

French people and gambling

Results from the 2019 Santé publique France Barometer

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Monitoring gambling practices among the general population have been carried out in France since 2010, thanks to the *Santé publique France* (SpF) Barometer, a benchmark survey on adult health behaviours, which includes a survey component focusing on gambling activities every 4 to 5 years (in the 2010, 2014 and 2019 editions). In the context of the inclusion of gambling into the OFDT's institutional scope as of 1 July 2020, this issue of *Tendances* reports on changes in French gambling practices over ten years, in terms of frequency, intensity and social damage.

As gambling practices appear to have increased among adults (18–75 years old) between 2010 and 2014 (the share of gamblers in the last year having risen from 46.4% to 57.2%), an intensification of these practices was simultaneously observed, in terms of frequency and spending on gambling, and an increase in risky practices. In 2014, it was estimated that 3.8% of gamblers were “at moderate risk” and 0.8% were “problem” gamblers¹ [1, 2]. At the same time, a national survey focussing on online gambling also noted an increase in Internet gambling practices between 2012 and 2017, which also appeared to be more problematic [3, 4].

National data on gambling practices, from the 2019 Santé publique France Barometer



What about in 2019? The new edition of the SpF Barometer, carried out on a representative sample of 10 352 French people aged 18 to 85, including 4 720 who had gambled in the last year, allows us to update our knowledge of gambling practices among adults (18–75 years old)² and player profiles (see box on Methodology, p. 6).

1. See the definition of these concepts in the box on Methodology, p. 6.
2. For comparability with previous years, all the results presented here are for 18-75-year-olds (n = 9 611), unlike the French Monitoring Centre for Gambling's (ODJ) results for 15-75-year-olds in 2014.

Gambling in France: a 10.4 billion euro market

In 2017 (the latest year for which data is available), the gambling industry in France will have a gross revenue (difference between the number of initial bets and the amount of winnings paid out to players = net household expenditure) of 10.4 billion euros*.

Gambling provision in France relies on various operators, both public and private. *La Française des Jeux* (FDJ), a public company privatised in 2019, has a monopoly on the provision of lottery games (draw-based/scratchcard games), via its traditional sales outlets (30 800 in 2017). In 2017, lottery expenditure accounted for just over 40% of total gambling expenditure. This relative share is fairly stable.

PMU, an economic interest group controlled by the State, has exclusive rights to organise money betting on horse races through its network of sales outlets (13 350 in 2017). Horse race betting expenditure represented 18.5% of total expenditure in 2017. Their relative share is declining.

Casinos, run by private operators under the authorisation of the Ministry of the Interior, which number 200 (by the end of 2017), with an exclusive fleet of 23 096 slot machines that generate most of the activity, accounted for 23.4% of total expenditure in 2017. Their relative share is fairly stable, although it has increased slightly in recent years.

Finally, in 2017, Internet gambling (lottery games, horse race or sports betting and poker) accounted for 11.2% of total expenditure, a share that has been steadily increasing since it was authorised in 2010 [5].

Gambling brought in more than 5.5 billion in tax revenue for the State in 2017.

* Source: Monitoring Centre for Gambling (ODJ) (<https://www.economie.gouv.fr/observatoire-des-jeux/budget-et-depenses-consacrees-aux-jeux-dargent-et-hasard-insee-comptabilite>)

■ The rise in sports betting continues

In 2019, 47.2% of French people aged 18 to 75 said that they had gambled at least once in the past year³. While women said that they gambled less often than men (44.2% vs 50.4%), it is mostly adults between the ages of 25 and 64 who gamble as one in two adults in this age band had gambled during the last year.

The most popular activities in 2019 continue to be draw-based or scratchcard games, which in 2019 involved 65.0% and 56.9% of gamblers respectively. Lottery games (draw or scratchcard) occupy a predominant position amongst all gambling activities: 91.7%

of gamblers play them and 78.5% play them exclusively. The other gambling activities in decreasing order of importance are: sports betting (11.0%), slot machines (9.7%), horse race betting (7.7%), casino games (5.9%) and poker (2.9%). All other gambling activities (games of skill, e-sport betting and financial betting) involve less than 1.4% of gamblers (Table 1).

While some gamblers play many types of games, most only play one. Among the ten categories of games identified [6], three out of four gamblers play only one listed activity (78.5%).

In five years, the proportion of French people aged 18-75 who say that they gamble has decreased overall (Table 1). This decline follows the previous

sharp increase between 2010 and 2014, which followed an expansion in the number of games on offer with legal online gambling provisions for sports betting, horse race betting and poker opening in June 2010. This decrease is mainly due to the decline in draw-based games (-10.6 points) and, to a lesser extent, scratchcard games (-6.1 points). Other games, which are less widespread, are seeing their proportion of players fall, particularly horse race betting (-2.8 points), except for sports betting, which is on

3. In the remainder of the document, unless explicitly stated, the term "gamblers" refers to this population.

Table 1. Practices within the last year by type of gambling in 2014 and 2019 and by gender and age among 18-75-year olds (weighted data, %)

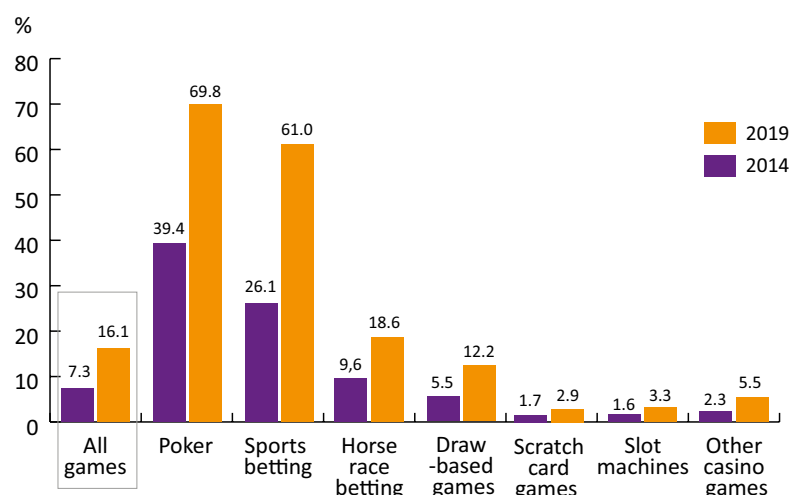
		Total		Men	Women	18-24 y. o.	25-34 y. o.	35-44 y. o.	45-54 y. o.	55-64 y. o.	65-75 y. o.
		2019	2014	2019	2019	2019	2019	2019	2019	2019	2019
		(n = 9 611)	(n = 15 186)	(n = 4 451)	(n = 5 160)	(n = 785)	(n = 1 274)	(n = 1 653)	(n = 1 973)	(n = 2 029)	(n = 1 897)
Gamblers in the last year	(n = 4 544)	47.2	57.2	50.4	44.2	43.4	50.4	50.1	50.6	49.3	37.6
Draw-based games	Whole population	30.7	41.3	33.7	27.9	12.4	29.0	35.3	38.5	35.5	25.9
	among gamblers in the last year	65.0	72.3	66.7	63.2	28.7	57.5	70.4	76.0	72.0	68.9
Scratchcard games	Whole population	26.9	33.0	26.1	27.6	24.6	33.6	29.3	27.8	26.2	19.0
	among gamblers in the last year	56.9	57.7	51.7	62.6	56.6	66.7	58.5	54.9	53.2	50.6
Horse race betting	Whole population	3.7	6.5	5.5	1.9	2.7	2.8	3.1	4.3	4.0	4.6
	among gamblers in the last year	7.7	11.3	11.0	4.2	6.2	5.5	6.1	8.6	8.1	12.2
Sports betting	Whole population	5.2	3.8	9.3	1.3	15.7	10.2	5.4	2.4	1.2	0.5
	among gamblers in the last year	11.0	6.6	18.4	3.0	36.3	20.2	10.9	4.7	2.4	1.3
Poker	Whole population	1.4	2.7	2.3	0.5	2.7	3.1	2.0	0.7	0.3	0.1
	among gamblers in the last year	2.9	4.8	4.5	1.2	6.1	6.2	4.0	1.3	0.5	0.2
Slot machines	Whole population	4.6	5.6	4.7	4.5	5.4	7.2	3.2	4.9	4.5	2.6
	among gamblers in the last year	9.7	9.8	9.3	10.2	12.5	14.3	6.3	9.8	9.1	7.0
Other casino games	Whole population	2.8	2.0	3.8	1.9	10.2	4.8	2.4	1.6	0.6	0.1
	among gamblers in the last year	5.9	3.5	7.5	4.2	23.5	9.4	4.8	3.1	1.2	0.3
Skill games	Whole population	0.2	1.0	0.2	0.1	0.7	0.2	0.1	0.1	0.0	0.0
	among gamblers in the last year	0.3	1.7	0.4	0.3	1.7	0.4	0.2	0.2	0.0	0.1
E-sport	Whole population	0.1	na	0.3	0.0	0.5	0.3	0.1	0.0	0.0	0.0
	among gamblers in the last year	0.3	na	0.5	0.0	1.1	0.6	0.2	0.1	0.0	0.0
Financial betting	Whole population	0.4	na	0.7	0.1	1.4	0.5	0.3	0.1	0.2	0.1
	among gamblers in the last year	0.8	na	1.3	0.2	3.1	0.9	0.6	0.3	0.4	0.2

Source: 2014 and 2019 Health Barometers of *Santé publique France*, processed by OFDT and ODJ
na: data not available

the rise (+1.4 points) and which in 2019 will become the most popular game after lottery games. It is therefore the only gambling sector that did not experience a decline in numbers between 2014 and 2019, recording instead a strong increase, from 6.6% of gamblers in 2014 to 11.0% in 2019, an increase of 67%. This trend can also be seen in the volume of sports betting stakes, which has multiplied by 2.8 in five years, with even more pronounced growth for Internet betting (multiplied by 4.6), which has become the biggest part of the sports betting market since 2018, accounting for 56% of all sports betting stakes. Similarly, the number of active gambling accounts has tripled over the period.

Even if traditional gambling media (FDJ [the French national lottery operator] or PMU [the French racecourse bookmaker] outlets and casinos) are still largely dominant today, online gambling concerned 16.1% of all gamblers in 2019. Apart from e-sports betting and speculative financial betting, which are

Figure 1. Share of online gambling by type of gambling in 2014 and 2019 among 18-75-year olds



Source: 2014 and 2019 Health Barometers of Santé publique France, processed by OFDT and ODJ
Note: E-sport games and highly speculative financial betting were not asked about in 2014.

Table 2. Socio-demographic characteristics of gamblers between 18 and 75 years old in 2019 and 2014

		2019					2014		
		Non-gamblers (n = 5 067)	Gamblers (n = 4 544)	test ⁽¹⁾	Non-problem gamblers (n = 4 318)	Problem gamblers (n = 226)	test ⁽²⁾	Gamblers (n = 8 565)	test ⁽³⁾
Gender	Men	45.7	52.0	***	51.1	66.0	***	50.7	ns
	Women	54.3	48.0	***	48.9	34.0	***	49.3	ns
Age	18-24-year olds	12.1	10.4	ns	9.9	17.4	**	11.2	ns
	25-34-year olds	15.6	17.7	*	17.4	23.2	ns	19.1	ns
	35-44-year olds	16.8	18.9	ns	18.6	23.6	ns	20.5	ns
	45-54-year olds	18.0	20.6	*	20.9	16.7	ns	21.0	ns
	55-64-year olds	17.3	18.8	ns	19.3	11.1	**	18.4	ns
	65-75-year olds	20.1	13.6	***	13.9	7.9	**	9.8	***
Professional activity	Actively employed	52.3	61.3	***	61.9	51.7	**	62.6	ns
	Students	7.5	5.4	**	5.2	7.5	ns	4.9	ns
	Unemployed	7.6	8.1	ns	7.2	21.6	***	10.4	**
	Retired	25.2	18.8	***	19.4	9.7	***	16.5	*
	Other inactives	7.3	6.4	ns	6.2	9.4	ns	5.6	ns
Social category	Farmers	2.6	1.2	***	1.3	0.2	ns	1.2	ns
	Self-employed craftsman, Merchants	6.2	6.9	ns	6.6	11.5	*	6.3	ns
	Managers, High-level professions	17.2	13.1	***	13.5	6.8	**	13.0	ns
	Mid-level professions	22.9	25.2	ns	25.6	19.3	*	23.2	ns
	Employees	28.3	29.2	ns	29.5	24.3	ns	31.0	ns
	Workers	22.7	24.3	ns	23.5	38.0	***	25.2	ns
Education level	Did not complete Baccalaureate	45.6	49.0	*	48.1	64.1	***	54.4	***
	Completed Baccalaureate	20.0	20.4	ns	20.3	20.8	ns	20.8	ns
	Completed post-Baccalaureate diploma	34.4	30.6	**	31.6	15.1	***	24.9	***
	1 st tercile (< 1 170 euros)	35.3	30.4	***	29.2	49.0	***	na	
Income level	2 nd tercile (1 171-1 800 euros)	26.5	33.1	***	33.6	25.1	*	na	
	3 rd tercile (> 1 800 euros)	25.4	28.1	*	28.6	19.6	**	na	
	Don't know/Refused to answer	12.9	8.3	***	8.5	6.3	ns	na	

Source: 2014 and 2019 Health Barometers of Santé publique France, processed by OFDT and ODJ

Legend:

ns = non-significant test

* = p < 0.05; ** = p < 0.01; *** = p < 0.001

na: data not available

(1) Gamblers vs Non-gamblers

(2) Problem gamblers (PGSI - Problem Gambling Severity Index ≥ 3) vs Non-problem gamblers

(3) Gamblers in 2019 vs Gamblers in 2014

mainly carried out online, the Internet is mainly used by sports betting enthusiasts (61.0%) and poker players (69.8%) (Figure 1).

Use of the Internet is clearly on the rise: in 2019, 7.1% of French people aged 18 to 75 said that they had gambled on the Internet, while in 2014, 4.2% said that they had done so, an increase of 70% in five years. Use of this gambling medium has increased mainly for sports and horse race betting and poker.

■ Various profiles according to the type of game

Although there are gamblers of all ages, genders and social backgrounds, gamblers share certain characteristics (Table 2). Compared with non-gamblers, gambling practices are more likely among males, aged 25 to 54, who are professionally active, in intermediate occupations more than in managerial and professional occupations. Gamblers have a slightly lower level of education but a higher level of income than non-gamblers.

These general characteristics vary according to the type of game played, with the exception of draw-based games where players' profiles differ little. As such, compared with all gamblers:

- scratchcard gamblers are more often women (59.5%), younger (51.5% are under 45 years old) and have lower incomes;

- horse race bettors are more likely to be male (80.7%), older (55.5% are 55 years of age or older), from more modest social backgrounds and with lower levels of education and income;

- sports bettors are also more likely to be men (89.7%), much younger (72.2% are 35 years old or younger), with a higher level of education, from more modest or intermediate social backgrounds, more likely to be unemployed but with higher income;

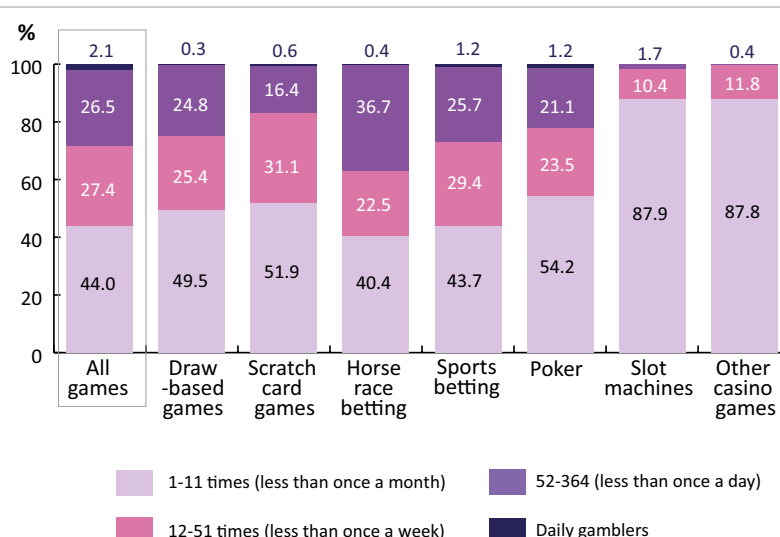
- slot machine players are more likely to be female (57.5%), older (37.3% are 55 years of age or older);

- on the contrary, those who play other casino games are more likely to be men (63.2%) and much younger (79.0% are 35 years old or younger);

- poker players are also more likely to be male (72.8%), young (72.5% are between 25 and 44 years of age), from intermediate or higher socio-professional categories (50.1%), with a higher level of education and higher income but more often unemployed (11.4%).

Players' profiles have changed little in 5 years (2014-2019). The developments observed often correspond to structural demographic changes, in particular the growing proportion of older people and pensioners in the population. There has also been a decrease in the proportion of unemployed people. The structure of professions and social categories has

Figure 2. Frequency in the last year by type of gambling in 2019 (%)



Source: 2014 and 2019 Health Barometers of Santé publique France, processed by OFDT and ODJ

remained fairly stable. The only category whose relative weight is changing significantly is that of intermediate occupations, which made up an increasing proportion of gamblers in 2019.

The main significant change between 2014 and 2019 concerns the level of education of gamblers. Overall, there has been a rise in level of education of gamblers, with an increase in the proportion of players holding a qualification higher than the French school baccalaureate. This development is more pronounced than the general rise in the educational level of the French population over this period. Thus, in 2019, gamblers have a higher level of education on average than non-gamblers, whereas they did not differ in this respect in 2014.

■ A minority of regular gamblers

A majority of gambling enthusiasts only gamble occasionally (Figure 2). Among those who said that they had gambled during the last year, four in

ten gamble less than once a month (44.0%). Slightly more than one in four (28.6%) gamble more regularly, at least once a week. Those who gamble every day remain in the minority and they are mainly sports bettors and poker players representing only 1.2% of bettors.

Those who play slot machines and casino games are the most casual gamblers: half play once or twice a year, and 9 out of 10 players play more than 11 times a year. Less than 2% play regularly, at least once a week. A higher proportion of regular players are found in horse race betting (37.1% play at least once a week), sports betting (26.9%) and draw-based games (25.1%).

■ Expenditure concentrated on a small number of players

French people spend around 10% of their leisure budget on gambling, i.e. about 200 euros per year per adult [5], which represents an average expenditure of about 400 euros per year in relation to those who gamble. However, this expenditure is unevenly distributed

Table 3: Expenditure in the last year by type of game in 2019 (in euros)

Amount in euros	1 st decile	1 st quartile	Median	3 rd quartile	9 th decile
All games (n = 4 544)	6	20	72	312	1 047
Draw-based games (n = 3 047)	5	12	48	180	520
Scratchcard games (n = 2 518)	4	10	37	130	520
Horse race betting (n = 312)	4	15	96	513	1 565
Sports betting (n = 427)	10	26	104	520	2 184
Poker (n = 120)	10	40	200	789	2 832
Slot machines (n = 442)	10	20	50	200	500
Other casino games (n = 242)	20	20	60	200	480

Source: 2014 and 2019 Health Barometers of Santé publique France, processed by OFDT and ODJ

Reading: The first decile shows the maximum amount (6 euros) bet during the year by the 10% of the lowest spending gamblers. The 9th decile shows the minimum amount (1 047 euros) bet by the 10% of the highest spending gamblers.

Table 4. Gambling patterns by gender and age in 2014 and 2019 (%)

% among gamblers in the last year	Total	Total	Men	Women	18-24	25-34	35-44	45-54	55-64	65-75
	2019	2014	2019	2019	y. o.	y. o.	y. o.	y. o.	y. o.	y. o.
	(n = 4 544)	(n = 8 652)	(n = 2 242)	(n = 2 302)	(n = 370)	(n = 657)	(n = 832)	(n = 1 007)	(n = 964)	(n = 714)
Non-problem gamblers	83.2	85.7	80.5	86.1	70.6	80.1	81.5	87.3	87.8	86.9
Low risk gamblers	10.7	9.7	11.8	9.6	19.4	12.0	11.0	7.9	8.4	9.6
Moderate risk gamblers	4.4	3.8	5.4	3.3	8.2	6.1	4.4	3.1	3.4	2.6
Problem gamblers	1.6	0.8	2.3	1.0	1.8	1.7	3.1	1.8	0.5	0.9
Moderate risk or problem gamblers	6.0	4.6	7.6	4.3	10.1	7.8	7.5	4.8	3.8	3.5

Source: 2014 and 2019 Health Barometers of *Santé publique France*, processed by OFDT and ODJ

among gamblers: a majority of gamblers spend only modest amounts on their gambling activity. In the SpF Barometer survey, half of gamblers said that they had spent 72 euros or less during the year, while others spend a significant part of their budget on it: one player in ten spends more than 1 000 euros per year (Table 3).

The concentration of expenditure on a small number of consumers is extremely pronounced for gambling: 82.8% of the total expenditure is concentrated on 10% of the players and more than half (49.0%) on only 1% of the players. Apart from speculative financial bettors, horse race bettors, sports bettors and poker players account for the most significant expenditure. These three types of game are also played regularly, sometimes daily.

■ In 2019, 6% of gamblers have a gambling problem

According to estimates based on the Problem Gambling Severity Index (PGSI, see box on Methodology), 4.4% of those who have gambled in the past year can be classified as moderate-risk gamblers and 1.6% as problem gamblers (3.8% and 0.8%, respectively, in 2014) (Table 4). In relation to the population aged between 18 and 75 years old, this data shows a prevalence of 2.1% of moderate-risk gamblers and 0.8% of problem gamblers, i.e. respectively about one million French people in the first instance and 370 000 in the second.

A constant field data comparison between the 2014 and 2019 surveys indicates a stable prevalence of moderate-risk gambling practices in the French population aged 18 to 75, but a significant increase in excessive gambling.

Between 2010 and 2014, there had been an increase in moderate-risk gambling while excessive gambling levels had remained stable [1]. It can therefore be hypothesised that some

of the moderate practices observed on the rise in 2014 may have evolved into excessive gambling, which itself increased in 2019.

Certain socio-demographic factors as well as the nature of the gambling activities involved may be linked to an increased risk of risky or excessive gambling behaviour. An additional note to this publication will present the analyses that have been carried out in this area [7]. The results are briefly outlined here.

Moderate-risk or problem gambling practices are more likely to be found among men who are younger than other gamblers, and come from modest social backgrounds (many more from the working class in particular), with a lower level of education and income than other gamblers. On a professional level, moderate-risk or problem gamblers are less active than gamblers as a whole and more frequently unemployed (Table 2).

The prevalence of problem gambling varies by the type of game. Lottery games continue to have the lowest share of problematic tendencies. But, from another perspective, they represent a significant part of problem gambling behaviours: about half of all the damage that can be generated by gambling is attributable to them. This result illustrates a well-known public health phenomenon: a low risk applied to a large population can lead to a significant problem in the general population. Among the different types of gambling activities, lottery games are the least risky on an individual level, but they are the ones that carries the greatest collective risk due to their widespread distribution [8].

Among the different types of games, sports betting represents the highest risk: the proportion of moderate-risk gamblers is 3 times higher than for lottery games and the proportion of problem gamblers is 6 times higher. As one in ten gamblers bet on sports, up to a quarter of all problem gambling

behaviours can be attributed to this. The multifactorial analysis of factors associated with problem gambling was also specifically analysed.

■ Conclusion

In 2019, fewer French people gambled than in 2014. The decline in gambling practices has affected all games, with the exception of sports betting, which continues to grow. There was a sharp decline in gambling at regular sales outlets, a loss that was not offset by the continued and sustained expansion in the number of Internet gamblers.

Fewer gamblers are playing more and more intensively. According to operator activity data, spending of French on games has increased by 12.5% over the last five years.

In 2019, gamblers spent more money on their gambling activity and experienced more difficulties related to problem gambling: 1.6% engaged in excessive gambling, a proportion that increased significantly between 2014 and 2019.

Measured on the eve of a major change in the organisation of the gambling provision in France with the privatisation of FDJ, France's traditional gambling operator, in November 2019, these developments may seem worrying. The new legal provisions applicable to the gambling sector, which specify the types of gambling allowed and the way in which gambling services must be organised, reinforce the State's policy on gambling, particularly in the area of banning minors from gambling and preventing excessive gambling. They also provide for the establishment of a regulatory system common to the overall gambling domain, with the creation of the ANJ (French Gambling Authority), with enhanced powers to control operators in order to guarantee the State's objectives. It will therefore be necessary to verify the achievement of these objectives in a few years' time by renewing such a survey and

evaluating the actions to prevent and reduce the risks of problem gambling implemented by operators under the regulator's constraints.

In anticipation of the next evaluation of French gambling practices, certain trends revealed by this survey or other recent studies deserve to be explored in greater depth. This is the case for gambling practices among minors, a subject which has not been dealt with here because of the nature of the sample, but which will be developed in future OFDT surveys conducted among adolescents [9].

Online gambling, which underwent a much faster development than that recorded for all other gambling practices, will be the subject of a new survey which will be launched by the OFDT at the end of 2020. This survey now falls within the scope

of the OFDT following the transfer of the French Monitoring Centre for Gambling (ODJ)'s duties to the OFDT in accordance with Decree No. 2020-494 of 28 April 2020 on the terms and conditions of making gambling services and gambling data available.

Finally, there has still been very little exploration into video games and the problems involved in these deserve to be fully looked at. This constitutes a significant issue in terms of knowledge bearing in mind the interconnectedness gambling spaces [10], which contrasts with the level of regulation to which they are subject: very tight regulations for gambling activities involving money and minimal regulations for other types of gambling.

Methodology

The gambling section of the 2019 *Santé publique France* Barometer is the third national survey on gambling practices. The Health Barometers are periodic surveys, conducted since 1992, which aim to gain a better understanding of the knowledge, attitudes, opinions and habits of the French population in the area of health. In 2019, *Santé publique France* launched the 11th edition which included a component on gambling.

The 2019 survey took place from 9 January to 29 June 2019, among 10 352 people aged between 18 and 85 years old, who live in metropolitan France and speak French.

The survey method is based on the random generation of landline and mobile telephone numbers. For landline phones, one person per household was selected to participate in the survey (two-stage sampling); on mobile phones, the person who answered the phone was selected to participate in the survey.

Ten major families of games were selected to capture the plurality of practices (draw-based games, scratchcard games, sports betting, horse race betting, poker, slot machines, other casino games, games of skill, e-sports betting and binary financial betting).

In order to reduce the mental effort required for the respondent, they were first asked to estimate the number of times they gambled in their own unit of time (per week or month). Spending calculations were approached through the amount spent per gambling occasion («Usually, how much money do you spend each time you gamble?») or for the period of time chosen by the respondent («On average, how much do you spend per week, month or year?») if they did not know the amount spent each time they gambled.

The survey also makes it possible to assess the proportion of the population affected by gambling problems. The overall score on the PGSI (Problem Gambling Severity Index), a quantitative subsection of the Canadian Problem Gambling Index, was used to assess the severity of gambling problems [11]. It includes 9 items that measure the frequency of problems caused by gambling practices, such as tolerance («betting larger amounts to achieve the same level of excitement») or compulsion («Did you borrow money or sell anything in order to obtain money for gambling?») according to the frequencies «never», «sometimes», «most of the time» or «almost always». The overall score ranging from 0 to 27 allows us to categorise the players into 4 distinct groups. These are «non-problem gamblers» (score = 0), «low-risk gamblers» (score = 1-2), «moderate-risk gamblers» (score = 3-7), and «problem gamblers» or «excessive gambling» (score = 8 and above).

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