. The bill will go to a U.S. House Committee before it could go to the full House of Representatives. No hearing date has been set.

- Meanwhile, the Poker Players Alliance (with over a million members) supports the bill. It raised nearly \$3million to help get the UIGEA repealed in 2009. The money was donated by passionate followers with additional support from the Interactive Gaming Council.
- In contrast, alcohol and gambling regulators in Minnesota recently sent notices to phone and internet providers ordering them to cut access of Minnesota-based computers to online gambling websites.
- Professional and amateur sports organizations, including the National Collegiate Athletic Association, argue the bill could threaten the integrity of competitive sports. Others are concerned about under age gambling, addictive behavior and lax regulations.

## The World:



- As North Americans await a decision on whether or not to legalize online gambling, Internet gambling companies are seeking growth elsewhere. Several European Union members, including France, Italy, Spain and Denmark, are already moving to legalize, regulate and tax some kinds of online gambling.
- Countries like Germany, Greece and the Netherlands are still holding out.

## A Nova Scotia Internet Gambling researcher weighs in:



Dr. John McMullan of St. Mary's University is a world-renowned Internet gambling researcher with specialties in online advertising and cybercrime. He presented his most recent work at the Banff Conference on Internet Gambling which was held March 26 – 28 in Alberta. Co-sponsored by the Alberta Gaming Institute and the University of Lethbridge, the conference saw participants from around the world gather to talk about what McMullan calls “a complicated subject.”

According to McMullan, the Internet Conference in Banff covered a whole range of topics including: the basic growth of the market, the size of the market, and the changes that have occurred over time; the value of the market; the regulatory systems and their adequacies and inadequacies; surveys of online players; the strengths and weaknesses of customer care and the positives and negatives of establishing more customer protection systems; the possibility for better systems for verification; Internet gambling and First Nations people with a special focus on Kahnawake Mohawk Territory; and cyber crime and online gambling.

The internet industry has only been in existence for 15 years. It has grown from a small, marginal business to an increasingly important sector of the overall gambling marketplace worldwide. In fact, reports from Christiansen Capital Advisors show the industry currently accounts for about \$22 billion a year in global revenue with the number expected to reach nearly \$25 billion a year by the end of 2010.

“In Canada there’s going to be a big jump,” says McMullan. “As the market grows in value globally, those provincial jurisdictions that are already involved in Internet gambling, and those on the sidelines, are going to be looking very carefully at whether or not they want to get in to providing various products. Right now they’re seeing a lot of money going elsewhere, but the problem they’ll have is the way the Criminal Code is currently structured. There are limits on the products that can and can’t be offered and to whom. There will have to be some negotiation around this if they want to get into the global market, but there’s no reason to believe it won’t continue to grow.”

## Final Note:



As the world continues to argue the pros and cons for legalizing and regulating online gambling, there are ever-increasing concerns to consider. As for today, it appears that no one can safely say what the damages will be if and when the floodgates open.

\* [http://gaming.uleth.ca/agri\\_downloads/4455/Williams\\_AGRI\\_Conference\\_2009](http://gaming.uleth.ca/agri_downloads/4455/Williams_AGRI_Conference_2009)

## University of Lethbridge Survey: Test Your Gambling IQ

[www.gamblinginformation.org/questions/en/index.cfm?CFID=26541360&CFTOKEN=63191330](http://www.gamblinginformation.org/questions/en/index.cfm?CFID=26541360&CFTOKEN=63191330)

Researchers at the University of Lethbridge have prepared a series of six brief, confidential questionnaires that test your gambling knowledge, attitudes and behaviours. Your score will show you how you compare to other people.

Data collected from your participation is private and confidential. Only the researchers and their assistants will have access to your answers. This data will help researchers, policymakers, and industry insiders gain a better understanding of Internet gambling and the people who gamble online. Information from submitted questionnaires will go into a database, statistical analyses will be conducted, and some of the information may be published in research reports, articles, and books.

If you have any questions or concerns about this survey and/or your participation in it, please email Dr. Wood or Dr. Williams at [internet.gaming@uleth.ca](mailto:internet.gaming@uleth.ca).

Please report any technical problems with this questionnaire to [Trevor.Flexhaug@uleth.ca](mailto:Trevor.Flexhaug@uleth.ca).

## Read, Listen, Learn!

[www.cpha.ca/en/portals/substance/article05.aspx](http://www.cpha.ca/en/portals/substance/article05.aspx)

The Canadian Public Health Association has produced a quick, easy to understand overview of online gambling addiction in both audio and print formats. The following link will allow you to listen to and/or read more about this growing public health concern.

## How online gamblers unmasked cheaters

[www.youtube.com/watch?v=rJaSXBDRMqg](http://www.youtube.com/watch?v=rJaSXBDRMqg)

“You’re not lookin’ at somebody sittin’ across the table. You’re just playing the cards that tumble out of the computer,”

A joint investigation by CBS *60 Minutes* and *The Washington Post* reveals how online poker players suspecting cheating were forced to ferret out the cheaters themselves when managers of the mostly-unregulated \$18 billion Internet gambling industry failed to respond to their complaints.

In addition to the articles provided in this newsletter, here are some other stories that may be of interest.

### Betting on a College Education

<http://encarta.msn.com/encnet/departments/college/?article=bettingonacollegeeducation>

*“In the virtual world of online gambling, college players are the fastest-growing segment of online poker participants. Jeffrey Derevensky, Ph.D., co-director, International Centre for Youth Gambling Problems and High-Risk Behaviors at McGill University in Montreal, attributes this to students having access to their parents’ credit cards and to computers, and the tendency of young people to have an “it’ll never happen to me” mentality about potentially addictive situations.”*

### March Madness: Better Without Bets

<http://www.citizenlink.org/FOSI/gambling/A000004089.cfm>

*“Offshore Internet betting facilities and bookies view the tournament as a feverish Mardi Gras. College students often become regrettably involved with offshore wagers or campus bookies, who threaten physical harm if debts are not paid in full.”*

### Mohawk Territory Gambling on a Risky Business

<http://www.capperspicks.com/forums/online-sportsbook-casino-horse-racing-poker-industry-news/6124-mohawk-territory-gambling-risky-business.html>

*“While the games people play at Kahnawake (pronounced Gah-nah-WAH-gay) technically violate Canadian law, for the last decade they’ve enjoyed a hands-off approach by government and police, who clearly aren’t eager to walk into the absolute hornet’s nest of shutting them down.”*



# Voices from the Heart



Excerpts from a story written by Tara Parker-Pope

February 22, 2008, New York Times Online

<http://well.blogs.nytimes.com/tag/addiction/>

## A Family Pastime Turns Addictive Online

Celebrity journalist Martha Frankel has interviewed Johnny Depp, Elizabeth Taylor and Robert DeNiro. But perhaps the most interesting story of her journalistic career is the one she has written about herself.

Ms. Frankel grew up in a loving, lively household of gamblers, a childhood she describes in her memoir “Hats & Eyeglasses: A Family Love Affair with Gambling.” Her memories consist of her father’s poker games and mahjong with her mother’s friends, all while food simmered on the stove and laughter filtered through the home. She had her first kiss at the racetrack. The title comes from lessons she learned at her father’s regular card games and refers to those times when you’re “losing so bad your ship is sinking. All that’s left on the water’s surface are your hat and eyeglasses,” Ms. Frankel explains.

But it wasn’t until the age of 45 that Ms. Frankel rediscovered poker, becoming a skilled player in regular games with friends or at casinos. She won more than she lost, but the stakes were relatively low and poker remained mostly a social pursuit. After a dealer told her about Internet gambling, she logged on to a site called Paradise Poker and she was hooked. For more than a year she struggled with her compulsion, hiding it from her family and friends and losing tens of thousands of dollars before breaking free from the intoxicating allure of Internet gambling.

I (Tara Parker-Pope) spoke with Ms. Frankel recently and asked her to share her thoughts about the power of online gambling and the Internet.

### **How did you cross over from social gambling to getting hooked on Internet gambling?**

I was in Atlantic City one night at the Taj Mahal. I love the Taj Mahal because you can still smell the cigars in there even though it’s a smoke-free environment. I asked a dealer, “How come nobody’s here?” And he said, “Why play here if you can stay home and play in your pajamas.”

My breath got caught. Back then it was not an easy thing to do. It took me four or five hours to download the site. I logged on and they give you play money at first. Every time the phone rang I got bounced offline because I only had dial-up. I did good with the play money and I immediately thought, “If I could do this for five hours a day, and make \$100 an hour, why would I ever work?” I thought that immediately. The minute I started I was completely hooked on it.

### **But you had played for years, why was the Internet your downfall?**

The computer is addictive. There is something in its nature. From the minute I lost online I had this attitude of “they owe me 300 bucks.” Then the next day they owed me \$600. I could never get past that. I was forever trying to make up what they owed me. At a casino I didn’t think like that. I’m not a chaser. If it’s not my day I’m happy to do something else. Online I couldn’t stop that thing of wanting to beat them. At a casino there is a very human element — someone is slow, someone says something funny, the dealer is a jerk. Online there is none of that. It’s a computer generating hand after hand after hand very quickly.

### **What kind of stakes are we talking about?**

At home I play for a quarter, half dollar. If you play like an idiot all night you might lose \$100. In the casino, it might be pots of \$400 to \$1,200. Online, I lost between \$50,000 and \$70,000.

### **I’ve heard you predict that we are about to be hit with a “tsunami of online gamblers washing up on the beach.” Why do you say that?**

I recently got a letter from a man, both he and his wife were addicted. He woke up, and she was playing even though they promised to stop. I felt so bad for him. Parents call me about their kids, and I say it sounds like they’re gambling online. I tell them to go on the computer and press “all programs” and read them, and they find Full Tilt Poker and Absolute Poker. I think we have no idea what is going to happen. I think women are more prone to this. At casinos, women play the slots where they don’t have to make eye contact with anybody else. But if you never had to leave your house, if you could just stay home in your pajamas and nobody ever had to know....

# Q & A

*By Elizabeth Stephen, NSGF Program Manager and Problem Gambling Specialist*

**Q:** What does the 2007 Nova Scotia Adult Gambling Prevalence Study say about Internet Gambling?

**A:** According to the study, there is very low involvement with non-regulated Internet gambling (***only 1.6% of Nova Scotians have ever tried gambling on-line.***)

Low participation levels do not equal low risk (***1 in 20 who has ever tried Internet gambling reported developing problems with the amount of time and/or money they spent on this activity almost identical to problem development for Video Lottery Terminals (VLTs).***)

**Q:** What does the 2007 Nova Scotia Adult Gambling Prevalence Study say about PlaySphere?

*(Limited, regulated online gambling is currently available in Nova Scotia through the Atlantic Lottery Corporation's (ALC) site "PlaySphere". Recently, the ALC announced plans to expand its online offerings.)*

**A:** The study shows:

***2.1% of adults have used this online gambling site at some point.***

***Members of PlaySphere have a significantly higher level of risk for developing problems (15.6%) compared to those who do not join or visit the site (6.1%)***

***People who are using PlaySphere share the characteristics of those who usually have lower rates of risk: married with children still living at home, working full-time, university or college educated, 35-54 age range.***

**Q:** Will more online gambling (with its convenient, 24/7 access at home or work) override the impediments of professional, family and/or personal responsibilities which have kept this group from engaging in higher risk forms of gambling?

**A:** Without first offering more online gambling, and then studying the behavioral results of players, we cannot be certain. What we do know is that ***continuous electronic gambling*** (any electronic gaming device or product that enables gambling for prolonged, uninterrupted periods) ***continues to be associated with the greatest risk for problems.***

Ultimately, what happens to the users of a gambling product needs to be examined to truly understand or calculate the level of risk and potential harm. Considering what the prevalence study has shown about the risks associated with easy access and continuous play, perhaps it is already clear what needs to be done to keep Nova Scotians free from Internet gambling harm.

***I live in Nevada. The only reason many people don't lose "everything" gambling is because they can leave the Casino. With legalized online gambling piped into home computers, players won't be able to leave. Every home will have the potential of becoming a 24/7 Casino.***

**Reader response to CNN.com's question "Gambling on Your Computer?"**

# Gaming Foundation awards Internet Gambling research studentship



Dalhousie University student Daniel McGrath, a PhD candidate in Experimental Psychology, recently received a Nova Scotia Gaming Foundation Research Studentship. The \$5,000 award will help him investigate the Personality Characteristics, Motivations for Gambling, and Substance Use Risk among Young Internet Gamblers in Nova Scotia

Despite growing concerns over the increasing prevalence rates and problems surrounding Internet gambling, little research has examined the psychological factors associated with Internet gambling and youth Internet gamblers in particular. According to McGrath, no known studies have compared the personality characteristics of primarily Internet gamblers to other gamblers. Similarly, few studies have investigated the underlying motivations behind the decision to gamble online, especially among youth.

In keeping with its commitment to build capacity in the research community, the Nova Scotia Gaming Foundation supports Masters and PhD students in the province of Nova Scotia who are pursuing research in the area of problem gambling.

## Presentations from the 2009 Banff Conference

[http://www.abgaminginstitute.ualberta.ca/2009\\_Program.cfm](http://www.abgaminginstitute.ualberta.ca/2009_Program.cfm)

- **Setting the Stage: History, Current Worldwide Situation, Regulatory Frameworks, and Concerns with Internet Gambling**
- **An Exploratory Investigation into the Attitudes and Behaviours of Online Casino and Poker Players**
- **Actual Internet Gambling**
- **Internet Gambling in Comparative Perspective: Patterns, Problems, and Policy Options”**
- **British Columbia Lottery Corporation’s Online Gaming**
- **Public and Private Sector Internet Gambling Operations: Some useful information from Europe**
- **Player Protection Issues with Internet Gambling**
- **Youth Online Gambling**
- **Cheating and Cybercrime @ Gambling Sites.Com**
- **Internet Gambling Research and Policy in a Post-Obama United States: Yes They Can?**
- **Responsible Gaming and Gambling Problems among 3000 Swedish Internet Poker Players**
- **Virtual Sovereignty: Exploring the Nature of Canadian First Nations Internet Gambling Ventures**
- **Online Treatment for Addictions**
- **Online Support for People with Gambling Issues**



## Coming Events

Nova Scotia Gaming Foundation  
Board of Directors Meeting  
June 12, 2009  
[www.nsgamingfoundation.org](http://www.nsgamingfoundation.org)

National Council on Problem Gambling 22nd National  
Conference on Problem Gambling Prevention, Treatment,  
Responsible Gaming,  
Research and Recovery  
**June 25 – 27, 2009**  
**Indianapolis, Indiana, USA**  
[http://www.ncpgambling.org/  
i4a/pages/  
index.cfm?pageid=3824](http://www.ncpgambling.org/i4a/pages/index.cfm?pageid=3824)

International Symposium on  
Gambling and other  
Addictions  
**September 3 & 4, 2009**  
**Montreal, Quebec, Canada**  
[http://www.jeux-  
gambling2009.org/accueil/  
default\\_e.asp](http://www.jeux-gambling2009.org/accueil/default_e.asp)

Nova Scotia Gaming  
Corporation 2009  
Responsible Gambling  
Conference  
**October 5 & 6, 2009**  
**Halifax, Nova Scotia**  
**Details TBA**  
[www.responsiblegamblingns.ca/conference.phpBA](http://www.responsiblegamblingns.ca/conference.phpBA)

10<sup>th</sup> Annual NCRG Conference on Gambling and Addiction  
**November 15 – 17, 2009**  
**Las Vegas, Nevada**  
[http://www.ncrg.org/public\\_education/conference.cfm](http://www.ncrg.org/public_education/conference.cfm)

Issues of Substance 2009  
Developed by the Canadian Centre on Substance Abuse  
(CCSA)  
World Trade and Convention Centre  
Halifax, Nova Scotia  
**November 15 – 18, 2009**  
<http://www.issuesofsubstance.ca/Eng/Pages/Home.aspx>

National Association for Gambling Studies (NAGS)  
19<sup>th</sup> Annual Conference  
**November 18 - 20, 2009**  
**Rydges Lakeside, Canberra, ACT, Australia**  
<http://www.nags.org.au>



## Editor's Note

It was indeed a pleasure to research, write and/or provide you with the information found on these pages. I hope you have found this issue of *Dialogue* helpful and I look forward to your comments and suggestions for additional content. Please consider passing your issue along to someone who may benefit from the information provided. If you'd like to be added or removed from our mailing list, you may do so online or call us toll free at 1-866-424-0963.

Barb Madic

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**Health Promotion and Protection  
Problem Gambling Services**  
[www.gov.ns.ca/hpp/gambling](http://www.gov.ns.ca/hpp/gambling)

**Problem Gambling Helpline**  
**1-888-347-8888**

**Gamblers Anonymous**  
[www.gamblersanonymous.org/  
mtgdirCAN.html](http://www.gamblersanonymous.org/mtgdirCAN.html)

**Nova Scotia Gaming Foundation**  
[www.nsgamingfoundation.org](http://www.nsgamingfoundation.org)  
**1-866-424-0963**

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**Submission Deadline: October 23, 2009**