

# EROSTRANIER



*il giornale  
a community fact*

**SPECIAL EDITION  
ABOUT GAMBLING AND LUDOPATHY**



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February 2019

## Between fruitful relationships and easy illusions

### A HUMAN ECOLOGY

#### *Betting on the person and risking the relationship*

##### ABOUT GAMBLING

What does representing the “EroStraniero Il giornale” mean for us? It means being present, in the place where we live, close to those who live with us.

This means being able to welcome each other. Communicating among the people and for the people. **First of all, that everyone knows how to accept himself first and wants to do so.**

Having published this special edition focused on ludopathy, we would like to highlight the aim of this newspaper as a community matter. We think about that communicative quality that activates good relationships: individual filaments aiming at a fruitful net. **The community, built by everyone, is an healthy fact.**

Communicating in order to defeat the addiction: in this case, the subjugation to a gambling that traps you, a gasping play that suffocates the person more and more. It leads many people on a path of individual isolation, it diffuses a sense of uneasiness that is able to disintegrate the community net. For the individual, it is deceiving: it gives false hope about easy earnings.

Here it comes the need of a human ecology that starts from a good communication and is rooted in everyone's will and bravery in investing in caring relationships to create fruitful bonds.

Having decided to reflect and to have a confrontation on the great diffusion of gambling in our area, we discovered how important it is to gamble on that encounter with the Other that feeds and promotes another play, the one of a team of people looking for a useful, not sterile connection. Demanding but advantageous.

It means discovering yourself in connection to the Other that is next to you and let you live the everyday life without escapes: **patient, with that self-oriented and relational discipline that is able to empower everyone.** We need it, it is the drop that digs the rock in order to fish out the peace that regenerates and makes everything bloom.

##### IDENTITY WITH GUESTS

For us, dealing with communication means creating the newspaper by meeting face to face or with a significant guest, when the Editorial Staff is called every 15 days. The core reason that leads us in our path is the filament that connects us and our guests through a common and mutual awareness, it is the identity. We together look for roots and developments of the paths to create high-quality synthesis.

During the last months we met Milena Saina, Councillor for Youth Policies, Communication, Immigration and International Cooperation for the Municipality of Carpi, and Roberta Della Sala, Secretary of the Council for the Integration of the Terre d'Argine area. Also Mahmuti Lindita, Vice President of the Council, visited us and we hope to meet soon Moshen Briki, the new President of the Council. On 28<sup>th</sup> January with Antonio Zappador, we analysed back the issue of the Giulian-Dalmatian refugees. Previously we had met Paolo Tomassone, President of the FL Ferrari Cultural Centre in Modena. These are the last contributions.

##### EUROPE

It is the topic that in these months lies next to the concept of identity.

##### CONVERSING WITH SCHOOLS

The collaboration with the high schools in Carpi and the CPIA Adults School, i.e. Permanent Centre for the Adults Instruction, ordinarily develops through the suggestion of an article that one or more students elaborate in agreement with the Director. Their Italian teacher correct the work and gives a mark.

Later its publication is discussed. A special thanks to the teachers Enza Barbaria and Vanni Bortoli from Vallauri, Susanna Pedrazzini from Meucci - Cattaneo and the text expert Cristina Zambelli.

Now I give the floor to the chief editor Mario Orlandi who will show you the contents of the newspaper.

*Raffaele Facci  
General Director*



*The meeting of the editorial staff for the Ludopathy edition with Maria Vittoria Bertacchini (the third woman from the right)*

We got closer to the topic of the gambling and its addiction trying to reveal its most relevant aspects thanks to several articles that deepen the problem progressively.

**“THE DISCREET APPEAL OF THE GAMBLING ROOM”** describes the gambling world from the viewpoint of an ordinary citizen who tries to look around carefully.

**“SLOT MACHINE”** goes into the gambling world describing the pathological relationship between the player and the machine.

**“LUDOPATHY IN THE AREA OF CARPI”** analyses the problems connected to gambling addiction and its possible therapies through an interview with Dr Enrico Piccinini.

**“THE MAGIC THINKING”** explains the operations through which the gamblers’ way of thinking creates the illusion of being able to influence the surrounding reality and to manipulate the future according to their wishes

**“RIEN NE VA PLUS - NOTHING GOES RIGHT”** deals with the problems and the possible ways of helping the gamblers’ families through an interview with the staff mediator Roberto Zappa, professional educator.

**“A PILE OF DEBTS”** resumes the economic problems connected to ludopathy and it reveals the ways to deal with them, phone numbers to be used when needed and Associations that are a help to the gamblers and their families.

Finally, several illustrative tables report the shocking data about the gambling expense in Italy and in the area of the Municipality of Carpi in there last years, with statistical prospects regarding the various aspects of the problem.

The newspaper is published in translated editions in English, French, Russian, Arabic, Urdu and Chinese.

*Mario Orlandi*  
Chief editor



*Scratch and win hoping to win*



*Dejection caused by the failed win*

## EroStraniero *il giornale*

Registration number: 2192 Court of Modena

General Director: Raffaele Facci - [raffaele.facci@gmail.com](mailto:raffaele.facci@gmail.com)

Editorial Direction: Council of EroStraniero

Property: Cooperativa Sociale “Il Mantello”

Editing: presso Casa del Volontariato (House of the Volunteering) - Viale Peruzzi 22 - 41012 Carpi (MO)

Editing Secretary: Milena Vecchi - [erostranieroilgiornale@gmail.com](mailto:erostranieroilgiornale@gmail.com)

Chief Editor: Mario Orlandi - [marioorlandi123@gmail.com](mailto:marioorlandi123@gmail.com)

Translation: Alessandra Paltrinieri

Layout: Danilo Baraldi - [mcberry\\_db@libero.it](mailto:mcberry_db@libero.it)

In collaboration with: Raffaele Facci, Mario Orlandi, Milena Vecchi, Danilo Baraldi, Renzo Gherardi, Valeria Magri, Maria Vittoria Bertacchini.

On the cover: picture by Mario Orlandi

## Lying in wait in front

# THE DISCREET APPEAL OF THE GAMBLING ROOM

### *On the bench of the dreams, asking for help*

In this chaotic world quite all of us are inattentive citizens. A lot of things happening around us just slip away unseen without leaving any mark within us and we take the risk of not seeing and not understanding that there are several dangers inside our daily life. And one of these, maybe the most devious, is the danger of gambling and betting.

During several days I tried to look around attentively, to step consciously in the world of gambling. First of all, I bought a "scratch and win", I sat down on the bench in front of the tobacconist's and I started observing the people getting in and out with the magic ticket. There is a constant coming and going actually, almost a procession, and nearly everyone, when leaving, sits down next to me, "on the bench of the dreams" and they start scratching. There is every kind of people, Italians from the South, the North and the Centre, families with children, males and females, young and elderly people, a lot of foreigners from different countries, all of them connected by the hope of changing their life with one touch of the magic wand.

During the half-an-hour time that I spent sitting, I did not hear anyone rejoice. Who knows, maybe all of them have an hypercontrol on their reactions or more probably, none of them won something valuable. Nevertheless there is someone going back into the tobacconist's and coming out grabbing another ticket. Maybe he won the minimum sum equivalent to the value of the ticket and so he bought another one immediately. In all probability, he will not win anything this time. Yet, meanwhile, I had a look around and I surely understood that the people getting in to buy "scratch and win" are far more than those getting in to buy candies, cigarettes and other things. The tobacconist's has mainly become a gambling room - and this is particularly evident now that I realise the earlier unnoticed presence of four sparkling slot machines occupied by four busy players. And yet the managing of the play is quite clear: you just have to turn your ticket the other way and read the odds of winning any prize. At best, to win an equivalent sum to the cost of the ticket, the odds are 1 in 4. This is what deceives us, since it is not so difficult to draw the right card out of four. The problem is that to win more substantial prizes, the odds diminish as the amount increases to the astonishing ratio of 1 in 10,000,000 (the SuperEnalotto is 1 in 622,000,000).

Actually, the tobacconist's seem like one of the most discreet places to play in: we come in to buy a packet of candies or cigarettes and we go out with a "scratch and win" or with the receipt of a bet at Lotto, Enalotto or Superenalotto. However, if we open our eyes, we realise that all this discretion does not exist: the windows are

covered with every kind of advertising signs and punctuated by five-or-six-zeros figures that remind us of winnings made in a recent or maybe also remote past. Many tobacconist's are equipped of well visible vending machines outside. In one of these, the machine delivers: cigarettes, shredded, scratch tickets, online top-ups, and from this fact we may assume that bets and gambling are now treated as ordinary consumer products.



*Vending machine with tobacconist's products*

But there are even more subtle ways to make us fall into the trap: we are watching a football match on a private channel, Roma F.C. is winning by 1 to 0 over Genoa F.C., when suddenly a writing appears on the screen: "for the draw 1-1: 5.3 (it means you win 5.3 times the stake!), for the win Roma F.C. 2-0: 1.6, for the win Genoa F.C. 2-1: 7.4. And incredibly, someone at this point goes and turns on the computer to bet 10 or 20 or more euro on one of these bets. But even the computer does not give us a rest

because, as soon as we enter the site, repeating masks pop up to make us bet on any kind of possible episode for the following forty minutes. The game room has entered our home directly.



Now let us go to the city, in the middle of the historic centre. This is indeed a game room in every way: there is no doubt since so many windows allow a glimpse on what is inside. On the front door, among many signs that advertise the game opportunities, there are two that explain: "GAMBLING MAY CAUSE ADDICTION. FOR MORE DETAILED INFORMATION CONSULT THE SITE [www.aams.gov.it](http://www.aams.gov.it)" and "IF THE GAME BECOMES A PROBLEM FOR YOU, YOU CAN ASK FOR HELP". Actually, the two warnings have little graphic relevance compared to many other hung signs and if you are not extremely careful, you do not notice them. Only who pays particular attention to these things, like I am doing today, can see them.

Inside, the game room is spacious and clean, quiet, well lighted, well furnished. There will be about fifty televisions and computers (VLT). At the counter, a distinguished sir gently explains me how it works. You can bet on everything (€ 2 is the minimum bet, there is no limit to the maximum): on football, basketball, volleyball, rugby, hockey matches, on dog and horse races, but also on the matches of virtual soccer that last six minutes and on the virtual races that appear on the large screens in the centre of the room. On every football match you can bet not only on the result, but also on the number of corners, of players warnings and the related yellow and red cards, injuries, punishments, penalties and on a huge amount of other possible events. Obviously you do not play only on Italian sport events but on those from all over the world. Getting closer to the first vacant computer, I feel impressed by the possibility of betting on a Serie B women volleyball match in Lithuania, or a

rugby match on the island of Tonga, or a cyclocross run in Honduras.

I look around and see that the present players are about a dozen, mostly young people and among them five are black-skinned. But in the following evenings I will also find a young married couple with a few-month-old baby in a pram and a pair of elderly people. The black-skinned guys are there almost always.



Finally I virtually pop over to the Bingo hall and also here I find a welcoming and hospitable environment that sounds like this: "How many times have you asked yourself:" Why does Fortune always favour the others? "....." Why does Fortune never knock on my door? "Do not stay at the window! Come and visit us in our rooms to enjoy the most complete game offer on the market, finding the winning answer to your questions. In all our rooms you will always find: Bingo, Kristal Slot, Kristal Bet and Kristal Café, with highly qualified staff ready to satisfy every wish you have.



Nevertheless, not every game room aims at looking like a smiling place, opened to the citizenship. Some of them have completely darkened windows and in one in particular the entry is allowed only by ringing a bell. In opposition to the others, these rooms obviously highlight the charm of the mysterious and of the prohibited. In these I will not enter, there is no need. I have already realised, opening my eyes widely, that in substance, gambling has entered every sector of our daily reality.

*Mario Orlandi*

The movement of the machine with the individual  
**DETACHED, ENCHANTED**  
*That bond between the machine and the gambler*



*A player in the middle of the hypnotical effect of gambling*



Author : EMILE ANTIC'  
 Title : Slot Machine

From the photo gallery :  
 CARPI FOTO FEST 2018 YOUTH FOCUS

*"With this project I have no intention of expressing a judgment or a denounce, but I want to document the bond between the player and the machine.*

*A dichotomy emerges, with several contrasting relations: the motion of the machine and the static nature of the individual, who is active and passive in his own way, invisible to everything that surrounds him.*

*In the constant search for suitable places for this investigation, I noticed how all the slot machines are almost always positioned in the darkest and most hidden part of a place.*

*Despite the lights and the exciting sounds of the machine, the individual is detached, enchanted.*

*Far from the activities and the context, the only existing relationship is between him and the machine."*

Emile Antic' is a young man from the province of Ancona who was invited to exhibit his project during a festival entirely dedicated to young people, the CARPI PHOTO FEST 2018 YOUTH FOCUS, from the 20<sup>th</sup> October to the 4<sup>th</sup> November last year.

He proposed this project in the form of a video installation, where various filmed subjects alternate according to the different moments of the gambling process. It is interesting to notice how the image is composed: on the left we always find the Slot Machine during the different moments while the icons align, at the end of their whirling round, whereas on the right we see the player of the moment who actually moves just his eyes following the icons as they align.

Furthermore, in an infinite sequence the author lets us enter in the vortex of the game and it hypnotises us. It makes us "taste" the atmosphere. And this state inspires me uneasiness, to me that I am detached from these situations.

So it makes me think whether it is really possible or not to manage to break these two realities, the ordinary daily life and the greed of the game.

I'm afraid not, unfortunately.

Danilo Baraldi  
 Parlamente Editorial Staff

What is the gambling situation in  
your municipality?

## CARPI

## ITALY AMONG THE SLOTS



The Municipality of Carpi has a population of 71,060 inhabitants with a pro capita income of € 20,458.

### VLT

The Videolotteries (or VLTs) also accept banknotes, they are present in dedicated rooms and accept higher bets and winnings.

### AWP

Also called "New Slots" accept only coins and are also present in bars and tobacconists.

### OVERALL PLAY 2016

91,67mln€

35,4mln€ - AWP

56,3mln€ - VLT

### THE MACHINES

Total amount of the machines in the city

479

Number of machines every 1,000 inhabitants

6,7

390 - AWP / 89 - VLT

5,5 - AWP / 1,2 - VLT

### HOW VIRTUOUS IS CARPI?



This indicator describes the virtuosity of a municipality. The index is calculated on a scale from 1 to 5, the higher the index and the more virtuous the municipality, i.e. with a low spread of slots and with few plays.

### COMPARISON 2015 - 2016

Number of AWP machines

+1,6

Number of VLT machines

+7,2

Overall plays

+8,4%

### PRO CAPITA PLAYS IN EMILIA ROMAGNA

CARPI

2016 1.290,1€

2015 1.196,1€

## Compendium of the talk with Enrico Piccinini

# WHEN GAMBLING BECOMES A PATHOLOGY

### *Ludopathy in Carpi and its surroundings*



*Enrico Piccinini,  
psychologist and psychotherapist*

Enrico Piccinini is a psychologist and psychotherapist and takes care of a group of compulsive players one afternoon a week, at the Casa del Volontariato (the House of the Volunteering) in Carpi.

The following text is a summary of the interview with him on 18<sup>th</sup> September 2018.

Ludopathy presents insidious aspects as it does not deal with substances, like in the case of other addictions. The reasons that can predispose to this pathology are to be sought in the bio-psycho-social spheres of the people. Among the predisposing factors there are several aspects like temperamental, environmental and a particular kind of thinking that Piccinini defines "magic".

To the question "why has this phenomenon for some years assumed such a widespread and worrying dimensions?" Piccinini recalls that the game has always been there, but the current situation is due to the fact that the State has allowed and encouraged its diffusion; what is more, the gambling games today have features that have evolved following the trends shown by the players.

In Bingo, for example, every few minutes there is a new play, as well as in other games and so the compulsive player constantly renews hopes and emotions. **In 2016 for gambling games were spent in Italy 96 billion euro. In the province of Modena, over 1 billion euro were spent for gambling games and similar. In Carpi 135 million euro, with an average of 1,900 euro pro inhabitant.**

**Gambling addiction is considered a real pathology and it does not concern specific categories in particular: young and old people from any social and working context.**

At first these players think they are capable of controlling their motivation and they think "I stop when I want"; this stage can be followed by the admission that quitting is

impossible.

Yet, curing this pathology is not always accepted.

The compulsive players' families are highly involved in these situations, both economically, as easily understandable, and emotively and affectively.

The places to play in are numerous and widespread in quite every neighbourhood of the city. There are Bingo halls, several bars have slot machines, while tobacconists have scratch cards, in addition to Enalotto, Superenalotto, Sisal, etc.; there are also specific game rooms equipped with Video Lottery Terminal - advanced slot machines. The games are characterised by a detailed structure tailored for people who present specific features and that are inclined to addiction. For example, sometimes winnings are scheduled and such a rewarding situation leads to try again, favouring the conditioning.

As far as the therapies are concerned, there are the Sert centres (Services for drug and pathological addictions) in Modena and Reggio, therapeutic communities and services such as the one described by Dr. Piccinini. The rehabilitation process is differentiated according to the type of players:

- for players with fixed habits, relatively short therapies are provided aiming at changing the habits;
- for those who have personality disorders a real psychotherapy is provided;
- for anti-social players (those who play to feel strong emotions, also in a negative sense from the losses): they never bring themselves into question and they often lie, making the result of the rehabilitation program difficult. One of the things the Services do is providing the control of the money: in some cases players are joined by a Support Administrator; also at the House of the Volunteering in Carpi there are volunteers who help solve the small economic problems of these people.

Concerning the foreign people, it appears that they play in even greater proportion, particularly Chinese and Indians. These propensities seem to be influenced also by their original culture.

Foreigners also do not approach easily the Services provided.

According to Piccinini many of the problems have arisen since the State has incentivised the widespread diffusion of gambling opportunities.

**Many problems would be solved by preventing the presence of scratch cards and one-euro bets. Gambling should only be permitted in special places - casinos - to the exclusion of minors.**

*Renzo Gherardi*

Between illusion and reality  
**THE MAGIC THINKING**  
*Chance has no memory*



*Saint Louis Arch*

Magic thinking is about the idea of being able to influence the reality and to manipulate the future according to one's desires and needs; it is typical of children, but, to some extent, it remains also in adults.

To understand the coercive force of magic thinking we can compare it to optical illusions: the arch of Saint Louis gives the optical illusion of appearing higher than larger, even after having measured it and thus knowing that it is perfectly inscribed in a square. It is an example of a mental tunnel: all human beings see it higher than larger and we see it so despite knowing that it is not. Cognitive illusions act in the same way: although we know, thanks to our rational knowledge, that things are in a certain way, we tend to think that they are different.

Gamblers are often persuaded that they can predict events through strategies, rituals, superstitions, for example, if I always play with the same machine, if I scratch in a certain way ... then I win! Actually this is the ILLUSION of having CONTROL, but it produces the opposite effect that is to play more and lose control of what you do!

What is more, the gambler does not recognise the INDIPENDENCE of the BETS, on the contrary he thinks that they are influenced by the previous ones and this means that he creates cause-and-effect relationships

between the events that simply do not exist at all: for example, if red comes up five times, black has to come up the sixth... But CHANCE HAS NO MEMORY!

Finally, the gambler neglects the principle of the NEGATIVE EXPECTATION OF PROFIT: who organises the game aims at having a profit and this is possible only if the gamblers tend to lose.

*Maria Vittoria Bertacchini*



*Saint Louis Arch*

Rien ne va plus - Nothing goes right.  
 Group of family members of the gambling addicts  
**TRIGGERING THE CHANGE**  
*Interview with the mediator Roberto Zeppa*



*Roberto Zeppa, Professional Educator*

In Carpi, at the Volunteer Centre, a group of family members of gambling addicts is called every 15 days. The group is led by Roberto Zeppa, professional educator and expert of pathological addictions. The IWAsAForeigner staff met him on 5<sup>th</sup> November.

**When was the group born and how many people does it consist of?**

The group started in 2016. It currently consists of 5 families, 7 people, some single people, other couples. It is a group that is constantly integrated, in the sense that new people can join us at any time. To be able to access it, a preliminary interview with the mediator is required.

**It is a group based on mutual help but also conducted in some way... How can we define it?**

We can say that it is inspired by the mutual self help but it has also a mediator. It is a psycho-education group. The goal is to create mutual relationships among the people to deal with some gambling-related issues. When a family member lives this situation, it is important that he or she can receive accurate information about gambling and that all the visible signals of what is happening to the gambler are detected and understood as soon as possible. But understanding in time is difficult because this phenomenon is not as evident as for those who have an addiction to alcohol.

**Which is the role of the mediator?**

Helping families understand gambling and how the player reaches the point of losing control. It is necessary to encourage a circular communication in the group, supporting the exchange between the members, for a fruitful sharing of the experienced problems. We also have to take into consideration that every family situation is different from the others, for this reason we need different attention and solution.

**What are people's concerns? What do they ask specifically and what topics would they like to deal with in particular?**

Family members arrive with the aim of helping the gambler. The family that takes part in the group, besides the economic concern, is distressed both by its own and the player's well-being. People arrive in the group accompanied by a strong sense of guilt. They show tiredness, anxiety, exhaustion, depression, worry about money. Sometimes they express their uneasiness also through crying and anger. In short, the family member feels bad.

**So how to help them along?**

Surely this uneasiness is accepted and listened to by the group. It is necessary to facilitate a better comprehension of the situations for the family members, even for what concerns the relationships formed inside the family itself. Some of these relationships may develop around the sense of guilt, others around the aspect of money management. The family member who feels guilty may be sometimes excessively rigid or compliant in other moments. There are family members who carry out threatening attitudes towards the player. It is important to help them maintain consistency and respect in their behaviour.

There are cases in which the family roles turned upside down. For example, I saw a daughter who took control over the economic situation and played a sort of maternal role towards the gambling mother. In this case, it was fundamental to redefine the family roles, bringing the daughter back to her role of young woman, with her own life. It was right and proper to shift this controlling function to the father so that the family could find, within itself, a sort of balance. But most of all it is important and useful to trigger a change.

**How?**

First of all the change must start from the family member, and then it is transmitted to the player. It is about producing a change within the family member but with the aim of provoking it also in the other. It is indeed

the family member who, by changing his or her attitude, causes a transformation in the player. It is important to encourage communication and exchange in the group, discussing issues related to gambling and the possibility of generating changes.

#### Can we say that the group is a resource?

Yes, sure we can. The group helps the people. Everything happens in the group. Firstly, people feel less alone and realise that others have their same problem. The group is listening but can also be proactive. It can help. Not so much through explicit suggestions, but by exploring the problem or situation. It can facilitate people in acquiring new tools. It becomes essential for the family member to understand that he or she can adopt new attitudes towards the player, different ways of acting from those used so far, which often have not given sufficient and effective results. They have produced a change actually. Sometimes, there are resistances, but we try to support the family members to follow what they feel.

#### Anyway... Can you tell me if there is a scheduled plan to follow to facilitate the inclusion of the family member in the group?

Yes, there is. After a preliminary informative interview there are several steps:

- Focusing on the family problem, picking up information, paying attention to the explanation of memories, understanding the family stress and its health impact.
- Understanding the financial worries and providing information about them.

-Help the family member know what gambling is. Do not blaming the player. Detecting the signals.

- Facilitating the search for tools for the change.

#### Are the results along this path noticeable?

Changes in family members are visible. They become more aware, more informed. Through dialogue and sharing a change in the people is produced and this reflects in the family relationships, taking into consideration particular elements. There have been cases where the family members managed to follow what they had decided. But resistances also occurred.

#### Are there other possibilities of help for these people in our area?

We are part of a service network. We are part of a system. The network consists of operators of the USL, of the social service, of the pathological addictions service, Sert (Services for drug and pathological addictions), and other associations. We work in a network. There is a coordination at the Sert of Carpi and we meet as a team. This allows people to be included in a system and to be able to take advantage of a series of services that can help them.

*Valeria Magri*



# THE PLAGUE OF LUDOPATHY



€  
**101.85**  
billion

## GAMBLING EXPENSE IN 2017

Var. compared to 2016 ■ + 6%

Var. compared to 2007 ■ + 142%

€  
**1.697**

## PRO CAPITA EXPENSE (OVER 18)

Prato ■ € 3.796

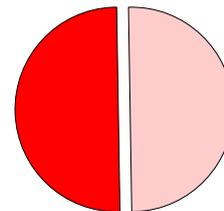
Teramo ■ € 2.400

Cagliari ■ € 1.500

■ **790,000** the total amount of gambling addicts in Italy



**50%** of them unemployed



■ **1,750,000** Italians at the risk of ludopathy

€  
**38,000**

the public cost for each gambling addict



**58,1 %**

the young gamblers

Source: Vatican News, Ceis, Observatory for the opposition of the gambling diffusion. L'EGO.

## Between compulsive play and debts **WILL THE PLAYERS MANAGE TO QUIT?** *Yes, they will but particular conditions are needed*

Will the players manage to stop playing? This is the distressed question that the compulsive player's family asks the operators.

The answer is positive but some conditions are needed. The player must be really convinced that he cannot go on in this way anymore and that he or she cannot do it by her- himself. In order to overcome the illusion "I quit when I want", the player must be supported by addiction experts - like SERD, psychologist-oriented groups of players, the Pathological Addictions Service.

It is also necessary to accept to be subjected, at least during the first period, to a controlled administration that limits the access to credit as much as possible and blocks payments to game rooms and so on. This economic controlling and planning function can be carried out either by a real support administrator appointed by the court or also by a family member or friend.

**But even when a process of contacting with reality and recovering of compromised friends and family relationships has started, the distressing problem of accumulated debts remains.** Often the only solution that the player sees is self-financing by playing and by acting like this, the debts increase more and more.

The Association Dedalo Onlus was founded to offer financial and / or legal advice to people who deeply got debts. The listening and counselling point is open on Saturday morning from 9:30 a.m. to 11:30 a.m and on Monday afternoon from 3 p.m. to 5:30 p.m at the House of the Volunteering, first floor, room number 2.

First of all, the volunteers try to quantify the debts and this is not simple because the player tries to justify his state of need by exposing himself as little as possible.

Then there is the confrontation with the creditors in order to pay in instalments or to pay the total debts with a discount rate or if possible to reformulate a loan proposal, to postpone an eviction, or apply for microcredit.

Dedalo cannot solve everything because it does not have its own funds to distribute, and so the contact with less known services is very important, such as SERD, Social Assistants, Open Door, Caritas and parishes. This creates a network around the person and his or her family in order to coordinate the interventions.

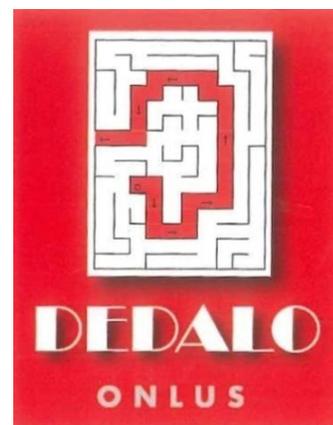
What is more, the compilation of the family report is essential to keep the expenses under control and to make the family more and more responsible in a process towards autonomy. This work can last a long time because, on the one hand, it is necessary to overcome a certain reticence and on the other to establish a bond of mutual trust. Sometimes the habit of collecting the

expenses records (invoices, receipts, bank statements etc.) is completely missing, and it is replaced by the habit of consuming everything right here right now.

For this reason, Dedalo listening and counselling activity is accompanied by training meetings both for students and for adults, to teach them how to build a family budget report, to foresee future expenses, to cope with unexpected situations.

Unfortunately, even among the very young people, the idea that gambling can become a form of financing is quite widespread, a clear proof that even if bets, scratch cards etc. are forbidden to minors, **the game enters their homes through family members or friends as a normal thing. But gambling is a trap, it is not a game!**

*Maria Vittoria Bertacchini*



### Progetto Ascolto

*un team di volontari che lavora gratuitamente al vostro fianco per aiutarvi ad uscire dalla situazione di grave indebitamento.*

**LISTENING PROJECT**  
*a volunteer team that works for free next to you to help you leave your debt situation behind.*

Ufficio n. 2 - 1° piano

#### Orari di apertura

- Lunedì: dalle 15,00 alle 17,30  
- Sabato: dalle 9,30 alle 11,30

#### Contatti

- e-mail: [dedalo.onlus@gmail.com](mailto:dedalo.onlus@gmail.com)  
- telefono: 329-1840020  
(solo in orario d'ufficio)

### DEDALO onlus

Associazione di Volontariato  
Carpi (MO) - Via Peruzzi n. 22  
Tel. 329-1840020  
Mail: [dedalo.onlus@gmail.com](mailto:dedalo.onlus@gmail.com)  
codice fiscale: 90039060364

con il contributo di



# MODENA AUSL DATA ON PATHOLOGIC PLAY

Source: Annual Regional Statistics

Age categories	Males	Females	Total
< 19	0	0	0
20-29	8	1	9
30-39	19	0	19
40-49	29	8	37
50-59	30	10	40
>=60	26	21	47
<b>Total</b>	<b>112</b>	<b>40</b>	<b>152</b>

Analysis of the players according to age, status, gender (2017)

Game type	Animal races (horses, dogs, etc.)	Bar or domestic cards play	Casinò games (Roulette, Slot, Poker)	Bar or game room videogames	Lotto, SuperEnalotto, Bingo, Lotteries Totocalcio, Scratch & Win etc	Football or gambling bets	Gambling or online	Videogames on PC (with or without Internet)	Other	Total
2006			1	5	3				4	13
			7,70%	38,50%	23,07%				30,73%	100,00%
2007	4		3	10	6				4	27
	14,80%		11,10%	37,05%	22,25%				14,80%	100,00%
2008	5		1	12	6				2	26
	19,20%		3,80%	46,20%	23,10%				7,70%	100,00%
2009	3		2	25	12				2	44
	6,80%		4,50%	56,90%	27,30%				4,50%	100,00%
2010	3		6	37	10	4	1		1	62
	4,80%		9,70%	59,70%	16,10%	6,50%	1,60%		1,60%	100,00%
2011	4		9	57	13	6	2	2		93
	4,40%		9,8%	61,50%	14,10%	6,60%	2,20%	2,20%		91,00%
2012	4	2	13	63	20	4	2	2	2	112
	3,60%	1,80%	11,50%	56,25%	17,85%	3,60%	1,80%	1,80%	1,80%	100,00%
2013	4	3	19	74	23	4	2		2	131
	3,10%	2,30%	14,50%	56,45%	17,55%	3,10%	1,50%		1,50%	100,00%

Analysis of the distribution of the charged players according to game type and year (2006-2013)

Game type	Animal races (horses, dogs, etc.)	Bar or domestic cards play	Roulette and/or dice	New Slot Machine and/or VideoPoker included)	VLT (Video Lottery)	Istant Lotteries and Scratch & Win	Lotto and SuperEnalotto	Bingo	Lotteries	Sport games and bets	Other gambling and online games	Videogames on PC (with or without Internet)	Other	Total
2014	3	4	5	57	8	12	5	4	1	3	1		51	154
	1,90%	2,60%	3,20%	37%	5,25%	7,85%	3,20%	2,60%	0,60%	1,90%	0,60%		33,20%	100,00%
2015	3	5	1	87	9	9	11	3		4	2	1	17	152
	2,00%	3,30%	0,70%	57,20%	5,90%	5,90%	7,20%	2%		2,60%	1,30%	0,70%	11,20%	100,00%
2016	2	4		89	13	18	8	6	1	7	2		11	161
	1,20%	2,50%		55,25%	8,05%	11,15%	5%	3,90%	0,60%	4,30%	1,30%		6,75%	100,00%
2017	2	1		78	23	23	6	6	1	11			10	161
	1,20%	0,60%		46,95%	14,90%	14,90%	3,90%	3,90%	0,60%	6,75%			6,30%	100,00%

Analysis of the distribution of the charged players according to game type and year (2014-2017)



## If gambling becomes a problem, you can ask for help

- Do you often gamble? Have you ever placed a higher amount of money than what is affordable for you?
- Do you go back to play trying to recover from your losses?
- Do you hide to others the frequency and entity of the bets?
- You do not succeed in quitting even if you would like to?

If you answered yes to some of these questions, gambling for you is no more fun but it is becoming an addiction.

The consequences of pathological gambling can be dangerous: debts, loss of family relationships, legal actions to finance the bets.

**Pathological gambling is a disease that can be cured.**

If you need help for you or for a family member or friend of yours, call the toll free number of the Regional Sanitary Service

**800 033 033**

every working day from 8:30a.m. to 5:30p.m. and on Saturday from 8:30a.m. to 1:30p.m: qualified operators will give you the services contact that can provide you free and anonymous assistance.

You can also contact the associations:

**ANONYMOUS PLAYERS,**

*phone number 366 976 7970*

**GAM-ANON Family members of the players,**

*phone number 340 498 0895*

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Azione Cattolica Italiana



### EroStraniero progetto, EroStraniero giornale

Were born from 4 realities: Social Cooperative “Il Mantello - The Mantle”, Italian Women Union, Italian Catholic Action and Italian Adult Catholic Scout Movement, that nine years ago started this work that nowadays consists of about 50 volunteers with 13 class group in our area.

Later on the newspaper was born.

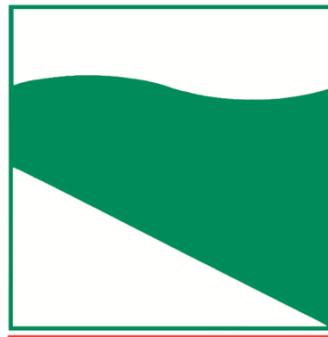
The editorial staff meets every 15 days with a significant guest for the topic about personal and collective identity, that is the core topic of a series of meditation steps to develop the concept of mutual belonging of natives and non-natives to our community.

Communicating and caring for our relationships is the primary goal of the cultural efforts of this newspaper.

Con il Patrocinio di



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CARPI**

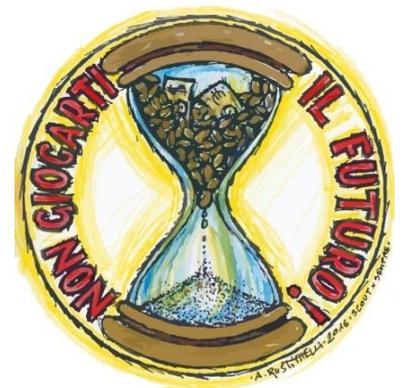


Regione Emilia-Romagna



**SLOTFREEER**  
Dove il gioco d'azzardo non c'è, si vive meglio

Regione Emilia-Romagna



**EROSTRANIERO**

Diverse provenienze, un'unica via  
Progetto per un insegnamento della  
lingua e cultura italiana a stranieri



CONSULTA PER  
L'INTEGRAZIONE DEI  
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DELL'UNIONE DELLE  
TERRE D'ARGINE



Rete dei Media Interculturali  
dell'Emilia Romagna

**ad  
altra  
voce**

Progetto realizzato con il contributo di

**FONDAZIONE  
CASSA DI RISPARMIO DI CARPI**



**FONDAZIONE  
Casa del Volontariato**  
Ente di Promozione della Solidarietà e del Volontariato