Prevalence of Gambling and Problem Gambling in New South Wales

Submitted to:

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Abstract

This report contains the results from the 2011 survey (N=10,000 adults) of the prevalence of gambling and problem gambling in New South Wales (NSW). The research was undertaken by Ogilvy Illumination on behalf of the NSW Government. The survey found that 65% of the NSW population had participated in at least one gambling activity in the last 12 months. The most popular gambling activity was lotteries (41%) followed by instant scratch tickets (28%), gaming machines (27%), horse-greyhound races (24%), Keno (14%), sports betting (8%), table games in a casino (7%) and casino or pokies-style games on the Internet (2%). Problem gambling was measured using the Problem Gambling Severity Index. The survey classified 0.8% of adults as problem gamblers, 2.9% as moderate risk gamblers and 8.4% as low risk gamblers. Problem gamblers were significantly more likely to be male, younger (18-24 years and 35-54 years), be single, be divorced/separated/widowed, unemployed, have low educational attainment and be a regular gambler on gaming machines, on horse or greyhound races and on sports or non-sports events.

Executive Summary

Introduction

This report presents the findings from the 2011 NSW Gambling Survey. The survey was conducted among the NSW adult population to measure the prevalence of gambling and problem gambling.

Methodology

The detailed methodology and draft questionnaire were subject to a peer review among three academic experts in the gambling field.

The 2011 NSW Gambling Prevalence Survey consisted of 10,000 computer assisted telephone interviews conducted from September to November. A selected sample approach was utilised where all respondents were screened and classified as regular gambler, non-regular gambler or a non-gambler and selectively interviewed depending on their gambling status. A total of 4428 people conducted the full interview.

Contact telephone numbers were obtained from SamplePages and one household member (aged 18 or over) was quasi randomly selected, using the last birthday method.

A selected sample approach was used, where all respondents were screened, and selectively interviewed, according to their gambling behaviour, and classified as a regular gambler, non-regular gambler, or non-gambler.

The survey interview contained 85 questions including:

- Gambling activity (type of activity, frequency, mode/venue, duration)

- Problem gambling screening questions

- Attitudes to gambling

- Personal or familial experience of gambling problems

- Correlates with gambling behaviour

- Help-seeking for gambling related problems

- Demographics such as age, gender, educational attainment and employment status.

The problem gambling screening tool was the Problem Gambling Severity Index (PGSI). The PGSI is the preferred measurement tool for population research, and is used throughout Australia. However, different jurisdictions have used the PGSI inconsistently (in terms of the number of response codes as well as the subsample of gamblers who are screened) meaning that direct comparison is not possible. Of particular note is the fact that the 2011 approach differed from the 2006 method[1], and therefore the prevalence rates from the two surveys cannot be directly compared. In 2011, the PGSI was asked of all respondents who had gambled in the last year (rather than regular gamblers). In addition, the 2011 survey used four response categories for the PGSI items, in line with the original design and validation of the PGSI tool. These modifications were supported by the three academic experts who reviewed the survey methodology.

Nine PGSI questions are scored to classify people into 'non-problem gamblers', 'low risk', 'moderate risk', or 'problem gamblers'.

Statistical Accuracy

The maximum margin of error for survey results based on data for the full sample (i.e. information on participation in gambling activities) is 1.3% This means, for example, we can be 95% confident on a survey estimate of 50%, that the real figure in the population lies between 48.7% and 51.3%. When looking at smaller subgroups of the sample, or comparing two sample groups, the margin of error increases.

The maximum margin of error for survey results based on the full survey data is 2.2% This means, for example, we can be 95% confident on a survey estimate of 50%, that the real figure in the population lies between 47.8% and 52.2%. When looking at smaller subgroups of the sample, or comparing two sample groups, the margin of error increases. A commonly used sub-group in this report are those who have participated in gambling in the past 12 months (with a sample size of 3,645). For this sub-group the maximum margin of error is 2.3%.

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[1] The NSW Government's Prevalence of Gambling and Problem Gambling in NSW - A Community Survey. Available at www.olgr.nsw.gov.au/rr_gpg_2006.asp

Gambling Participation

Sixty-five per cent of the NSW population had participated in at least one activity in the last 12 months. This represents a 4 percentage point decrease from the 2006 figure (69%).

As in 2006, the most popular gambling activity was lottery products (41%), followed by instant scratch tickets (28%), pokies/gaming machines (27%), horse/greyhound races (24%), Keno (14%), sports betting (8%), table games in a casino (7%), private card games for money (3%), bingo (3%) and casino or pokies-style games on the Internet (2%). The number of people playing pokies/gaming machines had decreased significantly between 2006 and 2011 (from 31% to 27%). Small but significant increases were seen in keno (11% cf.[2]14%) and betting on horse or greyhound races (20% cf. 24%).

Prevalence of participation in many of the activities tended to peak in the youngest age group (18-25), and then decline steadily with increasing age.

People of Aboriginal or Torres Strait Islander (ATSI) background were more likely than others both to gamble overall (72% versus 65%), and on most of the individual activities.

Logistic regression analysis found that being a regular gambler was significantly associated with being male, being single and also being separated/divorced/widowed, and low educational attainment.

Problem Gambling Prevalence

The current prevalence of problem gambling in NSW, as defined by the PGSI (score 8 or more) is 0.8% (or n=39,840 adults).This is the same as the prevalence rate in 2006 (0.8%), although (for reasons noted above) the two estimates are not truly comparable. When the PGSI is applied only to regular gamblers in 2011 (as it was in 2006) the prevalence rate halves (0.4%).

An additional 2.9% of the sample was classified as 'moderate risk' (score 3-7) gamblers (a total of 3.7% classified as 'problem/moderate risk'). The prevalence of moderate risk gamblers in 2006 was lower (1.6%), and the overall 'problem/moderate risk' category was therefore smaller (2.4%), although the figures are not directly comparable due to methodological changes between the survey years.

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[2] cf. denotes 'carried forwards', i.e. the same comparison groups are referred to.

The prevalence of low risk (score 1-2) gamblers was 2.1% in 2006 and 8.4% in 2011. While the prevalence of problem gambling has remained the same (0.8%), the size of the group with some level of gambling risk (problem, moderate risk and low risk) has increased since 2006 from 4.5% to 12.1%, though these figures are not directly comparable due to the fact that the PGSI was asked of a wider group of gamblers[3] in 2011.

In 2011, 52.8% of the sample was classified as non-problem gamblers (score 0 on the PGSI) and an additional 35.1% had not gambled in the last year, and therefore were not asked the PGSI questions.

Sociodemographic Characteristics of Problem Gamblers

Men were more likely than women to be problem gamblers (1.4% compared with 0.1% of women) and prevalence was higher among younger age groups (e.g. 2.4% among men aged 18-24).

The prevalence of problem gambling in NSW varied by Regional Coordination Program Region, from 0.3% in South West Sydney and the Hunter region, through to 1.6% in the Riverina/Murray region.

Problem gambling prevalence was associated with level of education, being lowest among those with university degrees (0.1%) and highest among those who left school before Year 10 (2.6%).

The prevalence of problem gambling was highest among NSW residents who were single or separated/divorced/widowed (1.2% compared with 0.5% of those who were married or living as married).

Problem gambling prevalence was three times as high among unemployed people (3.2%) than those who were in full time work (1.0%).

Respondents of Aboriginal or Torres Strait Islander (ATSI) descent were more likely than others to have gambled in the last year (72% compared with 65%), and were more likely to be problem gamblers (1.7% compared with 0.8%) and also moderate risk gamblers (4.3% compared with 2.9%).

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[3] That is all who had gambled in the last year, rather than regular gamblers.

Logistic regression analysis found that being either a problem or at risk gambler was associated with being male; being younger; being single or being divorced/separated/widowed; having low educational attainment; being unemployed; and being a regular gambler on pokies, on horse or greyhound races, and on sports or non-sports events.

Problem Gamblers in More Detail

As found in other studies, the problem/moderate risk gamblers were far more likely than non-problem gamblers to drink alcohol while gambling and four times more likely to self-report an alcohol problem. They were also more likely to normally gamble during the evening (5pm to midnight).

The problem/moderate risk gamblers were particularly drawn to gaming machines with free games or spins, and games with frequent wins and large payouts. This group was also over three times more likely to have faulty cognitions in terms of gambling compared to the non-problem gambling group. They were 12 times more likely to experience loss of control while gambling, and six times more likely to lose track of time. Thirty per cent of the problem/moderate risk gamblers had felt they were in a trance while gambling compared to only 2% of non-problem gamblers. These findings align with other studies that have found that faulty cognitions, loss of control and dissociation are more commonly experienced by problem than non-problem gamblers.

Over one-third (36%) of the problem/moderate risk gamblers said that gambling had made their life more enjoyable, compared with 17% of non-problem gamblers. However, they were also more likely to say that it had made their life less enjoyable: 31% compared to 2% of non-problem gamblers.

Problem gamblers were more likely than non-problem gamblers to have seen much of the communications materials, particularly Gambling Hangover adverts in pubs/hotels (63% versus 44% of non-problem gamblers), Gambling Hangover billboards (41% versus 23% of non-problem gamblers), and Gambling Help pamphlets/cards (47% versus 28%). Awareness of help services was generally higher amongst the younger age groups and declined with age. About one in ten respondents had not heard of any of the help services available. However, the proportion of gamblers who felt they may have a problem and then actually sought help is small. Only 8% of gamblers who self-reported that they had had a problem with gambling in the last 12 months had sought help and only 11% of the problem/moderate risk group had tried to self-exclude in the last 12 months, down from 34% in 2006. Of those who self-reported having ever had a problem with gambling, the vast majority (78%) had been mainly involved with gaming machines, followed by horse/greyhound races (12%) and casino table games (6%).

1   Introduction

This report presents the findings from the 2011 survey of gambling and problem gambling in New South Wales (NSW), commissioned by the NSW Office of Liquor, Gaming and Racing. The most recent comprehensive NSW prevalence survey took place in 2006 (AC Nielsen, 2007), and any significant differences in the results between the two years are highlighted in this report. All differences between subgroups of the sample that are highlighted in the report are statistically significant at the 0.05 level.

The aim of the NSW prevalence survey is to inform policy and legislation by monitoring gambling, and problem gambling, in NSW and to further understand the nature of problem gambling and the particular groups of the population who are at risk.

The specific objectives of the current study were:

- To measure participation in gambling activities in the NSW population, and to compare levels of participation with results from 2006.

- To examine the Sociodemographic characteristics associated with gambling, overall and for each activity.

- To measure the prevalence of problem gambling, and to compare with 2006 prevalence.

- To examine the Sociodemographic characteristics associated with problem gambling.

- To look in detail at the behaviours and beliefs associated with problem gambling.

- To look at help-seeking behaviour among problem gamblers.

- To assess attitudes towards gambling, and beliefs about gambling, among gamblers and non-gamblers.

The NSW Government is committed to ongoing prevalence studies into problem gambling in order to inform gambling-related policies and programs. A number of prevalence studies and measures of problem gambling have been previously conducted in NSW.

- Gambling Module: NSW Population Health Survey 2008-2009, NSW Health[4]

- Prevalence of Gambling and Problem Gambling in NSW - A Community Survey 2006, ACNielsen[5]

- Australia's Gambling Industries, Inquiry Report 1999, Productivity Commission[6]

- An Examination of the Socio-Economic Effects of Gambling on Individuals, Families and the Community, including Research into the Costs of Problem Gambling (Study 2 Update) 1998, Australian Institute for Gambling Research, University of Western Sydney.[7]

- Study 2 - An Examination of the Socio-economic Effects of Gambling on Individuals, Families and the Community, including Research into the Costs of Problem Gambling in NSW 1996, Australian Institute for Gambling Research, University of Western Sydney.[8]

[4] www.olgr.nsw.gov.au/gaming_research_year.asp
[5] www.olgr.nsw.gov.au/gaming_research_year.asp
[6] www.pc.gov.au/projects/inquiry/gambling/docs/finalreport
[7] www.olgr.nsw.gov.au/gaming_research_year.asp
[8] www.olgr.nsw.gov.au/gaming_research_year.asp

2   Methodology

2.1   Overview

The 2011 NSW Gambling Prevalence Survey involved 10,000 computer-assisted telephone interviews (CATI) with adults aged 18 and over living in NSW. The contract was won by Ogilvy Illumination[9], and fieldwork was carried out by Touchpoint Research. The methodology and draft questionnaire were subject to a peer review among three academic experts in the gambling field.

2.2   Measuring Problem Gambling

The prevalence of problem gambling was measured through a standard screening inventory (asked of everyone who had gambled in the last 12 months) – the Problem Gambling Severity Index, from the Canadian Problem Gambling Index (Ferris and Wynne 2001). This is currently the preferred measurement tool for population research (Neal et al 2005) and is used throughout Australia, and internationally.

However, different jurisdictions have used the PGSI inconsistently - in terms of the number of response codes as well as the subsample of gamblers who are screened - meaning that direct comparison is not always possible.

Of particular relevance here is the fact that the 2011 survey approach differed from the 2006 method[10], and therefore the prevalence rates from the two surveys cannot be directly compared.

In the 2006 NSW survey, as was standard practice in Australia at the time (and still is in some jurisdictions), the PGSI questions were asked only of regular (weekly or more) gamblers. In 2011, we extended the eligibility criteria to include all respondents who had gambled in the last year. The justification for this change in methodology is that problem gamblers may gamble less frequently than once a week, and that limiting the screening questions to only regular gamblers may, therefore, underestimate problem gambling prevalence. The UK prevalence surveys have all screened past year gamblers (Sproston et al, 2000, Wardle et al 2007 and Wardle et al 2010). A recent paper by Williams and Volberg (2010) recommends widening the inclusion criteria from weekly to monthly gamblers.

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[9] The author, Kerry Sproston, was employed by Ogilvy Illumination at the outset of the project, but moved to work for ORC International during the reporting phase. Ogilvy Illumination therefore subcontracted ORC International to write the report. At ORC, Kerry was supported in writing the report by Chrissy Palankay.
[10] The NSW Government's Prevalence of Gambling and Problem Gambling in NSW - A Community Survey. Available at www.olgr.nsw.gov.au/rr_gpg_2006.asp

Of course, since the 2011 NSW prevalence survey includes a wider eligible group (i.e. past year gamblers), it is possible to compare prevalence across past year gamblers versus monthly versus weekly gamblers, to assess the impact on prevalence rates (see Section 6.4).

The second methodological change relates to the number of response categories for the PGSI items. The original instrument was developed with four response categories: Almost always (scored 3), most of the time (scored 2), sometimes (scored 1) and never (scored 0). In most Australian surveys, including the NSW 2006 survey, Queensland (Queensland Government, 2008), Victoria (McMillen and Marshall, 2004), South Australia (South Australian Department for Families and Communities, 2006), a change has been made to include five response options: always (scored 3), often (scored 2), sometimes (scored 1), rarely (scored 1) and never (scored 0).

Arguments in favour of using the modified five-item response codes (as in the 2006 NSW survey) include that a five-point Likert scale has more validity than a four-point scale. However, a recent report on the psychometric properties of the PGSI (Currie et al, 2010) argues that any change should be to decrease the number of categories to three, rather than add to them.

The original, four-item instrument was validated (on a Canadian general population sample of 3,000). However, the modification to include five items has not been validated. According to a paper by Jackson et al (2009), this modification '*may result in major underestimation of the true rates of problem gambling'*.

The 2010 Australian Government Productivity Commission report echoed Jackson et al's concerns about the modification to five categories. The Productivity Commission argued that "*using a range of plausible assumptions and simulation analysis, it is likely that using the amended CPGI:*

- – *underestimates the number of problem gamblers. It is not likely that the effect is more than a few per cent;*

- – *overestimates the numbers of moderate risk gamblers to a more significant degree. The effect could readily be around 5 per cent;*

- – *has ambiguous effects on the numbers of low risk gamblers;*

- – *underestimates the number of no risk adults, but by a negligible degree."*

Our submission to the peer review panel for the 2011 NSW Prevalence Survey, in line with the Productivity Commission's, and Jackson et al's (2009) conclusion, recommended that the survey should revert to the original PGSI scoring system, and this was signed off by all three of the experts that we consulted.

Therefore, we have used the original, validated, four-item response codes for the PGSI. The disadvantage of this approach is that direct comparison with the 2006 NSW results (or indeed other Australian jurisdictions that have used a five-point scale) is not possible. However, to quote Jackson et al (2009):

"Although comparability of independent survey findings is desirable, a significant and untested change in PGSI scoring methodology that results in an apparent (but maybe not actual) growth in problem gambling rates will create interpretation dilemmas. We submit that the need for problem gambling prevalence survey comparability is not a compelling argument for the continued use of an untested modification to the PGSI scoring protocol."

2.3   Sample Design

The sample consisted of a SamplePages list, along with a supplemented sample of randomly generated telephone numbers. SamplePages provides a comprehensive phone database from a number of sources, covering 70% of all residential addresses in Australia (and 66% of all numbers in NSW). This list was supplemented with additional randomly generated numbers to cover 90% of dwellings in NSW. This approach is recommended by the Australian Market and Social Research Organisation (AMSRO) and has been used in several government-funded surveys, including research for The National Transport Commission, The Department of Environment, the RTA and the NSW Government.[11]

At each contacted household, one adult aged 18 and over was quasi randomly selected (using the last birthday method).

All respondents were classified as regular gambler, non-regular gambler, or a non-gambler, depending on their response to detailed questions on a list of gambling activities. Regular gamblers participate at least once a week in any type of gambling[12] other than lottery products. Note that this also represents a change in classification since 2006, where lottery products and instant scratch tickets were combined into a single category, and regular gamblers were defined as those who participated at least once a week *in activities other than lottery or scratch tickets*. In other words, in 2011, weekly purchasers of scratch tickets were included as regular gamblers, whereas in 2006 they were not. This decision was made because scratch cards appear to represent a higher risk for problem gambling than lottery products

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[11] www.environment.nsw.gov.au/resources/climatechange/10947WindFarms_Final.pdf
[12] The frequency classification for regular gambling included multiple forms of gambling, so, for example, a respondent who gambled once a month on four different gambling activities would be classified as a regular gambler.

because they present an opportunity for continuous gambling, although causal evidence is weak (Productivity Commission, 2009). Therefore it seemed more sensible to differentiate the two activities.

All regular gamblers were routed through the whole questionnaire, along with one in two randomly selected non-regular gamblers and one in four randomly selected non-gamblers. Note that this represents a change in methodology from the 2006 survey, where one in four non-regular gamblers were interviewed, and one in two non-gamblers. The justification for the change in methodology was that more people who gambled (and fewer non-gamblers) would be routed through the 2011 questionnaire. This means that the 'gambling status' classification used in 2006 is no longer applicable. The 2006 classification separates 'non-problem gambler' and 'non-regular gambler' (non-regular gamblers were not asked the PGSI). In 2011, the 'non-problem gambler' group includes non-regular gamblers (who scored 0 on the PGSI).

Table 1
Gambling status categories[13]

Total sample	Screening for gambling participation	Random selection for full interview	Screening interview only
N=10,000	Non-gamblers: N=3492	1 in 4: N=783	3 in 4: N=2709
	Non-regular gamblers: N=5459	1 in 2: N=2596	1 in 2: N=2863
	Regular gamblers: N=1049	All: N=1049	
	Total	**4428**	**5572**

The data were weighted to account for differential selection probabilities based on the sample design and the number of people in the household as follows:

- Two different data sets arise from this survey. The screening survey, which collected information on gambling activities in the past 12 months, had 10,000 respondents. Of those 10,000 initial respondents 4,428 were randomly selected (based on their gambling status as outlined in the table above) and responded to the full interview. This means that the screening data has 10,000 responses and the full interview data has 4,428 responses. Both data sets required weighting.

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[13] Non-gamblers were routed through the full questionnaire, but many of the questions were only relevant to (and therefore only asked of) last year gamblers'.

- The screening data (10,000 records) were weighted by age and gender using up-to-date ABS Estimated Resident Population figures. This weighting also accounted for the different probabilities of selection arising from the selection of one random adult per household.

- From the screening data weighted population estimates were calculated of the NSW population by age x gender x gambling status (Non-gambler, Non-regular gambler and Regular gambler). These population estimates were then used to weight the full survey data (4,428 records). By weighting in this way the differential selection probabilities of the three gambling groups, for selection for the full interview, was accounted for. This weighting also accounted for the different probabilities of selection arising from the selection of one random adult per household.

All results in this report are on weighted data with data from the screening survey weighted by the screening data weight and the full survey data weighted by the full survey weight. On those occasions on which screening data was cross-tabulated by full survey data the sample used was the full survey sample which then required the full sample weight.

2.4   Statistical Accuracy

The maximum margin of error for survey results based on screening data is 1.3% This means, for example, we can be 95% confident on a survey estimate of 50%, that the real figure in the population lies between 48.7% and 51.3%. When looking at smaller subgroups of the sample, or comparing two sample groups, the margin of error increases.

The maximum margin of error for survey results based on the full survey data is 2.2% This means, for example, we can be 95% confident on a survey estimate of 50%, that the real figure in the population lies between 47.8% and 52.2%. When looking at smaller subgroups of the sample, or comparing two sample groups, the margin of error increases. A commonly used sub-group in this report are those who have participated in gambling in the past 12 months (with a sample size of 3,645). For this sub-group the maximum margin of error is 2.3%.

All differences between subgroups highlighted in this report are statistically significant, at the 0.05 level.

2.5 Questionnaire

The starting point for the questionnaire development was the 2006 survey instrument. However, the questionnaire content was changed quite substantially to reflect a shift of policy focus between the two survey years. The questionnaire was designed collaboratively and iteratively through ongoing discussion with the Office of Liquor, Gaming and Racing. The draft questionnaire was submitted for peer review by three academic experts in the field, and comments and suggestions were taken on board in the revision of the questionnaire document. The content of the 2011 survey, and changes to the 2006 questionnaire are described briefly below. Additional questions were taken, where possible, from previous Australian prevalence surveys:

- The list of eight activities from 2006 was increased to 11 in 2011 through separating out lotteries and scratch tickets; and adding two new activities: bingo and betting on non-sporting events (for example the outcome of the Logies).

- The questions on frequency of participation in gambling activities were left the same as in 2006, though some detail on venue/mode was deleted.

- A question was added on features of gaming machines, and duration questions were included for gaming machines, keno, and casino/pokies on the Internet.

- A number of gambling behaviour questions were added, including whether or not expenditure had increased or decreased over the last 12 months, usual monthly spend on gambling, whether gamble near to home or work, alcohol consumption while gambling, and time of day.

- Questions on gambling attitudes and beliefs were added including societal impacts and faulty cognitions for those who had gambled in the last 12 months, and attitudes towards pre-commitment for the whole sample.

- Questions were added on self-exclusion, dissociation, and loss of control for regular gamblers.

- As well as the self-assessment of current problem gambling, a question was added asking all respondents (including current non-gamblers) whether they thought they had ever had a problem with gambling.

- Questions on help-seeking behaviour and whether respondents knew other people with a gambling problem were retained.

- As described earlier, the prevalence of problem gambling was measured through the Problem Gambling Severity Index, from the Canadian Problem Gambling Index (Ferris and Wynne 2001). The PGSI groups respondents into: 'non-problem', 'low risk', 'moderate risk' and 'problem gamblers'. The latter two groups are often grouped together and termed 'problem/moderate risk' gamblers'. Problem/moderate risk gamblers form a particular focus of this report (note this group was termed 'at risk' gamblers in 2006 – see AC Nielsen, 2007).

3   Gambling Behaviour

This chapter provides an overview of participation in gambling overall, and in each of the specific activities, over the last 12 months. Where appropriate, results are compared with 2006. The chapter also covers frequency and venue of gambling, time of day and whether alcohol is consumed while gambling. The results presented in this section are for the overall sample. Analysis of how gambling behaviour is related to at risk gambling is discussed in Chapter 8. Chapter 4 looks in more detail at how gambling behaviour relates to Sociodemographic variables.

3.1   Participation in Each Gambling Activity

All respondents were asked whether they had participated in each of the gambling activities over the last 12 months.

– Played pokies or gaming machines

– Bet on horse or greyhound races including virtual races such as "Trackside" but excluding sweeps

– Bought lottery tickets for your own use, including Lotto or any other lottery game like Powerball, Lucky Lotteries or 6 from 38 Pools – do not include scratchies

– Bought instant scratchies for your own use

– Played Keno at a Club, Hotel or Casino

– Played Bingo or Housie for money

– Played table games at a Casino such as Blackjack or Roulette, excluding casino games played on the internet

– Bet on a sporting event like football, cricket or tennis

– Bet on a non-sporting event, such as who will win the Logies, or Australian Idol or fantasy sports games for money

– Played casino games, such as Blackjack, Texas Hold 'em or 'pokies-style' games, on the internet (including via a mobile phone), for money

– Played games like cards or mah-jong privately for money

Sixty five per cent of the NSW population had participated in at least one activity in the last 12 months. This represents a 4 percentage point decrease from the 2006 figure (69%).

As in 2006, the most popular gambling activity was lottery products (41%), followed by instant scratch tickets (28%), pokies/gaming machines (27%), horse/greyhound races (24%), Keno (14%), sports betting (8%), table games in a casino (7%), private card games for money (3%), bingo (3%) and casino or pokies-style games on the Internet (2%).

It was not possible to compare participation rates for lottery products and scratch tickets with 2006, because the two activities were separated out in 2011 (having been classified together in 2006). Similarly, bingo, and betting on non-sporting events were added to the 2011 questionnaire, so no data are available on these activities for 2006.

The number of people playing pokies/gaming machines had decreased significantly between 2006 and 2011 (from 31% to 27%). Small but significant increases were seen in keno (11% cf. 14%) and betting on horse or greyhound races (20% cf. 24%). Internet gambling on casino or pokies-style games had increased from 1% to 2%, but this change was non-significant.

Figure 1:
Participation in gambling activities in last 12 months

Activity	2011	2006
Lottery products	41%	n/a
Instant scratchies	28%	n/a
Pokies / gaming machines	27%	31%
Horse / greyhound races	24%	20%
Keno	14%	11%
Bet on sporting events	7%	8%
Table games in a casino	6%	5%
Private card games	3%	3%
Bingo / Housie	2%	n/a
Internet casino/pokies games	2%	1%
Bet on non-sports events	1%	0%
Other	0%	1%
TOTAL GAMBLING PARTICIPATION	65%	69%
NO GAMBLING	35%	31%

■2011 ■2006
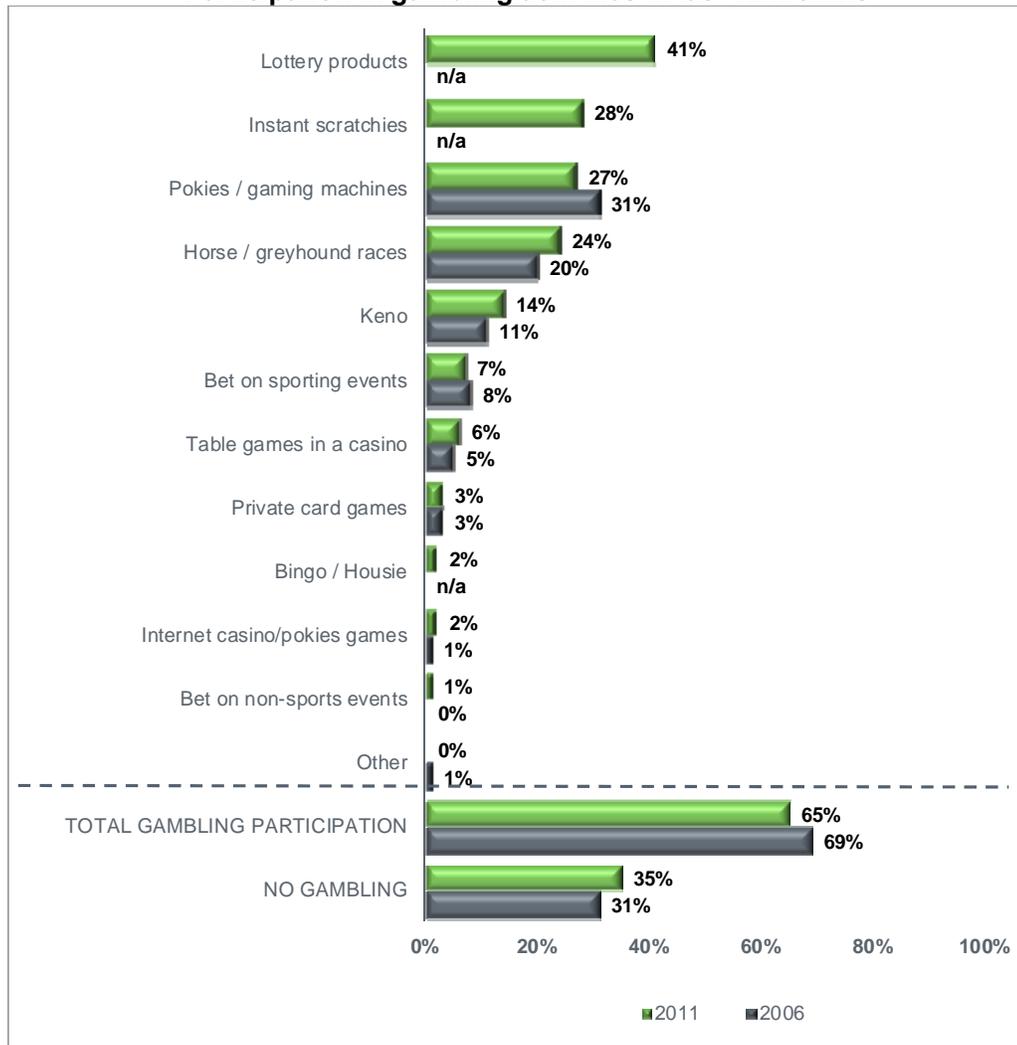
Base: All Respondents.
Q6. I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months? [PROMPTED, MULTIPLE RESPONSE]

3.2 Frequency and Venue

The following chart shows frequency of participation among those who had done each of the gambling activities. The most frequently played activities were betting on sports events over the Internet and betting on horse or greyhound races via the Internet[14] (where 38% and 35%, respectively, participated once a week or more on each) and lottery products (where 25% participated once a week or more). These data are not available for 2006 due to a very small sample size of Internet gamblers.

Figure 2:
Frequency of participation across gambling activities in last 12 months
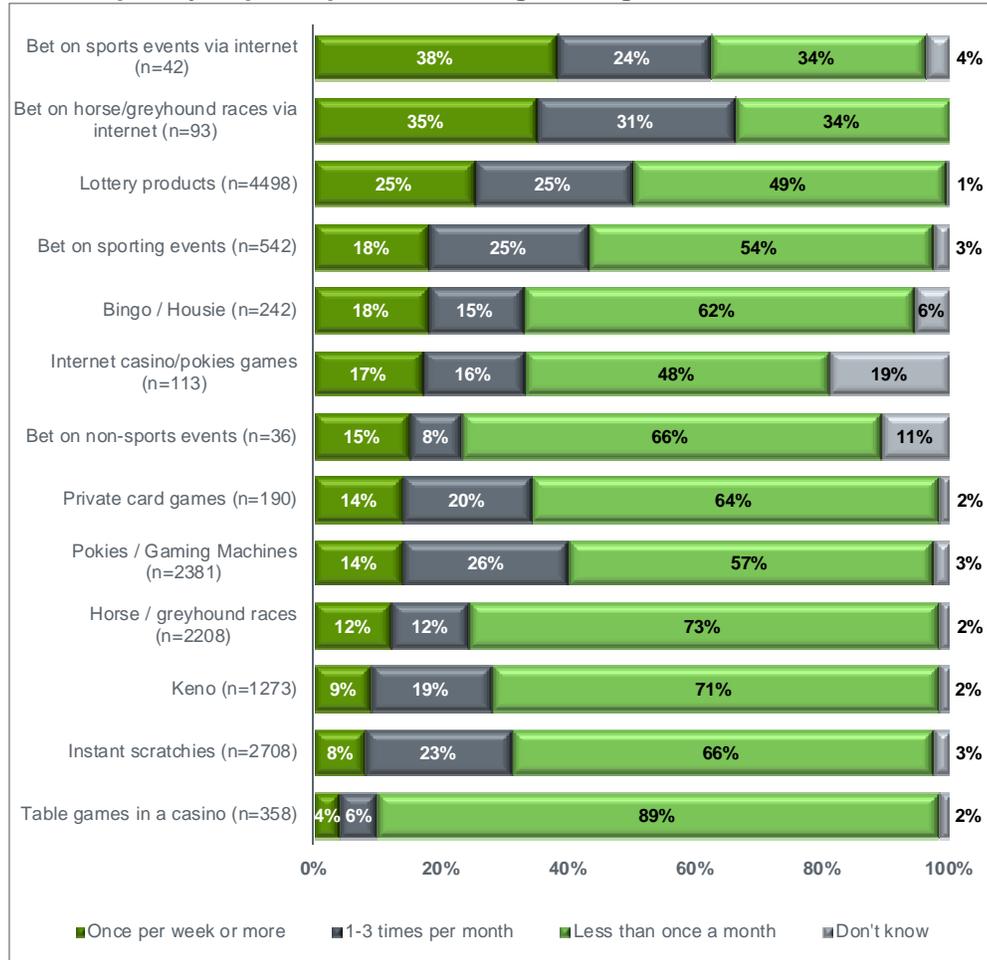
Base: Residents who participated in each activity in last 12 months (incl. screeners) Q9, Q10, Q13, Q14, Q15, Q16, Q17, Q18, Q21, Q24 & Q25 In the last 12 months, on how many days per week OR days per month OR days per year have you….

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[14] Respondents who had bet on horse or greyhound races, sports events, and non-sporting events, were asked further questions about mode of gambling – including via the Internet. So, for instance, betting on sporting events via the Internet is a subcategory of betting on sporting events.

The most common mode of gambling on horse or greyhound races was at a TAB (betting agency) (49%), followed by a club or hotel (35%), and at the track (22%). More than one in ten (11%) gamblers used the Internet to place their bets on horse or greyhound races (including access via a mobile phone). This compares with 5% in 2006.

Figure 3:
Method of betting on horse/greyhound races

Method	Percentage
At a stand alone TAB (NOT in a club or hotel)	49%
At a club or hotel	35%
At a race track	22%
Via the internet including mobile phone internet access	11%
Via the phone	2%
Via SMS	0%
Refused	0%
Other	3%
Don't know/Can't say	1%
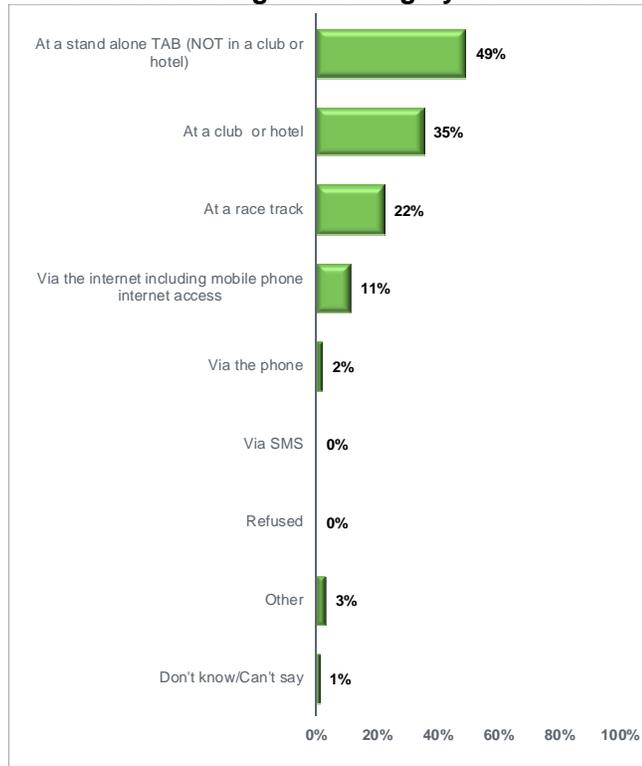
Base: Residents who participated in activity in last 12 months (incl screeners)
Q11 In the last 12 months, when you have placed bets on horses or greyhound races, how have you placed your bets? [PROMPTED, MULTIPLE ANSWER]

The most common mode of betting on sports events was also at a TAB (63%). Interestingly, over a third (35%) of sports events bettors had used the Internet (including access via a mobile phone) to place their bets; this compares with only 13% in 2006.

Figure 4:
Most common mode of betting on sporting events

In person at a TAB — 63%
Via the internet including mobile phone internet access — 35%
Via the phone — 5%
Via SMS — 1%
Refused — 0%
Other — 8%
Don't know/Can't say — 2%
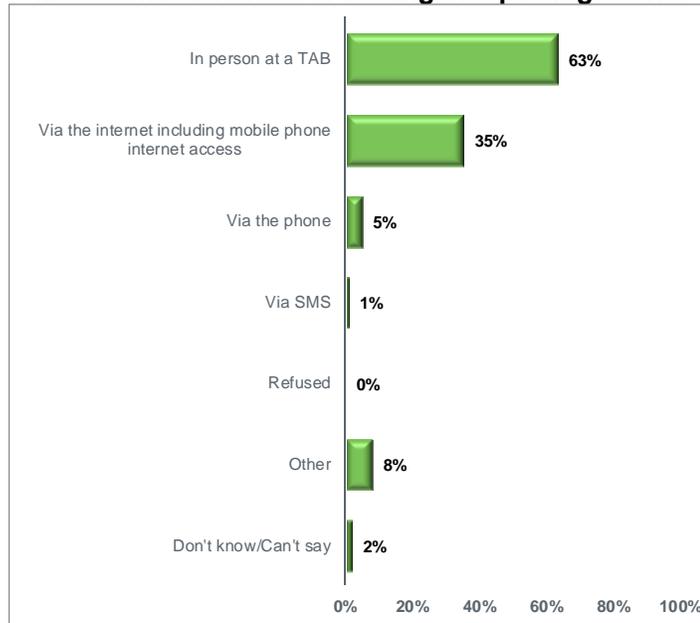
Base: Residents who participated in activity in last 12 months (incl screeners)
Q19 In the last 12 months, when you have placed bets on a sporting event, how have you placed your bets?
[PROMPTED, MULTIPLE ANSWER]

The most common form of betting on non-sporting events was via the Internet (32%). This activity was not included in 2006, so comparative data are not available. Eighteen per cent of people bet on non-sporting events via SMS, 15% bet via the phone, and 13% placed their bets at a TAB.

**Figure 5:
Most common mode of betting on non-sporting events**

Mode	Percentage
Via the internet including mobile phone internet access	32%
Via SMS	18%
In person at a TAB	13%
Via the phone	15%
Refused	12%
Other	10%
Don't know/Can't say	6%
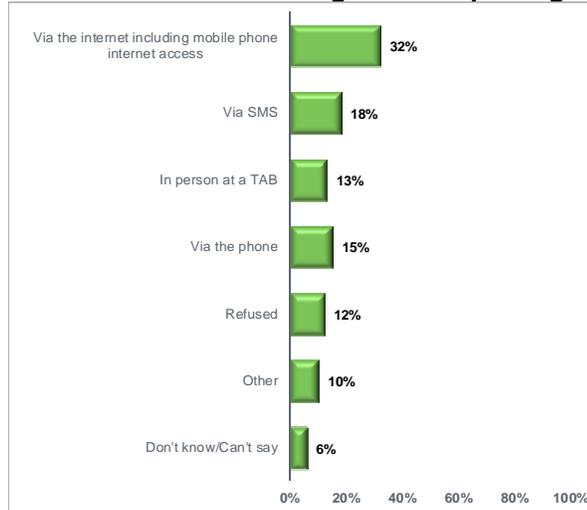
*Base: Residents who participated in activity in last 12 months (incl screeners)
Q22 In the last 12 months, when you have placed bets on a non-sporting event, how have you placed your bets?
[PROMPTED, MULTIPLE ANSWER]*

By far the most common venue for gaming machines was in a club (68%), followed by 25% at a pub or hotel, and only 4% at a casino.

**Figure 6:
Most common venue for gambling on pokies/gaming machines**

Venue	Percentage
Club	68%
Pub or hotel	25%
Casino	4%
Don't know/Can't say	3%
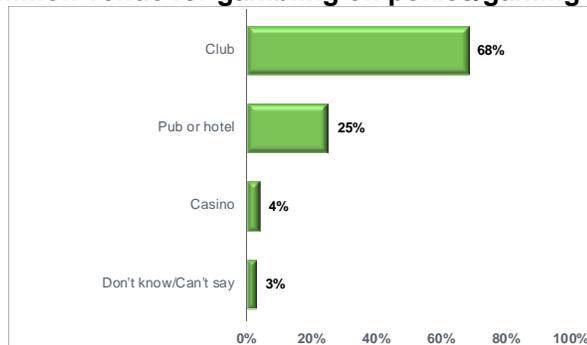
*Base: Residents who participated in activity in last 12 months (incl. screeners)
Q30 And do you USUALLY play pokies or gaming machines at a club, a pub, a hotel or on the Internet?
[PROMPTED, MULTIPLE ANSWER]*

3.3   Pokies Features

Respondents who had played pokies/gaming machines in the last 12 months were asked which of the features they 'are drawn to when deciding which one to play'. The most common responses were 'free games or spins' (39%) and 'design and artwork of machine' (28%), followed by 'games with large payouts' (19%), 'games with frequent wins' (18%), 'lighting displays' (10%) and 'sounds of machine' (5%).

Figure 7:
Preferred features of pokies/gaming machines
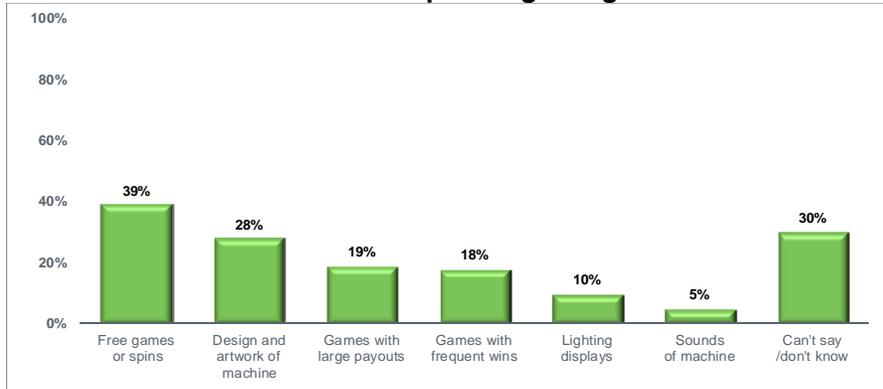
Base: Residents who played pokies/gaming machines in last 12 months (regular & non-regular gamblers)
Q29 What features of pokies or gaming machines are you drawn to when you are deciding which one to play?

3.4   Duration of Gambling

Respondents who played gaming machines, Keno, or casino or pokies games on the Internet were asked how much time they 'usually' spend playing this activity on each occasion. There was little difference in duration across the three activities, with around four in ten people saying that they played for between 1 and 3 hours on each. Interestingly, internet gambling had by far the highest proportion of 'don't know' responses (22%).

Figure 8:
Duration of play on gaming machines, Keno &Internet casino or pokies
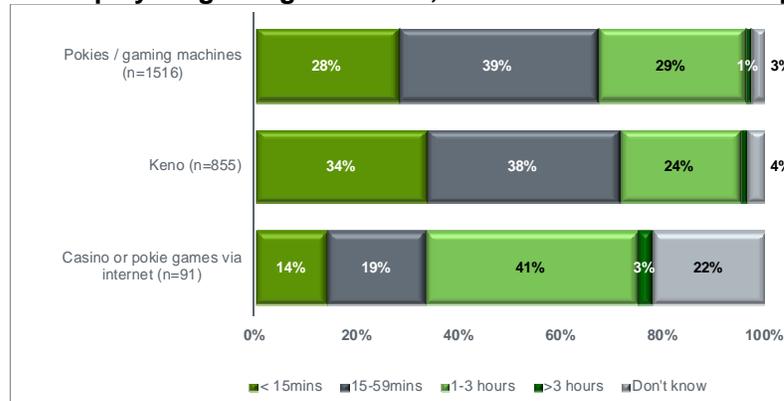
Base: Residents who participated in each activity in last 12 months using the Internet
Q31, Q31b & Q32. How much time do you usually spend play… during each visit to the venue?

3.5 Whether Gambling Behaviour has Remained the Same in the Last 12 Months

All respondents who had gambled on at least one activity in the last 12 months were asked whether the 'overall amount you have spent on gambling' in the last 12 months had increased, decreased, or stayed the same. The majority of people (70%) said that their gambling expenditure had remained the same over the last 12 months. One in five (21%) said that their spending had decreased (either a little or a lot) and 7% said that it had increased (a little or a lot).

Figure 9:
Changes in amount spent on gambling in the last 12 months
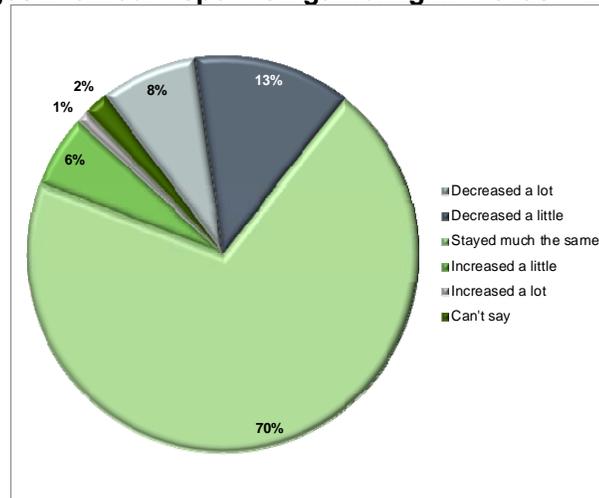
Base: Residents who participated in gambling in last 12 months
Q34 In the last 12 months, has the overall amount you have spent on gambling stayed the same, increased or decreased?

3.6 Usual Monthly Spend on Gambling

Collecting information on gambling expenditure is fraught with well-documented problems and data anomalies, inconsistent interpretations of the term 'spend' and cognitive biases preventing people from recalling/admitting real losses. Therefore, we made the decision (in keeping with 2006) not to ask detailed questions about gambling spend (for further discussion of this issue, see Wardle et al, 2007). We did, however, include a broader question on overall usual monthly spend on all gambling activities. While not necessarily an accurate expenditure figure per se, it does allow us to analyse the association between this variable and other factors such as income and problem gambling classification (see also Chapter 8).

Just under half (47%) of respondents who gambled at least sometime in the last 12 months reported spending no more than $10 per month, on average, on gambling. There was no strong association with income, although the proportion spending more than $10 increased somewhat with income, from 42% in the lowest category, to 58% in the highest income category.

Figure 10:
Usual monthly spend on gambling by income
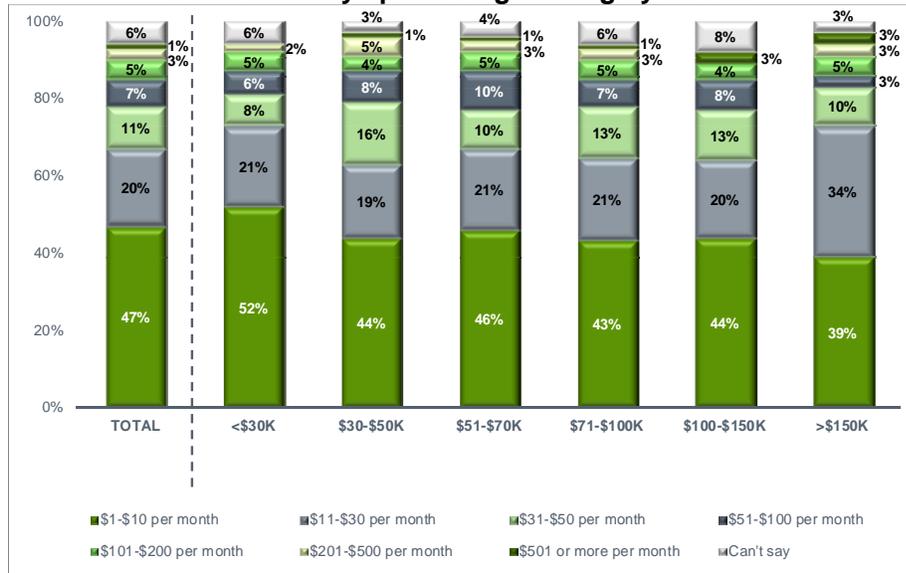
Base: Residents who participated in gambling in last 12 months
Q35 In a month, how much money do you usually spend on gambling?

3.7   Time and Place

Respondents who had gambled in the last 12 months were asked to indicate what time of day they usually gamble. Over half (52%) of gamblers said that they normally gamble during the day, with a third (35%) gambling during the evening. Fewer than one in ten (8%) said that they gamble during the night, and 5% could not say.

Figure 11:
Usual time of gambling
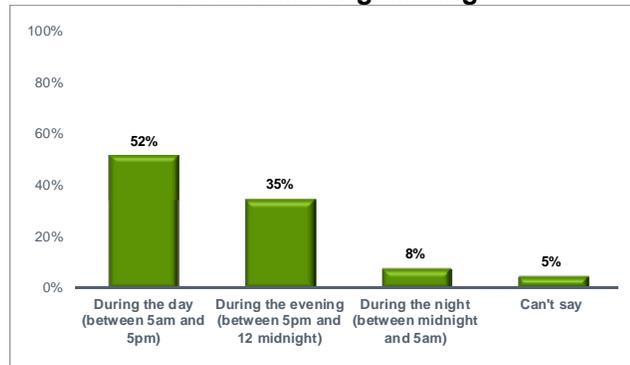
Base: Residents who participated in gambling in last 12 months
Q38 Do you normally gamble during the day or during the night?

Respondents who had gambled in the last year were asked whether they 'normally gamble near your work or near your home'. The majority of gamblers (67% of women and 63% of men) said that they normally gambled near to home. Around one in ten (9% of women and 10% of men) gambled near to work, 8% of women and 9% of men answered 'both'. Seventeen per cent of gamblers (15% of women and 18% of men) said that the place that they normally gambled was neither close to work nor to home.

Figure 12:
Whether usually gamble near home or work
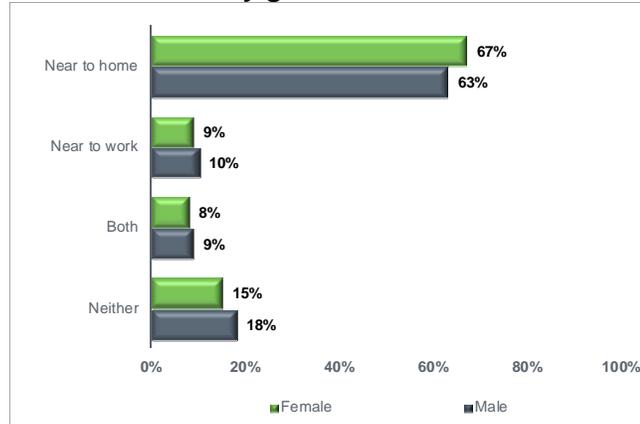
Base: All gamblers (both regular and non-regular)
Q36 Do you normally gamble near to your home or your work?

3.8   Alcohol Consumption

Respondents were asked how often they drink alcohol while they are actually gambling (excluding drinking before or afterwards). The majority (63%) said that they never consume alcohol while they are gambling, 19% said that they drank alcohol 'sometimes', and 18% answered either 'most of the time' or 'almost always'.

Figure 13:
Consumption of alcohol during gambling
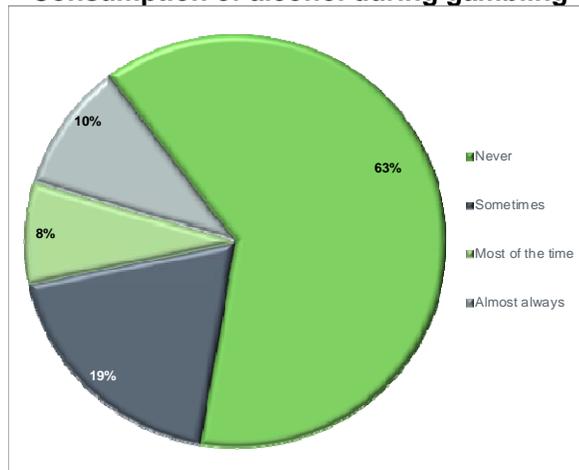
Base: Residents who participated in gambling in last 12 months
Q37 How often do you drink alcohol while you are actually gambling excluding drinking before or afterwards)?

4 Gambling Activities by Demographics

Men were more likely than women to gamble on most of the activities, with the exception of lottery products, scratchies and bingo.

Prevalence of participation in many of the activities tended to peak in the youngest age group, and then decline steadily with increasing age. This was true, for example, with pokies/gaming machines, with prevalence, among men, of 51% among those aged 18-24, decreasing to 23-24% of those aged 35 and over. The exceptions to this pattern were lottery products (which tended to increase in popularity with age) and bingo (which had similar prevalence across age groups).

Table 2
Participation in gambling activity by gender / age

		MALE					
		18-24	25-34	35-44	45-54	55-64	65+	TOTAL
	n=	211	354	742	1107	1128	1459	5001
Pokies / gaming machines		51%	37%	24%	23%	24%	24%	30%
Horse / greyhound races		39%	27%	29%	27%	25%	20%	27%
Lottery products		18%	32%	42%	47%	51%	48%	40%
Instant scratchies		30%	25%	22%	24%	26%	22%	25%
Keno		17%	19%	15%	13%	16%	11%	15%
Bingo / Housie		2%	2%	1%	1%	1%	2%	2%
Table games in a casino		28%	18%	8%	5%	3%	1%	10%
Bet on sporting events		29%	19%	14%	10%	7%	3%	13%
Bet on non-sports events		1%	2%	1%	0%	0%	0%	1%
Casino/pokies on internet		11%	4%	3%	1%	1%	0%	3%
Private card games		13%	12%	7%	2%	1%	1%	6%
Other gambling activity		2%	1%	1%	0%	0%	0%	1%
Gambled in the last 12 months		71%	67%	62%	66%	69%	64%	66%

		FEMALE					
		18-24	25-34	35-44	45-54	55-64	65+	TOTAL
	n=	125	376	809	1080	1113	1496	4999
Pokies / gaming machines		40%	27%	18%	21%	23%	21%	24%
Horse / greyhound races		23%	24%	21%	21%	21%	14%	20%
Lottery products		22%	38%	42%	48%	49%	43%	43%
Instant scratchies		44%	36%	27%	31%	33%	26%	32%
Keno		19%	17%	12%	11%	11%	8%	13%
Bingo / Housie		5%	2%	2%	4%	3%	5%	3%
Table games in a casino		13%	5%	2%	2%	2%	0%	3%
Bet on sporting events		9%	6%	3%	2%	2%	1%	3%
Bet on non-sports events		2%	1%	1%	0%	0%	0%	0%
Casino/pokies on internet		2%	2%	1%	1%	0%	0%	1%
Private card games		1%	2%	1%	0%	1%	1%	1%
Other gambling activity		1%	1%	0%	0%	0%	0%	0%
Gambled in the last 12 months		71%	61%	61%	66%	68%	59%	64%

Figure 14:
Participation in gambling activity by gender
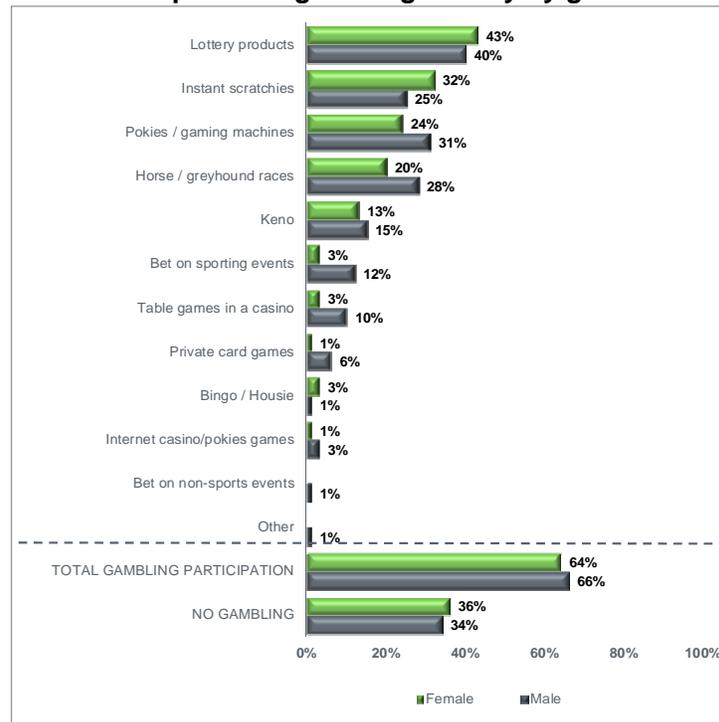
Base: All

Q6 I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months? [PROMPTED, MULTIPLE RESPONSE]

There was some variation in gambling activities according to Regional Coordination Program Regions[15]. For example, participation in gambling on pokies/gaming machines ranged from 21% in Coastal Sydney, through to 34% in Hunter NSW. Internet gambling was highest in the Central Coast (5%) and lowest (0%) in New England/North West and Western NSW. Gambling in casinos was highest in South West Sydney (10%), and lowest in the South East and New England/North West (both 3%). Overall gambling participation (on any activity) was highest in Hunter NSW (73%) and lowest in Coastal Sydney (60%).

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[15] The Regional Coordination Program Regions were developed by the Premier's Department NSW in 2000 to provide a network for the strategic management of projects and issues addressing community renewal and service delivery. These are the same regions used in the 2006 Prevalence of Gambling and Problem Gambling in NSW study. In that report the regions were referred to as the Premier's Department's regions. The Local Government Areas within each of the 11 regions are listed in Appendix B.

Table 3
Participation in gambling activity by Regional Coordination Program Regions

	North Coast	Hunter	South East	Western Sydney	New England /North West	Western NSW
n=	1145	1265	443	1223	290	478
Pokies / gaming machines	26%	34%	30%	28%	26%	25%
Horse / greyhound races	21%	28%	24%	25%	23%	23%
Lottery products	44%	45%	38%	40%	42%	46%
Instant scratchies	32%	32%	26%	28%	31%	35%
Keno	14%	23%	14%	13%	23%	15%
Bingo / Housie	2%	4%	1%	2%	3%	1%
Table games in a casino	5%	8%	3%	5%	3%	4%
Bet on sporting events	6%	10%	6%	10%	5%	7%
Bet on non-sports events	0%	0%	1%	1%	0%	0%
Casino games on internet	2%	3%	3%	2%	0%	0%
Private card games	2%	2%	4%	4%	3%	2%
Other gambling activity	0%	0%	2%	0%	0%	0%
None of the above/ no gambling in last 12 months	31%	27%	34%	37%	31%	33%

	Riverina /Murray	South West Sydney	Coastal Sydney	Illawarra	Central Coast
n=	468	701	2740	744	503
Pokies / gaming machines	32%	29%	21%	28%	33%
Horse / greyhound races	34%	19%	22%	22%	27%
Lottery products	43%	40%	37%	40%	48%
Instant scratchies	28%	29%	26%	30%	28%
Keno	16%	17%	8%	19%	20%
Bingo / Housie	1%	5%	2%	2%	5%
Table games in a casino	7%	10%	8%	6%	5%
Bet on sporting events	9%	8%	8%	8%	7%
Bet on non-sports events	0%	1%	1%	0%	2%
Casino games on internet	3%	1%	2%	1%	5%
Private card games	1%	3%	4%	4%	3%
Other gambling activity	1%	0%	1%	0%	0%
None of the above/ no gambling in last 12 months	30%	35%	40%	34%	32%

Base: Residents who participated in gambling in last 12 months
Q6 I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months? [PROMPTED, MULTIPLE RESPONSE]

There was no clear pattern of participation in different forms of gambling, or overall gambling, by income. Gambling on pokies had a prevalence of around three in ten people up until the $71-100k income group, and then dropped to around a quarter. Gambling on lottery products was lowest in the lowest income category (35%), and around 44-47% in the other income groups.

Table 4
Participation in gambling activity by income

	<$30K	$30-$50K	$51-$70K	$71-$100K	$100-$150K	>$150K
n=	1086	721	474	540	237	140
Pokies / gaming machines	29%	32%	31%	25%	24%	19%
Horse / greyhound races	20%	25%	28%	29%	30%	32%
Lottery products	35%	47%	46%	46%	46%	44%
Instant scratchies	31%	35%	30%	24%	27%	24%
Keno	14%	20%	15%	14%	13%	11%
Bingo / Housie	3%	2%	1%	1%	1%	1%
Table games in a casino	5%	9%	6%	6%	11%	8%
Bet on sporting events	5%	9%	10%	8%	14%	13%
Bet on non-sports events	0%	1%	1%	0%	1%	1%
Casino games on internet	3%	2%	2%	1%	2%	3%
Private card games	2%	5%	5%	3%	5%	6%
Other gambling activity	0%	0%	1%	1%	0%	0%
None of the above/ no gambling in last 12 months	35%	29%	32%	35%	29%	29%

People of Aboriginal or Torres Strait Islander background were more likely both to gamble overall (72% versus 65%), and on most of the individual activities. For example, just over a third of Aboriginal/Torres Strait Islander respondents (35%) had gambled on pokies/gaming machines compared with just over a quarter (27%) of non-indigenous people. A similar pattern was true for betting on horses/greyhounds (35% and 23% respectively), Keno (23% cf. 14%), bingo (7% cf. 2%), table games in a casino (16% cf. 6%), sporting events (14% cf. 7%) and private card games (13% cf. 3%). The only exception to this was lower participation in lottery products (39% and 41% respectively).

Table 5
Participation in gambling activity by whether Aboriginal/Torres Strait Islander

		Aboriginal /TSI	Non-indigenous
	n=	86	4316
Pokies / gaming machines		35%	27%
Horse / greyhound races		35%	23%
Lottery products		39%	41%
Instant scratchies		34%	28%
Keno		23%	14%
Bingo / Housie		7%	2%
Table games in a casino		16%	6%
Bet on sporting events		14%	7%
Bet on non-sports events		0%	0%
Casino games on internet		4%	2%
Private card games		13%	3%
Other gambling activity		1%	0%
None of the above/ no gambling in last 12 months		28%	35%

Figure 15:
Participation in gambling activity by whether Aboriginal/Torres Strait Islander
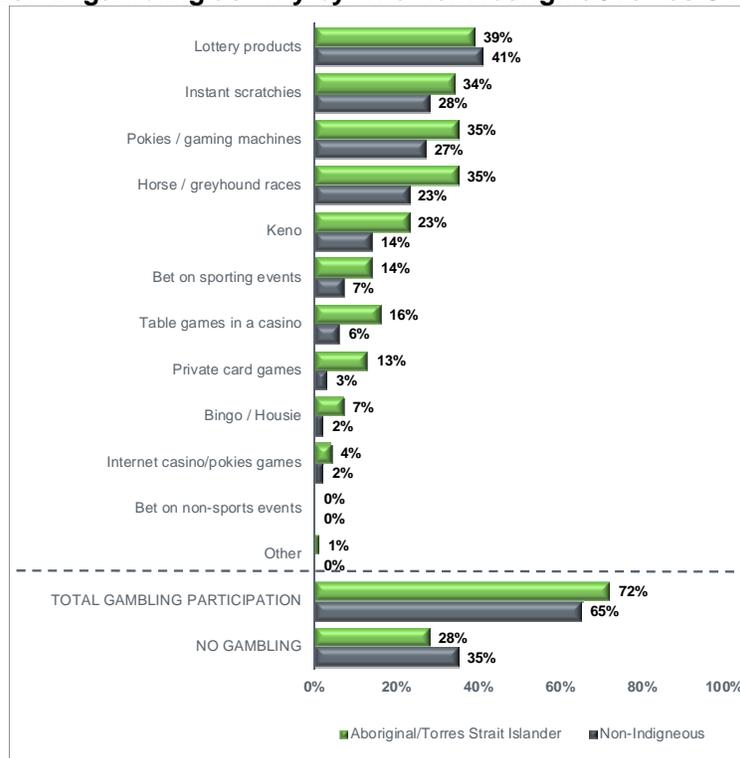
Base: All
Q6 I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months? [PROMPTED, MULTIPLE RESPONSE]

4.1 Logistic Regression to Determine Factors that are Associated with Regular Gambling

Logistic regression looks at which factors are statistically associated with a particular variable after controlling for all of the other factors. So, as an illustrative example, a cross-tabulation might find that owner-occupiers have poorer health, on average, than those who are renting their home. However, logistic regression analysis which looked at the statistical association between tenure and health, taking age into the equation, would show that it is age driving this association (i.e. younger people are more likely to rent, and have better health, on average, than older people).

In a review of Australasian gambling research, Delfabbro (2009) concluded that, once statistical overlap is accounted for, almost all predictors of problem gambling are non-significant once age has been taken into account or statistically controlled. That is, young age has been found to be the single most important predictor of problem gambling in Australia. The logistic regression analysis reported on in Section 7.7 looks at the inter-relationships between problem gambling and demographic variables.

A logistic regression was carried out, to look at which factors are predictive of regular (at least weekly) gambling (on any combination of activities).

The dependent variable was whether respondents were regular (weekly) gamblers. The following independent variables were entered into the model:

- Gender

- Age (18-34, 35-54 and 55 and over)

- Marital status (single, married/living as married and divorced/separated/widowed)

- Personal income (<$30,000, $30-50,000, $51,000-$70,000 and $100,000 and over).

- Employment status (employed full time, employed part time, student, unemployed, retired/pensioner and 'other').

- Education (below year 10, year 10, year 12 and university degree).

- Regional Coordination Program Regions (all 11 regions)[16].

- Whether of Aboriginal or Torres Strait Islander descent.

The following variables were significantly associated with being a regular gambler, after taking account of all of the other variables in the equation[17]:

- Being male: men were 1.7 times more likely to be regular gamblers than women.

- Marital status: single respondents were 1.9 times, and those who were separated/divorced/widowed were 1.6 times more likely to gamble regularly than respondents who were married or living as married.

- Educational attainment: respondents who had left school before year 10 were 2.6 times more likely, those who left education after Year 10 were 2.8 times more likely, and those who left after Year 12 were 1.9 times more likely to be regular gamblers than people who had completed a university degree.

- Respondents aged 35-54, unemployed respondents, and those living in Coastal Sydney and New England/North West were all *less likely* to be regular gamblers (than those aged 55 and over, those in full-time employment, and those living in Riverina/Murray, respectively).

Age and being of Aboriginal or Torres Strait Islander descent were not significant in the model, once the other factors had been taken into account.

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[16] See Appendix B for a list of the Local Government Areas within each Regional Coordination Program Region.
[17] A cut-off of .05 was used to indicate statistical significance. That means that we can be 95% certain that the associations reported here have not occurred by chance.

5   Attitudes and Beliefs in Terms of Gambling

This section analyses a number of attitude and belief statements in terms of gambling, that were asked of all respondents who had gambled in the last 12 months. The first two questions were 'faulty cognition' questions, taken from the Queensland Household Gambling Survey 2006-7 (Queensland Government, 2008). Respondents were asked whether or not '*after losing many times you are more likely to win*' and whether '*there are certain ways of playing pokie machines that give you a better chance of winning*'.

5.1   Faulty Cognitions

Fewer than one in ten people agreed or strongly agreed with each of the faulty cognitions in terms of electronic gaming machines. This figure varied somewhat by age/gender groups and gambling activity (in the last 12 months). Men were more likely than women, in most age groups, to agree with the erroneous statements. There was no clear pattern with age.

Figure 16:
Faulty cognitions of probability by gender / age
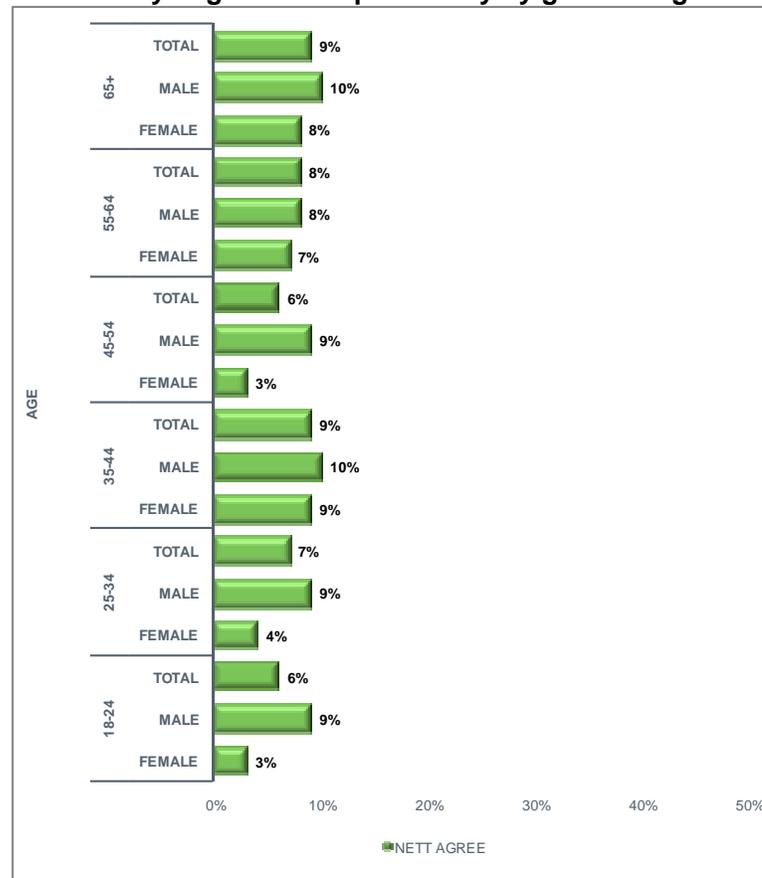
Base: Residents who participated in gambling in last 12 months
Q39 After losing many times in a row, you are more likely to win.

Figure 17:
Faulty cognitions of skill by gender / age
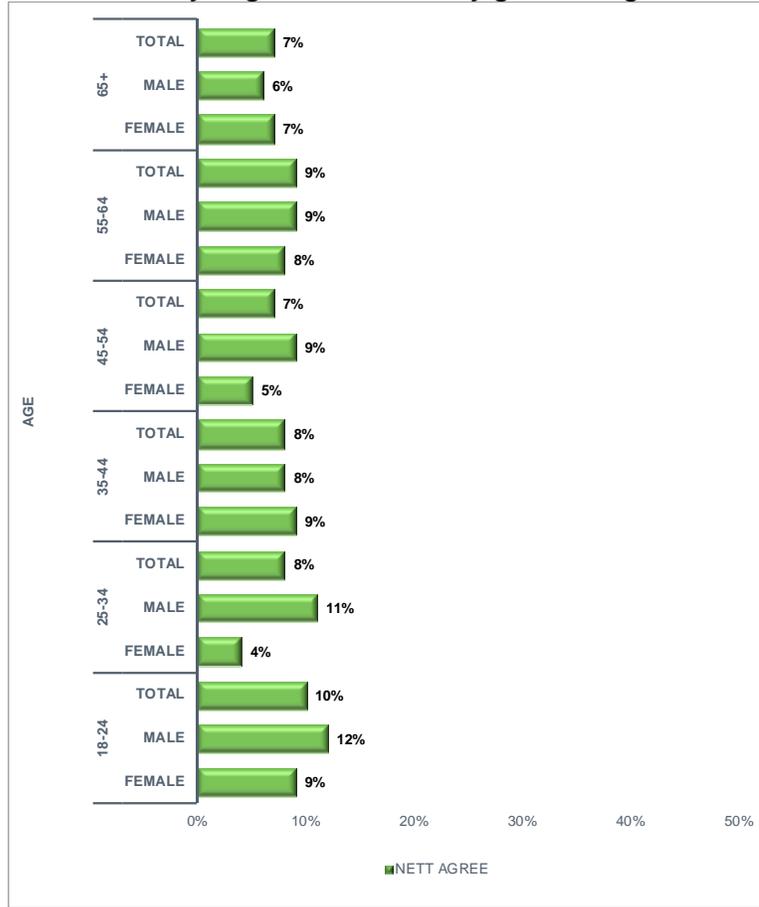
Base: Residents who participated in gambling in last 12 months
Q40 There are certain ways of playing pokie machines that give you a better chance of winning

There was some variation, by gambling activity, in responses to the faulty cognition questions. Those who bet on sports or non-sports events (11%) and pokies players (9%) were the most likely to believe that 'after losing many times in a row you are more likely to win'. Those who played bingo were the least likely (3%). Internet casino/pokies gamblers were the most likely to agree with the statement 'there are certain ways of playing pokie machines that give you a better chance of winning (24%)[18].

Figure 18:
Faulty cognitions of probability by gambling activity
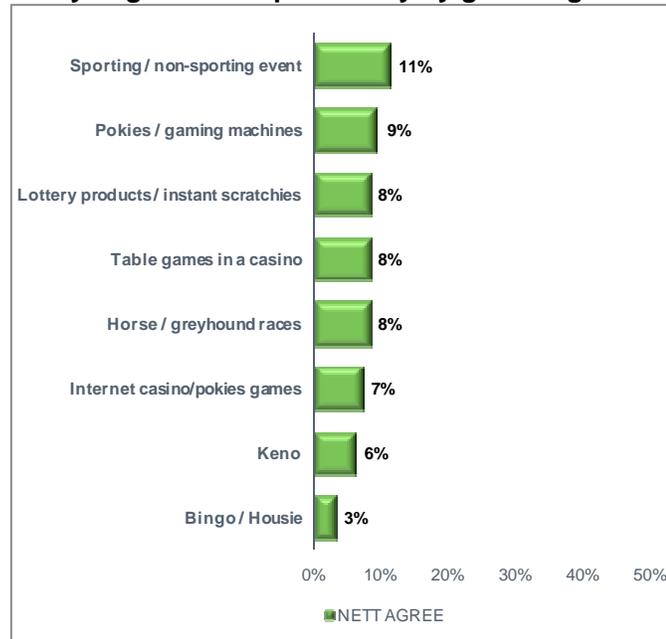
Gambling activity	NETT AGREE
Sporting / non-sporting event	11%
Pokies / gaming machines	9%
Lottery products / instant scratchies	8%
Table games in a casino	8%
Horse / greyhound races	8%
Internet casino/pokies games	7%
Keno	6%
Bingo / Housie	3%

Base: Residents who participated in gambling in last 12 months
Q39 After losing many times in a row, you are more likely to win.

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[18] The categories were not mutually exclusive and some respondents gambled on multiple activities.

Figure 19:
Faulty cognitions of skill by gambling activity
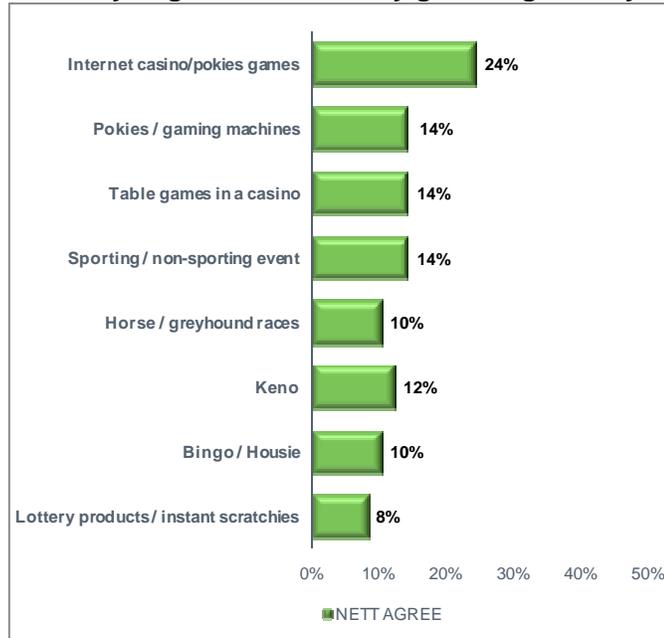
Base: Residents who participated in gambling in last 12 months
Q40 There are certain ways of playing pokie machines that give you a better chance of winning

5.2 Perceptions of Responsibility & Effect on Community

Respondents were also asked more general attitudinal questions. The first, taken the Victorian *Survey of Community Gambling Patterns and Perceptions* (Roy Morgan Research, 2000), asked respondents to indicate the extent to which they agreed with the statement: "*The onus is on the individual to control themselves when gambling, by knowing what he or she can afford.*" The vast majority of the sample (85%) agreed or strongly agreed with this statement. There were no clear associations with gender or age.

Figure 20:
Responsibility for limiting gambling by gender / age
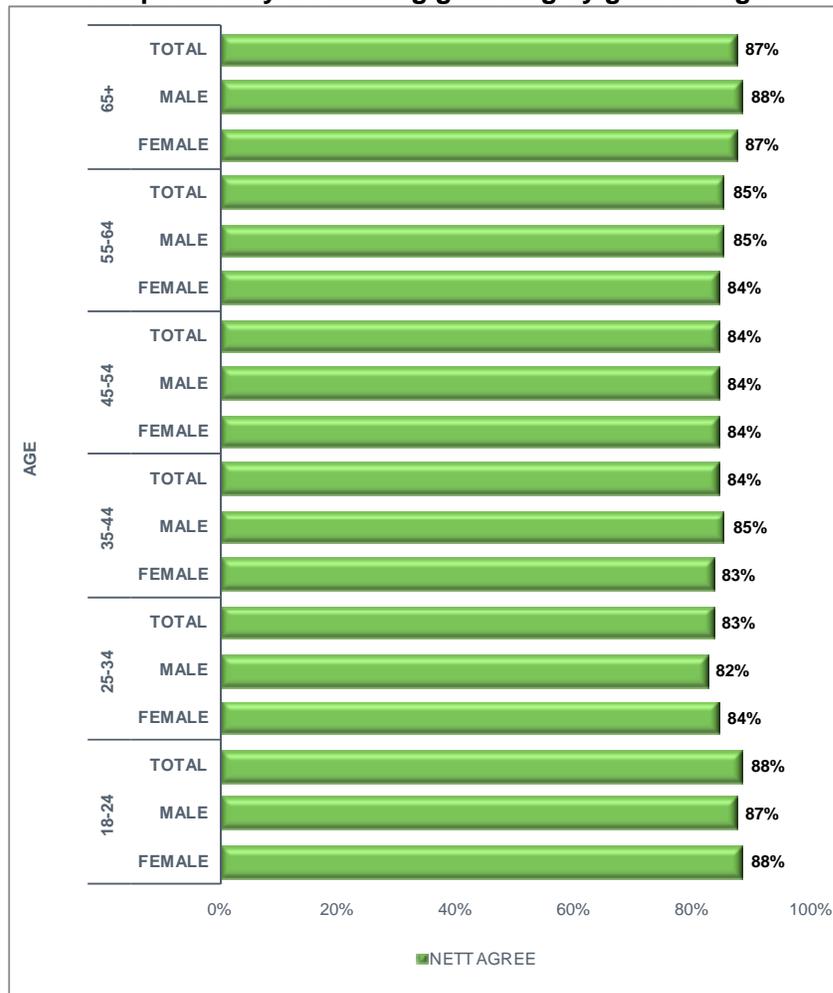
The second statement was: "*Gambling has done more good for the community than harm*", taken from the Northern Territory Gambling Prevalence Survey 2005 (School for Social and Policy Research, 2006).Seventeen per cent of people agreed or strongly agreed with this statement. Men were more likely than women to agree with this statement (18% cf. 16%). This figure increased with age, from 10% of those aged 18-24 through to 28% of those aged 65 and over.

Figure 21:
Perception of effects of gambling on community by gender / age
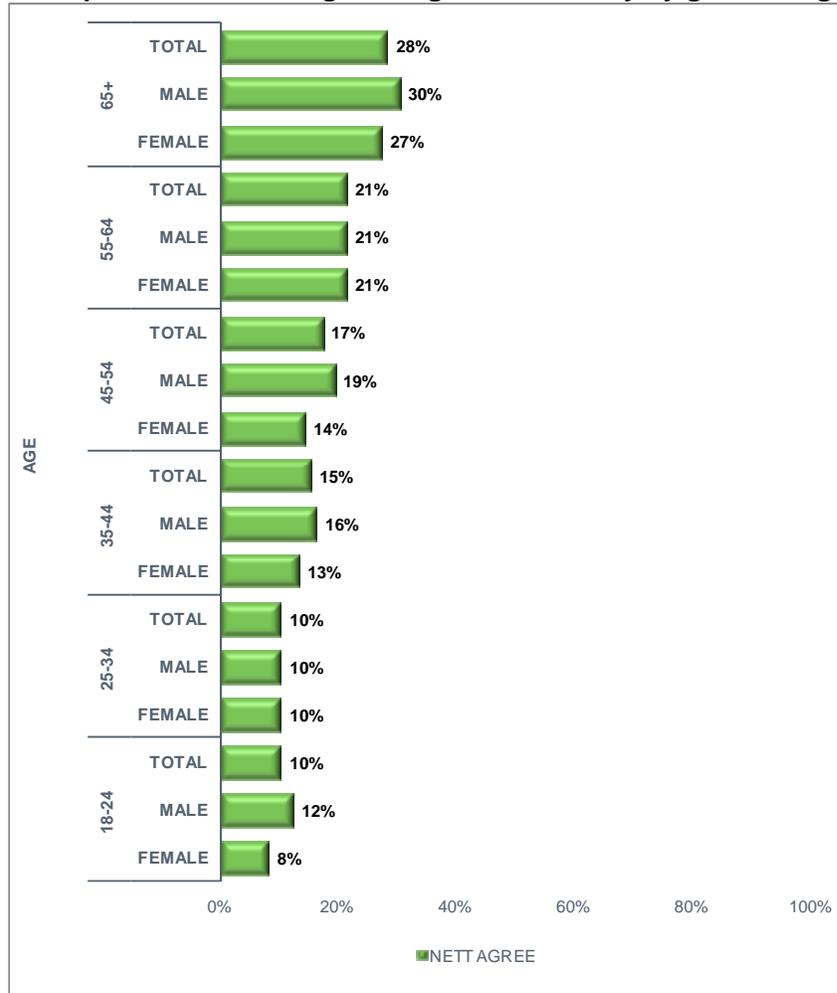
Base: Residents who participated in gambling in last 12 months
Q42 Gambling has done more good for the community than harm.

5.3 Enjoyment of Gambling

Finally, an indication of enjoyment of gambling as a pastime was obtained through asking respondents whether gambling had made their life more or less enjoyable over the past 12 months. A fifth of the sample (21%) said that gambling had made their life more enjoyable, and 5% said that it had made their life less enjoyable.

Men were more likely than women to say both that gambling had made their lives more enjoyable (25% of men compared with 17% of women), and that it had made their lives less enjoyable (7% cf 2%). Interestingly, the oldest and youngest age groups were the most likely to find gambling enjoyable (28% of those aged 18-24, and 23% of those aged 65 and over). Those aged 25-34 were the most likely to say that gambling had made their lives less enjoyable (8%).

The proportion who said that gambling had made their lives more enjoyable varied considerably by activity, from 19% of scratchies/lottery players, through to 48% of internet casino/pokies players[19].

Figure 22:
Enjoyment of gambling
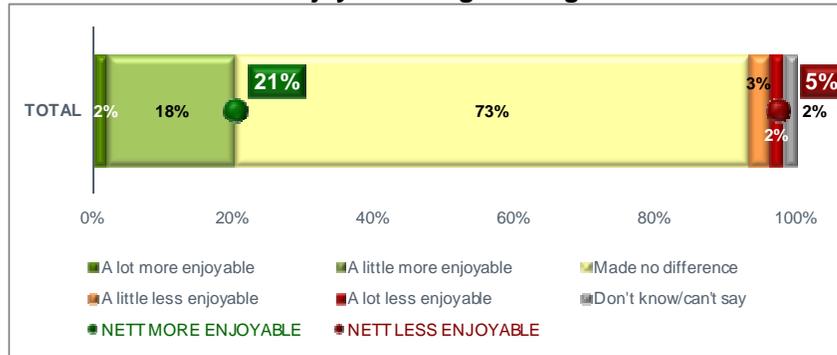
Base: Residents who participated in gambling in last 12 months
Q43 Looking at the last 12 months, how would you rate your experience of gambling. Would it say it has made your life…?

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[19] NB the gambling activities are not mutually exclusive, and respondents in each activity may also have gambled on other activities.

Figure 23:
Enjoyment of gambling by gender / age
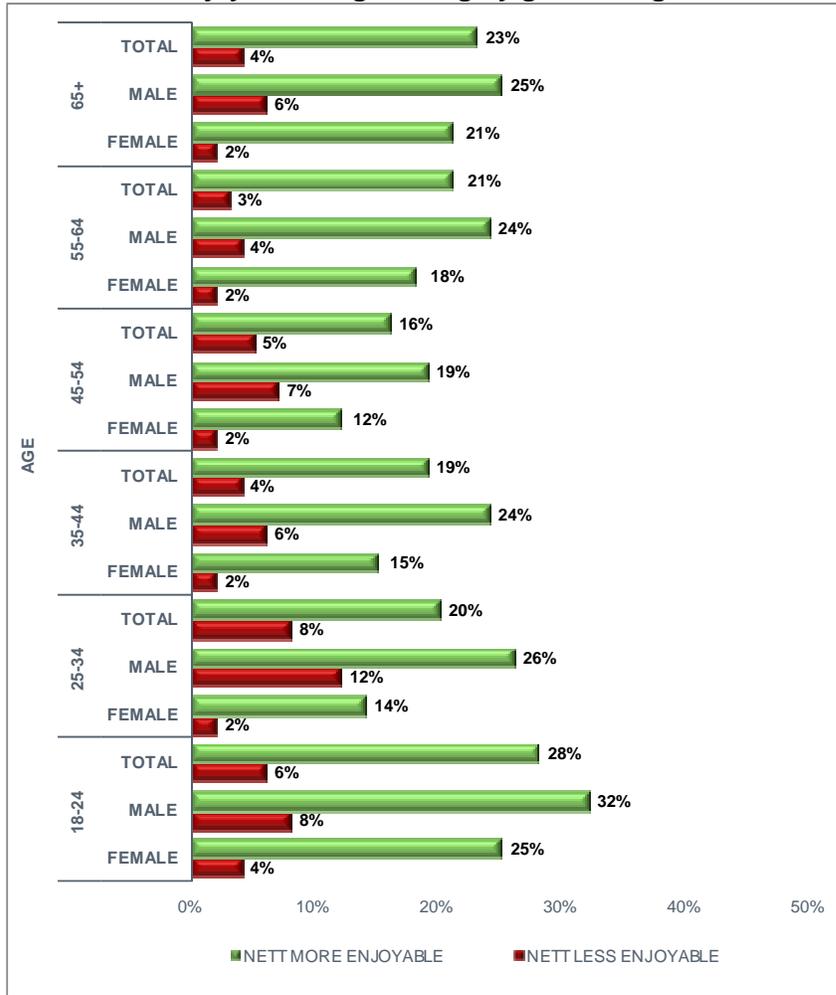
65+
- TOTAL: 23% / 4%
- MALE: 25% / 6%
- FEMALE: 21% / 2%

55-64
- TOTAL: 21% / 3%
- MALE: 24% / 4%
- FEMALE: 18% / 2%

45-54
- TOTAL: 16% / 5%
- MALE: 19% / 7%
- FEMALE: 12% / 2%

35-44
- TOTAL: 19% / 4%
- MALE: 24% / 6%
- FEMALE: 15% / 2%

25-34
- TOTAL: 20% / 8%
- MALE: 26% / 12%
- FEMALE: 14% / 2%

18-24
- TOTAL: 28% / 6%
- MALE: 32% / 8%
- FEMALE: 25% / 4%

AGE

■ NETT MORE ENJOYABLE   ■ NETT LESS ENJOYABLE

Base: Residents who participated in gambling in last 12 months
Q43 Looking at the last 12 months, how would you rate your experience of gambling. Would it say it has made your life…?

Figure 24:
Enjoyment of gambling by gambling activity
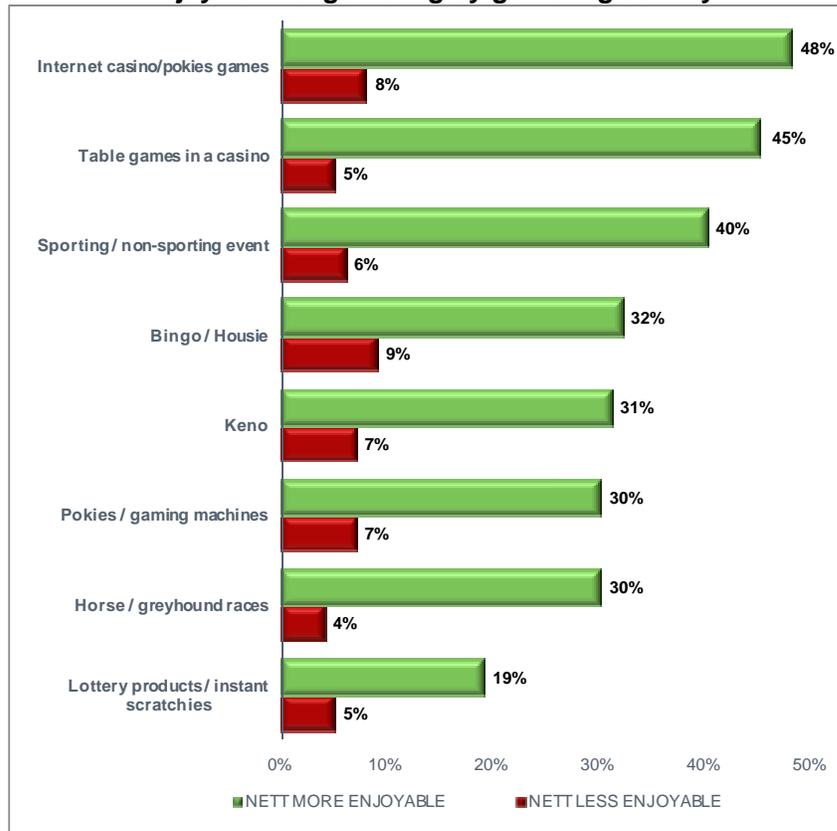
	NETT MORE ENJOYABLE	NETT LESS ENJOYABLE
Internet casino/pokies games	48%	8%
Table games in a casino	45%	5%
Sporting / non-sporting event	40%	6%
Bingo / Housie	32%	9%
Keno	31%	7%
Pokies / gaming machines	30%	7%
Horse / greyhound races	30%	4%
Lottery products / instant scratchies	19%	5%

Base: Residents who participated in gambling in last 12 months
Q43 Looking at the last 12 months, how would you rate your experience of gambling. Would it say it has made your life…?

5.4 Pre-Commitment

In addition to the questions outlined above, which were asked of all respondents who had gambled in the last 12 months, all respondents (including non-gamblers) were asked a question about pre-commitment, as follows: "*People should limit themselves to spending an amount they nominate before they start gambling.*" The majority (83%) of the sample agreed or strongly agreed with this statement, and 11% disagreed. Women were more likely than men to agree with this statement (86% compared with 80%). Interestingly, the proportion agreeing with this statement generally decreased with age, from 91% in the 18-24 age group, to 75% of those aged 65 and over.

Figure 25:
Predetermined gambling limit by gender / age
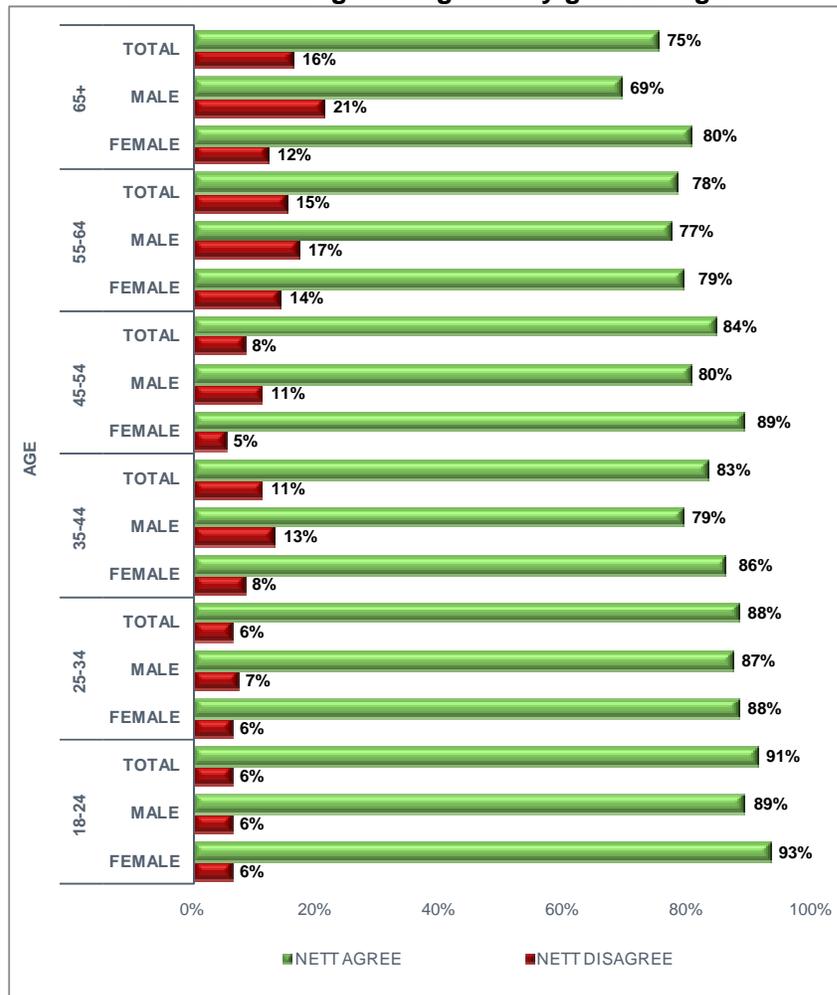
Base: All respondents
Q55 People should limit themselves to spending an amount they nominate before they start gambling

The proportion agreeing with this pre-commitment varied somewhat by gambling activity, and was highest among lottery/scratchies players (83%) and lowest among those who played casino or pokies games on the Internet (71%).

Figure 26:
Pre-determined gambling limit by gambling activity
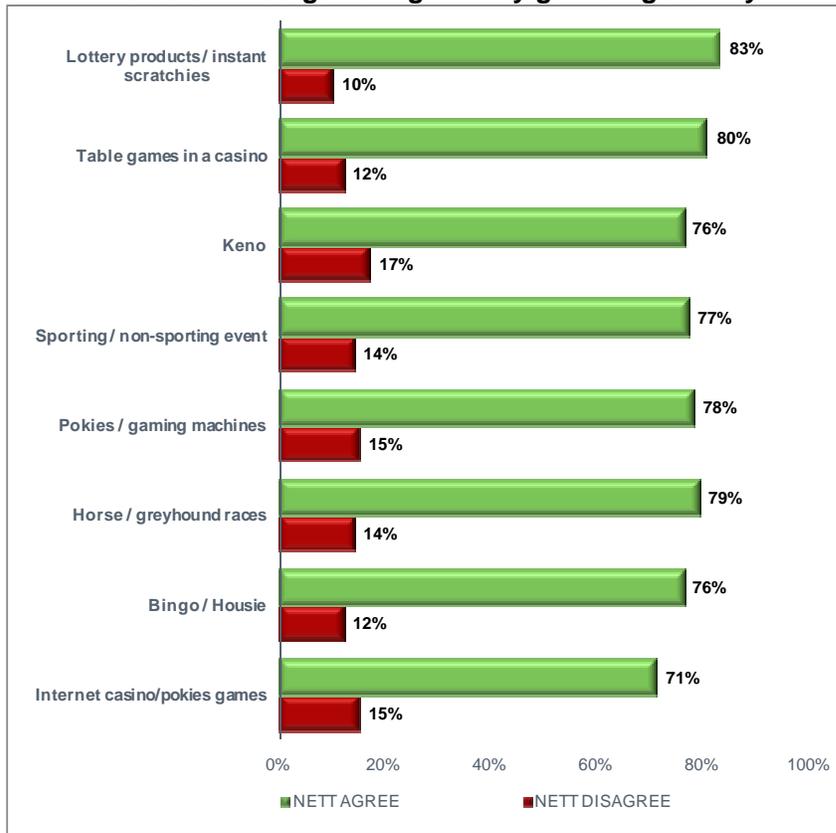
Gambling activity	NETT AGREE	NETT DISAGREE
Lottery products/ instant scratchies	83%	10%
Table games in a casino	80%	12%
Keno	76%	17%
Sporting / non-sporting event	77%	14%
Pokies / gaming machines	78%	15%
Horse / greyhound races	79%	14%
Bingo / Housie	76%	12%
Internet casino/pokies games	71%	15%

Base: Residents who participated in gambling in last 12 months
Q55 People should limit themselves to spending an amount they nominate before they start gambling

6 Problem Gambling Prevalence

6.1 Introduction

This chapter focuses on problem gambling prevalence in NSW, and compares this with the results from other jurisdictions within Australia, and internationally. More detailed findings on problem gambling and associated demographics, behaviours, and perceptions are presented in Chapters 7 and 8.

Problem gambling was measured using the Problem Gambling Severity Index (PGSI), part of the Canadian Problem Gambling Index, and the current measurement tool of choice for population-level research (Neal et al, 2005).

6.2 PGSI Results

The following table shows the results for each of the individual nine items that constitute the PGSI.

Table 6
PGSI items by frequency

In the last 12 months, how often…	Never	Sometimes	Most of the time	Almost always	Refused	Don't know
…have you bet more than you could really afford to lose?	91%	7%	1%	0%	0%	0%
…have you needed to gamble with larger amounts of money to get the same feeling of excitement?	95%	4%	1%	0%	0%	0%
…when you gambled, did you go back another day to try to win back the money you lost?	94%	5%	0%	0%	0%	0%
…have you borrowed money or sold anything to get money to gamble?	98%	1%	0%	0%	0%	0%
…have you felt that you might have a problem with gambling?	96%	3%	0%	0%	0%	0%
…has gambling casued you any health problems, including stress or anxiety?	97%	2%	0%	0%	0%	0%
…have people criticised your betting or tol you that you had a gambling problem, regardless of whether or not you thought it was true?	95%	3%	0%	1%	0%	0%
…has your gambling caused any financial problems for you or your household?	98%	1%	0%	0%	0%	0%
…have you felt guilty about the way you gamble or what happens when you gamble?	90%	7%	1%	1%	0%	0%

Base: Residents who participated in gambling in last 12 months
Q44, Q45
In the last 12 months, how often..?

The PGSI classified respondents as problem gamblers (score 8 or more), moderate risk gamblers (score 3-7), low risk gamblers (score 1-2), and non-problem gamblers (score 0).

Table 7
PGSI classification

Gambling Risk	Description
Problem Gambling	Negative consequences from gambling including possible loss of control. Score 8+ on PGSI.
Moderate Risk Gambling	Moderate level of problems leading to some negative consequences. Score 3 – 7 on PGSI.
Low Risk Gambling	Low level of problems with few or no identified negative consequences. Score 1 – 2 on PGSI.
Non – Problem Gambling	Gambled in the last 12 months but experienced no problems or negative consequences. Score 0 on PGSI.
Non – Gamblers	Have not gambled in the last 12 months

The current prevalence of problem gambling in NSW, as defined by the PGSI (score 8 or more) is 0.8%. This is the same as the prevalence rate as in 2006, although, for reasons noted above, the two estimates are not truly comparable.

According to the most recent ABS figures, 4,979,986 people aged 18 and over live in New South Wales[20]. The problem gambling prevalence rate of 0.8% translates, therefore, into *n*=39,840 adults.

It should also be noted, as discussed in the Productivity Commission's 2010 report, that there is a confidence interval around prevalence survey estimates, meaning that it is "*difficult to be sure that these {any changes} represented genuine reductions (increases) or simply sampling error.*"[21]The confidence interval around 0.8% is 0.17%, meaning that we can be 95% certain that the true population value falls between 0.63% and 0.97%.

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[20]http://www.censusdata.abs.gov.au/ABSNavigation/prenav/ViewData?action=404&documentproductno=1&documenttype=Details&order=1&tabname=Details&areacode=1&issue=2006&producttype=Census%20Tables&javascript=true&textversion=false&navmapdisplayed=true&breadcrumb=LPTD&&collection=Census&period=2006&productlabel=Age%20(full%20classification%20list)%20by%20Sex%20&producttype=Census%20Tables&method=Place%20of%20Usual%20Residence&topic=Age%20&%20Population%20Distribution&

[21]http://www.pc.gov.au/__data/assets/pdf_file/0011/95690/07-chapter4.pdf

An additional 2.9% of the sample was classified as 'moderate risk' (score 3-7) gamblers (a total of 3.7% classified as 'problem/moderate risk'). The prevalence of moderate risk gamblers in 2006 was lower (1.6%), and the overall 'problem/moderate risk' category was therefore smaller (2.4%).

The prevalence of low risk (score 1-2) gamblers (8.4%) has also increased since 2006 (2.1%). This means that, while the prevalence of problem gambling has remained the same (0.8%), the size of the group with some level of gambling risk (problem, moderate risk and low risk) has increased since 2006 from 4.5% to 12.1%, though this comparison must be treated with caution since the response codes, and the subgroup of people asked the PGSI, were different in the two surveys (as described earlier). In particular, the fact that the inclusion criteria for the PGSI were widened in 2011, compared with 2006, is largely responsible for this increase in prevalence of these categories (see section 6.4).

In 2011, 52.8% of the sample was classified as non-problem gamblers (score 0 on the PGSI) and 35.1% had not gambled in the last year, and were therefore not asked the PGSI.

Figure 27:
PGSI classification in the NSW population
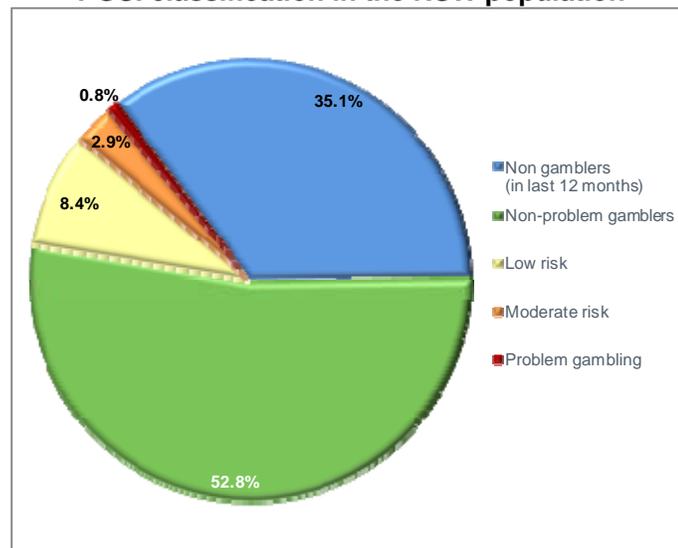
Base: All respondents

6.3 PGSI Classification Among Those Who Gambled in the Last Year

The prevalence of problem gambling among those who had gambled in the last year was 1.2%, 4.5% were moderate risk gamblers, and 13% were low risk gamblers.

Figure 28:
PGSI categories among those who gambled in last 12 months
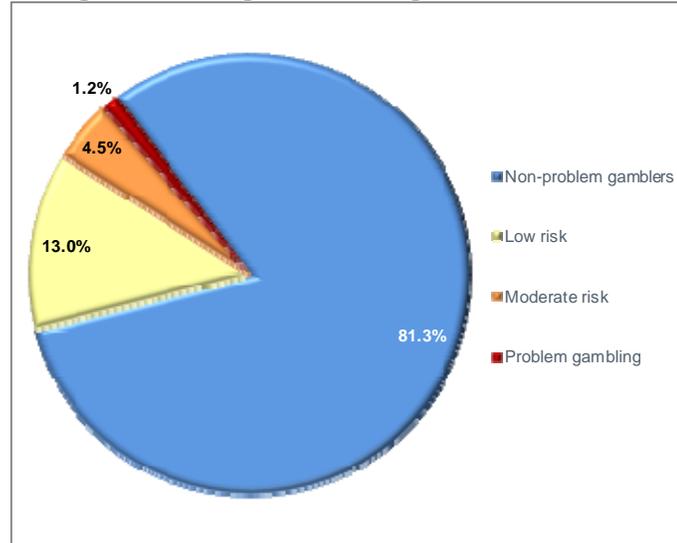
Base: Residents who participated in gambling in last 12 months

6.4 Adjusting the PGSI Results to Apply to Regular Gamblers Only

As described earlier, the 2006 survey asked the PGSI questions only of those who gambled regularly (at least weekly). It is possible to 'replicate' this approach[22] by taking those non-regular gamblers who scored 1 or more on the PGSI and reclassifying them, instead, as non-problem gamblers. This, in effect, is how they would have been categorised had we asked the PGSI questions only of regular gamblers (rather than expanding it to all who had gambled in the last year). Doing so 'misses' a number of problem gamblers – those who gamble less frequently than once a week – and thereby reduces (by half) the prevalence of problem gambling in NSW to 0.4%.

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[22] It is possible to manipulate the data to compare the impact on prevalence rates of asking the PGSI only of regular, versus last year, gamblers. It is not, however, possible to standardise across the two surveys for the difference in terms of the number of PGSI response options (five in 2006, versus four in 2011).

The low risk and moderate risk prevalence also decrease (by 'replicating' the 2006 approach, and tightening the PGSI applicability criteria), as shown below. Prevalence rates for each PGSI category are based on the overall sample.

Table 8
Comparison of PGSI prevalence based on regular versus last year gamblers

	PGSI applied to regular gamblers only	PGSI applied to all last year gamblers
Problem gambling	0.4%	0.8%
Moderate risk	1.5%	2.9%
Low risk gambler	2.5%	8.4%

6.5 Comparison of NSW Prevalence with Other Australian Jurisdictions

These NSW results can be compared to results of prevalence studies in other Australian jurisdictions. These comparisons are best restricted to prevalence studies that have also used the original 4-point response categories for the PGSI, as listed in the following tables. Moreover, since these other studies asked the PGSI only of regular gamblers, the 2011 NSW prevalence estimate *based on regular gamblers* (i.e. 0.4%) is the most appropriate figure for comparison.

Comparisons with the relevant Australian prevalence studies indicate that:

- The (adjusted) prevalence of problem gamblers (PGSI applied to regular gamblers only) identified in this NSW study (0.4%) is lower than the all of the other jurisdictions.

- The (adjusted) prevalence of moderate risk gamblers (PGSI applied to regular gamblers only) in NSW (1.5%) is in line with the other studies;

- The (adjusted) prevalence of low risk gamblers (PGSI applied to regular gamblers only) in NSW (2.5%) is lower than ACT but higher than Tasmania;

Table 9
Prevalence of PGSI gambler groups in Australian prevalence studies using the 4-point scale

Year, Jurisdiction & Authors	Non-gamblers	Non-problem gamblers	Low risk gamblers	Moderate risk gamblers	Problem Gamblers	To whom PGSI applied
	%	%	%	%	%	
2005 Northern Territory (School for Social & Policy Research 2006)	27.0	Not reported	Not reported	Not reported	0.6	Regular gamblers (18 years+ who had gambled at least once per week or equivalent excluding lotteries and scratch tickets)
2007 Tasmania (SA Ctr for Economic Studies 2008)	28.9	68.7	1.0	0.9	0.5	Regular gamblers (18 years+ who had least once per week or 52 times per year excluding lotteries, scratch tickets and bingo
2009 ACT (Davidson & Rodgers 2009)	32.6	62.1	3.4	1.5	0.5	Regular gamblers (18 years+ who had gambled 12 or more times in the last 12 months excluding lotteries or scratch tickets and if reported losing $2,000 or more on gambling)

6.6   Comparison of NSW Prevalence with International Jurisdictions

For comparisons with the overseas prevalence studies, it is more appropriate to use the PGSI results as applied to *all past year gamblers* (which tends to be the approach taken internationally). This comparison indicates that:

- The NSW prevalence of problem gamblers (0.8%) is lower than that for Canada in 2000, but higher than all of the other studied countries;

- The NSW prevalence of moderate risk gamblers (2.9%) is the highest of all the studied countries;

- The NSW prevalence of low risk gamblers (8.4%) is also higher than all of the other studied overseas jurisdictions;

- The NSW prevalence of non-gamblers (35.1%) is higher than for any of the studied overseas jurisdictions.

- The NSW prevalence of non-problem gamblers (52.8%) is lower than for any of the studied overseas jurisdictions. Thus, while a smaller proportion of the NSW population reported participating in gambling in the previous 12 months, those who did were more likely to be low risk, moderate risk or problem gamblers than in the overseas jurisdictions shown in table below.

Table 10
Prevalence of PGSI gambler groups in overseas prevalence studies using the 4-point scale

Year, Jurisdiction & Authors	Non-gamblers	Non-problem gamblers	Low risk gamblers	Moderate risk gamblers	Problem Gamblers	To whom PGSI applied
	%	%	%	%	%	
2010 Britain (Wardle et a;., 2011)	Not reported	Not reported	5.5	1.8	0.7	18 years+ who had gambled in the last 12 months
2008-09 Sweden (Swedish National Institute of Public Health 2009)	30.0	62.4	5.4	1.9	0.3	16 years+ (unclear, but presumably those who had gambled in the last 12 months)
2006-07 New Zealand (Ministry of Health 2009)	34,7	60.1	3.5	1.3	0.4	15 years+ who had gambled in last 12 months
2005-06 New Mexico (Volberg & Bernhard, 2006)	32.4	58.3	6.5	2.2	0.6	18 years+ who had gambled in the last 12 months
2002 Canada (Marshall & Wynne 2003; Cox et al. 2005)	24.2	71.0	2.8	1.5	0.5	15 years+ who had gambled in the last 12 months across 10 provinces
2000 Canada (Ferris & Wynne 2001)	Not reported	Not reported	Not reported	2.4	0.9	18 years+ who had gambled in the last 12 months

6.7 PGSI Prevalence by Gender and Age

Men were more likely than women to be problem gamblers (1.4% compared with 0.1% of women). This disparity is apparent in other jurisdictions; for example in the 2010 UK prevalence survey, 1.3% of men were problem gamblers, compared with 0.2% of women.[23]

Young men (aged 18-24) were the most likely to be problem gamblers (2.4%) and this prevalence was lowest among men aged 65 and over (0.7%).

Table 11
PGSI categories by gender / age

MALE							
	18-24	25-34	35-44	45-54	55-64	65+	TOTAL
n=	211	354	742	1107	1128	1459	5001
Non gamblers (in last 12 months)	28.9%	32.9%	37.7%	34.0%	30.8%	35.8%	33.6%
Non-problem gamblers	42.5%	42.3%	50.0%	54.3%	60.8%	55.4%	50.9%
Low risk	19.0%	17.0%	7.3%	6.6%	5.5%	5.6%	10.0%
Moderate risk	7.1%	6.2%	3.2%	3.9%	1.8%	2.4%	4.0%
Problem gambling	2.4%	1.6%	1.8%	1.2%	1.1%	0.7%	1.4%

FEMALE							
	18-24	25-34	35-44	45-54	55-64	65+	TOTAL
n=	125	376	809	1080	1113	1496	4999
Non gamblers (in last 12 months)	29.3%	38.9%	38.9%	34.5%	31.9%	41.3%	36.4%
Non-problem gamblers	52.9%	52.2%	53.5%	57.9%	59.8%	52.1%	54.6%
Low risk	15.4%	5.4%	6.3%	6.0%	6.3%	5.0%	6.9%
Moderate risk	2.3%	3.5%	0.9%	1.3%	1.9%	1.6%	1.9%
Problem gambling	0.0%	0.0%	0.4%	0.2%	0.1%	0.0%	0.1%

[23]www.gamblingcommission.gov.uk/PDF/British%20Gambling%20Prevalence%20Survey%202010.pdf

7 Problem Gambling Prevalence by Demographics

7.1 Problem Gambling Prevalence, by Regional Coordination Program Regions

The prevalence of problem gambling in NSW varied by Regional Coordination Program Regions[24], from 0.3% in South West Sydney through to 1.6% in the Riverina/Murray region.

Table 12
PGSI categories by Regional Coordination Program Regions

	North Coast	Hunter	South East	Western Sydney	New England /North West	Western NSW
n=	1145	1265	443	1223	290	478
Non gamblers (in last 12 months)	28.0%	30.4%	40.3%	36.6%	36.7%	27.5%
Non-problem gamblers	60.2%	55.8%	53.5%	53.3%	55.1%	62.6%
Low risk	8.6%	11.1%	4.8%	6.0%	7.1%	8.2%
Moderate risk	2.1%	2.2%	0.2%	3.6%	0.0%	0.8%
Problem gambling	1.1%	0.5%	1.2%	0.5%	1.0%	0.9%

	Riverina /Murray	South West Sydney	Coastal Sydney	Illawarra	Central Coast
n=	468	701	2740	744	503
Non gamblers (in last 12 months)	27.8%	39.1%	38.9%	29.1%	29.2%
Non-problem gamblers	56.4%	44.1%	49.6%	59.5%	54.2%
Low risk	9.9%	12.3%	7.6%	7.9%	11.0%
Moderate risk	4.4%	4.2%	3.1%	2.4%	4.7%
Problem gambling	1.6%	0.3%	0.8%	1.1%	0.8%

[24] See Appendix B for a list of the Local Government Areas within each Regional Coordination Program Region.

7.2 Problem Gambling Prevalence, by Education Level

Problem gambling prevalence was associated with level of education, being lowest among those with university degrees (0.1%) and highest among those who left school before Year 10 (2.6%).

Table 13
PGSI categories by education level

	Uni degree	Trade Cert /Year 12	Year 10	Below
n=	1381	1917	887	182
Non gamblers (in last 12 months)	42.3%	31.8%	25.7%	39.2%
Non-problem gamblers	47.6%	54.7%	61.3%	45.4%
Low risk	8.0%	9.0%	8.8%	6.3%
Moderate risk	2.0%	3.5%	3.3%	6.6%
Problem gambling	0.1%	1.0%	1.0%	2.6%

Figure 29:
PGSI categories by education level
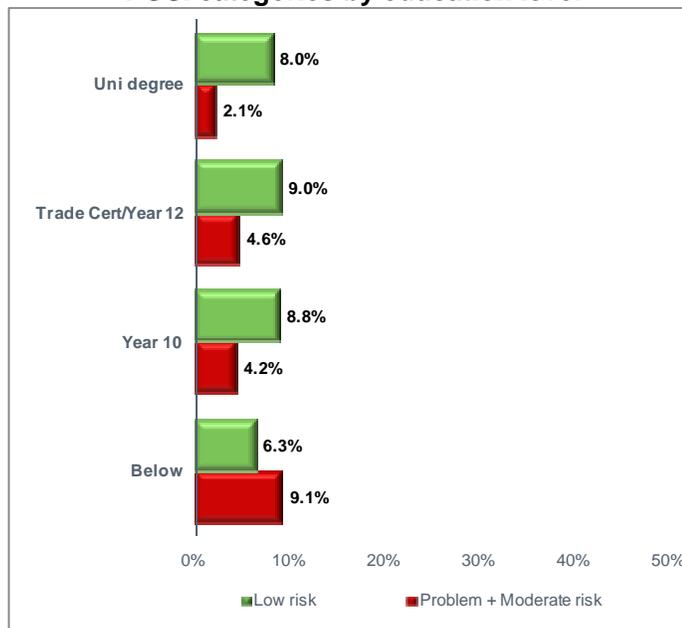
Base: All respondents

7.3   Problem Gambling Prevalence, by Marital Status

The prevalence of problem gambling was highest among NSW residents who were single or separated/divorced/widowed (1.2% compared with 0.5% of those who were married or living as married).

Table 14
PGSI categories by marital status

	Married /living as married	Separated /divorced /widowed	Single
n=	2932	765	683
Non gamblers (in last 12 months)	36.2%	37.9%	30.6%
Non-problem gamblers	54.9%	50.7%	48.0%
Low risk	6.7%	7.2%	13.8%
Moderate risk	1.8%	3.0%	6.3%
Problem gambling	0.5%	1.2%	1.2%

Figure 30:
PGSI categories by marital status
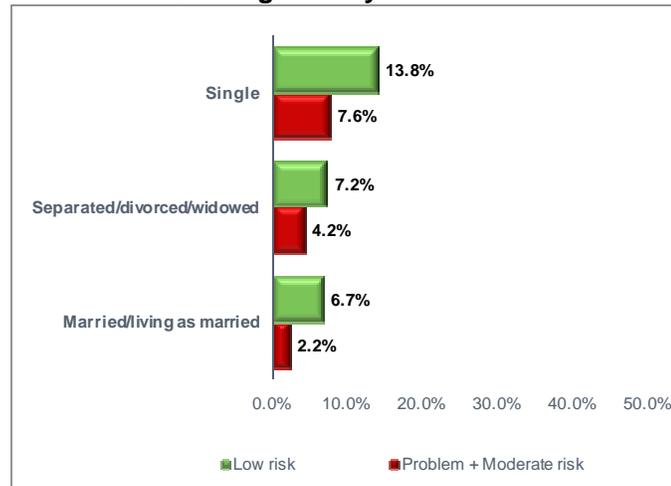
Base: All respondents

7.4   Problem Gambling Prevalence, by Employment Status

Problem gambling prevalence was three times as high among unemployed people (3.2%) than those who were in full time work (1.0%).

Table 15
PGSI categories by employment status

	FT work	PT work	FT student	Retired /pensioner	Unemployed	Other (incl home duties)
n=	1728	728	76	1501	74	270
Non gamblers (in last 12 months)	33.9%	32.7%	31.5%	37.6%	28.1%	42.2%
Non-problem gamblers	53.0%	57.4%	43.1%	53.3%	46.3%	49.4%
Low risk	8.6%	6.9%	22.0%	6.0%	12.3%	7.6%
Moderate risk	3.5%	2.5%	3.2%	2.4%	10.2%	0.5%
Problem gambling	1.0%	0.5%	0.2%	0.6%	3.2%	0.3%

Figure 31:
PGSI categories by employment status
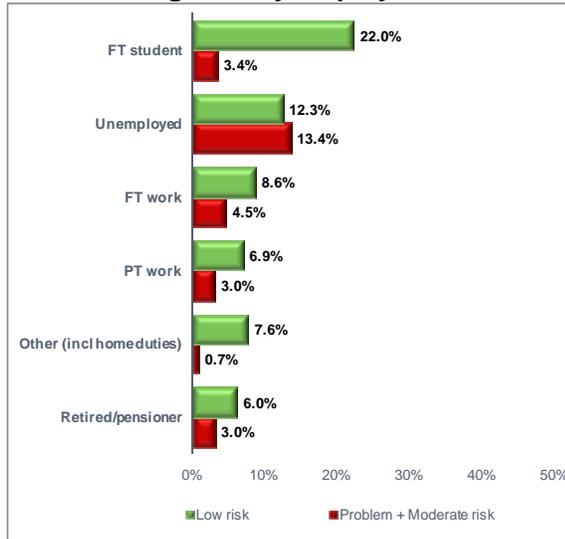
Base: All respondents

7.5 Problem Gambling Prevalence, by Income

There was no clear pattern of association between problem gambling and personal income. Prevalence of problem gambling was highest among those with an income of $30-$50,000 per year (1.7%).

Table 16
PGSI categories by income

	<$30K	$30-$50K	$51-$70K	$71-$100K	$100-$150K	>$150K
n=	1086	721	474	540	237	140
Non gamblers (in last 12 months)	35.1%	28.6%	31.8%	35.3%	29.2%	29.0%
Non-problem gamblers	49.2%	56.3%	54.5%	54.6%	60.0%	62.9%
Low risk	11.7%	9.4%	10.2%	6.7%	8.2%	6.1%
Moderate risk	3.4%	4.1%	2.9%	3.0%	2.2%	1.4%
Problem gambling	0.6%	1.7%	0.5%	0.3%	0.4%	0.7%

7.6 Problem Gambling Prevalence, by Whether Aboriginal/Torres Strait Islander Descent

Respondents of Aboriginal or Torres Strait Islander descent were more likely than others to have gambled in the last year (72% compared with 65%), and were more likely to be problem gamblers (1.7% compared with 0.8%) and also moderate risk gamblers (4.3% compared with 2.9%).

Table 17
PGSI categories by Aboriginal/Torres Strait Islander descent

	Aboriginal /TSI	Non-indigenous
n=	*86*	*4316*
Non gamblers (in last 12 months)	27.6%	35.3%
Non-problem gamblers	58.5%	52.6%
Low risk	7.9%	8.4%
Moderate risk	4.3%	2.9%
Problem gambling	1.7%	0.8%

Figure 32:
PGSI categories by Aboriginal/Torres Strait Islander descent
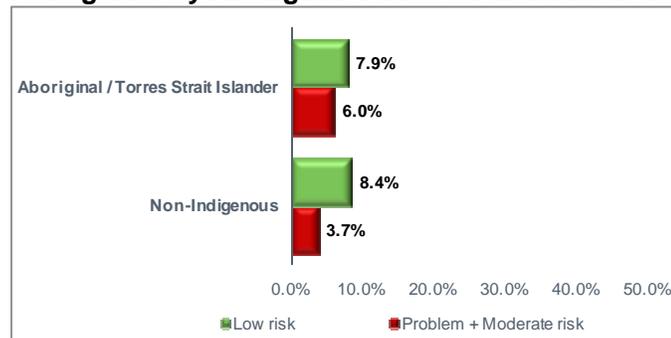
Base: All respondents

7.7 Logistic regression analysis to determine which factors are associated with problem/moderate risk gambling

As previously stated, Delfabbro (2009) concluded that it is only being young that is a significant predictor of problem gambling, and that once age is taken account of in the equation, all other associated variables become non-significant. Logistic regression analysis was carried out to explore the inter-relationships between gambling problems and demographic variables.

A logistic regression was carried out to look at which factors are predictive of being a problem or moderate risk gambler.

The dependent variable for the first model was whether respondents fell into the PGSI problem gambler or moderate risk categories. The following independent variables were entered into the model:

- Gender

- Age (18-34, 35-54 and 55 and over)

- Marital status (single, married/living as married and divorced/separated/widowed)

- Personal income (<$30,000, $30-50,000, $51,000-$70,000 and $100,000 and over).

- Employment status (employed full time, employed part time, student, unemployed, retired/pensioner and 'other').

- Education (below year 10, year 10, year 12 and university degree).

- Regional Coordination Program Regions (all 11 regions)[25].

- Whether of Aboriginal or Torres Strait Islander descent.

- Frequency of gambling on each of the activity (whether a regular gambler on that activity, or not). Since all of the activities were entered into the equation, the results indicate the relative strength of association between being a regular gambler on each of the gambling activities, and being a problem or moderate risk gambler.

The following variables were significantly associated with being a problem or moderate risk gambler, after taking account of all of the other variables in the equation[26]:

- **Being male:** men were 2.0 times more likely than women to be problem/moderate risk gamblers.

- **Being younger:** those aged 18-34 were 2.6 times more likely, and those aged 35-54 were 2.1 times more likely, to be problem/moderate risk gamblers than those aged 55 and over.

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[25] See Appendix B for a list of the Local Government Areas within each Regional Coordination Program Region.
[26] A cut-off of 0.05 was used to indicate statistical significance. That means that we can be 95% certain that the associations found here have not occurred by chance.

- **Marital status:** respondents who were single and those who were separated/widowed/divorced were, respectively, 2.6 times and 2.2 times more likely to be in the problem or moderate risk group than those who were married or living as married.

- **Employment status:** unemployed respondents were 2.5 times more likely than those in full time employment to be in the problem/moderate risk category. Full time students were *less likely* than full time workers to be problem/at risk gamblers.

- **Education:** those who left school before year 10 were 2.7 times more likely, and those who achieved year 12 or diploma level were 2.0 times more likely, than those with a university degree to be problem or moderate risk gamblers.

- **Being a regular gambler on certain activities:** regular pokies players were 10.7 times more likely than non-regular pokies players to be problem or moderate risk gamblers. Similarly, regular bettors on horse or greyhound races were 2.8 times more likely, and those who bet regularly on sporting and non-sporting events were 4.9 times more likely to be in the problem or moderate risk group (than those who did not regularly gamble on those activities).

Comparing results across the two regressions (to predict regular gambling and problem/moderate risk) revealed an interesting disparity among the unemployed group. Unemployed respondents were significantly *less likely* to gamble regularly (see section 4.1) and yet they were more likely to be problem or moderate risk gamblers, suggesting that this group is a particularly vulnerable one. Of course, a cross-sectional survey such as this cannot untangle direction of causality, but a number of longitudinal surveys are now in place, such as the Victorian study (http://www.gamblingstudy.com.au), which will allow these associations to be explored further.

Similarly, age was significantly associated with problem/moderate risk gambling, even though it was not found to be a significant predictor of regular gambling (in fact those aged 35-54 were *less likely* than those aged 55 and over to gamble regularly, and yet they were 2.1 times more likely to be in the problem/moderate risk group).

Interestingly, low educational attainment was significantly predictive of *both* regular *and* problem/moderate risk gambling.

On the other hand, being of Aboriginal or Torres Strait Islander origin was not significantly associated with being a problem or moderate risk gambler (after taking account of all of the other factors in the equation) despite the fact that, in a cross-tabulation, Aboriginal or Torres Strait Islander respondents were more likely to gamble both overall, and on most of the individual activities.

8 Problem/Moderate Risk Gamblers in More Detail

This chapter looks in detail at correlates of problem gambling in terms of responses to survey questions (chapter 7 looked at problem gambling by demographic variables). The problem and moderate risk gamblers are combined for this analysis in order to provide a larger, and more robust, sample size.

8.1 Gambling Activity

Problem/moderate risk gamblers were most likely to have gambled on pokies (73%), and horse/greyhound races (61%), lottery products (54%) scratchies (47%), keno (37%), betting on sports events (28%), table games in a casino (23%), private card games (15%) and pokies or casino games on the Internet (14%).

They also did more activities than other gamblers, with 34% of problem/moderate risk gamblers doing five or more activities in the last year, compared with only 7% of non-problem gamblers.

The charts below show gambling activity, by PGSI category, for both survey years (2006 and 2011)[27]. It shows that problem/moderate risk gamblers in 2011 were less likely than in 2006 to gamble on pokies/gaming machines (73% compared with 90%), horse/greyhound races (61% cf. 66%), sports events (28% cf. 44%) table games in a casino (23% cf 33%), and Keno (37% cf. 53%). They were, however, more likely to gamble on casino or pokies games on the internet (14% compared with 6%).

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[27] Note that the approach used for the PGSI differed between the two surveys, as described in Section 3.2

Figure 33:
Gambling activities, 2006 and 2011, by PGSI categories

2006

Non-problem
- Pokies / gaming machines: 69%
- Horse / greyhound races: 54%
- Lottery products: n/a
- Instant scratchies: n/a
- Keno: 33%
- Bingo / Housie: n/a
- Table games in a casino: 12%
- Sporting event: 32%
- Non-sporting event: n/a
- Internet casino/pokies games: 0%
- Card games: 9%
- Other: n/a

Low risk
- Pokies / gaming machines: 78%
- Horse / greyhound races: 63%
- Lottery products: n/a
- Instant scratchies: n/a
- Keno: 39%
- Bingo / Housie: n/a
- Table games in a casino: 19%
- Sporting event: 34%
- Non-sporting event: n/a
- Internet casino/pokies games: 1%
- Card games: 12%
- Other: n/a

Problem+ Moderate risk
- Pokies / gaming machines: 90%
- Horse / greyhound races: 66%
- Lottery products: n/a
- Instant scratchies: n/a
- Keno: 53%
- Bingo / Housie: n/a
- Table games in a casino: 33%
- Sporting event: 44%
- Non-sporting event: n/a
- Internet casino/pokies games: 6%
- Card games: 21%
- Other: n/a

2011

Non-problem
- Pokies / gaming machines: 37%
- Horse / greyhound races: 34%
- Lottery products: 65%
- Instant scratchies: 43%
- Keno: 19%
- Bingo / Housie: 3%
- Table games in a casino: 7%
- Sporting event: 9%
- Non-sporting event: 1%
- Internet casino/pokies games: 1%
- Card games: 4%
- Other: 1%

Low risk
- Pokies / gaming machines: 61%
- Horse / greyhound races: 42%
- Lottery products: 59%
- Instant scratchies: 51%
- Keno: 33%
- Bingo / Housie: 4%
- Table games in a casino: 20%
- Sporting event: 19%
- Non-sporting event: 1%
- Internet casino/pokies games: 8%
- Card games: 9%
- Other: 0%

Problem+ Moderate risk
- Pokies / gaming machines: 73%
- Horse / greyhound races: 61%
- Lottery products: 54%
- Instant scratchies: 47%
- Keno: 37%
- Bingo / Housie: 9%
- Table games in a casino: 23%
- Sporting event: 28%
- Non-sporting event: 5%
- Internet casino/pokies games: 14%
- Card games: 15%
- Other: 2%

Base: Residents who participated in gambling in last 12 months
Q6. I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months? [PROMPTED, MULTIPLE RESPONSE]

Figure 34:
Number of gambling activities participated in by PGSI categories
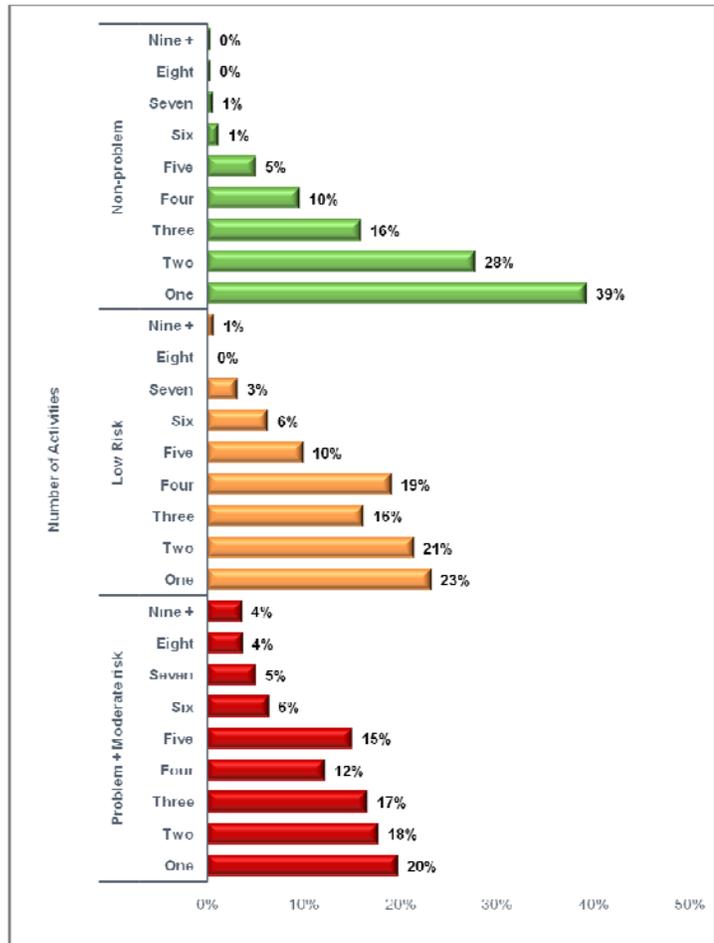
Respondents were asked about duration of gambling for relevant activities: pokies, Keno and Internet gambling. Problem/moderate risk gamblers gambled for longer on pokies and on the Internet (but not on Keno), and the difference was particularly marked for Internet gambling, where 87% of problem/moderate risk gamblers gambled for at least an hour, compared with 32% of non-problem (PGSI score of 0) gamblers. Interestingly, the shortest average Internet gambling duration here was among low risk gamblers, with 25% gambling for at least an hour.

Figure 35:
PGSI categories by duration of gambling

| | | < 1 hour | 1 - 2 hours | 2 - 3 hours | 3 - 4 hours | > 4 hours | Don't know/ Refused |

Pokies / gaming machines
- Non-Problem: 74%, 18%, 4%, 0%, 3%
- Low Risk: 57%, 21%, 14%, 4%, 1%, 4%
- Problem + Moderate risk: 33%, 33%, 23%, 5%, 5%, 2%

Keno
- Non-Problem: 74%, 16%, 5%, 0%, 4%
- Low Risk: 65%, 25%, 4%, 1%, 3%
- Problem + Moderate risk: 61%, 21%, 11%, 1%, 2%, 4%

Casino or pokie games via internet
- Non-Problem: 30%, 19%, 8%, 1%, 4%, 38%
- Low Risk: 55%, 25%, 19%
- Problem + Moderate risk: 10%, 29%, 51%, 1%, 5%, 3%
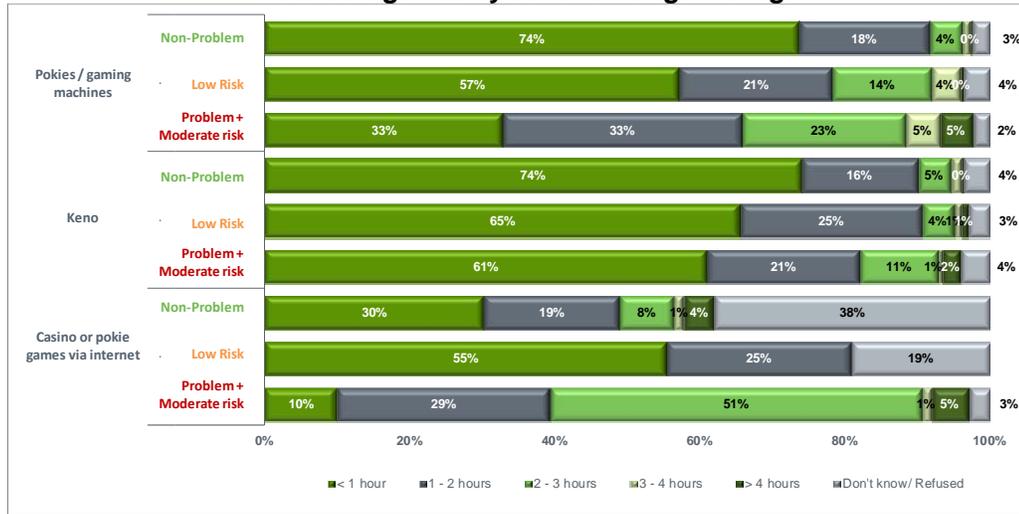
Base: Residents who participated in gambling in last 12 months
Q31, Q31b, Q32
How much time do you usually spend play… during each visit to the venue?

Problem/moderate risk gamblers gambled more frequently on some (but not all) activities, particularly pokies where 50% of poker machine players in the problem/moderate risk group gambled once a week or more, compared with 29% of low risk (PGSI score 1-2) and 8% of non-problem (PGSI score 0) gamblers. A similar pattern was seen for Keno (25%, 14% and 6% respectively) and betting on horse and greyhound races (28%, 23% and 9% respectively).

Figure 36:
PGSI categories by frequency of gambling

		Once a week or more	1-3 times per month	Less than once a month	Don't know
Bingo / Housie	Non-Problem	15%	15%	64%	7%
	Low Risk	47%	25%	25%	3%
	Problem + Moderate risk	13%	10%	77%	
Keno	Non-Problem	6%	16%	76%	2%
	Low Risk	14%	26%	58%	2%
	Problem + Moderate risk	25%	29%	45%	1%
Instant scratchies	Non-Problem	6%	20%	70%	3%
	Low Risk	19%	33%	46%	2%
	Problem + Moderate risk	12%	44%	44%	
Lottery products	Non-Problem	24%	24%	51%	1%
	Low Risk	30%	32%	37%	1%
	Problem + Moderate risk	27%	40%	33%	
Bet on horse/greyhound races via internet	Non-Problem	38%	31%	30%	1%
	Low Risk	25%	14%	61%	
	Problem + Moderate risk	34%	41%	25%	
Horse / greyhound races	Non-Problem	9%	10%	78%	3%
	Low Risk	23%	20%	58%	
	Problem + Moderate risk	28%	22%	46%	3%
Pokies / gaming machines	Non-Problem	8%	24%	65%	3%
	Low Risk	29%	37%	32%	1%
	Problem + Moderate risk	50%	25%	24%	

Base: Residents who participated in gambling in last 12 months
Q9, Q10, Q12, Q13, Q14, Q15, Q16
In the last 12 months, how many times per week or days per month or days per year have you bet on..?

Figure 37:
PGSI categories by frequency of gambling cont.'.

Private card games
- Non-Problem: 11% | 17% | 70% | 2%
- Low Risk: 14% | 20% | 66%
- Problem + Moderate risk: 25% | 33% | 41% | 2%

Internet casino/pokies games
- Non-Problem: 19% | 6% | 54% | 21%
- Low Risk: 9% | 21% | 36% | 33%
- Problem + Moderate risk: 21% | 29% | 49% | 1%

Bet on non-sports events
- Non-Problem: 5% | 84% | 11%
- Low Risk: 58% | 26% | 17%
- Problem + Moderate risk: 84% | 15%

Bet on sports events via internet
- Non-Problem: 36% | 18% | 43% | 2%
- Low Risk: 26% | 34% | 32% | 8%
- Problem + Moderate risk: 57% | 38% | 5%

Bet on sporting events
- Non-Problem: 11% | 23% | 62% | 3%
- Low Risk: 33% | 30% | 34% | 2%
- Problem + Moderate risk: 38% | 28% | 34% | 1%

Table games in a casino
- Non-Problem: 4% 2% | 92% | 2%
- Low Risk: 4% | 13% | 79% | 4%
- Problem + Moderate risk: 2% | 17% | 81%

Legend: ■ Once a week or more ■ 1-3 times per month ■ Less than once a month ■ Don't know

Base: Residents who participated in gambling in last 12 months
Q17, Q18,Q20,Q21, Q24, Q25
In the last 12 months, how many times per week or days per month or days per year have you bet on..?

8.2   Changes in Gambling Behaviour

Problem/moderate risk gamblers were more likely than non-problem gamblers to have increased their gambling over the last 12 months. Nearly one in five (16%) said that the overall amount they had spent on gambling had increased over the course of the last 12 months, compared with 5% of non-problem gamblers. Interestingly, low risk gamblers were the most likely to say that they had decreased their gambling spend over the last 12 months (29% compared with 26% of problem/moderate risk, and 20% of non-problem gamblers).
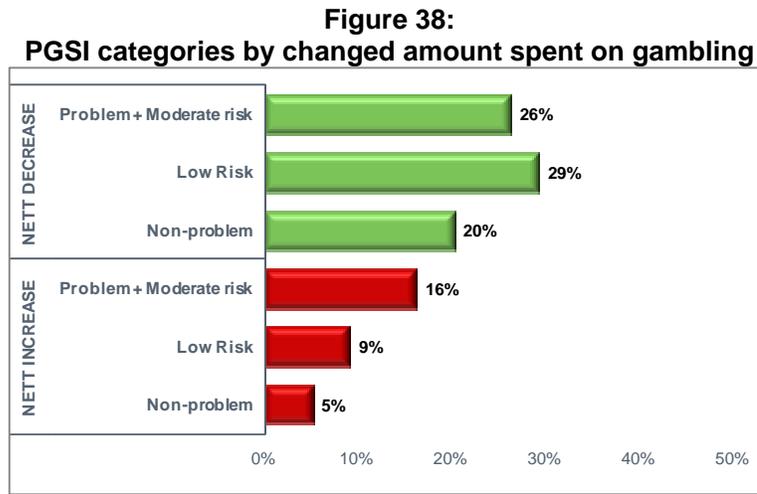
**Figure 38:
PGSI categories by changed amount spent on gambling**

Base: Residents who participated in gambling in last 12 months
Q34 In the last 12 months, has the OVERALL amount you have spent on gambling stayed the same, increased or decreased?

Not surprisingly, the usual monthly spend on gambling was at the higher end of the distribution for problem/moderate risk gamblers compared with non-problem gamblers: 13% of problem/moderate risk gamblers spent $501 or more per month, and 19% spent $201-$500 per month (compared with 0% and 1% respectively of non-problem gamblers).

Figure 39:
Amount spent on gambling in a month by PGSI categories
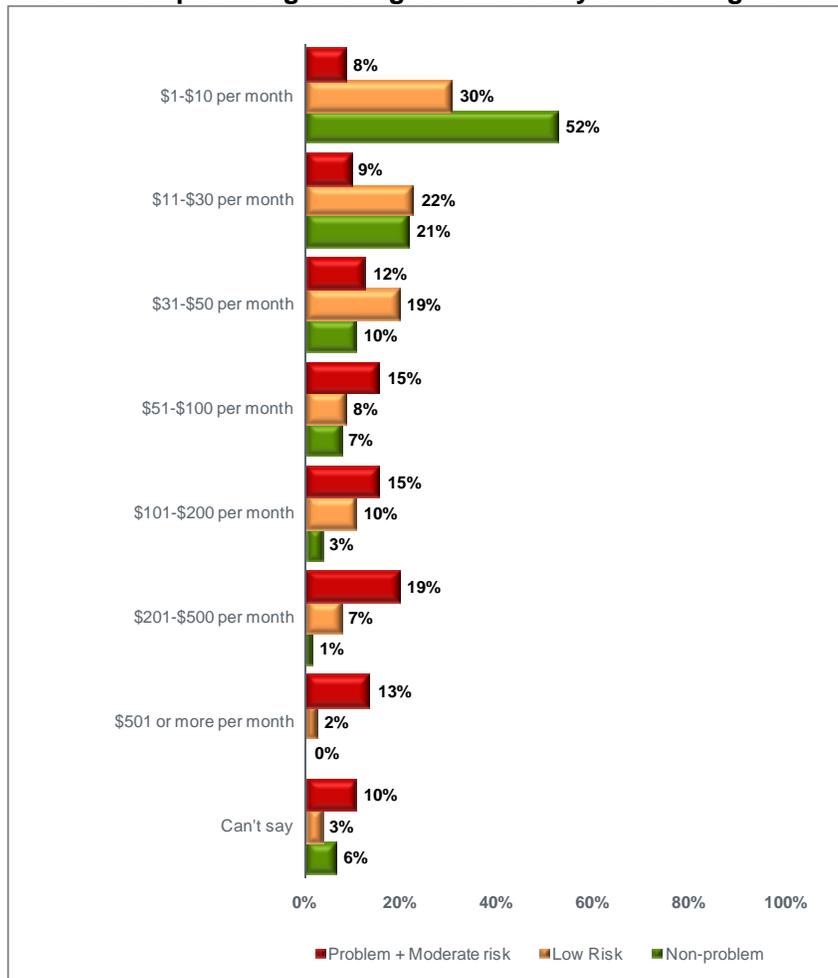
| | $1-$10 per month | 8% / 30% / 52% |

Base: Residents who participated in gambling in last 12 months
Q35 In a month, how much money do you usually spend on gambling?

Problem/moderate risk gamblers were far more likely to drink alcohol while they are gambling. Four in ten (41%) of problem/moderate risk gamblers said that they drank alcohol 'most of the time' or 'always' during gambling sessions; this compared with 15% of non-problem gamblers.

Figure 40:
Consumption of alcohol whilst gambling by PGSI categories
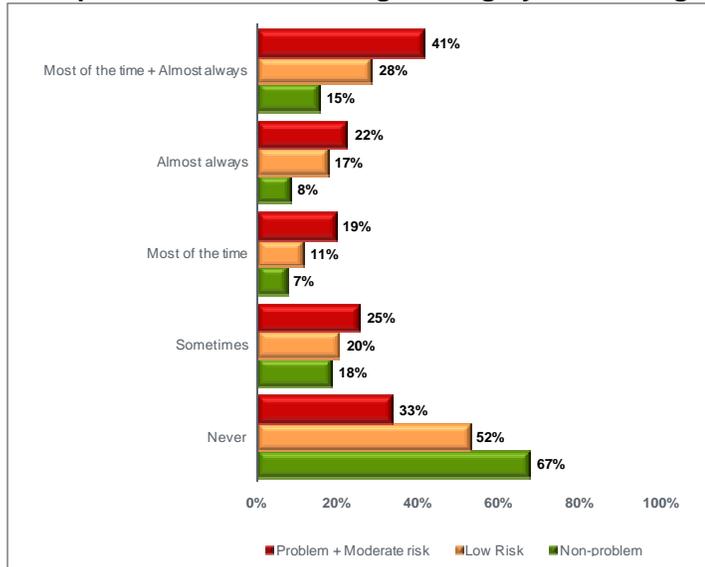
Base: Residents who participated in gambling in last 12 months
Q37 How often do you drink alcohol while you are actually gambling (exclude before or afterwards)?

Problem/moderate risk gamblers were more likely to 'normally' gamble during the evening (61% compared with 32% of non-problem gamblers) and correspondingly less likely to gamble during the day (27% cf. 56%).

Figure 41:
Usual time of gambling by PGSI categories
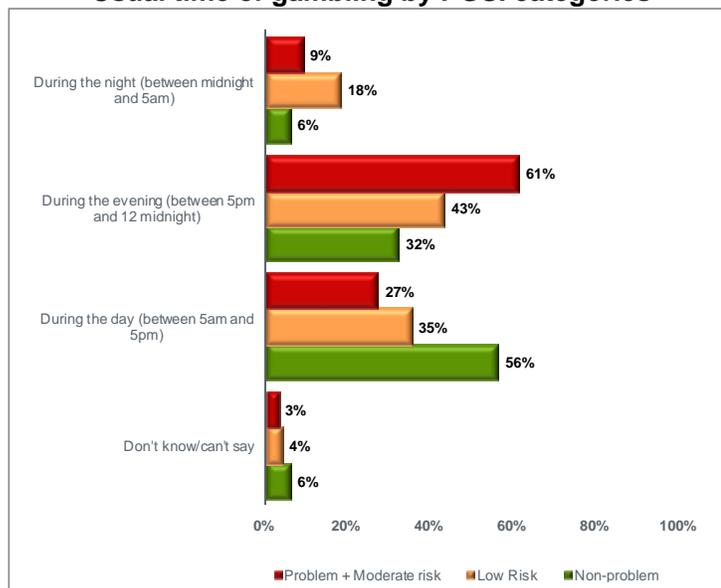
Base: Residents who participated in gambling in last 12 months
Q38 Do you normally gamble during the day, during the evening or during the night?

8.3 Pokies Features

Respondents who had played pokies machines in the last 12 months were asked which features of the machines they were most drawn to when deciding which to play. Low risk and problem/moderate risk gamblers were particularly drawn to 'free games or spins' (both 46%, compared with 36% of non-problem gamblers). They were also more attracted to games with large payouts and frequent wins, and to lighting displays.

Figure 42:
Attractive pokies / gaming machine features by PGSI categories
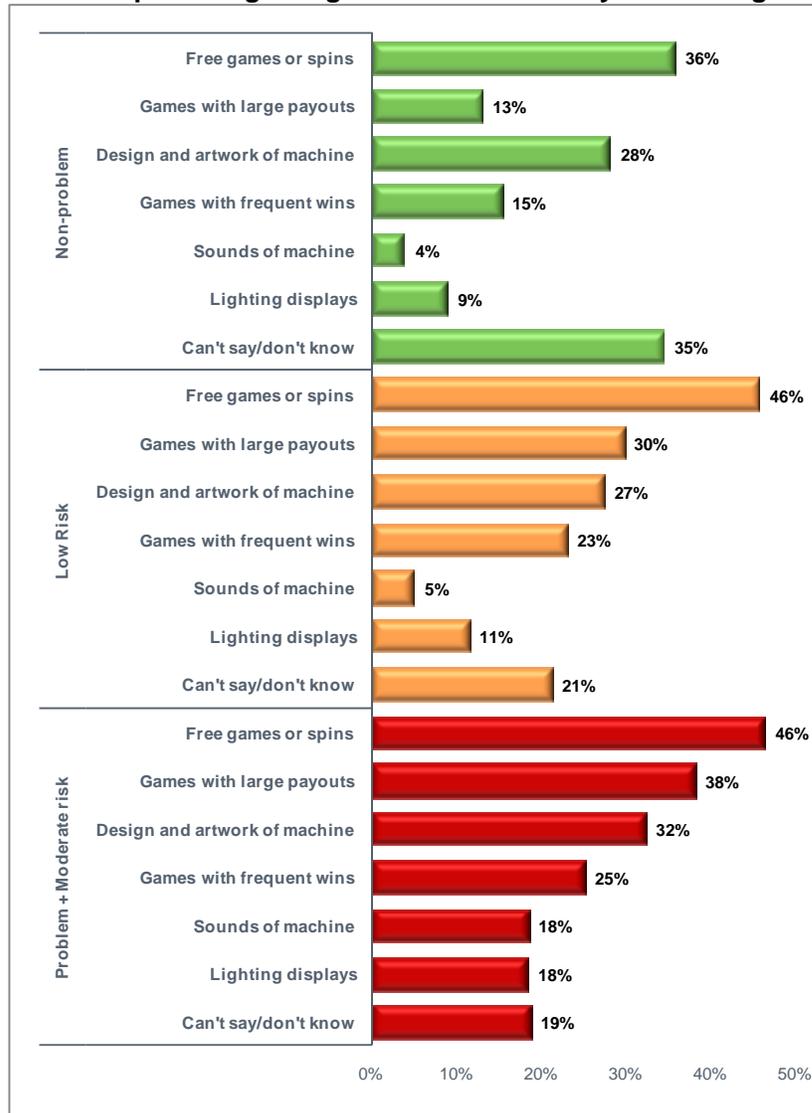
Base: Residents who participated in gambling in last 12 months
Q29 What features of pokies or gaming machines are you drawn to when you are deciding which one to play?

8.4 Faulty Cognitions

Problem/moderate risk gamblers were considerably more likely to have faulty cognitions in terms of gambling. Two in ten (20%) problem/moderate risk gamblers, compared with 6% of non-problem gamblers, concurred with the statement "*After losing many times in a row, you are more likely to win*".

Similarly, nearly a quarter (24%) of problem/moderate risk gamblers, compared with 6% of non-problem gamblers, believed that "*There are certain ways of playing pokie machines that give you a better chance of winning.*"

These results align with patterns found in other Australian studies which have asked the same or similar questions. The Queensland Household Gambling Survey 2006-07 (Queensland Government, 2008) found that the percentage of persons agreeing that there is a greater chance of winning after losing many times in a row increases from 5% of recreational gamblers through to 20% of moderate risk gamblers and 33% of problem gamblers. Similarly, persons agreeing that you could win if you used a certain system or strategy increases from 8% of recreational gamblers to 25% of moderate risk gamblers and 32% of problem gamblers.

The most recent South Australian prevalence study (South Australian Department for Families and Communities, 2006) asked respondents who used poker machines how strongly they agreed with various statements about poker machine gambling. They found that 19% of players strongly believe that winning and losing occurs in cycles on poker machines, with this percentage rising to 22.3% for moderate risk gamblers and 23.5% for problem gamblers. They also found that 5% strongly believe that there are certain ways of playing that increase winning, with this percentage rising to 7.5% for moderate risk gamblers and 7.3% for problem gamblers.

Figure 43:
Faulty cognitions by PGSI categories
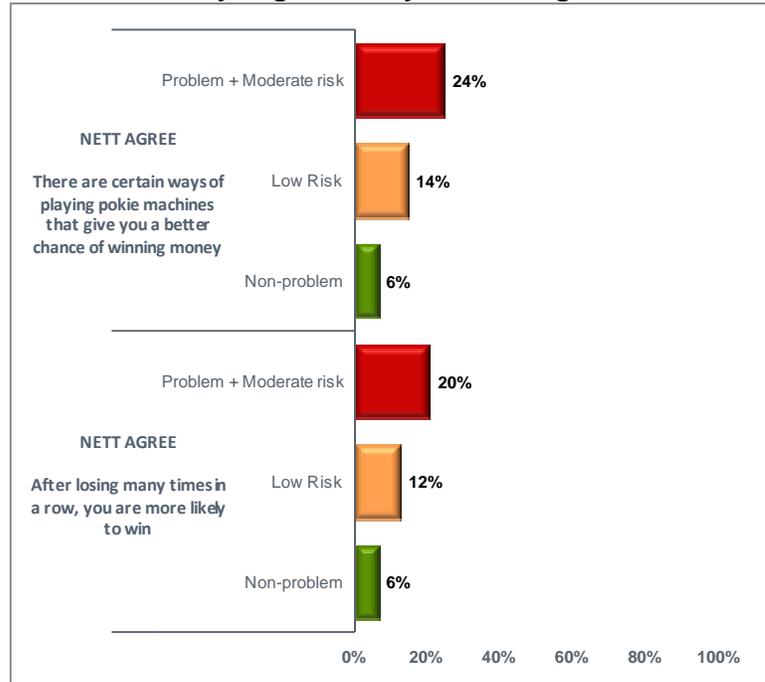
Base: Residents who participated in gambling in last 12 months
Q39, Q40
After losing many times in a row, you are more likely to win.
There are certain ways of playing pokie machines that give you a better chance of winning

8.5   Attitude Statements

Problem/moderate risk gamblers were more likely than non-problem gamblers to *disagree* with the statement "*The onus is on the individual to control themselves when gambling, by knowing what he or she can afford*" (13% compared with 9%).

Non-problem gamblers were more likely than problem/moderate risk gamblers to agree with the statement "*Gambling has done more good for the community than harm*" (18% versus 15%).

Figure 44:
Responsibility for limiting gambling by PGSI categories
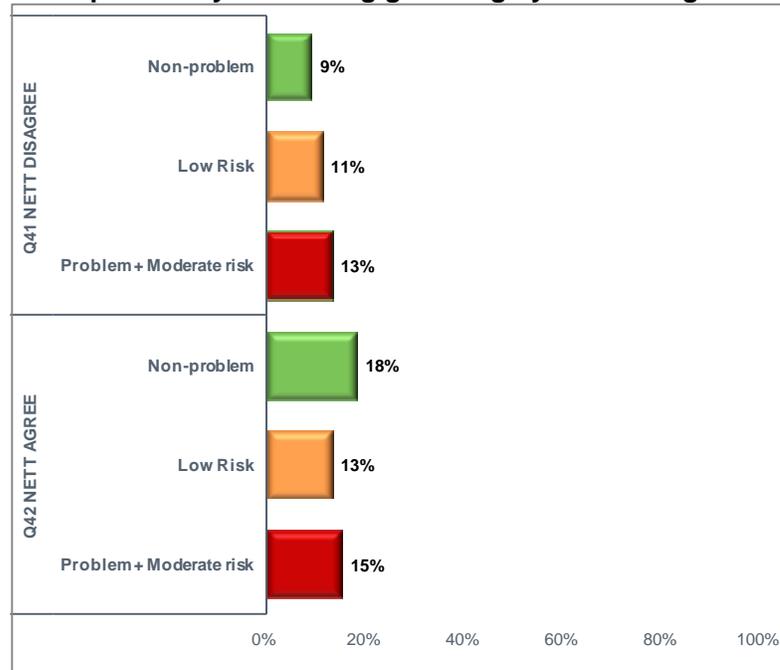
Base: Residents who participated in gambling in last 12 months
Q41The onus is on the individual to control themselves when gambling, by knowing what he or she can afford
Q42 Gambling has done more good for the community than harm.

Problem/moderate risk gamblers were more likely than non-problem gamblers to say that gambling had made their life both more, and less, enjoyable over the past 12 months. Over a third (36%) of problem/moderate risk gamblers said that gambling had made their life more enjoyable, compared with 17% of non-problem gamblers. Interestingly, it was low risk gamblers who were the most likely to say that gambling had made their lives more enjoyable over the last 12 months (39%).

On the other hand, problem/moderate risk gamblers were far more likely than low risk and non-problem gamblers to say that gambling had made their life less enjoyable (31% versus 10% and 2%, respectively).

Figure 45:
Enjoyment of gambling by PGSI categories
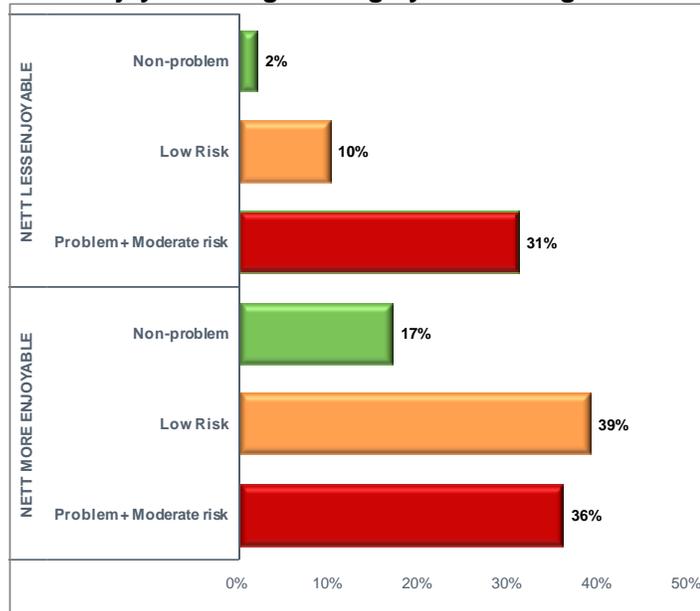
Base: Residents who participated in gambling in last 12 months
Q43 Looking at the last 12 months, how would you rate your experience of gambling. Would it say it has made your life…?

8.6   Attitudes Towards Pre-Commitment

Problem/moderate risk gamblers were less likely to agree with pre-commitment, 78% compared with 84% of low risk and 83% of non-problem gamblers agreed, and correspondingly more likely to disagree (16% cf. 11% and 10%).

Figure 46:
Pre-commitment attitudes by PGSI categories
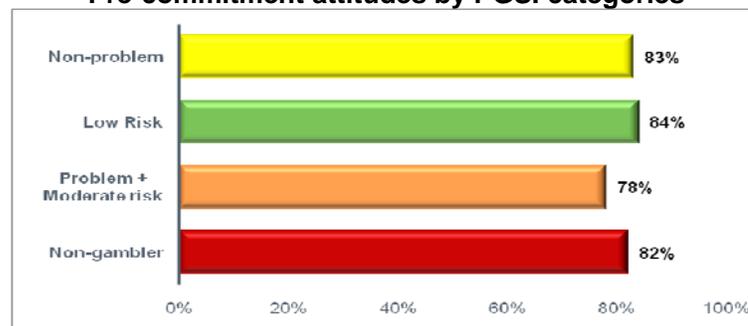
Base: Residents who participated in gambling in last 12 months
Q55People should limit themselves to spending an amount they nominate before they start gambling.

8.7 Loss of Control

Respondents who had gambled in the last 12 months were asked two *loss of control* questions, taken from the Queensland Household Gambling Survey 2008-09 (Queensland Government, 2010). Not surprisingly, there were strong associations between the PGSI classification, and these questions. Those classified as problem/moderate risk according to the PGSI, were far more likely to experience loss of control. Six in ten (60%) said that they had difficulty resisting the opportunity to gamble during the last 12 months (at least sometimes). This compared with 35% of low risk, and only 5% of non-problem gamblers.

Similarly, 63% of problem/moderate risk gamblers, compared with 32% of low risk and 6% of non-problem gamblers, said that they had (at least sometimes) continued to gamble after they had reached their limit.

In the Queensland Household Gambling Survey 2008-09 (Queensland Government, 2010), 2.4% of non-problem gamblers, 14.0% of low risk gamblers and 40.6% of moderate risk gamblers reported that they 'sometimes', 'often' or 'always' find it hard to resist gambling, compared to 88.3% of problem gamblers. Similarly, the proportions who reported 'sometimes', 'often' or 'always' continuing to gamble after reaching their limit were 2.0% for non-problem gamblers, 13.1% for low risk gamblers, 40.1% for moderate risk gamblers and 74.7% for problem gamblers.

The most recent South Australian prevalence study (Department for Families and Communities, 2006) found that 35.6% of 'moderate risk frequent gamblers' and 80.3% of 'high risk frequent gamblers' said their need to gamble had (at least sometimes) been too strong to control in the previous 12 months. Non-problem and low risk gamblers were not asked this question.

Figure 47:
Loss of control by PGSI categories
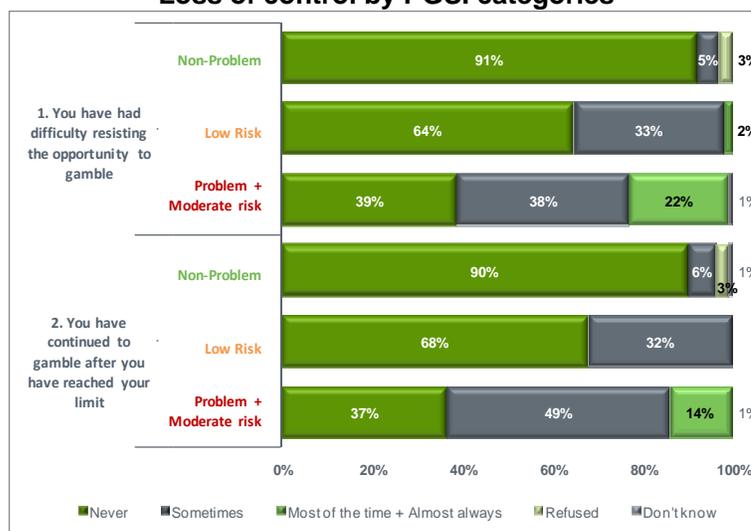
Base: Residents who participated in gambling in last 12 months
Q46 How often has the following occurred during the last 12 months?
1. You have difficulty resisting the opportunity to gamble
2. You have continued to gamble after you have reached your limit

8.8   Dissociation

Respondents who had gambled in the last 12 months were also asked two 'dissociation' questions, taken from the 2006 South Australian prevalence study (South Australian Department for Families and Communities, 2006).

Problem/moderate risk gamblers were far more likely than low risk gamblers and non-problem gamblers to say that, during the last 12 months, they have 'lost track of time' (at least sometimes) while gambling (52% cf. 27% and 8%). Similarly, 30% of problem/moderate risk gamblers said that they had felt like they were 'in a trance' while gambling, compared with 8% of low risk and only 2% of non-problem gamblers.

These results are similar to those from South Australia (South Australian Department for Families and Communities, 2006), which found that those who reported losing track of time while gambling (at least sometimes) increased from 2.4% of non-problem gamblers to 12.6% of low risk gamblers to 31.7% of moderate risk gamblers to 65.9% of problem gamblers. This pattern was repeated for reporting being in a trance while gambling – 1.0% for non-problem gamblers, 3.6% for low risk gamblers, 16.8% for moderate risk gamblers and 49.3% for problem gamblers.

Figure 48:
Disassociation by PGSI categories
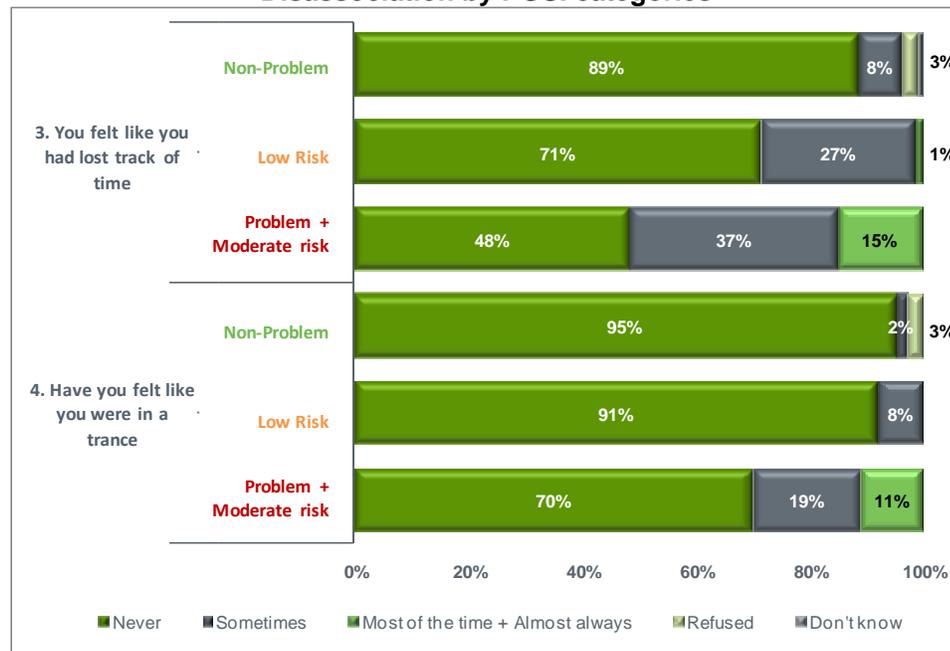
Base: Residents who participated in gambling in last 12 months
Q46 How often has the following occurred during the last 12 months?
3. You felt like you had lost track of time
4. Have you felt like you were in a trance.

8.9 Self-Assessed Alcohol or Drug Problem

Problem/moderate risk gamblers were four times more likely than low risk and non-problem gamblers to report that, during the last 12 months, they had '*felt like you might have an alcohol or drug problem'* (14% compared with 3%).

Figure 49:
Self-assessed drug or alcohol problem by PGSI categories
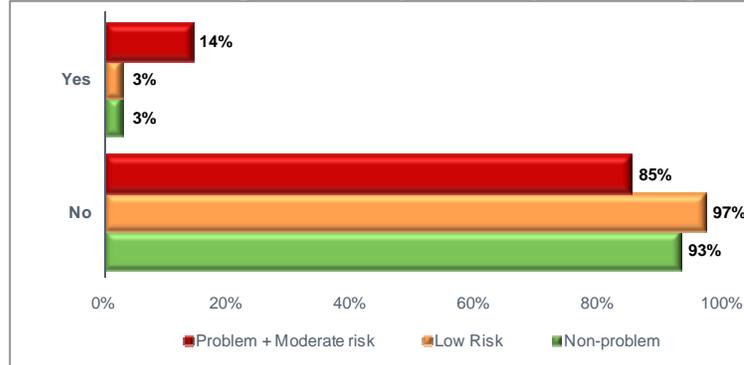
Base: Residents who participated in gambling in last 12 months
Q54 In the last 12 months, have you felt you might have an alcohol or drug problem?

8.10 Consequences of Problem Gambling

All respondents were asked whether gambling had '*ever led to the breakup of an important relationship in your life, including divorce or separation[28]?'* Almost one in ten (9%) problem/moderate risk gamblers answered yes to this question, compared with 4% of low risk and 2% of non-problem gamblers.

Figure 50:
Resulting relationship breakup by PGSI categories
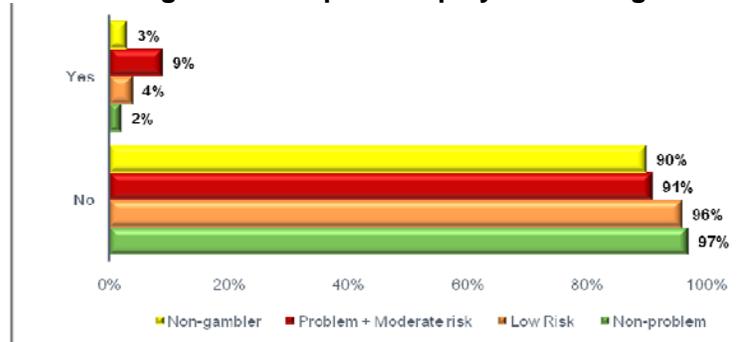
Base: Residents who participated in gambling in last 12 months
Q68Has gambling ever led to the breakup of an important relationship in your life, including divorce or separation?

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[28] NB this question does not specify *whose* gambling, so the gambler in question may have been someone other than the respondent.

9 Self Assessment of Problem Gambling and Help Seeking Behaviour

9.1 Self-Assessment of Gambling Problems

All regular gamblers were asked to indicate the extent to which they thought they had a problem with gambling (on a scale of 1-10) and the whole sample was asked whether they had 'ever experienced serious problems with their gambling'. The mean score for this question on current gambling problems (on a scale of 1 to 10) was 1.9, with nearly seven in ten respondents (65%) saying that 'gambling is not at all a problem'[29]. Only 1% of the sample indicated that 'gambling is a serious problem'.

Looking only at 'problem/moderate risk' gamblers (PGSI groups 'problem gambler' and 'moderate risk'), only 20% said that 'gambling is not at all a problem', whereas 5% said that 'gambling is a serious problem'. Their mean score was 3.8.

Figure 51:
Self-assessment of gambling problem
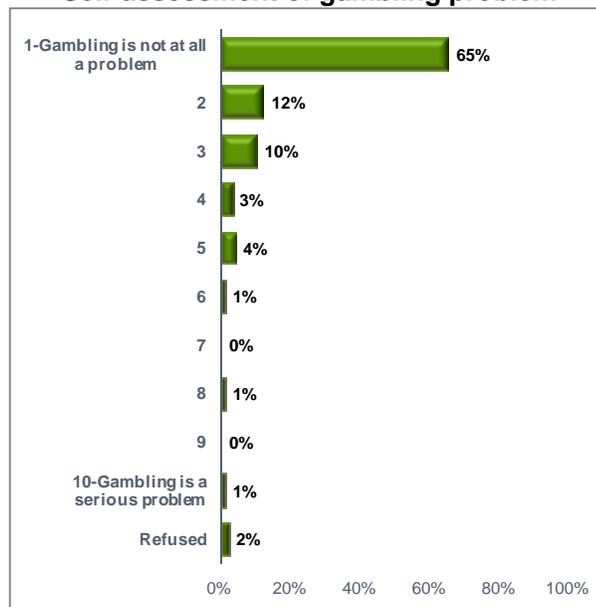
Base: Residents who participated in gambling in last 12 months
Q47 On a scale of 1 to 10, where 1 means you feel your gambling is NOT AT ALL a problem and 10 means you feel your gambling IS A SERIOUS PROBLEM, how would you rate your gambling right now?

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[29] This question was also asked of regular gamblers in 2006, but the definition of regular gambler was widened in 2011 to include weekly purchasers of scratch tickets, so the results are not comparable.

Figure 52:
Self-assessment of gambling problem by PGSI categories
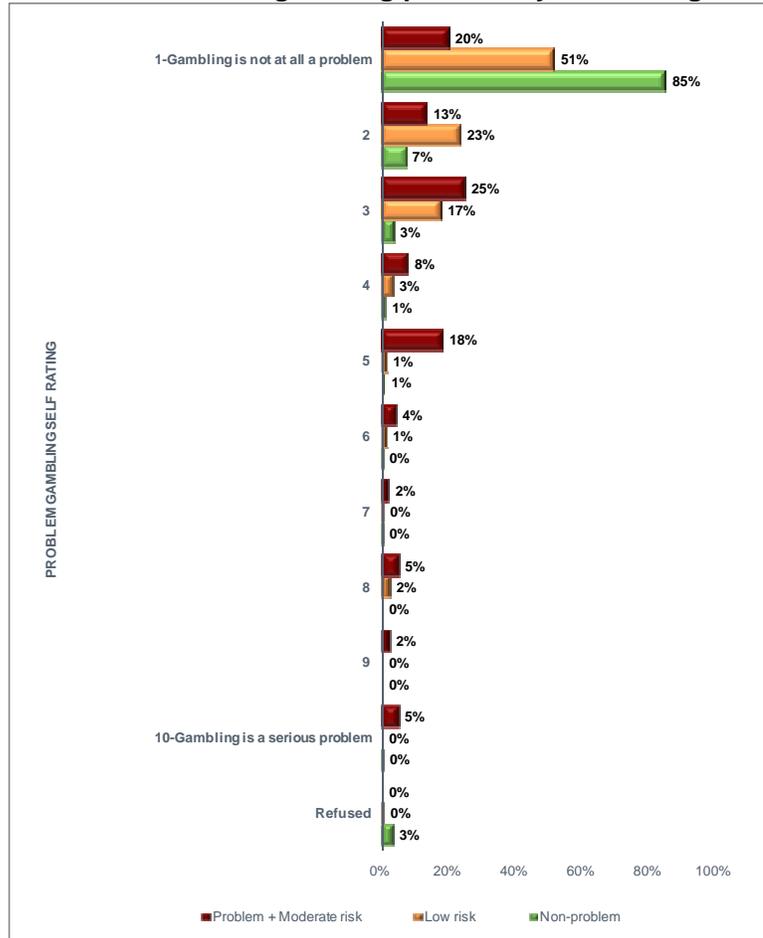
	Problem + Moderate risk	Low risk	Non-problem
1-Gambling is not at all a problem	20%	51%	85%
2	13%	23%	7%
3	25%	17%	3%
4	8%	3%	1%
5	18%	1%	1%
6	4%	1%	0%
7	2%	0%	0%
8	5%	2%	0%
9	2%	0%	0%
10-Gambling is a serious problem	5%	0%	0%
Refused	0%	0%	3%

PROBLEM GAMBLING SELF RATING

Base: Residents who participated in gambling in last 12 months
Q47 On a scale of 1 to 10, where 1 means you feel your gambling is NOT AT ALL a problem and 10 means you feel
your gambling IS A SERIOUS PROBLEM, how would you rate your gambling right now?

Self assessment of potential gambling problems was also captured through one of the PGSI items: *'In the last 12 months, have you felt that you might have a problem with gambling?'* The following chart shows the percentage (of those who gambled in the last year) who reported a gambling problem within the last 12 months (taken from their response to this PGSI item) by gambling activity. Overall, 3% of the sample answered 'sometimes', 'most of the time' or 'almost always' to this question. This varied by gambling activity, from 2% of lottery players, through to 23% of those who had played casino or pokies games on the Internet[30].

Figure 53:
Self-assessed problems with gambling, by activity
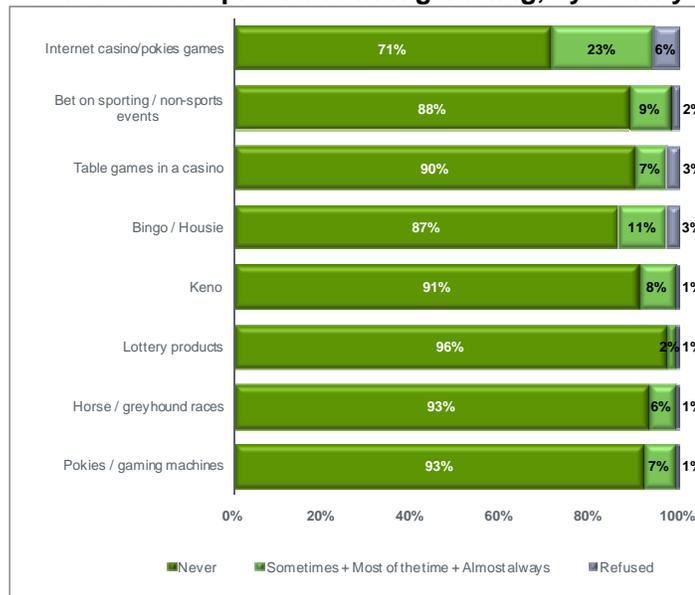
Base: Residents who participated in gambling in last 12 months
Q45 In the past 12 months have you felt that you might have a problem with gambling?

Respondents who had gambled in the last year, and who did not indicate that they'd had a problem in the last 12 months, were asked whether they had *ever* experienced problems with their gambling. A further 5% of past year gamblers answered 'yes' to this question.

Overall, 55% of problem/moderate risk gamblers stated that they had a gambling problem, either in the past 12 months (45%) or before that (10%).

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[30] Note that the gambling activities are not mutually exclusive, and respondents may have gambled on more than one activity.

Figure 54:
Self-reported gambling problem, by PGSI categories
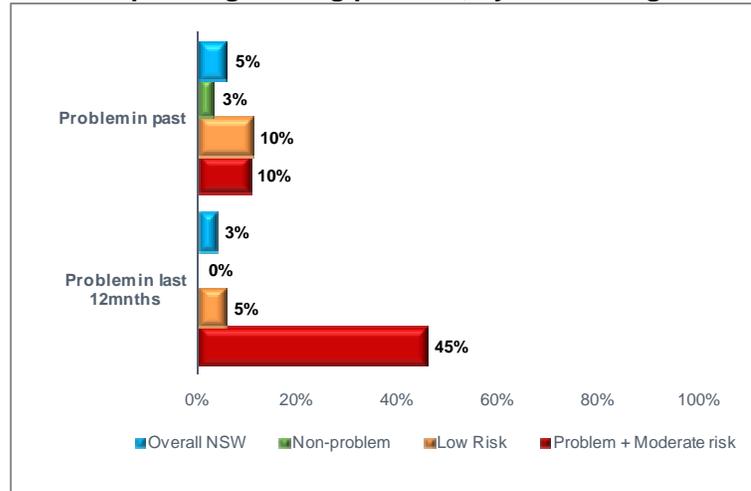
9.2   Help-Seeking Behaviour

Respondents who indicated that they had had a problem with gambling in the last 12 months (2% of the sample) were asked whether they had sought help. Fewer than one in ten (8%) said that they had[31].

Respondents who said that they had ever had a problem (but not in the last 12 months) were also asked whether they had sought help[32] - 13% said that they had.

[31] Those who had sought help were asked further questions about this help, but the base size (*n*=8) is too small to report results.
[32] Those who had sought help were asked further questions about this help, but the base size (*n*=18) is too small to report results.

Figure 55:
Percentage seeking help by self-reported problem
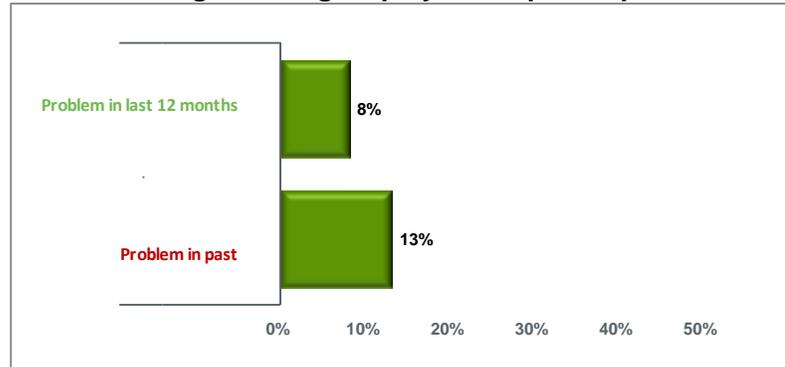
Problem in last 12 months — 8%

Problem in past — 13%

Base: Residents who ever had a gambling problem
Q49, Q63
In the last 12 months, have you tried to get any sort of help for problems relating to your gambling such as professional or personal help?
Have you ever tried to get any sort of help for problems relating to gambling, such as professional or personal help?

Nearly one in ten (8%) respondents who were classified as currently 'problem/moderate risk' said that they had tried to get help in the last 12 months, and an additional 45% said that they had tried to get help at some point in the past. Interestingly, two in ten (18%) people currently classified as 'low risk' said that they had tried to get help in the past for gambling problems, suggesting that these people may have been problem gamblers in the past.

Figure 56:
Help-seeking behaviour by PGSI categories
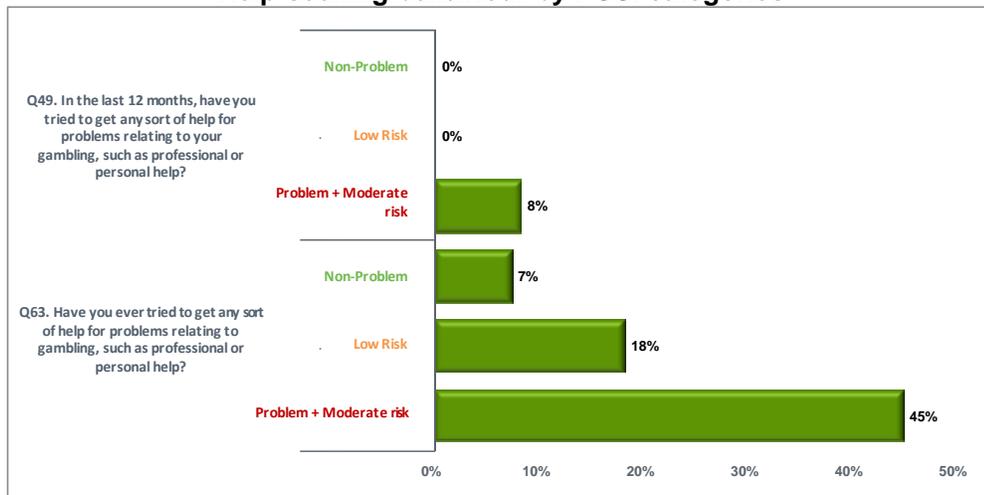
Q49. In the last 12 months, have you tried to get any sort of help for problems relating to your gambling, such as professional or personal help?
- Non-Problem — 0%
- Low Risk — 0%
- Problem + Moderate risk — 8%

Q63. Have you ever tried to get any sort of help for problems relating to gambling, such as professional or personal help?
- Non-Problem — 7%
- Low Risk — 18%
- Problem + Moderate risk — 45%

Base: Residents who ever had a gambling problem
Q49, Q63
In the last 12 months, have you tried to get any sort of help for problems relating to your gambling such as professional or personal help?
Have you ever tried to get any sort of help for problems relating to gambling, such as professional or personal help?

Those who said that they had had a problem in the past, were asked what type of gambling they had mainly been involved with. The vast majority had gambled on pokies (78%) with a further 12% saying that they had bet on horse or greyhound races, and 6% were casino gamblers.

Figure 57:
Gambling activities participated in by those who 'ever had a problem'
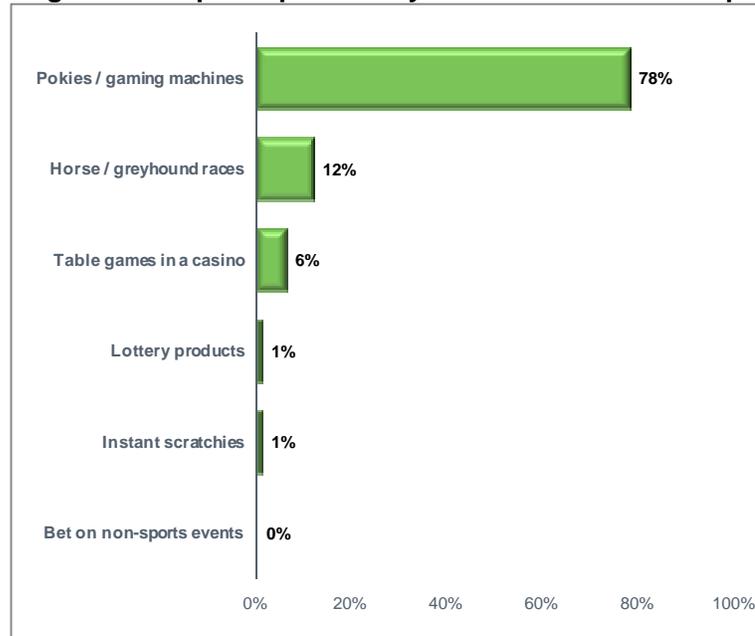
Base: Residents who ever had a gambling problem
Q62 What type of gambling were you mainly involved in?

Those who had not sought help were asked why not. Interestingly, the majority of these people (65%) answered 'I don't have a problem' (despite having reported that they had). The next most popular answer was 'I thought I could beat the problem on my own' (21%), with 1% saying that they were 'too embarrassed' and 1% saying that they 'didn't know where to go'.

Figure 58:
Reason for not seeking help for problems relating to gambling
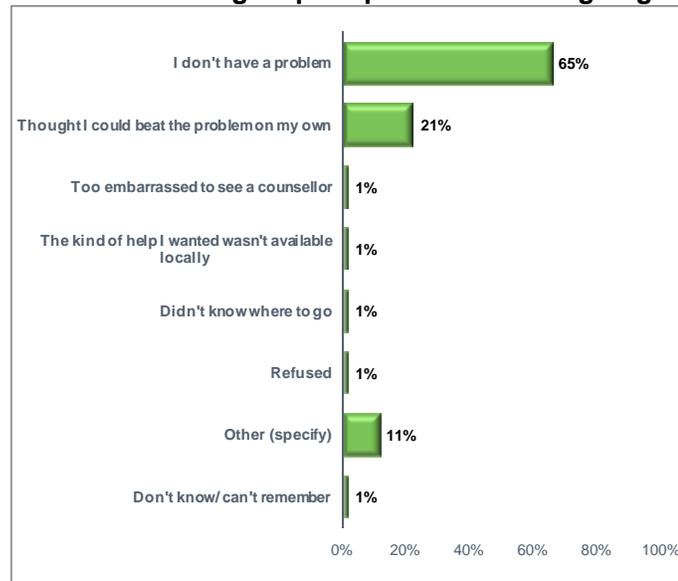
Base: Respondents who had not sought help
Q51 May I ask, why didn't you seek help for problems relating to gambling?

9.3   Self-Exclusion

All regular gamblers were asked whether they had tried to exclude themselves from a gambling venue in the last 12 months. Only 4%, overall, of regular gamblers answered yes to this question. This figure increased to 11% of 'problem/moderate risk' gamblers. This was significantly lower than the 2006 finding – that 34% of 'problem/moderate risk' gamblers had self-excluded in the last year.

Figure 59:
Self-exclusion by PGSI categories
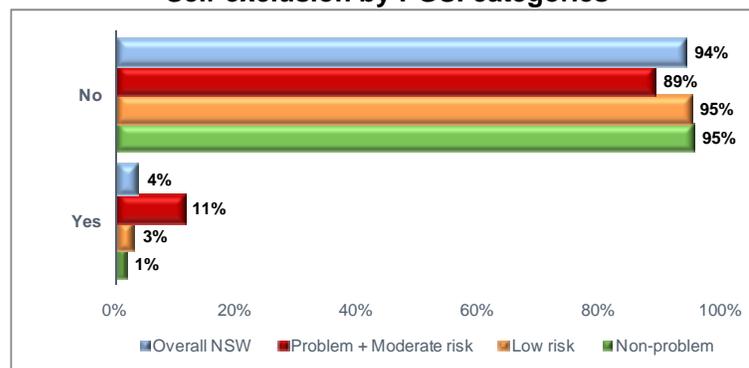
Base: Respondents who participated in gambling in last 12 months
Q48 In the past 12 months, have you ever tried to exclude yourself from a gambling venue?

9.4 Awareness of Gambling Promotional Activities

Respondents were asked which of the promotional activities, relating to the NSW Government's Gambling Help services, they had heard of. Awareness tended to be highest among the youngest age groups, and to decrease with age. Men were more likely than women to have heard of the various services. The most well-known were the Gambling Help television ads (61% for men and 59% for women) followed by Gambling Help signage in gambling venues (47% for men and 38% for women).

Table 18
Awareness of gambling help promotional activities by gender / age

	MALE						
	18-24	25-34	35-44	45-54	55-64	65+	TOTAL
n=	112	149	339	516	537	676	2329
Gambling Help television ads	70%	70%	58%	63%	57%	51%	61%
Gambling Help signage in gambling venues	57%	65%	51%	41%	38%	33%	47%
Gambling Hangover ads in your local pub, club or hotel	53%	45%	45%	40%	36%	28%	41%
Gambling Hangover radio ads	47%	38%	39%	32%	25%	22%	34%
Gambling help print ads	38%	41%	39%	35%	35%	31%	37%
Gambling Help pamphlet or cards	42%	36%	30%	24%	26%	16%	29%
Gambling Hangover billboards	41%	30%	27%	22%	21%	11%	25%
Gambling Help ads via internet	36%	29%	21%	13%	12%	7%	19%
Gambling Help internet advertising	35%	24%	21%	13%	12%	8%	19%
Gambling Help website	28%	23%	15%	9%	12%	8%	15%
Gambling Hangover site on facebook	16%	4%	4%	3%	2%	1%	4%
Gambling Help on twitter	4%	4%	4%	4%	2%	1%	3%
None of these	6%	6%	8%	10%	16%	18%	11%
Don't know/can't remember	2%	2%	5%	4%	4%	7%	4%

Table 19
Awareness of gambling help promotional activities by gender / age

		FEMALE					
	18-24	25-34	35-44	45-54	55-64	65+	TOTAL
n=	60	146	332	461	488	612	2099
Gambling Help television ads	63%	59%	67%	62%	58%	49%	59%
Gambling Help signage in gambling venues	42%	52%	41%	41%	34%	23%	38%
Gambling Hangover ads in your local pub, club or hotel	45%	56%	38%	37%	31%	19%	37%
Gambling Hangover radio ads	34%	35%	35%	39%	24%	18%	30%
Gambling help print ads	26%	39%	33%	30%	29%	21%	30%
Gambling Help pamphlet or cards	24%	28%	21%	28%	23%	13%	23%
Gambling Hangover billboards	28%	36%	23%	17%	15%	8%	21%
Gambling Help ads via internet	31%	25%	15%	13%	6%	4%	15%
Gambling Help internet advertising	27%	29%	16%	14%	11%	3%	16%
Gambling Help website	21%	23%	18%	11%	7%	5%	14%
Gambling Hangover site on facebook	16%	7%	5%	3%	2%	0%	5%
Gambling Help on twitter	6%	5%	1%	2%	1%	0%	2%
None of these	8%	6%	8%	8%	12%	24%	11%
Don't know/can't remember	3%	2%	5%	5%	7%	7%	5%

Problem gamblers were more likely than non-problem gamblers to have seen much of the communications materials, particularly Gambling Hangover adverts in pubs/hotels (63% versus 44% of non-problem gamblers), Gambling Hangover billboards (41% versus 23% of non-problem gamblers), and Gambling Help pamphlets/cards (47% versus 28%).

Figure 60:
Known gambling help promotional activities by PGSI categories
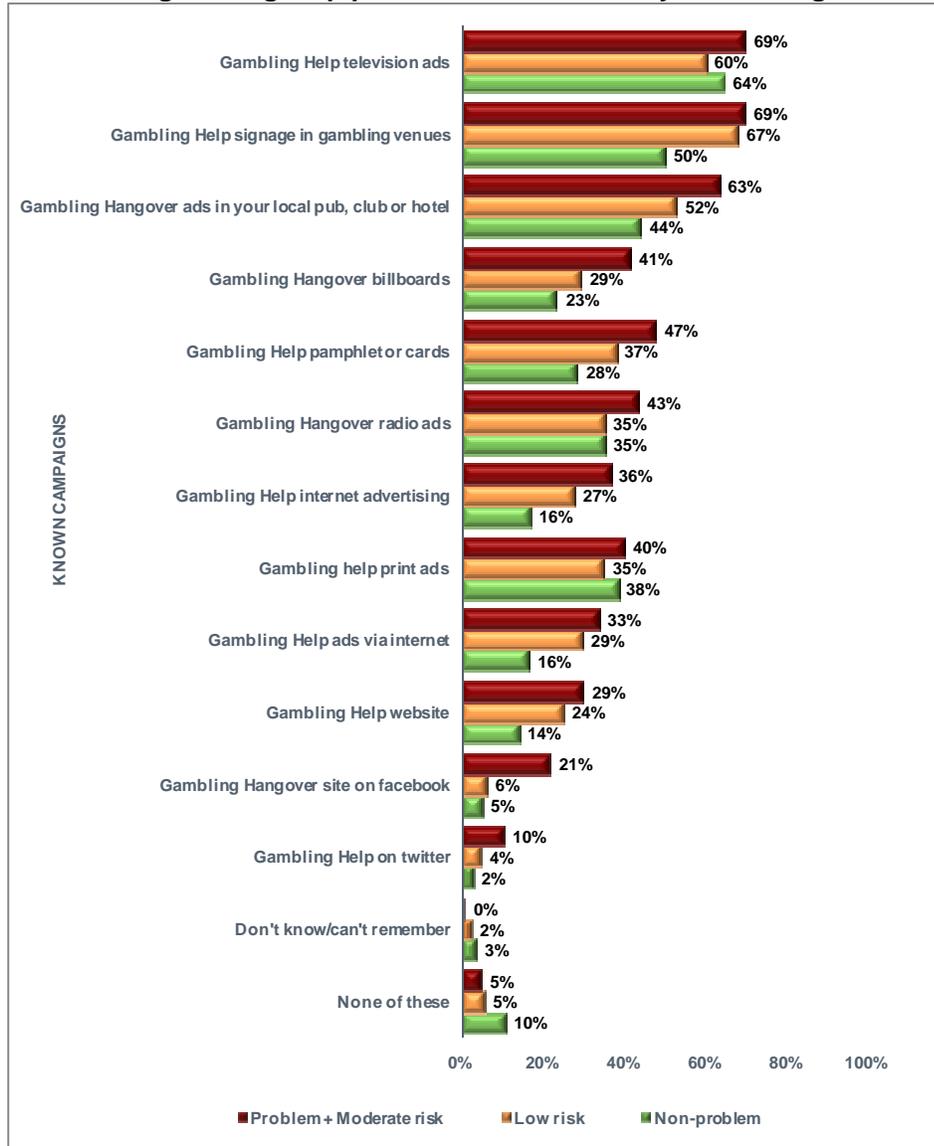
Base: Residents who participated in gambling in last 12 months
Q69 Before today, had you heard or seen any of the following?

9.5   Whether Know Others with Gambling Problems

Thirty nine per cent of the sample said that they had personally known someone who experienced serious problems with their gambling. Problem/moderate risk gamblers were more likely than non-problem gamblers to say that they had known, or knew, someone with a gambling problem (65% cf. 41%).

Figure 61:
Know problem gambler by PGSI categories
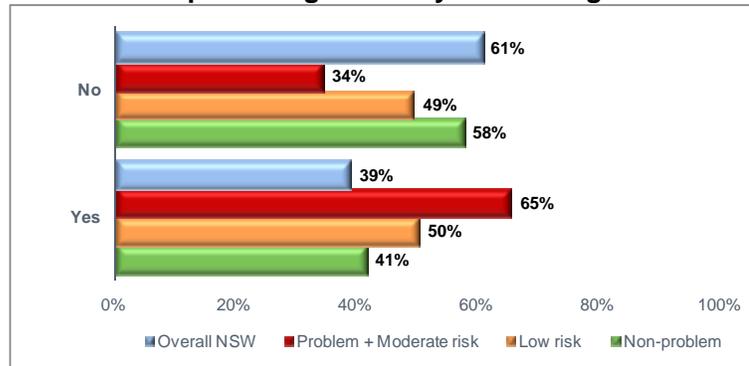
Base: All
Q56 Do you personally know of someone who has experienced serious problems with their gambling?

Those who said that they had known someone with a gambling problem were asked what relationship that person was to them, and which type of gambling that person had mainly been involved with. The most common answer to this question was 'Friend/acquaintance' (53%) and the activity they had been involved with was predominantly pokies/gaming machines (71%), followed by betting on horse/greyhound races (29%). Other nominated activities were less than 1% of responses.

Figure 62:
Relationship of known problem gambler
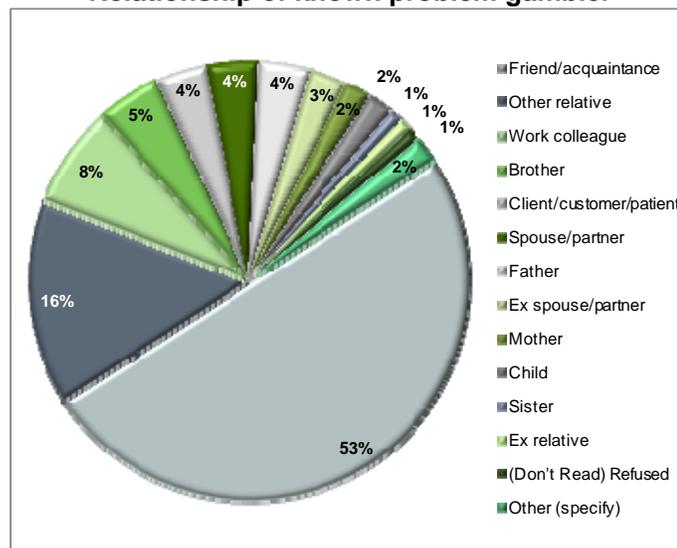
Base: Residents who participated in gambling in last 12 months
Q57 Could you please tell me what that person/s' relationship is to you?

Figure 63:
Main gambling activity of known problem gambler

Pokies / gaming machines
Horse / greyhound races

29%

71%
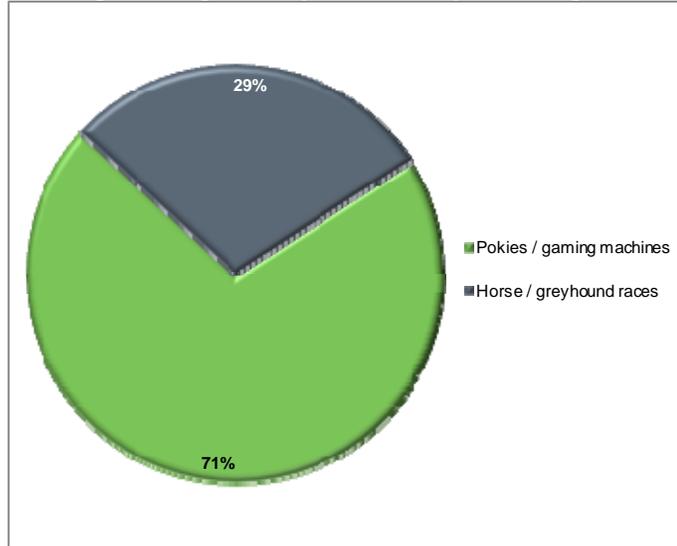
Base: Residents who participated in gambling in last 12 months
Q58 In what type of gambling was that person mainly involved?

10   Conclusions

10.1 Prevalence of gambling in NSW

Gambling remains a popular activity in NSW, with most NSW adults (65%) participating in at least some form of gambling in 2011. However, the overall participation rate has declined from 69% in 2006. The largest decline was for gaming machines, from 31% to 27% of the NSW adult population. However, gambling participation for some other activities increased: from 11% to 14% for Keno, and from 20% to 24% for betting on horse/greyhound races. Gambling on the Internet increased from 1% to 2% (but this was a non-significant change). Minimal changes in participation rates were evident for the other types of gambling.

As in 2006 in NSW, and in other jurisdictions, lottery products remain the most popular activity in terms of the proportion of the population which participates (41%). Over one-quarter of NSW adults purchased instant scratch tickets (28%), played gaming machines (27%) or bet on horse/greyhound races (24%) in the last 12 months, while about one in seven played Keno (14%). Relatively few people gambled on sporting events (8%), and even fewer played table games in a casino (7%), private card games for money (3%) and bingo (3%). As in other Australian jurisdictions, playing casino or pokies-style games on the Internet remains low (2%).

The proportion of race bettors who used the Internet as their most common mode of betting increased since 2006 from 5% to 11% of punters, and increased for sports betting from 13% to 35%. Nevertheless, about one-half of NSW race bettors (49%) and 63% of sports bettors placed their bets at a stand-alone TAB betting agency in 2011. However, weekly or more frequent gambling decreased from 14% to 12% amongst horse/greyhound race bettors, and from 20% to 15% amongst sports bettors.

Regular gambling on other forms also changed between 2006 and 2011. Weekly or more frequent gambling decreased amongst gaming machine players (from 16% to 14%). However, weekly or more frequent gambling increased for table games in a casino from 2% to 4%, and for private card games from 8% to 14%. Although participation was low (2%), 17% of Internet casino/pokies players gambled at least weekly, with four in ten of them doing so for 1-3 hours each session.

A regression analysis found that the factors that predicted regular gambling (on any combination of activities) were: being male; being single, divorced, separated or widowed; and having low educational attainment.

Demographically, the 2011 results in NSW are similar to those from other Australian surveys and to those from the 2006 NSW survey. Men were more likely than women to gamble on most activities; except for lottery products, scratchies and bingo. Prevalence of participation in many gambling activities, including gaming machines, tended to peak in the youngest age group, and then decline steadily, rising again (in some cases) in the oldest age group. There was no clear pattern of gambling participation by income. People of Aboriginal or Torres Strait Islander background were more likely to gamble than others, both overall (72% versus 65%) and on most individual activities.

10.2 Prevalence of problem gambling in NSW

The prevalence of problem gambling is the same as in 2006 (0.8%), but that of low risk (8.4%) and moderate risk (2.9%) gamblers has increased (from 2.1% and 1.6% respectively). Thus, the size of the group with some level of gambling risk (problem, moderate risk or low risk) has increased since 2006 from 4.5% to 12.1%. However, this comparison must be treated with caution since the response codes, and the subgroup of people asked the PGSI, were different in the two surveys (as described in Chapter 6). In particular, the fact that the subgroup asked the PGSI was widened in 2011 is likely to be largely responsible for this increase, as described in Section 6.4.

In 2011, 52.8% of the sample were non-problem gamblers whereas 35.1% had not gambled in the last year, and therefore were not asked the PGSI.

Similar demographic patterns and associations with problem gambling were found as those in other jurisdictions. Men were more likely than women to be problem gamblers (1.4% compared with 0.1% of women) and young men (aged 18-24) were the most likely (2.4%). Given its negative association with age, it is not surprising that problem gambling was highest amongst single people (1.2% cf. 0.5% of those who were married or living as married). Problem gambling was also associated with education level, being lowest among those with university degrees (0.1%) and highest among those who left school before Year 10 (2.6%). There was a strong association with employment status, with problem gambling being more than three times higher amongst unemployed people (3.2%) than amongst those in full time work (1.0%). The figure was even lower for part-time workers, students, retirees/pensioners and others. However, there was no clear pattern of association between problem gambling and personal income. Respondents of Aboriginal or Torres Strait Islander descent were twice as likely as others to be problem gamblers (1.7% compared with 0.8%). Geographically, the prevalence of problem gambling varied by Regional Coordination Program Region, from 0.3% in South West Sydney through to 1.6% in Riverina/Murray.

Problem/moderate risk gamblers were most likely to have gambled on pokies (73%), and horse/greyhound races (61%), lottery products (54%) scratchies (47%), keno (37%), betting on sports events (28%), table games in a casino (23%), private card games (15%) and pokies or casino games on the Internet (14%).

10.3 Characteristics of problem/moderate risk gamblers

The characteristics of problem/moderate risk gamblers generally aligned with findings from other prevalence studies. In terms of gambling behaviour, this group gambled on the widest range of activities.

Thirty-four per cent of the combined problem/moderate risk group participated in five or more gambling activities in the last year, compared with only 7% of non-problem gamblers. The problem/moderate risk group also gambled for longer sessions on gaming machines and Internet casino/pokies games, especially on the latter where 87% of problem/moderate risk gamblers gambled for at least an hour, compared with 32% of non-problem gamblers. The problem/moderate risk group also gambled more frequently on gaming machines, where 50% of gaming machine players in this group gambled once a week or more compared with 29% of low risk and 8% of non-problem gamblers. A similar pattern was seen for Keno (25%, 14% and 6% respectively) and betting on horse and greyhound races (28%, 23% and 9% respectively).

As found in other studies, the problem/moderate risk gamblers were far more likely than non-problem gamblers to drink alcohol while gambling and four times more likely to self-report an alcohol problem. They were also more likely to normally gamble during the evening (5pm to midnight).

The problem/moderate risk gamblers were particularly drawn to gaming machines with free games or spins, and games with frequent wins and large payouts. This group was also over three times more likely to have faulty cognitions in terms of gambling compared to the non-problem gambling group. They are 12 times more likely to experience loss of control while gambling, and six times more likely to lose track of time. Thirty per cent of the problem/moderate risk gamblers had felt they were in a trance while gambling, compared to only 2% of non-problem gamblers. These findings align with other studies that have found that faulty cognitions, loss of control and dissociation are more commonly experienced by problem than non-problem gamblers.

Over one-third (36%) of the problem/moderate risk gamblers said that gambling had made their life more enjoyable, compared with 17% of non-problem gamblers. However, they were also more likely to say that it had made their life less enjoyable: 31% compared to 2% of non-problem gamblers. Interestingly, it was low risk gamblers who were the most likely to say that gambling had made their lives more enjoyable over the last 12 months (39%). As one indicator of harm, the

problem/moderate risk group was four times as likely as the non-problem gambler group to report that gambling had led to an important relationship breakdown.

10.4 Risk factors for problem gambling

A regression analysis found that the factors that predicted problem/moderate risk gambling were: being male; being younger; being single, separated, widowed or divorced; having lower levels of education; being unemployed; and regular gambling on gaming machines, and betting on racing, sporting and non-sporting events.

10.5 Help-seeking

Problem gamblers were more likely than non-problem gamblers to have seen much of the communications materials, particularly Gambling Hangover adverts in pubs/hotels (63% versus 44% of non-problem gamblers), Gambling Hangover billboards (41% versus 23% of non-problem gamblers), and Gambling Help pamphlets/cards (47% versus 28%).

Awareness of help services was generally higher amongst the younger age groups and declined with age. About one in ten respondents had not heard of any of the help services available. However, the proportion of gamblers who felt they may have a problem and then actually sought help is small. Only 8% of gamblers who self-reported that they had had a problem with gambling in the last 12 months had sought help and only 11% of the problem/moderate risk group had tried to self-exclude in the last 12 months, down from 34% in 2006. Of those who self-reported having ever had a problem with gambling, the vast majority (78%) had been mainly involved with gaming machines, followed by horse/greyhound races (12%) and casino table games (6%).

10.6 Conclusion

Most NSW adults engage in gambling. While the results indicate that only a small proportion of them are problem gamblers, it is important to recognise that low and moderate risk gamblers also have difficulties controlling their gambling and experience subsequent harm. Additionally, the proportion of the NSW population who are low risk and moderate risk gamblers is larger than previously thought (though the difference in methodology means that these figures are not directly comparable, as many of these people may have been 'missed' in 2006).

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APPENDIX B: Regional Co-ordination Program Regions

North Coast
Ballina
Bellingen
Byron
Clarence Valley
Coffs Harbour
Greater Taree
Hastings
Kempsey
Kyogle
Lismore
Nambucca
Richmond Valley
Tweed

New England/
North West
Armidale Dumaresq
Glen Innes Severn
Gunnedah
Guyra
Gwydir
Inverell
Liverpool Plains
Moree Plains
Narrabri
Tamworth Regional
Tenterfield
Uralla
Walcha

Illawarra
Kiama
Shellharbour
Shoalhaven
Wingecarribee
Wollongong

Central Coast
Gosford
Wyong

Hunter
Cessnock
Dungog
Gloucester
Great Lakes
Lake Macquarie
Maitland
Muswellbrook
Newcastle
Port Stephens
Singleton
Upper Hunter

Western NSW
Bathurst Regional
Blayney
Bogan
Bourke
Brewarrina
Broken Hill
Cabonne
Central Darling
Cobar
Coonamble
Cowra
Dubbo
Forbes
Gilgandra
Lachlan
Lithgow
Mid-Western Regional
Narromine
Oberon
Orange
Parkes
Walgett
Warren
Warrumbungle
Weddin
Wellington
Unincorporated

South East
Bega Valley
Bombala
Boorowa
Cooma-Monaro
Eurobodalla
Goulburn Mulwaree
Harden
Palerang
Queanbeyan
Snowy River
Upper Lachlan
Yass Valley
Young

Riverina/Murray
Albury
Balranald
Berrigan
Bland
Carrathool
Conargo
Coolamon
Cootamundra
Corowa
Deniliquin
Greater Hume
Griffith
Gundagai
Hay
Jerilderie
Junee
Leeton
Lockhart
Murray
Murrumbidgee
Narrandera
Temora
Tumbarumba
Tumut
Urana
Wagga Wagga
Wakool
Wentworth

Western Sydney
Auburn
Baulkham Hills
Blacktown
Blue Mountains
Hawkesbury
Holroyd
Parramatta
Penrith

South West Sydney
Bankstown
Camden
Campbelltown
Fairfield
Liverpool
Wollondilly

Coastal Sydney
Ashfield
Botany Bay
Burwood
Canada Bay
Canterbury
Hornsby
Hunter's Hill
Hurstville
Kogarah
Ku-ring-gai
Lane Cove
Leichhardt
Manly
Marrickville
Mosman
North Sydney
Pittwater
Randwick
Rockdale
Ryde
Strathfield
Sutherland
Sydney
Warringah
Waverley
Willoughby
Woollahra

APPENDIX C: Questionnaire

NSW 2011 Gambling Prevalence Questionnaire

		Code	Route
Q1	Good Morning/Afternoon/Evening. My name is …………………… from Touchpoint Research. We are currently conducting an important social research study for the NSW Government about people's gambling activities and we'd appreciate your help. **If you choose to participate**, your identity and everything you say will be treated in the strictest confidence. The information we collect will be used only for research purposes. It's very important we speak to a good cross section of people for this survey, so that we don't get biased results. The best way to do this is to randomly select people by using birthdays. What month was your birthday in? Has anyone living there had a birthday since yours? (Are they aged 18 years or more?). IF PERSON HAD LAST BIRTHDAY, PROCEED. OTHERWISE ASK TO SPEAK WITH LAST BIRTHDAY PERSON. IF LAST BIRTHDAY PERSON IS UNAVAILABLE SCHEDULE CALLBACK. IF LAST BIRTHDAY PERSON IS AWAY FOR THE DURATION OF THE SURVEY (ie UNTIL 19 NOVEMBER), ASK FOR THE NEXT PERSON IN THE HOUSEHOLD WHO HAD THE LAST BIRTHDAY. IF RESPONDENT CHANGES, REPEAT INTRODUCTION. PREAMBLE <u>IF RESPONDENT SAYS THEY ARE NOT A GAMBLER AND CAN'T SEE THE POINT OF PARTICIPATING, SAY:</u> We want to speak to both gamblers **and** non-gamblers. We want to include everybody's views. <u>IF RESPONDENT IS RELUCTANT TO PARTICIPATE, SAY:</u> I know this intrudes on your time, but this is an important social issue and the NSW Government wants to understand the community views. Your participation means the results will be more accurate. Can you spare around 5 minutes to participate in the initial part? IS THE RESPONDENT WILLING TO CONTINUE? [SA] Willing to continue...		
		1	
	Still refuses **Thank and close**	2	

Q2	**Enter number of people.** There are a few quick questions to start with, to see if you qualify for the survey, and your answers will be strictly confidential. First, could you please tell me how many people aged 18 or over usually live in this household? _____ _____

Q3A	IF UNWILLING TO GIVE AGE, READ OUT THE AGE RANGES. IF UNDER 18, SAY: Thank you for your time, but for this survey we only wish to speak to people 18 and over.	Code	Route
Q3	For demographic purposes, could you tell me your age please?[SA]		
	Under 18 **THANK AND CLOSE**	01	Close
	18 - 24	02	
	25 - 29	03	
	30 - 34	04	
	35 - 39	05	
	40 - 44	06	
	45 - 49	07	
	50 - 54	08	
	55 - 59	09	
	60 - 64	10	
	65 - 69	11	
	70+	12	
	Refused	97	Close

Q4	Record gender.	Code	Route
	Male..	1	
	Female	2	

Q5	Can I just check, are you a permanent resident of New South Wales?	Code	Route
	{If asked: Is this your main residence, where you spend more than six months per year?}		
	Yes	1	
	No **THANK AND CLOSE**	2	Close

Q6	**RANDOMISE CODES 1-11**	Code	Route
	IF "NONE OF THE ABOVE" IS CODED (CODE 99) THEY SHOULD GO TO Q18 (THEY ARE A NON-GAMBLER).		
	<u>**READ OUT**</u> **IF NECESSARY:** Texas Hold em and poker tournaments played at pubs and clubs are not gambling activities		
	I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have participated in during the **last 12 months**? [MA]		
	Played pokies or gaming machines..	01	
	Bet on horse or greyhound races including virtual races such as ''Trackside'', but EXCLUDING sweeps	02	
	Bought lottery tickets for your own use, including Lotto or any other lottery game like Powerball, Lucky Lotteries or 6 from 38 Pools - do not include scratchies...	03	
	Bought instant scratchies for your own use..	04	
	Played Keno at a club, hotel or casino	05	
	Played Bingo or Housie for money..	06	
	Played table games **at a casino** such as Blackjack or Roulette, excluding casino games played on the internet	07	
	Bet on a sporting event like football, cricket or tennis	08	
	Bet on a non-sporting event, such as who will win the Logies, or Australian Idol, or fantasy sports games for money	09	
	Played casino games, such as Blackjack, Texas Hold 'em or Keno, or 'pokies-style' games, **on the interne**t (including via a mobile phone), FOR MONEY rather than points	10	
	Played games like cards or mahjong privately FOR MONEY..	11	
	Played any other gambling activity EXCLUDING raffles or sweeps - <u>First Other Mention - Single Code</u>. **(specify)**..	12	Q8
	<u>All Other Mentions. Multi Code</u>. **(specify)**...	98	Q7
	None of the above/ no gambling in last 12 months **DO NOT READ OUT**...	99	Q26

Q7	ASK IF MORE THAN ONE 'OTHER' MENTION (Q6 =CODE 98). **Single response.** Of those other gambling activities you just mentioned, which one have you done the **most** in the last 12 months? [SA]	Code	Route
	Main 'other' type of gambling (**specify)**	8	
	Can't say	9	Q8

3

Q8	**Enter week/month/year then record frequency. If can't say, encourage best guess.** In the last 12 months, on how many days per week OR days per month OR days per year have you taken part in (INSERT 'OTHER' ANSWER GIVEN AT Q6 OR Q7)	Code	Route
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**...............................	4	
	Can't say	9	

Q9	ASK IF RESPONDENT HAS <u>PLAYED POKIES</u> OR GAMING MACHINES (Q6 =CODE 1). **Enter week/month/year then record frequency. If can't say, encourage best guess for this and all subsequent questions which ask for frequencies or values.** In the last 12 months, on how many days per week OR days per month OR days per year have you played pokies or gaming machines?[SA]	Code	Route
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**...............................	4	
	Can't say	9	

Q10	ASK IF RESPONDENT HAS <u>BET ON HORSE OR GREYHOUND</u> RACES INCLUDING VIRTUAL RACES SUCH AS 'TRACKSIDE', BUT EXCLUDING SWEEPS (Q6=CODE 2). **Enter week/month/year then record frequency.** In the last 12 months, on how many days per week OR days per month OR days per year have you bet on horse or greyhound races excluding sweeps?[SA]	Code	Route
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**...............................	4	
	Can't say	9	

Q11	Over the past 12 months, when you have placed bets on horse or greyhound races, how have you placed your bets? Would that be… [MR – READ OUT	Code	Route
	At a race track	1	
	At a club or hotel	2	
	At a stand-alone TAB (not in a club or hotel)	3	
	Via the Internet – including mobile phone Internet access)	4	
	Via the phone	5	
	Via SMS	6	
	(DON'T READ) Refused	97	
	Other (please specify)	98	
	(DON'T READ) Can't say...	99	

Q12	If Internet **and** one or more other options in Q11	Code	Route
	Over the last 12 months, how often have you used the Internet to place bets on horse or greyhound races?		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	

Q13	ASK IF RESPONDENT HAS <u>BOUGHT LOTTO/LOTTERY TICKETS (</u>Q6=CODE 3).	Code	Route
	Enter week/month/year then record frequency. In the last 12 months, on how many days per week OR days per month OR days per year have you bought tickets for Lotto or any other lottery game like Powerball, Lucky Lotteries or 6 from 38 Pools?[SA]		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q14	ASK IF RESPONDENT HAS <u>BOUGHT SCRATCHIE TICKETS</u> (Q6=CODE 4).	Code	Route
	Enter week/month/year then record frequency. In the last 12 months, on how many days per week OR days per month OR days per year have you bought INSTANT scratchies for your own use?		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q15	ASK IF RESPONDENT HAS <u>PLAYED KENO</u> AT A CLUB, HOTEL OR CASINO (Q6=CODE 5).	Code	Route
	Enter week/month/year then record frequency. In the last 12 months, on how many days per week OR per month OR per year have you played Keno at a club, hotel or casino?[SA]		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q16	ASK IF RESPONDENT HAS <u>PLAYED BINGO OR HOUSIE FOR MONEY</u> (Q6=CODE 6).	Code	Route
	Enter week/month/year then record frequency. In the last 12 months, on how many days per week OR per month OR per year have you played Bingo or Housie for money?		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q17	ASK IF RESPONDENT HAS <u>PLAYED TABLE GAMES</u> **AT A CASINO** SUCH AS BLACKJACK OR ROULETTE (EXCLUDING CASINO GAMES PLAYED ON THE INTERNET) (Q6=CODE 7)	Code	Route
	Enter week/month/year then record frequency.		
	In the last 12 months, on how many days per week OR per month OR per year have you played table games at a casino such as Blackjack or Roulette?[SA]		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q18	ASK IF RESPONDENT HAS <u>BET ON A SPORTING EVENT</u> LIKE FOOTBALL, CRICKET OR TENNIS (Q6=CODE 8).	Code	Route
	Enter week/month/year then record frequency.		
	In the last 12 months, on how many days per week OR per month OR per year have you bet on a sporting event like football, cricket or tennis?[SA]		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q19	Over the past 12 months, when you have placed bets on a sporting event, how have you placed your bets? Would that be… [MR – READ OUT]	Code	Route
	In person at a TAB	4	
	Via the Internet – including mobile phone Internet access)	5	
	Via the phone	6	
	Via SMS	7	
	(DON'T READ) Refused	97	
	Other (please specify)	98	
	(DON'T READ) Can't say..	99	

Q20	If Internet **and** one or more other options in Q19	Code	Route
	Over the last 12 months, how often have you used the Internet to place bets on sporting events?		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	

Q21	ASK IF RESPONDENT HAS <u>BET ON A NON- SPORTING EVENT</u> SUCH AS WHO WILL WIN THE LOGIES (Q6=CODE 9)	Code	Route
	Enter week/month/year then record frequency.		
	In the last 12 months, on how many days per week OR per month OR per year have you bet on a non-sporting event like who will win the Logies or Australian Idol or fantasy sports games for money?[SA]		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q22	Over the past 12 months, when you have placed bets on a non-sporting event, how have you placed your bets? Would that be… [MR – READ OUT]	Code	Route
	In person at a TAB	4	
	Via the Internet – including mobile phone Internet access)	5	
	Via the phone	6	
	Via SMS	7	
	(DON'T READ) Refused	97	
	Other (please specify)	98	
	(DON'T READ) Can't say..	99	

Q23	If Internet **and** one or more other options in Q22	Code	Route
	Over the last 12 months, how often have you used the Internet to place bets on non-sporting events?		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	

Q24	ASK IF RESPONDENT HAS <u>PLAYED CASINO OR POKIE GAMES ON THE INTERNET</u> (Q6=CODE 10).	Code	Route
	Enter week/month/year then record frequency.		
	In the last 12 months, on how many days per week OR per month OR per year have you played casino games, such as Blackjack, Texas Hold 'em and 'pokies-style' games, on the internet, FOR MONEY rather than points?[SA]		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q25	ASK IF RESPONDENT HAS <u>PLAYED GAMES LIKE CARDS OR MAHJONG PRIVATELY</u> FOR MONEY AT HOME OR ANY OTHER PLACE (Q6 = CODE 11).	Code	Route
	Enter week/month/year then record frequency.		
	In the last 12 months, on how many days per week OR per month OR per year have you played games like cards or mahjong privately FOR MONEY?[SA]		
	Week _____ week	1	
	Month _____ month	2	
	Year _____ year	3	
	Number of times per (period inserted from above) _____ **(specify)**	4	
	Can't say	9	

Q26	CLASSIFICATION FOR GAMBLING STATUS QUOTAS. THE COMPUTER WILL CALCULATE THE ANNUAL FREQUENCY OF GAMBLING.	Code	Route
	IF RESPONDENT DOES NOT PARTICIPATE IN GAMBLING THEY ARE CLASSIFIED AS NON-GAMBLERS.		
	AND/OR		
	IF RESPONDENT PARTICIPATES LESS THAN ONCE A WEEK IN ONLY ONE TYPE OF GAMBLING ACTIVITY, OR THEIR OVERALL FREQUENCY OF PARTICIPATION IN GAMBLING ACTIVITIES IS LESS THAN WEEKLY ie LESS THAN 52 TIMES A YEAR, THEY ARE CLASSIFIED AS NON-REGULAR GAMBLERS.		
	IF RESPONDENT PARTICIPATES AT LEAST ONCE A WEEK IN ONLY ONE GAMBLING ACTIVITY OTHER THAN LOTTERY GAMES, OR THEIR OVERALL PARTICIPATION IN GAMBLING ACTIVITIES OTHER THAN LOTTERY GAMES IS AT LEAST WEEKLY ie 52 TIMES A YEAR, THEY ARE CLASSIFIED AS REGULAR GAMBLERS		
	ALL REGULAR GAMBLERS CONTINUE WITH INTERVIEW. **THE COMPUTER WILL SELECT ONE IN TWO NON-REGULAR GAMBLERS AND ONE IN FOUR NON-GAMBLERS TO CONTINUE WITH THIS SURVEY. IF THE PROGRAM SELECTS THIS INTERVIEW TO BE TERMINATED, THANK & CLOSE.**		
	CLASSIFICATION PRIOR TO RANDOM SELECTION [SA]		
	Regular	1	
	Non regular	2	
	Non gamblers	3	

Q27	SAMPLE AFTER RANDOM SELECTION – **(DISPLAY ON SCREEN)**	Code	Route
	Overall regular...	1	
	Overall non regular	2	
	Overall non gamblers...	3	

Q28	IF RESPONDENT IS A GAMBLER (Q27=CODE 1 OR 2) SAY: As you participate in gambling we're keen to hear your views in the rest of the survey. It will take between 10 and 15 minutes, and your assistance would be really appreciated.	Code	Route
	IF RESPONDENT IS A NON GAMBLER (Q27=CODE 3) SAY: We're keen to hear your views in the rest of the survey. It will take around 5 minutes, and your assistance would be greatly appreciated.		
	IF RESPONDENT IS UNWILLING TO PARTICIPATE SAY: I know I'm intruding on your time, but this is important research and if we can include you the results will be more accurate. It won't take long, and your assistance would be really appreciated.		
	Agrees to participate	1	
	Agrees to callback **Record details**	2	
	Refuses to continue **Thank and close**..	7	

	Check gambling classification. CATI PROGRAM TO ROUTE AUTOMATICALLY.	Code	Route
	IF Q27=1 (REGULAR GAMBLER) <u>ASK SECTION B</u>.	1	
	IF Q27 =2 (NON REGULAR) <u>GO TO SECTION B.</u>	2	
	IF Q27 =3 (NON GAMBLER) <u>GO TO SECTION F</u>	3	

SECTION B TO BE ASKED OF ALL REGULAR AND NON-REGULAR GAMBLERS Q27=(1/2)

IF PLAYED POKIES OR GAMING MACHINES (Q6 =CODE 1) ALL OTHERS GO TO Q31b

Q29	**Read out and code all that apply. RANDOMISE ALL CODES** What features of pokies or gaming machines are you drawn to when you are deciding which one to play?	Code	Route
	Free games or spins	1	
	Games with frequent wins	2	
	Games with large payouts	3	
	Design and artwork of machine	4	
	Sounds of machine	5	
	Lighting displays..	6	
	Can't say/ don't know **Do not read out**	99	

Q30	**Single response.** And do you USUALLY play pokies or gaming machines at a club, a pub or hotel, a casino or on the internet?	Code	Route
	Club	1	
	Pub or hotel..	2	
	Casino	3	
	Internet……………………………………………………………………………………………	4	
	Can't say/ don't know	9	

Q31	**Record whether answer has been given in hours or minutes, then record the number given.** How much time do you usually spend playing the pokies or gaming machines during each visit to the venue?[SA]	Code	Route
	Hours _____ hours	2	
	Minutes _____ minutes	3	
	Record number of hours or minutes _____..		
	Don't know..	9	

Q31b	**IF PLAYED KENO AT A CLUB, HOTEL OR CASINO (Q6 =CODE 5)** **Record whether answer has been given in hours or minutes, then record the number given.** How much time do you usually spend playing Keno at a club, hotel or casino during each visit to the venue?[SA]	Code	Route
	Hours _____ hours	2	
	Minutes _____ minutes	3	
	Record number of hours or minutes _____..		
	Don't know..	9	

Q32	**IF PLAYED CASINO OR POKIES GAMES FOR MONEY ON THE INTERNET, INCLUDING VIA A MOBILE PHONE (Q6 =CODE 10)** **Record whether answer has been given in hours or minutes, then record the number given.**	Code	Route
	How much time do you usually spend playing casino or pokie games for money on the internet on each occasion? [SA]		
	Hours _____ hours	1	
	Minutes _____ minutes	2	
	Record number of hours or minutes _____	3	
	Can't say	9	

	SECTION C ASK ALL GAMBLERS WHO HAVE GAMBLED ON MORE THAN ONE ACTIVITY AT SECTION A. OTHERWISE GO TO Q41		
Q33	**Single response only. DO NOT READ. [Programmer: Only show codes selected at Q6 & DK]**	Code	Route
	On which gambling activity have you spent the most money overall in the **last 12 months**? [MA]		
	Played pokies or gaming machines...	01	
	Bet on horse or greyhound races including virtual races such as "Trackside", but EXCLUDING sweeps	02	
	Bought lottery tickets for your own use, including Lotto or any other lottery game like Powerball, Lucky Lotteries or 6 from 38 Pools (do not include scratchies)	03	
	Bought instant scratchies for your own use..	04	
	Played Keno at a club, hotel or casino	05	
	Played Bingo or Housie for money..	06	
	Played table games **at a casino** such as Blackjack or Roulette (excluding casino games played on the internet)	07	
	Bet on a sporting event like football, cricket or tennis	08	
	Bet on a non-sporting event, such as who will win the Logies, or Australian Idol, or fantasy sports games for money	09	
	Played casino games, such as Blackjack, Texas Hold 'em or Keno, or 'pokies-style' games, **on the interne**t (including via a mobile phone), FOR MONEY rather than points	10	
	Played games like cards or mahjong privately FOR MONEY..	11	
	Played any other gambling activity EXCLUDING raffles or sweeps - First Other Mention - Single Code. **(specify)**...	12	
	All Other Mentions. Multi Code. **(specify)**...	98	
	Can't Say DO NOT READ OUT	99	

Q34	**ASK ALL WHO GAMBLED AT SECTION A, Q27=(1/2)** **Single response only. DO NOT READ.** In the last 12 months, has the overall amount you have spent on gambling stayed the same, increased or decreased? (IF CHANGED, PROBE: "Has it changed a little or a lot?")	Code	Route
	Increased a lot	1	
	Increased a little	2	
	Stayed much the same	3	
	Decreased a little	4	
	Decreased a lot	5	
	Can't say **Do not read out**	9	

Q35	**Single response only. DO NOT READ.** In a month, how much money do you usually spend on gambling?	Code	Route
	$1-$10 per month..	1	
	$11-$30 per month..	2	
	$31-$50 per month..	3	
	$51-$100 per month	4	
	$101-$200 per month..	5	
	$201-$500 per month..	6	
	$501 or more per month	7	
	Can't say **Do not read out**	99	

Q36	Do you normally gamble near to your home or your work?	Code	Route
	Near to home	1	
	Near to work...	2	
	Both ………………………………	3	
	(DON'T READ) Neither..	4	

Q37	How often do you drink alcohol while you are actually gambling (exclude drinking before or afterwards)?	Code	Route
	Never...	1	
	Sometimes	2	
	Most of the time..	3	
	Almost always	4	

Q38	Do you normally gamble during the day, during the evening or during the night?	Code	Route
	During the day (between 5am and 5pm)	1	
	During the evening (between 5pm and 12 midnight)	2	
	During the night (between midnight and 5am) ………………………………	3	
	Don't know/ Can't say **Do not read out**	9	

Q39	I am now going to read some statements about gambling in general which I'd like you to tell me whether you strongly agree, agree, disagree, strongly disagree or neither agree or disagree. After losing many times in a row, you are more likely to win?	Code	Route
	Strongly agree...	1	
	Agree	2	
	Neither agree nor disagree	3	
	Disagree	4	
	Strongly disagree	5	
	Refused **Do not read**	7	
	Don't know/ can't remember **Do not read**	9	

Q40	There are certain ways of playing pokie machines that give you a better chance of winning money?	Code	Route
	Strongly agree...	1	
	Agree	2	
	Neither agree nor disagree	3	
	Disagree	4	
	Strongly disagree	5	
	Don't know – never played pokies………………………………………………………………………	6	
	Refused **Do not read**	7	
	Don't know/ can't remember **Do not read**	9	

Q41	The onus is on the individual to control themselves when gambling, by knowing what he or she can afford.	Code	Route
	Strongly agree...	1	
	Agree	2	
	Neither agree nor disagree	3	
	Disagree	4	
	Strongly disagree	5	
	Refused **Do not read**	7	
	Don't know/ can't remember **Do not read**	9	

Q42	Gambling has done more good for the community than harm.	Code	Route
	Strongly agree..	1	
	Agree..	2	
	Neither agree nor disagree	3	
	Disagree...	4	
	Strongly disagree	5	
	Refused **Do not read**..	7	
	Don't know/ can't remember **Do not read**..	9	

Q43		Code	Route
	Read out. Looking back over the last 12 months, how would you rate your experience of gambling. Would you say it has made your life…		
	A lot more enjoyable	1	
	A little more enjoyable..	2	
	Made no difference to your life	3	
	A little less enjoyable	4	
	A lot less enjoyable	5	
	Don't know/ Can't say **Do not read out**	9	

SECTION D
ASK ALL WHO HAVE GAMBLED IN THE LAST YEAR. REGULAR AND NON-REGULAR GAMBLERS
Q27=(1/2)

Q44	I am now going to read out some questions about what people do when they gamble. As I read out each statement please tell me whether it has applied to you personally in the last 12 months. Remember that all the information you provide is anonymous and confidential, so please give honest answers. In the last 12 months, how often have you bet more than you could really afford to lose, would you say … READ OUT, CODE ONE ONLY	Code	Route
	Never..	1	
	Sometimes	2	
	Most of the time..	3	
	Almost always	4	
	Refused **Do not read**..	7	
	Don't know/ can't remember **Do not read**..	9	

Q45. In the last 12 months how often... [SA]

	Never	Sometimes	Most of the time	Almost always	Refused	Don't know
1...have you needed to gamble with larger amounts of money to get the same feeling of excitement?	1	2	3	4	7	9
2 ...when you gambled, did you go back another day to try to win back the money you lost?	1	2	3	4	7	9
3...have you borrowed money or sold anything to get money to gamble?...........	1	2	3	4	7	9
4...have you felt that you might have a problem with gambling?	1	2	3	4	7	9
5...has gambling caused you any health problems, including stress or anxiety?......	1	2	3	4	7	9
6….have people criticised your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?	1	2	3	4	7	9
7 ...has your gambling caused any financial problems for you or your household?..	1	2	3	4	7	9
8 ...have you felt guilty about the way you gamble or what happens when you gamble?..	1	2	3	4	7	9

SECTION E ASK OF ALL REGULAR GAMBLERS – Q27=(1)

ALL OTHERS GO TO SECTION F.

	Never	Sometimes	Most of the time	Almost always	Refused	Don't know
Q46. How often has the following occurred during the last 12 months?						
1… You have had difficulty resisting the opportunity to gamble?	1	2	3	4	7	9
2…You have continued to gamble after you have reached your limit?	1	2	3	4	7	9
3…You have felt like you had lost track of time?	1	2	3	4	7	9
4… Have you felt like you were in a trance?	1	2	3	4	7	9

Q47	Now on a scale of 1 to 10, where 1 means you feel your gambling is NOT AT ALL a problem and 10 means you feel your gambling IS A SERIOUS PROBLEM, how would you rate your gambling right now? [SA]	Code	Route
	1 Gambling is not at all a problem	01	
	2..	02	
	3..	03	
	4..	04	
	5..	05	
	6..	06	
	7..	07	
	8..	08	
	9..	09	
	10 Gambling is a serious problem.	10	
	(DO NOT READ) Refused	97	

Q48	In the last 12 months have you ever tried to exclude yourself from a gambling venue THROUGH A FORMAL SELF-EXCLUSION PROCESS WITH THE VENUE? [SA]	Code	Route
	Yes	1	
	No...	2	
	Refused **(Don't Read)**	7	
	Don't know/ can't remember **(Don't Read)**..	9	

Q49	**ASK IF Q45(4) =2, 3 OR 4 (IE IN LAST 12 MTHS HAVE SOMETIMES, OFTEN OR ALWAYS FELT THEY MIGHT HAVE A PROBLEM WITH GAMBLING).** In the last 12 months, have you tried to get any sort of help for problems relating to your gambling, such as professional or personal help? [SA]	Code	Route
	Yes	1	Q50
	No...	2	Q51
	Refused **(Don't Read)**	7	Q54
	Don't know/ can't remember **(Don't Read)**..	9	Q54

Q50	IF SOUGHT HELP And would you say that it helped a lot, a little, or not at all?	Code	Route
	A lot	1	Q52
	A little...	2	Q52
	Not at all	3	Q52
	Don't know/ can't remember **(Don't Read)**..	9	Q52

Q51	**IF DIDN'T SEEK HELP** **Multiple response.** May I ask why didn't you seek help for problems relating to gambling? [MA] (DO NOT READ OUT)	Code	Route
	Didn't know where to go...	01	Q54
	Too embarrassed to see a counsellor	02	Q54
	The kind of help I wanted wasn't available locally...	03	Q54
	Thought I could beat the problem on my own	04	Q54
	I don't have a problem	05	Q54
	Refused	97	Q54
	Other **(specify)**	98	Q54
	Don't know/ can't remember	99	Q54

Q52	**IF SOUGHT HELP - Multiple response.** What prompted you to seek help for your gambling problems? [MA] (DO NOT READ OUT)	Code	Route
	Financial problems..	01	
	Relationship problems	02	
	Legal problems..	03	
	Work/employment problems	04	
	Someone urged you to...	05	
	Felt depressed/worried	06	
	Fraud...	07	
	Referral from other counsellors	08	
	Refused...	97	
	Other **(specify)**	98	
	Don't know/ can't remember **(Don't Read Out)**	99	

Q53	**IF SOUGHT HELP - SINGLE RESPONSE**	Code	Route
	Could you please tell me who did you first turn to for help for problems relating to your gambling?[SA] (DO NOT READ OUT)		
	Spouse or partner	01	
	Family or friends..	02	
	Staff member at a gambling venue...	03	
	Doctor (physician)	04	
	Church or religious worker...	05	
	Gambling Helpline or G-Line	06	
	Other gambling counselling services...	07	
	Social worker...	08	
	Indigenous or ethnic community service	09	
	Gamblers Anonymous	10	
	Internet	11	
	Refused..	97	
	Other **(specify)**	98	
	Don't know/ can't remember **(Don't Read)**...	99	

ASK ALL REGULAR GAMBLERS Q27=(1)

Q54	In the last 12 months, have you felt you might have an alcohol or drug problem? [SA]	Code	Route
	Yes	1	
	No...	2	
	Refused **(Don't Read)**	7	
	Don't know/can't remember **(Don't Read)**...	9	

SECTION F ASK EVERYONE			

Q55	People should limit themselves to spending an amount they nominate before they start gambling?	Code	Route
	Strongly agree...	1	
	Agree...	2	
	Neither agree nor disagree	3	
	Disagree..	4	
	Strongly disagree	5	
	Refused **Do not read**...	7	
	Don't know/ can't remember **Do not read**..	9	

Q56	Some people experience gambling related problems, such as personal or financial problems.	Code	Route
	Do you personally know of someone who has experienced serious problems with their gambling? [SA]		
	Yes	1	Q57
	No..	2	Q60
	Can't say	9	Q60

Program following to allow for >1 person. MAX OF 2 PEOPLE TO ASK Q58 and Q59- SELECT IN HIERACHICAL ORDER FROM LIST BELOW

Q57	**Multiple response.**	Code	Route
	Could you please tell me what that person/s' relationship is to you? [MA] (DO NOT READ OUT)		
	Spouse/partner..	01	
	Father	02	
	Mother	03	
	Brother...	04	
	Sister	05	
	Child	06	
	Other relative..	07	
	Friend/acquaintance	08	
	Work colleague	09	
	Client/customer/patient	10	
	Ex spouse/partner...	11	
	Ex girlfriend/boyfriend	12	
	Ex relative	13	
	Refused	97	
	Other **(specify)**	98	
	Can't say	99	

Q58	**DON'T READ – RANDOMISE 1-12** In what type of gambling was that person mainly involved? (DO NOT READ OUT) [SA]	Code	Route
	Played pokies or gaming machines..	01	
	Bet on horse or greyhound races including virtual races such as ''Trackside'', but EXCLUDING sweeps	02	
	Bought lottery tickets for your own use, including Lotto or any other lottery game like Powerball, Lucky Lotteries or 6 from 38 Pools – do not include scratchies...	03	
	Bought instant scratchies for your own use..	04	
	Played Keno at a club, hotel or casino	05	
	Played Bingo or Housie for money..	06	
	Played table games **at a casino** such as Blackjack or Roulette, excluding casino games played on the internet	07	
	Bet on a sporting event like football, cricket or tennis	08	
	Bet on a non-sporting event, such as who will win the Logies, or Australian Idol, or fantasy sports games for money	09	
	Played casino games, such as Blackjack, Texas Hold 'em or Keno, or 'pokies-style' games, **on the interne**t (including via a mobile phone), FOR MONEY rather than points	10	
	Played games like cards or mahjong privately FOR MONEY..	11	
	All Other Mentions. Multi Code. **(specify)**...	98	
	None of the above/ no gambling in last 12 months **DO NOT READ OUT**...........................	99	

ASK FOR MAX TWO PEOPLE

Q59	And did that person ever try to get any sort of help for problems relating to their gambling, such as professional or personal help? [SA]	Code	Route
	Yes	1	
	No..	2	
	Refused **(Don't Read)**	7	
	Don't know/ can't remember **(Don't Read)**..	9	

Q60	**ASK ALL NON GAMBLERS AND NON-REGULAR GAMBLERS Q27=(2/3)** And have you yourself ever experienced serious problems with your gambling? [SA]	Code	Route
	Yes	1	Q62
	No..	2	Q68
	Never gambled..	3	Q68
	Refused	7	Q68
	Don't know/ can't remember	9	Q68

Q61	**ASK REGULAR GAMBLERS WHO HAVE INDICATED THAT THEY DID NOT HAVE GAMBLING PROBLEM IN THE LAST 12 MONTHS (Q45.4 = 1)** You mentioned earlier that in the last 12 months you have never felt you might have a problem with gambling. Can I ask have you **ever** experienced serious problems with your gambling? [SA]	Code	Route
	Yes	1	Q62
	No...	2	Q68
	Refused...	7	Q68
	Don't know/ can't remember	9	Q68

Q62	**ASK IF EVER HAD A PROBLEM (Q60=1, OR Q61=1)** In what type of gambling were you mainly involved?[SA] (DO NOT READ OUT)	Code	Route
	Pokies or gaming machines..	01	
	Betting on horse or greyhound races.	02	
	Instant lotteries, Lotto or other lottery game..	03	
	Instant scratchies	04	
	Playing Keno at a club, hotel or casino.	05	
	Bingo or Housie for money	06	
	Playing table games at a casino...	07	
	Betting on sporting events like football, cricket or tennis	08	
	Betting on non-sporting events like the Logies, or Australian Idol, or fantasy sports games..............	09	
	Casino games **on internet**	10	
	Private games played for money.	11	
	Everything/anything.	12	
	Refused..	97	
	Other **(specify)**	98	
	Don't know..	99	

Q63	ASK ALL WHO HAVE EVER HAD A PROBLEM. And have you ever tried to get any sort of help for problems relating to gambling, such as professional or personal help?	Code	Route
	Yes	1	Q64
	No...	2	Q67
	Refused **(Don't Read)**	7	Q68

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Q64	**Multiple response.**	Code	Route
	What prompted you to seek help for your gambling problems? [MA] (DO NOT READ OUT)		
	Financial problems..	01	
	Relationship problems	02	
	Legal problems...	03	
	Work/employment problems	04	
	Someone urged you to..	05	
	Felt depressed/worried	06	
	Fraud..	07	
	Referral from other counsellors	08	
	Refused..	97	
	Other **(specify)**	98	
	Don't know/ can't remember **(Don't Read Out)**	99	

Q65	**SINGLE RESPONSE**	Code	Route
	Could you please tell me who did you first turn to for help for problems relating to your gambling?[SA] (DO NOT READ OUT)		
	Spouse or partner	01	
	Family or friends...	02	
	Staff member at a gambling venue..	03	
	Doctor (physician)	04	
	Church or religious worker..	05	
	Gambling Helpline or G-Line	06	
	Other gambling counselling services..	07	
	Social worker..	08	
	Indigenous or ethnic community service	09	
	Gamblers Anonymous	10	
	Internet	11	
	Refused..	97	
	Other **(specify)**	98	
	Don't know/ can't remember **(Don't Read)**..	99	

Q66	IF SOUGHT HELP	Code	Route
	And would you say that it helped a lot, a little, or not at all?		
	A lot	1	Q68
	A little...	2	Q68
	Not at all	3	Q68
	Don't know/ can't remember **(Don't Read)**...	9	Q68

Q67	**IF DIDN'T SEEK HELP**	Code	Route
	Multiple response. May I ask why didn't you seek help for problems relating to gambling? [MA] (DO NOT READ OUT)		
	Didn't know where to go..	1	
	Too embarrassed to see a counsellor	2	
	The kind of help I wanted wasn't available locally...	3	
	Thought I could beat the problem on my own	4	
	I don't I have a problem	5	
	Refused	97	
	Other **(specify)**	98	
	Don't know/ can't remember	99	

ASK ALL Q27=(1/3)

Q68	Has gambling ever led to the breakup of an important relationship in your life, including divorce or separation?	Code	Route
	Yes	1	
	No..	2	
	Never gambled..	3	
	Refused...	7	
	Don't know/ can't remember	9	

Q69	Before today, had you heard or seen any of the following? READ OUT. MR.	Code	Route
	Gambling Help print ads.	01	
	Gambling Hangover radio ads.	02	
	Gambling Help television ads.	03	
	Gambling Help ads on the Internet.	04	
	Gambling Help Internet advertising	05	
	Gambling Hangover billboards.	06	
	Gambling Hangover site on facebook.	07	
	Gambling Hangover ads in your local pub, club or hotel.	08	
	Gambling Help on Twitter.	09	
	Gambling Help website.	10	
	Gambling Help pamphlet or cards.	11	
	Gambling Help signage in gambling venues.	12	
	Don't know DO NOT READ OUT	99	
	None of these DO NOT READ OUT	96	

SECTION G ASK ALL I am now going to ask you a few questions for the purposes of demographic classification. Please note that your personal information will be treated as completely confidential.			
Q70	Are you of Aboriginal or Torres Strait Islander descent?[SA]	Code	Route
	Yes	1	
	No	2	
	Refused	7	

Q71	Is English the main language spoken in your household?[SA]	Code	Route
	Yes	1	Q73
	No	2	Q72

Q72	IF ENGLISH NOT MAIN LANGUAGE (CODE 2 in Q71)	Code	Route
	What is the main language spoken in your household?[SA]		
	Arabic	01	
	Cantonese Chinese	02	
	Chinese	03	
	Croatian	04	
	Dutch	05	
	French	06	
	German	07	
	Greek	08	
	Hindi	09	
	Indonesian	10	
	Italian	11	
	Korean	12	
	Macedonian	13	
	Mandarin Chinese	14	
	Polish	15	
	Portuguese	16	
	Russian	17	
	Serbian	18	
	Spanish	19	
	Tagalog (Filipino)	20	
	Turkish	21	
	Vietnamese	22	
	Other	98	
	Can't say	99	

Q73	What is your current marital status?[SA]	Code	Route
	Married or living with a partner	1	
	Separated or divorced	2	
	Widowed	3	
	Single	4	
	Refused	7	

Q74	**Read out.** Which of the following best describes your household? [SA]	Code	Route
	Single person	1	Q76
	One parent family with children	2	
	Couple with children..	3	
	Couple with no children...	4	Q76
	Group household	5	
	Other (specify)...	8	
	Can't say DO NOT READ OUT	9	

Q75	**Record number of children.** How many children under 18 years of age usually live in your household?

_____
_____

Q76	**Read out.** Which of the following best describes your current work status? [SA]	Code	Route
	Working full-time	1	Q77
	Working part-time...	2	Q77
	Home duties...	3	Q79
	Full-time student..	4	Q79
	Retired (self-supporting, in receipt of superannuation)	5	Q79
	Pensioner	6	Q79
	Unemployed (or looking for work)...	7	Q79
	Other **Do not read out (specify)**	8	Q77
	Can't say **Do not read out**	9	Q79

Q77	**ASK THOSE IN WORK** Does your job involve shift work?	Code	Route
	Yes	1	
	No...	2	
	Can't say **Do not read out**	9	

Q78	**ASK THOSE IN WORK** Which of the following industries do you work in? DO NOT READ OUT, PROBE FOR CORRECT CODE	Code	Route
	Agriculture, forestry, fishing and hunting	01	
	Mining	02	
	Manufacturing	03	
	Electricity, gas and water supply	04	
	Construction	05	
	Wholesale trade	06	
	Retail trade	07	
	Accommodation, cafes and restaurants	08	
	Transport and storage	09	
	Communication services	10	
	Finance and insurance	11	
	Property and business services	12	
	Government administration and defence	13	
	Education	14	
	Health and community services	15	
	Cultural and recreational services	16	
	Personal and other services (including hair dressing)	17	
	Other (specify)	98	
	Can't say **Do not read out**	99	

Q79	What is the highest education qualification you have received?[SA] DO NOT READ OUT, PROBE FOR CORRECT CODE	Code	Route
	Post graduate qualifications..	01	
	A university or college degree	02	
	A trade, technical certificate or diploma..	03	
	Completed senior high school (Year 12)	04	
	Completed junior high school (Year 10)	05	
	Completed primary school	06	
	Did not complete primary school	07	
	No schooling	08	
	Refused..	97	
	Other **(specify)**	98	

Q80	**READ IF NECESSARY** Could you please tell me your own annual income from all sources before tax? READ OUT IF NECESSARY [SA]	Code	Route
	Less than $10,000	1	
	$11,000 - $30,000	2	
	$31,000 - $50,000	3	
	$51,000 - $70,000	4	
	$71,000 - $80,000	5	
	$81,000- $90,000	6	
	$91,000-$100,000	7	
	$101,000-$110,000	8	
	$111,000-$120,000	9	
	$121,000-$130,000	10	
	$131,000-$140,000	11	
	$141,000-$150,000	12	
	More than $150,000	13	
	Refused DO NOT READ OUT	97	
	Don't know DO NOT READ OUT	99	

Record postcode of residence and work.

Q81	What is your postcode at home?

Q82. What is the postcode of the place where you work?

Q83	IF REGULAR GAMBLER **(Q27=CODE 1)** **If yes, record contact details.** There is a possibility that we might want to contact participants again in the future to follow up in more detail some of the questions asked today. Could we contact you? [SA]	Code	Route
	Yes _____......	1	
	No	2	

<table>
<tr><td>Q84</td><td colspan="2"><u>Record contact details.</u>
This completes the survey. My supervisor may call to check that I have completed this interview properly, so could I have your first name and phone number.

Thank you very much for your time and assistance. Your co-operation is greatly appreciated.

IF NECESSARY PROVIDE GAMBLING HELPLINE – DETAILS TO BE CONFIRMED

_____
_____</td></tr>
</table>

Q85	**TO BE COMPLETED BY THE INTERVIEWER**	Code	Route
	PLEASE RATE THE LEVEL OF THE RESPONDENT'S CO-OPERATION WITH THE SURVEY. HOW WILLING WAS THE RESPONDENT TO BE INTERVIEWED?		
	[SA]		
	High	1	
	Medium	2	
	Low	3	

Thank and close plus privacy statement