

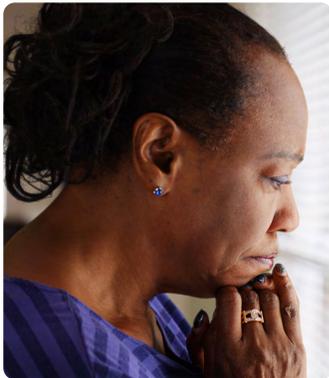
= NO ON 27 =

Prop 27 Would Hurt California's Most Vulnerable

Background: Out-of-state online gambling corporations are funding a deceptive November 2022 ballot measure that would legalize online and mobile sports gambling—turning virtually every phone, tablet, computer and video game console into a gambling device. Academic [research shows](#) **“online gambling is more addictive than any other type of game.”** This massive expansion of online gambling will multiply risks of addiction and hurt California's most vulnerable communities.

Youth

- » **Prop 27** lacks critical safeguards to prevent underage gambling—**there is no sure-proof way to prevent kids from placing bets online** using false information or using an adult's credit card.
- » Research from the [Journal of Gambling Issues](#) found the accelerated speed of play, easy access and immediate nature of online and mobile gambling are **especially attractive to youth**.
- » According to the [Responsible Gaming Council](#), **young adults are more likely to act more impulsively** when gambling. For example, individuals aged 18–20 years are significantly more likely to **chase their losses** and **bet more than they can afford**.
- » According to a study in the [Journal of Gambling Studies](#), problem gambling among youth is associated with **poor academic performance, heavy alcohol consumption, illicit drug use, nicotine use, and suicide attempts**.



Communities of Color

- » According to the [National Center for Responsible Gaming](#), communities of color and racial minorities have higher rates of problem gambling than other adults.
- » In fact, [studies](#) show that Black Americans are more than twice as likely as their white counterparts to engage in problem gambling.
- » Research in the [Asian Journal of Gambling Issues and Public Health](#) found that among college students, Asian Americans report the highest rates of problem gambling.

Low-Income

- » Legalizing online and mobile sports gambling would especially **hurt those who can least afford it**. According to a study in the [Journal of Behavioral Addictions](#), cases of problem gambling are twice as frequent among the lowest socioeconomic groups.
- » According to the [Research Institute on Addictions](#), **problem gambling is twice as likely in neighborhoods with concentrated poverty**.

Seniors

- » According to the [National Council on Responsible Gaming](#), seniors make up the fastest-growing segment of individuals who struggle with problem gambling.
- » According to a study by the [University of Pennsylvania](#), **more than 10% of adults over 65** gamble away more money than they can afford to lose.
- » Studies from the [Journal of Behavioral Addictions](#) show that seniors are especially vulnerable to problem gambling because of **loneliness, limited financial resources, dementia** and **decreased cognitive functioning** that could lead to poor decision-making.



Military & Veterans

- » [Experts](#) suggest veterans are more than **ten times more likely** to be problem gamblers than the general population.
- » According to a study by the [University of Nevada](#), veterans with Post Traumatic Stress Disorder (PTSD) are up to **60 times more likely** to be problem gamblers.
- » Further, **76% of veterans** who struggle with problem gambling also struggle with depression.
- » The [National Council of Problem Gambling](#) estimates that 56,000 active-duty U.S. troops meet the criteria for gambling disorder.

Unhoused

- » Many [experts](#), including from the [UCLA Gambling Studies Program](#), cite gambling addiction as a significant factor that contributes to **becoming homeless** and **maintaining a cycle of homelessness**.
- » Research from the [Journal of Gambling Studies](#) found that **unhoused people are ten times more likely to be problem gamblers** than the rest of the population.
- » Studies from the [Responsible Gaming Council](#) show that gambling is especially attractive to homeless people because it can provide a hope of financial gain, social connectedness and escape from stress.



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