

THE WAGER	Weekly Addiction Gambling Education Report		
	Harvard Medical School - Massachusetts Council on Compulsive Gambling		

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Living Timeline of Gambling

"To explain the beginning of everything, Greek mythology drew on a giant game of craps to explain what modern scientists call the Big Bang. Three brothers rolled dice for the universe, with Zeus winning the heavens, Poseidon the seas, and Hades, the loser, going to hell as master of the underworld." *Against the Gods, The remarkable story of risk*, Peter L. Bernstein, John Wiley & Sons, New York, 1996.

Welcome to *The WAGER's* Living Timeline of Gambling. We invite all readers to contribute by submitting information about dates and events relevant to the progression of gambling throughout the ages. We hope to create an interactive document that will provide valuable information to individuals seeking to know more about historical events associated with gambling and problem gambling.

We invite any and all feedback, comments, and additions. We request that all suggested additions be accompanied by an original source of reference. Submissions can be sent to wager@hms.harvard.edu. The timeline will be updated on a regular basis, so we invite you to visit the timeline often.

The timeline was last updated on: April 15, 2003

1300-1200 BC: Moses directed to use lots to select goats for sacrifice
(Leviticus 16:8. *Bible*, New International Version)

31 AD: Roman Soldiers throw dice for Jesus' Robes

1096: During Crusades, kings permit noblemen to gamble. About a hundred years later, "King Richard the Lion-Hearted, who led the Third Crusade in 1190, had to issue orders restricting games of dice among his troops. Knights and clergymen were forbidden to lose more than twenty shillings in a single day and ordinary soldiers were not allowed to play at all" (Fleming, 1978)

1636: Lotteries help establish Harvard and other Ivy League institutions

1776: Lotteries help fund American Revolution

1861-65: Lotteries used to fund the Civil War

1867: Dostoevsky writes *The Gambler*

Late 1800's/Early 1900's: Excessive Gambling characterized as moral issue

1951: Iago Galdston publishes first co-morbidity study

1957: Gamblers Anonymous founded

1963: New Hampshire establishes first legal lottery in the U.S. in 20th Century

1972: First treatment program for pathological gambling established b Robert Custer, M.D.

National Council on Problem Gambling (NCPG) founded

Maryland establishes first state-funded treatment program

1975: First nationwide prevalence study conducted

1980: American Psychiatric Association recognizes pathological gambling as "official" disorder (DSM III)

1982: Connecticut State Department of Mental Health and Addiction Services (DMHAS) opened the first state funded outpatient program for problem and compulsive gamblers in March 1982 (The Compulsive Gambling Treatment Program)

1985: *Journal of Gambling Behavior* (now *Journal of Gambling Studies*) first published

First state-funded outpatient treatment program established in New Jersey

1987: The U.S. Supreme Court issued its decision in *California v. Cabazon Band of Mission Indians*, 480 U.S. 202 (1987). This decision made it clear that Indian tribes had the authority to conduct gaming activities on reservations unfettered by any State or County regulation.

June 3 & June 4, 1988: Harvard Medical School and the Massachusetts Council on Compulsive Gambling host the first national think tank on Compulsive Gambling. This brings experts together from around the United States to consider the nature of excessive gambling. The think tank results in a book: Shaffer, H. J., Stein, S., Gambino, B., & Cummings, T. N. (Eds.). (1989). *Compulsive gambling: theory, research & practice*. Lexington, MA: Lexington Books. At this event, Howard Shaffer and Thomas Cummings presented both Monsignor Dunne and Dr. Robert Custer with career achievement awards.

1989: Harrah's Entertainment becomes first commercial casino company to officially address problem gambling

1994: APA revises DSM-III criteria on pathological gambling (DSM-IV)

The Government of Antigua Barbuda passes The Free Trade and Processing Zone Act, 1994. Many online casinos and sports books today operate under licenses granted pursuant to this legislation. Antigua Barbuda continues to be one of the online gambling industries most popular licensing jurisdictions.

The Canadian Mental Health Organization creates a community-based public education program for problem gambling.

1995: First North American Think Tank on Youth Gambling held at Harvard

1996: National Center for Responsible Gaming founded

Missouri Gaming Commission implements nation's first self-exclusion program

The first issue of The WAGER was published (fax broadcast). It was created by the late Thomas N. Cummings and Howard J. Shaffer

1997: Harvard Meta-Analysis released

Second federally-funded commission begins study of social and economic impacts of gaming in America

1998: AGA kicks off first annual Responsible Gaming Education Week

AGA board of directors adopts voluntary responsible gaming guidelines

National Academy of Sciences conducts critical review of scientific literature on pathological gambling

Sen. Jon Kyl (R-Ariz.), Congress' foremost opponent to online gambling introduces the Internet Gambling Prohibition Act, designed to make it illegal for any company to offer an online gambling product to US citizens. The bill eventually fails to pass.

1999: National Center for Responsible Gaming holds first annual conference

Federal commission issues final report

Australian Productivity Commission issues a report on gaming industry

2000: New South Wales government issues strict "harm minimization" regulations

Institute for Research on Pathological Gambling and Related Disorders established at Harvard Medical School

Connecticut Department of Mental Health and Addiction Services became the first agency to provide state funding for the development and implementation of local underage problem gambling prevention programs

2001: AGA and NCRG produce first issue of Responsible Gaming Quarterly

Results of a survey published in PRNewswire (22 March 2001) claims that around 8 million people had already gambled with real money online at that time.

McGill University hosted the second Think Tank on Youth Gambling in Montréal, Canada

In 2001 Tasmania (Australia) launched a new scheme for the exclusion of persons experiencing problems with gambling. The scheme not only allowed for self exclusion, but also provided for venue exclusion and third party exclusion. Venue exclusion allows venue operators to exclude people who are causing a disturbance or whose behaviour is affecting the person's welfare or the welfare of others. Third party exclusions allow another person with a close personal interest in the welfare of an individual to apply to the Tasmanian Gaming Commission to have that person excluded.

2003: PGF (Problem Gambling Foundation) New Zealand hosts the third international conference on problem gambling. Speakers from Canada, Australia, USA, Poland ,Norway and the Pacific Islands met for 3 days to discuss gambling

through a public health lens.

Contributions to this timeline should be sent to
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References

Fleming, A. (1978) Something for Nothing: A History of Gambling. Delacorte Press.

Contributors

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