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Comparison of gambling profiles based on strategic versus non-strategic preferences

Susana Jiménez-Murcia^{*a,b,c}, Roser Granero^{b,d}, Fernando Fernández-Aranda^{a,b,c}, José M. Menchón^{a,c,e}

^a*Department of Psychiatry, University Hospital of Bellvitge-IDIBELL, Barcelona, Spain*

^b*Ciber Fisiopatología Obesidad y Nutrición (CIBERObn), Instituto de Salud Carlos III. Madrid, Spain*

^c*Department of Clinical Sciences, School of Medicine and Health Sciences, University of Barcelona, Barcelona, Spain*

^d*Department of Psychobiology and Methodology, Autonomous University of Barcelona, Barcelona, Spain*

^e*Ciber Salut Mental (CIBERSam), Instituto de Salud Carlos III. Madrid, Spain*

Abstract

Gambling disorder (GD) has been associated with significantly impaired functioning. However, the empirical evidence available on gambling phenomenology based on the preferred forms of gambling, including the factors that are responsible for the choice of games and the clinical correlates of the preferred subtypes, is very limited. The few studies comparing clusters of GD patients defined by their preferred gambling activities usually classify games into two broad categories, thus distinguishing between strategic and non-strategic gamblers. The data available suggest that sociodemographic variables (sex, age, level of education and socioeconomic status) and personality traits (mainly sensation/novelty-seeking and impulsivity) may influence gambling activity, and that this preference may be clinically significant. This cumulate evidence may pave the way for a better characterization of the GD subtypes, and may help to design solid, well-founded prevention and treatment programs that take into account the individual variability in patients' clinical profiles.

1 **Introduction**

2 Gambling disorder (GD) is a behavioral addiction characterized by maladaptive patterns
3 of gambling that individuals cannot give up despite their negative consequences – such as family
4 and work disruption, having to lie about the extent of one’s gambling habit, or financial
5 difficulties. It is the only behavioral addiction currently included in the new category of the
6 Diagnostic and Statistical Manual of Mental Disorders labeled “Substance-related and addictive
7 disorders” (DSM-5; (1)). Epidemiological studies have noted the significant increases in the
8 prevalence of GD worldwide, with cross-sectional estimates (over the previous 12 months) in the
9 range of 0.1% to 6% in the general population in developed countries (2,3).

10 Individuals engage in gambling behaviors either on their own or in social settings, most
11 of them available through multiple offline and online platforms (e.g., card games, betting on
12 sports events and races, bingo, lotteries, slot-machines and casinos). The preferred form of
13 gambling seems to be associated with many variables that explain why an individual chooses a
14 specific game and also identify the clinical correlates of this selection (4,5). However, few
15 empirical studies have explored the underlying mechanisms of the gambling preferences inside
16 the GD phenomenology.

17

18 **Classification of GD based on gambling preference**

19 The attempts to classify the subtypes of GD and the study of its correlates are not new. A
20 pioneering study from 1970 defined five clusters based on the characteristics of 50 patients with
21 gambling problems (neurotic, impulsive, psychopathic, symptomatic and sub-cultural) (6), and
22 four primary groups were later obtained from a principal component analysis study
23 (psychological distress, sensation seeking, crime and liveliness, and impulsive/antisocial
24 behavior) (7). The main characteristic of these studies is the role of emotional impairment,
25 considered as a key indicator in the grouping. More recent classification studies have also used
26 psychological state and the level of the disordered gambling as key factors for identifying
27 empirical subgroups among GD patients (inside a broad age range, from adolescence to old age).
28 Researchers have also systematically identified groups ordered according to the level of
29 dysfunctional distress [the most severe cluster being characterized by high levels of emotional
30 vulnerability accompanied by higher psychopathological alterations (mainly depressive and
31 anxiety symptoms, substance-related disorders and other impulse control disorders), poor coping
32 skills and greater severity of the gambling behaviors] (8,9,18,19,10–17). In these studies, this
33 specific highly dysfunctional cluster has usually included a higher proportion of participants
34 reporting many different forms of gambling preferences, but as a whole it seems that gambling

1 subtypes differ mainly in relation to severity rather than to the type of the symptoms experienced
2 or the gambling activities in which the subjects engaged.

3 In these classification studies, gambling preference was only a matched trait related to the
4 emerging empirical categorization, and was not used as an indicator for the clustering. Therefore,
5 it is not clear that simultaneously considering the level and/or the type of emotional alterations
6 and the preferred forms of gambling might allow the identification of more specific and accurate
7 subgroups of patients, or that it might provide an empirical standardized operative definition for
8 gambling activities based on the complete GD phenomenology rather than only on the specific
9 characteristics of the games. Studies published to date simply consider gambling subtypes as a
10 broad categorization according to the particularities of the games, classifying them into groups
11 depending on: a) the role of chance in the result of the games (non-strategic versus strategic
12 gamblers), b) the immediate or delayed gambling rewards (active versus passive gamblers), or c)
13 the gambling setting (land-based versus online gamblers, based on the internet connection). The
14 differentiation of the games based on the level of the influence of chance has aroused the most
15 interest during recent years in the clinical and research areas (20).

16 Non-strategic gambling (also called chance-based games) includes games which involve
17 little deliberation or skill (e.g. slot-machines, bingo or lotteries); in these games, the potential
18 result is 100% dependent on chance. Strategic gambling (also called skill-based games) allows
19 gamblers to attempt to use game-related knowledge to predict the potential results (e.g., dice,
20 poker and other cards, betting on sports events or races, craps, or the stock market); in these
21 games, although chance remains a key factor in the results, players' decisions and behaviors (i.e.,
22 strategies and techniques learned from prior experience with the games) exert some influence.

23

24 **Variables related to the selection of the gambling preference**

25 Traditionally, it was considered that access to gambling (in addition to the technical and
26 structural features of the games) had the greatest influence on the frequency and type of
27 gambling that an individual might engage in (21,22). Today, however, multiple different games
28 are freely available to many sectors of the population, and so accessibility to gambling is only a
29 "starting point" which provides the opportunity to gamble, but which is accompanied by a range
30 of other factors that lead individuals to select a preferred gambling activity.

31 Within the neuroscience of decision-making under risk, which postulates that potential
32 contextual reward statistics and brain systems shape behavior toward or against particular
33 choices (thereby contributing to the adjustment of the individuals' actions), it has been observed
34 that the subjective value of a specific risk preference (such as the selection of a gambling
35 subtype) may be attributed to a range of factors: one's own baseline gambling propensity, the

1 reward amount related to one's own gambling preference and the moderation effect of the
2 distinct mappings between the components of the chosen options and neural value-sensitive
3 brain regions (23). Studies in this area also propose that specific decision-making (such as the
4 preferred forms of gambling) reflects more than just a compensatory interaction of choice-related
5 regions (24), in the sense that gambling decisions may be influenced by the activity of some
6 brain areas (infralimbic, prelimbic, or rostral agranular insular cortex), the activity of dopamine
7 receptors and the presence of cues (elements that seem to potentiate the final choices depending
8 upon strategies, traits and contexts) (25). But this promising evidence of a latent connection
9 between the preferred forms of gambling and brain activity is limited, mainly because this
10 research area is in its initial exploratory stages and the effect and the direction of the associations
11 are not clear. In fact, the results of some studies point in the opposite direction, arguing that even
12 though gambling preference may be strongly related with specific psycho-social correlates, it
13 may not be dissociable in terms of the cognitive functioning: both groups of non-strategic and
14 strategic gamblers appear to show similar impairments in inhibitory control and cognitive
15 flexibility to matched healthy volunteer groups (26).

16 There is a growing body of empirical evidence on this issue in the area of
17 epidemiological research, which highlights that two socioeconomic factors significantly increase
18 the odds of reporting non-strategic high-chance games (versus strategic gambling): lower
19 educational level and disadvantaged socioeconomic status (27,28). Studies in this field also
20 stress that the individuals' chronological age and sex are also crucial demographic variables for
21 predicting the preferred forms of gambling. Etiological research focusing on the psychological
22 domain has also concluded that gambling preference is not only explained by socio-demographic
23 variables, but is a more complex mechanism that includes several personality traits (primarily
24 novelty/sensation seeking, impulsivity, self-directedness or cooperativeness).

25 Regarding chronological age, non-strategic gambling is usually associated with older
26 individuals, who tend to select low-skill chance-based games (29–33). This evidence is
27 reinforced by findings that show that non-strategic gambling involves quick, unplanned reward-
28 driven decisions, which are comprised by the link between gambling disorder and
29 disadvantageous cost-benefit decision-making (20); while non-strategic gamblers show greater
30 deficits in decision-making than strategic gamblers (34). Neurological studies support the
31 argument that the non-strategic preference could be related to the specific age-related
32 vulnerabilities of the brain, which shows a particular impairment in the frontal structures with
33 subsequent effects on cognitive functioning (e.g., reasoning slowness). The analysis of the neural
34 correlates of feedback cognitive processing during risky decision-making tasks reinforces this
35 supposition, since it has been observed that older adults are less willing to shift attention from

1 positive to negative information, and thus present poorer neuropsychological performance than
2 younger individuals (35,36). The decrease in cognitive performance in older age has also been
3 associated with a restricted ability to gain explicit insight into the rules of ambiguous decision
4 tasks, and with difficulty in choosing the less risky events once the rules have been completely
5 understood (37).

6 Gender has also been systematically associated with gambling preference: while women
7 tend to report a preference for non-strategic games, a higher proportion of men select strategic
8 ones (20,26,29,38–41). Several hypotheses have been put forward to explain the association
9 between sex and gambling preference. On the one hand, higher rates of excitement or arousal-
10 seeking behavior and better performance in coping strategies are potential reasons for the higher
11 likelihood that men will select strategic forms of gambling (such as cards or sports betting)
12 (26,40,42). Secondly, the higher co-occurrence of depression and anxiety symptoms among
13 women who meet diagnosis for GD (compared to men) may lead females to choose games that
14 promote isolation (such as slot-machines or lotteries, two non-strategic gambling activities) as a
15 way to avoid the high levels of emotional/stress impairment without the need to interact directly
16 with others (as is required by many strategic gambling activities) (43). Thirdly, the association
17 between strategic gambling preference and male sex has also been more accurately explained by
18 a model which simultaneously considers both gender and cognitive variables (44): analytical
19 cognitive style (versus intuitive), high need for cognition (versus low) and male sex (versus
20 female) are the characteristics of strategic gamblers (versus non-strategic). Finally, a fourth
21 factor explaining the difference in gambling activities depending on patients' sex might involve
22 sociability and the cultural influences related to the diverse forms of gambling: since certain
23 strategic games may be more culturally acceptable among men (for example, dice or poker),
24 women would tend to avoid them (45,46). The role of social acceptability in the choice of
25 gambling activity according to sex is reinforced by the results of other studies which have
26 concluded that men are more likely to participate in strategic games in a public setting, while
27 women are more likely to participate in the same chance-based games in a domestic setting (47),
28 and that cultural values (understood as the beliefs, moral principles and standards accepted by
29 groups related to the games) have an impact on the different decisions that men and women
30 make regarding their gambling activities (48,49).

31 With regard to the contribution of personality traits to the preferred form of gambling
32 (non-strategic versus strategic), it has been observed that individuals with high scores on the
33 novelty/sensation seeking and impulsivity domains usually prefer skill-based/strategic gambling,
34 while higher levels in harm avoidance, reward dependence and cooperativeness are more typical
35 of non-strategic gamblers (43,50–52). Interestingly, the recent study by Jiménez-Murcia and

1 colleagues exploring the clustering of patients in a large sample (n=2,570) of individuals seeking
2 treatment for GD, which used a wide set of variables as indicators for the grouping
3 (sociodemographic, gambling-related factors, general psychopathology and personality traits),
4 observed a specific cluster defined by the highest prevalence of skill-based games and new forms
5 of gambling activities (such as online gambling) which was strongly related to younger age, male
6 sex, higher levels of education, well-paid employment, and high sensation and novelty-seeking
7 scores (14). This particular new subtype identified among a large sample of gamblers had a
8 similar profile to the Type-I subgroup also reported in the study of Navas et colleagues (53),
9 characterized by individuals who reported a gambling preference for cards, casino and skill-
10 based bets, and who achieved high arousal and reward sensitivity levels. As a whole, these two
11 studies reinforce the association between high impulsivity and novelty-seeking and a preference
12 for strategic games.

13

14 **Clinical correlates of gambling preference**

15 Several variables of individuals' clinical history have been associated with the preferred
16 forms of gambling. Firstly, it seems that some games contribute to the progression from the
17 beginning of the gambling activity to the onset of the GD. For example, it has been observed that
18 gamblers who select slot-machines (54) and electronic gambling machines (39) report a faster
19 progression (and consequently a shorter duration of gambling problems prior to treatment
20 seeking) than other non-strategic games such as lotteries and bingo. Other studies have also
21 observed that, compared to skill-based games, some non-strategic games report greater severity
22 of the gambling addiction, particularly slot-machine and fixed-odds betting terminal gamblers
23 (55). Relationships in the opposite direction have also been reported. A recent study obtained a
24 positive association between the presence of busts (defined as surpassing one's self-imposed
25 limits on gambling activities) and the amount of money spent recently (particularly, losing
26 money too quickly), high levels of negative emotion, needing to win money, chasing losses, wins
27 or spins, lapses in the intention to set a limit and self-perceptions of gambling-related harm (56).
28 This study also concluded that repeated busts are typical of individuals with higher levels of loss
29 of control and may involve a faster progression towards problem gambling. On the basis of this
30 new evidence, one might assume that some strategic games characterized by high incentives
31 (such as sports betting, casinos or poker) may motivate subjects to make riskier bets and thus
32 quickly accumulate high levels of debt; these gamblers may also decide to increase the frequency
33 of their gambling episodes with the aim of recovering what was lost, thus favoring a faster
34 evolution towards GD. But the accumulated evidence of associations between gambling subtypes
35 and the progression and severity of the gambling behavior should be assessed with caution, since

1 it has also been pointed out that the potentially significant relationships between these variables
2 are substantially reduced or even eliminated when the level of gambling involvement is
3 controlled statistically (57).

4 Regarding comorbid mental conditions co-occurring with GD, a number of studies
5 carried out in treatment-seeking problem gambler samples have obtained high prevalence of
6 substance-related disorders, other impulsive control disorders, depression and anxiety (58–60).
7 When considering the influence of preferred forms of gambling on the likelihood of presenting
8 specific forms and levels of mental comorbid problems, it has also been observed that non-
9 strategic games are more strongly associated with worse overall psychopathology, with the
10 depressive and anxiety disorders being the most frequent comorbid forms in this subgroup; in
11 contrast, strategic games are associated with a better overall psychological state but with a higher
12 risk of comorbid substance use disorders (38,39,47,61,62). One explanation proposed for this
13 difference is the possible moderating role of sex in the relationship between gambling type and
14 the overall psychological state: while female gamblers may present lower risk of onset, they
15 usually have poorer mental health and a higher risk of emotional and psychiatric comorbidities
16 than their male peers (who usually report higher use of alcohol and other drugs) (63–65).

17 The above results are consistent with the proposal of a new subtype of pathological
18 gamblers identified in the clustering study of Jiménez-Murcia and colleagues (the group defined
19 by the highest prevalence of skill-based games and new forms of gambling activities), which
20 achieved a moderate level of emotional distress but the highest gambling addiction severity
21 (defined as the bets per gambling episode and the debts accumulated due to gambling) (these
22 patients were (*online strategic gamblers with severe affectation*) (14). Other studies have found
23 that groups defined by strategic games and new forms of gambling activities show greater
24 gambling severity than non-strategic gamblers, particularly in terms of the amount of money
25 spent (since money is spent faster in skill-based games) and the debts accumulated due to
26 gambling (the fact that debts are acquired in a shorter period of time intensifies the financial
27 problems during the progression of the disorder) (66–69).

28

29 **Therapeutic outcomes related to gambling preference**

30 Systematic reviews in problem gambling have concluded that cognitive behavioral
31 therapy (CBT) can be considered the “gold standard” in the area of psychotherapy (70). A large
32 number of publications (and many practicing professionals) suggest that the evidence-base for
33 this therapeutic approach is strong. As a whole, the results reported in clinical studies have
34 proved the efficacy of CBT among individuals seeking treatment for problem gambling, at least

1 in the short and medium terms (71–73). Benefits of CBT have also been observed with regard to
2 the comorbidities that may accompany the gambling disorder (72).

3 However, little is known about the specific contribution of gambling preference to the
4 efficacy of CBT. To our knowledge, the only systematic review available on this topic is the
5 study carried out by Merkouris and colleagues, which considered and simultaneously analyzed a
6 large set of independent variables (74). These authors found that the strongest and most
7 consistent predictors of success/efficacy across multiple time-points were male sex and low
8 levels of depression, followed closely by older age, lower gambling symptom severity, lower
9 comorbid alcohol use and higher treatment adherence. Preferred gambling activity did not
10 contribute significantly to the therapy outcomes in this study. But this review also confirms that
11 the evidence of the potential predictive capacity of gambling preference on the progression of
12 problem gambling is limited, and that further studies in this area are needed to assess effects
13 other than the direct ones; for example, moderating or mediating effects cannot be ruled out.

14 Regarding original empirical studies, the recent research published by Mallorquí-Bagué
15 and colleagues concluded that differences between strategic and non-strategic gamblers in
16 impulsivity and cognitive functioning were related to therapy outcome (75). Concretely, this
17 study found that strategic gamblers reported higher lack of perseverance and higher level in two
18 cognitive biases (gambling-related expectancies and illusion of control), which were predictors
19 of a poorer progression to recovery. This study also observed that patients with online and
20 strategic GD phenotypes achieved heightened gambling related biases, and that this cognitive
21 impairment was associated with premature treatment cessation and relapse. In their study, the
22 authors concluded that skill-based gamblers may need tailored treatment approaches to reduce
23 specific cognitive distortions and impulsive facets related to the gambling preference.

24

25 **Conclusions**

26 Although gambling preferences appear to be highly relevant to the study of GD
27 phenotypes and individual profiles, few studies have analyzed the pathways and mechanisms
28 underlying the categorization into non-strategic versus strategic gamblers and the clinical and
29 therapeutic correlates of this differentiation. Pioneering studies in this area have noted that the
30 simultaneous consideration of gambling preference with the other variables of the
31 sociodemographic and clinical profile may provide a powerful way to subtype disordered
32 gambling patients. Empirical studies also show that specific sociodemographic and personality
33 variables may favor a preferred style of gambling, that gambling subtype may also be associated
34 with the overall clinical state (including the level of severity of the gambling disorder and
35 psychopathological disorders) and that the preferred form of gambling may even contribute to

1 the therapeutic outcomes. Figure 1 summarizes the main results reported in the literature that
2 explain the picture of gambling subtype inside the GD phenomenology.

3 --- Insert Figure 1 ---

4 Future research is now required to determine the correlates of considering the
5 differentiation between skill- and chance-based games in the study of GD. The advent of new
6 forms of online gambling will also contribute to the reliability/validity of the traditional
7 classification of strategic versus non-strategic gambling and its correlates in the GD phenotypes
8 (e.g. the classical consideration of chance-based gamblers being more severe could be
9 inappropriate and should be shifted due the ubiquitous availability of easy access to multiple
10 strategic forms of gambling on the internet). The new accumulated evidence-base will allow for
11 more targeted preventive and treatment interventions focused on the particular characteristics of
12 the individuals involved. The few available evidences suggest that GD phenotypes characterized
13 by strategic gambling may need tailored treatment approaches to reduce specific cognitive
14 distortions and impulsive facets.

15
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28 **Conflict of interest**
29 None of the authors have any conflicts of interest to declare.

30

1 **Annotated references**

2 **Chamberlain SR, Stochl J, Redden SA, Odlaug BL, Grant JE. Latent class analysis of gambling subtypes and**
 3 **impulsive/compulsive associations: Time to rethink diagnostic boundaries for gambling disorder? *Addict***
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5 This study identified subtypes of adult gamblers and assessed the relationships of the three empirical classes that
 6 emerged (with different levels of gambling severity) with clinical and cognitive measures. Problematic gamblers and
 7 disordered gamblers reported impaired cognitive performance in decision-making, comorbid mental disorders and
 8 impaired quality of life. Chasing losses was the symptom with the highest capacity for discriminating between
 9 recreational and problematic gamblers, and social-financial-work impairment was the variable with the highest
 10 endorsement for identifying the presence of problems related to the gambling activities.

11
 12 **Jiménez-Murcia S, Granero R, Fernández-Aranda F, Stinchfield R, Tremblay J, Steward T, et al. Phenotypes**
 13 **in Gambling Disorder Using Sociodemographic and Clinical Clustering Analysis: An Unidentified New**
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15 **<https://www.frontiersin.org/article/10.3389/fpsy.2019.00173/full>**

16 Clustering procedures identified three groups of GD patients highly differentiated in the level of emotional distress:
 17 a) “high emotional distress” contained the oldest patients with the longest duration of gambling problems, the
 18 highest GD severity, and the most severe comorbid psychopathological state; b) “mild emotional distress” included
 19 patients with the lowest levels of GD severity and the lowest levels of psychopathology; and c) “moderate emotional
 20 distress” included the youngest patients with the shortest illness duration, the highest level of education and
 21 moderate levels of psychopathology. This last cluster was probably responsible for the pattern of correlations
 22 between the different types of high arousal, large-stake games (bets, casino games, skill-based games) and even after
 23 controlling for age and other potential confounders it included the highest sensation- or novelty-seeking scores and
 24 strongest gambling-related cognitive distortions. This group also showed general self-regulatory executive
 25 functioning, and high-order cognitive processing, as well as the highest level of education, highest self-directedness
 26 scores, and lowest risk of suffering from a comorbid addictive disorder.

27
 28 **Mouneyrac A, Lemerrier C, Le Floch V, Challet-Bouju G, Moreau A, Jacques C, et al. Cognitive**
 29 **Characteristics of Strategic and Non-strategic Gamblers. *J Gambl Stud.* 2018;34(1):199–208. Available from:**
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31 This study assessed the incremental predictive capacity of cognitive style (analytical/intuitive) and the need for
 32 cognition (motivation to engage in effortful activities) for discriminating between gambling preference (strategic
 33 versus non-strategic). The likelihood of strategic gambling (compared to non-strategic activities) was higher for men
 34 (vs. women), analytical cognitive style (vs. intuitive) and high need for cognition (vs. low). This study highlighted
 35 the relevance of considering cognitive features in the pathways explaining the gambling picture (and more
 36 specifically the gambling activity preference).

37
 38 **Navas JF, Billieux J, Perandrés-Gómez A, López-Torrecillas F, Cándido A, Perales JC. Impulsivity traits and**
 39 **gambling cognitions associated with gambling preferences and clinical status. *Int Gambl Stud.* 2017;17:102-**
 40 **124**

1 This study identified two empirical factors based on impulsivity measures, cognitive bias related to gambling and
2 gambling severity. Both dimensions were next used to classify gambling disorder patients (GDP) and non-
3 problematic recreational gamblers (RG) into two gambling types: a) type I (preferring cards, casino games and skill-
4 based bets); and b) type II (preferring slot-machines, lotteries/pools and bingo). GDP showed higher levels on
5 impulsivity measures (positive and negative urgency), reward sensitivity, delay discounting and gambling related
6 cognitions than their recreational counterparts. Type II gamblers also had more difficulty in delaying gratification,
7 whereas type I gamblers showed higher cognitive distortion and reward sensitivity levels. No differences in type I
8 and type II disordered gamblers emerged, however, in affect-driven impulsivity.

9
10 **Rodda SN, Bagot KL, Manning V, Lubman DI. "It was terrible. I didn't set a limit": Proximal and Distal**
11 **Prevention Strategies for Reducing the Risk of a Bust in Gambling Venues. J Gambl Stud. 2019;in press.**
12 **Available from: <http://link.springer.com/10.1007/s10899-019-09829-0>**

13 This study explored variables associated with the presence of a bust (defined as the breaching of limits on gambling
14 activities) in a sample of gamblers recruited from gambling venues. The risk of a bust was positively predicted by
15 the amount of money spent in the past month, greater gambling severity, and higher perception of harm related to
16 the gambling activity. Reasons for busts included higher levels of negative affect, lapse in intentions to set a limit,
17 needing to win money, chasing losses, wins or spins, social facilitation and losing money too quickly. These results
18 evidenced that gamblers at any level of gambling severity are at a high risk of experiencing a bust, and that repeated
19 busts may be an indicator of loss of control and a progression towards problem gambling.

20
21

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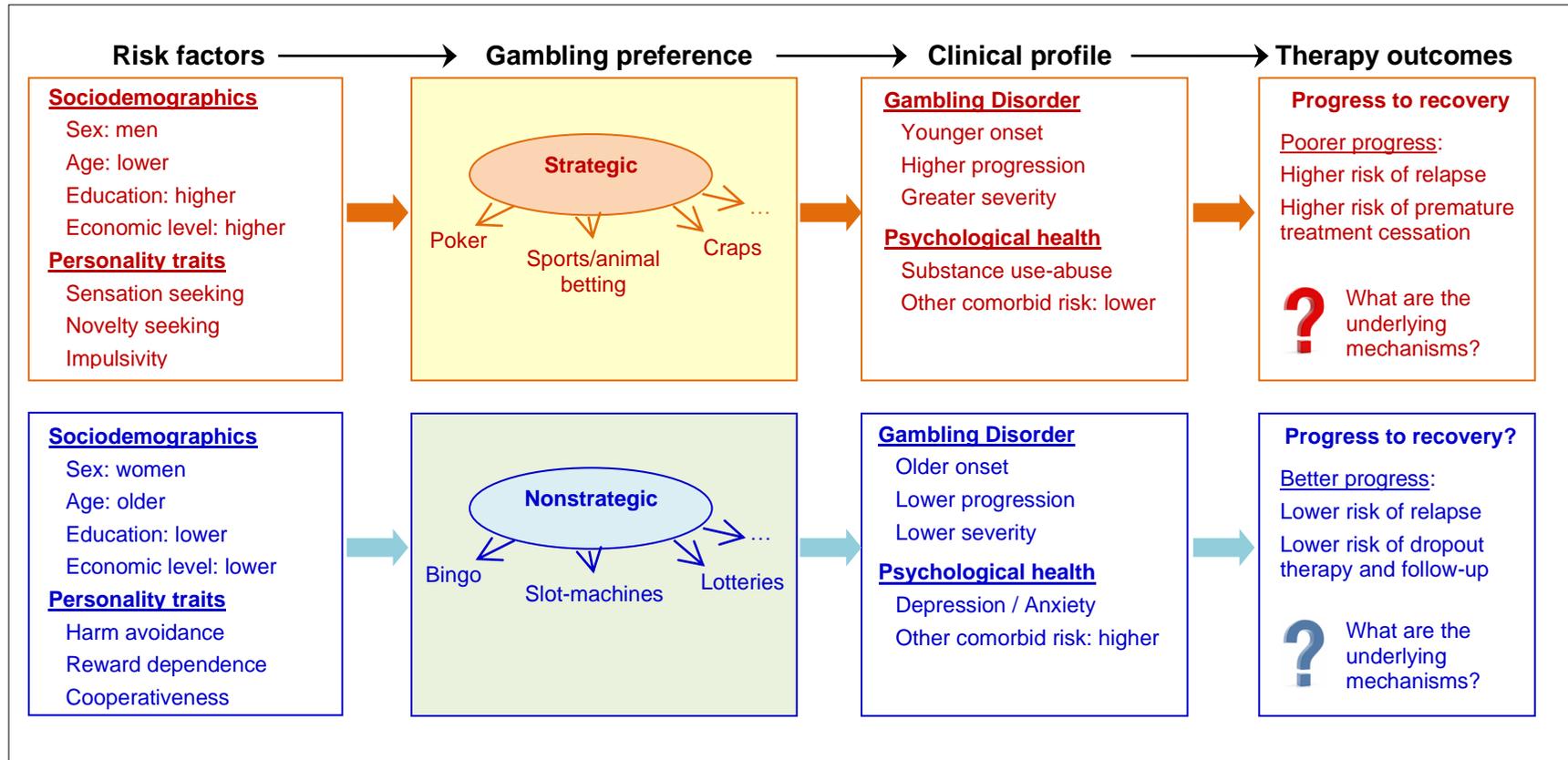
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1 *Figure 1*

2 *Correlates of the preferred forms of gambling*



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