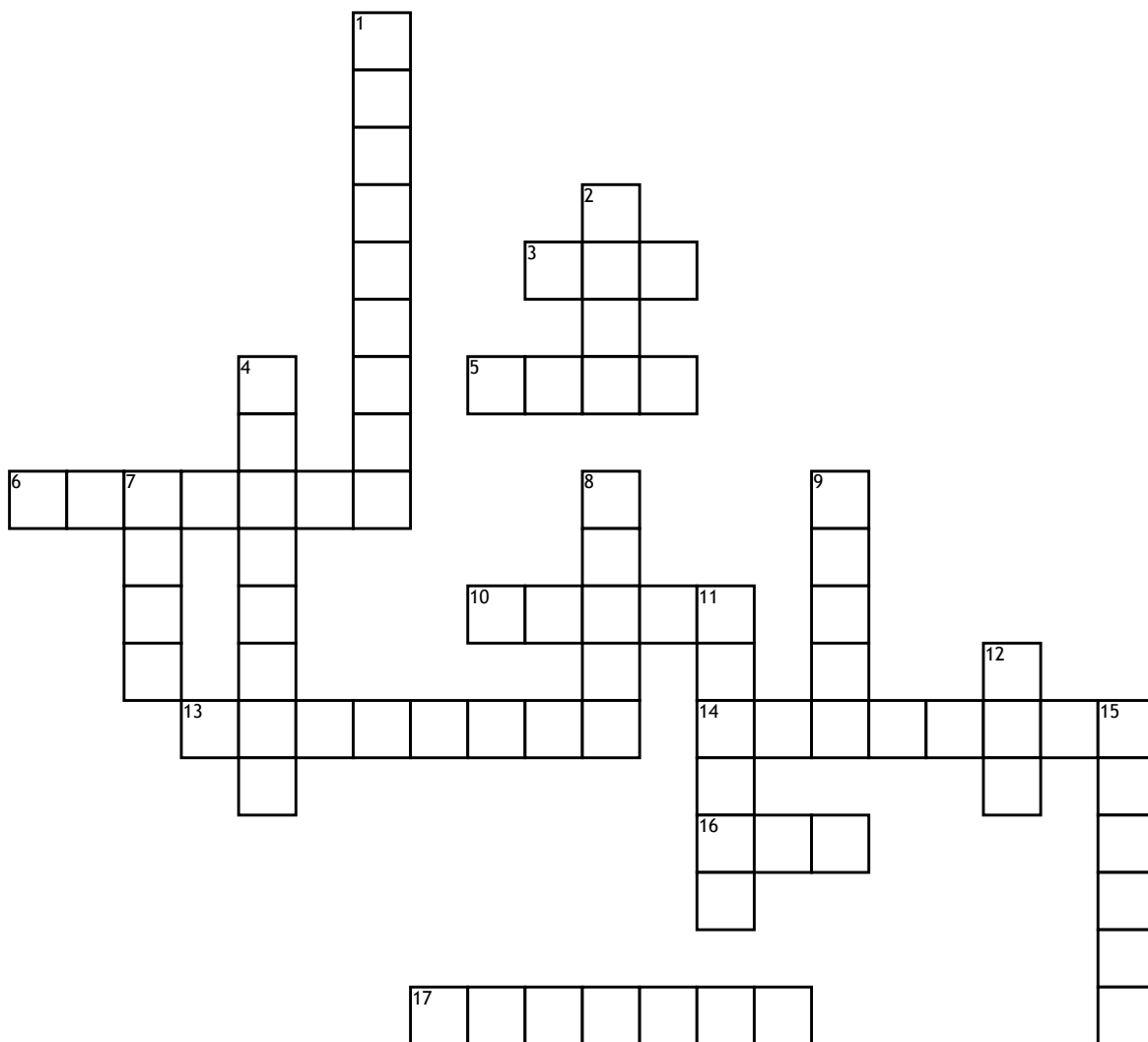


Name: _____

Date: _____

PlaySmart



Across

3. Its mandate is to help individuals and communities address gambling in a healthy and responsible way, with a strong emphasis on preventing gambling-related problems. (acronym)
 5. GAM-_____ is a mutual aid support group for family members of people with gambling problems.
 6. Some people with gambling problems can spend up to 6, 10, 12+ hours at a time at these venues.
 10. Some gambling researchers and clinicians have noted some similar symptoms between gambling addiction and this other type of addiction.
 13. 1-888-230-3505 is the phone number for the Ontario Problem Gambling _____

14. Professional name for roulette, baccarat, and some types of card dealers.

16. a card

17. Some people with gambling problems engage in this behavior when they attempt to win back the money they have recently lost by gambling even more.

Down

1. Gamblers _____ is a mutual aid support group for people with gambling problems.
 2. The _____ regulates and registers suppliers to, and gaming employees of, casinos, charity casinos and slot machine facilities. (acronym)
 4. The minimum age to enter a casino or slots facility is _____.
 8. Casinos make money because they have the _____ edge.
 9. This type of gambling is especially prevalent among seniors.
 11. For some, gambling can be a safe, relaxing and _____ time with friends.
 12. One risk factor for problem gambling is getting an early big _____.
 15. Slot machines contain a _____ number generator.

7. The Ontario Lottery and Gaming Corporation operate a voluntary _____-exclusion program for people with gambling problems.

8. Casinos make money because they have the _____ edge.

9. This type of gambling is especially prevalent among seniors.

11. For some, gambling can be a safe, relaxing and _____ time with friends.

12. One risk factor for problem gambling is getting an early big _____.
 15. Slot machines contain a _____ number generator.