The Allen Consulting Group

THE SOCIAL RESEARCH CENTRE

THE UNIVERSITY OF MELBOURNE

MONASH University

The Problem Gambling Research and Treatment Centre

An initiative of the Victorian Government, the University of Melbourne and Monash University

Social and Economic Impact Study of Gambling in Tasmania

Volume 2: Gambling survey

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Abbreviations

ACG	Allen Consulting Group
CATI	Computer Assisted Telephone Interviewing
CI	Confidence interval
CPGI	Canadian Problem Gambling Index
EGM	Electronic Gaming Machine
GIG	Gambling Industry Group
LGA	Local Government Area
OR	Odds ratio
PGRTC	Problem Gambling Research and Treatment Centre
PGSI	Problem Gambling Severity Index
RDD	Random digit dialling
RSE	Relative standard error
SE	Standard error
SES	Socioeconomic status
SRC	Social Research Centre

Executive Summary

Major findings

Overall, 64.5 per cent of Tasmanian adults reported participating in some form of gambling in the 12 months prior to March 2011. The most common forms of gambling were lotteries (46.5 per cent), Keno (24.3 per cent), instant scratch tickets (24.3 per cent), and electronic gaming machines (EGMs) (20.5 per cent). The results revealed that most adults had engaged only in one (24.2 per cent) or two (17.9 per cent) gambling activities. This compares with the 2008 Tasmanian gambling survey, which estimated that 71.7 per cent of Tasmanian adults reported participating in some form of gambling in the previous 12 months.

Local government area analysis

Eight local government areas (LGAs) were subject to focused analyses. Four lower SES LGAs were selected, comprising Brighton, Break O'Day, Glenorchy and Devonport. Another four comparator LGAs were also selected, comprising Sorell, Circular Head, Launceston and Clarence. The analysis identified a number of differences between individual LGAs, and the two LGA groupings on a range of measures. These included EGM density, expenditure, and gambling frequency and expenditure.

Among the eight focus LGAs, gambling participation was highest in Devonport (72.8 per cent), Glenorchy (72.0 per cent), and Sorell (70.4 per cent). There were significant differences between low socioeconomic status (SES) LGAs and the rest of state for EGMs, instant scratch tickets, Keno and bingo ($p<0.05$).

EGM gamblers

Compared to Tasmanian adults as a whole, significantly higher annual gambling participation on EGMs was reported by those aged 18-24 and 25-34, and by those who started but did not complete secondary schooling ($p<0.05$).

The present survey reported statistically significantly less EGM participation compared to 2008: 20.5 per cent gambled on EGMs in 2011 compared to 28.5 per cent in 2008 ($p<0.05$). Compared with 2008, there was also statistically significantly less gambling participation in horse and greyhound racing, scratch tickets, lotteries, table games, and informal games. There was a slight increase in sports betting between 2008 and 2011.

Gambling frequency

The most frequent gambling activities were lotteries, horse or greyhound racing, sporting or other events, and bingo.

For those people who gamble, weekly gambling was most common on lotteries (35.9 per cent), horse or greyhound racing (20.5 per cent), and bingo (20.3 per cent). For the Tasmanian adult population as a whole, weekly gambling was most common on lotteries (16.6 per cent), horse or greyhound racing (3.0 per cent), and instant scratch tickets (2.7 per cent).

There was no significant difference in frequency of gambling between low SES LGAs and the comparison LGAs (*p=.639*), or between low SES LGAs and the rest of state (*p=.839*).

Compared to the Tasmanian adult population as a whole, significantly higher annual gambling frequency was reported by males (*p=.033*), people aged 65 or more years (*p=.025*), and people who are on pensions or are unable to work (*p=.009*). Compared to Tasmanian adults as a whole, significantly lower annual gambling frequency was reported by females (*p=.006*), people aged 18-24 years (*p=.002*), couples with children still at home (*p=.001*), single people with children still living at home (*p=.001*), people living in group or shared households (*p=.016),* people who primarily engage in household duties (*p=.010*), students (*p<.001*), people who report annual personal incomes of between $80,000 and $129,999 before tax (*p=.008*), and people with tertiary education/undergraduate degree (*p=.002*).

Compared to Tasmanian adults as a whole, significantly higher annual gambling frequency on EGMs was reported by people aged 55-64 years (*p=.020*) or 65 or more years (*p=.008*), and people who were retired (*p=.038*).

Gambling expenditure

Average horse and greyhound expenditure ($1,556) by Tasmanian gamblers was double that of EGM annual average expenditure ($767). Expenditure in low SES LGAs was significantly higher than expenditure in the comparison LGAs across all gambling types (*p=.014*). There was no significant difference between expenditure in low SES LGAs and the rest of state (*p=.124*). There were no significant differences between expenditure on any specific gambling activity in low SES LGAs and the rest of the state.

Compared to Tasmanian gamblers as a whole, significantly higher annual expenditure was reported by males (*p=.013*).

Overall, lotteries were the highest spend activity for the majority of gamblers (49.7 per cent), followed by EGMs (13.0 per cent), Keno (12.2 per cent), and horse or greyhound racing (9.9 per cent).

Gambling prevalence

In the present survey the estimated PGSI prevalence rates were as follows: non-gambling, 34.8 per cent; non-problem gambling, 57.4 per cent; low risk gambling, 5.3 per cent; moderate risk gambling, 1.8 per cent; and problem gambling, 0.7 per cent.

Moderate risk/problem gambling and low risk gambling rates were highest in the low SES LGAs. PGSI severity was significantly higher in the low SES LGAs than the rest of state (*p=.010*), but failed to reach statistical significance in the low SES LGAs compared with the comparison LGAs (*p=.055*).

Increasing risk of problem gambling was associated with younger age (*p=.007*) and being in paid employment (*p<.001*), but not gender (*p=.135*) or cohabiting with a partner (*p=.159*). Increasing risk of moderate risk/problem gambling was associated with lower personal annual incomes (*p=.021*) and being born in Australia (*p<.001*), but not with having dependent children (*p=.892*) or highest education level (*p=.153*).

While the problem gambling rate is relatively similar in the 2008 and 2011 surveys, the 2011 survey revealed higher rates of moderate risk and low risk gambling. Comparison between the surveys is made more difficult by non-standard administration of the PGSI in the 2008 survey.

PGSI problem gambling severity was significantly predicted by younger age (*p<.001),* no dependent children in the household (*p=.001*), and failure to complete secondary school (*p=.013*).

PGSI problem gambling severity was significantly predicted by participation in EGM gambling (*p<.001*), Keno (*p<.001*), sporting events (*p<.001*), horse and greyhound racing (*p=.034*), and instant scratch tickets (*p=.039*).

Compared to non-problem gamblers, problem gamblers (*p=.001*), moderate risk gamblers (*p<.001*) and low risk gamblers (*p<.001*) reported a significantly higher average number of gambling activities and were more likely to gamble on four or more forms in the previous 12 months.

Compared to non-problem gamblers, problem gamblers reported significantly higher expenditures on EGMs (*p=.014*). They spent most on casino table games followed by horse or greyhound racing, Keno, informal private games, and EGMs.

EGM patterns of play

Time spent playing EGMs during each visit to an EGM venue increased with increasing risk of problem gambling (*p=.049*). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report playing for longer than 30 minutes (OR = 3.499, *p=.005*).

Generally, there was no distinction between non-problem gamblers and problem gamblers on endorsement of venue location, design or hospitality features. However, the importance of the venue having a large number of EGMs significantly increased with increasing risk of problem gambling (*p=.002).* Compared to non-problem gamblers, problem gamblers reported significantly higher scores on the combined venue features (*p<.001*).

Distance from home to the most regular EGM venue was not significantly associated with problem gambling (*p=.075*). Moderate risk/problem gamblers did not differ from non-problem gamblers in living more or less than five kilometres from the venue (OR = 0.994, *p=.990*).

EGM gamblers from Devonport were significantly more likely to usually travel less than five kilometres compared to Tasmanian gamblers as a whole.

The results revealed that increasing risk of problem gambling was associated with gambling alone (*p=.003*), spending all available money (including winnings) during a session playing EGMs (*p=.001*), playing for bonus features (for example, free spins or free games) (*p<.001*), playing on EGMs that have linked jackpots (*p=.011*), and withdrawing extra money for gambling from a venue ATM or EFTPOS facility during a session playing EGMs (*p<.001*).

The number of lines usually played was not related to problem gambling (*p=.711*). An increased number of credits per line was associated with an increased likelihood of problem gambling (*p=.007*). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly less likely to play one credit per line (OR = 3.242, *p=.003*) and significantly more likely to play two credits per line (OR = 0.255, *p=.003*). An increase in dollars per EGM spin usually played was significantly associated with an increased risk of problem gambling (*p<.001*). Compared to non-problem gamblers, moderate risk/problem gamblers (OR = 3.169, *p=.015*) were significantly less likely to bet less than 50 cents per spin.

Gambling motivations and triggers

In terms of motivation to gamble, enhancement reasons significantly increased with increasing risk of problem gambling: competing with others (*p=.003*), excitement (*p<.001*), mental challenge or to learn about the game (*p=.005*), and sense of achievement when winning (*p<.001*). Recreational reasons significantly increased with increasing risk of problem gambling: fun (p<.001), hobby or pastime (*p<.001*), escaping boredom (*p<.001*), and relaxation (*p<.001*). Social reasons significantly increased with increasing risk of problem gambling: something to do with friends or family (*p=.001*) and sociability (*p=.002*). However, the only coping motivation that was significantly related to problem gambling was tenseness relief (*p<.001*). Money reasons significantly increased with increasing risk of problem gambling: chance of winning big money (*p<.001*) and to make money (*p=.004*).

In terms of triggers for gambling, compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that they took part in gambling due to difficulties with others (OR = 15.524, *p<.001*), being worried about debt (OR = 14.993, *p<.001*), having unpleasant or sad or bad feelings (OR = 18.204, *p<.001*), to test their control over gambling (OR = 10.842, *p<.001*), temptations to gamble (OR = 15.345, *p<.001*), feeling confident about skills (OR = 4.120, *p<.001*), situations involving winning (OR = 9.115, *p<.001*), pleasant or happy or good feelings (OR = 3.930, *p<.001*), and experiencing a need for excitement (OR = 7.462, *p<.001*).

Quality of life

Compared to non-problem gamblers, problem gamblers (OR = 0.299, *p=.026*) were significantly less likely to report that their quality of life is very good or good or that their overall health was good or very good (OR = 0.284, *p=.017*). The risk of problem gambling significantly increased with a range of compromised health states, such as lower ability to get around (*p=.015*) and lower satisfaction with sleep (*p=.009*).

The risk of problem gambling significantly increased with lower enjoyment of life (*p<.001*) and lower meaningfulness of life (*p=.028*), as well as with lower satisfaction with personal relationships (*p=.002*) and lower satisfaction with support from friends (*p=.009*).

The risk of problem gambling significantly increased with a range of environmental deficits such as lower safety in daily life (*p<.001*), lower health in the physical environment (*p=.023*) and not having enough money to meet needs (*p=.001*).

Substance abuse

Smoking significantly increased with increasing likelihood of problem gambling (*p*=*.002*). However, compared to non-problem gamblers, problem gamblers (OR = 1.481, p=.597) and moderate risk gamblers (OR = 1.533, *p*=*.255*) were no more likely to drink alcohol daily or almost daily. Overall, 33 per cent of the Tasmanian population reported probable hazardous drinking. Probable hazardous drinking significantly increased with increasing risk of problem gambling (*p*<*.001*). Substance use (other than tobacco and alcohol) significantly increased with increasing risk of problem gambling (*p*<*.001*).

Life events (stressors)

Compared to non-problem gamblers, moderate risk gamblers (*p*=*.035*), but not problem gamblers (*p*=*.069*), reported higher total Life Events scores.

Health

Compared to non-problem gamblers, problem gamblers (OR = 3.385, *p*=*.022*), but not moderate risk gamblers (OR = 2.154, *p*=*.073*), were significantly less likely to report excellent or very good self-reported health.

The physical health conditions that were significantly associated with increasing risk of problem gambling were physical disability (*p*=*.003*), cancer (*p*=*.028*) and lung conditions including asthma (*p*=*.05*).

Financial problems

Compared to non-problem gamblers, problem gamblers (OR = 8.310, *p*=*.001*), but not moderate risk gamblers (OR = 1.891, *p*=*.167*) were significantly more likely to report that they missed, skipped or avoided any payment sometimes, often, or very often. Compared to non-problem gamblers, problem gamblers (OR = 5.738, *p*=*.001*) and moderate risk gamblers (OR = 2.432, *p*=*.019*) were significantly more likely to report that they engaged in any behaviour such as relying upon credit cards and other forms of credit to meet household expenses sometimes.

Age of gambling onset

The mean age at which Tasmanian adults first gambled was 22 years. The age of onset of gambling did not differ between non-problem gamblers and problem gamblers (*p*=*.376*) or moderate risk gamblers (*p*=*.111*).

Family member gambling

Overall, 7 per cent of Tasmanians believed that a family member may be at risk of having or developing a gambling problem. These figures contrast with 12.2 per cent of respondents in the 2005 study and 12.8 per cent of respondents in the 2008 study who reported that a family member had a serious gambling problem.

Compared to non-problem gamblers, problem/moderate risk gamblers were no more likely to think a family member had an issue with their gambling (OR = 0.431, *p*=*.085*).

Chapter 1

Introduction

1.1 This volume

This volume of the Social and Economic Impact Study of Gambling in Tasmania reports the findings of a detailed survey of the Tasmanian adult population, examining a number of gambling-related issues.

The survey, undertaken via computer-assisted telephone interviewing (CATI) of more than 4,000 Tasmanian adults, covered eight local government areas (LGAs), and the balance of Tasmania. The eight LGAs comprised four lower socioeconomic status areas, and four comparator LGAs. This LGA focus is intended to identify whether there are differential impacts of gambling on the basis of LGA characteristics. LGA comparisons were only possible when there were sufficient respondents to specific questions.

1.2 Volume objectives

The scope for the entire project is detailed in Volume 1, with the objectives of this volume detailed in Box 1.1.

Box 1.1

VOLUME 2 SCOPE

Undertake an extensive micro analysis of the social and economic impacts of gambling in a selection of up to four local government areas (LGAs) with particular reference to electronic gaming machines (EGMs) to enable comparisons of gambling impacts in low socio economic areas with suitable control areas. This micro analysis will involve:

- collecting and analysing primary and secondary information and may include such sources as stakeholder and community consultations, surveys, focus groups, and venue observations;
- developing socio economic profiles of each selected region;
- assessing the prevalence of problem gamblers in the selected regions; the proportion of total EGM expenditure by problem gamblers; and the characteristics of EGM play including average bet per spin, duration and frequency of play, and expenditure by problem and recreational gamblers;
- assessing the contributing factors to problem gambling compared to recreational gambling in the selected regions;
- correlating socio-economic profiles with the number of EGMs, EGM expenditure and prevalence of problem gambling;
- correlating socio-economic profiles with health indicators of co-morbidity including mental health, drug and alcohol consumption and overweight/obesity measures; and
- investigating the level of debt experienced by people with gambling problems.

Source: DTF 2010

1.3 Structure of this volume

The remainder of this volume is structured as follows:

- *Chapter 2* — provides a profile on each of the eight local government areas (LGAs) focused on as part of this project;
- *Chapter 3* — survey questionnaire;
- *Chapter 4* — details of the survey analysis methodology;
- *Chapter 5 to Chapter 21* — summarises the results of the survey in 17 separate chapters;
- *Appendix A* — explains how the survey was implemented; and
- *Appendix B* — contains the full questionnaire deployed in the project.

Chapter 2

Local government area profiles

This chapter highlights several socioeconomic characteristics of the eight 'focus' Tasmanian LGAs, including: their Socioeconomic Indexes for Areas (SEIFA) ranking; the number of EGMs operating in the area; educational attainment; and household income data. Other data analysed are taken from the computer-assisted telephone interview (CATI) survey results, and from administrative data on services.

The eight LGAs subject to focused analyses were chosen based on a combination of their SEIFA scores and EGM density. Four LGAs with lower SEIFA scores were chosen to reflect a lower socioeconomic status (Brighton, Break O'Day, Glenorchy and Devonport), while the other four LGAs (Sorell, Circular Head, Launceston and Clarence) had relatively higher SEIFA scores, and provide a comparison. This chapter will identify any observable trends and differences between the two LGA categories, based on the characteristics described above.

2.1 Overview of 'focus' local government areas

Table 2.1 presents an overview of gambling related statistics for the eight focus LGAs and Tasmania, including the number of EGMs, EGM venues, other gambling venues, persons per EGM and adult population.

Table 2.1

OVERVIEW OF FOCUS LOCAL GOVERNMENT AREAS

LGA	EGM number	EGM Venues	Other gambling venues[a]	Persons per EGM	Adult population
Lower SES LGAs					
Brighton	60	2	1	263	15,807
Break O'Day	45	2	2	142	6,410
Glenorchy	270	9	7	165	44,628
Devonport	230	8	5	111	25,518
Comparison LGAs					
Circular Head	50	2	1	166	8,300
Launceston	346	13	8	189	65,548
Sorell	70	3	4	188	13,127
Clarence	165	6	2	316	52,140
Tasmania	**3,658[b]**	**102**	**88**	**137**	**388,829**

Note: [a] 'Other gambling venues' include those venues which provide Keno and TOTE only, and not EGMs. [b] There are also 46 EGMs on the two Spirit of Tasmania ships

Source: Tasmanian Department of Treasury and Finance data http://www.treasury.tas.gov.au/domino/dtf/dtf.nsf/6f7ab9ece723e864ca25728a00129307/9f69f1e9a40fe18bca25735a0000e240?OpenDocument, as at 30 June 2011, Australian Bureau of Statistics, Regional Statistics, Tasmania, 2006 CAT no. 1362.6

There is significant variation between the eight LGAs in terms of population, and the number of EGMs and gambling venues. For example, in the highest socioeconomic LGA, Clarence, there are 316 persons per EGM. In contrast, in the lowest socioeconomic LGA there were 263 persons per EGM.

2.2 Socioeconomic status

SEIFA scores

Table 2.2 ranks all Tasmanian LGAs by their Socioeconomic Indexes for Areas (SEIFA) score. The lower the SEIFA score, and the higher the rank of each LGA, the 'worse-off' the LGA is in terms of socioeconomic status. The eight LGAs that are analysed in detail in this report are bolded and highlighted.

Table 2.2

TASMANIAN LOCAL GOVERNMENT AREAS BY SEIFA SCORE, RANK[a,b]

	Score	Ranking within Tasmania		
		Rank	Decile	Percentile
Brighton (M)	**871**	**1**	**1**	**4**
George Town (M)	895	2	1	7
Break O'Day (M)	**904**	**3**	**2**	**11**
Tasman (M)	908	4	2	14
Derwent Valley (M)	908	5	2	17
West Coast (M)	909	6	3	21
Central Highlands (M)	913	7	3	24
Glenorchy (C)	**920**	**8**	**3**	**27**
Devonport (C)	**922**	**9**	**4**	**31**
Flinders (M)	925	10	4	34
Burnie (C)	928	11	4	37
Waratah/Wynyard (M)	931	12	5	41
Dorset (M)	933	13	5	44
Kentish (M)	936	14	5	47
Southern Midlands (M)	940	15	6	51
Glamorgan/Spring Bay (M)	942	16	6	54
Circular Head (M)	**943**	**17**	**6**	**57**
Huon Valley (M)	945	18	7	61
Launceston (C)	**948**	**19**	**7**	**64**
Central Coast (M)	952	20	7	67
Northern Midlands (M)	962	21	8	71
Sorell (M)	**962**	**22**	**8**	**74**
Latrobe (M)	971	23	8	77
King Island (M)	978	24	9	81
Meander Valley (M)	985	25	9	84
Clarence (C)	**996**	**26**	**9**	**87**
West Tamar (M)	1016	27	10	91
Kingborough (M)	1040	28	10	94
Hobart (C)	1041	29	10	97

Note: [a] The four LGAs shaded dark grey are the 'low SES' LGAs, while the four shaded light grey are the 'comparison' LGAs. [b] Areas designated with (M) are municipalities, while those with (C) are cities.

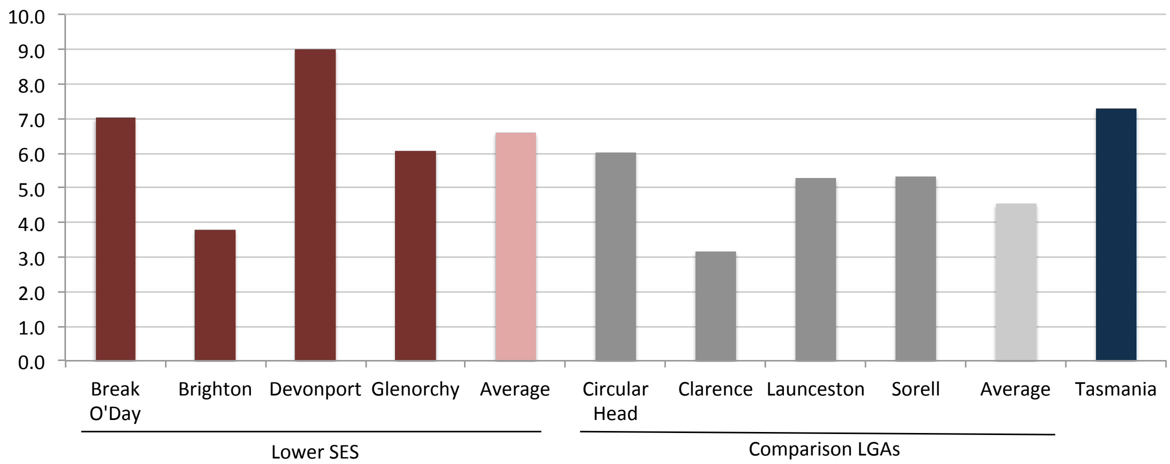
Source: Australian Bureau of Statistics, 2006 CENSUS tables

The SEIFA index used was the Index of Relative Socio-economic Disadvantage, which is derived from Census variables including low income, low educational attainment and unemployment status.

EGMs per 1,000 persons

Figure 2.1 shows the number of EGMs per 1,000 persons in the eight 'focus' LGAs. The two LGAs with the highest EGM density per capita are Break O'Day and Devonport, both in the lower SES group. Two of the LGAs with the lowest EGM density per capita are Sorell and Clarence, which also have the highest SEIFA scores.

Figure 2.1
EGMS PER 1,000 PERSONS, BY LOCAL GOVERNMENT AREA

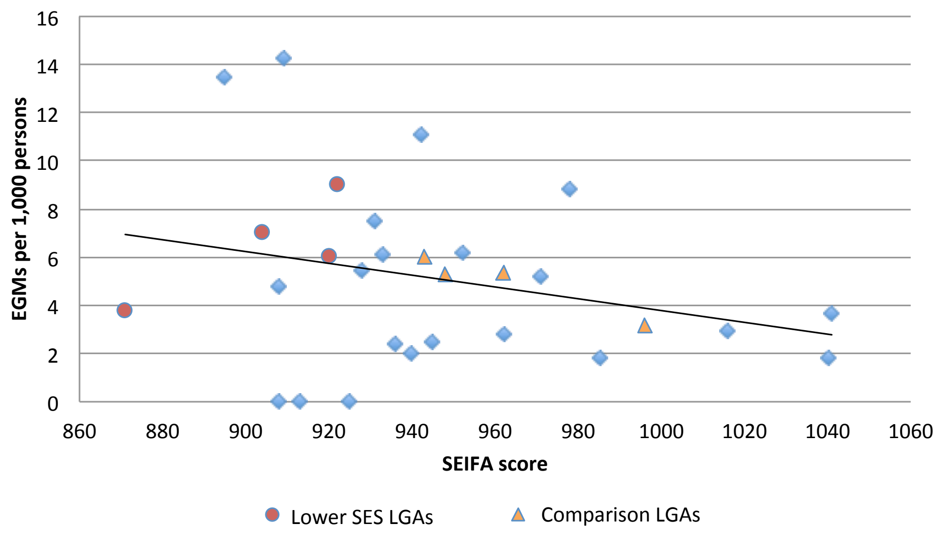


Note: The 'Average' columns are a population weighted average
Source: Tasmanian Department of Treasury and Finance data.

Figure 2.2 analyses the relationship between SEIFA and EGM density. A trend is identified, but this is not statistically significant.

Figure 2.2

RELATIONSHIP BETWEEN SEIFA AND EGM DENSITY, LOWER SES AND COMPARISON LOCAL GOVERNMENT AREA GROUPING



Note: Casino-based EGMs are not included in the above diagram.

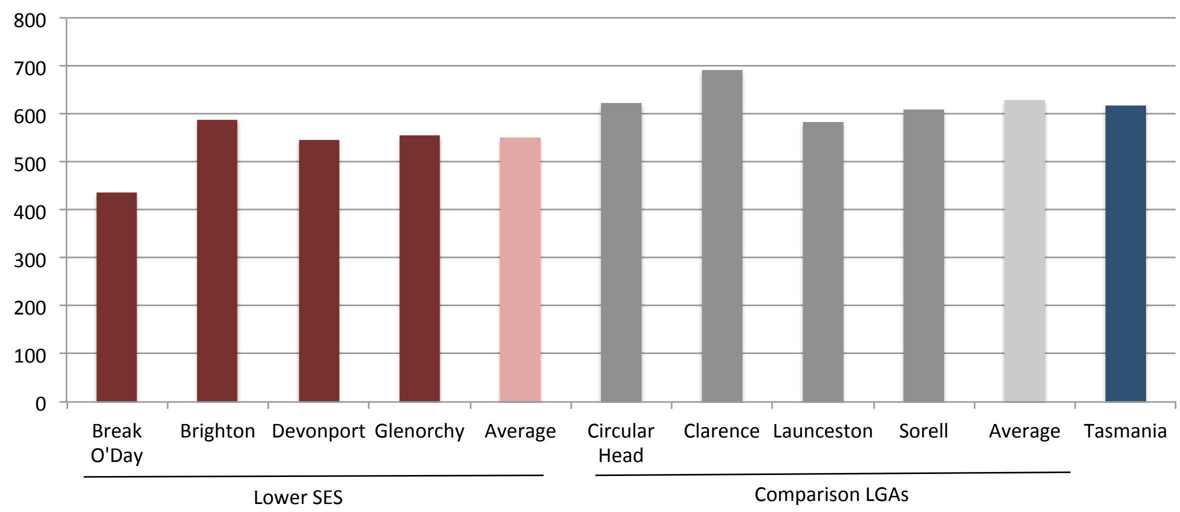
Source: Tasmanian Department of Treasury and Finance data

Household income

Figure 2.3 shows the median gross weekly household income for the eight focus LGAs, as well as Tasmania. The median income for four lower SES LGAs is below the average for Tasmania as a whole, while the median income for the four comparison LGAs is either close to the Tasmanian average, or higher.

Figure 2.3

MEDIAN GROSS WEEKLY HOUSEHOLD INCOME ($), 2006 CENSUS, BY LOCAL GOVERNMENT AREA



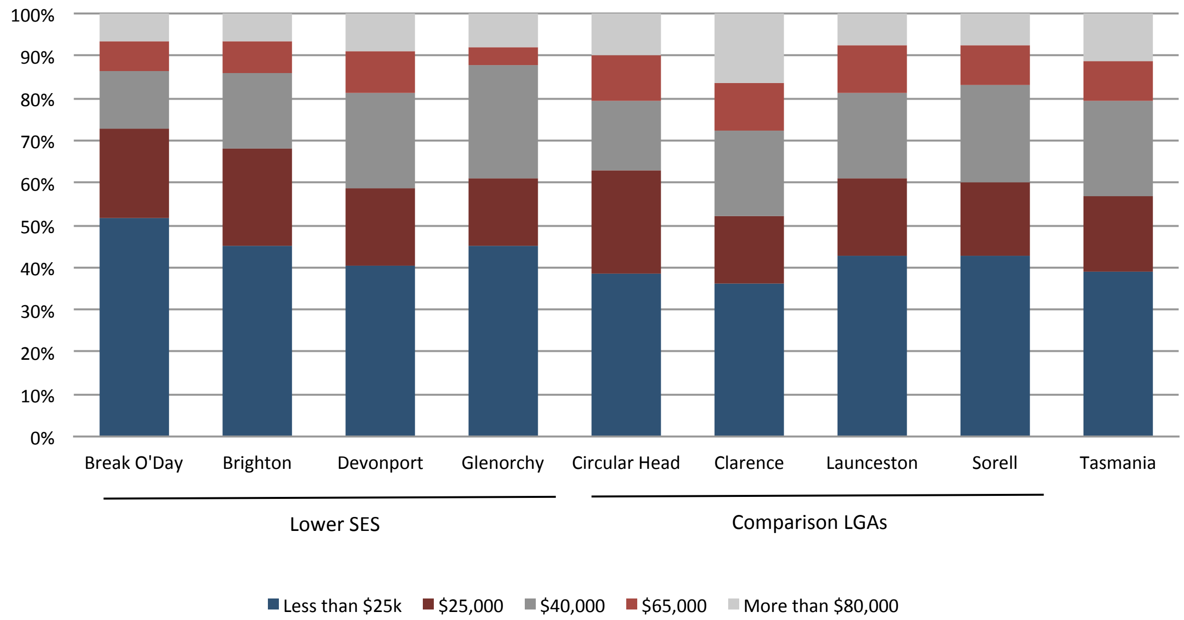
Note: Note: The 'Average' columns are a population weighted average

Source: Australian Bureau of Statistics, Regional Statistics, Tasmania, 2006 CAT no. 1362.6

Figure 2.4 is based on the CATI survey data of the annual income of individuals in each of the eight LGAs. Break O'Day has the highest proportion of individuals earning less than $25,000 per annum, while Clarence has the highest proportion of individuals earning more than $80,000 per annum. Although reporting different measures of income, the survey estimates reported in Figure 2.3 are consistent with that reported in Figure 2.4 and Figure 2.5.

Figure 2.4

PROPORTION OF LOCAL GOVERNMENT AREAS' POPULATION IN VARIOUS INCOME BRACKETS, SURVEY DATA, BY LOCAL GOVERNMENT AREA

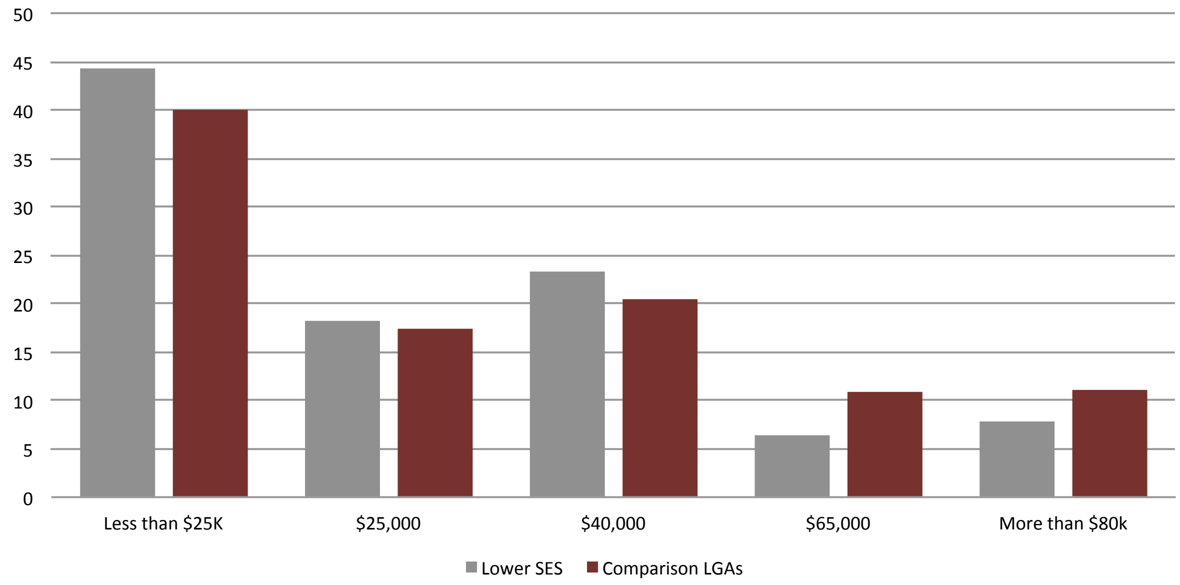


Source: Tasmanian gambling survey 2011

Figure 2.5 is based on the survey data of the annual income of individuals in the two LGA groupings. The data clearly shows that, compared with the comparison LGAs, populations in the lower SES LGAs have a higher proportion of individuals earning less than $25,000 per annum, earning $25,000-$40,000 per annum, and earning $40,000-$65,000 per annum. On the other hand, responses from the Comparison LGAs indicate higher proportions of the population earning $65,000-$80,000 per annum, and above $80,000 per annum.

Figure 2.5

PROPORTION (%) OF POPULATION IN LOWER SES AND COMPARISON LOCAL GOVERNMENT AREA GROUPINGS IN INCOME BRACKETS, SURVEY DATA



Source: Tasmanian gambling survey 2011

2.3 Gambling statistics

Venues and EGMs

Table 2.3 shows a range of gambling related data for each of Tasmania's 29 LGAs, including the number of EGMs, the number of adults per EGM, the number of total gambling venues, and the number of 'other' venues in each LGA.

Table 2.3

TASMANIAN LOCAL GOVERMENT AREA GAMBLING STATISTICS [a,c]

LGA	No. of EGMs	Adults per EGM	No. of EGM venues	No. of other venues[b]
Brighton (M)	**60**	**159**	**2**	**1**
George Town (M)	67	72	3	2
Break O'Day (M)	**45**	**105**	**2**	**2**
Tasman (M)	0	0	0	2
Derwent Valley (M)	48	147	2	3
West Coast (M)	75	50	6	2
Central Highlands (M)	0	0	0	1
Glenorchy (C)	**270**	**123**	**9**	**7**
Devonport (C)	**230**	**79**	**8**	**5**
Flinders (M)	0	0	0	1
Burnie (C)	108	131	4	2
Waratah/Wynyard (M)	106	95	4	1
Dorset (M)	45	117	3	2
Kentish (M)	15	280	1	1
Southern Midlands (M)	12	347	1	1
Glamorgan/Spring Bay (M)	50	68	3	4
Circular Head (M)	**50**	**116**	**2**	**1**
Huon Valley (M)	37	278	2	6
Launceston (C)	**346**	**138**	**13**	**8**
Central Coast (M)	135	116	5	1
Northern Midlands (M)	40	225	2	6
Sorell (M)	**70**	**128**	**3**	**4**
Latrobe (M)	50	132	2	1
King Island (M)	15	87	1	1
Meander Valley (M)	598*	23	4	2
Clarence (C)	**165**	**230**	**6**	**4**
West Tamar (M)	65	239	3	3
Kingborough (M)	60	383	3	3
Hobart (C)	901*	43	8	11
Total	**3,663**	**99**	**102**	**88**

Note: [a] The four LGAs shaded dark grey are the 'low SES' LGAs, while the four shaded light grey are the 'comparison' LGAs.[b] 'Other venues' include those venues which operate Keno and TOTE games only, and not EGMs. [c] Areas designated with (M) are municipalities, while those with (C) are cities * Includes EGMs at casinos.

Source: The Social Research Centre analysis using Australian Bureau of Statistics and Tasmanian Department of Treasury and Finance data http://www.treasury.tas.gov.au/domino/dtf/dtf.nsf/6f7ab9ece723e864ca25728a00129307/9f69f1e9a40fe18bca25735a0000e240?OpenDocument, as at 30 June 2011.

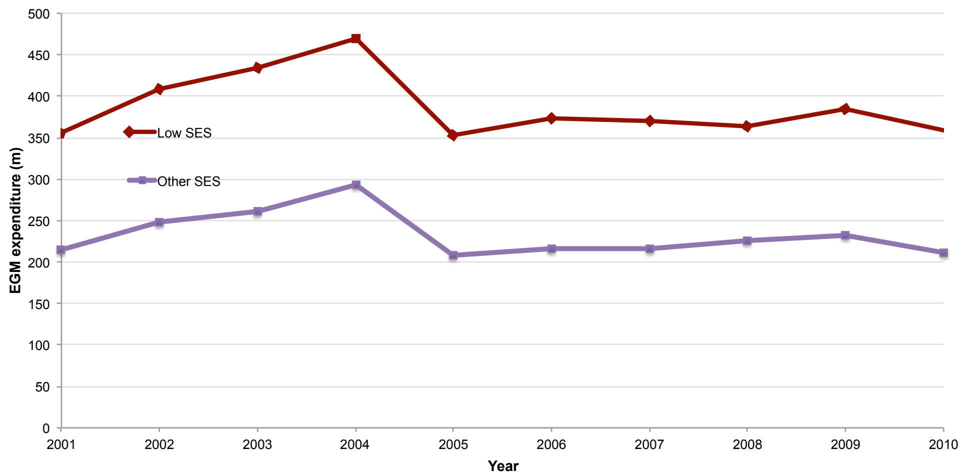
EGM expenditure

EGM expenditure in both the lower SES and comparison LGAs has grown at approximately the same rate over the previous decade (see Figure 2.6).

The drop in expenditure between 2004 and 2005 occurred following the introduction of smoking bans in January 2005. The expenditure trend in these two LGA groupings largely follows that of the whole of Tasmania (see Volume 1).

Figure 2.6

EGM EXPENDITURE PER CAPITA IN LOWER SES AND COMPARISON LOCAL GOVERNMENT AREA GROUPINGS ($M)



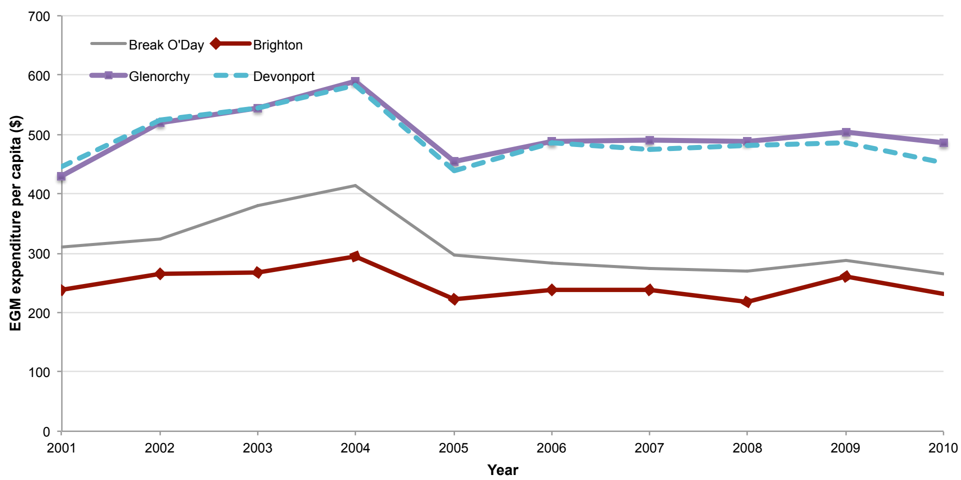
Notes: Figures are expressed in 2009-10 prices

Source: Allen Consulting Group analysis

EGM expenditure per capita in the lower SES LGAs is dominated by that in the larger LGAs of Glenorchy and Devonport (see Figure 2.7). The trend in individual LGAs are quite consistent.

Figure 2.7

EGM EXPENDITURE PER CAPITA IN LOWER SES LOCAL GOVERNMENT AREAS ($ MILLION)



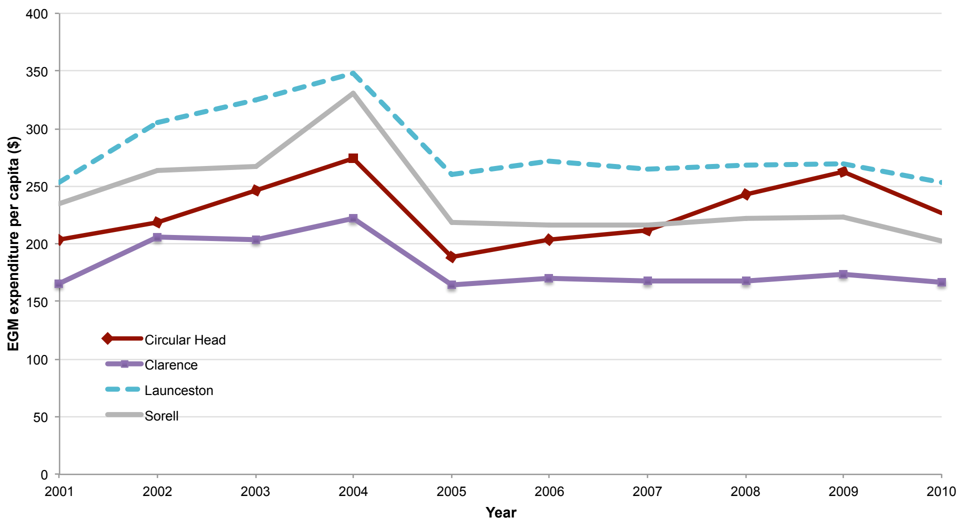
Notes: Figures are expressed in 2009-10 prices

Source: Allen Consulting Group analysis

EGM expenditure per capita in the comparison LGAs is dominated largely by Launceston, though Sorell approached a similar level in 2004, while Circular Head approached this level in 2009 (see Figure 2.8).

Figure 2.8

EGM EXPENDITURE PER CAPITA IN COMPARISON LOCAL GOVERNMENT AREAS ($ MILLION)



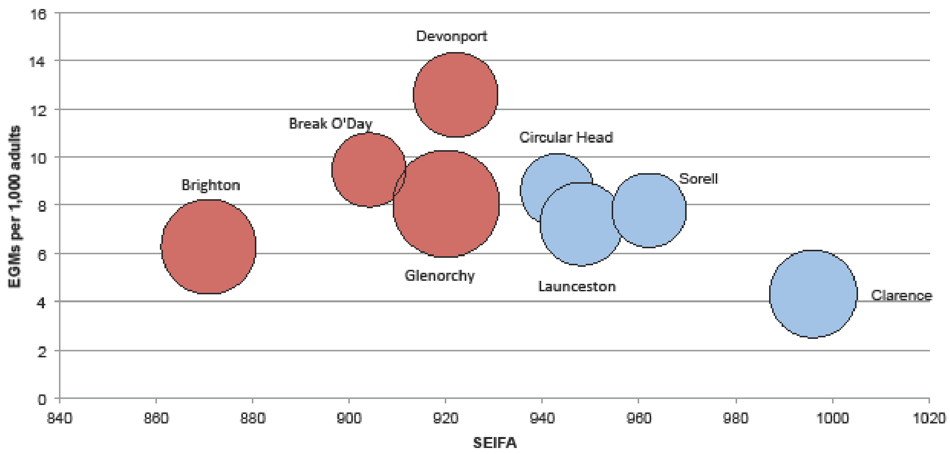
Notes: Figures are expressed in 2009-10 prices

Source: Allen Consulting Group analysis

In each of the lower SES LGAs, EGM expenditure per adult is somewhat higher than that in the comparison SES LGAs. This is depicted by the bubble size in Figure 2.9. Also plotted is EGM density (Y-axis), alongside SEIFA, with a relationship between these two variables not discernible.

Figure 2.9

EGM DENSITY AND SEIFA, ALONGSIDE EGM EXPENDITURE PER ADULT, BY LOCAL GOVERNMENT AREA



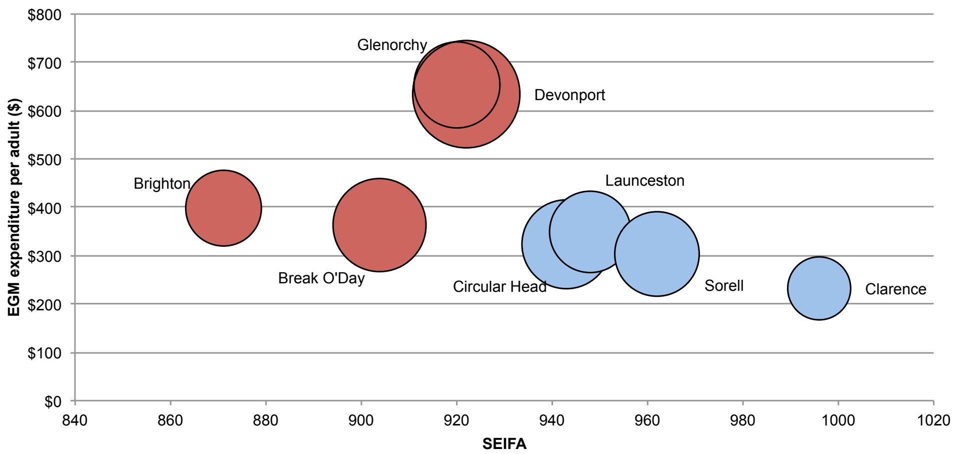
Note: Bubble size represents EGM expenditure per adult in each LGA. Low SES LGAs are in maroon. Comparison LGAs are in blue.

Source: Allen Consulting Group analysis

The relationship between EGM expenditure, density and SEIFA is more apparent in Figure 2.10. In this figure, the bubble size represents EGMs per 1,000 adults.

Figure 2.10

EGM EXPENDITURE PER ADULT AND SEIFA, ALONGSIDE EGM DENSITY, BY LOCAL GOVERNMENT AREA



Note: Bubble size represents EGMs per 1,000 adults in LGA. Low SES LGAs are in maroon. Comparison LGAs are in blue.

Source: Allen Consulting Group analysis

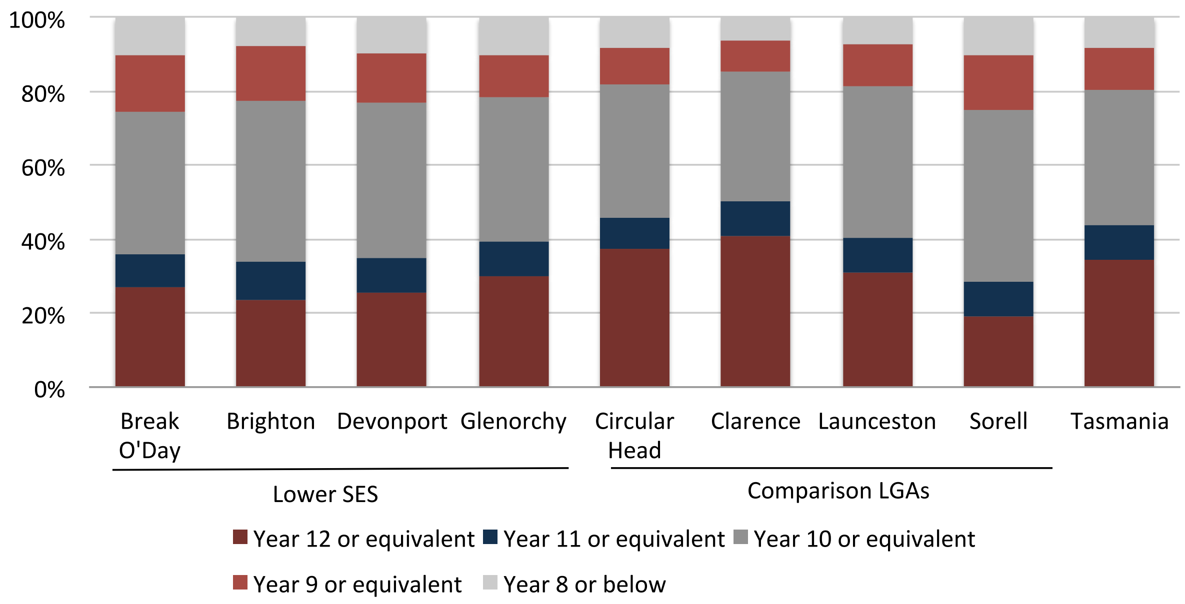
2.4 Educational attainment

Highest year of school completed

Figure 2.11 shows the estimated distribution of persons in each LGA on the basis of the highest year of school completed. With the exception of Circular Head, there appears to be a relationship between the proportion of an LGA's population having completed Year 12, and higher SEIFA scores. As is shown below, the proportion of persons having completed Year 12 in Launceston and Clarence is around 33 per cent and 37 per cent respectively, while in Brighton and Break O'Day, the figures are around 21 per cent and 23 per cent respectively.

Figure 2.11

HIGHEST YEAR OF SCHOOL COMPLETED, 2006 CENSUS, BY LOCAL GOVERNMENT AREA



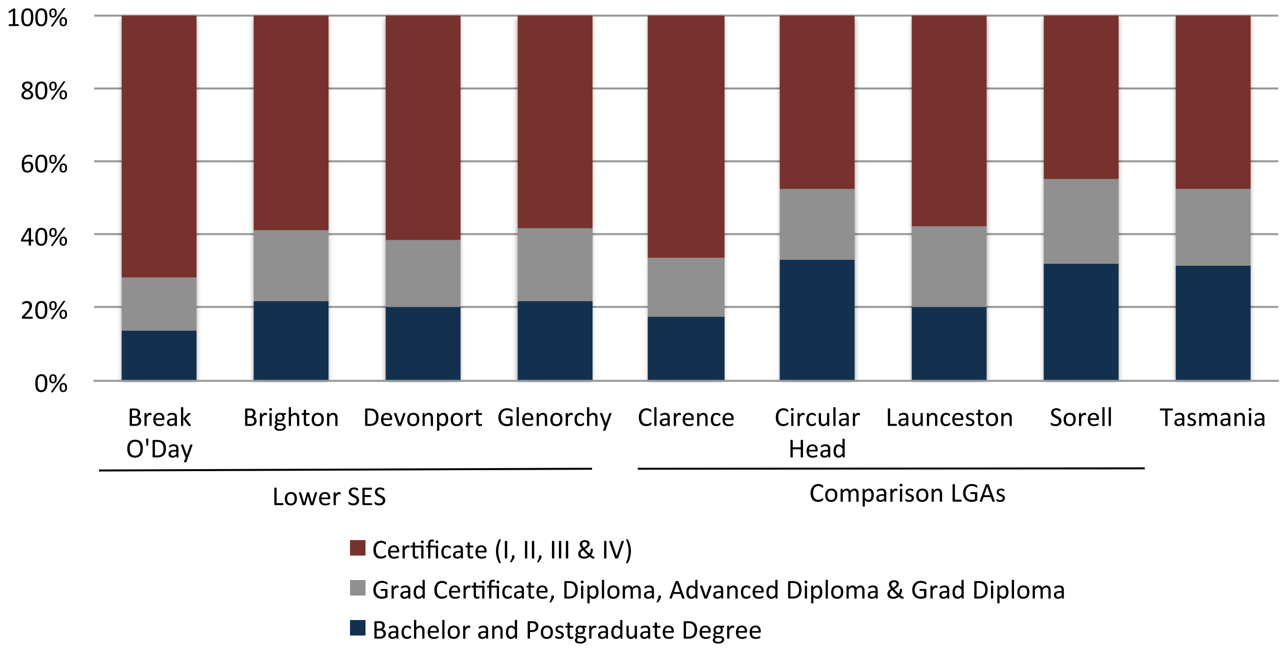
Source: Australian Bureau of Statistics, 2006 CENSUS tables

Post-school educational attainment

Figure 2.12 illustrates the distribution of post-school education attainment in each LGA. The most significant observable difference between the low SES and comparison LGA groups is the proportion of post-school educational attainment at the Bachelor and Postgraduate degree levels. As shown, the proportion of post-school educated persons in Brighton and Break O'Day at this level is significantly lower than the Tasmanian average. However, this proportion is much larger in Launceston and Clarence: the two areas with the highest SEIFA score. The variation in most of the other categories between the two groups is less obvious, though Launceston and Clarence clearly have a smaller proportion of post-school educated individuals at the Certificate III and IV levels than the lower SES LGAs.

Figure 2.12

POST-SCHOOL EDUCATIONAL ATTAINMENT, 2006 CENSUS, BY LOCAL GOVERNMENT AREA



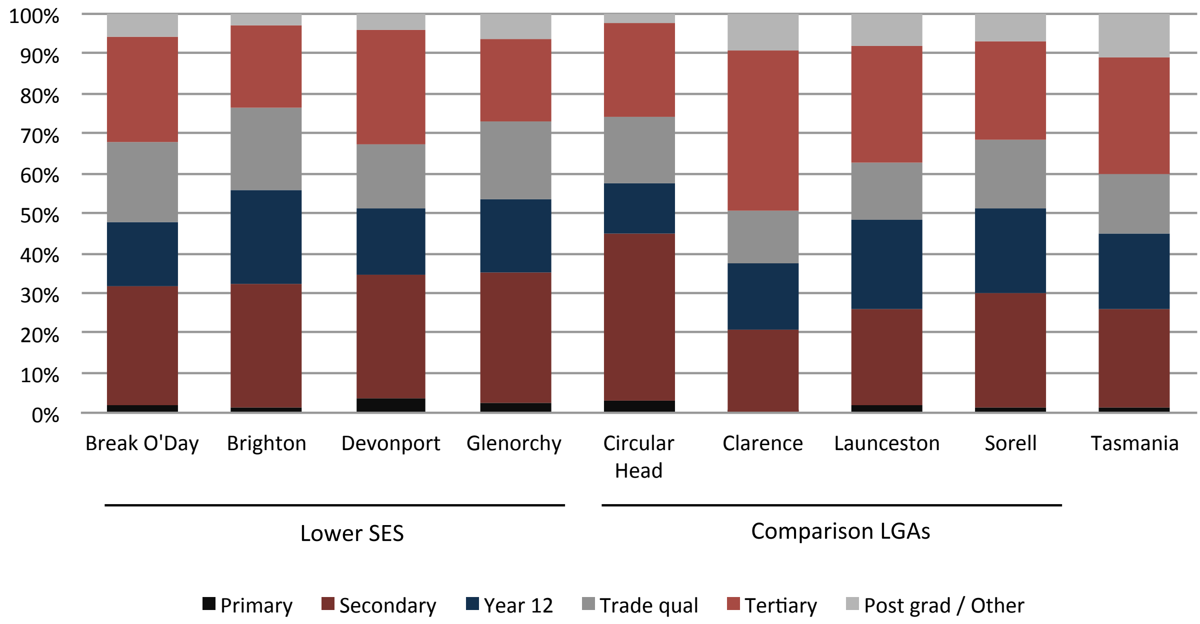
Source: Australian Bureau of Statistics, 2006 CENSUS tables

Highest educational attainment

Figure 2.13 shows the highest education attainment of individuals in each of the eight LGAs, based on the survey data. While the comparison LGAs generally appear to have a higher proportion of individuals with a postgraduate education, it is not the case across the board. For example, the level of postgraduate attainment in Brighton is comparable to Sorell, and in fact higher than Circular Head. Also, the proportion of individuals educated at the tertiary level is considerably higher in Clarence than any other LGA, which makes it appear that the comparison LGAs as a whole perform much better in this area. However, the proportion of the population educated to the tertiary level in Break O’Day and Brighton is similar to the other three comparison LGAs.

Figure 2.13

HIGHEST LEVEL OF LGA EDUCATION ATTAINMENT, SURVEY DATA, BY LOCAL GOVERNMENT AREA

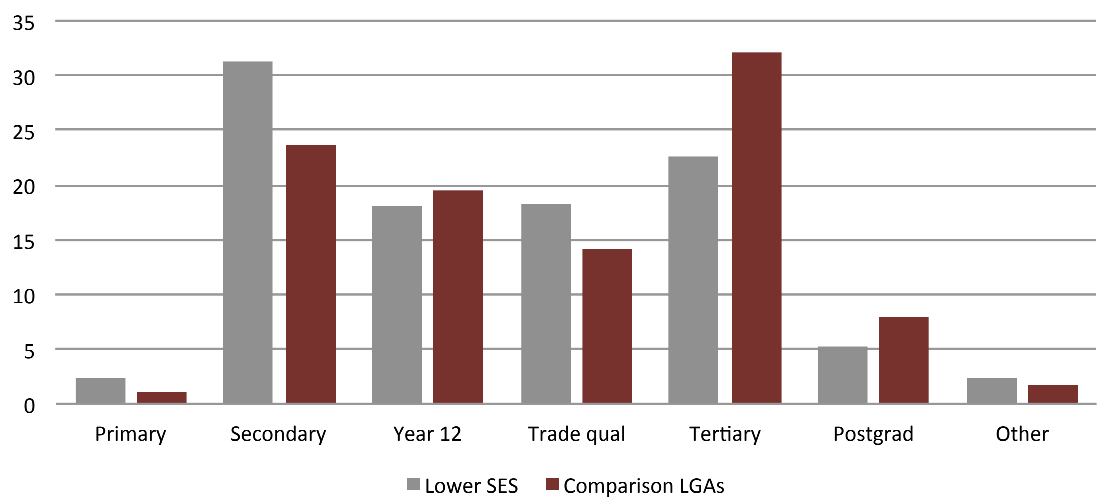


Source: Tasmanian gambling survey 2011

Figure 2.14 shows the above data aggregated into the two LGA groupings — lower SES and comparison LGAs. When comparing the average proportions in each category, it is clear that the comparison LGAs have a higher proportion of their populations educated to tertiary and postgraduate levels, while the lower SES LGAs have more people who have attained a trade qualification and secondary and primary levels.

Figure 2.14

HIGHEST LEVEL OF LGA GROUPING EDUCATION ATTAINMENT, SURVEY DATA, LOWER SES AND COMPARISON LOCAL GOVERNMENT AREA GROUPINGS (PER CENT)



Source: Tasmanian gambling survey 2011

2.5 Employment

Figure 2.4 shows the predominant occupations and industries of employment, and the proportion of each, in the eight focus LGAs and Tasmania as a whole. Tasmania's predominant industry of employment is school education. This is reflected in six of the eight LGAs analysed, in which it was also the predominant industry of employment. The predominant occupation in Tasmania is 'Professional', with 17.5 per cent of workers identifying as such. However, this is not the predominant occupation in any of the four lower SES LGAs.

Table 2.4

PREDOMINANT OCCUPATION AND INDUSTRY OF EMPLOYMENT (% OF POPULATION), 2006 CENSUS, BY LOCAL GOVERNMENT AREA

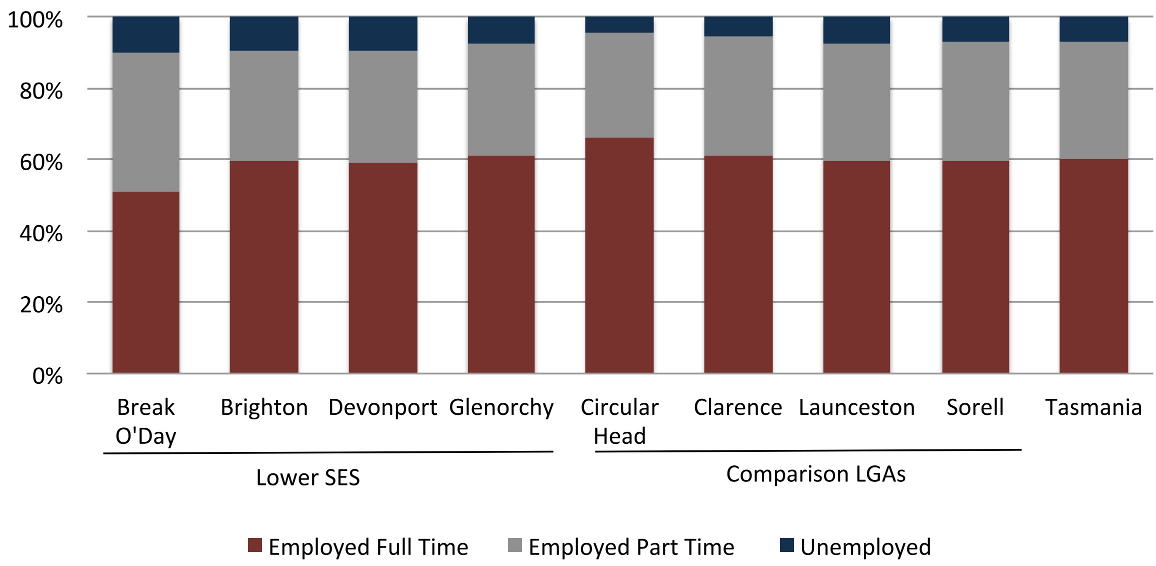
LGA	Occupation (%)	Industry of employment (%)
Brighton	Labourer (17.3%)	Supermarket and grocery stores (3.8%)
Break O'Day	Manager (18.8%)	School education (7.3%)
Glenorchy	Clerical and admin (17.8%)	School education (3.9%)
Devonport	Technician and trade workers (16.1%)	School education (6.1%)
Circular Head	Technician and trade workers (16.9%)	Dairy cattle farming (12%)
Launceston	Labourer (25.6%)	School education (5.7%)
Sorell	Professional (18.2%)	School education (3.8%)
Clarence	Professional (19.8%)	School education (6.2%)
Tasmania	**Professional (17.5%)**	**School education (2.2%)**

Source: Australian Bureau of Statistics, 2006 CENSUS tables

Figure 2.15 shows the labour force status, by proportion, of individuals in each of the eight focus LGAs and Tasmania, and is based on 2006 CENSUS data. As shown, unemployment is generally higher in the four lower SES LGAs than in the comparison LGAs and Tasmania as a whole.

Figure 2.15

LABOUR FORCE STATUS, 2006 CENSUS, BY LOCAL GOVERNMENT AREA

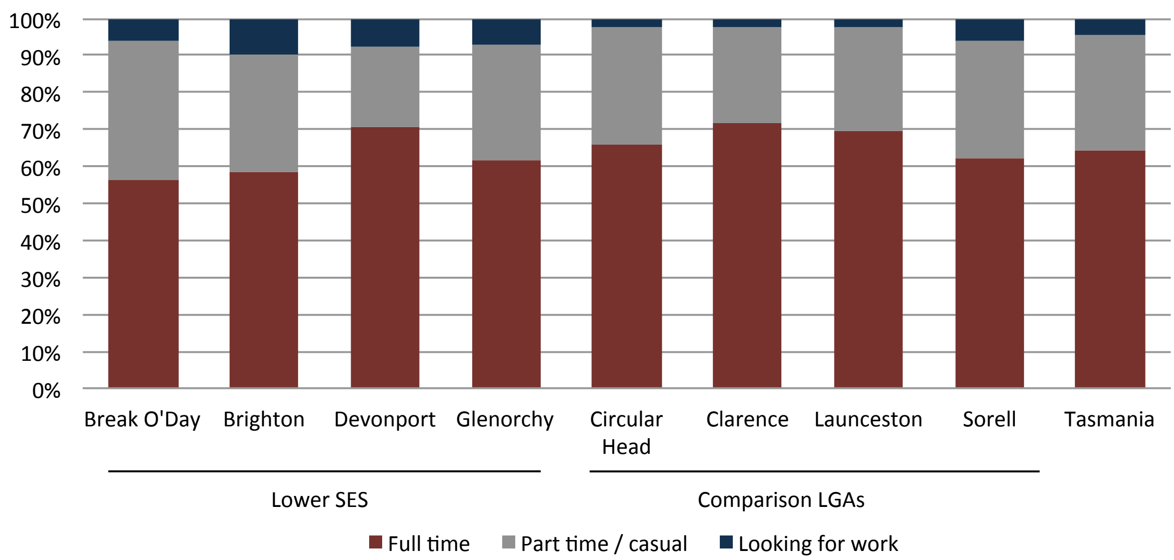


Source: Australian Bureau of Statistics, 2006 CENSUS tables

Figure 2.16 shows the labour force status of participating individuals in the eight LGAs and Tasmania, based on the CATI survey results rather than the CENSUS data. The results obtained are similar to those of the 2006 CENSUS — roughly 60-70 per cent of labour market participants are employed full time, around 30 per cent are employed part time, and 5-10 per cent are unemployed. Brighton and Break O'Day have the lowest rate of full time employment.

Figure 2.16

LABOUR FORCE STATUS, SURVEY DATA, BY LOCAL GOVERNMENT AREA

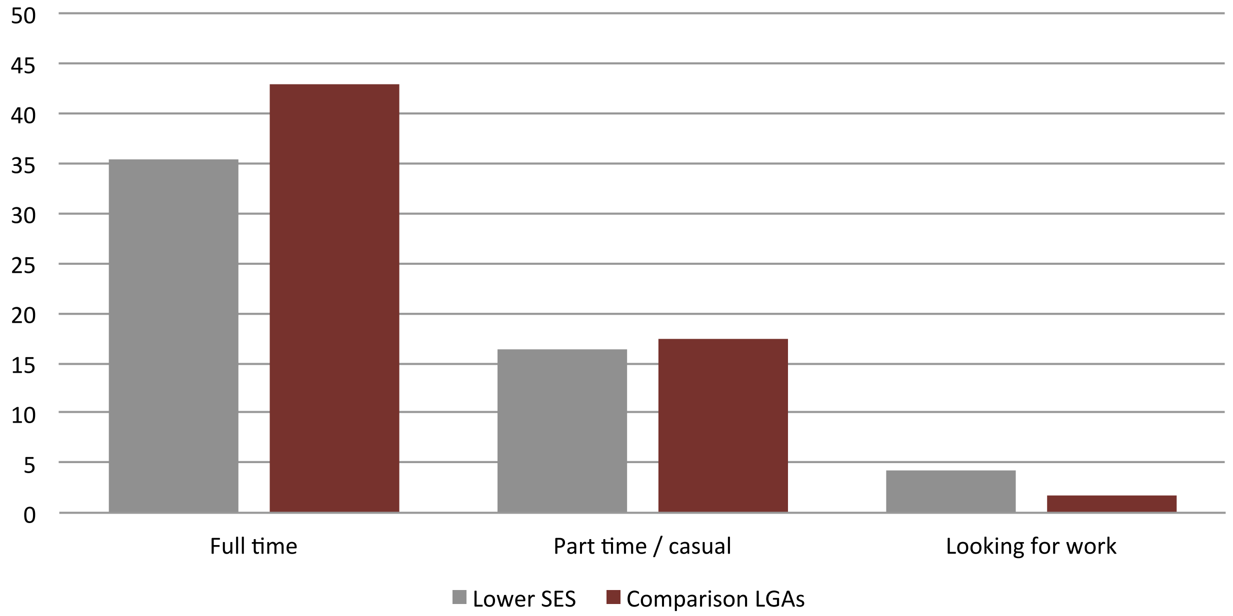


Source: Tasmanian gambling survey 2011

Figure 2.17 shows the labour force status of participating individuals at the LGA grouping level. The lower SES LGAs have a noticeably lower proportion of full time employed individuals, and a higher proportion of unemployed individuals. Both groupings have a similar proportion of individuals employed part time and casually.

Figure 2.17

LABOUR FORCE STATUS, SURVEY DATA, LOWER SES AND COMPARISON LOCAL GOVERNMENT AREA GROUPINGS (PER CENT)



Source: Tasmanian gambling survey 2011

2.6 Gambling support service uptake

In Volume 1 (Chapter 4) of this study, a summary is provided of the uptake and characteristics of face-to-face gambling support service provision in Tasmania. The structure, funding source and nature of the activities of support service providers is also outlined. This final section outlines similar information for the eight focus LGAs about the uptake and characteristics of gambling support service provision.

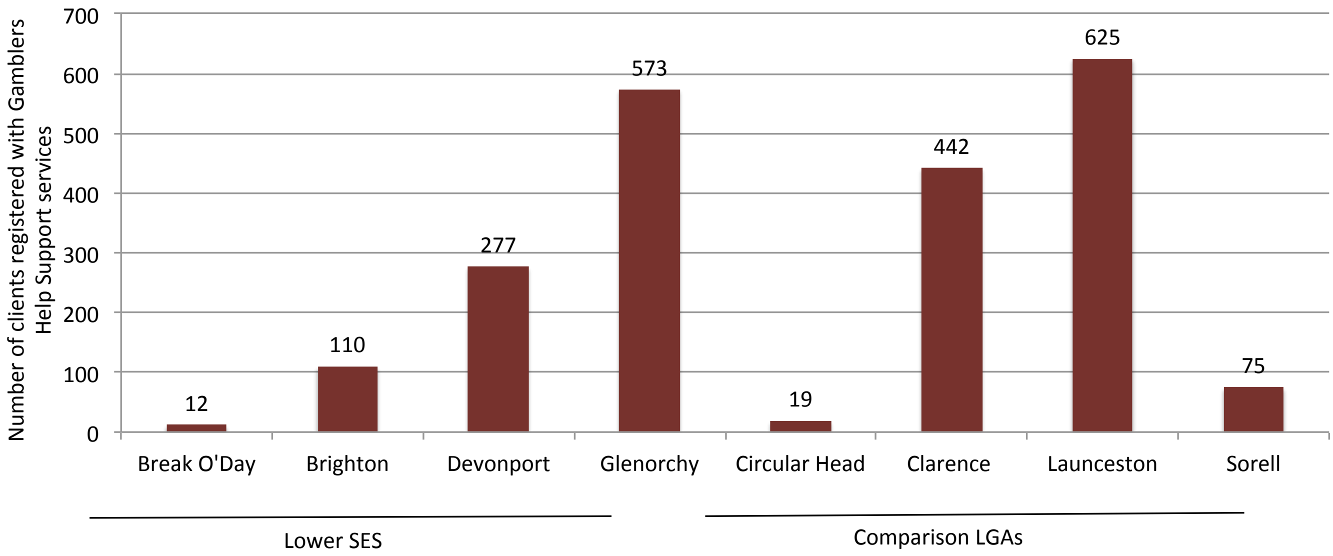
The data, provided to the study by the Tasmanian Department of Health and Human Services (DHHS), makes available an outline of the amount and characteristics of gambling support service provision in these LGAs for the period 1 July 2000 to 30 June 2010. Client data from the Gamblers Helpline is included only in relation to the referrals made to face-to-face counselling. No other data relating to the Gamblers Helpline or online services was available.

Registrations and treatment

Figure 2.18, outlines the number of clients who registered with Gamblers Help support services, from 1 July 2000 to 30 June 2010, in each of the eight focus LGAs. The numbers vary greatly between the different LGAs, which is to be expected given the differences in the size of the local populations.

Figure 2.18

REGISTRATIONS FOR FACE-TO-FACE GAMBLING SUPPORT SERVICES, 2000 TO 2010, BY LOCAL GOVERNMENT AREA



Source: DHHS provided data, 2011.

However, there are still some variations when the lower SES LGAs are compared with the comparison LGAs with a similar population size.

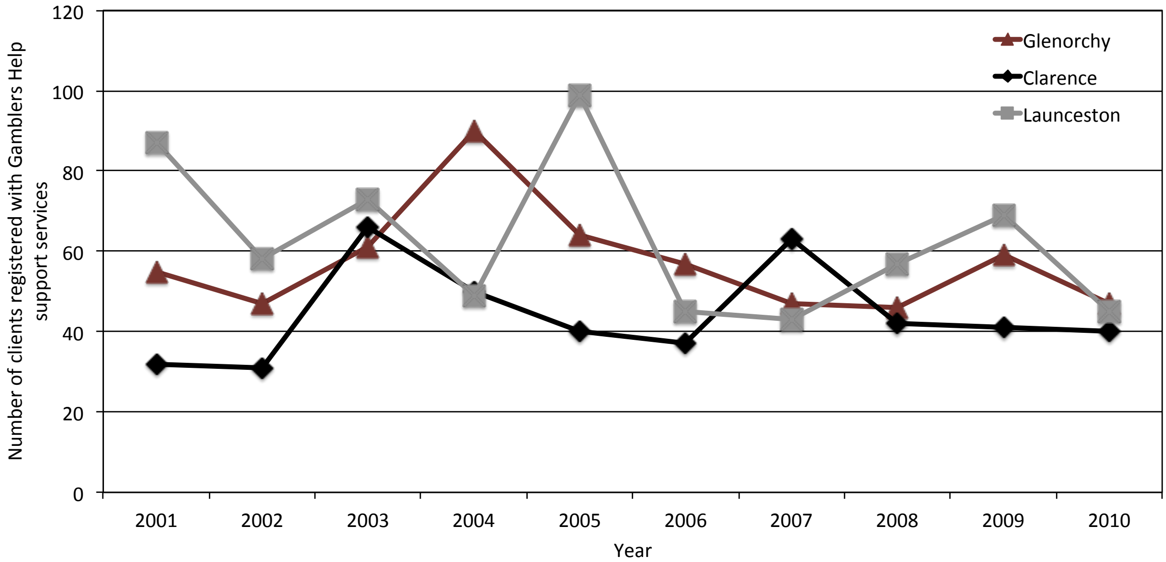
As outlined in Table 2.1, Glenorchy has an adult population of 44,628 and Clarence and Launceston, 52,140 and 65,648, respectively. Figure 2.19 highlights the number of clients registered in these three LGAs, each year, over the ten-year period. Glenorchy, a lower SES LGA with a lower population LGA than Clarence and Launceston, consistently has generally higher numbers of registered clients than the other LGA counterparts, representing a higher proportion of the population seeking support services. Glenorchy is also the LGA with the highest number of EGMs per person.

The result is similar for the lower SES LGAs of Devonport and Brighton — they have a higher number of clients registered with support services than their comparison LGAs. The exception are Break O'Day and Circular Head; however, numbers are very low in both these areas, and Break O'Day was highlighted in consultation to be mainly a holiday destination town, with its significant retiree population.

Figure 2.19 also highlights the variability in clients seeking assistance each year. All LGAs have significant variations in the number of clients registered year-to-year. Further, the years where client numbers peak and trough differs between the LGAs. DHHS advises that some variation in intake levels may be attributable to problem gambling awareness campaigns.

Figure 2.19

REGISTERED CLIENTS BY YEAR, 2000 TO 2010, CLARENCE, GLENORCHY AND LAUNCESTON LOCAL GOVERNMENT AREAS



Note: Year refers to financial year, e.g. 2001 = July 2000 to June 2001.

Source: DHHS provided data, 2011.

Number of counselling sessions per client

In both lower SES and comparison LGAs, the overwhelming majority of clients received from one to five counselling sessions, followed by six to ten sessions. The number of sessions clients had across the period, by LGA, are summarised in the table below.

Table 2.5

PERCENTAGE (%) OF CLIENTS THAT RECEIVED A CERTAIN NUMBER OF FACE-TO-FACE COUNSELLING SESSIONS, 2000 TO 2010, BY LOCAL GOVERNMENT AREA

Number of face-to-face counselling sessions received by client	Lower SES LGAs				Comparison LGAs			
	Break O'Day	Brighton	Devonport	Glenorchy	Circular Head	Clarence	Launceston	Sorell
	n=12	n=110	n=277	n=544	n=19	n=443	n=625	n=75
0*	0%	5.8%	1.8%	5.3%	0%	4%	0.6%	4.2%
1 to 5	**75%**	**76%**	**79%**	**69.1%**	**79%**	**71.8%**	**72%**	**65.3%**
6 to 10	8.3%	8.7%	11%	16.4%	5.3%	16.2%	17.2%	25%
11 to 15	8.3%	6.7%	4.4%	7%	15.8%	4%	4.8%	5.6%
16 to 20	0%	6.7%	1.8%	1.8%	0%	2.8%	2.9%	2.8%
21 to 30	8.3%	0%	2.21%	2.6%	0%	1.9%	1.8%	1.4%
More than 30	0%	1.9%	1.5%	3.1%	0%	3.3%	1.3%	0%

*A count of zero indicates that a client registered with a service but did not intend any sessions.

Source: DHHS provided data 2011.

The data in the above table are limited in that there is no measure of the outcome of the support sessions — with there no indication of whether their problems were resolved or reduced after the interventions.

Data relating to the total number of support activities undertaken in the LGAs over the period were unavailable at the LGA level.

Demographics of service clients

Gender

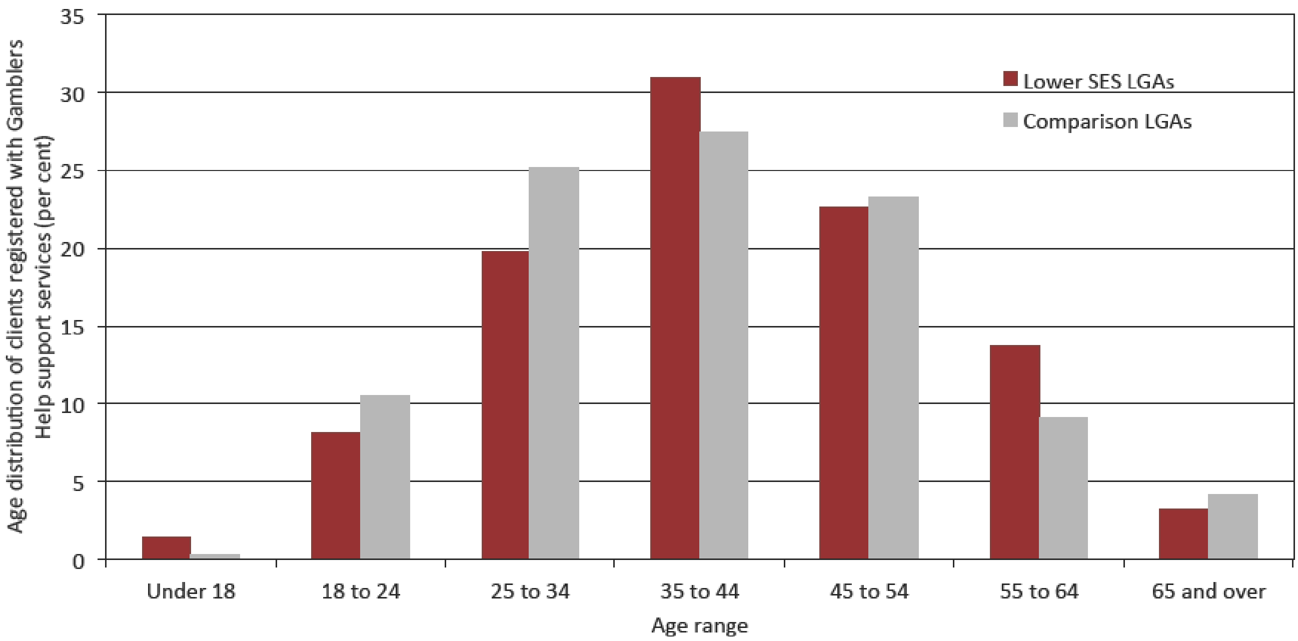
For all eight LGAs, with the exception of Clarence with a 50:50 split, the majority of service clients was female. The proportion of service clients that was female in any one LGA ranged from 57 per cent to 83 per cent. As outlined in Volume 1, there are two findings from this data — problems associated with gambling are not confined to men, as traditionally thought, and women may be more likely to seek help than their male counterparts when experiencing problems associated with gambling.

Age

Figure 2.20 highlights the age distribution of the clients accessing services. Not all clients registered a valid date of birth; therefore, not all clients are included in this figure.

Figure 2.20

AGE DISTRIBUTION OF CLIENTS ACCESSING GAMBLING SUPPORT SERVICES, 2000 TO 2010, LOWER SES AND COMPARISON LOCAL GOVERNMENT AREA GROUPINGS



Source: DHHS provided data 2011.

Across the eight LGAs, the age distribution of clients is quite similar. As Figure 2.20 highlights, clients were more likely to be in the 35-44 age category, followed by those in the 25-34 and 45-64 age categories, respectively. This is consistent with the statewide data outlined in Volume 1.

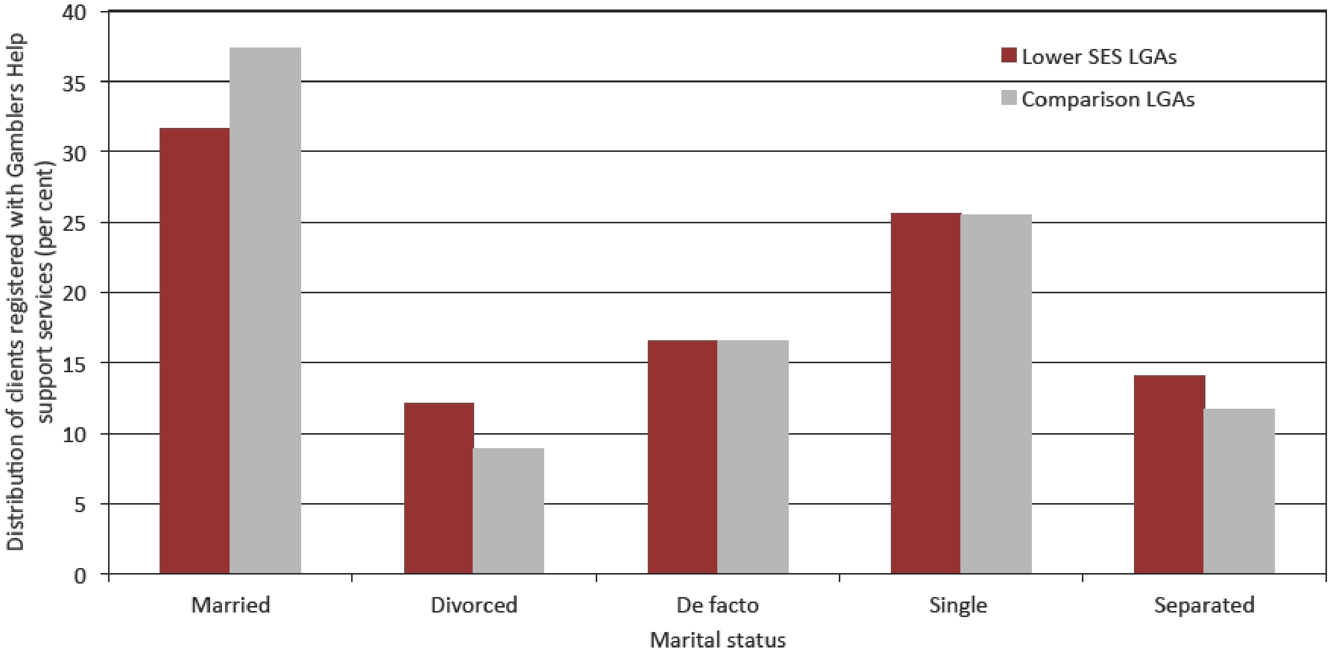
Again, the data support comments made by support service providers in consultations. A number of support services providers outlined that younger people are unlikely to access support services, despite perceptions of rising prevalence in this age group of problem or moderate risk gambling behaviour.

Marital status

As highlighted in Volume 1, family and relationship breakdown is a social cost that is often associated with problem gambling behaviour. Figure 2.21 highlights the marital status of clients registered with support service providers in the low SES and comparison LGAs. Where the marital status of a client was cited as unknown they have been excluded from the data. The distribution of client marital status for each individual LGA is also consistent with the pattern for the corresponding category of LGAs.

Figure 2.21

MARITAL STATUS OF CLIENTS RECEIVING FACE-TO-FACE GAMBLING SUPPORT SERVICES, 2000 TO 2010, LOWER SES AND COMPARISON LGA GROUPINGS



Source: DHHS provided data 2011.

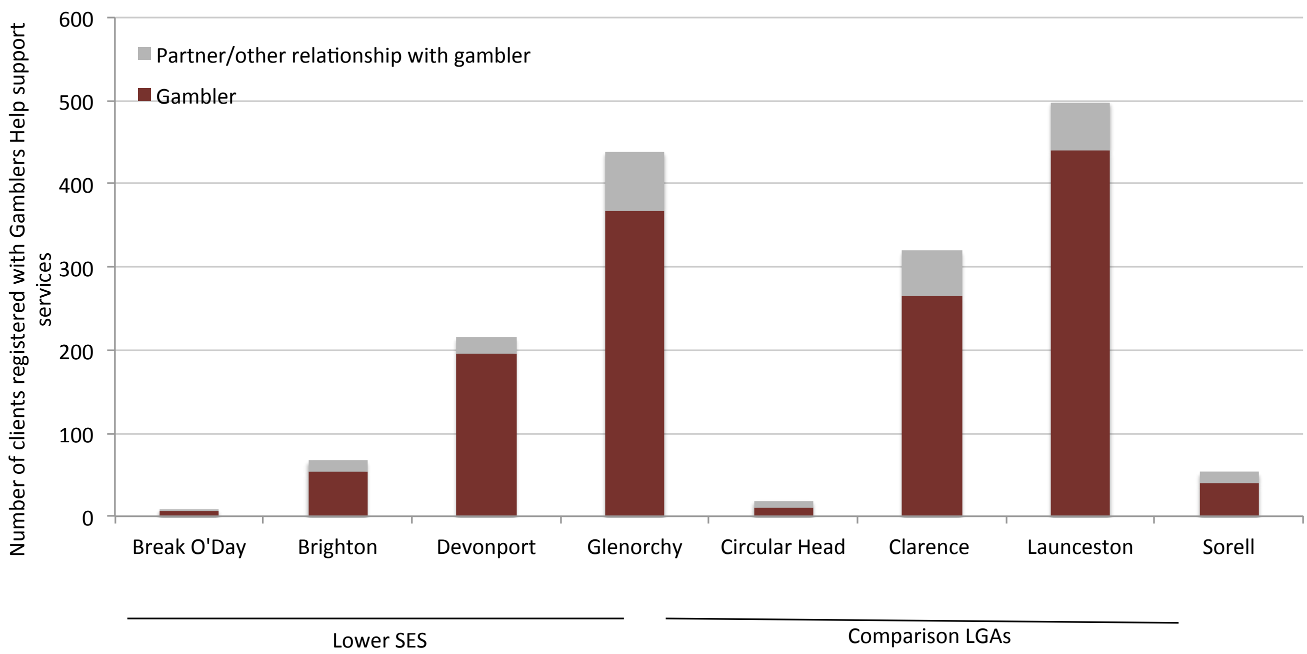
As can be seen in Figure 2.21, those in the lower SES LGAs were more likely than their comparison LGA counterparts to be divorced. The majority of clients for all LGAs were, however, married.

Further, as is also discussed in Volume 1, problem gambling has significant ‘ripple effects’ in that it affects both the problem gambler and those around them. As highlighted in Figure 2.22 below, a significant proportion of those clients who accessed support services in the eight focus LGAs during this period were partners of, or those having another type of relationship with, a problem gambler and not the problem gambler themselves.

Those clients for whom the client type was unknown are excluded from the data.

Figure 2.22

WHO ACCESSES GAMBLING SUPPORT SERVICES, 2000 TO 2010, BY LOCAL GOVERNMENT AREA



Source: DHHS provided data 2011.

Form of gambling that is the cause of problems, and length of time client has experienced difficulties associated with problem gambling

The forms of gambling that cause problems

It is consistent across all eight focus LGAs that the majority of clients reported experiencing problems from playing EGMs at hotels or clubs, followed by problems from having played EGMs at casinos or from TAB/races wagering.

Those LGAs in closer proximity to casinos are also more highly associated with casino EGMs being the form of gambling resulting in problems than TOTE/race wagering. For Break O'Day and Circular Head, gamblers must travel a significant distance to visit a casino — it is unsurprising that the results for EGMs in casinos are lower in both these LGAs.

These findings support comments provided by stakeholders during the course of this study — in particular, support service providers, CATI survey participants and local government representatives — that EGMs are the form of gambling most commonly associated by stakeholders with 'problem gambling'. Moreover, the accessibility of EGMs in local hotels and clubs was pointed out as a particular issue by stakeholders. This perspective is supported by the data presented here, with clients largely reporting EGMs in hotels or clubs as being a cause of their problems, rather than EGMs located in casinos.

The results for each form of gambling by LGA (expressed as a percentage of the total count for all gambling forms) are provided in Table 2.6. Not all clients responded to this question; therefore, the sample size for each LGA is provided.

Table 2.6

FORM OF GAMBLING CITED AS THE SOURCE OF CLIENT PROBLEMS (% OF CLIENTS), 2000 TO 2010, BY LOCAL GOVERNMENT AREA

Gambling form	Lower SES LGAs				Comparison LGAs			
	Break O'Day	Brighton	Devonport	Glenorchy	Circular Head	Clarence	Launceston	Sorell
	n=8	n=53	n=219	n=194	n=14	n=271	n=474	n=44
EGMs at casinos	8.3%	13.2%	8.3%	27.9%	0%	32.0%	39.5%	28.7%
EGMs in hotels/clubs	**50%**	**41.5%**	**69.0%**	**53.1%**	**65.1%**	**42.5%**	**53.5%**	**43.8%**
Casino gaming tables	0%	0%	0%	3.5%	0%	4.4%	5.4%	1.4%
Raffles/Bingo	0%	0%	0.4%	0.4%	0%	0.7%	1.0%	0%
Lotteries/Xlotto/Powerball	0%	0%	1.4%	1.8%	0%	1.3%	1.4%	2.7%
Keno	8.3%	0.9%	3.2%	6.3%	10.5%	6.2%	5.4%	8.2%
TAB/Races	16.6%	7.5%	9.4%	10.9%	15.7%	14.0%	11.2%	15%
Card games	0%	0%	1.1%	0.7%	0%	1.8%	0.8%	1.4%
Other	0%	0%	0.7%	0.7%	0%	1.3%	1.4%	0%

Source: DHHS provided data 2011.

Time horizon of gambling problems

The data in Table 2.7 highlight how long clients had been experiencing difficulties associated with gambling prior to seeking assistance by support service providers.

Most of the clients accessing gambling support services in the eight focus LGAs indicated that on entering the service, their gambling had been causing them problems for less than three months (see Table 2.7).

This finding is consistent between lower SES and comparison LGAs; however, it is not consistent with the statewide finding outlined in Volume 1. The statewide results found that 30.3 per cent of clients accessing gambling support services reported that their gambling had been causing them problems for approximately two to five years. A further 20.2 per cent reported having experienced problems from gambling for five to ten years, and 19.1 per cent for more than ten years.

Support service providers outlined in consultations undertaken as part of this study that problem gamblers often only seek assistance long after they have begun experiencing harms, and when they 'hit rock bottom'. The statewide results are consistent with this. For the eight focus LGAs, however, most clients either accessed services immediately or only after many years of problem gambling.

It is possible that in lower SES LGAs, clients may access support earlier because lower disposable incomes may hasten the emergence of financial repercussions from gambling. However, the fact that those clients in relatively higher socioeconomic areas are also accessing support earlier goes against this finding.

Table 2.7

PERIOD OF TIME CLIENTS HAD BEEN EXPERIENCING DIFFICULTIES ASSOCIATED WITH GAMBLING PRIOR TO SEEKING SUPPORT SERVICES (% OF CLIENTS), 2000 TO 2010, BY LOCAL GOVERNMENT AREA

Length of time gambling has been causing a problem for the client prior to accessing support	Lower SES LGAs				Comparison LGAs			
	Break O'Day	Brighton	Devonport	Glenorchy	Circular Head	Clarence	Launceston	Sorell
	n=12	n=110	n=277	n=573	n=19	n=442	n=625	n=75
Less than 3 months	**41.7%**	**62.8%**	**35%**	**46.3%**	**47.4%**	**48.2%**	**48%**	**50.7%**
3 to 6 months	0%	0.9%	1.4%	0.9%	0%	0.9%	2.6%	0%
6 to 12 months	8.3%	0.9%	3.6%	1.2%	0%	1.4%	1.8%	0%
1 to 2 years	0%	4.6%	5.1%	4.7%	15.8%	2.5%	5.6%	0%
2 to 5 years	8.3%	2.7%	11.2%	8.1%	5.3%	9.5%	8.6%	9.3%
5 to 10 years	33.3%	10%	22.4%	16.8%	10.5%	15.4%	14.1%	21.33%
10 years or more	8.3%	18.2%	21.3%	22.2%	21.1%	22.2%	19.4%	18.7%

Source: DHHS provided data 2011.

As outlined previously in this chapter, for the eight focus LGAs the large majority of clients are female. The statewide average is more evenly distributed, with 44.2 per cent of clients being male and 55.8 per cent being female.

Referral source

Figure 2.23 summarises the source from which clients were referred to, or became aware of, Gamblers Help services. The results are expressed as a percentage of all referral sources for lower SES and comparison LGA groups.

As can be seen, the most common referral sources are 'other', the Gambling Helpline, and family, friend or neighbour. 'Other' includes, among others, church and religious groups and cultural organisations.

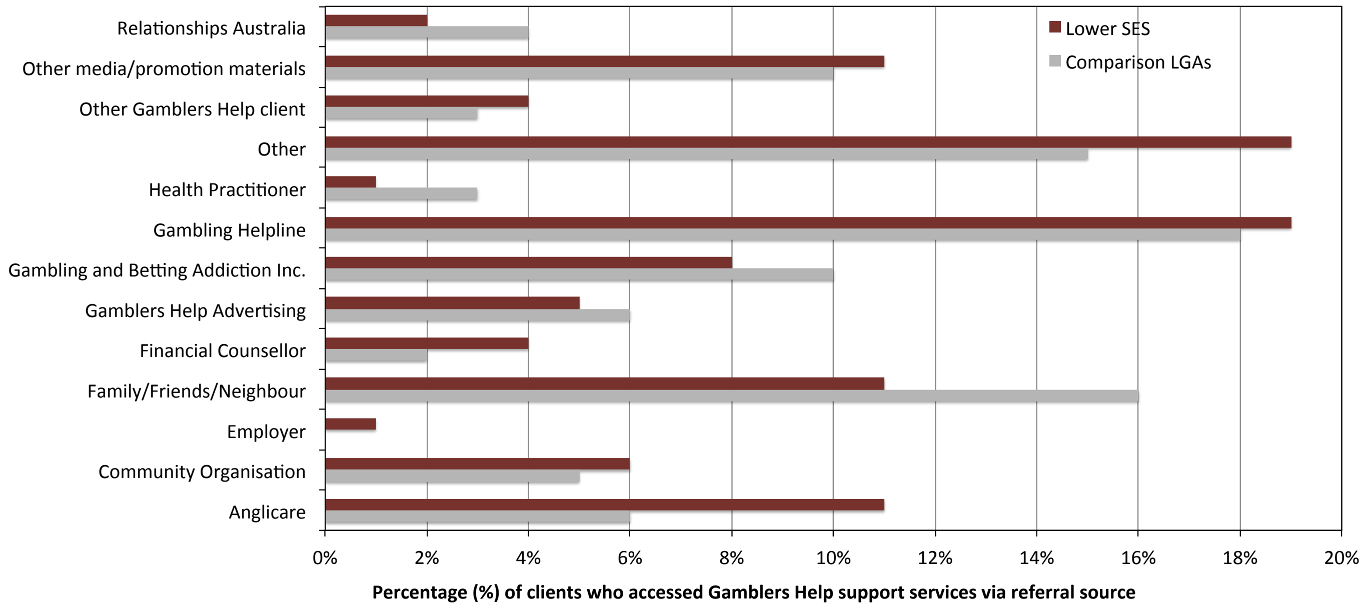
There are also slight differences between lower SES LGAs and comparison LGAs, although the referral source is fairly consistent between the LGA types. Some particular differences include:

- clients from lower SES LGAs were more likely to have been referred by Anglicare, while those in comparison LGAs were more likely to have been referred by Relationships Australia (perhaps due to the geographical coverage of each agency); and
- comparison LGAs were more likely to have been referred by a family member, friend or neighbour than lower SES LGAs.

The patterns of referral source is similar for the four LGAs in the lower SES groups, and also similar for the four LGAs in the comparison group.

Figure 2.23

REFERRAL SOURCE OF CLIENTS ACCESSING GAMBLING SUPPORT SERVICE PROVIDERS (% OF CLIENTS), 2000 TO 2010, LOWER SES AND COMPARISON LOCAL GOVERNMENT AREA GROUPINGS



Note: Not all clients provided this information; therefore, the sample for this question excludes those clients where the referral source is unknown. Accordingly, the sample for each category has been reduced — for lower SES LGAs the sample size is 703, and for the comparison LGAs the sample size is 852.

Source: DHS provided data 2011.

2.7 Local government area level findings in other chapters

Table 2.8 lists other survey findings disaggregated into either individual LGAs, or LGA groupings. The cross reference refers to the section of this report in which the data can be found.

Table 2.8

LOCATION OF ADDITIONAL LOCAL GOVERNMENT AREA LEVEL FINDINGS IN VOLUME [a]

Survey data	Key findings	Cross reference
Local level comparison of participation in gambling activities by Tasmanian adults	• EGM participation: most common in Glenorchy, Sorell, Devonport, and Launceston. • There were significant differences between low SES LGAs and the rest of state for EGMs, instant scratch tickets, Keno and bingo.	Table 5.4, Table 5.5
Gambling activity frequency: local level results	Overall, gambling frequency was highest in Brighton, followed by Clarence, rest of state, Glenorchy, and Devonport.	Table 6.5
Overall gambling expenditure in the previous 12 months	Overall gambling expenditure was highest in the low SES LGAs of Devonport, Brighton, and Glenorchy.	Table 7.3
Local level comparison of participation in gambling activities by Tasmanian adults	Expenditure in low SES LGAs was significantly higher than expenditure in the comparison LGAs.	Table 7.4
Problem gambling prevalence	Moderate risk/problem gambling and low risk gambling rates were highest in the low SES LGAs.	Table 8.3
Distance travelled to regular EGM venue	EGM gamblers from Devonport were significantly more likely to usually travel less than five kilometres compared to Tasmanians as a whole.	Table 11.11

Notes: [a] Where LGAs are only mentioned in groupings, the analysis has not gone to the individual LGA level

Source: The Allen Consulting Group

Chapter 3

Survey questionnaire

This chapter details the components and structure of the survey, as well as the specific measures contained in the survey.

3.1 Components and structure

The 2011 questionnaire was largely based on standardised questions applied in Australian gambling surveys. There were two questionnaire components, with the full questionnaire at Appendix B. The first component comprised the main survey undertaken by all respondents (see Table 3.1).

Table 3.1
QUESTIONNAIRE STRUCTURE: MAIN SURVEY

Section	Topic	Questions
A	**Screener demographics**	
	Locality	*A1, A2, QV*
	Age	*A4, A5*
	Gender	*A6*
B	**Gambling participation**	
	Forms of gambling participated in during last 12 months	*B1a-j*
C	**EGM Gambling**	
	Frequency and location and duration of EGM gambling	*C1, C2*
	Spend on EGMs	*C3*
	Importance of features of EGM gambling venues	*C4*
	Distance from EGM venue	*C5*
	EGM styles of play	*C6a-l*
	Machine denomination/lines played/credits played	*C7, C8, C9*
	Awareness of exclusion scheme/whether taken out exclusion	*C10, C11*
	Implemented harm minimisation measures: awareness	*C12a-h*
	Implemented harm minimisation measures: impact	*C13a-h*
	How often use new EGMs	*C15*
	Implemented harm minimisation measures: potential impact	*C14a-c*
	Proposed harm minimisation measures: impact	*C16a-i*
D	**Non-EGM gambling activity**	
	Participation and spend in other forms of gambling during last 12 months	*D1-D9*
E	**Problem gambling severity**	
	PGSI questions	*E1a-i*
F	**Gambling motives**	
	Reasons for Gambling Questionnaire	*F1a-o*
G	**Gambling triggers**	
	How often gambled in trigger situations	*G1a-k*
H	**Patterns of gambling**	
	Increase or decrease of spend last during 12 months	*H1*
	Self-diagnosis of binge gambling	*H2*

Source: PGRTC and SRC

The second survey component was a supplementary survey, implemented via sub-sampling (see Table 3.2). Previous Australian surveys have employed a range of different sub-sampling strategies based on gambling frequency and problem gambling severity classifications. However, no one strategy has been employed consistently across studies. Because strategies based on gambling frequency are likely to underrepresent moderate-risk and problem gamblers (Jackson et al., 2009), a sub-sampling strategy based on problem gambling severity scores (that is, PGSI scores) was applied (Ferris & Wynne, 2001). Sampling strategies based on problem gambling severity scores have been employed in several recent Australian gambling prevalence surveys (Victorian Department of Justice, 2009; Queensland Department of Employment, Economic Development and Innovation, 2010).

The method for selecting respondents to undertake the supplementary survey is detailed in Appendix A.3.

Table 3.2

QUESTIONNAIRE STRUCTURE: SUPPLEMENTARY SURVEY

Section	Topic	Questions
I	**Quality of life**	
	WHO QoL-Bref	*I1, I2, I3, I4, I5, I6, I7*
J	**Substance use**	
	Substance use in the last three months (ASSIST items)	*J1a-i*
	Alcohol abuse: AUDIT-3	*J1j*
K	**Life events**	
	Most frequent major life events: Social Readjustment Rating Scale	*K1a-g*
	Contact with criminal justice system	*K1h-i*
L	**Physical health**	
	Short Form (SF) Health Survey item	*L1*
	Health/health conditions experienced during last 12 months	*L2*
	Body mass index: height and weight	*L3, L4*
M	**Financial difficulties**	
	Financial problems experienced during last 12 months	*M1a-g*
	Negative actions taken due to gambling debts	*M2*
	Gambling debt/amount	*M3/M4*
N	**Age of onset**	
	How old when first bet	*N1*
O	**Family member problem gambling**	
	Family member with gambling problem during last 12 months	*O1*
P	**Help-seeking**	
	Sought any form of help for gambling during last 12 months	*P1*
Q	**Demographics**	
	Household type	*Q1*
	Occupational status	*Q2*
	Income	*Q3*
	Country born	*Q4*
	Language spoken at home/cultural group	*Q5/Q5a*
	Education	*Q6*

Section	Topic	Questions
T	**Future research**	
	Participate in future surveys	*T1*
	Participate in future focus groups	*T2*
	Contact details	*T3/T4*

Source: PGRTC and SRC

3.2 Main survey

Section A: screener demographics

All respondents were required to provide screener demographics, including postcode/suburb/LGA, age, and gender.

Section B: gambling participation

All respondents were required to indicate whether they had participated in a range of popular gambling activities in the previous 12 months. Care was taken to ensure that these activities could be matched to those evaluated in the 2008 Tasmanian survey. They included EGMs, horse or greyhound races (excluding sweeps), instant scratch tickets, lotteries, Keno, casino table games (such as blackjack, roulette, or poker), bingo, sporting events or other events (such as TV show results and election results), informal private games (such as cards, majong, snooker, online or offline computer games, board games, sports), and other gambling activities.

Section C: EGM gambling

Respondents who positively endorsed playing EGMs in the previous 12 months were asked a series of questions relating to their EGM gambling, including EGM gambling frequency, duration, expenditure, preferred venue characteristics, distance from home, EGM styles of play, awareness and use of the Tasmanian Gambling Exclusion Scheme, and awareness and impact of a range of harm minimisation measures.

EGM gambling frequency

EGM gambling frequency was measured by how many times in the previous 12 months respondents played EGMs per week, per month or per year, in a club or hotel and in a casino. Total EGM gambling frequency was derived from summing the frequency in each location. Similar questions have been employed in other statewide gambling prevalence surveys.

EGM gambling duration

EGM gambling duration was measured by how much time (in hours or minutes) on average respondents spent playing EGMs during each visit to an EGM venue in the previous 12 months. A visit was defined as betting during a discrete period of time, excluding breaks, at one location. Similar questions have been employed in other statewide gambling prevalence surveys.

EGM gambling expenditure

EGM gambling expenditure was measured by how much money on average respondents spent on EGMs during each visit to an EGM venue in the previous 12 months.

Spend was defined as the difference between what respondents took with them (including any additional money withdrawn or borrowed during the period of play) and what they had left when they had finished playing (excluding expenditure in other parts of the venue, such as a bistro). A visit was defined as betting during a discrete period of time, excluding breaks, at one location.

Total annual expenditure on EGMs was derived from multiplying the total EGM frequency with EGM gambling expenditure per visit. Similar questions have been employed in other statewide gambling prevalence surveys.

EGM venue characteristics

EGM gamblers were asked about how important different features of EGM venues (such as hotels, clubs, or casinos) were in their decision about where to gamble. These venue characteristics were identified from Hing and Haw (2010), who grouped a range of venue characteristics into:

- *access* issues (such as venue location, gambling availability, travel), social access (which includes social approval and a welcoming environment), and cognitive access (such as familiarity and ease of gambling products);
- *internal venue* features such as the architectural design and the quality of the gambling environment; and
- *gaming machine* features.

Venue characteristics most significantly correlated with PGSI scores in Hing and Haw's (2010) study were selected for use in the present study, with the exception of characteristics that described features of EGMs that were evaluated in the EGM styles of play section.

The venue characteristics measured in the current study were:

- location features (venue being easy to get to, venue having extended opening hours);
- internal features (easy access to an ATM in the venue, venue having adequate gambling facilities so you don't have to wait, to be able to gamble privately in the venue without feeling watched, and not being interrupted at the venue while gambling); and
- EGM features (venue having a large number of EGM machines, the layout of EGMs in the venues allows privacy).

The four-point response format employed by Hing and Haw (2010) was slightly modified for use in the current CATI survey:

- Very important;
- Somewhat important;
- Unimportant; and

- Not important at all.

Distance from home

Distance from home was measured by roughly how many kilometres from home the EGM venue is where respondents most regularly play. Respondents who indicated that they have multiple venues in which they spend equal time were required to specify the distance from the venue in which they last played. Response options were classified into: 1 km or less; 1.1 to 5 km; 5.1 to 10 km; or more than 10 km. Similar questions have been employed in other statewide gambling prevalence surveys.

EGM styles of play

EGM respondents were asked how often they had engaged in certain styles of EGM play behaviour in the previous 12 months. These including gambling alone, spending all available money, drinking alcohol while playing, drinking alcohol after playing, playing for bonus features, using the 'gamble' or 'double-up' feature, playing on EGMs with linked jackpots, taking breaks in play, withdrawing extra money from venue ATM or EFTPOS facilities during session, and using a loyalty or rewards card. Respondents were required to indicate whether they had engaged in each style of play:

- Always (100 per cent of the time);
- Most of the time (more than 50 per cent of the time);
- Sometimes (25 per cent to 50 per cent of the time);
- Rarely (1 per cent to 25 per cent of the time); or
- None of the time (0 per cent of the time).

EGM gamblers were also required to nominate the type of EGM they usually played in the previous 12 months: one cent, two cent, five cent, ten cent, twenty cent, and one dollar; how many lines per spin they usually played in the previous 12 months; and how many credits per spin they usually played in the previous 12 months. Respondents were allowed to indicate if they did not have a usual number of lines or a usual number of credits per line. Many of these questions have been employed in other statewide gambling prevalence surveys.

Tasmanian Gambling Exclusion Scheme

EGM gamblers were required to indicate if they were aware of the Tasmanian Gambling Exclusion Scheme. Respondents who positively indicated awareness were then required to indicate if they had ever taken out an exclusion order.

Harm minimisation measures

A series of questions was designed to contribute towards the evaluation of effectiveness of measures introduced by the Tasmanian Government. These questions focussed on both current and planned measures aimed at reducing the harm caused by excessive EGM gambling. Current measures included the:

- ban on ATMs in hotels and clubs with EGMs;
- limit on the number of EGMs in each club and hotel;

- limit on gaming facilities to operate for a maximum of 20 hours;
- ban on note acceptors on EGMs located in pubs and clubs;
- ban on smoking in gaming areas;
- reduction in the maximum number of lines on new EGMs;
- reduction of the maximum bet per spin on new EGMs; and
- reduction in the amount of cash able to be inserted into the note acceptors of new EGMs located in casinos.

EGM gamblers were first asked about their awareness of current measures. EGM gamblers who were aware of each current measure were then asked about their impact on their EGM gambling with regards to expenditure and enjoyment (Increased, No change, or Decreased).

EGM gamblers who were aware that there were some changes to new EGMs (reduced maximum number of lines, reduced maximum bet limit per spin, and reduced cash input limits) were asked how often they use these new EGMs (Always, Most of the time, Sometimes, Rarely, and None of the time).

EGM gamblers who indicated that they were not aware of each current measure were asked how such measures might be likely to impact on their EGM gambling with regards to expenditure and enjoyment (Increase, No change, or Decrease). Planned measures included:

- allowing only socially responsible advertising of gambling;
- limiting gambling vouchers and banning alcohol vouchers;
- introducing player loyalty programs that provide player activity statements, detailed information, and limited rewards;
- reducing the amount that can be withdrawn from venue EFTPOS facilities, casino ATMs and cheque cashing facilities;
- restricting the payment of cash for EGM payouts;
- providing adequate lighting in EGM areas;
- not serving food or alcohol to EGM players in the evening;
- locating highly visible clocks on the walls of EGM areas; and
- providing signage about legal matters, responsible gambling, and chances of winning.

Finally, EGM gamblers were asked how these measures might be likely to impact on their EGM gambling with regards to expenditure and enjoyment (Increase, No change, or Decrease). The results relating to this set of measures are provided in Volume 3 of this report.

Section D: non-EGM gambling activity frequency/expenditure

For each gambling activity in Section B that respondents indicated they had participated in during the previous 12 months (excluding EGMs: see Section C), gambling frequency and expenditure was measured. Similar questions have been employed in other statewide gambling prevalence surveys.

Gambling frequency

Gambling frequency was measured by how many times respondents played the gambling activity per week, per month or per year in the previous 12 months. Gambling frequency was evaluated for different locations or mediums depending on the gambling activity.

For horse or greyhound racing, frequency was measured at a racetrack, at an off-course venue (such as TOTE, club, hotel, or casino), by telephone, and over the Internet (including computer, smartphone betting applications, and mobile Internet).

For casino table games, frequency was evaluated for poker tournaments at a club, hotel, or casino, other casino table games (for example, blackjack, roulette, poker) at a casino, and any casino table games over the Internet (for example, blackjack, roulette, poker). For sporting events or other events, frequency was measured at an off-course venue, over the Internet, and over the telephone. Total gambling frequency on a particular gambling activity was derived from summing the frequency in each location.

Gambling expenditure

Gambling expenditure was measured by how much money on average respondents spent on each gambling activity during each session or transaction in the previous 12 months. Spend was defined as the difference between what respondents took with them (including any additional money withdrawn or borrowed during the period of play) and what they had left when they had finished playing. A session was defined as betting during a discrete period of time, excluding breaks, at one location. Total annual expenditure on each gambling activity was derived from multiplying the total annual frequency on that gambling activity with gambling expenditure on that gambling activity per visit.

Section E: problem gambling severity

The nine-item Problem Gambling Severity Index (PGSI) of the Canadian Problem Gambling Index (CPGI) (Ferris & Wynne 2001) was employed to evaluate problem gambling severity. Respondents indicated how often each item applied to them in the last 12 months on a four-point scale: (0) never, (1) sometimes, (2) most of the time, and (3) almost always. Scores range from 0 to 27, and higher scores indicate higher problem severity. Scores on the PGSI can be used to classify individuals as non-problem gamblers (score of 0), low risk gamblers (scores of 1 or 2), moderate risk gamblers (scores between 3 and 7), or problem gamblers (scores of 8 or higher).

The PGSI has been adopted as the preferred measurement tool for population-level research in Australia (Neal et al. 2005). The PGSI has displayed good internal consistency, test-retest reliability, criterion validity with measures of gambling involvement, unitary dimensional structure, item variability, and concurrent validity with measures of problem gambling (Ferris & Wynne, 2001; McMillen et al. 2004;

Neal et al. 2005). It has been validated in many jurisdictions, including Canada, Europe, and Australia.

Several studies suggest that the PGSI outperforms other measures of problem gambling severity in population-level research in terms of overall rationale, internal consistency, item difficulty, construct validity, classification validity, and factor structure (Ferris & Wynne, 2001; Holtgraves, 2009; McMillen & Wenzel, 2006; McMillen et al. 2004). The PGSI has displayed very good sensitivity (the rate of positive test results among those with the disorder) and specificity (the rate of negative test results among those without the disorder) (Ferris & Wynne, 2001).

The PGSI tends to be slightly more conservative in estimating prevalence of problem gambling than the South Oaks Gambling Screen, but higher than the DSM IV (Neal et al. 2005; Ferris & Wynne, 2001). The original scoring protocol was followed, as recommended by Jackson et al. (2009).

Section F: gambling motives

All respondents who had gambled in the previous 12 months were administered the Reasons for Gambling Questionnaire (RGQ), a newly designed measure used in the 2010 British Gambling Prevalence Survey (Wardle et al. 2011). The items within this scale measure reasons that some people give about why they take part in gambling activities:

- enhancement reasons (competition, excitement, mental challenge, achievement);
- recreation reasons (fun, hobby, boredom, relaxation);
- social reasons (sociability, something to do with friends or family);
- coping reasons (impress others, feeling tense); and
- money reasons (chance of winning big money, make money).

Mean factor scores of the RGQ were shown to vary with age, ethnicity, education and gambling behaviours, including number of gambling forms used, and problem gambling severity. In a slight modification of the four-point response format provided by Wardle et al (2011), gamblers were required to indicate whether they took part in gambling activities: (1) Almost always, (2) Most of the time, (3) Sometimes, or (4) Never. These scores were summed for each reason, resulting in an interval measurement for gambling motives, thus allowing for the construction of multivariate regressions.

Section G: gambling triggers

All respondents who had gambled in the previous 12 months were administered the Short Form of the Inventory of Gambling Situations (IGS-10; Smith et. al. 2011). The 10-item Inventory of Gambling Situations – Short Form was developed due to concerns about the length of the 63-item IGS in time-limited contexts. Each IGS-10 item reflects one of the 10 subscale categories from the IGS-63, with two items from the original subscales included as examples for each IGS-10 item.

The items within the IGS-10 scale measure how often respondents have gambled in ten circumstances: (1) Difficulties with others; (2) Worried about debt; (3) Unpleasant or sad or bad feelings; (4) Testing control over gambling; (5) Temptations to gamble; (6) Social pressure to gamble; (7) Confidence about skills; (8) Winning; (9) Pleasant or happy or good feelings; and (10) Experiencing need for excitement. An additional item relating to drinking alcohol as a trigger was added to this scale.

In a slight modification of the four-point response format provided by Smith et al. (2001), gamblers were required to indicate whether they took part in gambling activities: (1) Almost always, (2) Most of the time, (3) Sometimes, or (4) Never. This modification was introduced to ensure consistency in response format with the Reasons for Gambling Questionnaire (Wardle et al. 2011). The IGS-10 items displayed adequate convergent validity with the corresponding IGS-63 subscales (r's = .60–.73). A factor analysis revealed two factors: negative (a = .84) and positive (a = .85). Criterion validity was supported, with all IGS-10 items and higher order subscales correlating significantly with measures of problem gambling severity.

Section H: patterns of gambling

Pattern of gambling in past 12 months

An item was employed to evaluate the pattern of gambling on the highest-spend gambling activity in the previous 12 months. Response options included: Increased a lot, Increased a little, Stayed much the same, Decreased a little, or Decreased a lot. This item was employed in the 2010 British Prevalence Survey (Wardle et al. 2011).

Binge gambling

An item was employed to evaluate the presence of binge gambling on the highest spend gambling activity in the previous 12 months. Binge gambling was defined as occasional excessive gambling in between periods of not gambling, as defined by Nower & Blaszczynski (2003).

3.3 Supplementary survey

A sub-sample of respondents was selected for administration of the supplementary survey.

Section I: quality of life

The 26-item World Health Organisation Quality of Life-Bref (WHO-QOL-BREF) was employed to measure quality of life. The WHO-QOL-BREF provides an overall total quality of life score and scores for each of four domains: Physical health (7 items), Psychological health (6 items), Social relationships (3 items), and Environment (8 items).

The WHO-QOL-BREF shows good internal consistency with Cronbach alpha values for each of the four domain scores ranging from .66 to .84, and good discriminant validity. It demonstrates the contribution of all four domains to quality of life. Scores are derived by averaging the sum of the items multiplied by four. Respondents indicated how often each item applied to them in the last four weeks on a five-point scale. The order of the items was slightly modified so that items with similar response items were grouped together.

Section J: substance use

Substance use

The Alcohol, Smoking, and Substance Involvement Screening Test (ASSIST: Who ASSIST Working Group, 2002) is an 8-item measure designed to screen for substance use problems in primary health care settings. The second item of the ASSIST was employed in the current study to evaluate the frequency of substance use in the previous three months. These items were employed in this study to evaluate the frequency of use of cannabis, cocaine, amphetamine type stimulant, inhalant, sedative or sleeping pill, hallucinogen, and opioid. Respondents were asked how often they used the substance in the past three months on a 5 point scale (from Never to Daily or almost daily). The ASSIST has been found to be reliable, with reported Cronbach alphas ranging from .85 to .91 and test-retest reliability coefficients ranging from .58 to .90. The ASSIST has been well validated as a screening measure for substance use problems among adults.

Hazardous alcohol use

The Alcohol Use Disorders Identification Test (AUDIT) (Babor et al. 1992) is a 10-item instrument designed to screen for problematic alcohol use in adults. A brief version of this, the AUDIT-3 (Gordon et al. 2001), consists solely of the third question on the AUDIT. This item requires respondents to indicate how frequently they have six or more drinks containing alcohol on one occasion. Respondents indicate their responses on a 5-point scale: (0) Never, (1) Less than monthly, (2) Monthly, (3) Weekly, or (4) Daily or almost daily.

A response of not at all or less than monthly indicates non-hazardous drinking, while a response of monthly, weekly, or daily or almost daily, indicates probable hazardous drinking. In a study of 13,438 patients waiting for care at 12 primary care sites, Gordon et al. (2001) found that this cut-point on the AUDIT-3 produced a sensitivity of 1.00 and a specificity of .51 in identifying hazardous drinkers when compared with a positive AUDIT score of 8 or higher (Gordon et al. 2001).

Section K: life events

The eight most stressful events of the Social Readjustment Rating Scale (SRRS: Holmes & Rahe, 1967) were measured in seven items (divorce/marital separation combined). The SRRS was developed by examining the medical records of more than 5,000 medical patients to determine the degree to which stressful events are related to illness (Holmes & Rahe, 1967). The number of ‘life change units’ that apply to events in the past 12 months of an individual’s life are summed and the final score is related to how stress affects health. The SRRS correlates with other indices of stress and access to medical services (Rahe et al. 1970). It has been tested cross-culturally (Komaroff et al. 1968). Accordingly, the life change units for each stressful event evaluated in the current study were summed to form a total life events score. Life event scores could range from 47 to 444, with higher scores indicating a higher endorsement of stressful life events.

Section L: physical health

The SF1 general health status question was employed to evaluate general health. The SF1 is the first question of the SF36 and SF12 questionnaires (Ware & Sherbourne, 1992). Responses to the SF1 can be used as a general indicator of self-reported health and wellbeing (Ware & Sherbourne 1992).

The SF1 refers to physical and mental health, as assessed by individuals according to their own values. It has been found to be a strong indicator of future health care use and mortality (McCallum et al. 1994). Respondents were required to rate their physical health on a 5 point scale from (1) Excellent to (5) Poor.

On a national and international scale, the SF1 has been used in a variety of settings for more than half a century (Bowling 2005). The SF1 has been found to be an accurate predictor of mortality and morbidity in people suffering from conditions such as asthma or diabetes when compared to other clinical and laboratory instruments (Finch et al. 2002; Kalantar-Zadeh et al. 2001; Wyshak 2003).

Health conditions

Respondents were required to identify any of seven health conditions they had experienced in the previous 12 months: a heart condition (including heart/angina attacks), high blood pressure or high cholesterol, diabetes, cancer, stroke or similar, lung conditions (including asthma), and a physical disability that affects your day-to-day life. Similar questions have been employed in other statewide gambling prevalence surveys.

Obesity

Respondents were asked to provide their approximate height without shoes (in centimetres or feet and inches) and their approximate weight with light clothing (in kilograms or stones and pounds). Body Mass Index (BMI) was calculated by dividing weight (kg) by height squared (m^2). BMI can be classified as underweight (less than 18.5), normal weight (18.5 to 24.9), overweight (25 to 29.9), and obesity (greater than 30).

Section M: financial difficulties

A series of questions evaluating financial difficulties were asked of respondents. These items were drawn from a range of sources, including the financial difficulty items from the Gambling Treatment Outcome Monitoring System (GAMTOMS) (Stinchfield et al. 2007), the discussion of Fitzimmons et al. (1993) regarding family financial resource management scales, and other statewide gambling prevalence surveys.

Missed, skipped, or avoided payments

Respondents were asked a series of seven questions relating to how often they missed, skipped or avoided certain payments in the previous 12 months. A 5-point response format was employed from (1) Very often to (5) Never.

Behaviour designed to obtain additional money

Respondents were required to indicate how often in the previous 12 months they engaged in particular behaviours designed to obtain additional money. The six items in this category were answered using a 5-point response format from (1) Very often to (5) Never.

Gambling-related debts

Respondents were asked to indicate (yes/no) if they currently had any gambling-related debts. Those with gambling-related debts were required to provide an estimation of that debt.

Section N: age of onset

Respondents were required to indicate the age at which they first bet or gambled for money (excluding sweeps).

Section O: family member problem gambling

Respondents were required to indicate (yes/no) whether they had a family member with an issue with gambling.

Section P: help-seeking

Respondents were required to indicate (yes/no) whether in the previous 12 months they had tried to get any sort of help, including informal help from a friend or more formally from a health professional, for problems related to their own gambling or someone else's gambling.

Section Q: demographics

Participants were required to report on a range of demographic characteristics including household structure, current occupational status, approximate annual personal income before tax, country of birth, main language spoken at home, cultural group, and highest level of education or trade qualification.

3.4 Differences between 2008 and 2011 survey

Although there are similarities between the previous survey and the current survey (for example, questionnaire, sample size, and investigations of gambling participation and gambling severity), important differences exist. First, an obvious difference is that the previous and current surveys were prepared by different research groups. The previous survey, the Social and Economic Impact Study into Gambling in Tasmania, was prepared by the South Australian Centre for Economic Studies, assisted by Harrison Health. The current study was undertaken by the Allen Consulting Group, in collaboration with the Social Research Centre and the University of Melbourne's Problem Gambling Research and Treatment Centre.

Second, the current study was designed both to be comparable with the 2008 study and to investigate new and proposed changes in government policy, and to examine the psychological and harm minimisation/health issues related to gambling (for example, quality of life, life events, physical health, age onset, family member problem gambling). These are important questions central to assessing current and potential policy effectiveness and estimating the levels of gambling-related dysfunction in the community.

Third, another important difference between the surveys is the focus in 2008 on regular gamblers (defined as gambling at least once per week or equivalent on any activity except for lotteries, scratch tickets or bingo). The 2008 survey screened participants on gambling participation where those who were non-gamblers completed an abbreviated version — those who gambled were asked about how often they gambled, EGM players were asked EGM specific questions, and regular gamblers completed the full survey. By contrast, the 2011 survey screened by gambling participation where all gamblers were asked gambling frequency and severity questions — EGM gamblers completed an EGM specific section, and one in three participants completed the supplementary questions on public health measures. The consequence of the differences between these approaches is that, while only regular gamblers' gambling severity scores were obtained in 2008, all survey respondents' gambling severity scores were obtained in the 2011 survey. The 2011 survey improves the confidence that the reported severity scores in the current survey accurately reflect the whole Tasmanian population (regular gamblers and others).

Fourth, the 2008 survey used quota sampling to stratify the sample by the four major statistical districts of Tasmania (Greater Hobart, Southern, Northern and Mersey-Lyell), and for the 18-24 age group. This resulted in the proportion of cases selected reflecting the relative adult population sizes in these four areas, and the specified age group. As per the tender specification, the 2011 survey used a combination of random telephone interviews across all of Tasmania and additional booster telephone interviews across the eight target local government areas (LGAs; Brighton, Break O'Day, Glenorchy, Devonport, Circular Head, Launceston, Sorell, and Clarence). Moreover, these LGAs were chosen based on SEIFA disadvantage scores (Australian Bureau of Statistics, 2006) so analyses based on relative socioeconomic status could be made. In addition, in 2011, cells were weighted based on age and gender and were stratified by LGA. Although some attempt was made to accommodate the 18-24 age group in the 2008 survey, no stratification analysis was done. In the current survey, participant selection was based on the 'next birthday' method, as suggested by the Social Research Centre, while the 2008 survey used the 'last birthday' approach.

Fifth, the current study administered two CATI surveys: a Random Digit Dialing (RDD) survey where an exchange-based system selected valid land-line telephone numbers from the target LGAs; and a second CATI survey where respondents were selected from a random sample from the rest of Tasmania (see Appendix A). In contrast, the 2008 Tasmanian study administered one CATI survey where RDD selected respondents from the electronic white pages from all Tasmanian regions.

Sixth and finally, in the 2008 survey, questions sometimes asked participants to infer causality between gambling and a consequence (for example, In the last 12 months, have you suffered depression because of gambling?). The approach in the current survey was to measure a construct (for example, In the past 12 months, how often have you missed, skipped or avoided payment for rent or mortgage?) and then compare scores across gambling severity. The separation of the instance of an event and the rating of gambling problems is a more scientifically rigorous way of ascertaining relationships between variables and also avoids the possibility of respondent biases.

Chapter 4

Survey analysis methodology

This chapter details the approach taken to the analysis of the survey data. Additional information on survey implementation and data management is detailed in Appendix A. For example, Appendix A includes details of how the collected survey data was weighted, such that survey analysis could develop representative estimates for the Tasmanian adult population.

4.1 Variable comparisons

In this volume, various comparisons are made that provide assistance in understanding the social impact of gambling in Tasmanian. For example, comparisons are made between the:

- current survey and previous Tasmanian surveys;
- current survey and other statewide surveys; and
- total estimated adult population, and selected sub-populations for different gambling activities, locations and gambling forms, and across gambling severity scores.

These comparisons provide an understanding of how these variables differentially impact gamblers.

Multivariate analyses were also conducted to examine the influence of the prevalence of problem gambling, EGM gambling, quality of life measures, substance abuse, life events, and physical health indices beyond the effect of socio-demographic factors. Each comparison is introduced at the beginning of each chapter.

4.2 Data analysis

Upon completion of the survey, the CATI survey data were checked carefully and cleaned. The data were primarily analysed using the Complex Samples module of the Statistical Package for the Social Sciences (SPSS 19.0).

Treatment of missing data

For all questions, respondents were allowed to provide a 'Don't know' or refusal. Missing data (that is, don't know, refusal) were minimal and were not considered as a serious threat to data integrity (Tabachnick & Fidell 2007). Both 'don't know' and missing responses were excluded from the analyses. Numerous analytic variables were constructed from the raw data, including annual gambling participation, annual frequency for each gambling activity, overall annual gambling frequency, overall annual gambling expenditure, amount spent per spin, use of any drug (excluding smoking and alcohol), total life events score, chronic health index, and Body Mass Index (BMI).

Subscales

Subscales comprising multiple items were also constructed from the raw data, including venue features scores, PGSI problem gambling severity scores, gambling motives subscale scores, gambling triggers subscale scores, and quality of life scores. Respondents completing less than 30 per cent of any of these scales or subscales were excluded from the analysis associated with that scale or subscale, using pair-wise deletion. Estimation Maximisation methods (Tabachnick & Fidell 2007) were used to impute missing data for cases with less than 30 per cent missing data on individual scales or subscales.

Initial data analyses

Initial data analyses consisted of frequency distribution calculations and cross-tabulations (for example, by PGSI problem gambling severity classification) for each item. The presentation of the data in this format allowed for segmentation analyses based on problem gambling severity classification (no gambling, no problem gambling, low-risk gambling, moderate risk gambling, and problem gambling). For point estimate analyses, missing data were excluded case-wise from the analyses. Weighted data with the stratification procedure was employed for all point estimate and variance analyses.

Tabular data were typically presented as the percentage of respondents who fall into a particular cell with the standard error of each statistic, and 95 per cent confidence intervals for each estimate. The upper and lower confidence interval bounds are reported in the columns labelled 'Lower' and 'Upper'.

Hypothesis testing differences between estimates

Two-tailed t tests were calculated on continuous and interval data using a one sample approach where the sub-population point estimate (the average) and standard deviation were compared with the overall population point estimate (that is, we asked questions like: were males or females spending or gambling at higher frequencies than the overall population of participants who gambled on that gambling form?) Therefore, proportions within categories will not sum to 100 per cent.

The archival comparisons were analysed using the Answers Research online proportions calculator (http://answersresearch.com/proportions.php).

Odds ratios

Odds ratios (a method for comparing the odds of a certain event between two groups such as non-problem and problem gamblers) associated with these analyses were also used. These indicate the likelihood of an event occurring for the target group compared to the comparison group. For example, an odds ratio of greater than one implies that the event is more likely to occur in the target group compared to the reference group. An odds ratio of less than one implies that the result is less likely in the target group compared to the reference group.

Chi-square analyses

Chi-square analyses were conducted on categorical variables where tests for independence compared two variables (for example, credits per line and PGSI categories) across all levels for each variable. Sometimes overall chi-square analyses found significant differences that appear inconsistent with subsequent individual analyses that access specific levels (for example, two credits per line versus PGSI categories). This is due to the specific analyses examining a sub-population of the overall responses.

Multivariate analyses: hierarchical regression

Hierarchical regression was employed to examine the relative strength of the 'contributing factors' (such as EGM gambling, gambling motives and triggers, quality of life, substance use, life events, physical health) to problem gambling severity. There were two stages to this analysis. The first stage involved a regression model whereby the relationship between selected socio-demographic characteristics and problem gambling severity was examined. The socio-demographic characteristics included in the regression model comprise:

- Gender;
- Age;
- Dependent children in household;
- Living with partner;
- Currently in paid employment;
- Annual income;
- Country of birth;
- Australian as cultural identity; and
- Secondary school completed.

The second stage then added an additional set of 'contributing factors' variables. This hierarchical approach allowed identification of the extent to which the 'contributing factors' variables explained problem gambling severity, additional to that explained by socio-demographic characteristics.

The hierarchical regression analyses employed unweighted data and were only run using interval or continuous variables (dichotomous data was also included as the sign indicates the direction of influence and value the size of the effect — several variables in the multivariate analyses were re-coded as dichotomous variables because of low cell size; for example, Country of Birth Australia or Other).

The output from the hierarchical regressions was reported using the following analyses:

- R^2 = Amount of variation in the dependent variable model explains;
- Δ R^2 = Difference in R^2 between step 1 and 2 (the amount of improvement between steps);
- degrees of freedom = number of independent scores;

- Coefficient = unstandardised coefficients of predictor variables (showing the unique contribution of the variable to the regression);
- SE = standard errors of unstandardised coefficients; and
- β = standardised coefficients of predictor variables. The standarised coefficients are obtained from standardising all regression predictor variables to have a mean of 0 and a standard deviation of 1. Standarised coefficients assist in assessing the relative importance of variables with different scales (e.g. a variable in thousands, compared to one in hundreds).

There are three components to interpreting the hierarchical regression results, and to understanding the importance of different variables:

- the direction (positive or negative) of the coefficient. A positive coefficient implies that a positive relationship has been identified;
- the significance level of the coefficient (discussed in section below); and
- the value of the β (standardised coefficients). The closer the value of β is to either 1 or -1, the greater the relative role of the variable in the regression.

Reporting of significance levels

Significance levels are reported in the text and the associated scores are starred using the * = $p<0.05$, ** = $p<0.01$ nomenclature. These imply that there is only a five per cent or a one per cent likelihood that this difference occurred by chance. Non-significant results imply that there is a greater than five per cent likelihood that the difference between scores occurred by chance so the differences are considered inconclusive. The standard error (SE) is an estimate of the variability (how proximal the scores are to each other) in the raw data. Also, the average score for an item is sometimes represented as '%' in the header of a table column. Depending upon the specific table, the reference category is usually:

- estimate for the 'in scope' Tasmanian adult population; or
- non-problem gamblers.

In this report, similar constructs are examined in multiple sections and sub-sections. However, it is often the case that for each construct, different analyses or sub-populations are investigated. Consequently, care must be taken when comparing results from different comparisons presented in the report.

4.3 Human ethics approval

The Problem Gambling Research and Treatment Centre (PGRTC) received approval from the University of Melbourne's Humanities and Applied Sciences Human Ethics Committee to analyse de-identified CATI data supplied by the Social Research Centre, and to conduct and analyse data from the community consultations. The Melbourne Graduate School of Education Human Ethics Committee monitored the ethical conduct of this research project.

4.4 Exclusion of extreme outliers

Two outliers were excluded from the analysis as they were so extreme that they biased the point estimates. The outliers were a group of six EGM players who spent excessive amounts per spin, and the expenditure by one sports betting gambler.

4.5 Suppression rules

The analyses were also conducted under suppression rules agreed to by the research team for the CATI component of the 2011 Social and Economic Impact Study of Gambling in Tasmania. These rules are to mitigate the quality of results attributable to small cell size and volatile weights, which may then generate large relative standard errors (RSE). The rules were: reporting RSE less than 50 per cent of associated means; and if the RSE was between 30 per cent and 50 per cent an † appear next to the estimate that cautions the reader that this score does not meet established standards for reliability. All other estimates not meeting these rules should be suppressed. Further, ACG and the PGRTC agreed that the potential for small cell numbers should be monitored with the heuristic adopted that a minimum number of 10 data points per cell were needed to calculate point estimates. The abbreviation 'np' in the table refers to data not available due to insufficient responses or breaching relative standard error criteria.

4.6 Merged response categories

Where appropriate, response categories were merged so that critical statistical comparisons could be completed, particularly for analysis of gambling severity. This followed a hierarchy to preserve the full gambling severity range, unless this was impossible. First, if cell sizes were too small (see suppression rules), non-gambling severity categories were dichotomised. Second, if the first procedure was still insufficient to meet our suppression rules, moderate and problem gambling severity were combined and the analyses were run again. This approach met the dual need to maintain statistical integrity and to supply the critical analyses. (Note: only moderate risk and problem gamblers are compared against the reference category of non-problem gambling for the supplementary survey results).

Chapter 5

Gambling participation

This chapter presents a description of the gambling activities in which Tasmanian adults participated in the previous 12 months. The chapter reports:

- gambling participation among Tasmanians as a whole;
- a comparison of gambling participation across the 2005, 2008 and 2011 surveys;
- gambling participation in the eight focus LGAs;
- participation by demographic characteristics (for example, gender, age); and
- participation by location or medium.

It is important to note that a limitation of this analysis is that gambling participation activities are being compared with an overall population of which they are part. In this chapter, results were considered significant when confidence intervals in the comparative data were non-overlapping with estimates for Tasmanians as a whole. For this reason, significance levels are only reported at the .05 level.

5.1 Gambling participation in the previous 12 months

Overall, 64.5 per cent of Tasmanian adults reported participating in some form of gambling in the previous 12 months. Table 5.1 displays the participation in different gambling activities in Tasmania in the previous 12 months. The most common forms of gambling were lotteries (46.5 per cent), Keno (24.3 per cent), instant scratch tickets (24.3 per cent), and EGMs (20.5 per cent).

Table 5.1

PARTICIPATION IN DIFFERENT GAMBLING ACTIVITIES IN TASMANIA IN THE PREVIOUS 12 MONTHS (PER CENT OF ADULT POPULATION)

Gambling activity	%	SE	Lower	Upper
Electronic gaming machines	20.5%	1.1%	18.4%	22.7%
Horse or greyhound races	14.7%	0.9%	13.0%	16.6%
Instant scratch tickets	24.3%	1.1%	22.2%	26.6%
Lotteries	46.5%	1.2%	44.1%	48.8%
Keno	24.3%	1.1%	22.3%	26.5%
Casino table games	5.9%	0.6%	4.8%	7.3%
Bingo	1.8%	0.3%	1.3%	2.6%
Sporting or other events	4.2%	0.5%	3.3%	5.3%
Informal private games	3.2%	0.6%	2.3%	4.5%
Other	0.4%	0.1%	0.2%	0.6%
Any gambling activity [a]	64.5%	3.2%	57.9%	70.5%

Note: [a] Participated in any of the gambling activities detailed above.

Source: Survey section B

Table 5.2 shows the relative participation by gamblers only across all activities. This table illustrates that the majority of gamblers participate in lotteries, with substantially fewer participating in other activities such as Keno, instant scratch tickets or EGMs.

Table 5.2

PARTICIPATION IN DIFFERENT GAMBLING ACTIVITIES IN TASMANIA IN THE PREVIOUS 12 MONTHS (GAMBLERS ONLY)

Gambling activity	%	SE	Lower	Upper
Electronic gaming machines	31.6%	1.5%	28.7%	34.7%
Horse or greyhound races	22.7%	1.3%	20.2%	25.4%
Instant scratch tickets	37.6%	1.5%	34.6%	40.7%
Lotteries	71.7%	1.5%	68.8%	74.5%
Keno	37.5%	1.5%	34.6%	40.5%
Casino table games	9.1%	1.0%	7.4%	11.2%
Bingo	2.8%	0.5%	2.0%	3.9%
Sporting or other events	6.5%	0.8%	5.1%	8.2%
Informal private games	4.9%	0.9%	3.5%	6.9%
Other	0.6%	0.1%	0.3%	0.9%

Source: Survey section B

The average number of gambling activities for Tasmanians was 2.24 (SE = 0.04, Lower 95 per cent CI: 2.16, Upper 95 per cent CI 2.32). The proportion of Tasmanians participating in multiple gambling activities is displayed in Table 5.3. The results revealed that most Tasmanians reported that they had only engaged in one (24.2 per cent) or two (17.9 per cent) gambling activities.

Table 5.3

NUMBER OF GAMBLING ACTIVITIES IN WHICH TASMANIAN ADULTS PARTICIPATED IN THE LAST 12 MONTHS

No. of gambling activities	%	SE	Lower	Upper
One gambling activity	24.2%	1.0%	22.4%	26.2%
Two gambling activities	17.9%	1.0%	16.1%	19.9%
Three gambling activities	11.6%	0.9%	10.0%	13.5%
Four or more gambling activities	11.1%	0.8%	9.6%	12.7%

Source: Survey sections C and D

5.2 Gambling participation: comparison to other statewide surveys

In the present survey, 64.5 per cent of Tasmanians reported gambling on any activity in the last 12 months. This compares with the following surveys in other Australian states and territories:

- 2005 Gambling Prevalence in Tasmania survey — 85.0 per cent;

- 2006 Gambling Prevalence in South Australia survey — 69.5 per cent;
- 2006 Northern Territory Gambling Prevalence Survey — 73.0 per cent;
- 2006 Queensland Household Gambling Survey — 75.0 per cent;
- 2007 Prevalence of Gambling and Problem Gambling in NSW — 69.0 per cent;
- 2008 survey of the Social and Economic Impacts into Gambling in Tasmania — 71.7 per cent;
- 2009 ACT survey — 68.9 per cent; and
- 2009 Victorian survey of Problem Gambling from a Public Health Perspective at 73.1 per cent.

The most common form of gambling in the present survey was lotteries (46.5 per cent). Lotteries were the most common gambling activity for the following studies:

- 2005 survey of the Social and Economic Impacts into Gambling in Tasmania — 52.3 per cent;
- 2006 Gambling Prevalence in South Australia survey — 51.7 per cent;
- 2006 Northern Territory Gambling Prevalence Survey — 52.8 per cent;
- 2006 Queensland Household Gambling Survey — 62.0 per cent;
- 2007 Prevalence of Gambling and Problem Gambling in NSW — 56.0 per cent;
- 2008 survey of the Social and Economic Impacts into Gambling in Tasmania — 51.3 per cent;
- 2008 Queensland Household Gambling survey — 60.0 per cent;
- 2009 ACT survey — 47.7 per cent; and
- 2009 Victorian survey of Problem Gambling from a Public Health Perspective — 47.5 per cent.

The next most common gambling activities in the present survey were Keno (24.3 per cent), scratch tickets (24.3 per cent), and EGMs (20.5 per cent). Similar activities and rates were found in the other statewide surveys.

5.3 Gambling participation: results by focus local government area

Table 5.4 displays the participation in different LGAs for each gambling activity. Overall, gambling participation was highest in Devonport (72.8 per cent), Glenorchy (72.0 per cent), and Sorell (70.4 per cent).

The following summarises the results relating to each gambling activity:

- EGMs — most common in Glenorchy, Sorell, Devonport, and Launceston;
- horse or greyhound racing — most common in Devonport, Brighton, Clarence, and Sorell;
- instant scratch tickets — most common in Glenorchy and Brighton;
- lotteries — most common in Sorell and Devonport;

- Keno — most common in Brighton, Sorell, Glenorchy, and Devonport;
- casino table games — most common in Launceston, Glenorchy, and Clarence;
- bingo — most common in Brighton and Glenorchy;
- sporting or other events — most common in Brighton and Launceston; and
- informal private games — most common in Clarence and Devonport.

Table 5.4

LGA COMPARISON OF PARTICIPATION IN GAMBLING ACTIVITIES BY TASMANIAN ADULTS IN THE LAST 12 MONTHS

Gambling activity	Results	Low SES LGAs				Comparison LGAs				Rest of State
		Brighton	Break O'Day	Glenorchy	Devonport	Circular Head	Launceston	Sorell	Clarence	
Electronic gaming machines	%	23.3%	14.0%	30.9%	26.0%	19.2%	25.9%	27.3%	15.4%	18.1%
	SE	3.0%	2.3%	3.9%	3.0%	3.0%	3.3%	2.9%	2.2%	1.5%
	Lower	18.0%	10.0%	23.9%	20.6%	14.0%	19.9%	21.9%	11.5%	15.2%
	Upper	29.7%	19.2%	38.9%	32.3%	25.7%	32.8%	33.4%	20.3%	21.3%
Horse or greyhound races	%	15.7%	12.6%	13.8%	21.5%	14.5%	14.4%	15.0%	15.2%	14.3%
	SE	2.3%	2.5%	2.4%	3.1%	2.4%	2.2%	2.1%	2.2%	1.4%
	Lower	11.7%	8.5%	9.8%	16.1%	10.4%	10.6%	11.4%	11.3%	11.8%
	Upper	20.7%	18.4%	19.2%	28.2%	19.8%	19.2%	19.6%	20.1%	17.2%
Instant scratch tickets	%	27.1%	22.8%	35.8%	25.1%	22.2%	25.6%	24.6%	22.0%	22.0%
	SE	3.2%	2.7%	3.8%	2.8%	2.9%	3.3%	2.6%	2.8%	2.8%
	Lower	21.3%	17.9%	28.6%	20.1%	17.0%	19.7%	19.9%	16.9%	16.9%
	Upper	33.9%	28.6%	43.6%	31.0%	28.4%	32.7%	30.0%	28.0%	28.0%
Lotteries	%	43.0%	48.5%	45.1%	52.8%	44.2%	43.0%	54.0%	47.2%	46.6%
	SE	3.2%	3.3%	3.4%	3.4%	3.5%	3.4%	3.1%	3.6%	1.8%
	Lower	36.8%	42.0%	38.5%	46.2%	37.6%	36.6%	48.0%	40.3%	43.1%
	Upper	49.4%	55.0%	51.8%	59.3%	51.1%	49.7%	59.9%	54.3%	50.1%
Keno	%	31.7%	21.6%	29.5%	29.3%	20.5%	27.9%	31.6%	24.7%	21.9%
	SE	3.3%	2.7%	3.0%	3.2%	2.6%	3.3%	3.0%	3.6%	1.5%
	Lower	25.7%	16.8%	24.0%	23.5%	15.8%	22.0%	26.0%	18.3%	19.1%
	Upper	38.5%	27.4%	35.7%	35.9%	26.0%	34.7%	37.8%	32.3%	25.1%

Gambling activity	Results	Low SES LGAs				Comparison LGAs				Rest of State
		Brighton	Break O'Day	Glenorchy	Devonport	Circular Head	Launceston	Sorell	Clarence	
Casino table games	%	4.5%	np	7.7%	3.3%	np	8.9%	6.6%	7.2%	5.1%
	SE	1.1%		2.0%	1.0%†		2.0%	1.7%	1.9%	0.9%
	Lower	2.7%		4.6%	1.8%		5.6%	3.9%	4.2%	3.6%
	Upper	7.4%		12.7%	6.0%		13.8%	10.9%	12.1%	7.2%
Bingo	%	5.8%	np	3.6%	np	np	np	np	np	0.9%
	SE	2.0%†		1.4%†						0.3%†
	Lower	2.9%		1.7%						0.5%
	Upper	11.2%		7.4%						1.6%
Sporting or other events	%	5.8%	np	3.1%	4.0%	np	5.0%	2.8%	3.8%	4.3%
	SE	1.9%†		0.9%	1.2%†		1.8%†	0.8%	1.2%†	0.8%
	Lower	3.0%		1.7%	2.2%		2.4%	1.6%	2.0%	3.1%
	Upper	10.8%		5.5%	7.0%		10.1%	5.0%	7.0%	6.1%
Informal private games	%	np	np	np	4.1%	np	2.1%	2.2%	4.3%	2.9%
	SE				1.4%†		0.8%†	0.7%†	1.6%†	0.7%
	Lower				2.1%		1.1%	1.1%	2.0%	1.8%
	Upper				8.0%		4.3%	4.1%	8.8%	4.7%
Any gambling activity	%	64.5%	63.7%	72.0%	72.8%	60.9%	68.5%	70.4%	62.9%	62.6%
	SE	3.2%	3.2%	2.9%	2.9%	3.5%	3.2%	2.8%	3.4%	1.7%
	Lower	57.9%	57.1%	66.0%	66.8%	53.8%	62.0%	64.7%	56.1%	59.2%
	Upper	70.5%	69.8%	77.4%	78.1%	67.5%	74.3%	75.5%	69.2%	65.9%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.
† 30% < RSE <50%

Source: Survey sections A, C, and D

Table 5.5 displays the participation on different gambling activities in each LGA in the previous 12 months for Tasmanian adults. There were significant differences between low SES LGAs and the rest of state for EGMs, instant scratch tickets, Keno and bingo (*p<0.05*).

Table 5.5

LGA GROUPING COMPARISON OF PARTICIPATION IN GAMBLING ACTIVITIES

LGA grouping	%	SE	Lower	Upper
Electronic gaming machines				
Low SES LGAs	28.3%*	2.4%	23.9%	33.1%
Comparison LGAs	21.3%	1.8%	18.0%	25.0%
Rest of State	18.1%	1.5%	15.2%	21.3%
Horse or greyhound races				
Low SES LGAs	16.4%	1.6%	13.4%	19.9%
Comparison LGAs	14.6%	1.3%	12.3%	17.4%
Rest of State	14.3%	1.4%	11.8%	17.2%
Instant scratch tickets				
Low SES LGAs	31.2%*	2.4%	26.8%	36.1%
Comparison LGAs	23.9%	1.9%	20.5%	27.7%
Rest of State	22.7%	1.6%	19.8%	26.0%
Lotteries				
Low SES LGAs	47.1%	2.2%	42.8%	51.4%
Comparison LGAs	45.8%	2.0%	41.8%	49.8%
Rest of State	46.6%	1.8%	43.1%	50.1%
Keno				
Low SES LGAs	29.8%*	2.0%	26.1%	33.8%
Comparison LGAs	26.3%	2.0%	22.6%	30.4%
Rest of State	21.9%	1.5%	19.1%	25.1%
Casino table games				
Low SES LGAs	5.9%	1.2%	4.0%	8.6%
Comparison LGAs	7.6%	1.2%	5.5%	10.2%
Rest of State	5.1%	0.9%	3.6%	7.2%
Bingo				
Low SES LGAs	3.6%*	0.9%	2.2%	5.7%
Comparison LGAs	2.8%	0.9%†	1.5%	5.2%
Rest of State	0.9%	0.3%†	0.5%	1.6%
Sporting or other events				
Low SES LGAs	3.8%	0.7%	2.6%	5.4%
Comparison LGAs	4.1%	0.9%	2.6%	6.4%
Rest of State	4.3%	0.8%	3.1%	6.1%
Informal private games				
Low SES LGAs	5.1%	2.1%†	2.2%	11.3%
Comparison LGAs	2.8%	0.7%	1.7%	4.5%
Rest of State	2.9%	0.7%	1.8%	4.7%
Total Annual Participation				
Low SES LGAs	32.9%	3.0%	27.0%	38.7%
Comparison LGAs	28.5%	1.9%	24.8%	32.2%
Rest of State	29.1%	2.9%	23.4%	34.8%

* p<0.05, † 30% < RSE <50%

Source: Survey sections A, C and D

5.4 Demographic differences for overall gambling participation

Overall gambling participation rates in the previous 12 months were compared across the demographic characteristics of the population (Table 5.6).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation was reported by those whose country of birth was other than Australia, and those with postgraduate qualifications ($p<0.05$).

Table 5.6

DEMOGRAPHIC DIFFERENCES FOR OVERALL ANNUAL GAMBLING PARTICIPATION

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	64.5%	3.2%	57.9%	70.5%
Gender				
Male	65.4%	1.4%	62.6%	68.1%
Female	64.2%	1.8%	60.7%	67.6%
Age				
18-24	61.9%	4.5%	52.8%	70.3%
25-34	74.0%	3.8%	65.9%	80.7%
35-44	68.1%	2.8%	62.4%	73.2%
45-54	64.3%	2.4%	59.6%	68.8%
55-64	65.7%	2.1%	61.6%	69.7%
65+	55.9%	1.7%	52.5%	59.3%
Household structure				
Couple with no children	74.9%	3.3%	68.0%	80.8%
Couple with children still at home	66.4%	2.0%	62.4%	70.2%
Couple with children not living at home	64.2%	1.9%	60.4%	67.9%
Single person household (no children)	62.6%	2.9%	56.7%	68.1%
Single with children still at home	65.7%	4.2%	57.0%	73.4%
Single with children not living at home	58.9%	3.0%	52.9%	64.7%
Group or shared household	61.4%	6.9%	47.3%	73.8%
Occupational status				
In paid employment full time	71.4%	1.7%	67.9%	74.7%
In paid employment part time/casual	68.0%	2.9%	62.1%	73.3%
Primarily household duties	64.1%	6.2%	51.3%	75.1%
Student	49.2%	6.7%	36.3%	62.1%
Retired	58.0%	1.7%	54.6%	61.3%
Looking for work	57.7%	7.9%	42.0%	71.9%
Unable to work/pension	56.2%	4.6%	47.0%	64.9%
Annual personal income before tax				
Less than $25,000	61.3%	2.0%	57.2%	65.2%
$25,000 to $39,999	69.4%	2.5%	64.3%	74.1%
$40,000 to $64,999	68.0%	2.6%	62.8%	72.9%
$65,000 to $79,999	68.4%	3.5%	61.2%	74.8%
$80,000 to $129,999	65.2%	4.3%	56.5%	73.1%
$130,000 or more	61.8%	6.8%	47.9%	73.9%

Comparison	%	SE	Lower	Upper
Country of birth				
Australia	67.1%	1.2%	64.7%	69.5%
Other	48.0%*	3.1%	42.1%	54.0%
Cultural group				
Australian	65.4%	1.2%	63.0%	67.7%
Other	60.3%	4.5%	51.3%	68.6%
Highest level of education				
Primary school only	54.0%	6.7%	41.0%	66.6%
Secondary school: not completed	72.3%	1.9%	68.3%	75.9%
Secondary school: completed Year 12	64.0%	2.8%	58.3%	69.4%
Trade qualifications	68.0%	2.9%	62.0%	73.5%
Tertiary education	65.0%	2.2%	60.5%	69.2%
Postgraduate qualification	46.1%*	3.6%	39.1%	53.3%

* p<0.05

Source: Survey sections A and Q

5.5 Demographic differences for gambling participation on EGMs

Gambling participation on EGMs in the previous 12 months was compared across the demographic characteristics of the population (Table 5.7).

Compared to Tasmanian adults as a whole, significantly higher annual gambling participation on EGMs was reported by those aged 18-24 and 25-34, and by those who started but did not complete secondary school ($p<0.05$).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation on EGMs was reported by students, those reporting their income to be $80,000-$129,000, those reporting their county of birth to be other than Australia, and those with postgraduate qualifications ($p<0.05$).

Table 5.7

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION ON EGMS

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	20.5%	1.1%	18.4%	22.7%
Gender				
Male	18.8%	1.2%	16.5%	21.4%
Female	22.0%	1.7%	18.8%	25.6%
Age				
18-24	32.6%*	4.3%	24.7%	41.6%
25-34	32.4%*	4.5%	24.3%	41.8%
35-44	13.7%	2.1%	10.0%	18.5%
45-54	16.2%	1.7%	13.2%	19.7%
55-64	19.0%	1.7%	15.9%	22.6%
65+	16.4%	1.3%	14.0%	19.0%

Comparison	%	SE	Lower	Upper
Household structure				
Couple with no children	24.2%	3.6%	17.8%	32.1%
Couple with children still at home	16.4%	1.6%	13.5%	19.7%
Couple with children not living at home	17.5%	1.5%	14.8%	20.6%
Single person household (no children)	21.2%	2.8%	16.1%	27.2%
Single with children still at home	28.2%	4.5%	20.2%	37.8%
Single with children not living at home	19.9%	2.6%	15.2%	25.5%
Group or shared household	26.2%	5.9%	16.3%	39.3%
Occupational status				
In paid employment full time	22.5%	1.8%	19.2%	26.2%
In paid employment part time/casual	20.6%	2.8%	15.7%	26.6%
Primarily household duties	30.8%	7.7%	18.0%	47.4%
Student	10.2%*	3.2%†	5.4%	18.3%
Retired	16.6%	1.3%	14.1%	19.4%
Looking for work	24.5%	5.8%	14.9%	37.6%
Unable to work/pension	22.9%	4.0%	16.1%	31.6%
Annual personal income before tax				
Less than $25,000	22.8%	2.0%	19.2%	27.0%
$25,000 to $39,999	23.0%	2.7%	18.2%	28.6%
$40,000 to $64,999	21.3%	2.4%	16.9%	26.3%
$65,000 to $79,999	17.7%	3.5%	11.8%	25.6%
$80,000 to $129,999	12.0%*	2.4%	8.1%	17.6%
$130,000 or more	16.1%	6.6%†	6.9%	33.3%
Country of birth				
Australia	21.9%	1.2%	19.7%	24.4%
Other	10.1%*	1.7%	7.2%	13.9%
Cultural group				
Australian	20.6%	1.1%	18.5%	22.9%
Other	20.2%	4.3%	12.9%	30.0%
Highest level of education				
Primary school only	20.5%	5.4%	11.8%	33.2%
Secondary school: not completed	29.4%*	2.3%	25.1%	34.2%
Secondary school: completed Year 12	24.9%	2.8%	19.9%	30.8%
Trade qualifications	20.8%	3.1%	15.3%	27.6%
Tertiary education	14.6%	1.8%	11.5%	18.4%
Postgraduate qualification	7.5%*	2.1%	4.3%	12.9%

* p<0.05, † 30% < RSE <50%

Source: Survey sections A, C and Q

5.6 Demographic differences for gambling participation in horse or greyhound racing

Gambling participation in horse or greyhound racing in the previous 12 months was compared across the demographic characteristics of the population (Table 5.8).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation on horse or greyhound racing was reported by those aged 65+, retired persons, and those reporting their country of birth to be other than Australia ($p<0.05$).

Table 5.8

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION IN HORSE OR GREYHOUND RACING

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	14.7%	0.9%	13.0%	16.6%
Gender				
Male	17.9%	1.2%	15.7%	20.4%
Female	11.7%	1.4%	9.3%	14.6%
Age				
18-24	14.5%	3.3%	9.1%	22.3%
25-34	20.9%	3.6%	14.7%	28.9%
35-44	20.0%	2.6%	15.5%	25.5%
45-54	13.4%	1.4%	10.8%	16.5%
55-64	13.5%	1.4%	11.0%	16.5%
65+	7.4%*	0.8%	5.9%	9.2%
Household structure				
Couple with no children	18.8%	3.3%	13.2%	26.0%
Couple with children still at home	17.4%	1.7%	14.4%	20.9%
Couple with children not living at home	12.9%	1.3%	10.6%	15.6%
Single person household (no children)	11.7%	1.9%	8.5%	15.8%
Single with children still at home	14.2%	3.7%	8.3%	23.0%
Single with children not living at home	9.6%	2.0%	6.3%	14.4%
Group or shared household	21.3%	6.2%	11.6%	35.7%
Occupational status				
In paid employment full time	18.4%	1.5%	15.7%	21.5%
In paid employment part time/casual	18.1%	2.9%	13.1%	24.4%
Primarily household duties	9.6%	3.4%†	4.7%	18.6%
Student	9.4%	3.2%†	4.7%	18.0%
Retired	8.7%*	0.9%	7.1%	10.7%
Looking for work	12.3%	4.6%†	5.7%	24.4%
Unable to work/pension	11.6%	3.4%	6.4%	20.2%
Annual personal income before tax				
Less than $25,000	10.9%	1.5%	8.3%	14.3%
$25,000 to $39,999	13.0%	2.0%	9.6%	17.4%
$40,000 to $64,999	19.1%	2.1%	15.2%	23.6%
$65,000 to $79,999	21.9%	3.5%	15.8%	29.5%
$80,000 to $129,999	12.8%	2.3%	8.9%	18.0%
$130,000 or more	28.0%	7.1%	16.4%	43.6%
Country of birth				
Australia	15.9%	1.0%	14.0%	18.0%
Other	6.2%*	1.5%	3.8%	10.0%

Comparison	%	SE	Lower	Upper
Cultural group				
Australian	14.8%	1.0%	13.0%	16.8%
Other	13.6%	3.1%	8.6%	21.0%
Highest level of education				
Primary school only	np	np	np	np
Secondary school: not completed	14.2%	1.8%	11.0%	18.1%
Secondary school: completed Year 12	17.2%	2.3%	13.2%	22.0%
Trade qualifications	20.9%	2.9%	15.8%	27.1%
Tertiary education	12.8%	1.6%	10.0%	16.3%
Postgraduate qualification	10.6%	2.3%	6.9%	16.1%

* p<0.05

† 30% < RSE <50%

Source: Survey sections A, D and Q

5.7 Demographic differences for gambling participation in instant scratch tickets

Gambling participation on instant scratch tickets in the previous 12 months was compared across the demographic characteristics of the population (Table 5.9).

Compared to Tasmanian adults as a whole, significantly higher annual gambling participation on instant scratch tickets was reported by those in part time/casual employment, and those earning $25,000-$39,999 ($p<0.05$).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation on instant scratch tickets was reported by males, those aged 65+, the retired, those reporting their country of birth was other than Australia, and those with postgraduate qualifications ($p<0.05$).

Table 5.9

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION IN INSTANT SCRATCH TICKETS

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	24.3%	1.1%	22.2%	26.6%
Gender				
Male	19.2%*	1.2%	17.0%	21.6%
Female	29.1%	1.8%	25.7%	32.8%
Age				
18-24	29.5%	4.4%	21.7%	38.7%
25-34	33.4%	4.4%	25.4%	42.5%
35-44	25.1%	2.7%	20.2%	30.7%
45-54	21.0%	1.9%	17.5%	25.1%
55-64	21.2%	1.8%	17.9%	24.8%
65+	19.3%*	1.4%	16.7%	22.1%

Comparison	%	SE	Lower	Upper
Household structure				
Couple with no children	29.4%	3.8%	22.6%	37.4%
Couple with children still at home	22.3%	1.8%	19.0%	26.0%
Couple with children not living at home	19.3%	1.6%	16.4%	22.5%
Single person household (no children)	28.5%	3.0%	22.9%	34.7%
Single with children still at home	29.7%	4.4%	21.8%	39.0%
Single with children not living at home	19.2%	2.4%	14.9%	24.3%
Group or shared household	34.9%	7.1%	22.5%	49.7%
Occupational status				
In paid employment full time	23.1%	1.8%	19.8%	26.8%
In paid employment part time/casual	32.5%*	3.0%	26.9%	38.7%
Primarily household duties	36.5%	7.5%	23.4%	52.0%
Student	12.5%	4.2%†	6.3%	23.2%
Retired	19.3%*	1.4%	16.8%	22.1%
Looking for work	26.1%	6.0%	16.1%	39.5%
Unable to work/pension	27.1%	4.2%	19.8%	36.0%
Annual personal income before tax				
Less than $25,000	25.6%	2.0%	21.8%	29.8%
$25,000 to $39,999	33.2%*	3.0%	27.6%	39.3%
$40,000 to $64,999	24.3%	2.4%	19.9%	29.3%
$65,000 to $79,999	20.6%	3.5%	14.6%	28.2%
$80,000 to $129,999	15.9%	3.1%	10.7%	23.0%
$130,000 or more	np	np	np	np
Country of birth				
Australia	25.5%	1.2%	23.1%	27.9%
Other	16.3%*	2.4%	12.1%	21.5%
Cultural group				
Australian	24.6%	1.2%	22.4%	26.9%
Other	23.5%	4.5%	15.8%	33.6%
Highest level of education				
Primary school only	17.0%	4.7%	9.7%	28.1%
Secondary school: not completed	30.8%	2.3%	26.5%	35.5%
Secondary school: completed Year 12	27.1%	2.9%	21.8%	33.0%
Trade qualifications	22.3%	2.7%	17.4%	28.1%
Tertiary education	21.1%	2.0%	17.3%	25.3%
Postgraduate qualification	15.4%*	2.9%	10.6%	21.9%

* p<0.05, † 30% < RSE <50%.

Source: Survey sections A, D and Q

5.8 Demographic differences for gambling participation in lotteries

Gambling participation on lotteries in the previous 12 months was compared across the demographic characteristics of the population (Table 5.10).

Compared to Tasmanian adults as a whole, significantly higher annual gambling participation on lotteries was reported by couples with no children (*$p<0.05$*).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation on lotteries was reported by those aged 18-24, students, and those earning less than $25,000 ($p<0.05$).

Table 5.10

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION IN LOTTERIES

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	46.5%	1.2%	44.1%	48.8%
Gender				
Male	47.3%	1.5%	44.4%	50.3%
Female	45.7%	1.9%	42.0%	49.4%
Age				
18-24	21.8%*	3.8%	15.2%	30.3%
25-34	45.5%	4.6%	36.7%	54.6%
35-44	53.7%	3.0%	47.8%	59.4%
45-54	51.8%	2.4%	47.1%	56.5%
55-64	53.0%	2.2%	48.7%	57.2%
65+	43.9%	1.7%	40.6%	47.3%
Household structure				
Couple with no children	59.8%*	4.0%	51.8%	67.3%
Couple with children still at home	43.8%	2.1%	39.8%	48.0%
Couple with children not living at home	51.8%	2.0%	47.8%	55.8%
Single person household (no children)	48.4%	3.0%	42.5%	54.4%
Single with children still at home	42.3%	4.5%	33.7%	51.3%
Single with children not living at home	45.9%	3.1%	40.0%	52.0%
Group or shared household	27.6%	6.2%	17.1%	41.2%
Occupational status				
In paid employment full time	52.0%	2.0%	48.1%	55.8%
In paid employment part time/casual	48.4%	3.2%	42.2%	54.6%
Primarily household duties	36.5%	6.0%	25.7%	48.8%
Student	29.4%*	6.6%	18.2%	43.8%
Retired	44.6%	1.7%	41.2%	47.9%
Looking for work	36.4%	7.2%	23.7%	51.3%
Unable to work/pension	40.8%	4.4%	32.5%	49.7%
Annual personal income before tax				
Less than $25,000	39.8%*	2.1%	35.8%	43.9%
$25,000 to $39,999	49.8%	2.9%	44.2%	55.5%
$40,000 to $64,999	52.2%	2.7%	46.9%	57.5%
$65,000 to $79,999	52.4%	4.0%	44.6%	60.0%
$80,000 to $129,999	52.7%	4.2%	44.4%	60.8%
$130,000 or more	39.8%	6.8%	27.4%	53.6%
Country of birth				
Australia	47.2%	1.3%	44.7%	49.8%
Other	40.7%	3.0%	35.1%	46.7%
Cultural group				
Australian	46.9%	1.3%	44.4%	49.4%
Other	43.4%	4.6%	34.7%	52.5%

Comparison	%	SE	Lower	Upper
Highest level of education				
Primary school only	43.2%	6.5%	31.1%	56.1%
Secondary school: not completed	53.2%	2.3%	48.7%	57.7%
Secondary school: completed Year 12	40.0%	2.8%	34.7%	45.6%
Trade qualifications	50.4%	3.2%	44.3%	56.6%
Tertiary education	47.7%	2.4%	43.0%	52.5%
Postgraduate qualification	34.2%	3.5%	27.8%	41.3%

* p<0.05

Source: Survey sections A, D and Q

5.9 Demographic differences for gambling participation in Keno

Gambling participation on Keno in the previous 12 months was compared across the demographic characteristics of the population (Table 5.11).

Compared to Tasmanian adults as a whole, significantly higher annual gambling participation on Keno was reported by: couples with no children and by those who started but did not complete secondary school ($p<0.05$).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation on Keno was reported by: those aged 65+, the retired, those looking for work, those who reported their country of birth was other than Australia, and those with post graduate qualifications ($p<0.05$).

Table 5.11

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION IN KENO

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	24.3%	1.1%	22.3%	26.5%
Gender				
Male	25.0%	1.3%	22.5%	27.7%
Female	23.6%	1.7%	20.5%	27.0%
Age				
18-24	24.3%	3.7%	17.8%	32.3%
25-34	33.9%	4.5%	25.8%	43.1%
35-44	24.7%	2.5%	20.0%	30.0%
45-54	23.8%	2.0%	20.1%	27.9%
55-64	25.7%	1.9%	22.1%	29.5%
65+	16.1%*	1.2%	13.8%	18.7%
Household structure				
Couple with no children	36.0%*	4.3%	28.0%	44.9%
Couple with children still at home	26.3%	1.9%	22.7%	30.2%
Couple with children not living at home	23.7%	1.7%	20.6%	27.2%
Single person household (no children)	22.0%	2.6%	17.3%	27.5%
Single with children still at home	22.0%	3.9%	15.4%	30.5%
Single with children not living at home	19.5%	2.4%	15.2%	24.7%
Group or shared household	15.1%	5.1%†	7.6%	27.9%

Comparison	%	SE	Lower	Upper
Occupational status				
In paid employment full time	29.2%	1.8%	25.9%	32.8%
In paid employment part time/casual	25.8%	2.9%	20.6%	31.9%
Primarily household duties	24.3%	6.2%	14.2%	38.3%
Student	16.1%	5.6%†	7.8%	30.3%
Retired	17.7%*	1.3%	15.2%	20.4%
Looking for work	11.1%*	3.6%†	5.7%	20.5%
Unable to work/pension	28.0%	4.3%	20.4%	37.1%
Annual personal income before tax				
Less than $25,000	23.2%	1.9%	19.6%	27.1%
$25,000 to $39,999	24.4%	2.5%	19.8%	29.6%
$40,000 to $64,999	28.9%	2.4%	24.4%	33.8%
$65,000 to $79,999	20.8%	3.1%	15.3%	27.6%
$80,000 to $129,999	23.9%	3.4%	17.8%	31.3%
$130,000 or more	18.3%	5.1%	10.2%	30.5%
Country of birth				
Australia	26.0%	1.2%	23.8%	28.4%
Other	12.0%*	2.0%	8.7%	16.4%
Cultural group				
Australian	24.5%	1.1%	22.3%	26.8%
Other	21.2%	3.5%	15.2%	28.7%
Highest level of education				
Primary school only	19.9%	5.5%	11.2%	32.9%
Secondary school: not completed	30.8%*	2.1%	26.9%	35.1%
Secondary school: completed Year 12	26.8%	2.6%	21.9%	32.2%
Trade qualifications	27.7%	2.9%	22.5%	33.7%
Tertiary education	20.6%	2.2%	16.6%	25.2%
Postgraduate qualification	10.0%*	2.2%	6.5%	15.1%

* p<0.05, † 30% < RSE <50%.

Source: Survey sections A, D and Q

5.10 Demographic differences for gambling participation in casino table games

Gambling participation on casino table games in the previous 12 months was compared across the demographic characteristics of the population (Table 5.12).

Compared to Tasmanian adults as a whole, significantly higher annual gambling participation on casino table games was reported by those aged 18-24 and 25-34, those in group or shared households, and those who completed secondary school (*p<0.05*).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation on casino table games was reported by those aged 55-64 and 65+, couples with children not living at home, and those not in paid employment (*p<0.05*).

Table 5.12

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION IN CASINO TABLE GAMES

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	5.9%	0.6%	4.8%	7.3%
Gender				
Male	9.1%	1.0%	7.3%	11.2%
Female	2.9%	0.8%	1.7%	4.9%
Age				
18-24	17.4%*	3.0%	12.2%	24.1%
25-34	13.9%*	3.1%	8.9%	21.1%
35-44	3.9%	1.0%	2.3%	6.4%
45-54	3.0%	0.7%	1.9%	4.8%
55-64	np	np	np	np
65+	1.1%*	0.3%	0.6%	2.0%
Household structure				
Couple with no children	8.0%	2.8%†	4.0%	15.5%
Couple with children still at home	7.8%	1.2%	5.8%	10.4%
Couple with children not living at home	2.4%*	0.6%	1.5%	3.9%
Single person household (no children)	4.9%	2.0%†	2.2%	10.5%
Single with children still at home	4.3%	1.5%†	2.2%	8.2%
Single with children not living at home	np	np	np	np
Group or shared household	23.0%*	6.2%	13.0%	37.3%
Occupational status				
In paid employment	7.9%	1.0%	6.2%	10.1%
Not in paid employment	2.9%*	0.6%	2.0%	4.4%
Annual personal income before tax				
Less than $25,000	3.9%	0.7%	2.7%	5.6%
$25,000 to $39,999	3.7%	1.3%†	1.8%	7.5%
$40,000 to $64,999	8.9%	2.0%	5.6%	13.7%
$65,000 to $79,999	8.2%	2.7%†	4.2%	15.3%
$80,000 to $129,999	9.5%	2.4%	5.7%	15.5%
$130,000 or more	11.8%	4.8%†	5.1%	25.0%
Country of birth				
Australia	6.3%	0.7%	5.1%	7.8%
Other	2.9%	1.1%†	1.3%	6.1%
Cultural group				
Australian	5.7%	0.6%	4.6%	7.1%
Other	np	np	np	np
Highest level of education				
Primary school only	np	np	np	np
Secondary school: not completed	4.6%	1.0%	2.9%	7.0%
Secondary school: completed Year 12	10.6%*	1.8%	7.6%	14.7%
Trade qualifications	3.7%	1.2%†	2.0%	6.9%
Tertiary education	5.9%	1.4%	3.7%	9.3%
Postgraduate qualification	4.4%	1.7%	2.0%	9.2%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

† 30% < RSE <50%

Source: Survey sections A, D and Q

5.11 Demographic differences for gambling participation in bingo

Gambling participation on bingo in the previous 12 months was compared across the demographic characteristics of the population (Table 5.13). No significant differences were found.

Table 5.13

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION IN BINGO

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	1.8%	0.3%	1.3%	2.6%
Gender				
Male	0.7%	0.2%	0.3%	1.3%
Female	2.9%	0.6%	2.0%	4.3%
Age				
18-44	1.5%	0.6%†	0.7%	3.1%
45+	2.1%	0.3%	1.5%	2.9%
Occupational status				
In paid employment	1.0%	0.3%†	0.6%	1.7%
Not in paid employment	3.0%	0.7%	1.9%	4.7%
Cohabitation with partner				
Living with partner	1.2%	0.3%	0.8%	2.0%
Not living with any partner	2.5%	0.6%	1.6%	4.0%
Dependent children				
Dependent children	1.2%	0.4%†	0.7%	2.2%
No dependent children	2.1%	0.4%	1.4%	3.1%
Annual personal income before tax				
Less than $64,999	1.9%	0.4%	1.2%	2.8%
$65,000 or more	np	np	np	np
Country of birth				
Australia	2.1%	0.4%	1.5%	2.9%
Other	np	np	np	np
Cultural group				
Australian	1.9%	0.3%	1.3%	2.7%
Other	np	np	np	np
Highest level of education				
Secondary school or lower	3.1%	0.6%	2.1%	4.6%
Additional qualifications	0.8%	0.2%	0.5%	1.5%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey sections A, D and Q

5.12 Demographic differences for gambling participation in sporting or other events

Gambling participation on sporting or other events in the previous 12 months was compared across the demographic characteristics of the population (Table 5.14).

Compared to Tasmanian adults as a whole, significantly higher annual gambling participation on sporting or other events was reported by those aged 18-24, and by those who had completed Year 12 ($p<0.05$).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation on sporting or other events was reported by those aged 65+ ($p<0.05$).

Table 5.14

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION IN SPORTING OR OTHER EVENTS

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	4.2%	0.5%	3.3%	5.3%
Gender				
Male	5.9%	0.8%	4.5%	7.7%
Female	2.6%	0.7%	1.6%	4.3%
Age				
18-24	11.0%*	2.5%	7.0%	17.1%
25-34	5.4%	1.9%†	2.7%	10.6%
35-44	4.8%	1.3%	2.8%	8.2%
45-54	2.8%	0.8%	1.6%	4.8%
55-64	3.2%	0.8%	1.9%	5.3%
65+	0.9%*	0.3%†	0.5%	1.7%
Occupational status				
In paid employment	5.5%	0.8%	4.1%	7.4%
Not in paid employment	2.3%	0.4%	1.5%	3.3%
Cohabitation with partner				
Living with partner	5.2%	0.8%	3.9%	6.9%
Not living with any partner	3.0%	0.7%	2.0%	4.6%
Dependent children				
Dependent children	6.8%	1.2%	4.8%	9.5%
No dependent children	3.1%	0.5%	2.2%	4.3%
Annual personal income before tax				
Less than $25,000	4.3%	0.9%	2.9%	6.3%
$25,000 to $39,999	2.9%	1.0%†	1.5%	5.6%
$40,000 to $64,999	4.6%	1.2%	2.7%	7.7%
$65,000 to $79,999	8.4%	2.9%†	4.2%	16.2%
$80,000 to $129,999	4.3%	1.6%†	2.0%	8.7%
$130,000 or more	np	np	np	np
Country of birth				
Australia	4.7%	0.6%	3.6%	6.0%
Other	np	np	np	np
Cultural group				
Australian	4.3%	0.6%	3.3%	5.6%
Other	2.3%	0.8%†	1.1%	4.6%

Comparison	%	SE	Lower	Upper
Highest level of education				
Primary school only	np	np	np	np
Secondary school: not completed	2.1%	0.5%	1.4%	3.3%
Secondary school: completed Year 12	8.8%*	1.9%	5.7%	13.4%
Trade qualifications	2.6%	0.8%†	1.4%	4.8%
Tertiary education	3.7%	0.9%	2.3%	5.8%
Postgraduate qualification	5.1%	1.8%†	2.5%	10.1%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

† 30% < RSE <50%

Source: Survey sections A, D and Q

5.13 Demographic differences for gambling participation in informal private games

Gambling participation on informal private games in the previous 12 months was compared across the demographic characteristics of the population (Table 5.15).

Compared to Tasmanian adults as a whole, significantly lower annual gambling participation on informal private games was reported by those aged 45+ ($p<0.05$).

Table 5.15

DEMOGRAPHIC DIFFERENCES FOR GAMBLING PARTICIPATION IN INFORMAL PRIVATE GAMES

Comparison	%	SE	Lower	Upper
Tasmanian adults as a whole	3.2%	0.6%	2.3%	4.5%
Gender				
Male	5.4%	0.9%	3.8%	7.5%
Female	np	np	np	np
Age				
18-44	5.8%	1.2%	3.8%	8.7%
45+	1.1%*	0.2%	0.7%	1.7%
Occupational status				
In paid employment	4.1%	0.8%	2.8%	5.9%
Not in paid employment	1.9%	0.8%†	0.8%	4.5%
Cohabitation with partner				
Living with partner	3.4%	0.6%	2.4%	4.8%
Not living with any partner	3.0%	1.0%†	1.6%	5.8%
Dependent children				
Dependent children	4.5%	0.9%	3.0%	6.7%
No dependent children	2.6%	0.7%	1.6%	4.5%
Annual personal income before tax				
Less than $64,999	2.7%	0.6%	1.7%	4.2%
$65,000 or more	4.9%	1.3%	2.9%	8.0%
Country of birth				
Australia	3.6%	0.6%	2.5%	5.0%
Other	np	np	np	np

Comparison	%	SE	Lower	Upper
Cultural group				
Australian	3.5%	0.6%	2.4%	4.9%
Other	np	np	np	np
Highest level of education				
Secondary school or lower	3.4%	0.9%	2.0%	5.7%
Additional qualifications	3.1%	0.7%	1.9%	4.9%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

† 30% < RSE <50%

Source: Survey sections A, D and Q

5.14 Gambling participation by location or medium

Table 5.16 displays the participation rates for each gambling activity by location or medium. The results revealed that EGM gambling is more common in a club or hotel than in a casino. Horse or greyhound racing gambling is most common at an off-course venue, followed by at a racetrack, over the Internet, or by telephone. Keno gambling is most common at a club or hotel, followed by a casino. Casino table games at a casino are more common than poker tournaments at a club/hotel/casino or over the Internet. Betting on sports or other events most commonly occurs in an off-course venue, followed by over the Internet and by telephone.

Table 5.16

GAMBLING PARTICIPATION: BY LOCATION OR MEDIUM

Gambling activity	%	SE	Lower	Upper
Electronic gaming machines	20.5%	1.1%	18.4%	22.7%
In a club or hotel	16.4%	1.0%	14.5%	18.5%
In a casino	13.0%	0.9%	11.4%	14.9%
Horse or greyhound races	14.7%	0.9%	13.0%	16.6%
At a racetrack	8.0%	0.7%	6.7%	9.5%
At an off-course venue	10.5%	0.7%	9.1%	12.0%
By telephone	1.8%	0.4%	1.1%	2.8%
Over the Internet	2.3%	0.3%	1.7%	3.1%
Instant scratch tickets	24.3%	1.1%	22.2%	26.6%
Lotteries	46.5%	1.2%	44.1%	48.8%
Keno	24.3%	1.1%	22.3%	26.5%
In a club or hotel	22.3%	1.1%	20.3%	24.5%
In a casino	7.2%	0.6%	6.2%	8.5%
Over the Internet	np			
Casino table games	5.9%	0.6%	4.8%	7.3%
Poker tournaments at a club, hotel, or casino	1.3%	0.3%	0.8%	2.0%
Other casino table games at a casino	4.9%	0.6%	3.9%	6.2%
Over the Internet	0.3%	0.1%†	0.2%	0.8%

Gambling activity	%	SE	Lower	Upper
Bingo	1.8%	0.3%	1.3%	2.6%
Sporting or other events	4.2%	0.5%	3.3%	5.3%
At an off-course venue	2.2%	0.4%	1.6%	3.1%
Over the Internet	1.3%	0.3%	0.9%	1.9%
Over the telephone	0.3%	0.1%†	0.1%	0.7%
Informal private games	3.2%	0.6%	2.3%	4.5%
Other	0.4%	0.1%	0.2%	0.6%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.
† 30% < RSE <50%

Source: Survey sections A, D and Q

5.15 Gambling participation: comparison with the 2008 Tasmanian survey by location or medium

The gambling participation rate of 64.5 per cent in the 2011 study is a statistically significant decrease compared to the 71.7 per cent reported in the 2008 Tasmanian study ($p<0.05$), and to the 85 per cent reported in the 2005 Tasmanian study ($p<0.05$). Table 5.17 reveals the specific gambling activities undertaken in the 2005, 2008 and 2011 studies. All archival comparisons were made using the online proportions calculator (http://www.answersresearch.com/proportions.php).

The 2008 report indicated that 'comparative statistical analyses showed that the participation rates in 2008 are similar to those in 2005. All differences between proportions (as expressed in effect sizes) were very small, and therefore not statistically meaningful' (p. 11).

The present survey reported statistically significantly less EGM participation compared to 2008: 20.5 per cent gambled on EGMs in 2011 compared to 28.5 per cent in 2008 ($p<0.05$). In 2011, EGM participation was broken down by location as follows: 16.4 per cent gambled on EGMs in a club or hotel, and 13.0 per cent in a casino. This compares to the 2008 Tasmania Social and Economic Impact Study where 20.7 per cent gambled in a club or hotel and 21.4 per cent in a casino. All statistics in this sub-section of the report were compared using the Answers Research online calculator which conducted binomial analyses based on percentage (proportion) scores assuming independent samples.

The present survey reported statistically significantly less horse and greyhound participation compared to 2008: 14.7 per cent gambled on horses and greyhounds in 2011 compared to 16.8 per cent in 2008 ($p<0.05$). In 2011, horse and greyhound participation was broken down by location and medium as follows: 8.0 per cent gambled on horses and greyhounds at a race track, 10.5 per cent at an off-course venue, 1.8 per cent by telephone, and 2.3 per cent over the Internet. This compares to the 2008 Tasmania survey where 8.5 per cent gambled at a race track, 12.0 per cent off-course, 1.6 per cent by telephone, and 1.7 per cent over the Internet.

The present survey reported statistically significantly less instant scratch ticket participation compared to 2008: 24.3 per cent gambled on instant scratchies in 2011 compared to 31.3 per cent in 2008 ($p<0.05$).

The present survey reported statistically significantly less lottery participation compared to 2008: 46.5 per cent gambled on the lotteries in 2011 while the 2008 Tasmanian survey reported 51.3 per cent ($p<0.05$).

The present survey reported a non-statistically significant drop in Keno participation compared to 2008: 24.3 per cent gambled on Keno in 2011 compared to 25.9 per cent in 2008. This was broken down in 2011 as follows by location: 22.3 per cent of Tasmanians reported gambling on Keno in a club or hotel, and 7.2 per cent in a casino. This compares with the 2008 Tasmanian survey where 23.6 per cent of Tasmanians gambled on Keno at a club/hotel, and 8.8 per cent in a casino.

The present survey reported statistically significantly less table game participation compared to 2008: 5.9 per cent gambled on table games in 2011 compared to 7.0 per cent in 2008 ($p<0.05$). This was broken down as follows by location and medium: 1.3 per cent gambled at poker tournaments at a club/hotel/or casino, 4.9 per cent gambled on other table games at a casino, and 0.3 per cent played table games over the Internet. This compares with the 2008 Tasmanian survey, where 1.2 per cent gambled at poker tournaments.

The present survey reported the same bingo participation as in 2008: 1.8 per cent gambled on bingo in both 2011 and 2008.

The present survey reported statistically significantly less participation in informal games compared to 2008: 3.2 per cent gambled on informal private games in 2011 compared to the 2008 Tasmanian survey where 5.3 per cent gambled on private card games/majong ($p<0.05$).

The present survey reported a non-statistically significant increase in participation in gambling on sporting or other events compared to 2008: 4.2 per cent gambled on sporting or other events in 2011 compared to 3.9 per cent in 2008. The current survey participation in gambling on sporting events was broken down by location and medium as follows: 2.2 per cent at an off-course venue, 1.3 per cent over the Internet, and 0.3 per cent over the telephone.

The current survey also reported a statistically significant decrease in gambling on other gambling forms: 0.4 per cent gambled on other forms in 2011 whilst the 2008 Tasmanian survey reported 1.4 per cent Internet/general gambling.

Table 5.17

GAMBLING PARTICIPATION: COMPARISON OF 2005, 2008 AND 2011

Gambling activity	2005 survey	2008 survey	2011 survey
Electronic gaming machines	n.a.	28.5%	20.5%
In a club or hotel	22.9%	20.7%	16.4%
In a casino	22.2%	21.4%	13.0%
Horse or greyhound races	n.a.	16.8%	14.7%
At a racetrack	6.7%	8.5%	8.0%
At an off-course venue	14.7%	12.0%	10.5%
By telephone	2.5%	1.6%	1.8%
Over the Internet	0.8%	1.7%	2.3%
Instant scratch tickets	31.8%	31.3%	24.3%
Lotteries	52.3%	51.3%	46.5%

Gambling activity	2005 survey	2008 survey	2011 survey
Keno	n.a.	25.9%	24.3%
In a club or hotel	20.8%	23.6%	22.3%
In a casino	9.5%	8.8%	7.2%
Over the Internet	n.a.	n.a.	np
Casino table games	5.2%	7.0%	5.9%
Poker tournaments at a club, hotel, or casino	n.a	1.2%	1.3%
Other casino table games at a casino	n.a	n.a.	4.9%
Over the Internet	n.a.	n.a.	0.3%
Bingo	2.2%	1.8%	1.8%
Sporting or other events	3.5%	3.9%	4.2%
At an off-course venue	n.a.	n.a.	2.2%
Over the Internet	n.a.	n.a.	1.3%
Over the telephone	n.a.	n.a.	0.3%
Informal private games	4.6%	5.3%	3.2%
Other	n.a.	1.4%	0.4%

Source: Survey sections B, C and D

5.16 Chapter summary: gambling participation

- 64.5 per cent of Tasmanian adults reported participating in some form of gambling in the previous 12 months.
- The most common forms of gambling were lotteries — 46.5 per cent.
- Among the focus LGAs, gambling participation was highest in Devonport (72.8 per cent), Glenorchy (72.0 per cent), and Sorell (70.4 per cent).
- Compared to the rest of the state, there was higher levels of participation in EGMs, instant scratch tickets, Keno and bingo ($p<0.05$) in SES LGAs.
- Compared to Tasmanian adults as a whole, significantly lower annual gambling participation was reported by those reporting their country of birth as other than Australia, and those with postgraduate qualifications ($p<0.05$).
- The gambling participation rate of 64.5 per cent in the 2011 study is a statistically significant decrease compared to the 71.7 per cent reported in the 2008 Tasmanian study ($p<0.05$), and the 85 per cent reported in the 2005 Tasmanian study ($p<0.05$).

Chapter 6

Gambling activity frequency

This chapter presents an analysis of the frequency of gambling activity by Tasmanian adults in the previous 12 months. The chapter reports:

- gambling frequency by activity;
- gambling frequency by LGA;
- gambling frequency: demographic differences;
- gambling frequency: results by location or medium; and
- gambling frequency: comparison with previous Tasmanian surveys, by location or medium.

6.1 Gambling activity frequency: results by gambling activity

Table 6.1 displays the average frequency of different gambling activities in Tasmania in the previous 12 months for the adults who participated in each activity. The results revealed that the most frequent gambling forms were horse or greyhound racing, lotteries, sporting or other events, and bingo.

Table 6.1

ANNUAL FREQUENCY OF GAMBLING SESSIONS ON DIFFERENT GAMBLING ACTIVITIES IN TASMANIA IN THE PREVIOUS 12 MONTHS FOR ADULTS PARTICIPATING IN EACH ACTIVITY

Gambling activity	Mean	SE	Lower	Upper
Electronic gaming machines	12.21	1.40	9.46	14.96
Horse or greyhound races	43.03	7.51	28.28	57.78
Instant scratch tickets	12.66	0.96	10.78	14.54
Lotteries	26.51	1.03	24.48	28.53
Keno	16.50	1.48	13.59	19.40
Casino table games	5.01	0.69	3.65	6.38
Bingo	21.30	3.70	13.92	28.68
Sporting or other events	22.28	9.70†	3.09	41.47
Informal private games	10.38	2.57	5.26	15.51
All gambling activities	**45.99**	**2.75**	**40.60**	**51.37**

† 30% < RSE <50%

Source: Survey sections B, C, and D

Table 6.2 displays the frequency in categories (less than once per month, 1-3 times per month, once per week or more) for the adults that participated in each activity. Weekly gambling is most common for lotteries (35.9 per cent), horse or greyhound racing (20.5 per cent), and bingo (20.3 per cent).

Table 6.2

FREQUENCY IN CATEGORIES OF DIFFERENT GAMBLING ACTIVITIES IN THE PREVIOUS 12 MONTHS ADULTS PARTICIPATING IN EACH ACTIVITY

Gambling activity	Results	Less than once per month	1-3 times per month	Once per week or more
Electronic gaming machines	%	72.0%	22.1%	5.9%
	SE	2.5%	2.3%	1.1%
	Lower	66.9%	18.0%	4.1%
	Upper	76.6%	26.8%	8.5%
Horse or greyhound races	%	64.5%	15.0%	20.5%
	SE	3.1%	2.2%	2.4%
	Lower	58.3%	11.1%	16.2%
	Upper	70.3%	19.9%	25.7%
Instant scratch tickets	%	64.0%	24.8%	11.2%
	SE	2.8%	2.7%	1.8%
	Lower	58.4%	20.0%	8.1%
	Upper	69.3%	30.4%	15.2%
Lotteries	%	46.4%	17.7%	35.9%
	SE	1.8%	1.3%	1.6%
	Lower	42.9%	15.2%	32.9%
	Upper	49.9%	20.4%	39.1%
Keno	%	68.2%	22.5%	9.3%
	SE	2.2%	2.0%	1.3%
	Lower	63.6%	18.9%	7.0%
	Upper	72.4%	26.6%	12.2%
Casino table games	%	88.0%	10.6%	np
	SE	2.9%	2.8%	
	Lower	80.9%	6.2%	
	Upper	92.7%	17.6%	
Bingo	%	43.6%	36.1%	20.3%
	SE	8.5%	9.7%	6.3%†
	Lower	27.9%	19.6%	10.4%
	Upper	60.7%	56.7%	35.6%
Sporting or other events	%	72.1%	19.5%	8.4%
	SE	5.8%	5.2%	3.4%†
	Lower	59.4%	11.1%	3.7%
	Upper	82.0%	31.8%	18.1%
Informal private games	%	74.3%	19.4%	np
	SE	7.5%	6.7%†	
	Lower	57.1%	9.3%	
	Upper	86.3%	36.1%	
Total annual frequency	%	40.2%	24.8%	35.1%
	SE	1.6%	1.4%	1.4%
	Lower	37.1%	22.2%	32.3%
	Upper	43.3%	27.6%	37.9%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey sections B, C and D

Table 6.3 displays the average frequency of different gambling activities in the previous 12 months for all Tasmanian adults. The results revealed that the most frequent gambling forms were lotteries, followed by horse or greyhound racing, Keno, and EGMs.

Table 6.3

ANNUAL FREQUENCY OF GAMBLING SESSIONS AT DIFFERENT GAMBLING ACTIVITIES IN THE PREVIOUS 12 MONTHS FOR ALL TASMANIAN ADULTS

Gambling activity	Mean	SE	Lower	Upper
Electronic gaming machines	2.49	0.30	1.89	3.08
Horse or greyhound races	6.31	1.13	4.10	8.52
Instant scratch tickets	3.03	0.27	2.49	3.57
Lotteries	12.24	0.54	11.18	13.31
Keno	3.98	0.38	3.24	4.72
Casino table games	0.30	0.05	0.20	0.39
Bingo	0.39	0.09	0.21	0.57
Sporting or other events	0.86	0.38†	0.12	1.61
Informal private games	0.30	0.08	0.15	0.46
All gambling activities	**29.52**	**1.82**	**25.97**	**33.09**

† 30% < RSE <50%

Source: Survey sections B, C and D

Table 6.4 displays the frequency in categories (less than once per month, 1-3 times per month, once per week or more) for all Tasmanian adults. Weekly gambling is most common for lotteries (16.6 per cent), horse or greyhound racing (3.0 per cent), and instant scratch tickets (2.7 per cent).

Table 6.4

FREQUENCY IN CATEGORIES OF DIFFERENT GAMBLING ACTIVITIES IN THE PREVIOUS 12 MONTHS FOR ALL TASMANIAN ADULTS

Gambling activity	Results	Less than once per month	1-3 times per month	Once per week or more
Electronic gaming machines	%	94.3%	4.5%	1.2%
	SE	0.5%	0.5%	0.2%
	Lower	93.2%	3.6%	0.8%
	Upper	95.2%	5.5%	1.7%
Horse or greyhound races	%	94.8%	2.2%	3.0%
	SE	0.5%	0.3%	0.4%
	Lower	93.7%	1.6%	2.4%
	Upper	95.7%	3.0%	3.8%
Instant scratch tickets	%	91.4%	5.9%	2.7%
	SE	0.8%	0.7%	0.4%
	Lower	89.6%	4.6%	1.9%
	Upper	92.9%	7.6%	3.7%
Lotteries	%	75.2%	8.2%	16.6%
	SE	1.0%	0.6%	0.8%
	Lower	73.3%	7.0%	15.1%
	Upper	77.1%	9.5%	18.2%

Gambling activity	Results	Less than once per month	1-3 times per month	Once per week or more
Keno	%	92.3%	5.4%	2.2%
	SE	0.6%	0.5%	0.3%
	Lower	91.1%	4.5%	1.7%
	Upper	93.4%	6.5%	3.0%
Casino table games	%	99.3%	0.6%	np
	SE	0.2%	0.2%	
	Lower	98.9%	0.4%	
	Upper	99.6%	1.1%	
Bingo	%	99.0%	0.7%	0.4%
	SE	0.3%	0.2%	0.1%
	Lower	98.3%	0.3%	0.2%
	Upper	99.4%	1.3%	0.7%
Sporting or other events	%	98.9%	0.8%	0.3%
	SE	0.3%	0.2%	0.1%†
	Lower	98.3%	0.4%	0.1%
	Upper	99.3%	1.4%	0.7%
Informal private games	%	99.2%	0.6%	np
	SE	0.2%	0.2%†	
	Lower	98.7%	0.3%	
	Upper	99.6%	1.1%	
Total annual frequency	%	61.6%	15.9%	22.5%
	SE	1.2%	0.9%	1.0%
	Lower	59.2%	14.2%	20.7%
	Upper	43.3%	27.6%	37.9%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey sections B, C and D

6.2 Gambling activity frequency: results by LGA

Table 6.5 displays the frequency of each gambling activity in different LGAs for adults who participated in each activity. Overall, gambling frequency was highest in Brighton, followed by Clarence, rest of state, Glenorchy, and Devonport.

The following summarises the results relating to each gambling activity:

- EGMs — most common in Glenorchy, Circular Head, Break O'Day, and Devonport;
- horse or greyhound racing — most common in Clarence, Brighton, and rest of state;
- instant scratch tickets — most common in Clarence, Brighton, and rest of State;
- lotteries — most common in Launceston and Circular Head;
- Keno — most common in Break O'Day, Glenorchy, Clarence, and Brighton;
- casino table games — most common in Brighton, Launceston, and Glenorchy;
- bingo — most common in rest of state, Glenorchy, and Brighton;
- sporting or other events — most common in Devonport, and rest of state;
- informal private games — most common in rest of state, and Devonport.

Table 6.5

LGA COMPARISON OF GAMBLING ACTIVITY FREQUENCY BY GAMBLING ACTIVITIES

Gambling activity	Results	Low SES LGAs				Comparison LGAs				Rest of State
		Brighton	Break O'Day	Glenorchy	Devonport	Circular Head	Launceston	Sorell	Clarence	
Electronic gaming machines	Mean	8.67	15.47	18.09	14.96	16.81	11.69	9.85	10.49	11.00
	SE	1.87	3.47	7.02†	3.19	6.14†	2.41	1.70	1.93	1.93
	Lower	5.00	8.66	4.30	8.70	4.75	6.97	6.50	6.71	7.21
	Upper	12.34	22.28	31.87	21.23	28.87	16.42	13.19	14.28	14.79
Horse or greyhound races	Mean	50.87	23.45	23.16	34.66	14.77	35.33	25.31	56.39	47.44
	SE	16.18†	6.94	6.50	10.48†	4.35	11.48†	10.65†	15.78	12.63
	Lower	19.09	9.83	10.40	14.08	6.22	12.78	4.39	25.40	22.63
	Upper	82.65	37.07	35.93	55.24	23.32	57.89	46.22	87.38	72.25
Instant scratch tickets	Mean	18.93	12.14	9.21	10.78	8.50	13.35	12.38	7.94	14.00
	SE	3.59	2.54	1.20	1.64	2.12	3.12	2.86	1.09	1.54
	Lower	11.89	7.16	6.87	7.56	4.35	7.23	6.77	5.81	10.97
	Upper	25.97	17.13	11.56	14.00	12.65	19.47	17.99	10.07	17.02
Lotteries	Mean	24.09	24.28	26.83	24.20	28.94	29.11	23.26	26.67	26.37
	SE	2.18	2.24	2.24	2.15	3.48	2.92	2.12	3.26	1.54
	Lower	19.82	19.89	22.43	19.99	22.11	23.39	19.10	20.28	23.36
	Upper	28.36	28.67	31.22	28.42	35.76	34.82	27.42	33.05	29.39
Keno	Mean	18.11	26.70	21.77	16.51	12.63	14.27	12.66	18.96	15.62
	SE	5.58†	6.80	5.32	3.13	2.20	2.71	2.03	5.08	2.28
	Lower	7.16	13.36	11.33	10.36	8.32	8.96	8.68	9.00	11.14
	Upper	29.06	40.05	32.22	22.66	16.93	19.58	16.64	28.92	20.10

Gambling activity	Results	Low SES LGAs				Comparison LGAs				Rest of State
		Brighton	Break O'Day	Glenorchy	Devonport	Circular Head	Launceston	Sorell	Clarence	
Casino table games	Mean	11.65	np	6.20	3.44	np	6.53	2.91	3.62	4.59
	SE	5.26†		2.00†	0.72		2.19†	0.41	1.23†	0.97
	Lower	1.27		2.26	2.02		2.21	2.10	1.20	2.69
	Upper	22.03		10.14	4.85		10.86	3.72	6.05	6.50
Bingo	Mean	12.03	np	18.87	np	np	np	np	np	34.47
	SE	5.23†		7.65†						9.12
	Lower	1.60		3.64						16.30
	Upper	22.45		34.11						52.64
Sporting or other events	Mean	np	np	np	18.46	np			10.69	
	SE				8.69†				3.13	
	Lower				1.26				4.50	
	Upper				35.67				16.88	
Informal private games	Mean	np	np	np	6.51	np	np	np	np	9.38
	SE				2.47†					2.30
	Lower				1.57					4.80
	Upper				11.44					13.96
Total annual frequency	Mean	50.95	40.79	46.09	45.12	36.82	42.58	39.38	47.76	46.92
	SE	7.55	4.29	6.73	4.83	4.56	4.06	3.61	5.72	4.52
	Lower	36.15	32.39	32.90	35.66	27.88	34.62	32.55	36.55	38.06
	Upper	65.75	49.20	59.28	54.58	45.77	50.55	46.46	58.97	55.78

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey sections A, B, C and D

Table 6.6 displays the average frequency on different gambling activities in the LGA groupings over the previous 12 months for the adults who participated in each activity. There was no significant difference in overall annual frequency between low SES LGAs and the Comparison LGAs (*p=.639*), or between low SES LGAs and the rest of state (*p=.839*). The comparators were aggregates of Comparison LGAs and rest of state frequencies.

Table 6.6

LGA GROUPING COMPARISON OF FREQUENCY OF GAMBLING ACTIVITIES BY TASMANIAN ADULTS

LGA grouping	Mean	SE	Lower	Upper
Electronic gaming machines				
Low SES LGAs	16.00	4.11	7.92	24.07
Comparison LGAs	11.43	1.50	8.48	14.37
Rest of State	11.00	1.93	7.21	14.79
Horse or greyhound races				
Low SES LGAs	31.25	5.40	20.64	41.86
Comparison LGAs	41.50	8.20	25.40	57.61
Rest of State	47.44	12.63	22.63	72.25
Instant scratch tickets				
Low SES LGAs	10.98	0.94	9.14	12.82
Comparison LGAs	11.16	1.71	7.81	14.51
Rest of State	14.00	1.54	10.97	17.02
Lotteries				
Low SES LGAs	25.46	1.32	22.88	28.05
Comparison LGAs	27.52	1.85	23.90	31.14
Rest of State	26.37	1.54	23.36	29.39
Keno				
Low SES LGAs	20.01	3.03	14.07	25.95
Comparison LGAs	15.66	2.20	11.35	19.98
Rest of State	15.62	2.28	11.14	20.10
Casino table games				
Low SES LGAs	6.30	1.53	3.27	9.33
Comparison LGAs	5.05	1.23	2.62	7.48
Rest of State	4.59	0.97	2.69	6.50
Bingo				
Low SES LGAs	18.48	4.70	9.11	27.85
Comparison LGAs	13.33	3.07	7.20	19.45
Rest of State	34.47	9.12	16.30	52.64
Sporting or other events				
Low SES LGAs	22.11	10.30†	1.72	42.51
Comparison LGAs	13.53	5.14†	3.35	23.71
Rest of State	np	np	np	np
Informal private games				
Low SES LGAs	4.75	1.40	1.94	7.55
Comparison LGAs	19.68	9.48†	0.77	38.60
Rest of State	9.38	2.30	4.80	13.96

† 30% < RSE <50%

Source: Survey sections A, B, C and D

6.3 Gambling activity frequency: demographic differences in overall gambling frequency

Overall gambling frequency in the previous 12 months was compared across the demographic characteristics of the population (Table 6.7).

Compared to Tasmanian gamblers as a whole, significantly higher annual gambling frequency was reported by:

- males (p=*.033*);
- people aged 65 or more years (p=*.025*);
- people who are unable to work or on a pension (p=*.009*).

Compared to Tasmanian gamblers as a whole, significantly lower annual gambling frequency was reported by:

- females (p=*.006*);
- people aged 18-24 (p=*.002*);
- couples with children still at home (p=*.001*), single people with children still living at home (p=*.001*), and people living in group or shared households (p=*.016*);
- people who primarily engage in household duties (p=.010), and students (p<*.001*);
- people who report annual personal incomes of between $80,000 and $129,999 before tax ($p$=*.008*);
- people with tertiary education/undergraduate degree (p=*.002*).

Table 6.7

DEMOGRAPHIC DIFFERENCES IN OVERALL ANNUAL GAMBLING FREQUENCY

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	45.99	2.75	40.60	51.37
Gender				
Male	55.42*	4.41	46.77	64.06
Female	37.05**	3.27	30.64	43.46
Age				
18-24	29.10**	5.38	18.56	39.64
25-34	43.11	8.99	25.49	60.74
35-44	37.76	6.62	24.78	50.73
45-54	47.18	3.58	40.16	54.21
55-64	60.62	8.98	43.00	78.23
65+	53.88*	3.52	46.98	60.78
Household structure				
Couple with no children	51.28	12.39	26.98	75.58
Couple with children still at home	35.69**	3.11	29.59	41.78
Couple with children not living at home	62.87	8.72	45.77	79.98
Single person household (no children)	54.99	4.89	45.39	64.59
Single with children still at home	28.93**	5.00	19.13	38.72
Single with children not living at home	60.78	14.37	32.60	88.97
Group or shared household	30.34*	6.51	17.58	43.11

Comparison	Mean	SE	Lower	Upper
Occupational status				
In paid employment full time	44.92	3.85	37.37	52.48
In paid employment part time/casual	47.62	9.48	29.02	66.21
Primarily household duties	33.30*	4.90	23.69	42.92
Student	19.09**	6.03†	7.27	30.92
Retired	52.94	3.94	45.22	60.66
Looking for work	36.04	8.56	19.26	52.82
Unable to work/pension	69.12**	8.91	51.65	86.59
Annual personal income before tax				
Less than $25,000	45.07	4.97	35.31	54.82
$25,000 to $39,999	46.97	7.61	32.05	61.89
$40,000 to $64,999	49.45	6.73	36.25	62.65
$65,000 to $79,999	50.85	7.52	36.11	65.60
$80,000 to $129,999	34.74**	4.23	26.46	43.03
$130,000 or more	48.93	20.66†	8.42	89.44
Country of birth				
Australia	45.89	2.98	40.05	51.72
Other	46.96	5.02	37.10	56.81
Cultural group				
Australian	46.17	2.95	40.40	51.95
Other	44.86	6.79	31.54	58.17
Highest level of education				
Primary school only	57.13	8.68	40.11	74.15
Secondary school: not completed	52.57	3.43	45.85	59.29
Secondary school: completed Year 12	50.49	7.61	35.57	65.42
Trade qualifications	56.77	6.21	44.59	68.95
Tertiary education	30.49**	5.11	20.47	40.50
Postgraduate qualification	46.81	16.19†	15.07	78.55

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.4 Gambling activity frequency: demographic differences for EGMs gambling

Gambling frequency for EGMs in the previous 12 months was compared across the demographic characteristics of the population (Table 6.8).

Compared to Tasmanian EGM gamblers as a whole, significantly higher annual gambling frequency for EGMs was reported by:

- people aged 55-64 (*p=.020*), or 65+ (*p=.008*);
- people who are retired (*p=.038*).

Compared to Tasmanian gamblers as a whole, significantly lower annual gambling frequency for EGMs was reported by:

- people aged 18-24 (*p<.001*), 35-44 (*p<.001*), and 45-54 (*p=.031*);

- couples with children still at home ($p<.001$), and people living in group or shared households ($p<.001$);
- people who primarily engage in household duties ($p=.025$), students ($p<.001$), and people looking for work ($p=.021$);
- people who report annual personal incomes before tax of between $65,000 and $79,999 ($p<.001$), and $130,000 or more ($p<.001$); and
- people who have completed secondary school ($p=.032$).

Table 6.8

DEMOGRAPHIC DIFFERENCES IN ANNUAL GAMBLING FREQUENCY FOR EGMS

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	12.21	1.40	9.46	14.96
Gender				
Male	13.80	2.57	8.76	18.84
Female	10.95	1.44	8.11	13.79
Age				
18-24	6.21**	1.03	4.18	8.24
25-34	14.64	5.29	4.27	25.02
35-44	6.67**	1.23	4.25	9.09
45-54	9.70*	1.16	7.41	11.98
55-64	18.28*	2.60	13.18	23.38
65+	16.94**	1.79	13.44	20.45
Household structure				
Couple with no children	17.91	6.51†	5.14	30.68
Couple with children still at home	7.25**	0.84	5.60	8.90
Couple with children not living at home	15.37	1.69	12.05	18.70
Single person household (no children)	18.59	3.57	11.59	25.59
Single with children still at home	10.79	4.84†	1.29	20.29
Single with children not living at home	9.26	1.72	5.89	12.62
Group or shared household	6.66**	1.39	3.94	9.38
Occupational status				
In paid employment full time	11.70	2.48	6.84	16.56
In paid employment part time/casual	10.84	3.65†	3.67	18.02
Primarily household duties	7.21*	2.22†	2.85	11.57
Student	4.82**	1.77	1.35	8.28
Retired	16.34*	1.99	12.43	20.24
Looking for work	8.32*	1.68	5.02	11.63
Unable to work/pension	20.83	5.57	9.89	31.77
Annual personal income before tax				
Less than $25,000	11.11	1.33	8.48	13.73
$25,000 to $39,999	12.63	4.01†	4.76	20.51
$40,000 to $64,999	16.33	4.65	7.20	25.46
$65,000 to $79,999	7.11**	1.43	4.30	9.92
$80,000 to $129,999	9.11	1.84	5.49	12.72
$130,000 or more	4.78**	2.12†	0.61	8.94

Comparison	Mean	SE	Lower	Upper
Country of birth				
Australia	12.02	1.47	9.13	14.92
Other	15.14	3.20	8.86	21.43
Cultural group				
Australian	12.02	1.41	9.25	14.79
Other	14.27	6.85†	0.83	27.71
Highest level of education				
Primary school only	16.94	6.91†	3.38	30.51
Secondary school: not completed	11.27	1.35	8.63	13.91
Secondary school: completed Year 12	9.39*	1.31	6.82	11.96
Trade qualifications	14.64	6.12†	2.63	26.65
Tertiary education	10.74	2.84	5.16	16.32
Postgraduate qualification	np	np	np	np

* p<0.05, ** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.5 Gambling activity frequency: demographic differences for horse or greyhound racing

Gambling frequency for horse or greyhound racing in the previous 12 months was compared across the demographic characteristics of the population (Table 6.9).

Compared to Tasmanian gamblers as a whole, significantly lower annual gambling frequency for horse or greyhound racing was reported by:

- People aged 18 to 24 years (*p<.001*)
- Single people with children still at home (p<.001) and people living in group or shared households (*p<.001*)
- People who primarily engage in household duties (*p<.001*), and people looking for work (p=.006)
- People with a cultural identification other than Australian (*p=.047*)

Table 6.9

DEMOGRAPHIC DIFFERENCES IN ANNUAL GAMBLING FREQUENCY FOR HORSE OR GREYHOUND RACING

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	43.03	7.51	28.28	57.78
Gender				
Male	56.97	8.66	39.97	73.98
Female	np	np	np	np
Age				
18-24	14.16**	6.15†	2.08	26.24
25-34	36.84	16.18†	5.06	68.62
35-44	33.70	11.66†	10.81	56.59
45-54	42.56	9.59	23.73	61.40
55-64	84.87	36.29†	13.60	156.14
65+	52.37	12.41	27.99	76.75

Comparison	Mean	SE	Lower	Upper
Household structure				
Couple with no children	53.94	26.65†	1.61	106.27
Couple with children still at home	37.03**	7.10	23.08	50.97
Couple with children not living at home	73.74	23.49†	27.60	119.88
Single person household (no children)	29.84	8.58	12.99	46.69
Single with children still at home	12.62**	4.50†	3.79	21.45
Single with children not living at home	np	np	np	np
Group or shared household	7.79**	3.25†	1.40	14.17
Occupational status				
In paid employment full time	40.94	7.72	25.78	56.10
In paid employment part time/casual	57.47	26.31†	5.81	109.13
Primarily household duties	3.55**	1.51†	0.59	6.52
Student	np	np	np	np
Retired	43.49	10.55	22.77	64.22
Looking for work	18.71**	8.82†	1.38	36.03
Unable to work/pension	53.38	26.31†	1.71	105.05
Annual personal income before tax				
Less than $25,000	45.72	20.71	5.04	86.39
$25,000 to $39,999	np	np	np	np
$40,000 to $64,999	41.30	11.84	18.03	64.56
$65,000 to $79,999	44.65	16.79†	11.68	77.62
$80,000 to $129,999	40.96	9.95	21.42	60.50
$130,000 or more	np	np	np	np
Country of birth				
Australia	42.47	7.80	27.15	57.80
Other	np			
Cultural group				
Australian	44.69	8.13	28.73	60.66
Other	25.88*	8.62†	8.94	42.82
Highest level of education				
Primary school only	np			
Secondary school: not completed	48.20	9.35	29.84	66.57
Secondary school: completed Year 12	36.96	14.41†	8.66	65.25
Trade qualifications	47.53	11.55	24.85	70.22
Tertiary education	np	np	np	np
Postgraduate qualification	np	np	np	np

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.6 Gambling activity frequency: demographic differences for instant scratch tickets

Gambling frequency for instant scratch tickets in the previous 12 months was compared across the demographic characteristics of the population (Table 6.10).

Compared to Tasmanian gamblers as a whole, significantly higher annual gambling frequency for instant scratch tickets was reported by:

- single people with children not living at home (*p=.016*);
- people who are retired (*p=.024*), and people who are unable to work or on a pension (*p=.031)*

Compared to Tasmanian gamblers as a whole, significantly lower annual gambling frequency for instant scratch tickets was reported by:

- people aged 35-44 (*p<.001*);
- couples with no children (*p=.003*), and couples with children still at home (*p<.001*);
- people who report annual personal incomes before tax of between $40,000 and $64,999 (*p=.014*), and between $80,000 and $129,999 (*p=.014*);
- people who have completed tertiary education/undergraduate degree (*p=.007*).

Table 6.10

DEMOGRAPHIC DIFFERENCES IN ANNUAL FREQUENCY FOR INSTANT SCRATCH TICKETS

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	12.66	0.96	10.78	14.54
Gender				
Male	11.87	1.04	9.84	13.91
Female	13.13	1.40	10.39	15.87
Age				
18-24	13.11	3.75	5.75	20.48
25-34	11.57	2.11	7.42	15.72
35-44	7.47**	1.14	5.23	9.71
45-54	14.22	2.25	9.80	18.63
55-64	15.41	3.05	9.42	21.39
65+	15.65	1.68	12.35	18.94
Household structure				
Couple with no children	8.48**	1.42	5.70	11.26
Couple with children still at home	8.37**	1.03	6.36	10.39
Couple with children not living at home	15.36	3.32	8.84	21.88
Single person household (no children)	14.18	1.73	10.79	17.57
Single with children still at home	15.12	3.62	8.01	22.22
Single with children not living at home	20.62*	3.30	14.15	27.09
Group or shared household	10.65	3.05	4.66	16.63
Occupational status				
In paid employment full time	10.48	1.66	7.22	13.73
In paid employment part time/casual	10.74	1.82	7.17	14.32
Primarily household duties	16.16	4.65	7.04	25.28
Student	8.04	3.07†	2.02	14.06
Retired	16.62*	1.76	13.18	20.07
Looking for work	13.85	4.06	5.88	21.83
Unable to work/pension	22.14*	4.40	13.51	30.78

Comparison	Mean	SE	Lower	Upper
Annual personal income before tax				
Less than $25,000	14.36	1.77	10.89	17.83
$25,000 to $39,999	13.98	2.56	8.95	19.01
$40,000 to $64,999	9.62*	1.24	7.20	12.05
$65,000 to $79,999	11.83	2.74	6.44	17.21
$80,000 to $129,999	6.09*	2.67†	0.85	11.33
$130,000 or more	np			
Country of birth				
Australia	12.35	1.01	10.36	14.33
Other	16.43	2.72	11.09	21.77
Cultural group				
Australian	12.24	1.00	10.26	14.21
Other	17.20	3.11	11.09	23.31
Highest level of education				
Primary school only	28.20	8.63†	11.27	45.13
Secondary school: not completed	13.72	1.75	10.30	17.15
Secondary school: completed Year 12	14.18	2.97	8.35	20.01
Trade qualifications	13.48	1.60	10.35	16.62
Tertiary education	9.02*	1.34	6.38	11.66
Postgraduate qualification	10.68	3.46†	3.88	17.47

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.7 Gambling activity frequency: demographic differences for lotteries

Gambling frequency for lotteries in the previous 12 months was compared across the demographic characteristics of the population (Table 6.11).

Compared to Tasmanian gamblers as a whole, significantly higher annual gambling frequency for lotteries was reported by:

- people aged 55-64 ($p=.008$), and 65+ ($p<.001$);
- couples with children not living at home ($p=.001$), single people with no children ($p=.001$), and single people with children not at home ($p=.037$);
- people who are retired ($p<.001$);
- people who are born in a country other than Australia ($p=.038$);
- people who did not complete secondary school ($p=.014$).

Compared to Tasmanian gamblers as a whole, significantly lower annual gambling frequency for lotteries was reported by:

- people aged 25-34 ($p=.004$), and 35-44 years ($p=.001$);
- couples with no children ($p=.041$), couples with children still at home ($p=.001$), and single people with children still at home ($p<.001$);

- people in paid employment part time or casually (*p=.011*);
- people who report annual personal incomes before tax of between $80,000 and $129,999 (*p=.001*);
- people who have completed tertiary education/undergraduate degree (*p=.002*).

Table 6.11

DEMOGRAPHIC DIFFERENCES IN ANNUAL FREQUENCY FOR LOTTERIES

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	26.51	1.03	24.48	28.53
Gender				
Male	27.67	1.26	25.19	30.15
Female	25.37	1.62	22.20	28.54
Age				
18-24	15.05	5.87†	3.55	26.56
25-34	17.31**	3.15	11.13	23.50
35-44	19.77**	2.12	15.62	23.92
45-54	30.10	2.07	26.04	34.16
55-64	31.62**	1.93	27.83	35.42
65+	35.48**	2.03	31.50	39.46
Household structure				
Couple with no children	21.91*	2.25	17.50	26.31
Couple with children still at home	20.88**	1.66	17.63	24.13
Couple with children not living at home	33.86**	2.14	29.66	38.06
Single person household (no children)	36.52**	2.93	30.78	42.25
Single with children still at home	15.04**	2.57	9.99	20.08
Single with children not living at home	33.17*	3.20	26.90	39.44
Group or shared household	23.93	5.20	13.73	34.14
Occupational status				
In paid employment full time	25.50	1.43	22.68	28.31
In paid employment part time/casual	20.96*	2.18	16.69	25.23
Primarily household duties	23.29	3.64	16.15	30.43
Student	13.82	6.77†	0.54	27.09
Retired	35.62**	2.10	31.50	39.75
Looking for work	28.02	11.21†	6.04	50.01
Unable to work/pension	32.10	5.85	20.62	43.58
Annual personal income before tax				
Less than $25,000	27.09	2.09	22.99	31.20
$25,000 to $39,999	26.23	2.14	22.04	30.42
$40,000 to $64,999	24.93	1.74	21.53	28.34
$65,000 to $79,999	33.99	4.33	25.49	42.49
$80,000 to $129,999	19.04**	2.21	14.70	23.38
$130,000 or more	20.71	4.68	11.53	29.89
Country of birth				
Australia	25.73*	1.09	23.59	27.87
Other	32.77	3.02	26.85	38.69
Cultural group				
Australian	26.25*	1.09	24.10	28.40
Other	29.63	2.99	23.76	35.50

Comparison	Mean	SE	Lower	Upper
Highest level of education				
Primary school only	32.49	4.16	24.33	40.66
Secondary school: not completed	32.13*	2.28	27.65	36.61
Secondary school: completed Year 12	26.99*	2.32	22.44	31.53
Trade qualifications	28.90	2.17	24.66	33.15
Tertiary education	20.44**	1.93	16.66	24.21
Postgraduate qualification	22.98	3.00	17.11	28.86

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.8 Gambling activity frequency: demographic differences for Keno

Gambling frequency for Keno in the previous 12 months was compared across the demographic characteristics of the population (Table 6.12).

Compared to Tasmanian gamblers as a whole, significantly higher annual gambling frequency for Keno was reported by:

- people aged 65+ ($p=.029$);
- people who are retired ($p=.038$).

Compared to Tasmanian gamblers as a whole, significantly lower annual gambling frequency for Keno was reported by:

- females ($p<.001$);
- people who have completed tertiary education/undergraduate degree ($p<.001$).

Table 6.12
DEMOGRAPHIC DIFFERENCES IN ANNUAL FREQUENCY FOR KENO

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	16.50	1.48	13.59	19.40
Gender				
Male	21.35	2.59	16.26	26.43
Female	11.70**	1.29	9.16	14.23
Age				
18-24	15.28	5.56†	4.37	26.19
25-34	15.40	4.43	6.70	24.10
35-44	11.90	2.67	6.65	17.15
45-54	17.25	2.67	12.00	22.49
55-64	16.87	2.18	12.60	21.14
65+	25.03*	3.91	17.35	32.70

Comparison	Mean	SE	Lower	Upper
Household structure				
Couple with no children	20.02	5.67	8.89	31.15
Couple with children still at home	13.81	2.58	8.74	18.88
Couple with children not living at home	20.14	3.00	14.25	26.03
Single person household (no children)	17.38	3.32	10.87	23.89
Single with children still at home	13.22	4.23†	4.91	21.53
Single with children not living at home	16.33	3.12	10.21	22.45
Group or shared household	18.80	6.93†	5.21	32.39
Occupational status				
In paid employment full time	13.87	1.75	10.43	17.31
In paid employment part time/casual	18.46	4.87	8.91	28.01
Primarily household duties	12.83	3.65	5.67	20.00
Student	np	np	np	np
Retired	23.74*	3.48	16.91	30.57
Looking for work	14.72	5.89†	3.16	26.29
Unable to work/pension	22.04	3.77	14.65	29.44
Annual personal income before tax				
Less than $25,000	16.84	2.86	11.23	22.46
$25,000 to $39,999	21.62	4.73	12.34	30.90
$40,000 to $64,999	13.31	2.31	8.78	17.83
$65,000 to $79,999	13.38	2.86	7.77	18.99
$80,000 to $129,999	13.30	4.28†	4.91	21.69
$130,000 or more	16.36	7.88†	0.89	31.83
Country of birth				
Australia	16.17	1.53	13.16	19.18
Other	21.80	5.63	10.74	32.85
Cultural group				
Australian	16.83	1.60	13.69	19.97
Other	12.82	2.76	7.41	18.24
Highest level of education				
Primary school only	10.38	4.38†	1.79	18.96
Secondary school: not completed	19.47	2.38	14.79	24.15
Secondary school: completed Year 12	16.16	3.48	9.34	22.99
Trade qualifications	21.51	4.56	12.56	30.47
Tertiary education	8.90**	1.47	6.00	11.79
Postgraduate qualification	np	np	np	np

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.9 Gambling activity frequency: demographic differences in casino table games

Gambling activity frequency for casino table games in the previous 12 months was compared across the demographic characteristics of the population (Table 6.13).

Compared to Tasmanian casino table gamblers as a whole, significantly lower annual gambling frequency for casino table games was reported by:

- females (*p=.020*);
- people aged 45-54 (*p<.001*);
- couples with no children (*p=.030*);
- people who report before tax annual personal incomes of between $65,000 and $79,999 (*p<.001*);
- people who have completed tertiary education/undergraduate degree (*p=.008*), people who have completed a postgraduate qualification (*p=.043*).

Table 6.13

DEMOGRAPHIC DIFFERENCES IN ANNUAL FREQUENCY FOR CASINO TABLE GAMES

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	5.01	0.69	3.65	6.38
Gender				
Male	5.58	0.89	3.83	7.34
Female	3.37*	0.70	1.99	4.76
Age				
18-24	5.33	1.10	3.16	7.50
25-34	3.90	0.86	2.21	5.60
35-44	3.63	1.24†	1.18	6.07
45-54	1.86**	0.48	0.92	2.81
55-64	np	np	np	np
65+	18.29	7.52†	3.43	33.14
Household structure				
Couple with no children	3.22*	0.82	1.60	4.84
Couple with children still at home	4.31	0.96	2.41	6.20
Couple with children not living at home	np	np	np	np
Single person household (no children)	6.37	2.40†	1.62	11.11
Single with children still at home	4.81	2.07†	0.73	8.89
Single with children not living at home	np			
Group or shared household	3.83	0.97	1.91	5.75
Occupational status				
In paid employment	4.14	0.56	3.04	5.24
Not in paid employment	7.25	2.16	2.99	11.52
Annual personal income before tax				
Less than $25,000	8.42	2.26†	3.95	12.88
$25,000 to $39,999	4.03	1.70	0.67	7.40
$40,000 to $64,999	4.50	0.81	2.90	6.11
$65,000 to $79,999	1.80**	0.40	1.01	2.59
$80,000 to $129,999	3.74	1.32†	1.14	6.34
$130,000 or more	3.60	0.73	2.16	5.03
Country of birth				
Australia	4.73	0.66	3.43	6.03
Other	np	np	np	np

Comparison	Mean	SE	Lower	Upper
Cultural group				
Australian	5.17	0.77	3.65	6.70
Other	4.06	1.12	1.85	6.28
Highest level of education				
Primary school only	np			
Secondary school: not completed	7.07	2.23†	2.66	11.48
Secondary school: completed Year 12	4.35	0.92	2.54	6.16
Trade qualifications	9.00	3.78†	1.54	16.45
Tertiary education	3.35**	0.62	2.13	4.56
Postgraduate qualification	3.03*	0.97†	1.11	4.95

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.10 Gambling activity frequency: demographic differences for bingo

Gambling frequency for bingo in the previous 12 months was compared across the demographic characteristics of the population (Table 6.14).

Compared to Tasmanian gamblers as a whole, significantly lower annual gambling frequency for bingo was reported by:

- males ($p<.001$);
- people aged 18-44 ($p<.001$);
- people who are cohabiting with a partner ($p=.004$);
- people with dependent children ($p<.001$).

Table 6.14

DEMOGRAPHIC DIFFERENCES IN ANNUAL FREQUENCY FOR BINGO

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	21.30	3.70	13.92	28.68
Gender				
Male	6.99**	2.79†	1.43	12.55
Female	24.27	4.34	15.62	32.93
Age				
18-44	9.04**	2.96†	3.14	14.93
45+	28.40	4.96	18.52	38.27
Occupational status				
In paid employment	14.62	5.78†	3.11	26.14
Not in paid employment	24.66	5.14	14.42	34.90
Cohabitation with partner				
Living with partner	10.92**	3.45†	4.05	17.79
Not living with any partner	27.44	5.58	16.33	38.56

Comparison	Mean	SE	Lower	Upper
Dependent children				
Dependent children	10.81**	3.11	4.61	17.01
No dependent children	27.75	5.28	17.23	38.27
Annual personal income before tax				
Less than $64,999	24.38	4.60	15.19	33.57
$65,000 or more	np			
Country of birth				
Australia	21.35	3.72	13.94	28.76
Other	np			
Cultural group				
Australian	20.53	3.79	12.96	28.09
Other	np			
Highest level of education				
Secondary school or lower	20.22	3.46	13.31	27.12
Additional qualifications	14.09	5.87†	2.39	25.80

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.11 Gambling activity frequency: demographic differences in sporting or other events

Gambling frequency for sporting or other events in the previous 12 months was compared across the demographic characteristics of the population (Table 6.15).

Compared to Tasmanian gamblers on sporting or other events as a whole, significantly lower annual gambling frequency for sporting or other events was reported by:

- females (*p<.001*);
- people aged 18-24 (p=.004), and 55-64 (*p<.001*);
- people with dependent children (*p<.001*);
- people who report annual personal incomes before tax of less than $25,000 (*p=.015*), between $65,000 and 79,999 (*p<.001*), and between $80,000 and $129,999 (*p=.010*);
- people who have completed tertiary education/undergraduate degree (p<.001), or postgraduate qualification (*p<.001)*.

Table 6.15

DEMOGRAPHIC DIFFERENCES IN ANNUAL FREQUENCY FOR SPORTING OR OTHER EVENTS

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	22.28	9.70†	3.09	41.47
Gender				
Male	29.85	13.03†	4.07	55.63
Female	1.14**	0.29	0.57	1.72
Age				
18-24	10.69**	3.91†	2.95	18.43
25-34	17.12	5.72†	5.81	28.44
35-44	np	np	np	np
45-54	np	np	np	np
55-64	2.19**	0.84†	0.53	3.85
65+	51.37	30.21†	-8.42	111.17
Occupational status				
In paid employment	np	np	np	np
Not in paid employment	17.20	7.46†	2.43	31.96
Cohabitation with partner				
Living with partner	np	np	np	np
Not living with any partner	13.78	6.75†	0.41	27.15
Dependent children				
Dependent children	10.80**	2.84	5.18	16.42
No dependent children	np	np	np	np
Annual personal income before tax				
Less than $25,000	12.53	3.96†	4.68	20.38
$25,000 to $39,999	np	np	np	np
$40,000 to $64,999	np	np	np	np
$65,000 to $79,999	7.40**	3.06†	1.34	13.46
$80,000 to $129,999	10.15*	4.63†	0.99	19.31
$130,000 or more	8.09	1.38	5.36	10.82
Country of birth				
Australia	22.61	np	2.91	42.30
Other	np			
Cultural group				
Australian	22.93	10.36†	2.43	43.43
Other	np	np	np	np
Highest level of education				
Primary school only	np			
Secondary school: not completed	24.99	9.22†	6.75	43.23
Secondary school: completed Year 12	np	np	np	np
Trade qualifications	np	np	np	np
Tertiary education	8.32**	2.02	4.33	12.31
Postgraduate qualification	6.10**	2.23†	1.69	10.52

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.12 Gambling activity frequency: demographic differences in informal private games

Gambling frequency for informal private games in the previous 12 months was compared across the demographic characteristics of the population (Table 6.16). There were no significant demographic differences in the frequency of informal private games.

Table 6.16

DEMOGRAPHIC DIFFERENCES IN ANNUAL FREQUENCY FOR INFORMAL PRIVATE GAMES

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	10.38	2.57	5.26	15.51
Gender				
Male	11.08	2.97	5.15	17.01
Female	np			
Age				
18-44	10.01	2.94	4.14	15.87
45+	12.10	4.35†	3.42	20.78
Occupational status				
In paid employment	10.41	3.06	4.30	16.52
Not in paid employment	10.31	4.56†	1.22	19.41
Cohabitation with partner				
Living with partner	13.14	3.88	5.38	20.89
Not living with any partner	6.44	2.16†	2.12	10.76
Dependent children				
Dependent children	9.02	3.22†	2.59	15.45
No dependent children	13.62	4.09†	5.45	21.79
Annual personal income before tax				
Less than $64,999	10.52	3.72†	3.09	17.94
$65,000 or more	11.78	4.44†	2.92	20.65
Country of birth				
Australia	10.54	2.64	5.28	15.81
Other	np			
Cultural group				
Australian	10.43	2.59	5.27	15.60
Other	np			
Highest level of education				
Secondary school or lower	12.56	5.15†	2.26	22.85
Additional qualifications	9.22	2.81†	3.60	14.83

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.13 Gambling activity frequency: results by location or medium

Table 6.17 displays the average frequency for different gambling activities in Tasmania in the previous 12 months for the adults who participated in each activity, by location or medium. The results revealed that EGM gambling is more frequent in a club or hotel than in a casino. Horse or greyhound racing gambling is most frequent at an off-course venue, followed by over the Internet, at a racetrack, or by telephone. Keno gambling is most frequent at a club or hotel, followed by a casino, and over the Internet. Casino table games at a casino are more frequent than poker tournaments at a club, hotel, or a casino or over the Internet. Betting on sporting or other events most frequently occurs in an off-course venue, followed by over the Internet and by telephone.

Table 6.17

ANNUAL FREQUENCY OF GAMBLING ACTIVITIES BY LOCATION OR MEDIUM

Gambling activity	Mean	SE	Lower	Upper
Electronic gaming machines	12.21	1.40	9.46	14.96
In a club or hotel	7.50	0.70	6.13	8.88
In a casino	4.69	0.96	2.81	6.57
Horse or greyhound races	43.03	7.51	28.28	57.78
At a racetrack	6.52	1.83	2.92	10.12
At an off-course venue	20.24	3.44	13.48	26.99
By telephone	5.50	1.61	2.34	8.66
Over the Internet	10.91	3.04	4.95	16.87
Instant scratch tickets	12.66	0.96	10.78	14.54
Lotteries	26.51	1.03	24.48	28.53
Keno	16.50	1.48	13.59	19.40
In a club or hotel	12.29	1.03	10.26	14.32
In a casino	3.16	0.73	1.72	4.60
Over the Internet	np	np	np	np
Casino table games	5.01	0.69	3.65	6.38
Poker tournaments at a club, hotel, or casino	0.99	0.35†	0.30	1.68
Other casino table games at a casino	3.54	0.49	2.57	4.51
Over the internet	0.49	0.32	-0.15	1.12
Bingo	21.30	3.70	13.92	28.68
Sporting or other events	22.28	9.70†	3.09	41.47
At an off-course venue	11.81	4.99†	1.94	21.69
Over the Internet	5.51	1.57	2.41	8.61
Over the telephone	np	np	np	np
Informal private games	10.38	2.57	5.26	15.51

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

6.14 Gambling activity frequency: comparison with previous Tasmanian surveys, by location or medium

Table 6.18 displays the frequency in categories (less than once per month, 1-3 times per month, once per week or more) for all Tasmanian adults, by location or medium, compared with the 2008 survey. Archival comparisons used the online answers research calculator (http://www.answersresearch.com/proportions.php).

The 2008 report stated that 'analyses involving the comparison of 2008 weekly figures with 2005 showed no significant differences in weekly participation rates for any individual activities' (p. 11). Comparisons between the 2008 and 2011 surveys on the 'once per week or more' gambling frequency were found to be statistically significant at $p<0.05$ for the following: horse or greyhound races; horse or greyhound racing at an off-course venue; horse or greyhound racing over the Internet; lotteries; and Keno in a casino. The significant differences found in the current survey could be due to the larger sample sizes in the later surveys (2005: n=2,003; 2008: n= 4,051; 2011: n= 4,303).

Table 6.18

COMPARISON WITH 2008 SURVEY OF GAMBLING ACTIVITY FREQUENCY BY LOCATION OR MEDIUM

Gambling activity	2008 survey			2011 survey		
	Less than once per month	1-3 times per month	Once per week or more	Less than once per month	1-3 times per month	Once per week or more
Electronic gaming machines	21.8%	5.9%	1.5%	14.6%	4.5%	1.2%
In a club or hotel	15.5%	4.2%	1.0%	11.9%	3.7%	0.8%
In a casino	18.0%	2.7%	0.7%	10.9%	1.6%	0.5%
Horse or greyhound races	11.8%	2.9%	2.1%	9.1%	2.2%	3.0%*
At a racetrack	7.5%	0.9%	0.1%	6.8%	0.7%	0.5%
At an off-course venue	8.7%	2.0%	1.3%	6.6%	0.1%	2.1%*
By telephone	0.8%	0.4%	0.4%	0.9%	0.3%	0.6%
Over the Internet	0.6%	0.5%	0.6%	0.5%	0.7%	1.0%*
Instant scratch tickets	23.9%	5.7%	2.2%	15. 4%	5.9%	2.7%
Lotteries	22.4%	8.3%	21.6%	21.5%	8.2%	16.6%*
Keno	19.8%	4.4%	1.7%	16.1%	5.4%	2.2%
In a club or hotel	17.9%	4.1%	1.6%	15.7%	4.8%	1.7%
In a casino	8.0%	0.6%	0.2%	5.9%	0.8%	0.5%*
Over the Internet	n.a.	n.a.	n.a.	100.0%	0%	np
Casino table games	6.3%	0.6%	0.1%	4.7%	0.6%	np
Poker tournaments at a club, hotel, or casino	0.9%	0.1%	0.2%	1.2%	0%	np
Other casino table games at a casino	n.a.	n.a.	n.a.	4.4%	0.5%	np
Over the Internet	n.a.	n.a.	n.a.	100.0%	0.0%	np
Bingo	1.2%	0.2%	0.4%	0.7%	0.7%	0.4%

Gambling activity	2008 survey			2011 survey		
	Less than once per month	1-3 times per month	Once per week or more	Less than once per month	1-3 times per month	Once per week or more
Sporting or other events	3.2%	0.6%	0.1%	1.9%	0.8%	0.3%
At an off-course venue	n.a.	n.a.	n.a.	1.5%	0.5%	np
Over the Internet	n.a.	n.a.	n.a.	0.7%	0.5%	np
Over the telephone	n.a.	n.a.	n.a.	0.2%	np	np
Informal private games	3.7%	1.1%	0.5%	2.1%	0.6%	np

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05,

Source: Survey sections B, C and D

6.15 Chapter summary: frequency

- The most frequent gambling forms annually were horse or greyhound racing, lotteries, sporting or other events, and bingo.
- Overall, gambling frequency was highest in Brighton, followed by Clarence, rest of state, Glenorchy, and Devonport.
- There was no significant difference in overall annual frequency between low SES LGAs and comparison LGAs ($p=.639$), or between low SES LGAs and rest of state ($p=.839$).

Chapter 7

Gambling activity expenditure

This chapter presents an analysis of gambling activity expenditure by Tasmanian adults in the previous 12 months. The chapter reports:

- expenditure by activity;
- expenditure: results by LGA;
- expenditure by activity: high/low LGA socioeconomic status analyses;
- expenditure: demographic differences; and
- expenditure: demographic differences by activity.

An estimate of annual expenditure on each gambling activity was calculated from estimated frequency (per week, per month, per year) by the estimated expenditure per session. It should be noted that a gambler's self-reported gambling expenditure is typically under-reported compared to government data (Australian Institute for Gambling Research 2001). For example, the comparison of ACT respondents' estimates of their own EGM expenditure showed an under-reporting rate of over 60 per cent (Australian Institute for Gambling Research 2001). Research that has attempted to evaluate the validity of survey estimates of gambling expenditure has found respondents use a variety of measures (Blaszczynski et al. 2006). Moreover, respondents often answer idiosyncratically, and despite instructions explicitly stating the use of one particular approach (Blaszczynski et al. 2006). Therefore, we advise caution when reporting or basing subsequent calculations using these figures.

The following expenditure estimates are presented as *perceived* amounts. The comparison of percentages is important as that does provide an indication of the *relative* expenditure across different gambling activities as reported by the respondents.

Results presented in this chapter should be interpreted with caution. All amounts in tables are $AUD.

7.1 Gambling activity expenditure: results by gambling activity

Table 7.1 shows the *total* expenditure across different gambling activities in 2009-10 and 2011. The figures for 2009-10 are the most recently available figures from the Tasmanian Government on gambling activity expenditure.

A comparison of the figures for EGMs indicates that the survey estimates are significantly lower than Tasmanian Government figures. The reasons for these differences are unclear but may be explained in large part by systematic under-reporting of EGM expenditure (Australian Institute for Gambling Research 2001). Further, the 2011 average session spend ($42.80) is similar to the rate reported in the 2006 Roy Morgan report ($43.20, EGMs in a casino). Moreover, the 2008 SACES report found EGM expenditure to be $46.26 in casinos and $22.35 in clubs/hotels, suggesting some congruence between the three surveys. Also, in the current survey, more participants identified themselves as gamblers (n=2796), compared with the number participating in specific gambling activities (n=2754).

Conversely in other gambling activities such as lotteries, the survey estimates are somewhat higher than that reported by the Tasmanian Government. This may be attributable to individuals largely only recalling gross expenditure when purchasing lottery tickets, and not net expenditure (purchase costs minus winnings).

Table 7.1

TOTAL EXPENDITURE ON DIFFERENT GAMBLING ACTIVITIES IN TASMANIA ($M)

Gambling activity	2009-10 Total[a]	2011 CATI Total	CATI SE	CATI Lower	CATI Upper
Electronic gaming machines	215.5	61.3	11.3	39.1	83.5
Horse or greyhound races	93.5	88.6	14.5	60.0	117.2
Instant scratch tickets	n/a	7.7	0.9	6.1	9.4
Lotteries	35.8	66.4	4.8	56.9	75.9
Keno	28.1	24.2	3.1	18.1	30.4
Casino table games	9.6	8.6	2.1	4.5	12.7
Bingo	n/a	2.7	0.7	1.3	4.2
Sporting or other events	0.9	4.1	0.9	2.4	5.9
Informal private games	n/a	2.1	0.5	1.1	3.1
Total annual expenditure	**383.4**	**270.0**	**26.5**	**217.9**	**321.9**

Note: [a] Total actual expenditure, as recorded by the Tasmanian Government Department of Treasury and Finance.

Source: DTF unpublished data; survey sections B, C and D

Based upon the survey estimates, Table 7.2 displays the *average* expenditure on different gambling activities in Tasmania in the previous 12 months for the adults that participated in each activity. Average expenditure per gambler ranges from $82 per year for lotteries, to $1,556 for horse or greyhound racing.

Table 7.2

AVERAGE EXPENDITURE PER GAMBLER ON DIFFERENT GAMBLING ACTIVITIES IN TASMANIA IN THE PREVIOUS 12 MONTHS

Gambling activity	Mean	SE	Lower	Upper
Electronic gaming machines	767	140	493	1,041
Horse or greyhound races	1,556	266	1,033	2,079
Instant scratch tickets	82	9	65	99
Lotteries	367	26	316	418
Keno	255	34	189	321
Casino table games	387	93	202	571
Bingo	383	89	207	560
Sporting or other events	306	66	176	436
Informal private games	193	49	96	289
Gambling in general	**1,044**	**102**	**843**	**1,244**

Source: Survey sections B, C, and D

7.2 Gambling activity expenditure: results by LGA

Table 7.3 displays the average gambling expenditure in each LGA in the previous 12 months for the adults who participated in each activity. Overall, gambling expenditure was highest in the low SES LGAs of Devonport, Brighton, and Glenorchy.

Table 7.3

LGA COMPARISON OF AVERAGE GAMBLING EXPENDITURE IN THE PREVIOUS 12 MONTHS

LGA grouping	LGA	Mean	SE	Lower	Upper
Low SES LGAs	Brighton	1,601	399	819	2,383
	Break O'Day	792	161	477	1,107
	Glenorchy	1,365	320	737	1,993
	Devonport	1,629	484	680	2,577
Comparison LGAs	Circular Head	915	356†	217	1,613
	Launceston	732	129	479	985
	Sorell	892	219	462	1,321
	Clarence	963	167	637	1,290
Rest of State		1,012	161	695	1,328

† 30% < RSE <50%

Source: Survey sections A, C and D

Table 7.4 displays the average expenditure on different gambling activities in each LGA in the previous 12 months for the adults who participated in each activity. Expenditure in low SES LGAs was significantly higher than expenditure in the Comparison LGAs (*p=.014*), although there was no significant difference between expenditure in low SES LGAs and the rest of state (*p=.124*).

There were no significant differences between expenditure on any specific gambling activity in low SES LGAs and Comparison LGAs, with the exception of Keno (*p=.035*)

There were no significant differences between expenditure on any specific gambling activity in low SES LGAs and the rest of state.

Table 7.4

LGA GROUPING COMPARISON OF AVERAGE EXPENDITURE ON GAMBLING ACTIVITIES IN THE LAST 12 MONTHS

LGA grouping	Mean	SE	Lower	Upper
Electronic gaming machines				
Low SES LGAs	946	271	415	1,478
Comparison LGAs	617	132	357	876
Rest of State	768	234	308	1,228
Horse or greyhound races				
Low SES LGAs	2,069	572	946	3,191
Comparison LGAs	1,126	239	657	1,595
Rest of State	1,581	418	761	2,401
Instant scratch tickets				

LGA grouping	Mean	SE	Lower	Upper
Low SES LGAs	78	12	54	103
Comparison LGAs	76	18	42	111
Rest of State	86	13	60	111
Lotteries				
Low SES LGAs	408	53	305	512
Comparison LGAs	306	23	261	351
Rest of State	381	40	302	460
Keno				
Low SES LGAs	402*	93	220	584
Comparison LGAs	189	40	109	268
Rest of State	235	48	140	329
Casino table games				
Low SES LGAs	659	237†	192	1,127
Comparison LGAs	np	np	np	np
Rest of State	293	65	165	420
Bingo				
Low SES LGAs	328	109†	109	546
Comparison LGAs	227	59	109	345
Rest of State	649	248†	154	1144
Sporting or other events				
Low SES LGAs	759	319†	126	1,392
Comparison LGAs	214	70†	76	352
Rest of State	223	61	103	344
Informal private games				
Low SES LGAs	84	26†	31	137
Comparison LGAs	np	np	np	np
Comparison LGAs	171	44	83	258
Total annual expenditure				
Low SES LGAs	1,434*	222	999	1,870
Comparison LGAs	840	92	661	1,020
Rest of State	1,012	161	695	1,328

* p<0.05

† 30% < RSE <50%

Source: Survey sections A, C and D

7.3 Gambling activity expenditure: demographic differences in overall average gambling expenditure

Overall gambling expenditure in the previous 12 months for the adults who participated in each activity was compared across the demographic characteristics of the population (Table 7.5).

Compared to the average for Tasmanian gamblers as a whole, significantly higher annual expenditure was reported by:

- males (*p=.013*).

Compared to the average for Tasmanian gamblers as a whole, significantly lower annual expenditure was reported by:

- females (*p=.005*);

- people aged 18-24 (*p<.001*) and 35-44 (*p<.001*);
- single people with children still living at home (*p=.001*), and people living within group or shared households (*p=.045*);
- people who primarily engage in household duties (p<.001), and students (*p<.001*); and
- people with a highest education qualification of primary school (*p=.030)*.

Table 7.5

DEMOGRAPHIC DIFFERENCES IN OVERALL AVERAGE ANNUAL GAMBLING EXPENDITURE

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	1,044	102	843	1,244
Gender				
Male	1,432 *	157	1125	1,740
Female	676 **	131	420	933
Age				
18-24	577 **	125	332	821
25-34	1,127	296	546	1,707
35-44	605 **	116	378	833
45-54	1,213	212	797	1,629
55-64	1,594	424	763	2,426
65+	1,071	152	774	1,369
Household structure				
Couple with no children	1,054	288	490	1,619
Couple with children still at home	927	142	648	1,206
Couple with children not living at home	1,255	295	677	1,832
Single person household (no children)	1,351	260	842	1,860
Single with children still at home	509 **	162†	191	826
Single with children not living at home	1,329	578†	197	2,462
Group or shared household	596 *	223†	158	1035
Occupational status				
In paid employment full time	1,135	153	834	1,436
In paid employment part time/casual	1,022	310†	415	1,630
Primarily household duties	447 **	89	272	621
Student	341 **	141†	66	617
Retired	1,083	187	716	1451
Looking for work	np	np	np	np
Unable to work/pension	1,577	460	675	2,480
Annual personal income before tax				
Less than $25,000	851	183	493	1,210
$25,000 to $39,999	1,038	209	629	1,447
$40,000 to $64,999	967	193	588	1,345
$65,000 to $79,999	1,568	496	594	2,541
$80,000 to $129,999	943	187	577	1,309
$130,000 or more	np	np	np	np

Comparison	Mean	SE	Lower	Upper
Country of birth				
Australia	1,061	110	845	1,277
Other	876	224	437	1,315
Cultural group				
Australian	1,030	105	824	1,235
Other	1,327	471†	403	2,251
Highest level of education				
Primary school only	744*	138	473	1,014
Secondary school: not completed	1,332	176	986	1,678
Secondary school: completed Year 12	917	235	457	1,378
Trade qualifications	1,184	210	773	1,595
Tertiary education	772	225	331	1,213
Postgraduate qualification	1,061	424	230	1,892

* p<0.05
** p<0.01
† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.4 Gambling activity expenditure: demographic differences for EGM gambling

Gambling expenditure on EGMs in the previous 12 months was compared across the demographic characteristics of the population (Table 7.6).

Compared to the average for Tasmanian gamblers as a whole, significantly lower annual expenditure on EGMs was reported by:

- people aged 18-24 ($p<.001$);
- couples with children still living at home ($p<.001$), and people living within group or shared households ($p<.001$);
- people who primarily engage in household duties ($p<.001$), and students ($p<.001$);
- people who report annual personal incomes before tax of less than $25,000 ($p=.022$), and between $80,000 and $129,999 ($p<.001$);
- people who were born in a country other than Australia ($p<.001$).

Table 7.6

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON EGMS

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	767	140	493	1,041
Gender				
Male	879	236	416	1,343
Female	678	165	354	1,003
Age				
18-24	198 **	78†	45	350
25-34	937	362†	226	1,649
35-44	428	200†	36	820
45-54	583	145	299	868
55-64	1,638	623†	415	2,861
65+	814	204	414	1,214
Household structure				
Couple with no children	825	373†	94	1,557
Couple with children still at home	330 **	79	174	486
Couple with children not living at home	np	np	np	np
Single person household (no children)	1,562	478†	623	2,500
Single with children still at home	493	244†	13	973
Single with children not living at home	np	np	np	np
Group or shared household	173 **	46	84	263
Occupational status				
In paid employment full time	878	261	366	1391
In paid employment part time/casual	555	235†	94	1017
Primarily household duties	294 **	119†	60	528
Student	116 **	57†	3	228
Retired	792	184	431	1,153
Looking for work	np	np	np	np
Unable to work/pension	np	np	np	np
Annual personal income before tax				
Less than $25,000	501	117	272	729
$25,000 to $39,999	766	261†	254	1,277
$40,000 to $64,999	926	353†	234	1,619
$65,000 to $79,999	np	np	np	np
$80,000 to $129,999	331 **	91	152	510
$130,000 or more	np	np	np	np
Country of birth				
Australia	789	148	499	1,079
Other	402**	102	202	601
Cultural group				
Australian	746	137	476	1,016
Other	np	np	np	np

Comparison	Mean	SE	Lower	Upper
Highest level of education				
Primary school only	534	248†	47	1,022
Secondary school: not completed	711	187	344	1,078
Secondary school: completed Year 12	np	np	np	np
Trade qualifications	680	314†	64	1,297
Tertiary education	838	335†	180	1,495
Postgraduate qualification	np	np	np	np

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.5 Gambling activity expenditure: demographic differences for horse or greyhound racing

Gambling expenditure on horse or greyhound racing in the previous 12 months was compared across the demographic characteristics of the population (Table 7.7).

Compared to the average for Tasmanian gamblers as a whole, significantly lower annual expenditure on horse or greyhound racing was reported by:

- people aged 18-24 ($p<.001$), 25-34 ($p=.025$), and 35-44 ($p=.025$);
- single people with children still living at home ($p<.001$);
- students ($p<.001$); and
- people who report annual personal incomes before tax of between $40,000 and $64,999 ($p<.001$).

Table 7.7

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON HORSE OR GREYHOUND RACING

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	1,556	266	1,033	2,079
Gender				
Male	2,232	347	1550	2,914
Female	np	np	np	np
Age				
18-24	544 **	225†	102	986
25-34	884 *	299†	296	1,472
35-44	754 *	357†	52	1,455
45-54	2,481	769†	970	3,992
55-64	3,182	1,198†	830	5,534
65+	2,245	645	978	3,512

Comparison	Mean	SE	Lower	Upper
Household structure				
Couple with no children	1,458	568†	343	2,573
Couple with children still at home	1,688	429	847	2,530
Couple with children not living at home	2,511	789†	961	4,060
Single person household (no children)	1,063	330†	414	1,712
Single with children still at home	318**	126†	71	565
Single with children not living at home	np	np	np	np
Group or shared household	np	np	np	np
Occupational status				
In paid employment full time	1,619	307	1,016	2,223
In paid employment part time/casual	1,671	771†	157	3,185
Primarily household duties	np	np	np	np
Student	218**	99†	24	413
Retired	2,186	855†	506	3,865
Looking for work	np	np	np	np
Unable to work/pension	1,323	641†	65	2,581
Annual personal income before tax				
Less than $25,000	1,504	672†	184	2,825
$25,000 to $39,999	1,451	480†	507	2,394
$40,000 to $64,999	755**	184	394	1,115
$65,000 to $79,999	2,043	730†	610	3,477
$80,000 to $129,999	2,520	769†	1,009	4,030
$130,000 or more	np	np	np	np
Country of birth				
Australia	1,502	264	984	2,021
Other	np	np	np	np
Cultural group				
Australian	1,566	284	1,008	2,123
Other	1,583	754†	103	3,063
Highest level of education				
Primary school only	np			
Secondary school: not completed	2,072	587	920	3,224
Secondary school: completed Year 12	1019	371†	290	1,747
Trade qualifications	1,505	388	742	2,267
Tertiary education	np	np	np	np
Postgraduate qualification	2,741	1,295†	199	5,284

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.6 Gambling activity expenditure: demographic differences for instant scratch tickets

Gambling expenditure on instant scratch tickets in the previous 12 months was compared across the demographic characteristics of the population (Table 7.8).

Compared to the average for Tasmanian instant scratch tickets gamblers as a whole, significantly lower annual expenditure on instant scratch tickets was reported by:

- people aged 35-44 (*p=.010*);
- couples with no children (*p=.007*), and couples with children still living at home (*p<.001*);
- students (*p<.001*);
- people who report annual personal incomes before tax of between $80,000 and $129,999 (*p<.001*); and
- people who have a tertiary education/university undergraduate degree (*p=.002*), and those who have a postgraduate qualification (*p=.018*).

Table 7.8

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON INSTANT SCRATCH TICKETS

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	82	9	65	99
Gender				
Male	95	15	66	123
Female	74	11	53	95
Age				
18-24	80	25†	31	130
25-34	81	23	37	126
35-44	54 *	11	32	75
45-54	70	12	47	93
55-64	102	30	43	162
65+	111	23	66	156
Household structure				
Couple with no children	50 **	12	28	73
Couple with children still at home	50	6	37	62
Couple with children not living at home	104 **	32†	42	167
Single person household (no children)	94	21	53	135
Single with children still at home	82	26†	31	132
Single with children not living at home	139	31	77	200
Group or shared household	np	np	np	np
Occupational status				
In paid employment full time	65	12	41	88
In paid employment part time/casual	64	16	33	95
Primarily household duties	125	51†	25	225
Student	35 **	13†	9	62
Retired	110	21	70	151
Looking for work	115	52†	14	216
Unable to work/pension	149	39	72	226

Comparison	Mean	SE	Lower	Upper
Annual personal income before tax				
Less than $25,000	97	19	60	133
$25,000 to $39,999	71	11	49	93
$40,000 to $64,999	74	15	45	103
$65,000 to $79,999	97	45†	8	185
$80,000 to $129,999	21 **	4	14	28
$130,000 or more	np	np	np	np
Country of birth				
Australia	83	9	64	101
Other	72	11	51	94
Cultural group				
Australian	78	9	61	95
Other	128	34	62	193
Highest level of education				
Primary school only	153	55†	46	261
Secondary school: not completed	94	16	63	126
Secondary school: completed Year 12	87	22	44	129
Trade qualifications	119	34	52	186
Tertiary education	49 **	11	28	70
Postgraduate qualification	45 *	16†	14	75

* p<0.05
** p<0.01
† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.7 Gambling activity expenditure: demographic differences for lotteries

Gambling expenditure on lotteries in the previous 12 months was compared across the demographic characteristics of the population (Table 7.9).

Compared to the average for Tasmanian gamblers as a whole, significantly higher annual expenditure on lotteries was reported by:

- people who had not completed secondary school education (*p=.014*).

Compared to the average for Tasmanian gamblers as a whole, significantly lower annual expenditure on lotteries was reported by:

- people aged 35-44 (*p=.001*);
- couples with children at home (p=.021), and single people with children still living at home (*p<.001*);
- people employed part time or casually (*p=.012*), and people who primarily engage in household duties (*p<.012*); and
- people who have a postgraduate qualification (*p<.001*).

Table 7.9

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON LOTTERIES

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	367	26	316	418
Gender				
Male	415	33	351	479
Female	321	40	243	399
Age				
18-24	np	np	np	np
25-34	311	101	113	508
35-44	248 **	37	176	321
45-54	421	51	322	521
55-64	403	44	317	489
65+	473	63	349	596
Household structure				
Couple with no children	303	45	214	392
Couple with children still at home	294 *	32	231	356
Couple with children not living at home	449	53	346	553
Single person household (no children)	554	99	360	747
Single with children still at home	143 **	26	91	194
Single with children not living at home	498	101	300	697
Group or shared household	285	44	198	371
Occupational status				
In paid employment full time	364	42	282	446
In paid employment part time/casual	273 *	37	200	347
Primarily household duties	250 *	46	159	341
Student	np	np	np	np
Retired	465	56	354	575
Looking for work	298	117†	68	528
Unable to work/pension	576	176†	231	921
Annual personal income before tax				
Less than $25,000	315	34	248	383
$25,000 to $39,999	364	52	262	466
$40,000 to $64,999	381	69	245	517
$65,000 to $79,999	416	92	237	596
$80,000 to $129,999	313	63	190	436
$130,000 or more	272	77	122	423
Country of birth				
Australia	361	27	307	415
Other	421	80	265	578
Cultural group				
Australian	355	24	308	402
Other	546	182†	189	903

Comparison	Mean	SE	Lower	Upper
Highest level of education				
Primary school only	374	69	239	510
Secondary school: not completed	519*	62	398	640
Secondary school: completed Year 12	308	50	210	405
Trade qualifications	359	29	302	417
Tertiary education	286	55	178	394
Postgraduate qualification	238 **	33	172	303

* p<0.05
** p<0.01
† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.8 Gambling activity expenditure: demographic differences for Keno

Gambling expenditure on Keno in the previous 12 months was compared across the demographic characteristics of the population (Table 7.10).

Compared to the average for Tasmanian gamblers as a whole, significantly higher annual expenditure on Keno was reported by:

- males (*p=.044*).

Compared to the average for Tasmanian Keno gamblers as a whole, significantly lower annual expenditure on Keno was reported by:

- females (*p=.014*);
- people aged 35-44 (*p=.001*);
- single people with children still living at home (*p=.038*);
- people who primarily engage in household duties (*p<.001*), and people looking for work (*p=.040*); and
- people who report annual personal incomes before tax of between $80,000 and $129,999 (*p<.001*).

Table 7.10

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON KENO

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	255	34	189	321
Gender				
Male	359 *	52	258	460
Female	152 *	42	71	234
Age				
18-24	226	85†	59	392
25-34	186	54	81	291
35-44	145 **	31	84	207
45-54	288	68	154	422
55-64	313	114†	89	538
65+	446	142†	168	724

Comparison	Mean	SE	Lower	Upper
Household structure				
Couple with no children	234	63	112	357
Couple with children still at home	239	47	146	331
Couple with children not living at home	203	29	146	261
Single person household (no children)	337	113†	115	559
Single with children still at home	135 *	58†	21	249
Single with children not living at home	np			
Group or shared household	np			
Occupational status				
In paid employment full time	219	37	146	292
In paid employment part time/casual	313	105	106	520
Primarily household duties	117 **	25	68	166
Student	np			
Retired	380	111	162	598
Looking for work	142*	55†	33	250
Unable to work/pension	277	73	135	420
Annual personal income before tax				
Less than $25,000	287	80	129	445
$25,000 to $39,999	219	48	125	313
$40,000 to $64,999	241	51	142	341
$65,000 to $79,999	429	175†	85	772
$80,000 to $129,999	117 **	30	58	176
$130,000 or more	329	161†	14	644
Country of birth				
Australia	247	34	179	314
Other	395	154†	92	697
Cultural group				
Australian	264	36	192	335
Other	173	47	81	265
Highest level of education				
Primary school only	np			
Secondary school: not completed	311	51	212	410
Secondary school: completed Year 12	233	75†	85	381
Trade qualifications	323	85	155	491
Tertiary education	187	81†	28	346
Postgraduate qualification	np			

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.9 Gambling activity expenditure: demographic differences for casino table games

Gambling activity expenditure on casino table games in the previous 12 months was compared across the demographic characteristics of the population (Table 7.11).

Compared to the average for Tasmanian casino table game gamblers as a whole, significantly lower annual expenditure on casino table games was reported by:

- females (*p<.001*);
- people aged 18-24 (*p=.005*);
- couple with children not living at home (*p=.046*), and people living in group or shared households (*p<.001*); and
- people who report annual personal incomes before tax of between $65,000 and $79,999 (*p=.047*), and $80,000 and $129,999 (*p<.001*).

Table 7.11

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON CASINO TABLE GAMES

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	387	93	202	571
Gender				
Male	467	126	218	717
Female	170 **	52†	67	273
Age				
18-24	236 **	53	131	340
25-34	544	248†	54	1,033
35-44	240	105†	33	448
45-54	396	156†	88	705
55-64	339	119†	105	574
65+	np			
Household structure				
Couple with no children	226	92†	46	407
Couple with children still at home	282	63	157	407
Couple with children not living at home	210 *	88†	35	384
Single person household (no children)	481	169†	147	815
Single with children still at home	np			
Single with children not living at home	np			
Group or shared household	178 **	51	77	280
Occupational status				
In paid employment full time	303	56	192	413
Not in paid employment	np			
Annual personal income before tax				
Less than $25,000	350	113†	127	573
$25,000 to $39,999	np			
$40,000 to $64,999	360	115†	132	588
$65,000 to $79,999	252 *	67	119	385
$80,000 to $129,999	174 **	50	75	273
$130,000 or more	np			
Country of birth				
Australia	385	99	190	580
Other	414	201†	17	812
Cultural group				
Australian	389	104	183	595
Other	416	133†	154	678

Comparison	Mean	SE	Lower	Upper
Highest level of education				
Primary school only	0	0	0	0
Secondary school: not completed	np			
Secondary school: completed Year 12	24	6	11	37
Trade qualifications	np			
Tertiary education	15	5†	4	25
Postgraduate qualification	7	3†	0	13

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.10 Gambling activity expenditure: demographic differences for bingo

Gambling expenditure on bingo in the previous 12 months was compared across the demographic characteristics of the population (Table 7.12). No significant results were found.

Table 7.12

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON BINGO

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	383	89	207	560
Gender				
Male	np			
Female	446	102	242	651
Age				
18-44	257	94†	68	445
45+	455	126	203	708
Household structure				
Couple with no children	np			
Couple with children still at home	np			
Couple with children not living at home	265	97†	72	457
Single person household (no children)	544	226†	93	995
Single with children still at home	np			
Single with children not living at home	532	252†	30	1034
Group or shared household	np			
Occupational status				
In paid employment full time	351	169†	13	688
Not in paid employment	398	106	186	610
Annual personal income before tax				
Less than $64,999	451	107	236	666
$65,000 or more	np			
Country of birth				
Australia	385	89	207	562
Other	np			

Comparison	Mean	SE	Lower	Upper
Cultural group				
Australian	359	90	180	539
Other	np			
Highest level of education				
Secondary school or lower	359	91	178	540
Additional qualifications	np			

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.11 Gambling activity expenditure: demographic differences for sporting or other events

Gambling expenditure on sporting or other events in the previous 12 months was compared across the demographic characteristics of the population (Table 7.13).

Compared to the average for Tasmanian sporting or other events gamblers as a whole, significantly lower annual expenditure on sports betting was reported by:

- females (*p<.001*);
- people aged 45-54 (p=.013), and 55-64 years (*p<.001*);
- people cohabiting with a partner (*p=.027*); and
- people who have completed Year 12 (*p=.039*), a tertiary/university undergraduate degree (*p=.015*), and a postgraduate qualification (*p<.001*).

Table 7.13

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON SPORTING OR OTHER EVENTS

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	306	66	176	436
Gender				
Male	396	84	230	562
Female	18 **	6†	6	29
Age				
18-24	274	88†	100	448
25-34	322	145†	35	609
35-44	np			
45-54	154 *	60†	34	273
55-64	81 **	33†	16	147
65+	np			
Cohabitation with partner				
Living with partner	211 *	42	128	295
Not living with any partner	506	238†	34	978

Comparison	Mean	SE	Lower	Upper
Dependent children				
Dependent children	262	71	122	402
No dependent children	326	136†	57	595
Occupational status				
In paid employment full time	np			
In paid employment part time/casual	np			
Primarily household duties	1	0	0	1
Student	np			
Retired	np			
Looking for work	0	0	0	1
Unable to work/pension	np			
Annual personal income before tax				
Less than $25,000	301	115†	74	528
$25,000 to $39,999	np			
$40,000 to $64,999	190	61†	69	311
$65,000 to $79,999	190	63†	65	314
$80,000 to $129,999	np			
$130,000 or more	np			
Country of birth				
Australia	311	67	177	444
Other	np			
Cultural group				
Australian	255	57	143	367
Other	np			
Highest level of education				
Primary school only	np			
Secondary school: not completed	713	296†	126	1,299
Secondary school: completed Year 12	184 *	59†	68	300
Trade qualifications	892	445†	10	1,774
Tertiary education	185 *	48	89	282
Postgraduate qualification	112 **	44†	24	199

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.12 Gambling activity expenditure: demographic differences in informal private games

Gambling expenditure on informal private games in the previous 12 months was compared across the demographic characteristics of the population (Table 7.14).

Compared to the average for Tasmanian informal private games gamblers as a whole, significantly lower annual expenditure on informal private games was reported by:

- people who report annual personal incomes before tax of between $40,000 and $64,999 ($p=.004$), and $65,000 and $79,999 ($p<.001$).

Table 7.14

DEMOGRAPHIC DIFFERENCES IN AVERAGE ANNUAL EXPENDITURE ON INFORMAL PRIVATE GAMES

Comparison	Mean	SE	Lower	Upper
Tasmanian gamblers as a whole	193	49	96	289
Gender				
Male	215	59	97	332
Female	np			
Age				
18-24	125	37	52	198
25-34	123	42†	40	206
35-44	np			
45-54	np			
55-64	np			
65+	np			
Cohabitation with partner				
Living with partner	231	68	96	367
Not living with any partner	144	68†	7	281
Dependent children				
Dependent children	172	65†	43	302
No dependent children	246	76†	94	398
Occupational status				
In paid employment	174	54†	66	281
Not in paid employment	np			
Annual personal income before tax				
Less than $25,000	175	86†	3	348
$25,000 to $39,999	np			
$40,000 to $64,999	94 **	33†	29	159
$65,000 to $79,999	86 **	13	59	112
$80,000 to $129,999	167	36	95	239
$130,000 or more	np			
Country of birth				
Australia	174	46	82	266
Other	np			
Cultural group				
Australian	193	49	95	291
Other	np			
Highest level of education				
Secondary school or lower	273	113†	47	499
Additional qualification	142	37	69	216

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

† 30% < RSE <50%

Source: Survey sections B, C, D and Q

7.13 Chapter summary: expenditure

- Significant variability in expenditure data was evident between Tasmanian Government revenue figures for 2009-10 and that estimated from survey respondents in the 2011 gambling survey, most notably the underreporting of EGM expenditure by survey respondents

- Overall, gambling expenditure was highest in the low SES LGAs of Devonport, Brighton, and Glenorchy.
- Expenditure in low SES LGAs was significantly higher than expenditure in the Comparison LGAs ($p=.014$), although there was no significant difference between expenditure in low SES LGAs and the rest of State ($p=.124$).

Chapter 8

Prevalence of problem gambling

This chapter presents an analysis of the prevalence of problem gambling in Tasmanian adults over the previous 12 months. The chapter reports:

- prevalence of gambling severity;
- problem gambling prevalence: comparison to other statewide surveys;
- problem gambling prevalence: results by LGA;
- problem gambling prevalence: results by demographic characteristics;
- problem gambling prevalence: comparisons with previous Tasmanian surveys; and
- problem gambling prevalence: multivariate analyses.

8.1 Problem gambling prevalence: whole of Tasmania

The prevalence of problem gambling in the Tasmanian adult population was measured using the Problem Gambling Severity Index (PGSI) of the Canadian Problem Gambling Index (CPGI). All respondents were assessed for problem gambling using the PGSI, where 9 items are scored to provide a range from 0 to 27 with higher scores indicating higher problem severity. Scores on the PGSI are used to classify individuals as non-problem gamblers (score of 0), low risk gamblers (scores of 1 or 2), moderate risk gamblers (scores between 3 and 7), or problem gamblers (scores of 8 or higher). Seventeen respondents (eight low risk gamblers and nine moderate risk gamblers) positively endorsed at least one item on the PGSI despite reporting no participation in gambling activities in the previous 12 months. These respondents remained classified as low and moderate risk gamblers for the remainder of the subsequent analyses involving PGSI categories, and as non-gamblers in analyses that involved 'gamblers' only (that is, analyses for gambling triggers, gambling motivations, patterns of gambling).

The prevalence in Tasmanian adults of gambling severity is provided in Table 8.1.

Table 8.1

PREVALENCE IN TASMANIAN ADULTS OF GAMBLING SEVERITY ACCORDING TO PGSI CATEGORIES

PGSI category	%	SE	Lower	Upper
Non-gambling	34.8%	1.1%	32.6%	37.0%
Non-problem gambling	57.4%	1.2%	55.0%	59.7%
Low risk gambling	5.3%	0.6%	4.2%	6.7%
Moderate risk gambling	1.8%	0.4%	1.2%	2.7%
Problem gambling	0.7%	0.2%	0.4%	1.3%

Source: Survey section E

8.2 Problem gambling prevalence: comparison to recent statewide surveys

In the 2011 Tasmanian survey, the PGSI prevalence rates were as follows: non-gambling — 34.8 per cent; non-problem gambling — 57.4 per cent; low risk gambling — 5.3 per cent; moderate risk gambling — 1.8 per cent; and problem gambling — 0.7 per cent. These rates across severities are compared with other recent statewide surveys. The following is a brief description of each and their main prevalence severity results (explained in more detail in Chapter 3).

In the 2006 Northern Territory Gambling Prevalence Study (School for Social Policy Research 2006) respondents were grouped into three categories: regular gamblers (those who gamble on any activity except for lotteries and instant scratch tickets at least once or the equivalent of once a week) — 7.0-8.0 per cent; non-regular gamblers (those who gamble less than once a week or the equivalent) — 64.0-67.0 per cent; and non-gamblers — 25.6-28.3 per cent. Gambling severity prevalence was then assessed using the Problem Gambling Severity Index (PGSI) with the regular gambler group. However, the problem gambler rate was calculated at 0.64 per cent.

In the 2006 South Australian Prevalence Survey (South Australian Department for Families and Communities 2006), gambling severity prevalence was assessed using the PGSI on frequent gamblers (gambling at least fortnightly, except on lotteries and bingo). The composition of the respondent group was calculated as follows: non-gamblers and non-frequent gamblers — 85.5 per cent; regular but non-problem gamblers — 10.5 per cent; regular low risk gamblers — 2.3 per cent; regular moderate risk gamblers — 1.2 per cent; and regular problem gamblers — 0.4 per cent. However, the methodology for assessing PGSI severity in this study was non-standard — the descriptor for the highest scoring response was changed from ‘almost always’ to ‘always’ making comparisons with surveys that have implemented the formal PGSI categories (including the 2011 Tasmanian survey) difficult.

In the 2006 Queensland Household Gambling Survey (Gambling Policy Directorate and Office of the Government Statistician 2006), gambling severity prevalence rates as measured by the PGSI were found to be: non-gamblers — 24.70 per cent; recreational gamblers — 67.30 per cent; low risk gamblers — 5.70 per cent; moderate risk gamblers — 1.80 per cent; and problem gamblers — 0.47 per cent. The index was administered to those who had gambled in the last 12 months except for sweeps. However, the methodology for assessing PGSI severity was non-standard — the ‘sometimes’ response category was given the same value as the ‘rarely’ response, and the ‘almost always’ category was changed to ‘always’. Again, these changes make standardised comparisons across prevalence surveys difficult.

In the 2007 New South Wales survey of gambling and problem gambling (AC Nielsen 2007), gambling severity prevalence rates as measured by the PGSI, were found to be: non-gamblers — 31.0 per cent; non-regular gamblers — 64.5 per cent; low risk gamblers — 2.1 per cent; moderate risk gamblers — 1.6 per cent; and problem gamblers — 0.8 per cent. The index was administered to regular gamblers (those that gambled at least once a week other than lottery of instant scratch tickets). Again, the methodology for assessing PGSI severity was non-standard —

the descriptor for the highest scoring response was changed from 'almost always' to 'always', making comparison across studies difficult.

In the 2008 Tasmanian survey (South Australian Centre for Economic Studies 2008), gambling severity prevalence rates as measured by the PGSI were found to be: low risk gamblers — 0.99 per cent; moderate risk gamblers — 0.86 per cent; and problem gamblers — 0.54 per cent. As the PGSI was administered only to gamblers who gambled weekly on all activities except lotteries, scratch tickets, or bingo, and the response categories were non-standard, these rates would be expected to be an underestimation of the true prevalence rate of problem gambling at that time.

In the 2008-09 Queensland Household Gambling Survey (Queensland Government Department of Employment, Economic Development and Innovation 2010), gambling severity prevalence rates as measured by the PGSI were found to be: non-gamblers — 25.3 per cent; recreational — 68.0 per cent, low risk — 4.7 per cent, moderate risk — 1.6 per cent, and problem gambling — 0.4 per cent. The index was administered to those who had gambled in the last 12 months. The methodology for assessing the PGSI was non-standard, however, — the descriptor for the highest response category changed from 'almost always' to 'always', frustrating standardised comparisons.

In the 2009 Survey of the Nature and Extent of Gambling and Problem Gambling in the Australian Capital Territory (Davidson & Rogers 2010), gambling severity prevalence rates were measured using the PGSI on gamblers who reported gambling at least once a month (except for lotteries or scratch tickets), or those who had spent $2,000 or more across all activities in the last 12 months. Gambling severity prevalence rates were found to be: non-gamblers — 32.6 per cent; non-problem gamblers — 62.1 per cent; low risk gamblers — 3.4 per cent; moderate risk gamblers — 1.5 per cent; and problem gamblers — 0.5 per cent.

In the 2009 Study of Gambling in Victoria (Department of Justice, 2009), gambling severity prevalence rates as measured by the PGSI, were found to be: non-gambler — 26.93 per cent; non-problem gamblers — 64.31 per cent; low risk gamblers — 5.70 per cent; moderate risk gamblers — 2.36 per cent; problem gamblers — 0.70 per cent. The methodology for assessing the PGSI was non-standard - the descriptor for the 'sometimes' response was given the same value as the 'rarely' response as well as 'almost always' becoming 'always', limiting the ability to make comparisons cross surveys, particularly those that have used the correct administration and scoring protocols for the PGSI.

8.3 Survey comparison issues

In the 2008 Tasmanian survey (South Australian Centre for Economic Studies 2008) prevalence rates appear to be somewhat different from the other cited statewide surveys. This is especially pronounced in the non-problem gambler and low-risk categories. Further, the 'regular gambler no risk' category in the 2008 Tasmanian survey has a rate that appears quite disproportionate if this is to represent the non-problem group. It is likely that the rather strict exclusions of gambling on lotteries, scratch tickets and bingo, biased this sample and reduced the prevalence rates across the low severity categories. Another difference is the administration of the PGSI only to regular gamblers in the 2008 Tasmanian survey

(South Australian Centre for Economic Studies 2008), compared with the administration of the PGSI to all respondents in the current survey.

There are several instances of variations to the PGSI administration across surveys, specifically scoring two different response categories with the same score and removing the qualifier for the highest response by changing ‘almost always’ to ‘always’. As is noted elsewhere (Jackson et al. 2009), these variations to the CPGI are likely to have the effect of lowering prevalence rates for both the moderate and problem severity categories , and increasing the prevalence rates for lower severity categories. This issue was also identified by the Productivity Commission (2009). Both the 2008 and 2011 Tasmanian Social and Economic impact studies have applied the original PGSI design.

Table 8.2

RECENT AUSTRALIA STATEWIDE SURVEYS: PREVALENCE RATES BY PGSI CATEGORY (PER CENT)

Statewide survey	PGSI Categories				
	Non-gamblers	Non-problem gamblers	Low-risk gamblers	Moderate-risk gamblers	Problem gamblers
Northern Territory 2006	n.a.	n.a.	n.a.	n.a.	0.64
South Australia 2006	85.5	10.5	2.3	1.2	0.4
New South Wales 2007	31.0	64.5	2.1	1.6	0.8
Tasmania 2008	n.a.	5.2	1.0	0.9	0.5
Queensland 2006	24.7	67.3	5.7	1.8	0.5
Queensland 2008	25.3	68.0	4.7	1.6	0.4
ACT 2009	32.6	62.1	3.4	1.5	0.5
Victoria 2009	26.9	64.3	5.7	2.4	0.7
Tasmania 2011	34.8	57.4	5.3	1.8	0.7

Note: Point estimates only are reported above.

Source: Survey section E, statewide surveys

Another issue identified by the Productivity Commission (2009) is deviations from the original design of the PGSI Page 117 is it worth noting that the Productivity Commission in its 2010 report commented on the inconsistent application of the PGSI in Australian prevalence studies - Box 5.2 p5.12. Tasmania has used the original 4 point Likert scale (recommended by the PC) in the 2007 study and again in this study?

8.4 Problem gambling prevalence: results by LGA groupings

Table 8.3 displays the classification of PGSI categories in LGA groupings. The results reveal that moderate risk/problem gambling and low risk gambling rates were highest in the low SES LGAs. Statistically reliable results could not be generated for individual LGAs.

The results revealed that moderate risk/problem gambling and low risk gambling rates were highest in the low SES LGAs. PGSI low risk category severity was significantly higher in the low SES LGAs than the rest of state (*p=.010*), but only just failed (that is, greater than .05 significance) to reach statistical significance in the low SES LGAs compared with the comparator LGAs, and rest of state (*p=.055*).

Table 8.3

PREVALENCE AMONG TASMANIAN ADULTS IN LGA GROUPINGS OF GAMBLING SEVERITY ACCORDING TO PGSI CATEGORIES

Region	Results	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk/ problem gambler
Low SES LGAs	%	29.1%	59.7%	7.3%	3.9%
	SE	1.8%	2.0%	1.0%	0.9%
	Lower	25.8%	55.7%	5.6%	2.5%
	Upper	32.7%	63.5%	9.4%	6.1%
Comparator LGAs	%	33.7%	58.6%	5.9%	1.8%
	SE	2.0%	2.1%	1.1%	0.5%
	Lower	29.9%	54.4%	4.0%	1.1%
	Upper	37.7%	62.7%	8.6%	3.0%
Rest of State	%	36.8%	56.2%	4.5%	2.5%
	SE	1.7%	1.8%	0.9%	0.7%
	Lower	33.6%	52.7%	3.1%	1.5%
	Upper	40.2%	59.6%	6.6%	4.1%

*Note: Comparator for significance testing was $p<0.05$

Source: Survey sections A and E

8.5 Problem gambling prevalence: results by demographic characteristics

Table 8.4 displays the classification of PGSI categories for each demographic characteristic. An increasing risk of problem gambling was associated with younger age (*p=.007*) and being in paid employment (*p<.001*), but not gender (*p=.135*) or cohabiting with a partner (*p=.159*). An increasing risk of moderate risk/problem gambling was associated with lower personal annual incomes (*p=.021*) and being born in Australia (*p<.001*), but not associated with having dependent children (*p=.892*) or with higher levels of education (*p=.153*).

Table 8.4

DEMOGRAPHIC COMPARISON OF PREVALENCE OF CLASSIFICATION OF TASMANIAN ADULTS WITHIN EACH PGSI CATEGORY

Demographic characteristic	Comparison	Results	Non-gambling	PGSI category			
				Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling
Gender	Male	%	47.2%	47.3%	55.3%	64.1%	73.4%
		SE	1.9%	1.6%	6.0%	11.8%	10.8%
		Lower	43.4%	44.1%	43.4%	39.6%	48.2%
		Upper	51.0%	50.4%	66.6%	82.9%	89.1%
	Female	%	52.8%	52.7%	44.7%	35.9%	26.6%
		SE	1.9%	1.6%	6.0%	11.8%†	10.8%†
		Lower	49.0%	49.6%	33.4%	17.1%	10.9%
		Upper	56.6%	55.9%	56.6%	60.4%	51.8%
Age	18-44	%	39.8%	46.4%	55.3%	53.7%	69.6%
		SE	2.1%	1.7%	5.5%	9.8%	11.3%
		Lower	35.7%	43.1%	44.4%	34.8%	44.5%
		Upper	44.0%	49.7%	65.8%	71.5%	86.7%
	45+	%	60.2%	53.6%	44.7%	46.3%	30.4%
		SE	2.1%	1.7%	5.5%	9.8%	11.3%†
		Lower	56.0%	50.3%	34.2%	28.5%	13.3%
		Upper	64.3%	56.9%	55.6%	65.2%	55.5%
Cohabitation with partner	Living with partner	%	52.5%	57.8%	45.9%	57.8%	61.8%
		SE	2.0%	1.7%	5.8%	11.2%	13.6%
		Lower	48.5%	54.5%	35.0%	35.8%	34.4%
		Upper	56.4%	61.0%	57.3%	77.1%	83.3%
	Not living with partner	%	47.5%	42.2%	54.1%	42.2%	38.2%
		SE	2.0%	1.7%	5.8%	11.2%	13.6%†
		Lower	43.6%	39.0%	42.7%	22.9%	16.7%
		Upper	51.5%	45.5%	65.0%	64.2%	65.6%
Occupational status	In paid employment	%	50.7%	64.1%	64.1%	67.2%	71.1%
		SE	2.0%	1.5%	5.1%	8.3%	10.8%
		Lower	46.8%	61.1%	53.5%	49.4%	46.8%
		Upper	54.6%	67.1%	73.4%	81.1%	87.3%
	Not in paid employment	%	49.3%	35.9%	35.9%	32.8%	28.9%
		SE	2.0%	1.5%	5.1%	8.3%	10.8%†
		Lower	45.4%	32.9%	26.6%	18.9%	12.7%
		Upper	53.2%	38.9%	46.5%	50.6%	53.2%

Demographic characteristic	Comparison	Results	Non-gambling	PGSI category		
				Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling
Dependent children	Dependent children	%	44.2%	45.5%	48.5%	43.2%
		SE	2.0%	1.7%	6.1%	9.0%
		Lower	40.2%	42.3%	36.9%	27.1%
		Upper	48.2%	48.8%	60.3%	60.9%
	No dependent children	%	55.8%	54.5%	51.5%	56.8%
		SE	2.0%	1.7%	6.1%	9.0%
		Lower	51.8%	51.2%	39.7%	39.1%
		Upper	59.8%	57.7%	63.1%	72.9%
Personal income	Less than $64,999	%	80.9%	77.9%	87.9%*	87.7%
		SE	1.6%	1.4%	3.0%	3.8%
		Lower	77.6%	75.2%	80.6%	78.2%
		Upper	83.8%	80.5%	92.7%	93.4%
	$65,000 or more	%	19.1%	22.1%	12.1%	12.3%
		SE	1.6%	1.4%	3.0%	3.8%†
		Lower	16.2%	19.5%	7.3%	6.6%
		Upper	22.4%	24.8%	19.4%	21.8%
Country of birth	Australia	%	82.5%	90.6%	95.1%**	90.0%
		SE	1.4%	0.8%	1.6%	3.4%
		Lower	79.6%	88.9%	90.8%	81.1%
		Upper	85.0%	92.1%	97.4%	95.0%
	Other	%	17.5%	9.4%	4.9%	10.0%
		SE	1.4%	0.8%	1.6%†	3.4%†
		Lower	15.0%	7.9%	2.6%	5.0%
		Upper	20.4%	11.1%	9.2%	18.9%
Highest education	Secondary school or lower	%	41.1%	46.6%	50.7%	50.2%
		SE	2.0%	1.6%	6.1%	8.7%
		Lower	37.3%	43.4%	39.0%	33.8%
		Upper	45.0%	49.8%	62.4%	66.6%
	Additional qualifications	%	58.9%	53.4%	49.3%	49.8%
		SE	2.0%	1.6%	6.1%	8.7%
		Lower	55.0%	50.2%	37.6%	33.4%
		Upper	62.7%	56.6%	61.0%	66.2%

* $p<0.05$
** $p<0.01$
† 30% < RSE <50%
Source: Survey sections E and Q

8.6 Problem gambling prevalence: comparison with previous Tasmanian surveys

Using the PGSI, Table 8.5 reports the rates of problem gambling derived from the 2011 survey, compared to those obtained in the 2005 and 2008 studies.

Table 8.5

PREVALENCE AMONG TASMANIAN ADULTS OF GAMBLING SEVERITY ACCORDING TO PGSI CATEGORIES IN THE 2005, 2008, AND 2011 SURVEYS

PGSI category	2005 survey	2008 survey	2011 survey
Non-gambling/Non-problem gambling		n.a.	92.2
Low risk gambling		0.99	5.3
Moderate risk gambling	1.02	0.86	1.8
Problem gambling	0.73	0.54	0.7

Source: Survey section E

While the problem gambling rate is relatively similar in the 2008 and 2011 surveys, the 2011 survey reveals higher rates of moderate risk and low risk gambling. This can be explained by the purposive sampling employed in the 2008 study that was not employed in the 2011 study. The 2008 survey administered the PGSI only to respondents who gambled at least weekly on any form of gambling apart from lotteries, scratch tickets, or bingo. In a paper co-authored by Harold Wynne (the developer of the CPGI), Jackson et al. (2009) argued that restricting the administration of the PGSI to weekly gamblers is likely to exclude approximately one-third of problem and moderate risk gamblers. This implies that the biased application of the PGSI excludes many to whom the PGSI classifications might apply (as the PGSI assesses the personal and social impacts of gambling over the last 12 months and these impacts typically persist after the gambling *frequency* has reduced). The current study employed an unbiased sampling procedure in which the PGSI was administered to all respondents. See Jackson et al. 2009 for a review and summary table (Table 2) of the variable administration of the PGSI in Australian prevalence studies.

The hypothesis that there was a difference in prevalence rates between the current survey and previous surveys in the low risk and moderate risk gambling PGSI categories was tested by identifying respondents as weekly gamblers in the same way as that employed in the 2008 survey. An examination of the prevalence of these weekly gamblers within each PGSI category in the 2005, 2008, and 2011 surveys is displayed in Table 8.6. Note that the 'complex survey' analyses presented throughout this report were not applied in the following analysis. Rather, direct comparisons (albeit unweighted and unstratified) with the 2008 survey are made.

The results from Table 8.6 reveal similar rates between surveys when the PGSI scores of respondents who only gambled at least weekly on any form of gambling apart from lotteries, scratch tickets, or bingo are examined. This finding supports the argument that restricting the administration of the PGSI to weekly gamblers excludes a significant proportion of moderate risk gamblers and emphasises the need for unbiased sampling methodologies in future Tasmanian surveys. Archival comparisons between years were calculated using an online proportions calculator (http://www.answersresearch.com/proportions.php).

Table 8.6

PREVALENCE AMONG TASMANIAN REGULAR GAMBLERS OF PROBLEM GAMBLING SEVERITY WITHIN EACH PGSI CATEGORY IN 2005, 2008, AND 2011

PGSI category	2005 survey	2008 survey	2011 survey
Regular gamblers: No risk		5.16	5.1
Low risk gambling		0.99	1.5*
Moderate risk gambling	1.02	0.86	0.7
Problem gambling	0.73	0.54	0.4

* p<0.05

Source: Survey section E

Using the 2008 methodology, the proportions of the sample comprising low risk, moderate risk, and problem gambling were compared for the 2008 survey and the 2011 survey. There was a statistically significant higher rate of low risk gambling in the 2011 survey than the 2008 survey ($p<.05$). However, there were no differences between the 2008 and 2011 surveys for the proportions of participants classified as moderate risk gamblers and problem gamblers.

8.7 Problem gambling prevalence: multivariate analyses

In this section, we employ the unweighted data from all respondents to answer the following questions:

- Which socio-demographic factors are most associated with problem gambling severity?
- Which gambling activities are most associated with problem gambling severity after controlling for socio-demographic factors?

Socio-demographic factors

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by socio-demographic factors (gender, age, dependent children in the household, living with a partner, currently being in paid employment, annual personal income, country of birth, cultural identity, and education). The socio-demographic characteristics significantly predicted PGSI problem gambling severity ($p<.001$). Specifically, PGSI problem gambling severity was significantly predicted by younger age ($p<.001$), no dependent children in the household ($p=.001$), and when secondary school was not completed ($p=.013$).

Gambling activity participation

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by participation in different gambling activities after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, participation in gambling activities explained a significant additional proportion of variance in PGSI problem gambling severity ($p<.001$). Specifically, PGSI problem gambling severity was significantly predicted by participation in EGM gambling ($p<.001$), Keno ($p<.001$), sporting events ($p<.001$), horse/greyhound racing ($p=.034$), and instant scratch tickets ($p=.039$).

Table 8.7

PROBLEM GAMBLING PREVALENCE: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI		β
			Lower	Upper	
Step 1: PGSI					
(Constant)	.652**	.184	.291	1.012	…
Gender	-.063	.046	-.154	.027	-.025
Age	-.007**	.002	-.010	-.003	-.090
Dependent children in household	.169**	.052	.067	.272	.066
Living with partner	.025	.048	-.070	.120	.010
Currently in paid employment (ft, pt, or casual)	.004	.051	-.097	.104	.002
Annual income	-.078	.057	-.190	.034	-.026
Country of birth	-.016	.063	-.138	.107	-.004
Australian as cultural identity	-.037	.081	-.197	.122	-.008
Secondary school completed	-.101*	.043	-.186	-.017	-.041
R^2 = .009, Degrees of Freedom = 9, 3506					
Step 2: Gambling activity participation					
(Constant)	.177	.156	-.129	.483	…
Gender	-.011	.039	-.088	.065	-.004
Age	-.006**	.001	-.009	-.004	-.087
Dependent children in household	.108	.044	.021	.195	.042
Living with partner	.028	.041	-.052	.108	.011
Currently in paid employment (ft, pt, or casual)	.030	.043	-.055	.115	.012
Annual income	-.042	.048	-.136	.053	-.014
Country of birth	.059	.053	-.044	.163	.016
Australian as cultural identity	-.018	.069	-.153	.117	-.004
Secondary school completed	-.010	.037	-.082	.062	-.004
Total number of times per year played EGMs	.037**	.002	.033	.040	.355
Total number of times per year bet on horse or greyhound races	.005**	.000	.004	.006	.184
In the last 12 months, how many times have you purchased instant scratch tickets?	.006**	.002	.003	.009	.052
In the last 12 months, how many times have you have you played a lottery?	-.001	.001	-.002	.001	-.016
Total number of times per year bet on Keno	.003**	.001	.002	.005	.058
Total number of times per year bet on Casino table games	-.014	.008	-.030	.002	-.025
In the last 12 months, how many times have you have you played bingo?	-.001	.004	-.008	.007	-.003
Total number of times per year bet on sporting events	.021**	.001	.019	.024	.254
In the last 12 months, how many times have you have you bet on informal private games for money?	.002	.003	-.004	.009	.010
R^2 = 295, ΔR^2 = .289, Degrees of Freedom = 18, 3497					

Note: ** p ≤ .01, * p ≤ .05, R^2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR^2 = Difference in R^2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

8.8 Chapter summary: prevalence

- In the present survey the PGSI prevalence rates were as follows: non-gambling — 34.8 per cent; non-problem gambling — 57.4 per cent; low risk gambling — 5.3 per cent; moderate risk gambling — 1.8 per cent; and problem gambling — 0.7 per cent.
- Moderate risk/problem gambling and low risk gambling rates were highest in the low SES LGAs.
- PGSI low risk category severity was significantly higher in the low SES LGAs than the rest of state ($p=.010$).
- An increasing risk of problem gambling was associated with younger age ($p=.007$) and being in paid employment ($p<.001$).
- An increasing risk of moderate risk/problem gambling was associated with lower personal annual incomes ($p=.021$) and being born in Australia ($p<.001$).

Chapter 9

Comparison of PGSI categories on gambling participation, frequency and expenditure

This chapter presents an analysis of PGSI categories on gambling participation, frequency, and expenditure by Tasmanian adults in the previous 12 months. The chapter reports:

- PGSI categories: participation;
- PGSI categories: average number of gambling activities;
- PGSI categories: gambling activity frequency; and
- PGSI categories: expenditure.

9.1 Comparison of PGSI categories: gambling participation

Table 9.1 displays participation in each gambling activity for each PGSI category.

Low risk gambling

Compared to non-problem gamblers, low risk gamblers were significantly more likely to participate in EGM gambling (OR = 0.234, $p<.001$), horse or greyhound racing (OR = 0.593, $p=.033$), Keno (OR = 0.382, $p<.001$), casino table games (OR = 0.278, $p<.001$), bingo (OR = 0.428, $p=.036$), sporting or other events (OR = 0.383, $p=.003$), and informal private games (OR = 0.219, $p<.001$) (see section 4.2 for description of the Odds Ratio concept).

Moderate risk gambling

Compared to non-problem gamblers, moderate risk gamblers were significantly more likely to participate in EGM gambling (OR = 0.140, $p<.001$) and horse or greyhound racing (OR = 0.376, $p=.047$).

Problem gambling

Compared to non-problem gamblers, problem gamblers were significantly more likely to participate in EGM gambling (OR = 0.070, $p<.001$), horse or greyhound racing (OR = 0.176, $p<.001$), instant scratch tickets (OR = 0.314, $p=.031$), and Keno (OR = 0.203, $p=.003$).

Table 9.1

PARTICIPATION IN GAMBLING ACTIVITIES BY PGSI CATEGORY

Gambling activity	Results	PGSI category: Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling
Electronic gaming machines	%	27.0%	61.3% **	72.6% **	84.1% **
	SE	1.5%	5.8%	7.8%	8.7%
	Lower	24.1%	49.5%	55.1%	59.6%
	Upper	30.2%	71.9%	85.2%	95.0%
Horse or greyhound races	%	20.9%	30.8% *	41.3% *	60.0% **
	SE	1.4%	5.0%	12.2%	13.0%
	Lower	18.4%	22.0%	20.8%	34.1%
	Upper	23.7%	41.3%	65.4%	81.3%
Instant scratch tickets	%	36.3%	45.7%	45.4%	64.5% *
	SE	1.6%	6.0%	10.7%	12.8%
	Lower	33.2%	34.3%	26.3%	37.7%
	Upper	39.6%	57.5%	66.0%	84.5%
Lotteries	%	71.2%	78.2%	73.8%	72.7%
	SE	1.6%	5.1%	7.8%	12.4%
	Lower	68.0%	66.5%	56.0%	43.9%
	Upper	74.1%	86.6%	86.2%	90.0%
Keno	%	34.9%	58.4% **	48.4%	72.5% **
	SE	1.6%	6.0%	11.1%	11.5%
	Lower	31.9%	46.4%	28.2%	45.9%
	Upper	38.1%	69.5%	69.1%	89.1%
Casino table games	%	7.4%	22.4% **	np	np
	SE	0.9%	5.9%		
	Lower	5.9%	12.9%		
	Upper	9.3%	36.0%		
Bingo	%	2.6%	5.8% *	np	np
	SE	0.5%	2.0%†		
	Lower	1.7%	2.9%		
	Upper	3.8%	11.1%		
Sporting or other events	%	5.5%	13.2% **	11.9%	np
	SE	0.8%	3.4%	5.0%†	
	Lower	4.1%	7.9%	5.0%	
	Upper	7.3%	21.3%	25.7%	
Informal private games	%	3.8%	15.4%**	np	np
	SE	0.8%	5.5%†		
	Lower	2.6%	7.4%		
	Upper	5.7%	29.4%		

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Note: Reference case for significance tests is non-problem gambling.

Source: Survey sections B and E

9.2 Comparison of PGSI categories: average number of gambling activities

The average number of gambling activities played by people classified within each PGSI risk category in the previous 12 months is displayed in Table 9.2. Compared to non-problem gamblers, problem gamblers (*p=.001*), moderate risk gamblers (*p<.001*) and low risk gamblers (*p<.001*) reported a significantly higher average number of gambling activities in the previous 12 months.

Table 9.2

AVERAGE NUMBER OF GAMBLING ACTIVITIES IN PAST YEAR BY PGSI CATEGORY

PGSI category	Mean	SE	Lower	Upper
Non-problem gambling	2.09	0.04	2.01	2.17
Low risk gambling	3.31 **	0.15	3.01	3.61
Moderate risk gambling	3.12 **	0.20	2.73	3.50
Problem gambling	4.46 **	0.67	3.11	5.80
All gamblers	2.24	0.04	2.16	2.32

** p<0.01

Source: Survey section E

The proportion of people in each PGSI category who played one, two, three, or four or more gambling activities is displayed in Table 9.3. Compared to non-problem gamblers, problem gamblers (OR = 19.503, *p<.001*), moderate risk gamblers (OR = 3.423, *p=.002*), and low risk gamblers (OR = 5.179, *p<.001*) were significantly more likely to report participating in four or more gambling activities in the previous 12 months.

Table 9.3

PROPORTION OF PEOPLE IN EACH PGSI CATEGORY PLAYING ONE TO FOUR OR MORE GAMBLING ACTIVITIES IN PREVIOUS 12 MONTHS

Number of gambling activities	Results	PGSI category				Gamblers as a whole
		Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
One to three gambling activities	%	86.7%	55.7%	65.6%	25.0%	83.0%
	SE	1.2%	6.0%	9.3%	10.4%	1.2%
	Lower	84.2%	43.8%	45.9%	10.2%	80.5%
	Upper	88.8%	67.0%	81.0%	49.7%	85.2%
Four or more gambling activities	%	13.3%	44.3% **	34.4% **	75.0% **	17.0%
	SE	1.2%	6.0%	9.3%	10.4%	1.2%
	Lower	11.2%	33.0%	19.0%	50.3%	14.8%
	Upper	15.8%	56.2%	54.1%	89.8%	19.5%

** p<0.01

Source: Survey sections C, D and E

9.3 Comparison of PGSI categories: gambling activity frequency

Table 9.4 displays the average frequency spent on each gambling activity by location or medium for each PGSI category (that is, level of gambling severity).

Low risk gambling

Compared to non-problem gamblers, low risk gamblers gambled significantly more frequently on EGMs ($p=.004$), horse or greyhound racing ($p=.013$), instant scratch tickets ($p=.033$), and Keno (p=.001). Specifically, low risk gamblers gambled significantly more frequently on EGMs in a club or hotel ($p=.003$), horse or greyhound racing at an off-course venue ($p=.028$), horse or greyhound racing over the Internet ($p=.039$), Keno in a club or hotel ($p=.006$), and other casino table games at a casino ($p=.017$).

Moderate risk gambling

Compared to non-problem gamblers, moderate risk gamblers gambled significantly more frequently on Keno ($p=.044$), Keno in a club or hotel ($p=.018$), sporting or other events ($p=.013$), and sporting or other events at an off-course venue ($p=.004$).

Problem gambling

Compared to non-problem gamblers, problem gamblers gambled significantly more frequently on EGMs ($p=.006$), horse or greyhound racing ($p=.020$), and Keno ($p=.005$). Specifically, problem gamblers gambled more frequently on EGMs in a club or hotel ($p=.013$), EGMs in a casino ($p=.047$), horse or greyhound racing at an off-course venue ($p=.004$), Keno in a club or hotel ($p=.003$), and Keno in a casino ($p=.041$).

Table 9.4

ANNUAL FREQUENCY OF GAMBLING SESSIONS ON GAMBLING ACTIVITIES IN TASMANIA IN THE PREVIOUS 12 MONTHS FOR ADULTS PARTICIPATING IN EACH ACTIVITY, BY LOCATION OR MEDIUM FOR EACH PGSI CATEGORY

Location or medium	Results	PGSI category			
		Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling
Electronic gaming machines					
	Mean	7.85	19.35 **	17.09	79.28 **
	SE	0.57	3.94	4.92	25.90†
	Lower	6.73	11.61	7.44	28.44
	Upper	8.96	27.08	26.74	130.13
In a club or hotel	Mean	5.13	11.42 **	13.20	38.12 *
	SE	0.41	2.10	4.43†	13.24†
	Lower	4.33	7.29	4.51	12.13
	Upper	5.92	15.55	21.90	64.12
In a casino	Mean	2.72	7.83	3.89	41.16 *
	SE	0.37	2.96†	0.92	19.32†
	Lower	2.00	2.03	2.08	3.25
	Upper	3.44	13.63	5.69	79.07
Horse or greyhound races					
	Mean	23.93	80.73 *	np	400.36 *
	SE	3.04	22.52		161.82†
	Lower	17.96	36.51		82.57
	Upper	29.90	124.95		718.15
At a racetrack	Mean	3.84	np	np	np
	SE	1.08			
	Lower	1.72			
	Upper	5.96			
At an off-course venue	Mean	11.58	34.17 *	np	174.84 **
	SE	1.81	10.06		56.85†
	Lower	8.03	14.42		63.20
	Upper	15.14	53.92		286.47
By telephone	Mean	2.28	9.87	np	np
	SE	0.81†	4.79†		
	Lower	0.69	0.47		
	Upper	3.88	19.27		
Over the Internet	Mean	6.22	21.33 *		
	SE	1.54	7.12†		
	Lower	3.19	7.35		
	Upper	9.25	35.32		
Instant scratch tickets					
	Mean	11.75	17.44 *	16.57	22.75
	SE	1.06	2.45	4.60	7.63†
	Lower	9.67	12.64	7.54	7.78
	Upper	13.83	22.24	25.60	37.72
Lotteries					
	Mean	26.31	29.68	19.79	33.12
	SE	1.11	3.22	5.31	12.61†
	Lower	24.13	23.37	9.38	8.40
	Upper	28.50	35.98	30.19	57.84

Location or medium	Results	PGSI category: Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling
Keno					
	Mean	11.86	29.92**	47.56 *	72.87 **
	SE	1.12	5.19	17.66†	21.51
	Lower	9.64	19.74	12.91	30.67
	Upper	14.07	40.11	82.22	115.07
In a club or hotel	Mean	9.87	21.36 **	22.71 *	36.71 **
	SE	1.02	4.03	5.30	8.90
	Lower	7.88	13.46	12.30	19.24
	Upper	11.86	29.26	33.12	54.18
In a casino	Mean	1.36	5.72	np	30.40 *
	SE	0.25	2.31†		14.18†
	Lower	0.87	1.19		2.58
	Upper	1.85	10.25		58.22
Over the Internet	Mean	np	0.00	0.00	0.00
	SE		0.00	0.00	0.00
	Lower		0.00	0.00	0.00
	Upper		0.00	0.00	0.00
Casino table games					
	Mean	4.16	4.57	np	np
	SE	0.73	0.62		
	Lower	2.73	3.35		
	Upper	5.59	5.80		
Poker tournaments at a club, hotel, or casino	Mean	0.91	np	np	np
	SE	0.29†			
	Lower	0.34			
	Upper	1.47			
Other casino table games at a casino	Mean	2.59	4.33 *	np	np
	SE	0.44	0.57		
	Lower	1.72	3.21		
	Upper	3.47	5.46		
Over the Internet	Mean	np	np	np	np
	SE				
	Lower				
	Upper				
Bingo					
	Mean	20.42	np	np	np
	SE	3.47			
	Lower	13.51			
	Upper	27.33			
Sporting or other events					
	Mean	9.67	16.10	53.32 *	np
	SE	2.64	6.96†	17.04†	
	Lower	4.44	2.32	19.60	
	Upper	14.90	29.88	87.04	
At an off-course venue	Mean	5.88	3.40	39.38 **	np
	SE	2.35†	1.06†	11.21	
	Lower	1.23	1.30	17.19	
	Upper	10.53	5.50	61.57	

Location or medium	Results	PGSI category			
		Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling
Over the Internet	Mean	2.97	np	np	np
	SE	0.83			
	Lower	1.33			
	Upper	4.61			
Over the telephone	Mean	np	np	np	np
	SE				
	Lower				
	Upper				
Informal private games					
	Mean	10.10	5.09	np	np
	SE	2.75	0.56		
	Lower	4.60	3.98		
	Upper	15.59	6.20		

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections C, D and E

9.4 Comparison of PGSI categories: gambling activity expenditure

Table 9.5 displays the average expenditure on each gambling activity for each PGSI risk category.

Low risk gambling

Compared to non-problem gamblers, low risk gamblers reported significantly higher expenditures on EGMs (*p=.035*), horse or greyhound racing (*p=.007*), and Keno (*p=.010).*

Moderate risk gambling

Compared to non-problem gamblers, moderate risk gamblers reported significantly higher expenditures on Keno (*p=.002*).

Problem gambling

Compared to non-problem gamblers, problem gamblers reported significantly higher expenditures on EGMs (*p=.014*).

Table 9.5

AVERAGE GAMBLING EXPENDITURE BY PGSI CATEGORY

Gambling activity	Results	PGSI category			
		Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling
Electronic gaming machines	Mean	280	1,247*	np	6,124*
	SE	42	415 †		1,265
	Lower	196	433		3,642
	Upper	363	2,061		8,607
Horse or greyhound races	Mean	1,035	3,141 **	np	np
	SE	211	747		
	Lower	619	1,674		
	Upper	1,450	4,609		
Instant scratch tickets	Mean	72	126	154	205
	SE	9	35	58†	87†
	Lower	54	58	40	34
	Upper	89	193	267	375
Lotteries	Mean	339	589	487	619
	SE	24	153	210†	260†
	Lower	292	289	74	108
	Upper	385	889	899	1,129
Keno	Mean	142	571 *	1,023 **	1,768
	SE	17	166	285	840†
	Lower	110	245	464	120
	Upper	175	896	1,582	3,415
Casino table games	Mean	252	360	np	np
	SE	51	52		
	Lower	151	257		
	Upper	352	463		
Bingo	Mean	366	np	np	np
	SE	89			
	Lower	188			
	Upper	545			
Sporting or other events	Mean	246	255	np	np
	SE	67	89†		
	Lower	113	80		
	Upper	379	430		
Informal private games	Mean	136	np	np	np
	SE	30			
	Lower	76			
	Upper	195			
All gambling activities	**Mean**	**651**	**2,560**	**4,929**	**14,275**
	SE	**59**	**512**	**2,153**	**4,743**
	Lower	**534**	**1,556**	**708**	**4,974**
	Upper	**767**	**3,564**	**9,150**	**23,575**

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections C, D and E

The proportion of total expenditure for each gambling activity by gamblers classified within each PGSI category is displayed in Table 9.6. Note that estimates for some gambling activities are provided at an aggregated PGSI level (e.g. moderate risk and problem gamblers merged together into one category). This is due to small sample sizes for some gambling activities when split according to PGSI category.

The results revealed that moderate risk/problem gamblers contributed 25 per cent of total expenditure on gambling by Tasmanians. Over the same period, however, moderate risk/problem gamblers contributed 48 per cent of total expenditure on EGMs and 35 per cent of total expenditure on casino table games. Moderate risk/problem gamblers contributed 10 per cent of total expenditure on instant scratch tickets and 5 per cent of total expenditure on lotteries.

Low risk gamblers contributed most expenditure to Keno, EGMs, horse or greyhound racing and casino table games. Finally, non-problem gamblers contributed most expenditure to lotteries, instant scratch tickets and bingo / informal private games.

Table 9.6

PROPORTION OF TOTAL EXPENDITURE FOR EACH GAMBLING ACTIVITY BY GAMBLERS CLASSIFIED WITHIN EACH PGSI CATEGORY

Gambling activity	PGSI category			
	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling
Electronic gaming machines	27.5%	24.8%	24.8%	22.9%
Instant scratch tickets	74.9%	15.1%	5.1%	4.9%
Lotteries	80.7%	14.1%	3.3%	1.9%
Horse or greyhound races	54.3%	21.8%	23.9%	
Keno	45.7%	27.5%	26.8%	
Sporting or other events	61.1%	12.6%	26.3%	
Casino table games	45.5%	19.2%	35.2%	
Bingo & informal private games	73.9%	26.1%		
Any gambling activity	**55.9%**	**18.9%**	**10.8%**	**14.5%**

Notes: Estimates for some gambling activities are provided at the aggregated PGSI level (e.g. moderate risk and problem gamblers merged together into one category). This is due to small sample sizes for some gambling activities when split according to PGSI category. Only estimates with a relative standard error of less than 50 per cent are reported.

Source: Survey sections C, D and E

9.5 Chapter summary: PGSI category

- Compared to non-problem gamblers, problem gamblers were significantly more likely to participate in EGMs ($p<.001$), horse or greyhound racing ($p<.001$), instant scratch tickets ($p=.031$), and Keno ($p=.003$).
- Compared to non-problem gamblers, problem gamblers ($p<.001$), moderate risk gamblers ($p=.002$), and low risk gamblers ($p<.001$) were significantly more likely to report participating in four or more gambling activities in the previous 12 months.
- Compared to non-problem gamblers, problem gamblers gambled significantly more frequently on EGMs ($p=.006$), horse or greyhound racing ($p=.020$), and Keno ($p=.005$). Specifically, problem gamblers gambled more frequently on EGMs in a club or hotel ($p=.013$), EGMs in a casino ($p=.047$), horse or greyhound racing at an off-course venue ($p=.004$), Keno in a club or hotel ($p=.003$), and Keno in a casino ($p=.041$).
- The results revealed that problem gamblers contributed most expenditure as a proportion of all expenditure on each activity to casino table games, EGMs, horse or greyhound racing, Keno, and informal private games.

Chapter 10

Profile of PGSI categories

This chapter presents a profile of PGSI categories for Tasmanian adults in the previous 12 months. The chapter reports:

- PGSI categories: demographics;
- PGSI categories: gambling activities; and
- PGSI categories: comparisons with Tasmanians as a whole.

A demographic and gambling profile of each of the PGSI categories was developed. Profiles attempted to compare key segment demographic and other variables with Tasmanians as a whole. A limitation of this analysis is that PGSI categories are being compared with Tasmanians as a whole of which they are part. In this chapter, results were considered significant when confidence intervals in comparative data were non-overlapping with the estimates for Tasmanians as a whole. For this reason, significance levels are only reported at the .05 level.

10.1 Profile of non-gamblers

Non-gamblers comprised 34.8 per cent of Tasmania's adult population.

Demographic information

A demographic profile of non-gamblers relative to Tasmanian adults as a whole is presented in Table 10.1.

Relative to Tasmanian adults as a whole, a significantly higher proportion of non-gamblers reported:

- they were born in a country other than Australia ($p<0.05$)
- completing a postgraduate qualification ($p<0.05$).

Relative to Tasmanian adults as a whole, a significantly lower proportion of non-gamblers reported:

- they were employed full time and they comprised a higher proportion of retired individuals ($p<0.05$)
- income of $25,000 to $39,999 ($p<0.05$)
- completing secondary school and a higher ($p<0.05$).

Table 10.1

DEMOGRAPHIC PROFILE OF NON-GAMBLERS

	Non-gamblers				All Tasmanian adults			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Gender								
Male	47.2%	1.9%	43.4%	51.0%	48.1%	1.2%	45.8%	50.5%
Female	52.8%	1.9%	49.0%	56.6%	51.9%	1.2%	49.5%	54.2%
Age								
18-24	11.8%	1.6%	9.0%	15.3%	11.4%	1.0%	9.7%	13.4%
25-34	11.0%	1.7%	8.1%	14.7%	15.0%	1.2%	12.7%	17.5%
35-44	17.0%	1.6%	14.0%	20.3%	18.5%	1.0%	16.7%	20.5%
45-54	19.6%	1.5%	16.8%	22.7%	19.3%	0.9%	17.7%	21.0%
55-64	16.1%	1.2%	13.9%	18.5%	16.2%	0.7%	14.9%	17.7%
65+	24.6%	1.4%	22.0%	27.3%	19.6%	0.7%	18.2%	21.0%
Region								
Low SES LGAs	13.9%	0.6%	12.8%	15.1%	16.5%	0.5%	15.6%	17.4%
Comparison LGAs	24.4%	1.0%	22.4%	26.4%	25.1%	0.7%	23.9%	26.4%
Rest of State	61.7%	1.1%	59.5%	63.9%	58.4%	0.7%	56.9%	59.8%
Household type								
Couple with no children	6.4%	0.9%	4.8%	8.4%	8.8%	0.7%	7.5%	10.2%
Couple with children at home	29.5%	1.8%	26.1%	33.2%	30.6%	1.1%	28.5%	32.8%
Couple with children not at home	15.4%	1.0%	13.5%	17.6%	15.1%	0.6%	13.9%	16.4%
Single person household	17.5%	1.5%	14.8%	20.7%	17.0%	0.9%	15.3%	18.9%
Single with children at home	13.7%	1.8%	10.5%	17.6%	13.8%	1.1%	11.7%	16.2%
Single with children not at home	12.1%	1.1%	10.1%	14.5%	10.3%	0.6%	9.1%	11.5%
Group or shared household	3.1%	0.7%	2.0%	4.8%	2.9%	0.4%	2.2%	3.8%
Occupational status								
Full time	31.9% *	1.9%	28.4%	35.7%	39.3%	1.2%	37.0%	41.7%
Part time/casual	18.1%	1.7%	15.0%	21.6%	19.4%	1.1%	17.4%	21.6%
Household duties	5.2%	1.0%	3.6%	7.5%	5.0%	0.7%	3.8%	6.5%
Student	7.7%	1.3%	5.4%	10.8%	5.9%	0.8%	4.5%	7.5%
Retired	26.5% *	1.4%	23.8%	29.4%	21.9%	0.8%	20.4%	23.5%
Looking for work	3.2%	0.8%	2.0%	5.3%	2.6%	0.4%	2.0%	3.6%
Unable to work/ pension	6.0%	0.9%	4.5%	8.0%	4.8%	0.4%	4.0%	5.7%
Personal income								
Less than $25,000	43.8%	2.1%	39.7%	43.8%	48.0%	1.3%	36.3%	41.3%
$25,000 to $39,999	16.0% *	1.4%	13.4%	16.0%	19.0%	1.0%	16.1%	19.9%
$40,000 to $64,999	21.0%	1.9%	17.6%	21.0%	24.9%	1.1%	20.6%	24.9%
$65,000 to $79,999	8.4%	1.0%	6.6%	8.4%	10.7%	0.7%	7.9%	10.6%
$80,000 to $129,999	8.1%	1.2%	6.1%	8.1%	10.7%	0.7%	7.8%	10.7%
$130,000 or more	2.6%	0.6%	1.7%	2.6%	4.0%	0.3%	1.8%	3.1%
Country of birth								
Australia	82.5% *	1.4%	79.6%	85.0%	87.7%	0.7%	86.2%	89.1%
Other	17.5% *	1.4%	15.0%	20.4%	12.3%	0.7%	10.9%	13.8%
Cultural identity								
Australian	91.4%	1.2%	88.8%	93.5%	92.4%	0.7%	91.0%	93.6%
Other	8.6%	1.2%	6.5%	11.2%	7.6%	0.7%	6.4%	9.0%

	Non-gamblers				All Tasmanian adults			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Highest education								
Primary school	1.5%	0.3%	1.0%	2.3%	1.2%	0.2%	.9%	1.6%
Secondary school	19.1% *	1.4%	16.5%	22.1%	24.1%	1.0%	22.2%	26.0%
Year 12	19.6%	1.7%	16.5%	23.2%	18.8%	1.0%	17.0%	20.9%
Trade qualifications	13.2%	1.4%	10.7%	16.1%	14.3%	0.8%	12.7%	16.0%
Tertiary education	28.7%	1.8%	25.4%	32.3%	29.1%	1.2%	26.9%	31.4%
Postgraduate qualification	15.9% *	1.5%	13.2%	19.1%	10.5%	0.7%	9.2%	12.0%

* $p<0.05$

Source: Survey sections B, E and Q

10.2 Profile of non-problem gamblers

Non-problem gamblers comprised 57.4 per cent of Tasmania's adult population.

Demographic information

A demographic profile of non-problem gamblers relative to Tasmanian adults as a whole is presented in Table 10.2.

There were no significant demographic differences between non-problem gamblers and Tasmanian adults as a whole.

Table 10.2

DEMOGRAPHIC PROFILE OF NON-PROBLEM GAMBLERS

	Non-problem gamblers				Tasmanian adults as a whole			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Gender								
Male	47.3%	1.6%	44.1%	50.4%	48.1%	1.2%	45.8%	50.5%
Female	52.7%	1.6%	49.6%	55.9%	51.9%	1.2%	49.5%	54.2%
Age								
18-24	10.5%	1.2%	8.3%	13.3%	11.4%	1.0%	9.7%	13.4%
25-34	15.3%	1.6%	12.4%	18.7%	15.0%	1.2%	12.7%	17.5%
35-44	20.6%	1.4%	18.0%	23.4%	18.5%	1.0%	16.7%	20.5%
45-54	19.7%	1.1%	17.6%	22.1%	19.3%	0.9%	17.7%	21.0%
55-64	16.5%	0.9%	14.7%	18.4%	16.2%	0.7%	14.9%	17.7%
65+	17.4%	0.9%	15.7%	19.2%	19.6%	0.7%	18.2%	21.0%
Region								
Low SES LGAs	17.3%	0.7%	16.0%	18.7%	16.5%	0.5%	15.6%	17.4%
Comparison LGAs	25.6%	0.9%	23.9%	27.4%	25.1%	0.7%	23.9%	26.4%
Rest of State	57.1%	1.0%	55.1%	59.0%	58.4%	0.7%	56.9%	59.8%

	Non-problem gamblers				Tasmanian adults as a whole			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Household type								
Couple with no children	10.2%	1.0%	8.4%	12.4%	8.8%	0.7%	10.2%	1.0%
Couple with children at home	31.8%	1.5%	28.9%	34.8%	30.6%	1.1%	31.8%	1.5%
Couple with children not at home	15.3%	0.9%	13.6%	17.0%	15.1%	0.6%	15.3%	0.9%
Single person household	16.5%	1.2%	14.3%	19.0%	17.0%	0.9%	16.5%	1.2%
Single with children at home	13.3%	1.5%	10.7%	16.5%	13.8%	1.1%	13.3%	1.5%
Single with children not at home	9.5%	0.8%	8.0%	11.1%	10.3%	0.6%	9.5%	0.8%
Group or shared household	2.5%	0.5%	1.7%	3.8%	2.9%	0.4%	2.5%	0.5%
Occupational status								
Full time	43.8%	1.6%	40.6%	47.0%	39.3%	1.2%	37.0%	41.7%
Part time/casual	19.9%	1.4%	17.2%	22.8%	19.4%	1.1%	17.4%	21.6%
Household duties	5.0%	1.0%	3.4%	7.3%	5.0%	0.7%	3.8%	6.5%
Student	4.6%	0.9%	3.1%	6.7%	5.9%	0.8%	4.5%	7.5%
Retired	20.2%	1.0%	18.3%	22.2%	21.9%	0.8%	20.4%	23.5%
Looking for work	1.9%	0.4%	1.2%	2.9%	2.6%	0.4%	2.0%	3.6%
Unable to work/ pension	3.9%	0.5%	3.0%	5.0%	4.8%	0.4%	4.0%	5.7%
Personal income								
Less than $25,000	35.6%	1.7%	32.4%	39.0%	38.8%	1.3%	36.3%	41.3%
$25,000 to $39,999	19.2%	1.3%	16.7%	22.0%	17.9%	1.0%	16.1%	19.9%
$40,000 to $64,999	23.1%	1.4%	20.5%	25.9%	22.7%	1.1%	20.6%	24.9%
$65,000 to $79,999	10.0%	1.0%	8.2%	12.2%	9.2%	0.7%	7.9%	10.6%
$80,000 to $129,999	9.7%	0.9%	8.0%	11.7%	9.1%	0.7%	7.8%	10.7%
$130,000 or more	2.3%	0.5%	1.6%	3.4%	2.3%	0.3%	1.8%	3.1%
Country of birth								
Australia	90.6%	0.8%	88.9%	92.1%	87.7%	0.7%	86.2%	89.1%
Other	9.4%	0.8%	7.9%	11.1%	12.3%	0.7%	10.9%	13.8%
Cultural identity								
Australian	93.2%	0.8%	91.5%	94.5%	92.4%	0.7%	91.0%	93.6%
Other	6.8%	0.8%	5.5%	8.5%	7.6%	0.7%	6.4%	9.0%
Highest education								
Primary school	1.0%	0.2%	0.7%	1.4%	1.2%	0.2%	0.9%	1.6%
Secondary school	26.0%	1.4%	23.4%	28.8%	24.1%	1.0%	22.2%	26.0%
Year 12	18.7%	1.3%	16.2%	21.5%	18.8%	1.0%	17.0%	20.9%
Trade qualifications	14.7%	1.1%	12.7%	16.9%	14.3%	0.8%	12.7%	16.0%
Tertiary education	29.8%	1.6%	26.8%	32.9%	29.1%	1.2%	26.9%	31.4%
Postgraduate qualification	8.0%	0.8%	6.5%	9.7%	10.5%	0.7%	9.2%	12.0%

Source: Survey sections B, E and Q

Gambling activities

The gambling activities in which non-problem gamblers participated in the previous 12 months are displayed in Table 10.3. The most common gambling activities in which non-problem gamblers participated were lotteries, followed by instant scratch tickets, Keno, EGMs, and horses or greyhounds. Relative Tasmanian adults as a whole, non-problem gamblers were significantly more likely to participate in

EGMs, horse or greyhound racing, instant scratch tickets, lotteries, and Keno (*p<.05*).

Table 10.3

GAMBLING ACTIVITY PROFILE OF NON-PROBLEM GAMBLERS

Gambling activity	Non-problem gamblers				Tasmanian adults as a whole			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Electronic gaming machines	27.0%*	1.5%	24.1%	30.2%	20.5%	1.1%	18.4%	22.7%
Horse or greyhound races	20.9%*	1.4%	18.4%	23.7%	14.7%	0.9%	13.0%	16.6%
Instant scratch tickets	36.3%*	1.6%	33.2%	39.6%	24.3%	1.1%	22.2%	26.6%
Lotteries	71.2%*	1.6%	68.0%	74.1%	46.5%	1.2%	44.1%	48.8%
Keno	34.9%*	1.6%	31.9%	38.1%	24.3%	1.1%	22.3%	26.5%
Casino table games	7.4%	0.9%	5.9%	9.3%	5.9%	0.6%	4.8%	7.3%
Bingo	2.6%	0.5%	1.7%	3.8%	1.8%	0.3%	1.3%	2.6%
Sporting or other events	5.5%	0.8%	4.1%	7.3%	4.2%	0.5%	3.3%	5.3%
Informal private games	3.8%	0.8%	2.6%	5.7%	3.2%	0.6%	2.3%	4.5%

* p<0.05

Source: Survey sections B, E and Q

10.3 Profile of low risk gamblers

Low-risk gamblers comprised 5.3 per cent of Tasmania's adult population.

Demographic information

A demographic profile of low risk gamblers compared to Tasmanian adults as a whole is presented in Table 10.4.

Compared to Tasmanian adults as a whole, a significantly higher proportion of low-risk gamblers reported being:

- aged 25-34 (*p<0.05*)
- from the low SES LGAs (*p<0.05*)
- from group or shared households (*p<0.05*)
- born in Australia (*p<0.05*).

Compared to Tasmanian adults as a whole, a significantly higher proportion of low risk gamblers reported being:

- aged 35-44 years (*p<0.05*)
- born in a country other than Australia (*p<0.05*).

Table 10.4

DEMOGRAPHIC PROFILE OF LOW RISK GAMBLERS

	Low risk gamblers				Tasmanian adults as a whole			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Gender								
Male	55.3%	6.1%	43.3%	66.7%	48.1%	1.2%	45.8%	50.5%
Female	44.7%	6.1%	33.3%	56.7%	51.9%	1.2%	49.5%	54.2%
Age								
18-24	15.3%	3.6%	9.5%	23.7%	11.4%	1.0%	9.7%	13.4%
25-34	31.0%*	7.1%	18.9%	46.4%	15.0%	1.2%	12.7%	17.5%
35-44	9.1% *	2.6%	5.0%	15.8%	18.5%	1.0%	16.7%	20.5%
45-54	15.5%	3.2%	10.2%	22.9%	19.3%	0.9%	17.7%	21.0%
55-64	15.4%	3.0%	10.3%	22.3%	16.2%	0.7%	14.9%	17.7%
65+	13.8%	2.6%	9.3%	19.8%	19.6%	0.7%	18.2%	21.0%
Region								
Low SES LGAs	22.7% *	2.3%	18.5%	27.5%	16.5%	0.5%	15.6%	17.4%
Comparison LGAs	28.0%	3.6%	21.5%	35.5%	25.1%	0.7%	23.9%	26.4%
Rest of State	49.3%	4.2%	41.2%	57.6%	58.4%	0.7%	56.9%	59.8%
Household type								
Couple with no children	4.9%	1.6%†	2.6%	9.1%	8.8%	0.7%	4.9%	1.6%
Couple with children at home	27.5%	4.7%	19.2%	37.6%	30.6%	1.1%	27.5%	4.7%
Couple with children not at home	12.1%	2.4%	8.1%	17.6%	15.1%	0.6%	12.1%	2.4%
Single person household	17.2%	5.4%†	9.0%	30.6%	17.0%	0.9%	17.2%	5.4%
Single with children at home	19.5%	6.3%†	9.9%	34.8%	13.8%	1.1%	19.5%	6.3%
Single with children not at home	7.9%	2.3%	4.4%	13.9%	10.3%	0.6%	7.9%	2.3%
Group or shared household	7.7% *	2.5%†	3.9%	14.4%	2.9%	0.4%	7.7% *	2.5%
Occupational status								
Full time	43.0%	6.2%	31.5%	55.4%	39.3%	1.2%	37.0%	41.7%
Part time/casual	20.0%	4.9%	12.0%	31.4%	19.4%	1.1%	17.4%	21.6%
Household duties	np				5.0%	0.7%	3.8%	6.5%
Student	5.2%	1.9%†	2.5%	10.5%	5.9%	0.8%	4.5%	7.5%
Retired	15.7%	3.1%	10.5%	22.8%	21.9%	0.8%	20.4%	23.5%
Looking for work	5.4%	2.1%†	2.5%	11.4%	2.6%	0.4%	2.0%	3.6%
Unable to work/ pension	4.9%	1.6%†	2.6%	9.1%	4.8%	0.4%	4.0%	5.7%
Personal income								
Less than $25,000	45.1%	6.0%	33.7%	57.0%	38.8%	1.3%	36.3%	41.3%
$25,000 to $39,999	12.9%	3.5%	7.5%	21.5%	17.9%	1.0%	16.1%	19.9%
$40,000 to $64,999	29.9%	6.4%	18.9%	43.7%	22.7%	1.1%	20.6%	24.9%
$65,000to $79,999	6.6%	2.0%†	3.5%	11.9%	9.2%	0.7%	7.9%	10.6%
$80,000 to $129,999	5.1%	2.3%†	2.1%	11.9%	9.1%	0.7%	7.8%	10.7%
$130,000 or more	np				2.3%	0.3%	1.8%	3.1%
Country of birth								
Australia	95.1% *	1.6%	90.8%	97.4%	87.7%	0.7%	86.2%	89.1%
Other	4.9% *	1.6%†	2.6%	9.2%	12.3%	0.7%	10.9%	13.8%
Cultural identity								
Australian	90.0%	5.5%	73.1%	96.8%	92.4%	0.7%	91.0%	93.6%
Other	np				np			

	Low risk gamblers				Tasmanian adults as a whole			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Highest education								
Primary school	np				1.2%	0.2%	0.9%	1.6%
Secondary school	30.2%	5.1%	21.2%	41.0%	24.1%	1.0%	22.2%	26.0%
Year 12	17.0%	3.9%	10.7%	26.0%	18.8%	1.0%	17.0%	20.9%
Trade qualifications	16.2%	3.7%	10.1%	25.0%	14.3%	0.8%	12.7%	16.0%
Tertiary education	27.2%	6.5%	16.3%	41.7%	29.1%	1.2%	26.9%	31.4%
Postgraduate qualification	4.4%	1.9%†	1.9%	10.1%	10.5%	0.7%	9.2%	12.0%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

† 30% < RSE <50%

Source: Survey sections B, E and Q

Gambling activities

The gambling activities in which low risk gamblers participated in the previous 12 months are displayed in Table 10.5. The most common gambling activities in which low risk gamblers participated were lotteries, followed by EGMs, Keno, and instant scratch tickets. Relative to Tasmanian adults as a whole, low risk gamblers were significantly more likely to participate in all gambling activities (*$p<0.05$*).

Table 10.5

GAMBLING ACTIVITY PROFILE OF LOW RISK GAMBLERS

Gambling activity	Low risk gamblers				All Tasmanian adults			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Electronic gaming machines	59.8% *	5.8%	48.2%	70.5%	20.5%	1.1%	18.4%	22.7%
Horse or greyhound races	30.1% *	4.9%	21.5%	40.4%	14.7%	0.9%	13.0%	16.6%
Instant scratch tickets	44.6% *	6.0%	33.3%	56.5%	24.3%	1.1%	22.2%	26.6%
Lotteries	76.3% *	5.1%	64.9%	84.9%	46.5%	1.2%	44.1%	48.8%
Keno	57.0% *	5.9%	45.2%	68.1%	24.3%	1.1%	22.3%	26.5%
Casino table games	21.8% *	5.8%	12.5%	35.3%	5.9%	0.6%	4.8%	7.3%
Bingo	5.7% *	1.9%†	2.8%	10.9%	1.8%	0.3%	1.3%	2.6%
Sporting or other events	12.9% *	3.3%	7.7%	20.9%	4.2%	0.5%	3.3%	5.3%
Informal private games	15.0% *	5.4%†	7.1%	29.0%	3.2%	0.6%	2.3%	4.5%

* p<0.05

† 30% < RSE <50%

Source: Survey sections B, E and Q

10.4 Profile of moderate risk gamblers

Moderate risk gamblers comprised 1.8 per cent of Tasmania's adult population.

Demographic information

A demographic profile of moderate risk gamblers relative to Tasmanian adults as a whole is presented in Table 10.6.

Compared to Tasmanian adults as a whole, a significantly lower proportion of moderate risk gamblers reported being:

- from the Comparison LGAs ($p<0.05$).

Table 10.6
DEMOGRAPHIC PROFILE OF MODERATE RISK GAMBLERS

	Moderate risk gamblers				Tasmanian adults as a whole			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Gender								
Male	64.1%	11.9%	38.8%	83.4%	48.1%	1.2%	45.8%	50.5%
Female	35.9%	11.9%†	16.6%	61.2%	51.9%	1.2%	49.5%	54.2%
Age								
18-24	np				11.4%	1.0%	9.7%	13.4%
25-34	27.9%	13.1%†	9.6%	58.5%	15.0%	1.2%	12.7%	17.5%
35-44	18.6%	6.7%†	8.7%	35.4%	18.5%	1.0%	16.7%	20.5%
45-54	13.5%	4.6%†	6.7%	25.6%	19.3%	0.9%	17.7%	21.0%
55-64	20.9%	6.3%†	11.0%	36.1%	16.2%	0.7%	14.9%	17.7%
65+	11.9%	4.4%†	5.5%	23.7%	19.6%	0.7%	18.2%	21.0%
Region								
Low SES LGAs	23.4%	4.6%	15.5%	33.8%	16.5%	0.5%	15.6%	17.4%
Comparison LGAs	16.0% *	3.2%	10.6%	23.4%	25.1%	0.7%	23.9%	26.4%
Rest of State	60.6%	6.4%	47.4%	72.3%	58.4%	0.7%	56.9%	59.8%
Occupational status								
In paid employment	67.2%	8.5%	48.6%	81.5%	59.4%	1.2%	57.0%	61.6%
Not in paid employment	32.8%	8.5%	18.5%	51.4%	40.6%	1.2%	38.4%	43.0%
Cohabitation with partner								
Living with partner	57.8%	11.4%	35.0%	77.7%	55.3%	1.2%	52.9%	57.8%
Not living with a partner	42.2%	11.4%	22.3%	65.0%	44.7%	1.2%	42.2%	47.1%
Dependent children								
Dependent children	48.1%	10.6%	28.4%	68.4%	45.1%	1.2%	42.7%	47.6%
No dependent children	51.9%	10.6%	31.6%	71.6%	54.9%	1.2%	52.4%	57.3%

Personal income								
Less than $64,999	85.0%	5.0%	72.3%	92.5%	79.3%	1.0%	77.3%	81.2%
$65,000 or more	15.0%	5.0%†	7.5%	27.7%	20.7%	1.0%	18.8%	22.7%
Country of birth								
Australia	87.2%	4.8%	74.2%	94.2%	87.7%	0.7%	86.2%	89.1%
Other	12.8%	4.8%†	5.8%	25.8%	12.3%	0.7%	10.9%	13.8%
Cultural identity								
Australian	91.8%	4.3%	78.0%	97.2%	92.4%	0.7%	91.0%	93.6%
Other	np				7.6%	0.7%	6.4%	9.0%
Highest education								
Secondary school or lower	53.3%	10.8%	32.4%	73.1%	45.0%	1.2%	42.6%	47.4%
Additional qualifications	46.7%	10.8%	26.9%	67.6%	55.0%	1.2%	52.6%	57.4%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

† 30% < RSE <50%

Source: Survey sections B, E and Q

Gambling activities

The gambling activities in which moderate risk gamblers participated in the previous 12 months are displayed in Table 10.7. The most common gambling activities in which moderate risk gamblers participated were lotteries, followed by EGMs, Keno, instant scratch tickets, and horse or greyhound races. Relative to Tasmanian adults as a whole, moderate risk gamblers were significantly more likely to participate in EGMs, and horse or greyhound racing ($p<0.05$).

Table 10.7

GAMBLING ACTIVITY PROFILE OF MODERATE RISK GAMBLERS

Gambling activity	Moderate risk gamblers				Tasmanian adults as a whole			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Electronic gaming machines	65.2% *	8.5%	46.9%	79.8%	20.5%	1.1%	18.4%	22.7%
Horse or greyhound races	37.0% *	11.8%·	17.7%	61.7%	14.7%	0.9%	13.0%	16.6%
Instant scratch tickets	40.7%	9.4%	24.0%	59.9%	24.3%	1.1%	22.2%	26.6%
Lotteries	66.4%	8.4%	48.4%	80.7%	46.5%	1.2%	44.1%	48.8%
Keno	43.4%	9.6%	26.0%	62.6%	24.3%	1.1%	22.3%	26.5%
Casino table games	np				5.9%	0.6%	4.8%	7.3%
Bingo	np				1.8%	0.3%	1.3%	2.6%
Sporting or other events	10.7%	4.6%·	4.4%	23.6%	4.2%	0.5%	3.3%	5.3%
Informal private games	np				3.2%	0.6%	2.3%	4.5%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey sections B, E and Q

10.5 Profile of problem gamblers

Problem gamblers comprised 0.7 per cent of Tasmania’s adult population.

Demographic information

A demographic profile of problem gamblers relative to Tasmanian adults as a whole is presented in Table 10.8.

There were no significant demographic differences between problem gamblers and Tasmanian adults as a whole. (Note that these results contrast markedly with those presented in Chapter 8; however, these differences in statistical significance are due to the different type of comparisons made).

Table 10.8

DEMOGRAPHIC PROFILE OF PROBLEM GAMBLERS

	Problem gamblers				All Tasmanian adults			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Gender								
Male	73.4%	11.0%	45.5%	90.2%	48.1%	1.2%	45.8%	50.5%
Female	np				51.9%	1.2%	49.5%	54.2%
Age								
18-44	69.6%	11.5%	42.1%	87.8%	44.9%	1.3%	42.4%	47.4%
45+	30.4%	11.5%†	12.2%	57.9%	55.1%	1.3%	52.6%	57.6%
Region								
Low SES LGAs	31.2%	7.8%	17.4%	49.5%	16.5%	0.5%	15.6%	17.4%
Comparison LGAs	np				25.1%	0.7%	23.9%	26.4%
Rest of State	np				58.4%	0.7%	56.9%	59.8%
Occupational status								
In paid employment	71.1%	11.6%	42.6%	89.0%	59.4%	1.2%	57.0%	61.6%
Not in paid employment	28.9%	11.6%†	11.0%	57.4%	40.6%	1.2%	38.4%	43.0%
Cohabitation with partner								
Living with partner	61.8%	14.4%	30.6%	85.5%	55.3%	1.2%	52.9%	57.8%
Not living with a partner	38.2%	14.4%†	14.5%	69.4%	44.7%	1.2%	42.2%	47.1%
Dependent children								
Dependent children	np				45.1%	1.2%	42.7%	47.6%
No dependent children	70.1%	11.7%	41.8%	88.4%	54.9%	1.2%	52.4%	57.3%
Personal income								
Less than $64,999	92.8%	5.4%	69.6%	98.7%	79.3%	1.0%	77.3%	81.2%
$65,000 or more	np				20.7%	1.0%	18.8%	22.7%
Country of birth								
Australia	97.2%	2.6%	81.5%	99.6%	87.7%	0.7%	86.2%	89.1%
Other	np				12.3%	0.7%	10.9%	13.8%
Cultural identity								
Australian	98.0%	2.0%	85.0%	99.8%	92.4%	0.7%	91.0%	93.6%
Other	np				7.6%	0.7%	6.4%	9.0%
Highest education								
Secondary school or lower	41.6%	14.7%†	16.6%	71.9%	45.0%	1.2%	42.6%	47.4%
Additional qualifications	np				55.0%	1.2%	52.6%	57.4%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey sections B, E and Q

Gambling activities

The gambling activities in which problem gamblers participated in the previous 12 months are displayed in Table 10.9. The most common gambling activities in which problem gamblers participated were EGMs, followed by lotteries, Keno, and instant scratch tickets. Relative to Tasmanian adults as a whole, problem gamblers were significantly more likely to participate in EGMs, instant scratch tickets, lotteries, Keno, and bingo ($p<0.05$).

Table 10.9

GAMBLING ACTIVITY PROFILE OF PROBLEM GAMBLERS

Gambling activity	Problem gamblers				Tasmanian adults as a whole			
	%	SE	Lower	Upper	%	SE	Lower	Upper
Electronic gaming machines	84.1% *	8.6%	57.6%	95.4%	20.5%	1.1%	18.4%	22.7%
Horse or greyhound races	np				14.7%	.9%	13.0%	16.6%
Instant scratch tickets	64.5% *	13.2%	34.8%	86.0%	24.3%	1.1%	22.2%	26.6%
Lotteries	72.7% *	12.8%	40.3%	91.3%	46.5%	1.2%	44.1%	48.8%
Keno	72.5% *	9.0%	50.4%	87.3%	24.3%	1.1%	22.3%	26.5%
Casino table games	np				5.9%	.6%	4.8%	7.3%
Bingo	0.1% *	0.0%	0.0%	0.0%	1.8%	.3%	1.3%	2.6%
Sporting or other events	np				4.2%	.5%	3.3%	5.3%
Informal private games	np				3.2%	.6%	2.3%	4.5%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* $p<0.05$

Source: Survey sections B, E and Q

10.6 Chapter summary: profile of PGSI categories

- There were no significant demographic differences between problem gamblers and Tasmanian adults as a whole.
- The most common gambling activities in which problem gamblers participated were EGMs, followed by lotteries, Keno, and instant scratch tickets.
- Relative to Tasmanian adults as a whole, problem gamblers were significantly more likely to participate in EGMs, instant scratch tickets, lotteries, Keno, and bingo ($p<0.05$).

Chapter 11

EGM gambling

This chapter presents an analysis of EGM gambling by Tasmanian adults in the previous 12 months, reporting:

- EGM gambling: duration;
- EGM gambling: features;
- EGM gambling: distance;
- EGM gambling: styles of play; and
- EGM gambling: multivariate analyses.

All people reporting that they had gambled on EGMs at least once in the previous 12 months (n=828) were asked a series of questions relating to their play behaviours on EGMs. All figures presented in this chapter are expressed as a proportion of the total number of people who gambled on EGMs (rather than as a proportion of gamblers more generally). The chapter concludes with a prediction of PGSI scores by preferred EGM venue characteristics and styles of play after controlling for socio-demographic factors.

11.1 EGM gambling: gambling duration

Overall, the EGM gamblers reported that the average time spent playing EGMs during each visit to an EGM venue was 56 minutes. Table 11.1 displays the average duration of EGM gambling by PGSI category. Although problem gamblers had longer average gambling durations, the average time spent playing EGMs during each visit to an EGM venue was not statistically significantly different between non-problem gamblers and problem gamblers (*p=.194*), or moderate risk gamblers (*p=.083*), due to the large standard error for problem gamblers.

Table 11.1

AVERAGE DURATION OF EGM GAMBLING BY PGSI CATEGORY (MINUTES)

PGSI category	Mean	SE	Lower	Upper
Non-problem gambling	51.41	4.11	43.35	59.48
Low risk gambling	57.06	6.01	45.26	68.86
Moderate risk gambling	76.84	14.07	49.21	104.46
Problem gambling	139.48	67.65†	6.70	272.27
EGM gamblers generally	56.43	4.00	48.58	64.28

† 30% < RSE <50%

Source: Survey sections C and E

Table 11.2 displays the duration of EGM play in categories by PGSI category. Time spent playing EGMs, broken down by duration of play during each visit to an EGM venue, increased with increasing risk of higher gambling severities (*p=.049*). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report playing for 31 to 60 minutes (OR = 3.499, *p=.005*).

Table 11.2

DURATION OF EGM GAMBLING BY PGSI CATEGORY

Duration of EGM play	Results	PGSI category: Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	EGM gambling generally
Up to 30 minutes	%	63.7%	50.4%	33.4%	58.9%
	SE	3.1%	8.0%	9.9%	3.0%
	Lower	57.4%	35.1%	17.3%	53.0%
	Upper	69.5%	65.6%	54.5%	64.6%
31 to 60 minutes	%	19.1%	25.9%	37.5% *	21.8%
	SE	2.2%	8.3%†	12.2%†	2.5%
	Lower	15.2%	13.0%	17.8%	17.3%
	Upper	23.8%	44.9%	62.5%	27.1%
1 to 2 hours	%	10.7%	18.5%	14.8%	12.3%
	SE	2.1%	4.9%	5.9%†	1.8%
	Lower	7.3%	10.7%	6.5%	9.2%
	Upper	15.5%	30.2%	30.2%	16.3%
> 2 hours	%	6.5%	5.2%	14.3%	7.0%
	SE	1.4%	2.3%†	5.7%†	1.2%
	Lower	4.3%	2.2%	6.3%	5.0%
	Upper	9.8%	11.9%	29.3%	9.8%

* p<0.05

† 30% < RSE <50%

Source: Survey sections C and E

Table 11.3 displays how much time on average EGM gamblers spent playing EGMs during each visit to an EGM venue in 2011, compared to how much time EGM gamblers had spent gambling on the most recent occasion in the Tasmanian 2008 survey.

The frequency of EGM play durations shows an increasing, and then decreasing, pattern of EGM play across both surveys indicating a uni-modal distribution of gambling durations. These distributions suggest that most gamblers are playing between 11 minutes and one hour, with fewer gamblers spending either a shorter or longer time gambling.

Table 11.3

COMPARISON OF EGM GAMBLING DURATION IN THE 2008 AND 2011 SURVEYS

Time	2008 survey		2011 survey
	EGMs in Hotels/Clubs	EGMs in Casinos	EGMs
Up to 5 minutes	13.6%	13%	11.8%
6-10 minutes	17.4%	11.3%	13.6%
11-20 minutes	21.6%	14.2%	13.4%
21-30 minutes	23.4%	19.6%	20.0%
31-60 minutes	14.3%	20%	21.7%
1-2 hours	7.5%	13.7%	12.5%
> 2 hours	2.3%	8.3%	6.9%
Mean (minutes)	58.0	37.6	56.4

Source: Survey sections C

11.2 EGM gambling: importance of venue features

EGM gamblers were asked about the importance of particular venue features in their decision about where to gamble. Venue features were divided into: (1) location features; (2) internal features; (3) hospitality features; and (4) gaming machine features. EGM gamblers were required to indicate whether each venue feature was very important, somewhat important, unimportant, or not important at all in their decision about where to gamble. Table 11.4 displays the proportion of EGM gamblers who endorsed each response option.

Table 11.4

PROPORTION OF EGM GAMBLERS WHO ENDORSED EACH RESPONSE OPTION FOR EACH VENUE FEATURE

EGM venue feature	Results	Not important at all	Unimportant	Somewhat important	Very important
Location features					
Venue being easy to get to	%	39.5%	21.3%	25.6%	13.6%
	SE	3.0%	2.4%	2.5%	2.3%
	Lower	33.7%	17.0%	21.0%	9.7%
	Upper	45.6%	26.3%	30.9%	18.8%
Venue having extended opening hours	%	68.4%	22.2%	6.8%	2.6%
	SE	2.9%	2.3%	2.1%†	1.0%†
	Lower	62.6%	18.1%	3.7%	1.2%
	Upper	73.7%	27.0%	12.1%	5.5%
Internal features					
Easy access to an ATM in the venue	%	62.0%	21.1%	11.8%	5.1%
	SE	3.0%	2.2%	2.2%	1.7%†
	Lower	56.0%	17.1%	8.1%	2.7%
	Upper	67.6%	25.8%	16.9%	9.6%
Venue having adequate gambling facilities so you don't have to wait	%	50.8%	23.8%	14.0%	11.5%
	SE	3.1%	2.4%	1.8%	2.2%
	Lower	44.8%	19.3%	10.8%	7.8%
	Upper	56.7%	28.9%	17.9%	16.7%
To be able to gamble privately in the venue without feeling watched	%	57.8%	21.6%	12.9%	7.6%
	SE	3.0%	2.4%	2.4%	1.3%
	Lower	51.8%	17.4%	9.0%	5.4%
	Upper	63.6%	26.6%	18.3%	10.7%
Hospitality features					
Not being interrupted at the venue while gambling	%	58.8%	25.1%	9.8%	6.3%
	SE	3.0%	2.6%	1.9%	1.2%
	Lower	52.8%	20.4%	6.6%	4.3%
	Upper	64.5%	30.5%	14.2%	9.1%
Gaming machine features					
The venue having a large number of EGMs	%	58.0%	25.1%	10.2%	6.7%
	SE	3.0%	2.4%	1.5%	2.1%†
	Lower	52.0%	20.6%	7.6%	3.6%
	Upper	63.7%	30.2%	13.6%	12.2%
The layout of EGMs in the venue allowing privacy	%	53.9%	31.6%	9.6%	4.8%
	SE	3.1%	2.9%	1.7%	1.0%
	Lower	47.8%	26.2%	6.8%	3.2%
	Upper	59.8%	37.6%	13.6%	7.2%

† 30% < RSE <50%

Source: Survey section C

Location features

The results revealed that neither the importance of the venue being easy to get to (*p=.395*), nor the importance of the venue having extended opening hours (*p=.070*), significantly increased with increasing risk of higher gambling severities. There were no differences in the proportion of moderate risk/problem gamblers and non-problem gamblers reporting that the venue being easy to get to (OR = 1.665, *p=.274*), or the venue having extended opening hours (OR = 3.018, *p=.053*), were somewhat important or very important.

Table 11.5

EGM VENUE LOCATION FEATURES BY PGSI CATEGORY

Location features (somewhat or very important)	Results	PGSI category		
		Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling
Venue being easy to get to	%	37.1%	45.1%	49.5%
	SE	3.4%	7.9%	11.1%
	Lower	30.6%	30.6%	29.1%
	Upper	44.0%	60.6%	70.2%
Venue having extended opening hours	%	6.5%	18.4%	np
	SE	2.2%†	8.6%†	
	Lower	3.4%	6.8%	
	Upper	12.3%	41.1%	

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey sections C and E

Internal features

The results revealed that neither the importance of easy access to an ATM in the venue (*p=.318*), the importance of the venue having adequate facilities so you don't have to wait (p=.060), and the importance of being able to gamble privately in the venue without feeling watched (*p=.110*), significantly increased with increasing risk of higher gambling severities. Furthermore, there were no significant differences between moderate risk/problem gamblers and non-problem gamblers in reporting that easy access to an ATM in the venue (OR = 1.698, *p=.279*), the venue having adequate facilities so you don't have to wait (OR = 2.202, *p=.070*), and being able to gamble privately in the venue without feeling watched (OR = 1.981, *p=.123*), were somewhat or very important.

Table 11.6

EGM VENUE INTERNAL FEATURES BY PGSI CATEGORY

Internal features (somewhat or very important)	Results	PGSI category		
		Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling
Easy access to an ATM in the venue	%	14.6%	23.9%	22.4%
	SE	2.9%	8.5%†	7.6%†
	Lower	9.8%	11.1%	11.0%
	Upper	21.1%	44.0%	40.5%
Venue having adequate gambling facilities so you don't have to wait	%	22.0%	36.4%	38.3%
	SE	2.8%	8.2%	9.7%
	Lower	16.9%	22.2%	21.7%
	Upper	28.0%	53.5%	58.1%
To be able to gamble privately in the venue without feeling watched	%	17.6%	30.6%	29.8%
	SE	2.7%	8.4%	8.6%
	Lower	12.9%	16.9%	15.9%
	Upper	23.6%	49.0%	48.7%

† 30% < RSE <50%

Source: Survey sections C and E

Hospitality features

The results revealed that the importance of not being interrupted at the venue while gambling did not significantly increase with increasing risk of problem gambling (p=.129). Moderate risk/problem gamblers did not differ from non-problem gamblers when reporting this venue characteristic was somewhat or very important (OR = 2.407, p=.055).

Table 11.7

EGM VENUE HOSPITALITY FEATURES BY PGSI CATEGORY

Hospitality feature (somewhat or very important)	Results	PGSI category		
		Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling
Not being interrupted at the venue while gambling	%	14.2%	19.2%	28.5%
	SE	2.5%	5.4%	8.6%†
	Lower	10.0%	10.7%	14.9%
	Upper	19.9%	31.9%	47.6%

† 30% < RSE <50%

Source: Survey sections C and E

EGM venue features

The results revealed that the importance of the venue having a large number of EGMs significantly increased with increasing risk of higher gambling severities (*p=.002*). However, the importance of the layout of EGMs in the venue allowing privacy was not significantly related to problem gambling (*p=.352*). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that the venue having a large number of EGMs was very important or somewhat important (OR = 2.784, *p=.026*). There was no significant difference between moderate risk/problem gamblers and non-problem gamblers in their reporting that the layout of EGMs in the venue allowing privacy was somewhat or very important (OR = 1.773, *p=.215*)

Table 11.8

EGM VENUE GAMING MACHINE FEATURES BY PGSI CATEGORY

Importance (somewhat or very important)	Results	PGSI category Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling
The venue having a large number of EGMs	%	12.3%	33.5%	28.1% *
	SE	2.4%	8.3%	8.5%†
	Lower	8.3%	19.5%	14.6%
	Upper	17.9%	51.2%	47.0%
The layout of EGMs in the venue allowing privacy	%	13.2%	17.4%	21.3%
	SE	2.3%	4.4%	7.0%†
	Lower	9.3%	10.4%	10.6%
	Upper	18.5%	27.7%	38.2%

* p<0.05

† 30% < RSE <50%

Source: Survey sections C and E

Venue total features scores

The survey featured questions about the importance of EGM venue features that may influence the decision of where to gamble. Respondents could choose between four response options (very important, somewhat important, unimportant and not important at all), which were scored from 4 to 1 respectively.

Table 11.9 displays the mean venue total features scores (sum of the feature scores) and indicates a summation of the average feature scores. Compared to non-problem gamblers, problem gamblers reported significantly higher scores on all venue feature scores (*p<.001*). In contrast, the venue features scores were no different for moderate risk gamblers and non-problem gamblers *(p=.480 to .927*).

Table 11.9

TOTAL VENUES SCORES BY PGSI CATEGORY

Venue Features	Results	PGSI category Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	EGM gambling generally
Location features	Mean	3.42	4.05	3.38	5.53 **	3.58
	SE	0.12	0.22	0.44	0.42	0.10
	Lower	3.19	3.62	2.52	4.69	3.38
	Upper	3.66	4.47	4.24	6.36	3.79
Internal features	Mean	4.88	6.02	5.41	7.47 **	5.17
	SE	0.17	0.52	0.73	0.56	0.17
	Lower	4.55	5.00	3.98	6.38	4.84
	Upper	5.22	7.05	6.84	8.57	5.50
Hospitality features	Mean	1.56	1.81	1.66	2.81 **	1.64
	SE	0.06	0.12	0.20	0.35	0.05
	Lower	1.45	1.58	1.26	2.12	1.54
	Upper	1.68	2.04	2.06	3.50	1.74
Gaming machine features	Mean	3.12	3.89	3.39	4.79 **	3.31
	SE	0.11	0.28	0.45	0.43	0.10
	Lower	2.91	3.34	2.51	3.95	3.11
	Upper	3.33	4.44	4.26	5.63	3.50
Venue features total	Mean	13.01	15.77	13.97	20.58 **	13.72
	SE	0.41	0.98	1.75	1.44	0.38
	Lower	12.21	13.84	10.54	17.75	12.98
	Upper	13.81	17.69	17.40	23.40	14.46

** p<0.01

Source: Survey sections C and E

Distance from home

EGM gamblers were required to indicate how many kilometres they believed the EGM venue at which they most regularly played was located from their home is. More than eight per cent (8.2 per cent) of EGM gamblers revealed that they do not have a regular EGM venue. The remainder of EGM gamblers indicated that they were most likely to live more than five kilometres from the EGM venue at which they most regularly play (Table 11.10). Distance from home to the most regular EGM venue was not significantly associated with higher gambling severities (p=.075), and moderate risk/problem gamblers did not significantly differ from non-problem gamblers on living more or less than five kilometres from the venue (OR = 0.994, *p=.990*).

Table 11.10

KILOMETRES FROM HOME OF EGM VENUE AT WHICH GAMBLER MOST REGULARLY PLAYED BY PGSI CATEGORY

Distance	Results	PGSI category			EGM gambling generally
		Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	
1 km or less	%	16.0%	8.5%	16.1%	14.9%
	SE	2.9%	3.2%†	6.3%†	2.3%
	Lower	11.1%	3.9%	7.2%	10.8%
	Upper	22.6%	17.4%	32.3%	20.1%
1.1 to 5 km	%	31.3%	52.5%	26.7%	34.2%
	SE	3.1%	8.3%	8.9%†	3.0%
	Lower	25.6%	36.6%	13.0%	28.6%
	Upper	37.6%	68.0%	47.2%	40.2%
More than 5 km	%	52.6%	39.0%	57.1%	51.0%
	SE	3.5%	7.5%	10.8%	3.2%
	Lower	45.8%	25.6%	36.0%	44.8%
	Upper	59.4%	54.2%	75.9%	57.1%

† 30% < RSE <50%

Source: Survey sections C and E

To determine whether the same patterns were observed across Tasmania, the data were further analysed by LGA (Table 11.11). Estimates for each LGA were compared with Tasmanian EGM gamblers as a whole. Results were considered significant when confidence intervals in comparative data were non-overlapping with Tasmanian EGM gamblers as a whole. These results revealed that EGM gamblers from Devonport were significantly more likely to usually travel less than five kilometres compared to Tasmanians as a whole ($p<0.05$). The rank order of LGAs by EGM per 1,000 adult population approximates the percentage of gambling participation for those who travel less than five kilometres to their regular EGM. This pattern fails to apply to participants who travel greater than five kilometres to their regular EGM.

Table 11.11

LOCAL LEVEL COMPARISON OF DISTANCE TO REGULAR EGM VENUE

Survey	Results	0 to 5km	More than 5km	EGMs per 1,000 adults per LGA in rank order (highest to lowest)
Brighton	%	25.4%	74.6%	7
	SE	8.2%†	8.2%	
	Lower	12.8%	55.8%	
	Upper	44.2%	87.2%	
Break O'Day	%	np	75.3%	2
	SE		9.9%	
	Lower		51.6%	
	Upper		89.7%	
Glenorchy	%	47.5%	52.5%	3
	SE	6.6%	6.6%	
	Lower	34.9%	39.6%	
	Upper	60.4%	65.1%	
Devonport	%	71.2% *	28.8% *	1
	SE	6.0%	6.0%	
	Lower	58.3%	18.6%	
	Upper	81.4%	41.7%	
Circular Head	%	52.1%	47.9%	4
	SE	9.4%	9.4%	
	Lower	34.1%	30.5%	
	Upper	69.5%	65.9%	
Launceston	%	43.5%	56.5%	5
	SE	8.0%	8.0%	
	Lower	28.8%	40.6%	
	Upper	59.4%	71.2%	
Sorell	%	29.1%	70.9%	6
	SE	6.5%	6.5%	
	Lower	18.1%	56.8%	
	Upper	43.2%	81.9%	
Clarence	%	36.9%	63.1%	8
	SE	8.1%	8.1%	
	Lower	22.9%	46.4%	
	Upper	53.6%	77.1%	
Rest of State	%	52.4%	47.6%	
	SE	5.1%	5.1%	
	Lower	42.5%	37.9%	
	Upper	62.1%	57.5%	

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

† 30% < RSE <50%

Source: Survey sections A and C

11.3 EGM gambling: styles of play

Respondents were asked how often they had engaged in certain styles of EGM play behaviour in the previous 12 months. Respondents were required to indicate whether they had engaged in each style of play always (100% of the time), most of the time (more than 50% of the time), sometimes (25% to 50% of the time), rarely (1% to 25% of the time), or none of the time (0% of the time). Table 11.12 displays the proportion of EGM gamblers who endorsed each response option (% refers to average proportion of responses).

Table 11.12

PROPORTION OF EGM GAMBLERS WHO ENDORSED EACH RESPONSE OPTION FOR EACH EGM STYLE OF PLAY

Style of play	Results	None of the time	Rarely	Some-times	Most of the time	Always
Gambling alone	%	49.2%	19.8%	13.1%	6.6%	11.3%
	SE	3.1%	2.7%	1.6%	1.2%	1.5%
	Lower	43.2%	15.1%	10.2%	4.6%	8.7%
	Upper	55.2%	25.6%	16.7%	9.3%	14.7%
Spending all available money	%	67.9%	12.9%	10.5%	5.6%	3.1%
	SE	2.7%	1.7%	1.8%	1.5%	0.8%
	Lower	62.3%	9.8%	7.5%	3.3%	1.8%
	Upper	72.9%	16.7%	14.6%	9.4%	5.2%
Drinking alcohol while playing	%	43.6%	12.1%	12.6%	7.7%	24.0%
	SE	3.0%	2.0%	1.8%	1.6%	3.0%
	Lower	37.9%	8.7%	9.4%	5.1%	18.6%
	Upper	49.5%	16.6%	16.6%	11.4%	30.4%
Drinking alcohol after playing	%	46.5%	10.3%	12.9%	8.9%	21.4%
	SE	3.0%	1.6%	1.8%	2.1%	2.8%
	Lower	40.6%	7.5%	9.8%	5.6%	16.4%
	Upper	52.4%	14.0%	16.8%	13.9%	27.4%
Playing for bonus features	%	26.1%	11.9%	21.4%	14.9%	25.7%
	SE	2.8%	1.8%	2.6%	2.0%	2.9%
	Lower	21.0%	8.8%	16.8%	11.3%	20.5%
	Upper	31.9%	16.0%	26.9%	19.3%	31.7%
Using the 'gamble' or 'double-up' feature	%	63.6%	15.7%	14.9%	2.4%	3.3%
	SE	3.2%	2.5%	2.4%	0.7%	1.7%†
	Lower	57.2%	11.4%	10.7%	1.4%	1.2%
	Upper	69.7%	21.3%	20.4%	4.1%	8.7%
Playing on EGMs with linked jackpots	%	32.3%	15.3%	28.2%	12.0%	12.2%
	SE	3.2%	2.2%	2.8%	2.5%	2.7%
	Lower	26.4%	11.5%	23.0%	8.0%	7.7%
	Upper	38.9%	20.2%	34.0%	17.7%	18.6%
Taking breaks in play	%	40.0%	8.9%	17.9%	14.8%	18.3%
	SE	3.0%	1.5%	2.4%	2.2%	2.6%
	Lower	34.4%	6.4%	13.8%	11.0%	13.7%
	Upper	46.0%	12.2%	23.1%	19.7%	24.0%

Withdrawing extra money from venue ATM or EFTPOS facility during session	%	80.0%	13.6%	4.6%	np	np
	SE	2.6%	2.5%	0.9%		
	Lower	74.4%	9.4%	3.0%		
	Upper	84.7%	19.3%	6.8%		
Using a loyalty or rewards card	%	75.0%	8.1%	5.8%	3.5%	7.5%
	SE	2.6%	2.1%	1.1%	0.7%	1.5%
	Lower	69.5%	4.9%	4.0%	2.3%	5.1%
	Upper	79.8%	13.2%	8.5%	5.3%	11.0%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

Source: Survey section C

Table 11.13 reports the proportion of EGM gamblers who reported that they employed each style of play most of the time or almost always. The results revealed that playing for bonus features, taking breaks in play, drinking alcohol while playing, drinking alcohol after playing, and playing on EGMs with linked jackpots, were the most common styles of play that people reported most of the time or almost always.

The results revealed that higher gambling severities were associated with:

- gambling alone (p=.003);
- spending all available money, including winnings, during a session playing EGMs (p=.001);
- playing for bonus features (for example, free spins or free games) (p<.001); and
- playing on EGMs that have linked jackpots (p=.011).

The risk of problem gambling also decreased with drinking alcohol after playing EGMs (p=.012).

Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report most of the time or almost always:

- gambling alone (OR = 3.800, p=.002);
- spending all available money, including winnings during a session playing EGMs (OR = 5.529, p=.001);
- playing for bonus features (for example, free spins or free games) (OR = 4.194, p<.001); and
- playing on EGMs that have linked jackpots (OR = 4.028, p=.005).

In contrast, moderate risk/problem gamblers were significantly less likely than non-problem gamblers to report most of the time or almost always drinking alcohol while playing EGMs (OR = 0.377, p=.045).

Table 11.13

EGM STYLES OF PLAY BY PGSI CATEGORY

EGM style of play (most of the time or almost always)	Results	PGSI category: Non-problem gambling	PGSI category: Low risk gambling	PGSI category: Moderate risk/ problem gambling	EGM gambling generally
Gambling alone	%	15.7%	15.4%	41.4% **	17.9%
	SE	2.0%	4.3%	10.4%	1.9%
	Lower	12.1%	8.8%	23.4%	14.4%
	Upper	20.0%	25.7%	62.1%	22.0%
Spending all available money	%	6.6%	8.2%	28.0% **	8.7%
	SE	1.9%	3.0%†	9.2%†	1.7%
	Lower	3.7%	4.0%	13.7%	5.9%
	Upper	11.3%	16.3%	48.9%	12.7%
Drinking alcohol while playing	%	32.3%	38.8%	15.3% *	31.8%
	SE	3.5%	8.5%	6.1%†	3.1%
	Lower	25.8%	23.8%	6.6%	26.1%
	Upper	39.6%	56.2%	31.4%	38.2%
Drinking alcohol after playing	%	32.5%	35.4%	np	30.5%
	SE	3.6%	8.5%		3.1%
	Lower	25.9%	20.9%		24.8%
	Upper	39.8%	53.2%		37.0%
Playing for bonus features	%	33.7%	57.7%	68.1% **	40.6%
	SE	3.3%	7.8%	9.4%	3.1%
	Lower	27.5%	42.2%	47.7%	34.6%
	Upper	40.5%	71.8%	83.3%	46.8%
Using the ‘gamble’ or ‘double-up’ feature	%	5.6%	np	13.6%	5.8%
	SE	2.3%†		5.5%†	1.8%†
	Lower	2.5%		5.9%	3.1%
	Upper	12.1%		28.1%	10.4%
Playing on EGMs with linked jackpots	%	21.2%	22.2%	52.0% **	24.3%
	SE	3.8%	6.6%	11.6%	3.3%
	Lower	14.7%	11.9%	30.3%	18.4%
	Upper	29.5%	37.5%	73.0%	31.4%
Taking breaks in play	%	30.4%	39.6%	46.9%	33.3%
	SE	3.3%	8.0%	11.5%	3.0%
	Lower	24.4%	25.3%	26.4%	27.7%
	Upper	37.2%	55.9%	68.6%	39.5%
Withdrawing extra money from venue ATM or EFTPOS facility during session	%	np	np	np	1.7%
	SE				0.8%†
	Lower				0.7%
	Upper				4.1%
Using a loyalty or rewards card	%	11.1%	10.8%	11.5%	11.1%
	SE	2.0%	3.1%	5.1%†	1.7%
	Lower	7.8%	6.1%	4.6%	8.3%
	Upper	15.7%	18.5%	25.9%	14.8%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

† 30% < RSE <50%

Source: Survey sections C and E

Machine denomination

The denominations of machines that EGMs gamblers usually played are displayed in Table 11.14. Overall, the most popular denominations were two cent machines (52.1 per cent) and one cent machines (30.0 per cent). Smaller proportions preferred five cent machines (7.6 per cent), $1 machines (6.4 per cent), 10 cent machines (2.1 per cent), and 20 cent machines (1.8 per cent). Machine denomination use was not associated with gambling severity (*p=.147*). However, compared to non-problem gamblers, moderate risk/problem gamblers were significantly less likely to play one cent machines (OR = 2.707, *p=.040*).

Table 11.14

DENOMINATION OF EGM USUALLY PLAYED BY PGSI CATEGORY

Machine denomination	Results	PGSI category			EGM gambling generally
		Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	
One cent machine	%	33.6%	20.5%	15.8% *	30.0%
	SE	3.5%	5.5%	6.3%†	2.9%
	Lower	27.1%	11.7%	6.9%	24.5%
	Upper	40.8%	33.5%	32.2%	36.0%
Two cent machine	%	50.7%	52.9%	62.7%	52.1%
	SE	3.5%	8.1%	9.8%	3.1%
	Lower	43.8%	37.2%	42.5%	46.0%
	Upper	57.6%	68.0%	79.3%	58.2%
5,10,20 cent or 1$ machine	%	15.7%	26.6%	21.6%	18.0%
	SE	2.7%	8.5%†	7.6%†	2.6%
	Lower	11.0%	13.3%	10.2%	13.4%
	Upper	21.9%	46.0%	39.9%	23.6%

** p<0.05

† 30% < RSE <50%

Source: Survey sections C and E

Number of lines

The number of lines that EGM gamblers usually played is displayed in Table 11.15, where 4.5 per cent indicated that they did not have a usual number of lines that they played. Overall, roughly similar proportions across gambling severities played 1 to 10 lines, 11 to 20 lines, and more than 21 lines. The number of lines usually played was not related to gambling severity (*p=.711*).

Table 11.15

NUMBER OF LINES USUALLY PLAYED BY PGSI CATEGORY

Number of lines	Results	PGSI category Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	EGM gambling generally
1-10 lines	%	40.6%	33.3%	28.1%	38.5%
	SE	3.7%	8.9%	8.1%	3.2%
	Lower	33.7%	18.4%	15.2%	32.4%
	Upper	48.0%	52.4%	46.1%	44.9%
11-20 lines	%	24.9%	31.3%	31.0%	26.4%
	SE	3.1%	8.4%	8.5%	2.8%
	Lower	19.3%	17.4%	17.1%	21.2%
	Upper	31.5%	49.6%	49.4%	32.3%
21 or more lines	%	34.5%	35.4%	40.9%	35.1%
	SE	3.6%	7.5%	9.5%	3.1%
	Lower	27.8%	22.3%	24.2%	29.3%
	Upper	41.9%	51.2%	60.0%	41.4%

Source: Survey sections C and E

The mean number of lines usually played by PGSI category is displayed in Table 11.16. There were no significant differences between non-problem gamblers and problem gamblers (*p=.115*), or moderate risk gamblers (p=.163), in the mean number of lines usually played.

Table 11.16

MEAN NUMBER OF LINES USUALLY PLAYED BY PGSI CATEGORY

PGSI category	Mean	SE	Lower	Upper
Non-problem gambling	18.25	1.045	16.20	20.31
Low risk gambling	18.98	1.499	16.04	21.92
Moderate risk gambling	14.92	2.139	10.72	19.12
Problem gambling	22.74	2.64	17.56	27.92
EGM gambling generally	18.36	0.85	16.70	20.02

Source: Survey sections C and E

Credits per line

The credits per line that EGMs gamblers usually played (1, 2, or 3 or more) are displayed in Table 11.17. Four point five per cent indicated that they did not have a usual number of credits per line that they played. Overall, most EGM gamblers played one credit per line (63.5 per cent), followed by more than three credits per line (22.7 per cent), and two credits per line (13.8 per cent). An increased number of credits per line was associated with an increased risk of higher gambling severities (*p=.007*). However, compared to non-problem gamblers, moderate risk/problem gamblers were significantly less likely to play one credit per line (OR = 3.242, *p=.003*), but significantly more likely to play two credits per line (OR =

0.255, *p=.003*). Further, there was no significant relationship between non-problem-gamblers and moderate/problem gamblers in playing three credits per line.

Table 11.17

NUMBER OF CREDITS PER LINE USUALLY PLAYED BY PGSI CATEGORY

Number of credits per line	Results	PGSI category: Non-problem gambling	PGSI category: Low risk gambling	PGSI category: Moderate risk/ problem gambling	EGM gambling generally
One credit	%	64.9%	70.7%	36.3% **	63.5%
	SE	3.6%	6.4%	8.8%	3.1%
	Lower	57.5%	56.8%	21.3%	57.2%
	Upper	71.6%	81.5%	54.5%	69.3%
2 credits	%	11.8%	12.5%	34.4% **	13.8%
	SE	2.3%	4.5%†	9.8%	2.1%
	Lower	7.9%	5.9%	18.4%	10.1%
	Upper	17.2%	24.3%	55.1%	18.5%
More than 3 credits	%	23.3%	16.9%	29.3%	22.7%
	SE	3.3%	4.5%	8.1%	2.7%
	Lower	17.5%	9.8%	16.1%	17.9%
	Upper	30.4%	27.4%	47.2%	28.4%

** p<0.01

† 30% < RSE <50%

Source: Survey sections C and E

The mean number of credits per line usually played by PGSI category is displayed in Table 11.18. There were no significant differences between non-problem gamblers and problem gamblers (*p=.946*), or moderate risk gamblers (*p=.977*), in the mean number of credits per line usually played. The finding of non-significant differences between categories in this table might be explained by very large numbers of credits being spent by a proportion of players within category.

Table 11.18

MEAN NUMBER OF CREDITS PER LINE USUALLY PLAYED BY PGSI CATEGORY

PGSI category	Mean	SE	Lower	Upper
Non-problem gambling	4.39	0.61	3.20	5.59
Low risk gambling	4.12	0.91	2.33	5.91
Moderate risk gambling	4.45	1.61†	1.28	7.61
Problem gambling	4.55	2.09†	0.44	8.65
EGM gambling generally	4.36	0.49	3.39	5.33

† 30% < RSE <50%

Source: Survey sections C and E

Spend per spin

The usual spend per spin on an EGM per respondent can be calculated by multiplying the usual machine denomination by the number of lines per spin by the number of credits per line. Overall, most EGM gamblers played less than 50 cents per spin (66 per cent), followed by more than $1 per spin (18.6 per cent), and 50 cents to $1 per spin (15.3 per cent). An increase in dollars per EGM spin usually played was significantly associated with an increased risk of higher gambling severities (*p<.001*). Compared to non-problem gamblers, moderate risk/problem gamblers (OR = 3.169, *p=.015*) were significantly less likely to bet less than 50 cents per spin.

Table 11.19

DOLLARS PER EGM SPIN USUALLY PLAYED BY PGSI CATEGORY

Dollars per EGM spin	Results	PGSI category			EGM gambling generally
		Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	
0 to 50 cents	%	67.9%	75.7%	31.7% **	66.1%
	SE	3.9%	6.3%	8.5%	3.3%
	Lower	59.9%	61.3%	17.7%	59.3%
	Upper	75.0%	85.9%	50.2%	72.2%
50 cents to $1	%	14.1%	7.1%	41.8%	15.3%
	SE	3.3%	3.0%†	10.1%	2.8%
	Lower	8.7%	3.0%	24.1%	10.6%
	Upper	21.9%	15.6%	61.8%	21.6%
More than $1	%	18.0%	17.3%	26.5%	18.6%
	SE	3.0%	5.5%†	8.0%†	2.5%
	Lower	12.9%	8.9%	13.9%	14.2%
	Upper	24.6%	30.7%	44.7%	24.0%

** p<0.01

† 30% < RSE <50%

Source: Survey sections C and E

The mean dollars per EGM spin usually played by PGSI category is displayed in Table 11.20. There were no significant differences between non-problem gamblers and moderate risk gamblers (*p=.462*) in the mean dollars per spin usually played. Again, it appears a proportion of those gamblers who are spending more than $1 per spin are contributing a far greater amount to the mean dollars per EGM spin than those whose spend less.

Table 11.20

MEAN DOLLARS PER EGM SPIN USUALLY PLAYED BY PGSI CATEGORY

PGSI category	Mean	SE	Lower	Upper
Non-problem gambling	1.62	0.40	0.83	2.40
Low risk gambling	1.41	0.32	0.77	2.05
Moderate risk gambling	2.43	1.03†	0.40	4.46
Problem gambling	np	np	np	np
EGM gambling generally	1.64	0.31	1.03	2.25

† 30% < RSE <50%

Source: Survey sections C and E

11.4 EGM Gambling: multivariate analyses

In this section, unweighted data from the EGM gamblers was analysed to answer the following questions:

- to what degree do EGM venue characteristics contribute to problem gambling above and beyond socio-demographic factors?
- to what degree do EGM styles of play contribute to problem gambling above and beyond socio-demographic factors?

EGM venue characteristics

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by EGM venue characteristics after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, EGM venue characteristics explained a significant additional proportion of variance in PGSI problem gambling severity ($p<.001$), meaning the valuing of venue characteristics is related to gambling severity.

Table 11.21

EGM GAMBLING – VENUE CHARACTERISTICS: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI Lower	95% CI Upper	β
Step 1: PGSI					
(Constant)	1.635	.838	-.012	3.281	...
Gender	-.038	.193	-.417	.340	-.008
Age	-.012	.006	-.025	.000	-.097
Dependent children in household	.187	.213	-.230	.604	.040
Living with partner	.158	.199	-.234	.549	.034
Currently in paid employment (ft, pt, or casual)	.163	.214	-.257	.584	.036
Annual income	-.105	.253	-.602	.391	-.018
Country of birth	-.454	.358	-1.158	.249	-.050
Australian as cultural identity	-.364	.382	-1.115	.386	-.037
Secondary school completed	.008	.185	-.355	.370	.002
R^2 = .013, Degrees of Freedom = 9, 663					
Step 2: Venue characteristics					
(Constant)	-.312	.866	-2.014	1.389	...
Gender	.111	.189	-.260	.483	.025
Age	-.010	.006	-.022	.002	-.077
Dependent children in household	.239	.206	-.167	.644	.050
Living with partner	.013	.195	-.370	.395	.003
Currently in paid employment (ft, pt, or casual)	.077	.208	-.331	.486	.017
Annual income	.016	.247	-.468	.500	.003
Country of birth	-.442	.347	-1.124	.240	-.049
Australian as cultural identity	-.224	.373	-.956	.508	-.023
Secondary school completed	-.055	.180	-.408	.298	-.012
Venue Features Score – Location	.149	.082	-.013	.310	.093
Venue Features Score – Internal features	.095	.064	-.032	.221	.088
Venue Features Score – Hospitality	.141	.116	-.087	.368	.058
Venue Features Score – Gaming machine	.114	.085	-.052	.281	.074
R^2 = .078, ΔR^2 = .065, Degrees of Freedom = 13, 659					

** p ≤ .01, * p ≤ .05, R2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR2 = Difference in R2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

EGM styles of play

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by EGM styles of play after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, EGM styles of play explained a significant additional proportion of variance in PGSI problem gambling severity (*p<.001*). Specifically, PGSI problem gambling severity was significantly predicted by more frequently withdrawing extra money for gambling from a venue during a session of playing EGMs (*p<.001*), spending all available money during a session playing EGMs (*p<.001*), playing on EGMs that have linked jackpots (*p=.015*), and gambling alone (*p=.044*), but less frequent use of a loyalty or rewards card (*p=.007*).

Table 11.22

EGM STYLES OF PLAY: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI Lower	95% CI Upper	β
Step 1: PGSI					
(Constant)	1.750	1.138	-.486	3.987	...
Gender	-.155	.254	-.654	.344	-.032
Age	-.017*	.009	-.034	-.001	-.123
Dependent children in household	.186	.274	-.353	.726	.036
Living with partner	.321	.261	-.192	.834	.064
Currently in paid employment (ft, pt, or casual)	.099	.290	-.471	.670	.020
Annual income	-.148	.337	-.811	.515	-.023
Country of birth	-.443	.492	-1.410	.524	-.043
Australian as cultural identity	-.168	.506	-1.163	.826	-.016
Secondary school completed	.074	.242	-.402	.550	.015
R^2 = .019, Degrees of Freedom = 9, 442					
Step 2: EGM Styles of play					
(Constant)	-.135	1.026	-2.151	1.881	...
Gender	-.284	.219	-.715	.146	-.058
Age	-.017*	.008	-.032	-.002	-.122
Dependent children in household	.137	.222	-.299	.573	.027
Living with partner	.271	.214	-.150	.691	.054
Currently in paid employment (ft, pt, or casual)	.010	.234	-.451	.471	.002
Annual income	-.239	.273	-.775	.297	-.037
Country of birth	-.232	.398	-1.014	.550	-.022
Australian as cultural identity	-.558	.406	-1.357	.240	-.053
Secondary school completed	.148	.195	-.236	.531	.030
In the past 12 months, how often have you gambled on poker machines alone?	.139*	.069	.004	.274	.083
In the past 12 months, how often have you spent all the money you had available, including winnings, during a session playing poker machines?	.459**	.085	.292	.627	.218
In the past 12 months, how often have you drunk alcohol while you were playing the poker machines?	-.103	.085	-.270	.065	-.067
In the past 12 months, how often have you drunk alcohol after you had played the poker machines?	-.121	.092	-.303	.061	-.074
In the past 12 months, how often have you played for bonus features (for example, free spins or free games)?	.037	.069	-.099	.174	.022
In the past 12 months, how often have you used the “gamble” or “double up” feature of poker machines?	-.067	.102	-.267	.133	-.027
In the past 12 months, how often have you played on poker machines that have linked jackpots?	.208*	.085	.041	.375	.102
In the past 12 months, how often have you taken a break when you were playing poker machines to smoke, drink, eat, go to toilet or talk with friends?	-.104	.066	-.234	.026	-.065
In the past 12 months, how often have you withdrawn extra money for your gambling from a venue ATM or EFTPOS facility during a session playing poker machines?	1.571**	.139	1.298	1.844	.482
In the past 12 months, how often have you used a loyalty or rewards card when you gambled on poker machines?	-.206**	.076	-.355	-.057	-.120
Machine type in cents	-.005	.004	-.014	.003	-.049
When playing poker machines, you can play just one line, or a number of lines per spin. Thinking about your use of poker machines in the last 12 months, how many lines do you usually play?	-.005	.007	-.020	.009	-.029
Thinking about your use of poker machines in the last 12 months, how many credits per line do you usually play?	.006	.014	-.022	.033	.016
R^2 = 339, ΔR^2 = .380, Degrees of Freedom = 22, 429					

** p ≤ .01, * p ≤ .05, R2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR2 = Difference in R2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

11.5 Chapter summary: EGM gambling

- Overall, the EGM gamblers reported that the average time spent playing EGMs during each visit to an EGM venue was 56 minutes.
- Average time spent playing EGMs during each visit to an EGM venue was not statistically significantly different between non-problem gamblers and problem gamblers ($p=.194$), or moderate risk gamblers ($p=.083$).
- Time spent playing EGMs, broken down by duration of play during each visit to an EGM venue, increased with increasing risk of higher gambling severities ($p=.049$).
- More than eight per cent (8.2 per cent) of EGM gamblers revealed that they do not have a regular EGM venue.
- Distance from home to the most regular EGM venue was not significantly associated with higher gambling severities (p=.075), and moderate risk/problem gamblers did not significantly differ from non-problem gamblers on living more or less than five kilometres from the venue (OR = 0.994, $p=.990$).
- The results revealed that playing for bonus features, taking breaks in play, drinking alcohol while playing, drinking alcohol after playing, and playing on EGMs with linked jackpots, were the most common styles of play that people reported most of the time or almost always.
- The results revealed that higher gambling severities were associated with gambling alone ($p=.003$), spending all available money, including winnings, during a session playing EGMs ($p=.001$), playing for bonus features (for example, free spins or free games) ($p<.001$), and playing on EGMs that have linked jackpots ($p=.011$).
- Overall, the most popular denominations were two cent machines (52.1 per cent) and one cent machines (30.0 per cent). Smaller proportions preferred 5 cent machines (7.6 per cent), $1 machines (6.4 per cent), 10 cent machines (2.1 per cent), and 20 cent machines (1.8 per cent).
- Machine denomination use was not associated with gambling severity ($p=.147$). However, compared to non-problem gamblers, moderate risk/problem gamblers were significantly less likely to play one cent machines (OR = 2.707, $p=.040$).
- Overall, roughly similar proportions across gambling severities played 1 to 10 lines, 11 to 20 lines, and more than 21 lines. The number of lines usually played was not related to gambling severity ($p=.711$).
- An increased number of credits per line was associated with an increased risk of higher gambling severities ($p=.007$).
- Overall, most EGM gamblers played less than 50 cents per spin (66 per cent), followed by more than $1 per spin (19 per cent), and 50 cents to $1 per spin (15 per cent).

Chapter 12

Gambling motives and triggers

This chapter presents an analysis of gambling motives and triggers experienced by Tasmanian adults in the previous 12 months. The chapter reports:

- gambling motives;
- gambling triggers;
- gambling motives and triggers: multivariate analyses.

12.1 Gambling motives

All people who had gambled in the previous 12 months (*n=2,796*) were administered the Reasons for Gambling Questionnaire. The items within this scale measure: (1) Enhancement reasons; (2) Recreation reasons; (3) Social reasons; (4) Coping reasons; and (5) Money reasons. Gamblers were required to indicate whether they took part in gambling activities almost always, most of the time, sometimes, or never (the subscales in this measure are presented first; a summary of all subscales concludes this analysis).

Enhancement reasons

Table 12.1 reports the proportion of Tasmanian gamblers who reported that they gambled sometimes, most of the time, or always for each Enhancement reason. Excitement was the most common Enhancement reason reported by the gamblers, followed by sense of achievement when they win, the mental challenge or to learn about the game, and to compete with others. The results revealed that all Enhancement reasons significantly increased with increasing risk of higher gambling severities: competing with others ($p=.003$), excitement ($p<.001$), mental challenge or to learn about the game (p=.005), and sense of achievement when winning ($p<.001$). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that they took part in gambling for all Enhancement reasons: to compete with others (OR = 3.042, $p=.009$), because it's exciting (OR = 7.413, $p<.001$), for the mental challenge or to learn about the game (OR = 2.148, $p=.032$), and for the sense of achievement when winning (OR = 6.560, $p<.001$).

Table 12.1

ENHANCEMENT REASONS BY PGSI CATEGORY

Enhancement Reasons	Results	PGSI category: Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	Gambling generally
Compete with others	%	6.0%	13.1%	16.3% **	7.0%
	SE	0.8%	3.7%	5.7%†	0.8%
	Lower	4.6%	7.4%	7.9%	5.5%
	Upper	7.8%	22.3%	30.7%	8.7%
Excitement	%	36.9%	62.8%	81.2% **	40.6%
	SE	1.6%	5.6%	5.0%	1.5%
	Lower	33.8%	51.5%	69.4%	37.6%
	Upper	40.0%	72.9%	89.2%	43.6%
Mental challenge	%	13.6%	25.7%	25.3%	15.0%
	SE	1.2%	5.6%	6.6% *	1.2%
	Lower	11.4%	16.3%	14.6%	12.8%
	Upper	16.2%	38.0%	40.1%	17.5%
Sense of achievement	%	23.7%	49.0%	67.1% **	27.3%
	SE	1.4%	6.1%	7.5%	1.4%
	Lower	21.1%	37.4%	51.1%	24.6%
	Upper	26.5%	60.7%	79.9%	30.2%

* p<0.05

** p<0.01

† 30% < RSE <50%

Source: Survey sections E and F

Recreation reasons

Table 12.2 reports the proportion of the Tasmanian gamblers who reported that they gambled sometimes, most of the time, or always for each Recreation reason. Fun was the most common Recreation reason reported by the Tasmanian gamblers, followed by as a hobby or a pastime, to escape boredom or to fill time, and to relax. The results revealed that all Recreation reasons for gambling significantly increased with increasing risk of higher gambling severities: fun (*p<.001*), hobby or pastime (*p<.001*), escaping boredom (*p<.001*), and relaxation (*p<.001*). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that they took part in gambling for all Recreation reasons: because it's fun (OR = 5.665, *p<.001*), as a hobby or pastime (OR = 3.727, *p<.001*), to escape boredom or to fill time (OR = 6.200, *p<.001*), and to relax (OR = 4.742, *p<.001*).

Table 12.2

RECREATION REASONS BY PGSI CATEGORY

Recreation Reasons	Results	PGSI category: Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	Gambling generally
Fun	%	61.4%	84.2%	90.0% **	64.3%
	SE	1.6%	3.4%	3.3%	1.5%
	Lower	58.3%	76.3%	81.3%	61.4%
	Upper	64.5%	89.9%	94.9%	67.1%
Hobby or pastime	%	27.2%	41.8%	58.2% **	29.5%
	SE	1.4%	6.0%	9.4%	1.4%
	Lower	24.4%	30.7%	39.4%	26.8%
	Upper	30.1%	53.8%	74.8%	32.3%
Escape boredom	%	20.6%	48.0%	61.7% **	24.3%
	SE	1.5%	6.1%	9.6%	1.4%
	Lower	17.9%	36.4%	42.0%	21.6%
	Upper	23.6%	59.8%	78.1%	27.3%
Relaxation	%	21.2%	37.3%	56.0% **	23.7%
	SE	1.3%	5.3%	9.3%	1.2%
	Lower	18.8%	27.5%	37.7%	21.4%
	Upper	23.8%	48.2%	72.8%	26.2%

** p<0.01

Source: Survey sections E and F

Social reasons

Table 12.3 reports the proportion of Tasmanian gamblers who reported that they gambled sometimes, most of the time, or always for each Social reason. Something to do with friends or family was the most common Social reason reported by Tasmanian gamblers, followed by being sociable. The results revealed that both Social reasons significantly increased with increasing risk of higher gambling severities: something to do with friends or family (*p=.001*) and sociability (*p=.002*). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that they took part in gambling for sociability reasons (OR = 2.133, *p=.020*), but not because it's something to do with friends or family (OR = 1.524, *p=.209*).

Table 12.3

SOCIAL REASONS PGSI CATEGORY

Social Reasons	Results	PGSI category Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	Gambling generally
Sociability	%	42.9%	59.5%	61.6% *	44.9%
	SE	1.6%	5.7%	7.7%	1.6%
	Lower	39.7%	48.0%	45.8%	41.9%
	Upper	46.1%	70.0%	75.2%	48.0%
Something to do with friends or family	%	51.5%	71.7%	61.8%	53.4%
	SE	1.6%	5.0%	7.8%	1.5%
	Lower	48.3%	60.9%	45.8%	50.4%
	Upper	54.6%	80.5%	75.5%	56.4%

Source: Survey sections E and F

Coping reasons

Table 12.4 reports the proportion of Tasmanian gamblers who reported that they gambled sometimes, most of the time, or always for each Coping reason. Neither gambling to impress other people or because it helps when feeling tense were highly endorsed as reasons for gambling. The results revealed that only tenseness relief was significantly increased with increasing risk of higher gambling severities (*p<.001*), but not to impress others (*p=.526*). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that they took part in gambling because it helps when they feel tense (OR = 11.046, *p<.001*).

Table 12.4

COPING REASONS BY PGSI CATEGORY

Social Reasons	Results	PGSI category Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	Gambling generally
Impress other people	%	1.7%	np	np	1.8%
	SE	0.5%			0.5%
	Lower	1.0%			1.1%
	Upper	3.1%			2.9%
Helps when feeling tense	%	2.9%	10.3%	24.9% **	4.3%
	SE	0.4%	2.3%	6.5%	0.5%
	Lower	2.2%	6.6%	14.3%	3.5%
	Upper	3.8%	15.6%	39.5%	5.3%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

Source: Survey sections E and F

Money reasons

Table 12.5 reports the proportion of Tasmanian gamblers who reported that they gambled sometimes, most of the time, or always for each Money reason. Taking part in gambling for the chance of winning big money was a highly endorsed reason, followed by taking part in gambling to make money. The results revealed that both Money reasons significantly increased with increasing risk of higher gambling severities: chance of winning big money ($p<.001$), and to make money ($p=.004$). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that they took part in gambling for the chance of winning big money (OR = 3.519, $p<.001$), and to make money (OR = 3.089, $p=.005$).

Table 12.5

MONEY REASONS BY PGSI CATEGORY

Social Reasons	Results	PGSI category			Gambling generally
		Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling	
Chance of winning big money	%	52.1%	64.9%	79.3% **	54.1%
	SE	1.6%	5.5%	5.6%	1.5%
	Lower	48.9%	53.5%	66.3%	51.1%
	Upper	55.3%	74.9%	88.2%	57.1%
Make money	%	35.6%	47.3%	63.0% **	37.5%
	SE	1.6%	6.0%	9.7%	1.5%
	Lower	32.5%	35.8%	43.0%	34.6%
	Upper	38.8%	59.0%	79.4%	40.6%

** p<0.01

Source: Survey sections E and F

Reasons for Gambling scores

Table 12.6 displays the mean Reasons for Gambling subscale scores by PGSI categories. Compared to non-problem gamblers, problem gamblers reported significantly higher scores on Enhancement reasons ($p<.001$), Recreation reasons ($p<.001$), Coping reasons ($p=.001$), and Money reasons ($p<.001$), but not Social reasons ($p=.860$). Compared to non-problem gamblers, moderate risk gamblers reported significantly higher scores on Enhancement reasons ($p<.001$), Recreation reasons ($p<.001$), and Money reasons ($p=.012$), but not Coping reasons ($p=.059$) or Social reasons ($p=.064$). The rank order of reasons for gambling for all gamblers follows this order: recreation, enhancement, money, social, and coping reasons.

Table 12.6

MEAN REASONS FOR GAMBLING BY PGSI CATEGORY

Reasons for Gambling		PGSI category: Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
Enhancement	Mean	5.14	6.14	7.00**	8.03 **	5.30
	SE	0.05	0.20	0.35	0.53	0.05
	Lower	5.04	5.75	6.31	7.00	5.20
	Upper	5.24	6.54	7.69	9.07	5.40
Recreation	Mean	6.11	7.37	8.14**	10.87 **	6.32
	SE	0.07	0.22	0.55	0.82	0.07
	Lower	5.97	6.94	7.07	9.26	6.18
	Upper	6.25	7.80	9.21	12.49	6.45
Social	Mean	3.58	4.31	4.16	3.52	3.66
	SE	0.06	0.24	0.30	0.38	0.06
	Lower	3.47	3.84	3.56	2.78	3.54
	Upper	3.70	4.77	4.75	4.25	3.77
Coping	Mean	2.05	2.14	2.19	3.05 **	2.08
	SE	0.01	0.03	0.07	0.30	0.01
	Lower	2.04	2.08	2.05	2.47	2.06
	Upper	2.07	2.21	2.33	3.64	2.09
Money	Mean	3.72	4.14	4.45*	6.01 **	3.80
	SE	0.07	0.26	0.28	0.58	0.07
	Lower	3.59	3.62	3.90	4.87	3.67
	Upper	3.86	4.66	5.00	7.14	3.93

** p<0.01, * p<0.05

Source: Survey sections E and F

12.2 Gambling triggers

All people who had gambled in the previous 12 months (*n=2796*) were administered the Inventory of Gambling Situations – Short Form (see survey Section G in Appendix B). They were also asked an additional question about gambling in situations when they were drinking alcohol. Gamblers were required to indicate how often they gambled in certain situations: almost always, most of the time, sometimes, or never.

Table 12.7 reports the proportion of Tasmanian gamblers who reported that they gambled sometimes, most of the time, or always in response to each gambling trigger. The most common gambling triggers for Tasmanian gamblers were situations involving pleasant or happy or good feelings, situations involving drinking alcohol, situations in which people were winning, situations involving confidence about skills, situations involving experiencing a need for excitement, and situations involving temptations to gamble. The results revealed that gambling triggers were significantly related to an increasing risk of higher gambling severities ($p<.001$ *to* $.002$). Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that the following triggers influenced their participation in gambling: difficulties with others (OR = 15.524, *p<.001*), worried about debt (OR = 14.993, *p<.001*), unpleasant or sad or bad feelings (OR = 18.204, *p<.001*), testing control over gambling (OR = 10.842, *p<.001*), temptations to gamble (OR = 15.345, *p<.001*), feeling confident about skills (OR = 4.120, *p<.001*), situations involving winning (OR = 9.115, *p<.001*), pleasant or happy or good feelings (OR = 3.930, *p<.001*), and experiencing a need for excitement (OR = 7.462, *p<.001*).

Table 12.7

GAMBLING TRIGGERS BY PGSI CATEGORY

Gambling trigger	Results	PGSI category			Gambling generally
		Non-problem gambling	Low risk gambling	Moderate risk problem gambling	
Difficulties with others	%	1.0%	4.2%	13.5% **	1.7%
	SE	0.3%†	1.4%†	5.0%†	0.3%
	Lower	0.6%	2.2%	6.3%	1.2%
	Upper	1.7%	8.0%	26.6%	2.5%
Worried about debt	%	2.4%	np	26.7% **	3.2%
	SE	.6%		6.7%	0.6%
	Lower	1.5%		15.7%	2.3%
	Upper	3.8%		41.6%	4.5%
Unpleasant or sad or bad feelings	%	2.4%	16.8%	30.9% **	4.6%
	SE	0.5%	6.7%†	7.3%	0.8%
	Lower	1.6%	7.4%	18.6%	3.3%
	Upper	3.6%	34.0%	46.6%	6.4%
Testing control over gambling	%	3.3%	8.8%	26.9% **	4.6%
	SE	0.6%	2.3%	6.7%	0.6%
	Lower	2.3%	5.3%	15.8%	3.5%
	Upper	4.7%	14.5%	41.8%	5.9%
Temptations to gamble	%	7.4%	27.4%	55.2% **	10.8%
	SE	0.8%	6.6%	9.2%	1.0%
	Lower	6.0%	16.5%	37.2%	8.9%
	Upper	9.2%	41.8%	71.9%	12.9%
Social pressure to gamble	%	2.3%	8.4%	np	2.9%
	SE	0.5%	3.1%†		0.5%
	Lower	1.5%	4.0%		2.0%
	Upper	3.5%	16.8%		4.1%
Feeling confident about skills	%	13.3%	38.7%	38.8% **	16.3%
	SE	1.1%	6.3%	8.0%	1.2%
	Lower	11.3%	27.4%	24.6%	14.1%
	Upper	15.7%	51.5%	55.2%	18.8%
Situations where you were winning	%	23.4%	56.4%	73.6% **	27.8%
	SE	1.4%	5.9%	6.3%	1.5%
	Lower	20.7%	44.7%	59.7%	25.1%
	Upper	26.3%	67.5%	84.0%	30.8%
Pleasant or happy or good feelings	%	37.3%	68.0%	70.0% **	41.0%
	SE	1.6%	5.4%	7.6%	1.6%
	Lower	34.2%	56.5%	53.5%	37.9%
	Upper	40.5%	77.6%	82.6%	44.0%

Gambling trigger	Results	PGSI category			Gambling generally
		Non-problem gambling	Low risk gambling	Moderate risk problem gambling	
Experiencing a need for excitement	%	11.0%	32.5%	48.1% **	14.1%
	SE	1.2%	5.9%	8.8%	1.2%
	Lower	8.9%	22.1%	31.7%	11.9%
	Upper	13.6%	45.0%	64.9%	16.6%
Drinking alcohol	%	31.0%	53.8%	43.8%	33.3%
	SE	1.6%	5.9%	8.7%	1.5%
	Lower	28.0%	42.2%	28.1%	30.3%
	Upper	34.2%	64.9%	60.8%	36.4%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

† 30% < RSE <50%

Source: Survey sections E and G

Gambling Situations scores

Table 12.8 displays the mean Inventory of Gambling Situations subscale scores by PGSI categories (See survey section 3.2, Section G). Compared to non-problem gamblers, problem gamblers reported significantly higher scores on Negative Reinforcement situations (*p<.001*), and Positive Reinforcement situations (*p<.001*), as triggers to gamble. These situations are considered positive or negative; for example, 'to escape boredom' (negative) or 'because it's fun' (positive). Compared to non-problem gamblers, moderate risk gamblers reported significantly higher scores on Negative Reinforcement situations (*p=.006*), and Positive Reinforcement situations (*p<.001*).

Table 12.8

GAMBLING SITUATIONS BY PGSI

Inventory of Gambling Situations subscales	Results	PGSI category				Gambling generally
		Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Negative Reinforcement	Mean	6.23	6.88	7.13 **	11.07 **	6.36
	SE	0.02	0.22	0.33	1.15	0.03
	Lower	6.19	6.45	6.48	8.82	6.29
	Upper	6.27	7.30	7.77	13.31	6.42
Positive Reinforcement	Mean	5.15	6.52	6.74 **	9.21 **	5.34
	SE	0.05	0.23	0.35	1.12	0.06
	Lower	5.04	6.08	6.05	7.01	5.23
	Upper	5.25	6.96	7.43	11.40	5.45

** p<0.01

Source: Survey sections E and G

12.3 Gambling motives and triggers: multivariate analyses

In this section, we employ the unweighted data from the gamblers to answer the following questions:

- to what degree do gambling motives contribute to problem gambling above and beyond socio-demographic factors?
- to what degree do gambling triggers contribute to problem gambling above and beyond socio-demographic factors?

Gambling motives

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by gambling motives after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, gambling motives explained a significant additional proportion of variance in PGSI problem gambling severity ($p<.001$). Specifically, PGSI problem gambling severity was significantly predicted by higher endorsement of Coping reasons ($p<.001$), Recreation reasons ($p<.001$), Enhancement reasons ($p=.001$), and Money reasons ($p=.002$), but lower endorsement of Social reasons ($p<.001$).

Table 12.9

GAMBLING MOTIVES: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI		β
			Lower	Upper	
Step 1: PGSI					
(Constant)	.833**	.277	.289	1.376	...
Gender	-.098	.069	-.233	.037	-.032
Age	-.010**	.003	-.015	-.005	-.108
Dependent children in household	.220**	.077	.069	.371	.071
Living with partner	.057	.072	-.084	.199	.018
Currently in paid employment (ft, pt, or casual)	.078	.077	-.074	.229	.026
Annual income	-.127	.084	-.290	.037	-.035
Country of birth	.037	.103	-.164	.239	.008
Australian as cultural identity	-.095	.120	-.331	.142	-.016
Secondary school completed	-.118	.064	-.243	.008	-.040
R^2 = .012, Degrees of Freedom = 9, 2326					

Step 2: Motives					
(Constant)	-2.394**	.313	-3.008	-1.781	...
Gender	.027	.064	-.098	.153	.009
Age	-.009**	.002	-.013	-.004	-.094
Dependent children in household	.199**	.071	.060	.338	.064
Living with partner	.043	.066	-.088	.173	.013
Currently in paid employment (ft, pt, or casual)	.016	.071	-.124	.155	.005
Annual income	-.136	.077	-.286	.014	-.037
Country of birth	.035	.094	-.150	.221	.007
Australian as cultural identity	-.165	.111	-.381	.052	-.029
Secondary school completed	-.033	.059	-.149	.083	-.011
Enhancement reasons	.063**	.020	.024	.102	.076
Recreation reasons	.099**	.015	.070	.128	.166
Social reasons	-.101**	.018	-.136	-.065	-.121
Coping reasons	1.105**	.077	.954	1.256	.287
Money reasons	.006	.014	-.022	.033	.016
R^2 = .169, ΔR^2 = .157, Degrees of Freedom = 14, 2321					

** p ≤ .01, * p ≤ .05, R2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR2 = Difference in R2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

Gambling triggers

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by gambling triggers after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, gambling triggers explained a significant additional proportion of variance in PGSI problem gambling severity ($p<.001$). Specifically, PGSI problem gambling severity was significantly predicted by increased frequency of situations involving worry about debt ($p<.001$), situations involving unpleasant or bad feelings ($p<.001$), situations involving a need for excitement ($p<.001$), situations involving temptations to gamble ($p<.001$), situations where you were winning ($p<.001$), situations involving difficulties with other people ($p<.001$), and situations involving testing control over gambling ($p<.016$).

Table 12.10

GAMBLING TRIGGERS: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI		β
			Lower	Upper	
Step 1: PGSI					
(Constant)	.883**	.272	.349	1.416	...
Gender	-.118	.068	-.250	.014	-.039
Age	-.009**	.002	-.014	-.004	-.103
Dependent children in household	.201**	.076	.052	.349	.066
Living with partner	.078	.071	-.061	.217	.025
Currently in paid employment (ft, pt, or casual)	.060	.076	-.089	.209	.021
Annual income	-.125	.082	-.286	.036	-.035
Country of birth	-.044	.100	-.241	.153	-.009
Australian as cultural identity	-.066	.119	-.299	.166	-.012
Secondary school completed	-.107	.063	-.230	.016	-.037
R^2 = .012, Degrees of Freedom = 9, 2304					
Step 2: Triggers					
(Constant)	-3.935**	.319	-4.561	-3.310	...
Gender	-.021	.057	-.133	.092	-.007
Age	-.005*	.002	-.009	-.001	-.056
Dependent children in household	.186*	.063	.062	.311	.062
Living with partner	-.064	.059	-.180	.052	-.020
Currently in paid employment (ft, pt, or casual)	.072	.063	-.052	.196	.024
Annual income	-.021	.068	-.155	.113	-.006
Country of birth	-.080	.084	-.244	.084	-.017
Australian as cultural identity	-.147	.099	-.340	.047	-.026
Secondary school completed	-.043	.052	-.145	.060	-.015
In the past 12 months, how often have you gambled in situations involving difficulties with other people?	.605**	.159	.294	.916	.074
In the past 12 months, how often have you gambled in situations where you were worried about debt?	1.207**	.097	1.017	1.397	.229
In the past 12 months, how often have you gambled in situations involving unpleasant or sad or bad feelings?	1.303**	.135	1.038	1.569	.199
In the past 12 months, how often have you gambled in situations involving testing your control over your gambling?	.183*	.076	.034	.332	.045
In the past 12 months, how often have you gambled in situations involving temptations to gamble?	.487**	.067	.357	.618	.144
In the past 12 months, how often have you gambled in situations where you were under social pressure to gamble?	-.149	.128	-.400	.101	-.021
In the past 12 months, how often have you gambled in situations where you were feeling confident about your skills?	-.069	.049	-.165	.027	-.028
In the past 12 months, how often have you gambled in situations where you were winning?	.294**	.050	.197	.392	.120
In the past 12 months, how often have you gambled in situations involving pleasant or happy or good feelings?	-.055	.032	-.118	.008	-.034
In the past 12 months, how often have you gambled in situations where you were experiencing a need for excitement?	.532**	.066	.403	.660	.159
In the past 12 months, how often have you gambled in situations when you were drinking alcohol?	-.065	.034	-.132	.002	-.037
R^2 = .323, ΔR^2 = .311, Degrees of Freedom = 20, 2293					

** p ≤ .01, * p ≤ .05, R2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR2 = Difference in R2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

12.4 Chapter summary: motives and triggers

- All Enhancement reasons significantly increased with increasing risk of higher gambling severities: competing with others ($p=.003$), excitement ($p<.001$), mental challenge or to learn about the game (p=.005), and sense of achievement when winning ($p<.001$).
- Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that they took part in gambling for all Enhancement reasons: to compete with others (OR = 3.042, $p=.009$), because it's exciting (OR = 7.413, $p<.001$), for the mental challenge or to learn about the game (OR = 2.148, $p=.032$), and for the sense of achievement when winning (OR = 6.560, $p<.001$).
- The results revealed that all Recreation reasons for gambling significantly increased with increasing risk of higher gambling severities: fun ($p<.001$), hobby or pastime ($p<.001$), escaping boredom ($p<.001$), and relaxation ($p<.001$).
- Social reasons significantly increased with increasing risk of higher gambling severities: something to do with friends or family ($p=.001$), and sociability ($p=.002$).
- Compared to non-problem gamblers, moderate risk/problem gamblers were significantly more likely to report that they took part in gambling because it helps when they feel tense (OR = 11.046, $p<.001$).
- Money reasons significantly increased with increasing risk of higher gambling severities: chance of winning big money ($p<.001$), and to make money ($p=.004$).
- Compared to non-problem gamblers, problem gamblers reported significantly higher scores on Enhancement reasons ($p<.001$), Recreation reasons ($p<.001$), Coping reasons ($p=.001$), and Money reasons ($p<.001$), but not Social reasons ($p=.860$).
- Gambling triggers were significantly related to an increasing risk of higher gambling severities ($p<.001$ *to* $.002$).
- Compared to non-problem gamblers, problem gamblers reported significantly higher scores on Negative Reinforcement situations ($p<.001$), and Positive Reinforcement situations ($p<.001$), as triggers to gamble.

Chapter 13

Highest-spend gambling activities

This chapter presents an analysis of the highest-spend gambling activities by Tasmanian adults in the previous 12 months. The chapter reports:

- highest-spend gambling activities: participation by PGSI category;
- highest-spend gambling activities: frequency and expenditure;
- highest-spend gambling activities: gambling motives;
- highest-spend gambling activities: binge gambling;
- highest-spend gambling activities: patterns of gambling.

This set of questions was asked of all respondents who indicated that they had gambled in the previous 12 months (*n*=2796).

13.1 Highest-spend gambling activities: gambling participation by PGSI category

Overall, lotteries were the highest-spend activity for the majority of gamblers (49.7 per cent), followed by EGMs (13.0 per cent), Keno (12.2 per cent), and horse or greyhound racing (9.9 per cent). Smaller proportions of gamblers reported that they spent the most money annually on instant scratch tickets (9.3 per cent), casino table games (2.9 per cent), informal private games (1.2 per cent), sporting or other events (1.0 per cent), and bingo (0.8 per cent).

The four highest-spend gambling activities of gamblers by PGSI risk category is presented in Table 13.1. Moderate risk/problem gamblers and low risk gamblers indicated that they spent the most money on EGMs, followed by lotteries, Keno, and horse or greyhound racing. In contrast, non-problem gamblers indicated that their highest-spend activity was lotteries, followed by instant scratch tickets, Keno, EGMs, and horse or greyhound racing. Of the most frequent gambling activities (EGMs, horse or greyhound racing, lotteries, and Keno), moderate risk/problem gamblers were significantly more likely to report EGMs as their highest-spend activity (OR = 8.854, $p<.001$), and significantly less likely to report lotteries as their highest spend activity (OR = 0.201, $p<.001$), compared to non-problem gamblers.

Table 13.1

HIGHEST-SPEND GAMBLING ACTIVITIES PLAYED IN PREVIOUS 12 MONTHS BY PGSI CATEGORY

Highest spend gambling activity	Results	PGSI category		
		Non-problem gambling	Low risk gambling	Moderate risk/ problem gambling
Electronic gaming machines	%	9.7%	31.4%	48.8% **
	SE	1.0%	5.7%	9.1%
	Lower	8.0%	21.4%	31.8%
	Upper	11.8%	43.5%	66.1%
Horse or greyhound races	%	9.6%	14.9%	7.7%
	SE	1.0%	4.1%	3.1%†
	Lower	7.8%	8.5%	3.4%
	Upper	11.6%	24.9%	16.3%
Lotteries	%	53.2%	26.5%	18.6% **
	SE	1.7%	4.8%	5.7%†
	Lower	49.9%	18.3%	9.9%
	Upper	56.4%	36.8%	32.3%
Keno	%	12.0%	15.8%	8.1%
	SE	1.2%	5.9%†	3.2%†
	Lower	9.8%	7.3%	3.6%
	Upper	14.6%	30.8%	17.1%

* p<0.01

† 30% < RSE <50%

Source: Survey sections C, D, and E

13.2 Highest-spend gambling activities: frequency and expenditure

Mean annual frequency of sessions attended and expenditure for the highest-spend gambling activities played in the previous 12 months are presented in Table 13.2. The results revealed that the most frequent gambling activity was betting on sporting or other events, followed by horse or greyhound racing, bingo, and lotteries. In contrast, the gambling activities on which people spent the most money were horse or greyhound racing, and EGMs.

Table 13.2

MEAN ANNUAL FREQUENCY AND EXPENDITURE FOR THE HIGHEST-SPEND ACTIVITIES IN THE LAST 12 MONTHS

Highest spend gambling activity	Results	Mean annual frequency	Mean annual expenditure
Electronic gaming machines	Mean	18.00	1387
	SE	2.42	294
	Lower	13.24	809
	Upper	22.77	1965
Horse or greyhound races	Mean	66.18	3021
	SE	14.05	566
	Lower	38.52	1906
	Upper	93.83	4136
Instant scratch tickets	Mean	16.47	113
	SE	2.86	23
	Lower	10.83	67
	Upper	22.10	159
Lotteries	Mean	30.77	411
	SE	1.29	30
	Lower	28.24	353
	Upper	33.30	469
Keno	Mean	21.49	326
	SE	3.32	55
	Lower	14.95	218
	Upper	28.03	434
Casino table games	Mean	6.00	666
	SE	1.16	267†
	Lower	3.67	129
	Upper	8.32	1202
Bingo	Mean	34.55	754
	SE	6.63	190
	Lower	20.49	351
	Upper	48.61	1158
Sporting or other events	Mean	np	866
	SE		176
	Lower		482
	Upper		1251
Informal private games	Mean	19.73	371
	SE	7.54†	136†
	Lower	3.74	83
	Upper	35.71	659

† 30% < RSE <50%

Source: Survey sections C and D

13.3 Highest-spend gambling activities: gambling motives

Gambling motives were compared for respondents according to their highest-spend gambling activities with Tasmanian gamblers generally (Table 13.3). The results revealed that:

- People who reported that EGMs were their highest-spend gambling activity reported significantly higher Enhancement reasons ($p<.001$), higher Recreation reasons ($p<.001$), higher Social reasons ($p<.001$), higher Coping reasons ($p<.001$), and lower Money reasons ($p<.001$).[1]
- People who reported that horse or greyhound racing was their highest-spend activity reported significantly higher Enhancement reasons ($p<.001$), higher Recreation reasons ($p<.001$), higher Social reasons ($p<.001$), and lower Money reasons ($p<.001$).
- People with instant scratch tickets as their highest spend activity reported significantly lower Enhancement reasons ($p=.027$), lower Recreation reasons ($p=.005$), lower Social reasons ($p=.017$), and lower Money reasons ($p<.001$).
- People who identified that they spent the most money annually on lotteries indicated significantly lower Enhancement reasons ($p<.001$), lower Recreation reasons ($p<.001$), lower Social reasons ($p<.001$), lower Coping reasons ($p<.001$), and higher Money reasons ($p<.001$).
- Findings revealed that people who reported casino table games as their highest-spend gambling activity reported significantly lower Money reasons ($p<.001$), higher Enhancement reasons ($p<.001$), higher Recreation reasons ($p=.004$), and higher Social reasons ($p<.001$).
- People with sporting or other events as their highest-spend gambling activity reported significantly higher Enhancement reasons ($p=.010$), higher Recreation reasons ($p=.022$), higher Coping reasons ($p=.048$), and lower Money reasons ($p=.002$).
- People who spent the most on private games reported significantly higher Enhancement reasons ($p=.026$), higher Social reasons (p<.001), and lower Money reasons ($p=.033$).
- Finally, people who gambled most money on bingo reported significantly higher Recreation reasons ($p=.017$) and lower Money reasons ($p=.017$) (that is, this appeared to be recreation rather than a way to make money).

[1] 'Social' reasons is a different, although related, construct to the question asking about 'sociability')

Table 13.3

MEAN MOTIVES SCORES BY HIGHEST-SPEND GAMBLING ACTIVITY IN PAST YEAR

Highest spend gambling activity	Results	Enhancement reasons	Recreation reasons	Social reasons	Coping reasons	Money reasons
Electronic gaming machines	Mean	5.90 **	7.83 **	4.63 **	2.20 **	3.40 **
	SE	0.16	0.22	0.14	0.04	0.21
	Lower	5.58	7.40	4.35	2.12	2.99
	Upper	6.21	8.26	4.91	2.28	3.81
Horse or greyhound races	Mean	6.48 **	7.85 **	4.47 **	2.11	3.78 **
	SE	0.19	0.26	0.21	0.03	0.18
	Lower	6.12	7.34	4.07	2.05	3.43
	Upper	6.84	8.37	4.87	2.17	4.13
Instant scratch tickets	Mean	4.88 *	5.62 **	3.17 *	2.05	3.23 **
	SE	0.19	0.25	0.20	0.02	0.20
	Lower	4.51	5.13	2.78	2.01	2.84
	Upper	5.25	6.10	3.57	2.09	3.62
Lotteries	Mean	4.87 **	5.50 **	3.02 **	2.04 **	4.23 **
	SE	0.06	0.07	0.05	0.01	0.09
	Lower	4.75	5.37	2.92	2.02	4.06
	Upper	4.99	5.63	3.12	2.05	4.40
Keno	Mean	5.18	6.46	4.05	2.07	3.45
	SE	0.13	0.16	0.18	0.02	0.24
	Lower	4.93	6.14	3.69	2.02	2.98
	Upper	5.44	6.78	4.41	2.11	3.92
Casino table games	Mean	6.63 **	7.46 **	5.37 **	2.09	3.19 **
	SE	0.34	0.40	0.33	0.04	0.25
	Lower	5.97	6.68	4.72	2.01	2.70
	Upper	7.29	8.23	6.01	2.17	3.68
Bingo	Mean	5.85	10.06 *	5.56	2.15	2.88 *
	SE	0.52	1.57	0.62	0.09	0.34
	Lower	4.83	6.99	4.35	1.97	2.22
	Upper	6.88	13.14	6.76	2.34	3.54
Sporting or other events	Mean	6.78 *	9.16 *	4.78	2.57 *	3.68 **
	SE	0.57	1.24	0.69	0.25	0.51
	Lower	5.66	6.73	3.44	2.08	2.67
	Upper	7.90	11.59	6.13	3.06	4.69
Informal private games	Mean	6.46 *	6.97	6.34 **	2.03	2.46 *
	SE	0.52	0.37	0.46	0.03	0.18
	Lower	5.44	6.26	5.44	1.97	2.11
	Upper	7.47	7.69	7.24	2.09	2.82

* p<0.05 , ** p<0.01

Source: Survey sections C, D and F

13.4 Highest-spend gambling activities: binge gambling

Respondents who had gambled in the previous 12 months were asked about whether they would describe their gambling on their highest-spend gambling activity in the previous 12 months as binge gambling. Binge gambling was defined as occasional excessive gambling in between periods of not gambling. Overall, 4.6 per cent (SE = 0.7 per cent, Lower = 3.4 per cent, Upper = 6.2 per cent) of people indicated that their gambling on their highest-spend gambling activity could be described as binge gambling.

The proportion of people who reported binge gambling was reported for the four most frequent highest-spend gambling activities (Table 13.4). These findings suggest that 13 per cent of people who spent most on EGMs, 6 per cent of people who spent most on horse or greyhound racing, 2 per cent of people who spent most on lotteries, and 4 per cent of people who spent most on Keno, indicated that they would describe their gambling on these activities as binge gambling. Results revealed that people who reported EGMs as their highest spend activity were significantly more likely to report that they binge gambled (OR = 0.237, $p<.001$), while people who reported lotteries as their highest spend activity were significantly less likely to report that they binge gambled (OR = 3.583, $p<.001$).

Table 13.4

GAMBLING ACTIVITIES ON WHICH PEOPLE BINGE GAMBLED

Gambling activity	% of gamblers who reported this activity as their highest spend	SE	Lower	Upper
Electronic gaming machines	12.8% **	3.9%†	6.9%	22.7%
Horse or greyhound races	6.3%	2.5%†	2.8%	13.5%
Lotteries	2.1% **	0.6%	1.2%	3.6%
Keno	4.2%	1.5%†	2.1%	8.2%
All Activities	4.6%	0.7%	3.4%	6.2%

** p<0.01

† 30% < RSE <50%

Source: Survey sections B and H

The results relating to binge gambling by PGSI category are displayed in Table 13.5. Binge gambling was significantly associated with an increased risk of problem gambling ($p<.001$). Compared to non-problem gamblers, problem gamblers (OR = 0.015, $p<.001$), moderate risk gamblers (OR = 0.096, $p<.001$), and low risk gamblers (OR = 0.169, $p<.001$), were more likely to report binge gambling.

Table 13.5

BINGE GAMBLING BY PGSI RISK CATEGORY

Result	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling
%	2.5%	13.4% **	21.4% **	63.3% **
SE	0.5%	5.6%†	7.5%†	12.8%
Lower	1.8%	5.7%	10.2%	36.9%
Upper	3.7%	28.3%	39.4%	83.6%

** p<0.01

† 30% < RSE <50%

Source: Survey sections E and H

13.5 Highest-spend gambling activities: pattern of gambling

Respondents who had gambled in the previous 12 months were asked about whether their gambling on the highest-spend gambling activities stayed the same, increased or decreased in the previous 12 months (Table 13.6). The findings suggested that approximately 10 per cent of people thought their gambling on their highest-spend activity had increased in the previous 12 months, and that 22 per cent thought their gambling on their highest-spend activity had decreased in the previous 12 months.

Table 13.6

PATTERNS OF GAMBLING FOR HIGHEST-SPEND GAMBLING ACTIVITY

Pattern of gambling	%	SE	Lower	Upper
Increased a lot	2.4%	0.6%	1.4%	4.0%
Increased a little	7.2%	1.0%	5.5%	9.5%
Stayed much the same	68.2%	1.5%	65.1%	71.2%
Decreased a little	14.0%	1.2%	11.8%	16.5%
Decreased a lot	8.2%	0.8%	6.8%	9.8%

Source: Survey sections H

The proportion of people who reported that their gambling increased a little or a lot on the four most frequent highest spend activities is displayed in Table 13.7. These findings suggest that horse or greyhound racing gamblers are most likely to report an increase in their gambling in the previous 12 months.

Table 13.7

PROPORTION OF PEOPLE ON EACH GAMBLING ACTIVITY WHO INCREASED THEIR GAMBLING A LITTLE OR A LOT IN THE PREVIOUS 12 MONTHS

Gambling activity	% of gamblers who reported this activity as their highest-spend	SE	Lower	Upper
Electronic gaming machines	np			
Horse or greyhound races	18.3%	4.4%	11.1%	28.6%
Lotteries	8.0%	1.6%	5.4%	11.7%
Keno	10.0%	3.8%†	4.6%	20.4%

† 30% < RSE <50%

Source: Survey sections B and H

13.6 Chapter summary: highest-spend

- Moderate risk/problem gamblers and low risk gamblers indicated that they spent the most money on EGMs, followed by lotteries, Keno, and horse or greyhound racing.
- Moderate risk/problem gamblers were significantly more likely to report EGMs as their highest spend activity (OR = 8.854, $p<.001$), and significantly less likely to report lotteries as their highest spend activity (OR = 0.201, $p<.001$), compared to non-problem gamblers.
- The most frequent gambling activity was betting on sporting or other events, followed by horse or greyhound racing, bingo, and lotteries.
- People who reported that EGMs were their highest-spend gambling activity reported significantly higher Enhancement reasons ($p<.001$), higher Recreation reasons ($p<.001$), higher Social reasons ($p<.001$), higher Coping reasons ($p<.001$), and lower Money reasons ($p<.001$).
- Results revealed that people who reported EGMs as their highest-spend activity were significantly more likely to report that they binge gambled (OR = 0.237, $p<.001$), while people who reported lotteries as their highest spend activity were significantly less likely to report that they binge gambled (OR = 3.583, $p<.001$).
- Binge gambling was significantly associated with an increased risk of problem gambling ($p<.001$).
- Approximately 10 per cent of people thought their gambling on their highest-spend activity had increased in the previous 12 months, and 22 per cent thought their gambling on their highest-spend activity had decreased in the previous 12 months.

Chapter 14

Quality of life

All respondents who completed the supplementary survey (*n*=2043) were administered the WHO-QoL-BREF self-report (See Chapter 3). The items within this scale measure: (1) Physical health (including physical pain, medical treatment, energy, ability to get around, sleep, daily living activities, and capacity for work); (2) Psychological health (including enjoyment of life, meaningfulness, concentration, bodily appearance, self, and negative feelings); (3) Social relationships (including personal relationships, sex life, and support from friends); and (4) Environment (including safety, physical environment, money, information, leisure activities, living place conditions, access to health services, and transport). The WHO-QoL-BREF also includes two additional global items evaluating overall quality of life and satisfaction with health. For each WHO-QoL-BREF item, results are presented by PGSI category with odds ratios and significance levels. The chapter concludes with a regression analysis exploring the degree to which WHO-QoL-BREF subscales predicted PGSI problem gambling severity scores above and beyond socio-demographic factors.

14.1 Quality of life

The results revealed that quality of life did not significantly change with increasing risk of problem gambling (*p=.218*). However, compared to non-problem gamblers, problem gamblers (OR = 0.299, *p=.026),* but not moderate risk gamblers (OR = 0.594, *p=.211*), were significantly less likely to report that their quality of life is very good or good (that is, problem gambling is much lower than non-problem gambling, but moderate risk gambling is not much lower than non-problem gambling).

Table 14.1

QUALITY OF LIFE BY PGSI CATEGORY

Response	Results	PGSI category					Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Good or very good Quality of Life	%	83.7%	85.9%	81.6%	78.4%	64.7% *	84.4%
	SE	2.7%	1.5%	4.7%	6.8%	12.7%	1.2%
	Lower	77.7%	82.8%	70.7%	62.3%	38.0%	81.8%
	Upper	828.3%	88.6%	89.1%	88.9%	84.5%	86.7%

* p<0.05

Source: Survey sections E and I

14.2 Overall health

The results revealed that overall health did not significantly change with increasing risk of problem gambling (*p=.207*). Compared to non-problem gamblers, problem gamblers (OR = 0.284, *p=.017*), but not moderate risk gamblers (OR = 0.788, *p=.517*), were significantly less likely to report that their overall health is very good or good (that is, problem gambling is much lower than non-problem gambling but moderate risk gambling is not much lower than non-problem gambling).

Table 14.2

OVERALL HEALTH BY PGSI CATEGORY

Frequency of use	Results	PGSI category: Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
Good or very good overall health	%	77.0%	78.0%	72.6%	73.7%	50.1% *	76.7%
	SE	3.1%	1.9%	5.3%	6.8%	13.7%	1.5%
	Lower	70.5%	74.1%	61.0%	58.5%	25.5%	73.6%
	Upper	82.5%	81.5%	81.8%	84.7%	74.7%	79.5%

Source: Survey sections E and I

14.3 Physical health

The WHO-QoL-BREF Physical Health domain items by PGSI category are displayed in Table 14.3. The results revealed that the risk of problem gambling significantly increased with lower ability to get around *(p=.015*), lower satisfaction with sleep (*p=.009*), lower satisfaction with ability to perform daily living activities (*p=.044*), and lower satisfaction with capacity for work (*p=.015*). Risk of problem gambling also significantly increased with physical pain preventing people from doing what they need to do (*p=.008*).

Compared to non-problem gamblers, problem gamblers were significantly less likely to report that they are able to get around well or very well (OR = 0.188, *p=.001*), or are very satisfied or satisfied with their ability to perform their daily living activities (OR = 0.208, *p=.003*).

Compared to non-problem gamblers, moderate risk gamblers were significantly less likely to report that little or no physical pain prevents them from doing what they need to do (OR = 0.304, *p=.001*), that they needed little or no medical treatment to function (OR = 0.435, *p=.025*), that they are very satisfied or satisfied with their sleep (OR = 0.370, *p=.004*), and that they are very satisfied or satisfied with their capacity for work (OR = 0.315, *p=.005*).

Table 14.3

PHYSICAL HEALTH QUALITY OF LIFE ITEMS BY PGSI CATEGORY

Physical Health	Results	PGSI category					Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Physical pain prevents action little or not at all	%	68.7%	73.6%	67.1%	45.9% **	58.6%	70.6%
	SE	3.2%	1.8%	5.1%	9.0%	13.2%	1.5%
	Lower	62.1%	69.9%	56.5%	29.5%	32.6%	67.5%
	Upper	74.7%	77.1%	76.3%	63.2%	80.5%	73.5%
Need medical treatment to function little or not at all	%	70.2%	69.4%	63.6%	49.7% *	55.0%	68.1%
	SE	3.0%	2.0%	5.5%	9.2%	13.5%	1.6%
	Lower	63.9%	65.3%	52.4%	32.4%	29.4%	64.8%
	Upper	75.7%	73.2%	73.5%	67.0%	78.1%	71.1%
Energy for everyday life completely or mostly	%	6.7%	7.1%	8.8%	8.6%	np	7.5%
	SE	1.7%	1.3%	4.2%	3.5%		1.0%
	Lower	4.0%	4.9%	3.4%	3.7%		5.7%
	Upper	10.9%	10.2%	21.2%	18.4%		9.9%
Ability to get around well or very well	%	85.9%	88.3%	89.3%	79.2%	58.7% **	87.2%
	SE	2.6%	1.5%	2.7%	6.6%	13.5%	1.2%
	Lower	80.0%	85.0%	82.7%	63.6%	32.2%	84.7%
	Upper	90.3%	90.9%	93.5%	89.3%	80.9%	89.3%
Satisfied or very satisfied with sleep	%	66.0%	58.2%	61.3%	34.0% **	np	59.2%
	SE	3.6%	2.3%	5.5%	7.7%		1.8%
	Lower	58.7%	53.6%	50.1%	20.9%		55.6%
	Upper	72.6%	62.7%	71.3%	50.2%		62.7%
Satisfied or very satisfied with ability to perform daily living activities	%	87.4%	87.7%	82.1%	77.3%	59.7% **	86.3%
	SE	2.3%	1.6%	5.2%	7.4%	13.4%	1.3%
	Lower	82.2%	84.3%	69.6%	59.8%	33.3%	83.6%
	Upper	91.2%	90.5%	90.2%	88.6%	81.5%	88.6%
Satisfied or very satisfied with capacity for work	%	77.6%	81.8%	72.8%	58.7% **	68.4%	78.9%
	SE	2.9%	1.7%	5.5%	10.0%	11.6%	1.4%
	Lower	71.5%	78.3%	60.8%	38.7%	43.1%	75.9%
	Upper	82.7%	84.9%	82.1%	76.2%	86.1%	81.6%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

** p<0.01

Source: Survey sections E and I

14.4 Psychological health

The WHO-QoL-BREF Psychological Health domain items by PGSI category is displayed in Table 14.4.

Compared to non-problem gamblers, problem gamblers were significantly less likely to report they are very satisfied or satisfied with themselves (OR = 0.252, *p=.010*), or they have had negative feelings rarely or none of the time (OR = 0.310, *p=.034*).

There were no significant differences between moderate risk gamblers and non-problem gamblers on any Psychological Health quality of life domain item.

Table 14.4

PSYCHOLOGICAL HEALTH QUALITY OF LIFE ITEMS BY PGSI CATEGORY

Psychological Health	Results	PGSI category					Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Enjoyment of life extremely or very much	%	3.2%	3.6%	np	np	np	4.4%
	SE	1.1%†	0.8%				0.8%
	Lower	1.5%	2.3%				3.1%
	Upper	6.4%	5.5%				6.1%
Life is meaningful extremely or very much	%	6.1%	4.0%	np	np	np	5.4%
	SE	1.6%	0.9%				0.8%
	Lower	3.6%	2.7%				4.0%
	Upper	10.2%	6.1%				7.1%
Ability to concentrate extremely or very much	%	4.8%	5.4%	9.6%	np	np	6.0%
	SE	1.6%†	1.1%	4.4%†			0.9%
	Lower	2.5%	3.6%	3.8%			4.4%
	Upper	9.2%	8.1%	22.3%			8.1%
Acceptance of bodily appearance completely or mostly	%	5.1%	4.1%	np	np	np	4.3%
	SE	1.5%	0.9%				0.7%
	Lower	2.8%	2.7%				3.2%
	Upper	9.1%	6.2%				5.9%
Satisfied or very satisfied with self	%	85.2%	86.7%	81.5%	72.4%	62.2% *	85.0%
	SE	2.5%	1.7%	5.2%	10.4%	13.1%	1.4%
	Lower	79.5%	83.0%	69.2%	48.5%	35.6%	82.0%
	Upper	89.5%	89.8%	89.6%	88.0%	83.1%	87.6%
Negative feelings rarely or none of the time	%	68.1%	69.4%	68.8%	53.2%	41.3% *	68.1%
	SE	3.6%	2.1%	5.4%	9.7%	13.9%†	1.7%
	Lower	60.6%	65.2%	57.5%	34.7%	18.5%	64.7%
	Upper	74.7%	73.3%	78.2%	70.9%	68.5%	71.3%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.05

† 30% < RSE <50%

Source: Survey sections E and I

14.5 Social relationships

The WHO-QoL-BREF Social Relationships domain items by PGSI category are displayed in Table 14.5. The results revealed that the risk of problem gambling significantly increased with lower satisfaction with personal relationships (*p=.002*), and lower satisfaction with support from friends (*p=.009*).

Compared to non-problem gamblers, problem gamblers were significantly less likely to report that they are very satisfied or satisfied with their personal relationships (OR = 0.159, *p<.001*), or they are very satisfied or satisfied with the support they get from their friends (OR = 0.144, *p<.001*).

There were no significant differences between moderate risk gamblers and non-problem gamblers on any Social Relationships quality of life domain item.

Table 14.5

SOCIAL RELATIONSHIPS QUALITY OF LIFE DOMAIN ITEMS BY PGSI CATEGORY

Social Relationships	Results	PGSI category					Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Satisfied or very satisfied with personal relationships	%	85.3%	86.6%	76.9%	89.6%	50.8% **	84.9%
	SE	2.6%	1.6%	5.0%	3.9%	13.7%	1.3%
	Lower	79.4%	83.2%	65.7%	79.1%	26.0%	82.2%
	Upper	89.7%	89.5%	85.3%	95.2%	75.1%	87.3%
Satisfied or very satisfied with sex life	%	62.6%	66.0%	57.7%	49.1%	np	63.5%
	SE	3.9%	2.4%	6.4%	11.0%		1.9%
	Lower	54.7%	61.1%	45.0%	28.9%		59.6%
	Upper	69.8%	70.6%	69.5%	69.6%		67.2%
Satisfied or very satisfied with support from friends	%	86.4%	90.4%	87.0%	80.6%	57.5% **	88.4%
	SE	2.3%	1.3%	4.5%	6.6%	13.5%	1.1%
	Lower	81.2%	87.4%	75.4%	64.5%	31.4%	86.0%
	Upper	90.3%	92.7%	93.6%	90.5%	80.0%	90.4%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

* p<0.01

Source: Survey sections E and I

14.6 Environment

The WHO-QoL-BREF Environment domain items by PGSI category are displayed in Table 14.6. The results revealed that the risk of higher gambling severities significantly increased with lower safety in daily life (*p<.001*), lower health in the physical environment (*p=.023*), not having enough money to meet needs (*p=.001*), lower availability of information needed in day-to-day life (*p=.001*), lower opportunity for leisure activities (*p =.001*), and lower satisfaction with living place conditions (*p=.004)*.

Compared to non-problem gamblers, problem gamblers were significantly less likely to report that they are very satisfied or satisfied with their access to health services (OR = 0.273, $p=.014$), or that they are very satisfied or satisfied with their transport (OR = 0.233, $p=.009$).

Compared to non-problem gamblers, moderate risk gamblers were significantly less likely to report that they have enough money to completely or mostly meet their needs (OR = 0.272, $p=.019$), or they have the opportunity for leisure activities (OR = 0.242, $p=.001$), and they are very satisfied or satisfied with the conditions of their living place (OR = 0.173, $p<.001$).

Table 14.6

ENVIRONMENT QUALITY OF LIFE DOMAIN ITEMS BY PGSI CATEGORY

Environment	Results	PGSI category					Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Feelings of safety in daily life extremely or very much	%	3.1%	1.5%	2.9%	np	np	2.6%
	SE	1.1%†	0.4%	1.3%†			0.5%
	Lower	1.5%	0.8%	1.2%			1.8%
	Upper	6.1%	2.7%	6.9%			3.7%
Health of physical environment extremely or very much	%	3.2%	4.1%	2.8%	np	np	4.0%
	SE	1.1%†	1.2%	1.1%†			0.8%
	Lower	1.7%	2.3%	1.3%			2.7%
	Upper	6.1%	7.2%	6.0%			6.0%
Having enough money to meet needs completely or mostly	%	7.3%	8.9%	12.9%	26.5% *	np	10.0%
	SE	1.9%	1.6%	3.9%†	10.8%†		1.2%
	Lower	4.4%	6.3%	7.0%	10.8%		7.9%
	Upper	12.0%	12.5%	22.5%	51.7%		12.7%
Information needed in day-to-day life is available completely or mostly	%	2.1%	1.3%	np	np	np	1.7%
	SE	0.9%†	0.4%†				0.4%
	Lower	1.0%	0.7%				1.1%
	Upper	4.7%	2.4%				2.6%
Opportunity for leisure activities completely or mostly	%	16.5%	11.7%	24.9%	35.3% **	np	15.2%
	SE	3.0%	1.6%	6.1%	10.3%		1.4%
	Lower	11.5%	8.9%	14.9%	18.4%		12.6%
	Upper	23.2%	15.1%	38.5%	56.8%		18.3%
Satisfied or very satisfied with living place conditions	%	93.2%	93.4%	91.3%	71.1% **	82.0%	92.2%
	SE	1.9%	1.3%	4.2%	10.5%	10.8%	1.1%
	Lower	88.4%	90.4%	78.7%	47.5%	51.9%	89.7%
	Upper	96.1%	95.6%	96.7%	87.0%	95.0%	94.1%
Satisfied or very satisfied with access to health services	%	82.4%	82.3%	86.7%	73.7%	55.9% *	82.1%
	SE	2.8%	1.8%	3.9%	7.4%	13.6%	1.4%
	Lower	76.3%	78.5%	77.0%	57.0%	30.1%	79.3%
	Upper	87.2%	85.5%	92.7%	85.5%	78.9%	84.7%
Satisfied or very satisfied with transport	%	85.9%	89.2%	88.4%	82.1%	65.9% **	87.8%
	SE	2.8%	1.7%	2.8%	6.4%	13.1%	1.3%
	Lower	79.6%	85.5%	81.7%	66.0%	38.2%	85.1%
	Upper	90.5%	92.1%	92.8%	91.5%	85.8%	90.1%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

* p<0.01

† 30% < RSE <50%

Source: Survey sections E and I

14.7 Quality of life scores

Table 14.7 displays the mean WHO-QoL-BREF domain scores (sum of all items in a domain) and total score (total of all domains) by PGSI categories. Compared to non-problem gamblers, problem gamblers reported lower scores on the Physical Health domain (*p=.025*), Psychological Health domain (*p=.013*), Social Relationships domain (*p=.036*), Environment domain (*p=.008*), and total scale (*p=.010*). Compared to non-problem gamblers, moderate risk gamblers reported lower scores on the Physical Health domain (*p<.001*), Psychological Health domain (*p=.002*), Social Relationships domain (*p=.007*), Environment domain (*p<.001*), and total scale (*p<.001*).

Table 14.7

AVERAGE WHO-QOL-BREF AND TOTAL SCORES BY PGSI CATEGORIES

WHO-QoL	Results	PGSI category					Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Physical Health	Mean	6.10	6.14	6.03	5.56 **	5.14 *	7.06
	SE	0.06	0.04	0.16	0.18	0.40	0.05
	Lower	5.98	6.06	5.72	5.21	4.35	6.97
	Upper	6.23	6.22	6.34	5.92	5.93	7.16
Psychological Health	Mean	7.10	7.13	7.03	6.12 **	6.10 *	6.09
	SE	0.09	0.06	0.16	0.28	0.46	0.03
	Lower	6.92	7.02	6.71	5.57	5.20	6.02
	Upper	7.28	7.24	7.36	6.66	6.99	6.16
Social Relationships	Mean	2.85	2.92	2.83	2.62 **	2.39 *	2.88
	SE	0.05	0.03	0.07	0.11	0.25	0.02
	Lower	2.75	2.87	2.69	2.42	1.90	2.83
	Upper	2.94	2.98	2.97	2.83	2.88	2.92
Environment	Mean	8.32	8.43	8.32	7.55 **	6.98 **	8.34
	SE	0.07	0.05	0.12	0.20	0.55	0.04
	Lower	8.18	8.33	8.08	7.15	5.91	8.27
	Upper	8.46	8.53	8.55	7.95	8.06	8.42
WHO-QoL-BREF Total score	Mean	25.54	25.78	25.39	23.00 **	21.55 *	25.53
	SE	0.23	0.15	0.51	0.69	1.64	0.13
	Lower	25.09	25.49	24.39	21.65	18.33	25.29
	Upper	25.98	26.08	26.38	24.35	24.77	25.78

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

* p<0.01

Source: Survey sections E and I

14.8 Quality of life: multivariate analyses

In this section, we employ the unweighted data from the subsample of respondents administered the supplementary survey to answer the following question:

- to what degree does quality of life contribute to problem gambling above and beyond socio-demographic factors?

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by quality of life scores after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, quality of life scores explained a significant additional proportion of variance in PGSI problem gambling severity ($p<.001$). Specifically, PGSI problem gambling severity was significantly predicted by scores on the Environment domain ($p=.022$), Psychological Health domain ($p=.032$), and Social Relationships domain ($p=.048$).

Table 14.8

QUALITY OF LIFE: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI		β
			Lower	Upper	
Step 1: PGSI					
(Constant)	1.172**	.381	.425	1.920	...
Gender	-.130	.093	-.312	.053	-.036
Age	-.011**	.003	-.018	-.005	-.109
Dependent children in household	.248*	.105	.043	.454	.068
Living with partner	.056	.098	-.136	.248	.015
Currently in paid employment (ft, pt, or casual)	.064	.104	-.141	.268	.018
Annual income	-.150	.116	-.378	.077	-.035
Country of birth	.016	.132	-.244	.275	.003
Australian as cultural identity	-.097	.168	-.426	.232	-.014
Secondary school completed	-.166	.087	-.337	.006	-.048
R^2 = .013, Degrees of Freedom = 9, 1698					
Step 2: Quality of life					
(Constant)	3.814**	.512	2.811	4.818	...
Gender	-.114	.092	-.295	.067	-.032
Age	-.012**	.003	-.018	-.005	-.111
Dependent children in household	.287**	.104	.083	.491	.079
Living with partner	-.096	.100	-.292	.101	-.026
Currently in paid employment (ft, pt, or casual)	.002	.105	-.205	.208	.000
Annual income	-.043	.115	-.269	.184	-.010
Country of birth	.016	.130	-.240	.272	.003
Australian as cultural identity	-.123	.165	-.447	.201	-.018
Secondary school completed	-.156	.086	-.325	.013	-.045
Physical Health	-.026	.043	-.110	.059	-.020
Psychological Health	-.143*	.066	-.273	-.012	-.075
Social Relationships	-.158*	.080	-.313	-.002	-.060
Environment	-.122*	.053	-.226	-.017	-.076
R^2 = .046, ΔR^2 = 0.33, Degrees of Freedom = 13, 1694					

** p ≤ .01, * p ≤ .05, R2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR2 = Difference in R2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

14.9 Chapter summary: quality of life

- Quality of life when measured only using 'Good or very good Quality of Life' did not significantly change with increasing risk of problem gambling (*p=.218*).
- Compared to non-problem gamblers, problem gamblers (OR = 0.299, *p=.026),* but not moderate risk gamblers (OR = 0.594, *p=.211*), were significantly less likely to report that their quality of life is very good or good.

- Overall health did not significantly decrease with increasing risk of problem gambling (p=*.207*).
- The risk of problem gambling significantly increased with lower ability to get around (p=*.015*), lower satisfaction with sleep (p=*.009*), lower satisfaction with ability to perform daily living activities (p=*.044*), and lower satisfaction with capacity for work (p=*.015*).
- Risk of problem gambling also significantly increased with physical pain preventing people from doing what they need to do (p=*.008*).
- Compared to non-problem gamblers, problem gamblers were significantly less likely to report they are very satisfied or satisfied with themselves (OR = 0.252, p=*.010*), or they have had negative feelings rarely or none of the time (OR = 0.310, p=*.034*).
- Problem gamblers were significantly less likely to report that they are very satisfied or satisfied with their personal relationships (OR = 0.159, p<*.001*), or they are very satisfied or satisfied with the support they get from their friends (OR = 0.144, p<*.001*).
- The risk of higher gambling severities significantly increased with lower safety in daily life (p<*.001*), lower health in the physical environment (p=*.023*), not having enough money to meet needs (p=*.001*), lower availability of information needed in day-to-day life (p=*.001*), lower opportunity for leisure activities (p =*.001*), and lower satisfaction with living place conditions (p=*.004*).
- Compared to non-problem gamblers, problem gamblers reported lower scores on the Physical Health domain (p=*.025*), Psychological Health domain (p=*.013*), Social Relationships domain (p=*.036*), Environment domain (p=*.008*), and total scale (p=*.010*).

Chapter 15

Substance use

Respondents administered the supplementary survey (*n*=2043) were required to report on their patterns of smoking, alcohol, and drug use in the previous three months (see Chapter 3.3, Section J). The chapter concludes with a multivariate analysis that explores the degree to which smoking, alcohol use, and substance use contribute to problem gambling above and beyond socio-demographic factors.

15.1 Substance use: smoking

Respondents reported on their frequency of use of tobacco products (for example, cigarettes, chewing tobacco, cigars — see Table 15.1). The results revealed that smoking significantly increased with increasing risk of problem gambling (*p=.002*). Compared to non-problem gamblers, problem gamblers (OR = 3.002, *p=.037*), but not moderate risk gamblers (OR = 1.187, *p=.743*), were more likely to use tobacco products daily or almost daily.

Table 15.1

FREQUENCY OF USE OF TOBACCO PRODUCTS BY PGSI CATEGORY

Frequency of use	Results	PGSI category					Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Not at all or less than weekly	%	88.1%	77.3%	69.8%	74.0%	np	78.5%
	SE	2.3%	2.1%	4.6%	10.3%		1.6%
	Lower	82.9%	72.8%	60.1%	49.8%		75.2%
	Upper	91.9%	81.2%	77.9%	89.1%		81.4%
Daily or almost daily	%	11.9%	22.7%	30.2%	26.0%	46.9% *	21.5%
	SE	2.3%	2.1%	4.6%	10.3%†	13.4%	1.6%
	Lower	8.1%	18.8%	22.1%	10.9%	23.5%	18.6%
	Upper	17.1%	27.2%	39.9%	50.2%	71.7%	24.8%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

† 30% < RSE <50%

* p<0.05

Source: Survey sections E and J

15.2 Substance use: alcohol use

Respondents reported on the frequency of alcohol use — see Table 15.2. The results revealed that alcohol use did not significantly increase with increasing risk of problem gambling (*p=.749*). Compared to non-problem gamblers, problem gamblers (OR = 1.481, *p=.597*) and moderate risk gamblers (OR = 1.533, *p=.255*) were no more likely to drink alcohol daily or almost daily.

Table 15.2

FREQUENCY OF USE OF ALCOHOL USE BY PGSI CATEGORY

Frequency of use	Results	PGSI category Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
Not at all or less than weekly	%	81.5%	83.5%	84.8%	76.7%	77.3%	82.8%
	SE	2.3%	1.5%	4.0%	6.5%	12.9%	1.2%
	Lower	76.4%	80.3%	75.3%	61.8%	44.5%	80.4%
	Upper	85.6%	86.2%	91.0%	87.0%	93.5%	85.0%
Daily or almost daily	%	18.5%	16.5%	15.2%	23.3%	np	17.2%
	SE	2.3%	1.5%	4.0%	6.5%		1.2%
	Lower	14.4%	13.8%	9.0%	13.0%		15.0%
	Upper	23.6%	19.7%	24.7%	38.2%		19.6%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

Source: Survey sections E and J

Respondents were also required to complete the AUDIT-3, which is comprised of the third item of the AUDIT-10. This item requires respondents to indicate how frequently they have six or more drinks containing alcohol on one occasion. A response of not at all or less than monthly indicates non-hazardous drinking, while a response of monthly, weekly, or daily or almost daily indicates probable hazardous drinking. Overall, 33 per cent of the Tasmanian population reported probable hazardous drinking. Probable hazardous drinking significantly increased with increasing risk of problem gambling ($p<.001$). However, compared with non-problem gamblers, problem gamblers (OR = 0.643, $p=.431$) and moderate risk gamblers (OR = 1.152, $p=.695$) were no more likely to report probable hazardous drinking.

Table 15.3

AUDIT-3 PROBABLE HAZARDOUS DRINKING BY PGSI CATEGORY

Result	PGSI category Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
%	20.0%	34.9%	47.9%	31.8%	45.5%	33.0%
SE	3.2%	2.3%	5.6%	7.5%	13.8%†	1.8%
Lower	14.5%	30.6%	37.2%	19.1%	21.9%	29.7%
Upper	26.9%	39.5%	58.8%	47.9%	71.3%	36.6%

† 30% < RSE <50%

Source: Survey sections E and J

15.3 Substance use: any drug (excluding smoking and alcohol)

Respondents reported on the frequency of drug use other than smoking and alcohol use (including cannabis, cocaine, amphetamine-type stimulants, inhalants, sedatives, hallucinogens, and opioids) — see Table 15.4). The results revealed that substance use (other than tobacco and alcohol) significantly increased with increasing risk of problem gambling ($p<.001$). Compared to non-problem gamblers, problem gamblers (OR = 9.944, $p<.001$) and moderate risk gamblers (OR = 3.345, $p=.006$) were more likely to indicate that they had used a substance other than tobacco or alcohol in the previous three months.

Table 15.4

USE OF ANY DRUG (EXCLUDING SMOKING AND ALCOHOL) IN THE PREVIOUS THREE MONTHS BY PGSI CATEGORY

Result	PGSI category					
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
%	11.1%	14.9%	13.1%	36.9% **	63.5% **	15.3%
SE	2.3%	1.9%	3.3%	10.0%	12.6%	1.4%
Lower	7.4%	11.5%	7.9%	20.1%	37.5%	12.7%
Upper	16.4%	19.0%	21.1%	57.7%	83.5%	18.3%

** p<0.01

Source: Survey sections E and J

15.4 Substance use: multivariate analyses

In this section, we employ the unweighted data from the subsample of respondents administered the supplementary survey to answer the following question:

- to what degree do smoking, alcohol use, and substance use contribute to problem gambling above and beyond socio-demographic factors?

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by substance use after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, substance use explained a significant additional proportion of variance in PGSI problem gambling severity ($p<.001$). Specifically, PGSI problem gambling severity was significantly predicted by higher frequency of using tobacco products ($p=.001$), and any drugs other than alcohol and tobacco ($p=.024$).

Table 15.5

SUBSTANCE USE: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI		β
			Lower	Upper	
Step 1: PGSI					
(Constant)	1.173**	.381	.426	1.919	...
Gender	-.127	.093	-.310	.055	-.036
Age	-.011**	.003	-.018	-.005	-.108
Dependent children in household	.246*	.105	.040	.451	.067
Living with partner	.057	.098	-.135	.248	.015
Currently in paid employment (ft, pt, or casual)	.064	.104	-.141	.268	.018
Annual income	-.149	.116	-.377	.078	-.034
Country of birth	.015	.132	-.244	.275	.003
Australian as cultural identity	-.097	.168	-.426	.231	-.014
Secondary school completed	-.168	.087	-.339	.003	-.049
R^2 = .013, Degrees of Freedom = 9, 1701					
Step 2: Substance use					
(Constant)	.979*	.407	.181	1.776	...
Gender	-.121	.095	-.306	.065	-.034
Age	-.008*	.003	-.015	-.002	-.078
Dependent children in household	.240*	.104	.035	.445	.066
Living with partner	-.018	.098	-.212	.175	-.005
Currently in paid employment (ft, pt, or casual)	.041	.104	-.163	.245	.012
Annual income	-.115	.116	-.342	.112	-.027
Country of birth	.035	.132	-.224	.293	.006
Australian as cultural identity	-.104	.167	-.431	.223	-.015
Secondary school completed	-.141	.087	-.312	.030	-.041
In the past three months, how often have you used tobacco products?	.091**	.027	.038	.145	.085
In the past three months, how often have you used alcoholic beverages?	-.046	.030	-.105	.013	-.038
Any drug (except alcohol & tobacco) in previous 3 months?	.292*	.129	.038	.546	.056
R^2 = .026, ΔR^2 = .012, Degrees of Freedom = 12, 1698					

** p ≤ .01, * p ≤ .05, R2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR2 = Difference in R2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

15.5 Chapter summary: substance abuse

- Smoking significantly increased with increasing risk of problem gambling (*p=.002*).
- Alcohol use did not significantly increase with increasing risk of problem gambling (*p=.749*).
- Overall, 33 per cent of the Tasmanian population reported probable hazardous drinking.

- Probable hazardous drinking significantly increased with increasing risk of problem gambling ($p<.001$).
- Compared with non-problem gamblers, problem gamblers (OR = 0.643, $p=.431$) and moderate risk gamblers (OR = 1.152, $p=.695$) were no more likely to report probable hazardous drinking.
- Substance use (other than tobacco and alcohol) significantly increased with increasing risk of problem gambling ($p<.001$).

Chapter 16

Life events

Respondents administered the supplementary survey (*n*=2043) were required to identify the life events (see Chapter 3) they had experienced in the previous 12 months (Table 16.1). The chapter concludes with a multivariate analysis exploring the degree to which life events predict PGSI problem gambling severity above and beyond socio-demographic factors.

16.1 Life events and PGSI category

Reporting any life event in the previous 12 months was significantly associated with increasing risk of problem gambling (*p=.026*). However, compared to non-problem gamblers, problem gamblers (OR = 1.480, *p=.501*) and moderate risk gamblers (OR = 1.875, *p=.075*) were no more likely to report experiencing any life event in the previous 12 months.

Table 16.1

ANY LIFE EVENT IN THE PREVIOUS 12 MONTHS BY PGSI CATEGORY

Result	PGSI category					
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
%	39.4%	49.7%	51.6%	64.9%	59.3%	48.3%
SE	3.5%	2.3%	5.5%	7.9%	13.9%	1.8%
Lower	32.7%	45.2%	40.8%	48.4%	32.0%	44.8%
Upper	46.6%	54.1%	62.2%	78.5%	81.9%	51.8%

Source: Survey sections E and K

A total Life Events score (sum of endorsed life events) was created by calculating the 'life change units' for each stressful event — see Table 16.2. Compared to non-problem gamblers, moderate risk gamblers (*p=.035*), but not problem gamblers (*p=.069*), reported higher total Life Events scores.

Table 16.2

TOTAL LIFE EVENTS SCORE BY PGSI CATEGORY

Result	PGSI category					
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
Mean	29.15	37.29	41.00	59.04 *	83.62	37.27
SE	2.98	2.00	5.26	10.10	25.40†	1.63
Lower	23.32	33.37	30.68	39.22	33.81	34.07
Upper	34.98	41.20	51.33	78.85	133.43	40.46

* p<0.05

† 30% < RSE <50%

Source: Survey sections E and K

16.2 Life events: multivariate analyses

In this section, we employ the unweighted data from the subsample of respondents administered the supplementary survey to answer the following question:

- to what degree do life events contribute to problem gambling above and beyond socio-demographic factors?

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by life events after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, the number of life events experienced over the previous 12 months explained a significant additional proportion of variance in PGSI problem gambling severity (*p=.001*).

Table 16.3

LIFE EVENTS: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI		β
			Lower	Upper	
Step 1: PGSI					
(Constant)	1.176**	.381	.428	1.923	...
Gender	-.129	.093	-.312	.053	-.036
Age	-.011**	.003	-.018	-.005	-.109
Dependent children in household	.248*	.105	.042	.454	.068
Living with partner	.054	.098	-.138	.246	.015
Currently in paid employment (ft, pt, or casual)	.062	.104	-.142	.267	.018
Annual income	-.151	.116	-.379	.077	-.035
Country of birth	.019	.133	-.241	.280	.004
Australian as cultural identity	-.098	.168	-.427	.231	-.014
Secondary school completed	-.168	.087	-.339	.004	-.048
R^2 = .013, Degrees of Freedom = 9, 1697					
Step 2: Life events					
(Constant)	1.060**	.381	.312	1.808	...
Gender	-.132	.093	-.314	.050	-.037
Age	-.010**	.003	-.017	-.004	-.099
Dependent children in household	.224*	.105	.019	.430	.062
Living with partner	.024	.098	-.168	.216	.007
Currently in paid employment (ft, pt, or casual)	.051	.104	-.153	.255	.015
Annual income	-.126	.116	-.354	.102	-.029
Country of birth	.023	.132	-.237	.282	.004
Australian as cultural identity	-.111	.167	-.439	.217	-.016
Secondary school completed	-.155	.087	-.327	.016	-.045
Life events	.003**	.001	.001	.005	.085
R^2 = .020, ΔR^2 = .007, Degrees of Freedom = 10, 1696					

** p ≤ .01, * p ≤ .05, R2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR2 = Difference in R2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

16.3 Chapter summary: life events

- Reporting any life event in the previous 12 months was significantly associated with increasing risk of problem gambling (*p=.026*).
- Compared to non-problem gamblers, problem gamblers (OR = 1.480, *p=.501*) and moderate risk gamblers (OR = 1.875, *p=.075*) were no more likely to report experiencing any life event in the previous 12 months.

Chapter 17

Physical health

Respondents administered the supplementary survey (*n*=2043) were required to report on their physical health, health conditions, weight and height. The chapter concludes with a multivariate analysis exploring the degree to which self-reported physical health, health conditions, and obesity predict PGSI problem gambling severity above and beyond socio-demographic factors.

17.1 Physical health: self-reported

The self-reported physical health of respondents is presented in Table 17.1. The results revealed that 34 per cent of people reported that their health was very good, 15 per cent reported that their health was excellent, and 6 per cent reported that their health was poor.

Table 17.1

PHYSICAL HEALTH FOR TASMANIANS

Result	Poor	Fair	Good	Very Good	Excellent
%	5.8%	18.3%	26.1%	34.4%	15.4%
SE	1.0%	1.5%	1.5%	1.7%	1.2%
Lower	4.2%	15.6%	23.3%	31.1%	13.2%
Upper	8.0%	21.3%	29.1%	37.8%	18.0%

Source: Survey section L

The proportion of people reporting the status of their physical health is displayed in Table 17.2. The results revealed that self-reported health significantly decreased with increasing risk of problem gambling (*p=.018*). Compared to non-problem gamblers, problem gamblers (OR = 3.385, *p=.022*), but not moderate risk gamblers (OR = 2.154, *p=.073*), were significantly less likely to report excellent or very good self-reported health.

Table 17.2

PHYSICAL HEALTH BY PGSI CATEGORY

Frequency	Results	PGSI category					Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
Good or very good or excellent	%	80.6%	77.1%	67.9%	61.0%	49.9% *	76.0%
	SE	2.9%	2.1%	5.6%	10.0%	13.7%	1.6%
	Lower	74.2%	72.9%	56.1%	40.7%	25.3%	72.6%
	Upper	85.6%	80.9%	77.8%	78.1%	74.6%	79.0%
Fair or poor	%	19.4%	22.9%	32.1%	39.0%	50.1%	24.0%
	SE	2.9%	2.1%	5.6%	10.0%	13.7%	1.6%
	Lower	14.4%	19.1%	22.2%	21.9%	25.4%	21.0%
	Upper	25.8%	27.1%	43.9%	59.3%	74.7%	27.4%

* p<0.01

Source: Survey sections E and L

17.2 Physical health: health conditions

People identified the health conditions they had experienced in the previous 12 months (Table 17.3). Findings suggested that high blood pressure or high cholesterol (27 per cent) was the most frequently reported, followed by a physical disability (23 per cent), and lung conditions including asthma (16 per cent). The physical health conditions that were significantly associated with increasing risk of higher gambling severities were physical disability ($p=.003$), and lung conditions including asthma ($p=.05$). Compared to non-problem gamblers, problem/moderate risk gamblers were significantly more likely to report a physical disability that affected day-to-day life (OR = 0.610, $p<.001$).

Table 17.3

HEALTH CONDITIONS IN THE PREVIOUS 12 MONTHS BY PGSI CATEGORY

Health condition	Results	PGSI category				Gambling generally
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk/ problem gambler	
Heart condition, including heart/angina attacks	%	7.6%	4.7%	3.6%	5.7%	5.4%
	SE	2.2%	0.7%	1.4%†	2.2%†	0.7%
	Lower	4.2%	3.5%	1.7%	2.6%	4.2%
	Upper	13.3%	6.1%	7.5%	12.0%	6.8%
High blood pressure or high cholesterol	%	24.6%	26.6%	30.3%	23.5%	26.5%
	SE	2.7%	1.8%	4.4%	5.6%	1.4%
	Lower	19.7%	23.2%	22.4%	14.3%	23.9%
	Upper	30.3%	30.3%	39.7%	36.0%	29.3%
Diabetes	%	7.0%	6.3%	5.4%	np	6.5%
	SE	1.4%	0.8%	1.7%†		0.7%
	Lower	4.6%	4.8%	2.9%		5.3%
	Upper	10.4%	8.1%	10.0%		7.9%
Cancer	%	4.9%	2.2%	np	np	2.6%
	SE	1.7%†	0.5%			0.5%
	Lower	2.5%	1.4%			1.8%
	Upper	9.4%	3.3%			3.8%
Stroke or similar	%	np	1.7%	np	np	1.5%
	SE		0.5%			0.4%
	Lower		1.0%			0.9%
	Upper		3.1%			2.4%
Lung conditions including asthma	%	12.5%	15.4%	28.7%	19.3%	16.4%
	SE	2.8%	1.8%	6.2%	8.5%†	1.5%
	Lower	7.9%	12.3%	18.3%	7.5%	13.7%
	Upper	19.0%	19.2%	42.1%	41.2%	19.6%
A physical disability that affects your day-to-day life	%	24.6%	20.3%	26.1%	44.9% **	23.1%
	SE	2.9%	1.7%	4.8%	8.0%	1.4%
	Lower	19.4%	17.1%	17.8%	30.2%	20.4%
	Upper	30.7%	23.9%	36.6%	60.5%	26.1%

np Data not available due to insufficient responses or breaching Relative Standard Error criteria, but included in totals where applicable, unless otherwise indicated.

** p<0.01

† 30% < RSE <50%

Source: Survey sections E and L

A Chronic Health index was created by summing the number of chronic health conditions reported by each respondent (Table 17.4). Chronic Health indices were not significantly different when non-problem gamblers were compared with problem gamblers (*p=.338*), or with moderate risk gamblers (*p=.097*).

Table 17.4
CHRONIC HEALTH INDEX BY PGSI CATEGORY

Result	PGSI category: Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
Mean	0.82	0.77	0.94	1.06	1.02	0.82
SE	0.07	0.04	0.09	0.17	0.25	0.03
Lower	0.69	0.69	0.76	0.73	0.52	0.75
Upper	0.95	0.85	1.11	1.40	1.51	0.88

Source: Survey sections E and L

17.3 Physical health: Body Mass Index

Respondents were required to report their height and weight so that their Body Mass Index (BMI) could be calculated. The results for Tasmanians as a whole revealed that 37 per cent of people were classified as overweight, 37 per cent were classified as normal weight, 25 per cent were classified as obese, and only 1 per cent were classified as underweight — see Table 17.5.

Table 17.5
BMI CATEGORY FOR TASMANIANS

Result	Underweight	Normal weight	Overweight	Obesity
%	1.3%	36.8%	37.4%	24.5%
SE	0.4%†	1.8%	1.8%	1.5%
Lower	0.8%	33.3%	34.0%	21.7%
Upper	2.2%	40.5%	40.9%	27.6%

† 30% < RSE <50%

Source: Survey sections E and L

The mean BMI for each PGSI category is displayed in Table 17.6. Compared to non-problem gamblers, moderate risk gamblers (*p=.050*), but not problem gamblers (*p=.460*), reported significantly higher average BMIs.

Table 17.6
MEAN BMI BY PGSI CATEGORY

Result	PGSI category: Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
Mean	26.54	27.28	27.05	29.05	29.37	27.19
SE	0.59	0.23	0.44	0.88	2.83	0.21
Lower	25.38	26.82	26.19	27.33	23.83	26.78
Upper	27.71	27.73	27.90	30.77	34.91	27.59

* p<0.05

Source: Survey sections E and L

Table 17.7 displays the proportion of respondents in each BMI category by PGSI category. The results revealed that BMI significantly increased with increasing risk of higher gambling severities (*p=.015*). However, compared to non-problem gamblers, problem/moderate risk gamblers were no more likely to be classified as overweight or obese (OR = 1.887, *p=.061*).

Table 17.7

BMI CATEGORIES IN THE PREVIOUS 12 MONTHS BY PGSI CATEGORY

BMI category	Results	PGSI category				
		Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk/ problem gambler	Gambling generally
Underweight or normal weight	%	47.8%	36.4%	36.1%	23.3%	38.2%
	SE	3.8%	2.3%	5.5%	5.9%	1.8%
	Lower	40.5%	32.0%	26.1%	13.8%	34.7%
	Upper	55.3%	41.1%	47.4%	36.6%	41.9%
Overweight	%	31.3%	39.4%	40.2%	35.3%	37.5%
	SE	3.2%	2.3%	5.5%	7.1%	1.8%
	Lower	25.5%	34.9%	30.1%	22.8%	34.1%
	Upper	37.8%	44.0%	51.2%	50.1%	41.0%
Obese	%	20.8%	24.2%	23.7%	41.5%	24.3%
	SE	3.1%	1.9%	4.1%	8.2%	1.5%
	Lower	15.4%	20.7%	16.7%	26.7%	21.5%
	Upper	27.7%	28.0%	32.6%	57.9%	27.4%

Source: Survey sections E and L

17.4 Physical health: multivariate analyses

In this section, we employ the unweighted data from the subsample of respondents administered the supplementary survey to answer the following question:

- to what degree do self-reported physical health, health conditions, and obesity contribute to problem gambling above and beyond socio-demographic factors?

A hierarchical regression analysis was employed to examine the prediction of PGSI problem gambling severity by self-reported physical health, health conditions, and obesity after controlling for socio-demographic characteristics. After taking the influence of socio-demographic characteristics into account, these physical health factors explained a significant additional proportion of variance in PGSI problem gambling severity (*p=.001*). Specifically, PGSI problem gambling severity was significantly predicted only by lower ratings of self-reported physical health (*p=.011*).

Table 17.8

PHYSICAL HEALTH: MULTIVARIATE ANALYSES

	Coefficient	SE	95% CI		β
			Lower	Upper	
Step 1: PGSI					
(Constant)	1.185**	.399	.402	1.968	...
Gender	-.119	.097	-.310	.072	-.033
Age	-.012**	.003	-.018	-.005	-.111
Dependent children in household	.243*	.109	.029	.456	.065
Living with partner	.089	.102	-.112	.289	.023
Currently in paid employment (ft, pt, or casual)	.057	.109	-.155	.270	.016
Annual income	-.157	.120	-.392	.078	-.036
Country of birth	.014	.137	-.254	.282	.003
Australian as cultural identity	-.116	.174	-.457	.225	-.017
Secondary school completed	-.163	.091	-.341	.014	-.047
R^2 = .014, Degrees of Freedom = 9, 1616					
Step 2: Physical health					
(Constant)	.542	.463	-.367	1.451	...
Gender	-.119	.097	-.309	.072	-.032
Age	-.013**	.003	-.019	-.006	-.120
Dependent children in household	.218*	.109	.004	.431	.059
Living with partner	.079	.102	-.122	.279	.021
Currently in paid employment (ft, pt, or casual)	.010	.110	-.206	.226	.003
Annual income	-.130	.120	-.365	.106	-.030
Country of birth	.043	.136	-.225	.311	.008
Australian as cultural identity	-.118	.174	-.459	.223	-.017
Secondary school completed	-.166	.090	-.344	.011	-.047
Over the past 12 months, would you say that in general your physical health has been…?	.119*	.047	.028	.210	.075
Chronic Illness Index	.018	.054	-.087	.123	.010
Body Mass Index score	.016	.008	-.001	.032	.048
R^2 = .024, ΔR^2 = .010, Degrees of Freedom = 12, 1613					

** p ≤ .01, * p ≤ .05, R2 = Amount of variation in the dependent variable model (this analysis) explains, ΔR2 = Difference in R2 between step 1 and 2, Coefficient = Unstandardised coefficients of predictor variables, SE = Standard errors of unstandardised coefficients, β = Standardised coefficients of predictor variables.

17.5 Chapter summary: physical health

- an estimated 34 per cent of the population reported that their health was very good, 15 per cent reported that their health was excellent, and 6 per cent reported that their health was poor.
- Self-reported health significantly decreased with increasing risk of problem gambling (*p=.018*).
- The physical health conditions that were significantly associated with increasing risk of higher gambling severities were physical disability (*p=.003*), and lung conditions including asthma (*p=.05*).
- 37 per cent of people were classified as overweight, 37 per cent were classified as normal weight, 25 per cent were classified as obese, and only 1 per cent were classified as underweight.
- BMI significantly increased with increasing risk of higher gambling severities (*p=.015*).

Chapter 18

Financial difficulties

This chapter presents an analysis of financial difficulties experienced by Tasmanian adults in the previous 12 months. The chapter reports:

- missed, skipped or avoided payments;
- behaviour to obtain additional money; and
- gambling related debts.

Respondents completing the supplementary survey (*n*=2043) were asked a series of questions relating to financial difficulties and gambling debt.

18.1 Financial difficulties: missed, skipped or avoided payments

Respondents were required to indicate how often they missed, skipped or avoided certain payments in the previous 12 months. Table 18.1 displays the proportion of people who reported never or rarely (as opposed to sometimes, often, or very often) missing each type of payment. The results revealed that the most common missed payments sometimes, often, or very often were bills such as electricity, gas, car registration or phone (4.9%), money borrowed from family or friends (4.3%), and credit cards or other loans (4.1%).

Table 18.1

PROPORTION OF TASMANIANS WHO NEVER OR RARELY MISSED, SKIPPED OR AVOIDED PAYMENTS

Type of payment	%	SE	Lower	Upper
Rent or mortgage	97.9%	0.7%	96.0%	98.9%
Bills such as electricity, gas, car registration or phone	95.1%	0.9%	93.1%	96.6%
Credit cards or other loans	95.9%	0.9%	93.7%	97.4%
Food, groceries, or small household items	97.5%	0.5%	96.2%	98.3%
Medical expenses (e.g., doctor, dentist, medicine)	98.5%	0.5%	97.1%	99.2%
Taxes or fines (e.g., speeding, parking, tolls)	97.4%	0.7%	95.5%	98.5%
Money borrowed from family or friends	95.7%	0.9%	93.5%	97.2%

Source: Survey sections M

The proportion of Tasmanians that sometimes, often or very often missed, skipped, or avoided any type of payment by PGSI category is reported in Table 18.2. The results revealed that missing, skipping, or avoiding any type of payment sometimes, often or very often significantly increased with increasing risk of problem gambling (*p=.002*). Compared to non-problem gamblers, problem gamblers (OR = 8.310, *p=.001*), but not moderate risk gamblers (OR = 1.891, *p=.167*), were significantly more likely to report that they missed, skipped, or avoided any payment sometimes, often, or very often.

Table 18.2

PROPORTION OF TASMANIANS WHO HAVE SOMETIMES, OFTEN OR VERY OFTEN MISSED, SKIPPED OR AVOIDED ANY TYPE OF PAYMENT BY PGSI CATEGORY

Result	PGSI category					
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
%	8.3%	9.7%	17.5%	16.9%	47.1% **	11.0%
SE	2.4%	1.7%	5.3%†	6.0%†	13.7%	1.3%
Lower	4.6%	6.9%	9.3%	8.1%	23.3%	8.6%
Upper	14.5%	13.4%	30.5%	31.9%	72.3%	13.9%

** p<0.01

† 30% < RSE <50%

Source: Survey sections E and M

The number of payments missed, skipped, or avoided sometimes, often or very often, was calculated for each respondent (Table 18.3). The number of missed payments sometimes, often or very often did not significantly differ between non-problem gamblers and moderate risk gamblers (*p=.328*).

Table 18.3

NUMBER OF TYPES OF PAYMENTS MISSED, SKIPPED OR AVOIDED SOMETIMES, OFTEN OR VERY OFTEN BY PGSI CATEGORY

Result	PGSI category					
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
%	0.13	0.19	0.39	0.32	np	0.22
SE	0.04†	0.04	0.15†	0.13†		0.03
Lower	0.06	0.11	0.09	0.07		0.15
Upper	0.20	0.27	0.68	0.57		0.28

† 30% < RSE <50%

Source: Survey sections E and M

18.2 Financial difficulties: engaging in behaviour designed to obtain additional money

Respondents were required to indicate how often they engaged in particular behaviours designed to obtain additional money in the previous 12 months. Table 18.4 displays the proportion of people who reported never or rarely (as opposed to sometimes, often, or very often) engaging in each behaviour. The results revealed that the most common behaviours sometimes, often, or very often engaged in to obtain additional money were relying upon credit cards and other forms of credit to meet household expenses (11.7%), and seeking financial help from family and friends (7.3%).

Table 18.4

PROPORTION OF TASMANIANS WHO NEVER OR RARELY ENGAGED IN BEHAVIOURS DESIGNED TO OBTAIN ADDITIONAL MONEY

Type of payment	%	SE	Lower	Upper
Pawned or sold something	97.5%	0.6%	96.1%	98.5%
Sought financial assistance/food from welfare organisation	98.4%	0.4%	97.4%	99.1%
Sought financial help from family/friends	92.7%	1.1%	90.3%	94.5%
Borrowed money from family members or friends without their knowledge	99.7%	0.2%	99.1%	99.9%
Engaged in acts of theft, embezzlement, fraud, or forgery	99.9%	0.1%	99.4%	100.0%
Relied upon credit cards and other forms of credit to meet household expenses	88.3%	1.1%	85.9%	90.4%

Source: Survey sections M

The proportion of the Tasmanians who sometimes, often or very often engaged in behaviours designed to obtain additional money by PGSI category is displayed in Table 18.5. The results revealed that engaging in any behaviour sometimes, often or very often, significantly increased with increasing risk of problem gambling (*p=.009*). Compared to non-problem gamblers, problem gamblers (OR = 5.738, *p=.001*), and moderate risk gamblers (OR = 2.432, *p=.019*), were significantly more likely to report that they engaged in any behaviour sometimes, often, or very often.

Table 18.5

PROPORTION OF TASMANIANS WHO HAVE SOMETIMES, OFTEN OR VERY OFTEN ENGAGED IN ANY TYPE OF BEHAVIOUR DESIGNED TO OBTAIN ADDITIONAL MONEY BY PGSI CATEGORY

Result	PGSI category					
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
%	18.7%	17.2%	22.4%	33.6% *	54.4% **	19.2%
SE	2.9%	1.8%	5.2%	8.2%	13.6%	1.5%
Lower	13.6%	14.0%	13.8%	19.8%	28.9%	16.5%
Upper	25.0%	21.1%	34.3%	51.0%	77.8%	22.2%

* p<0.01, ** p<0.05

Source: Survey sections E and M

The number of behaviours engaged in sometimes, often or very often to obtain additional money was calculated for each respondent (Table 18.6). Compared to non-problem gamblers, problem gamblers (*p=.019*), and moderate risk gamblers (*p=.033*), reported a significantly higher number of behaviours sometimes, often or very often.

Table 18.6

NUMBER OF BEHAVIOURS ENGAGED IN SOMETIMES, OFTEN OR VERY OFTEN TO OBTAIN ADDITIONAL MONEY BY PGSI CATEGORY

Result	PGSI category					
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
Mean	0.23	0.20	0.25	0.46 *	1.16 *	0.23
SE	0.04	0.02	0.06	0.12	0.41†	0.02
Lower	0.15	0.15	0.14	0.23	0.36	0.20
Upper	0.31	0.25	0.36	0.69	1.96	0.27

* p<0.05

† 30% < RSE <50%

Source: Survey sections E and M

18.3 Financial difficulties: gambling-related debts

Respondents were asked to indicate if they currently had any gambling-related debts. Overall, only five respondents (0.3 per cent of the sample) reported that they had gambling-related debts. Of these five respondents, four were classified within the problem gambling range on the PGSI, and one was classified as within the moderate risk gambling range on the PGSI. Two respondents estimated their gambling debt to be less than $5,000, one estimated between $5,000 and $10,000, one estimated between $30,000 and $50,000, and one estimated between $50,000 and $100,000.

18.4 Chapter summary: financial difficulties

- Missing, skipping, or avoiding any type of payment sometimes, often or very often significantly increased with increasing risk of problem gambling (*p=.002*).
- Engaging in any behaviour designed to obtain additional money sometimes, often or very often significantly increased with increasing risk of problem gambling (*p=.009*).

Chapter 19

Age of onset

This chapter presents an analysis of the age of gambling onset for Tasmanian adults.

Respondents administered the supplementary survey (*n*=2043) were required to indicate the age at which they first bet or gambled for money (excluding sweeps) — see Table 19.1. The mean age at which Tasmanians first gambled was 22 years. The age of onset of gambling was not significantly different between non-problem gamblers and problem gamblers (*p=.376*), or between non-problem gamblers and moderate risk gamblers (*p=.111*).

Table 19.1

AGE OF FIRST GAMBLE BY PGSI CATEGORY

Result	PGSI category					
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	Gambling generally
Mean	19.98	22.94	22.84	20.43	20.06	22.36
SE	0.41	0.42	1.00	1.51	3.21	0.33
Lower	19.17	22.11	20.87	17.46	13.76	21.72
Upper	20.79	23.76	24.80	23.40	26.37	23.00

Source: Survey sections E and N

Chapter 20

Family member with problem gambling issue

This chapter presents an analysis of family member problem gambling for Tasmanian adults in the previous 12 months.

Respondents administered the supplementary survey (*n*=2043) were required to indicate whether they had a family member with an issue with gambling (Table 20.1). Overall, 7 per cent of Tasmanians believed that a family member may be at risk of having or developing a gambling problem. These figures contrast with 12.2 per cent of respondents in the 2005 study, and 12.8 per cent of respondents in the 2008 study who reported that a family member had a serious gambling problem. Overall, having a family member with a gambling problem was not significantly associated with increasing risk of problem gambling (*p=.285*). Compared to non-problem gamblers, problem/moderate risk gamblers were no more likely to think a family member had an issue with their gambling (OR = 0.431, *p=.085*).

Table 20.1

FAMILY MEMBER WITH PROBLEM GAMBLING ISSUE BY PGSI CATEGORY

Result	PGSI category					Gambling generally
	Non-gambling	Non-problem gambling	Low risk gambling	Moderate risk gambling	Problem gambling	
%	7.1%	5.5%	10.7%	11.9%	6.7%	7.1%
SE	2.2%†	1.3%	4.6%†	4.6%†	1.1%	2.2%†
Lower	3.8%	3.5%	4.5%	5.4%	4.9%	3.8%
Upper	12.9%	8.7%	23.4%	24.1%	9.2%	12.9%

† 30% < RSE <50%

Source: Survey sections E and O

Chapter 21

Help-seeking

Respondents administered the supplementary survey (*n*=2043) were required to indicate whether they had tried to get any sort of help, including informal help from a friend or more formally from a help professional, for problems related to their own gambling in the previous 12 months. Overall, only 11 respondents (0.5 per cent of the Tasmanians) reported that they had tried to get some sort of help for their own gambling. Of these, two respondents were currently classified as non-gamblers, three were currently classified within the non-problem gambling range on the PGSI, and six were classified within the problem gambling range on the PGSI.

Respondents administered the supplementary survey were required to indicate whether they had tried to get any sort of help, including informal help from a friend or more formally from a help professional, for problems related to someone else's gambling in the previous 12 months. Overall, only 39 respondents (2.2 per cent of the Tasmanians) reported that they had tried to get some sort of help for someone else's gambling. Of these, five respondents were classified as non-gamblers, 20 were classified within the non-problem gambling range on the PGSI, nine were classified within the low risk gambling range on the PGSI, four were classified within the moderate risk gambling range on the PGSI, and one was classified within the problem gambling range on the PGSI.

Due to these very small respondent numbers, it is not possible to report any of the individual estimates.

Appendix A

Survey implementation

A.1 Data collection

Data collection comprised, in effect, two separate telephone surveys. The first consisting of 3,041 telephone interviews spread across the eight selected local government areas (LGAs). The second consisting of a random sample of 1,259 Tasmanians aged 18 years or older throughout the rest of Tasmania, bringing the total number of completed surveys to 4,303, as shown in Table A.1. The 'rest of state' sample provides an over-arching control group, and allows for further analysis should any of the eight selected LGAs show any anomalous traits.

Table A.1

TOTAL INTERVIEWS ACHIEVED

Component	n=
Brighton	400
Break O'Day	342
Glenorchy	400
Devonport	400
Circular Head	301
Launceston	400
Sorell	401
Clarence	400
Subtotal LGAs	**3,044**
Rest of state	**1,259**
Total	**4,303**

Source: The Social Research Centre

A number of factors were taken into consideration when designing the sample:

- LGA socioeconomic status (SEIFA rank and decile);
- EGM density within each LGA; and
- the number of households within each LGA that were likely to be contactable using Random Digit Dialing (RDD) of landlines, or 'estimated yield' (80% of households, determined by the Social Research Centre as based on similar studies).

In order to address these factors, while also allowing for robust statewide estimates, the sampling structure was designed to cover eight Tasmanian LGAs, with the sample in each LGA comprising the lower of 400 households, or 10 per cent of the estimated yield. The eight LGAs were selected to ensure that there was adequate coverage of both the lower and upper ends of the socioeconomic scale, as well as providing a good coverage of population sizes and EGM densities. The original recommendation included the LGA of Hobart; however, this was later substituted with Clarence (on request of the client) due to Hobart having a casino within the LGA (therefore, potentially skewing results). Table A.2 shows a summary of the characteristics of the selected LGAs.

Table A.2
SELECTED LGA CHARACTERISTICS

LGA	Region	SEIFA rank	SEIFA decile	Persons aged 18+	EGMs per person
Brighton	South East	1	1	9,548	159
Break O'Day	North	3	2	4,738	105
Glenorchy	South East	8	3	33,302	123
Devonport	North	9	4	18,213	79
Circular Head	North	17	6	5,777	116
Launceston	North	19	7	47,680	127
Sorell	South East	22	8	8,944	163
Clarence	South East	26	9	37,945	165

Source: The Social Research Centre

Where a household contained two or more residents eligible to participate in the survey, the 'next birthday' method was used to select the survey respondent.

The overall average interview length was 15.8 minutes, and the overall participation rate for the survey was 40 per cent. Refer to survey section 2.5 for more information.

All interviewing took place between 7 February and 3 March 2011.

To ensure the reported findings would be representative, survey weights were prepared. The weighting procedures followed for the 2011 study mirrored those of the 2008 prevalence study as closely as possible. This was done in order to minimise the chance that any differences in the time series estimates could be attributable to differences in the weighting procedures adopted for each survey. Details are provided in section 5.3.

A.2 Sample frame and response analysis

Sample generation

The sample generation process for the Tasmanian Gambling survey involved:

- undertaking a random selection of records from the agreed strata (as defined by local government area) from the Social Research Centre's proprietary enhanced RDD database[2] to be used as 'seed' numbers for random number generation;
- retaining the eight digit exchange prefix from the seed number (for example, 03 9557 82) and removing the last two digits;

[2] A prefix file which contains 3.3 per cent more exchange blocks that the previously used 2004 Electronic White Pages, and therefore produces a more consistently representative sample of the Tasmanian community.

- creating a new ten digit telephone number by appending a randomly generated two digit suffix to the eight digit exchange prefix; and
- 'washing' the randomly generated ten digit numbers against the latest electronic business listings to remove known business numbers.

For the 'supplementary' section of the project, the Social Research Centre utilised a sample provided by Sampleworx:

- Sampleworx offers an exchange-based, as opposed to a list-based, solution to generating working landline random digit dial numbers. The building block for the Sampleworx product is the Australian Communications and Media Authority (ACMA) exchange prefix listing (not a directory listing). All possible numbers within an exchange block are generated and tested (that is, confirmed as working or non-working phone numbers). This means that all working numbers across all ACMA exchange blocks are identified and included in the sample frame. Each number generated is assigned a 'best estimate' postcode, based on exchange district and charge zone, which can be used for *a priori* allocation of numbers to a geographic stratum.
- The main advantage of the Sampleworx approach is that it is exchange-based, and that working telephone numbers have been pre-identified, leading to a higher connection rate and improved fieldwork efficiency.

Call procedures

To help maximise the survey response rate, the call procedures included:

- making up to six calls to establish contact with each initiated phone number. Once contact had been established there was no cap on the number of additional call attempts made to seek an interview;
- controlling the spread of call attempts such that, subject to other outcomes being achieved, contact attempts were spread over weekdays from late afternoon to early evening (4.00 pm to 6.00 pm), weekdays mid to late evening (after 6pm to 8.30pm) and weekends (10.00 am to 5.00 pm). No calls were attempted outside these times, except by firm appointment.

Landline telephone coverage and non-response bias

As noted above, only fixed line telephone numbers were called as part of the sampling process. The declining use of fixed line telephones, substituted with mobile telephones, thus creates the potential for systematic non-response bias. Indeed, the Productivity Commission (2010) recently raised the issue of non-response bias arising from the use of fixed line telephone surveys to estimate the prevalence of problem gambling:

> ... problem gambling surveys are usually based on interviews over fixed line telephones. Young people — who are known to have higher risks of problem gambling (for instance, AC Nielsen 2007, p. 10) — are often out or only use mobile phones. In the NSW prevalence survey, A C Nielsen reported that there was 40 per cent under-sampling of people aged 18-24 years old. (The next highest level of understatement was around 18 per cent and related to the next age group of 25-34 year olds.) While under-sampling can be partially corrected through weighting, that still requires the strong assumption that the group of young people who are at home or do use fixed line phones are representative of those omitted from the survey.
>
> Productivity Commission 2010, p. 5.13.

The most recent published estimates regarding the prevalence of 'mobile phone only households' (ACMA 2010) contains similar estimates. The data cited by ACMA shows that 14 per cent of persons aged 18 years and over reside in mobile phone only households (that is, are not contactable via a fixed line telephone connection). The proportion of 18-24 year olds estimated to be living in 'mobile phone only households' is 33 per cent. The age group with the next highest mobile phone only prevalence is 25-34 year olds (28 per cent). The ACMA report does not provide a state or territory estimate of 'mobile phone only households', but concludes, 'the pattern of fixed line service take-up shows little variation between metropolitan and non-metropolitan respondents'.

There are no published data available on the geographic distribution of mobile phone only households across Australia. However, the findings from the 2010 National Drug Strategy Household Survey (NDSHS) allows an estimate to be made of the non-coverage bias in Tasmania arising from using a fixed line telephone methodology. The NDSHS shows that 11.1 per cent of Tasmanians aged 18 years and over live in a mobile phone only household, compared with 12.1 per cent nationally.

It is considered that this non-coverage bias is likely to lead to underestimation of the prevalence of problem gambling. This is attributable to the fact that population weighting is unable to fully address this non-coverage, as mobile phone only households display a number of characteristics that are not based simply upon age, gender and location (the variables used for weighting in this study) (Pennay 2010).

Respondent selection

Where more than one person aged 18 years or over was resident in the household, the 'next birthday' method was used to select a household member for interview.

No substitution of the selected respondent was permitted, except when the selected respondent was away for the duration of the survey at the time of initial selection.

For this research, there was no provision for multilingual interviewing as it was identified that there would be limited need for this within Tasmania, due to relatively low rates of residents with limited English skills.

Quotas

While the sample was drawn using an exchange-based generation system, which is more effective at returning an accurate location than list-based RDD generation, respondents were asked to supply their postcode or locality to ensure accuracy. The series of questions used was as follows:

> A1. Thank you. I am going to start by asking you a couple of questions about yourself, to help us group your responses with other people. First, what is the postcode where you live?
>
> 1. Postcode correct as displayed (DRAWN FROM SAMPLE)
>
> 2. Postcode incorrect/not displayed (SPECIFY)
>
> 3.(Don't know)
>
> 4. (Refused) (DISCONTINUE)
>
> *(DON'T KNOW POSTCODE) (A1=3)

A2. That's OK, which suburb or locality do you live in and we will look it up?

1. Suburb/locality (SPECIFY)

2. (Don't know) (DISCONTINUE)

3. (Refused) (DISCONTINUE)

Analysis of call outcomes

Table A.3 presents the final call results for all telephone numbers initiated. As it shows:

- reflecting the random generation process, 28.1 per cent of the 25,597 numbers initiated were unusable. This can be attributed to the use of the Sampleworx provided sample for the project (exchange-based sample generation being much more effective than traditional, list-based RDD generation);
- contact could not be established with a further 18.1 per cent of numbers during the survey period;
- Overall, 16.8 per cent of all the numbers initiated yielded an interview.

Survey participation rate

The final overall participation rate, where participation rate is defined as the number of completed interviews (4,303) divided by ∑ (completed interviews plus refusals) (10,750), was 40 per cent. This is a very positive result considering that no response maximisation techniques were used, such as sending Primary Approach Letters to all respondents and revealing the subject matter and survey sponsor in the survey introduction.

The consent rate for this research was 31 per cent. This represents the number of completed interviews as a percentage of the number of in-scope people actually contacted.

Table A.3

RESULT AT FINAL CALL ATTEMPT

Call outcome	n=	As % numbers initiated
Total numbers initiated	**25,597**	100.0%
Unusable numbers		
Telstra message/number disconnected	3,892	15.2%
Not a residential number	1,827	7.1%
Fax/modem	1,439	5.6%
Incoming call restrictions	28	0.1%
Subtotal unusable	**7,186**	**28.1%**
No Contact		
Answering machine	1,563	6.1%
No answer/engaged	3,068	12.0%
Subtotal contact not established	**4,631**	**18.1%**
Out of scope		
Non-target language/unidentified language	71	0.3%
Too old/frail/deaf/unable to do survey	779	3.0%
Not in target area/quota full/other non-interview reason	760	3.0%
No one in the house 18+	82	0.3%
Subtotal out of scope	1,692	6.6%
Unresolved contacts		0.0%
Appointment	940	3.7%
Selected respondent away for duration of survey	398	1.6%
Subtotal unresolved contacts	**1,338**	**5.2%**
Contacts		0.0%
Interview	4,303	16.8%
Household refusal	5,085	19.9%
Selected respondent refusal	1,150	4.5%
Other refusals	212	0.8%
Subtotal contacts	**10,750**	**42.0%**

Source: The Social Research Centre

Analysis of reason for refusal

An attempt was made to collect reasons for refusal from all sample members, irrespective of where in the screening or selection process they refused. These are shown in Table A.4. Refusal conversions were not undertaken for this project.

These data show that lack of interest was the most commonly cited reason for refusing to participate (52.1 per cent), followed by ‘no comment/just hung up’ (20.1 per cent), and ‘too busy’ (14.5 per cent). This is to be expected, given the constraints around how the survey can be introduced to phone answerers, without compromising measures around awareness, attitudes and beliefs.

Only a small proportion of refusals were recorded as directly attributable to failing to identify the survey sponsor in the introduction. However, it is likely that many 'not interested' and 'immediate hang up' refusals are related to the constraints around how the survey was introduced, including the expected interview duration.

Table A.4
OVERVIEW OF REASON FOR REFUSAL

Reason	n=	%
Not interested	3,258	51.4%
No comment/just hung up	1,273	20.1%
Too busy	918	14.5%
Don't trust surveys/government	167	2.6%
20 minutes is too long	137	2.2%
Never do surveys	119	1.8%
Not applicable	83	1.3%
All other	382	6.0%
Total	**6,337**	**100%**

Source: The Social Research Centre

A.3 Sub-sampling strategy

A 'sub-sampling' strategy was employed in order to maximise the data collected from the sample. Studies that do not sub-sample necessarily include many fewer constructs in order to minimise respondent drop-out due to long survey administration times.

Classification for gambling status quotas

- Non-gambler: no participation in any gambling activity in previous 12 months and 0 on PGSI;
- Non problem gambler: participation in at least one gambling activity AND 0 on PGSI;
- Low risk gambler: 1-2 on PGSI;
- Moderate risk gambler: 3-7 on PGSI; and
- Problem gambler: 8-27 on PGSI.

The strategy involved breaking the survey into two surveys: the main survey and the supplementary survey. In the main survey, all respondents were asked questions relating to core issues (that is, screening demographics, gambling participation, problem gambling severity). A sub-sample of respondents was then recruited into the supplementary survey. The supplementary survey comprised approximately 47 per cent of the overall sample and sampled all low risk, moderate risk, and problem gamblers. This survey also sampled one in three non-problem gamblers, and one in three non-gamblers.

However, it is important to note that some of the items in the supplementary survey (gambling motives, gambling triggers, patterns of gambling) were not appropriate for non-gamblers. These items were administered only to those who reported gambling in the previous 12 months. It is important to include non-problem gamblers and non-gamblers in this survey as they comprise important comparison groups for the at-risk and problem gambling groups. A summary of the sub-sampling procedure is provided below.

The sample achieved from the study is presented in Table A.5.

Table A.5
SAMPLE SURVEY

Subsample	Main survey	Supplementary survey
Non-gamblers	N = 1491	1 in 3; N = 461
Non-problem gamblers	N = 2477	1 in 3; N = 814
Low risk gamblers	N = 227	1 in 1; N = 227
Moderate risk gamblers	N = 84	1 in 1; N = 84
Problem gamblers	N = 24	1 in 1; N = 27
Subtotal EGM Gamblers	N=828	1 in 1; N = 828
TOTAL	**N=4303**	**N=2027**

Source: The Social Research Centre

Table A.6
SECTIONS ANSWERED BY RESPONDENT GROUP

Section	Respondent group
A	All
B	All
C	EGM Gamblers
D	Gamblers
E	All
F	Gamblers
G	Gamblers
H	Gamblers
I	Supplementary Survey
J	Supplementary Survey
K	Supplementary Survey
L	Supplementary Survey
M	Supplementary Survey
N	Supplementary Survey
O	Supplementary Survey
P	Supplementary Survey
Q	Supplementary Survey
T	Supplementary Survey

Note: Subsample = 1 in 3 non-gamblers, 1 in 3 non-problem gamblers and all low risk gamblers, moderate risk gamblers, problem gamblers, and EGM gamblers.

Source: The Social Research Centre

Survey duration

In terms of survey duration, the main survey (that is, not including sections I through to T) had an average duration of 8.4 minutes. The main plus supplementary survey (meaning all questions were asked) had an average duration of 24.4 minutes.

Overall, the CATI survey was administered with a length of 16 minutes on average. A breakdown of the minutes of the main survey and the supplementary survey is presented in Table A.7.

Table A.7
SURVEY LENGTH SUMMARY TABLE

Subsample	Average survey length (mins:secs)
Non-gambling	09:33
Non-problem gambling	18:12
Low risk gambling	28:11
Moderate risk gambling	27:39
Problem gambling	30:03
TOTAL	**16:00**

Source: The Social Research Centre

A.4 Interviewer briefing and quality control

Pilot testing

Piloting of the original questionnaire occurred from 20-23 January 2011. In total, 50 surveys were completed for the pilot phase of the project. Recordings were made of some of these initial interviews because it was considered that the interview length of the original questionnaire could be too long for the available budget. A group meeting to listen to some of these recorded interviews was held with members of the PGRTC and ACG. Subsequently, a revised questionnaire was agreed upon which sought to bring down the interview length considerably, and to introduce greater clarity to the questionnaire based on feedback from the interviewers and the reactions of the respondents who were recorded being interviewed. The final questionnaire incorporating all these changes is at Appendix B.

The CATI script was also thoroughly and extensively checked prior to the commencement of the fieldwork.

Interviewer training and briefing

All interviewers and supervisors selected to work on the survey attended a two hour briefing session delivered by the Social Research Centre project manager. The briefing covered all aspects of survey administration, including:

- survey context and background;
- survey procedures and sample management protocols;
- respondent selection procedures;

- strategies to gain and maintain co-operation;
- a detailed examination of the survey questionnaire, with a focus on the use of pre-coded response lists and item-specific issues; and
- comprehensive practice interviewing.

A total of 61 interviewers worked on the project.

Fieldwork quality control procedures

The in-field quality monitoring techniques applied to this project included:

- validation of each interviewer's work, in accordance with ISO 20252 standards via remote monitoring (covering the interviewer's approach and commitment gaining skills, as well as the conduct of the interview);
- field team de-briefing after the first shift, and thereafter whenever there was important information to impart in relation to data quality, consistency of interview administration, and techniques to avoid refusals;
- examination of verbatim responses to 'other specify' response categories;
- monitoring of the interview to refusal ratio by interviewer; and
- an end of survey debriefing.

A.5 Data processing

Coding

Responses recorded in 'other specify' categories were either back-coded into the existing pre-codes used during the survey, or coded into a framework of further response codes developed from the range of additional issues mentioned by survey respondents.

Output editing and data file preparation

Unweighted single level frequency counts of the responses to each question were produced, initially in draft format, at the completion of fieldwork. These were used to check structure and logic prior to data file preparation.

A fully labelled data file of key survey variables was produced in SPSS format. A number of derived variables was also calculated and provided in the SPSS file. These derived variables are standard measures used within gambling research in Australia.

Weighting

Two sets of weights were applied to the data. These weights were generated to ensure the reported findings would be representative of Tasmania's general population. The first weight was a chance of selection (design) weight, and the second was a population (post-stratification) weight.

In order to weight for chance of selection (based on household structure), the following formula was applied. Ordinarily this calculation would be run off a question asking the respondent to specify how many adults are in the household (that is, how many people would be eligible for selection). However, given that this question was not included due to interview length constraints, the chance of selection adjustment factor was estimated based on household composition.

(IF Q1=1-3, weight=0.5, IF Q1=4-6,9,10 weight=1, IF Q1=7-8 weight =0.4).

The three household structures were as follows:

- Q1=1-3: 2 **adults in the household** (Couple with no children, Couple with children still at home, Couple with children not living at home);
- Q1=4-6, 9 or 10: **1 adult in the household** (Single person household (no children), Single with children still at home, Single with children not living at home, Don't know, Refused); and
- Q1=7-8: **More than 2 adults** (Group or shared household, In some other arrangement)

Please see the questionnaire in Appendix B for question (Q1) details.

Population weights were calculated using Australian Bureau of Statistics 2006 Census Data for each of the LGAs[3] and the rest of the state, segmented by age and gender. Age groups were divided into four-year blocks, from 18-24 through to 70+, as Table A.8 shows. The 2006 Census data was used to ensure consistency with the previous round of research. All analyses presented in the various study volumes are based on weighted data unless otherwise stated.

The weighting of data results in rounding effects for the sample sizes. Percentages should be employed principally in interpreting the findings, rather than the actual numbers of respondents, as the percentages presented in this report have been processed on the figures pre-rounding and are presented to one decimal place where possible.

Many previous gambling surveys (for example, British Prevalence Survey, California Prevalence Survey) have compared estimates for the unweighted sample, to the weighted sample. The findings of this comparison identifies whether the achieved sample itself adequately represents segments of the general population. Although weighting can adjust for lower sample representation by certain population groups (e.g. younger people), this adjustment cannot adequately correct for differences between survey participants and non-participants in these groups.

[3] Manually generated by collating all 2006 Census Data by topic (Age and Gender) for each LGA. For instance, Break O'Day ABS catalog number 2068.0

Table A.8

POPULATION COUNTS

LGA	Gender	18-24	25-29	30-34	35-39	40-44	45-49	50-54	55-59	60-64	65-69	70+	Total
Break O'Day	**Male**	147	98	117	160	244	229	276	292	275	203	345	**2,386**
	Female	130	120	148	205	204	259	221	275	256	176	365	**2,359**
Brighton	**Male**	585	416	482	528	459	454	454	395	284	204	289	**4,550**
	Female	656	534	531	564	510	478	487	407	289	189	352	**4,997**
Clarence	**Male**	2,068	2,632*		1,570	1,673	1,915	1,756	1,733	1,295	1,050	2,393	**15,453**
	Female	2,007	1,239	1,552	1,701	1,840	2,053	1,838	1,779	1,432	1,163	3,262	**19,866**
Circular Head	**Male**	337	210	228	265	316	321	283	270	215	138	310	**2,893**
	Female	350	207	258	282	298	293	269	246	174	136	363	**2,876**
Devonport	**Male**	911	619	691	763	735	779	820	738	658	556	1,238	**8,508**
	Female	916	708	788	834	842	876	811	835	657	611	1,833	**9,711**
Glenorchy	**Male**	1,932	1,212	1,249	1,454	1,534	1,512	1,318	1,243	1,027	916	2,200	**15,597**
	Female	1,940	1,270	1,423	1,518	1,586	1,604	1,481	1,400	1,214	1,002	3,262	**17,700**
Launceston	**Male**	3,342	1,882	2,010	2,017	1,982	2,092	1,938	1,919	1,495	1,155	2,692	**22,524**
	Female	3,411	1,982	2,039	2,152	2,154	2,283	2,154	1,943	1,546	1,295	4,194	**25,153**
Sorell	**Male**	449	277	355	393	453	450	446	427	346	236	537	**4,369**
	Female	430	300	384	469	495	501	430	417	280	262	604	**4,572**
Rest of state	**Male**	12,991	7,490	8,613	10,075	10,915	11,781	11,074	10,898	8,624	6,812	13,894	**113,167**
	Female	12,631	7,831	9,362	10,885	11,478	12,220	11,319	10,912	8,524	6,888	17,807	**119,857**
Total		**45,233**	**26,395**	**30,230**	**35,835**	**37,718**	**40,100**	**37,375**	**36,129**	**28,591**	**22,992**	**55,940**	**396,538**

Note: * Combined due to low incidence of completed surveys achieved in these categories

Source: The Social Research Centre

Table A.9

UNWEIGHTED SURVEY PARTICIPANT COUNTS

LGA	Gender	18-24	25-29	30-34	35-39	40-44	45-49	50-54	55-59	60-64	65-69	70+	Total
Break O'Day	**Male**	5	8	7	5	10	25	19	33	33	37	41	**223**
	Female	2	3	2	10	9	10	16	17	19	10	22	**120**
Brighton	**Male**	18	9	18	13	22	22	22	34	27	25	32	**242**
	Female	7	6	7	12	20	14	11	30	19	15	15	**156**
Clarence	**Male**	22	0	8	11	16	14	32	27	29	21	70	**250**
	Female	9	1	4	9	10	7	12	19	16	23	41	**151**
Circular Head	**Male**	11	8	14	16	17	13	25	21	31	12	25	**193**
	Female	4	6	9	6	10	9	13	8	14	9	19	**107**
Devonport	**Male**	15	9	7	13	14	27	21	29	32	27	63	**257**
	Female	5	2	5	14	7	13	9	14	15	17	42	**143**
Glenorchy	**Male**	19	4	7	10	18	25	25	19	27	21	52	**227**
	Female	8	1	10	6	18	12	16	15	22	17	48	**173**
Launceston	**Male**	14	7	8	25	19	22	18	33	31	26	36	**239**
	Female	6	3	3	12	11	14	17	14	18	15	49	**162**
Sorell	**Male**	22	9	12	13	28	19	23	34	28	22	47	**257**
	Female	4	6	6	11	14	11	16	15	14	12	37	**146**
Rest of state	**Male**	53	14	18	38	51	63	78	89	87	76	166	**733**
	Female	21	10	26	25	32	52	53	59	56	48	142	**524**
Total		**245**	**106**	**171**	**249**	**326**	**372**	**426**	**510**	**518**	**433**	**947**	**4,303**

Note: * Combined due to low incidence of completed surveys achieved in these categories

Source: The Social Research Centre

Appendix B

Questionnaire

The following pages comprise the full questionnaire.

Questionnaire

Screening and introduction

*(PHONE ANSWERER)

S1 Good afternoon / evening. My name is (…) and I am calling on behalf of the Tasmanian Government from the Social Research Centre. Today we are conducting a survey on social issues within the state to help the Government prioritise resources. In order to ensure we get a good mix of responses, may I please speak to the youngest male in the household aged 18 or over? (IF NO MALES) In that case, may I please speak to the youngest female in the household aged 18 or over?
(IF NECESSARY: The information from this survey will be used by the Tasmanian Government to prioritise resources and assist in planning for various social issues which we will cover in the questionnaire. The specific topics will be revealed throughout the survey.)

1. Continue with same respondent (GO TO S3)
2. Continue with new respondent (GO TO S2)
3. Stop interview, make appointment
4. Household refusal (ATTEMPT CONVERSION / RECORD REASON) (GO TO RR1)
5. Household LOTE – (no language follow up) (GO TO ALOTE)
6. Queried about how telephone number was obtained (DISPLAY PTEL)
7. Back to SMS

*(NEW RESPONDENT) (IF S1=2)

S2 Good afternoon / evening. My name is (…) and I am calling on behalf of the Tasmanian Government from the Social Research Centre. Today we are conducting a survey on social issues within the state to help the Government prioritise resources.
(IF NECESSARY: The information from this survey will be used by the Tasmanian Government to prioritise resources and assist in planning for various social issues which we will cover in the questionnaire. The specific topics will be revealed throughout the survey.)

1. Continue (GO TO S3)
2. Stop interview, make appointment (ARRANGE CALL BACK, RECORD NAME OF SELECTED PERSON)
3. Respondent refusal (ATTEMPT CONVERSION / RECORD REASON) (GO TO RR1)
4. Respondent LOTE – (no language follow up) (GO TO ALOTE)
5. Queried about how telephone number was obtained (DISPLAY PTEL)

*(QUERIED HOW TELEPHONE NUMBER WAS OBTAINED)

PTEL Your telephone number has been chosen at random from all possible telephone numbers in your area. We find that this is the best way to obtain a representative sample of all Tasmanians for our research.

1. Snap back to previous question

*(SELECTED RESPONDENT)

S3 The information and opinions you provide will be used only for research purposes. In particular, all contact details will be removed from the data before it is provided to Government and your responses will be combined with those from other participants in this research.
While we'd prefer that you answer all questions, if there are any questions that you'd rather not answer, that's fine, just let me know.
The interview today is in two components, a screener survey then an additional set of questions. The screener survey will only take from 10-15 minutes, depending on your answers. If you qualify for the additional questions, this will take another 15 to 17 minutes..
Are you able to continue?

1. Yes, continue (GO TO S4)
2. Stop interview, make appointment (ARRANGE CALL BACK)

3. Respondent refusal (ATTEMPT CONVERSION / RECORD REASON) (GO TO RR1)

*(SELECTED RESPONDENT)

S4 My supervisor may monitor this interview for quality assurance purposes. Please tell me if you do not want this to happen.

1. Monitoring allowed
2. Monitoring not permitted

*PART 1: MAIN SURVEY

*SECTION A: SCREENER DEMOGRAPHICS

*(ALL)

A1 Thank you. I am going to start by asking you a couple of questions about yourself, to help us group your responses with other people. First, what is the postcode where you live?
POSTCODE FROM SAMPLE: (DISPLAY POSTCODE FROM SAMPLE) (POSTCODE NOT ON LOOKUP LIST TERMINATE)

1. Postcode correct as displayed
2. Postcode incorrect / not displayed (SPECIFY) (RANGE 7000 TO 7923) (GO TO QV)
3. (Don't know) (GO TO A2) (PROGRAMMER NOTE – USE SAMPLE POSTCODE FOR QV)
4. (Refused) (GO TO TERM1)

*(DON'T KNOW POSTCODE) (A1=2)

A2 That's OK, which suburb or locality do you live in and we will look it up?

1. Suburb/locality (SPECIFY)
2. (Don't know) (GO TO TERM1)
3. (Refused) (GO TO TERM1)

*(HIDDEN) (ALL)

QV QUOTA VARIABLE
*(PROGRAMMER NOTE – LOOKUP LIST TO BE PROVIDED, OR DRAW FROM SAMPLE MARKET IF NO MATCH)

1. Brighton
2. Break O'Day
3. Glenorchy
4. Devonport
5. Circular Head
6. Launceston
7. Sorell
8. Clarence
9. Rest of state

*(ALL)

A4 What is your age in years?
*(PROGRAMMER NOTE: IF MORE THAN 90, DISPLAY "UNLIKELY RESPONSE – CONFIRM")

1. Under 18 (GO TO TERM2)
2. Age given (Specify) (RANGE 18 TO 120)
3. (Refused)

*(REFUSED AGE) (A4=2)

A5 Which age group are you in?

1. 18 to 24 years
2. 25 to 29 years
3. 30 to 34 years
4. 35 to 39 years
5. 40 to 44 years
6. 45 to 49 years
7. 50 to 54 years
8. 55 to 59 years
9. 60 to 64 years
10. 65 to 69 years
11. 70 years or over
12. (Refused) (GO TO TERM1)

*(ALL)
A6 RECORD GENDER

1. Male
2. Female

*(ALL)
TS1 TIMESTAMP 1

***SECTION B: GAMBLING PARTICIPATION**

*(ALL)
B1 For the first section of this survey we will be asking some questions about gambling. I am going to start by reading a list of popular gambling activities and find out if you have played them FOR MONEY in the previous 12 months. In the last 12 months, have you …(READ OUT)?
*(STRING TEXT a-i) In the last 12 months, have you …(READ OUT)?

(STATEMENTS) (RANDOMIZE a-i)
a. Played poker machines or electronic gaming machines
b. Bet on horse or greyhound races (excluding sweeps such as for Melbourne Cup)
c. Purchased instant scratch tickets
d. Played a lottery (INTERVIEWER NOTE: such as Tattslotto, Powerball, the pools, $2 Jackpot lottery, Tatts 2, or Tatts Keno)
e. Played Keno
f. Played casino table games such as blackjack, roulette or poker
g. Played bingo
h. Bet on sporting events or other events such as TV show results, election results
i. Bet on informal private games (e.g. cards, mah-jong, snooker), (INTERVIEWER NOTE: also online or offline computer games, board games, sports)
j. Participated in any other gambling activity that I haven't mentioned (excluding raffles or sweeps)? (SPECIFY)

(RESPONSE FRAME)
1. Yes
2. No
3. (Don't know)
4. (Refused)

*****(PROGRAMMER NOTE: CREATE DUMMY VARIABLES)
*(HIDDEN) (ALL)
DV0 Gambling Status

1. (IF ANY STATEMENT B1 = 1) Gambler
2. (ALL STATEMENTS B1 = 2 OR 3 OR 4) Non Gambler

*(HIDDEN) (ALL)
DV1 EGM Gambling Status

1. (IF B1a = 1) EGM Gambler
2. (IF B1a = 2-4) NOT EGM Gambler

*(HIDDEN) (GAMBLERS) (DV0 = 1)
DV2 Gambling Activities (MULTIPLE RESPONSE ALLOWED)

1. (IF B1a = 1) Poker machines or electronic gaming machines
2. (IF B1b = 1) Horse or greyhound races (excluding sweeps)
3. (IF B1c = 1) Instant scratch tickets
4. (IF B1d = 1) Lotteries
5. (IF B1e = 1) Keno
6. (IF B1f = 1) Casino table games
7. (IF B1g = 1) Bingo
8. (IF B1h = 1) Sporting events or other events
9. (IF B1i = 1) Informal private games
10. (IF B1j = 1) [INSERT SPECIFY FROM B1J]

*(ALL)
TS2 TIMESTAMP 2

*SECTION C: EGM GAMBLING

PREC1 IF DV1= 1 (EGM GAMBLER) CONTINUE, OTHERS GO TO PRED1a

*(EGM GAMBLER) (DV1 = 1)
C1 I am now going to ask you some questions specifically about your poker machine gambling. In the last 12 months, how many times per week, per month or per year have you played POKER MACHINES...(READ OUT)?
(INTERVIEWER NOTE: This refers to number of sessions of playing poker machines, NOT number of individual machines played)
(INTERVIEWER NOTE, RECORD NUMBER OF TIMES IN APPROPRIATE CODE – ONLY NEED TO ENTER IN ONE NUMBER DEPENDING ON HOW THEY ANSWER)

(STATEMENTS)
a. In a club or hotel
b. In a casino

(RESPONSE FRAME)
1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

*(EGM GAMBLER) (DV1 = 1)
C2 In the past 12 months, how much time ON AVERAGE did you spend playing poker machines during EACH VISIT to a poker machine venue?
(IF NECESSARY: You can specify hours and/or minutes, whichever is easiest)
(INTERVIEWER NOTE: Each time equals one session (i.e., betting during a discrete period of time EXCLUDING BREAKS at one location) | If under an hour record in minutes option. If more than an hour record in hours option with decimal. 0.5 = half an hour)

1. Enter hours (SPECIFY) (ALLOWABLE RANGE 1.00 TO 24.00 HOURS – ALLOW DECIMALS) *(DISPLAY "UNLIKELY RESPONSE" IF >15)

2. Enter minutes (SPECIFY) (ALLOWABLE RANGE 1 TO 60 MINUTES)
3. (Don't know)
4. (Refused)

*(EGM GAMBLER) (DV1 = 1)

C3 In the past 12 months, how much money, ON AVERAGE, did you SPEND on poker machines during EACH VISIT to a poker machine venue? By SPEND we mean the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and what you had left when you finished playing
(INTERVIEWER NOTE: Each visit = one session (i.e., betting during a discrete period of time at one location) **|** Spend – doesn't include counter meals etc.)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

*(EGM GAMBLER) (DV1 = 1)

C4 I am now going to ask you about different features of poker machine gambling venues (such as hotels, clubs, or casinos) that may influence where you decide to gamble.
In your decision about where to gamble, how important is (INSERT STATEMENT)? Would you say... (READ OUT RESPONSE FRAME)?
(INTERVIEWER NOTE: NO MID POINT BECAUSE IF THEY DON'T CARE IT IS UNIMPORTANT)
*(STRING TEXT) In your decision about where to gamble, how important is (INSERT STATEMENT)? Would you say... (READ OUT RESPONSE FRAME)?

(STATEMENTS) (RANDOMIZE)

a. the venue being easy to get to
b. the venue having extended opening hours
c. easy access to an ATM in the venue
d. the venue having adequate gambling facilities so you don't have to wait
e. it for you to be able to gamble privately in the venue without feeling watched
f. not being interrupted at the venue whilst gambling
g. the venue having a large number of poker machines
h. the layout of poker machines in the venue allowing privacy

(RESPONSE FRAME)

1. Very important
2. Somewhat important
3. Unimportant
4. Not important at all
5. (Don't know)
6. (Refused)

*(EGM GAMBLER) (DV1 = 1)

C5 Roughly, how many kilometres FROM YOUR HOME is the poker machine venue at which you MOST REGULARLY play?

(INTERVIEWER NOTE: IF THEY HAVE MORE THAN ONE VENUE THAT THEY SPEND EQUAL TIME AT, GET THEM TO SPECIFY KMS FROM HOME OF THE VENUE THEY LAST WENT TO)

1. 1 km or less
2. 1.1 to 5 km
3. 5.1 to 10 km
4. more than 10km
5. I don't have a regular poker machine venue
6. (Don't know)
7. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C6 *(STRING TEXT) In the past 12 months, how often have you…*(PROGRAMMER INSERT STATEMENT)? (READ OUT) Would you say always (100% of the time), most of the time (more than 50% of the time to less than 100%), sometimes (25% to 50% of the time), rarely (1% to 25% of the time) or never (0%)?

(STATEMENTS) (RANDOMIZE)
a. gambled on poker machines alone?
b. spent all the money you had available, including winnings, during a session playing poker machines?
c. drunk alcohol while you were playing the poker machines?
e drunk alcohol after you had played the poker machines?
g. played for bonus features (e.g.free spins or free games)?
h. used the “gamble” or “double up” feature of poker machines?
j. played on poker machines that have linked jackpots? (INTERVIEWER NOTE: a jackpot that has multiple poker machines linked to it. All linked poker machines contribute to the jackpot prize pool and any of them can win the jackpot prize)
j. taken a break when you were playing poker machines to smoke, drink, eat, go to toilet or talk with friends?
k. withdrawn extra money for your gambling from a venue ATM or EFTPOS facility during a session playing poker machines?
l. used a loyalty or rewards card when you gambled on poker machines?

(RESPONSE FRAME)
1. Always (100% of the time)
2. Most of the time (more than 50% of the time)
3. Sometimes (25% to 50% of the time)
4. Rarely (1% to 25% of the time)
5. None of the time (0%)
5. (Don’t know)
6. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C7 We would now like you to think specifically about the type of poker machines you have played in the last 12 months. There are six different types of machines, one cent, two cent, five cent, ten cent, twenty cent and one dollar. Which type of poker machine do you usually play?
(READ OUT 1-6 IF NECESSARY)
(INTERVIEWER NOTE: IF THEY USUALLY PLAY MORE THAN ONE TYPE, RECORD TYPE LAST PLAYED)

1. one cent machines
2. two cent machines
3. five cent machines
4. ten cent machines
5. twenty cent machines
6. $1 machines
7. (Don’t know)
8. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C8 When playing poker machines, you can play just one line, or a number of lines per spin. Thinking about your use of poker machines in the last 12 months, how many lines do you usually play?

(INTERVIEWER NOTE: THIS REFERS TO NUMBER OF LINES PER SPIN, NOT NUMBER OF LINES PLAYED IN TOTAL OVER THE LAST 12 MONTHS)

1. Response given (SPECIFY) (ALLOWABLE RANGE 1 TO 50)
2. Don’t have a usual number of lines that I play

3. (Don't know)
4. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C9 Poker machines also allow you to play just one credit or multiple credits per spin. Thinking about your use of poker machines in the last 12 months, how many credits per line do you usually play?

(INTERVIEWER NOTE: THIS REFERS TO NUMBER OF CREDITS PER SPIN, NOT NUMBER OF CREDITS PLAYED IN TOTAL OVER THE LAST 12 MONTHS)

1. Response given (SPECIFY) (ALLOWABLE RANGE 1 TO 25)
2. Don't have a usual number of credits that I play
3. (Don't know)
4. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C10 Are you aware of the Tasmanian Gambling Exclusion Scheme that allows you to exclude yourself from gambling in a venue?

1. Yes
2. No (GO TO TS3)
3. (Don't know) (GO TO TS3)
4. (Refused) (GO TO TS3)

*(HEARD OF GAMBLING EXCLUSION SCHEME) (C10 = 1).
C11 Have you ever taken out an exclusion?

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(EGM GAMBLER) (DV1 = 1)
TS3 TIMESTAMP 3

*(EGM GAMBLER) (DV1 = 1)
C12 The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive poker machine gambling. I am going to read out some of these measures and for each can you please let me know if you were aware of this before today. Do you know about (READ OUT)?
*(STRING TEXT) Do you know about (READ OUT)?

(STATEMENTS) (RANDOMIZE)
a. the ban on ATMs in hotels and clubs with poker machines
b. the limit on the number of poker machines in each club and hotel
c. the limit on gaming facilities to operate for a maximum of 20 hours
d. the ban on note acceptors on poker machines located in pubs and clubs
e. the ban on smoking in gaming areas
f. the reduction in the maximum number of lines on new poker machines
g. the reduction of the maximum bet per spin on new poker machines
h. the reduction in the amount of cash you can insert into the note acceptors of new poker machines located in casinos

(RESPONSE FRAME)
1. Yes
2. No
3. (Don't know /not sure)
4. (Refused)

*(EGM GAMBLER) (DV1 = 1)
TS3a TIMESTAMP 3a

PREC13 IF ANY C12a-h = 1 CONTINUE, OTHERS GO TO PREC14a

*(EGM GAMBLER AWARE OF ANY MEASURE IN C12) (DV1 = 1 AND ANY C12a-f =1)
C13 I would now like you to think about these measures you are aware of and how they have impacted on your poker machine gambling with regards to the amount you spend and your enjoyment.

*(PROGRAMMER NOTE – RANDOMIZE C13A TO C13H – Need to keep pre-instruction attached to each)

PREC13 IF C12a = 1 CONTINUE, OTHERS GO TO PREC13b

*(EGM GAMBLER AWARE OF MEASURE A) (DV1 = 1 AND C12a=1) n=11
C13a Has the ban on ATMs in hotels and clubs with poker machines increased, not changed, or decreased (INSERT STATEMENT)
(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines?
b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)
1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

PREC13B IF C12b = 1 CONTINUE, OTHERS GO TO PREC13c

*(EGM GAMBLER AWARE OF MEASURE B) (DV1 = 1 AND C12b =1)
C13b Has the limit on the number of poker machines in each club and hotel increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

PREC13C IF C12c = 1 CONTINUE, OTHERS GO TO PREC13d

*(EGM GAMBLER AWARE OF MEASURE C) (DV1 = 1 AND C12c =1)
C13c Has the limit on gaming facilities to only operate for a maximum of 20 hours increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increased

2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

PREC13D IF C12d = 1 CONTINUE, OTHERS GO TO PREC13e

*(EGM GAMBLER AWARE OF MEASURE D) (DV1 = 1 AND C12d =1)
C13d Has the ban on note acceptors on poker machines in pubs and clubs increased, not changed, or decreased (INSERT STATEMENT)
(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

PREC13E IF C12e = 1 CONTINUE, OTHERS GO TO PREC13f

*(EGM GAMBLER AWARE OF MEASURE E) (DV1 = 1 AND C12e =1)
C13e Has the ban on smoking in gaming areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

PREC13F IF C12f = 1 CONTINUE, OTHERS GO TO PREC13g

*(EGM GAMBLER AWARE OF MEASURE F) (DV1 = 1 AND C12f =1)
C13f Has the reduction in the maximum number of lines on new poker machines increased, not changed, or decreased (INSERT STATEMENT)
(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

PREC13G IF C12g = 1 CONTINUE, OTHERS GO TO PREC13h

*(EGM GAMBLER AWARE OF MEASURE G) (DV1 = 1 AND C12g =1)
C13g Has the reduction of the maximum bet per spin on new poker machines increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

PREC13H IF C12h = 1 CONTINUE, OTHERS GO TO C15

*(EGM GAMBLER AWARE OF MEASURE H) (DV1 = 1 AND C12h =1)
C13h Has the reduction in the amount of cash you can insert into the note acceptors of new poker machines located in CASINOS increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF CHANGES TO NEW POKER MACHINES) (C12f, g or h = 1)
C15 You indicated that you were aware that there were some changes to new poker machines. New poker machines have a reduced maximum number of lines, a reduced maximum bet limit per spin, and reduced cash input limits. How often do you use these new poker machines? (READ OUT INCLUDING %)

1. Always (100% of the time)
2. Most of the time (more than 50% of the time)
3. Sometimes (25% to 50% of the time)
4. Rarely (1% to 25% of the time)
5. None of the time (0%)
6. (Don't know /not sure)
7. (Refused)

PREC14A IF C12f = 2-4 CONTINUE, OTHERS GO TO PREC14b

*(EGM GAMBLER NOT AWARE OF MEASURE F) (DV1 = 1 AND C12f =2-4)
C14a Would reducing the maximum number of lines on poker machines be likely to increase, not change, or decrease (INSERT STATEMENT)?

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines
b. your ENJOYMENT of poker machines

(RESPONSE FRAME)
1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

PREC14B IF C12g = 2-4 CONTINUE, OTHERS GO TO PREC14c

*(EGM GAMBLER NOT AWARE OF MEASURE G) (DV1 = 1 AND C12g =2-4)
C14b Would reducing of the maximum bet per spin on poker machines be likely to increase, not change, or decrease (INSERT STATEMENT)?

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines
b. your ENJOYMENT of poker machines

(RESPONSE FRAME)
1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

PREC14C IF C12h = 2-4 CONTINUE, OTHERS GO TO PREC16

*(EGM GAMBLER NOT AWARE OF MEASURE H) (DV1 = 1 AND C12h =2-4)
C14c Would reducing the amount of cash you can insert into the note acceptors on poker machines located in CASINOS be likely to increase, not change, or decrease (INSERT STATEMENT)?

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines
b. your ENJOYMENT of poker machines

(RESPONSE FRAME)
1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)
TS3c TIMESTAMP 3c

*(EGM GAMBLER) (DV1 = 1)
C16 A range of measures have been PROPOSED to minimise the harm from excessive poker machine gambling. I am going to run through these and would like to know how you think these measures MIGHT impact on the way you play poker machines with regards to the amount you spend and your enjoyment.
(IF NECESSARY: Please note that these are only proposed measures/hypothetical, they aren't necessarily going to be introduced).

*(PROGRAMMER NOTE – RANDOMIZE C16A TO C16I)

*(EGM GAMBLER) (DV1 = 1)
C16a Would allowing only socially responsible advertising of gambling be likely to increase, not change, or decrease (INSERT STATEMENT)
(INTERVIEWER NOTE: advertising that takes the adverse impacts of gambling into account)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increase
2. No change
3. Decrease

4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C16b Would limiting gambling vouchers and banning alcohol vouchers be likely to increase, not change, or decrease (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)
1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C16c Would introducing player loyalty programs that provide player activity statements, detailed information, and limited rewards be likely to increase, not change, or decrease (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C16d Would reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities be likely to increase, not change, or decrease (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)
1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)
C16e Would restricting the payment of cash for poker machine payouts be likely to increase, not change, or decrease (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. the amount you SPEND on poker machines ?
b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)

1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)

C16f Would providing adequate lighting in poker machine areas be likely to increase, not change, or decrease (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)

a. the amount you SPEND on poker machines ?

b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)

C16g Would not serving food or alcohol to poker machine players in the evening be likely to increase, not change, or decrease (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)

a. the amount you SPEND on poker machines ?

b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)

1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)

C16h Would locating highly visible clocks on the walls of poker machine areas be likely to increase, not change, or decrease (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)

a. the amount you SPEND on poker machines ?

b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)

1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

*(EGM GAMBLER) (DV1 = 1)

C16i Would providing signage about legal matters, responsible gambling, and chances of winning be likely to increase, not change, or decrease (INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)

a. the amount you SPEND on poker machines ?

b. your ENJOYMENT of poker machines ?

(RESPONSE FRAME)

1. Increase
2. No change
3. Decrease
4. (Don't know /not sure)
5. (Refused)

*(ALL)
TS4 TIMESTAMP 4

***SECTION D: NON-EGM GAMBLING ACTIVITY FREQUENCY/EXPENDITURE**

PRED0 IF DV2 NOT 2-10 (DON'T UNDERTAKE ANY OTHER GAMBLING) GO TO E1, OTHERS CONTINUE

PRED0A IF DV1=1 (EGM GAMBLER) AND DV2=2-10 (OTHER GAMBLING) CONTINUE, OTHERS GO TO PRED0B

(EGM GAMBLERS WHO UNDERTAKE OTHER GAMBLING ALSO) (DV1=1 AND DV2=2-10)
D0a We would now like to ask you some questions about some other gambling activities.

PRED0B IF DV1=2 (NOT EGM GAMBLER) AND DV2=2-10 (OTHER GAMBLING ACTIVITY) CONTINUE, OTHERS GO TO PRED0B

(EGM GAMBLERS) (DV1=1)
D0b We would now like to ask you some questions about your gambling activities.

PRED1a IF DV2=2 CONTINUE, OTHERS GO TO PRED2a

*(BET ON HORSE OR GREYHOUND RACES) (DV2=2)
D1a In the last 12 months, how many times per week, or per month or per year have you bet on HORSE OR GREYHOUND RACES (excluding sweeps)... (READ OUT)?

(STATEMENTS)
a. At a racetrack
b. At an off-course venue (such as TAB, TOTE, club, hotel or casino)
c. By telephone
d. Over the Internet (includes computer, betting apps, mobile internet for money)

(RESPONSE FRAME)
1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

*(BET ON HORSE OR GREYHOUND RACES) (DV2=2)
D1b In the past 12 months, approximately how much money, on average, did you spend during EACH SESSION of betting on horse or greyhound races?
(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PRED2a IF DV2=3 CONTINUE, OTHERS GO TO PRED3a

*(BUY INSTANT SCRATCH TICKETS) (DV2=3)
D2a In the last 12 months, how many times per week or per month or per year have you purchased INSTANT SCRATCH TICKETS?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)

*(BUY INSTANT SCRATCH TICKETS) (DV2=3)
D2b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH TRANSACTION of purchasing instant scratch tickets?

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >50)
2. (Don't know)
3. (Refused)

PRED3a IF DV2=4 CONTINUE, OTHERS GO TO PRED4a

*(PLAY LOTTERIES ETC) (DV2=4)
D3a In the last 12 months, how many times per week, or per month, or per year have you played A LOTTERY?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)

*(PLAY LOTTO ETC) (DV2=4)
D3b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH TRANSACTION of playing a lottery?

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >100)
2. (Don't know)
3. (Refused)

PRED4a IF DV2=5 CONTINUE, OTHERS GO TO PRED5a

*(PLAY KENO) (DV2=5)
D4a In the last 12 months, how many times per week, or per month, or per year have you played KENO... (READ OUT)?

(STATEMENTS)
a. In a club or hotel
b. In a casino
c. In a newsagent or Tattersalls outlet
d. Over the Internet (includes computer, betting apps, mobile internet for money)

(RESPONSE FRAME)
1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)

5. (Refused)
6. None

*(PLAY KENO) (DV2=5)
D4b In the past 12 months, how much money, on AVERAGE, did you SPEND during EACH SESSION of playing Keno?
(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >500)
98. (Don't know)
99. (Refused)

PRED5a IF DV2=6 CONTINUE, OTHERS GO TO PRED6a

*(PLAY TABLE GAMES) (DV2=6)
D5a In the last 12 months, how many times per week, or per month, or per year have you played... (READ OUT)?

(STATEMENTS)
a. Poker tournaments at a club, hotel, or casino
b. Other casino table games (e.g. blackjack, roulette, poker) at a casino
c. Any casino table games (e.g. Blackjack, roulette, poker) over the Internet (includes computer, betting apps, mobile internet for money)

(RESPONSE FRAME)
1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

*(PLAY TABLE GAMES) (DV2=6)
D5b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION you played casino table games?
(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing – Can be internet or in person)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PRE6a IF DV2=7 CONTINUE, OTHERS GO TO PRED7a

*(PLAY BINGO) (DV2=7)
D6a In the last 12 months, how many times per week, or per month, or per year have you played BINGO?

(SINGLE RESPONSE)
1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)

5. (Refused)
6. None

*(PLAY BINGO) (DV2=7)

D6b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of playing bingo?
(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >500)
2. (Don't know)
3. (Refused)

PRED7a IF DV2=8 CONTINUE, OTHERS GO TO PRED8a

*(BET ON SPORT EVENTS) (DV2=8)

D7a In the last 12 months, how many times per week, or per month, or per year have you bet on SPORTING EVENTS or other events ... (READ OUT)?

(STATEMENTS)

a. At an off-course venue (such as TAB, TOTE, club, hotel or casino)
b. Over the Internet (includes includes computer, betting apps, mobile internet for money)
c. Over the telephone

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

*(BET ON SPORT EVENTS) (DV2=8)

D7b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of betting on sporting events or other events?
(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PRED8a IF DV2=9 CONTINUE, OTHERS GO TO PRED9a

*(BET ON PRIVATE GAMES) (DV2=9)

D8a In the last 12 months, how many times per week, or per month, or per year have you bet on INFORMAL PRIVATE GAMES FOR MONEY (e.g. cards, mah-jong, snooker, online or offline computer games, board games, sports)?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)

3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)

*(BET ON PRIVATE GAMES) (DV2=9)
D8b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of betting on informal private games for money?
(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PRED9a IF DV2=10 CONTINUE, OTHERS GO TO TS5

*(OTHER GAMBLING ACTIVITIES) (DV2=10)
D9a You said that you have bet on (INSERT DV2 CODE 10 TEXT). In the last 12 months, how many times per week, or per month, or per year, have you bet on this activity?
(INTERVIEWER NOTE, RECORD NUMBER OF TIMES IN APPROPRIATE CODE)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)

*(OTHER GAMBLING ACTIVITIES) (DV2=10)
D9b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of playing this gambling activity?
(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

*(ALL)
TS5 TIMESTAMP 5

***SECTION E: PROBLEM GAMBLING SEVERITY (PGSI)**

PREE0 IF DV0=1 (GAMBLER) GO TO E1, OTHERS CONTINUE
*(NOT GAMBLERS) (DV0=2)
E0 We recognize that you say that you haven't gambled in the past 12 months, however we need to ask everyone the next series of questions just in case one of them happens to relate to you. Please bear with me and I will go through it as quickly as possible for you.

*(ALL)
E1 For this next series of questions, please try to be as accurate as possible.
Thinking about the last 12 months … (PROGRAMMER SET UP SO IT INSERTS STATEMENT)?
Would you say…

(STATEMENTS) (RANDOMIZE)
a. how often have you bet more than you could really afford to lose?
b. how often have you needed to gamble with larger amounts of money to get the same feeling of excitement?
c. how often have you gone back another day to try to win back the money you lost?
d. how often have you borrowed money or sold anything to get money to gamble?
e. how often have you felt that you might have a problem with gambling?
f. how often have people criticized your betting or told you that you had a gambling problem, whether or not you thought it was true?
g. how often have you felt guilty about the way you gamble or what happens when you gamble?
h. how often has your gambling caused you any health problems, including stress or anxiety?
i. how often has your gambling caused financial problems for you or your household?

(RESPONSE FRAME)
1. Almost always
2. Most of the time
3. Sometimes
4. Never
5. (Don't know)
6. (Refused)

*****(PROGRAMMER NOTE: CREATE DUMMY VARIABLES)
*(HIDDEN) (ALL)
DV3 PREVALENCE ESTIMATE

1. (IF E1a-i ALL = 4-6) Non Problem Gambling OR Not Gambler
2. (IF E1a-i ANY = 1-3) Some Problem Gambling

*(HIDDEN) (NON PROBLEM/NOT GAMBLERS) (DV3=1)
DV4 IF DV3=1, ASSIGN RANDOM NUMBER
(PROGRAMMER ENSURE EVEN DISTRIBUTION – NEED 1/3 IN GROUP 1)

1. Group1
2. Group 2
3. Group 3

*(ALL)
TS6 TIMESTAMP 6

*PART 2: SUPPLEMENTARY SURVEY

*SECTION F: GAMBLING MOTIVES

PREF1 IF DV0=1 (GAMBLER) CONTINUE, OTHERS GO TO PREI

*(GAMBLER) (DV0 = 1)
F1 The questions that follow refer to reasons that some people have given about why they take part in gambling activities.

Do you almost always, most of the time, sometimes or never take part in gambling activities…(INSERT STATEMENT)

(STATEMENTS) (RANDOMIZE)
a. for the chance of winning big money
b. because it's fun
c. as a hobby or a past-time

d. to escape boredom or to fill your time
e. because you're worried about not winning if you don't play
f. to compete with others (e.g. bookmaker, other gamblers)
g. because it's exciting
h. for the mental challenge or to learn about the game or activity
i. because of the sense of achievement when you win
j. to impress other people
k. to be sociable
l. because it helps when you're feeling tense
m. to make money
n. to relax
o. because it's something that you do with friends or family

(RESPONSE FRAME)
1. Almost always
2. Most of the time
3. Sometimes
4. Never
5. (Don't know)
6. (Refused)

*(GAMBLER) (DV0 = 1)
TS7 TIMESTAMP 7

***SECTION G: GAMBLING TRIGGERS**

*(GAMBLER) (DV0 = 1)
G1 I am now going to read out examples of circumstances where some people gamble and ask you how often you have gambled in each situation.
(STRING TEXT) In the past 12 months, how often have you gambled …(INSERT STATEMENT)?
Would you say….?

(STATEMENTS) (RANDOMIZE)
a. in situations involving difficulties with other people (INTERVIEWER NOTE: e.g. when you had an argument with a friend or when there were fights at home)
b. in situations where you were worried about debt (INTERVIEWER NOTE: e.g. when people were pressuring you to come up with money or when you were worried about your debts)
c. in situations involving unpleasant or sad or bad feelings (INTERVIEWER NOTE: e.g. when you were depressed or when you felt bad about yourself)
d. in situations involving testing your control over your gambling (INTERVIEWER NOTE: e.g. when you wanted to prove that you could make a few bets without going too far or when you decided to try to limit your gambling)
e. in situations involving temptations to gamble (INTERVIEWER NOTE: e.g. when you had money in your pocket or when you saw something that reminded you of gambling)
f. in situations where you were under social pressure to gamble (INTERVIEWER NOTE: e.g. when someone encouraged you to bet or when people around you expected you to gamble)
g. in situations where you were feeling confident about your skills (INTERVIEWER NOTE: e.g. when you felt confident about your gambling skills or when you felt you could profit from careful gambling)
h. in situations where you were winning (INTERVIEWER NOTE: e.g. when you were winning and wanted to keep on winning or when you almost won and felt that you could win very soon)
i. in situations involving pleasant or happy or good feelings (INTERVIEWER NOTE: e.g. when you wanted to celebrate or when everything was going well)
j. in situations where you were experiencing a need for excitement (INTERVIEWER NOTE: e.g. when you felt like taking a risk or when everyday life seemed boring)
k. in situations when you were drinking alcohol

(RESPONSE FRAME)
1. Almost always
2. Most of the time
3. Sometimes
4. Never
5. (Don't know)
6. (Refused)

*(GAMBLER) (DV0 = 1)
TS8 TIMESTAMP 8

SECTION H: PATTERNS OF GAMBLING

*(GAMBLER) (DV0 = 1)
H1 Please think about the gambling activity on which you have spent the most money in the past 12 months. Compared to the 12 months previous, would you say that your gambling on this activity stayed the same, increased or decreased in the last 12 months? (IF INCREASED OR DECREASED, PROBE TO CLARIFY: Is that a lot or a little?)

1. Increased a lot
2. Increased a little
3. Stayed much the same
4. Decreased a little, or
5. Decreased a lot
6. (Don't know)
7. (Refused)

*(GAMBLER) (DV0 = 1)
H2 Still thinking about the gambling activity on which you have spent the most money in the past 12 months. Binge gambling is occasional excessive gambling in between periods of not gambling. Would you describe your gambling on this activity in the past 12 months as binge gambling?
(INTERVIEWER NOTE: Occasional excessive gambling is characterised by feeling out of control, rapid spending of money on gambling, and negative consequences as a result of gambling. Periods of not gambling characterised by an absence of preoccupation with gambling or urges to gamble)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

*(GAMBLER) (DV0 = 1)
TS9 TIMESTAMP 9

***SECTION I: QUALITY OF LIFE**

PREI1 IF DV4=1 OR DV3=2 OR DV1=1 CONTINUE, OTHERS GO TO Q1
*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
I1 Thank you for helping us so far, we really appreciate it. You have been selected to complete the additional component of this survey. This will only take another 10 minutes or so. (INTERVIEWER NOTE: If they refuse, make an appointment to continue)

The next questions ask how you feel about your quality of life, health, or other areas of your life. Please keep in mind your standards, hopes, pleasures and concerns. We ask that you think about your life specifically IN THE LAST 4 WEEKS?
How would you rate your quality of life on a one to five scale where one is very poor, two is poor, three is neither good nor poor, four is good and five is very good…

1. Very poor

2. Poor
3. Neither good nor poor
4. Good
5. Very good
6. (Don't know)
7. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

I2 The next questions ask about how much you have experienced certain things in the LAST FOUR WEEKS. For each, please use the scale extremely, very much, a moderate amount, a little or not at all.

(STATEMENTS) (RANDOMIZE)

a. To what extent do you feel that physical pain prevents you from doing what you need to do? (INTERVIEWER NOTE: ASKING ABOUT DEGREE OF IMPAIRMENT, NOT FREQUENCY)
b. How much have you needed any medical treatment to function in your daily life? (INTERVIEWER NOTE: THE KEY IS FUNCTIONING, SO IT CAN INCLUDE THINGS SUCH AS ASPRIN IF THEY CAN'T FUNCTION WITHOUT IT)
c. How much have you enjoyed life?
d. To what extent do you feel your life is meaningful?
e. How well have you been able to concentrate?
f. How safe have you felt in your daily life?
g. How healthy has your physical environment been (INTERVIEWER NOTE: I.E., IS YOUR LIVING AND WORKING ENVIRONMENT CLEAN, SAFE, AND STABLE?)

(RESPONSE FRAME)

1. Extremely
2. Very much
3. A moderate amount
4. A little
5. Not at all
6. (Don't know)
7. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

I3 The next questions ask about how you were able to do certain things in the LAST FOUR WEEKS. For each of these questions, please answer using the scale: completely, mostly, moderately, a little or not at all.

(STATEMENTS) (RANDOMIZE)

a. Do you have enough energy for everyday life...?
b. Are you able to accept your bodily appearance...?
c. Have you enough money to meet your needs...?
d. How available to you is the information that you need in your day-to-day life?
e. To what extent do you have the OPPORTUNITY for leisure activities? (INTERVIEWER NOTE: we don't expect them to have leisure activities all the time, just whether they ever have the 'opportunity' to undertake them)

(RESPONSE FRAME)

1. Completely
2. Mostly
3. Moderately
4. A little
5. Not at all
6. (Don't know)
7. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

I4 In the last four weeks, how well have you been able to get around? Would you say…

1. Very poorly
2. Poorly
3. Neither well nor poor
4. Well
5. Very well
6. (Don't know)
7. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

I5 I am now going to read out a number of statements and ask how satisfied or dissatisfied you are with each. Please use a scale of one to five where 1 is very dissatisfied, 2 is dissatisfied, 3 is neither, 4 is satisfied and 5 is very satisfied *(PROGRAMMER: USE AS STRING) Using this scale of 1 to 5, how satisfied or dissatisfied are you with (INSERT STATEMENT)

(IF NECESSARY: 1 is very dissatisfied, 2 is dissatisfied, 3 is neither, 4 is satisfied and 5 is very satisfied)

(STATEMENTS) (RANDOMIZE)

a. your health?
b. your sleep?
c. your ability to perform your daily living activities?
d. your capacity for work?
e. yourself?
f. your personal relationships?
g. the support you get from your friends?
h. the conditions of your living place?
i. your access to health services?
j. your transport?

(RESPONSE FRAME)

1. Very dissatisfied
2. Dissatisfied
3. Neither satisfied nor dissatisfied
4. Satisfied
5. Very satisfied
6. (Don't know)
7. (Refused)
8. (Not applicable)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

I6 If you prefer not to answer the following question, that's fine. Using this scale of 1 to 5 how satisfied or dissatisfied are you with your sex life? (READ OUT IF NECESSARY)

1. Very dissatisfied
2. Dissatisfied
3. Neither satisfied nor dissatisfied
4. Satisfied
5. Very satisfied
6. (Don't know)
7. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

I7 How often in the last 4 weeks, have you had negative feelings such as a blue mood, despair, anxiety, or depression? Would you say….

1. Always (100% of the time)
2. Most of the time (more than 50% of the time)
3. Sometimes (25% to 50% of the time)
4. Rarely (1% to 25% of the time)
5. None of the time (0%)
6. (Don't know)
7. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
TS10 TIMESTAMP 10

***SECTION J: SUBSTANCE USE**

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

J1 I am now going to ask you some questions about your experience of using tobacco products and other drugs over the past 3 months. Please be assured that the information you provide will be treated as strictly confidential.
In the PAST THREE MONTHS, how often have you… (INSERT STATEMENT)?
Would you say …..

(IF NECESSARY: We don't need to know about medications that are used as prescribed. However, if you've taken medications for reasons other than prescription, or taken them more frequently or at higher doses than prescribed, please let me know).

(INTERVIEWER NOTE: If they say 'Never', code as 'Not in the last 3 months')

(STATEMENTS) (RANDOMIZE)

a. used tobacco products (INTERVIEWER NOTE: cigarettes, chewing tobacco, cigars, etc.)
b. used alcoholic beverages (INTERVIEWER NOTE: beer, wine, spirits, etc.)
c. used cannabis (INTERVIEWER NOTE: marijuana, pot, grass, hash, etc.)
d. used cocaine (INTERVIEWER NOTE: coke, crack, etc.)
e. used amphetamine type stimulants (INTERVIEWER NOTE: speed, ice, g, diet pills, ecstasy, etc.)
f. used inhalants such as glue, petrol or paint thinner (INTERVIEWER NOTE: also nitrous,)
g. used sedatives or sleeping pills (INTERVIEWER NOTE: Valium, Serepax, Rohypnol, etc – NOT AS PERSCRIBED)
h. used hallucinogens such as LSD, mushrooms or special K (INTERVIEWER NOTE: also acidPCP)
i. used opioids such as heroin or methdone (INTERVIEWER NOTE: alsomethadone, codeine)
j. had 6 or more drinks containing alcohol on one occasion

(RESPONSE FRAME)

1. Daily or Almost Daily
2. Weekly
3. Monthly
4. Less than monthly
5. Not at all in the last 3 months
6. (Don't know)
7. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
TS11 TIMESTAMP 11

***SECTION K: LIFE EVENTS**

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

K1 Now I'd like you to think about things that happened in your life during the past 12 months. Which of the following life events have you experienced in the past 12 months?

(STATEMENTS) (RANDOMIZE)
a. Death of a spouse
b. Divorce/marital separation
c. Imprisonment
d. Death of a close family member
e. Personal injury or illness
f. Marriage
g. Dismissal from work
h. Arrested by police
i. contact with police as a perpetrator of an offence

(RESPONSE FRAME)
1. Yes
2. No
3. (Don't know)
4. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

TS12 TIMESTAMP 12

***SECTION L: PHYSICAL HEALTH**

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

L1 Over the past 12 months, would you say that in general your physical health has been... (READ OUT)

1. Excellent
2. Very good
3. Good
4. Fair, or
5. Poor
6. (Don't know)
7. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

L2 Which of the following health conditions have you experienced in the previous 12 months? (READ OUT)
(INTERVIEWER NOTE: if they are taking medication for it then it counts as a yes)

(STATEMENTS) (RANDOMIZE)
a. a heart condition, including heart/angina attacks
b. high blood pressure or high cholesterol
c. diabetes
d. cancer
e. stroke or similar
f. lung conditions including asthma
g. a physical disability that affects your day-to-day life

(RESPONSE FRAME)
1. Yes

2. No
3. (Don't know)
4. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

L3. What is your approximate height without shoes?
(INTERVIEWER NOTE: If respondent is taking a 'wild guess' code as Don't know)

1. Response given in centimetres (Specify_____) (ALLOWABLE RANGE 100 TO 250 CENTIMETRES) *(DISPLAY "UNLIKELY RESPONSE" IF <120 or >200)
2. Response given in feet & inches (Specify feet____) (ALLOWABLE RANGE 3 TO 8 FEET) (Specify inches _________) (ALLOWABLE RANGE 0 TO 12 INCHES) *(DISPLAY "UNLIKELY RESPONSE" IF <4 or >7 FEET)
3. (Don't know)
4. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

L4. What is your approximate weight with light clothing?
(INTERVIEWER NOTE: If respondent is taking a 'wild guess' code as Don't know)

1. Response given in kilograms (SPECFY KILOGRAMS_______) (ALLOWABLE RANGE 30 TO 260 KILOGRAMS) *(DISPLAY "UNLIKELY RESPONSE" IF L4 kg = <40 or >200)
2. Response given in stones & pounds (RECORD STONES____) (ALLOWABLE RANGE 3 TO 30 STONE) (RECORD POUNDS______) (ALLOWABLE RANGE 0 TO 14 POUNDS) *(DISPLAY "UNLIKELY RESPONSE" IF <6 STONES)
3. Response given in pounds only (RECORD POUNDS) (ALLOWABLE RANGE 40 TO 420 POUNDS) *(DISPLAY "UNLIKELY RESPONSE" IF <88)
4. (Don't know)
5. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

TS13 TIMESTAMP 13

***SECTION M: FINANCIAL DIFFICULTIES**

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)

M1 Moving on now to think about finances.
In the past 12 months, how often have you MISSED, SKIPPED, OR AVOIDED PAYMENT for ... (INSERT STATEMENT)?
Would you say….?

(STATEMENTS) (RANDOMIZE STATEMENTS a TO k)

a. rent or mortgage
b. bills, such as electricity, gas, car registration or phone
c. credit cards or other loans (INTERVIEWER NOTE: bank/financial institution credit card such as Visa or Mastercard, or store credit card such as Myer)
d. food, groceries, or small household items
e. medical expenses (e.g. doctor, dentist, medicine)
f. Taxes or fines (e.g. speeding, parking, tolls)
g. money borrowed from family or friends (INTERVIEWER NOTE: that is, not been able to pay them back when you said you would)

(RESPONSE FRAME)

1. Very often
2. Often
3. Sometimes
4. Rarely
5. Never

6. (Not applicable)
7. (Don't know)
8. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
M2 In the past 12 months, how often have you... (INSERT STATEMENT)?
Would you say….

(STATEMENTS) (RANDOMIZE STATEMENTS a TO f)
a. pawned or sold something?
b. sought financial assistance or food from a welfare organisation?
c. sought financial help from family and friends?
d. borrowed money from family members or friends without their knowledge?
e. engaged in acts of theft, embezzlement, fraud, or forgery?
f. Relied upon credit cards and other forms of credit to meet household expenses? (INTERVIEWER NOTE: Other forms of credit may include store cards and accounts, or short term lenders)

(RESPONSE FRAME)
1. Very often
2. Often
3. Sometimes
4. Rarely
5. Never
6. (Not applicable)
7. (Don't know)
8. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
M3 Do you have any gambling related debts at this time?

1. Yes
2. No (GO TO TS14)
3. (Don't know) (GO TO TS14)
4. (Refused) (GO TO TS14)

*(GAMBLING DEBTS) (M3 = 1)
M4 Can you please tell me what you would estimate your gambling debt to be?

1. Less than $5,000
2. $5,000 - $10,000
3. $10,001 - $30,000
4. $30,001 - $50,000
5. $50,001 - $100,000
6. $100,001 - $200,000
7. $200,001 - $500,000
8. $500,001 - $1million
9. More than $1million
10. (Don't know)
11. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
TS14 TIMESTAMP 14

***SECTION N: AGE OF ONSET**

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
N1 How old were you when you first bet or gambled for money (excluding sweeps)?

1. (RECORD AGE – 3 DIGITS) (ALLOWABLE RANGE 1 TO A4/1 DIGIT OR UPPER END OF A5 CODE)*(DISPLAY "UNLIKELY RESPONSE" IF <15)
2. Never bet or gambled for money
3. (Don't know)
4. (Refused)

***SECTION O: FAMILY MEMBER PROBLEM GAMBLING**

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
O1 In the past 12 months, has a family member had an issue with gambling?

1. Yes
2. No
3. (Don't know)
4. (Refused)

***SECTION P: HELP-SEEKING**

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
P1 In the past 12 months, have you tried to get any sort of help, including informal help from a friend or more formally from a help professional, for...

(STATEMENTS) (RANDOMIZE)
a. problems related to your gambling?
b. problems related to someone else's gambling?

(RESPONSE FRAME)
1. Yes
2. No
3. (Don't know)
4. (Refused)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
TS15 TIMESTAMP 15

***SECTION Q: DEMOGRAPHICS**

*(ALL)
Q1 Which of the following best describes your household? (READ OUT)
(INTERVIEWER NOTE: IF JOINT CUSTODY COUNT AS CHILDREN LIVING AT HOME)

1. Couple with no children
2. Couple with children still at home
3. Couple with children not living at home
4. Single person household (no children)
5. Single with children still at home
6. Single with children not living at home
7. Group or shared household
8. In some other arrangement
9. (Don't know)
10. (Refused)

*(ALL)
Q2 What is your current occupational status?

1. In paid employment full time (35 hours/week or more)
2. In paid employment part time/casual
3. Primarily household duties
4. Student
5. Retired
6. Looking for work
7. Unable to work / pension
8. Other (SPECIFY)
9. (Don't know)
10. (Refused)

*(ALL)
Q3 Could you please tell me your approximate annual PERSONAL income BEFORE TAX. Is it...

1. Less than $25,000
2. $25,000 to $39,999
3. $40,000 to $64,999
4. $65,000 to $79,999
5. $80,000 to $129,999
6. $130,000 or more
9. (Don't know)
10. (Refused)

*(ALL)
Q4 In what country were you born?

1. Australia
2. New Zealand
3. United Kingdom (INTERVIEWER NOTE: Includes England, Scotland, and Northern Island – Other Ireland goes into Other specify)
4. Vietnam
5. Other (SPECIFY)
6. (Don't know)
7. (Refused)

*(ALL)
Q5 What is the main language spoken at home?

1. English
2. Arabic
3. Cantonese Chinese
4. Greek
5. Italian
6. Mandarin Chinese
7. Spanish
8. Turkish
9. Vietnamese
10. Chinese
11. Other (SPECIFY)
12. (Don't know)
13. (Refused)

*(ALL)
Q5a With which cultural group do you identify? (PROBE IF NECESSARY)

1. Australian
2. English
3. Arabic
4. Chinese

5. Greek
6. Italian
7. Spanish
8. Turkish
9. Vietnamese
10. Other (SPECIFY)
11. (Don't know)
12. (Refused)

*(ALL)
Q6 What is the highest level of education or trade qualifications you have completed? (INTERVIEWER NOTE: If less than year 12, probe for trade qualifications)

1. Primary school only
2. Secondary school: not completed year 12
3. Year 12
4. Trade qualifications
5. Tertiary education / University undergradualte degree
6. Post graduate qualification
7. Other (SPECIFY)
8. (Don't know)
9. (Refused)

*(ALL)
TS16 TIMESTAMP 16 01:00

***SECTION T: FUTURE RESEARCH**

PRET1 IF DV4=1 OR DV3=2 OR DV1=1 CONTINUE, OTHERS GO TO CLOSE)

*(RANDOM GROUP 1 OR PROBLEM GAMBLER OR EGM GAMBLER) (DV4=1 OR DV3=2 OR DV1=1)
T1 We would really appreciate the opportunity to contact you again in the future to participate in a similar survey. Would it be ok to call you to see if you are available to participate in future similar surveys?

1. Agree to participate
2. Refused

PRET2 IF DV1=1 (EGM GAMBLER) CONTINUE, OTHERS GO TO T3N

*****(EGM GAMBLER) (DV1 = 1)
T2 We would like to run some focus groups to get some more detailed information. We would provide you with a $50 gift voucher as compensation for your time. Would you be interested in participating?

1. Agree to participate
2. Refused (GO TO T4)

PRET3N IF T1=1 OR T2=1 (AGREE TO PARTICIPATE) CONTINUE, OTHERS GO TO PRET4
*(AGREED TO BE RECONTACTED) (T1 = 1 OR T2 = 1)
T3n Could I please record your name

1. Name given (SPECIFY)
2. Refused name

*(AGREED TO BE RECONTACTED) (T1 = 1 OR T2 = 1)
T3tel Could I confirm the best number to call you on:
NUMBER FROM SAMPLE: (DISPLAY NUMBER FROM SAMPLE)

1. Number from sample is best number

2. Collect other number (SPECIFY TEN DIGIT NUMBER)

*(AGREED TO BE RECONTACTED) (T1 = 1 OR T2 = 1)
T3alt Are there other numbers or a mobile for future contact?
1. Yes (SPECIFY TEN DIGIT NUMBER))
2. No

PRET4 IF DV3=2 CONTINUE, OTHERS GO TO CLOSE
*(PROBLEM GAMBLERS) (DV3=2)
T4 IF NECESSARY: I was wondering whether you may be interested in some free confidential support from the Gamblers Help Line. Would you like their number?

1. Number is... 1800 156 789

*(ALL)
CLOSE That is all the questions that I have for you. Thank you very much again for your assistance and time. A reminder that my name is (…) from the Social Research Centre. This research has been conducted on behalf of the Tasmanian Government.

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