THE FACTORS CAUSING GAMBLING ADDICTION
: A STUDY OF THE PLAYING CARD CASINO CASE

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OF THE REQUIREMENTS FOR
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THE FACTORS CAUSING GAMBLING ADDICTION: A STUDY OF THE PLAYING CARD CASINO CASE AT LOMSAK DISTRICT PETCHABUN PROVINCE,THAILAND

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ABSTACT

This research is qualitative research. The objective was to study the factors causing gambling addiction using a case study of a casino with playing cards. The research collected data using in-depth structured interview by questionnaire, cassette recording, and non-participating observation. The sample group was of 15 people. Data analysis was done utilizing the descriptive technique.

Results showed that the sample group consisted of 8 females and 7 males. The youngest was 20 years old, and the oldest was 72 years old. Mostly, people over 51 years old, with no part time job, and who have graduated primary school level tend to gamble more. The most important factors causing the gambling addiction are family factors. They need money to fulfill family status and gain sufficient income. Other quite important factors causing the gambling addiction are mentality factors. They are typically curious and joyful when playing, it is socialized, using brains, using guts, and some say it reduces stress. The minor factor is the social factors; most said the surrounding area makes it easy to go to the casino, and also at traditional times or festivals, there will be a lot of gambling.

The gambling addiction behavior is behavior that one cannot stop oneself; eleven people satisfied criteria for addiction. Three people continued to gamble in order to win lost money back. One people admitted they could not stop. Moreover, during the over-harvesting period, rummy is the best known game to play. Additionally, the place is in the jungle so corruption from officers can affect the overall country's image.

The suggestion for the government is to stimulate parents to be role models for their children through positive action. Children need good parenting from when they are born. Also, parents must acknowledge the results of gambling which can affect the family and nation. Local leaders should encourage more employment and build up radiations of important time is.

KEY WORDS: GAMBLING ADDICTION /GAMBLING / PLAYING CARD / CASINO

166 pp.

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ปัจจัยที่เป็นสาเหตุการติดการพนัน: กรณีบ่อนไพ่ ศึกษาอำเภอหล่มสัก จังหวัดเพชรบูรณ์ (THE FACTORS CAUSING GAMBLING ADDICTION: A STUDY OF THE PLAYING CARD CASINO CASE AT LOMSAK DISTRICT PETCHABUN PROVINCE,THAILAND)

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บทคัดย่อ

การวิจัยนี้เป็นการวิจัยเชิงคุณภาพ มีวัตถุประสงค์เพื่อศึกษาปัจจัยที่เป็นสาเหตุการติดการพนันกรณีบ่อนไพ่ และเพื่อศึกษาพฤติกรรมการติดการพนันกรณีบ่อนไพ่ รวบรวมข้อมูลด้วยวิธีการสัมภาษณ์เชิงลึกแบบมีแนวคำถาม การบันทึกเสียง และการสังเกตแบบไม่มีส่วนร่วม กลุ่มตัวอย่างจำนวน 15 คน ทำการวิเคราะห์ข้อมูลด้วยสถิติเชิงพรรณนา และวิเคราะห์ข้อมูลแบบการวิเคราะห์เนื้อหา

ผลการศึกษาวิจัย พบว่า กลุ่มตัวอย่างประกอบไปด้วยเพศหญิง 8 คน เพศชาย 7 คน มีอายุต่ำสุด 20 ปี และอายุสูงสุด 72 ปี ส่วนใหญ่ช่วงอายุระหว่าง 51 ปีขึ้นไป มีแนวโน้มเล่นการพนันไพ่มากที่สุด ส่วนใหญ่ว่างงาน ไม่มีรายได้ประจำ และจบการศึกษาระดับประถมศึกษา

ปัจจัยที่สำคัญที่สุดที่เป็นสาเหตุการติดการพนันไพ่ คือ ปัจจัยด้านครอบครัว เนื่องจากส่วนใหญ่มีความต้องการเงินมาจุนเจือในครอบครัว และต้องการให้ครอบครัวมีฐานะที่ดีขึ้น ปัจจัยที่สำคัญรองลงมา คือ ปัจจัยด้านจิตใจ เนื่องจากส่วนใหญ่มีความอยากลอง เล่นแล้วรู้สึกสนุก,ตื่นเต้นได้ลุ้น, เล่นเพื่อเป็นการสร้างสัมพันธภาพทางสังคม เพื่อนฝูง, ได้ใช้ความคิดใช้สมอง และช่วยทำให้ผ่อนคลาย นอกจากนี้ยังพบว่า การมีภาวะความเครียดจึงหาทางออกด้วยการเล่นพนันไพ่ ปัจจัยที่สำคัญรองลงมา คือ ปัจจัยด้านสังคม เนื่องจากส่วนใหญ่ สิ่งแวดล้อมจูงใจ เช่น สภาพแวดล้อมทางสังคมมีบ่อนไพ่ บ่อนพนันอยู่ทั่วไป การถูกชักชวนให้เข้าร่วมเล่นพนันไพ่ และสิ่งยั่วยุต่างๆ นอกจากนี้ยังพบว่า การมีค่านิยมที่ผิด คือ ในช่วงเทศกาลประเพณีที่สำคัญต้องมีการจัดให้เล่นพนันไพ่ในชุมชน

พฤติกรรมติดการพนันที่สำคัญที่สุด คือ พฤติกรรมที่ไม่สามารถควบคุมความต้องการอยากเล่นพนันไพ่ของตัวเองได้ 11 ราย รองลงมา คือ เมื่อเล่นพนันไพ่เสียแล้วไม่ยอมหยุดต้องการเล่นเพื่อตามเอาเงินที่เสียไปคืน และเชื่อว่าจะต้องได้คืน 3 ราย สุดท้ายคือ ไม่สามารถจะเลิกเล่นพนันไพ่ได้ 1 ราย นอกจากนี้ยังพบว่า มีการเล่นพนันไพ่ ช่วงหมดฤดูทำนาของทุกปี โดยเล่นไพ่รัมมี่มากที่สุด ส่วนใหญ่สถานที่เล่นไพ่ คือ ป่าละเมาะ และทั้งนี้ยังมีเรื่องปัญหาคอรัปชั่น ส่วย และสินบนเพิ่มขึ้น ทำให้เกิดผลกระทบต่อการพัฒนาประเทศในภาพรวมได้อีกด้วย

ข้อเสนอแนะ รัฐบาลควรรณรงค์สถาบันครอบครัวโดยการให้เป็นแบบอย่างที่ดี ไม่แสดงพฤติกรรมเล่นการพนันให้เห็น การให้คำปรึกษาที่ถูกต้องรวมทั้งอบรมสั่งสอนตั้งแต่เด็ก การให้ความรู้ ความเข้าใจ สร้างความตระหนักถึงโทษ และผลกระทบของการติดการพนันที่จะเกิดขึ้นต่อ ตนเอง ครอบครัว สังคม และประเทศชาติอย่างจริงจัง ผู้นำชุมชนควรมีการส่งเสริมให้มีการจ้างงานเพื่อสร้างรายได้ และให้รู้จักคุณค่าของการทำงานตลอดจนทำให้เกิดการใช้เวลาว่างให้เป็นประโยชน์

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CHAPTER I
INTRODUCTION

1.1 Background and Significance of the Study

Gambling is the common behavior in any society, it is the social activities and the living culture inherited from the past. In other words, gambling is the human beings' values. In the past, gambling in China started around 4,000 years ago, Egypt was around 1,600 B.C., and India was more than 1,000 B.C. There was a dice and gambling board used as the gambling instruments. Historical evidence shows that Asian and Arab used coins to judge the problem for more than 2,000 B.C. The pre-capitalist societies such as Bali, Africa and Aborigine in Australia were all originally gambling as it was an entertainment. The survey at the beginning of 19th centuries discovered that gambling is 60% increasingly recognized in adults and should be accessible for anyone, 30% believed that it was an inappropriate activities for themselves, and the rest 10% believed that it was not appropriate for anyone. (Sutthawat Junphan, 2002: 1-2)

In Thai society, gambling was parallel established with the religion conflict. From the record of Simon Le Lalubear, the ambassador in Louis 14th who entered and sociable with King Narai in year 1687 stated that "Siamese love to gamble even they can sell their kids". Also, gambling is the religion conflict as it is opposed to the Buddhism philosophy. Gambling is sin and immorality, those who act would blow their life in both physical and emotional. It is the sign of greediness, anger, obsession which cause the trouble to family, society. It risks to loss in life, money, assets, time, and health; that is, not willing to work or realize the value of work. The important value in Thai society is the belief in luck or belief in the arrangement of spirits which could inspire any unexpected things. This is closely related to gambling behavior of

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Thai people and when they are low income earner, rare chance to get rich, and the only way to make them rich is to risk in any type of gambling. (Sathithon Thananitichot, 2002: 321)

The current Thai society is highly developed in items as well as the gambling problem which could later have a negative effect on the society such as debt, family, health, unemployment, robbery, suicide. Furthermore, the problem would get widen in the larger society such as corruption, immoral, and illegal behavior. In Thailand, gambling is strictly and clearly regulated in the law which sites the punishment and scheming standard in terms of content, method, and form of play. Although there is a continue legalization, it is still hidden until these days. The gambling problem is as much severe as the drug and the past research found that what gambling addiction like is the gambling in casino, lottery, and horse racing. To illustrate the severity of gambling, the lottery department (2005) discovered from 23,700,000 Thai people (35% of the total population), 21,200,000 gambled on the government lottery (34.5% of the total population). From the Chulalongkorn research on football stake (2005), it shown that most of the gambler was male and aged 15-22 years old. (46.17%), then 23-25 years old (36.5%) and some gambler traveled across to the border such as Cambodia to gamble. Rammajit research (2005) revealed the football stake on the youth in whole nation of 149,719 people, approximately 2,000 in each province, 32,572 were primary school students, 117,147 were secondary school and college students. The result found that the proportion of primary school student who consistently bet on football was 6.64%, secondary school and college students were 17.62%. Additionally, gambling addiction primary school students was 6.64% and secondary school and college students were 17.62%.

In conclusion, gambling problem is caused by the weakness in family, environment, and mind. It is acceptable to gamble but they need to know themselves, bet with consciousness and understand the probability of each stake. The current situation is that the gambling behavior spread widely and creates the after effect; that is, not being able to control them, obsess with gambling until they become pathological gambler. As the results, it is the continuous unsolved issue in the society and nation. At the moment, Lomsak district, Petchabun province n has 160,227 people

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in total. Most of the people work in the agricultural sector such as farmer, cultivator, rubber and vegetable planter. It is the center of commerce where commodities are highly flow in and out, carry on traditional culture and festival until today; gambling is one of the carried over tradition. The arrestment of gambling is steadily increasing and creates much more trouble especially the gambling in lottery, Hi Lo, cock fighting, and casino. Along with the expansion of drug, it would lead to continuous crimes. The researcher, the local people, points out the gambling problem as the depravity which could affect the social standard by influencing the gambler to be reckless and irresponsible. From this basis, researcher is interested in investigating the factors causing the gambling addiction in case of playing card casino, and then studies those factors to enhance the knowledge and understanding about gambling; hence, find the solution and guard this problem in the future.

1.2 Objectives of the Study

The following is the objectives of this study.

1.2.1 To study factors causing of the gambling addiction behavior in case of playing card casino.

1.2.2 To study the behavior of gambling addiction.

1.3 Research Problem

The research set up the key questions; that is, factors causing of the gambling addiction and behavior pathological gambling.

1.4 Scope of the Study

This study on the factors causing of the gambling addiction is focused on Lomsak district, Petchabun province. It is a 3 month non participant observation using the qualitative approach to collect data from the sample size of 15 people who play card in the casino.

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1.5 Interview structure

The following is the variables used in the interview structure

1.5.1 Independent variables

- Personal factors: sex, age, marriage status, level of education, income, occupation.

- Family factors: family relationship, upbringing, family's wealth.

- Mentality factors: affective unstable, abnormal personality, stress, need for relaxation.

- Social factors: value, culture, social environment, media communication (television, prints), financial status, friends and peers.

- Behavior of gambling addiction: aspect of playing card, pattern of playing card, place of playing card, times period of playing card.

1.5.2 Dependent variable such as gambling addiction

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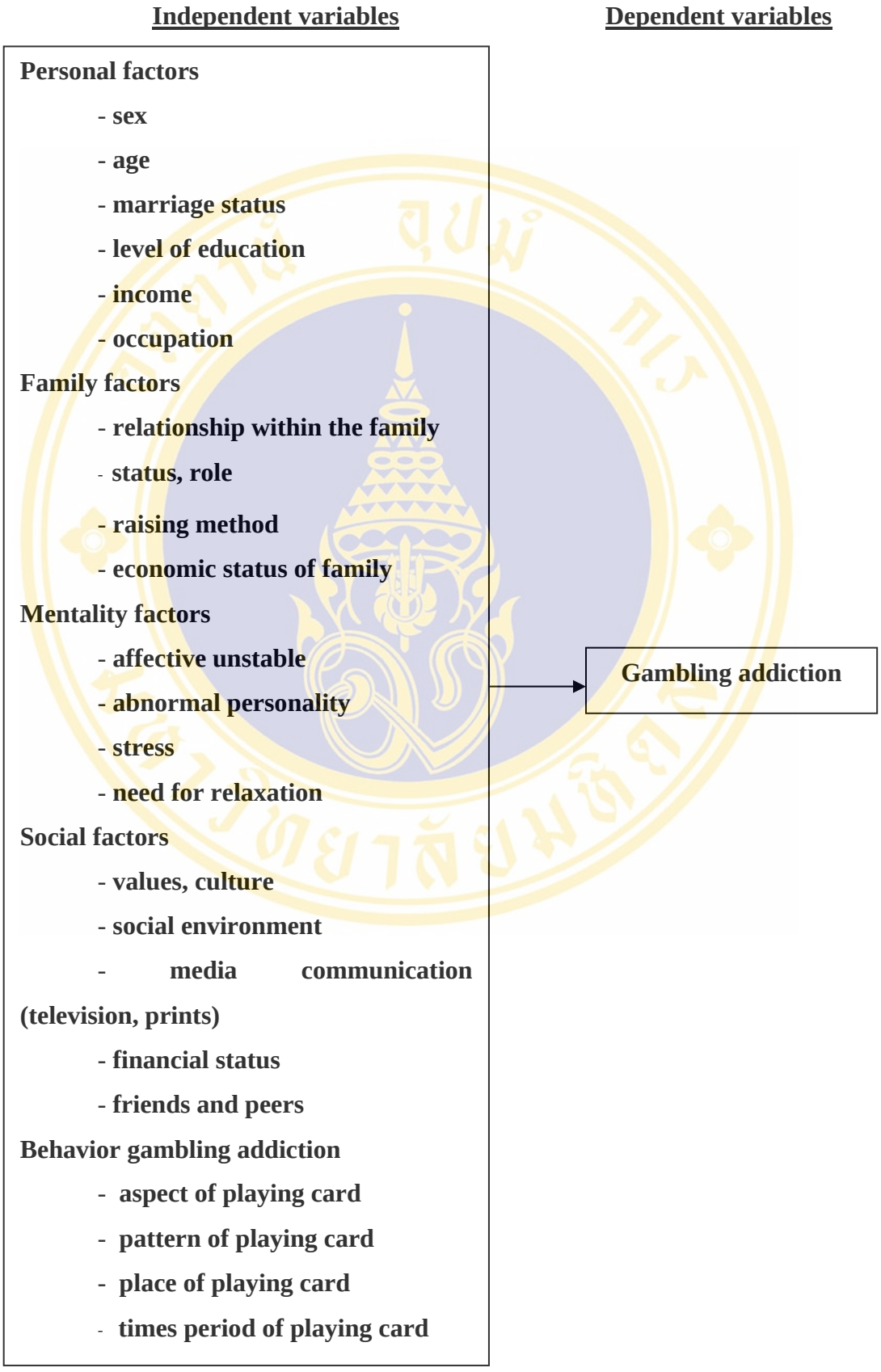
Interview structure



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1.6 Definition

1.6.1 Gambling is the play which leads to the loss of cash or assets, occur in Lomsak district, Petchabun province.

1.6.2 Gambling addiction: Aggressive obsession in gambling which affects work and dairy life. The need to gamble is difficult to control as it is similar to those who addicted to drug, discard crucial issues in life. This research divides the level of addictedness into 3 groups.

1) General group is people who do and do not gamble, but do not have a gambling addiction behavior.

2) Possible group is people who are likely to have gambling addiction behavior. They normally gamble every month and start to have problem from gamble.

3) Gambling addiction group is people who cannot resist their passion to gamble, obsess with the stakes, repeat and continue gambling resulting in loss of ability to take care themselves, life's path, job, family, relationship. (Burt, 1995; Ferris and wynne,2001)

1.6.3 Card is usually made of paper or plastic or replica materials.

1.6.4 Casino is the place consisting of amount of people who intend to gamble and risk in any activities; in this case is playing card.

1.6.5 Relationship within the family is the association among members within family such as the relationship between parents, brothers and sisters, or any member of family including the upbringing. It is a great family relationship if the relationship is warmth, caring, and considerate. However, it would be a poor relationship if there is conflict and argument to each other.

1.6.6 Raising method is the characteristics of family composed of father, mother who is responsible for instruct, train, and shape their kids to fit in the society.

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1.6.7 Affective unstable is the flux and inconsistency in mind which affects the action.

1.6.8 Abnormal personality is people whose action is deviated from the ordinary people such as thought, feeling and behavior.

1.6.9 Stress is the emotional status which turns aside from the normal circumstance due to the pressure which leads to the imbalance of physical and emotional as well as the chemical and reaction of the body. This could affect the behavior.

1.6.10 The need for relaxation is the internal drive to response with the need which could be expressed in many ways; for example, the need for rest; it could be uttered by sleeping listening to music, reading, or gambling etc.

1.6.11 Playing card is the group association to gamble.

1.6.12 Aspect of playing card is the playing method, rules which were first commonly agreed before the play; for example, poker or dummy play.

1.6.13 Place of playing card is the position to gamble such as casino, house.

1.6.14 Times period of playing card is the total hours spent on gambling each day.

1.7 Expected Benefits

The following is the benefit expected after the study has reached its objectives.

1.7.1 To identify the factors causing gambling addiction.

1.7.2 To identify the gambling addiction behavior.

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1.7.3 To make use of the data as the proactive method, preventing people from destructive gambling which could affect daily life.

1.7.4 This study would benefit any organization as well as people, public communication, theorists who in turn apply the result from the research to solve any gambling problem in the upcoming future.

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CHAPTER II
LITERATURE REVIEW

This research is the study of factors causing the gambling addiction a case study of casino playing card in Lomsak district, Petchabun province. Researcher studies the thought, theoretical frameworks and related researches to support this study and create the clear and understandable content and application. The research is divided into the following sections

2.1 Historical background and concept on gambling
2.2 Definition, description and concept on card
2.3 Definition, description and concept on addiction
2.4 Theoretical frameworks on gambling control
2.5 Concept on Sociology
2.6 Pathological Gambling
2.7 Related researches

2.1 Historical Background and Concept on Gambling

Since culture in each nation is changed, adapted, allocated from local or neighboring nation, gambling in each society normally is not only the local ones. In the past, Thai people tended to bet on animals; small animals were cork, cricket and large animals were cows, buffalos. The current favorite gambling are cork and bull fighting in the southern part. Initially, most of the gambling came from China and India such as Saka playing, Fan-tan, Chinese gambling, card, lottery and later the European method was brought in. There were 2 types of gambling in India; first was the bet on non-life creatures called “Tayuta” bet such as dice, Saka chess, Jackstone, Ching-nange, Mak-wai, Hoop-throwing, Shape by strike tree, leaf blow and Backgammon. Another type was the bet on life creatures such as bird, sheep, dear.

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The stake is called Samahwaya, the gamblers in ancient India included god, priest, emperor, ordinary individual and spirit.

Somdech Prayadumringrachanupab (1919: 1-55) stated the history of gambling in Chinese society, Fan-tan, Chinese gambling and lottery were the Chinese bets and it was broaden to other nations by the commercial trade. Chinese merchandises traveled in Sukothai since year 13, until the Ayuttaya era which gradually brought in each type of bet. Fan-tan was taken in here since Sukothai, Chinese gambling was started in King Rama 2nd or 3rd in Rattanakosin. Lottery was firmly established in King Rama 3rd. The gambling duty was completely removed out on the 1st of April, 1937 in the point in time of King Rama 6th. There was no evidence when the gambling approached, but it was later influenced by the European. Because of the development progress, the gambling was constantly changed, adapted and passed on to the present time.

Human beings habits are normally the adornment of convenience and wealth to seek for the pleasure in both physical and mental. The simple way to gain more wealth is via the competition by the determining winner and loser based on the ability in exchange of assets. This called gambling, later was adjusted and developed until today.

2.1.1 Definition and description of gambling

1) The dictionary (1982) defines gambling as the competition in exchange of money or any assets based on risk taking or skill. Betting is the negotiation which determines winner and loser based on the unexpected future event.

2) The foreign laws state that

Gambling is when you put money or any worth assets to risk on some uncertain events, hoping to receive something beyond the worth of the initial amount.

Betting is the agreement between 2 or more people by putting own money or an asset on the center, based on the uncertainty, the winner takes all.

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3) Definition based on the law and court judgment about gambling (1935), there was no clear definition of gambling, but it stated that in article 4, gambling includes the guess on fortune as well. Besides the commercial law separated the definition of gambling and betting as follow;

Gambling is the luck risking which needs to have skill and technique to win such as playing card, Billiard-Roo-Tee-Pee and etc.

Betting is the play when 2 parties who have the opposite thought in some uncertain future events, agree that if the outcome is matched on one or another, the loser will pay to winner at the agreed prize. Generally, this is also called gambling (Sak Kosangreng, 1979:10 refers to Surapong Pongdechkajorn, 2004:6)

4) Definition based on the lawyers, theorists

Tasana Klongpayaban, the gambling expert of Thai police department, defines gambling is the contract which 2 or more parties agree on. When there is outcome from any agreed circumstance, the loser pays the money or asset to the winner.

Rungrot Reenrengwong (1984:75) says that gambling is the contract about losing-winning the money or asset and the holders use the uncertain future event to determine the bet. The Gambling Control Act of 1935 has classified gambling into two groups, those in List A and List B.

Pornsak Pomkaew (1977: 304-308) states that gambling is evil issue in Thai society for a long time especially the opening of casino to play lottery A.B. The gamblers do not need to go there themselves because the owner would have the representative in each community.

Professor Jeed Sattabut defines gambling is the promising contract between parties. The holders will bet based on the uncertain future situation and the winner take the prize from the loser. (Jeed Sattabut, 1949:171 refers to Keatrat Tongpiay, 2004:8-9)

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Macmillan (1979: 421) declares that gambling is the games for money taking or risking for the higher return. This can be classified into the following factors based on definition in law

-There must be loss or gain in money or asset; otherwise, it is not illegal.

- The gain or loss based on the uncertain future events (risking)

- The contract's holders are not partially involved in uncertain event.

- There must be at least 2 parties involved in gambling.

Manupan Wimonsart (M.P.P.: 111-112) states gambling is a given promise to pay money or worth asset. Once the uncertain event has finished or gives the exact outcome, the loser will pay prize to winner. Furthermore, the uncertain event is not necessary based on the future, it could be in the past or current event.

We perhaps say that there are two ways to define gambling; that is, the narrow and broad ways.

In the narrow definition, gambling is the binding contract which holders are agreed upon in the win-loss condition. For example, gambling on who would win in their own race. On the other hand, betting is the binding contract which holders are not involved in the situation. For example, when they want the running contest and agree to pay prize to each other, in case there is a winner.

In the broad definition, gambling and betting are the contract which holders agree upon, the loser pay prize to winner when there is an exact outcome in the uncertain circumstance. In this case, betting is already included in gambling.

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2.1.2 Characteristic of gambling

Gambling is normally a win-loss situation. Any play incurs only win or loss situation is not considered as gambling and the win-loss take place in terms of cash or assets only.

In brief, most of people understand the meaning of gambling in the negative attitude because once people are obsessed, they would fail in daily life and lead to crimes in nowadays. The followings are characteristics of gambling.

1) There must be at least 2 parties in both player-player game and banker-player game.

2) There is always a winner and loser.

3) The bet must be in form of cash or worth assets; if not, it is not legally considered as gambling.

4) It is the game that associates with the players, called gambling

5) The contract made in gambling is not legally feasible.

2.1.3 Type of gambling

Every mankind has their own play which give both positive aspects (sports) and negative aspects (Gambling). It is the nature of human being to have a curiosity, assessment, and trial in any play which creates pleasure, knowledge. This usually passes on from generation to another, being recognized in society, form the culture and habit. Some of play may have benefit the players; however, if there was any return involving such as cash or worth assets, it would diminish the players. The associated return would not just worsen human behavior, it also ruin the society. Thus the religion conflict is common issue when people live together within society. There are two types of play; general (sport) and arbitrage plays. Each play has its own development and differentiates from another but shares common characteristics such as rules, structural in order to make players animated and every play would have loser and winner. The only difference is the pleasure; general play would have only physical excitement but arbitrage play would give more incentive; that is, the loser must pay the prize to winner as the reward. Therefore, each gambling has its own unique form

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on rules of the game and the instruments. The general play would get pleasure and receive only the benefit of health.

Although the type of play is different in each nation but it has the common objectives which is the return. Gambling is still causing trouble in both social and economics. Because of the uniqueness of the gambling in each country, those developed countries such as U.K. and U.S.A. are more likely to have universal type of gambling. To illustrate, the low income group are normally gambling in illegal association. In additional, Baccarat and Blackjack usually require the high stake and available in legal casino. There is an apparent distinguish in gambling as follow;

1) Local gambling is the play in each society or nation; most of the players are low income people.

2) Global gambling is almost legally legitimated in form of casino and requires a high stake.

In the Thai history, while gambling in Thailand was influenced from China and India, Thai gambling was originally established but lined in different form of play. It tended to be localized, unique, and simply method in each community. The following is the general type of gambling found in Thai society.

1) Unstructured
2) Income earning basis
3) Division
4) Entrepreneurs
5) Network
6) High technology

1) Unstructured gambling

It can be found in the working class people who play at any time, place with no equipment needed. They only use the equipment in the surrounded area; for instance, they only grab the leaf and guess how many of the leaves are in hand, whose guess is the exact or closest is the winner. The government can hardly control because the huge number of players and naturally available equipments are easy to find.

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2) Income earning basis gambling

Not a few people who do not like to be employees because they are hot-tempered, unreliable, independence people so they turn their life out of the system to the dark side. In addition, they are talented in deception and use their gifted skills as a tool to feed their lives. The key point is they usually have common behavior that loves to risk by gambling, resulting in the instability in daily life to survive in the society. These people need to adapt to the political situation, once the government officers strictly close the casino, it would heighten their cash flow. It leads to the problem in society as these people still need to find the way to gambling for their own and family living even risking to get arrested.

3) Division gambling

This type of gambling is normally found in the house wives who have free time in the afternoon after the housework in the morning, get together and play simple and multiple participant game such as gin rummy. The play takes place when husband and child are out. The bet is based on the daily house expense, resulting in fight within family due to the loss and shortage of cash.

4) Entrepreneurs gambling

It is the players own self-developed after they accomplish in gambling, they have adequate flow of cash or asset. They could invest in a group and usually have a relationship with the government officers who are in power; hence, they offer a partially return to match with the risk to allow them to run business without getting arrested. However, this devastates other gamblers who fails in risk taking and creates the family problems.

5) Network Gambling

People in this group are influential and widely recognized in society. They generally run the charity or donations as the front cover and shield. In the backdoor, they conduct illegal activities especially gambling which significantly increase their wealth. They always have some techniques to get away; for example, they are owner of the building and do the sub-contract to each individual to rent it. In

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fact, it is the protection and giving gamblers the confident in safety. It takes a long period and costs load of money to do this and build up the foundation. Later, they could penetrate into high society and have power in the removal of government officers.

6) High technology gambling

With the rise in technology and borderless communication, a group of people who are well acknowledged and have ability in the technology use it as a tool to commit illegal activities and seek their own benefits. Gambling is one of the favorite businesses but it almost based on the credibility of the players. The expression of “Bet first and Pay later” leads to consequences that when the player is broke and fail to pay debt, they would be suffer from the debt supplicant which could include the loss of their lives by not paying debt.

2.2 Definition, Description and Concept on Card

In the dictionary (1999) defines that

Card is one of the gambling instruments which made from hard paper or plastic. It is in the thin rectangle with symbol showing points.

Poker card is one kind of card in the rectangle shape and has 52 cards in total. It is used in many gambling games such as Bridges, Poker or even the fortune indicator.

Poker card is gambling which the banker confers 2 cards to each players. They can call for more cards up to 5; Bankers will pay to those who get the higher points and receive from those who get lower points.

According to the card act in 1943, card means gambling equipment made from paper, leather or any materials listed in ministerial regulations. There are two types of cards which are.

1. Small cards

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1.1 Thai cards or Pai thong

1.2 Phong Chinese cards

1.3 Four color Chinese cards.

2. Pokers

The tuition for any poker cards is 100 per 30 baths, others in any size and any type 100 per 2 baths.

Permission for selling cards tuition

- retailer yearly 20 bath
- wholesaler yearly 10 bath

Permission for selling cards' representative

- retailer yearly 5 bath
- wholesaler yearly 10 bath

Process and tuition payment

Cards created in Thailand would pay tuition at income department, and at the end of month, there will be report for stamped cards, and also tuition paid for tax and tuition department 1

Customs will examine imported cards into Thailand, importer need to pay for tuition fee at customs then stock it at the factory, show permission of importation, the invoice tax shown at customs

Tax and tuition department 1 of customs of Thailand will examine the details then files to allow stamping others cards later on.

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Punishment

Guilty

1.Created or imported card without permission

2.Edit cards over than 120 cards from customs

a. Existing of unstamped cards over than 120 cards
b. selling cards which is breaking number 6 rules
c. Edit custom cars for sales
d. Control over unstamped 120 cards
e. selling card without permission

3.Selling cards without permission

4.Has cards machine without permission

5.Break the ministry rules

Punishment fee

1. Be imprisoned not over 10 years and fine 4 times of captured value. But for making fake cards, the fine would exceed 2000 bath

2. Imprisoned not over 3 years or fine 4 times of captured value, but at least 500 baths as a fine, or both fine and imprisoned.

3. Imprisoned not over 1 month or less than 1000 bath as a fine, or both of them

4. Imprisoned between 1-7 years and fine from 2000 to 50000 baths

5. Fine not over 200 bath (permission one only)

2.2.1 Types of Gambling

The Gambling Control Act of 1935 has classified gambling into two groups, those in List A and List B.

List A Gambling which by Section 4, by law, prohibits operation or participation in gambling of such activities or in similar to such activities which can be harmful as additionally specified by the ministry officer. However, review by the

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government has led to the conclusion that under certain authorized circumstances, a royal decree can grant permission to the following activities:

1) Lottery
2) Po-Pun (a type of Chinese gambling)
3) Po-Gum (a type of Chinese gambling)
4) Fan-Tan (a type of Chinese gambling)
5) Pad-Gao (eight-nine)
6) Jub-Yee-Gee
7) Tor-Tam (Dominoes)
8) Bia-Boke or Koo-Kee (odd-even) or E-Jong
9) 3 cards
10) 3 sticks
11) Chang-Nga (tusked elephant) or Pok (Poker)
12) Black-Stick Red-Stick or Black-Fish Red-Fish or E-Dum E-Dang
13) E-Pong-Krob
14) Gum-Tud (gambling game without a banker)
15) Mai-Moon (Thai-style roulette)
16) Hua-To or Tai-Pab (guessing the picture)
17) Games based on animal torture (e.g. tying barbs on animals, drugging animals so they fight each other, lighting fire on a turtle's shell so it runs, etc.)
18) Billiard-Roo-Tee-Pee
19) Yone-Jim
20) See-Ngao-Luk (a type of Chinese gambling)
21) Klook-Klik
22) Various Nam-Tao games (games based on dried out gourds)
23) High-Low
24) E-Goy
25) Pun-Pae (coin spinning)
26) E-Pong-Sad
27) Baccarat
28) Slot machines

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List B Gambling or games which are or resemble games additionally specified by the ministry which can be held to benefit the organization, directly or indirectly, when the minister, officer, or government official responsible sees fit and grants permission or the ministerial regulations allows it without requiring a permit. Engaging in List B Gambling can only occur with a permit or license or with ministerial regulations allowing it, for example lotteries, horseracing, various card games, etc. There are 28 games included in List B Gambling, which are:

1) Various games which includes racing or competing between animals (e.g. bullfighting, cockfighting, fish-fighting, horseracing, and other games which are not included in number 17 of List A)

2) Bull running (with men)

3) Boxing and wrestling

4) Boat racing

5) Pointing at pictures

6) Hoop-throwing

7) Throwing of coins and other objects into various containers

8) Fishing

9) Various types of lucky draw

10) Shooting

11) Throwing at people's faces, animals, etc.

12) Tao-Kam-Dan (dice throwing)

13) Mak-Gaew

14) Mak-Hua-Daeng

15) Bingo

16) Lotteries or any form of gambling which results in a player winning money or other benefits.

17) Totalizer for a particular game

18) Sweepstakes

19) Bookmaking

20) Selling lotteries or sweepstakes which are not issued in Thailand but authorized for that particular nation.

21) Mahjong and other card games

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22) Backgammon

23) Billiards

24) Kong-Oy

25) Sa-Ba-Toy (a sport of Burmese descent)

26) Sa-Ba-Shud

27) Soccer betting

28) Electronic or mechanical games played by touching, sliding, pulling, shooting, throwing, spinning, or any method which allows setting a winner or loser, with or without keeping score.

2.2.2 Names and Methods of Card Games

Every type of gambling differs in the enjoyment and excitement it gives, depending on many factors – the way it is played, the number of players, and the level of stakes. Usually, the higher the stakes and risks, the higher the potential returns, and also the greater the attractiveness to players who seeks excitement and risk-taking. These gamblers can develop the desire and need for gambling to the point that it becomes habitual. Generally, due to existence of different and diverse nationalities and cultures, the form gambling takes also differs. However, the goal remains that same – all seeks “monetary gains”. Therefore, once these gamblers gather together, a need for the development of an international standardized form and method of playing arises to cater to gamblers of all nationalities and cultures. This standard should allow all gamblers to instantly understand what game they are playing, what are the rules and regulations to playing the game, how to win or lose, what are the payment terms, etc. Card playing, which is a type of gambling which is allowed, if thoroughly research will show that there are approximately 100 types, with the most popular 30 types being stealthily played, and those being legal for general playing only a very few. For the Lomsak district, the most frequently found and popular types of card games are the following:

Pok-8-9 cards use the entire set of playing cards, consisting of 54 cards in total. 3 Jack, Queen, and King, 1 Ace, 9 of 2-10 cards, all totaling in 13 cards. In a complete deck there are 4 sets of the 13 in spades, hearts, diamonds, and clubs which

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leads to the total of 52 cards in the deck. In addition to that, there are the 2 Joker cards, though usually is omitted.

To start playing, the cards are shuffled and cut, then the dealer distributes 2 cards to each of the players and the player will need to inspect their cards to see what they received. If they have Jack, Queen, King, 10, and Ace it means they have "Pok" and should show their cards. If they have Ace with other cards that are not Jack, Queen, King, and 10 it will be considered as 10 or 1. If cards in-hand total is still below 15 points, the player is allowed to draw cards from the deck until the total is less than 21. If the total exceeds 21 points, the hand is considered "dead". If the player draws up to 5 cards and the points do not exceed 21, the player will reveal the cards, which means the hand is "guan" or "leng" – in this case, the dealer has to pay even if the dealer has "pok", unless the dealer is also "guan" or "leng". Usually, the dealer will tend to have 3 or more cards first, but if the players' scores exceeds that of the dealer's then the dealer pays, or if the dealer's scores more than players then the dealer wins. If the card for dealer and players equal in score, then the game is considered as even – the higher score wins.

Gin Rummy plays with a deck of 52 cards, often with 4 players but can also be played with 2-3 players.

To play, the dealer shuffles the cards while the other player cuts and shows 1 card, then the dealer distribute cards to all players. With 2 players, each player will have 11 cards; 3 players with 9 cards each; 4 players with 7 cards each – it is not popular to play with more than 4 players. The dealer distribute cards to all players then the dealer or a player cuts the deck and reveal a card leftover from distribution and place it underneath the deck. The dealer is first to play, by examining cards in his hand if it fits with the rummy card or not – if not, the dealer will draw a card from the deck then discarding a card from his hand. The dealer can collect the rummy card only if his hand will have a trio (3-4 cards of same scores but different marks), combined with rummy resulting in three cards, or a straight with the same marks (e.g. 3-4 cards with score 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, King straight in order, either

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all in spades, hearts, diamonds, or clubs – this is called a “straight”). The count for triple where 3-4 cards are in the same point, are quite similar to straight, then discard one card from hand until we have either

a. Knocking is when we have the winner before the card is run out.

b. Under-knocking is when we have winner without any present of card.

c. Dummy occurs when the defender discard the card which in turns leads to the completion of another follow player.

d. The card is run out.

e. No card is left in hand.

In some cases, may be 2-3 cases above can happen simultaneously such as under-knocking and dummy. Here is the counting method.

a. Points classification

1. Dummy cards, 2 clubs and Q spades are worth 50 points each.
2. All aces are worth 15 points.
3. 10, J, Q, K except Q spades are worth 10 points.
4. Card number 2-9 are worth 5 points except 2 clubs.

b. Counting method

5. Count for the total points from the card on each player’s lap.
6. Use the total point in (5) and deduct with the cards left in hand.
7. The net point determines the prize depending on the agreement.

Pong Thai card, the figure of Pong Thai card game has most especial to identity regard as Pong Thai card game , it will applied from all card but it want to reference .because follow the dispatch or record of Thailand formerly don't appear recording it , the name of Pong Thai card game , academic section Pisan formula to survey from an old man and an accused bring to processing.equipment to it both Thai has 2 the kon/group call that “konning” have 120, 1 person dealer but it has not exceed customers are 6 or 7 persons.

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How to play, there is many the way together but the official permits can play just limit by way to play it will enough spend to practice on month. if will write textbook must be big size, especially to arrest and examine which have to training in general headquarters studies, the Royal Thai Police only to another it be the technique conceals then can not speech.

2.2.3 Names and method of other gambling

Hilo, the implement to play it uses 3 dices, fully a cup covers and bottom plate of the same kind with play it wrong reserve paper tells the score, for give a customer stabs which there is just 3 symbols tells to keep stab and stab low it.

How to play, a dealer will lay dice induces to appear the bottom plate, already take a cup covers to shake is soft in order to 3 dice replace to stab the score s total of it follow the channel in paper tells the score for 3 to 10 stab call that 11 just enough low it call that " Hilo" if it have to 12 to 18 score, call that tall, a person who stab tall or low a dealer will use 1 build stab it be a dealer would use 5 it, a dealer someone agree to pay 6-7 build.

Se-Khong-luk the implement to uses a number of 3 or 6 dices depend upon kind of play to a deep dish will be roll it to have or not.

How to play, like to use 3 dice for customer will pay down to gamble, beside in front of field or ground will have any time until will be roll it to have 2 dices to another that score and strange score go out this are regarded as are dealer after that time seat customer supports from dealer roll a dice until type dealer score, strange score out between of him. Whose another customer more than winner to play the score is equal are quits. In addition to play it neither a dealer or customer will be roll same it has three dices score calls that "pooi" will be roll it to 4 5 and 6 dices call that " Se-Khong-luk". If he can make it take gamble of them, if who customer will be roll him must pay if he has 1, 2 and 3 scores call that " huk" score or lose score must pay them follow the amount of money stakes in gambling that lay to keep and same it,

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playing is like use 6 dices. As a result, there is the way plays of the same kind, but will be roll 3 alike scores the part of 3 dices how much is 3 scores altogether total it. As a result if it him or them will be roll dice in front 6 alike both of scores called that (sukka) will be roll same 5 dices and another it call that (houjee) both of this a dealer will be win. If them will be win or him that will be roll 5 dices same it to 3 and then another 3 dices. If who customer will be roll has 1, 2 and 3 scores a kind of 1 dices call that " koo" lose and win get to same how to play 3 dices.

Illegal lottery, the character of playing gambles at resemble with gambling lottery ticket to be no limit the way plays to gamble must be the period of time in ticket sale every ticket is likely can it many a reward, different part to be every a reward of the illegal lottery is likely can one only number it. Reward stamps can't decrease neither in case of anything such as ticket automobile number, ring, diamond, clock and etc.

Cock fighting and other sports which require animals to fight.

To play, before the roosters fight, the owner of both animals must reach a conclusion first what the stakes are and put in the predetermined assets as the prize. Then, release the animals to fight until there is a winner or loser according to each sport's rules and regulations. The owner of the winning animal receives the prize as prearranged. Also, each group can have partners or contributors to share the cost and winnings.

In conclusion, modern gambling has completely different methods and formats from traditional games. From studying factors that affects gambling, such factors include many social characteristics like family conditions, group influences, and social effects along with psychological factors like hopes and expectations, satisfaction, moral conscience, and legal awareness. All of these factors affect gambling behavior. (Pinij Roongjang, 1995: 1-3)

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2.3 Definition, Description, and Concept on Addiction

Human behaviors like drug taking, drinking, smoking, eating, exercising, even gambling are common and creative acts in the normal circumstance. However, when it comes to obsession and becomes habit, it will depressingly affect own life and family. This kind of behavior is considered as repetitive and addictive actions.

Tongchai Unakelab (2001: 2-16) believes that addiction or substance dependence means the non-stop continuous use of drug or material. Although it is a repeated action in both physical and mental, they are still compulsive again and again.

Substance Dependence or Addiction is first used in the alcohol consumption or any drug habits. It is the need and enthusiasm in consumption even though it would damage own physical, mental or society.

Psychological Dependence is the pleasure in the consumption of the drug use due to the inside call. When they stop, they will be experiencing the state of craving symptoms.

Physical Dependence is the physical condition in the state of tolerance and when the amount of drug is reduced or discontinued, they will be in the state of withdrawal syndrome. However, if the patients back to do drug, the previous state will be immediately taken away.

Tolerance is the state where an increase in the amount of drug is needed.

Withdrawal syndrome is the state of renouncement or immediate drug reduction.

Factors causing addiction are the effect of drug, personality, mentally damaged. Genetics might be one of the causes and also family, friends, society, and culture are all the reason of addiction.

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Key characteristic of addiction is when there is steady and aggressive use of drug.

2.3.1 Reasons for play of gambling

Chalee Aiemkrasaesin (1977: 16) argued that gambling is world wide drugs, it is the main cause of rob, and murder. It's due to when they play gambling and has no money left; they would rob somebody's money.

Arun Chaowanasai (1983: 36-37) argued that Thai gambling grew up in their roots. Some play gambling for relaxing, fun, take a risk, challenge. And the gambler can be divided into 3 groups as follow

- The first group playing among friends in the party, they play for fun not for the money.
- The second one playing for professional career, they play as their main job, mostly is the owner of the casino.
- The third one playing likes never going to quit, they addict to it, they have abnormal mind.

Peter Arnold stated in Toe Sombun 2001: 18 is books for the reasons that make peoples love to play gambling

- The first reason – it's due to the greed in money and assets, people addict to belongings, need fast security.
- The second reason – trendy and cool which is the norms for some society, they support the one who pays lots of money in each time.
- The third reason – the emptiness and boring due to unemployment can leads to gambling
- The forth reason – The proud when he wins the game or money, it refers to how excellent he is
- The fifth reason – Believe in luck

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- Last reason – the enjoyment during the gambling could reduce stress and feel good all the time, delete the depression and guilty feeling. Moreover, some researcher indicated others reasons for gambling as follow

Kittikorn Meesub (1997: 60-64) indicated in Krisanachai Limbundang (The happiness from gambling 2002: 22) that in affective term, gambling brings the enjoyment, playful, risky, and challenge to win the game. They can easily gain the money in a second. Some people believe in faith and his self holy's stuff, which could bring him good luck. Some believe in their megalomania happiness. But there is the bad side which is greedy, aggressive and takes advantage from others. In conclusion, in human being consciousness, gambling will make us a chance of winning game without much effort and high compensation. Some do gambling just to break the rules of society and try to delete own weakness by playing it.

Amati (1958: 1642 claimed in Janya Klaosunthorn; 1997: 39) that normally 136 teenagers in ages between 7-16 years old mostly have activities as follow: smoking, drinking, gambling. It seems to be normal for everyone.

2.3.2 The measurement for level of Pathological gambling

Diagnosis and Statistic Manual Edition IV (DSM-IV) was published by US psychologist union which can be explained as follow.

A. Has at least these following behaviors, more than 5 things

1) Concentrate on gambling (competition, the way to win).

2) Always need to increase amount of money to abuse and satisfy your emotion.

3) Sometimes have patient to give up and control the game, but couldn't.

4) Feel aggressive and annoy when trying to stop.

5) Gambling is the way to escape from the problem, or retort but it failed.

6) Usually go back and play again in tomorrow for payback time.

7) Lie to others in order to cover the truth of gambling.

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8) Act illegal, for example, robs, cheating.

9) Lose relationship with others like friends and family; lose opportunity in work and education.

10) Follow others instructions in order to use in gambling.

B. Gambling behavior that not from Manic episode

2.4 Theoretical Frameworks on Gambling Control

From the evidence of dices found out in the graveyard of Egyptian, Sumerian, and Chinese in the past can prove that gambling exists long time. In Thailand knows the casino as the Bon Bia, which is collecting money as nation's income.

Nowadays, even though there is no casino, but some gambling is allowed to occur, like lottery, horse-betting. In USA, the legal gambling has two kinds as follow

1) Gambling that legal allow in general term – lottery, dog-racing, horse- betting.

2) Gambling club as the legal place – must play in casino (Chankanit Kritya Suriyamanee, 1981: 30-35).

Stated that normally people will perceive gambling as the evil, it's not just in Thailand. The USA and England viewpoint are come along the same way as Thai. But later, they try to control the gambling, for example, in England, after 1960, they provided the laws for gambling. The more intense punishment occurred, but gambling still exists because gambling is human-being instinct, the normal gambling types nowadays are the same as the old ancient time. Thus, we should control it appropriately and seeking benefits from gambling as much as you can. (Toe Sumbun 2001: 16-19) indicated that some gambling are allowed to plat legally but people acts and adapt it into illegal process. Then, the one who break the law will have guilty as follow

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1) If guilty in section A or section B in lottery will be punished in prison from 3 months up to 3 years and fine from 500 up to 5,000 baht or both in prison and fine.

2) If there is guilty in others gambling. The would be punished in prison within 2 years or fine at most 2,000 baht or both fine and in prison. Except the 4 sections, the punishment will be within 1 years or fine within 1,000 baht or both in prison and fine.

You can see that section 4 with the subordination A; the law does not allow being the law (Toe Sumbun, 2001: 20-22).

2.4.1 Gambling and crimes

Theoretically, every action that against law is considered to be crime but many specialists don't agree with that in some action like gambling and across intersection in red light, which are not serious crime.

In Thai dictionary (1982, 15) described that crime can be punished in 5 different terms, execute, imprison, detain, fine, and forfeiture of property.

Aunnop Chubumrung (1989, 6) defined crime is the behavior that affect person or social to face with danger condition in physical, life, and property.

Thus, after consideration the meaning of crime, can be concluded that gambling guilty is the Mala Prohibita because the guilty person not act as the criminal, not related to evil action. So, the gambling is Mala In Se, or the guilty in oneself. (Toe Sumboon 2001: 19)

The Attitude and opinion of those people can refer the guilty from gambling are small mistake, not the big deal. However, others do think it is severe and hard to accept.

Thus, the false action of gambling in term of laws must follow the criminal case. But it considers being small one. If judge in the sense of norms, it would fall into

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guilty as well. Whenever deem gambling cases in detail, it would clarify this as guilty and excluded. It is not internal false, it is not direct harmful to others but nor the indirect one.

Nevertheless, social is not claimed suddenly, oppositely, it could be useful. It depends on how tough you measure from that action. Crime is concerned by social (General Chai Sevikul, 1974 claimed in Suraphong Phongdejakajon, 2004: 6-7) because social mentor how people live and their role.

Hence, the crime definition, the judger is humanity. It is the same way as to measure whether each case will be crime or not, depended to Thai civilization.The bad thing of gambling will affect one own family and the gambler himself. Furthermore, it can be said the gambling is the Victimless crimes, in other words, he will perform both victim and criminal conditions. These following are the special characteristics of crimes.

1) Consent by oneself.
2) No complain from coordinators.
3) Make decision by oneself whether it's danger or not.
4) Exchange system as the nature.

(Sukhothaidhammathiratch University,1989: 175) indicated the effects of gambling as follow

1) It makes people lazy, greedy for money with low work or does nothing work. So, if people are not working, how the country could will be improved.

2) Gambling could lead to property and asset cases, some people who addicted to it decided to rob and kill others to get the money.

3) Gambler and his family always lose in economics. Family will suffer and children might be sent out of school.

4) Gambling makes people use undesired free time, it's worthless for society.

5) Adults gambler will be the model for children to follow, and makes bad sides to society.

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2.5 Concept on Sociology

In this advance day, environment and genetic factors comes to affect change in human being behavior and social norms. The human behavior happened by correlation between genetic and environment, which has socialization as the mechanism to control society.

2.5.1 Deviant behavior theory

Thomas Hobbes (claimed in Sukhothaidhammathiratch University; 1990: 94-105) that human born with covered emotion in order to satisfy safety, social acceptance, and honor. So, human try their best to get it even they have to hurt other. Then, the way out to prevent this is people have to set rules or norms or regulation and give the power to them to control society. Surprisingly, gambling in Thailand was adopted and changes, in other word, we could say that it's come from civil laws.

Prajan Maneenin (1987, 4 claim in Kiatrat Tongpay, 2004: 27-29) defined that the deviational behavior means the behavior which is not follow the social's norms or standard, or differing from norms or accepted standard of society. The degree of differences is depending on each society, for example, some cases about criminal behavior, corruption, suicide, and gambling are the one society perceives its bad side. The good sides are honest person, courage, conformity. The different in behavior should be considered in 2 parts as follow

1) Social norms – consider the behavior that different with the social norms or just society's viewpoint or societal, which is not focus in any group.

2) Social standard – consider that rules or regulations have been differed in action of that person or not. It's about standard that society was set before.

Thus, the deviant behavior or differed behavior in one person can be described as against action, and if they are revealed, they would feel unsatisfied and punishment. But, it's up to each society to distinguish the good or the bad and evaluation in each society.

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The guilty action means the behavior or action that breaking the rule or regulation of society.

Due to any people in society aimed to follow the social's norms and standard, but when there is poverty, they try to escape from it by gambling and illegal action. Thus, it can be said that gambling is the way to survive of people.

2.5.2 Structural and functional theory

Talcot Parson (claimed in Somsak Srisantisuk,1991: 46-51) that Structural and Functional Theory about, when people live together, there will be action by each person and interaction among them in each particular situation in different goals and means. The actor has to follow the social norm and standard. For example, poor people needs to up their economic level by gambling, the actor should understand his capacity and ability to play, how many money do they got. And for the gambling owner, they would try to find many customers as much as they can.

When considering about gambling, you will perceive it as the bad side and could leads to many conflicts, then social has to come in and control it as it's proper.

Emile Durkheim (claimed in Phutchoj Kullabuth, 1985: 66-68) about the Anomie that Anomie means the situation where person not perceive and admit what the regulation in the society. It's quite normal duet to unlimited needs and greed from human-being, so they try to set the standard by social organization in order to control the stable situation. The reason that makes Anomie is the rapid change in social structure, such as, thoughts, economics crisis, and the social status of one person; used to rich but suddenly poor due to bad investment. From this theory, we can conclude that there is correlation between gambling action of people and the needs of money when the situation comes intense.

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2.5.3 Containment theory

This theory was established by (Walter C, Reckless, 1973: 6) an American criminologist. This theory explains both legal behavior and deviated behavior. There are 2 controlling mechanisms, internal controlling and external controlling, under the hypothesis that the strong internal mechanism and powerful external mechanism can prevent the deviated behavior. Most internal controlling mechanism consists of the composition of existence, self controlling, good attitude, strong conscious, having presence of mind, high patient, incite desire enduring, responsibility, goal setting, ability to find substitute for satisfaction, and ability to find reason to reduce self intense. All these are the factor setting our internal mind. The external controlling system is the social factor that sets the boundary for man performance, consisted of moral pillar, strength of the institution that promote the performance path, goal, and life expectation. Hopeful and rational social environment, efficient advice and discipline, reasonable activity, opportunity to gain acceptance, having uniqueness and goal to reach, the containment theory indicates the indicator of the discipline behavior that will prevent the deviation, to live legally and hopefully in the society. We can say that the internal and external controlling system is the important core that will protect us from the outside pressure, attracted force, and our internal desire. Outside pressures are poverty, to be disadvantaged, disagreement, dispute, social disallowance, minority position, and limited opportunity to success. The attracted force from outside are confusion, attraction, stimulation, several deviated behavior, product advertising, advertisement, and things that lead to wrong performance. Internal desires are wanting, worrying, mentally perturb, disappointment, opponent, maliciousness, being lowly, etc.

In conclusion, those influences above are the factor that make a man having wrong performance or having deviated behavior, like interested in gambling, can be used to explain personal and property crime.

2.5.4 Symbolic interactimism theory

Erving Goffman (refered in Somsak Srisuntisuk, 1993:94-96), the founder of the Symbolic Interactimism Theory, learnt the willing to take risky action. Such action

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is well known by the performer about inevitable result. So the performer is willing to do it seriously. The bigger the result of the action, the more the action can appoint the destiny of the player and show the true characteristic of the player during the gambling game or the action under such that pressure. The idea about action of Goffman can explain the human nature that human must have interaction because human live together in the society, do the willing action, and satisfy to do any performance. Especially in the gambling game the players know that it's risky, they might gain or they might loose their property, but they still want to play. This is because they don't expect only the gain from gambling but also the happiness and amusement that are also satisfy them. Therefore, satisfaction might have a relation to the gambling.

2.6 Pathological Gambling

Pathological gambling and excessive gambling is alike the drug addiction. It's a mental disorder or focusing on the gambling all the time. It's in Impulse-control disorders not elsewhere, classified by Diagnostic and Statistical Manual of Mental Disorders (DSM-IV) and in Habit and Impulse Disorders, classified by International Classified of Decease and Related Health Problem (ICD-10) (Burt,2001), which the patient in this group is no able to resist stimulator, pressure, or any attraction to do any harm to themselves or to other. Pathological gambling patients of any kind are happy and feel relief when they do gambling action. They can't think or do anything else. The desire to play is too much to be control. The patients in this group have problem in controlling themselves, they can't stop their want, can't endure or resist stimulator or pressure to continue or repeat their gambling action, or to do anything harm to themselves or to other. They play the gambling game without pausing to think. When they gain, they'll want to gain more and more. When they loose, they'll be regret and play again to regain the loss. And finally, they'll end up being lost. Even such the action will create their social status, financial, career, family and patient's personality problem. (Panom Gateman, 2006: 228-229)

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2.6.1 Idea and definition of gambling addicted condition

Gambling addicted condition is not really as bad as a disease but is an unordinary condition, ordinary deviation. There are many definition of gambling addicted condition.

American Psychiatric Association (1994) says that the gambling addicted person has a gambling engrossed characteristic, can't control his own performance, feeling guilty on his performance, feeling that some symptom will happen if he stops or limits his gambling action, and willing to take risk or loose social relationship or status to be able to keep gambling.

Rosenthal (1992) Gambling addicted condition has a definition alike to the addictive substance addition. Many studying found that 50% of gambling addicted person has the background of alcohol or drug addiction.

Burt (1995) Gambling addicted condition might refer to the condition of a person showing the failure the resist the pressure to play gambling even the result will be vigorous and ruin himself, his family, or his career.

Definition of gambling addicted condition accepted by psychiatrist and psychologist is the disorders that continues with self desire uncontrollable characteristic, both continuously or periodically, engrosses in the game with money gambling, anxious and want to keep gambling no matter what problem it might bring.

In conclusion, Gambling addicted condition (Pathological Gambling) means the condition that a person can't resist the desire to gambling, engross on gambling, continuously repeat gambling until it causes the damage on himself, his life, his career, his family, and interpersonal relationship (2003:4-5.) Moreover the gambling addicted person's brain will release large amount of Dopamine which makes the person happy, amuse, and fun.

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2.6.2 Important Reasons for Pathological Gambling

1) Heredity - If a person has anyone in his family addicted to gambling, has more chance to have this characteristic or disease transmitted to him through genetic. Studying found that the pathological gambling patient usually caused by heredity partly.

2) Social, environment and the way he has been raised – The person who live in gambling stimulated environment such as having accommodation near the gambling place or having friend or anyone in family addicted to gambling, has more opportunity to be persuaded to gamble.

3) Depressed disease or fluctuated emotion – The patient of these diseases might want to gamble to reduce the metal symptom.

4) Media that has the gambling stimulated detail – such as television, film, printing media, sport magazine that have the subject about behavior or game analysis with bargaining rate in detail. These might make the one who is hesitating decide to gamble easier or who is gambling gamble more and more.

5) Nerve related substance in the brain - especially Dopamine, released in the brain and make the gambler happy and fun. Dopamine is an important substance in the brain that has direct relationship to the gambling addicted person. Moreover, it's found that the gambling addicted person has a nerve related substance in the brain called Serotonin in reduced amount. This substance helps the person to be able to stop his desire.

However, all 5 reasons are always come together. Pathological Gambling will show the performance of

1) Gamble every time that the patient has an opportunity.

2) Keep increasing the amount of money from thousands, to ten thousands, to hundred thousands, to million.

3) Even the patient know that gambling will damage his career, social, opportunity, and family, he still keeps gambling as a main and important part of his life. And finally when he wants to quit but he can't do it.

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2.6.3 Pathological gambling curing

Pathological gambling can be cured by behavior treatment, mental treatment, and SSRI medicine, which reduce the depressed symptom and repeated behavior. The patient should be watched over by psychiatrist. The most important thing for curing is to have to patient realized the problem, know what caused the problem, and start solving it. This will help the curing to be more efficient. Pathological gambling patient needs a lot of will power from surrounding people to support the curing.

Doctor Taweesilp Wisanuyotin said that the treatment on pathological gambling patient will work or not is up to these factors.

1) If the patient starts gambling when he was young or has gambled for years, the curing might not work.

2) If the patient doesn't realize the problem, doesn't know that he has lost everything by himself, and still want to play, the curing will be difficult.

3) If the patient not only addicted to gambling but also drug, the curing will also be difficult.

2.6.4 Pathological gambling prevention

1) Realizing or we can said that having feeling and think that gambling is fun but it also has bad side, use the denying skill and just walk out of the situation when be persuaded to gamble.

2) Live in good environment, no gambling stimulator, and avoid associating with the gambler.

3) Don't try the gambling, not matter if you gain or loose, the Dopamine will be released and make you feel fun and happy while you are intense and want to increase the bet and addicted to it more and more.

4) Avoid every gambling stimulator. Or we can say that we can learn the game technique, analyze the technique and experience. But the side effect is that the trend of winning or loosing will be shown. So this might stimulate the gambling especially if you are in gambling environment, you'll have high chance to try the gambling. And if the win the gambling and gain money, you'll want to gamble more and more.

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2.6.5 Effect of gambling addiction

Gambling has bad effect as the following

1) No matter if you loose or gain money, gambling has bad effect on your mental health because the desire to gamble will be stimulated and it will become harder to control internal stimulator. Furthermore, the research found that some of the gambling addicted patient has depressed and intense condition, and had an idea of committing a suicide.

2) Loosing relationship. Gambling addicted person usually engrosses in gambling without any concern of other activity. Some might become a liar and thief when he losses a lot of money from gambling.

3) Losing property. Most of the gambler's economic status is ruined because loosing money on gambling. This has a lot of effect and creates a lot of problem following it. There is a motto says conflagration is not as bad or bring the damage as much as gambling addiction.

4) It might be the cause of crime. We always hear about the news about the gambling dealer hiring ruffians to threaten the gambling looser that doesn't have money to pay. They even get hurt until death. Or the news about the gambling looser is so irritated or angry that he hurt himself or close relative.

Therefore, the gambling has bad effects both mentally and physically. It's a disorder that causes the damage to the whole world population and creates many social problems. We should avoid gambling, having presence mind, and watch the game only for entertainment. This will be usefulness to our life. Besides, any kind of gambling addiction is the mental disorder as it has been explained (Wutthipong tayapink 2004: 92-93), which the close people must understand and know which kind of behavior that the patient has. There is only an amount of Pathological gambling patient that get the treatment and curing in Thailand. If gambling is legal in a country, that country will have an increasing number of pathological gambling patients. There is a study about the widespread of pathological gambling disease. 3-8 percent of the western country populations have pathological gambling. The estimated minimum number of the patient in Thailand is 3%. Thailand hasn't had pathological gambling patient statistic collecting.

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2.7 Related Research

Even there are only few theory and research about the characteristic of gambling in the sociology view point. But what they have found is useful in academic matter. From the related research found out that none of one does research directly on gambling cards but just others and drugs cases. The drugs issues related to gambling cases shown as follow.

Algred R. Smith (claimed in Sutira Visadphong, 1989: 2) studied opium addicted person, shown that most addicted one happened by suddenly depressed caused by crisis or speculative attack. Then, they decided to use drug to avoid the real pain truth.

O. Newman (1968) studied the gambling in gambling dealer's place said that the gambling among the low class people was not the result of cutting off status feeling nor the wish to improve the status to be in middle class. Because in that place, there was no class dividing and it's really a field produced for related people.

D.M. Downes and team, England (1968) studied and tried to test the sociological theory about the gambling behavior, anomie, alienation, working-class culture, and functionalism. They founded that most proposals that were proved were corrected but they don't have anything important statistically. Therefore, it seems to be that we know something about gambling but we can't really be confidence in it.

Chankanit kritya Suriyamanee (1981) did a research about the having casino in Thailand: trend and effect. He found that most senates and representatives thought that having casino in Thailand will damage the economic, social, political condition and culture. The damage exceeded benefit. They didn't agree with the casino. Moreover, he found that education, career, type of member, region that they were from, and different gambling experiences made the attitude of senates and representatives diverted significantly in statistics.

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Supported and coordinated nation youth board office; Office of the Prime Minister (1989) did a research about the idea and behavior related to gambling of the Thai youth. They found that the kindergarten and primary students had very few gambling experience. From the observation, there were only 2 kinds found which are trying one's luck, buying a ticket or picture to draw lots for a gift and betting for property. These children didn't' have gambling experience in the kind that the older children or adults played. Data from slum in Bangkok and other provinces showed that

1) Even the gambling can be found easily but there are different numbers in different places. There are large number somewhere, and almost zero somewhere.

2) There was no illegal gambling played by youth excepted from slum in Khonkean province that there were many group playing Hi-lo, bottle gourd, crab, fish, and etc.

Gambling can be found easily in normal slum but very few gambling found in slum that has been regulated. Men have more experience than women. Only one's luck trying that has no different between men and women. Background factor doesn't have a lot of effect on studied behavior. Friend and media are the most important power that creates the gambling behavior. The thought that life is too much under regulation and pattern is an important factor effects gambling behavior.

Serin Bunnhitanon (claimed in Sutira Wisatphong, 1989:20) argued that addicted person mostly in Bangkok are due to unemployment, children in slums, easy to find sources of drugs. Also, most of them are from separated family cope with severe incident in their life, sadly they feel less satisfaction on their family than warm relatives.

Siriroj Rungprasert (2000) studied cause and behavior of ecstasy; found out that most addicted person caused by curious to try, family status, friends, and laws. Behavior of addicted one is stimulated and haunted nerve; the participator will collect as a group to use it. Thus, it affects oneself, family, and social.

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Suchat Bantanunkul (1994 claimed in Siriroj Ratanapraserd, 2000:33) comparing drugs affect between children in remand home in urban and rural areas from 106 sample group with the questionnaire form. The results shown that 6 percent of population in remand home addicted to drugs, mostly age between 15-18 years old, and there is differences addiction among urban and rural areas. Middle region is the most substantial one. The reason is gambling in the separated family behavior, bad companied, and curious.

Srisombat Bunnmeung (1984 claimed in Pavinee Upraserd, 1997:57) studied heroine addicted children for 200 as a sample group. The result indicated they first time used from 12-19 years old with low income male gender. They used to rise up as inadequate warm from home. Loads of them have surrounding selling drugs, addicted to drugs, liar, do gambling, and love fighting behavior.

Thailand development institute (climed in Pavinee Upraserd, 1997:52) pointed out number of Thailand's drugs addiction calculated from year 1995 with qualitative term, some admitted that his family is warm but his curious make it worse, while others declared as scare of warm house.

Varunee Purisinsit (1988 claimed in Pavinee Upraserd, 1997:55), Chaing Mai research on drug addicted teenagers with 76 participators and another non-addicted for 76 numbers of person found out that 35.5 percent are separated house relating to drugs addiction with the level of significant. 47.60 percent has unusual harsh punishment from parents, 23.80 percent always arguing and fighting each others, and friends used drugs for 89.50 percent, 30.30 percent declared that friends asked them to try.

Chusak Jarudomrong (2002) studied effect on social and family from football gambling. It stated reasoning that needy for money which got news from newspaper, radio, and others person nearby. It is easily to addict, it would lose attention in class and works, and another effect is being in debt in bank, finally, broken family and led to crime.

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Trusadee Thongprasert (1993) studied the structure and behavior of the Thai boxing market and discovered that gambling is the key driver in the growth of business. Since the majority of the audience attends with the intention to gamble, each match creating a cash flow exceeding 10 million baht, the gambling system in Thai boxing has developed to become highly effective – able to enforce money collection from losers and prevent any incidents of match fixing or any other types of corruption.

Pinij Roongjang (1995) studied the factors affecting gambling in the Loei province and learned that personal characteristics, social attributes, and psychological attributes all affect gambling behaviors (frequency and type of gambling). He had suggested the conception of an explicit policy concerning gambling and establishing social measures to be implemented alongside rigorous law enforcement.

Ajchara Pongsasitorn (1999) examined the occurrence of compulsive gambling or addiction to gambling among personnel of Nakorn-Pathom Hospital. This study was a pilot project for further examination of the frequency of the occurrence of gambling addiction by using adaptation of the South Oaks Gambling Screen survey. From the results, 7.5 per cent of the hospital personnel were suffering from pathological gambling (22.7 percent male) (5.8 percent female). The top three risk factors which lead to gambling addiction are substance addiction, lower education levels (below high school), and being male. The types of gambling most commonly engaged in are purchase of lotteries, and card playing. 25 percent of gambling addicts feel they have psychological problems and 18.8 percent have experienced suicidal urges.

Krissada Pongruen (1999) studied the behavioral patterns of soccer betting among students of a university in Bangkok and the opinions of the gamblers. The study had shown university students engaging in soccer betting have begun this behavior since their high school years, often betting for 3-4 years consecutively. Each bet will be placed through friends or bookmakers recommended by friends, where credit can be extended. In soccer betting, the key source of information is sports newspapers. Most students involved in soccer betting know that gambling is a vice

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but it is still very intriguing and exciting. The most common reasons behind soccer betting are the desire for money. Soccer betting can result in debts, increased debt, and inability to concentrate on studies.

Sangkit Piriyarangsan and team (2003) studied the gambling market and found that there are 4,188, 635 domestic casino gamblers in 2001. 7 percent of gamblers have been doing so for 5-9 years, 10 percent for over 15 years. 22 percent have shown that gamblers have a higher tendency to develop an addiction to gambling in the long run.

Pasuk Pongpaijitr, Sangkit Piriyarangsan, and Nualnoy Treerat (2003) studied soccer betting in Thailand and found that most soccer betting is done so on a wide scale. Factors driving the expanse of the bets are the availability of modern communication devices (especially mobile phones) and the development of news media (especially daily sports newspapers). The returns on receiving bets are at 10-30 percent, while minor or independent bookmakers will receive returns of approximately 3-4 percent. The more risk-averse independent bookmakers will minimize their risk by handling only paired bets and pass on all other bets to the larger bookmakers. Soccer gambling has spread among Thai youth and both high school and university students. Society has voiced concerns and call for corrective action.

Ganyaporn Thaishompoo (2003) studied the behavior of gamblers. The case study on gamblers in the Nakorn-Pathom province has found that most gamblers can be categorized into two main groups. First are gamblers who have been gambling since childhood, due to exposure to and learning from gambling in their social environment (i.e. residing near a bookmaker or local casino and gambling dens, family members engaging in gambling). Therefore, this can be regarded as adopting gambling via cultural transfer. The second group is those who became gamblers from their social status – becoming exposed to gambling in their adulthood from inducement from friends and those close to them. Those who start gradually increase their gambling behavior until becoming addicted. The incentives to gambling are profits from wins, recreation, excitement, through to the relationships developed

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among fellow gamblers. Also, gamblers often view being arrested for gambling as normal, not a criminal offense and without severe punishment. Thus, after being released, there will be no change in behavior. Additionally, gambling will have effects on both themselves and their families, in terms the relationship within their families, physical and psychological health, increasing debt, and negative social image.

Kiatrat Tongpai (2004) studied the organization behind gambling using a case study of soccer betting among students of the Chiang-Mai University which has led to the following conclusion:

1) The main motivation behind soccer betting is the potential financial gains. This is affected by various social factors (i.e. peer influences, residential area, and family members) and psychological factors (i.e. desire for financial gains, acceptance from social and peer groups, fondness of teams and leagues in the country of choice, following live broadcasts, the prospect of winning, and excitement). The information used in engaging in soccer betting comes from peers, sports newspapers, television, and the internet. Negative effects from soccer betting are loss of wealth, poor performances academically, and tolls on health.

2) There are three different types of bookmakers: open, concealed, and transient. The five most popular forms of soccer betting in the Chiang-Mai province are: speculating the winner, lottery, mixed, set, and gambling on games related to soccer.

Surapong Pongdejkajorn (2004) studied factors affecting the proliferation of soccer betting in university students with the case study of students in the Chiang-Mai University and the Payap University in the Chiang-Mai province. They study showed that the key factor is the areas containing bookmakers, which are of great numbers and known to students. Most bookmakers come in the form of shops and stores around schools and universities – due to its proximity, convenience, and familiarity to the students, attracting students is very fast and easy. From this great convenience, most student place bets at 1-5 different bookmakers each time. The second most important driver of the proliferation of soccer betting are personal motivations including searching for excitement and entertainment, gambling their luck, and to earn extra income. Encouragement from peer is also an important additional factor, accounting

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for 30 percent of soccer betting, because students usually contact bookmakers and place bets through their peers.

From research, found out that there is no research directly related to gambling cards. Thus, researcher aimed to bring research data to show the reason and factor determines to play gambling cards and drug abuse to be a guideline to study and lead to actual reason and factor later on.

Sadly, some research data did not come along with the theory and earlier research data. However, there are similar parts that can be practical because gambling addicted is a type of addiction as same as drug addicted.

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CHAPTER III
MATERIALS AND METHODS

To further explain, this study is based on qualitative research in order to examine the factors causing the gambling addiction, especially in the form of playing card casinos or dens. This study is divided into two parts: secondary or document research from existing material and primary or fieldwork research. The fieldwork research performed for this study entails interview design and in-depth interviews. The research processes will be described in the following.

3.1 Population and Sample of Research Respondents

This qualitative research first from existing documents (i.e. articles, books, and the internet) then utilizing non-participant observations and in-depth interviews in order to attain information: personal, family, psychological-emotional, and social characteristics, factors causing the gambling addiction, gambling behaviors, and forms of gambling. Therefore, the study was performed on a sample of 15 regular gamblers or has experience in gambling that frequents card dens over the period of 3 months, from April to June 2007.

3.2 Research Tools

The research has specified the tool for research as in-depth interviews. Collecting qualitative data using in-depth interviews with questions designed to cover information on personal, family, psychographic, and social characteristics along with the factors causing the gambling, and gambling addiction behavior. This is to serve as a framework for the conversing and questioning of respondents to ensure continuity of material and correct understanding both for researcher and respondents. Then the

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interview response data will be verified for authenticity and congruency, where by the research will use judgment in adjusting the data to become as correct and complete as possible, to ensure appropriateness to the sample group representing the population of gamblers in card dens.

3.3 Data Collection

In this research, the researcher has utilized two main information sources, which are:

3.3.1 Secondary Data – gathering data from reference publications, books, academic articles and journals, research papers, theses, and internet research. Main sources of information are:

- Chiang-Mai University Library
- Mahidol University Library
- Ramkhamhaeng University Library
- Faculty of Social Sciences Library, Mahidol University
- Faculty of Social Sciences Library, Chiang-Mai University
- Social Research Institute, Chiang-Mai University
- Chiang-Mai University Library
- Graduate Studies Library, Addictionology Program, Mahidol University

In order to gather qualitative data that is valid and complete to answer the research question best, the researcher needs to interview with a set of guidelines controlling the issues to be discussed before-hand and apply open-ended questions to the 15 gamblers of the sample group.

3.3.2 Primary Data – collecting data via interviews, the researcher will personally collect the data and conduct interviews. The interviews will take place at various card dens and casinos by notifying the respondents prior to the meeting of the

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confidentiality and anonymity of the research to gain trust and confidence of respondents for the researcher.

3.4 Data Analysis

In this research, the researcher utilizes qualitative data analysis using content analysis by processing data, analyzing material from in-depth interviews and non-participant observations conducted. The information gathered will be used towards investigating the factors driving gambling addiction, addictive behaviors of victims, and further consequences in order to satisfy the objective of this research with most clarity. Next, it can be extracting the resulting research conclusion and analysis to be further written in descriptive form.

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CHAPTER IV
RESULTS

Case study "The factors causing the gambling addiction: A study of playing card casino case at Lomsak district, Petchabun province" Researchers has done a qualitative research for data collection by interviewing and non-participant observation. Aim for this case study is to identify the root causes of gambling addiction (concentrated on cards gambling) as well as behaviour of cards gambling addiction.

Researchers have done an individual interview (in-depth interview) to satisfy all the objectives of this study. Non-participant observation was used for data collection by observe the behaviour as well as incidents so that facts can be determined. The way to conduct this observation is to have researcher observing the target group from a distance without interfering or participate in what ever they're doing. With this method, the result obtained will not be influence by the communication skills nor the unwillingness of the target group to participant or answering questions. Information obtained and anything expected to be useful later on are written down or else recorded.

The target group is picked by the method if purposive sampling which is picking card gamblers with different characteristics with different occupations. Suggestions of experienced gamblers were taken in to account to identify person with card gambling addiction behaviour. Card dealers participated in this case study as well.

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For all over collecting data period, from investigating, 15 persons are people around that area.

The overall demographic of Lomsak district is the mountain covered 3 sides or 30 percent of total area, typically doing farming, gardening, rubber, and vegetables as the main job. It is the centres of Petchabun province which famous for tamarind and cigarette leaf. The status of people is quite good with share value of tradition and culture. In other words, value towards gambling is considered to be easy thing to get and need no skills. From day-off farming time and harvesting time, there will be a group gathered to do gambling.

The 1st gambling casino surrounded by well facility and roads, easy to connect to others community. Researcher collected data as the characteristic of gambling casino as inside is casino, but covered by normal looked as a common house.

The outside appearance is two floors wood-made with closed-secured fence. Inside has loads of car park, with many males and females shoes. Researcher has come here several of times with P'noi (assume name).

When walking to the door, nervous feeling comes due to first time experience, the first sense can be touched is smell of smoking. Suddenly, the owners of house came and greet us, greeting for a while, and telling the objective of being here.

Keep walking a bit with dark covered tone and closed windowed, some laughing noise came out. Then, researcher met up with **Aunt Thong, Auntie Somsri, Auntie Toi and Aunt Tim.**

The 2nd gambling casino, the outside appearance shown single floor with tons of tree covered fence. Next to house for 100 meters is a temple. Inside has closed

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window to prevent sound getting out, and 2 doors from the front and the back one. The researcher met with **Tukta, P'aof and Uncle Pun.**

The 3rd gambling casino, the outside appearance is a farm with bamboo covered, need to park a car outside like 200 meters then need to take a walk inside. Researcher found **Aunt Porn, Uncle Dum, P'noi, Grandfather Som, Uncle Sak, Aunt Soi, Na Somchai and P' Ton.**

The inside feature are 3 style which are

1. Inside house there will be 3 circles with 4 people each. Someone got companied, maybe girlfriends or waiting queue players. It has square table with open fan and allow smoking with drink and foods.

2. Huge casino with 20-30 people with circle-wood table, some sitting while some standing. One person for releasing cards and 2 of collectors of money and paying money, in air-condition and allow smoking inside with drink and food.

3. Tables, the first one has 4 people, and another one has 20-30 people. They are playing on bamboo, nature surrounded, and windy air. Smokers need to walk outside, there is tons of food and drink available, some ordering, and some there is delivery.

In conclusion, from collecting 15 sample groups decided from past experiences of gambling. The researcher has confident that the earlier plan will be done as thought.

According to the data collected from 15 people by methods mentioned earlier, data obtained are as follows.

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4.1) Personal details of Interviews

Backgrounds are presented in frequency which are classify according to factors like gender, age, marriage status, occupation, occupation of partners, income, wealth and etc.

4.2) Result of Interviews

Results are from 15 experienced gambler addictions. It concerned with 2 parts which are:

Part1 Factors causing the gambling addiction, which related to

- Family factors
- Mentality factors
- Social factors

Part 2 Behaviours gambling addiction

4.3) Observation Result

Research has used the in-depth interviewing as well as the non-participant observing with 15 gambling addicted people, and the results are

4.1 Personal Details of Interview

Results are represents in percentage value. It's divided into classes such as gender, age, marriage status, education, and occupation, occupation of partner, income and wealth.

4.1.1 Gender, it's noticed that there are 8 females representing 53.33% and 7 males which is 46.67

4.1.2 Age, it's noticed that the minimum age of the sampled group is 20 years old and the oldest is 72 year's old. There were 2 people within the 20-30 year's of age range which is 13.33%, 3 people between 31-40 year's of age which is 20%, 4 people between 41-50 year's of age which is 26.67% and above 51 had the most count, 6 people which gives 40%

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4.1.3 Education, it's noticed that most of the sampled group are either uneducated or only complete their primary education with a total of 9 people which representing 60 % of the whole group. 4 people are between years 9 to year 12 which is 26.67% and lastly, complete a tertiary education, 2 people, and 13.33%

4.1.4 Marriage status, it's noticed that 9 out of the whole group is married which contribute 60%, 3 people with single which contribute 20% and lastly divorce and others, 3 people or 20%.

4.1.5 Occupation, it's noticed that most of the people doesn't have a job; 9 people which contribute 60%, jobs in agriculture and crops harvesting area; 2 people, contribute 13.33% and lastly jobs in business area; 1 people, contribute 6.67%

4.1.6 Partner's occupation, it's noticed that majority doesn't have a job; 7 people, contribute 46.76%. 3 people are still single, contribute 20%, working for the government; 2 person, contribute 13.33% and lastly business, 1 people, contribute 6.67%

4.1.7 Income per month, it's noticed that the majority of 6 people have an income between 4001-5000 Baht contribute 40%. Income over 5000 Baht; 6 person which contribute 40% and lastly ones with no income – 4000 Baht, 3 person which contribute 20% respectively.

4.1.8 Wealth, it's noticed that the majority of 13 people are middle class which is 86.66%. Poor, having difficulty in feeding the family, in debts; 1 person, contribute 6.67% and upper middle class; 1 person contribute 6.67%

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Table 1 Statistics of interviewees classified according to personal factors

Information	Number	Percentage (%)
1. Sex		
Male	7	46.67
Female	8	53.33
2. Age		
20 – 30 years	2	13.33
31 – 40 years	3	20.00
41 - 50 years	4	26.67
Higher 51 years	6	40.00
3. Education level		
Uneducated - Primary school	9	60.00
Junior high school - Senior high school	4	26.67
Graduate	2	13.33
4. Marriage status		
Single	3	20.00
Married	9	60.00
Divorce	3	20.00
5. Occupation		
Work as employee	2	13.33
Business trade	1	6.67
Agriculture and crops harvesting	2	13.33
Government service	1	6.67
Non-job	9	60.00
6. Partner’s occupation		
Single	3	20.00
Work as employee	1	6.67
Business trade	1	6.67
Agriculture and crops harvesting	1	6.67
Government service	2	13.33
Non-job	7	46.67

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Table 1 Statistics of interviewees classified according to personal factors (Cont.)

Information	Number	Percentage (%)
7. Income		
no income – 4000 Baht	3	20.00
4001-5000 Baht	6	40.00
over 5000 Baht	6	40.00
8. Wealth		
Poor, struggle to survive	1	6.67
Middle class	13	86.66
Upper middle class or rich	1	6.67

4.2 Result of the interview

Researchers collected data by using in-depth interview and non-participant observation method to 15 people. Each person will be given a new name to cover their real identity. There were 2 topics covered in the interview.

Part 1 Factors causing the gamble addiction

- Family factors
- Mentality factors
- Social factors

Part 2 Behaviour of gambling addiction

To illustrate the details and in-depth data, researches presented the information obtained from 15 gamble addicted person in Lomsak District, Petchabun Province, in various formats as follows.

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Case study 1 “Aunt Thong”

Personal Background

Interviewed 15th April 2007 Aunt Thong (assumed name) 52 year old Thai lady graduated at 4th grade. She was born and raised here as an eldest with 2 younger sister and one brother. She used to work as an employee collecting vegetables and sweet tamarind with salary of 200 baht per day and 5,000 baht per month. She has been unemployed for 3 years. Her husband works as an employee with salary of 200 – 300 baht per day.

Due to her old age, employers need strong men to do hard work. She has been married with out the certificate. She has 2 kids. Her older child is in the university in third year while the younger child is in high school with payment of tutorial, dorm and others.

Interviewer noticed her sad and worry face while talking about her family. Her family status is in the middle class. They have enough money to use and eat not serious lack of money. Her house made of wood with two floors and in process of decoration with all facilities. Also, they have one motor-cycle

Thus, with no permanent working and long time of being unemployed, the way that she could use to find the money is to gambling with cards. “Cards are the way that doesn’t need physical, getting money easily and has little opportunity.

Therefore, income and occupation from gambling cards is the family income from interviewing, no one in family no one in family play cards or gambling. She said “**starting gambling because I want to not by someone else**”.

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Factors Causing

Family factors, family relationship is well no argument or fighting. “Constantly especially with all kids, no rude words”. From the neighbour’s source, no secrets between each other and shows husband the money. From the past atmosphere, family is well off seems like Aunt Thong need money to use. She always tells her kids to help each others. The youngest child is the one who work the most because the oldest one is learning in Bangkok. He will get back home during the summer only

On December 2006, she lost all her money and borrowed someone for 10000 baht. The payment is daily for 300 baht per day for 35 days. The interest rate is so high because there is no other way. “**At that time is the worst time. The cash flows is very messy and hard to cope with**” The family of middle class needs short term payment and the debt is increasing.

Mentality factors, lots of stress and anger when others have done something she doesn’t want. “Lots of moody to others and inside because someone is getting on my nerve”. The solution is taking a bath, relax the brain and body.”

If she stays at home, she will get moody. Her body language is normal because she plays cards for money not relaxation. “**I go to play cards in order to get money for my family**”.

Social factors, the society she lives is rural but crowd. It seems silent and has good path for communication and transportation. The major occupation is agricultural such as growing vegetables, tobaccos, and corn. In the morning, there will be a truck to buy, pack and pick up. The society has lots of casinos such as crabs, cards. There are many gamblers from other places to play. Now, the number is decreasing.

She affords her to children to graduate, changing the occupation. Gambling is not a certain income, working is better. In society, there are a lot of casinos and

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everybody knows. Gambling is in this society tradition. It's hard to stop. "There is no way to prevent gambling. It is impossible. The law still not good enough because casinos are everywhere" The social factor is gambling is everywhere.

Aunt Thong is well-know, there is someone to invite and pick her up all the time. "**Friends come to invite but it also up to luck. Sometimes I want to go by myself because it brings more luck**". Her friend said "**I have a niece. She lost all her baht because of gambling**" The environment is bad teenagers and drugs problems."

Behaviours Gambling Addiction

She said about her behavior, "**I come to this casinos everyday, prepare and choosing who to play with**". At 10 A.M., she will arrive the casino, talk on the phone for the meeting. Sometimes, there are friends to pick her up. The casino is a normal house locates on the main road. The figure is two floors made of woods. There are sufficient car parks for motor cycle and cars.

"**After arrive the casino, I will wait for my friends who always play together for a long time. If there is a casino which many people play, we will go together. I will move to other casinos if polices always come around. Two days after that, casinos owner will give a call. The meeting time is not necessary because the one who play is the same.**"

In the places where cards were played, including 4 tables with 4 people for each table. Aunt Thong was playing cards at the third table, her right hand side was the middle age guy, left side was same age woman with her, and across from her was shuffling cards. Before dealing out cards, everyone was talking to one another. After that, everyone gazed and waited poker 8-9 was played the most from 11am-6pm everyday if you wanted to get the others' money, you have to be patient because money is attractive. The chance to earn money easily is hard to be found. I couldn't

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stop playing and the reason was I wanted to get money. The result of this type of this behavior makes the family lacks of warmness.

Case study 2 "Aunt Pon"

Personal Background

Interview on April 18th, 2007, Aunt Pon (assumed name) Thai woman at the age of fifty. She did not have any education and used to be employed for construction sector in Bangkok. A current career is doing a rice field and gardening including a occasional employed job. During being unemployed due to the end of harvest season, the monthly average income is approximately around 5,000 Baht. Aunt Pon is the eldest sister among five youngest brothers and sisters. She's legally married and has one son and daughter. Asides from these children, she holds responsibility for taking care of two nieces whose parents ask for a help care. Her husband seeks forest product for living such as wild bamboo and mole which price is around 40-80 Baht depending on the size. "**Monthly income is not the same each month because I might lose or gain on the gamble. I could win 3000 Baht a day or even lose as much as 10,000 Baht.**"

Under an observation, she seems to be cheerful and talkative with a good temper. Medium financial status allows an on sufficient living expense without any saving which leads to borrowing to alleviate the financial problem.

Aunt Pon's sister support her finance with the amount of 3,000-4,000 Baht a month for her two nieces. Therefore main income received from winning the gambling during the end of harvest season. "**When I'm free from working, the first thing I always do is to go gambling. Especially when I have money .I can't help it.**" My family and relatives couldn't accept her gambling behavior. But later they ignored it. "**The very first time I gamble, my husband, children and relatives tried to warn me. But they failed.**" Every time she gets some money, it will be allocated among

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food expenses and other family consumption expenses. Under an observation, she always buys stuff back home no matter her wins or loses.

Factors Causing

Family factors, relationship within the family are bond with love and understanding without any argument. The husband keeps some money to spend on meal.

Aunt Pon sets a first priority on gambling to family. "**Sometimes I don't go home but keep gambling. Sometimes the other gamblers don't let me quit the game because they are loosing. But when I lost money myself, I also keep gambling until I get something back. It's better than nothing.**"

She raises her children as they are prevented away from involving in gambling. Financial status fluctuates due to the fertilizer and corn seed price hike. An event of flood makes loss. The main income is from winning the gambling. In addition, no saving is kept nor the jewellery and other asset is pledged.

Mentality factors, Aunt Pon is not in a bad temper but only get mild frustrated sometimes. Because she is tired from the gambling, she then sleeps without doing anything much. "**Before playing, I get in a bad mood and it gets even worse when other gamblers take it so long to think so I yell at them but still we continue playing. No one minds because they know me well.**"

When she feels stress out, talking with understanding is a solution. Aunt pon might has a bad mouth but she's fair enough to let it ends right there. With dull and intense facial expression is due to the smoking habit. She calms herself down by riding a motorcycle until she feels better then coming back to the gambling house.

"**I get so exhausted because I've gambled for too long. So sometimes I don't show up in the next day.**"

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She found that gambling is not the actual way of relaxing. She wants to earn some money. "**The reason I get addicted to gambling is because I eager the money to spend on the consumption, Jewellery and the most important thing is to raise my children and grandchildren**"

Social factors**,** the society she lives is outside the city, not crowded and her relatives live near by for the next four or five household. The two story house has it upper floor made of wood and the ground floor made of cements. General atmosphere is shady with mango trees. Her younger sister lives next door that goes to find job in Bangkok. She usually does the rice field and garden until late afternoon. "**It is unnecessary to gamble every single day. I do it only during the spare time to get some income.**" Speaking of environment towards society, gambling houses can be found anywhere including the secret one. Legal authority can not punish gamblers since it's not as guilty as those who sell drugs. "**Legal rules can not control it since it allows the card gambling anyway and it's not illegal. They said drug is illegal.**"

People watch TV for example those series. They admire the actors. They can not read so they have no interested to take a look at it. "What I only care is that I can win the money like others today" a friend invites to gamble or even come pick up at the house. Relatives or close friends have no record in gambling or its addiction. "**I'm the only person who gamble, not others. So I feel like a black sheep**" environment around the society seems to be a teenage problem with bad and disturbance behavior. Annoyances are made by irritating noise from cars or drinking group.

Behaviours Gambling Addiction

Under an observation, the house is two storeys and located next to the street in the village. Across the junction is a small restaurant and grocery store. The house is grounded with fences and trees. The outside atmosphere seems peaceful. The garage behind the house as it stores a motorcycle as well as cars. Before leaving home, she always prays for the luck to win.

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Typically, people come to gamble during the end of harvest season which is the time they actually earn money out of the crops as well as a special festival. The gambling group can be found secretly and the popular kind of game is Rummy due to the reason that it is prefer to other kinds. She usually gambles in spite of loosing all her money sometimes. She went out and two hours later she came back with money in her hands.

"**After being done with the rice field and Tobacco field, people actually earn money to spend on gambling. Some play almost all kinds of gambling card game but I rather play Rummy which is everyone's favourite. The gambling place is at my house. We start playing since 10 o'clock in the morning till whenever the people feel like. I don't think I get addicted to it since I play when I want to play and want to get some money. I've already have some so I quit whenever I feel like**"

Under an observation, it is found that she has never joined in the game with strangers in order to avoid the possibility of being cheated. "**I don't play cards with a stranger. I do it with only those who I know and get acquaintance to. I don't trust them.**" said Pond. The location for card gambling is found to be located in household since people have to fear or worries of being arrested by officials. The gambling period length can be last over day and night. "**It can't really tell exactly how long we usually play. It could be from 4 o'clock in the afternoon till same time on tomorrow morning. Or it could be 24 hours depending how people gain and lose**." the impact of gambling behavior adversely affects a responsibility towards career.

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Case study 3 “Uncle Dum”

Personal Background

Being interviewed on April 19, 2007, Uncle Dum (assumed name) is a Thai citizen at the age of 60 years old, forth grade educated. He used to be an employee but the current career is gambling. Average monthly revenue is around 5,000 Baht. He is living with his unregistered wife and his two daughters. Among three siblings, he is an eldest brother out of one sister and brother. Taking as a leader of family, burden is fallen upon himself alone.

His wife does laundry for living. The income gained goes to support her daughters’ tuition fee and the debt incurred from borrowing and gambling. “**The revenue is not enough for the expense so I need to go to gambling house. Sometimes I get 4,000 Bath for a day. And I use that money to spend on family general expense and the rest is kept for the next gambling as a capital. It’s just a simple job you don’t have to work so hard to get money**.” explained Uncle Dum.

Uncle Dum does not drink nor smoke. During his teenage hood, he tried a marihuana smoking and many kinds of gambling. However his favourite one seems to be a card gambling due to the ease of gaining without exchanging with any hard work.

During the following year, Tobacco and Agricultural price raised up to a descent price resulting in a greater income that in turn is put heavily on gambling. For those thinly capitalized, they inevitably go borrow to grasp this opportunity.

They could end up gaining as much as 10000 Baht or either being loss. Uncle Dum’s financial position is considered to be a medium income. They have sufficient money for living and occasionally short of money.

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Factors Causing

Family factors, relationship among family members is very close and occurred problems are solved among them as they are very close to each other. Not only a few arguments occurred, they love and understand themselves constantly and happily. The big argument was about money issue that Uncle Dum had borrowed 10000 Bath at 10% interest daily paid. This was used for the gambling and the partial gain from winning was returned to the debtor both principle and interest payment.

Uncle Dum wants to earn money finding that the easiest way is to gamble. Money is the main reason arousing him to enter into this world. He attempts to earn money for maintaining the house as well as supporting the children education. "I decided to gamble because of money interest. I can actually make a good deal say 3000-4000 Baht a day but someday you could lose all. "**I want money to support my family; I don't have any so I have to gamble. It doesn't need any strength. What it needs is just brain and luck.**"

I consult my wife about how to raise our children. I help my wife by doing housework also teaching the children homework. We see the importance of education as we always tell our children to pay attention to school so that they won't grow up to be poor like us.

Mentality factors, it is found that he sometimes gets frustrated due to financial problem: money shortfall. Whenever he feels stress he tries to ease his mind. His reason of gamble is not for fun but to earn money.

"**Sometimes I feel so stress, no matter how calm I look, inside was totally frustrated. I want money to finish the reconstruction. Whenever I feel really stress out, I'll go take a shower and calm myself down. I gamble because I want money to throw into my family that's all.**" Said Uncle Dum

Social factors, the residential area is considered to be in a quite high density. The house is two stories with a huge space downstairs. The bathroom is in the back

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and the house is under reconstruction. Neighbours are relative who live in the three next door. They are considerate and help each other out.

People typically gamble depending on which kind of gamble one is specialize such as card gambling or toss gambling. They mostly play as a group. “It is completely impossible to make the gambling house disappeared. The legal can’t even control it because no where consists of no gambling” a friend always invites Uncle Dum to go gamble together and never once he refuses that invitation. Media plays no role on encouraging the gamble. “**I don’t really care about the media and don’t think it makes people interested in gambling**.” his relative and close friends who addicted to gamble claimed. Uncle Dum’s niece has a heavy gamble behavior causing her losing all property and she is not doing any career except the gamble. She does everything to find money to get back to the game taking back what she just loses.

Behaviours Gambling Addiction

Under observation, it is found that gambler usually parks the car outside and walk along the 200-metre length pathway to get in. the place is not directly accessible by a car. A grocery store is located on the right hand side. The side way is covered with banana trees. Seeing through the trees into the roofs, the researchers felt so exited for an Uncle Dum first meet and we came more often in the following days until the people here get used to the coming despite the first time that us falling into a big suspicious attention. Inside the house, Uncle Dum was playing in the second group sitting right in front of researcher. Uncle Dum comes here only during the festival period. He leaves home around 10 o’clock in the morning. He continues gambling till the morning of the next day. It’s noticed that same gamblers come to this gambling house everyday.

A characteristic of this gambling house is found to be located beside the field. The most popular gamble accounts to be a poke 89because of its simplicity and quick game. “**Because this game doesn’t take long. It can actually keep people stick around over day and night no matter how exhausted they are.**” his friends

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call up a meeting and sometimes give him a ride to the gambling place. The impact of the gambling addicted behavior is never be on time and deteriorated health.

Case study 4 "Tukta"

Personal Background

Being interviewed on April19th, 2007 Tukta (assumed name), an unemployed 21 year old girl who finish sixth grade. Her income cannot be estimated since it depends on money occasionally sent from the father. She also makes some partial income. She has one younger brother. As an always good student, she entranced into a good nursing school as determined. During the college years, she usually came home to visit her family every weekend. Her boyfriend lives in the same city.

In the second semester, an unexpected event had occurred. She and her friends went out at night to celebrate birthday party in the pub downtown. Until the pub is closed at 2 am. They returned home as her boyfriend as a driver.

"**It was two years ago. I didn't expect this coming. It was on my birthday and we celebrated till late. So my boyfriend drove me home. We were both drunk and I fell asleep. The worse thing was he fell asleep too so the car got crashed into the light poll. And he was death. I got injured pretty bad, my broken spine pressed the spine nerves.**"

Spinal Stenos is symptom enables her ability to walk including her upper body can not feel anything. Later her father got an affair and her mother found out. She had a difficult time accepting these ongoing tragic, she eventually committed suicide leaving her brother and herself ended up living life on by their own. With cousins' support, she gradually got recovered enough to leave the hospital. However, she has to carry urinate bag which works as her personally movable restroom. Her

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brother helps her out with anything at home as well. Financial position is medium; she lives in a big two-story house fully equipped with furniture and device.

Tukta likes to play cards gamble. The first time started from a notice that neighbours usually do it. She therefore asked a friend to take her along and learned how to play cards. She currently is a regular gambler despite her inability to walk.

The researcher did not meet Tukta at the first day they visited gambling house. However, the researcher begins the conversations with general issue and starts to become acquaintance later on. The researchers went there several times and noticed her behavior without letting her realizing of them observing.

Factors Causing

Family factors, a relationship within family seems to be lack of love and care. Nowadays, the father visits the house from time to time since he has his own new family. So she usually gets a support and help mainly from her brother and relatives. As the only brother she has left, she concerns and loves her brother a lot.

Tukta had been raised by her parents as a spoiled kid. She started to play card since she was thirteen. The environment including neighbours hood and school seems to be surrounded by gambling. "**First time I did because I wanted to try since everybody plays it. I saw they playing and I learned how to play it and then I get to like it. So I usually play it with friends plus mom and dad don't say anything**."

Mentality factors, under observation, it is found that she gets on temper before the gamble starts. She looks upset and shouts loudly. However, after for a while, she turns into good temper, laughing with those who sit aside. After the game, she seems relaxing, talkative and enjoyable. "I have to gamble everyday. I can't walk and it's so bored. Doing this helps killing time and it makes you use your brain" the reason of gambling "**for getting away from being bored. It helps me feel better**."

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Under observation, it is found that Tukta's emotion is quite fluctuated: she gets so angry easily when the other gamblers come late and she turns into good temper later. She did not notice when the researcher observes her behaviors.

Social factors, A general characteristic of gambling house is found to be located in personal house which can not be viewed from outside due to a filmed glass window and curtain. The atmosphere seems like on one stays at home. Under an observation, the gambling house is near the gas station, by the entrance of a village. Gambling house can be found everywhere in the society despite the police arrestment. "**Gambler doesn't imitate this from the media. They play it for fun so everyone in the village enjoys it. The police came but they never stop it.**" In addition, this leads to other social problems such as teenage rivals, disturbance teenage behavior and gambling.

Behaviours Gambling Addiction

Under an observation, generally the house is two-story, made of wood with cements floor. Curtain is used to disguise what is inside. The house is located approximately 100 meter further away from another. Gas station and grocery store are located across the house. The house holds no fence.

The characteristic of gambling pool is found to be the place that is everyday used, all year round with no limit time. All gamblers come and go during day and night. Each gambling ring starts whenever the number of players is complete. Each gambling ring consists of no more than four people.

Everyday around 10 o'clock, the first person who arrives will give a call to those who are not coming. Being in bad temper while shouting to others, they have waited for other gamblers.

They gamble everyday whole year round. "**It's the activities that shouldn't be supported. Still I want to gamble because it's relaxing. I can do it everyday as often as I want to**." Tukta can not resist her feeling to stop gambling. She once lost

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all the money she had and even sold the mobile phone to get money to take back the loosen money. She plays Rummy. "**It's a card game that makes me think**." the time length she gamble is from 10 o'clock in the morning till midnight. Some days she continues till dawn. Tukta admitted that she get addicted to the gambling since she gets frustrated while not playing. The impact of gambling addicted behaviors are being easily frustrated and wasting the money.

Under an observation, it is found that gamblers smoke especially while they are stressed out during the game. Smoking helps in some ways. The main reason Tukta explained why she gambles are that gambling released the bored feeling and it's enjoyable, the environment also bring it up and it's thoughtful.

Case study 5 "Aunt Tim"

Personal Background

Being interviewed on April 15th, 2007, Aunt Tim (assumed name), is a Thai woman at the age 53 years old, graduated in bachelor degree. She has three siblings as she is in the middle child among one elder brother and younger sister. She is legally married and has three daughters. The first two are already graduated in bachelor degree while the smallest still study in Fifth grade. She used to do the governmental official however she got early retired. Currently she is a cook for living with an average month income of 26,000 Baht. Her husband is a governmental official.

Three years ago, she decided to quite the governmental official job because she wanted to take a rest as well as manage the personal business which is opening up a gambling house. Financial status is quite fair with saving and sufficient amount of money for expenses.

Speaking of an experience relating to gambling, she is considered to be a professional who plays it for a long time and gains many experiences. Everyone knows her. She appears to everyone as a gambling lover, risk lover, and usually play

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with heavy money. She is good at it because she opens her own gambling house as she is rich.

Factors Causing

Family factors, five family members consist of father, mother, daughter and servant. It is found that everyone gets along and close to each other. Without any argument, their relation is bond from a good understanding. The husband is responsible as he takes care when the problems occur. The good atmosphere in addition of no secret are kept among them makes the family get through an obstacle and problems.

These three daughters are raised with constant care. Despite the fact that the house is open for neither gambling, they never taught them how to play nor prohibiting. The decision is allowed to make up on them.

Mentality factors, having to get up early to work resulting in insufficient rest, she gets in bad temper and being frustrated very often. The gamble is partially making it worse during before and after gambling. Personality the upset and frustrating feeling is shown through facial expression immediately. Gambling is partially making people in bad temper for example they feel like they are lack of something the day they do not gamble. "**I gamble for relaxing myself. I don't want any money but if I win that's good if I lose I'll take that is normal. Nobody forces me to gamble.**" when ever she is stress out, she went to the pub with her daughters. "**What I win from the gamble, I spend it on travelling, make happiness out of it**." Aunt Tim gets in bad temper quite often due to the obligation that she has to pay up the under table money to local, provincial, state officers. "**They come and ask for money and liquor, I avoid the money by just giving it to them. So the customers won't get bothered too.**"

Social factors, society views gambling as a bad unnecessary activity that wastes money. However the gambling houses are generally found around the village. Environmental was plays a role in allowing the gamble. The society's characteristic is

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full of gambling houses which is available everyday and everywhere. Card gambling stays with the society for a long time.

Opening a gambling housing is required a bigger burden of 3000 Baht rental and around 12,000 Baht under table money to officials. It also includes utility and other expenses. Nevertheless, Tong fee is collected from gamblers in every round of gambling depending on how each agrees upon.

She gambles at her house most of the time since it is opened up to be a gambling house. "**Some who come are those who get addicted to gambling. I can tell it from the way they come regularly everyday. The problem in society is gambling. People who come here are rich**." close person has gambling addicted behaviors because they come here regularly. The environment problem seems to be only gambling problem that leads to the other problems caused by those gamblers.

Behaviours Gambling Addiction

We have found that the general characteristic is a 2 floors house**,** surrounded by fence, with lawn in the housing area. The house is located on the main road, leading to the town. The travelling is convenient. The atmosphere is stuffy, especially during the day time. And the whether will get cooler in the evening. Everyday at 10 am, the customers continuously travel to the gambling house. Auntie Tim will walk out to the front of the house to greet other customers. Each individual behavior is different.

Aunt Tim's gambling behavior is to keep playing card all day all night, even though she feels tired. "I'll be irritated if I don't play the card. I'll feel like I miss something that day. I play card since the gambling house is open. My favourite playing card game is Dummy because it more excited when you have to think and read other's card. I play the card at home and my home is also a gambling house. I have a lot of responsibility since I can only play it after work, and it is so hard to leave the game since I am so addicted to it.

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The most popular game is Dummy because it needs thinking. The playing time is normally from 10 am to 6 pm. But if it is Friday or the end of salary payment period, the game can go on all day, all night. The gambling addicting behavior is bad time discipline, always is late or misses the appointment. The reason for gambling are the feeling of relieve and excited occurred while playing, social relationship building, and the persuasive environment.

Case Study 6 "Auntie Somsri"

Personal Background

The interview is held on 21st April 2007. Auntie Somsri (assume name) is a 48 years old woman, 4th grade graduated. She used to be a construction contractor in Bangkok for many years. Now she has only small amount of old debt so she goes home and finds the way to earn her living again. Now she is a laundrywoman, with average income of 4,000 baths per month. Her husband is ceramic pavement contractor, with income of 5,000 baths per month. The total income of this couple is only 9,000 baths per month which is not enough to pay all the expense. They borrow new money to pay old debt and they also have to pay old debt in instalment.

Auntie Somsri is the biggest sister among 3 siblings. She has a little sister and a little bother who is the second type of woman. She is married and live with her husband. She has one son and one daughter who is the biggest child. Her daughter works in Bangkok and rarely comes home for a visit.

Because her family is poor, Auntie Somsri had to drop of the school and helped her parent's work since she was 18 years old so that her little brother and sister could get the education. She helped her parents work and earn her family income until she was 25 years old which is when she got married.

Somsri said that she had been so addicted to the gambling for several years. And this is the result of her own action and decision. In the beginning, she didn't have

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a work and had a lot of free time so she started to play card. The money seemed to come to her very easy, even sometimes she lost it, she'll keep playing until she get those money back. But the further she played the larger amount of lost. She had problem with her husband. The debt was getting so large that they had to ran away to Bangkok. After several years working in Bangkok, her family living is better, the income is sufficient for the family's expense. They also pay out their debt.

Factors Causing

The family factors, there was no relationship problem in the family since she got married. After she had children, their family was getting better, and all the love was given to the children. After their children's graduations, she had no more responsibility and their children rarely come home for visit.

Calling on telephone is the major communication method. The past family problem occurred from the Auntie Somsri's unconsciousness and gambling addiction. Presently, her family relationship and the relationship with her husband is ordinary unless Auntie Somsri starts a disagreement i.e., sometimes, she gets a big lost and is moody, she will start trouble with her husband. "**We are the same, no problem among us. Most of the time, I start the trouble. My husband is often cursed but he has never complained. I had never smoked before until I felt so depressed from the lost in the gambling game. My husband has never said anything when I lost money. It is only me who keeps swearing at him but he has never complained.**"

She has never taught her kids how to play card. And her children have never been interested in playing the card. Her family status is sufficient even there is still some old liability left.

The mentality factors, from the observation, we found that Auntie Somsri will be irritated when she gets loss in the card game. Her husband has never said a word. He understands her.

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Auntie Somsri is unable to sleep. She wants to keep playing card. She keeps playing card until her body can't stand the tired. Sometimes, when she is depressed and alone, she will smoke the cigarette. In the beginning, when she played card very often, smoking could help relieve depression. Presently, when she feels depress, she'll want to smoke immediately, especially when she loss money or when she is in the game. Her family has never followed up with another blow on her loss because she will get worse. Her family understands this. They used to have saving money.

From the observation, we found that Auntie Somsri is pale and skinny, dark-skinned, worn out, and clouded face, which is the result of insufficient sleep and excessive smoking.

"**I'll be moody when I get loss in the card game. I express my feeling by complaining which my husband and children has never said a word. They understand me. I play the card very seriously. I want to earn money from it. I'll go the gambling house right after I get up because I want money back. I am irritated when I loose money and I'll get worse if there is anyone interrupting me. Sometimes, I couldn't hold my feeling, so I started the trouble with my family member i.e., little brother, grand parents. This makes them upset too. So I express my feeling by complaining everything in my mind. My husband understands me and corresponds with me, so do my children. My children always send me money when I ask them, so can have more money to put in the game. The most important reason that makes me play the card is that I want to be rich. I want money.**"

The social factors, we have found that people in the community see the gambling as a common issue. No one has trouble with the gambler because it is a private issue. The gambling house in the community is found to be in groups. Gambling house is ordinary found in the common community social.

General environment of the community is found to be the crowded outbound community. We have observed that the houses are built next to each other. There are

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large numbers of household which live very near to each other. We have to walk into a small side road to auntie's Somsri house, which couldn't be reached by car.

Media or prints are not the factor of gambling addiction. People who like gambling invite each other to play the game very often and also give a ride the each other. But they will play only in their group.

Person who is close to Auntie Somsri that has gambling addicting behavior is her brother. He couldn't quit gambling. "The law can control the number of the gambling house. Even thou gambling has been a part of our social for long time, the law is still needed to increase the level of punishment.

Behaviours Gambling Addiction

It is said about the gambling addicting behavior that,The gambler will go to the gambling house with in the living area. The approximate distant from their house to the gambling house is about 800 meters. A friend picks them up from their house around 10 am. The gambling house is normally located at the back of the village to be out of sight and is only known by the permanent gamblers. They have to park the car outside and walk to the gambling house.

We have found that auntie Somsri always plays the card after finishing her work in the morning. There are many gambling house open out of the cultivating season because people have free time.

But normally, people play card under cover. After the cultivating season, they will move the gambling place in to the grove. After the non-cultivate season is over, people won't play it until next year or until all the product is sold out. Then the permanent player will go back to the old gambling how, so does auntie Somsri. The games that are often played in the gambling are Dummy, Poke, and Tong consecutively. After the cultivating season, if there is any gambling place in the funeral ceremony, auntie Somsri's friends will ask her to join it. The gambling place

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is a house which is only known by the permanent gamblers during the festival. And after the cultivating season, the gambling place moves into a grove.

Time spent on playing the card is after 10 am. There is no stop time. Suspension depends on situations of gaining or loosing money. If she looses money, she won't stop playing. She will play until she gets all she has loss back. "**I finished my work. The cultivating season is over. I'll invite people to play card. I think I am addicted to gambling because I have to keep playing it, other wise, I'll be grumpy. If I loose a large amount of money, all my mind will be focus only on how to get it back. I am fascinated by gambling. I think what I am skilled the most is playing card.**"

From the gambling addicting behavior observation, we have found that when auntie Somsri doesn't play the card, she will be very moody and start the trouble with her husband, especially on the day that she loose large amount of money. The gambling effects are the increase in amount of debt and physical weakness. The discovered reason of gambling addiction is the excitement, peacefulness, and thinking skill training.

Case Study 7 "P Noi"

Personal Background

The interview is held on the 25th April 2007. P Noi (assume name), 27 years old Thai female is graduated from high school. She works as a trader. She sells coconut and tamarind in market fairs. Her approximate income is about 5,000 baths per month. She lives with her husband who has already been married. Her husband is a government officer with income of 7,000 baths per month. P Noi is the youngest child among 7 brothers and sister which 2 of them have passed away. There are only 5 of them alive.

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P Noi family status is quite good but rich. They don't have saving money; sometimes they borrow interest-bearing debt. Even thou the interest rate is very high but they have no choice because they want to keep playing. P Noi started playing card because he want to try with her friend. Some of her friend brings the card to the school too (under cover). There are more games during the lunch brake and after all the school is over. Money is also a bet in every game. The bet on small amount of money in the beginning and the amount is getting larger and larger as time goes by.

After she graduated, she helped her parents work at the market fair. She could earn enough money to take care of herself. She didn't have family so she had excess money which she put them in the gambling game she played when she was free. Everything was okay at the beginning but the more she loose money, the harder she tried to earn money to put in the gambling game. From the observation, we have found that P Noi is an imprudent person and rarely listen to other's opinion.

Now she is married and lives with her husband. She has 2 sons. Her family live with her parents so she always gets the support when she has problem e.g., she gets money when she is lack off it. P Noi is the youngest child who is the closest one to her parents so she always gets good support.

Factors Causing

The family factors, we have found that she is a spoiled kid so she always does as she wants. Family relationship is normal. Without gambling, they will be a happy family. P Noi has a gambling addicting behavior so she always has money problem.

P Noi often disputes her husband. Her mistrusts husband and think that he borrows other's money without telling her and the creditor came to their house because her husband hasn't repaid the debt. But actually, P Noi is the one who brings the creditor to the house after loosing money in the gambling game. She has responsibility over 2 sons and her parents always help her out with she faces problem.

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The family is short of money in some short period. They often borrow money from others, but some don't lend them. "Everyone knows that I gamble, so they don't really care me after their several warning. The cause of dispute with my husband is always money. We earn and use our won money. I was spoiled and allowed to play card. My parent and my older sibling also play card." In her family, her parent used to gamble too.

The mentality factors, P Noi is short tempered and transitory. She gets mad easily and she is very irritated when she loose money in the gambling game.

From observation, we found that she gets mad and be moody very easily. She is irrational and speaks loudly. She can start trouble with anyone who talks to her and make a big dispute. When she is alone, she reads book, or watches TV. She smokes a lot during the gambling game. And she drinks alcohol when she really feels depressed.

She plays card because she wants money and it's also her leisure. She stays home when she does not play card. She doesn't have to go to the gambling house everyday. "**When I loose in gambling, I want to stay alone, don't want to talk to anybody. I can start dispute with anyone who talks to me. So I try to stay alone, to think alone, to read book, to watch movie. I'll smoke if I am very depressed. I play card this often because I want money. And it is also leisure.**"

The social factors, her community environment are an outbound of the city community. There is condensed building and large amount of population. The transportation is convenient. People mill around. We found that there are gambling houses everywhere. People can choose where to play easily. People in the community also play card and play other gambling games.

Media is not the cause of P Noi gambling addiction. She gambles because of herself. Other factor has no influence. She wants to go and goes by herself. Everyone in her family, parents, older brother and sister also gamble. They see gambling as a way of earning money, as an occupation which they can gain money from. Her living

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environment is independent. “**There are many kind of gambling house around my house. Most the time we just play together because we want to play and want money. Gambling house keeps moving to avid the police. So the police don’t know where we gamble.**”

Behaviours Gambling Addicted

From observation, we found that for the gambling house in the grove, the characteristic of the grove is out of sight and is known only among the permanent gambler. For the transportation, they have to park their cars outside because the car cannot reach it and then walk about 200 meters. There are trees on the side of the walk path which has the clear footprints on the glass all along the way. In the gambling house, there are 3 groups of card players. There are about 4 people in each group. Her is always sits in the inner group every single day. P Noi always goes to this gambling house in the grove unless she runs out of money but she will come here as soon as she has some money in her hand.

There are gambling houses open all along the year. People play it everyday, especially in non-cultivating season and during festival. They only play Dummy. They start playing at 1 pm but there is no specific stopping time. Sometimes they stop play at night, but sometimes in the morning.

About her gambling addicting behavior, we have found that she always plays card even thou she already has debt problem. She cannot stop herself nor quit slaying card even thou her family has warned her. If she runs out of cash, other valuable asset such as gold necklace will be pawned to get cash and continue the gambling game. The effect of gambling addiction is lacking of time to spend with family, children and husband, debt, and addicting to cigarette smoking. The cause of gambling is to gain more money, to be rich, to relax, and to build social relationship with friends.

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Case Study 8 "Auntie Toi"

Personal Background

The interview is held on 23rd April 2007. Auntie Toi (assume name) is a 40 years old woman, 12th grade graduated. She was legally married but has divorced for 5 years. Now, her primary occupation is an illegal lottery seller, with average income of 4,000 – 5,000 baht per month. Her secondary occupation is a card gambler because selling an illegal lottery is not well paid and the lottery announcement has only twice per month, then she has plenty of free time. Even though she has already legally divorced but she is still living with her husband. They have one daughter, who is in the 11th grade. All of her daughter's expenses are only under her husband's responsibility. She sometimes gives money to her daughter. About her husband, he was a civil servant but has already resigned, with average pension of 10,000 baht per month. Her husband is also responsible for all the family expenses. Auntie Toi is the youngest child among the 4 siblings, including 2 brothers and 1 sister. As she is the youngest child, her parents love her more than her other siblings. Since then, she is a self-centred person.

From the observation, Auntie Toi is impetuous and has a loud voice. After graduating from the 12th grade, she decided to work. When she had enough money, she would go out for clubbing and started to try smoking, drinking, and hanging out with new friends. She was induced by her friend to try drugs. So, when she did not have enough money, she started to gamble. She earned money and spent on clubbing. In the beginning, she was not seriously gambling because she thought that when she got money she would be able to stop.

Then, Auntie Toi decided to go back home and met her present husband. They went out and got married finally. After her marriage, she is still having her old behaviors like clubbing and wallowing in sex. Now, she is having a bad disease.

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Factors Causing

The family factors, A family relationship is not good. She always fights with her husband. They are unhappy and rarely talk to each other. Her daughter comes home only during the weekends because she studies in the boarding school. Her daughter is self-centre. Hence, she always fights with Auntie Toi. She does not have any sibling, who gambles, but she has one uncle, who is a gambler.

The family living status is not bad but they do not have a saving budget. They earn and spend day by day.

The mentality factors, Auntie Toi is always in a bad mood especially with financial issue and losing from playing card gamble makes her being tense. So, she has to take drugs in order to relieve. Her personality will be abnormal during taking drugs like she cannot sleep and is depressed. She was in a prison for one and a half year because she had drugs and was caught by the police.

From the observation, Auntie Toi has a smoking and drinking behavior. The reason of playing cards is that Auntie Toi wants to relax and entertain herself but finally she is addicted to gambling.

The social factors, gambling are not a good thing. It brings debts, shortage of money, and makes a person to be more serious. “Playing cards because of bored and able to meet friends” The community widely has a gambling house, so, it is easy to gamble. The police corrupt and sometimes they also gamble. Therefore, it is difficult to eliminate gambling. Finally, people do not respect the laws and punishments. There are more addicted gambling people. Nobody induce to gambling but they want to play by themselves.

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Behaviours Gambling Addiction

Auntie Toi says about the addicted of playing cards gambling. “In the morning about 09.00, she will call her friends’ cell phones for a meeting at the same place. They must have budgets at least 3,000 baht in order to play happily. If borrowing, the borrower has to pay back the principle and interest. They will play cards among the familiar people because they know how others play and they can make a guess.”

From the observation, the card gambling will be set during the free time; however, it will be open the whole year and does not change the place. People always come to take a chance from other closed gambling houses. In the afternoon, when Auntie Toi has money, she will immediately come back to the gambling house. In the evening, if there is a funeral, the village will open the gambling house until the next day’s morning. Although they lose a lot of money but they will not stop playing it because they want to get the lost money back.

The most popular type of playing card is Rummy. Mostly, they will open for playing Rummy. The second popular is 8-9 Poker. The place to play card is the house that is illegally open. The time spent on playing cards is normally about 09.00 – 18.00 depending on the budgets.

The impacts of the gambling addicting behavior, we have found that Auntie Toi is not on time, goes back home late or sometimes she does not go back home. She does not do the house work and loses the housewife responsibility. The reason of gambling is that she wants to mock at her life as much as she can. Auntie Toi says about her gambling addicted behavior, “**Playing cards to mock at her life and to find the happiness for life because life is just this and she wants to spend her life as much as she can before she will die.**”

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Case Study 9 “Grandpa Som”

Personal Background

The interview is held on 25th April 2007. Grandpa Som (assume name) is a 72 years old, 4th grade graduated. He was a farmer but now he does not work because he is very old. Mostly, he will take care of money and let his children to work instead. His wife is unemployed. She helps him to do small works and grows vegetables for sale. Grandpa Som and his wife are employed to harvest vegetables closed to his house, average income of 5,000 – 6,000 baht per month. Every month Grandpa Som also earns 500 baht per month from the senior citizen aids. Grandpa Som has 4 siblings including himself. He is the 3rd child. His elder sister and elder brother have already passed away, so, he has only his younger brother left now. Grandpa Som has 6 children, which are 4 boys and 2 girls. Everyone is married and has their own family except one daughter who lives closed to him in order to take care of her parents.

The family status is medium. All the assets including house and land belong to him. Also, he has some savings. When his children are in need of money, he can help them. He can spend the savings in the urgent time. Grandpa Som has some amount of money, collecting from renting his place, for playing cards gambling without disturbing his family.

He has experience and capability, which can help him to beat others. Everyone in the community knows, Grandpa Som because he is easygoing and respected among the gamblers. In the past, Grandpa Som went to play cards everywhere but now he has his own gambling house, which is illegal open and is known by some people.

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Factors Causing

Family factors, we have found that Grandpa Som's family is a large family. He has a lot of children and grandchildren. The family relationship is very good. They do not have any conflict. Sometimes the children come to visit and spend some nights. He has never fought with his wife. Their relationship is consistent. With his neighbors, they always help and give something to each others.

About the family teaching method, Grandpa Som always teaches his children to be honest. Also, he teaches them to be away from gambling. Do not let them to involve with bad temptations. Therefore, the family does not have anything to support gambling addicted behavior.

Mentality factors, Even though he is old but he is still healthy because he has been always working and it helps him to exercise. His personality and mentality are consistent. Although, he is sometimes frustrated, such as, when he worries about something but he will calm down and think of good things. Then, he will get better. Grandpa Som started to play cards about 4 – 5 years ago. The reason that made him to play cards is he has nothing to do. He says about the factor that causes him to play cards, "Playing cards make him to think and remember. It stimulates his brain. The reason for playing cards is he has free time and wants to relax".

Social factors, the state of life in the community has been found that the community is too crowded because there are more and more housing. About the gambling in the community, we have found that it is common to have gambling everywhere. "**In the community, there are widely gambling houses. The law cannot control them because it is too week. The factors from others even from any media, they do not push or support people to play cards. If friends or familiar people induce to play, they will deny but they will play because they want to**." Grandpa Som's closed people do not have gambling addicted behaviors but most people in the community will only play cards at the familiar housing gambling.

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Behaviours Gambling Addiction

The interviewee says about gambling addicted behavior, “At first, he did not think that he would be addicted because he wanted to play cards anytime. However, the past 4 – 5 years, he has to play all the time. So, he induced people to open the gambling house at the edge of paddy fields. The gamblers are from the same village. During the festival, there are many gamblers, thus, the money increases double. The gamblers will bring the valuable things like ring, necklace, gold or even motorcycle for pledging. If the gamblers win, they will able to redeem the things back. Unless, the lenders will take the things until the gamblers will have enough money to redeem.

From the observation, we have found that the normal characteristics of the gambling house are at the edge of paddy fields with 2 groups and 4 persons per group. Someone come to talk with gamblers and wait for playing a full player in a card game. At the edge of paddy fields, there is a small cottage which contains about 18 people sitting on the floor. At this place, we have found that the gamblers play very serious. There are more gamblers during the festivals like New Year, Song Kran, and out of rice growing season. During these times, there is a lot of money in the gambling circulation. When the rice growing season comes, people will stop gambling. However, some people still find other places to play. We have found that people will start to play gambling during the festivals as they have times to take a chance. The most popular type of a card game is Rummy. Every group always likes to play Rummy. The place for playing is at the edge of paddy fields, which is a grove. People will play cards under the bamboo trees’ shadow. People from outside cannot see what they are doing. Time spent on playing cards per once is about 13.00 – 18.00. From the gambling addicted behavior, we have found that when they lose, they will not stop playing until they can get money back and they will add more stakes. The impacts of gambling addicted behavior have been found that there is no impact on family because the gamblers spend their own money on gambling.

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Case Study 10 "Uncle Sak"

Personal Background

The interview is held on 1st May 2007. Uncle Sak (assume name) is a 57 years old man, 7th grade graduated. He was a civil servant. However, he decided to resign and receive compensation. His income is about 5,000 baht per month. His status is married. He has 2 children, which are one 18-year old boy and one 10-year old girl. He has 5 siblings including elder sister, elder brother, younger sister and himself. He is the 4th child. His elder brother has already passed away. His wife was a farmer. Now, they rent the rice field to others for growing rice instead.

The family status is medium, not rice but not poor either. Uncle Sak is the one who take care of all family expenses. His wife spends sometime, so, they do not have a financial problem. However, he lets his wife to take care and control money.

Uncle Sak used to play cards sometimes for fun among his friends. However, after he resigned, he started to play seriously every day because he has more free times. Since then, he started to plays all kinds of card games and finally he found out that his favourite card game is Rummy. After Uncle Sak resigned, he had some amount of money and he spent on gambling a lot because he was cheated. Also, he started to drink and had sex with prostitute. Finally, he has a bad disease because he did not protect once.

Factors Causing

Family factors, from the above, Uncle Sak's family is warm. His children, his wife and he get enough love and care. The family relationship is good. There is no conflict. Also, the relationship between his wife and Uncle Sak is good. His wife does not mind about his disease and she also supports her husband.

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Uncle Sak was tough to decide by himself since he is a boy. The children behavior is under his wife responsibility. She takes care of everything in the family. She reasonably teaches her children not to involve in gambling. Therefore, the family factor does not cause the gambling addicted behavior.

Mentality factors, After Uncle Sak resigned, he has more free times. So, he started to play cards gambling. His personality and mentality sometimes get moody easily, if someone talks inappropriately. When he is tense, he will sing karaoke at home, shower and take care of trees. All of these activities can help him to relieve.

From the observation, we have found that Uncle Sak is impatient, easy to get moody but also get well easily. He plays cards because he wants to spend most of his free times on relaxation.

"**I have no mental inconsistency and no frustrated. If I have no money, I just come to the gambling house for fun because after resigned, I have plenty of free times. I like to go to the gambling house. If I do not go there, I feel like I miss something. Also, it is an activity that I am happy to do for myself, kind of like the kid addicts to computer games. There is no way to go and even I know it is bad but I still play it because it is fun. Therefore, I am addicted to gambling**."

Social factors, the community that Uncle Sak lives has found that all types of gambling are bad. It makes people to addict and not able to stop playing. If gambling tools are still sold, people cannot stop playing it as it is attractive. Gambling is not necessary for life. Do not expect to get rich from it but just do it for spend time on something. Other factors do not impact on gambling addiction. It depends on individual preference. Many things people do not know. People look at it for preventing from cheating. They come to play cards by themselves and their closed friends and family do not have gambling addicted behavior. From the observation, "**The community environment has gambling houses everywhere. There is no way to control these gambling houses. If we want the law to**

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eliminate gambling, the gambling tools selling and producing must be prohibited."

Behaviours Gambling Addiction

Uncle Sak says about the gambling addicting behavior, "At first, I started to play cards among friends only for fun. I just play if because I have free times. I wake up very early in the morning and help my wife for some little house works. Around 10.00, I will go to the gambling house. If I lose, I will not stop playing until I can get money back. Now, when I come to gamble, I am very happy because I can relax. I do not have to be afraid of cheating because everyone is from the same community. Sometimes the police come, we all run away together and come back and play again when the police leave."

"**We play cards everyday until evening and then we will make an appointment for tomorrow's meeting. The gambling house is a small cottage at the edge of paddy fields. We play cards on the floor. The gambling place is a closed door. People will seriously play cards during the festivals, such as, New Year, Song Kran, and out of rice growing season. When the rice growing reason comes, someone will stop playing while others still keep playing. Those gamblers will find a new place to take their chance**."

We have found the characteristics of gambling that they will play through the whole year, out of rice growing season, and after harvesting. Someone does not want to find hard works during unemployment period. The most popular card game is Rummy. The place for gambling is at the edge of paddy fields, which is a closed door place. Time spent on gambling is about 10.00 – 17.00. The impacts of gambling addicting behavior is that gambling will destroy a work capacity and health.

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Case study 11 “Aunt Soy”

Personal Background

From the interview on May 5th, 2007, “Aunt Soy” (assume name) A 55 year’s old Thai female, Grade 4 primary school graduated. Her main occupation is farmer and a worker as secondary occupation. Her average income is around 4,000-4,500 baht/month. Aunt Soy was married. She divorced 20 years ago with 1 child. She is still a widow up to the present. She is the second child from the total of 3 children. She has 1 elder brother and a younger sister. She is responsible for household expenditure, transportation cost and food for her daughter.

Her income class is in middle level, not too poor. Aunt Soy has to raise her child, pay for the education fee as well as other household expenditure. She acts as both father and mother in the same time. Right now, her daughter is studying in the university. She needs to spend money during the semester. Sometimes she couldn’t get enough cash but she doesn’t borrow from anybody. Her niece usually helps her during this time of crisis.

In farming season, Aunt Soy must finish her work before she can gamble. Although the time for gambling is so short but whenever she has time she will come and play. Aunt Soy started her gambling habit with “Hilo” and “Bok Bia” then she turned to play cards. She found that playing cards made her earn good money and low risk of cheating because the deck of cards is new. Everybody in the gambling place knows her. There is an incentive to increase the amount of betting money as to gain double amount of the money bet.

Aunt Soy has a lot of experiences of card gambling from playing for many years. She sometimes gains and sometimes loses. Gambling place is like her venture place, depending on her luck. After the farming season, she has no income. She then turn herself to this gambling place to get money which she thinks that she can control herself and better than robbery.

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Factors Causing

Family factors, because of the divorcement and lost in contact, she has to raise her child on her own with help from her relatives when there is a harsh time. As a result, the relationship between her and her daughter is so strong. With the concern that her child is a teenage girl, she then take care of her daughter a lot because she afraid that her daughter may not be a good person. The money from gambling can sometimes help. She then seldom goes gambling. Aunt Soy believes in fortune. She believes that she will be lucky whenever she comes alone. The beginning of the semester is the period when she suffers the most from lacks of money because she has to pay for her child education fee. Her niece usually helps Aunt Soy with the amount of 1,000-2,000 baht. With the necessity to go gambling, family factor plays the role of reason why Pa Soy has to find money to help her family.

Mentality factors, we found that Aunt Soy usually gets crumple whenever she couldn't borrow money to gamble. She normally returns the principle and interests when she gets profits from playing. When she loses, she often quit and goes out talking to people until her mood is better.

We notice that Aunt Soy is joyful and love teasing people around. She has never had an argument with others.

The reason why Aunt Soy gambles is that she wants money and she also has a lot of free time. "**Playing cards can't be said thoroughly that it is good or bad**." Pa Soy give the reason that there is money as a goal, gaining money is good and when you don't have much money, you can find it at this place. She said that playing card is necessary because her child is still at school so she needs this to pay out.

Social factors, the community has gambling houses all over. The officers also come and ask for them to quit whenever there are inspectors in town. The gambling houses are everywhere. Other factor such as media doesn't play much role since she wants to gamble herself.

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Behaviours Gambling Addiction

Aunt Soy quoted about the behavior of card gamblers that "**Around 10.00 a.m. people would meet at meeting point. At first, there will be some chatting and then move to the gambling house. Her pocket money comes from borrowing. At the end of a day she will return the principle with interests. No matter how large or small the profit is she would use all of them which usually last no more than the next day**." Every morning before she goes out to gamble, she usually lights up joss stick and pray to joss house for luck. She believes that she will gain money within that day. Sometimes she loses all her money; Pa Soy would go out for 2 hours and return home with some cash every time.

From the observation, Aunt Soy never leaves her own gambling group and other member also never substitute. Although she lose large amount of money, she never quit because she feel bad about losing money and want to bet more till get the money she lose.

The most obvious formation of gambling card is called "Rummy" We found that there is a gambling going on every day after the end of cultivating season. After selling the agricultural products, people have money to gamble. The gambling place usually held in some grove wood or some place where not be seen by people. The gambling period starts from 10.00-17.00. The effects from gambling are that people created more debt and not return home on time.

Case study 12 "Na Somchai"

Personal Background

From the interview on May 10th, 2007, "Na Somchai" (assume name) A 47 year's old Thai male, Grade 4 primary school graduated. His main occupation is an employee and. His average income is around 4,000-4,500. Na Somchai has 6 brothers and sisters. He has 3 elder brothers and 2 younger sisters. He is the forth child. He is

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married with 2 kids, 18 years old and 20 years old. His wife is also an employee. Their income is inadequate to their living. The family is poor both financially and food. Na Somchai is the leader of the family, therefore all the burden is upon him. He has to pay for his 2 kids' education, college education and vocational education.

Na Somchai never drinks and smokes. He tried amphetamine. He did all kinds of gambling. Card gambling is the one he liked the most. At first, he thinks that cash comes easily in gambling. Last year, the price of tobacco and vegetables rose, so he had more money. People like to gamble. The big gambling house is for people who have lots of money. The one who has low capital should take this as a chance, he need to borrow so that he could enjoy cash flow.

Factors Causing

Family factors, we found that the family gets along very well, good relationship with wife and no harmful event. The argument occurs when he lost a lot of money from gambling. The issue of the argument is about the money. Parents never teach their kids to involve with the gambling. They need to pay the dorm rent and registration fee for their 2 daughters. Income is less than expenditure therefore he needs to go to the gamble house. Some day he earns 4,000 baht. The money is spent on household expenditure the rest will be added as more capital. The money is easily earned without a hard work. The family factor influences the gambling habit. Poor status leads to the need in searching money for family's better living standard.

Mentality factors, we observed that Na Somchai is a lively person and talkative and not a serious type of person. When he run out of cash or lost in the gamble he usually feel upset and has an argument with his wife as to get more money to bet for money he lost. He never gets crumple but only one thing is that he would feel crumple every time he runs out of cash. He usually talks with his wife for the way to solve problem and sometimes borrow from his relatives.

Social factors, the community where Na Somchai live perceive that all kinds of gamble including card gambling are bad. People who addicted to gambling know

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that it is bad and want to quit however, they are not able to. Gambling is not necessary because whenever they have job, they work but gambling is played only in free time. They come searching for surplus. Sometimes Na Somchai loses more than what he brought with. The community has the gambling houses all over. He said that even the officer cannot control because they are playing themselves. Other factor such as media doesn't play much role since he wants to gamble himself. Sometimes his friends invite him and pick him up at his house. His relatives never do gambling. People in the community are in high debt.

Behaviours Gambling Addiction

The interviewee talks about the gambling behavior that when he first played cards, he didn't think that he addicted to it because he can quit anytime he wanted to. He played a lot when there is not work and on every festivals. The amount of money then doubled. The money then lost. All the valuable belongings went to the pawn shop as long as he has the money to repay.

From the observation, we found that the gambling took place at the edge of the field. There are 2 circles. In the circle, there are 4 members. There are around 10 people around the circle. Some people come to watch, some come to play. The place is a small cottage located at the edge of a field where not many people can see. The members of the gambling house usually increase during the festivals such as New Year and Songkran and also after cultivation when people receive money from selling their crops. People usually quit when there is a farming season but some still play continuously.

For the type of gambling, we found that during March-July every year, people play "Rummy" The gambling places are grove wood, cottage, banana field and etc. These places are known only by members that play regularly.

The gambling period starts from 11.00-18.00. During the festivals, people will play all days and nights. "**I think that I'm addicted to gambling because I**

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want to gamble and I want to be in the gambling house. At least I must come to this place."

The effects of gambling behavior show that there are severe family arguments. People lose their mind because of losing too much money. The reason why Na Somchai addicts to gambling is that he wants to be rich. He wants money that he doesn't have to work hard. He wants to gamble more than anything.

Case study 13 "P Ton"

Personal Background

From the interview on May 15th, 2007, "P Ton" (assume name) A 35 year's old Thai male (Homosexual), Grade 6 primary school graduated. He is jobless. His income comes from the commission fee from selling commercial products. He has 4 siblings. P Ton is the youngest. He is the only son of the family. He has 3 sisters. He is raised within the female environment therefore his behavior is kind of girly. He went to work in Bangkok since he was 15. When he was 20, he went to work in Pattaya district, for 20 years and then he returned home. He played cards since he was 19. His main income comes from gambling. This is the only way he can earn money to spend. Because P Ton comes from a poor family, he quitted studying and helps his family since he was 15. About gambling, P Ton told us that he used to addict badly especially many years ago. At that time, it was an unforgettable memory because it results from his decision and action of himself. At first, he was jobless which lead hi to try gambling. At the beginning, it seem like the money comes easily. Sometimes he gained and sometimes he lost but every time he lost, he never quit as he want the money back but as more as he played, as more as he lost. Gambling is always the part of his life because he thinks that it is the only way to get the fastest cash. His income status is average. The money surplus is used to repay debt.

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At the Present, I need to help my grand parents and because I'm single, I always make decisions on my own. At first I think that I can quit gambling any time I wanted to

Factors Causing

Family factors, family relationship is normal. P Ton moved to live with grand parents because his sisters have their own family. P Ton has to take care of his grand parents. His sisters used to gamble but they all have already quit. They usually borrowed money to spend. The interests can be borrowed in the gambling house.

Mentality factors, P Ton sometimes get crumple depending on people who talks bad to him. P Ton chooses not to associate with. P Ton gets more crumple when people pick at him. P Ton usually avoids having argument with people. He gets angry when he loses the gamble. He solves the problem by explaining the reason to the members. P Ton loves to have fun, he likes travelling. The reason he gamble is because he is jobless. He wants to seek income for his personal spending and take care of his grand parents. When he win, he usually tell people that he need to go and do some duties but when he loses he will play until he get his money back.

The social factors, the state of life in the community has been found that the community is too crowded because there are more and more housing. About the gambling in the community, we have found that it is common to have gambling everywhere. "**In the community, there are widely gambling houses. The law cannot control them because it is too week. The factors from others even from any media, they do not push or support people to play cards. If friends or familiar people induce to play, they will deny but they will play because they want to**." closed people do not have gambling addicted behaviours but most people in the community will only play cards at the familiar housing gambling.

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Behaviours Gambling Addiction

The type of the gambling house, we found that it is smuggling operated. The house opens all years long. The type of gamble is Rummy only. Moreover, whenever P Ton gets profit from gambling, he won't go home. For the gambling behaviour, we found that P Ton gambles every day. He couldn't manage himself to quit although his family has warned him. When he loses, he will play until he get his money back, his family can't make him quit.

The type of gambling house that P Ton played is quite small. The location is usually at the edge of the field. The house opens from 10.00-18.00. After 18.00, he usually comes back to do house work. After that he will go to gambling house near by. The effect from gambling behavior is that he loses his money with out doing any useful things. The reasons for gambling are that he wants to be rich and to have more money.

Case study 14 "P Aof"

Personal Background

From the interview on May 18th, 2007, "P Aof" (assume name) A 32 year's old Thai male, bachelor's degree graduated, single. He has is own business. (Selling) His income is around 10,000-15,000 baht. P Aof is the youngest child in his family. He has 3 siblings, 1 brother and 1 sister. His brother and sister have already married and moved out. P Aof used to work in the gambling house. His job is to take care and service the people who come to gamble. He is accustomed to the gamblers. He has to help the gamblers for whatever they need. Sometimes he has to buy food, drinks or even get money for the gamblers by withdrawing. He has gain trust from many people in the gambling house. P Aof had direct experience in cards since he was the shuffler.

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After he graduated and long with his experiences, card gambling yields him income. Therefore, he turns himself to be a full time gambler although is family is quite rich.

At the present, P Aof is still taking care of business for his parents and supports them. Because he is single, always makes his decision by himself. At the beginning, is a beginner in card gambling, so he thinks that he can quit whenever he wants. He found that gambling uses advance Psychological principle in guessing the card and frighten other players. Yet, it is not success in every case. After getting to know good enough, P Aof told us that "**The reason I gamble is that I'm a risk taker, I know what other players reactions and it deals with cleverness**." His family financial status is quite good but not so rich. They have no debt. Is the one who take care and manage the money?

Factors Causing

Family factors, the family relationship is quite good. Members care one another. There is no altercating. P Aof is a spoiled child since he is the youngest son. His brother and sister never gamble and never teach him to. The reason why he gambles is that he wants to try gamble. He is the only one who gambles in the family. Some money from gambling is spent on family expenditure.

Mentality factors, usually gets crumple. He is always stressful. He smokes 1-2 packages of tobacco to reduce his stress. Sometimes he drinks whisky while gambling. Another way to relax his stress is to have masseurs massage him in the gambling house because he plays all days and nights and he sits in the same position for a long time.

The income from gambling varies. The surplus will be added as a capital for gambling in the following day. The money is still not enough, he still wants more. He gets crumple all the time. When he loses, he shows his tense reaction without knowing and his stress in his mind doubled.

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Social factors, we found that, gambling is bad as it reduces both health and emotion condition. It turns good people to be bad people along with the weak punishment. It is difficult to end the gambling houses since there is still has tea money. It is really up to the gamblers and the owner of the gambling house must have power to deal with the officers. Media doesn't play any role in influencing the people to gamble. Watching gambling movies leads him to become pro like in the movie. His friend will tell him the place to play and then he will go by himself. He has enough money. "**This is a duty to search for money because it is the easiest way so he changes his mind to get money from this channel instead**."

Behaviours Gambling Addiction

From the observation, we found that the gambling house is a single floor house with fence around. There is a lawn in the house. The house locates near the district school. The transportation is easy. The weather is hot in the day time. Everyday around 10.00, the gamblers start to come.

For gambling behavior, we found that He would gamble all days and nights although he was so frustrated. "If he doesn't gamble, he will be stressful."

For the operation, we found that the house operated above the ground. The tea money enables it to operate all year long. The types of games are "Pok 8, 9", "Rummy" and "Kao Gay" The gambling time could not be defined because P Off spends 13-14 hours a day gambling.

The effects from gambling are that, there is no time for family, missing the appointment. Moreover, there is adulterous and promiscuous. The reason why he gamble is that he wants money and to be rich.

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Case study 15 “Uncle Pan”

Personal Background

From the interview on May 18th, 2007, “Uncle Pan” (assume name) A 52 year’s old Thai male, vocational degree graduated. Gambling is the only thing in his mind therefore he doesn’t work. He only gambles. Gambling is the only thing that Loon Pan can do best. It can be said the gambling is in his blood. His average income is around 10,000 baht/month. His income is not certain because there are gains and losses. Uncle Pan is the oldest son. He has 1 brother is married. He has 2 daughters, 15 years old and 10 years old. His wife sells food. Her income is around 8,000-9,000 baht/month.

He grew up with an influence from his cousin who usually hanged around the gamble house. He copied his cousin’s behavior. Uncle Pan is born to be a gambler. He is a professional gambler and it is his career. From the observation, we found that every gambler knows. Some said the he is a pro of this area.

His family status is not too bad. The cash flows in every day but it will be gone on the following day. His wife receives the money from selling food. She also has many kinds of expenditures. Uncle Pan uses he wife’s money to gamble. When he wins he will return the money to her. There s no saving. The financial status is OK.

Factors Causing

Family factors, the family relationship is in good condition. Most argument topic is about the money. Uncle Pan always borrows money from his wife. His wife always tells him to quit and find permanent work. Also, she tells him to take care of his kids and be a good father. This annoyed and the leads to the argument. He spent little amount of time with his family. He did so little in being a good husband and a father. He is impotent for 7-8 years because he has many personal diseases such as heart disease, diabetes and high level of cholesterol.

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The family passed through many problems but all of hem has been solved. The family condition is still good or else I would have divorced long time ago. Our kids have grown up big too. There are of course some arguments. I had never had sex with my wife for 7-8 years because I have many diseases. I never taught my kids to gamble. I'm the only one who gambles in the house.

Mentality factors, His emotion doesn't fluctuate much. He gets crumple a lot especially when he loses a lot of money.

From the observation, we found that scolds his wife and kids without reasons. He will immediately go to the gambling house right after the argument because he wants money. He gets crumple when he loses. He will scold his wife and kids because he loses the gamble and it is one day only. If he can't go to the gambling house that day, he would feel that he doesn't want to live. Whenever he get stress, he will go to the gambling house.

For the behavior, He is and upset man. Only thing that he cares about is a way to find money. He will find the gambling house no matter where it is. Gambling makes him feel better. In his daily life, gambling is the most important thing. The reason why he gambles is because it is his career. It is the way to get money. Gambling is in depth of his mind. There is no way that he will quit gambling.

Social factors, from the observation, we found that gambling is the personal interests. Gambling is priority because Uncle Pan does not work.

Uncle Pan is known to many professional gamblers. He goes to the gambling house by himself, there is no one invite him. His relatives never engage on gambling activities. He is known in gambling community as "To Mahakarn" No one doesn't heard of this name. There are gambling houses everywhere in the society. I'm good. I can play. There are gambling houses all over and people loves to gamble. It is with the society for so long. It is common to gamble because the people want money. There is now where to easily get money like this place. People in the community

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know it.” has his own motorbike. There are mom and pap shops, tailor stores, restaurants around his house. The road leads to the district school. The problem in the community is that it gets crowded. The main problem is debt from outside institution.

Behaviours Gambling Addiction

The general type of the gambling houses is quite big. There are about 30-40 people come in and out each day. The first day of visiting this gambling house, we found it the most exciting because there are lots of people inside. The betting money is also very high. The gamblers here have no worries that the officers may come to arrest them because the owner has already paid the tea money.

Researcher observed that around 10.00a.m each day, the frequent gamblers come. We can see at any time, morning, evening or even at night. From interviewing other people, we found that comes everyday and gambles till dawn in the next day. Whenever he runs out of money, he will excuse other members to go out for 2 hours and then return to gamble again.

The characteristic of Uncle Pan’s gambling is that he gambles everyday. Sometimes, he meets new faces who come to seek for luck and he also meets the steady gamblers. The general type of gambling house is a single floor house. There is a hall inside the house where people come to gamble. The place operates all year long. If talking about gambling in the funeral, is the specialist because he had the experiences for a long time. Whenever he heard about the funeral, he would go out to gamble every time.

The type of card gambling is usually “Pok8-9” Sometimes he went gambles at other provinces for 2-3 days. Last month, went to gamble at Chiangmai. The staring time for gamble begins at 21.00 p.m.

About the funeral gambling, we observed that, played all night long. Sometimes he wins and sometimes he loses. Mostly he gets little profit. During the

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daytime, gambling starts from 11.00 a.m. "**I gamble any time and anywhere if there is card gambling. I travelled to other districts and provinces to gamble. It is my habit. I can't quit.**"

The effects from gambling are that there is no time for family and wife, there is financial problem resulting from cumulative debt. He becomes the person who is not on time and always misses the appointment. The reasons of gambling are that he wants to be rich and more money. "**It is in my head, I want money and my mind is concentrated on it**."

4.3 Observation Result

During the observation period, the group of gamblers which consisted of "aunt tong", "aunt porn", "uncle kum", "tukta", "aunt dim", "auntie somsri", "P noi", "auntie toi", "grandpa som", "uncle sak", "aunt soy", "na-somchai", "P ton", "P aof" and "uncle pan" (replacement name). Each of the following has different characteristics, habits and behaviours as follow:

"aunt-tong" female, she's quite shabby, yellow skin, around 5' 4". Talkative, aggressive, has good sense of humour, high self responsibility, care about her family, low tempered, paranoid. Usually leave home early in the morning to visit the gambling house. Sometimes return home after 2-3 days later.

"aunt pon" female, she's tall, thin, with dark skin, around 5'8", easy going, smiles a lot, friendly, enjoy kidding around, low-tempered, pessimistic, speak directly and clearly , responsible, take a good care of her family and . Her gambling habit is going to gambling house in the morning by motorcycle and returning home at night. While playing cards, she has a heavy smoking and drinking.

"uncle dum" male, skinny, tall 5'10" quiet personality, reasonable, friendly, dislike crowded area, high self-responsibility, love her family a lot. Normally, she will join the gambling at the funeral, travel by bike and sometimes accompany with her

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friends. Return home the next morning, sometimes go out to gamble at various district. Non-smoker/drinker.

“tukta” female, tall 5’8’’, white skin, her leg were crippled. She’s cheerful, socially, friendly and easy going, responsible and very patient. Her gambling behavior is inviting friends to play card at her house everyday. They’re all smoking during a playing time.

“aunt tim” female, tall 5’8’’, white skin. She’s seriously, lively, talkative, socially and generous. She’s plays cards everyday at her house with her friends and some are quite rich. She has to play it because she wants to please her clients.

“auntie somsri” female, skinny and tall 5’3’’, quite black. Anxious, aggressive, moody and unfriendly. She needs time to make a familiar with people. She loves her family and very diligent. She plays cards everyday at 11.00am - 17.00pm, sometime plays at home or gambling house.

“p noi” female, short and skinny, has black skin. aggressive, seriously, emotional, talkative but rude. drinker and smoker. Her gambling habit start at 10.00am and then go to a big and famous gambling house with friends and stop when has no money left.

“auntie toi” female, skinny, 5’talls and has a yellow skin with scars. Seriously, aggressive, rude, speak directly and clearly. Always has fight with her husband because she doesn’t like to do house works. She usually has an appointment with friends at 10.00am to play cards over night.

“grandpa som” male, chubby, yellow skin,5’10’’.Frindly, respectable, healthy, very helpful. He has his own well known gambling house behind the woods. They’ll play cards here only after farming season [open 9.00am -18.00pm].

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“uncle sak” male, skinny with black skin, 5’8’’talls**.**Friendly,cooperable, aggressive, emotional, love his family**.** Non-smoker but drinker. He usually plays cards at 11.00am till night.

“aunt soy” female, skinny with yellow skin, 5’3’’ tall. Friendly, generous and reasonable. She’ll play cards after finished her jobs and play it until win the game. She plays cards as her hobby.

“na-somchai” male, got big eyes, slender with black skin , 5’10’’talls. He’s a gangster, got many tattoos on his body but very co operable and friendly. His gambling behavior is playing cards after had breakfast and play it all day long because he is unemployed.

“p ton” male, tall and skinny, 5’10’’talls, quite girly (He makes up his face),seriously. He and his friends will meet at p ton’s house then go to a gambling house together.

“p aof” male, good-looking man, white skin and 5’10’’talls. Anxiously, self-confident, reasonable, good personality, friendly, humorous, emotional and heavy smoking. He usually go to gambling house every 10.00am and have a lot of experiences in gambling. This gambling house is protected by polices so it has never been caught.

“uncle pan” male, tall 6’, with black skin and has bread. Very seriously in cards playing, sorrowful, quite claim. He likes to travel to gambling in any cremation and at gambling house also. Because of his skill in gambling that’s why people called him “toe mahakarn”.

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CHAPTER V
DISCUSSION

The research result of a gambling addiction : Betting house case study from Lomsak district Petchabun province, the researcher took an individual interview using in-depth interview method, also the researcher observe by using non-participant observation method to collect data by overlooking the behavior and situation to conclude the fact in order to cover the objective of this research.

The collected data by the mentioned method will be analyzed by the researcher with the idea, theory, and involved research which is the reviewed literature and as the point that has already been set to analyze the result by using an idea, theory and involved research in order to compare and to be a guideline but the result of the research may not manipulate the theory and the idea above. The research might be developed differently toward new theory and idea leading to new knowledge. The researcher describe the research result in three main points which are

5.1 Private information of an interview
5.2 Factors causing the gambling addiction
5.3 Gambling addiction behavior

5.1 Private Information of an Interview

Gambling existed long time ago, for Lomsak district, everyone is gambling despite of the society level, gender, age. The gambling exists in both legal form and illegal form. Especially the illegal gambling that consist of many kind of them. Card game is one of them, it is found that in the present day card game is the most popular gambling that large numbers of people like to play, which the bad influence is toward

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people, they abandon their duty and responsibility but still the gambling exists, the crucial effect is an addiction.

The result of the factor of an addiction from the study group of 15 people by collecting the data from card players, the result are as shown.

The sample group consists of eight female gamblers, seven male gamblers. One female gambler age 20 and the oldest male gambler age 72. There are two people age between 20 – 30 years old, three people age between 31-40 years old, four people age between 41-50 years old, the rest six of them age above 51 years old. Nine of them finished primary school, from the sample one of them is uneducated, one of them finished the vocational education, and two of them finished the bachelor degree. Nine were married, three are single, three of them are divorced and others. Most of them which are nine people are unemployed, two are labor employees, two are farmers, one is government officer, and one is stat enterprise officer. Seven of spouses are unemployed, two of spouses are government officer and state enterprise officer, one of them is a vender.

First Interviewee (Interviewed on 15 April 2007): Aunt Thong (assume name) used to collect vegetable, tamarind. Income approximately 200 Baht per day, 5,000 baht per month. Current status is unemployed.

Second interviewee (Interviewed on 18 April 2007): Aunt Pon (assume name) used to be a labor worker in the constructing point in Bangkok; current status is farming and laboring, income approximately 5,000 baht a month.

Third Interviewee (Interviewed on 19 April 2007): Uncle Dum (assume name) used to be a labor worker, current income earned from card gambling, approximately 5,000 baht a month.

Fourth Interviewee (Interviewed on 19 April 2007): Tukta (assume name) is unemployed.

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Fifth Interviewee (Interviewed on 20 April 2007): Aunt Tim (assume name) used to be a government officer, but resigned, income 26,000 baht a month.

Sixth Interviewee (Interviewed on 21 April 2007): Auntie Somsri (assume name) used to be a labor worker at the construction site; current job is laundry service, income approximately 4,000 baht a month.

Seventh Interviewee (Interviewed on 25 April 2007): P Noi (assume name) is a vender, income approximately 5,000 baht a month.

Eighth Interviewee (Interviewed on 23 April 2007): Auntie Toi (assume name) is selling lottery.

Ninth Interviewee (Interviewed on 25 April 2007): Grandpa Som (assume name) used to be a farmer but currently unemployed, income approximately 5,000 – 6,000 baht a month.

Tenth Interviewee (Interviewed on 1 May 2007): Uncle Sak (assume name) used to be a government officer but retired, subsidy income approximately 5,000 baht a month.

Eleventh Interviewee (Interviewed on 5 May 2007): Aunt Soy (assume name) Is a labor worker and farmer, income approximately 4,000 – 4,500 baht a month.

Twelfth Interviewee: (Interviewed on 10 May 2007): Na Somchai (assume name) is a labor worker, used to work in Bangkok, income approximately 4,000 – 4,500 baht a month.

Thirteenth Interviewee: (Interviewed on 15 May 2007): P Ton (assume name) (Homosexual) is currently unemployed, income from selling goods, income are unstable.

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Fourteenth Interviewee (Interviewed on 18 May 2007): P Aof (assume name) Own the business, income approximately 10,000 – 15,000 baht a month.

Fifteenth Interviewee (Interviewed on 25 May 2007): Uncle Pun (assume name) is unemployed, income are from gambling which is unstable.

The living standard of them are shown as follow, 13 of them or 86.66% of them are in moderate level, enough consumption, one of them or 6.67% is rather poor with debt, and lastly one of them or6.67% is having relatively high income.

From the research of 15 addiction gamblers consist of seven males and eight females found that 11 of them have gambling addiction behavior

There are several factors involved with such behavior, adults aged above 51 are most likely to gamble in card games, also unemployment, and those who raising children, or those who earn low income. All those factors related to the behavior. Factor that involved with family is the moderate level of income family most likely to have habits such as spend more than they earn, spoiling the children lead to a gambling addiction behavior. Mentality the players are not only expecting a return but also they gain pleasure while they were playing as well. Where as the satisfaction result from social factors. The social environment surrounded by gambling house and friends can be affected and lead to gambling behavior which it is found that once when they lose, they would not quit but instead keep playing in hope to get the money back even it is creating more debt to them.

From the study of 15 interviews, which consists of eight females or 53.3%, and seven males or 46.7% found that the youngest player's age is 20 years old and the oldest one is 72 years old. Most of them age above 51 years old which is 40% of them. 60 % of them finished fourth grade of primary school. 60% of them were married. Most of them or their spouses are unemployed which is 60% of them as well.

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Most of the interviews earn less than 5,000 baht a month which is 40% and 40% of them earn more than 5,000 baht a month, which is the same proportion. 86.7% of them have moderate living standard, enough consumption. Different background and different careers, the unemployment, the temporary job, those who finished lower degree of education which is led to lower income, those people mentioned above prefer to take a risk by gambling and for those whose family that earn lesser income would enter the gambling with an expectation of winning and to earn more money, such behavior could lead to an addiction.

The study found the mostly that five factors causing gambling are the money incentive, the enjoyment, social factor, relaxation and to train their thinking skill. Gambling results in an excitement because of the motivated environment and because they want to try something new.

5.1.1 Factors of playing card is involved money incentive

Research result

Aunt Thong, Thai woman age 52 said that "**The main reason I play card is that I want money to spend for my family.**"

Aunt Pon, Thai woman age 50 said that "**I want money to buy stuffs and to buy gold necklace and most importantly I want money to raise my children**."

Uncle Dum, Thai man age 60 said that "**I play card because I want money for my family. When I don't have money I just go to the gambling house, no need to use my labor, just use the brain and luck**."

Auntie Somsri, Thai woman age 48 said that "**I play card because I want to be rich, I want money.**"

P Noi, Thai woman age 27 said that "**I play card because I want to be rich, and want money. I know I'm greedy, wanting other people's money**."

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Aunt Soy, Thai woman age 55 said that "**Money is what I want, it is an incentive, and getting money is a good sign. When I don't have money I go there**."

Na Somchai, Thai man age 47 said that "**I love risking and I want money. I want to be rich**."

P Ton, Thai man age 35 (Homosexual) said that "**The reason that I play card because I want to be rich, I want money**."

P Aof, Thai man age 32 said that "**I need to find money by gamble because it is easier than working.**"

Uncle Pan, Thai man age 52 said that "**I gamble everyday because it is my job to make money**."

This new result of the research is related to the involved research which identifies the reason of an addiction that is they want money and want to become rich. The involved research belong to Krisda Pongruen (1999), Chusak Jarudamrongsak (2002), Kunyaporn Thaichompoo (2003), and Kiatrut Thingpai (2004)

5.1.2 Factors of playing is involved enjoyment and pleasure

Research result

Grandpa Som, Thai man age 72 said that "**Gambling makes me relax, making me recall things, and more focus**."

Aunt Tim, Thai woman age 53 said that "**I play card game because I want to rest, I don't want money that much. It is good to win but losing is alright. I play by myself, no one makes me gamble**."

Uncle Sak, Thai man age 57 said that "**I play card game because it makes me relax**."

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The research result is related to the involved research which indicates that the reason that people gamble is relaxation and pleasure. The research belong to Surapong Pongdejkajorn (2004), Kunyaporn Thaichompoo (2003), Atchara Pongsasithorn (1999)

5.1.3 Factors of playing card is involved sarcastic in life

Research result

Tukta, Thai woman age 21 said that "**I'm boring and playing card is one way to kill time and I can think too**."

Auntie Toi, Thai woman age 40 said that "**I'm boring and I can meet my friends when we play cars together. Life is short and I want to make the most out of it.**"

This research result related to the involved researches that indicate one of the factors is feeling of losing and disappointment in life so they try to sarcastic their lives. The involved research belongs to Algred R. Smith.

5.2 Factors Causing the Gambling Addiction

From the study found that the factor causing a gambling addiction can be categorized into four categories as follow

5.2.1 Family factors

5.2.2 Mentality factors

5.2.3 Social factors

5.2.1 Family factors

Family members can affect the gambling behavior. Relationship between the members, the raising method can affect such behavior as well. If a member gamble, the other member tends to manipulate the behavior. The low income also relate to the reason that they want to make money.

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Relationship within the family From 15 samples, the interview and the non-participate observation found that

12 families have good relationships; they don't argue with one another and always care for each other. One of them is lack of warmth in the family. One is an unhappy family, they barely talk to each other and often argue and one of them is divorced family.

Status, Role From 15 samples, the interview and the non-participate observation found that

13 of them are parents, one of them is single parent, and one of them is sibling. 14 of them have financial responsibilities but one of them doesn't.

Raising method From 15 samples, the interview and the non-participate observation found that

Most of them which are eight families spoil their children, three of them have taught their children not to gamble, one of them has their children work, one of them taught their children to be a good citizen, one of them talks to their children regularly, and one of them take good care of their children.

Economic status of family From 15 samples, the interview and the non-participate observation found that

13 of them earn moderate income. One of them earns relatively high income and one of them earns low income.

These are the samples of a gambler who wants to earn money to spend for their families and other factor.

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Research results

(Interviewed on 19 April 2007: Uncle Dum) "**I play card because I want money for my family. When I don't have money I just go to the gambling house, no need to use my labor, just use the brain and luck**."

(Interviewed on 10 May 2007: Na Somchai) "**My income is not enough for spending. The money I won I spend part of it for consumption in the family and keep part of it for next gambling. I can earn money easily without working**."

(Interviewed on 25 April 2007: P Noi) "**Everyone knows I gamble but no one cares. We have different way of making money. Sometime we argue but my parents gambled as well**."

(Interviewed on 25 May 2007: Uncle Pan) "**I have limited time. I barely spend time with my family and barely am a father or a husband**."

(Interviewed on 19 April 2007: Tukta) "**I play Pok-Deng with my friends but my parents say nothing. It is fun**."

The research result related to the involved research which indicates that the reason for gamble came from family status, the desire for money and desire to become rich. The theory used is structure and functional theory which can explain that the economy structure affect people's behavior to earn more income. When they have no income, they would become tensed so they start to gamble in order to become socialize then them eager to make more money which is related to the gambling behavior. The research result related to belong to Krisda Pongruen (1999), Chusak Jarudunrongsak (2001), Kunyaporn Thaichompoo (2003) and Kiatruk Thingpai (2004).

5.2.2 Mentality factors

An affection, enjoyment, excitement, and risky feeling can result from gambling. It is easy to earn a fortune or to become rich in just a blink of an eye. Some of them believe in their luck, some believe in their ability or megalomania happiness.

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The negative emotional sides are the greed and the want to take advantages over others, to harass others or even destroy them. In conclusion deep down in gamblers' mind, they believe that they can earn a lot of money without much of an effort but the return is relatively high. They always believe that they would win. On the other hand they also feel satisfied when they lose because they believe that it is a punishment. They feel challenge when they break the law or sarcastic the society. They try to abandon their own sin, hide their weaknesses and deep down they have sexual satisfaction and also included the sympathy they receive from people around them.

Affective Unstable From 15 samples, the interview and the non-participate observation found that

Most of them have a symptom of unstable emotion. They always get upset easily. Five of them get upset easily. Three of them seem to get mentally obsession. Two of them always get upset before gambling. One of them get upset after playing. One of them get upset before and after playing and one of them shows no sign of an unstable emotion.

Abnormal Personality From 15 samples, the interview and the non-participate observation found that

Most of them which are 11 gamblers have abnormal personality. One of them always aggressively expresses his feeling. One of them has a symptom of sleepless and forces himself to gamble until he can't resist his physical condition. One of them uses drugs and become sorrow. One of them obsesses with making money.

Stress From 15 samples, the interview and the non-participate observation found that

Almost all of them are stresses and gambling is one of the reasons causing the stress. Three of them smoke. Two of them drink. One of them uses drug. One of them meditates and one of them likes massaging in order to release tension.

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Need for relaxation From 15 samples, the interview and the non-participate observation found that

Most of then don't gamble for relaxation. 11 of them play card game in order to relax. Two of them play for fun and two of them play in order to kill time.

These are samples of an addiction gamblers result from mentally factor.

Research result

(Interviewed 15 April 2007: Aunt Tong) "**Before I play card game, I'll get upset even while I'm playing I get upset as well. If one of the players took too much time, I'd swear to them but no one minds because they know me**."

(Interviewed 21 April 2007: Auntie Somsri) "**I always get upset especially when I lost. When someone disturbs me, I'll be angrier so I swear in order to express my feeling**."

(Interviewed 25 April 2007: P Noi) "**When I lost I want to be alone, don't want to talk to anyone. If someone tries to talk to me then I'll be angry. I always leave them and think by myself. Sometime I smoke. I gamble because I want money which can help me relax.**"

(Interviewed 18 May 2007: P Aof) "**I get upset all the time. My emotion is unpredictable. Especially,when I'm losing. I'll express my feeling without consciousness**."

(Interviewed 10 May 2007: Na Somchai) "**When I don't have money I get upset. When I lose I swear to my family. I can't live without gambling. When I'm stressed I play card game.**"

(Interviewed 25 May 2007: Uncle Pan) "**Playing card is my job to make money. I started to play it long time ago so it is in my blood. I can't quit.**"

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(Interviewed 19 April 2007: Tukta) "**I play card game everyday because I can't walk. I'm boring and playing cards helps me killing my time. I can think too. It helps me feel better**."

(Interviewed 20 April 2007: Aunt Tim) "**I play card game because I want to rest; I don't want money that much. It is good to win but losing is alright. I play by myself, no one makes me gamble**."

(Interviewed 25 April 2007: Grandpa Som) "**I can think while I play card to recall my memory and to motivate the brain. The reason that I play card game because I have free time and I play for relaxation**."

(Interviewed 1 May 2007: Uncle Sak) "**My emotions are stable. I don't get upset easily. When I don't have money, I just go to the gambling house because after I resigned from my job, I don't have anything much to do so, I go to gambling house everyday. If I don't go there, I'd feel like I'm missing something. It is an activity that I comfortably do. It is similar to the kids that addicted to computer game. Even though I know that it's not a good thing but it makes me relax.**"

The research result related to the involved researches that indicate the factor leading to gambling which are satisfaction, enjoyment, pleasure and relaxation. The research belongs to Kunyaporn Thaichompoo (2003).

The research result related to the theory by Goffman using Symbolic Interactimism theory. The theory found that the willingness to take risk or an action to risk is well aware by the doer. They also aware of an unavoidable result so it is their own willingness. The players are serious with the game. The more they play, the more they feel that a game has been set by a destiny. While they are playing, they tend to express themselves at the same time or an action under the pressure.

The idea of an action belong to Erving Goffman which can explain the human nature, the relationship between them because human are social creature. They express themselves and feel satisfied to behave some particular behavior especially the

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risky activity that they are already aware of. They can win or lose but they are willing to play because they don't only expect the return but also a pleasure from the game. The pleasure can be related with the gambling.

5.2.3 Social Factors

Gambling can be transferred by culture and belong to the culture so the value of gambling stays in the society. The social environment that surrounded by gambling house is common. Friends inviting their peers to gamble, society and environment, the residence within the mentioned environment can stimulate them to gamble for instance the habitat surrounded by gambling house or habitat in community that gamble which would induce the residence to try. Also the rouse from media such as newspaper, television, movie that consists of such scene. They would provoke people to gamble and for those who already do, they start to bet more.

Value, Culture From 15 samples, the interview and the non-participate observation found that

As everyone aware of, playing gamble cards is immoral and wasting money. Six of them believe that gambling is normal and it depends on individual's preference. Three of them believe that playing gamble card is not necessary. One of them thinks that playing card is crucial to life. One of them realizes that the gambles are immoral, soul destroying and health destroying and make you become bad person. One of them thinks that the penalty for playing cards is low.

Social Environment From 15 samples, the interview and the non-participate observation found that

Most of the social environment consists of gambling house. Nine of them know each other. Three of them surrounded by many type of gambling. Three of them surrounded by the group of gambling house.

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Most of them live in rural area. Five of them live in non-crowded area. Five of them live in crowded rural area. Five of them live in an independent area. Most of them which is eight interviewees facing the problem of illegal loan, causing them a large amount of debt. Two of them are a gambling addict. Two of them are bullies. One of them uses drugs. One of them has a violence problem, and one of them drinks.

Media (Television and Prints) from 15 samples, the interview and the non-participate observation found that

Twelve of them didn't imitate the media. Two of them imitate from the characters from movie and TV show. One of them watches the show that teaches you how to cheat.

Financial status From 15 samples, the interview and the non-participate observation found that

Twelve of them have a debt problem. Three of them earn less than spending.

Friends and Peers From 15 samples, the interview and the non-participate observation found that

Nine of them tried by themselves. Six of them were influenced by friends. As the record, most of people around them have no record of gambling addiction included their parents, siblings. One of them admitted that his uncle was gambling, one of them told that his brother did, and one of them has a record that a niece gambled.

These are the samples of a social factor leading to the addiction behavior.

Research result

(Interviewed 15 April 2007: Aunt Tong) "**There's no way to control gambling. It is impossible to eliminate the gambling house in community or anywhere. Laws are not effective because you can find the gambling house**

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everywhere. Environment definitely affects the behavior because as long as gambling house exists, people go there."

(Interviewed 18 April 2007: Aunt Pon) "**Laws are not able to control because law itself let people gamble. Police men said gambling is legal but drugs are not.**"

(Interviewed 18 April 2007: Uncle Dum) "**It is impossible to eliminate the gambling house. Laws can not control as well because gambling houses are everywhere. Media is not an effect of gambling at all**."

(Interviewed 19 April 2007: Tukta) "**I never imitate the media. I play because it is fun and people in the community play. Even the policeman gambles.**"

(Interviewed 20 April 2007: Aunt Tim) "**Those gamblers who enter the gambling house are addicted because they go there everyday. The problem in the community is gamble. Most of them are rich.**"

(Interviewed 21 April 2007: Auntie Somsri) "**Laws can control the gamble because gambles are in the society for a very long time but to eliminate them are difficult if they increase the penalty**."

(Interviewed 25 April 2007: P Noi) "**My neighbor consists of many kind of gable but all of them are illegal. If you want to play you have to follow them around in order to avoid an arrestment. The officers don't know anything.**"

(Interviewed 25 April 2007: Grandpa Som) "**There are gambling houses in my community. The laws can not control them because they are too weak. Media has no influence on me as well as my friends or relative. I play because my own desire**."

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(Interviewed 1 May: Uncle Sak) "**My community has a lot of gambling houses. There's no way to control them. Laws can eliminate them by terminate the sale and the production**."

(Interviewed 25 May 2007: Na Somchai) "**Those who gamble are addicted, even they know that it is immoral but they still gamble because they can not quit. It is impossible for an officer to control because they do gamble as well and they receive bribe too**."

(Interviewed 18 May 2007: P Aof) "**Because they bribe the officer so it is difficult to eliminate the gambling. It depends on the gamblers and the owner of the gambling house; they have connection with the officer.**"

(Interviewed 25 May 2007: Uncle Pan) "**Every community has gambling house. People in the community like to gamble. It is like a tradition. People can't live without it. Card games are regular. People in the community know one another.**"

The research result related to the involved research which indicates that the factors causing gambling behavior is the environment surrounded them. The researches belong to Krisda Pongruen (1999), Chusak Jarudamrongsak (2002), Kunyaporn Thaichompoo (2003), and Kiatrut Thingpai (2004).

The research result related to the theory is Containment theory points out that the well-behaved people that resist changing and conforming the law to become a hope in the society may be concluded that the internal and external systems are the core importance that prevent pressure and motivation from surrounded environment and prevent a lust in one's mind. The external pressures are such as the society regulation, the condition of the community, the limited chance of becoming successful. The motivation from an external environment is such as confusion, charms, temptation, deviated behavior, commercial, advertisement, and other factors.

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In conclusion, the influences in the society and the factors those lead people to misconduct or the deviated behavior which is gambling.

5.3 Gambling Addiction Behavior

The behaviors lead to an addiction are the inability to control the desire to gamble, the desire to win back when they lost even they know the fact that gambling is wrong. Other behaviors such as lying to the family, and belief that you can win the bet when you have a good techniques and even when you lose you can win back.

Player aspect of playing card From 15 samples, the interview and the non-participate observation found that

Most of the players gamble while they are free from farming which is between Marchs until June of every year. Seven of them gamble after harvesting. Three of them gamble occasionally in festival. Five of them gamble regardless of occasion.

Player pattern of playing card From 15 samples, the interview and the non-participate observation found that

Most of them play rummy. Ten of them play only rummy because they don't like other kind, they prefer rummy in order to think. Two of them play Pok-Deng 8-9 because it is easy and take shorter time. One of them plays both. One of them play rummy, Pok-Deng 8-9, and Triple game. One of them play rummy, Pok- Deng 8-9, and Nine Ke.

Place of playing card From 15 samples, the interview and the non-participate observation found that

Mostly the pace people gamble is grove woods. The periods are after farming and during the festival. Five of them gamble in gathered group where no one can see

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them, and they illegally gather. Four of them go to illegal gambling house which to be known only Four of them go to illegal gambling house which to be known only by regular players. Three of them play in the resident that is gambling house. Three of them gamble in glove woods and banana woods where no one can see and can be known by regular players

Time period of playing card From 15 samples, the interview and the non-participate observation found that

Most of them gamble over night. Two of them gamble 10 – 24 o'clock. One of them gambles 10-17 o'clock, the time they stop gamble is uncertain. Two of them gamble since 13 o'clock and the time they stop gamble is uncertain. One of them gambles 9-18 o'clock depend on money. One of them starts playing since 10 o'clock the time they stop gamble is uncertain. And if he lost, he tries to win the money back. One of them gambles 10-18 o'clock on Friday or the end of the month when he receives an income. One of them gambles 10 – 18 o'clock. One of them gambles after 18, after a house work. One of them gambles 11-18 o'clock in special occasion such as festival and he plays over night. One of them gambles 13-14 hours a day, time periods are uncertain. One of them gambles since 21 o'clock and so on, gambles in a funeral. One of them gambles during day time since 11 o'clock.

These are samples of gambling addiction behavior.

Research result

(Interviewed 15 April 2007: Aunt Tong) "**The regular players always invite me to wherever there's a rich gambling house. We gamble everyday through out the year. We gamble 11-18 o'clock. Sometime we play over night.**
I want money so I have to be patience. There's a little chance to earn money this easy. I can't quit. The effect is that I barely spend time with my family."

(Interviewed 18 April 2007: Aunt Pon) "**At the end of farming season, there's a festival and people often gamble because they sell vegetable. I want to**

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play because I have my capital. I can quit whenever I want to. The effects are that I lack of responsibility and I always miss my appointment."

(Interviewed 19 April 2007: Uncle Dum) "**It is easy to get money. I gamble all day and all night even it's exhausted. I become an addict and become unpunctuality**."

(Interviewed 19 April 2007: Tukta) "**I can't stop myself. I want to play and I get upset easily. I play card until I lose all my money so I had to pledge my mobile phone in order to get cash. I have passion about it, if I don't play cards I get upset easily. It affects my temper and it's a waste of money.**"

(Interviewed 20 April 2007: Aunt Tim) "**If I don't gamble, I get upset. It seems like my life is missing something. Once when I start playing I can't quit. I'm an addict. I become unpunctuality and miss my appointment**."

(Interviewed 21 April 2007: Auntie Somsri) "**At the end of the farming season we have free time so we gamble. We gamble all the time. I get upset when I have no chance to gamble. When I lost I'd try to get my money back. I have a lot of debt and my health is worsened**."

(Interviewed 25 April 2007: P Noi) "**I have debt but I can't stop myself. My family warned me but I didn't listen. I pledged my gold necklace in order to get cash. I don't have time for my family and I become smoker**."

(Interviewed 23 April 2007: Auntie Toi) "**I lost my money but I can't quit. I want to win my money back. I become unpunctuality.**
I go home late at night or don't go back home at all. I never do the house work. I lost my role in my family. I sarcastic of my life. I find pleasure for myself because life is short so I want to spend it worth."

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(Interviewed 5 May 2007: Aunt Soy) "**I lost my money but I keep gamble because I want my money back but it turns out that I create more debt. I have debt and always go home late at night.**"

(Interviewed 10 May 2007: Na Somchai) "**I think I'm an addict because I want to play, want to go there even though that I'm not playing but I still want to go. The effects are violence and when I lose I feel desperate and don't want to do anything**."

(Interviewed 15 May 2007: P Ton)

"**I play everyday. I can't force myself to quit even my family warn me. When I lost I'd try to get my money back. I have a lot of debt**."

(Interviewed 25 May 2007: Uncle Pan) "**I go wherever there's a gambling. I gamble everywhere, every province and every district because I'm an addict so I can't quit. It's all in my head. I want money. I don't have time for my family. I have debt and become unpunctuality and always miss my appointment**."

The research result related to the involved research which indicates that the behaviors of addicts are similr. The researches belong to Siriroj Rungprasreat (2000), Pinich Rungjang (1995), Kuanyaporn Thaichompoo (2003), and Surapong Pongdejkajorn (2004).

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Table 2 Factors that lead the interviewees to gamble (can answer more than 1)

Information	Number	Percentage (%)
1. Gamble because wanting to become rich / wanting money	13	86.7
2. Gamble for fun	11	73.3
3. Gamble because social factor	9	60.0
4. Gamble for relaxation	9	60.0
5. Gamble to think/ to use the brain	9	60.0
6. Gamble for excitement	7	46.7
7. Gamble because of an environment	7	46.7
8. Gamble because wanting to try	4	26.7
9. Gamble because it's a fashion	3	20.0
10. Gamble because imitating from the movie	1	6.7
11. Gamble because sarcastic life	1	6.7
12. Gamble because imitating from people around them such as father, mother, siblings and friends, etc.	1	6.7

From the table found that the first five factors affected the behavior are Gamble because wanting to become rich, Gamble for fun, Gamble because social factor, Gamble for relaxation, Gamble to think/ to use the brain, Gamble for excitement, Gamble because of an environment, and Gamble because wanting to try.

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CHAPTER VI
CONCLUSION AND SUGGESTION

This research is the study the factors causing the gambling addiction: A study of playing card casino case at Lomsak district, Petchabun province. It is qualitative research with the descriptive analysis, and also adopted by using theories and others related works. It has objective to realize factors of gambling addicted with the in-depth interview process and non-participant observation. 15 people were collected as 8 females and 7 males.

6.1 Conclusion

6.1.1 Factors causing the gambling addiction

From 15 samples group which is 7 males or 46.7 percent and 8 females or 53.3 percent found out that addicted gambling 11 persons. From interview, the youngest one is 20 years old and the oldest one is 72 years old. Mostly is over 51 years old which is computed to be 40 percent.

Gambling addiction has many issues to be related, the results from observation found out that

6.1.1.1 Personal factors

Mostly is over 51 years old and has more tendencies to play more gambling. The youngest starting ages is 13 years old caused by environmental copied. The lower factors are from unemployment, low income, which all related to gambling addicted.

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6.1.1.2 Family factors

Mostly has middle income, inadequate income, spoiled raising, not warm family, unhappy family, desperate family which all contributes person to join gambling.

6.1.1.3 Mentality factors.

Mostly not hope for extra income but for joyful and relaxation which all related to satisfaction creator. The lower one if there is stress involved, drugs and cigarette used are related to reduce it

6.1.1.4 Social factors.

Social environment mostly think that gambling cost money. The lower perceives as gambling as individual rights to do so. Media also stimulate people to follow if they act gambling scene as they being idol for others people.

6.1.2 Behavior gambling addiction.

Gambling behavior is people always play gambling when harvesting season ended in March until June. The lower plays when there is a festival. Mostly play Rummy, the lower is poke 8-9 because it is easy to understanding and to be lucky one. Mostly play in jungle, prohibited house. Mostly play all day all night long and lower is from 10 am to 12 pm. or from 10 am to 5pm. mostly if they lose the money, they would fight back until running out of money or being in debt more.

6.1.3 Effects from gambling addiction

From research indicated that mostly player still not realize the real effect from gambling and always refuse to be called gambling addicted and say like he can quit it easily.

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1. Mentality distortion whatever u win or lose the money because it will stimulate the curiousness and greedy. Moreover, research argued that most of players are stress and smoking-addicted.

2. Lose relationship in family, personal, friends, colleague, because gambling addicted person always care just cards and gambling activities.

3. Lose money from gambling

4. The loser always be aggressive and violence behavior, they could even harm themselves or others people.

Thus, it can be said that gambling always ruins both physical and mentality which affects him and others seriously. As the old man said, fire in the house is better than play gambling.

From research, the reasons encourage people to playing card the mostly player five reasons are.

1. Want to get rich easily, want money.
2. Joyful and social needed.
3. relaxation
4. To use their brain and practice it wisely, also being alert.
5. Curious and environmental induced.

It can be concluded that the most important reason for gambling cards addiction is family factor because needy for money to carry on family life.

The lower one is mentality and curiousness. These two factors make people joyful when playing, relaxing, and good relationship among friends.

Lastly, social factor; surrounding area located by casino, also culture and attitude towards it. The most attractive thing is money which is related to (Don Ozga (2002; claimed in Surachet Phongtanya, 2003:33) argue that the most influence factor for gambling cards is money (desire for money), for instance, joyful, reduce stress, relaxing, reduce depressed. Furthermore, gambling cards creates challenge and debut

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entertainment (Boyd, 1976; Steiner, 1970; Zuckman, 1979; Benjamin, et al, 1996). And also related to some old man said that gambling cards is games if chances. It is truly random game which might use or not use any skills to play. (On the social and economic impact of pathological gambling cards, 1999; claimed in Surachate Phongtanya, 2003: 33)

Gambling cards addicted behavior research shown that most of them are above 51 years old which has tendency to addict.

The most important thing is the uncontrollable desire to play it. Whenever they lose money, they would not give up, instead fighting back harder. Thus, they are never giving up.

The lower is the behavior believing in spirits could make you conquer, the more motivation to play, and the more in debt. The next lower one is seeking friends to play with you, also bad and wrong manner like if you lose once when coming back you will be the winner. This is related to (Committee on the social and economic impact of pathological gambling cards,1999; claimed in Surachate Phongtanya, 2003: 32) stated that the states and Canada has adult-addicted to gambling cards for 1.6%, 5.45% has problems from gambling cards. The player will have risk more than non-player for 3.9 times. It is because attitude and copied characteristics and external factor in society can affect others. (Ozga and Brown, 2002)

6.2 Documents Gained from Research

The factors causing the gambling addiction combining of various factors, from 15 persons in sample group, 11 are gambling addicted.

Personal factors, mostly is over 51 years old and has more tendencies to play gambling, also unemployment. For family factor, they mostly have low income, no job, and spoiled characteristics. However, the players might not wish for money but also for joyful, fun, and satisfaction. For social, environmental effects, casino near

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neighborhood, and media influences take important role to boost up number of players. For gambling addicted behavior, mostly when they lose, they would fight and replay until they running out of money or being in debt.

To be concluded, the most important factor reasoning gambling cards addiction is family. Some families do need to find money to pay for their children's tuition. When income is shortage of expense, needy of money can be satisfied by playing gambling cards, linked to General Arun Chaowanasai (1983), stated that some playing gambling cards as main career and some might own a casino. (Peter J. Arnold, 1986; claimed in Toh Somboon, 2002: 98) that reasoning of playing gambling cards is quick richness; also spoiled childhood risen up can lead to gambling addiction.

The lower reason is personal reasons. Due to low educated bring people be unemployed and no full time job. Gambling comes to life so as to ask for luck and find more income. For ages, ages above 51 years old has highest tendency to addict. The lower factor is mentality; with loads of stress people can find their way out by smoking, drinking, and using drugs. It is misunderstood. People do expect joyful and happiness from gambling, so it can be addicted easily. The next factor is social factor, tons of casinos opened in the surrounding areas, so people can easily go and play. So, players would not afraid of cops or any officers. Next, closed people, such as, friends, can be supporter to play gambling cards. Finally, with role model wishes and friends supported, it could lead to gambling addicted easily.

Most gambling addiction research is the case that when people lose money, why they do not give up playing. For example, they would sell their others stuff and ask for money instead to continue gambling cards. The effect of gambling addiction is the failure of players to have social responsibility and works. Gambling can further ruins people life, increase debt, stealing problem, and more crime. The others problem is corruption which is affecting overall country's image.

From research also indicated that sample group still lack of knowledge in effects of gambling. It affects individuals, society, and nation, for example, mentality,

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physical, thus, they must realize and quit playing. In western country, 3-8 percent of total people are addicted to gambling. In Thailand, 3 percent are counted.

To solve gambling, researcher suggests.

1. Give the risk people to realize. It means feel guilt to plat and think that has disadvantage more than advantage. They should use avoiding skills to run away when they are invited.

2. Choose the good atmosphere to live, avoid gamblers.

3. Must not even to start or any trial. It could lead to gambling addicted easily whatever you win or lose; it is going to capture your mind.

4. Avoid stimulator; environmental and people issue.

6.3 Suggestion and Further Research Suggestion

6.3.1 Suggestion in this research

In this research, it must use delicate information to analyze the qualitative one. Some can be used while some can not.

Researcher indicated the problem is collecting data from gamblers were hard to be. Even though there is local people who living around in the neighborhood areas but researcher can not rely on that information. The researcher has to get used to with them to make it fully trusted.

For further researcher, the researcher should study effects and violence degree of gambling addicted in various group so as to understand the reasons and adopted sample group to use in the larger one.

Acknowledgement, understanding, and realize cost and benefits of gambling which going to happen to oneself, family, social, and national must be seriously

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considered even though children group would follow the bad group and nation would fall down.

6.3.1.1 Policy suggestion

1. Government is vital to improve economics and human resources, including better income distribution, and income equality.

2. Police nation's of Thailand should look seriously on preventing and attacking gambling due to lack of trustworthy in police nowadays.

3. Police nation's of Thailand should examine the police operation about police corruption in gambling places, must find strong evidence to capture bad cops and punish them.

4. Police station should acknowledge the cons of gambling and also discourage people about playing gambling. Also, need to provide information in newspaper, radio, which reflects people's attitude.

5. Local leader should encourage people to be employed, it maybe 1 tumbon 1 product, to realize value of each works. Thus, they will use their time efficiently and no time for gambling.

6. Build the cooperation among local leader, officer, and people to avoid playing gambling, must build up their own value to avoid it.

7. Government sector that takes charge, such as, tumbon, municipal, villager leader should build public place for people to hang around and do activity as a group instead of gambling.

6.3.3.1.2 Operation suggestion

1. Government should build family as the model for children who are not playing gambling; also teach them how bad it is.

2. Educational sector should teach about gambling problem and crime. It could be done by watching movies to let children see how they can avoid it.

3. Police officers in each area should perform honestly in their work in order to be achieved standard among people.

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4. Police leader should examine police operation whenever there is gambling news, be aware of bad police who take corruption from casino, otherwise, they should be sacked instead of move to somewhere else.

5. Government sector who in charge in area, such as, Obiter should support the preventing of gambling. It is the cooperation among officers and people.

Researcher experiences gained from this qualitative analysis.

1. Researcher must be patience to build the corporation with gamblers about 3 months before collecting data.

2. Researcher must be friendly and can be trusted by gamblers.

3. Collecting data need the good listening skills.

4. Researcher must observe it clearly and ongoing.

5. Researcher must be patience to collect all data available.

6. Researcher must know specific words in gambling.

7. Researcher must be neutral, no positive and negative thinking towards each gamblers information.

8. Researcher must avoid playing gambling when invited.

9. Researcher has high possibility to get arrest by policemen because they need to collect the data closely.

10. Researcher must be diligent to collect data.

11. Researcher must be careful and well-thinking to analyze what they gathered.

12. Results of research can be used to solve gambling problems in the future.

6.3.2 Further research suggestion

In order to create most benefit points to society, following points need to be considered.

1. Should study further on children group.

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2. There should be investigator mainframe to take a look at each addicted person in each organization.

3. Should interview owner of casino and owner for international gambling, and also internet gamble.

4. Should study whether the loser of gambling would harm any crime further or not.

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APPENDIX

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INTERVIEW DEEP DATA

THESIS

TITLE

THE FACTORS CAUSE OF THE GAMBLING ADDICTION: A CASE STUDY OF PLAYING CARD CASINO LOMSAK DISTRICT PETCHABOON PROVINCE

Component 5 part

Part 1 Personal factors
Part 2 Family factors

Part 3 Mentality factors

Part 4 Social factors

Part 5 Behavior gambling addiction

Remark – This interview form will be write by researcher.

Part 1 Personal factors

1. Sex

……Male ……Female

2. Age……..years

3. Marriage status……..

4. Education level

4.1 Highest Education

……..……

……..……

5. Occupation

……

……..

6. Income……Baht/month

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6.1 Is your income an adequate amount?

……

……...

7. In case of married: Your spouse's occupation?

……

……

8. Your family living-standard?

……

……

Part 2 Family factors

1. Your relationship with family?

……

……

2. Your relationship with spouse?

……

……

2.1 Family members' relationship?

……

……

3. An atmosphere in house?

……

……

4. How do you raise your children?

……

……

4.1 Do you have any children and how many?

……

……

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5. Your finance and fees status?

……

……

Part 3 Mentality factors

1. Your mental health?

……

……

2. Have you ever felt angry or moody?

……

……

3. How can you claim down or relax your mind?

……

……

4. Your personality/individuality?

……

……

5. What's the way to have a relaxation?

……

……

6. In your view, "Gambling" (playing cards) help you decrease stresses?

……

……

Part 4 Social factors

1. What's your community's value on "Gambling" (playing cards)?

……

……

2. In your community, how to playing cards?

……

……

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3. In your daily life, do u think “Gambling” (playing cards) is essential for life?

……

……

4. There are any Gambling houses in your environment? And they have ability to control them or not?

……

……

5. Media

5.1 Do you think TV shows have an influence in encouraging people to gambling?

……

……

5.2 Do you think Press has an influence in encouraging people to gambling?

……

……

6. Have your friends ever invited you to play cards or gambling?

……

……

7. Do you have any closed who is a Gambling addicted?

……

……

8. Have you ever been forced to go to Gambling house?

……

……

9. Your environment around your habitat?

……

……

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Part 5 Behavior gambling addiction

1. What is a kind of gambling which are played in gambling house?

……

……

2. What are the names of cards playing? How to play them?

……

……

3. Where are places that u plays card and How?

……

……

4. How long do you spend on playing cards? (For one game)

……

……

4.1 Did your time in gambling is increasing?

……

……

4.2 How do you feel if you didn't play cards?

……

……

5. Are you a gambling addicted?

……

……

6. What's your sign of gambling addicted?

……

……

7. Are they any effects which cause by gambling addicted?

……

……

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Put √ in front of number which is fit with yourself

What are the reasons that you have a gambling (playing cards)"? (you can choose more than one answer)	**YES**	**NO**
1. I want to be rich and make more money.	.....	.....
2. I feel excited when I play cards.	.....	.....
3. I wan to have fun and happiness.	.....	.....
4. I feel relax when I play cards.	.....	.....
5. I want to make friend and be in society.	.....	.....
6. I just want to try.	.....	.....
7. I play cards because of environment.	.....	.....
8. I want to sharp my brain.	.....	.....
9. I want to copy my father or mother's behavior.	.....	.....
10. I want to copy from press and media.	.....	.....
11. I want to be sarcastic.	.....	.....
12. I think playing cards is fashionable.	.....	.....

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พระราชบัญญัติการพนัน

พุทธศักราช 2478

ในพระปรมาภิไธยสมเด็จพระเจ้าอยู่หัวอานันทมหิดล

คณะผู้สำเร็จราชการแทนพระองค์

(ตามประกาศประธานสภาผู้แทนราษฎรลงวันที่ 20 สิงหาคม พุทธศักราช 2478)

น.อ.อาทิตย์ทิพอาภา ร.น.

เจ้าพระยายมราช

พล.อ.เจ้าพระยาพิชเยนทรโยธิน

ตราไว้ ณ วันที่ 31 มกราคม พุทธศักราช 2478

เป็นปีที่ 2 ในรัชกาลปัจจุบัน

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โดยที่สภาผู้แทนราษฎรลงมติว่า สมควรเพิ่มเติมและรวบรวมพระราชบัญญัติการพนันเสียใหม่ จึงมีพระบรมราชโองการให้ตราพระราชบัญญัติขึ้นไว้โดยคำแนะนำและยินยอมของสภาผู้แทนราษฎร ดังต่อไปนี้

มาตรา 1 พระราชบัญญัตินี้ให้เรียกว่า พระราชบัญญัติการพนัน พุทธศักราช 2478

มาตรา 2[1] ให้ใช้พระราชบัญญัตินี้ตั้งแต่วันประกาศในราชกิจจานุเบกษาเป็นต้นไป

มาตรา 3 ตั้งแต่วันใช้พระราชบัญญัตินี้ให้ยกเลิกพระราชบัญญัติการพนัน พ.ศ.2473 และกฎหมาย กฎ ข้อบังคับ ซึ่งมีความขัดหรือแย้งกับบทแห่งพระราชบัญญัตินี้ เว้นแต่ความในมาตรา 853, 854 และ 855 แห่งประมวลกฎหมายแพ่งและพาณิชย์

มาตรา 4 ห้ามมิให้อนุญาตจัดให้มี หรือเข้าเล่น หรือเข้าพนันในการเล่นอันระบุไว้ในบัญชี ก. ท้ายพระราชบัญญัตินี้ หรือการเล่นซึ่งมีลักษณะคล้ายกัน หรือการเล่นอันร้ายแรงอื่นใด ซึ่งรัฐมนตรีเจ้าหน้าที่ได้ออกกฎกระทรวงระบุเพิ่มเติมห้ามไว้ แต่เมื่อรัฐบาลพิจารณาเห็นว่า ณ สถานที่ใดสมควรจะอนุญาตภายใต้บังคับเงื่อนไขใดๆ ให้มีการเล่นชนิดใดก็อนุญาตได้โดยออกพระราชกฤษฎีกา

การเล่นอันระบุไว้ในบัญชี ข. ท้ายพระราชบัญญัตินี้ หรือการเล่นซึ่งมีลักษณะคล้ายกันหรือการเล่นอื่นใดซึ่งรัฐมนตรีเจ้าหน้าที่ได้ออกกฎกระทรวงระบุเพิ่มเติมไว้ จะจัดให้มีขึ้นเพื่อเป็นทางนำมาซึ่งผลประโยชน์แก่ผู้จัดโดยทางตรงหรือทางอ้อมได้ต่อเมื่อรัฐมนตรีเจ้าหน้าที่หรือเจ้าพนักงานผู้ออกใบอนุญาตเห็นสมควรและออกใบอนุญาตให้ หรือมีกฎกระทรวงอนุญาตให้จัดขึ้นโดยไม่ต้องมีใบอนุญาต

ในการเล่นอันระบุไว้ในวรรค 2 ข้างต้นนั้นจะพนันกันได้เฉพาะเมื่อได้มีใบอนุญาตให้จัดมีขึ้นหรือมีกฎกระทรวงอนุญาตให้จัดขึ้นได้โดยไม่ต้องมีใบอนุญาต

การเล่นหมายเลข 5 ถึง 15 ในบัญชี ข. หรือการเล่นซึ่งมีลักษณะคล้ายกัน หรือการเล่นอื่นใดซึ่งรัฐมนตรีเจ้าหน้าที่ได้ออกกฎกระทรวงระบุเพิ่มเติมไว้นั้น จะให้รางวัลตีราคาเป็นเงินไม่ได้ และห้ามมิให้ผู้ใดรับรางวัลที่ให้ไปแล้วกลับคืน หรือรับซื้อหรือแลกเปลี่ยนรางวัลนั้นในสถานงานหรือการเล่นหรือบริเวณต่อเนื่องในระหว่างมีงานหรือการเล่น

มาตรา 4 ทวิ[1] ในการเล่นอื่นใดนอกจากที่กล่าวในมาตรา 4 จะพนันกันหรือจะจัดให้มีเพื่อให้พนันกันได้เฉพาะการเล่นที่ระบุชื่อและเงื่อนไขไว้ในกฎกระทรวง

คำว่า การเล่น ในวรรคก่อน ให้หมายความรวมตลอดถึงการทายและการทำนายด้วย

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(1) รก.2478/-/1978/1 กุมภาพันธ์ 2478

(1) แก้ไขเพิ่มเติมโดยพระราชบัญญัติฯ (ฉบับที่ 4) พุทธศักราช 2485

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มาตรา 5 ผู้ใดจัดให้มีการเล่น ซึ่งตามปกติย่อมจะพนันเอาเงินหรือทรัพย์สินอย่างอื่นแก่กัน ให้สันนิษฐานไว้ก่อนว่าผู้นั้นจัดให้มีขึ้นเพื่อนำมาซึ่งผลประโยชน์แห่งตน และผู้ใดเข้าเล่นอยู่ด้วยก็ให้สันนิษฐานไว้ก่อนว่าผู้นั้นพนันเอาเงินหรือทรัพย์สินอย่างอื่น

มาตรา 6 ผู้ใดอยู่ในวงการเล่นอันขัดต่อบทแห่งพระราชบัญญัตินี้ หรือขัดต่อข้อความในกฎกระทรวง หรือใบอนุญาตซึ่งออกตามพระราชบัญญัตินี้ให้สันนิษฐานไว้ก่อนว่าผู้นั้นเล่นด้วย เว้นแต่ผู้ซึ่งเพียงแต่ดูการเล่นในงานรื่นเริงสาธารณะหรือในงานนักขัตฤกษ์หรือในที่สาธารณสถาน

มาตรา 7 ใบอนุญาตทุกฉบับต้องกำหนด

(1) ลักษณะข้อจำกัดและเงื่อนไขของการเล่นพนันโดยชัดแจ้ง

(2) สถานที่ วัน เดือน ปี และกำหนดเวลาที่อนุญาตให้เล่น ถ้าเป็นใบอนุญาตสลากกินแบ่ง สลากกินรวบ และสวีป ให้ระบุจำนวนสลากที่จะขายกับสถานที่วันและเวลาที่จะออกด้วย

(3) จำนวนบุคคลผู้จะเข้าเล่นมีกำหนดหรือไม่ และไม่ให้บุคคลอายุต่ำกว่า 20 ปีบริบูรณ์หรือไม่บรรลุนิติภาวะเข้าเล่นด้วย เว้นแต่การเล่นตามบัญชี ข. หมายเลข 16

มาตรา 8 การจัดให้มีการแถมพกหรือรางวัลด้วยการเสี่ยงโชคโดยวิธีใด ๆ ในการประกอบกิจการค้าหรืออาชีพ จะต้องได้รับอนุญาตจากเจ้าพนักงานผู้ออกใบอนุญาตก่อนจึงจะทำได้

มาตรา 9 สลากกินแบ่ง สลากกินรวบ และสวีป หรือการเล่นอย่างใดที่เสี่ยงโชคให้เงินหรือประโยชน์อย่างอื่นแก่ผู้เล่นคนหนึ่งคนใดนั้น ต้องส่งสลากให้เจ้าพนักงานผู้ออกใบอนุญาตประทับตราเสียก่อน จึงนำออกจำหน่ายได้

ถ้ายังมิได้รับอนุญาตให้มีการเล่นที่กล่าวไว้ในวรรคก่อน ห้ามมิให้ประกาศโฆษณาหรือชักชวนโดยทางตรงหรือทางอ้อมให้บุคคลใด ๆ เข้าร่วมในการเล่นนั้น

มาตรา 9 ทวิ[2] ห้ามมิให้ผู้ใดเสนอขายหรือขายสลากกินแบ่งที่ออกจำหน่ายตามมาตรา 9 และที่ยังมิได้ออกรางวัลเกินกว่าราคาที่กำหนดในสลาก

มาตรา 9 ตรี[3] ผู้ใดฝ่าฝืนมาตรา 9 ทวิ ต้องระวางโทษจำคุกไม่เกินหนึ่งเดือน หรือปรับไม่เกินหนึ่งพันบาท หรือทั้งจำทั้งปรับ

มาตรา10 ทรัพย์สินพนันกันซึ่งจับได้ในวงการเล่น อันขัดต่อบทแห่งพระราชบัญญัตินี้หรือขัดต่อข้อความในกฎกระทรวงหรือใบอนุญาตซึ่งออกตามพระราชบัญญัตินี้ ให้ริบเสียทั้งสิ้น เว้นแต่ทรัพย์สินซึ่งมิได้เอาออกพนัน

เครื่องมือที่ใช้ในการเล่นนั้น ให้ศาลมีอำนาจริบได้ตามกฎหมายลักษณะอาญา ประกาศหรือเอกสารอย่างใด ๆ อันมุ่งหมายให้เป็นการชักชวนผู้อื่นให้เข้าเล่นดังกล่าวไว้ในมาตรา 9 วรรค 2 นั้น ตำรวจหรือกรมการอำเภอจะยึดและทำลายเสียก็ได้ ถ้าประกาศหรือเอกสารนั้นส่งทางไปรษณีย์

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[2] [3] แก้ไขเพิ่มเติมโดยพระราชบัญญัติฯ (ฉบับที่ 8) พ.ศ.2505

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ถึงผู้รับที่อยู่ในราชอาณาจักร เจ้าพนักงานไปรษณีย์จะยึดประกาศหรือเอกสารนั้นไว้ก็ได้ แต่เจ้าพนักงานไปรษณีย์ต้องแจ้งให้ผู้รับทราบ ถ้าผู้รับมีข้อโต้แย้งว่าประกาศหรือเอกสารนั้นมิได้เกี่ยวแก่การพนัน ผู้รับจะนำคดีไปฟ้องศาลภายในกำหนด 1 เดือนนับแต่วันที่ได้รับแจ้งความจากเจ้าพนักงานไปรษณีย์ก็ได้ ถ้าผู้รับมิได้นำคดีไปฟ้องศาลก็ดี หรือเมื่อศาลสั่งยืนการยึดนั้นก็ดี เจ้าพนักงานไปรษณีย์มีอำนาจทำลายประกาศหรือเอกสารที่ยึดไว้นั้นได้

แต่เจ้าพนักงานไปรษณีย์จะเปิดซองหรือห่อออกดูโดยอาศัยอำนาจตามความในมาตรานี้ไม่ได้ เว้นแต่จะมีเครื่องหมายภายนอกแสดงว่า ในซองหรือในห่อนั้นมีสิ่งที่จะต้องริบและทำลายตามพระราชบัญญัตินี้

มาตรา 11 เจ้าพนักงานผู้ออกใบอนุญาตมีสิทธิจะเรียกใบอนุญาตคืนเมื่อมีเหตุสมควรเชื่อว่า ผู้รับใบอนุญาตกระทำการละเมิดพระราชบัญญัตินี้ หรือกฎกระทรวง หรือใบอนุญาตซึ่งออกตามพระราชบัญญัตินี้

มาตรา 12[1] ผู้ใดจัดให้มีการเล่น หรือทำอุบายล่อ ช่วยประกาศโฆษณาหรือชักชวนโดยทางตรงหรือทางอ้อมให้ผู้อื่นเข้าเล่นหรือเข้าพนันในการเล่นซึ่งมิได้รับอนุญาตจากเจ้าพนักงาน หรือรับอนุญาตแล้วแต่เล่นพลิกแพลงหรือผู้ใดเข้าเล่นหรือเข้าพนันในการเล่นอันขัดต่อบทแห่งพระราชบัญญัตินี้ หรือกฎกระทรวง หรือข้อความในใบอนุญาต ผู้นั้นมีความผิดต่อไปนี้

(1) ถ้าเป็นความผิดในการเล่นตามบัญชี ก. หมายเลข 1 ถึงหมายเลข 16 หรือการเล่นตามบัญชี ข. หมายเลข 16 เฉพาะสลากกินรวบหรือการเล่นซึ่งมีลักษณะคล้ายกันนี้ ต้องระวางโทษจำคุกตั้งแต่ 3 เดือนขึ้นไปจนถึง 3 ปี และปรับตั้งแต่ 500 บาท ขึ้นไปจนถึง 5,000 บาท ด้วยอีกโสดหนึ่งเว้นแต่ผู้เข้าเล่นหรือเข้าพนันที่เรียกว่าลูกค้า ให้จำคุกไม่เกิน 3 ปี หรือปรับไม่เกิน 5,000 บาท หรือทั้งจำทั้งปรับ

(2) ถ้าเป็นความผิดในการเล่นอื่นใดตามพระราชบัญญัตินี้ ต้องระวางโทษจำคุกไม่เกิน 2 ปี หรือปรับไม่เกิน 2,000 บาท หรือทั้งจำทั้งปรับ เว้นแต่ความผิดตามมาตรา 4 ทวิ ต้องระวางโทษจำคุกไม่เกิน 1 ปี หรือปรับไม่เกิน 1,000 บาท หรือทั้งจำทั้งปรับ

มาตรา 13 ผู้ใดฝ่าฝืนบทบัญญัติมาตรา 4 อันว่าด้วยการรับกลับคืนหรือรับซื้อ หรือแลกเปลี่ยนรางวัลนั้น มีความผิดต้องระวางโทษจำคุกไม่เกิน 3 เดือน หรือปรับไม่เกิน 500 บาท หรือทั้งจำทั้งปรับ

มาตรา 14 ผู้ใดฝ่าฝืนบทบัญญัติมาตรา 8 มีความผิดต้องระวางโทษจำคุกไม่เกิน 1 ปี หรือปรับตั้งแต่ 50 บาท ขึ้นไปจนถึง 2,000 บาท หรือทั้งจำทั้งปรับ

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[1] แก้ไขเพิ่มเติมโดยพระราชบัญญัติฯ (ฉบับที่ 7) พ.ศ.2504

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มาตรา 14 ทวิ[2] ผู้ใดกระทำความผิด ต้องระวางโทษตามพระราชบัญญัตินี้เมื่อพ้นโทษแล้วยังไม่ครบกำหนดสามปี กระทำความผิดต่อพระราชบัญญัตินี้อีก

(1) ถ้าโทษซึ่งกำหนดไว้สำหรับความผิดที่กระทำครั้งหลังเป็นโทษจำคุก และปรับ ให้วางโทษทวีคูณ

(2) ถ้าโทษซึ่งกำหนดไว้สำหรับความผิดที่กระทำครั้งหลังเป็นโทษจำคุก หรือปรับ ให้วางโทษทั้งจำทั้งปรับ

มาตรา 15[1] นอกจากโทษที่มีบัญญัติ ไว้แล้วในพระราชบัญญัตินี้ ถ้าเป็นกรณีที่มีผู้นำจับผู้กระทำความผิด ให้พนักงานอัยการร้องขอต่อศาลให้จ่ายสินบนแก่ผู้นำจับด้วย และให้ศาลสั่งไว้ในคำพิพากษาให้ผู้กระทำผิดใช้เงินสินบนแก่ผู้นำจับกึ่งหนึ่งของจำนวนเงินค่าปรับด้วยอีกโสดหนึ่ง ถ้าผู้กระทำผิดไม่ชำระสินบนดังกล่าวให้จ่ายจากเงินที่ได้จากของกลางซึ่งศาลสั่งริบเมื่อคดีถึงที่สุดแล้ว หรือจ่ายจากเงินค่าปรับที่ได้ชำระต่อศาล

มาตรา 16[2] รัฐมนตรีเจ้าหน้าที่รักษาการตามพระราชบัญญัตินี้ มีอำนาจกำหนดให้ผู้รับใบอนุญาตการเล่นหมายเลข 17 ในบัญชี ข. เสียภาษีไม่เกินกว่าร้อยละสิบแห่งยอดรายรับก่อนหักรายจ่าย การเล่นหมายเลข 19 ในบัญชี ข. ไม่เกินร้อยละสิบแห่งยอดรายรับซึ่งหักรายจ่ายแล้ว และการเล่นหมายเลข 16 หมายเลข 18 และหมายเลข 20 ในบัญชี ข. ไม่เกินร้อยละสิบแห่งยอดราคาสลาก ซึ่งมีผู้รับซื้อก่อนหักรายจ่าย

รัฐมนตรีเจ้าหน้าที่รักษาการตามพระราชบัญญัตินี้จะกำหนดให้ผู้รับใบอนุญาตการเล่นหมายเลข 17 หมายเลข 18 และหมายเลข 19 ในบัญชี ข. เสียภาษีเพิ่มขึ้นอีกไม่เกินร้อยละสองครึ่งเพื่อให้เป็นรายได้ของเทศบาลแห่งท้องที่ที่เล่นการพนันตามใบอนุญาตโดยกำหนดในกฎกระทรวงก็ได้

มาตรา 16 ทวิ[3] ภาษีที่จะต้องเสียตามความในมาตรา 16 และเงินค่าธรรมเนียมตามความในมาตรา 17 นั้น ให้รัฐมนตรีเจ้าหน้าที่ตามพระราชบัญญัตินี้กำหนดตามสภาพแห่งท้องถิ่นได้

มาตรา17ให้รัฐมนตรีว่าการกระทรวงมหาดไทย เป็นเจ้าหน้าที่รักษาการให้เป็นไปตามพระราชบัญญัตินี้ และให้มีอำนาจออกกฎกระทรวง ตั้งเจ้าพนักงานดำเนินการตามพระราชบัญญัติกำหนดเงินค่าธรรมเนียม กำหนดเงื่อนไขในการเล่นพนัน และวางระเบียบเพื่อปฏิบัติการให้เป็นไปตามพระราชบัญญัตินี้

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[2] แก้ไขเพิ่มเติมโดยพระราชบัญญัติฯ (ฉบับที่ 3) พ.ศ. 2485

[1] แก้ไขเพิ่มเติมโดยพระราชบัญญัติฯ (ฉบับที่ 5) พ.ศ.2490

[2] แก้ไขเพิ่มเติมโดยพระราชบัญญัติฯ (ฉบับที่ 6) พ.ศ.2503

[3] แก้ไขเพิ่มเติมโดยพระราชบัญญัติฯ (ฉบับที่ 2) พ.ศ. 2482

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กฎกระทรวงนั้น เมื่อได้ประกาศในราชกิจจานุเบกษาแล้วให้ใช้บังคับได้

ผู้รับสนองพระบรมราชโองการ
(ตามมติคณะรัฐมนตรี)
พระยานิติศาสตร์ไพศาลย์
รัฐมนตรี

บัญชี ก.

1. หวย ก. ข.
2. โปปั่น
3. โปกำ
4. ถั่ว
5. แปดเก้า
6. จับยี่กี
7. ต่อแต้ม
8. เบี้ยโบก หรือคู่คี่ หรืออีโจ้ง
9. ไพ่สามใบ
10. ไม้สามอัน
11. ช้างงา หรือป๊อก
12. ไม้ดำ ไม้แดง หรือปลาดำปลาแดง หรืออีดำอีแดง
13. อีโปงครอบ
14. กำตัด
15. ไม้หมุน หรือล้อหมุนทุก ๆ อย่าง
16. หัวโตหรือทายภาพ
17. การเล่นซึ่งมีการทรมานสัตว์ เช่นเอามีดหรือหนามผูก หรือวางยาเบื่อเมาให้สัตว์ชนหรือต่อสู้กัน หรือสุมไฟบนหลังเต่าให้วิ่งแข่งกันหรือการเล่นอื่น ๆ ซึ่งเป็นการทรมานสัตว์อันมีลักษณะคล้ายกับที่ว่ามานี้
18. บิลเลียดรู ตีผี
19. โยนจิ่ม

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20. สี่เหงาลัก

21. ขลุกขลิก

22. น้ำเต้าทุก ๆ อย่าง

23. ไฮโลว์

24. อีก้อย

25. ปั่นแปะ

26. อีโปงซัด

27. บาการา

28. สล๊อทแมชชีน

บัญชี ข.

1. การเล่นต่าง ๆ ซึ่งให้สัตว์ต่อสู้หรือแข่งกัน เช่น ชนโค ชนไก่ กัดปลา แข่งม้า ฯลฯ นอกจากที่กล่าวไว้ในหมายเลข 17 แห่งบัญชี ก.

2. วิ่งวัวคน

3. ชกมวย มวยปล้ำ

4. แข่งเรือพุ่ง แข่งเรือล้อ

5. ชี้รูป

6. โยนห่วง

7. โยนสตางค์หรือวัตถุใด ๆ ลงในภาชนะต่าง ๆ

8. ตกเบ็ด

9. จับสลากโดยวิธีใด ๆ

10. ยิงเป้า

11. ปาหน้าคน ปาสัตว์ หรือสิ่งใด ๆ

12. เต๋าข้ามด่าน

13. หมากแกว

14. หมากหัวแดง

15. ปิงโก

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16.สลากกินแบ่งสลากกินรวบหรือการเล่นอย่างใดที่เสี่ยงโชคให้เงินหรือประโยชน์อย่างอื่นแก่ผู้เล่นคนใดคนหนึ่ง

17. โตแตไลเซเตอร สำหรับการเล่นอย่างใดอย่างหนึ่ง

18. สวีป สำหรับการเล่นอย่างใดอย่างหนึ่ง

19. บุ๊กเมกิ้ง สำหรับการเล่นอย่างใดอย่างหนึ่ง

20. ขายสลากกินแบ่ง สลากกินรวบ หรือสวีป ซึ่งไม่ได้ออกในประเทศสยาม แต่ได้จัดให้มีขึ้นโดยชอบด้วยกฎหมายของประเทศที่จัดนั้น

21. ไพ่นกกระจอก ไพ่ต่อแต้ม ไพ่ต่าง ๆ

22. ดวด

23. บิลเลียด

24. ข้องอ้อย

25. สะบ้าทอย

26. สะบ้าชุด

27. ฟุตบอลโต๊ะ

28. เครื่องเล่นซึ่งใช้เครื่องกล พลังไฟฟ้า พลังแสงสว่าง หรือพลังอื่นใดที่ใช้เล่นโดยวิธีสัมผัส เลื่อน กด ดีด ดึง ยิง โยน โยก หมุน หรือวิธีอื่นใดซึ่งสามารถทำให้แพ้ชนะกันได้ไม่ว่าจะโดยมีการนับแต้มหรือเครื่องหมายใด ๆ หรือไม่ก็ตาม

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พระราชบัญญัติไพ่

พุทธศักราช 2486

ในพระปรมาภิไธยสมเด็จพระเจ้าอยู่หัวอานันทมหิดล

คณะผู้สำเร็จราชการแทนพระองค์

(ตามประกาศประธานรัฐสภาผู้แทนราษฎรลงวันที่ 4 สิงหาคม พุทธศักราช 2480 และ

วันที่ 1ธันวาคม พุทธศักราช 2484)

อาทิตย์ ทิพอาภา

ปรีดี พนมยงค์

ตราไว้ ณ วันที่ 17 กันยายน พุทธศักราช 2486

เป็นปีที่ 10 ในรัชกาลปัจจุบัน

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โดยทีสภาผู้แทนราษฎรลงมติว่า สมควรปรับปรุงกฎหมายว่าด้วยไพ่ เพื่อให้รัดกุม และเหมาะสมยิ่งขึ้นคำแนะนำและยินยอมของสภาผู้แทนราษฎร ดังต่อไปนี้

มาตรา 1 พระราชบัญญัตินี้ให้เรียกว่า “พระราชบัญญัติไพ่ พุทธศักราช 2486”

มาตรา 2 ให้ใช้พระราชบัญญัตินี้ ตั้งแต่วันประกาศในราชกิจจานุเบกษา เป็นต้นไป

มาตรา 3 ให้ยกเลิกพระราชบัญญัติไพ่ พุทธศักราช 2481 และพระราชบัญญัติไพ่ (ฉบับที่ 2) พ.ศ. 2482

มาตรา 4 ในพระราชบัญญัตินี้

“ไพ่” หมายความว่าไพ่ซึ่งทำด้วยกระดาษหรือหนัง หรือซึ่งทำด้วยวัตถุอื่นตามที่กำหนดในกฎกระทรวง

“นำไพ่เข้ามา” หมายความว่านำหรือยังให้นำเข้ามาในราชอาณาจักรซึ่งไพ่ แต่ไม่หมายความรวมถึงการนำเข้ามาของผู้ควบคุมยานพาหนะตามหน้าที่ของผู้ขนส่ง

“เจ้าพนักงาน” หมายความว่า เจ้าพนักงานซึ่งอธิบดีแต่งตั้ง เพื่อปฏิบัติการให้เป็นไปตามพระราชบัญญัตินี้

“อธิบดี” หมายความว่า อธิบดีกรมสรรพสามิต

มาตรา 5 ห้ามมิให้ผู้ใดทำไพ่ หรือนำไพ่เข้ามา เว้นแต่จะได้รับอนุญาตจากอธิบดี

มาตรา 6 ไพ่ซึ่งกรมสรรพสามิตทำขึ้นนั้น ห้ามมิให้ผู้ใดดัดแปลงแก้ไขหรือกระทำแก่ไพ่นั้นด้วยประการอื่นใดเพื่อขายอย่าง ไพ่

มาตรา 7 ห้ามมิให้ผู้ใดขายไพ่เป็นการค้า เว้นแต่จะได้รับใบอนุญาตจากเจ้าพนักงาน การออกใบอนุญาต ผู้ขอต้องเสียค่าธรรมเนียมตามที่กำหนดในกฎกระทรวงไม่เกินหนึ่งร้อยบาท ใบแทนใบอนุญาตฉบับละไม่เกินสิบบาท และใบอนุญาตนั้นให้มีอายุเพียงวันที่ 31 ธันวาคม ของปีที่ออกใบอนุญาต

มาตรา 8 ห้ามมิให้ผู้ใด มีไพ่ไว้ในครอบครองเกินกว่าหนึ่งร้อยยี่สิบใบ หรือขายไพ่ไม่ว่าจำนวนใดๆ เว้นแต่ไพ่นั้นเป็นไพ่ซึ่งกรมสรรพสามิตทำขึ้น หรือเป็นไพ่ที่มีตราซึ่งกรมสรรพสามิตได้กำหนดขึ้นประทับอยู่

มาตรา 9 ห้ามมิให้ผู้ใดขายหรือมีไว้เพื่อขาย ซึ่งไพ่ที่กระทำขึ้นโดยฝ่าฝืนมาตรา 6

มาตรา10ให้เรียกค่าธรรมเนียม สำหรับการประทับตราไพ่ ตามอัตราที่กำหนดในกฎกระทรวง ตามขนาดของไพ่และชนิดของวัตถุที่ทำไพ่นั้นขึ้น ไม่เกินอัตราร้อยใบต่อสามสิบบาท

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มาตรา 10ทวิ ในกรณีนำไพ่เข้ามารัฐมนตรี จะประกาศกำหนดให้กรมศุลกากรเรียกเก็บค่าธรรมเนียมสำหรับการประทับตราไพ่เพื่อกรมสรรพสามิตก็ได้

มาตรา 11 ห้ามมิให้ผู้ใดมีไว้มีไว้ในครอบครองซึ่งแม่พิมพ์สำหรับพิมพ์ไพ่ เว้นแต่จะได้รับอนุญาตจากอธิบดี

มาตรา12เพื่อที่จะดูว่าได้มีการปฏิบัติถูกต้องตามพระราชบัญญัติ และกฎกระทรวงที่ออกตามพระราชบัญญัตินี้หรือไม่ ให้เจ้าพนักงานมีอำนาจเข้าไปในสถานที่ใด ๆ ในเวลาระหว่างตั้งแต่พระอาทิตย์ขึ้นถึงพระอาทิตย์ตกเพื่อทำการ ตรวจค้นได้

มาตรา 13 บุคคลผู้ได้รับอนุญาตให้กระทำการใด ๆ ตามพระราชบัญญัตินี้ ต้องปฏิบัติตามข้อกำหนดในกฎกระทรวง

มาตรา 14 ผู้ใดฝ่าฝืนมาตรา5 ต้องระวางโทษจำคุกไม่เกินสิบปี และปรับตามจำนวนไพ่ของกลางเป็นเงินสี่เท่าของราคาไพ่ที่กรมสรรพสามิตขายในประเภทเดียวกัน แต่ในกรณีทำไพ่ต้องไม่ต่ำกว่าสองพันบาท

มาตรา 14ทวิ ผู้ใดฝ่าฝืนมาตรา6 มาตรา 8 หรือมาตรา 9 ต้องระวางโทษจำคุกไม่เกินสามปี หรือปรับตามจำนวนไพ่ของกลางเป็นเงินสี่เท่าของราคาไพ่ที่กรมสรรพสามิตขายในประเภทเดียวกัน แต่ต้องไม่ต่ำกว่าห้าร้อยบาทหรือทั้งจำทั้งปรับ

มาตรา 14 ตรี ผู้ใดฝ่าฝืนมาตรา 7 ต้องระวางโทษจำคุกไม่เกินหนึ่งเดือน หรือปรับไม่เกินหนึ่งพันบาท หรือทั้งจำทั้งปรับ

มาตรา 14 จัตวา ผู้ใดฝ่าฝืนมาตรา 11 ต้องระวางโทษจำคุกตั้งแต่หนึ่งปีถึงเจ็ดปี และปรับตั้งแต่สองพันบาทถึงห้าหมื่นบาท

มาตรา 15 ผู้ใดซึ่งได้รับอนุญาต ให้กระทำการใด ๆ ตามพระราชบัญญัตินี้ฝ่าฝืนหรือไม่ปฏิบัติตามข้อกำหนดในกฎกระทรวง มีความผิดต้องระวางโทษปรับไม่เกินสองร้อยบาท

มาตรา 16 บรรดาไพ่และเครื่องมือที่ได้ใช้ หรือมีไว้เพื่อใช้สำหรับกระทำผิด ตามพระราชบัญญัตินี้ให้ศาลมีอำนาจสั่งให้ริบได้

มาตรา 17 ให้เจ้าพนักงานมีอำนาจสั่งงดใช้ใบอนุญาต ที่ออกตามความในพระราชบัญญัติ นี้ได้มีกำหนดเวลาไม่เกินหกเดือน เมื่อปรากฏว่าผู้รับอนุญาตกระทำผิดต่อพระราชบัญญัตินี้หรือข้อกำหนดในกฎกระทรวง หรือกระทำผิดต่อข้อกำหนด ในใบอนุญาต

มาตรา 18 ในกรณีที่ผู้รับอนุญาตถูกสั่งงดใช้ใบอนุญาตตามความในมาตรา17 นั้นถ้าอธิบดีเห็นสมควรก็ให้มีอำนาจสั่งเพิกถอนใบอนุญาตเสียได้

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มาตรา 19 ให้รัฐมนตรีว่าการกระทรวงการคลัง รักษาการตามพระราชบัญญัตินี้ และให้มีอำนาจออกกฎกระทรวง วางข้อกำหนดที่ผู้ได้รับใบอนุญาต จะต้องปฏิบัติ และกำหนดกิจการอื่นเพื่อปฏิบัติการตามพระราชบัญญัตินี้กฎกระทรวงนั้นเมื่อได้ประกาศในราชกิจจานุเบกษา แล้วให้ใช้บังคับได้

ผู้รับสนองพระบรมราชโองการ

จอมพลป.พิบูลสงคราม

นายกรัฐมนตรี

(ประกาศในราชกิจจานุเบกษา เล่ม 60 ตอนที่ 69 ลงวันที่ 28 ธันวาคม 2486)

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อำเภอหล่มสัก จังหวัดเพชรบูรณ์

คำขวัญอำเภอหล่มสัก
ถิ่นพ่อขุนผาเมือง ลือเลื่องมะขามหวาน
ที่ตั้งหลักศาลเมืองนครบาล น้ำตกธารทิพย์มนต์ขลัง
ท้องพระคลังถ้ำสมบัติ

ข้อมูลทั่วไปเกี่ยวกับอำเภอหล่มสัก

ที่ตั้งและขนาด

อำเภอหล่มสักอยู่ทางทิศเหนือของจังหวัดเพชรบูรณ์ ห่างจังหวัดเพชรบูรณ์ 45 กิโลเมตร ประมาณละติจูด 18 องศาเหนือ ลองติจูด 101 องศาตะวันออก มีเนื้อที่ 1,535 ตารางกิโลเมตร ส่วนกว้างที่สุดจากทิศตะวันออกถึงทิศตะวันตกประมาณ 44 กิโลเมตร และส่วนที่ยาวที่สุดจากทิศเหนือถึงทิศใต้ประมาณ 52 กิโลเมตร

อาณาเขตติดต่อ

ทิศเหนือ	ติดต่อกับอำเภอหล่มเก่า อำเภอน้ำหนาว จังหวัดเพชรบูรณ์
ทิศใต้	ติดต่อกับอำเภอเมือง จังหวัดเพชรบูรณ์
ทิศตะวันออก	ติดต่อกับอำเภอน้ำหนาว จังหวัดเพชรบูรณ์
ทิศตะวันตก	ติดต่อกับอำเภอเขาค้อ จังหวัดเพชรบูรณ์

ประชากรและอาชีพ

อำเภอหล่มสักมีประชากรทั้งสิ้น 160,227 คน แบ่งเป็นชาย 79,328 คน หญิง 80,889 คน ส่วนใหญ่ประกอบอาชีพด้านการเกษตร ได้แก่ การทำนา ทำสวนมะขาม ปลูกสวนยางและปลูกผัก เป็นศูนย์รวมของจังหวัดเพชรบูรณ์ พืชเศรษฐกิจที่ทำรายได้สูงแก่ชาวหล่มสัก ได้แก่ “มะขามหวานและใบยาสูบ” ซึ่งมีชื่อเสียงมาก ฐานะความเป็นอยู่ของชาวหล่มสักมีสภาพเศรษฐกิจดี

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ลักษณะภูมิประเทศ

อำเภอหล่มสักเป็นพื้นที่ราบขนาดกลางมีภูเขาล้อมรอบ 3 ด้าน คือ ทิศเหนือของตำบลท่าอิบุญ ทิศตะวันออกในพื้นที่บางส่วนของตำบลบ้านไร่ บ้านติ้ว ปากช่อง บ้านกลาง และช้างตะลูด ทิศตะวันตกในพื้นที่บางส่วนของตำบลบุ่งคล้า บุ่งน้ำเต้า น้ำชุน และน้ำก้อ สภาพพื้นที่เป็นภูเขาประมาณร้อยละ 30 ของพื้นที่ทั้งหมด

สภาพดินในพื้นที่ราบ เป็นดินร่วนปนดินเหนียวเหมาะแก่การปลูกข้าว ส่วนในพื้นที่ภูเขาเป็นดินร่วนปนดินทราย และดินเหนียวปนดินทราย เหมาะสำหรับปลูกพืชไร่ เช่น ข้าวโพด ถั่วเขียว ถั่วเหลือง ขิง และไม้ยืนต้น

ลักษณะภูมิอากาศ

อำเภอหล่มสักมีอุณหภูมิระหว่างเดือนพฤศจิกายน-ธันวาคม จะเป็นช่วงที่มีอากาศหนาว อุณหภูมิเฉลี่ย 23.11 องศาเซลเซียส และอุณหภูมิจะเริ่มสูงขึ้นเรื่อยๆ ตั้งแต่เดือนกุมภาพันธ์-พฤษภาคม ซึ่งเป็นช่วงฤดูร้อน ในเดือนเมษายนจะเป็นเดือนที่ร้อนที่สุด อุณหภูมิเฉลี่ย 30.16 องศาเซลเซียส และในช่วงเดือนสิงหาคม-กลางเดือนกันยายน จะมีฝนตกชุก น้ำป่าไหลหลาก และน้ำท่วมล้นตลิ่ง

สภาพภูมิศาสตร์

อำเภอหล่มสักมีเนื้อที่ประมาณ 1,535 ตารางกิโลเมตร หรือ 959,375 ไร่ ประกอบด้วย พื้นที่ทำการเกษตรประมาณ 572,017 ตารางกิโลเมตร พื้นที่ป่าประมาณ 454.4 ตารางกิโลเมตร พื้นที่ประโยชน์อื่นๆ ประมาณ 5,081,824 ตารางกิโลเมตร

ทรัพยากรธรรมชาติ

ป่าไม้ ประกอบด้วย

1) อุทยานแห่งชาติน้ำหนาว ในพื้นที่ตำบลท่าอิบุญ ห้วยไร่ บ้านติ้ว ปากช่อง บ้านกลาง และช้างตะลูด เนื้อที่ประมาณ 141,875 ไร่
2) ป่าสงวนแห่งชาติ ป่าลุ่มน้ำป่าสักฝั่งซ้าย ในพื้นที่ตำบลท่าอิบุญ ห้วยไร่ บ้านติ้ว ปากช่อง บ้านกลาง และช้างตะลูด เนื้อที่ประมาณ 89,905 ไร่
3) เขตรักษาพันธ์สัตว์ป่า ภูผาแดง อยู่ในพื้นที่ตำบลท่าอิบุญ ห้วยไร่ บ้านติ้ว ปากช่อง บ้านกลาง และช้างตะลูด เนื้อที่ประมาณ 146,845 ไร่

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4) ป่าสงวนแห่งชาติ ป่าเขาโปลกหล่น ในพื้นที่ตำบลน้ำชุน บุ่งน้ำเต้า และบุ่งคล้า เนื้อที่ประมาณ 18,428 ไร่

5) อุทยานแห่งชาติเขาค้อ อยู่ในพื้นที่บางส่วนของตำบลบุ่งน้ำเต้า น้ำชุน น้ำก้อ และน้ำเฮี้ย

แหล่งน้ำตามธรรมชาติ ประกอบด้วย

แม่น้ำ 1 แห่ง ลำคลอง 11 คลอง ลำห้วย 102 แห่ง หนอง บึง (ขนาดใหญ่) 25 แห่ง แต่ส่วนใหญ่มีสภาพตื้นเขิน

การอุตสาหกรรมและพาณิชยกรรม

1. การอุตสาหกรรม

มีโรงงานอุตสาหกรรมในพื้นที่ เช่น โรงงานขิงดอง โรงสีข้าว โรงน้ำแข็ง ฯลฯ

2. การพาณิชยกรรม

เป็นศูนย์กลางการซื้อขายสินค้าการเกษตร เช่น ผัก ผลไม้ และการซื้อขายสินค้าอุปโภคบริโภค มีความคล่องตัวมาก ทำให้มีธนาคารมาเปิดดำเนินกิจการ จำนวน 9 แห่ง

การคมนาคม

1. ทางบก มีเส้นทางคมนาคมสายสำคัญดังนี้

ทางหลวงแผ่นดินหมายเลข 12 ระหว่างจังหวัดพิษณุโลกผ่านอำเภอหล่มสักไปยังจังหวัดขอนแก่น

ทางหลวงแผ่นดินหมายเลข 21 อำเภอหล่มสักไปยังจังหวัดเพชรบูรณ์

ทางหลวงแผ่นดินหมายเลข 203 อำเภอหล่มสักไปยังจังหวัดเลย

มีสถานีขนส่งอำเภอหล่มสัก จำนวน 1 แห่ง ตั้งอยู่ที่ตำบลหนองไขว่

2. ทางอากาศ

ประกอบไปด้วย ท่าอากาศยานจังหวัดเพชรบูรณ์ ตั้งอยู่ที่ตำบลลานบ่า

การปกครอง

อำเภอหล่มสัก มีฐานะเป็นอำเภอชั้นหนึ่ง ตามประกาศจัดอันดับของกรมการปกครอง แบ่งเขตการปกครองเป็น 23 ตำบล 251 หมู่บ้าน ดังนี้

1. ต.วัดป่า	12	หมู่บ้าน
2. ต.ตาลเดี่ยว	11	หมู่บ้าน

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3. ต.สักหลง	11	หมู่บ้าน
4. ต.ท่าอิบุญ	12	หมู่บ้าน
5. ต.น้ำก้อ	13	หมู่บ้าน
6. ต.บ้านกลาง	19	หมู่บ้าน
7. ต.น้ำชุน	17	หมู่บ้าน
8. ต.หนองไขว่	15	หมู่บ้าน
9. ต.ฝายนาแซง	6	หมู่บ้าน
10. ต.หนองสว่าง	4	หมู่บ้าน
11. ต.น้ำเฮี้ย	5	หมู่บ้าน
12. ต.บุ่งคล้า	14	หมู่บ้าน
13. ต.บุ่งน้ำเต้า	12	หมู่บ้าน
14. ต.บ้านโสก	7	หมู่บ้าน
15. ต.บ้านติ้ว	12	หมู่บ้าน
16. ต.ห้วยไร่	13	หมู่บ้าน
17. ต.ปากช่อง	17	หมู่บ้าน
18. ต.ช้างตะลูด	13	หมู่บ้าน
19. ต.ลานบ่า	18	หมู่บ้าน
20. ต.บ้านไร่	6	หมู่บ้าน
21. ต.ปากดุก	7	หมู่บ้าน
22. ต.บ้านหวาย	7	หมู่บ้าน
23. ต.หล่มสัก (เทศบาลเมืองหล่มสัก มี 11 ชุมชน)		

การปกครองส่วนท้องถิ่น

มีเทศบาลจำนวน 1 แห่ง คือ เทศบาลเมืองหล่มสัก

มีองค์การบริหารส่วนตำบล จำนวน 20 แห่ง

ความปลอดภัยในชีวิตและทรัพย์สิน

มีสถานีตำรวจภูธร 3 แห่ง คือ

1) สถานีตำรวจภูธรหล่มสัก
2) สถานีตำรวจภูธรบ้านติ้ว

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3) สถานีตำรวจภูธรบ้านกลาง

ศักยภาพและโอกาสของอำเภอ

1.อำเภอหล่มสักอยู่ในพื้นที่ทำเลที่เหมาะสมมาก สามารถติดต่อได้สะดวก ทั้งภาคเหนือ ภาคกลาง และภาคตะวันออกเฉียงเหนือ ทำให้ได้เปรียบอย่างยิ่ง โดยเฉพาะการตั้งโรงงานอุตสาหกรรมที่สามารถหาวัสดุป้อนโรงงานได้จากพื้นที่ใกล้เคียง

2. อำเภอหล่มสักมีศักยภาพในการท่องเที่ยว ซึ่งสามารถสร้างรายได้ให้แก่ประชาชน เนื่องจากมีธรรมชาติอุดมสมบูรณ์ ทั้งป่าไม้ และภูเขา มีอากาศหนาวเย็น เหมาะแก่การท่องเที่ยว

3. อำเภอหล่มสักสามารถเดินทางได้ทั้งทางบก และทางเครื่องบิน โดยมีสนามบินพาณิชย์อยู่ที่ตำบลลานบ่า

ปัญหาของอำเภอ

1. ขาดแคลนแหล่งน้ำ แหล่งน้ำตามธรรมชาติในพื้นที่ทางการเกษตรไม่เพียงพอใน2. ฤดูร้อนและน้ำท่วมในฤดูฝน

3. ปัญหาการบุกรุกป่าสงวน ต้นน้ำธาร และที่สาธารณประโยชน์

4. ขาดงบประมาณและการพัฒนาบุคลากรทางด้านการท่องเที่ยว

5. ปัญหาการแพร่ระบาดของยาเสพติด

6. ปัญหาด้านสังคม และสุขภาพของประชาชน

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