# Using General Strain Theory to Explore Gambling-Motivated Crime

Over 50% of those seeking help for gambling admit to committing at least one crime to chase losses and/or pay debts related to their gambling.



#### **GAMBLER'S FALLACY**

Problems caused by gambling can only be fixed by gambling & winning



GAMBLING DISORDER

Individual measures at moderate to severe Gambling Disorder



\$ lost & continued gambling leads
to increased social
& financial consequences

(gambler's fallacy - uses gambling to try to "fix" these problems



### NEGATIVE EMOTIONS

Strain, frustration, anger and similar emotions become overwhelming



#### LACK OF COPING MECHANISMS

Parially due to hidden addiction, individual feels shame, guilt, self-hatred, anger, fear, etc.



## THE CHASE TO "WIN" & FIX EVERYTHING

Lack of legal avenues to obtain money to keep gambling &/or to pay off gambling debts (have exhausted these avenues)



#### **DESPERATION**

Commission of a gambling-motivated crime (GMC) &/or suicidal ideation/attempt

This theory can provide insight for providing resources and programs to counter the gambler's fallacy and help prevent GMC.

