

The Fourth Study into the Extent and Impact of Gambling in Tasmania with Particular Reference to Problem Gambling

Follow up to the Studies Conducted in
1994, 1996 and 2000

Final Report
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EXECUTIVE SUMMARY

This is the fourth of a series of studies into the extent and impact of gambling in Tasmania. In 1994, 1996 and 2000, the Gambling Support Bureau within the Department of Health and Human Services commissioned studies into the extent and impact of gambling in Tasmania, with particular reference to problem gambling. The 1994 and 1996 studies were conducted through The Australian Institute for Gambling Research (AIGR), while Roy Morgan Research was commissioned to undertake the fieldwork for those studies. In 2000, the study was conducted by Roy Morgan Research. In October – November 2005, Roy Morgan Research conducted the fourth study into the extent and impact of gambling in Tasmania, interviewing a random sample of 6,048 Tasmanian residents aged 18 years or over. All interviewing was conducted over the telephone via Computer Assisted Telephone Interview (CATI).

This report presents the results from the Fourth Study of the Extent and Impact of Gambling in Tasmania with Particular Reference to Problem Gambling. The study aims to observe and document changes in Tasmanian gambling behaviour in order to provide an accurate reflection of the current situation in terms of gambling patterns and prevalence in Tasmania.

[Glossary of terms](#)

SOGS: South Oaks Gambling Screen. Instrument that measures problem gambling in terms of “no risk” (SOGS scores 0-4), “at risk” (SOGS scores 5-9) and “problem gamblers” (SOGS scores 10+).

CPGI: Canadian Problem Gambling Index. Instrument that measures problem gambling in terms of “no risk”, “low risk”, “moderate risk” and “problem gamblers” (CPGI scores 8+ (to maximum of 27)).

At risk: Unless otherwise specified, the term “at risk” incorporates from the CPGI BOTH those who are “moderate risk” (CPGI scores 3-7) and “problem gamblers” (CPGI scores 8+ (to maximum of 27)).

Regular gamblers: Respondents who either:

- participated in any single gambling activity (apart from lottery games or instant scratch tickets) at least once per week; or
- whose overall participation in gambling activities (apart from lottery games or instant scratch tickets) was the *equivalent* of weekly (that is, at least 52 times per year).

Non-regular gamblers: Excluding lottery games or instant scratch tickets, those who participated in any single gambling activity less often than weekly, or gambling activities overall less often than the equivalent of weekly.

Problem gamblers: Problem gambling is gambling behaviour that results in harmful impacts that may impinge on the player, their family and may extend into the community.

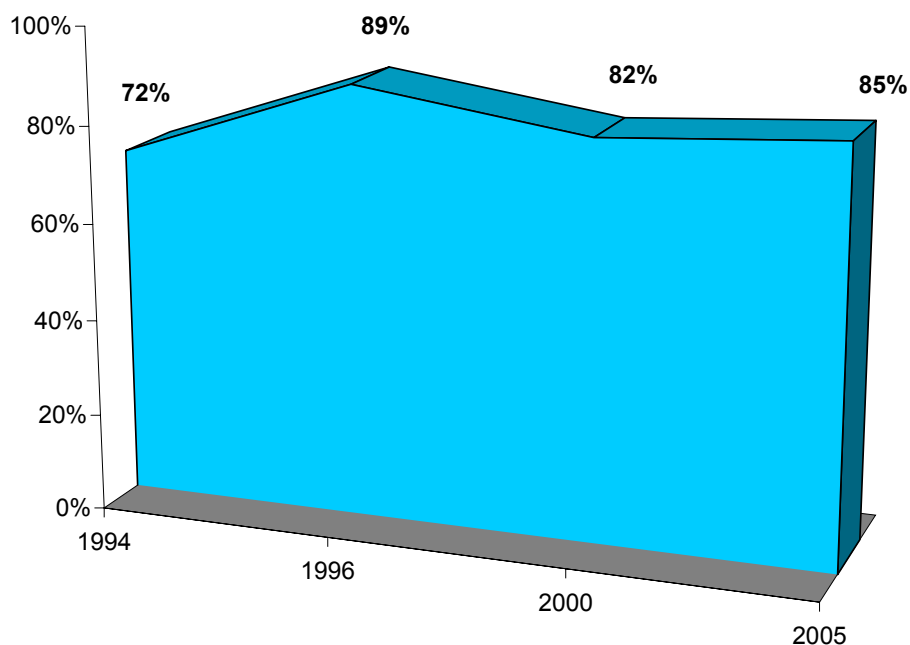
The key findings have been outlined below.

Results of Survey

Gambling Overall

The overall participation rate in gambling activities remained steady over the last five years, although there have been some changes with respect to some individual gambling activities. Raffles increased in popularity, but participation in scratch tickets and casino Keno dropped.

Participation in All Gambling Activities



Base: Total Respondents

- There was a significant¹ increase in the overall gambling participation rate in 2005 – 85% of Tasmanians had participated in at least one form of gambling in the 12 months prior to the survey, compared with 82% in 2000. This increase was largely due to the increased popularity of raffles; participation in this activity grew from 54% of Tasmanians in 2000 to 60% in 2005;
- Participation in Internet-based gambling activities among Tasmanians remains at less than 1%;
- Overall, 29% of Tasmanians played a poker machine either at a casino or at a club or hotel in the last 12 months, slightly less than in 2000 (32%) (the difference was significant at the 90% confidence level);
- Participation in gambling on poker machines at clubs/ hotels remained on 23% and gambling on poker machines at casinos on 22%, both on the same level as in 2000; however, those who had participated in these activities spent considerably more per session in 2005 than in 2000: average expenditure per session increased by 67% for poker machines at clubs and hotels and more than doubled for poker machines at a casino;
- Lotteries were the favourite activity of one-third (33%) of Tasmanian gamblers; among regular gamblers, however, betting on races (excluding sweeps) was the most preferred activity, chosen as the favourite activity by 34% of respondents in this category;

Attitudes to Gambling

- Eighty-two percent of Tasmanians thought the Tasmanian community had not benefited from having poker machines in clubs and hotels, slightly more than in 2000 (79%). Only 10% said they thought the Tasmanian community had benefited from having poker machines in clubs and hotels, whilst 8% were undecided (down from 12% in 2000);

¹ Throughout this report, the word 'significant' or 'significantly' refers to significance testing at the 95% level of confidence, unless otherwise specified.

- One third (33%) of Tasmanians did agree, however, that the Tasmanian community had benefited ***financially*** from having poker machines in clubs and hotels (an increase on 27% in 2000), although only 17% agreed that the Tasmanian community had benefited ***socially***;
- Nearly half of those interviewed (47%) thought that poker machines in clubs and hotels were carefully controlled and monitored through proper licensing procedures, more than in 2000 (43%); 22% disagreed that this was the case, while one quarter (25%) could not say whether or not they thought poker machines in clubs and hotels were carefully controlled and monitored;
- More than half (57%) of Tasmanians said gambling had made no difference to their enjoyment of life, 11% said it had made their life more enjoyable, while 3% said it had made their life less enjoyable;
- Had they not gambled with their money, 17% would have spent it on entertainment or other recreational activities, 16% of Tasmanian gamblers would have spent their money on groceries or small household items, and 11% would have spent it on alcohol. One percent of gamblers would have put their gambling money towards their rent or mortgage; and
- Overall awareness of gambling support services increased in the five years since the 2000 survey – 81% of Tasmanians were aware of Gamblers Anonymous (cf 71% in 2000), 39% were aware of Gambling Helpline Tasmania (cf 39% in 2000), 49% were aware of social workers (cf 30% in 2000) and 43% were aware of gambling counsellors at Anglicare Tasmania (cf 32% in 2000).

Problem Gambling

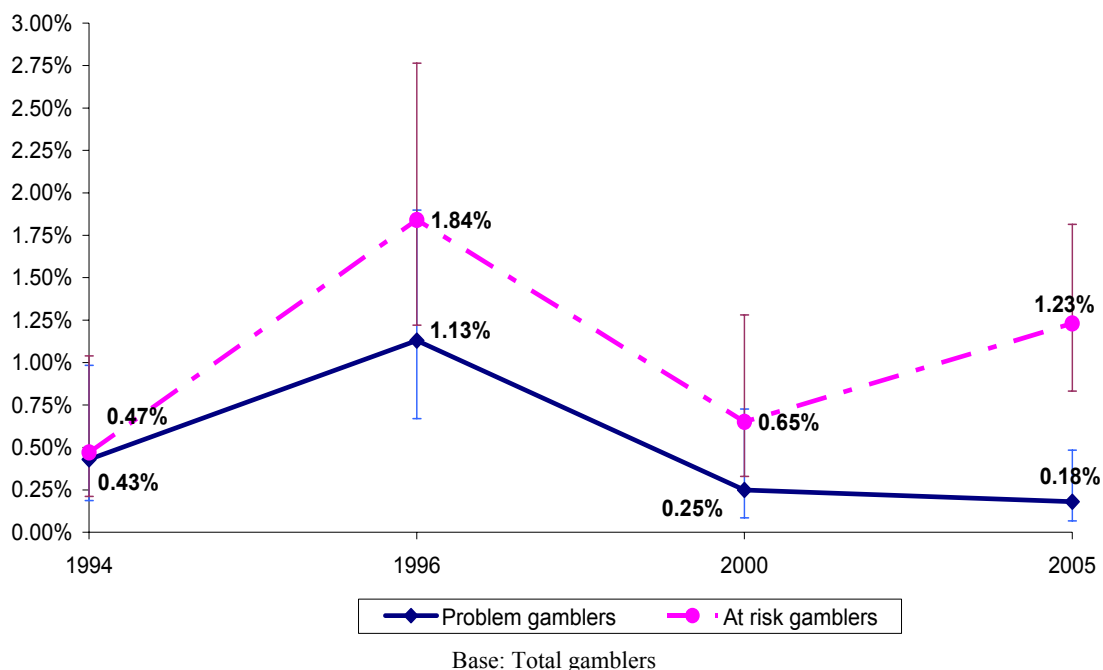
The prevalence or percentage of the adult Tasmanian population affected by problem gambling is measured using the South Oaks Gambling Screen, an internationally accepted questionnaire. There are 12 questions. Scoring places gamblers in categories:

Score 0 – 4	Not at risk
Score 5 – 9	At risk of becoming a problem gambler
Score 10 and over	Is a problem gambler with significant problems

- According to the South Oaks Gambling Screen for problem gamblers (a set of questions about a person's experience of gambling and some of the harmful effects of gambling, designed to identify problem and at risk gamblers), 1.41% of Tasmanian adults scored in the "At Risk" and "Problem Gambling" categories (1.23% and 0.18%, respectively). This is equivalent to an estimated 700 problem gamblers and 4,500 "at risk" gamblers;
- The prevalence rate of problem gamblers for 2005 is the lowest observed in all waves of the survey (0.18% in 2005 compared with 0.25% in 2000, 1.13% in 1996 and 0.43% in 1994). However, at the 95% confidence level, only the 1996 rate was statistically significantly different from the 2005 rate. The prevalence rate of "at risk" gamblers is twice that observed in 2000 (1.23% and 0.65%, respectively); however, this difference was not statistically significant;
- According to the Canadian Problem Gambling Index (a set of questions designed to identify problem, moderate risk and low risk gamblers while reflecting a more holistic view of gambling and placing it in a more social context than SOGS, used as an alternative to SOGS), 0.73% of Tasmanian adults scored in the "Problem Gambling" category, and a further 1.02% scored in the "Moderate Risk" category;
- When compared with the most recent estimates from research in other states and territories, Tasmania has one of the lowest prevalence rates for problem and at risk gamblers according to SOGS. This is consistent with the findings of the 1999 Productivity Commission survey.
- The CPGI has been used in only a small number of Australian surveys. The CPGI based rate of problem gambling is lower than other available benchmarks. However, the estimate of problem gamblers in Tasmania (0.73%) appears to be somewhat higher than in Queensland (0.55%, significant at the 90% confidence level) but slightly lower than in Victoria (0.97%), while the estimate of moderate risk gamblers in Tasmania (1.02%) appears to be slightly higher than in Victoria (0.91%) but lower than in Queensland (1.97%, significant at the 95% confidence level);
- Approximately 6.1% of the total population said that they or a member of their family had experienced gambling-related problems during the preceding 12 months, a similar result to 5.6% in 2000;

- The demographic profile of the "At Risk/Moderate Risk and Problem Gambler" group showed a higher than average proportion of males, a higher proportion of respondents aged 18-24 and a higher than average proportion of part-time workers;
- Forms of gambling mostly associated with at risk and problem gambling are poker machines, sports betting and betting on races by phone. Participants in casino table games, betting on races by phone and betting on sports events, as well as heavy (ie weekly or more) gamblers on poker machines at a casino or at a club or hotel were more likely than average to be "at risk" gamblers, while heavy gamblers on poker machines at both types of venue were also more likely than average to be problem gamblers; and

Prevalence of Problem and "At Risk" Gamblers



Notes: 1. Upper and lower confidence limits for each figure at the 95% confidence level are indicated by the error bars (■) attached to each segment of the graph.

2. The difference between the proportion of problem gamblers in 2005 and 2000 is not significant at the 95% confidence level. (See pp.129-130 for further detail.)

- Approximately 3.7% of the population had tried to get help for problems caused by their own or someone else’s gambling during the preceding 12 months. Among these, half (51%) turned to family or friends for support, 39% contacted Gambling Helpline Tasmania, and 38% contacted Gamblers Anonymous.

Casino Gambling

- Overall participation in casino gambling changed little between 2000 and 2005, with the exception of casino Keno which was participated in by 10% of Tasmanians (down from 17%). Poker machines were played at these venues by 22% of Tasmanians (same rate as in 2000), and casino table games were participated in by 5% of Tasmanians (compared with 6% in 2000);
- Tasmanians who played poker machines at the casino on average spent 70 minutes per session (up from 64 minutes in 2000), with an average sessional expenditure of \$43 (up from \$28). On average, those who played poker machines at a casino did so less than once a month (0.15 times a week, down from 0.19);
- Casino Keno players spent, on average, 35 minutes per session, with an average sessional expenditure of \$12. These gambling patterns were similar to the 2000 results. On average, those who played casino Keno did so approximately once every two months (0.12 times a week, down from 0.19 in 2000);
- Those who played casino table games generally played for 88 minutes (down from 115 in 2000) and spent less in an average session (\$61, compared with \$80). On average, participants in this activity played approximately once every two months (0.11 times a week).

Gambling on Poker Machines at a Club or Hotel

- Overall participation in poker machines at a club or hotel was 23%, virtually the same as that for participation in poker machines at a casino;
- Participation in poker machines at a club or hotel was similar to that at a casino – 0.21 times per week (or approximately once per month) compared to 0.15 times per week;
- The average session duration was shorter at a club or hotel than at a casino - 39 minutes per session compared to 70 minutes per session;

- A significant increase in average expenditure per session on poker machines at clubs and hotels occurred between 2000 and 2005 (\$18.46 to \$21.92); and
- Average sessional expenditure on poker machines at a club or hotel was half that at a casino –\$22 for players at clubs or hotels compared to \$43 per session at a casino.

Other Gambling Activities

Lotteries and wagering are also quite popular gambling activities amongst Tasmanian adults. Gambling patterns on activities such as lotteries, scratch tickets, bingo, raffles, horse racing, greyhound racing and sports betting were also monitored in the survey.

- Just over half of Tasmanians (53%) participated in lotteries in 2005 (cf 52% in 2000). Tasmanians who participated in lotteries spent, on average, nearly \$10 per week on this activity;
- Scratch ticket gambling participation declined from 42% in 2000 to 32% in 2005. Tasmanians who bought scratch tickets spent on average \$4 per week on this activity;
- Six in ten (60%) of all Tasmanians participated in raffles in 2005, up from 54% in 2000;
- Around 2% of Tasmanians participated in bingo in 2005 (cf 3% in 2000). Women participated in bingo more frequently than men, had longer average sessions and spent more per session;
- The participation rate for private games for money at home or elsewhere was relatively low (5%, not changed since 2000). However, people who participated in this activity in 2005 spent more time on a session than in 2000 (an average of 178 minutes, compared with 155 minutes), and spent more money per session (an average of \$26, compared with \$14 in 2000);
- In 2000, 15% of Tasmanians gambled on horse or greyhound races away from the track (cf 14% in 2000). Average participation frequency declined slightly to 0.34

times a week in 2005 from 0.45 times a week in 2000; furthermore, the duration of an average session was shortened from 41 minutes in 2000 to 22 minutes in 2005, while average sessional expenditure changed little (\$22, compared with \$25 in 2000);

- Less than 3% of Tasmanians bet on races by phone in 2005, a similar participation level to that recorded in 2000 (4%). Among participants, however, phone betting on races considerably increased in frequency (an average of 0.6 times a week, compared with 0.26 times a week in 2000) and average expenditure per session (\$85, compared with \$19 in 2000), although average session duration changed very little (an average of 29 minutes, compared with 24 minutes in 2000);
- Seven percent of Tasmanians wagered on horses or greyhounds on-course using the TOTE or a bookmaker in 2005. While the participation rate was similar to that in 2000, average session length among participants declined from 135 minutes in 2000 to 107 minutes in 2005. Average expenditure, on the other hand, did not change (\$56 in 2005 compared with \$58 in 2000);
- Participation in sports betting increased slightly between 2000 and 2005 (from 4% to 5%). Those who participated in this activity generally played for 9 minutes, and spent under \$12 per session, on average; and
- Club Keno participation rate decreased slightly to 21% (down from 24% in 2000). Those who played club Keno generally played for 30 minutes, and spent \$9 per session, on average (both slightly lower than the same key measurements for casino Keno). On the other hand, the average frequency of club Keno participation was nearly twice that of casino Keno (0.2 times a week compared with 0.12 times a week), although this difference was not statistically significant.

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APPENDIX 2: SURVEY INSTRUMENT

APPENDIX 3: NOTES ON RELIABILITY OF SURVEY ESTIMATES

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APPENDIX 5: DISTRIBUTION OF SOGS SCORES

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1 INTRODUCTION

1.1 Background

A Legislative Council Select Committee was appointed on 27th April, 1993 to examine the extension of video gaming machines beyond casinos and its final report “Video Gaming Machines, Extension Beyond Casinos” was submitted to the Legislative Council on 3rd August, 1993.

The passage of the subsequent Gaming Control Bill 1993 was associated with an undertaking by the Treasurer that the Government would undertake “a baseline study of the extent and impact of gambling in Tasmania with particular reference to problem gambling”. In 1994, a baseline study to determine the extent and degree of gambling related problems in Tasmania was completed by a project team from the Australian Institute for Gambling Research (AIGR). This survey was first followed up in 1996. Both waves of the survey utilised a survey questionnaire drafted by Professor Mark Dickerson. In 1999, the Tasmanian Government, through the Tasmanian Gaming Commission, committed itself to conducting a second follow-up survey to the 1994 Baseline Study. A third follow-up survey was commissioned in 2005.

The 1994 Baseline Study was conducted utilising a face-to-face methodology. In total 1,220 interviews were conducted with Tasmanian adults, with quotas set on area, age and sex to ensure representativeness of the sample. For the follow-up survey in 1996, the methodology was altered, and this survey was administered over the telephone using Computer Assisted Telephone Interviewing (CATI) techniques. For that survey, 1,211 interviews were conducted with Tasmanian adults, and quotas were set to ensure representativeness of the sample.

A number of changes to the survey methodology were made at the time of the 2000 study in order to provide more information about the extent and impact of gambling behaviour in Tasmania. At the same time, the results obtained needed to be comparable to those reported in both the 1994 and 1996 studies. Consideration was also given to the authoritative 1999 study by the Productivity Commission into Australia’s Gambling Industries, to ensure that the methodology utilised in the second follow-up study was the best available.

It was Roy Morgan Research’s recommendation that the second follow-up survey also be conducted over the telephone. As well as providing a consistent methodological approach, both the Productivity Commission and the Victorian Casino and Gaming Authority had utilised this methodology with great success. In line with this recommendation, the third follow-up survey was likewise conducted over the telephone. However, the sample size was larger and the methodology was improved, as detailed in the Methodology section.

1.2 Objectives

The primary concern of the present study was to update the 2000 information compiled on the level and social impact of gambling in Tasmania and to compare these findings to those of the 1999 Productivity Commission study and recent studies conducted in other states, where possible. Specifically, the purpose was:

- To quantify the extent of gambling in the community;
- To identify expenditure patterns on different types of gambling;
- To identify and assess the impact of gambling, both favourable and unfavourable, on the lifestyle and income of gamblers and their families;
- To update information on gambling related problems in the Tasmanian community provided in the 1994, 1996 and 2000 studies, including an update of estimates for the need for services based on survey data and interstate research;
- To establish whether such problems are differentially associated with the availability of particular forms of gambling or with particular demographic variables;
- To compare the Tasmanian situation with that experienced elsewhere in Australia, drawing on other major reports including the Productivity Commission *Inquiry into Australia's Gambling Industries* (1999); and
- To identify community attitudes to gambling and expectations in the community regarding the roles and responsibilities of the Government and other groups to address gambling problems.

1.3 Methodology

The data was collected from respondents via a telephone survey conducted by Roy Morgan Research. All interviews were conducted from Roy Morgan Research's Melbourne office using Computer Assisted Telephone Interviewing (CATI). A random sample of Tasmanian households was drawn from the latest available version of the electronic white pages. In total, 6,048 Tasmanian adults were interviewed. Interviews were conducted between October 12 and November 6, 2005. The sample data was weighted based on age, sex, area and household size to ensure a representative sample. The data was weighted to reflect the most recent Australian Bureau of Statistics (ABS) population estimates.

All respondents went through an initial screening section of the interview, which saw them classified as a regular gambler, non-regular gambler or a non-gambler. After the screening stage, respondents were selectively interviewed depending on their gambling status, as follows:

- ◆ All **regular** gamblers;
- ◆ One in four **non-regular** gamblers; and
- ◆ One in two **non-gamblers**.

The definitions of regular, non-regular and non-gamblers are provided in the introductory Glossary.

Respondents within each category were randomly selected to complete the interview. A total of 2,003 respondents completed the long interview. Subsequently, the data for non-gamblers and non-regular gamblers was weighted up, using weighting factors from the information on the population for non-gamblers and non-regular gamblers obtained in the “screener” questionnaires. The weighting process used was consistent with that used for the productivity commission survey, and all percentages in the report are weighted.

This sampling technique was implemented in the 2005 wave of the survey in order to ensure a larger representation of regular gamblers while controlling overall sample size. The current survey, therefore, has two advantages over the previous wave; a larger overall sample size ensuring greater accuracy, and a larger sample of regular gamblers which is one of the key areas of interest for the study.

Unlike the previous wave of the survey, some of the fieldwork was conducted during the Spring Racing Carnival (which includes the Melbourne Cup); however, the results suggest that the estimates of participation in racing or wagering activities have not been affected by this (*see Section 2.1*).

Appendix 3 provides summary information on the sample variance, and indicates the relative reliability of survey estimates relating to the total sample base and of various cohorts within the sample base.

The demographic characteristics of the sample are presented in Appendix 1 of this report.

1.4 Survey Instrument

The survey instrument is provided in Appendix 2. Areas addressed by the questionnaire included:

- Participation in any of the available forms of gambling on each activity;
- Frequency of gambling on each activity;
- Expenditure of time and money on each activity;
- Attitudes to gambling and to the provision of services for people experiencing gambling related problems;
- Personal or familial experience of any gambling related problems;
- Co-morbidity of gambling and other behaviours such as smoking and drinking;
- Prevalence of experience with depression, debt, relationship breakdown, suicide, court appearance as a result of gambling;

- Awareness and usage of available support services; and
- Demographic information such as age, gender, employment status and income.

The questions which comprise the South Oaks Gambling Screen (SOGS – refer to Section 8) were also included in the survey instrument.

A major change to the survey instrument in 2005 has been the inclusion of nine questions from the Canadian Problem Gambling Index (CPGI – refer to Section 8). CPGI is considered to be superior to SOGS in identifying problem and at risk gamblers, and has been successfully used in a number of recent studies including *Queensland Household Gambling Survey 2001 & 2004* and *Victorian Longitudinal Community Attitudes Survey 2003*. CPGI questions have been included in the current survey alongside SOGS questions, with a view to compare the results of the SOGS questions with those from the previous wave of the survey, and potentially to replace SOGS with CPGI in future waves of the survey.

1.5 This Report

This report summarises the findings of the 2005 “Fourth Study of the Extent and Impact into Gambling in Tasmania”. Where appropriate, the findings are presented according to various demographic characteristics or gambling profiles.

1.5.1 Notations

Throughout the report, the following notations are used:

- “–” means there was no response
- “*” means less than 0.5%
- “N/A” means not applicable or not asked
- The number that is given in brackets above the percentage in each table column represents the sample base for that column

1.5.2 Terminology

Throughout the report, the following terminology is used:

The screener identified respondents as: non-gamblers, non-regular gamblers, or regular gamblers. Definitions² of regular, non-regular and non-gamblers are as follows:

Filter 1 – to classify respondents as gamblers or non gamblers

Respondents were asked if they had participated in any gambling activity in the last 12 months, from the list of twelve items in SQ2a (please refer to the questionnaire):

- if a respondent answered no to all forms of gambling, or yes only to raffles, they were classified as a non-gambler; or
- if a respondent answered yes to at least one gambling activity (excluding raffles), they were classified as a gambler and proceeded to filter 2.

Filter 2 – to classify gamblers as regular or non-regular

Respondents who had undertaken one or more gambling activities in the last 12 months were asked how often they had participated in each of those activities (in terms of how many times per week, per month or per year). This filter allowed a respondent to be classified as a regular or a non-regular gambler.

Regular gamblers

Regular gamblers were defined as respondents who either:

- participated in any single gambling activity (apart from lottery games or instant scratch tickets) at least once per week; or
- whose overall participation in gambling activities (apart from lottery games or instant scratch tickets) was the *equivalent* of weekly (that is, at least 52 times per year).

Weekly lottery (and instant scratch ticket) players were excluded from the definition of regular gamblers.

The second aspect of filter 2 captures those gamblers who gamble less frequently than weekly on individual activities, but often enough across several forms to be gambling the equivalent of weekly. For example, suppose a respondent played poker machines three times a month, bet on horse races twice a month and played table games at a casino once a month. The annual rate of play is therefore $(3*12) + (2*12) + (1*12) = 72$ times per year. Hence, because this overall rate of play is more frequent than once per week, the respondent is classified as regular even though no single gambling activity is played weekly.

² Based on : Productivity Commission, National Gambling Survey 1999, pages F.6 to F.8

Even though lottery games are excluded from this filter, the regular group will still contain gamblers who play lottery games weekly because it includes:

- those who participated in individual ‘other’ gambling activities weekly (and who may or may not have played lottery games weekly); and
- those who participated in ‘other’ gambling activities the equivalent of weekly (and who may or may not have played lottery games weekly).

Non-regular gamblers

Those gamblers not classified as regular are non-regular. Non-regular gamblers are primarily:

- those who participated in any single gambling activity less often than weekly, or gambling activities overall less often than the equivalent of weekly.

But because the filter for classifying gamblers as regular excludes all lottery games or instant scratch tickets, among the non-regular group will also be:

- those who *only* played lottery games or instant scratch tickets weekly; and
- those who participated in ‘other’ gambling activities less often than the equivalent of weekly (and who may or may not have also played lottery games weekly).

Locality

Throughout this report “city” refers to Hobart and Launceston, whereas “country” refers to all other parts of Tasmania. For this survey “Hobart” and “Launceston” have been defined by geographic boundaries used by the Australian Bureau of Statistics.

Expenditure Calculations

Several gambling expenditure calculations have been reported within this document and these expenditure figures have been calculated by different methods. The following definitions were applied to expenditure calculations in this report:

- **Gambling Outlay Per Session** – these figures are the result of a single question contained on the survey questionnaire covering perceptions of actual expenditure on gambling as follows:

For each gambling activity respondents were asked how much they usually spend per session on each activity they participate in. Actual dollar amounts were recorded for this question, but in reporting, expenditure has been collapsed to mirror categories reported in previous waves of this study. (For details, please see Section 6 of this report.)

- Gambling Outlay Per Week – these figures are the result of a calculation based on a survey estimate of expenditure on each activity per session, and frequency of gambling as follows:

The frequency of participation is multiplied by the expenditure each time the activity is undertaken (ie. expenditure *per session*). This is then converted to form an estimate of weekly expenditure on each activity.

The only exceptions have been made in the presentation of expenditure on lotteries, scratch tickets and sports betting (excluding that done over the Internet). Unlike most gambling activities, where respondents were asked for an estimate of money spent in the last *day* they had participated, with regard to these activities respondents were asked for an estimate of money spent in the last *week* they had participated. In these cases, weekly expenditure and expenditure per session have been assumed to be the same. This approach was more logical (particularly where the average frequency of participation was less than once a week) and provided consistency with the presentation of results in the 2000 report.

Averages

For the three key measures of involvement with gambling (frequency, duration and expenditure) arithmetic means have been calculated. The words ‘average’ and ‘mean’ have been used interchangeably throughout this report to denote average frequency of participation, duration of participation and expenditure on each activity.

“At Risk” and “Problem Gamblers”

- **SOGS** - Use of the South Oaks Gambling Screen (SOGS) identifies the proportion of the population who are “at risk” of experiencing substantial gambling related difficulties, as well as those who may be considered actual ‘cases’ of problem gambling. Unless otherwise specified, where the term “at risk” is used throughout this report it incorporates **BOTH** those who are “at risk” (SOGS scores 5-9) and “problem gamblers” (SOGS scores 10+).
- **CPGI** – Use of the Canadian Problem Gambling Index (CPGI) identifies the proportion of the population who are “no risk”, “low risk” or “moderate risk” of experiencing substantial gambling related difficulties, as well as those who may be considered actual ‘cases’ of problem gambling. Unless otherwise specified, where the term “at risk” is used throughout this report it incorporates **BOTH** those who are “moderate risk” (CPGI scores 3-7) and “problem gamblers” (CPGI scores 8+ (to maximum of 27)).

2 PARTICIPATION IN GAMBLING ACTIVITIES

2.1 Participation Levels

In the five years since the last study of gambling patterns in Tasmania there have been some changes in participation levels in various forms of gambling. Analysis of the overall results revealed that of the total sample of 6,048 people, 5,130 (85%) had gambled at least once during the previous twelve months, while 15% had not gambled at all. In comparison, 82% of respondents had gambled during the 12 months preceding their interview in 2000. Respondents who had gambled at least once during the previous 12 months are referred to as “total participants in gambling activities” in Table 1 on the next page.

The most popular gambling activity amongst Tasmanians, raffles, slightly increased in popularity, with 60% of people having participated in the 12 months preceding interview (compared with 54% in 2000). In comparison, participation in lotteries remained at a similar level to 2000 (53% compared with 52%).

Participation in scratch tickets fell substantially in the last four years – 32% of people had participated in this activity in 2005, compared with 42% in 2000. This represents a continuing trend of scratch tickets’ declining popularity, also observed between the 1996 and 2000 waves of the survey. Participation in poker machines casinos remained on the same level as in 2000 (22%), as did participation in poker machines at clubs/ hotels (23% compared with 22%). Club Keno participation declined slightly, from 24% in 2000 to 21% in 2005. Participation in casino Keno also dropped from 17% to less than 10%.

Table 1 provides an overview of participation in various forms of gambling for the 2005 survey, and compares participation levels with those recorded in the 2000 survey.

Table 1: Forms of Gambling Participated (in last 12 months)

“SQ2A. As you probably know, gambling is a popular leisure activity for many people. I will read a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months?”¹

Form	Total Population	
	2005 (6,048 ²) %	2000 (1,223) %
Raffle	60.1	53.6
Lotteries	53.1	52.3
Scratch Tickets	31.8	42.4
Poker machines at Club/Hotel [#]	22.9	22.0
Poker Machines at Casino [#]	22.2	22.0
Club Keno [#]	20.8	23.6
TAB/TOTE off-course [#]	14.7	13.6
Casino Keno [#]	9.5	16.6
Wagering on-course (TAB/TOTE or Bookmakers) [#]	6.7	6.5
Casino Table Games	5.2	5.5
Sports Betting (not Internet)	4.7	3.6
Private Games at Home	4.6	4.8
Phone betting on races [#]	2.5	3.9
Bingo	2.2	2.5
Betting on races on Internet [#]	0.8	n/a
Sports Betting on Internet [#]	0.4	n/a
Casino Games on Internet [#]	0.1	0.7
Other	0.2	1.1
Total Participated	85.1	81.8
Total Did Not Participate	14.9	18.2

Base: Total Respondents

Notes: 1. Administered to all respondents who completed the screener except for activities marked with a hash (#) (in 2005 only). For these, the data comes from separate questions administered only to respondents who completed the full interview.

2. For activities marked with a hash (#), in 2005 n = 2,003 respondents. This group completed the full interview.

Table 2 provides details of participation in the various forms of gambling amongst the following key groups: total gamblers, total regular gamblers, and total non-regular gamblers. As can be seen from this table, regular gamblers were significantly more likely than non-regular gamblers to participate in poker machines at a club or hotel (62% compared with 29%) or at a casino (53% compared with 29%), and in Keno at a club or hotel (56% compared with 26%) or at a casino (35% compared with 11%). Regular gamblers were also significantly more likely than non-regular gamblers to bet on races, whether on-course (32% compared with 7%), off-course (60% compared with 17%), by phone (20% compared with 2%) or online (7% compared with 1%). Other activities significantly more popular among regular than non-regular gamblers included offline sports betting (22% compared with 5%), table games at a casino (19% compared with 6%), private games at home (18% compared with 5%) and bingo (10% compared with 3%).

Participation in raffles was the only activity more popular among non-regular (66%) than regular gamblers (62%), while lotteries (72% compared with 73%) and scratch tickets (45% compared with 44%) were equally popular among regular and non-regular gamblers.

Table 2: Overall Participation in Gambling Activities

“SQ2A. As you probably know, gambling is a popular leisure activity for many people. I will read a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months?”¹

Form	Total Population (6,048²) %	Total Gamblers (4,325³) %	Total Regular Gamblers (346⁴) %	Total Non-Regular Gamblers (3,979⁵) %
Raffle	60	66	62	66
Lotteries	53	73	72	73
Scratch Tickets	32	44	45	44
Poker Machines at Club/ Hotel [#]	23	32	62	29
Poker Machines at Casino [#]	22	31	53	29
Club Keno [#]	21	29	56	26
TOTE off-course [#]	15	20	60	17
Casino Keno [#]	10	13	35	11
Wagering on-course (TOTE or Bookmakers) [#]	7	9	32	7
Casino Table Games	5	7	19	6
Sports Betting	5	6	22	5
Private Games at Home	5	6	18	5
Phone betting on races [#]	3	4	20	2
Bingo	2	3	10	3
Betting on races on Internet [#]	1	1	7	1
Sports Betting on Internet [#]	*	1	4	*
Casino Games on Internet [#]	*	*	2	-
Other	*	*	1	*

Base: Total Respondents

Notes: 1. Administered to all respondents who completed the screener except for activities marked with a hash (#) (in 2005 only). For these, the data comes from separate questions administered only to respondents who completed the full interview.

2. For activities marked with a hash (#), in 2005 n = 2,003 respondents. This group completed the full interview.

3. For activities marked with a hash (#), in 2005 n = 1,165 regular and non-regular participants in gambling activities. This group completed the full interview.
4. For activities marked with a hash (#), n = 328 regular gamblers. This group completed the full interview.
5. For activities marked with a hash (#), n = 837 non-regular gamblers. This group completed the full interview.

2.2 Participation by Gender and Age

Overall participation in gambling activities was fairly similar among men and women and across different age groups. Some differences, however, existed with respect to specific activities.

Women were more likely than men to participate in raffles (65% compared with 55%), scratch tickets (35% compared with 29%) and bingo (3% compared with 2%). Women were also more likely than men to play poker machines, whether at a casino (26% compared with 19%) or at a club or hotel (25% compared with 21%).

Men, on the other hand, dominated participation in casino table games (8%, compared with 3% of women) and private games at home (7%, compared with 2% of women). Similarly, most sports- or races-related forms of gambling were more popular among men than among women: namely, sports betting (7% compared with 2%), and betting on races off-course (19% compared with 10%), on-course (9% compared with 5%) and by phone (4% compared with 2%).

As shown in Table 3, 18-24 year olds showed higher participation levels in the majority of gambling activities than most other age groups. Four in ten 18-24 year olds (41%, cf overall average of 23%) played poker machines at clubs or hotels, whilst nearly as many (38%, cf overall average of 22%) participated in this activity at a casino. Approximately one in five 18-24 year olds bet on races off-course (21%, cf overall average of 15%) or played table games at a casino (19%, cf overall average of 5%), and more than one in ten bet on races on-course (13%, cf overall average of 7%), played private games at home (11%, cf overall average of 5%) or participated in sports betting (11%, cf overall average of 5%). Those aged 25-34 had the highest proportion of participants in Keno at clubs or hotels (28%, cf overall average of 21%). Their participation in casino table games, private games at home and sports betting (8% each) was second only to that of the 18-24 year olds, and considerably higher than among the older age groups, which averaged between 2-5%.

In contrast, 35-49 year olds and those aged 50 or over showed considerably higher levels of participation in raffles (65% and 62%, respectively); in comparison, only 42% of 18-24 year olds participated in this activity. Similarly, 61% of 35-49 year olds and 57% of those aged 50 or over participated in lotteries, compared with only a quarter of 18-24 year olds (25%). Those aged 50 or over had the highest level of participation in bingo (3%, cf overall average of 2%).

Table 3: Participation Across all Gambling Activities by Gender and Age

“SQ2A. As you probably know, gambling is a popular leisure activity for many people. I will read a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months?”¹

Form	GENDER		AGE			
	Males (2,462 ²) %	Females (3,586 ³) %	18-24 (334 ⁴) %	25-34 (704 ⁵) %	35-49 (1,903 ⁶) %	50+ (3,107 ⁷) %
Raffle	55	65	42	61	65	62
Lotteries	54	52	25	50	61	57
Scratch Tickets	29	35	34	29	32	32
Poker Machines at Club/ Hotel [#]	21	25	41	19	18	23
Poker Machines at Casino [#]	19	26	38	21	15	23
Club Keno [#]	22	20	24	28	22	17
TOTE off-course [#]	19	10	21	15	13	14
Casino Keno [#]	9	10	12	9	8	10
Wagering on-course (TOTE or Bookmakers) [#]	9	5	13	6	8	4
Casino Table Games	8	3	19	8	3	2
Sports Betting	7	2	11	8	5	2
Private Games at Home	7	2	11	8	3	2
Phone betting on races [#]	4	2	6	1	2	2
Bingo	2	3	3	2	2	3
Betting on races on Internet [#]	2	*	2	2	1	*
Sports Betting on Internet [#]	1	-	2	1	*	*
Casino Games on Internet [#]	*	-	*	1	*	-
Other	*	*	-	*	*	*

Base: Total Respondents

Notes: 1. Administered to all respondents who completed the screener except for activities marked with a hash (#) (in 2005 only). For these, the data comes from separate questions administered only to respondents who completed the full interview.

2. For activities marked with a hash (#), n = 829 males. This group completed the full interview.

3. For activities marked with a hash (#), n = 1,174 females. This group completed the long interview.

4. For activities marked with a hash (#), n = 110 respondents aged 18-24. This group completed the full interview.

5. For activities marked with a hash (#), n = 224 respondents aged 25-34. This group completed the full interview.
6. For activities marked with a hash (#), n = 616 respondents aged 35-49. This group completed the full interview.
7. For activities marked with a hash (#), n = 1,053 respondents aged 50+. This group completed the full interview.

2.3 Profiles of Regular and Non-Regular Gamblers and Non-Gamblers

The following section and Table 4 provide comparative demographic profiles of regular gamblers, non-regular gamblers and non-gamblers (as defined earlier in the report).

Regular gamblers:

The demographic profile of regular gamblers reveals:

- ✓ A strong bias toward males;
- ✓ A bias toward the 18-24 age demographic, and to a lesser extent the 50+ age demographic;
- ✓ A bias toward retirees; and
- ✓ No bias in terms of income or area of residence.

Non-regular gamblers:

The demographic profile of non-regular gamblers reveals:

- ✓ Some bias toward females;
- ✓ A bias toward the 35-49 age demographic; and
- ✓ No bias in terms of employment status, income or area of residence.

Non-gamblers:

The demographic profile of non-gamblers reveals:

- ✓ An even distribution of males and females;
- ✓ A bias toward the 50+ age demographic;
- ✓ More likely to live in Hobart/ Launceston;
- ✓ Less likely than average to be in full-time employment, some bias toward students; and
- ✓ No bias in terms of income.

Table 4: Profile of Regular Gamblers, Non-Regular Gamblers and Non-Gamblers

	Total Population (n ₁ =6,048, n ₂ =2,003) ¹ %	Regular Gamblers (n ₁ =346, n ₂ =328) ¹ %	Non-Regular Gamblers (n ₁ =3,979, n ₂ =837) ¹ %	Non-Gamblers (n ₁ =1,723, n ₂ =838) ¹ %
Gender				
Male	49	64	47	48
Female	51	36	53	52
Area				
Hobart/Launceston	55	50	54	58
Other Tasmania	45	50	46	42
Age				
18-24	12	18	12	11
25-34	16	10	16	16
35-49	28	23	30	26
50+	44	49	42	47
Respondent's Occupation				
Total Full Time	41	42	43	36
Total Part Time	19	16	20	17
Household Duties	8	6	8	8
Student	6	3	6	7
Retired	22	27	20	25
Looking for Work	2	3	2	4
Other	2	3	2	3
Can't Say	*	-	*	-
Annual Income				
\$0-\$9,999	10	5	10	11
\$10,000-\$14,999	10	11	11	10
\$15,000-\$19,999	6	8	6	6
\$20,000-\$24,999	8	12	7	6
\$25,000-\$29,999	6	7	6	5
\$30,000-\$34,999	8	8	9	5
\$35,000-\$39,999	6	7	7	4
\$40,000-\$49,999	9	9	9	9
\$50,000-\$59,999	8	8	9	6
\$60,000-\$69,999	4	4	4	6
\$70,000-\$79,999	3	*	4	2
\$80,000-\$99,999	2	3	2	2
\$100,000-\$124,999	2	1	2	1
\$125,000-\$149,999	*	*	*	*
\$150,000 or more	1	2	1	1
Can't Say/Refused	18	15	15	26
Average Income²	\$36,000	\$36,600	\$35,900	\$36,100

Base: Total Respondents

Notes: 1. n₁ applies to breakdowns by gender, age and area, while n₂ applies to breakdowns by occupation and income

2. Approximate; based on mid-points of income bands (excluding those who responded 'Can't Say/Refused'). The mid-point for the '\$150,000 or more' income band is assumed to be \$175,000.

2.4 Age of the First Gambling Experience

All regular and non-regular gamblers were asked how old they had been when they had first gambled outside the home (excluding the Melbourne Cup sweeps). A quarter of the population (26%) had their first gambling experience between the ages of 16-18, and a further 21% – between the ages of 19-24. The mean age of the first gambling experience was 22. A small percentage of Tasmanians were introduced to gambling at a very young age: nearly 3% of gamblers had their first gambling experience by the age of 12. At the other end of the scale, 2% of the population first gambled at the age of 45 or over.

Generally, men tended to be introduced to gambling at a younger age. One in ten men (10%) had their first experience of gambling by the age of 16, compared with less than 4% of women. Likewise, more men than women started gambling between the ages of 16-18 (30% compared with 22%). On the other hand, women were more likely than men to have their first gambling experience between the ages of 25-34 (14% compared with 5%), 35-44 (6% compared with 2%), and at 45 or older (4% compared with 2%).

A comparison of regular and non-regular gamblers' gambling history reveals that regular gamblers were significantly more likely than non-regular gamblers to have had their first gambling experience between the ages of 7-12 (5% compared with 2%)³, 13-15 (9% compared with 5%) or 16-18 (47% compared with 35%). In comparison, non-regular gamblers were significantly more likely than regular gamblers to have had their first gambling experience between the ages of 19-24 (30% compared with 17%).

2.5 Profiles of Gamblers and Heavy Gamblers by Activity

The following section provides comparative demographic profiles of gamblers and heavy gamblers based on activity. "Gamblers" are defined as those people who have participated in a gambling activity in the last twelve months. "Heavy gamblers" are defined as those who gamble on a particular activity once per week or more often.

The distinction should be made between "regular gamblers" and "heavy gamblers" - whilst "regular gamblers" are defined as those who participate in any gambling activity once per week or more, "heavy gamblers" are defined for each specific form of gambling, eg "heavy lotteries gamblers" participate in lotteries at least once per week, whilst "heavy poker machines (casino) gamblers" are those who play poker machines at a casino at least once per week.

³ Significant at the 90% level of confidence but not at 95%. Remaining comparisons in this paragraph, as elsewhere, significant at the 95% level of confidence.

Summaries have been provided for all gambling activities,⁴ including those such as lotteries, which have traditionally been considered “weekly” gambling activities.

The classification for people who participate on a weekly or more frequent basis of “heavy gamblers” is intended to reflect the frequency of participation only. This term is not intended to imply “problem” or “excessive” gambling.

Overall, heavy gamblers tend to be biased toward the 50+ age group, and to a lesser extent the 18 – 24 age group.

⁴ Profiles have not been compiled for those who gamble on the Internet or participate in ‘other gambling activities’ as sample sizes were insufficient because these activities have a very low level of prevalence

LOTTERIES

Lotteries gamblers (53% of Tasmanian population):

The demographic profile of those who have participated in a lottery in the past twelve months reveals:

- ✓ An even distribution of males and females;
- ✓ A bias toward the 35-50 and 50+ age demographics;
- ✓ Likely to be in full-time employment;
- ✓ Average income;
- ✓ Have some secondary school education;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy lotteries gamblers (21% of Tasmanian population)⁵:

The demographic profile of those who have heavily (ie: weekly) participated in a lottery in the past twelve months reveals:

- ✓ An approximately even distribution of males and females, with a slight bias toward males;
- ✓ A strong bias toward the 35-49 and 50+ age demographics;
- ✓ A strong bias toward retirees;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is a non-problem gambler.

⁵ It should be noted that as weekly participation in lottery-type games is relatively common, the differences between “Lotteries gamblers” and “Heavy lotteries gamblers” are minimal

SCRATCH TICKETS

Scratch ticket gamblers (32% of Tasmanian population):

The demographic profile of those who have purchased a scratch ticket in the past twelve months reveals:

- ✓ A bias towards females;
- ✓ An approximately even distribution across age groups, with a slightly lower participation rate among the 25-34 age demographic;
- ✓ Likely to be in part-time employment;
- ✓ Average income;
- ✓ Likely to have some secondary education or some technical or commercial education;
- ✓ No bias in terms of household composition;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy scratch ticket gamblers (2% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) purchased a scratch ticket in the past twelve months reveals:

- ✓ A bias toward males;
- ✓ A strong bias toward the 50+ age demographic;
- ✓ More likely to be in full-time employment;
- ✓ Secondary school education;
- ✓ According to SOGS, more likely than average to be “at risk” (10% of heavy scratch tickets gamblers score 5+ on SOGS); and
- ✓ According to CPGI is not at risk.

Poker machines AT CASINO

Poker machines (casino) gamblers (22% of Tasmanian population):

The demographic profile of those who have used poker machines at a casino in the past twelve months reveals:

- ✓ An approximately even distribution of males and females, with a slight bias toward females;
- ✓ A bias toward the 18-24 age demographic;
- ✓ No bias in terms of employment status;
- ✓ Slightly lower than average income;
- ✓ Likely to have some secondary education or some technical or commercial education;
- ✓ Likely to live in households with relatives other than a partner/ spouse or children, or in group households;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy poker machines (casino) gamblers (1% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) used poker machines at casinos in the past twelve months reveals:

- ✓ An equal distribution of males and females;
- ✓ Over-representation of the 18-24 age demographic, and to a lesser extent the 50+ age demographics, compared with their population proportions (36% cf 12% and 55% cf 44%, respectively);
- ✓ Either in part-time employment or retired (pensioner);
- ✓ Earning less than \$40,000 annually;
- ✓ Some secondary school education, or finished a technical or commercial college;
- ✓ Generally living in households with partner or spouse but no children or in a group household;
- ✓ According to SOGS, more likely than average to be “at risk” (50% of heavy poker machines (casino) gamblers score 5+ on SOGS);
- ✓ According to CPGI, more likely than average to be a moderate risk or problem gambler (32% of heavy poker machines (casino) gamblers score 8+ on CPGI, and a further 10% score between 3-7).

Poker machines AT CLUB OR HOTEL

Poker machines (club/hotel) gamblers (23% of Tasmanian population):

The demographic profile of those who have used poker machines at a club or hotel in the past twelve months reveals:

- ✓ An approximately even distribution of males and females;
- ✓ A bias toward the 18-24 age demographic;
- ✓ Somewhat more likely to be in part-time employment;
- ✓ More likely to be earning between \$20,000 and \$30,000 annually;
- ✓ Some secondary school education;
- ✓ Generally living in households with relatives other than a partner/ spouse or children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy poker machines (club/hotel) gamblers (2% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) used poker machines at a club or hotel in the past twelve months reveals:

- ✓ An equal distribution of males and females;
- ✓ Over-representation of the 18-24 age demographic compared with its population share (34% cf 12%), while the 50+ age demographic is the most numerous but slightly under-represented compared to its population share (41% cf 44%);
- ✓ In full-time or part-time employment, or retired;
- ✓ More likely to be earning between \$10,000 - \$29,999 annually;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children;
- ✓ According to SOGS, more likely than average to be “at risk” or a problem gambler (6% of heavy poker machines (club/hotel) gamblers score 10+ on SOGS, and a further 35% score between 5-9); and
- ✓ According to CPGI, more likely than average to be a moderate risk or problem gambler (31% of heavy poker machines (club/hotel) gamblers score 8+ on CPGI, and a further 14% score between 3-7).

BETTING ON HORSES OR GREYHOUNDS AT THE TRACK

On-course gamblers (TOTE or bookmakers) (7% of Tasmanian population):

The demographic profile of those who have bet on horses or greyhounds at the track in the past twelve months reveals:

- ✓ A bias toward males;
- ✓ A bias toward the 18-24 age demographic;
- ✓ In full-time employment;
- ✓ Higher than average income;
- ✓ Finished a technical or commercial college, or has some university training;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy on-course gamblers (TOTE or bookmakers) (0.3% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) bet on horses or greyhounds at the track in the past twelve months reveals:

- ✓ A strong male bias;
- ✓ A strong bias toward the 50+ age demographic;
- ✓ In full-time employment;
- ✓ Likely to earn between \$25,000-\$60,000;
- ✓ Some secondary school or technical or commercial college education;
- ✓ Generally living with a partner or spouse and children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

BINGO

Bingo gamblers (2% of Tasmanian population):

The demographic profile of those who have played bingo in the past twelve months reveals:

- ✓ A bias toward females;
- ✓ A bias toward the 50+ age demographic;
- ✓ No bias in terms of employment status;
- ✓ Lower than average income;
- ✓ Some secondary school education;
- ✓ Generally living in households with children but no partner or spouse or with other relatives;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy bingo gamblers (0.3% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) played bingo in the past twelve months reveals:

- ✓ A strong bias toward females;
- ✓ A slight bias toward the 50+ age demographic;
- ✓ Retired;
- ✓ More likely to be earning less than \$15,000 annually;
- ✓ Some secondary school education;
- ✓ Generally living in single person households;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

CASINO KENO

Casino Keno gamblers (10% of Tasmanian population):

The demographic profile of those who have played Keno at a casino in the past twelve months reveals:

- ✓ An approximately even distribution of males and females;
- ✓ Even distribution of age groups;
- ✓ No bias in terms of employment status;
- ✓ Higher than average annual income;
- ✓ Some technical or commercial education;
- ✓ No bias in terms of household structure;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy Casino Keno gamblers (0.2% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) played Keno at a casino in the past twelve months reveals:

- ✓ Even distribution of males and females;
- ✓ A strong bias toward the 50+ age demographic;
- ✓ Either in full-time employment or retired;
- ✓ More likely to be earning between \$10,000 -\$25,000 annually;
- ✓ Finished secondary school;
- ✓ Generally living in households with partner or spouse but no children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI, more likely than average to be a moderate risk gambler (37% of heavy casino Keno gamblers score between 3-7 on CPGI).

CLUB KENO

Club Keno gamblers (21% of Tasmanian population):

The demographic profile of those who have played Keno at a club or hotel in the past twelve months reveals:

- ✓ An approximately even distribution of males and females;
- ✓ A bias toward the 25-34 age demographic;
- ✓ In full-time employment;
- ✓ Higher than average income;
- ✓ Secondary school education up to year 10;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy Club Keno gamblers (1% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) played Keno at a club or hotel in the past twelve months reveals:

- ✓ A strong bias toward males;
- ✓ A bias toward the 50+ age demographic;
- ✓ In full-time employment or retired;
- ✓ More likely to be on low or medium income;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children;
- ✓ According to SOGS, somewhat more likely than average to be “at risk” (10% of heavy club Keno gamblers score 5+ on SOGS, significant at the 90% confidence level); and
- ✓ According to CPGI, more likely than average to be a moderate risk gambler (22% of heavy club Keno gamblers score between 3-7 on CPGI).

PRIVATE GAMES

“Private Games” gamblers (5% of Tasmanian population):

The demographic profile of those who have played private games for money at home in the past twelve months reveals:

- ✓ A strong bias toward males;
- ✓ A strong bias toward the 18-24 and 25-34 age demographics;
- ✓ Slight bias towards those looking for work;
- ✓ Higher than average annual income;
- ✓ Some secondary education;
- ✓ Generally living in households with relatives other than a partner/ spouse or children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy “Private Games” gamblers (1% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) played private games for money at home in the past twelve months reveals:

- ✓ An even distribution of males and females;
- ✓ A slight bias toward the 50+ age demographic;
- ✓ Retired;
- ✓ Likely to earn between \$15,000-\$19,999 annually;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

CASINO TABLE GAMES

“Casino table games” gamblers (5% of Tasmanian population):

The demographic profile of those who have played table games at a casino in the past twelve months reveals:

- ✓ A strong bias toward males;
- ✓ A strong bias toward the 18-24 and 25-34 age demographics;
- ✓ In full-time employment or a student;
- ✓ Higher than average annual income;
- ✓ Some university training or currently studying;
- ✓ Generally living in households with relatives other than a partner/ spouse or children, or in a group household;
- ✓ According to SOGS, more likely than average to be “at risk” (10% of casino table games gamblers score 5-9 on SOGS); and
- ✓ According to CPGI is not at risk.

Heavy “Casino table games” gamblers (0.2% of Tasmanian population):

The sample is too small to warrant analysis.

SPORTS BETTING

“Sports betting” gamblers (5% of Tasmanian population):

The demographic profile of those who have participated in sports betting in the past twelve months reveals:

- ✓ A strong bias toward males;
- ✓ A strong bias toward the 18-24 and 25-34 age demographics;
- ✓ In part-time employment or a student;
- ✓ Higher than average annual income;
- ✓ Some technical or commercial education;
- ✓ Generally living in group households;
- ✓ According to SOGS, more likely than average to be “at risk” (12% of sports betting gamblers score 5+ on SOGS); and
- ✓ According to CPGI, more likely than average to be a “low risk” gambler (10% of sports betting gamblers score 1-3 on CPGI).

Heavy “Sports betting” gamblers (0.2% of Tasmanian population):

The sample is too small to warrant analysis.

BETTING ON HORSES OR GREYHOUNDS AWAY FROM THE TRACK

TOTE off-course gamblers (15% of Tasmanian population):

The demographic profile of those who have bet on horses or greyhounds away from the track in the past twelve months reveals:

- ✓ A strong bias toward males;
- ✓ A slight bias toward the 18-25 age demographic;
- ✓ In full-time or part-time employment;
- ✓ Higher than average annual income;
- ✓ Technical or commercial education or some university training;
- ✓ Generally living in households with relatives other than a partner/ spouse or children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI is not at risk.

Heavy TOTE off-course gamblers (2% of Tasmanian population):

The demographic profile of those who have heavily (ie: weekly) bet on horses or greyhounds away from the track in the past twelve months reveals:

- ✓ Heavily biased toward males;
- ✓ A bias toward the 50+ age demographics;
- ✓ In full-time employment;
- ✓ No bias in terms of income;
- ✓ No bias in terms of education;
- ✓ Generally living in households with partner or spouse and children or partner or spouse but no children;
- ✓ According to SOGS, more likely than average to be “at risk” (19% of heavy off-course TOTE gamblers score 5+ on SOGS); and
- ✓ According to CPGI, more likely than average to be a moderate risk or problem gambler (16% of heavy off-course TOTE gamblers score 8+ on CPGI, and a further 19% score between 3-7).

BETTING ON HORSES OR GREYHOUNDS BY PHONE

Phone races gamblers (3% of Tasmanian population):

The demographic profile of those who have bet on horses or greyhounds by phone in the past twelve months reveals:

- ✓ A bias toward males;
- ✓ No bias in terms of age;
- ✓ In full-time employment;
- ✓ Average annual income;
- ✓ Finished a technical or commercial college;
- ✓ Slightly more likely than average to be living in households with relatives other than a partner/ spouse or children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI, more likely than average to be a low or moderate risk gambler (11% of phone TOTE gamblers score 1-3 on CPGI, while a further 14% score 4-7).

Heavy Phone races gamblers (1% of Tasmanian population):

The demographic profile of those who have heavily bet on horses or greyhounds by phone in the past twelve months reveals:

- ✓ A strong bias toward males;
- ✓ A bias toward the 50+ age demographic;
- ✓ In full-time employment;
- ✓ No bias in terms of income;
- ✓ No bias in terms of education levels;
- ✓ Generally living in households with partner or spouse and children;
- ✓ According to SOGS is not at risk; and
- ✓ According to CPGI, somewhat more likely than average to be a moderate risk gambler (31% of heavy phone TOTE gamblers score 4-7 on CPGI).

2.6 Interest in Internet Gambling

All respondents were asked questions regarding their behaviour and intentions with respect to Internet gambling.

Question 21A: As you may know, Internet gambling is now available. Which of the following best describes you?

(READ OUT)

- I regularly gamble on the Internet
- I occasionally gamble on the Internet
- I have never gambled on the Internet but I am likely to in the future
- I have never gambled on the Internet and do not intend to
- (DO NOT READ) Can't Say

Question 21B: When you gamble on the Internet, do you mostly use....

(READ OUT)

- Australian Sites
- International Sites
- Both
- (DO NOT READ) Can't Say

Most respondents (97%) had never participated in Internet gambling, while 2% said they had never gambled on the Internet but were likely to in the future. Less than 1% of people said they gambled on the Internet regularly (11 cases reported) or occasionally (25 cases reported). While the overall pattern is similar to that reported in 2000, the prevalence of Internet gambling is still too low to observe any trends.

Those who gamble on the Internet also tend to participate in other forms of gambling. All those who regularly gambled on the Internet were regular gamblers overall, and participated in other gambling activities. Among those who occasionally gambled on the Internet, 38% were regular gamblers and 62% were occasional gamblers. Those who had never gambled on the Internet before but were likely to in the future comprised both regular and non-regular gamblers, as well as a small number of non-gamblers.

Of those who gamble on the Internet, the majority (75%) tend to use Australian sites, a further 14% mostly use international sites (6 cases reported overall), and a small number use both (3 cases reported overall).

2.7 Favourite Gambling Activity

All gamblers were asked which gambling activity was their favourite. As Table 5 below shows, lottery games such as Powerball, the Pools, \$2 Jackpot Lottery, Tatts 2 or Tatts Keno, were the most popular activity, favoured by one third (33%) of gamblers. Poker machines or gaming machines were the second most popular activity, preferred by 13% of gamblers. Eleven percent preferred betting on races (excluding sweeps), while 10% favoured raffles, calcutta or other sweepstakes, gaming functions, lucky envelopes, sports tipping or entering competitions by ringing a 1800 or 0055 telephone number.

Scratch tickets and Keno were nominated by 7% of gamblers each, while other activities such as private games, casino table games, sports betting and bingo, were nominated only by a small proportion of gamblers. A very small number of respondents chose gambling on the Internet as their favourite activity (5 cases were reported overall).

Table 5: Favourite Gambling Activity

“Q3B: Of those gambling activities you have undertaken in the last 12 months, which ONE is your favourite?”

Form	Total Gamblers (1,165) %	Regular Gamblers (328) %	Non-Regular Gamblers (837) %
Lotteries	33	6	36
Poker Machines or Gaming Machines	13	23	12
Betting on races (excluding sweeps)	11	34	9
Raffles	10	1	11
Scratch Tickets	7	1	8
Keno - Total	7	10	7
Private Games	3	7	3
Table Games at Casino	3	10	2
Sports Betting	2	1	2
Bingo	1	5	1
Gambling on the Internet	*	1	*
Other	*	*	*
Can't Say	3	1	3
None of These	6	*	6

Base: Total regular and non-regular gamblers who completed the long interview

A comparison of regular and non-regular gamblers shows that the two groups have distinct preferences. Regular gamblers are significantly more likely than non-regular gamblers to

favour poker machines, betting on races, private games, casino-based table games and bingo; they also have a slightly stronger preference for Keno (significant at the 90% level of confidence but not at 95%). Non-regular gamblers, on the other hand, are significantly more likely than regular gamblers to prefer lotteries, raffles and scratch tickets. Non-regular gamblers are also significantly more likely to prefer none of the suggested activities. These results are broadly consistent with the rates of participation in various activities among the two groups.

2.8 Comparisons with Other Studies

As well as working with the Tasmanian Gambling Commission on the 1994, 1996, 2000 and 2005 studies, in 1999, through competitive tender, Roy Morgan Research was chosen as the consultant to the Productivity Commission to construct their study into “Australia’s Gambling Industries”.

As Table 6 shows, the gambling participation rates amongst Tasmanians are generally consistent with the results for other studies, particularly the participation rates of the Tasmanian respondents from the 1999 Productivity Commission Study. One of the most notable differences between the gambling habits of Tasmanians and those of people from other states are the greater popularity enjoyed by Keno in Tasmania than elsewhere in Australia. Another is a lower participation rate for playing poker machines in Tasmania than in other states; this, however, is not unexpected, as Tasmania generally has fewer clubs where poker machines can be installed, for example, RSL, Sports Clubs, etc., when compared to the national level.

Table 6: Participation by Activity: Proportion of the Adult Population

Form	Tasmania, 2005 (6,048¹) %	Tasmania, 1999 (800) %	Total Australia, 1999 (10,609) %	ACT, 2001 (5,445) %	VIC, 2003 (8,479) %	SA, 2001 (6,045) %
Lotteries	53	40	49	48	61	61
Raffles	60	N/A	N/A	N/A	N/A	N/A
Poker machines – total ²	29	36	39	N/A	34	36
Scratch Tickets	32	31	38	43	34	32
Casino Table Games	5	7	8	10	7	5
Wagering on-course (TAB/TOTE or Bookmakers) [#]	7	9	11	10	14	16
TAB/TOTE off- course [#]	15	20	16	19	22	
Phone betting on races [#]	3	2	2	2	N/A	
Betting on races on Internet [#]	1	*	*	1	N/A	
Bingo	2	4	4	3	N/A	3
Private Games at Home	5	5	4	5	N/A	4
Sports Betting (not Internet)	5	5	5	6	6	3
Club Keno [#]	21	26	13	7	5	11
Casino Keno [#]	10				1	
Casino Games on Internet [#]	*	*	*	*	*	*
Sports Betting on Internet [#]	*	N/A	N/A	N/A	N/A	
Other	*	*	1	1	1	*
Total Participated	85	77	82	73	77	76
Total Did Not Participate	15	23	18	27	23	24

Total Australia Source: National Gambling Survey

Notes: 1. Except activities marked with a hash (#), where n = 2,003 (respondents who completed the long interview).

2. The measure has been chosen to enable comparisons with the other sources, most of which do not quote separate estimates for poker machines played at casinos and at clubs/ hotels.

3 INVOLVEMENT WITH GAMBLING – OVERVIEW

When examining gambling behaviour, it is important to analyse behaviour in terms of three key factors:

1. The frequency with which a person participates in a particular form of gambling
2. The amount of time spent participating each time (session)
3. The amount of money spent each time played.

Table 7 provides an overview of these key factors for each form of gambling measured in the 2005 “Extent and Impact of Gambling in Tasmania” survey. Further details of frequency, duration and expenditure are provided in sections 4, 5 and 6 of this report.

Column 1 shows the average frequency (per week) of participation in each gambling activity. Column 2 shows the average of the respondents’ estimates of the duration (in minutes) of the last session of each activity participated in prior to the survey. Column 3 records the average of the respondents’ estimates of expenditure on each activity in the last session participated in prior to the survey. Column 4 records average weekly expenditure on each activity and is calculated by multiplying the results in Column 1 (frequency of participation) by those in Column 3 (expenditure per session), with the following exceptions.

For lotteries, scratch tickets and sports betting (excluding Internet), respondents were asked for an estimate of money spent in the last *week* they had participated. This has been used as the expenditure per session in Column 3 as well as weekly expenditure in Column 4 (i.e. weekly expenditure and expenditure per session are assumed to be the same). This approach was more logical (particularly where the average frequency of participation was less than once a week) and provided consistency with the presentation of results in the 2000 report.

Table 7: Involvement with Gambling - Overview

Form	Mean Frequency (No. Times per Week)	Mean Duration (Minutes per Session)	Mean Amount Spent (Per Session)	Mean Amount Spent (Per Week)
Lotteries (n ₁ =3,298, n ₂ =912) [#]	0.58	N/A	\$9.62	\$9.62
Scratch Tickets (n ₁ =1,878, n ₂ =521) [#]	0.19	N/A	\$3.96	\$3.96
Poker Machines at Casino (n=413)	0.15	70	\$43.20	\$6.48
Poker Machines at Club/Hotel (n=426)	0.21	39	\$21.92	\$4.60
TOTE off-course (n=312)	0.34	22	\$21.26	\$7.23
Phone betting on races (n=70)	0.60	29	\$85.46	\$51.28
Bingo (n ₁ =151, n ₂ =68) [#]	0.29	97	\$12.52	\$3.63
Casino Table Games (n ₁ =206, n ₂ =71) [#]	0.11	88	\$61.29	\$6.74
Club Keno (n=380)	0.20	30	\$9.33	\$1.87
Casino Keno (n=204)	0.12	35	\$12.41	\$1.49
Wagering on-course (TOTE or Bookmaker) (n=137)	0.13	107	\$55.92	\$7.27
Betting on races on the Internet (n=23)	0.66	27	\$35.40	\$23.37
Sports Betting (n ₁ =205, n ₂ =83) [#]	0.17	9	\$11.59	\$11.59
Private Games at Home (n ₁ =195, n ₂ =67) [#]	0.29	178	\$25.85	\$7.50
Casino Games on Internet (n=5)	0.30	53	\$91.99	\$27.60
Sports betting on Internet (n=12)	1.38	18	\$48.28	\$66.62
Other (n ₁ =12, n ₂ =5) [#]	1.08	2	\$1.47	\$1.59

Base: Total participants in each form

Note: # Where two estimates of n are shown, n₁ refers to mean gambling frequency (asked of the respondents who completed the screener section) and n₂ – to mean duration and amount spent (asked of the respondents who completed the full interview).

4 FREQUENCY OF GAMBLING

4.1 Overall Frequency of Gambling on Each Activity

As would be intuited, some activities, such as lotteries, were more likely to be participated in on a weekly basis, while others such as casino table games were participated in far less frequently.

Based on the total population, Table 8 provides a comparison of the frequency of participation across all gambling activities. Lotteries were by far the most popular form of regular gambling. In 2005 it was reported that lotteries had been played by 53% of the population during the 12 months prior to the survey. This was very similar to the lottery participation level reported in 2000 (52%). In 2005, 21% of adult Tasmanians participated in lotteries at least once a week, compared with 22% in 2000. Another 21% of adult Tasmanians played infrequently (less than once per month) in 2005, compared with 20% in 2000.

As in previous years, lotteries are exceptional among the gambling activities surveyed in attracting a large number of regular participants. In the case of most other activities - namely poker machines at a casino, poker machines at a club or hotel, casino table games, club Keno, casino Keno, wagering on-course (at a TOTE or bookmaker), private games at home, and even scratch tickets – most participants took part infrequently, ie less than once a month.

Where an activity could be carried out in a casino or in a club or hotel (as in the case of playing poker machines or Keno), clubs and hotels generally attracted more frequent players. Thus, nearly 2% of Tasmanians played poker machines at a club or hotel at least once a week, while 1% did so at a casino. Likewise, around 1% of Tasmanians played club Keno at least once a week, while only 0.2% played casino Keno weekly or more frequently. A small number of people (0.2% of all Tasmanians) played table games at a casino at least once a week.

The off-course TOTE was the most popular form of betting on the races overall. It also attracted the highest number of regular participants, with over 2% of all Tasmanians placing bets there at least once a week (compared with less than 1% each for on-track, phone or online wagering).

Table 8: Frequency of Participation in Each Form

“Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”

Form	Once per Week or more %		1-3 Times per Month %		Less than once per Month %		Did not Play %		Can't say/ Refused %
	2005	2000	2005	2000	2005	2000	2005	2000	2005
Lotteries	20.8	22.1	10.7	10.1	21.2	19.9	46.9	47.7	0.3
Scratch Tickets	2.4	4.2	5.6	9.8	23.4	27.6	68.2	57.6	0.4
Poker Machines at Casino	1.0	1.0	2.4	3.4	18.6	17.1	77.8	78	0.2
TAB/TOTE off-course	2.3	2.4	1.7	1.6	10.6	9.2	85.3	86.4	0.1
Phone betting on races	0.5	0.5	0.7	0.5	1.2	2.5	97.5	96.1	*
Bingo	0.3	0.5	0.4	0.4	1.4	1.3	97.8	97.5	0.1
Casino Table Games	0.2	0.0	0.5	0.6	4.4	4.7	94.8	94.5	0.1
Poker Machines at Club/Hotel	1.8	2.2	4.4	3.4	16.5	15.7	77.1	78.0	0.2
Club Keno	1.1	2.6	3.6	3.9	15.9	16.3	79.2	76.4	0.1
Casino Keno	0.2	0.9	1.2	1.5	8.0	13.7	90.5	83.4	0.1
Wagering on-course (TAB/TOTE or Bookmakers)	0.4	0.2	0.7	1.0	5.6	4.9	93.3	93.5	0.1
Betting on races on Internet	0.2	N/A	*	N/A	0.6	N/A	99.2	N/A	*
Sports Betting	0.2	0.4	1.3	0.2	3.1	2.1	95.3	96.4	0.1
Private Games at Home	0.5	0.3	1.2	0.7	2.9	3.4	95.4	95.2	*
Casino Games on Internet	*	0.2	*	0.1	0.1	0.5	99.9	99.3	*
Sports betting on Internet	0.1	N/A	0.2	N/A	0.1	N/A	99.6	N/A	-
Other	*	0.1	*	0.1	0.1	0.9	99.8	98.9	0.1

Base: Total Population

The nature and level of involvement in gambling differs from activity to activity. It is therefore more pertinent to look at levels of frequency amongst those who have actually participated in each activity in the last 12 months, as opposed to total population estimates.

The frequency of participation in each activity by those who participated in it is shown in Figure 1 on the following page. When compared to the 2000 data (shown in Figure 1a), the frequency of participation in lotteries, poker machines at a casino or at a club or hotel, casino table games and wagering both on-course (at a TAB/TOTE or bookmaker) and off-course has changed little. However, some changes have occurred with respect to a number of other activities (please see Figure 1a).

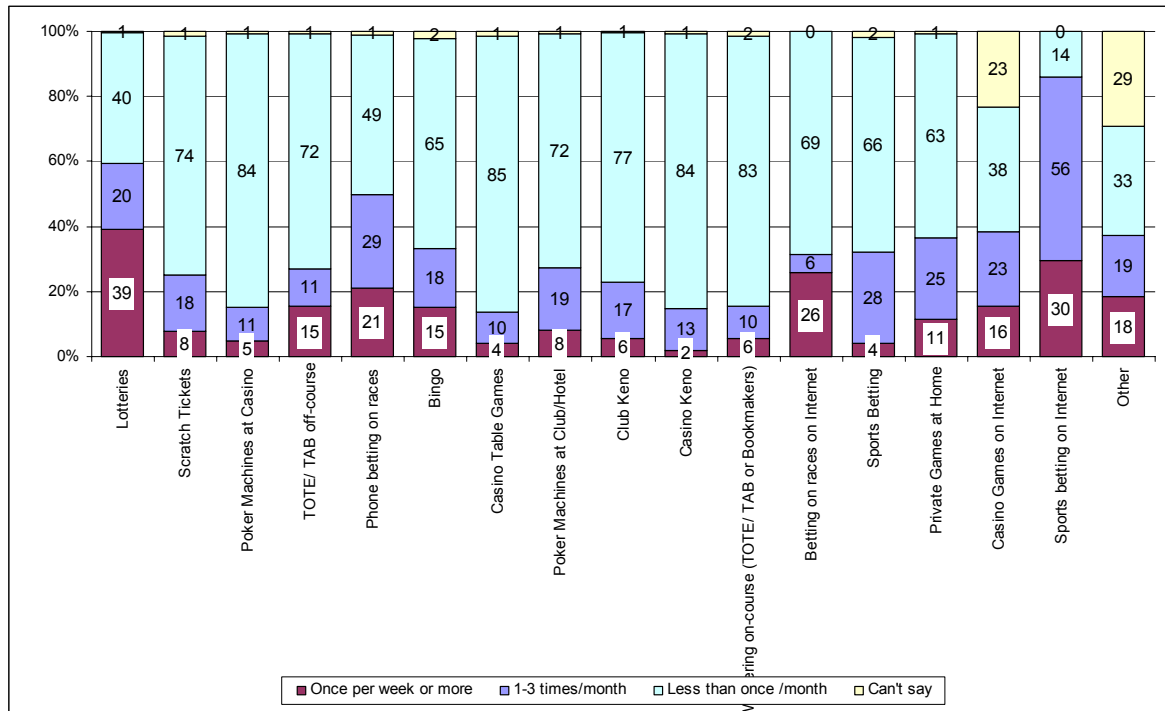
While overall participation in betting on races over the phone has declined somewhat since 2000, participation frequency has increased. Among the participants in this activity, 21% bet on the races over the phone at least once a week, 29% do so 1-3 times a month and 49% - less than once a month. This represents an increase of 8 percentage points for weekly participants and 16 percentage points for those who participate 1-3 times a month, and a drop of 14 percentage points for those who participate less than once a month. In contrast, wagering on races both on-course and off-course remains infrequent, with 83% of participants in on-course betting and 72% of participants in off-course betting participating in their respective activity less than once a month.

In addition to an overall drop in the purchasing of scratch tickets, those who buy them now do so slightly less frequently than in 2000, with 74% of participants in this activity purchasing scratch tickets less than once a month (up from 65% in 2000). In comparison, the frequency of purchasing lottery tickets by participants in this activity remains evenly balanced between those who do this at least weekly (39%) and those who do this less than once a month (40%), with a further 20% purchasing lottery tickets between 1-3 times a month.

Casino table games and casino Keno remain among the activities least frequently participated in, with only 2% of casino Keno players and 4% of participants in casino table games doing so once a week or more, while the majority participate less than once a month (84% and 77%, respectively). While the number of weekly participants in sports betting is also only 4% (down from 11% in 2000), the share of those who place bets on sporting events 1-3 times per month has increased from 5% in 2000 to 28% in 2005.

Figure 1: Frequency of Participation in Each Activity (2005)

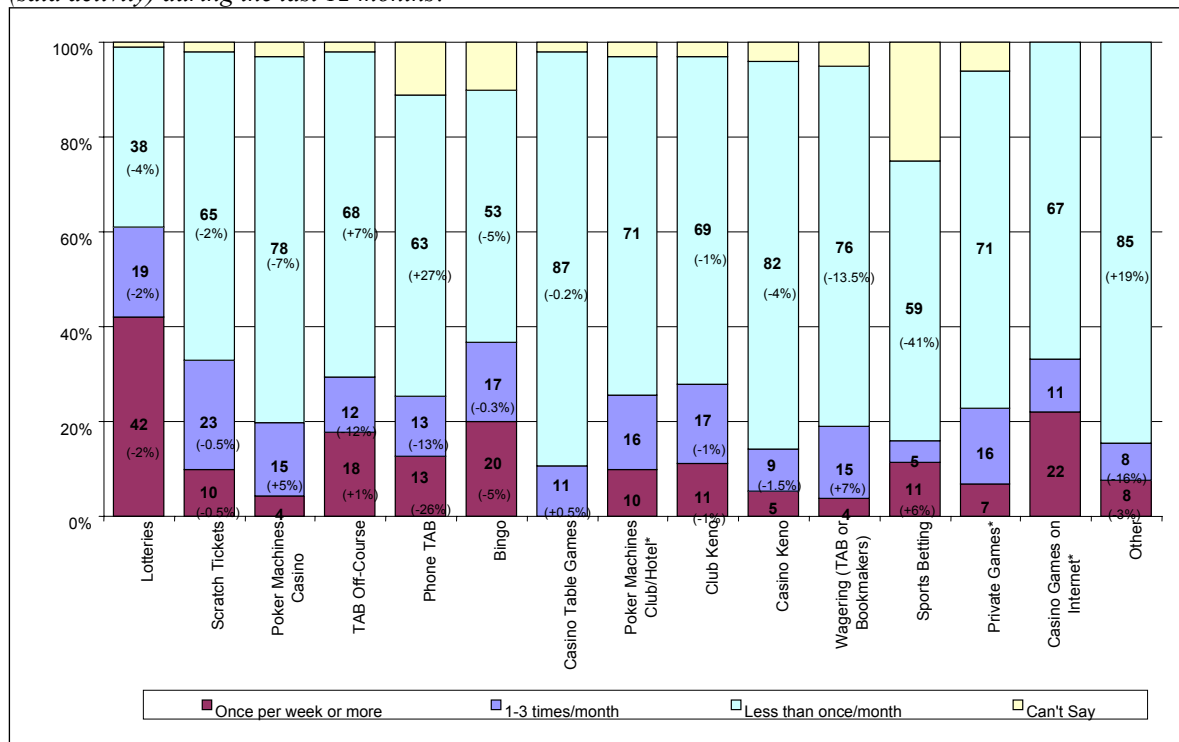
“Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form

Figure 1a: Frequency of Participation in Each Activity (2000)

“A Series: Now, thinking about (gambling activity), on average, approximately how often have you played (said activity) during the last 12 months?”



Base: Total participants in each form

4.2 Frequency of Gambling on Each Activity by Gender

As gambling involves a large proportion of the population, there are limited detectable demographic differences between those who gamble and those who do not. As can be seen in Figures 2, 3 and 4, relatively equal distributions of women and men participated in many of the gambling activities across the three broad frequency categories, but a number of disparities can be identified, including the following:

- Of those who participated in off-course TOTE wagering, nearly 22% of men participated at least once a week compared with around 4% of women; in contrast, 64% of men participated less than once a month compared with 87% of women;
- Seven percent of men who participated in club Keno did so weekly and a further 24% did so 1-3 times per month, double the proportion of female participants in these activities who played with the same frequency (4% and 11%, respectively; however, only the latter difference is statistically significant);
- Among participants in casino Keno, 21% of men participated 1-3 times per month, compared with 6% of women;
- Thirty-seven percent of men who bet on races over the phone did so 1-3 times per month compared with 10% of women; on the other hand, 81% of women participated less than once a month compared with only 34% of men; and
- Women participated in bingo and private games more frequently than men, with 20% of female participants in each activity doing so at least weekly, compared with 5% of male bingo players and 8% of male participants in private games.

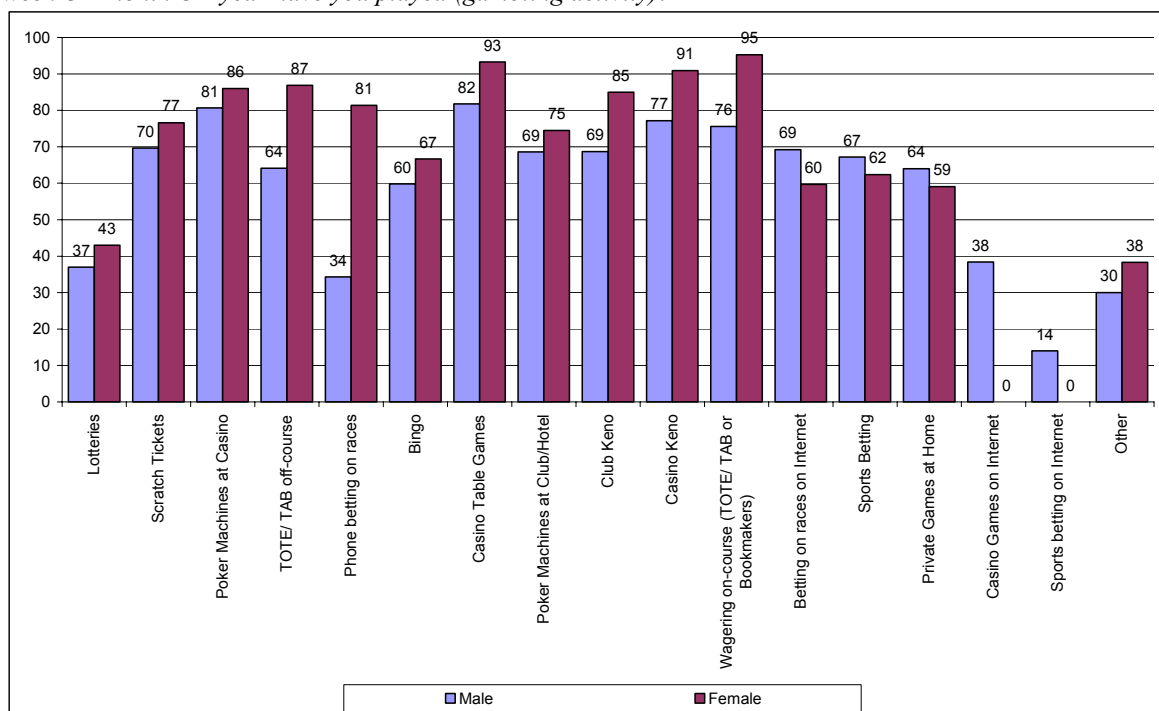
Figures 2 to 4 present participation in each activity by gender according to frequency of participation and provide a comparison of this between the proportion of males and the proportion of females who participated in each form with a particular frequency.

For example: Of those who participated in lotteries, 37% of men and 43% of women participated less than once a month, as Figure 2 shows. Looking at Figures 3 and 4, this information is provided for each of the other frequency categories.

Therefore, 100% of male respondents and 100% of female respondents are accounted for when all three tables are viewed in conjunction with each other.

Figure 2: Those Who Gamble Less Than Once per Month, by Gender and Activity

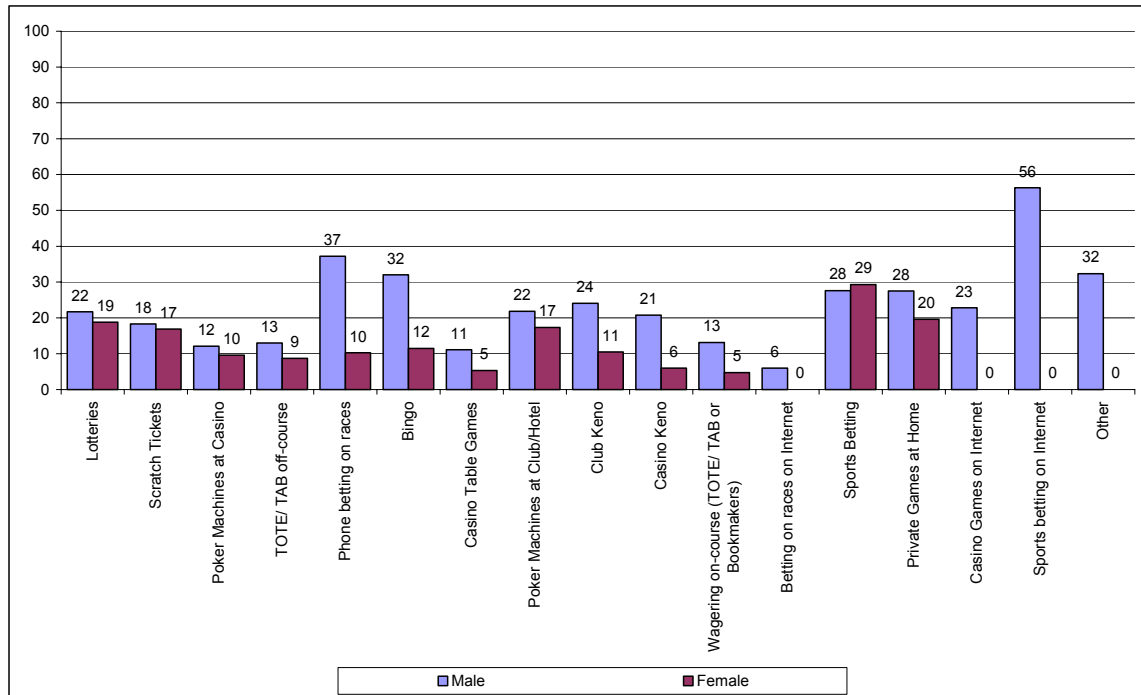
“Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble less than once a month

Figure 3: Those Who Gamble 1 – 3 Times per Month, by Gender and Activity

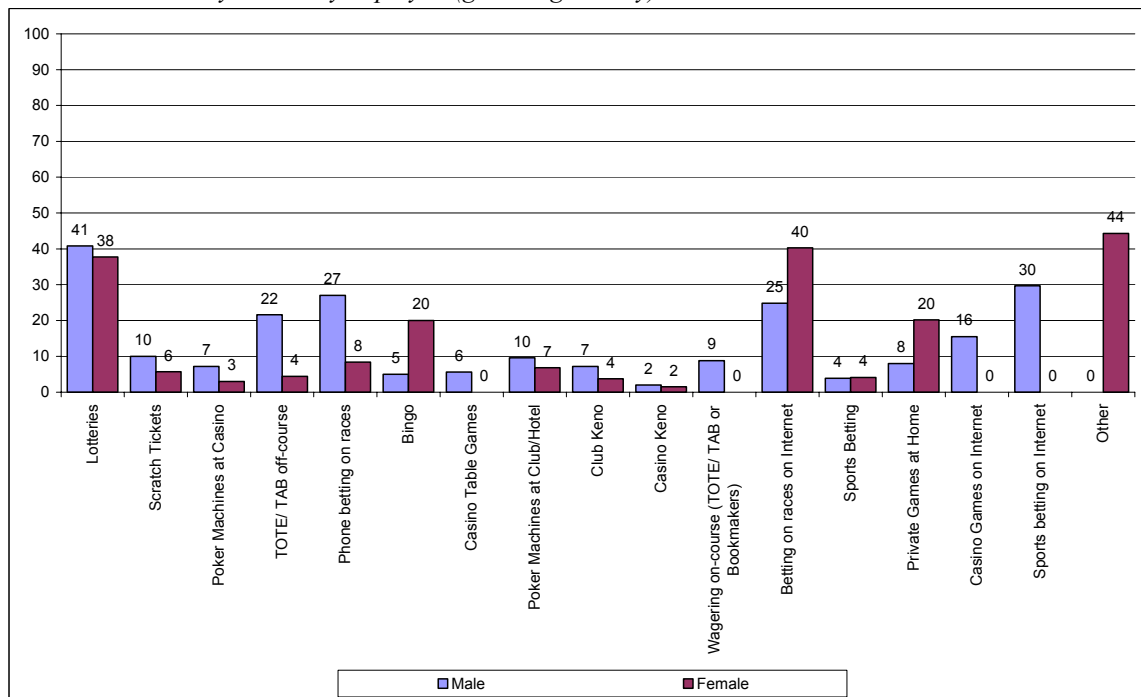
“Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble 1-3 times a month

Figure 4: Those Who Gamble Once per Week or More, by Gender and Activity

“Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble once per week or more

4.3 Frequency of Gambling on Each Activity by Age

The 50+ age group was more likely than all other age groups to participate in many forms of gambling at least once per week or more often, in particular private games (23%, compared to the overall average of 11%) and lottery (50%, compared with the overall average of 39%), and to a lesser extent club Keno (9%, compared with the overall average of 5%). This age group was also most likely to play poker machines at a club or hotel 1-3 times per month (26% compared with the overall average of 19%).

In comparison, the 25-34 age group was most likely to participate less than once a month in poker machines at a club or hotel (91%, compared with the overall average of 72%) and scratch tickets (83%, compared with the overall average of 74%). The 18-24 age group had the highest proportion of infrequent lottery participants (70% participated less than once a month, compared with an average of 40% for all lottery participants). The 35-49 age group had the highest proportion of infrequent (less than once a month) participants in casino table games (93%, compared with a 85% average) and private games (77%, compared with a 63% average).

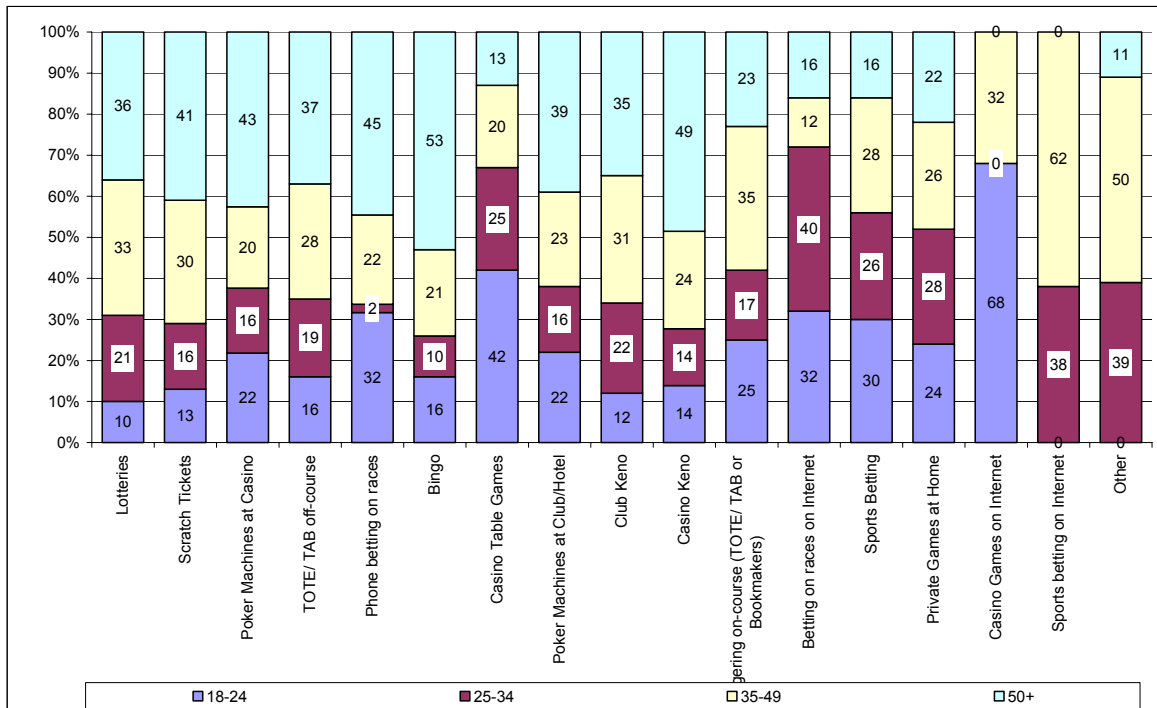
Figures 5 to 7 present participation in each activity by age, according to frequency of participation and provide a percentage comparison of the proportion of participants in each form according to the age group they fall into.

For example: Of those who played lotteries less than once per month, 10% were aged 18-24, 21% were aged 25-34, 33% were aged 35-49 and 36% were aged 50+; in other words, 100% of lotteries players who played less than once a month on this activity are accounted for when looking at Figure 5 in isolation. Looking at Figures 6 and 7 will provide this information for each of the other frequency categories.

Each of the four age demographics are expressed as a percentage of the total proportion of participants in each gambling activity. The category of “Can’t Say” has not been included in these charts.

Figure 5: Those Who Gamble Less Than Once per Month, by Age and Activity

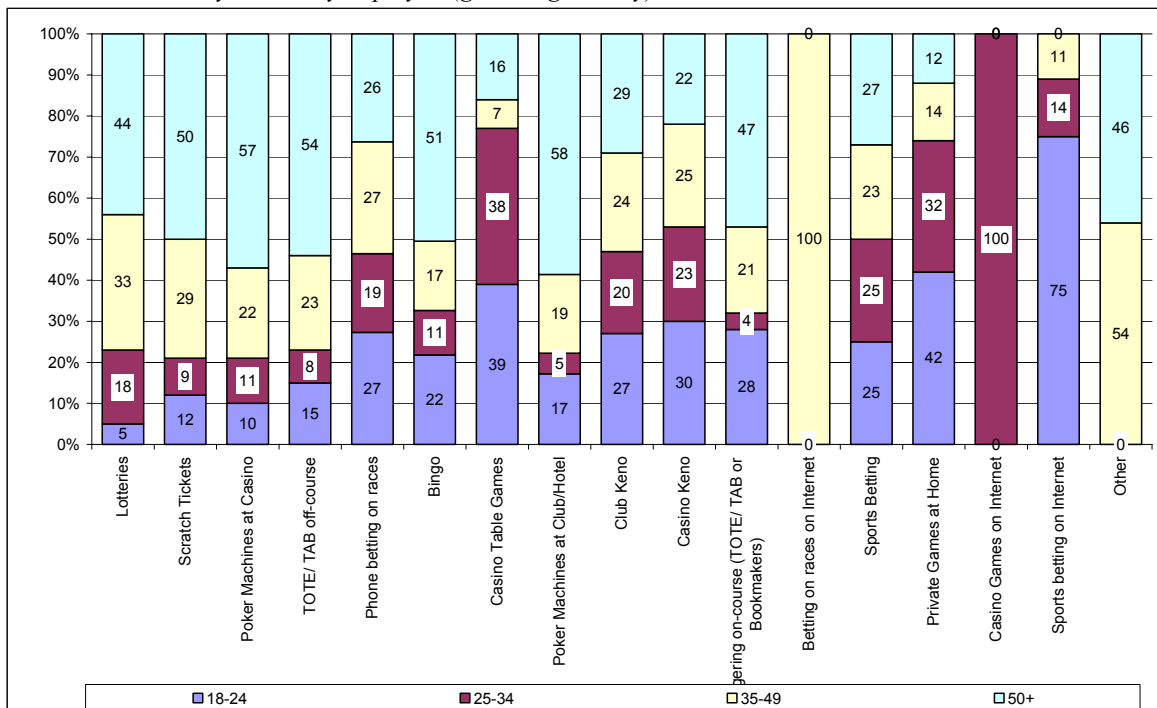
“Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble less than once a month

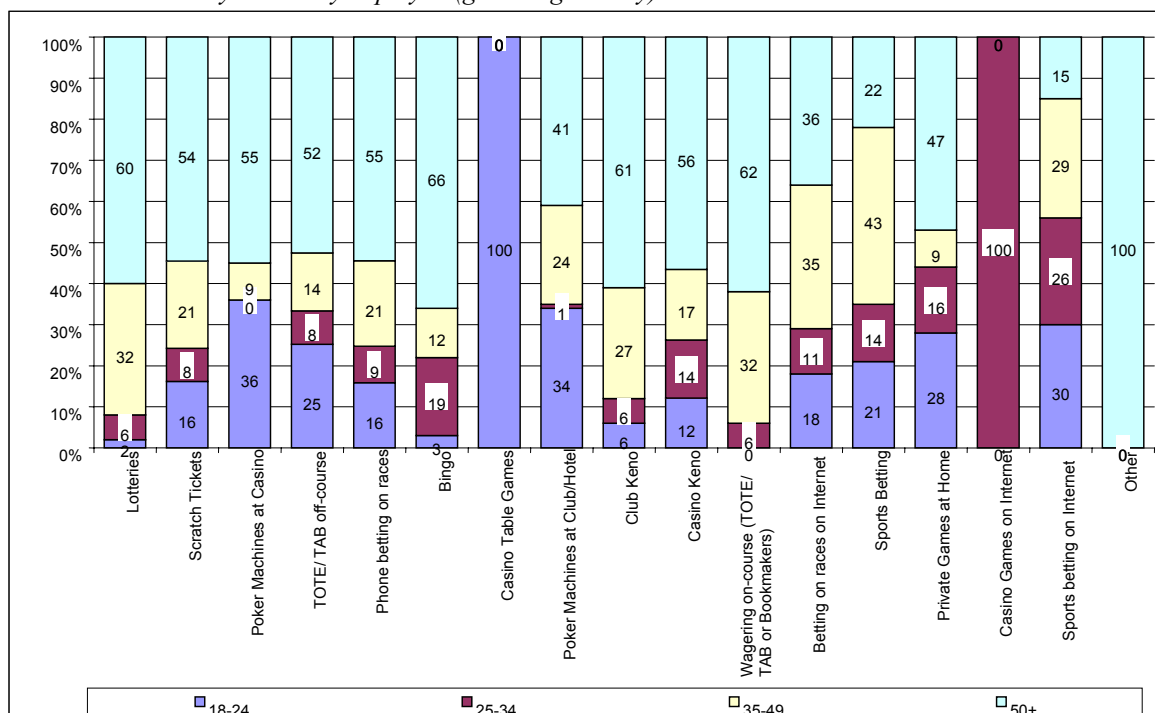
Figure 6: Those Who Gamble 1 – 3 Times per Month, by Age and Activity

“Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble 1-3 times a month

Figure 7: Those Who Gamble Once per Week or More, by Age and Activity
 “Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble once per week or more

Gamblers in the 50+ age group dominate the weekly gambler category for most gambling activities, but their share of weekly gamblers is generally consistent with their population share of 44%. On the other hand, the 18-24 age group is over-represented among the weekly participants in some gambling activities such as poker machines at a casino or at a club or hotel to a much greater extent relative to their population share of 12%. The 18-24 age group is also over-represented among problem and at risk gamblers, while the 50+ age group is, in fact, under-represented. (For further discussion, see Tables 34-35 and related discussion on p.143.)

4.4 Frequency of Gambling on Each Activity by Area

Gambling frequency patterns of the city and country areas in Tasmania are mostly similar, with some exceptions.

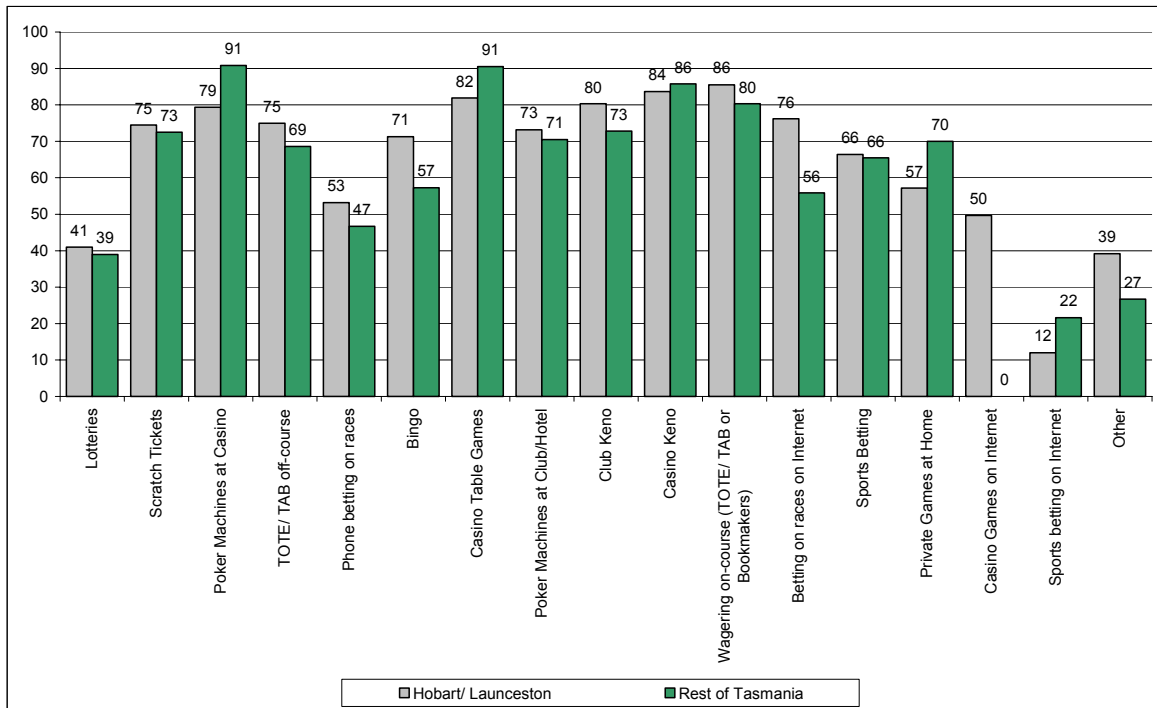
Of those who played poker machines at a casino, Hobart/ Launceston based participants were much more likely to do it on a weekly basis (7%) than participants living outside of these areas (2%). This is most likely a function of availability, as this pattern does not apply to playing poker machines at clubs or hotels.

On the other hand, participants in bingo and private games from country areas were marginally more likely to participate at least once a week (20% and 17%, respectively) than participants in the same activities from Hobart or Launceston (10% and 7%, respectively). However, participants in private games from the metropolitan areas were far more likely to participate 1-3 times per month (35%) than those from country areas (13%).

Figures 8 – 10 illustrate the frequency of participation on each gambling activity and provide a comparison of this between the proportion of people living in Hobart/Launceston the proportion of people living in ‘Other Tasmania’ who participated in each form.

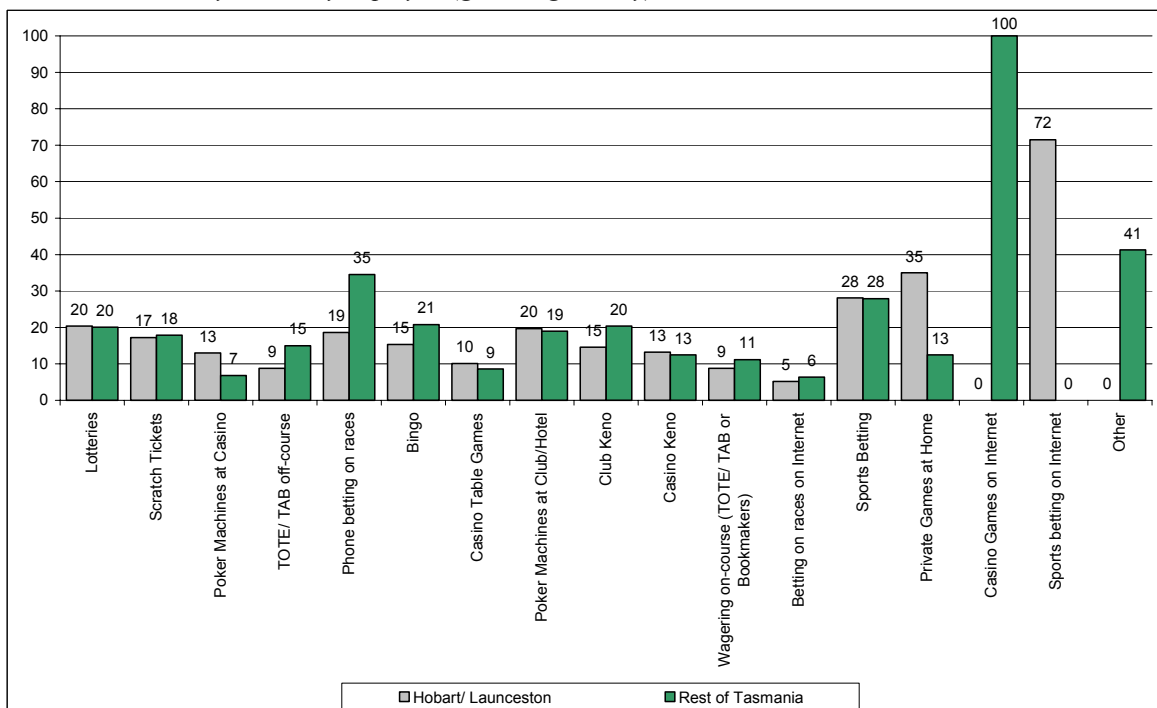
For example: Of those who played lotteries, 41% of Hobart/Launceston residents and 39% of those living in other areas of Tasmania did so less than once a month. Therefore, 100% of respondents living in Hobart/Launceston and 100% of respondents living in ‘Other Tasmania’ are accounted for when all three charts are viewed in conjunction with each other.

Figure 8: Those Who Gamble Less Than Once per Month, by Area and Activity
 “Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble less than once a month

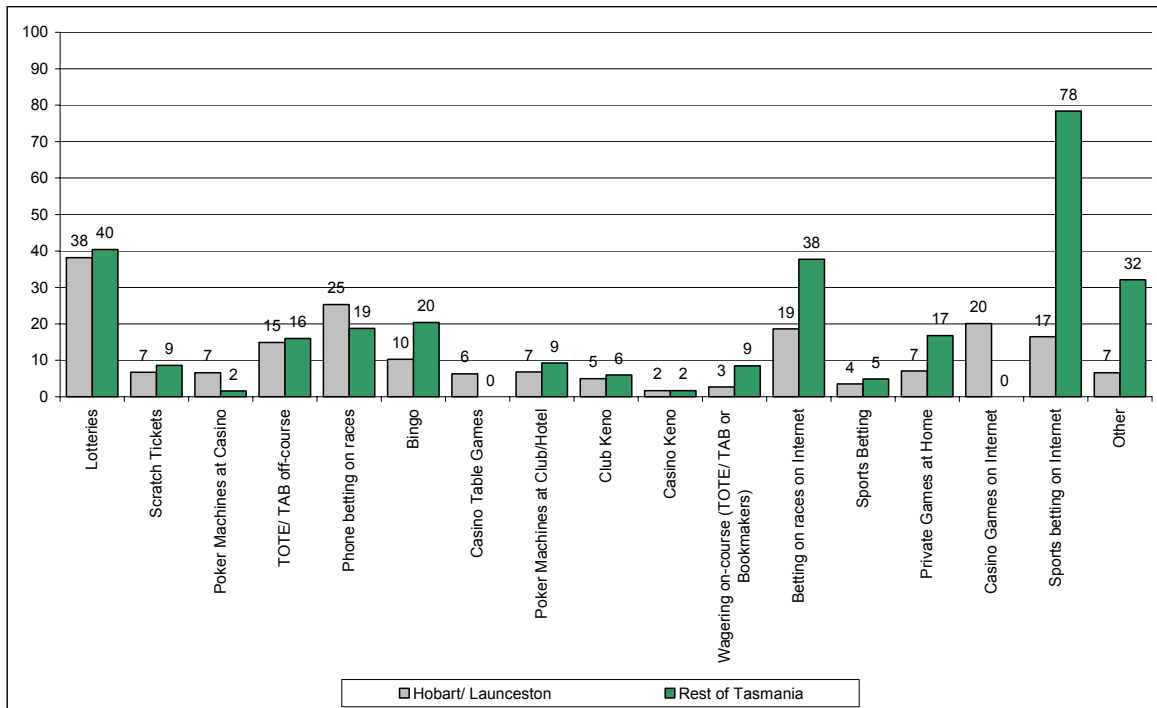
Figure 9: Those Who Gamble 1 – 3 Times per Month, by Area and Activity
 “Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble 1-3 times a month

Figure 10: Those Who Gamble Once per Week or More, by Area and Activity

“Q6-12 ‘A’ series, FSQ2E, FSQ2H-FSQ2J, FSQ2L, SQ2B2A: In the last 12 months, how many times per week OR month OR year have you played (gambling activity)?”



Base: Total participants in each form who gamble once per week or more

5 DURATION – TIME SPENT GAMBLING

5.1 Overall Time Expenditure on Each Gambling Activity

As identified previously, time spent participating in gambling activities varies according to activity type. As shown in Table 9, the activity participated in for the greatest duration was private games at home – participants in this activity spent approximately 178 minutes on average playing such games on the last occasion they did so. In contrast, participants in sports betting spent an average of only 9 minutes when they last participated in this activity.

While time spent on activities such as poker machines at clubs or hotels, bingo, club Keno and on-course betting on races did not change substantially since 2000, some notable changes occurred in that period. For instance, the proportion of casino table games players who spent 1-3 hours per session on this activity increased from 31% in 2000 to 50% in 2005 (significant at the 95% confidence level), while the proportion of those who spent less than 15 minutes declined from 13% to 4% in the same period (significant at the 90% confidence level). Similarly, nearly 4% of those who bet on sporting events spent 3-4 hours on this activity in 2005 (compared to none in 2000). Although the average session duration for playing poker machines at a casino increased by only six minutes between 2000 and 2005, there has been a significant increase in the proportion of those who spent between 15-59 minutes per session (from 31% to 39%), accompanied by a less pronounced decline in the proportion of those who spent less than 15 minutes per session (from 19% to 14%, significant at the 90% confidence level only).

Conversely, the results suggest that gamblers have been spending less time on off-course TOTE betting on races and casino Keno. Among participants in off-course betting on races, the proportion of those who spent less than 15 minutes on a session increased from 54% in 2000 to 68% in 2005 while the proportion of those who spent more than 4 hours per session declined from 5% to 1% (both significant at the 95% confidence level). In the same period, the proportion of participants in casino Keno who spent 1-3 hours per session declined from 26% to 18% (significant at the 90% confidence level).

Table 9 presents the average (mean) amount of time spent on each gambling activity (on last occasion played), as well as the frequency distribution.

Table 9: Time Spent per Session by Gamblers Participating in Each Form

“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”

Form	Total Participants in each Form Mean (minutes)	Less than 15 mins %	15-59 mins %	1-3 hrs %	3-4 hrs %	More than 4 hrs %	Can't Say %
Poker Machines at Casino (n=413)	70	11	31	42	5	11	-
TOTE Off-Course (n=312)	22	68	16	8	1	1	4
Bingo (n=68)	97	6	10	65	17	-	1
Casino Table Games (n=71)	88	3	29	39	21	5	3
Club Keno (n=380)	30	34	41	21	1	1	1
Poker Machines at Club/ Hotel (n=426)	39	24	41	31	2	2	*
Casino Keno (n=204)	35	33	37	23	4	1	2
Wagering on-course (TOTE or Bookmaker) (n=137)	107	27	19	15	8	22	9
Private Games at Home (n=67)	178	5	3	45	27	21	-
Sports Betting (n=83)	9	78	14	2	-	-	7
Phone betting on races (n=70)	29	60	8	13	4	1	15
Betting on races on Internet (n=23)	27	38	50	11	1	-	-
Casino games on Internet (n=5)	53	-	46	54	-	-	-
Sports betting on Internet (n=12)	18	69	26	4	-	-	-
Other (n=5)	2	92	-	-	-	-	8

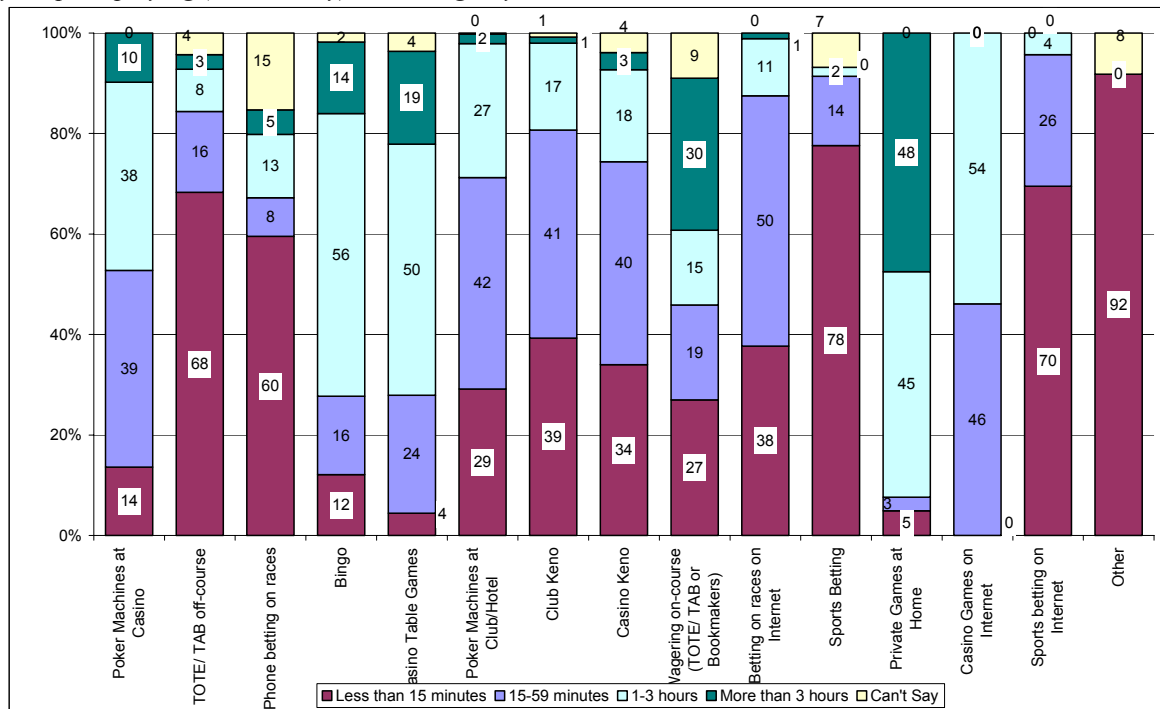
Base: Total participants in each form

Note: Percentages for some activities may not add up to 100 due to rounding.

Figure 11 displays the overall time spent on various gambling activities in Tasmania in 2005, while Figure 11a shows the overall time spent on the same activities in 2000.

Figure 11: Time Spent Overall

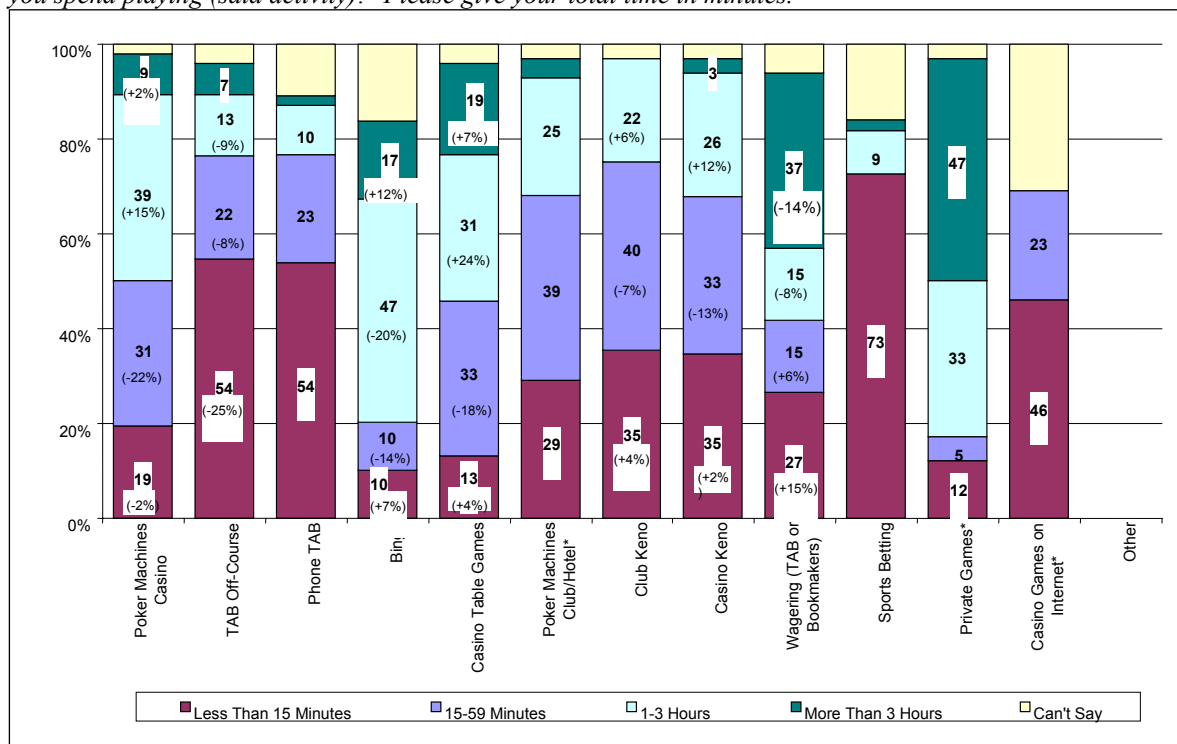
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form

Figure 11a: Time Spent Overall (2000)

“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form

Note: The figures in brackets represent the difference from the corresponding 1996 results

5.2 Duration of Gambling on Each Activity by Gender

Examining gender differences in time spent by participants in gambling activities reveals some changes when compared with 2000. Unlike 2000, women betting on races on-track spent more time per session on average (122 minutes, up from 109 minutes in 2000) than their male counterparts (99 minutes, down from 149 minutes in 2000).

As in 2000, female off-course wagerers were still more likely than their male counterparts to spend less than 15 minutes on this activity (74% compared with 63%), with the gap widening slightly compared with 2000 when 61% of female off-course wagerers and 51% of male off-course wagerers had spent less than 15 minutes on this activity on the last occasion they played.

The disparity in the mean time spent on casino table games by male and female players in 2000 has become less pronounced in 2005. While the average time spent by male players dropped from 136 minutes to 94 minutes, the average time spent by female players nearly doubled from 44 minutes to 79 minutes. In the 2005 study, proportion of women who spent more than 4 hours on casino table games (5%) even exceeded that of men in a similar position (2%).

In contrast, the gap between the average time spent by male and female phone race betting participants remained and even increased slightly, with an average session duration of 34 minutes for the men (compared with 30 minutes in 2000) and 8 minutes for the women (compared with 14 minutes in 2000). Unlike 2000, when 25% of female participants and a negligible number of male participants spent more than three hours on betting on races over the phone, 7% of male participants and no female participants spent more than three hours on this activity in 2005.

Table 10: Time Spent Gambling (in minutes) on Last Occasion Participated

“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”

Form	Total Participants in each Form Mean (minutes)	GENDER	
		Males Mean (minutes)	Females Mean (minutes)
Poker Machines at Casino (n=413)	70	68	71
TOTE off-course (n=312)	22	25	16
Bingo (n=68)	97	75	114
Casino Table Games (n=71)	88	94	79
Club Keno (n=380)	30	31	28
Poker Machines at Club/ Hotel (n=426)	39	38	40
Casino Keno (n=204)	35	40	31
Wagering on-course (TOTE or Bookmaker) (n=137)	107	99	122
Private Games at Home (n=67)	178	184	165
Sports Betting (n=83)	9	10	7
Phone betting on races (n=70)	29	34	8
Betting on races on Internet (n=23)	27	27	26
Casino games on Internet (n=5)	53	53	-
Sports betting on Internet (n=12)	18	18	-
Other (n=5)	2	3	1

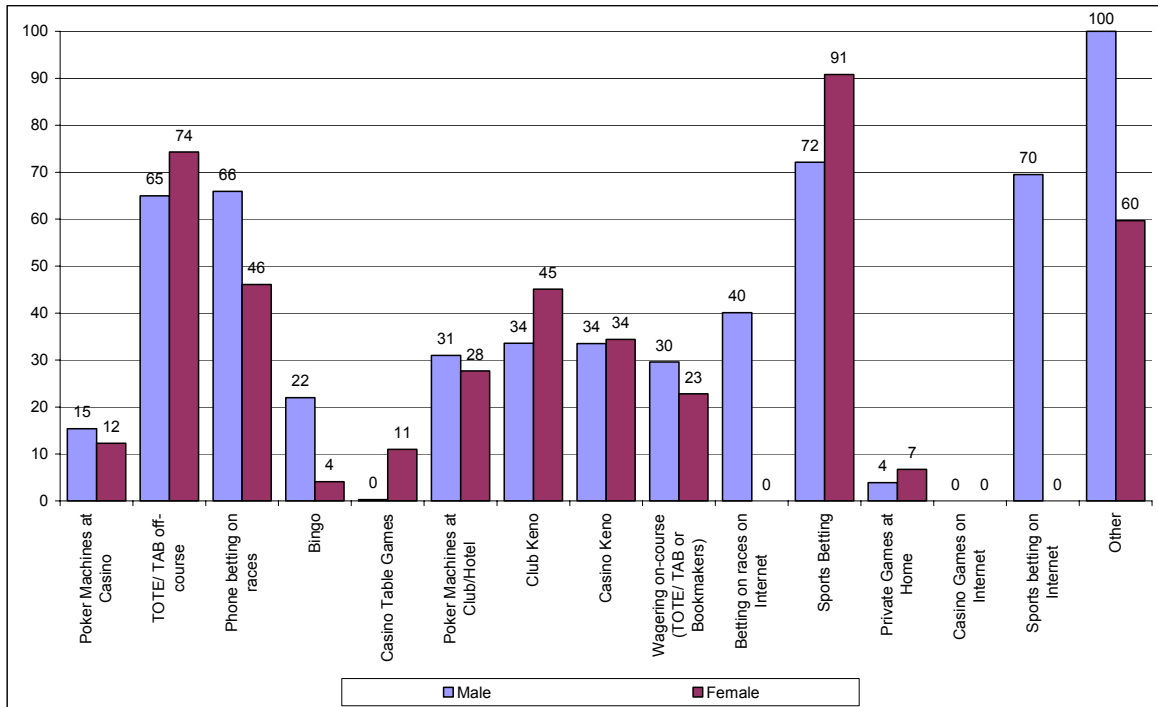
Base: Total participants in each form

Figures 12-15 illustrate time spent on each gambling activity and provide a comparison of this between the proportion of males and the proportion of females who participated in each form.

For example: Of those who played poker machines at a casino, 15% of men and 12% of women spent less than 15 minutes participating in this activity. Figures 13-15 provide this information for each of the other time spent categories. Therefore, 100% of male respondents and 100% of female respondents are accounted for when all four charts are viewed in conjunction with each other.

Figure 12: Those Who Gambled Less Than 15 Minutes on the Last Occasion, by Gender and Activity

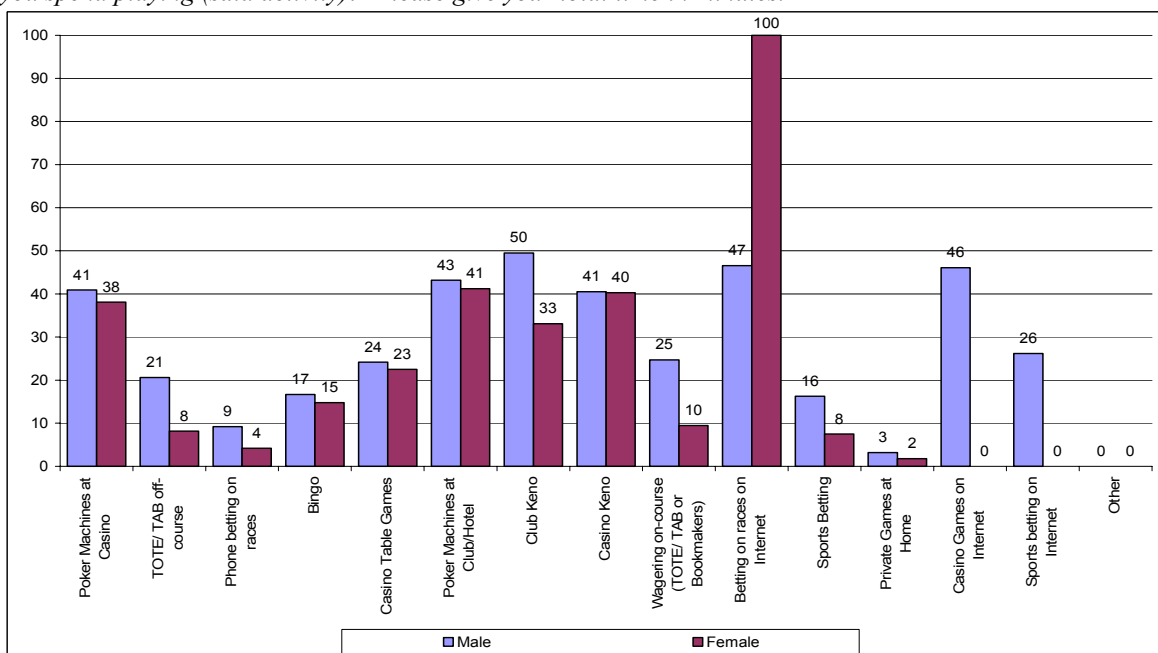
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent less than 15 minutes gambling on the last occasion

Figure 13: Those Who Gambled 15-59 Minutes on the Last Occasion, by Gender and Activity

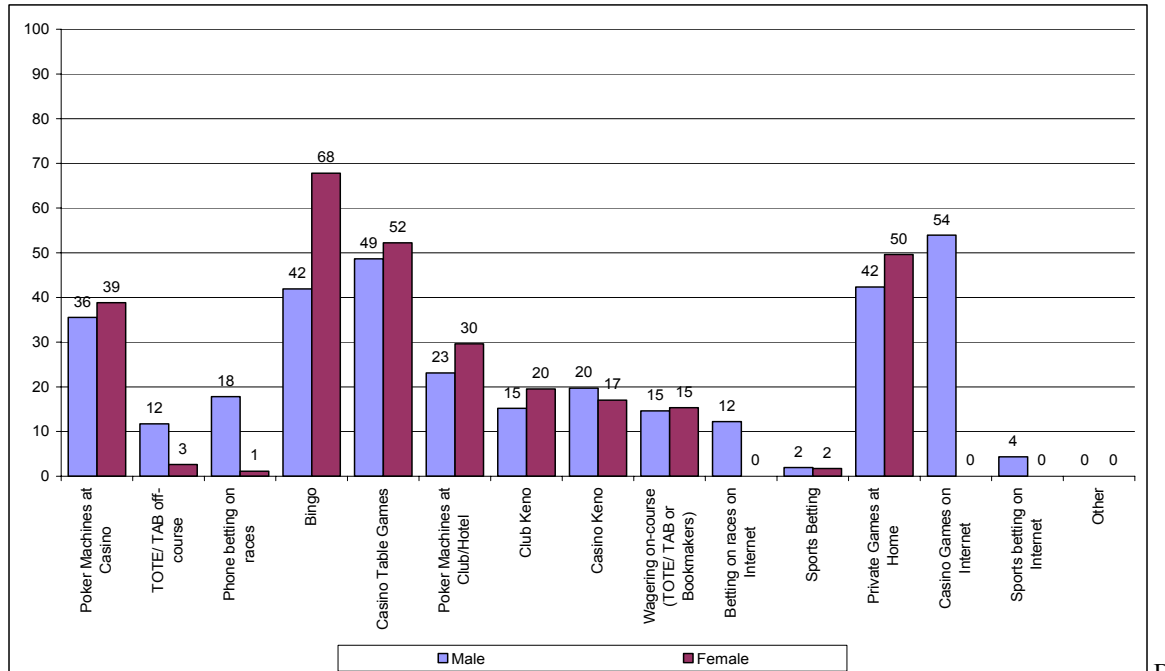
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent 15-59 minutes gambling on the last occasion

Figure 14: Those Who Gambled 1-3 Hours on the Last Occasion, by Gender and Activity

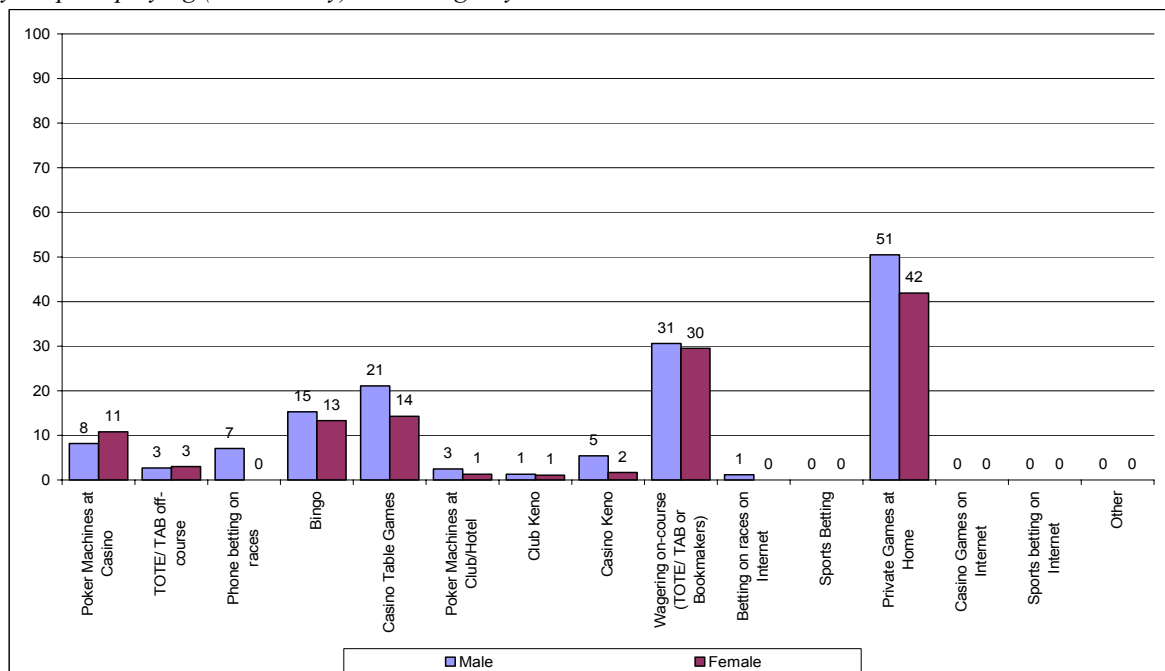
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent 1-3 hours gambling on the last occasion

Figure 15: Those Who Gambled More Than 3 Hours on the Last Occasion, by Gender and Activity

“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent more than 3 hours gambling on the last occasion

Spending large amounts of time on gambling is generally linked to increased vulnerability to problem gambling. It may therefore appear, for instance, that male gamblers who bet on races over the phone are more at risk than their female counterparts since a higher proportion of the former spend more than three hours on an average session, and that female gamblers on poker machines at casinos, on the other hand, would be more vulnerable to problem gambling than the male participants in this activity. However, the evidence suggests that the amount of time spent on gambling is not a reliable predictor of the differences in the vulnerability of male and female gamblers. Thus, while male gamblers who bet on the races over the phone were somewhat more likely than females to be classified as problem or “at risk” gamblers according to SOGS (7.6% cf 3.5%) or as a moderate risk or problem gambler according to CPGI (24.1% cf 6.9%), the differences were not statistically significant. In another example, male gamblers on poker machines were in fact significantly more likely than females to be classified as problem or “at risk” gamblers according to SOGS (8.6% cf 2.8%), or as problem gamblers according to CPGI (5% cf 1%).

5.3 Duration of Gambling on Each Activity by Age

A comparison of time spent on various activities in 2000 and 2005 shows that while the changes in the amount of time spent on some activities have been uniform in some instances (for example, poker machines at casinos), others have been age-specific.

Gamblers in the 18-24 age group now spend more time on average on most activities, including casino table games (95 minutes, up from 71 minutes), wagering on-course (124 minutes, up from 99 minutes) and over the phone (33 minutes, up from 14 minutes), and private games (171 minutes, up from 114 minutes). However, they now spend considerably less time on average betting at off-course TAB/TOTE (20 minutes, compared with 47 minutes in 2000).

The 25-34 age group, in comparison, now spends less time on average on a number of activities including bingo (87 minutes, down from 133 minutes), casino table games (78 minutes, less than half of 181 minutes in 2000), wagering on-course (76 minutes, down from 116 minutes) and off-course (25 minutes, down from 36 minutes) and sports betting (6 minutes, down from 26 minutes). On the other hand, this age group now spends considerably more time on betting on races over the phone (54 minutes, compared with 24 minutes in 2000) and private games (212 minutes, compared with 153 minutes in 2000).

The 35-49 age group spent more time on casino table games in 2005 (an average of 94 minutes, up from 72 minutes in 2000), poker machines at casinos (83 minutes, up from 63 minutes in 2000), casino Keno (48 minutes, up from 41 minutes in 2000) and sports betting (11 minutes, up from 3 minutes in 2000). Unlike the younger age groups, though, the 35-49 year olds who played private games spent less time on this activity in 2005 than in 2000 (134 minutes, compared with 197 minutes). This age group has also spent much less time on off-course TAB/TOTE betting (17 minutes, compared with 34 minutes in 2000).

Those in the 50+ age group have spent more time playing bingo in 2005 (an average of 103 minutes, compared with 82 minutes in 2000). At the same time, this age group has spent less time than in 2000 on off-course TAB/TOTE betting (25 minutes, down from 50 minutes), sports betting (9 minutes, down from 22 minutes) and especially on-course wagering (123 minutes, down from 211 minutes).

Table 11: Mean Amount of Time Spent Gambling (in minutes) on Last Occasion Participated by Age

“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”

Form	Total Mean (Minutes)		18-24 Mean (Minutes)		25-34 Mean (Minutes)		35-49 Mean (Minutes)		50+ Mean (Minutes)	
	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000
Poker Machines at Casino (n=413)	70	64	39	44	66	54	83	63	80	82
TAB/TOTE off-course (n=312)	22	41	20	47	25	36	17	34	25	50
Bingo (n=68)	97	104	73	85	87	133	107	120	103	82
Casino Table Games (n=71)	88	115	95	71	78	181	94	72	81	125
Club Keno (n=380)	30	31	30	23	30	35	28	31	30	33
Casino Keno (n=204)	35	40	19	27	40	48	48	41	33	40
Wagering on-course (TAB/TOTE or Bookmakers) (n=137)	107	135	124	99	76	116	99	111	123	211
Phone betting on races (n=70)	29	24	33	14	54	24	22	31	30	30
Poker Machines at Club/Hotel (n=426)	39	42	25	24	37	41	38	45	47	49
Sports Betting (n=83)	9	16	9	9	6	26	11	3	9	22
Private Games at Home (n=67)	178	155	171	114	212	153	134	197	178	180
Betting on races on Internet (n=23)	27	N/A	23	N/A	12	N/A	36	N/A	46	N/A
Casino games on Internet (n=5)	53	N/A	60	N/A	49	N/A	60	N/A	-	N/A
Sports betting on Internet (n=12)	18	N/A	13	N/A	17	N/A	8	N/A	120	N/A
Other Activities (n=5)	2	10	-	-	3	10	-	11	1	8

Base: Total participants in each form.

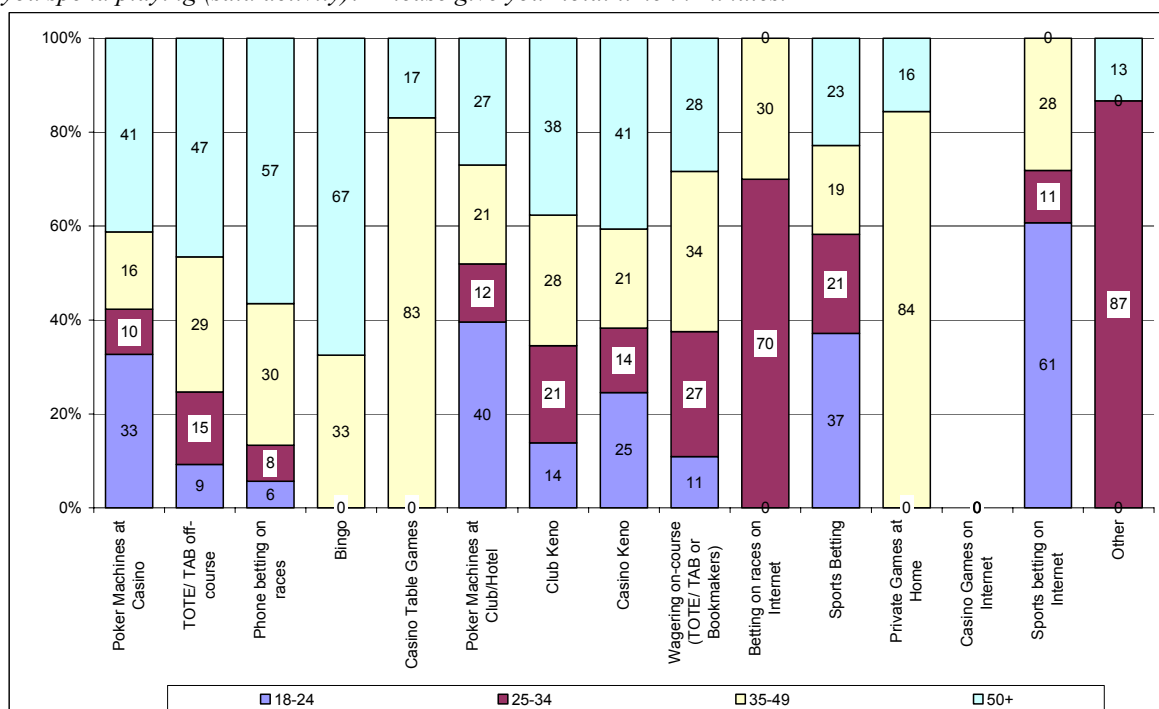
Figures 16 – 19 illustrate time spent on each gambling activity and provide a percentage comparison of the proportion of participants in each form according to the age group they fall into.

For example: Of those who spent less than 15 minutes playing poker machines at a casino, 33% were aged 18-24, 10% were aged 25-34, 16% were aged 35-49 and 41% were aged 50+, i.e. 100% of poker machine (casino) players who spent less than 15 minutes participating in this form are accounted for when looking at Figure 16 in isolation. Figures 17-19 provide this information for each of the other time spent categories.

Therefore, each of the four age demographics are expressed as a percentage of the total proportion of participants in each gambling activity. The category of ‘Can’t Say’ has not been included in these charts.

Figure 16: Those Who Gambled Less Than 15 Minutes on the Last Occasion, by Age and Activity

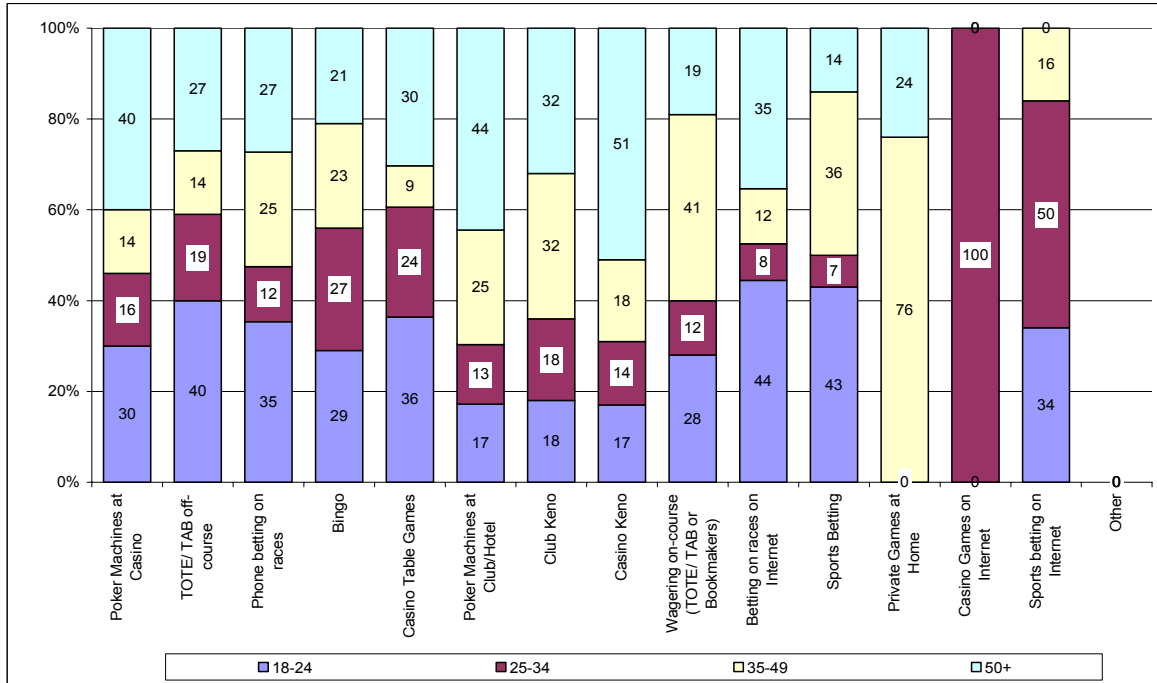
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent less than 15 minutes gambling on the last occasion

Figure 17: Those Who Gambled 15-59 Minutes on the Last Occasion, by Age and Activity

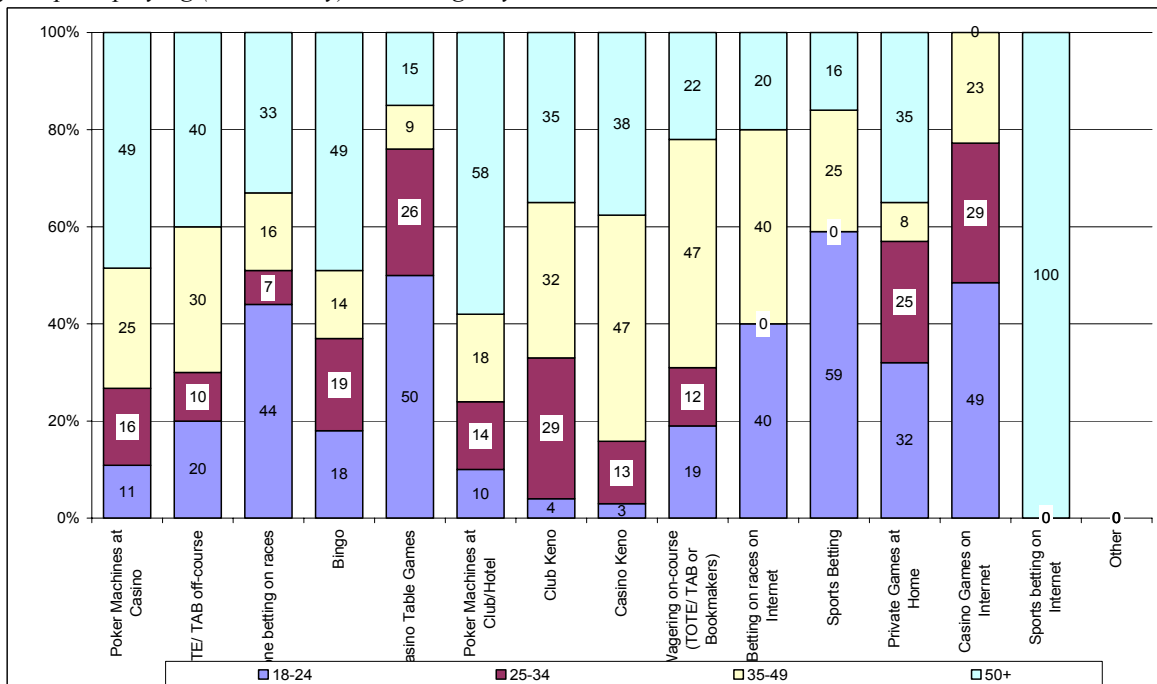
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent 15-59 minutes gambling on the last occasion

Figure 18: Those Who Gambled 1-3 Hours on the Last Occasion, by Age and Activity

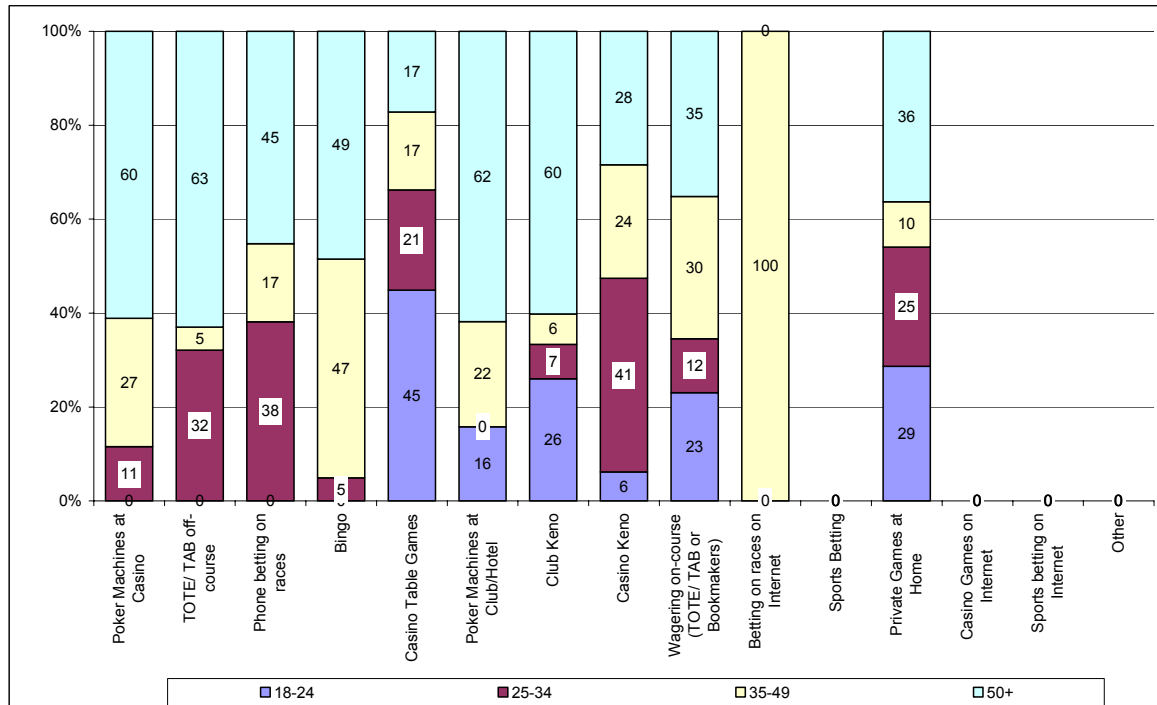
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent 1-3 hours gambling on the last occasion

Figure 19: Those Who Gambled More Than 3 Hours on the Last Occasion, by Age and Activity

“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent more than 3 hours gambling on the last occasion

As with gender differences (see p.62), the age breakdown of those who spent more than three hours per average gambling session does not appear to be a reliable predictor of which age group is more vulnerable to problem gambling. For example, the 50+ age group accounts for 60% of gamblers who spend more than three hours per session gambling on poker machines at a casino while none from the 18-24 age group belong to that category. Nevertheless, gamblers on poker machines at a casino in the 18-24 age group were somewhat more likely than those in the 50+ age group to be classified as problem or “at risk” gamblers according to SOGS (10.2% cf 3.3%, significant at the 90% confidence level). Using CPGI, a similar difference between the two age groups was apparent with respect to the likelihood of being classified as moderate risk or problem gamblers according to CPGI, but it was not statistically significant (9.6% cf 3.5%).

5.4 Duration of Gambling on Each Activity by Area

A comparison of average time spent on various activities in 2000 and 2005 shows that the increase in the average amount of time spent by country residents on a number of activities exceeded the increase in the time spent by the residents of Hobart and Launceston; in particular, this was the case for time spent on private games (from 165 minutes to 224 minutes in non-metropolitan areas and from 151 minutes to 147 minutes in Hobart/Launceston). Among bingo players, the average amount of time spent by those living outside the metropolitan areas increased from 95 minutes in 2000 to 136 minutes in 2005, while the average amount time spent by those in Hobart/ Launceston dropped from 112 minutes to 82 minutes. Likewise, the average session duration for those who played poker machines in a casino outside Hobart and Launceston increased from 65 minutes in 2000 to 79 minutes in 2005, while in Hobart and Launceston it remained the same (64 minutes in 2005 compared with 65 minutes in 2000).

Conversely, the average amount of time spent by Hobart/ Launceston participants on casino table games increased slightly from 91 minutes in 2000 to 96 minutes in 2005, while the time spent by non-metropolitan participants halved from 179 minutes to 75 minutes. Likewise, the average amount of time spent by those who bet on-course declined less in Hobart/ Launceston (105 minutes, compared with 120 minutes in 2000) than outside those areas (109 minutes, compared with 163 minutes in 2000). The average session duration by those who played poker machines at clubs or hotels also changed little in Hobart/ Launceston (39 minutes, compared with 37 minutes in 2000) but declined outside those areas (39 minutes, compared with 54 minutes in 2000).

Table 12: Mean Amount of Time Spent Gambling (in minutes) on Last Occasion Participated by Area

“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”

Form	Total Participants in each form Mean (minutes)	AREA	
		Hobart/Launceston Mean (minutes)	Other Tasmania Mean (minutes)
Poker Machines at Casino (n=413)	70	64	79
TOTE off-course (n=312)	22	22	23
Bingo (n=68)	97	82	136
Casino Table Games (n=71)	88	96	75
Club Keno (n=380)	30	29	30
Casino Keno (n=204)	35	32	42
Wagering on-course (TOTE or Bookmakers) (n=137)	107	105	109
Phone betting on races (n=70)	29	30	28
Poker Machines at Club/Hotel (n=426)	39	39	39
Sports Betting (n=83)	9	9	8
Private Games at Home (n=67)	178	147	224
Betting on races on Internet (n=23)	27	21	37
Casino games on Internet (n=5)	53	60	30
Sports betting on Internet (n=12)	18	15	27
Other Activities (n=5)	2	2	1

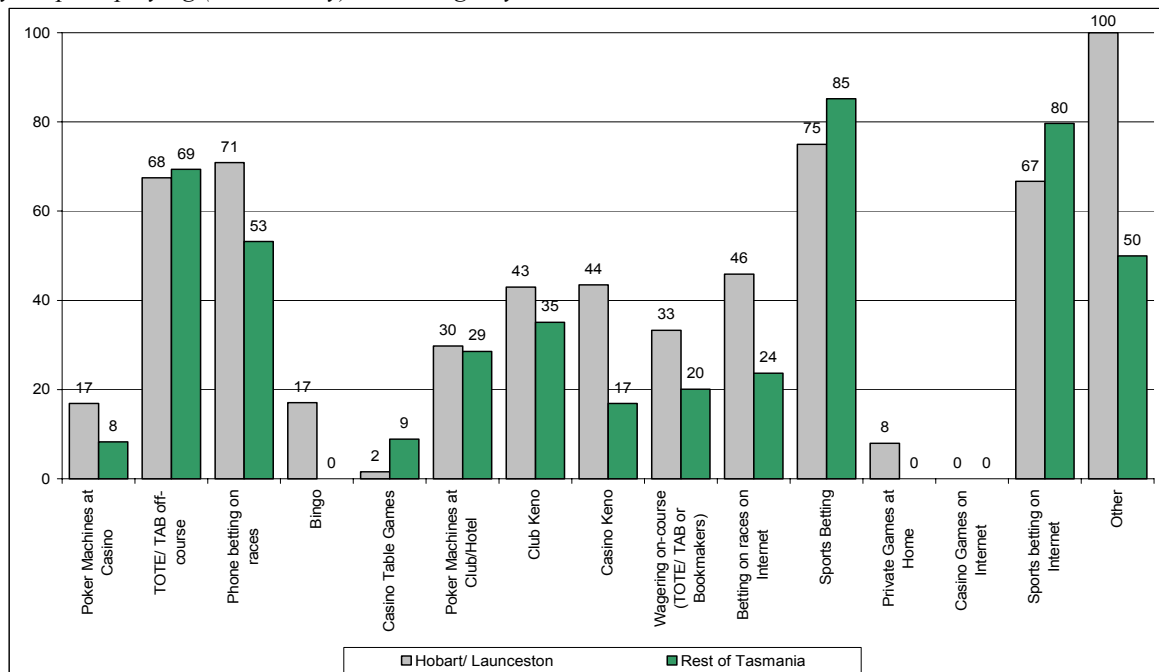
Base: Total participants in each form

Figures 20 – 23 illustrate time spent on each gambling activity and provide a comparison of this between the proportion of people living in Hobart/Launceston and the proportion of people living in ‘Other Tasmania’ who participated in each form.

For example: Of those who played poker machines at a casino, 17% of those living in Hobart/Launceston and 8% of those living in other areas of Tasmania spent less than 15 minutes participating in activity. Figures 21-23 provide this information for each of the other time spent categories. Therefore, 100% of respondents living in Hobart/Launceston and 100% of respondents living in ‘Other Tasmania’ are accounted for when all four charts are viewed in conjunction with each other.

Figure 20: Those Who Gambled Less Than 15 Minutes on the Last Occasion, by Area and Activity

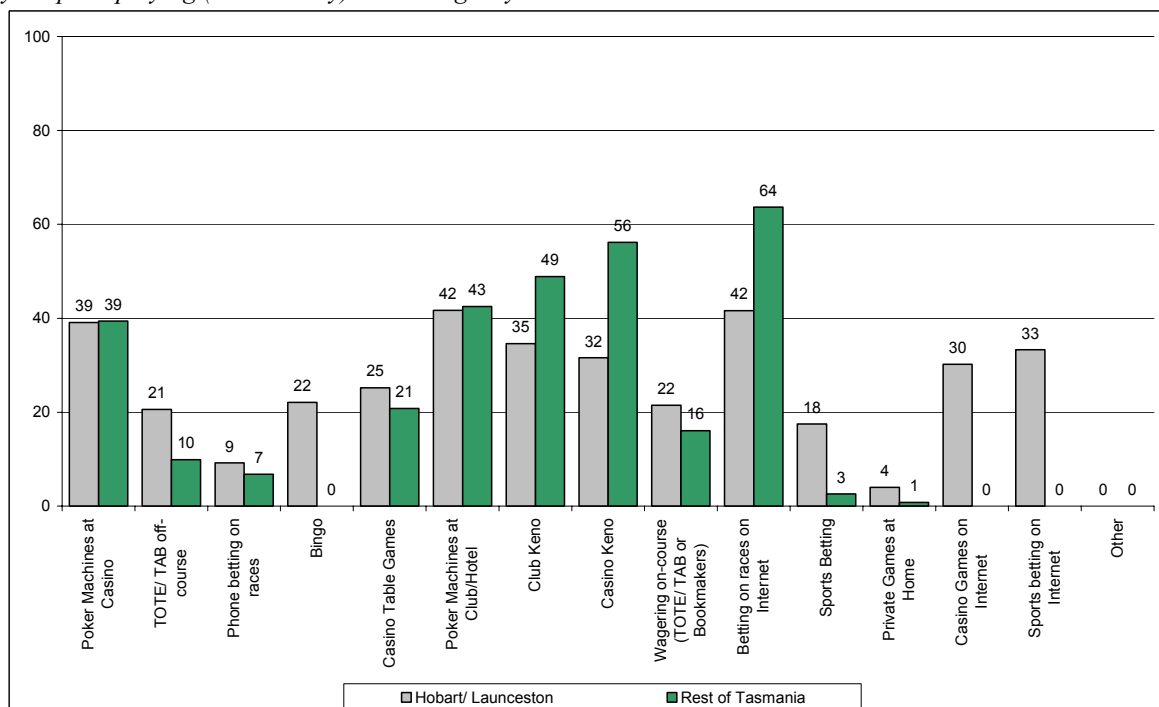
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent less than 15 minutes gambling on the last occasion

Figure 21: Those Who Gambled 15-59 Minutes on the Last Occasion, by Area and Activity

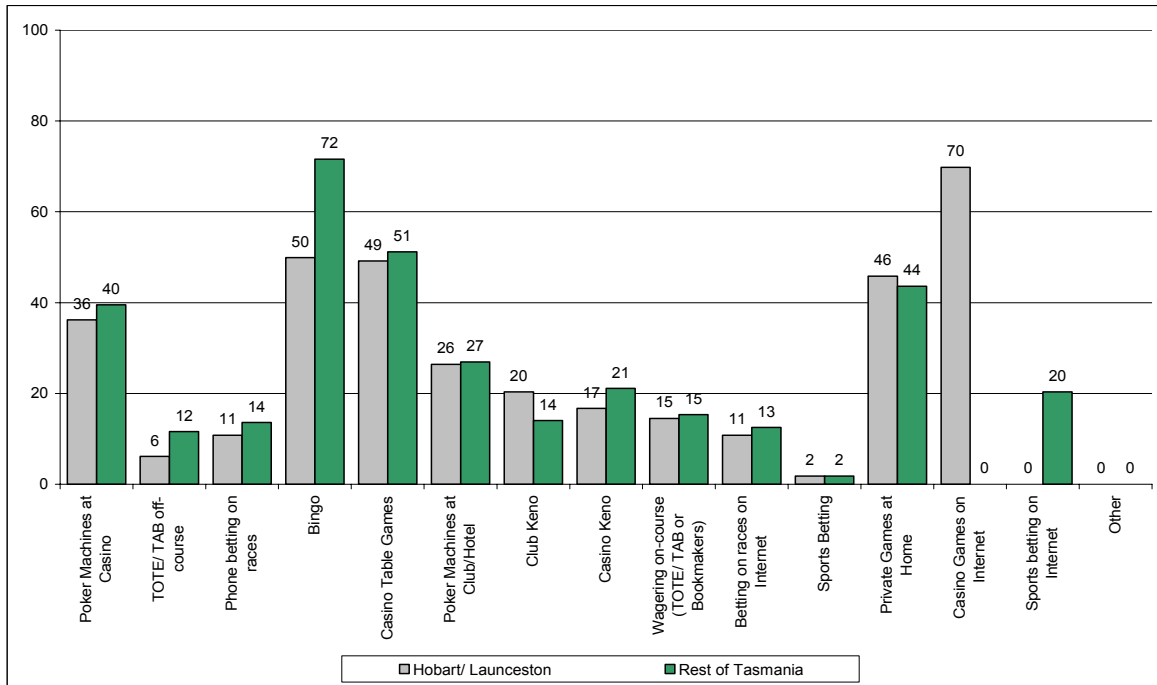
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent 15-59 minutes gambling on the last occasion

Figure 22: Those Who Gambled 1-3 Hours on the Last Occasion, by Area and Activity

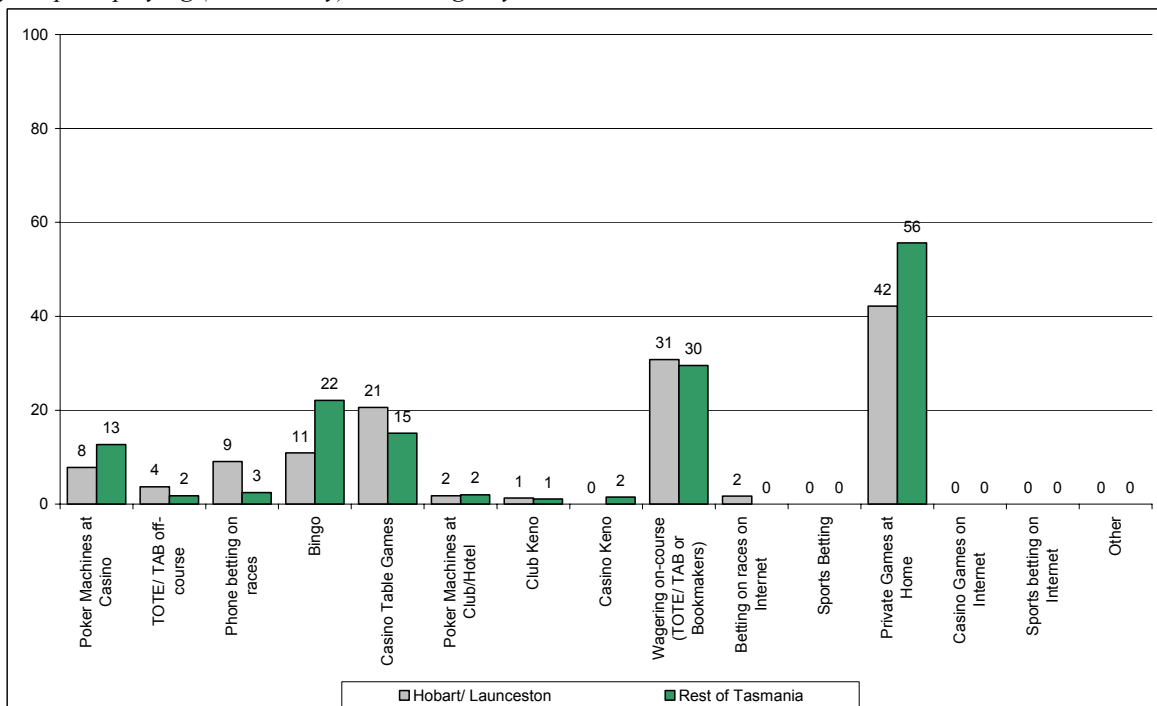
“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent 1-3 hours gambling on the last occasion

Figure 23: Those Who Gambled More Than 3 Hours on the Last Occasion, by Area and Activity

“Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes.”



Base: Total participants in each form who spent more than 3 hours gambling on the last occasion

5.5 Overview of Time Expenditure by Gambling Activity

Poker Machines at a Casino

Overall, the frequency distribution of participants in this activity by time spent did not change substantially since 2000. However, the average duration of participation increased by 9% to 70 minutes.

- On average, women tended to play poker machines at a casino for slightly longer than men (71 minutes compared with 68 minutes).
- Older respondents tended to play poker machines at a casino for longer than younger ones. Players aged 35-49 spent longest on average on this activity (83 minutes), compared to those aged 50+ (80 minutes), 25-34 year olds (66 minutes) and 18-24 year olds (39 minutes).
- Country participants in this form of gambling tended to spend more time playing poker machines at a casino than city participants (79 minutes compared to 64 minutes).

TOTE Off-Course

Overall, the proportion of people participating in this activity for less than 15 minutes increased to 68% (compared with 54% in 2000). The average duration of participation dropped by 46% to 22 minutes.

- Male participants were more likely to spend more time on average at the TOTE off-course than their female counterparts (25 minutes compared with 16 minutes).
- On average, participants from Hobart/Launceston spent a similar amount of time participating in this activity compared with those living in other parts of Tasmania (22 minutes compared with 23 minutes).
- On average, respondents aged 25-34 and those aged 50+ spent slightly more time playing than other age groups on their last occasion (25 minutes). Participants aged 18-24 spent 20 minutes, while 35-49 year olds spent 17 minutes on this activity.

Bingo

Overall, the proportion of players participating in this activity for 1-3 hours increased by 9 percentage points to 56% in 2005. The average duration of participation was 97 minutes.

- Women, on average, spent more time participating in this activity than men (114 minutes compared with 75 minutes).
- Respondents from country areas spent more time playing bingo than those living in Hobart/Launceston (136 minutes compared with 82 minutes).
- Players aged 35-49 spent the most time participating in this activity (107 minutes), while those aged 18-24 spent the least amount of time on this activity (73 minutes).

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

Casino Table Games

Overall, the proportion of players participating in this activity for less than 15 minutes dropped by 9 percentage points to 4% in 2005, while the proportion of those playing for 1 - 3 hours increased by 19 percentage points to 50%. The average duration of participation, however, declined by 23% to 88 minutes.

- Male casino table game players spent considerably more time on this activity on average than female players (94 minutes compared with 79 minutes).
- Metropolitan players spent considerably longer on this activity on average than those living outside of Hobart/Launceston (96 minutes compared with 75 minutes).
- The age groups that, on average, spent the longest time participating in casino table games were the 18-24 and 35-49 demographics (95 and 94 minutes, respectively), while the 25-34 age group spent the least time participating in this activity (78 minutes).

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

Poker Machines at a Club or Hotel

Overall, the proportion of players participating in this activity for 15-59 minutes was 42%, while the proportion of those playing for 1-3 hours was 27%. The average time spent on this activity was 39 minutes.

- There was no notable difference between males and females (38 minutes compared with 40 minutes) for the average time spent participating in this activity.
- Players living in Hobart/Launceston and those outside metropolitan areas spent similar amounts of time playing poker machines at a club or hotel (both averaged 39 minutes).
- The amount of time spent tended to increase with age. Respondents aged 50+ spent the longest time playing (47 minutes), compared to 25 minutes for 18-24 year olds, 37 minutes for 25-34 year olds and 38 minutes 35-49 year olds.

Club Keno

Overall, 41% of those who participated in this activity spent 15-59 minutes during their last session, while 39% spent less than 15 minutes. The average amount of time spent playing club Keno was 30 minutes.

- Men and women spent similar amounts of time on average on this activity (31 minutes compared with 28 minutes).
- There were no notable differences in the average amount of time spent on this activity by participants from different age groups.
- City and country respondents spent similar amounts of time participating in this activity (29 minutes and 30 minutes, respectively).

Casino Keno

Overall 40% of players participating in this activity spent 15-59 minutes during the last session, while 34% spent less than 15 minutes. The average session duration was 35 minutes.

- Men spent longer on average participating in casino Keno than women (40 minutes compared with 31 minutes).
- Players in the 35-49 age group spent the most time per session on average (48 minutes), while those aged 18-24 still spent the least time playing (19 minutes).
- Country residents spent more time playing casino Keno than their city counterparts (42 minutes compared with 32 minutes).

Wagering On-Course (TOTE or Bookmakers)

Overall, 27% of people participating in this activity spent less than 15 minutes on it during the last session, while 30% spent more than 3 hours on the activity. The average duration of a session was 107 minutes, or 21% shorter than in 2000.

- Women spent more time than men per session on average (122 minutes compared with 99 minutes) when wagering on-course (TOTE or bookmakers).
- Players living in Hobart/Launceston and those from the country areas spent similar amounts of time on average participating in this activity (105 minutes compared with 109 minutes).
- The youngest age group (those aged 18-24) and the oldest (those aged 50+) spent the longest time per session when participating in this activity (average of 124 minutes and 123 minutes, respectively), compared with 76 minutes for 25-34 year olds and 99 minutes for 35-49 year olds.

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

Sports Betting

Overall, 78% of those who bet on sporting events spent less than 15 minutes on it in their last session, while no players spent more than three hours on it. The average session duration was 9 minutes, 44% less than in 2000.

- Men and women spent similar amounts of time participating in sports betting (10 minutes compared with 7 minutes).
- Little difference was observed in the average amount of time spent participating in this activity between city and country players (9 minutes and 8 minutes, respectively).
- Little difference was observed in the average amount of time spent by players in different age groups, which ranged from 6 minutes for 25-34 year olds to 11 minutes for 35-49 year olds.

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

Private Games

Overall, the proportion of players participating in this activity for 1-3 hours increased by 12 percentage points to 45% compared with 2000, while the proportion of people playing for 15-59 minutes declined to 3%. The average duration of participation increased by 15% to 178 minutes.

- Women, when compared to men, spent less time on average when participating in private games (165 minutes compared with 184 minutes).
- Players living in Hobart/Launceston spent considerably less time on average than players living outside of these areas (147 minutes compared with 224 minutes).
- Players aged 25-34 spent the most time per session on average out of all age groups (212 minutes), while those aged 35-49 had the shortest sessions (134 minutes).

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

Phone Betting on Races

Six in ten people participating in this activity (60%) spent less than 15 minutes per session, although the proportion of Tasmanians participating in this activity for more than three hours more than doubled to 5% compared with 2000. The average duration of a session was 29 minutes, a small increase on 2000 (24 minutes).

- Men spent much more time on average participating in this activity than women (34 minutes compared with 8 minutes).
- Little difference was observed in average sessional duration when analysed by area of residence (30 minutes for Hobart/Launceston, 28 minutes for other parts of Tasmania).
- Those aged between 25-34 spent the longest time participating in betting on races by phone (54 minutes), followed by the 18-24 year olds (33 minutes), those aged 50+ (26 minutes) and the 35-49 year olds (22 minutes).

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

6 EXPENDITURE

6.1 Research into Obtaining Estimates of Gambling Expenditure

A review of existing research on gambling expenditure discloses conceptual and methodological anomalies. The phrase “how much money do you spend gambling” can be interpreted in various ways by respondents depending on their choice of mathematical strategy for calculating estimates. Therefore, the interpretation of what is meant by ‘expenditure’ is determined by the decision to include or exclude wins (return to gambler) accumulated during the given gambling session when arriving at an estimate of amount spent over any given time frame.

It has not yet been determined by gambling researchers as to whether or not the resulting bias is substantial enough to distort survey findings, although it is suggested that the most relevant estimate of gambling expenditure is ‘net expenditure’ or its synonym ‘out of pocket’ expenditure. This indicates the *actual* amount of money the gambler has gambled and represents the true cost of gambling to the individual.

In order to overcome discrepancies, the survey instrument used for this study was worded in a manner reflective of these findings. For example, respondents were asked:

“Approximately how much did you spend (out of pocket) on the LAST day you played (gambling activity)⁶?”

Hence, the margin for error has been minimised in the survey instrument in accordance with current academic thinking and research on the topic. Further detail regarding this issue may be obtained from the following articles:

- Blaszczynski, A., Dumlao, V., & Lange, M. (1997) “How Much Do You Spend Gambling?” Ambiguities in Survey Questionnaire Items” *Journal of Gambling Studies*, Vol.13(3).
- Schwer, R.K. & Potts, R.D. (1998) “Gaming Activity of Las Vegas Residents: Measuring the Frequency of and Budgeting for Gambling” *Gaming Law Review*, Vol.2 (6).
- Volberg, R., Moore, L., Christiansen, E., Cummings, W., and Banks, S. (1998) “Unaffordable Losses: Estimating the Proportion of Gambling Revenues Derived from Problem Gamblers” *Gaming Law Review*, Vol. 2(4).

⁶ For lotteries, scratch tickets and sports betting, ‘last week’ was substituted for “last day”

6.2 Overall Expenditure for Each Gambling Activity

As for frequency and duration, in asking respondents about their expenditure on gambling, questions focussed on one gambling activity at a time and session characteristics of expenditure were identified for the last occasions. For example, if they answered “yes” to whether or not they had played poker machines at a casino, they were asked, “approximately how much money did you spend (out of pocket) on the LAST day you played poker machines at a casino?”.

If the respondent said they won, they were congratulated and the question continued: “Congratulations, but on a typical day how much do you spend?” (Refer to Appendix 2).

Session characteristics of expenditure were therefore based on the actual replies of respondents. Weekly expenditure was calculated for each person who gambled by combining session spend with reports of the frequency of sessions per week, per month etc.

Table 13 shows average (mean) expenditure on each gambling activity per session and per week in 2005 and 2000.

Table 13: Average Expenditure per Session and per Week by Gamblers Participating in Each Form, 2005 and 2000

“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week⁷ you played (gambling activity)?”

Form	Mean Amount Spent Per Session		Mean Amount Spent Per Week	
	2005	2000	2005	2000
Lotteries (n=912)	\$9.62	\$8.77	\$9.62	\$8.76
Scratch Tickets (n=521)	\$3.96	\$4.10	\$3.96	\$4.10
Poker Machines at Casino (n=413)	\$43.20	\$28.52	\$6.48	\$6.69
Poker Machines at Club/Hotel (n=426)	\$21.92	\$18.46	\$4.60	\$6.74
TOTE/ TAB off-course (n=312)	\$21.26	\$24.98	\$7.23	\$22.90
Phone betting on races (n=70)	\$85.46	\$18.67	\$51.28	\$5.24
Bingo (n=68)	\$12.52	\$13.92	\$3.63	\$6.64
Casino Table Games (n=71)	\$61.29	\$79.87	\$6.74	\$6.35
Club Keno (n=380)	\$9.33	\$9.76	\$1.87	\$3.40
Casino Keno (n=204)	\$12.41	\$11.71	\$1.49	\$3.92
Wagering on-course (TOTE/ TAB or Bookmaker) (n=137)	\$55.92	\$57.97	\$7.27	\$11.90
Betting on races on the Internet (n=23)	\$35.40	N/A	\$23.37	N/A
Sports Betting (n=83)	\$11.59	\$17.57	\$11.59	\$17.55
Private Games at Home (n=67)	\$25.85	\$14.15	\$7.50	\$1.70
Casino Games on Internet (n=5)	\$91.99	\$56.60	\$27.60	\$79.28
Sports betting on Internet (n=12)	\$48.28	N/A	\$66.62	N/A
Other (n=5)	\$1.47	\$14.22	\$1.59	\$2.14

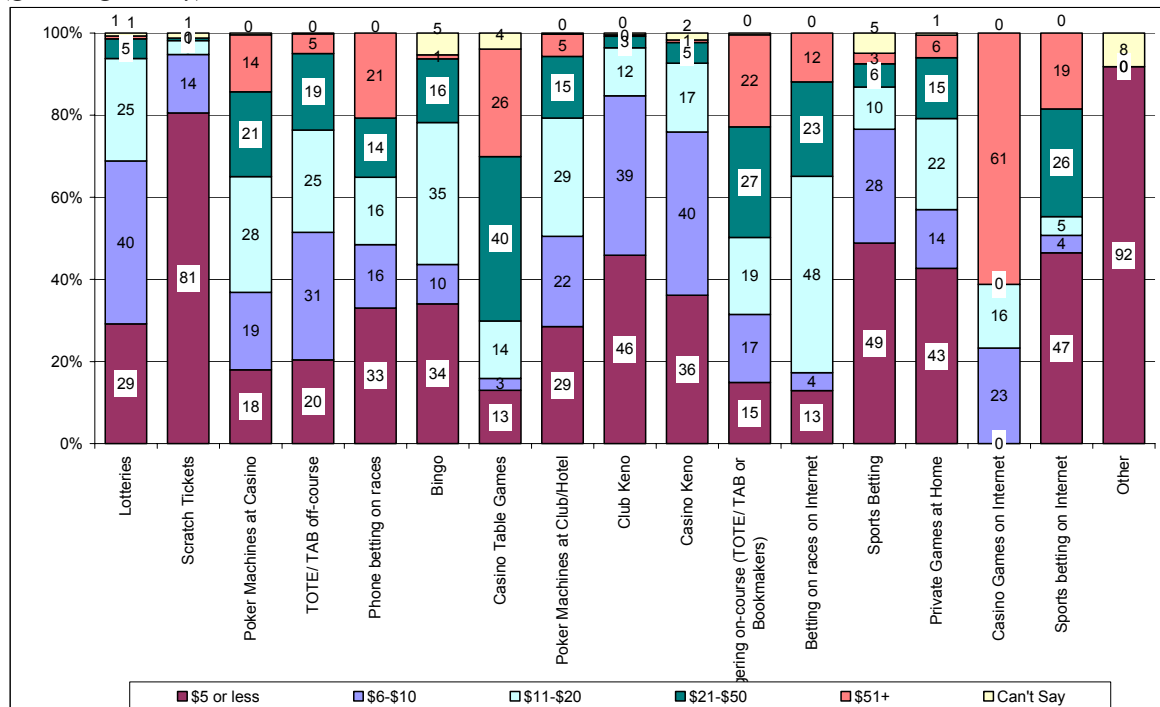
Base: Total participants in each form

⁷ For certain gambling activities, ie. Lottery type games, respondents were asked for an estimate of money spent in the last week they bought a ticket.

Figure 24 displays overall expenditure on various gambling activities in Tasmania in 2005, while Figure 24a shows overall expenditure on those activities in 2000.

Figure 24: Expenditure Overall

“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week⁸ you played (gambling activity)?”

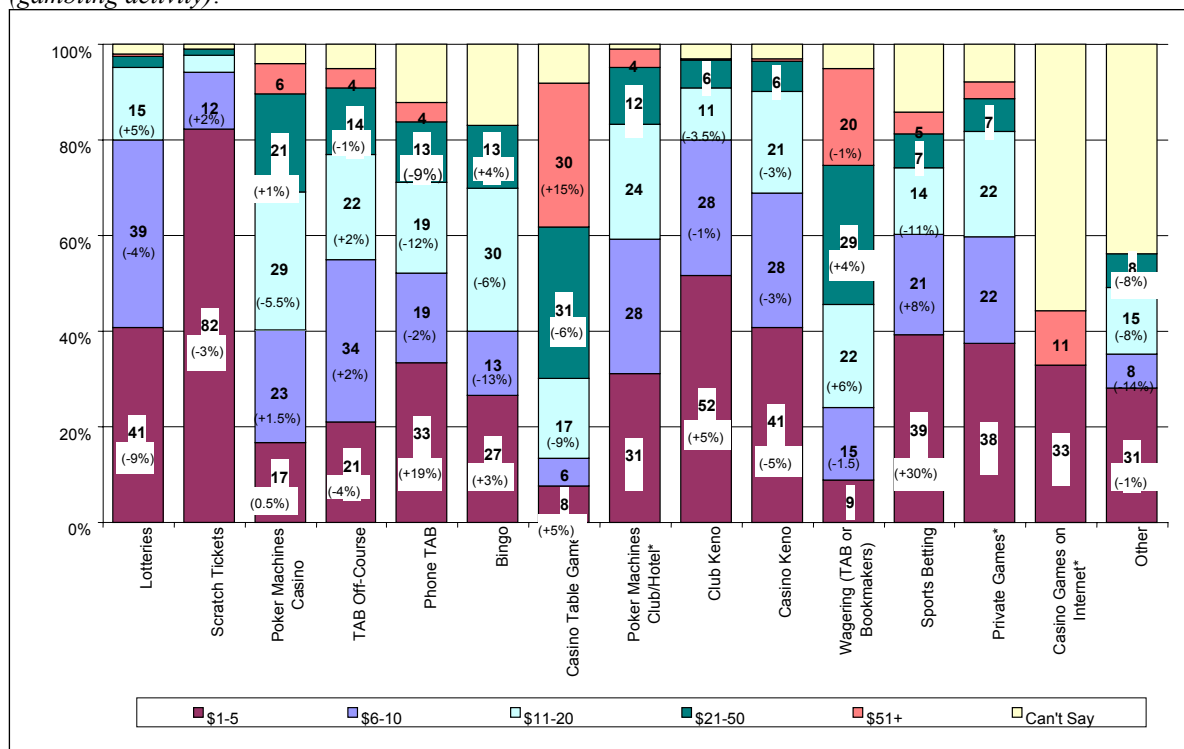


Base: Total participants in each form

⁸ For certain gambling activities, ie. Lottery type games, respondents were asked for an estimate of money spent in the last week they bought a ticket.

Figure 24a: Expenditure Overall (2000)

“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week⁹ you played (gambling activity)?”



Base: Total participants in each form

⁹ For certain gambling activities, ie. Lottery type games, respondents were asked for an estimate of money spent in the last week they bought a ticket.

6.3 Overview of Expenditure by Gambling Activity

Lotteries

- Overall, the proportion of Tasmanian lottery players spending \$5 or less on lotteries per week decreased from 41% in 2000 to 29% in 2005, while the proportion of those spending between \$11 and \$20 increased from 15% in 2000 to 25% in 2005. The average (estimated) amount spent per week on this activity increased slightly to \$9.62.
- On average, male and female lottery players spent similar amounts per session (\$9.96 and \$9.31, respectively).
- There was virtually no difference in expenditure levels according to area (an average of \$9.22 Hobart/Launceston compared with \$10.07 for the rest of Tasmania).
- Although the average expenditure per session on lotteries by participants aged 50+ (\$10.11) was slightly higher than the other age groups, there was little variation recorded overall.
- Lottery players on higher income spent slightly more per session: those earning under \$20,000 spent \$8.48 on average, those earning between \$20,000 and \$49,999 spent \$9.24 on average, and those earning over \$50,000 spent \$10.86 on average per session.

Scratch Tickets

- Overall, nearly 81% of participants spent \$5 or less on this activity in 2005, while 14% spent between \$6 and \$10. The average amount spent per week on this activity remained virtually unchanged at \$3.96.
- Men spent slightly more on scratch tickets per week on average than women (\$4.28 compared with \$3.69).
- Participants in non-metropolitan areas spent slightly more on scratch tickets per week on average than those in Hobart/Launceston (\$4.30 compared with \$3.68).
- Little difference was recorded in terms of variation in average expenditure per session on this activity according to age, although those aged 18-24 spent the most (\$4.31) while those aged 50+ spent the least (\$3.80).
- The trend in terms of average expenditure per session according to annual income is similar to that experienced with lotteries. That is, as the annual income brackets

increase, so too does the average expenditure on scratch tickets per session: those earning under \$20,000 spent \$3.42, those earning between \$20,000 and \$49,999 spent \$3.83, and those earning over \$50,000 spent \$4.76 per week on this activity.

Poker Machines at a Casino

- Overall, the proportion of Tasmanian poker machine (casino) players spending more than \$51 on this activity doubled since 2000 (14% compared with 6%). The average amount spent per week on this activity was \$6.48 (similar to the 2000 result), whilst the average spend per session was \$43.20 (a 51% increase on 2000).
- There was little difference between the sessional expenditure of male and female poker machines players at casinos (\$43.51 compared with \$42.99).
- Players outside of metropolitan areas spent more per session than those in Hobart/Launceston (\$38.94 compared with Other Tasmania \$49.91).
- The 35-49 age group was more likely on average than the other age groups to gamble larger amounts of money on the poker machines at a casino per session – \$56.06 per session compared with \$36.97 for 18-24 years olds, \$31.36 for 25-34 year olds and \$44.35 for those aged 50+.
- Poker machine (casino) players on higher annual incomes spent more per session on average: those earning under \$20,000 spent \$30.75, those earning between \$20,000 and \$49,999 spent \$43.79, and those earning over \$50,000 spent \$53.01.

TOTE off-course

- Overall, 31% of Tasmanians wagering off-course spent \$6-\$10 per session on this activity, and a further 25% spent \$11-\$20. There were no notable differences in the distribution of expenditure compared with 2000. The average amount spent per week on this activity was \$7.23, whilst the average spend per session was \$21.26.
- On average, male TOTE off-course wagerers spent more than female players per session (\$25.02 compared with \$14.60).
- There was virtually no difference between the average expenditure per session by the participants from Hobart/Launceston and those from country areas (\$20.68 compared with \$22.08).

- There were no notable differences in the expenditure by TOTE off-course wagerers from different age groups, with average expenditure per session ranging from \$20.27 for the 18-24 year olds to \$22.41 for the 25-34 year olds.
- TOTE off-course wagerers earning more than \$50,000 annually spent twice as much as those earning less than \$20,000 per session on average (\$28.35 compared with \$13.31).

Phone Betting on Races

- Overall, the proportion of Tasmanian gamblers who bet on races by phone spending more than \$51 increased dramatically from 4% to 21%. The average amount spent per week on this activity was \$51.28 (compared with \$5.24 in 2000), whilst the average spend per session was \$85.46 (compared with \$18.67 in 2000).
- Male phone wagerers on races spent substantially more on average per session than female players (\$114.29 compared with \$22.46).
- On average, phone race betting participants who live outside of Hobart/Launceston were more likely than players who live in Hobart/Launceston to gamble larger amounts of money per session (\$106.29 compared with \$49.03).
- In terms of age groups, phone race betting participants aged 35-49 reported the highest average expenditure (\$252.90 per session), while those aged 18-24 spent the least (\$25.35).
- Phone race betting participants earning an annual income of over \$50,000 spent the most on this activity per session (\$204.52).

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

Bingo

- Overall, the proportion of Tasmanian bingo players spending \$6-\$10 on this activity decreased by 3 percentage points to 10% while the proportion of those spending \$11-\$20 increased by 5 percentage points to 35%. The average amount spent per week on this activity was \$3.63, whilst the average spend per session was \$12.52.
- On average, women spent more per bingo session than men (\$14.29 compared with \$10.34).
- Bingo players who live in Hobart/Launceston and elsewhere in Tasmania spent similar amounts of money per session on average on this activity (\$12.16 and \$13.42, respectively).
- Bingo participants aged 25-34 reported the highest average sessional expenditure on this activity (\$15.49) while those aged 18-24 reported the lowest (\$5.40).
- There was a slight increase in the average expenditure per session by bingo players in direct proportion with their income: those earning less than \$20,000 spent \$10.62, those earning between \$20,000 - \$49,999 spent \$13.51, and those earning more than \$50,000 spent \$17.69.

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

Casino Table Games

- Overall, the proportion of Tasmanian casino table game players spending between \$21-\$50 per session increased by 9 percentage points to 40% in 2005. The average amount spent per week on this activity was \$6.74, whilst the average spend per session was \$61.29 (down from \$79.87 in 2000).
- On average, male casino table game players spent considerably more per session than female participants (\$72.15 compared with \$43.63).
- On average, there was little difference between the expenditure of casino table game participants living in Hobart/Launceston and those in country areas (\$61.85 compared with \$60.38).

- There was little difference on average expenditure on this activity among respondents from different age groups, which ranged from \$55.27 for 25-34 year olds to \$65.70 for 18-24 year olds.
- There was little difference in average expenditure by players in different income brackets, which ranged from \$59.13 for those earning less than \$20,000 annually to \$73.61 for those earning between \$20,000 - \$49,999.

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

Poker Machines at a Club or Hotel

- Nearly three in ten Tasmanian poker machine (club or hotel) players (29%) spent between \$11-\$20 per session, while another 29% spent \$5 or less. The average amount spent per week on this activity was \$4.60, whilst the average spend per session was \$21.92.
- In terms of gender, there was little difference between the amount spent per session on poker machines at a club or hotel by men and women (\$22.76 compared with \$21.23).
- There was little difference in the average expenditure per session by players living in Hobart/Launceston or outside those areas (\$23.48 compared with \$20.36).
- On average, there was little difference in sessional expenditure among players of poker machines at clubs and hotels of different ages; average expenditure ranged from \$15.89 for the 18-24 year olds to \$25.40 for the 35-49 year olds.
- Players of poker machines at a club or hotel earning more than \$50,000 annually spent the most on average per session (\$27.30).

Club Keno

- Overall, the proportion of Tasmanian club keno players spending between \$6-\$10 increased by 11 percentage points to 39% compared with 2000, while the proportion of those spending \$5 or less declined by 6 percentage points to 46%. The average amount spent per week was \$1.87, whilst the average spend per session was \$9.33.

- On average, male and female club Keno players spent similar amounts per session (\$10.25 compared with \$8.39).
- There was no notable difference between the average expenditure per session between club Keno players based in Hobart or Launceston and elsewhere in Tasmania (\$8.78 compared with \$9.93).
- While there was little difference in average expenditure per session on this activity according to age, those aged 18-24 spent the most (\$10.53), while those aged 25-34 spent the least (\$8.25).
- There was little difference in average expenditure between club Keno players in different income brackets; average expenditure ranged between \$8.58 for those who earned less than \$20,000 annually and \$9.85 for those who earned \$50,000 or more.

Casino Keno

- The proportion of Tasmanian casino Keno players spending \$6-\$10 increased by 12 percentage points to 40%. The average amount spent per week on this activity was \$1.49, whilst the average spend per session was \$12.41.
- Male casino Keno players spent more than their female counterparts per session on average (\$16.08 compared with \$9.14).
- There was no difference between the expenditure of casino Keno players living in Hobart/Launceston and those who live outside of those areas (\$12.67 compared with \$11.93).
- Among casino Keno players, those in the 35-49 age group spent the most per session on average (\$20.54), compared with those aged 18-24 (\$8.50), 25-34 (\$13.27), and 50+ (\$9.25).
- Casino Keno players earning between \$20,000 - \$50,000 annually spent the most per session on average (\$15.60), while those earning less than \$20,000 spent the least (\$8.43)

Wagering on-course (TOTE or Bookmaker)

- Overall, the proportion of on-course wagerers (at TAB/TOTE or bookmakers) spending \$5 or less increased by 6 percentage points to 15% compared to 2000. The

average amount spent per week on this activity was \$7.27, whilst the average spend per session was \$55.92.

- On average, male on-course wagerers (TOTE or bookmakers) spent considerably more than female wagerers per session (\$72.34 compared with \$29.12).
- On-course wagerers living in Hobart/Launceston spent slightly more more on average per session than players who live outside of Hobart/Launceston (\$59.08 compared with \$52.41).
- On-course wagerers aged 25-34 spent the most per session on average (\$92.46) than all other age groups (18-24: \$57.46, 35-49: \$44.49, 50+: \$59.08).
- The on-course wagerers (TOTE or bookmakers) earning between \$20,000 - \$50,000 reported the highest average sessional expenditure on this activity (\$104.27), while those earning less than \$20,000 reported the lowest (\$23.27).

NB: The data referred to for this activity should be treated with caution due to small sample sizes in some cells hence relative sampling error quite high (Refer to Appendix 3). These estimates are indicative only.

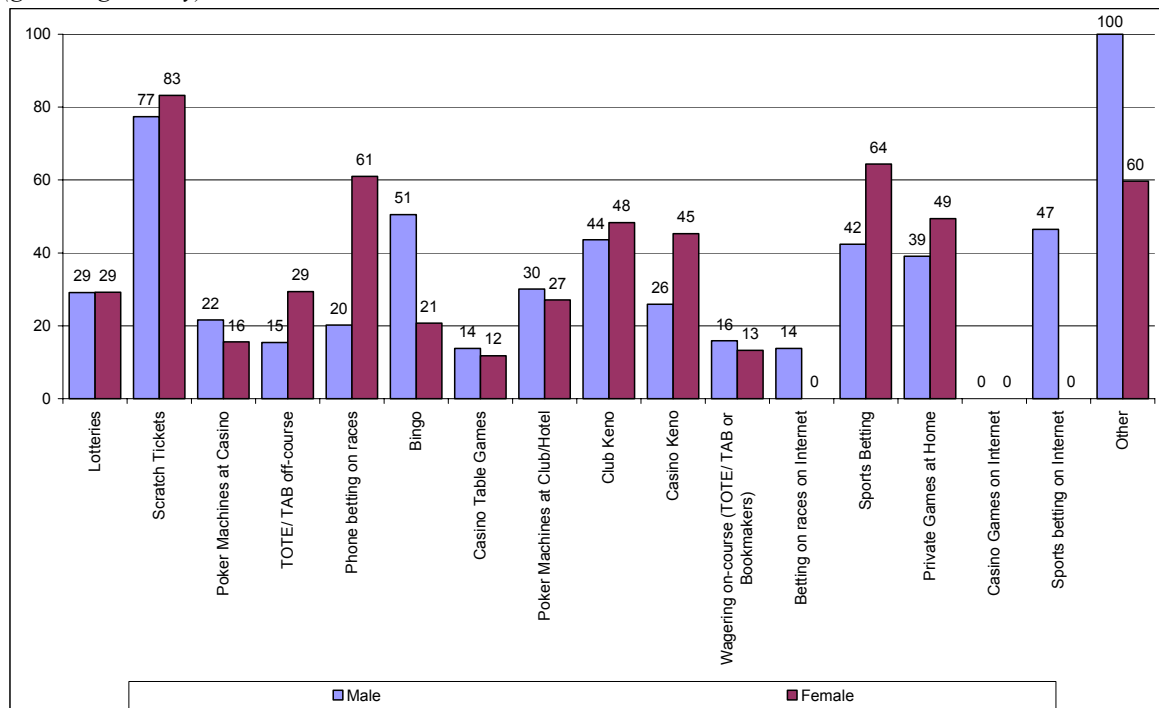
6.4 Expenditure on Each Gambling Activity by Gender

Figures 25 – 29 illustrate expenditure for each gambling activity and provide a comparison between the proportion of men and the women who participated in each form in each spend bracket.

For example: 29% of male lottery players and 29% of female lottery players spent \$5 or less on lotteries. Figures 26-29 provide this information for each of the other expenditure categories. Therefore, 100% of male respondents and 100% of female respondents are accounted for when all five charts are viewed in conjunction with each other.

Figure 25: Those Who Spent \$5 or Less in the Last Gambling Session, by Gender and Activity

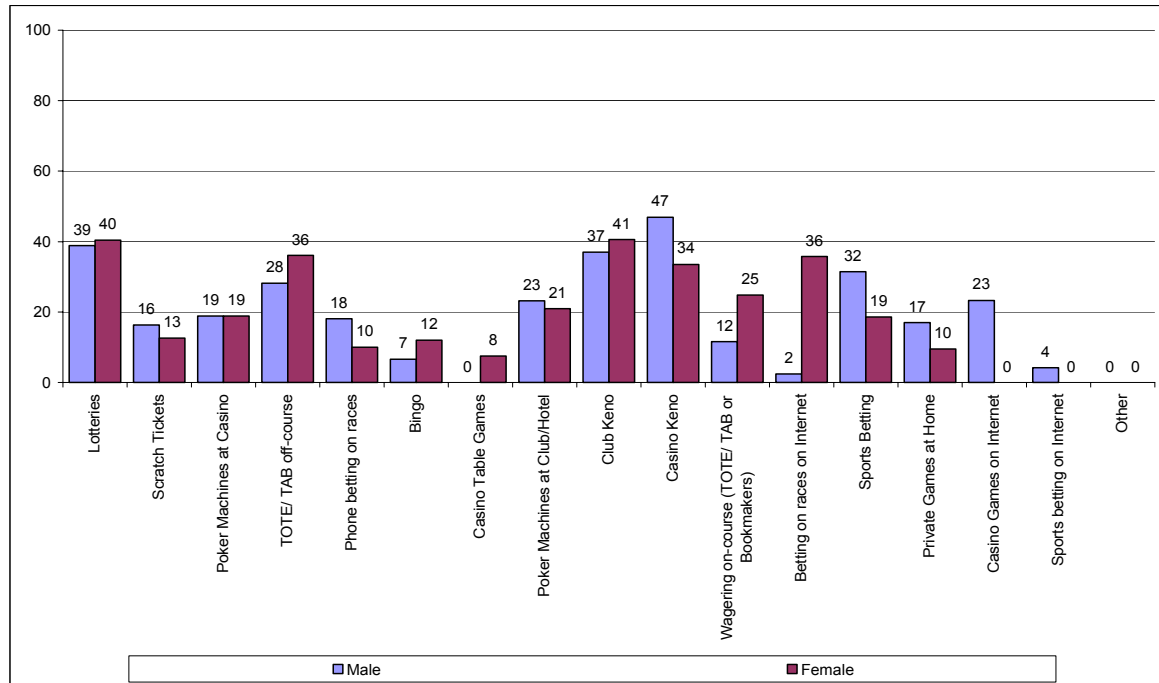
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$5 or less the last time they participated in that activity

Figure 26: Those Who Spent \$6-\$10 in the Last Gambling Session, by Gender and Activity

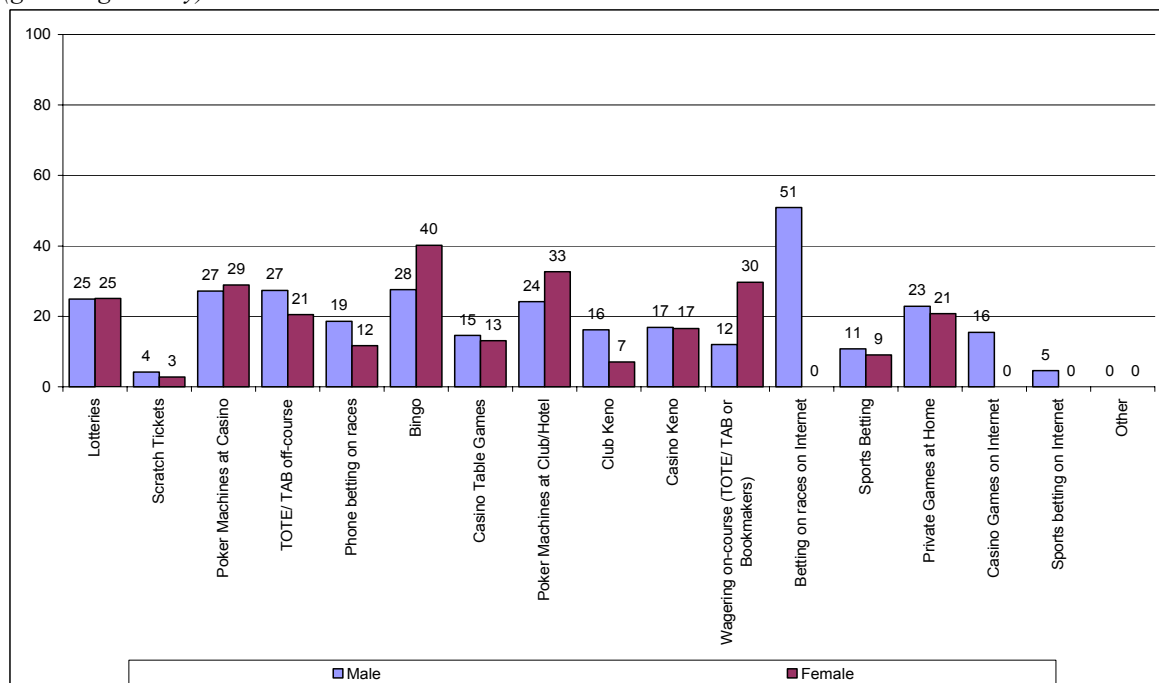
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$6-\$10 the last time they participated in that activity

Figure 27: Those Who Spent \$11-\$20 in the Last Gambling Session, by Gender and Activity

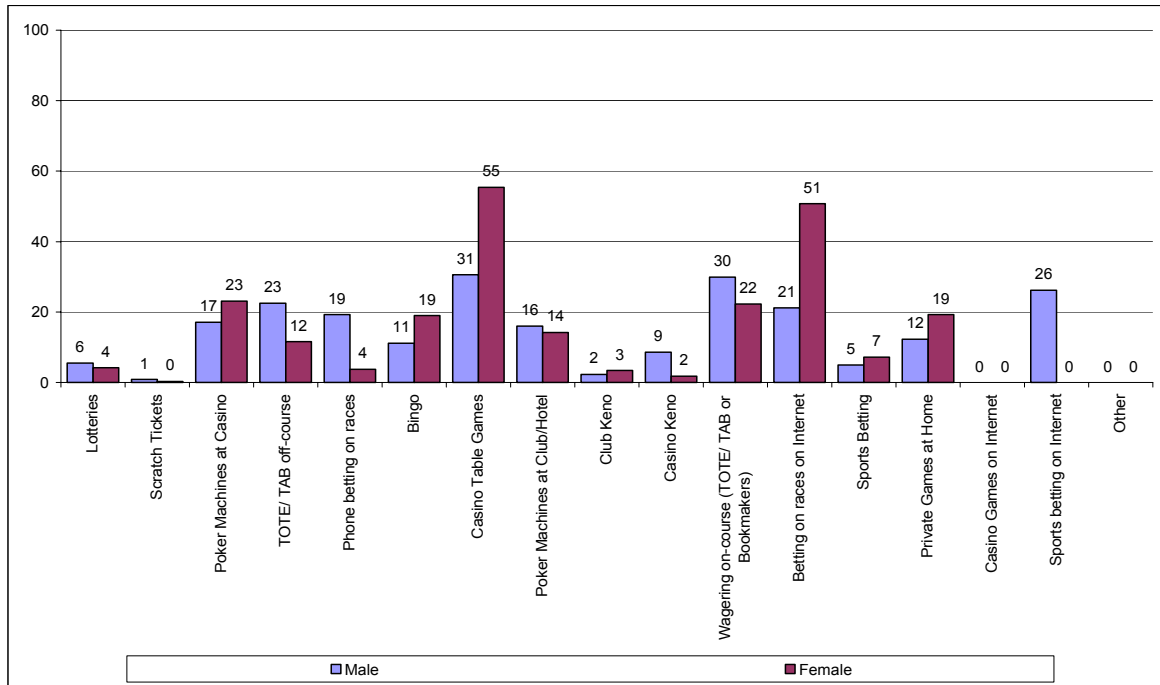
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$11-\$20 the last time they participated in that activity

Figure 28: Those Who Spent \$21-\$50 in the Last Gambling Session, by Gender and Activity

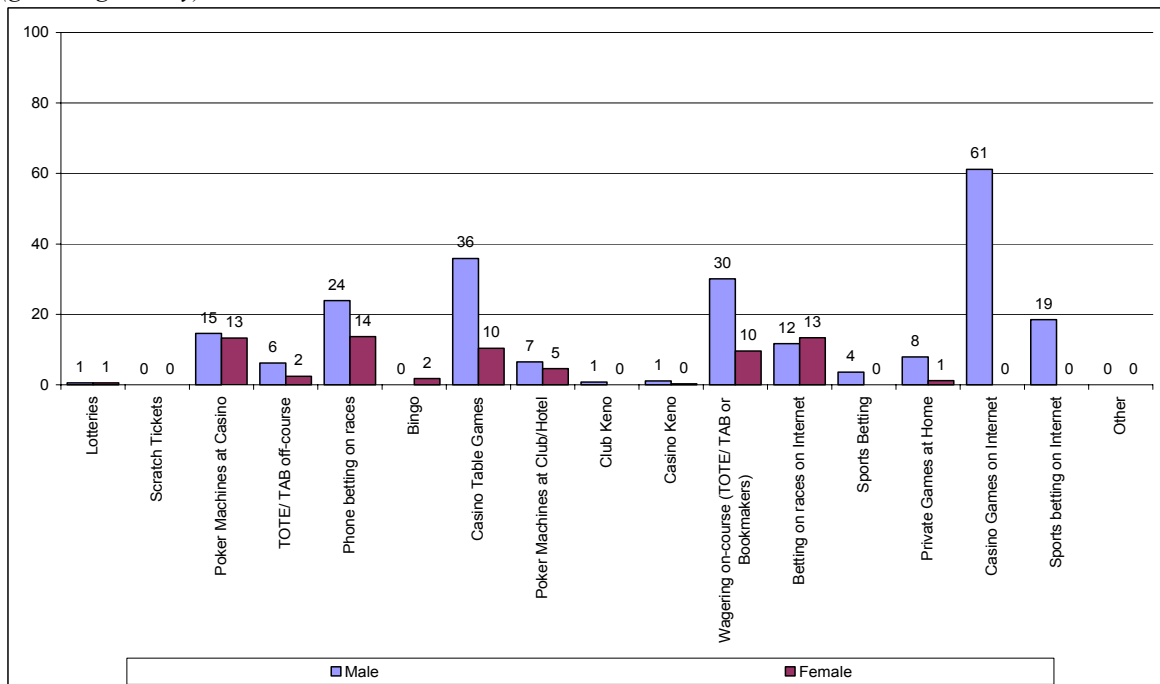
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$21-\$50 the last time they participated in that activity

Figure 29: Those Who Spent \$51 or More in the Last Gambling Session, by Gender and Activity

“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$51 or more the last time they participated in that activity

6.5 Expenditure on Each Gambling Activity by Age

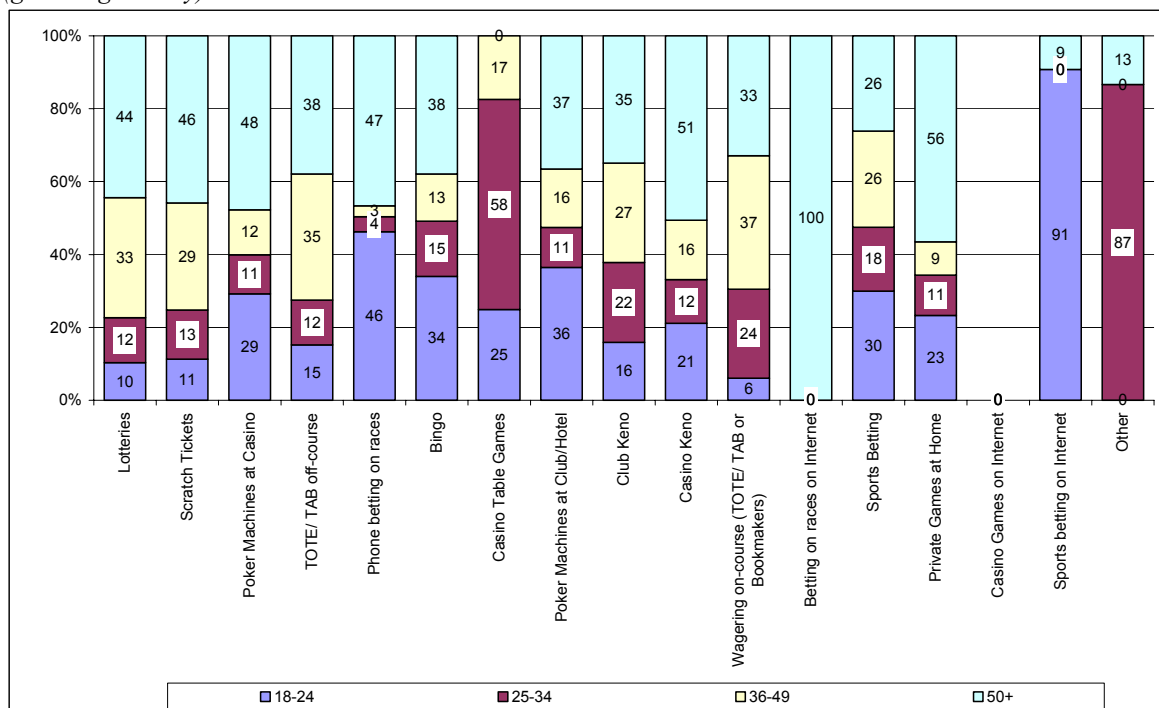
Figures 30 – 34 illustrate expenditure for each gambling activity and provide a percentage comparison of the proportion of participants in each form according to the age group they fall into.

For example: Of those who spent \$5 or less on bingo, 34% were aged 18-24, 15% were aged 25-34, 13% were aged 35-49 and 38% were aged 50+, i.e. 100% of bingo players who spent between \$5 or less on this activity are accounted for when looking at Figure 30 in isolation. Figures 31-34 will provide this information for each of the other expenditure categories.

Each of the four age demographics are expressed as a percentage of the total proportion of participants in each gambling activity. The category of ‘Can’t Say’ has not been included in these charts.

Figure 30: Those Who Spent \$5 or Less in the Last Gambling Session, by Age and Activity

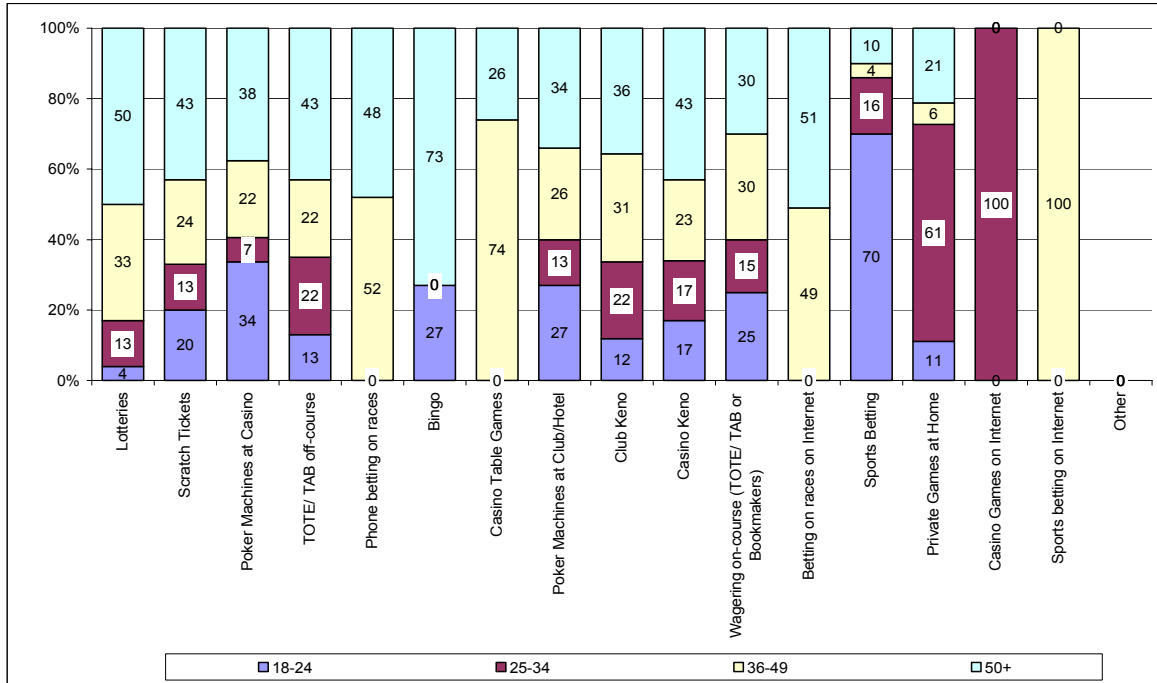
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$5 or less the last time they participated in that activity

Figure 31: Those Who Spent \$6-\$10 in the Last Gambling Session, by Age and Activity

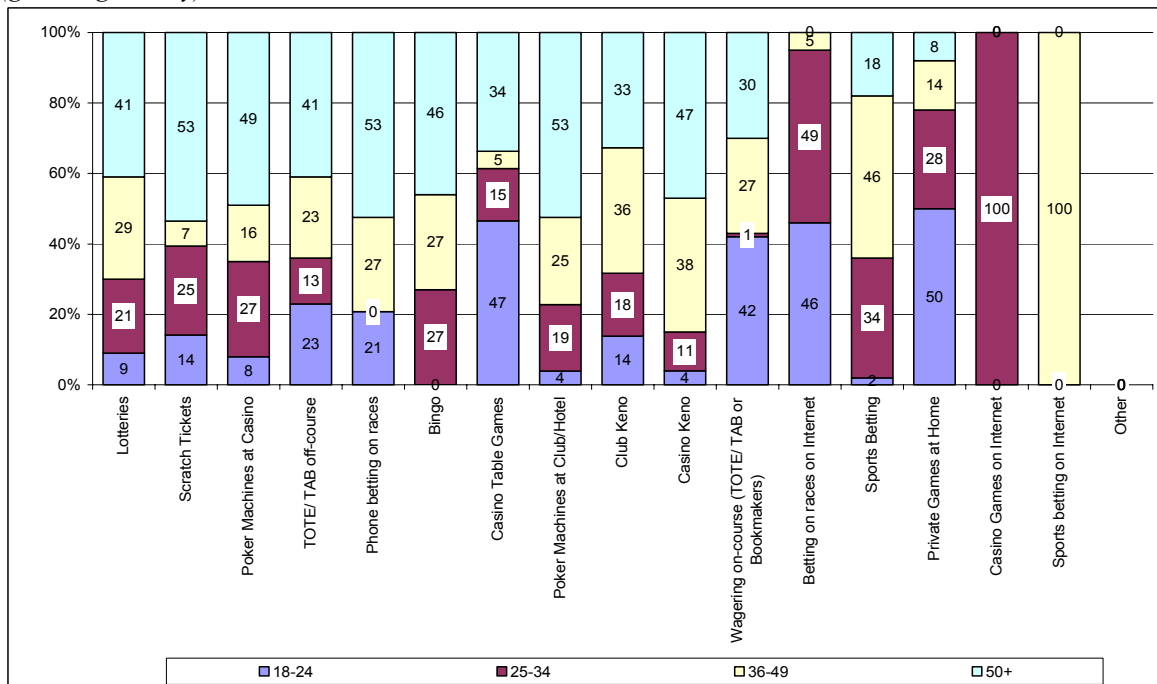
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$6-\$10 the last time they participated in that activity

Figure 32: Those Who Spent \$11-\$20 in the Last Gambling Session, by Age and Activity

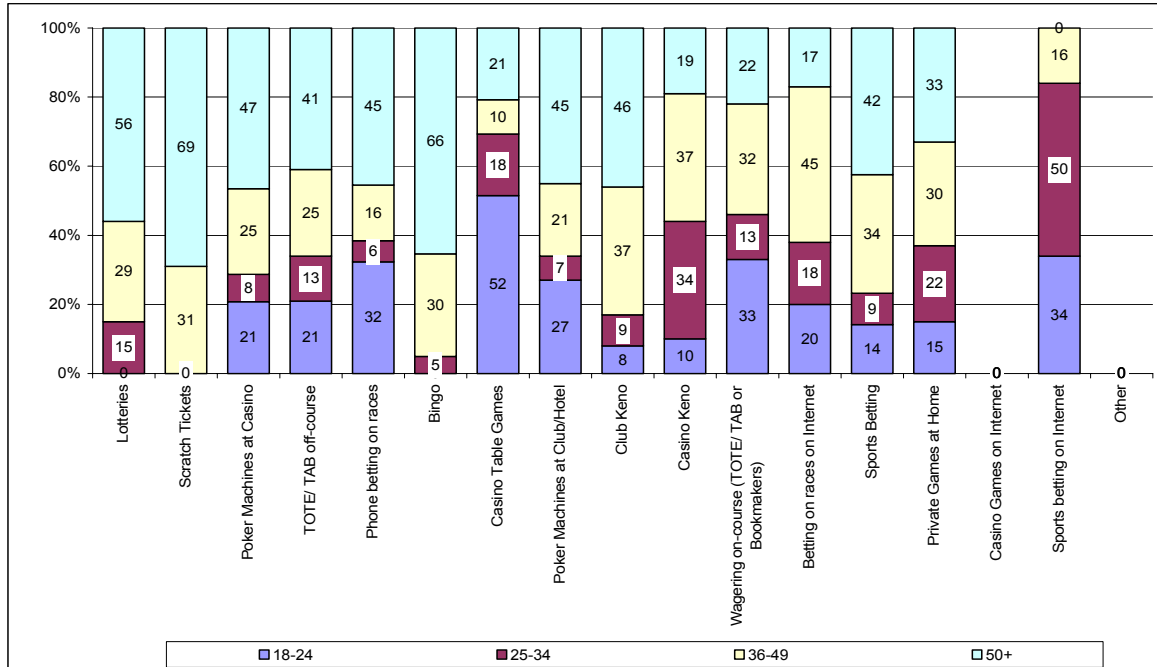
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$11-\$20 the last time they participated in that activity

Figure 33: Those Who Spent \$21-\$50 in the Last Gambling Session, by Age and Activity

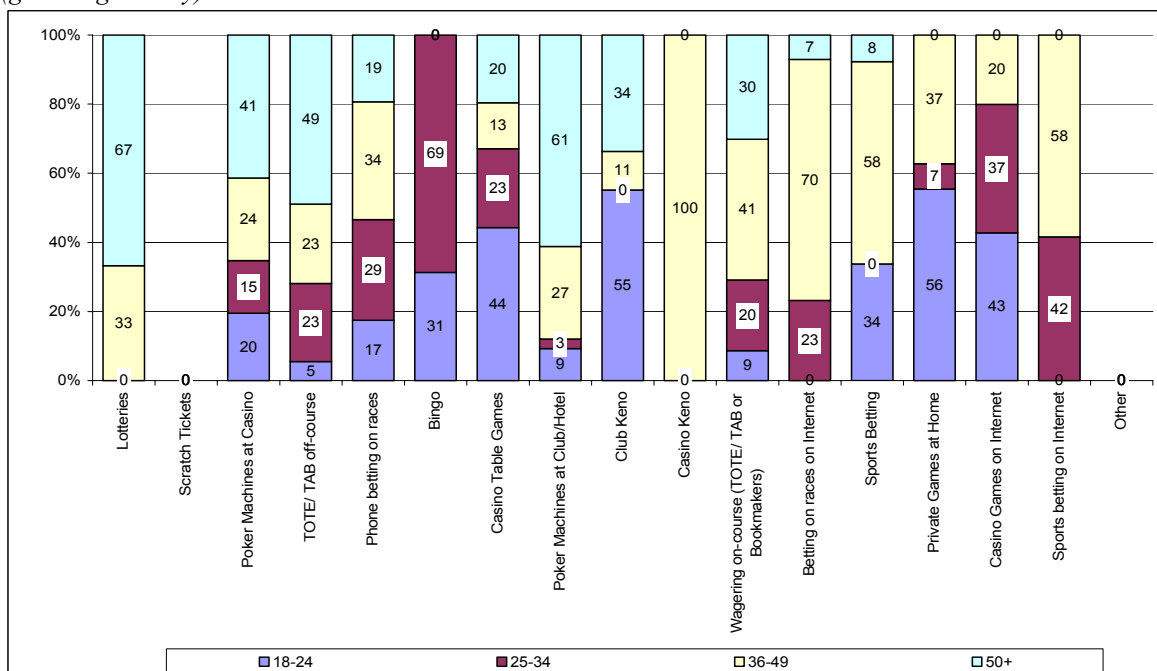
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$21-\$50 the last time they participated in that activity

Figure 34: Those Who Spent \$51 or More in the Last Gambling Session, by Age and Activity

“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$51 or more the last time they participated in that activity

Once again, while high expenditure per gambling session tends to be linked to increased vulnerability to problem gambling, it does not appear to be a reliable predictor of the age groups that may be particularly susceptible to problem gambling among participants in a specific activity (see also discussion on pp.50 and 67). For example, the 50+ age group is over-represented among gamblers who spent more than \$50 in an average gambling session on poker machines in a club or hotel (61%, cf their 44% share of the population), while the gamblers in the 18-24 age group account for only 9% of gamblers in this category (cf the 12% population share). Nevertheless, there was no significant difference in the likelihood of gamblers on poker machines in clubs or hotels aged 18-24 and those aged 50+ being classified as “at risk” or problem gamblers as measured on SOGS (10.8% cf 3.2%). Furthermore, those in the 18-24 age group were marginally more likely than those in the 50+ age group to be classified as problem gamblers as measured on CPGI (7.4% cf 1.0%, significant at the 90% confidence level).

6.6 Expenditure on Each Gambling Activity by Area

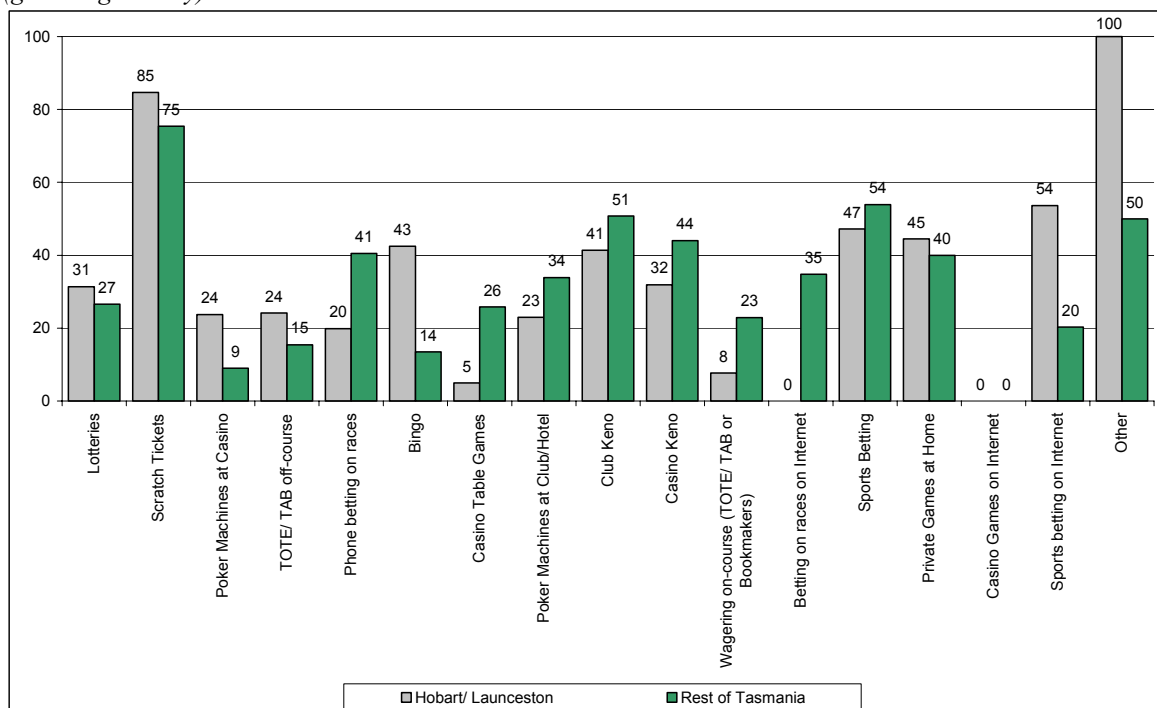
Figures 35 – 39 illustrate expenditure for each gambling activity and provide a comparison of this between the proportion of people living in Hobart/Launceston and the proportion of people living in the rest of Tasmania who participated in each form.

For example: 31% of lottery players living in Hobart/ Launceston and 27% of those living elsewhere in Tasmania spent \$5 or less on lotteries. Figures 36-39 will provide this information for each of the other expenditure categories.

Therefore, 100% of respondents living in Hobart/Launceston and 100% of respondents living outside of Hobart/Launceston are accounted for when all five charts are viewed in conjunction with each other.

Figure 35: Those Who Spent \$5 or Less in the Last Gambling Session, by Area and Activity

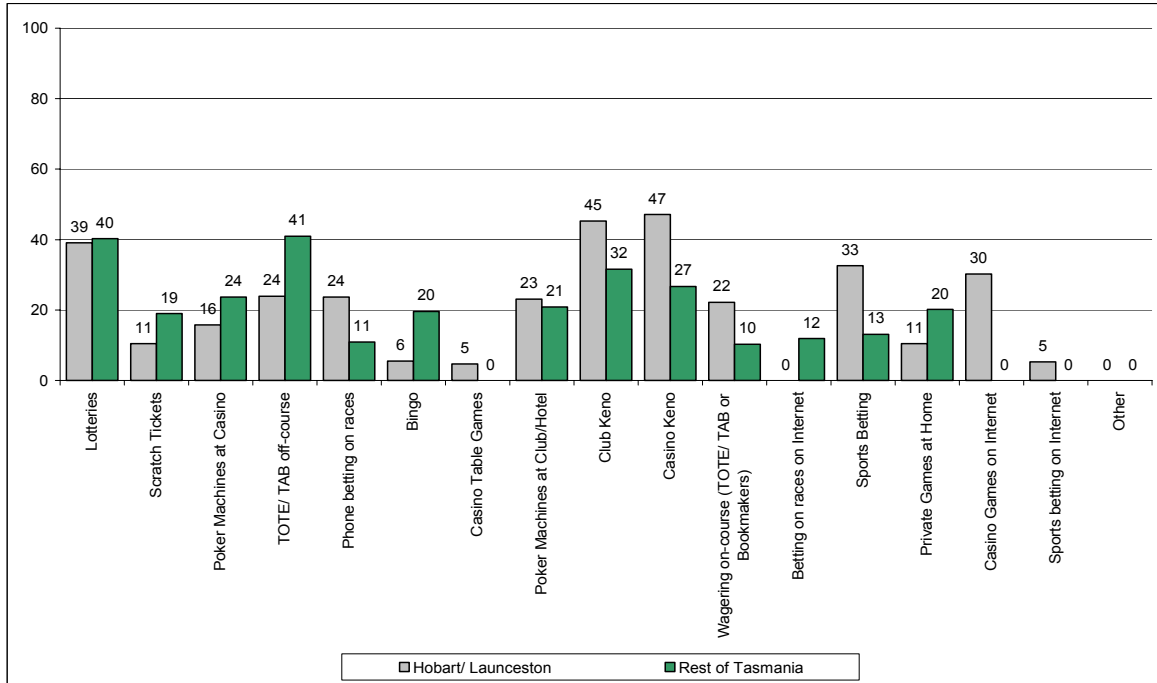
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$5 or less the last time they participated in that activity

Figure 36: Those Who Spent \$6-\$10 in the Last Gambling Session, by Area and Activity

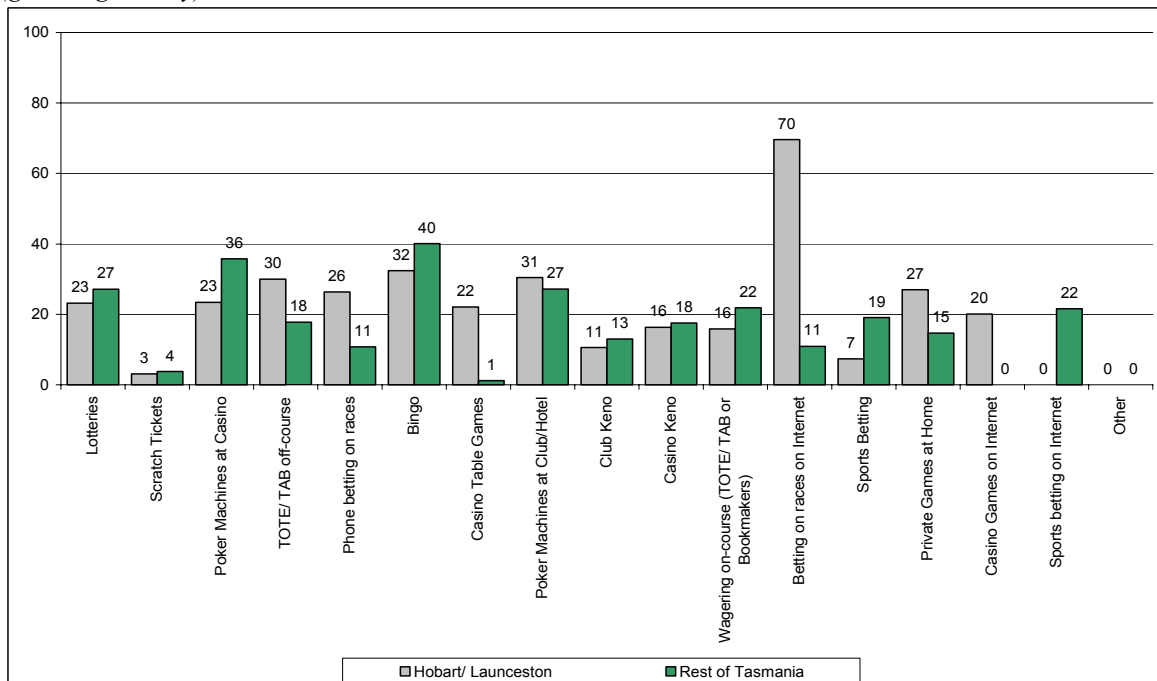
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$6-\$10 the last time they participated in that activity

Figure 37: Those Who Spent \$11-\$20 in the Last Gambling Session, by Area and Activity

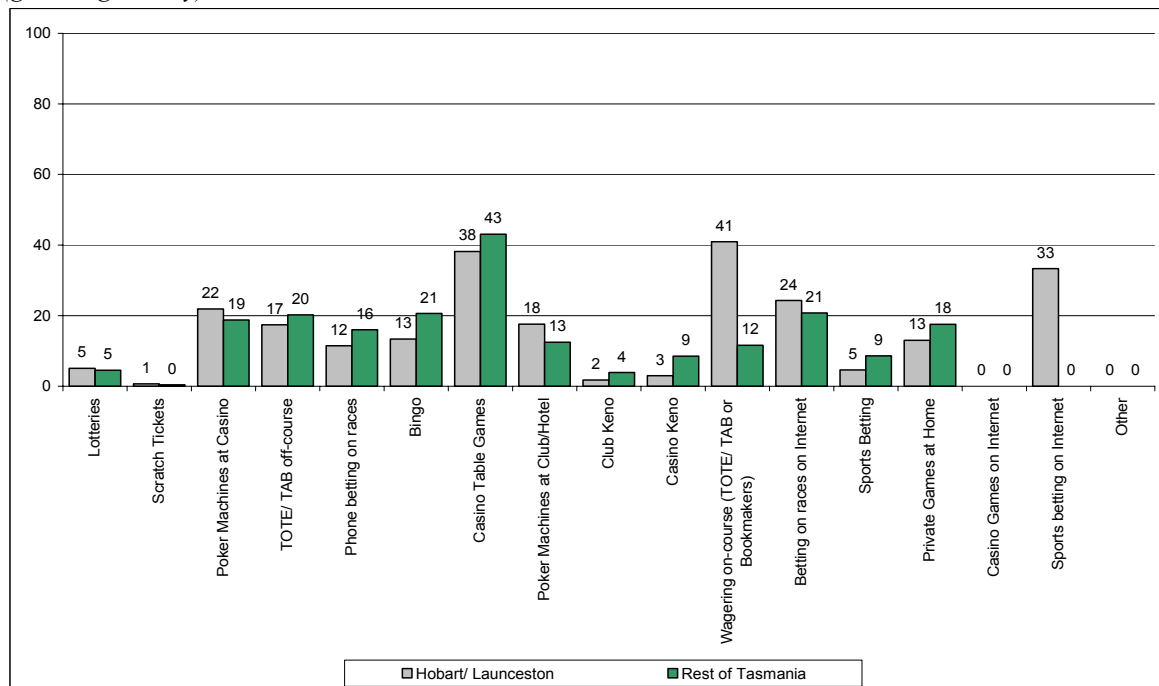
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$11-\$20 the last time they participated in that activity

Figure 38: Those Who Spent \$21-\$50 or Less in the Last Gambling Session, by Area and Activity

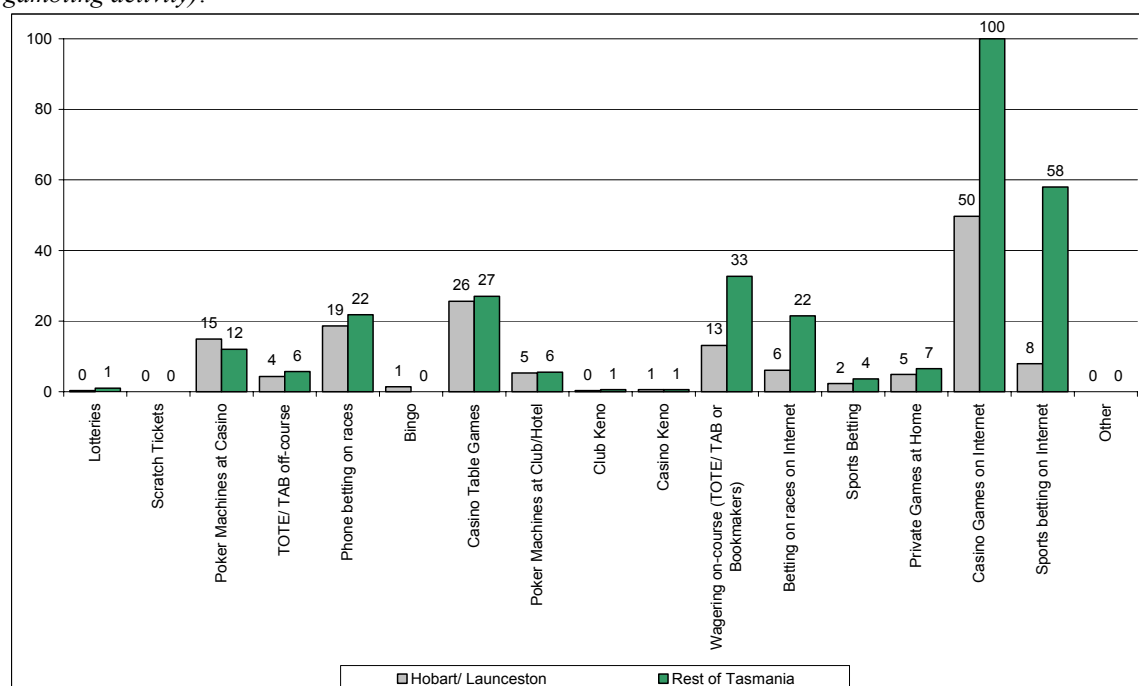
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$21-\$50 the last time they participated in that activity

Figure 39: Those Who Spent \$51 or More in the Last Gambling Session, by Area and Activity

“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$51 or more the last time they participated in that activity

6.7 Expenditure on Each Gambling Activity by Annual Income

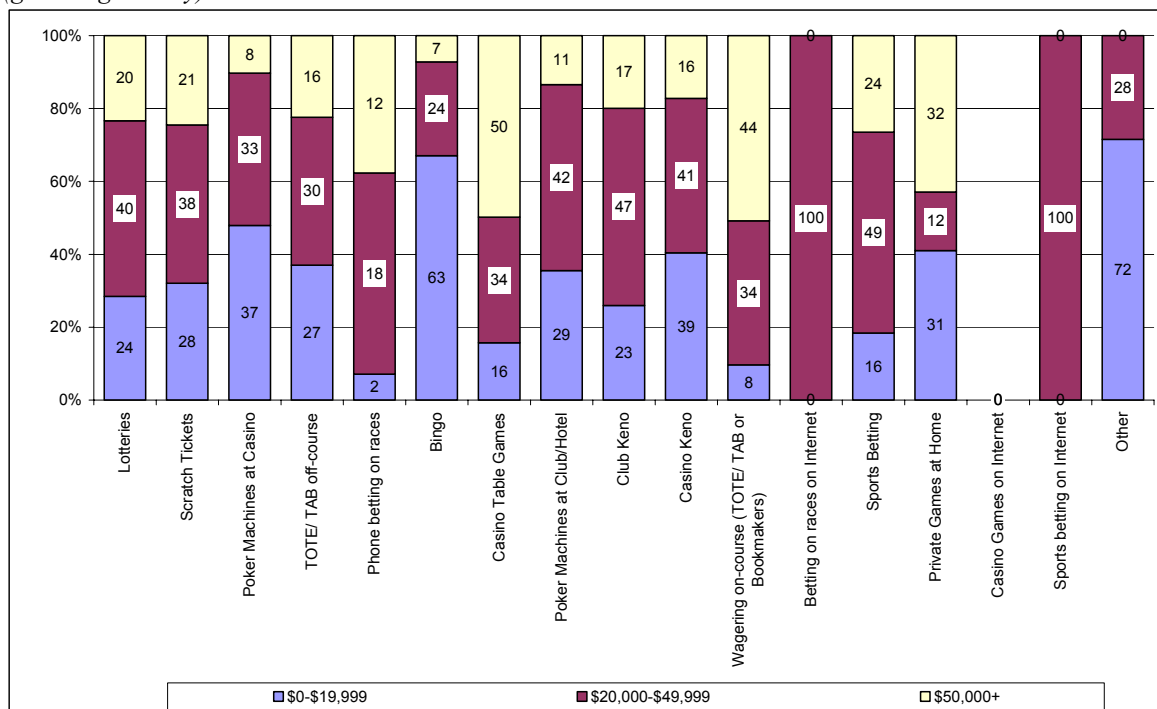
Figures 40 – 44 illustrate expenditure for each gambling activity and provide a percentage comparison of the proportion of participants in each form according to their annual income.

For example: Of those who spent \$5 or less on lotteries, 24% earned less that \$19,999, 40% earned between \$20,000 and \$49,999 and 20% earned more than \$50,000, ie: 100% of lotteries players who spent \$5 or less on this activity (excluding those who failed or refused to disclose their income) are accounted for when looking at Figure 40 in isolation. Figures 41-44 provide this information for each of the other expenditure categories.

Each of the three annual income demographics are expressed as a percentage of the total proportion of participants in each gambling activity. The category of ‘Can’t Say’ has not been included in these charts.

Figure 40: Those Who Spent \$5 or Less in the Last Gambling Session, by Annual Income and Activity

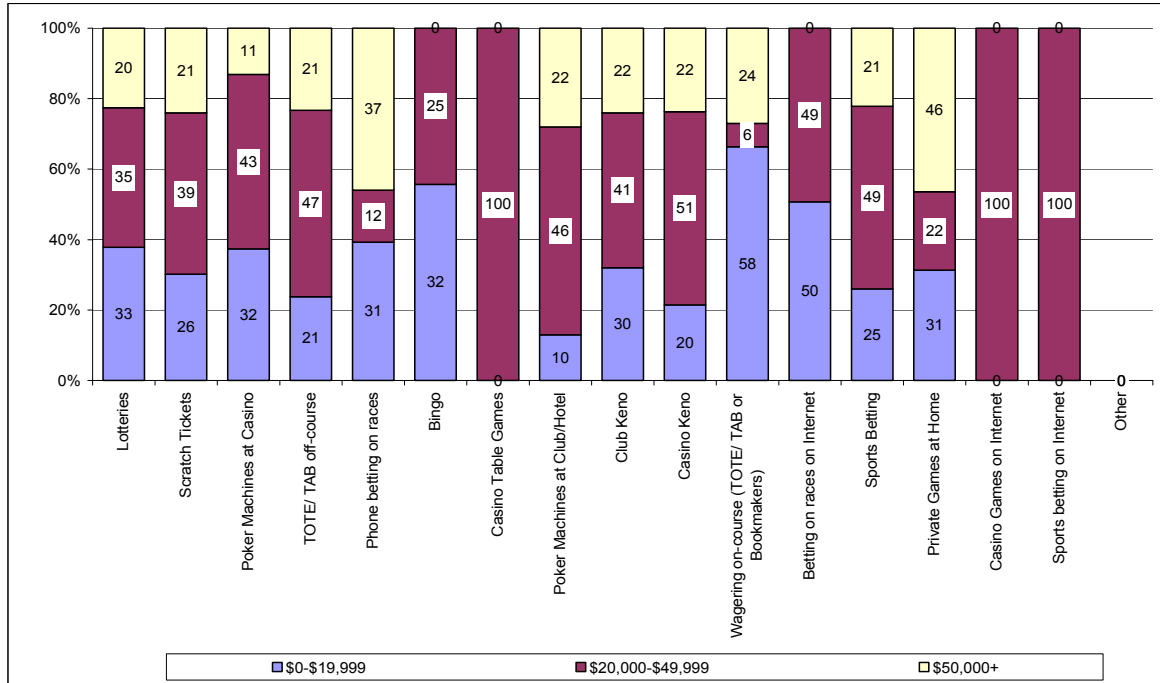
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$5 or less the last time they participated in that activity

Figure 41: Those Who Spent \$6-\$10 in the Last Gambling Session, by Annual Income and Activity

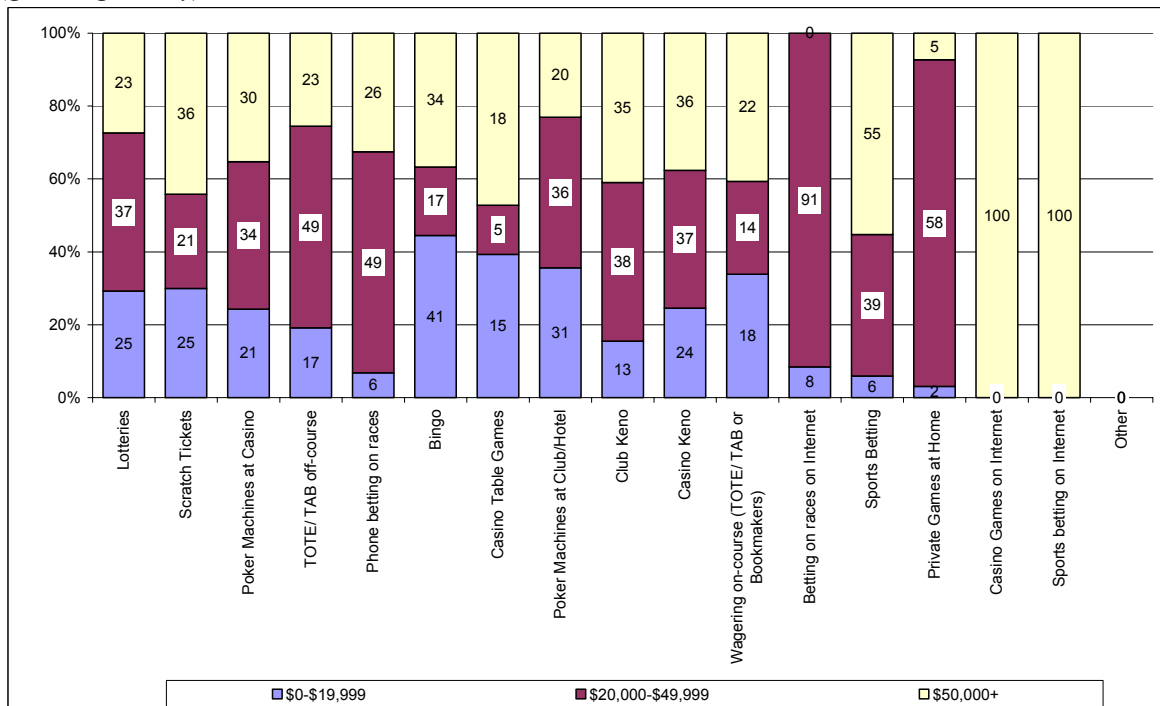
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$6-\$10 the last time they participated in that activity

Figure 42: Those Who Spent \$11-\$20 in the Last Gambling Session, by Annual Income and Activity

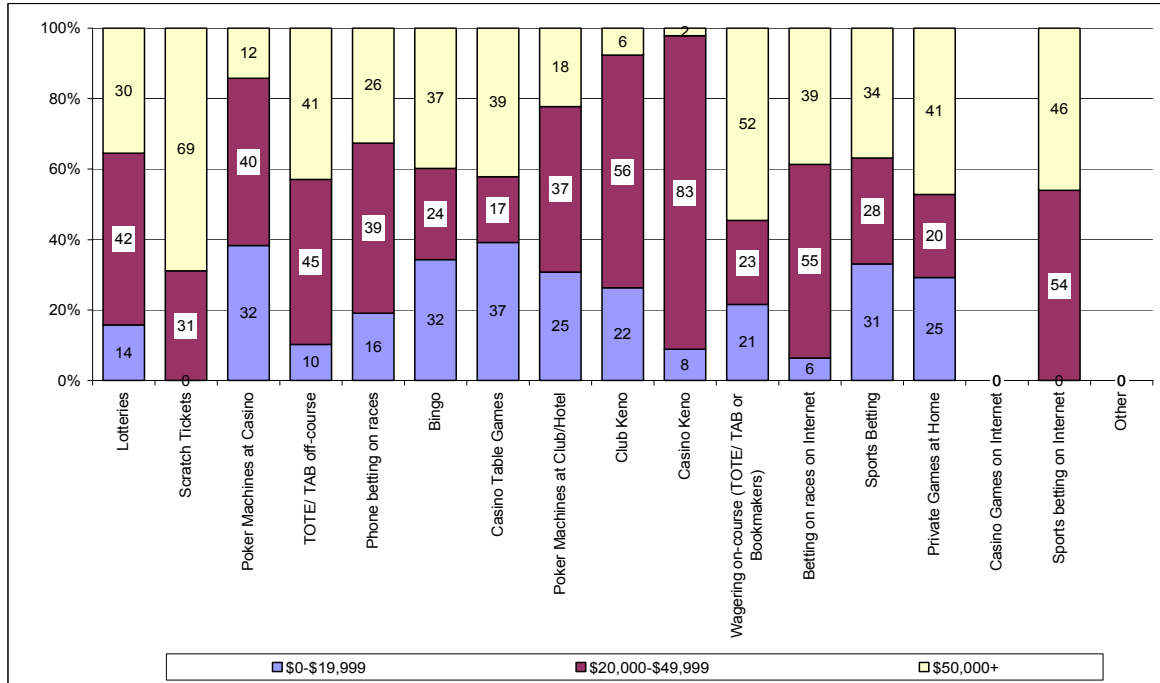
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$11-\$20 the last time they participated in that activity

Figure 43: Those Who Spent \$21-\$50 in the Last Gambling Session, by Annual Income and Activity

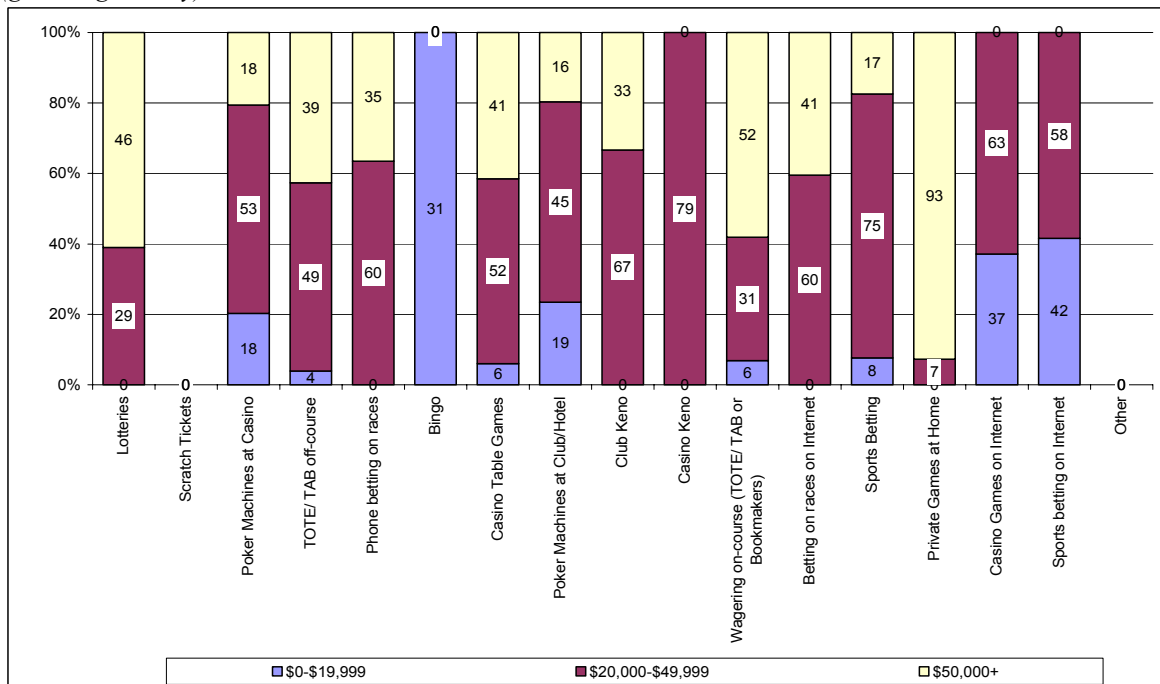
“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$21-\$50 the last time they participated in that activity

Figure 44: Those Who Spent \$51 or More in the Last Gambling Session, by Annual Income and Activity

“C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (gambling activity)?”



Base: Total participants in each form who spent \$51 or more the last time they participated in that activity

7 COMMUNITY ATTITUDES TO GAMBLING

7.1 Perception of Benefits to the Community

In 1994 and 1996, respondents were asked 3 questions relating to their attitudes towards gambling. They were asked if they agreed with the following statements:

- Gambling is an important leisure activity for Australians
- Permitting poker machines in clubs and hotels will benefit the community
- Poker machines in clubs and hotels should be carefully controlled and monitored

In 1996, prior to the introduction of poker machines to clubs and hotels, the survey instrument was designed to measure respondents' perception of the potential impact of the change in legislation. Eighteen percent of Tasmanians believed that "permitting poker machines in clubs and hotels would benefit the community", whilst almost all of those interviewed (93%) thought poker machines in clubs and hotels should be carefully controlled and monitored.

Following the introduction of poker machines in 1997, the Tasmanian community has had some time to experience this form of gambling and develop various opinions. In the 2000 and 2005 surveys, respondents were asked questions that better reflected the current situation regarding access to poker machines. In 2000, respondents were asked the following:

- Do you think the poker machines in clubs and hotels are carefully controlled and monitored though proper licensing?

Respondents were then asked to reply to the following:

- Do you think the Tasmanian community has benefited FINANCIALLY from having poker machines in clubs and hotels?
- Do you think the Tasmanian community has benefited SOCIALLY from having poker machines in clubs and hotels?
- Do you think that the Tasmanian community has benefited OVERALL from having poker machines in clubs and hotels?

Tables 14, 15 and 16 summarise the responses to the three statements above, and how attitudes differ between gender, age and area.

Most Tasmanians (82%) thought that the Tasmanian community **had not** benefited from the introduction of poker machines to clubs and hotels, an increase on 2000 when 79% of Tasmanians held that opinion. While the share of Tasmanians who felt that the Tasmanian community had benefited from having poker machines in clubs and hotels remained steady at 10%, the increase in unfavourable opinion of poker machines' overall impact mainly occurred among the formerly undecided (8%, compared with 12 % in 2000). Overall, men were more likely to think the community had benefited from the introduction of poker machines (12%) than women (9%).

A total of 17% of Tasmanians thought the community had benefited *socially* from having poker machines in clubs and hotels, a similar result to that observed in 2000. At the same time, the proportion of Tasmanians who thought that the introduction of poker machines to clubs and hotels had benefited the Tasmanian community *financially* increased to one-third (33%, compared with 27% in 2000). Men and women held similar opinions on both issues.

Those aged 18-24 were most likely to agree that the Tasmanian community had benefited *overall* from the introduction of poker machines into pubs and clubs (18%), while those aged 35-49 were least likely to think so (7%).

There were some differences by age group when asked an opinion about *financial* benefits from the introduction of poker machines to clubs and hotels; the 35-49 and 50+ age groups were most likely to strongly disagree with this assertion (40% and 41%, respectively), while the 18-24 age group were least likely to do so (23%).

In contrast, considerable variation in opinions existed on the issue of *social* benefits from this form of gambling. Similar to the perception of overall benefit from gambling, the youngest age group once again were most likely to agree that there had been a social benefit derived from the introduction of poker machines in clubs and hotels (27%), whilst the 35-49 age group were less likely do so (11%).

Across all age groups there was a higher rate of agreement that the Tasmanian community had benefited *financially* than *socially* from the introduction of poker machines to clubs and hotels: **18-24** = 39% financial benefit compared with 27% social benefit; **25-34** = 35% financial benefit compared with 21% social benefit; **35-49** = 30% financial benefit compared with 11% social benefit; **50+** = 33% financial benefit compared with 16% social benefit. In all cases, perception of financial benefits increased across all age groups since 2000; perception of social benefits, on the other hand, increased slightly among the younger age groups and decreased slightly among the older age groups.

Residents of Hobart and Launceston were more likely to agree to the *overall* benefit to Tasmania from the introduction of poker machines to clubs and hotels (12%) than residents of other areas in Tasmania (8%). With regard to *financial* and *social* benefits, however, the differences were less pronounced, although non-metropolitan residents were marginally more likely to strongly disagree that poker machines had benefited the community *financially* (39%) than metropolitan residents (35%).

7.2 Attitudes Toward the Introduction of Poker Machines to Clubs and Hotels

Table 14: Attitudes Toward the Introduction of Poker Machines to Clubs and Hotels by Gender

		Total Respondents (2,003) %	Males (829) %	Females (1,174) %
<i>Q22B: Do you think that the Tasmanian community has benefited from having poker machines in clubs and hotels?</i>	Yes	10	12	9
	No	82	80	83
	Can't Say	8	8	8
<i>Q22B1: The Tasmanian community has benefited financially from having poker machines in clubs and hotels</i>	Total Agree	33	34	32
	Neither Agree / Disagree	7	6	9
	Total Disagree	55	56	53
	Can't Say	5	4	6
<i>Q22B2: The Tasmanian community has benefited socially from having poker machines in clubs and hotels</i>	Total Agree	17	17	16
	Neither Agree / Disagree	6	5	7
	Total Disagree	76	76	75
	Can't Say	2	2	2

Base: Total Respondents

Note: Percentages may not add up to 100 due to rounding.

Table 15: Attitudes Toward the Introduction of Poker Machines to Clubs and Hotels by Age

		18-24 (110) %	25-34 (224) %	35-49 (616) %	50+ (1,053) %
<i>Q22B: Do you think that the Tasmanian community has benefited from having poker machines in pubs and hotels?</i>	Yes	18	12	7	9
	No	76	82	85	82
	Can't Say	7	6	9	9
<i>Q22B1: The Tasmanian community has benefited financially from having poker machines in clubs and hotels</i>	Total Agree	39	35	30	33
	Neither Agree / Disagree	11	10	8	5
	Total Disagree	46	52	57	56
	Can't Say	4	4	4	6
<i>Q22B2: The Tasmanian community has benefited socially from having poker machines in clubs and hotels</i>	Total Agree	27	21	11	16
	Neither Agree / Disagree	9	8	7	5
	Total Disagree	63	70	82	77
	Can't Say	1	1	1	3

Base: Total Respondents

Note: Percentages may not add up to 100 due to rounding.

Table 16: Attitudes Toward the Introduction of Poker Machines to Clubs and Hotels by Area

		Tasmania Overall (2,003) %	Hobart/ Launceston (1,127) %	Other Tasmania (876) %
<i>Q22B: Do you think that the Tasmanian community has benefited from having poker machines in pubs and hotels?</i>	Yes	10	12	8
	No	82	81	83
	Can't Say	8	7	9
<i>Q22B1: The Tasmanian community has benefited financially from having poker machines in clubs and hotels</i>	Total Agree	33	33	33
	Neither Agree / Disagree	7	7	8
	Total Disagree	55	55	55
	Can't Say	5	4	5
<i>Q22B2: The Tasmanian community has benefited socially from having poker machines in clubs and hotels</i>	Total Agree	17	18	16
	Neither Agree / Disagree	6	6	6
	Total Disagree	76	75	76
	Can't Say	2	2	2

Base: Total Respondents

Note: Percentages may not add up to 100 due to rounding.

7.3 Monitoring and Control of Poker Machines

As mentioned earlier, the survey instrument in the first two waves of the survey, conducted prior to the introduction of poker machines to clubs and hotels in 1997, measured whether respondents thought they should be carefully controlled. In both the 1994 and 1996 surveys, 93% of people responded in the affirmative. This question was subsequently modified to reflect the changed situation. When respondents were asked if they thought poker machines in clubs and hotels were carefully controlled and monitored through proper licensing procedures, nearly half (47%) agreed that this was the case, an increase from 43% in 2000. The share of respondents who disagreed with this assertion (22%) did not differ from the result of the 2000 survey, and a further 11% neither agreed nor disagreed. While a substantial proportion of respondents (20%) could not say whether or not they thought that poker machines were carefully controlled and monitored, the number of those who were undecided dropped from 26% in 2000. These results suggest that more Tasmanians formed an opinion (largely positive) about the adequacy of licensing procedures for poker machines in clubs and hotels.

Whilst little difference was evident in the level of agreement with this statement between Hobart/Launceston residents and those from other areas of Tasmania (48% and 45% agreement respectively), the latter group's opinion has improved since 2000, when 36% had agreed with the adequacy of the licensing procedures for controlling and monitoring purposes.

As in 2000, men were more likely than were women to agree that poker machines in clubs and hotels were well controlled and monitored (49% compared with 44%). While men's opinions changed little in the five years since the 2000 survey, when 51% had agreed with the statement, the proportion of women who held a positive opinion about the adequacy of procedures controlling poker machines in clubs and hotels increased markedly from 36%.

Just over half (51%) of the youngest age group (18-24 years) agreed that poker machines in clubs and hotels were carefully controlled and monitored through proper licensing procedures, the highest among all age groups. The 50+ age group had the lowest level of agreement that proper controls were in place, with 44% of them agreeing with the statement. The 25-34 age group was least likely to disagree with the statement (16%) and most likely to be undecided (25%) of all age groups.

Table 17: Perception of Control and Monitoring of Poker Machines by Gender, Age and Area

“Q22C: Poker machines in clubs and hotels are carefully controlled and monitored through proper licensing procedures”

	Total Agree %	Neither Agree / Disagree %	Total Disagree %	Can't Say %
Gender				
Male (n=829)	49	12	22	17
Female (n=1,174)	44	11	22	23
Total Respondents (n=2,003)	47	11	22	20
Age				
18-24 (n=110)	51	15	22	12
25-34 (n=224)	47	12	16	25
35-49 (n=616)	48	13	22	17
50+ (n=1,053)	44	9	25	22
Area				
Hobart/Launceston (n=1,127)	48	11	21	20
Other Tasmania (n=876)	45	12	24	19

Base: Total Respondents

7.4 Attitudes to Gambling with Respect to Participation

Table 18 examines the answers to the community attitude questions by grouping the respondents according to whether they were gamblers, non-gamblers, regular gamblers or non-regular gamblers.* Respondents who gambled on poker machines at clubs or hotels in the last 12 months are examined separately.

Regular gamblers were most likely to agree that there was an overall benefit to the community from the introduction of poker machines in clubs and hotels (19%), while non-gamblers were least likely to do so (6%). Respondents who had gambled on poker machines in clubs and hotels in the last 12 months were more likely to agree that such benefits existed (16%) than gamblers overall (12%), but not more than regular gamblers.

Non-gamblers were least likely to agree that the community had benefited *financially* (27%, compared with 31% of regular and 36% of non-regular gamblers). The opinions on the *social* benefits were even more diverse, with the agreement rates ranging from less than 10% of non-gamblers to 18% of non-regular gamblers and 30% of regular gamblers. Once again, those who had gambled on poker machines in clubs and hotels during the past 12 months were considerably more likely than the average respondent to agree regarding the existence of *social* benefits (28%, compared with 17% average), and marginally more likely than average to agree regarding the existence of *financial* benefits (38%, compared with 33% average).

Six in ten regular gamblers (60%) agreed that poker machines at clubs and hotels were properly controlled and monitored, compared with only a third of non-gamblers (33%). Non-gamblers were most likely to be undecided on the issue (29%), and regular gamblers were least likely (9%). In fact, non-gamblers' attitudes to the issue stood in sharp contrast with the attitudes of all other respondents (i.e. different categories of gamblers). The attitudes of regular and non-regular gamblers were considerably more similar in comparison. Among those who had gambled on poker machines at clubs or hotels, the share of those who agreed with this statement (58%) was considerably higher than among the population overall (47%), or even among all gamblers (52%).

* Definitions of each of these classifications are outlined in the introduction.

Table 18: Perception of Control and Monitoring of Poker Machines by Gambling Status

		Total Gamblers (1,165) %	Regular Gamblers (328) %	Non-Regular Gamblers (837) %	Non-Gamblers (838) %	Gambled on Poker Machines at Club/ Hotel (426) %
<i>Q22B: Do you think that the Tasmanian community has benefited from having poker machines in pubs and hotels?</i>	Yes	12	19	11	6	16
	No	81	74	82	84	76
	Can't Say	7	7	8	10	8
<i>Q22B1: The Tasmanian community has benefited financially from having poker machines in clubs and hotels</i>	Total Agree	36	31	36	27	38
	Neither Agree/ Disagree	6	7	6	10	7
	Total Disagree	54	59	54	56	51
	Can't Say	4	2	4	7	4
<i>Q22B2: The Tasmanian community has benefited socially from having poker machines in clubs and hotels</i>	Total Agree	19	30	18	10	28
	Neither Agree/ Disagree	7	6	7	5	8
	Total Disagree	73	63	74	83	63
	Can't Say	1	1	1	3	1
<i>Q22C: Poker machines in clubs and hotels are carefully controlled and monitored through proper licensing procedures</i>	Total Agree	52	60	51	33	58
	Neither Agree/ Disagree	10	7	11	14	7
	Total Disagree	22	24	21	24	20
	Can't Say	16	9	17	29	15

Base: Total Respondents

Note: Percentages may not add up to 100 due to rounding.

7.5 Social Impact of Gambling

All respondents classified as gamblers were asked to rate their personal gambling experience and assess the impact it had made on their lives in the 12 months prior to being surveyed. Respondents replied to the following questions:

- Looking back over the last 12 months, how would you rate your experience of gambling? Would you say it has made your life a lot more enjoyable, a little more enjoyable, made no difference, a little less enjoyable, or a lot less enjoyable?
- If you hadn't spent money on gambling, could you please tell me what other ways you might have used it?

The majority of respondents (57%) said that gambling had 'made no difference' to their lives, although the proportion of such responses was lower than in 2000 (62%). As Table 19 shows, women were more likely than men to give this response (60% and 55%, respectively). A further 10% felt that gambling had 'made life a little more enjoyable', while less than 1% felt it had 'made life a lot more enjoyable'. A small number of respondents claimed that gambling had made their life 'a little less enjoyable' (2%) or 'a lot less enjoyable' (1%); men were twice as likely as women to give the latter response (2% compared with 1%).

Respondents in the 50+ age group were most likely to feel that gambling had 'made life a little more enjoyable' (13%), as shown in Table 20. In comparison, those in the 25-34 and 35-49 age groups were most likely to say that gambling had 'made no difference' to their lives (63% each). People living in Hobart or Launceston were more likely than those living outside of those areas to say that gambling had made their lives 'a lot less enjoyable' (2% compared with 1%), but less likely to say that it had 'made no difference' to their lives (55% compared with 60%), as shown in Table 21.

When the responses of regular and non-regular gamblers are compared, the former are significantly more likely than the latter to say that gambling had made a difference to their lives, whether in feeling gambling had made their life 'a lot more enjoyable' (6% compared with 0.3%), 'a little more enjoyable' (32% compared with 13%), 'a little less enjoyable' (8% compared with 3%), or 'a lot less enjoyable' (10% compared with 1%). Conversely, non-regular gamblers were almost twice as likely to say that gambling had 'made no difference' to their lives (83%) as regular gamblers (44%).

Table 19: Effects of Gambling by Gender

“Q23: Looking back over the last 12 months, how would you rate your experience of gambling?”

	Total Respondents (2,003) %	Males (829) %	Females (1,174) %
Made your life a lot more enjoyable	1	1	*
Made your life a little more enjoyable	10	10	11
Made no difference to your life	57	55	60
Made your life a little less enjoyable	2	3	2
Made your life a lot less enjoyable	1	2	1
Can't Say	*	*	*
Total did not gamble in last 12 months (excluding raffles only)	28	29	26

Base: Total Respondents

Table 20: Effects of Gambling By Age

Q23: Looking back over the last 12 months, how would you rate your experience of gambling?

	18-24 (110) %	25-34 (224) %	35-49 (616) %	50+ (1,053) %
Made your life a lot more enjoyable	1	*	*	1
Made your life a little more enjoyable	15	7	6	13
Made no difference to your life	52	63	63	54
Made your life a little less enjoyable	1	3	2	3
Made your life a lot less enjoyable	3	*	2	1
Can't say/Don't know	*	-	-	*
Total did not gamble in last 12 months (excluding raffles only)	28	27	26	29

Base: Total Respondents

Table 21: Effects of Gambling By Area

Q23: Looking back over the last 12 months, how would you rate your experience of gambling?

	Total Respondents (2,003) %	Hobart/ Launceston (1,127) %	Other Tasmania (876) %
Made your life a lot more enjoyable	1	*	1
Made your life a little more enjoyable	10	11	9
Made no difference to your life	57	55	60
Made your life a little less enjoyable	2	2	2
Made your life a lot less enjoyable	2	2	1
Can't say/Don't know	*	*	*
Total did not gamble in last 12 months (excluding raffles only)	28	29	27

Base: Total Respondents

Table 22: Effects of Gambling By Gambling Status

Q23: Looking back over the last 12 months, how would you rate your experience of gambling?

	Total Gamblers (1,165) %	Regular Gamblers (328) %	Non-Regular Gamblers (837) %
Made your life a lot more enjoyable	1	6	*
Made your life a little more enjoyable	14	32	13
Made no difference to your life	79	44	83
Made your life a little less enjoyable	3	8	3
Made your life a lot less enjoyable	2	10	1
Can't say/Don't know	*	*	*

Base: Total Gamblers

7.6 Alternatives for Spending Money

As can be seen in Table 23, 17% of gamblers would have spent their money on ‘other entertainment or recreation activities’, had they not spent it on gambling. Almost as many (16%) would have spent it on groceries or small household items. Entertainment or recreation was more likely to be reported by men (20%, compared with 14% of women), while groceries and household items were more likely to be nominated by women (19%, compared with 12% of men).

Otherwise, male gamblers were significantly more likely than female gamblers to nominate alcohol (14% compared with 8%) or petrol (4% compared with 1%) as alternatives for spending their gambling money on. In comparison, female gamblers were much more likely to nominate personal items such as clothing or footwear (12% compared with 4%), movies or concerts (3% compared with 1%) or gardening (2% compared with 1%).

Compared to the older age groups, 18-24 year old gamblers were more inclined to say they would have spent their money on alcohol (24%) or personal items such as clothing or footwear (17%) if they had not spent it on gambling. At the same time, they were least likely of all age groups to consider groceries or household items (2%), saving the money or putting it in the bank (2%) or spending it on family (2%) as likely alternatives to spending the money on gambling.

Gamblers aged 25-34 were most likely of all age groups to consider spending their money on household and family necessities such as groceries and small household items (24%) or ‘other’ entertainment or recreation (24%) as an alternative to gambling; they were also more likely than older gamblers to spend the money on alcohol (16%). At the same time, they were least likely to have put the money towards a holiday (1%).

Older gamblers were more likely than their younger counterparts to consider saving the money had they not spent it on gambling (11% of those aged 35-49 and 10% of those aged 50+). Those aged 35-49 were most likely of all age groups to spend it on family (9%) and least likely to spend it on cigarettes (1%). Those aged 50+ were most likely of all age groups to put the money towards a holiday (9%) or spend it on gardening (2%), and least likely to spend it on ‘other’ entertainment (13%), alcohol (6%) or personal items such as clothing or footwear (5%).

Very little difference existed between gamblers residing in Hobart or Launceston and those in the rest of the state. However, gamblers in Hobart or Launceston were more likely to spend the money on restaurant meals than those outside of metropolitan areas (8% compared with 4%), while the latter were more likely to spend the money on cigarettes than the former (3% compared with 1%).

In comparing regular and non-regular gamblers' responses, regular gamblers were more likely to say they would have spent money on big ticket items such as major household goods such as TVs and refrigerators (4% compared with 2%), rent or mortgage payments (2% compared with 1%) if they had not spent it on gambling; they were also somewhat more likely than non-regular gamblers to nominate alcohol (14% compared with 11%) and home renovations or repairs (2% compared with 1%). In comparison, non-regular gamblers were more likely than regular gamblers to nominate smaller items such as groceries or small household items (16% compared with 11%), or books or magazines (2% compared with 0.2%).

Table 23: Alternatives for Spending Gambling Money by Gender

“Q23B: If you hadn’t spent the money on gambling, could you please tell me what other ways you might have used it?”

	Total Gamblers (1,165) %	Males (496) %	Females (669) %
Spend it on other entertainment or recreation activities	17	20	14
Spend it on groceries or small household items	16	12	19
Spend it on alcohol	11	14	8
Spend it on personal items	8	4	12
Spend it on restaurant meals	6	7	6
Put it towards a holiday	6	7	5
Spend it on children/grandchildren/family	6	5	6
Use it to pay bills/credit cards	5	5	6
Take-away food/lunch/coffee	5	4	6
Spend it on petrol	2	4	1
Spend it on the movies or a concert	2	1	3
Put it towards major household items	2	3	1
Buy magazines/books	2	1	2
Spend it on cigarettes	2	2	1
Gardening/ plants	1	1	2
Home renovations/ repairs	1	1	1
Use it to pay rent/mortgage	1	1	1
Donate it to charity	1	*	1
Spend it on other items	2	3	2
Can’t say	11	12	10
Not spend it/save it/put it in the bank	8	9	8

Base: Total Gamblers

Table 24: Alternatives for Spending Gambling Money by Age

“Q23B: If you hadn’t spent the money on gambling, could you please tell me what other ways you might have used it?”

	Total Gamblers (1,165) %	18-24 (64) %	25-34 (131) %	35-49 (369) %	50+ (601) %
Spend it on other entertainment or recreation activities	17	21	24	17	13
Spend it on groceries or small household items	16	2	24	17	16
Spend it on alcohol	11	24	16	9	6
Spend it on personal items	8	17	11	8	5
Spend it on restaurant meals	6	5	7	6	7
Put it towards a holiday	6	5	1	5	9
Spend it on children/grandchildren/ family	6	2	8	9	4
Use it to pay bills/credit cards	5	5	6	5	5
Take-away food/lunch/coffee	5	8	5	5	3
Spend it on petrol	2	2	-	3	3
Spend it on the movies or a concert	2	3	3	1	3
Put it towards major household items	2	4	-	1	3
Buy magazines/books	2	2	-	1	2
Spend it on cigarettes	2	4	1	1	2
Gardening/ plants	1	-	-	1	2
Home renovations/ repairs	1	1	2	1	1
Use it to pay rent/mortgage	1	1	-	1	1
Donate it to charity	1	-	-	*	1
Spend it on other items	2	2	3	2	2
Can’t say	11	5	4	11	16
Not spend it/save it/put it in the bank	8	2	4	11	10

Base: Total Gamblers

Table 25: Alternatives for Spending Gambling Money by Area

“Q23B: If you hadn’t spent the money on gambling, could you please tell me what other ways you might have used it?”

	Total Gamblers (1,165) %	Hobart/ Launceston (641) %	Other Tasmania (524) %
Spend it on other entertainment or recreation activities	17	18	15
Spend it on groceries or small household items	16	17	14
Spend it on alcohol	11	11	11
Spend it on personal items	8	8	8
Spend it on restaurant meals	6	8	4
Put it towards a holiday	6	5	7
Spend it on children/grandchildren/family	6	6	6
Use it to pay bills/credit cards	5	6	4
Take-away food/lunch/coffee	5	4	5
Spend it on petrol	2	2	2
Spend it on the movies or a concert	2	2	2
Put it towards major household items	2	2	2
Buy magazines/books	2	2	1
Spend it on cigarettes	2	1	3
Gardening/ plants	1	1	2
Home renovations/ repairs	1	1	1
Use it to pay rent/mortgage	1	1	1
Donate it to charity	1	*	1
Spend it on other items	2	1	3
Can’t say	11	10	12
Not spend it/save it/put it in the bank	8	10	7

Base: Total Gamblers

Table 26: Alternatives for Spending Gambling Money by Gambling Status

“Q23B: If you hadn’t spent the money on gambling, could you please tell me what other ways you might have used it?”

	Total Gamblers (1,165) %	Regular Gamblers (328) %	Non- Regular Gamblers (837) %
Spend it on other entertainment or recreation activities	17	17	17
Spend it on groceries or small household items	16	11	16
Spend it on alcohol	11	14	11
Spend it on personal items	8	10	8
Spend it on restaurant meals	6	6	6
Put it towards a holiday	6	8	6
Spend it on children/grandchildren/family	6	4	6
Use it to pay bills/credit cards	5	5	5
Take-away food/lunch/coffee	5	3	5
Spend it on petrol	2	1	2
Spend it on the movies or a concert	2	1	2
Put it towards major household items	2	4	2
Buy magazines/books	2	*	2
Spend it on cigarettes	2	1	2
Gardening/ plants	1	1	1
Home renovations/ repairs	1	2	1
Use it to pay rent/mortgage	1	2	1
Donate it to charity	1	*	1
Spend it on other items	2	5	2
Can’t say	11	18	11
Not spend it/save it/put it in the bank	8	9	8

Base: Total Gamblers

8 PROBLEM GAMBLING

8.1 Overview

This section of the report describes the way in which respondents' patterns of answers to questions in the survey were scored to provide estimates of the harmful impacts arising from gambling within the Tasmanian community. These harmful impacts may impinge on the player, their family and may extend into the community. Collectively they have been described as 'problem gambling'.¹⁰

Two sets of measures of problem gambling are provided: one according to the South Oaks Gambling Screen (SOGS), used in the previous waves of the survey; and another according to the Canadian Problem Gambling Index (CPGI), used for the first time in the present survey.

The extent of problem gambling as measured in 2005, the present survey, is then compared with the three earlier (1994, 1996 and 2000) sets of estimates (where applicable), and also with the results from other studies, namely:

- The 1999 national study of problem gambling conducted by the Productivity Commission;
- The 2001 Survey on the Nature and Extent of Gambling and Problem Gambling in the ACT, prepared for the ACT Gambling and Racing Commission by the Australian Institute for Gambling Research (AIGR);
- The 2003 Victorian Longitudinal Community Attitudes Survey, prepared for the Gambling Research Panel by the Centre for Gambling Research, ANU; and
- The 2001 Queensland Household Gambling Survey, conducted by the Office of the Government Statistician.

Finally, a profile of the characteristics of problem gambling is developed from the present survey results.

¹⁰ Reference: Dickerson et al Definitions etc VCGA Publication 1997

8.2 South Oaks Gambling Screen

The South Oaks Gambling Screen (SOGS) is a set of questions about a person's experience of gambling and some of the harmful impacts that may arise from their gambling.

The screen was designed in the United States to identify those people who reported a level of harmful impacts that was similar to client problem gamblers who were attending a treatment facility for pathological gamblers (ie. a person who satisfied the diagnostic criteria for this mental disorder as specified in the Diagnostic and Statistical Manual of the American Psychiatric Association).

When the SOGS has been used in Australia, the scoring criteria have been adapted to ensure that screening is more accurate, in particular to reduce the number of "false positives" (ie. when the test score incorrectly identifies a respondent as a problem gambler when they are not).

In Australian gambling research, the SOGS questions have generally been adapted to refer to experiences that have occurred in the last twelve months, whereas the original SOGS questions referred to gambling related experiences that had occurred at any time in a person's life. The 'twelve month', or current information is clearly of greater relevance in the provision and planning of services and in the development of an overall picture of the level of harmful impacts that may be occurring in the community.

Finally in Australia, the SOGS scores have been used to describe the proportion of the population who are "at risk" of experiencing substantial gambling related difficulties, as well as those who may be considered to be actual "cases" of problem gambling.

Figure 45 shows how the scores on the SOGS are used to estimate the prevalence of cases of problem gambling. In addition, there is assumed to be an additional group of "at risk" gamblers who are likely to be experiencing substantial gambling related harmful impacts. The size of this group is estimated by subtracting the prevalence of problem gamblers from the prevalence of all those scoring 5 or more on the SOGS.

The methods and definitions given above differ slightly from the 1994 and 1996 reports for Tasmania but were those preferred in the Productivity Commission Report. This approach, referred to as the "Dickerson method" in the Report was in fact based on the clinical expertise of Professor Alex Blaszczynski and Dr Clive Allcock, in discussion with members of the team that conducted a study of problem gambling in NSW. (Dickerson, M.G., Allcock, C., Blaszczynski, A., Maddern, R., Nicholls, B. & Williams, J. (1998) *A Repeat of the 1995 Study 2: An examination of the socio-economic effects of gambling on individuals, families and the community, including research into the costs of*

problem gambling in New South Wales. Report to Casino Community Benefit Fund, NSW Government, Australian Institute for Gambling Research, University of Western Sydney (ISBN No. 0-7313-8809)

In the opinion of the Productivity Commission, using a score of 10 on the SOGS to define a “case” of problem gambling (the method used in the Tasmanian studies in 1994 and 1996) resulted in too many false negatives, i.e. failing to correctly identify a proportion of respondents who *were* problem gamblers.

Thus the so-called ‘Dickerson method’ has been considered the benchmark for interpreting the scores on the SOGS. The scores for the SOGS from the present, 2005, survey, as well as the 2000 survey, have been interpreted in this way as shown in Table 27, and all the previous results from 1994 and 1996 have been converted so that comparisons can be made, together with comparisons with other relevant estimates from the Productivity Commission Report (1999).

8.2.1 Scoring

Scores of 5 - 9 on the SOGS are interpreted as placing the respondent in the “at risk” category. Between scores of 5 and 9 there is estimated to be an increasing probability that the respondent is not just “at risk” of harmful impacts but is actually a problem gambler. The interpretation of the scores in terms of the likelihood that the respondent is a problem gambler (ie. is experiencing substantial problems arising from their gambling) is as follows:

Figure 45

SCORE	RISK LEVEL	At Risk	Problem Gambler
Scores 0 to 4	Not at risk		
Scores 5 to 6	One in five risk		
Scores 7 to 9	One in two risk		
Scores 10 and over.....	One in one risk (ie: a ‘case’)		

The SOGS series of 12 questions was included in the questionnaire and scores were allocated according to affirmative responses to these questions (a score of 1 is given for each affirmative response). These questions are included in Appendix 2.

8.3 Canadian Problem Gambling Index

The Canadian Problem Gambling Index (CPGI)¹¹ was developed by a group of researchers under the aegis of the Canadian Centre on Substance Abuse. The goal was to develop a new, more meaningful measure of problem gambling for use in general population surveys, one that reflected a more holistic view of gambling and placed it in a more social context.

The instrument produced was a synthesis of the most current research available, and used measures that had been used in the past for many of its key items. What was produced was less a "new" product, and more an evolution of older measures, with additions reflecting the operational definition developed by the research team:

Problem gambling is gambling behaviour that creates negative consequences for the gambler, others in his or her social network, or for the community.

The CPGI consists of nine questions that are scored to produce a prevalence rate for problem gambling. Scoring for the CPGI is simple, with only nine items scored as follows:

- never = 0
- sometimes = 1
- most of the time = 2
- almost always = 3

Scores for the nine items are summed, and the results are interpreted as follows:

- 0 = non-problem
- 1-2 = low risk
- 3-7=moderate risk
- 8 + (to maximum of 27) = problem gambling

The prevalence rate for problem gambling produced by the CPGI falls between the rates obtained using the DSM-IV and the SOGS, much as anticipated. It does produce higher rates for those considered to be at risk, and this again was an anticipated result given the definition of problem gambling that directed the development of this index. Using the CPGI, survey respondents are divided into 5 groups:

¹¹ Based on : Canadian Centre for Substance Abuse, The Canadian Problem Gambling Index: Final Report, February 19, 2001 and The Canadian Problem Gambling Index: Draft-User Manual, January 28, 2001.

Non-gambling
Non-problem gambling
Low risk gambling
Moderate risk gambling
Problem gambling

The problem gambling group is equivalent to the DSM-IV's diagnostic criteria for pathological gambling.

The CPGI goes one step further than most of the measures currently in use because of its relative emphasis on social and environmental factors related to problem gambling. This emphasis is reflected in the composition of the nine scored items, and it is felt that this emphasis has resulted in a larger proportion of the population being categorised as at low or moderate risk.

8.4 Evaluation of Prevalence Estimates

In the current wave of the survey, SOGS questions were administered to respondents classified as regular or non-regular gamblers, while CPGI questions were administered to regular gamblers only. This approach of administering the problem gambling screens to the subset of gamblers most likely to experience problematic behaviour is commonplace in the gambling survey literature.

The results were weighted to the latest estimate of the total adult population of Tasmania in accordance with the two-stage survey design. The estimates of problem and “at risk” gambling prevalence are expressed as a share of the total adult population. The SOGS-based estimates effectively assume that problem and at risk gamblers are found only among gamblers, while the CPGI-based estimates effectively assume that problem and moderate risk gamblers are found only among regular gamblers. These assumptions are supported by previous gambling surveys, which have found that problem gamblers are in most cases regular gamblers. It must nevertheless be recognised that there is a possibility that both approaches may very slightly underestimate the prevalence of problem gambling in the broader community.

Table 27 on the next page shows that 0.18% of Tasmanian adults are problem gamblers according to SOGS, with a further 1.23% falling into the “at risk” category. While the estimated prevalence of problem gamblers in the 2005 wave of the Tasmanian Gambling Survey is the lowest of the four waves of the survey, the prevalence of at risk gamblers is twice that observed in 2000 (although still lower than in 1996). The prevalence estimates derived from the 2005 wave of the Tasmanian survey should be more accurate, reflecting the larger sample size.

Table 27: Distribution of Scores of 5+ on the SOGS and Prevalence Estimates of “At Risk” and “Problem Gamblers” for 1994, 1996, 2000 and 2005 Studies in Tasmania

SOGS Scores	2005 (6,048)	2000 (1,223)	1996 (1,211)	1994 Revised (1,220)
	<i>Number of respondents</i>	<i>Number of respondents</i>	<i>Number of respondents</i>	<i>Number of respondents</i>
5-6	21	7	21	6
7-9	12	1	11	3
10+	9	3	4	3
	<i>Adult population percentage</i>	<i>Adult population percentage</i>	<i>Adult population percentage</i>	<i>Adult population percentage</i>
Prevalence				
5+ SOGS (a)	1.41	0.90	2.97	0.90
Problem gamblers =10+ (b)	0.18	0.25	1.13	0.43
At risk =5-9 (a – b)	1.23	0.65	1.84	0.47

Base: Total Gamblers

The reliability of survey estimates and changes in these estimates is very dependent upon sample size, and this is particularly true when considering such small estimates as the proportion of problem gamblers in a population.

Although the 2005 survey had a relatively large sample size, the size of the 2000 sample would have also had to have been larger to reduce the statistical uncertainty associated with the apparent change in the prevalence of problem gamblers. This makes it difficult to conclude whether the differences between the 2005 survey and the 2000 survey are ‘real’ differences, or may have arisen due to natural sampling variation. The differences between the proportion of problem gamblers in 2005 and 2000 are not statistically significant, keeping in mind that sample size has a bearing on the results.

Therefore, it is useful to also look at the confidence intervals, shown in columns 3 and 4 of the table below. For example, the 95% confidence range for the 2005 “at risk” prevalence rate is 0.83% to 1.81%. This overlaps with the 95% confidence range for the 2000 “at risk” prevalence rate, which is 0.33% to 1.28%, indicating that the apparent change between the two years could be explained by random sampling variation. Nevertheless, any recommendations for future gambling regulatory policy must keep in mind that the area of

overlap between these ranges is very small, and it is indeed likely that the prevalence of at risk gamblers in Tasmania between 2005 and 2000 has increased.

Table 28: Prevalence Estimates of Problem and At Risk Gamblers According to SOGS – A Comparison of 2005 and 2000 Results

Prevalence	Adult population percentage 2005	Adult population percentage 2000	95% CI percentage 2005	95% CI percentage 2000
5+ SOGS (a)	1.41	0.90	0.98-2.03	0.50-1.60
Problem gamblers =10+ (b)	0.18	0.25	0.07-0.48	0.09-0.73
At risk =5-9 (a – b)	1.23	0.65	0.83-1.81	0.33-1.28

Note: Columns 3 and 4 can be used to understand the likely range of prevalence rates. The confidence intervals shown here do not take account of the complex survey design.

Table 29: Comparison of 2005 Results for Tasmania with the Results of Recent Research in Other States

	<i>Sample Size</i>		SOGS		CPGI	
			<i>Problem gamblers (10+)</i>	<i>At risk (5-9)</i>	<i>Problem gambling (8-27)</i>	<i>Moderate risk (3-7)</i>
Tasmania 2005	6,048	%	0.18	1.23	0.73	1.02
ACT 2001 (AIGR) ¹	5,445	%	0.45	1.46	n/a	n/a
VIC 2003 (Gambling Research Panel) ²	8,479	%	0.30	0.82	0.97	0.91
QLD 2003-04 (Household Gambling Survey) ³	30,373	%	n/a	n/a	0.55	1.97
VIC 1999 (Productivity Commission)	2,201	%	0.35	1.79	n/a	n/a
QLD 1999 (Productivity Commission)	1,500	%	0.38	1.50	n/a	n/a
Tasmania 1999 (Productivity Commission)	480	%	0	0.44	n/a	n/a
Australia 1999 (Productivity Commission)	10,500	%	0.33	1.74	n/a	n/a

Notes:

1. ACT 2001 – Survey on the Nature and Extent of Gambling and Problem Gambling in the ACT, prepared for the ACT Gambling and Racing Commission by the Australian Institute for Gambling Research (AIGR).
2. VIC 2003 - Victorian Longitudinal Community Attitudes Survey, prepared for the Gambling Research Panel by the Centre for Gambling Research, ANU.
3. QLD 2003-04 - Queensland Household Gambling Survey, conducted by the Office of the Government Statistician.

A comparison of the results of the current survey with those of surveys conducted in other states in recent years suggests that Tasmania has one of the lowest prevalence rates for problem and at risk gamblers, as measured on the SOGS scale. This is consistent with the findings of the 1999 Productivity Commission survey, which showed Tasmania to have the lowest prevalence rate of problem and at risk gamblers among all states and territories (however, the results of this survey should be treated with caution due to the small sample sizes involved, which would lead to a high sampling error level).

At first glance, Victoria appears to be an exception, with a lower proportion of at risk gamblers as compared to Tasmania. However, the SOGS questions in the Victorian survey,

the ACT survey and the Productivity Commission survey were offered only to regular gamblers, whereas the SOGS questions in the 2005 Tasmanian Survey were offered to both regular and non-regular gamblers. A revised 2005 estimate for comparison purposes, based on prevalence among regular gamblers alone, would suggest that 0.13% of Tasmanian adults are problem gamblers according to SOGS, with a further 0.87% falling into the “at risk” category, again indicating that the prevalence rates in Tasmania are among the lowest.

The SOGS and CPGI approaches, while measuring the same concept (“problem” gambling), use a different approach in their measurement. The CPGI uses a more holistic view of gambling and places it in a more social context. Hence it is not surprising that there is a difference in the proportion of people who pass their different criteria for inclusion as problem gamblers.

At this stage, CPGI has been used as a problem gambling screening tool in only a small number of Australian gambling surveys; hence, the number of available benchmarks for CPGI-based problem gambling prevalence rates is currently limited to the Victorian Gambling Research Panel Survey (2003) and the Queensland Household Gambling Survey (2003-04). As Table 29 above shows, the CPGI-based prevalence rate of problem gamblers in Tasmania (0.73%) is slightly lower than in Victoria (0.97%) but higher than in Queensland (0.55%, significant at the 90% confidence level but not at the 95% level). Conversely, with regard to estimates of moderate risk gamblers the prevalence of this category in Tasmania (1.02%) appears to be slightly higher than in Victoria (0.91%), but significantly lower than in Queensland (1.97%, significant at the 95% confidence level).

8.4.1 Comparison of SOGS and CPGI

There may be benefit in examining the relationship between CPGI scores and SOGS scores. Given that the CPGI takes a broader range of factors (such as social and environmental ones) into account when measuring problem gambling than SOGS and has a more detailed scale, it is not surprising that the CPGI not only produces a higher estimate of the prevalence of problem gamblers (as shown in Table 29) but often assigns a higher risk level to respondents than does SOGS.

Table 30: Comparison of CPGI Scores with SOGS Scores

	Non-Problem - CPGI	Low Risk – CPGI	Moderate Risk - CPGI	Problem Gambling - CPGI
	%	%	%	%
Not At Risk - SOGS	100	92	78	8
At Risk - SOGS	-	8	22	74
Problem - SOGS	-	-	-	18

Base: Total Regular Gamblers

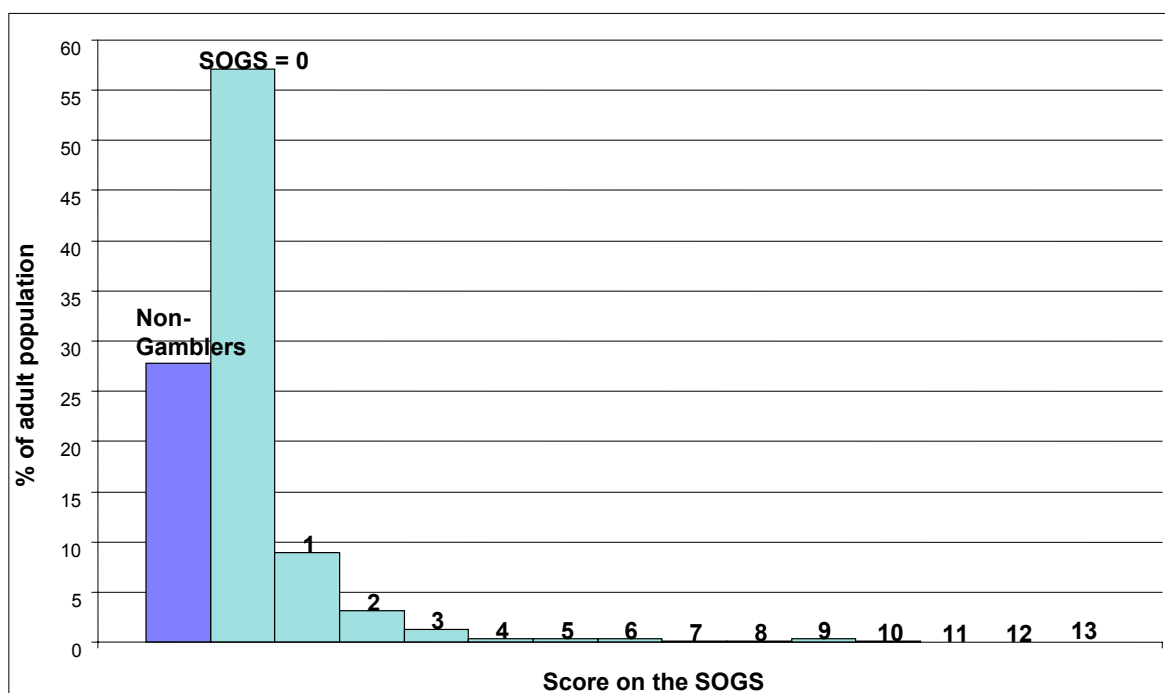
Table 30 on the previous page shows a comparison of CPGI and SOGS scores distribution among regular gamblers. The two scales produce very similar results at the lower end: all respondents classified as “non-problem” according to CPGI were also classified as “not at risk” according to SOGS. Similarly, the majority of “low risk” gamblers according to CPGI (92%) were classified as “not at risk” according to SOGS, while the remainder (8%) were classified as “at risk”. The divergence between the scores was more pronounced at the higher end of the scale: only 22% of respondents classified as “moderate risk” according to CPGI were classified as “at risk” according to SOGS, while the majority (78%) were classified as “not at risk”. Among respondents classified as problem gamblers according to CPGI, less than one in five (18%) were also classified as problem gamblers according to SOGS, three quarters (74%) were classified as “at risk”, and a small proportion (8%) were classified as “not at risk”.

8.4.2 Adult population estimates

The current survey uses two different tests of the prevalence of problem gambling, hence this section looks at two sets of population estimates for the prevalence of problem gamblers in Tasmania.

Figure 46 below shows the prevalence of non-gamblers and the distribution of SOGS scores among gamblers in the adult Tasmanian population.

Figure 46: Gambler and Non-Gambler Distribution of SOGS Scores – Adult Tasmanian Population



Base: All Respondents (n = 2,003)

The table on the following page provides estimates of the number of people affected, using the SOGS to measure the degree of the problem. The corresponding figures for 2000 are also provided, as a benchmark for comparison. The comparison shows that a greater number of Tasmanians were at risk in 2005 than in 2000. Conversely, the number of problem gamblers was slightly higher in 2000 than in 2005.

Table 31: Prevalence of gambling problem by SOGS degree of problem¹²

Prevalence	Share of Adult population (percentage)	Share of Adult population (percentage)	Est. Number of People Affected <i>(based on adult pop. 370,000)</i>	Est. Number of People Affected <i>(based on adult pop. 349,000)</i>
	<i>TASMANIA 2005</i>	<i>TASMANIA 2000</i>	<i>TASMANIA 2005</i>	<i>TASMANIA 2000</i>
SOGS 5+	1.41	0.90	5,200	3,100
SOGS 6+	1.12	0.60	4,100	2,100
SOGS 7+	0.68	0.40	2,500	1,400
SOGS 8+	0.57	0.40	2,100	1,400
SOGS 9+	0.47	0.40	1,700	1,400
SOGS 10+	0.18	0.30	700	1,000

¹² The table shows the estimated number and percentage of people in each of the SOGS categories who score at that level or higher. A SOGS n+ means those people who scored from n onwards on the SOGS. Thus SOGS 5+ are people who scored 5 or more on the SOGS. Column 1 is the share of such people in the Tasmanian adult population.

The table below provides estimates of the number of people affected, using the CPGI to measure the degree of the problem. The corresponding figures for Queensland are also provided, as a benchmark for comparison. They show that prevalence rate of problem gamblers in Tasmania is higher than in Queensland, while the prevalence rate of moderate risk gamblers is lower in Tasmania.

Table 32: Prevalence of gambling problem by CPGI degree of problem

Prevalence	Share of Adult population (percentage)	Share of Adult population (percentage)	Est. Number of People Affected <i>(based on adult pop. 370,000)</i>	Est. Number of People Affected <i>(based on adult pop. 2,640,000)</i>
	<i>TASMANIA 2005</i>	<i>QLD 2003-04</i>	<i>TASMANIA 2005</i>	<i>QLD 2003-04</i>
Moderate Risk Gambling (CPGI score = 3-7)	1.02	1.97	3,800	57,700
Problem Gambling (CPGI score = 8-27)	0.73	0.55	2,700	16,200

Based on Queensland Household Gambling Survey 2001, p. 7(Table 3).

8.5 Awareness of Gambling Problems in the Family and Community

In the present survey respondents were asked:

“Have you experienced difficulties because of your gambling?”

- ever in the past 1.6%
- in the last 12 months 1.1% said “yes”

And;

“Do you personally know of someone who has experienced serious problems with their gambling?”

- 42.0% said “yes”

When carefully questioned to establish who these people were, it was found that:

6.1% of those surveyed were referring to a family member who had experienced problems in the last 12 months.

Table 33: Trend in Problem Gambling Awareness

	2005⁸ (2,003)	2000¹³ (1,223) %	1996¹⁴ (1,211) %	1994⁹ (1,220) %
Self or Family members experiencing difficulty with excessive gambling	12.2*	12.3	8	6
IF YES				
Within the last 6/12 months	6.1	5.6	2.3	1.1

Base: Total Respondents

Note: * Includes ‘Other Relative’ but excludes ‘Ex Relative’.

¹³ ‘Have you experienced difficulties with excessive gambling?’ If yes ‘were those problems experienced in the last 12 months?’ and, ‘Do you personally know of someone who has experienced serious problems with their gambling?’ If yes ‘were those problems experienced in the last 12 months?’

¹⁴ Have you, yourself or any of your family members ever experienced difficulties with excessive gambling?, if yes, “Was that in the last 6 months?”

The fact that the growth in awareness of problem gamblers between 2000 and 2005 far outstrips the growth in the prevalence of problem and at risk gamblers in the same period suggests that this change in awareness can be attributed to a substantial increase in community awareness of problem gambling and a greater readiness of family members to be sensitive to its occurrence within their network of relations. It may also indicate a greater readiness of problem gamblers to share their concerns within the family.

If correct, this suggests that compared with 2000, the social context in which problem gambling is occurring in Tasmania in 2000 may be more helpful to problem gamblers, and that it may be increasingly understood that problem acceptance and recognition are crucial first steps in the process of change or treatment, and social support from the family is a key factor in the successful resolution of problems.

8.6 Profile of “At Risk” and Problem Gamblers

Tables 34 and 35 profile the “not at risk” group and the “at risk and problem gambler” groups, measured according to SOGS and CPGI, compared to the total population (the ‘at risk’ and ‘problem gambler’ groups are taken as a single group given the very small number altogether). While it would be reasonable to include non-gamblers who were not administered SOGS questions in the “not at risk” group according to the SOGS definition (since they would have scored 0), no such assumptions can be made with regard to non-regular gamblers who were not administered CPGI questions. Hence, the profile of “non-problem” and “low risk” gamblers according to the CPGI definition is based on regular gamblers only.

The main points of interest follow for both the “not at risk” and “at risk” categories. A population profile is provided in the tables as a benchmark. (Please note, however, that the small size of the “at risk” and problem gambler sub-group (42 respondents) limits the reliability of any further breakdowns of this group, as well as of the estimated number of people affected.)

Population

- ✓ Similar numbers of males and females;
- ✓ Higher proportions in the older age groups;
- ✓ A high proportion of full time workers;
- ✓ Similar numbers of residents of Hobart/Launceston and other Tasmanian areas; and
- ✓ Similar numbers of people in different annual income groups.

SOGS

At Risk and Problem Gambler

(5 or more SOGS Score)

- ✓ An over-representation of males (71%), who account for the majority of people affected (est. 3,715);
- ✓ An over-representation of respondents aged 18-24 and an under-representation of those aged 50+ relative to the population; likewise, the largest number of people affected among all age groups (est. 1,993) are aged 18-24;

- ✓ An over-representation of part time workers and an under representation of full time workers relative to the population; likewise, the largest number of people affected among all employment categories (est. 1,976) are part-time workers; and
- ✓ A higher than average proportion of those with annual income between \$20,000-\$25,000 – an estimated 2,140 people (or 41% of all people affected) belong to this income category.

CPGI

(Please note that the small size of the “at risk” and problem gambler sub-group (78 respondents) limits the reliability of any further breakdowns of this group, as well as of the estimated number of people affected.)

Non-Problem and Low Risk

(0-2 CPGI Score)

- ✓ A higher than population average proportion of males;
- ✓ An over-representation of respondents aged 50+ and an under-representation of those aged 25-34;
- ✓ A higher proportion of retirees relative to the population; in terms of the number of people, however, retirees (est. 5,474) are second after full-time workers (est. 6,985);
- ✓ A bias toward those living outside of Hobart/Launceston who account for just over half of all people in this category (est. 8,592); and
- ✓ No bias according to annual income.

Moderate Risk and Problem Gambler

(3 or more CPGI Score)

- ✓ A higher than average proportion of males, who account for the majority of people affected (est. 4,601);
- ✓ An over-representation of respondents aged 18-24 and an under-representation of those aged 50+ relative to the population; likewise, the largest number of people affected among all age groups (est. 2,228) are aged 18-24;
- ✓ An over-representation of part time workers and an under-representation of students and retirees relative to the population; however, the largest

number of people affected among all employment categories (est. 2,550) are full-time workers; and

- ✓ A higher than average proportion of those with annual income of \$20,000-\$25,000 relative to the population; likewise, the largest number of people affected among all income bands (est. 1,456) belong to this category.

Table 34: Profile of “AT RISK & PROBLEM GAMBLERS” - SOGS

	Total Population (2,003) %	No Risk (Score 0 to 4) (1,961) %	At Risk & Problem Gambler (Score 5+) (42) %
Gender			
Male	49	48	71
Female	51	52	29
Area			
Hobart/Launceston	55	55	58
Other Tasmania	45	45	42
Age			
18-24	12	12	38
25-34	16	16	9
35-49	28	28	27
50+	44	44	26
Respondent’s Occupation			
Total Full Time	41	41	23
Total Part Time	19	18	38
Household Duties	8	8	10
Student	6	6	-
Retired	22	22	16
Looking for Work	2	2	5
Other	2	2	8
Can’t Say	*	*	-
Annual Income			
\$0-\$9,999	10	10	9
\$10,000-\$14,999	10	10	8
\$15,000-\$19,999	6	6	3
\$20,000-\$24,999	8	7	41
\$25,000-\$29,999	6	6	7
\$30,000-\$34,999	8	8	2
\$35,000-\$39,999	6	6	4
\$40,000-\$49,999	9	9	7
\$50,000-\$59,999	8	8	4
\$60,000-\$69,999	4	4	1
\$70,000-\$79,999	3	3	-
\$80,000-\$89,999	2	2	6
\$90,000-\$99,999	*	*	-
\$100,000-\$124,999	2	2	-
\$125,000-\$149,999	*	*	-
\$150,000 or more	1	1	-
Can’t Say/Refused	18	18	6
SOGS			
Not at risk	99	100	-
One in five risk	1	-	51
One in two risk	1	-	36
One in one risk	*	-	13

Base: Total Respondents

Table 35: Profile of “AT RISK & PROBLEM GAMBLERS” - CPGI

	Total Population (2,003) %	Non-Problem & Low Risk (Score 0 to 2) (250) %	Moderate Risk & Problem Gambler (Score 3+) (78) %
Gender			
Male	49	65	71
Female	51	35	29
Area			
Hobart/Launceston	55	48	59
Other Tasmania	45	52	41
Age			
18-24	12	16	34
25-34	16	8	12
35-49	28	22	25
50+	44	54	29
Respondent’s Occupation			
Total Full Time	41	42	39
Total Part Time	19	10	31
Household Duties	8	6	6
Student	6	4	1
Retired	22	33	13
Looking for Work	2	3	4
Other	2	2	7
Can’t Say	*	-	-
Annual Income			
\$0-\$9,999	10	5	5
\$10,000-\$14,999	10	12	8
\$15,000-\$19,999	6	8	7
\$20,000-\$24,999	8	8	22
\$25,000-\$29,999	6	9	4
\$30,000-\$34,999	8	6	12
\$35,000-\$39,999	6	5	10
\$40,000-\$49,999	9	10	6
\$50,000-\$59,999	8	9	6
\$60,000-\$69,999	4	4	4
\$70,000-\$79,999	3	1	-
\$80,000-\$89,999	2	4	-
\$90,000-\$99,999	*	1	1
\$100,000-\$124,999	2	1	-
\$125,000-\$149,999	*	*	-
\$150,000 or more	1	2	2
Can’t Say/Refused	18	16	12
CPGI			
Non-problem	97	71	-
Low risk	1	29	-
Moderate risk	1	-	58
Problem Gambler	1	-	42

Base: Regular Gamblers

Many gambling studies have found a correlation between the frequency of gambling (eg weekly participation) and the prevalence of problem and at risk gambling. This correlation is apparent in Tasmania in 2005, although the extent of the correlation varies when examined for different demographic characteristics of gamblers.

The analysis suggests that there is a higher proportion of males (compared to females) among problem and at risk gamblers (this is also consistent with a higher proportion of males among regular gamblers).

When gamblers from different age groups are compared, those aged 50+ are relatively common among gamblers who participated in various gambling activities most frequently and those who spent the most time per average session. Gamblers in the 50+ age group are also relatively common among those in the highest expenditure per session category for a small number of activities (*see Figures 7, 19 and 34, respectively and related discussion*). However, the 50+ age group is under-represented and the 18-24 age group is over-represented (relative to their respective population shares as well as in number terms) among problem and “at risk” gamblers according to SOGS, as well as among moderate risk and problem gamblers according to CPGI.

While the small number of respondents who scored high on SOGS (n = 42) or CPGI (n = 78) have to be taken into account when analysing the results, there are a number of possible explanations for the relatively small proportion of those aged 50+ among problem and at risk gamblers despite the apparent signs of vulnerability to problem gambling displayed by this age group, and the relatively high proportion of problem and at risk gamblers among the 18–24 age group. One possible reason is that older people tend to have higher disposable incomes than younger ones; consequently, even higher expenditure (in dollar amounts) represents a smaller share of the total income for the former. Another possibility is that older people are more responsible gamblers and are better able to control their gambling before it begins to have an adverse effect on their lives. The relatively small proportion of those aged 50+ in the high expenditure category for most gambling activities supports the latter possibility.

Table 36: Respondents' Personal Reports of Gambling Related Problems by Gambling Status

	Total Regular Gamblers (328)		Total Non-Regular Gamblers (837)	
	n (unweighted)	% (weighted)	n (unweighted)	% (weighted)
In the last 12 months, when you gambled, how often did you go back another day to win back money you lost? ¹	113	37.4	139	17.2
In the last 12 months, have you claimed to be winning money from gambling when in fact you lost?	14	8.2	12	1.0
In the last 12 months have you gambled more that you intended to?	137	43.1	84	9.0
In the last 12 months, have people criticised your gambling or told you that you have a gambling problem, regardless of whether or not you thought it was true?	50	21.2	8	1.0
In the last 12 months, have you felt guilty about the way you gamble or what happens when you gamble?	74	24.3	44	4.3
In the last 12 months, have you felt that you would like to stop gambling, but didn't think you could?	51	20.3	16	1.8
In the last 12 months, have you hidden betting slips, lottery tickets, gambling money or other signs of gambling from your spouse/partner, children, or other important people in your life?	20	5.9	8	0.9
In the last 12 months, have you argued with people you live with over how you handle money?	29	17.1	39	5.9
In the last 12 months, have you borrowed from someone and not paid them back as a result of your gambling?	5	1.9	1	0.1
In the last 12 months, have you lost time from work or study because of your gambling?	6	6.9	2	0.5
In the last 12 months, have you borrowed money or sold anything to get money to gamble? ¹	21	11.0	-	-

Note: 1. For these questions, the response categories in the questionnaire were: never, rarely, sometimes, often, always, and can't say. The figure provided is therefore the sum of the rarely, sometimes, often and always results.

Table 36 reviews the level of reporting of some of the negative effects of gambling that may be experienced by players, which form part of the SOGS and CPGI instruments. The table compares regular and non-regular gamblers, and shows the actual number of respondents who answered in the affirmative and the weighted percentage of their group.

In all instances, the prevalence of negative effects of gambling is far higher among regular gamblers than among non-regular gamblers. While less than one in five non-regular gamblers reported any one problem (the most common being returning to win back lost money, reported by 17% of non-regular gamblers), as many as four in ten regular gamblers reported problems such as gambling more than intended (43%). Nearly as many regular gamblers reported returning to win back lost money (37%). Almost a quarter of regular gamblers (24%) felt guilty about their gambling experience, and one in five were criticised for their gambling or told they had a gambling problem (21%) or felt unable to stop gambling even though they wanted to (20%).

Table 37: Prevalence “At Risk”, Moderate Risk and Problem Gamblers by Gambling Activity and Participation Frequency

Form	SOGS At Risk %	SOGS Problem %	CPGI Moderate Risk %	CPGI Problem %
All Participants				
Lotteries (n = 912)	2	*	1	1
Scratch Tickets (n = 521)	2	*	1	1
Poker Machines at Club/ Hotel (n = 426)	5	1	3	3
Poker Machines at Casino (n = 413)	5	*	3	3
Club Keno (n = 380)	4	*	3	3
TOTE off-course (n = 312)	5	*	5	4
Casino Keno (n = 204)	6	*	4	5
Wagering on-course (TOTE or Bookmakers) (n = 137)	4	-	6	2
Casino Table Games (n = 71)	10	*	5	7
Sports Betting (n = 83)	12	*	3	9
Private Games at Home (n = 67)	6	1	2	4
Phone betting on races (n = 70)	6	*	14	5
Bingo (n = 68)	7	-	2	4
Weekly Participants				
Lotteries (n = 395)	1	*	2	1
Scratch Tickets (n = 45)	10	-	3	4
Poker Machines at Club/ Hotel (n = 79)	35	6	14	31
Poker Machines at Casino (n = 27)	50	-	10	32
Club Keno (n = 61)	10	-	22	6
TOTE off-course (n = 90)	18	1	19	16
Casino Keno (n = 10)	8	-	37	8
Wagering on-course (TOTE or Bookmakers) (n = 12)	-	-	6	-
Sports Betting (n = 11)	4	-	28	4
Private Games at Home (n = 15)	4	-	4	-
Phone betting on races (n = 27)	2	1	31	1
Bingo (n = 27)	16	-	8	10

Base: Total gamblers participating in each activity

Note: Analysis of weekly casino table games gamblers was not possible since only one respondent belonged in this category

As Table 37 shows, the relationship between gambling frequency and the risk of problem gambling varies between different gambling activities. In the case of poker machines both

at casinos and at clubs or hotels, club Keno and betting on races off-track, weekly participants in these activities were significantly more likely to be classified as “at risk” gamblers (as well as problem gamblers in the case of poker machines at clubs or hotels) as measured on the SOGS scale, or “at risk” or problem gamblers as measured on the CPGI scale. Conversely, the frequency of participation in activities such as lotteries, bingo, betting on races on-course, private games at home or sports betting had no effect on the risk of problem gambling.

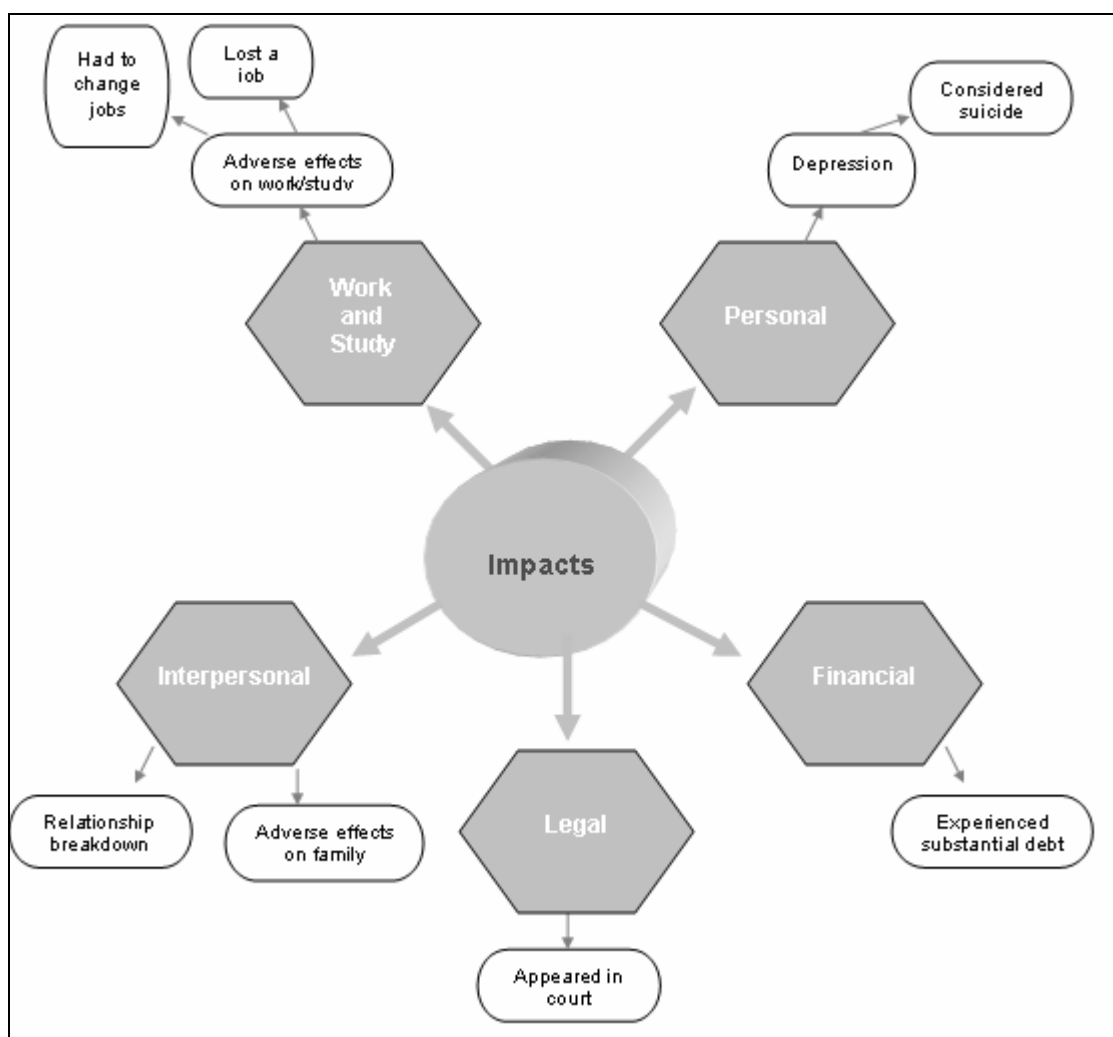
The results for other activities were less conclusive. Heavy gamblers on races over the phone were somewhat more likely to be classified as moderate risk gamblers on the CPGI scale (significant at the 90% confidence level); however, no increased vulnerability to problem gambling as measured on the SOGS scale was apparent. Likewise, those who participated in scratch tickets on a weekly basis appeared to be significantly more likely to be classified as “at risk” gamblers as measured on the SOGS scale (but not on the CPGI scale) than those who participated less frequently.

8.7 Harm Indicators

The Productivity Commission’s 1999 National Gambling Survey included a check list of 21 elements of harmful gambling, noting that a person was considered to have experienced harm from gambling if they met the conditions for any one element. For example, if they have, often or always, suffered from depression in the last 12 months or have seriously thought of suicide in the last 12 months, or have become bankrupt or experienced a relationship breakdown. A person who records a positive answer to any of these indicators was deemed to have experienced harm from gambling.

The survey contained a small selection of these harm indicators covering those issues most likely to have potential service implications, which are shown in the figure below.

Figure 47 Impacts of problem gambling



To assess the prevalence of these harmful effects of gambling, regular gamblers and those respondents who indicated that they either had experienced difficulties because of their

own gambling or personally knew someone who had experienced serious problems with their gambling were asked a number of questions about their experience of those harmful effects (eg depression, substantial debt, etc.). Each of these questions was specific in asking the respondent about the experience of harmful effects that were caused by the respondent's own or someone else's gambling. If the effect had been experienced, the respondent was further asked whether it had occurred within the 12 months prior to the survey. Those who answered in the affirmative were further asked about the frequency of its occurrence.

Depression

Within the last twelve months, 1.3% of the adult Tasmanian population had suffered from depression within the last 12 months because of their own gambling or due to another person's gambling. Twenty percent of these reported suffering from depression often. The prevalence of gambling-related depression within the last 12 months was significantly higher among regular gamblers (5.4%); a third of those (33%) reported suffering from depression often. A further 1.7% of the population suffered depression but not in the last 12 months, a similar proportion to that found among regular gamblers (2.9%).

Suicide

Suicide had been seriously thought about because of gambling within the last 12 months by 0.2% of the population, all of them often, with a further 0.3% of the population having seriously considered suicide but not in the last 12 months. Similarly, 0.9% of regular gamblers had gambling-related suicidal thoughts within the last 12 months, most of them (78%) often; and a further 1.6% of regular gamblers had seriously considered suicide but not in the last 12 months.

Substantial Debt

Upon being asked if substantial debt had been experienced because of gambling or due to another person's gambling, 0.9% of the population reported this had occurred in the past twelve months and a further 2.7%, not the last twelve months. Women were more likely than men to have experienced substantial debt in the last 12 months. Nearly a third of those who had had the experience in the last 12 months reported that it had happened often. Regular gamblers had a significantly higher prevalence of substantial gambling-related debt within the last 12 months (3.9% cf 0.9%), but the prevalence rate of gambling-related debt prior to the last 12 months among regular gamblers did not differ significantly from that in the general population (4.5% cf 2.7%).

Court Appearances

During the last twelve months, 0.5% of the population had appeared in court due to gambling or because of another person's gambling, and a further 0.5% of the population had done so at some earlier time in the past. Most respondents who had appeared in court in the last 12 months had done so once or twice, and none more than 3-4 times. The

incidence of gambling-related court appearances among regular gamblers was significantly higher in the last 12 months (5.2%), but not outside that period (0.2%).

Relationship Breakdown

A relationship breakdown due to gambling related problems had been experienced by 1.6% of the population in the last twelve months and a further 2.9% of the population had experienced a relationship breakdown at an earlier time. The incidence of gambling-related relationship breakdowns among regular gamblers was similar to the population level: 2% in the last 12 months and 3.6% outside of that period.

Effects on Work/ Study

During the last twelve months, 1.7% of the population reported that their work or study had been adversely affected by their own or someone else's gambling; nearly a third of these reported this occurred 'often' or 'always'. The proportion of regular gamblers whose work or study had been adversely affected by gambling (either their own or someone else's) was significantly higher than in the general population (6.5%), and three quarters of such regular gamblers (75%) reported this occurred 'often' or 'always'. A further 1.4% of the population and 1.3% of regular gamblers had reported this occurring at an earlier time in the past.

A small number of respondents reported having had to change jobs in the last 12 months (0.1%) or earlier (0.3%); among regular gamblers, 0.6% reported having had to change jobs but not in the last 12 months. A similar number reported having lost a job because of gambling in the last 12 months (0.1% of total respondents) or earlier (0.1% of total respondents and 0.4% of regular gamblers).

Effects on Family Interests

The family interests of 6.6% of respondents had been adversely affected by their own or someone else's gambling. Three quarters of those whose family interests were affected by gambling reported that it had an adverse effect on family relationships (75%). More than half reported an adverse effect on family finances (57%), and nearly half - on family activities (48%). Other aspects of family life to suffer were time spent with family members (40%), leisure time (40%), time spent with children (21%), effects on health or stress (3%), or other negative effects (5%). Among regular gamblers, 9.5% reported adverse effects of their own or someone else's gambling on their family interests, a similar pattern to the general population. Among those who reported such adverse effects, the only aspects of family life where regular gamblers were significantly more affected were time spent with children (50%) and time spent with other family members (58%). In all other respects, affected regular gamblers resembled affected members of the general population: 78% reported an adverse effect on family relationships, 69% - on finances, 54% - on

family activities, 51% - on leisure time, 1% - on health, and 3% reported other negative effects.

Table 38 on the next page summarises the prevalence of the above harm indicators. Column 1 and Column 2 show the prevalence of the above harm indicators in the adult Tasmanian population overall and among regular gamblers respectively. Column 3 records the prevalence among those who have experienced gambling related problems (ie among the 47 respondents who answered yes to the question ‘Have you experienced difficulties because of your gambling?’). The figures in Column 3 need to be treated with caution because of the small base, hence have not been commented on. However, they have been included because they show, not surprisingly, the much higher prevalence of each harm indicator as compared to regular gamblers. Column 4 records the prevalence among those who know someone with gambling related problems.

Table 38: Prevalence of Selected Gambling-Related Harm Indicators Among the Population, Regular Gamblers, Experienced Gambling Problems and Know Someone With Gambling Problems

	Total Population (2,003) %	Regular Gamblers (328) %	Experienced Gambling Related Problems (47) %	Know Someone With Gambling Related Problems (839) %
Depression: in last 12 months	1.3	5.4	24.7	2.6
not in last 12 months	1.7	2.9	22.3	4.0
Considered suicide: in last 12 months	0.2	0.9	6.7	0.4
not in last 12 months	0.3	1.6	8.5	0.7
Experienced substantial debt: in last 12 months	0.9	3.9	12.0	2.0
not in last 12 months	2.7	4.5	18.6	6.4
Appeared in court: in last 12 months	0.5	5.2	20.1	1.1
not in last 12 months	0.5	0.2	0.9	1.1
Relationship breakdown: in last 12 months	1.6	2.0	10.4	3.6
not in last 12 months	2.9	3.6	14.7	6.9
Adverse effects on work or study: in last 12 months	1.7	6.5	26.1	3.9
not in last 12 months	1.4	1.3	6.8	3.4
Had to change jobs: in last 12 months	0.1	-	-	0.2
not in last 12 months	0.3	0.6	1.7	0.6
Lost a job: in last 12 months	0.1	-	-	0.2
not in last 12 months	0.1	0.4	1.7	0.3
Adverse effects on family interests	6.6	9.5	33.8	15.6

Base: Total Respondents

Table 38a on the following page compares the prevalence of selected harm indicators among the Tasmanian population in 2005 and 2000 (the questions about adverse effects on work and study and on family interests, having had to change jobs and the loss of a job were not asked in 2000).

Table 38a: Prevalence of Selected Gambling-Related Harm Indicators Among the Population in 2000 and 2005

	2005 (2,003) %	2000 (1,223) %
Depression: in last 12 months	1.3	1.9
not in last 12 months	1.7	1.7
Considered suicide: in last 12 months	0.2	0.3
not in last 12 months	0.3	0.2
Experienced substantial debt: in last 12 months	0.9	2.0
not in last 12 months	2.7	3.0
Appeared in court: in last 12 months	0.5	-
not in last 12 months	0.5	0.6
Relationship breakdown: in last 12 months	1.6	3.4
not in last 12 months	2.9	3.7
Adverse effects on work or study: in last 12 months	1.7	n/a
not in last 12 months	1.4	n/a
Had to change jobs: in last 12 months	0.1	n/a
not in last 12 months	0.3	n/a
Lost a job: in last 12 months	0.1	n/a
not in last 12 months	0.1	n/a
Adverse effects on family interests	6.6	n/a

Base: Total Respondents

As Table 38a shows, there has been a significant drop in the prevalence of gambling-related substantial debt among adult Tasmanians in the 12 months prior to the survey between 2000 and 2005 (from 2.0% to 0.9%). Likewise, the overall prevalence of gambling-related relationship breakdowns, both in the 12 months prior to the survey and earlier, dropped from 7.1% of adult Tasmanians in 2000 to 4.5% in 2005. Conversely, there were no significant changes in the prevalence of gambling-related depression, suicidal thoughts or court appearances in that period.

8.8 Co-morbidity

Smoking cigarettes and drinking alcohol are activities that have been identified as often occurring whilst participating in gambling. The 2000 survey sought to investigate if people's consumption levels of cigarettes and alcohol were different whilst gambling. Since then, smoking at gambling venues, such as club or hotel areas where gaming machines are located, has been banned. Hence, the question measuring the link between gambling and smoking has been removed from the 2005 questionnaire.

Drinking More/Less While Gambling

Table 39 documents whether or not participation in gambling activities has any effect on the consumption of alcohol by those respondents who drink generally.

Overall, 10% of gamblers who are also drinkers reported that they drank more while participating in gambling activities, 20% reported that they drank less, and 65% reported that gambling had no effect on their drinking (the rest could not give a definite answer).

Of those gamblers who are also drinkers, those who participated in casino table games reported the highest proportion of those who drank more while gambling (28%). At the same time, this group of gamblers also reported a higher than average share of those who drank less while gambling (32%).

A similar polarisation of behaviour occurred among those who played poker machines, whether at a casino or at a club or hotel. Among those who played poker machines at a casino, 15% drank more while gambling and 27% drank less. Among those who played at a club or hotel, 15% drank more while gambling and 29% drank less.

Keno players showed a propensity for increased drinking while gambling: 18% of casino Keno players and 15% of club Keno players reported drinking more under these circumstances. Among gamblers who bet on races, only those who bet off-track showed a greater than average tendency to drink more while gambling, with 17% reporting having done so.

In comparison, a large proportion of respondents who participated in some of the gambling activities that don't occur at establishments particularly associated with drinking alcohol reported drinking less while gambling. For example, 32% of those who participated in private games at home reported reduced drinking.

Table 39: Alcohol Consumption while Gambling

“Q24C7: On average, do you drink more or less than usual while gambling?”

Form	Drink More %	Drink Less %	Same/No Difference %	Can't Say %
Table Games at Casino (n=66)	28	32	38	2
Casino Games on Internet (n=5)	26	12	62	-
Casino Keno (n=161)	18	21	61	*
TOTE off-course (n=254)	17	22	58	3
Private Games at Home (n=56)	16	32	50	2
Sports Betting (offline) (n=77)	16	22	59	3
Club Keno (n=298)	15	22	61	2
Phone TOTE (n=56)	n/a	n/a	n/a	n/a
Poker Machines at Casino (n=304)	15	27	56	2
Poker Machines at Club/ Hotel (n=314)	15	29	55	1
Scratch Tickets (n=406)	n/a	n/a	n/a	n/a
Wagering on-course (TOTE or Bookmakers) (n=114)	10	19	69	2
Sports Betting via Internet (n=12)	9	30	61	-
Bingo (n=43)	n/a	n/a	n/a	n/a
Lotteries (n=685)	n/a	n/a	n/a	n/a
Bet on Races via Internet (n=18)	6	24	70	-
Other (n=5)	-	14	86	-
TOTAL (n=869)	10	20	65	5

Base: Drinkers who participated in each form

Smoking Status

Table 40 documents the prevalence of smoking in the adult Tasmanian population overall as well as among regular gamblers, non-regular gamblers and non-gamblers.

Overall, 19% of adult Tasmanians indicated that they currently smoked. This compares to 25% of adult Tasmanians who identified themselves as current smokers in the ABS National Health Survey (2004-05). Regular gamblers and non-regular gamblers are significantly more likely to be smokers, as compared to non-gamblers.

Table 40: Prevalence of Smoking Among the Population, Regular Gamblers, Non-regular Gamblers and Non-Gamblers

	Total Population (2,003) %	Regular Gamblers (328) %	Non-regular Gamblers (837) %	Non-gamblers (838) %
Smoking status : Yes	19	35	21	12

Smoking

While the relationship between gambling and smoking is more difficult to ascertain due to changes in legislation, the proportion of smokers was highest among regular (35%) than non-regular gamblers (21%), and was lowest among non-gamblers (12%). Among smokers, regular gamblers were more likely to be heavy smokers: 21% of regular gamblers reported smoking more than 76 cigarettes per week on average, compared with 9% of non-regular gamblers and less than 6% of non-gamblers.

9 AWARENESS OF SUPPORT SERVICES

9.1 Awareness of Gambling Support Services

Prompted awareness of most support services available to assist people with gambling problems, or those affected by another person's gambling has increased since the 2000 survey. In 2005, four out of five Tasmanians (81%) were aware of Gamblers Anonymous, the most recognised support service. Prompted awareness of Gambling Helpline Tasmania nearly doubled, reaching 68%. Social workers (49%) and gambling counsellors at Anglicare Tasmania (43%) also recorded high levels of awareness. The proportion of Tasmanians who think of the family network as a source of support for gambling problems has doubled, with 42% mentioning family or friends and 35% - a spouse or partner.

Awareness of individual support services was generally higher among those who were employed compared to those who were not, Australians from a non-ATSI background compared to those from an ATSI background, and those who mainly speak English at home compared to those who mainly speak another language.

Table 41: Ranked Awareness of Gambling Support Services

“Q24C1A/1B: I’m going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person’s gambling. Which of the following support services are you aware of?”

	Awareness of Support Service 2005 (2,003) %	Awareness of Support Service 2000 (1,223) %
Gamblers Anonymous	81	71
Gambling Helpline Tasmania	68	39
Social Worker	49	30
Gambling Counsellor at Anglicare Tasmania	43	32
Family or Friends	42	22
Emergency Relief	38	26
Financial Counsellors	37	23
Spouse or Partner	35	17
Church or Religious Worker	31	23
Doctor (Physician)	30	18
Gambling Counsellor at Relationships Australia	21	13
Gambling Counsellor at Group Support at GABA	11	11
An Employee of a Gambling Venue	9	5
Someone Else	1	1
Can’t Say / Refused	5	11

Base: Total Respondents

9.2 Awareness of Gambling Support Services According to Gender, Age and Area

While the majority of both men and women displayed awareness of at least one gambling support service, women showed higher awareness levels regarding a number of specific services. For example, women were more likely than men to be aware of Gamblers Anonymous (84% compared with 78%), Gambling Helpline Australia (71% compared with 65%) and gambling counsellors at Anglicare Tasmania (47% compared with 39%). Women exhibited similarly superior awareness with respect to most other services, whether formal or informal.

Those aged 50+ were least likely to be aware of Gambling Helpline Tasmania (60%), the organisation known by 77% of those in the 18-24 and 25-34 years demographics and 71% of those aged 35-49. Those aged 50+ were also least likely to think of family or friends (30%, compared with 47-61% among other age groups) and a spouse or partner (25%, compared with 39-48% among other age groups) as a means of support for gambling-related problems. On the other hand, those aged over 50 displayed the highest level of awareness of gambling counsellors at Anglicare Tasmania (50%, compared with 27-45% among other age groups).

Those aged 18-24 were most likely of all age groups to be aware of social workers (62%, compared to the overall average of 49%), family and friends (61%) and a spouse or partner (48%) as means of support for gambling problems. Those in the 25-34 age group also displayed high levels of awareness of these options; in addition, they were more aware of gambling venue employees as means of support than any other age group (15%, compared with the overall average of 9%).

In comparison with other age groups, those aged 35-49 displayed the highest awareness levels of a number of lesser-known gambling support services, such as emergency relief (44%, compared with the overall average of 38%), financial counsellors (43%, compared with the overall average of 37%), physicians (37%, compared with the overall average of 30%) and gambling counsellors at Relationships Australia (25%, compared with the overall average of 21%).

For the most part, residents of Hobart and Launceston and those living outside the metropolitan areas displayed similar levels of awareness of most gambling support services. Residents of Hobart and Launceston, however, were more aware of Gamblers Anonymous than those living elsewhere in Tasmania (84% compared with 79%), and marginally more aware of getting support from family and friends (44% compared with 40%) and a spouse or partner (37% compared with 33%). Conversely, residents of non-metropolitan areas were more likely to nominate gambling venue employees as a source of support than those living in Hobart or Launceston (11% compared with 8%).

Table 42: Awareness of Gambling Support Services by Gender and Age

“Q24C1A/1B: I’m going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person’s gambling. Which of the following support services are you aware of?”

	Total (2,003) %	Gender		Age			
		Male (829) %	Female (1,174) %	18-24 (110) %	25-34 (224) %	35-49 (616) %	50+ (1,053) %
		Gamblers Anonymous	81	78	84	83	79
Gambling Helpline Tasmania	68	65	71	77	77	71	60
Social Worker	49	49	50	63	55	50	43
Gambling Counsellor at Anglicare Tasmania	43	39	47	27	35	45	50
Family or Friends	42	40	45	61	56	47	30
Emergency Relief	38	32	44	35	34	44	37
Financial Counsellors	37	32	42	32	35	43	36
Spouse or Partner	35	33	37	48	46	39	25
Church or Religious Worker	31	30	32	29	28	34	31
Doctor (Physician)	30	27	34	26	35	37	26
Gambling Counsellor at Relationships Australia	21	15	26	20	17	25	19
Gambling Counsellor at Group Support at GABA	11	10	11	9	13	12	10
An Employee of a Gambling Venue	9	8	10	14	15	10	5
Someone Else	1	1	1	2	1	1	1
Can’t Say / Refused	5	6	4	4	3	3	7

Base: Total Respondents

Table 43: Awareness of Gambling Support Services by Area

“Q24C1A/1B: I’m going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person’s gambling. Which of the following support services are you aware of?”

	Total Respondents (2,003) %	Hobart/ Launceston (1,127) %	Other Tasmania (876) %
Gamblers Anonymous	81	84	79
Gambling Helpline Tasmania	68	67	69
Social Worker	49	51	47
Gambling Counsellor at Anglicare Tasmania	43	43	44
Family or Friends	42	44	40
Emergency Relief	38	39	38
Financial Counsellors	37	39	35
Spouse or Partner	35	37	33
Church or Religious Worker	31	31	31
Doctor (Physician)	30	30	31
Gambling Counsellor at Relationships Australia	21	21	20
Gambling Counsellor at Group Support at GABA	11	11	10
An Employee of a Gambling Venue	9	8	11
Someone Else	1	1	*
Can’t Say / Refused	5	4	6

Base: Total Respondents

9.3 Awareness of Gambling Support Services Amongst “At Risk” and “Problem Gamblers”

Overall, the respondents identified as problem or “at risk”/ “moderate risk” gamblers displayed similar levels of awareness of various gambling support services as the total population. It is a matter of concern, however, that the proportion of those who could not name a single service among this group was considerably higher than in the overall population: 23% of “at risk” and problem gamblers according to SOGS, or 19% of “moderate risk” and problem gamblers according to CPGI, compared with 5% overall. Furthermore, “at risk” and problem gamblers’ knowledge of some services was inferior to that of Tasmanians overall; for example, only 19% of problem and at risk gamblers were aware of emergency relief such as food vouchers, cash relief or other emergency funding, compared with 38% of the population overall. Similarly, 38% of problem and “at risk” gamblers were aware that social workers offered gambling support services, a marginally lower proportion than in the population overall (49%).

Table 44: Awareness of Gambling Support Services According to Risk Status

“Q24C1A/1B: I’m going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person’s gambling. Which of the following support services are you aware of?”

	Total Respondents (2,003) %	CPGI		SOGS	
		Non-Problem/ Low Risk (250) %	Moderate Risk/ Problem Gamblers (78) %	Not At Risk (1,961) %	At Risk/ Problem Gamblers (42) %
Gamblers Anonymous	81	85	74	82	76
Gambling Helpline Tasmania	68	70	73	68	70
Social Worker	49	40	38	50	38
Gambling Counsellor at Anglicare Tasmania	43	40	42	43	47
Family or Friends	42	38	37	43	30
Emergency Relief	38	30	18	39	19
Financial Counsellors	37	30	36	37	28
Spouse or Partner	35	31	33	35	31
Church or Religious Worker	31	25	27	31	27
Doctor (Physician)	30	29	26	30	28
Gambling Counsellor at Relationships Australia	21	18	28	21	21
Gambling Counsellor at Group Support at GABA	11	14	13	11	23
An Employee of a Gambling Venue	9	15	13	9	13
Someone Else	1	-	-	1	-
Can’t Say / Refused	5	5	19	5	23

Base: Total Respondents

9.4 Recourse to Various Services for Help with Gambling Problems

Approximately 3.7% of respondents had tried to get help for problems related to their own or someone else’s gambling in the last 12 months. Just over half of those who had sought help (51%) turned to family or friends for support. Nearly four in ten people who sought help for gambling problems contacted Gambling Helpline Tasmania (39%) or Gamblers Anonymous (38%). Women were more likely than men to contact a social worker (26% compared with 6%) or a gambling counsellor at Relationships Australia (17% compared with 1%). Those aged 50+ were most likely to contact Gamblers Anonymous of all age groups (60%), and only older people (those in the 35-49 and 50+ age groups) contacted a church or religious worker. Metropolitan residents were more likely to contact Gamblers Anonymous than country residents (47% compared with 22%), while the latter were more likely to contact a social worker (31% compared with 8%).

Table 45: Recourse to and Awareness of Gambling Support Services

“QSP2: Which of the following services have you turned to for help for problems related to your own gambling or another person’s gambling problems?”

“Q24C1A/1B: I’m going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person’s gambling. Which of the following support services are you aware of?”

	Total Contacted (74) %	Total Aware (74) %
Family or Friends	51	72
Gambling Helpline Tasmania	39	85
Gamblers Anonymous	38	94
Spouse or Partner	33	61
Gambling Counsellor at Anglicare Tasmania	24	64
Financial Counsellors	20	42
Social Worker	16	79
Gambling Counsellor at Group Support at GABA	15	37
Church or Religious Worker	11	64
Doctor (Physician)	10	46
Gambling Counsellor at Relationships Australia	9	38
Emergency Relief	7	30
An Employee of a Gambling Venue	6	26
Someone Else	5	5
Can’t Say / Refused	1	10

Base: Total respondents who sought help for their or others’ gambling problems in the last 12 months

9.5 Awareness and Sources of Information Amongst People Who Have Sought Help

Amongst those who had sought help for gambling related problems (their own or someone else's), the support services which recorded the highest level of awareness were:

- Gamblers Anonymous (94%);
- Gambling Helpline Tasmania (85%);
- Social Worker (79%);
- Family or Friends (72%); and
- Gambling Counsellor at Anglicare Tasmania (64%).

The most common sources of information about gambling support services that people eventually contacted were:

- Word of mouth (38%);
- Telephone directory (21%);
- Referral by a community service agency (14%);
- Signs at a gambling venue (11%); and
- Radio or TV advertising (10%).

9.6 Awareness Amongst People Who Have Not Sought Help

Amongst those who had not sought help for gambling related problems, the support services that recorded the highest level of awareness were:

- Gamblers Anonymous (81%);
- Gambling Helpline Tasmania (67%);
- Social Worker (48%);
- Gambling Counsellor at Anglicare Tasmania (43%); and
- Family or Friends (41%).

APPENDIX 1:
DEMOGRAPHIC CHARACTERISTICS OF SAMPLE

The demographics highlighted in the following sections of this report are weighted to the latest population estimates by the Australian Bureau of Statistics. The key demographic characteristics of the sample for the 2005 survey are presented in Table A1 below.

Table A1: Demographic Characteristics of Tasmanian Sample

	Hobart/ Launceston %	Other Tasmania %	Tasmania Overall %
SEX			
MALE	48	50	49
FEMALE	52	50	51
AGE			
18-24	13	11	12
25-34	16	15	16
35-49	28	29	28
50+	43	45	44
TOTAL	3,399	2,649	6,048
MARITAL STATUS			
SINGLE	35	26	31
PARTNERED	65	74	69
WORK STATUS			
FULL-TIME	39	42	41
PART-TIME	20	17	19
LOOKING	2	3	2
RETIRED	23	21	22
STUDENT	8	4	6
HOME DUTIES	7	10	8
OTHER/ CAN'T SAY	2	3	2
INCOME			
<\$10,000	10	9	10
\$10,000-\$14,999	9	12	10
\$15,000-\$19,999	7	5	6
\$20,000-\$24,999	8	7	8
\$25,000-\$29,999	4	7	6
\$30,000-\$34,999	8	7	8
\$35,000-\$39,999	6	6	6
\$40,000-\$49,999	9	8	9
\$50,000-\$59,999	9	7	8
\$60,000-\$69,999	5	4	4
\$70,000-\$79,999	3	3	3
\$80,000-\$89,999	2	1	2
\$90,000-\$99,999	1	*	*
\$100,000-\$124,999	1	2	2
\$125,000-\$149,999	*	*	*
\$150,000+	1	1	1
Can't say/Refused	17	19	18
MAIN LANGUAGE			
ENGLISH	99	99	99
OTHER	1	1	1
ATSI			
YES	3	3	3
NO	97	97	97
TOTAL	1,127	876	2,003

Base: Total Respondents

Note: Percentages within a category may not add up to 100 due to rounding.

**APPENDIX 2:
SURVEY INSTRUMENT**

R03619 GAMBLING IN TASMANIA - 2005

**October,
2005**

12/10/2005 14:06

**All
ANSWER
Categories**

Good [Morning/ Afternoon/ Evening]. I am (SAY NAME) from Roy Morgan Research. Today we are conducting a survey for the Department of Health and Human Services on gambling in Tasmania. I would like your help please.

In order for this research to be accurate, we need to select people randomly. Could I please speak to the person aged 18 years or over in your household who had the last birthday?

IF REQUIRED PERSON IS NOT AVAILABLE, ASK FOR A SUITABLE TIME TO CALL BACK. RECORD FIRST NAME AND DETAILS FOR CALL BACK. IF RESPONDENT CHANGES: REPEAT FIRST PARAGRAPH OF INTRODUCTION.

TO RESPONDENT:

IF NECESSARY SAY: Is now a good time or would it be more convenient if I made an appointment to speak to you at another time?

IF NECESSARY, MAKE AN APPOINTMENT.

IF ASK WHO THE CLIENT, HIT ESC H AND SELECT CLIENT\$H.

IF RESPONDENT ASKS FOR MORE INFO ABOUT THIS PROJECT OR ROY MORGAN RESEARCH, HIT ESC H AND SELECT RMR\$H.

IF RESPONDENT HAS CONCERNS ABOUT PRIVACY ISSUES, HIT ESC H AND SELECT ISSUE\$H

QUOTA INFORMATION

Males 18-24# &nbs# &nbs# # # Females 5#/#

APPOINTMENT COMMENTS

*=

// #163.

[Single]

NEWQUEST. IF RESPONDENT NOT PERSON WITH LAST BIRTHDAY, ENTER REASON FOR SPEAKING TO ALTERNATE RESPONDENT. WHO IS RESPONDENT?

1 PERSON WHO HAS LAST BIRTHDAY

2 PERSON WITH LAST BIRTHDAY REFUSED

- 3 DON'T KNOW WHOSE BIRTHDAY WAS LAST
- 4 DOESN'T WANT TO GET PERSON WITH LAST BIRTHDAY AWAY FOR DURATION OF SURVEY
- 5 INCAPABLE/ DEAF/ ILLNESS/ DISABILITY/ TOO OLD
- 6 OTHER

The survey will be used to help plan problem gambling services and gambling policy in Tasmania.

Your answers are strictly confidential.

IF NECESSARY SAY: Your name is not known to me, and will not be connected with the information you provide. Your phone number was randomly selected from the electronic White Pages.

If you decide to take part but later change your mind, you may stop at any time. If you do not want to answer any of the questions you can miss them out.

To start with, I am asking only a few quick questions, that will take only a couple of minutes. From those questions we can see if you can assist us with a longer survey - that could take between 5 and 15 minutes, depending on your answers. The first question is

IF DOES NOT AGREE TO PARTICIPATE SAY: Please can you spare just a couple of minutes to participate in the initial part? If you can not finish it now, we can call you back at another time.

IF RESPONDENT SAYS THEY ARE NOT A GAMBLER AND CAN'T SEE THE POINT OF PARTICIPATING, SAY: For accurate results, its important that both non-gamblers and gamblers take part. Your opinion is very valuable for this study.

[Single]

SQ1A. For demographic purposes, would you mind telling me your age please?

IF BELOW 18, THANK AND CLOSE. IF REFUSES, READ OUT

- 1 Below 18
- 2 18-24
- 3 25-29
- 4 30-34
- 5 35-39
- 6 40-44
- 7 45-49
- 8 50-54
- 9 55-59
- 10 60-64

- 11 65-69
- 12 70+
- 13 (DON'T READ) REFUSED

IF AGED UNDER 18 (CODE 1 ON SQ1A) SAY:

Thank you for your time, but we only wish to speak with people aged 18 and over

ENDIF

[Quantity] {Min: 0, Max: 99, Default Value:99}

SQ1B. I also need to ask for sampling purposes, how many people aged 18 or over usually live at this address?

IF CAN'T SAY ENCOURAGE BEST GUESS

IF STILL CAN'T SAY, ESC D.

[Single]

SQ1C. RECORD GENDER

- 1 MALE
- 2 FEMALE

[Single]

SEX BY AGE

- 1 Male 18-24
- 2 Male 25-34
- 3 Male 35-49
- 4 Male 50+
- 5 Female 18-24
- 6 Female 25-34
- 7 Female 35-49
- 8 Female 50+

IF EXCEEDS SEX BY AGE QUOTA, SAY:

Thank you for your time and assistance.

ENDIF

[Multiple] { Default Code:98}

SQ2A. As you probably know, gambling is a popular leisure activity for many people. I will read a list of popular gambling activities. Could you please tell me which of these you have participated in during the last 12 months?

READ OUT

INTERVIEWER NOTE:ENTER "FIRST OTHER MENTION" AT CODE 96 AND "ALL OTHER MENTIONS" AT CODE 97. CODE 97 WILL GO TO DO1 TO ENTER OPENENDED RESPONSE

- 1 Played poker machines or gaming machines
- 2 Bet on horse or greyhound races EXCLUDING sweeps
- 3 Bought INSTANT scratch tickets
- 4 Played lotto or ANY OTHER lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno
- 5 Played Keno at a club, hotel, casino or any other place
- 6 Played table games at a casino, such as Blackjack or Roulette
- 7 Played bingo at a club or hall
- 8 Bet on a sporting event like football, cricket, or tennis, but NOT via the internet
- 9 Gambled on the internet
- 10 Played games like cards, or mahjong, privately FOR MONEY at home or any other place
- 11 Spent money on Raffles, Calcutta or other sweepstakes, Gaming functions, Lucky Envelopes, sports tipping or entered a competition by ringing a 1800 or 0055 telephone number
- 96 Openend Played any other gambling activity EXCLUDING raffles or sweeps (PLEASE SPECIFY) (FIRST OTHER MENTION - SINGLE CODE)
- 97 Played any other gambling activity EXCLUDING raffles or sweeps (PLEASE SPECIFY) (ALL OTHER MENTIONS - MULTICODES)
- 98 Default Single (DO NOT READ) NONE OF THE ABOVE

INTERVIEWER:PLEASE ENTER "FIRST OTHER MENTION" AT CODE 96 AND "ALL OTHER MENTIONS" AT CODE 97. YOU CAN NOT RECORD CODE 97 WITHOUT FIRST RECORDING CODE

96

IF MORE THAN 1 OTHER MENTIONS (CODE 97 ON SQ2A):

[Multiple]

DO1. PLEASE ENTER ALL OTHER MENTIONS HERE

97 Openend OTHER (SPECIFY)

98 Single CANT SAY

ENDIF

IF HAS PARTICIPATED IN A GAMBLING ACTIVITY (CODE 1 TO 97 ON SQ2A), ASK:

[Single]

Q24BN. Would you consider gambling to be a positive or negative factor in your personal life?

- 1 POSITIVE
- 2 NEGATIVE
- 3 NONE/ NO EFFECT ON MY LIFE
- 4 CANT SAY

ENDIF

IF ONLY "BOUGHT RAFFLE TICKETS" OR "NONE OF THE ABOVE" (CODE 11 OR 98 AT SQ2A), THEN SAY:

**CONT1 AND CONT2 ARE PERFORMED AFTER Q21B AND THE
COMPUTATION OF REGULAR AND LOOKREG VARIABLES
(BEFORE CONT3)**

[Single]

CONT1. I still have a few other questions to ask you. Is this a convenient time for you to take part

in the rest of the survey?
It will only take about 5 minutes.

- 1 YES - AGREES TO TAKE PART
- 2 NO

ALL NOT A CONVENIENT TIME

[Single]

CONT2. IF NOT A CONVENIENT TIME, SAY: When is it convenient for me to call you back? Who should I ask for? I only need a first name [RECORD DETAILS FOR CALL BACK]

IF DOES NOT AGREE TO PARTICIPATE, SAY: I realise I am intruding on your time, but the results of this survey are for a very important Government study, and by participating the results will be more accurate. Please can you spare 5 minutes to participate?

- 1 YES - AGREES TO TAKE PART
- 2 NO

IF NOT WILLING TO PARTICIPATE, SAY:

Thank you for your time and assistance. This market research is carried out in compliance with the Privacy Act, and the information you provided will be used only for research purposes.

We are conducting this research on behalf of DEPARTMENT OF HEALTH AND HUMAN SERVICES.

If you would like any more information about this project or Roy Morgan Research, you can phone us on 1800 337 332.

THIS WILL NOW TERMINATE

ENDIF

ENDIF

ENDIF

IF MORE THAN ONE OTHER MENTION (CODES 96 AND 97 ON SQ2A), ASK:

[Single] {Default Code:98}

SQ2B1. Of these other gambling activities that you just mentioned, which one have you played THE MOST in the last 12 months?

NOTE:SINGLE RESPONSE

RESPONDENT SAID [OpenResponse][%SQ2A] [OpenResponse][%DO1] AT SQ2A

- 97 Openend OTHER (PLEASE SPECIFY)
- 98 Default
 Single (DO NOT READ) CAN'T SAY

ENDIF

IF GIVES ONE MAIN OTHER ACTIVITY (CODE 96 AND NOT 97 AT SQ2A, OR CODE 97 AT SQ2B1)

[Single] {Default Code:4}

SQ2b2A. In the last 12 months, how many times per week OR per month OR per year have you played [OpenResponse]#183. [OpenResponse]#178.?

ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default
 Single CAN'T SAY
- 5 Single NONE

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

SQ2B2A1. ENTER NUMBER OF TIMES PER WEEK PLAYS OTHER ACTIVITY
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

SQ2B2A2. ENTER NUMBER OF TIMES PER MONTH PLAYS OTHER ACTIVITY

IF CAN'T SAY ENCOURAGE BEST GUESS

IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

SQ2B2A3. ENTER NUMBER OF TIMES PER YEAR PLAYS OTHER ACTIVITY

IF CAN'T SAY ENCOURAGE BEST GUESS

IF STILL CAN'T SAY, ESC D.

ENDIF

[Quantity] {Min: 1, Max: 99999, Default Value:99999}

Q19B. On the LAST occasion you played [OpenResponse]#183. [OpenResponse]#178. , approximately how much time in total did you spend on that gambling activity? Please give your total time in minutes.

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q19C. Approximately how much money did you spend (out of pocket) on the LAST day you spent on [OpenResponse]#183. [OpenResponse]#178. ??

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY: Congratulations but on a typical session, how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

IF HAVE played poker machines or gaming machines (CODE 1 AT SQ2A)

[Single] {Default Code:4}

FSQ2C. In the last 12 months, how many times per week OR per month OR per year have you played poker machines or gaming machines?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default
 Single CANT SAY

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2C1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT played poker machines or gaming machines
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2C2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT played poker machines or gaming machines
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2C3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT played poker

machines or gaming machines
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

**IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY,
ASK:**

[Single]

CONC1. (Just to confirm, that is) you played poker machines or gaming machines
[%SQ2C1] [%SQ2C2][%SQ2C3] times per [%SQ2C].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2C.

- | | |
|---|-----------|
| 1 | CORRECT |
| 2 | INCORRECT |

ENDIF

ENDIF

IF HAVE bought INSTANT scratch tickets (CODE 3 AT SQ2A)

[Single] {Default Code:4}

FSQ2E. In the last 12 months, how many times per week OR per month OR per year have you
bought INSTANT scratch tickets?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- | | |
|---|----------------------------|
| 1 | WEEK |
| 2 | MONTH |
| 3 | YEAR |
| 4 | Default
Single CANT SAY |

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2E1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT bought
INSTANT scratch tickets
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2E2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT bought
INSTANT scratch tickets
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2E3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT bought
INSTANT scratch tickets
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

**IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY,
ASK:**

[Single]

CONE1. (Just to confirm, that is) you bought INSTANT scratch tickets [%SQ2E1]
[%SQ2E2][%SQ2E3] times per [%SQ2E].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2E.

1 CORRECT

2 INCORRECT

ENDIF

ENDIF

IF HAVE Played lotto or ANY OTHER lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno (CODE 4 AT SQ2A)

[Single] {Default Code:4}

FSQ2F. In the last 12 months, how many times per week OR per month OR per year have you Played lotto or ANY OTHER lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2F1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT Played lotto or ANY OTHER lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2F2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT Played lotto or ANY OTHER lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno

IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2F3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT Played lotto or ANY OTHER lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY, ASK:

[Single]

CONF1. (Just to confirm, that is) you Played lotto or ANY OTHER lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno [%SQ2F1] [%SQ2F2][%SQ2F3] times per [%SQ2F].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2F.

- | | |
|---|-----------|
| 1 | CORRECT |
| 2 | INCORRECT |

ENDIF

ENDIF

IF HAVE Played Keno at a club, hotel, casino or any other PLACE (CODE 5 AT SQ2A)

[Single] {Default Code:4}

FSQ2G. In the last 12 months, how many times per week OR per month OR per year have you Played Keno at a club, hotel, casino or any other PLACE?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default
Single CANT SAY

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2G1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT Played Keno at a club, hotel, casino or any other PLACE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2G2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT Played Keno at a club, hotel, casino or any other PLACE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2G3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT Played Keno at a club, hotel, casino or any other PLACE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY, ASK:

[Single]

CONG1. (Just to confirm, that is) you Played Keno at a club, hotel, casino or any other PLACE [%SQ2G1] [%SQ2G2][%SQ2G3] times per [%SQ2G].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2G.

- 1 CORRECT
- 2 INCORRECT

ENDIF

ENDIF

IF HAVE Played table games at a casino such as Blackjack or Roulette (CODE 6 AT SQ2A)

[Single] {Default Code:4}

FSQ2H. In the last 12 months, how many times per week OR per month OR per year have you Played table games at a casino such as Blackjack or Roulette?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2H1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT Played table games at a casino such as Blackjack or Roulette
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2H2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT Played table games at a casino such as Blackjack or Roulette
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2H3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT Played table games at a casino such as Blackjack or Roulette
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY, ASK:

[Single]

CONH1. (Just to confirm, that is) you Played table games at a casino such as Blackjack or Roulette [%SQ2H1] [%SQ2H2][%SQ2H3] times per [%SQ2H].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2H.

- 1 CORRECT
- 2 INCORRECT

ENDIF

ENDIF

IF HAVE Played bingo at a club or hall (CODE 7 AT SQ2A)

[Single] {Default Code:4}

FSQ2I. In the last 12 months, how many times per week OR per month OR per year have you Played bingo at a club or hall?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- | | | |
|---|-------------------|-----------|
| 1 | | WEEK |
| 2 | | MONTH |
| 3 | | YEAR |
| 4 | Default
Single | CAN'T SAY |

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2I1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT Played bingo at a club or hall
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2I2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT Played bingo at a club or hall
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2I3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT Played bingo at

a club or hall
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

**IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY,
ASK:**

[Single]

CONI1. (Just to confirm, that is) you Played bingo at a club or hall [%SQ2I1]
[%SQ2I2][%SQ2I3] times per [%SQ2I].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2I.

- | | |
|---|-----------|
| 1 | CORRECT |
| 2 | INCORRECT |

ENDIF

ENDIF

IF HAVE Gambled on the internet (CODE 9 AT SQ2A)

[Single] {Default Code:4}

FSQ2K. In the last 12 months, how many times per week OR per month OR per year have you
Gambled on the internet?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- | | |
|---|----------------------------|
| 1 | WEEK |
| 2 | MONTH |
| 3 | YEAR |
| 4 | Default
Single CANT SAY |

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2K1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT Gambled on the internet
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2K2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT Gambled on the internet
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2K3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT Gambled on the internet
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY, ASK:

[Single]

CONK1. (Just to confirm, that is) you Gambled on the internet [%SQ2K1] [%SQ2K2][%SQ2K3] times per [%SQ2K].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2K.

1 CORRECT

2 INCORRECT

ENDIF

ENDIF

IF HAVE Played games like cards, or mahjong, privately FOR MONEY at home or any other place (CODE 10 AT SQ2A)

[Single] {Default Code:4}

FSQ2L. In the last 12 months, how many times per week OR per month OR per year have you Played games like cards, or mahjong, privately FOR MONEY at home or any other place?, ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2L1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT Played games like cards, or mahjong, privately FOR MONEY at home or any other place
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2L2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT Played games like cards, or mahjong, privately FOR MONEY at home or any other place
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2L3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT Played games like cards, or mahjong, privately FOR MONEY at home or any other place
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY, ASK:

[Single]

CONL. (Just to confirm, that is) you Played games like cards, or mahjong, privately FOR MONEY at home or any other place [%SQ2L1] [%SQ2L2][%SQ2L3] times per [%SQ2L].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2L.

- | | |
|---|-----------|
| 1 | CORRECT |
| 2 | INCORRECT |

ENDIF

ENDIF

IF HAVE bet on horse or greyhound races EXCLUDING sweeps (CODE 2 AT SQ2A)

[Single] {Default Code:4}

FSQ2D. In the last 12 months,how many DAYS per week OR per month OR per year have you bet on horse or greyhound races EXCLUDING sweeps?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2D1. ENTER NUMBER OF DAYS PER WEEK RESPONDENT bet on horse or greyhound races EXCLUDING sweeps
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2D2. ENTER NUMBER OF DAYS PER MONTH RESPONDENT bet on horse or greyhound races EXCLUDING sweeps
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN DAYS PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2D3. ENTER NUMBER OF DAYS PER YEAR RESPONDENT bet on horse or greyhound races EXCLUDING sweeps
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY, ASK:

[Single]

COND1. (Just to confirm, that is) you bet on horse or greyhound races EXCLUDING sweeps [%SQ2D1][%SQ2D2] [%SQ2D3] times per [%SQ2D].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2D.

- 1 CORRECT
- 2 INCORRECT

ENDIF

ENDIF

IF HAVE bet on a sporting event like football, cricket, or tennis (CODE 8 AT SQ2A)

[Single] {Default Code:4}

FSQ2J. In the last 12 months,how many DAYS per week OR per month OR per year have you bet on a sporting event like football, cricket, or tennis?,
ENTER WEEK/MONTH/YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2J1. ENTER NUMBER OF DAYS PER WEEK RESPONDENT bet on a sporting event like football, cricket, or tennis
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

FSQ2J2. ENTER NUMBER OF DAYS PER MONTH RESPONDENT bet on a sporting event like football, cricket, or tennis
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN DAYS PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

FSQ2J3. ENTER NUMBER OF DAYS PER YEAR RESPONDENT bet on a sporting event like football, cricket, or tennis
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF NOT CAN'T SAY TO FREQUENCY PLAYED AND NOT DEFAULT FREQUENCY, ASK:

[Single]

CONJ1. (Just to confirm, that is) you bet on a sporting event like football, cricket, or tennis [%SQ2J1][%SQ2J2] [%SQ2J3] times per [%SQ2J].
INTERVIEWER NOTE: IF INCORRECT WILL GO BACK TO FSQ2J.

- | | |
|---|-----------|
| 1 | CORRECT |
| 2 | INCORRECT |

ENDIF

ENDIF

ASK EVERYONE

[Single]

Q21A. As you #/know/may know/, Internet gambling is now available. Which of the following best describes you?

READ OUT

- 1 I Regularly Gamble On The Internet
- 2 I Occasionally Gamble On The Internet
- 3 I Have Never Gambled On The Internet But I Am Likely To In The Future
- 4 I Have Never Gambled On The Internet And Do Not Intend To
- 5 (DON'T READ) CAN'T SAY

IF REGULARLY OR OCCASIONALLY GAMBLE ON THE INTERNET (CODES 1 OR 2 ON Q21A), ASK

[Single]

Q21B. When you gamble on the internet, do you mostly use

READ OUT

- 1 Australian Sites
- 2 International Sites
- 3 Both
- 4 (DON'T READ) CAN'T SAY

ENDIF

[Quantity] {Min: 0, Max: 99999999}

GAMBLE. GAMBLE VALUE FOR QUOTAS

[Single]

REGULAR. REGULAR VALUE FOR QUOTAS

- 1 REGULAR GAMBLER

- 2 NON REGULAR GAMBLER
- 3 NON GAMBLERS

[Single]

LOOKREG. REGULAR VALUE FOR QUOTAS

- 1 OVERALL REGULAR GAMBLER
- 2 OVERALL NON REGULAR GAMBLER
- 3 OVERALL NON GAMBLER

THIS RESPONDENT IS CLASSIFIED AS: [%LOOKREG].

IF QUOTA FULL SAY:

Thank you for your time and assistance. This market research is carried out in compliance with the Privacy Act, and the information you provided will be used only for research purposes.

We are conducting this research on behalf of DEPARTMENT OF HEALTH AND HUMAN SERVICES.

If you would like any more information about this project or Roy Morgan Research, you can phone us on 1800 337 332

ENDIF

IF RESPONDENT IS A GAMBLER SAY:

We think you will make an ideal participant for the rest of the survey. Is this a convenient time for you to continue? The rest of the survey could take only about 10 or 20 minutes, and if you can not finish it now, I can call you back at another time.

IF NOT A CONVENIENT TIME, SAY: When is it convenient for me to call you back? Who should I ask for?

I only need a first name [RECORD DETAILS FOR CALL BACK]

[Single]

CONT3. IF DOES NOT AGREE TO CONTINUE, SAY: The results of this survey are part of a very important Government study, and by participating the results will be more accurate. Please can you spare the time to participate ?

- 1 YES - AGREES TO TAKE PART
- 2 NO

IF NOT WILLING TO PARTICIPATE, SAY:

Thank you for your time and assistance. This market research is carried out in compliance with the Privacy Act, and the information you provided will be used only for research purposes.

We are conducting this research on behalf of DEPARTMENT OF HEALTH AND HUMAN SERVICES.

If you would like any more information about this project or Roy Morgan Research, you can phone us on 1800 337 332. THIS WILL NOW TERMINATE

ENDIF

ENDIF

SECTION 1: ATTITUDES, ASK EVERYONE

Now about poker machines...

[Single]

Q22B. Do you think that the Tasmanian community has benefited from having poker machines in clubs and hotels?

- 1 YES
- 2 NO
- 3 CAN'T SAY

Q22B1 TO Q22B2 WILL BE ROTATED

As I read some statements, please tell me to what extent you agree or disagree with each statement.

[Single]

Q22B1. The Tasmanian community has benefited FINANCIALLY from having poker machines in clubs and hotels? Do you ...#/strongly agree, mildly agree, neither agree nor disagree, mildly disagree or strongly disagree/ strongly disagree,mildly disagree, neither disagree nor agree, mildly agree or strongly agree/?

- 1 STRONGLY AGREE
- 2 MILDLY AGREE
- 3 NEITHER AGREE NOR DISAGREE
- 4 MILDLY DISAGREE
- 5 STRONGLY DISAGREE
- 6 CAN'T SAY

[Single]

Q22B2. The Tasmanian community has benefited SOCIALLY from having poker machines in clubs and hotels? Do you ...#/strongly agree, mildly agree, neither agree nor disagree, mildly disagree or strongly disagree/ strongly disagree, mildly disagree, neither disagree nor agree, mildly agree or strongly agree/?

- 1 STRONGLY AGREE
- 2 MILDLY AGREE
- 3 NEITHER AGREE NOR DISAGREE
- 4 MILDLY DISAGREE
- 5 STRONGLY DISAGREE
- 6 CAN'T SAY

[Single]

Q22C. Poker machines in clubs and hotels are carefully controlled and monitored through proper licensing procedures. Do you ...#/ strongly agree, mildly agree, neither agree nor disagree, mildly disagree or strongly disagree/strongly disagree,mildly disagree, neither disagree nor agree, mildly agree or strongly agree/?

- 1 STRONGLY AGREE
- 2 MILDLY AGREE
- 3 NEITHER AGREE NOR DISAGREE
- 4 MILDLY DISAGREE

- 5 STRONGLY DISAGREE
- 6 CAN'T SAY

IF RESPONDENT IS A REGULAR OR NON REGULAR GAMBLER (CODE 1 OR 2 ON REGULAR), ASK:

[Single]

Q23. Looking back over the last 12 months, how would you rate your experience of gambling? Would you say it has ...#/made your life a lot more enjoyable, a little more enjoyable, made no difference, a little less enjoyable or a lot less enjoyable/made your life a lot less enjoyable, a little less enjoyable, made no difference, a little more enjoyable or a lot more enjoyable/?

- 1 MADE YOUR LIFE A LOT MORE ENJOYABLE
- 2 MADE YOUR LIFE A LITTLE MORE ENJOYABLE
- 3 MADE NO DIFFERENCE TO YOUR LIFE
- 4 MADE YOUR LIFE A LITTLE LESS ENJOYABLE
- 5 MADE YOUR LIFE A LOT LESS ENJOYABLE
- 6 CAN'T SAY/ DON'T KNOW

[Multiple] {Spread:20 }

Q23B. If you hadn't spent the money on gambling, could you please tell me what other ways you might have used it?
IF CAN'T SAY, PROMPT: Would it be for entertainment/ holidays, bills/ credit cards, savings or food/ clothing?

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SPEND IT ON GROCERIES OR SMALL HOUSEHOLD ITEMS
- 2 PUT IT TOWARDS MAJOR HOUSEHOLD ITEMS (EG TV, REFRIGERATOR)
- 3 SPEND IT ON PERSONAL ITEMS (EG CLOTHING, FOOTWEAR)
- 4 SPEND IT ON RESTAURANT MEALS
- 5 SPEND IT ON WINE, BEER ETC.
- 6 SPEND IT ON THE MOVIES OR A CONCERT
- 7 SPEND IT ON OTHER ENTERTAINMENT OR RECREATION ACTIVITIES
- 8 USE IT TO PAY BILLS/ CREDIT CARDS

- 9 USE IT TO PAY RENT/ MORTGAGE
- 10 SPEND IT ON CHILDREN/ GRANDCHILDREN/ FAMILY
- 11 SPEND IT ON PETROL
- 12 SPEND IT ON CIGARETTES
- 13 DONATE IT TO CHARITY
- 14 BUY MAGAZINES/ BOOKS
- 15 TAKEWAY FOOD/ LUNCH/ COFFEE
- 16 PUT TOWARDS A HOLIDAY
- 97 Openend SPEND IT ON OTHER ITEMS (SPECIFY)
- 98 Single CAN'T SAY
- 99 Single NOT SPEND IT/ SAVE IT/ PUT IT IN THE BANK

[Quantity] {Min: 0, Max: 99, Default Value:99}

Q23BB. Thinking about gambling activities outside the home, but excluding the Melbourne Cup sweeps. How old were you when you first gambled?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

SECTION 2: GAMBLING BEHAVIOUR (DURATION AND EXPENDITURE) FOR EACH ITEM IN SQ2A.

ASK ALL REGULAR AND NON REGULAR GAMBLERS (CODE 1 OR 2 AT REGULAR)

I would now like to ask you a few details about some of the leisure activities you mentioned

ONLY THOSE MENTIONED IN SQ2A WILL APPEAR IN Q3B

[Single]

Q3B. Of those gambling activities you have undertaken in the last 12 months, which ONE is your favourite?
READ LIST IF NECESSARY

- 1 Poker Machines Or Gaming Machines

- 2 Betting On Horse Or Greyhound Races EXCLUDING Sweeps
- 3 INSTANT Scratch Tickets
- 4 Lotto Or ANY OTHER Lottery Game Like Tattslotto, Powerball, The Pools, \$2 Jackpot Lottery, Tatts 2, Or Tatts Keno
- 5 Keno At A Club, Hotel, Casino Or Any Other Place
- 6 Table Games At A Casino, Such As Blackjack Or Roulette
- 7 Bingo At A Club Or Hall
- 8 Betting On A Sporting Event Like Football, Cricket, Or Tennis
- 9 Gambling On The Internet
- 10 Games Like Cards, Or Mahjong, Privately FOR MONEY At Home Or Any Other Place
- 11 Raffles, Calcutta Or Other Sweepstakes, Gaming Functions, Lucky Envelopes, Sports Tipping Or Entered A Competition By Ringing A 1800 Or 0055 Telephone Number
- 96 Other Gambling Activity In The Last 12 Months
- 98 Single (DO NOT READ) CAN'T SAY
- 99 Single (DO NOT READ) NONE OF THESE

ENDIF

IF PLAYED LOTTO (CODE 4 AT SQ2A)

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q4C. Thinking about lottery tickets. Approximately how much money did you spend (out of pocket) in the LAST week you bought a ticket for a Lottery, Lotto, Powerball, Tatts 2 ETC ?
RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY: Congratulations but in a typical week, how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

IF BOUGHT INSTANT SCRATCH TICKET (CODE 3 AT SQ2A)

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q5C. Thinking about instant scratch tickets. Approximately how much money did you spend (out of pocket) in the LAST week you bought a scratch or instant lottery ticket ?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY: Congratulations but in a typical week, how much do you

spend?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

IF GAMBLED ON THE INTERNET (CODE 9 ON SQ2A), ASK:

Next some questions about your GAMBLING ON THE INTERNET

[Single] {Default Code:4}

Q15CA. In the last 12 months, on how many DAYS per WEEK or per MONTH or per YEAR have you bet on casino games ON THE INTERNET?
ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY

- | | | |
|---|-------------------|-----------|
| 1 | | WEEK |
| 2 | | MONTH |
| 3 | | YEAR |
| 4 | Default
Single | CAN'T SAY |
| 5 | Single | NONE |

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q15C1. ENTER NUMBER OF DAYS PER WEEK RESPONDENT BETS ON CASINO GAMES ON THE INTERNET
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q15C2. ENTER NUMBER OF DAYS PER MONTH RESPONDENT BETS ON CASINO GAMES ON THE INTERNET

IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

Q15C3. ENTER NUMBER OF DAYS PER YEAR RESPONDENT BETS ON
CASINO GAMES ON THE INTERNET
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

**IF BET ON CASINO GAMES ON THE INTERNET (CODE 1, 2, 3 OR 4 ON Q15CA),
SAY:**

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q15CB. On the LAST occasion you bet on casino games ON THE INTERNET,
approximately how much time in total did you spend betting on casino games? Please
give your total time in minutes.
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.
INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO
MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q15CC. Approximately how much money did you spend (out of pocket) on the LAST
day you bet on casino games ON THE INTERNET?
RECORD AMOUNT TO THE NEAREST DOLLAR
IF THEY SAY THEY WON, SAY: Congratulations but on a typical day how much do
you spend?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

[Single] {Default Code:4}

Q15CD. And in the last 12 months, how many DAYS per WEEK or per MONTH or per YEAR
have you bet on sports betting VIA THE INTERNET?
ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY
- 5 Single NONE

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q15C4. ENTER NUMBER OF DAYS PER WEEK RESPONDENT BETS ON SPORTS BETTING VIA THE INTERNET
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q15C5. ENTER NUMBER OF DAYS PER MONTH RESPONDENT BETS ON SPORTS BETTING VIA THE INTERNET
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN DAYS PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

Q15C6. ENTER NUMBER OF DAYS PER YEAR RESPONDENT BETS ON SPORTS BETTING VIA THE INTERNET
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF BET ON SPORTS BETTING VIA THE INTERNET (CODE 1, 2, 3 OR 4 ON Q15CD),SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q15CF. On the LAST occasion you bet on sports betting VIA THE INTERNET, approximately how much time in total did you spend betting on sports betting? Please give your total time in minutes.

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q15CG. Approximately how much money did you spend (out of pocket) on the LAST day you bet on sports betting VIA THE INTERNET?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY:Congratulations but on a typical day how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

ENDIF

IF PLAYED POKER MACHINES OR GAMING MACHINES (CODE 1 ON SQ2A)

You mentioned earlier that you played poker machines

[Single] {Default Code:4}

Q6A. In the last 12 months, how many times per week OR per month OR per year have you played poker machines at a CASINO?

ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY

(NOTE: RESPONDENT EARLIER SAID THEY PLAYED POKER MACHINES [%SQ2C1][%SQ2C2][%SQ2C3] TIMES PER [%SQ2C])

- 1 WEEK
- 2 MONTH
- 3 YEAR

- 4 Default
 Single CANT SAY
- 5 Single NONE

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q6A1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT VISITED A CASINO AND PLAYED POKER MACHINES
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q6A2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT VISITED A CASINO AND PLAYED POKER MACHINES
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

Q6A3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT VISITED A CASINO AND PLAYED POKER MACHINES
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF PLAYED POKER MACHINES AT A CASINO (CODE 1, 2, 3 OR 4 ON Q6A), SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q6B. On the LAST occasion you played poker machines at a casino, approximately how much time in total did you spend playing poker machines? Please give your total

time in minutes.

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q6C. Approximately how much money did you spend (out of pocket) on the LAST day you played poker machines at a casino?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY: Congratulations but on a typical day how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

[Single] {Default Code:4}

Q7A. In the last 12 months, how many times per week OR per month OR per year have you played poker machines at a PUB, CLUB OR HOTEL?

ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY

(NOTE: RESPONDENT EARLIER SAID THEY PLAYED POKER MACHINES

[%SQ2C1][%SQ2C2][%SQ2C3] TIMES PER [%SQ2C])

- | | | |
|---|-------------------|-----------|
| 1 | | WEEK |
| 2 | | MONTH |
| 3 | | YEAR |
| 4 | Default
Single | CAN'T SAY |
| 5 | Single | NONE |

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q7A1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT VISITED A PUB, CLUB OR HOTEL AND PLAYED POKER MACHINES

IF CAN'T SAY ENCOURAGE BEST GUESS

IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q7A2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT VISITED A PUB, CLUB OR HOTEL AND PLAYED POKER MACHINES
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

Q7A3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT VISITED A PUB, CLUB OR HOTEL AND PLAYED POKER MACHINES
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF PLAYED POKER MACHINES AT A PUB, CLUB OR HOTEL (CODE 1, 2, 3 OR 4 ON Q7A),SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q7B. On the LAST occasion you played a poker machine at a pub, club or hotel, approximately how much time in total did you spend playing poker machines? Please give your total time in minutes.
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.
INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q7C. Approximately how much money did you spend (out of pocket) on the LAST day you played a poker machine at a pub, club or hotel?
RECORD AMOUNT TO THE NEAREST DOLLAR
IF THEY SAY THEY WON, SAY: Congratulations but on a typical day how much do you spend?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

ENDIF

IF BET ON HORSE OR GREYHOUND RACES (CODE 2 ON QUESTION SQ2A)

Next some questions about your BETTING ON HORSE OR GREYHOUND RACES

[Single] {Default Code:4}

QD1A. In the last 12 months, on how many DAYS per WEEK or per MONTH or per YEAR have you bet on the races AT A RACETRACK?
ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY
(NOTE: RESPONDENT EARLIER SAID THEY BET ON HORSES OR GREYHOUNDS
[%SQ2D1][[%SQ2D2][[%SQ2D3] TIMES PER [%SQ2D])

- | | | |
|---|-------------------|-----------|
| 1 | | WEEK |
| 2 | | MONTH |
| 3 | | YEAR |
| 4 | Default
Single | CAN'T SAY |
| 5 | Single | NONE |

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

QD11. ENTER NUMBER OF DAYS PER WEEK RESPONDENT BETS ON THE RACES AT A RACETRACK
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

QD12. ENTER NUMBER OF DAYS PER MONTH RESPONDENT BETS ON THE RACES AT A RACETRACK
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

QD13. ENTER NUMBER OF DAYS PER YEAR RESPONDENT BETS ON THE RACES AT A RACETRACK
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF BET ON HORSE OR GREYHOUND RACES AT A RACETRACK (CODE 1, 2, 3 OR 4 ON Qd1a), SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q8B. On the LAST occasion you bet on horse or greyhound races AT A RACETRACK, approximately how much time in total did you spend betting on horses or greyhounds? Please give your total time in minutes.
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.
INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q8C. Approximately how much money did you spend (out of pocket) on the LAST day you bet on horses or greyhounds at the track?
RECORD AMOUNT TO THE NEAREST DOLLAR
IF THEY SAY THEY WON, SAY: Congratulations but on a typical day how much do you spend?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

[Single] {Default Code:4}

QD1B. And in the last 12 months, how many DAYS per WEEK or per MONTH or per YEAR have you bet on the races AT AN OFF-COURSE VENUE such as a TOTE agency, club or hotel? ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY
(NOTE: RESPONDENT EARLIER SAID THEY BET ON HORSES OR GREYHOUNDS [%SQ2D1][%SQ2D2][%SQ2D3] TIMES PER [%SQ2D])

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY
- 5 Single NONE

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

QD21. ENTER NUMBER OF DAYS PER WEEK RESPONDENT BETS ON THE RACES AT AN OFF-COURSE VENUE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

QD22. ENTER NUMBER OF DAYS PER MONTH RESPONDENT BETS ON THE RACES AT AN OFF-COURSE VENUE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

QD23. ENTER NUMBER OF DAYS PER YEAR RESPONDENT BETS ON THE RACES AT AN OFF-COURSE VENUE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF BET ON HORSE OR GREYHOUND RACES AT AN OFF-COURSE VENUE (CODE 1, 2, 3 OR 4 ON Qd1b),SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q8B2. On the LAST occasion you bet off-course at a TOTE, club or hotel, approximately how much time in total did you spend betting on horses or greyhounds? Please give your total time in minutes.

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q8C2. Approximately how much money did you spend (out of pocket) on the LAST day you bet off-course at a TOTE, club or hotel?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY:Congratulations but on a typical day how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

[Single] {Default Code:4}

QD1C. And in the last 12 months, on how many DAYS per WEEK or per MONTH or per YEAR have you bet on the races by PHONE?

ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY

(NOTE: RESPONDENT EARLIER SAID THEY BET ON HORSES OR GREYHOUNDS [%SQ2D1][%SQ2D2][%SQ2D3] TIMES PER [%SQ2D])

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY
- 5 Single NONE

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

QD31. ENTER NUMBER OF DAYS PER WEEK RESPONDENT BETS ON THE RACES BY PHONE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

QD32. ENTER NUMBER OF DAYS PER MONTH RESPONDENT BETS ON THE RACES BY PHONE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

QD33. ENTER NUMBER OF DAYS PER YEAR RESPONDENT BETS ON THE RACES BY PHONE
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF BET ON HORSE OR GREYHOUND RACES BY PHONE (CODE 1,2, 3 OR 4 ON Qd1c),SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q8D. On the LAST occasion you bet by phone, approximately how much time in total did you spend betting on horses or greyhounds? Please give your total time in minutes.
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.
INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q8E. Approximately how much money did you spend (out of pocket) on the LAST day you bet by phone?

RECORD AMOUNT TO THE NEAREST DOLLAR
IF THEY SAY THEY WON, SAY: Congratulations but on a typical day how much do you spend?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

[Single] {Default Code:4}

QD1D. And in the last 12 months, on how many DAYS per WEEK or per MONTH or per YEAR have you bet on the races VIA THE INTERNET?
ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY
(NOTE: RESPONDENT EARLIER SAID THEY BET ON HORSES OR GREYHOUNDS [%SQ2D1][%SQ2D2][%SQ2D3] TIMES PER [%SQ2D])

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CANT SAY
- 5 Single NONE

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

QD41. ENTER NUMBER OF DAYS PER WEEK RESPONDENT BETS ON THE RACES VIA THE INTERNET
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

QD42. ENTER NUMBER OF DAYS PER MONTH RESPONDENT BETS ON THE RACES VIA THE INTERNET
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

QD43. ENTER NUMBER OF DAYS PER YEAR RESPONDENT BETS ON THE RACES VIA THE INTERNET
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF BET ON HORSE OR GREYHOUND RACES VIA THE INTERNET (CODE 1, 2, 3 OR 4 ON Qd1d),SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q8F. On the LAST occasion you bet VIA THE INTERNET, approximately how much time in total did you spend betting on horses or greyhounds? Please give your total time in minutes.
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.
INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q8G. Approximately how much money did you spend (out of pocket) on the LAST day you bet on the races VIA THE INTERNET?
RECORD AMOUNT TO THE NEAREST DOLLAR
IF THEY SAY THEY WON, SAY:Congratulations but on a typical day how much do you spend?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

ENDIF

IF PLAYED BINGO IN A CLUB OR HALL (CODE 7 ON SQ2A), ASK:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q9B. Thinking about playing bingo. On the LAST occasion you played bingo in a club or hall,

approximately how much time in total did you spend playing bingo? Please give your total time in minutes.

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q9C. Approximately how much money did you spend (out of pocket) on the LAST day you played bingo in a club or hall?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY:Congratulations but on a typical day how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

IF PLAYED TABLE GAMES AT A CASINO (CODE 6 ON SQ2A), ASK:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q10B. Thinking about playing table games at a casino. On the LAST occasion you played table games at a casino, approximately how much time in total did you spend playing table games at a casino? Please give your total time in minutes.

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q10C. Approximately how much money did you spend (out of pocket) on the LAST day you played table games at a casino?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY:Congratulations but on a typical day how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

IF PLAYED KENO (CODE 5 ON SQ2A)

You mentioned earlier that you played keno

[Single] {Default Code:4}

Q11A. In the last 12 months, how many times per week OR per month OR per year have you played keno at a CASINO?

ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY

(NOTE: RESPONDENT EARLIER SAID THEY PLAYED KENO

[%SQ2G1][%SQ2G2][%SQ2G3] TIMES PER [%SQ2G])

- 1 WEEK
- 2 MONTH
- 3 YEAR
- 4 Default Single CAN'T SAY
- 5 Single NONE

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q11A1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT VISITED A CASINO AND PLAYED KENO
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q11A2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT VISITED A CASINO AND PLAYED KENO
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

Q11A3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT VISITED A CASINO AND PLAYED KENO
IF CAN'T SAY ENCOURAGE BEST GUESS

IF STILL CAN'T SAY, ESC D.

ENDIF

IF PLAYED KENO AT A CASINO (CODE 1, 2, 3 OR 4 ON Q11A), SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q11B. On the LAST occasion you played keno at a casino, approximately how much time in total did you spend playing keno? Please give your total time in minutes.

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q11C. Approximately how much money did you spend (out of pocket) on the LAST day you played keno at a casino?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY: Congratulations but on a typical day how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

[Single] {Default Code:4}

Q12A. In the last 12 months, how many times per week OR per month OR per year have you played keno at a CLUB OR HOTEL?

ENTER WEEK/ MONTH/ YEAR THEN RETURN FOR FREQUENCY

(NOTE: RESPONDENT EARLIER SAID THEY PLAYED KENO [%SQ2G1][%SQ2G2][%SQ2G3] TIMES PER [%SQ2G])

- | | | |
|---|----------------|-----------|
| 1 | | WEEK |
| 2 | | MONTH |
| 3 | | YEAR |
| 4 | Default Single | CAN'T SAY |
| 5 | Single | NONE |

IF ANSWER GIVEN IN WEEKS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q12A1. ENTER NUMBER OF TIMES PER WEEK RESPONDENT VISITED A CLUB AND PLAYED KENO
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN MONTHS

[Quantity] {Min: 1, Max: 33, Default Value:33}

Q12A2. ENTER NUMBER OF TIMES PER MONTH RESPONDENT VISITED A CLUB AND PLAYED KENO
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF ANSWER GIVEN IN TIMES PER YEAR

[Quantity] {Min: 1, Max: 366, Default Value:333}

Q12A3. ENTER NUMBER OF TIMES PER YEAR RESPONDENT VISITED A CLUB AND PLAYED KENO
IF CAN'T SAY ENCOURAGE BEST GUESS
IF STILL CAN'T SAY, ESC D.

ENDIF

IF PLAYED KENO AT A CLUB OR HOTEL (CODE 1, 2, 3 OR 4 ON Q12A),SAY:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q12B. On the LAST occasion you played keno at a club or hotel, approximately how much time in total did you spend playing keno? Please give your total time in minutes.
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.
INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q12C. Approximately how much money did you spend (out of pocket) on the LAST day you played keno at a club or hotel?
RECORD AMOUNT TO THE NEAREST DOLLAR
IF THEY SAY THEY WON, SAY:Congratulations but on a typical day how much do you spend?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

ENDIF

IF PLAYED GAMES PRIVATELY FOR MONEY (CODE 10 ON SQ2A), ASK:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q13B. Thinking about playing games privately for money. On the LAST occasion you played games privately for money at home or any other place, approximately how much time in total did you spend playing games? Please give your total time in minutes.
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.
INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q13C. Approximately how much money did you spend (out of pocket) on the LAST day you played games privately for money at home or any other place?
RECORD AMOUNT TO THE NEAREST DOLLAR
IF THEY SAY THEY WON, SAY:Congratulations but on a typical day how much do you spend?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

IF BET ON SPORTING EVENT LIKE FOOTBALL, CRICKET OR TENNIS NOT VIA THE INTERNET (CODE 8 ON SQ2A), ASK:

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q14B. On the LAST occasion you placed a bet on a sporting event that wasn't placed via the internet, approximately how much time in total did you spend betting on a sporting event? Please give your total time in minutes.
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.
INTERVIEWER NOTE: IF HAVING TROUBLE CONVERTING HOURS TO MINUTES ESC

H FOR HELP

[Quantity] {Min: 0, Max: 99999, Default Value:99999}

Q14C. Approximately how much money did you spend (out of pocket) in the LAST week you placed a bet on a sporting event that wasn't placed via the internet?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF THEY SAY THEY WON, SAY:Congratulations but in a typical week how much do you spend?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

ENDIF

SECTION 3: SOGS, CPGI & PROBLEM GAMBLING

NON-REGULAR GAMBLERS WILL NOT BE ASKED PART 2 (CPGI) QUESTIONS.

SECTION C: PART 1 AND PART 2 WILL ROTATE FOR REGULAR GAMBLERS

IF RESPONDENT IS A REGULAR OR NON REGULAR GAMBLER (CODE 1 OR 2 ON REGULAR), SAY:

I am now going to read out some questions about WHAT PEOPLE DO WHEN THEY GAMBLE. As I read out each statement, please tell me WHETHER IT HAS APPLIED TO YOU PERSONALLY IN THE LAST 12 MONTHS. Remember that all the information you provide is ANONYMOUS and CONFIDENTIAL, so I need your HONEST ANSWERS.

ENDIF

IF RESPONDENT IS A REGULAR OR NON REGULAR GAMBLER (CODE 1 OR 2 ON REGULAR), ASK:

SECTION C: PART 1 - WILL BE ASKED OF REGULAR AND NON-REGULAR GAMBLERS

[Single] {Default Code:6}

O1. In the last 12 months, when you gambled, HOW OFTEN DID YOU GO BACK ANOTHER DAY TO WIN BACK MONEY YOU LOST? Would you say #/ rarely, sometimes,often or always/always,often, sometimes or rarely/?

- 1 NEVER
- 2 RARELY
- 3 SOMETIMES
- 4 OFTEN
- 5 ALWAYS
- 6 Default Single CANT SAY
- 7 Single REFUSED

For the next set of questions, please answer yes or no.

[Single]

O2. In the last 12 months, HAVE YOU CLAIMED TO BE WINNING MONEY FROM GAMBLING WHEN IN FACT YOU LOST?

- 1 YES
- 2 NO
- 3 CANT SAY

[Single] {Default Code:3}

O3A. In the last 12 months, HAVE YOU GAMBLLED MORE THAN YOU INTENDED TO?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O4A. In the last 12 months, HAVE PEOPLE CRITICISED YOUR GAMBLING OR TOLD YOU THAT YOU HAVE A GAMBLING PROBLEM, REGARDLESS OF WHETHER OR NOT YOU THOUGHT IT WAS TRUE?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O5A. In the last 12 months, HAVE YOU FELT GUILTY ABOUT THE WAY YOU GAMBLE OR WHAT HAPPENS WHEN YOU GAMBLE?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O6A. In the last 12 months, HAVE YOU FELT THAT YOU WOULD LIKE TO STOP GAMBLING, BUT DIDN'T THINK YOU COULD?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O7A. In the last 12 months, HAVE YOU HIDDEN BETTING SLIPS, LOTTERY TICKETS, GAMBLING MONEY OR OTHER SIGNS OF GAMBLING FROM YOUR SPOUSE/PARTNER, CHILDREN, OR OTHER IMPORTANT PEOPLE IN YOUR LIFE?

- 1 YES

- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O8A. In the last 12 months, HAVE YOU ARGUED WITH PEOPLE YOU LIVE WITH OVER HOW YOU HANDLE MONEY?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O9A. In the last 12 months, HAVE YOU BORROWED FROM SOMEONE AND NOT PAID THEM BACK AS A RESULT OF YOUR GAMBLING?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O10A. In the last 12 months, HAVE YOU LOST TIME FROM WORK OR STUDY BECAUSE OF YOUR GAMBLING?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

Next are some ways people have obtained money to gamble or to pay gambling debts. Again, please answer honestly and tell me whether any of the following questions applied to you personally.

[Single] {Default Code:3}

O11A. In the last 12 months, HAVE YOU BORROWED FROM HOUSEHOLD MONEY to gamble or to pay gambling debts?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O12A. In the last 12 months, HAVE YOU BORROWED FROM YOUR SPOUSE OR PARTNER to gamble or to pay gambling debts?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O13A. In the last 12 months, HAVE YOU BORROWED FROM OTHER RELATIVES , IN-LAWS OR FRIENDS to gamble or to pay gambling debts?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O14A. In the last 12 months, HAVE YOU OBTAINED CASH ADVANCES USING YOUR CREDIT CARDS to gamble or to pay gambling debts? This does not include using cards to make cash withdrawals from savings or cheque accounts.

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O15A. In the last 12 months, HAVE YOU BORROWED FROM BANKS, FINANCE COMPANIES OR CREDIT UNIONS to gamble or to pay gambling debts?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O16A. In the last 12 months, HAVE YOU BORROWED FROM LOAN SHARKS to gamble or to pay gambling debts?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O17A. In the last 12 months, HAVE YOU CASHED IN SHARES, BONDS OR OTHER SECURITIES to gamble or to pay gambling debts?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O18A. In the last 12 months, HAVE YOU SOLD PERSONAL OR FAMILY PROPERTY to gamble or to pay gambling debts?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

[Single] {Default Code:3}

O19a. In the last 12 months, HAVE YOU WRITTEN A CHEQUE KNOWING THERE WAS NO MONEY IN YOUR ACCOUNT, to gamble or to pay gambling debts?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR), ASK:

SECTION C: PART TWO - WILL ONLY BE ASKED OF REGULAR GAMBLERS

[Single]

CPG1. In the last 12 months, have you bet more than you could really afford to lose? Would you say never, sometimes, most of the time, or almost always?

- 1 NEVER
- 2 SOMETIMES
- 3 MOST OF THE TIME
- 4 ALMOST ALWAYS
- 5 CAN'T SAY
- 6 REFUSED

[Single]

CPG2. In the last 12 months, have you needed to gamble with larger amounts of money to get the same feeling of excitement? (Would you say never, sometimes, most of the time, or almost always?)

- 1 NEVER
- 2 SOMETIMES
- 3 MOST OF THE TIME
- 4 ALMOST ALWAYS
- 5 CAN'T SAY
- 6 REFUSED

[Single]

CPG3. In the last 12 months, when you gambled, did you go back another day to try to win back the money you lost? (Would you say never, sometimes, most of the time, or almost always?)

INT NOTE: If needed, say This question is part of a standard measurement scale, and I'd appreciate it if you answer it

- 1 NEVER
- 2 SOMETIMES
- 3 MOST OF THE TIME
- 4 ALMOST ALWAYS

5 CANT SAY

6 REFUSED

[Single]

CPG4. In the last 12 months, have you borrowed money or sold anything to get money to gamble? (Would you say never, sometimes, most of the time, or almost always?)

1 NEVER

2 SOMETIMES

3 MOST OF THE TIME

4 ALMOST ALWAYS

5 CANT SAY

6 REFUSED

[Single]

CPG5. In the last 12 months, have you felt that you might have a problem with gambling? (Would you say never, sometimes, most of the time, or almost always?)

1 NEVER

2 SOMETIMES

3 MOST OF THE TIME

4 ALMOST ALWAYS

5 CANT SAY

6 REFUSED

[Single]

CPG6. In the last 12 months, has gambling caused you any health problems, including stress or anxiety? (Would you say never, sometimes, most of the time, or almost always?)

1 NEVER

2 SOMETIMES

3 MOST OF THE TIME

- 4 ALMOST ALWAYS
- 5 CAN'T SAY
- 6 REFUSED

[Single]

CPG7. In the last 12 months, have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true? (Would you say never, sometimes, most of the time, or almost always?)

- 1 NEVER
- 2 SOMETIMES
- 3 MOST OF THE TIME
- 4 ALMOST ALWAYS
- 5 CAN'T SAY
- 6 REFUSED

[Single]

CPG8. In the last 12 months, has your gambling caused any financial problems for you or your household? (Would you say never, sometimes, most of the time, or almost always?)

- 1 NEVER
- 2 SOMETIMES
- 3 MOST OF THE TIME
- 4 ALMOST ALWAYS
- 5 CAN'T SAY
- 6 REFUSED

[Single]

CPG9. In the last 12 months, have you felt guilty about the way you gamble or what happens when you gamble? (Would you say never, sometimes, most of the time, or almost always?)

- 1 NEVER
- 2 SOMETIMES

- 3 MOST OF THE TIME
- 4 ALMOST ALWAYS
- 5 CAN'T SAY
- 6 REFUSED

ENDIF

SECTION 4: GAMBLING CORRELATES

IF RESPONDENT IS A REGULAR OR NON REGULAR GAMBLER (CODE 1 OR 2 ON REGULAR), ASK:

[Single]

Q24A. Have you experienced difficulties because of your gambling?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF EXPERIENCED DIFFICULTIES (CODE 1 ON Q24A) ASK Q24B

[Single]

Q24B. Were those problems experienced in the last 12 months?

- 1 YES
- 2 NO
- 3 CAN'T SAY

[Quantity] {Min: 1, Max: 99, Default Value:99}

Q24AA. How old were you when gambling first became a problem?
RECORD NUMERIC CODE
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

ENDIF

ASK EVERYONE

[Single]

Q24A1. Do you personally know of someone who has experienced serious problems with their gambling?

- | | |
|---|-----------|
| 1 | YES |
| 2 | NO |
| 3 | CAN'T SAY |

IF KNOWS OF SOMEONE PERSONALLY (CODE 1 ON Q24A1), ASK:

[Single]

Q24A2. Were those problems experienced in the last 12 months?

- | | |
|---|-----------|
| 1 | YES |
| 2 | NO |
| 3 | CAN'T SAY |

[Single]

Q24A3. Would you please tell me, what is that person's relationship to you?
READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- | | |
|---|-----------------|
| 1 | Spouse/ Partner |
| 2 | Father |
| 3 | Mother |
| 4 | Brother |

- 5 Sister
- 6 Child
- 7 Other Relative
- 8 Friend/ Acquaintance
- 9 Work Colleague
- 10 Client/ Customer/ Patient
- 11 Ex Spouse/ Ex Partner/ Ex Boyfriend/ Ex Girlfriend
- 12 Ex Friend
- 13 Ex Relative
- 14 (DO NOT READ) FAMILY MEMBERS
- 97 Openend (DO NOT READ) OTHER (SPECIFY)
- 98 (DO NOT READ) CAN'T SAY
- 99 (DO NOT READ) REFUSED

[Multiple] {Spread:20 }

Q24A4. In what type of gambling #/ was/is/ that person mainly involved?
READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 Poker Machines And Gambling Machines
- 2 Betting On The Horses/ Greyhounds
- 3 Instant Lotteries
- 4 Lotto-type Games
- 5 Table Games At A Casino
- 6 Keno
- 7 Bingo
- 8 Sports Betting
- 9 Private Games Played For Money
- 10 Internet Gambling
- 11 Everything/ Anything
- 12 Casino/ Casino Based Activities
- 97 Openend (DO NOT READ) OTHER (SPECIFY)
- 98 Single (DO NOT READ) DON'T KNOW/ CAN'T SAY

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR), EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING (CODE 1 ON Q24A) OR KNOW OF SOME ONE WHO HAS EXPERIENCED PROBLEMS WITH THEIR GAMBLING (CODES 1 ON Q24A1), ASK:

QUESTIONS Q24B1 TO Q24B5 WILL BE ROTATED

[Single]

Q24B1. Have you EVER suffered from DEPRESSION because of your gambling or due to another person's gambling?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF YES ON Q24B1., ASK:

[Single]

Q24B1A. And have you suffered from DEPRESSION in the last 12 months?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF YES ON Q24B1A., ASK:

[Single]

Q24B1B. And in the last 12 months have you #/ rarely, sometimes or often/ often, sometimes or rarely/ suffered from DEPRESSION?

- 1 RARELY

- 2 SOMETIMES
- 3 OFTEN
- 4 CAN'T SAY

ENDIF

ENDIF

[Single]

Q24B2. Have you EVER seriously thought about SUICIDE because of your gambling or due to another person's gambling?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF YES ON Q24B2., ASK:

[Single]

Q24B2A. And have you seriously thought about SUICIDE in the last 12 months?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF YES ON Q24B2A., ASK:

[Single]

Q24B2B. And in the last 12 months have you #/ rarely, sometimes or often/ often, sometimes or rarely/ thought about SUICIDE?

- 1 RARELY

- 2 SOMETIMES
- 3 OFTEN
- 4 CAN'T SAY

ENDIF

ENDIF

[Single]

Q24B5. Have you EVER experienced SUBSTANTIAL DEBT because of your gambling or due to another person's gambling?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF YES ON Q24B5., ASK:

[Single]

Q24B5A. And have you experienced SUBSTANTIAL DEBT in the last 12 months?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF YES ON Q24B5A., ASK:

[Single]

Q24B5B. And in the last 12 months have you #/ rarely, sometimes or often/ often, sometimes or rarely/ experienced SUBSTANTIAL DEBT?

- 1 RARELY

- 2 SOMETIMES
- 3 OFTEN
- 4 CAN'T SAY

ENDIF

ENDIF

[Single]

Q24B3. Have you EVER APPEARED IN COURT because of your gambling or due to another person's gambling?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF YES ON Q24B3, ASK:

[Single]

Q24B3A. And have you APPEARED IN COURT in the last 12 months?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF YES ON Q24B3A, ASK:

[Single]

Q24B3B. And in the last 12 months how often have you APPEARED IN COURT?

- 1 1 - 2

- | | |
|---|--------------|
| 2 | 3 - 4 |
| 3 | 5 - 10 |
| 4 | MORE THAN 10 |
| 5 | CAN'T SAY |

ENDIF

ENDIF

[Single]

Q24B4. Have you EVER experienced a RELATIONSHIP BREAKDOWN because of your gambling or due to another person's gambling?

- | | |
|---|-----------|
| 1 | YES |
| 2 | NO |
| 3 | CAN'T SAY |

IF YES ON Q24B4, ASK:

[Single]

Q24B4A. And have you experienced a RELATIONSHIP BREAKDOWN in the last 12 months?

- | | |
|---|-----------|
| 1 | YES |
| 2 | NO |
| 3 | CAN'T SAY |

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR), EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING (CODE 1 ON Q24A) OR KNOW OF SOME ONE WHO HAS EXPERIENCED PROBLEMS WITH THEIR GAMBLING (CODES 1 ON Q24A1), ASK:

[Single] {Default Code:3}

Q4A. Has your gambling or another person's gambling EVER adversely affected how well you perform in your work or study?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY
- 4 Single REFUSED

IF WORK/ STUDY ADVERSELY AFFECTED (CODE 1 AT Q4A), ASK:

[Single] {Default Code:3}

Q4B. And has this happened IN THE LAST 12 MONTHS?

- 1 YES
- 2 NO
- 3 Default Single CANT SAY

IF HAPPENED IN LAST 12 MONTHS (CODE 1 AT Q4B), ASK:

[Single] {Default Code:5}

Q4C1. And in the last 12 months, has gambling adversely affected your performance in work or study #/ rarely, sometimes,often or always/always,often, sometimes or rarely/?

- 1 RARELY
- 2 SOMETIMES
- 3 OFTEN
- 4 ALWAYS
- 5 Default Single CANT SAY

ENDIF

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR), EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING (CODE 1 ON Q24A) OR KNOW OF SOME ONE WHO HAS EXPERIENCED PROBLEMS WITH THEIR GAMBLING (CODES 1 ON Q24A1), ASK:

[Single] {Default Code:3}

Q5A. Have you ever changed jobs because of problems relating to your gambling or due to another person's gambling?

- | | | |
|---|-------------------|-----------|
| 1 | | YES |
| 2 | | NO |
| 3 | Default
Single | CAN'T SAY |
| 4 | Single | REFUSED |

IF CHANGED JOBS (CODE 1 AT Q5A), SAY:

[Single] {Default Code:3}

Q5B. And have you done so IN THE LAST 12 MONTHS?

- | | | |
|---|-------------------|-----------|
| 1 | | YES |
| 2 | | NO |
| 3 | Default
Single | CAN'T SAY |

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR), EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING

(CODE 1 ON Q24A) OR KNOW OF SOME ONE WHO HAS EXPERIENCED PROBLEMS WITH THEIR GAMBLING (CODES 1 ON Q24A1), ASK:

[Single] {Default Code:3}

Q6A1A. Have you EVER lost your job because of your gambling or due to another person's gambling?

- | | | |
|---|-------------------|-----------|
| 1 | | YES |
| 2 | | NO |
| 3 | Default
Single | CAN'T SAY |
| 4 | Single | REFUSED |

IF EVER SACKED (CODE 1 AT Q6A1A), ASK:

[Single] {Default Code:3}

Q6B1. And has this happened IN THE LAST 12 MONTHS?

- | | | |
|---|-------------------|-----------|
| 1 | | YES |
| 2 | | NO |
| 3 | Default
Single | CAN'T SAY |

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR), EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING (CODE 1 ON Q24A) OR KNOW OF SOME ONE WHO HAS EXPERIENCED PROBLEMS WITH THEIR GAMBLING (CODES 1 ON Q24A1), ASK:

[Single]

Q7A1A. Has your gambling or another person's gambling adversely affected your family's interests?

- 1 YES
- 2 NO
- 3 CAN'T SAY
- 4 REFUSED

IF ADVERSELY AFFECTED FAMILY'S INTERESTS (CODE 1 ON Q7A1A), ASK:

ANSWERS IN Q7B1 WILL BE ROTATED

[Multiple] { Rotate }

Q7B1. What aspects of your family life did it have an adverse affect on? Would you say it affected ...
READ OUT

- 1 Finances
- 2 Family Relationships
- 3 Family Activities
- 4 Time Spent By You With Children
- 5 Time Spent By You With Other Family Members
- 6 Leisure Time
- 7 Fixed
Openend OTHER (PLEASE SPECIFY)

ENDIF

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR), EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING (CODE 1 ON Q24A) OR AFFECTED BY ANOTHER PERSON'S GAMBLING (CODES 1 ON Q24A1), ASK:

[Single]

QSP1. In the last 12 months, have you tried to get help for problems related to your own gambling

or another person's gambling problems?

- 1 YES
- 2 NO
- 3 CAN'T SAY

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR), EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING (CODE 1 ON Q24A) OR AFFECTED BY ANOTHER PERSON'S GAMBLING (CODES 1 ON Q24A1), ASK:

ITEMS 1 TO 9 ON QSP2 WILL BE ROTATED

IF HAVE TRIED TO GET HELP (CODE 1 ON QSP1), ASK:

[Multiple] {Spread:20 Rotate}

QSP2. Which of the following services have you turned to for help for problems related to your own gambling or another person's gambling problems?

READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 Gambling Helpline Tasmania
- 2 Gamblers Anonymous
- 3 Gambling Counsellor At Relationships Australia
- 4 Gambling Counsellor At Anglicare Tasmania
- 5 Gambling Counsellor At Group Support At GABA
- 6 Church Or Religious Worker
- 7 Social Worker
- 8 Financial Counsellors
- 9 Emergency Relief (Such As Food Vouchers, Cash Relief, Other Emergency Funding)
- 10 Fixed Spouse Or Partner As A Support
- 11 Fixed Family Or Friends As Support

- 12 Fixed An Employee Of A Gambling Venue
- 13 Fixed Doctor (Physician)
- 97 Fixed Openend (DO NOT READ) SOMEONE ELSE (SPECIFY)
- 98 Fixed Single (DO NOT READ) CAN'T SAY
- 99 Fixed Single (DO NOT READ) REFUSED

IF MENTIONED Gambling Helpline Tasmania (CODE 1. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3A. (Thinking of those services you have mentioned,) how did you find out about Gambling Helpline Tasmania?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SIGNS AT A GAMBLING VENUE
- 2 PAMPHLETS AT A GAMBLING VENUE
- 3 SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)
- 4 TELEPHONE DIRECTORY
- 5 RADIO OR TV ADVERTISING
- 6 NEWSPAPER AND MEDIA ARTICLES ON GAMBLING
- 7 REFERRAL BY A HEALTH PROFESSIONAL
- 8 REFERRAL BY A FINANCIAL ADVISER
- 9 REFERRAL BY A COMMUNITY SERVICE AGENCY
- 10 EMPLOYEES ASSISTANCE PROGRAM
- 11 WORD OF MOUTH
- 12 ASKED FOR HELP FROM SOMEONE
- 13 DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP
- 97 Fixed Openend OTHER (SPECIFY)
- 98 Fixed Single CAN'T SAY
- 99 Fixed REFUSED

Single

ENDIF

IF MENTIONED Gamblers Anonymous (CODE 2. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3B. (Thinking of those services you have mentioned,) how did you find out about Gamblers Anonymous?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SIGNS AT A GAMBLING VENUE
- 2 PAMPHLETS AT A GAMBLING VENUE
- 3 SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)
- 4 TELEPHONE DIRECTORY
- 5 RADIO OR TV ADVERTISING
- 6 NEWSPAPER AND MEDIA ARTICLES ON GAMBLING
- 7 REFERRAL BY A HEALTH PROFESSIONAL
- 8 REFERRAL BY A FINANCIAL ADVISER
- 9 REFERRAL BY A COMMUNITY SERVICE AGENCY
- 10 EMPLOYEES ASSISTANCE PROGRAM
- 11 WORD OF MOUTH
- 12 ASKED FOR HELP FROM SOMEONE
- 13 DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP
- 97 Fixed Openend OTHER (SPECIFY)
- 98 Fixed Single CAN'T SAY
- 99 Fixed Single REFUSED

ENDIF

IF MENTIONED the Gambling counsellors at Relationships Australia (CODE 3. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3C. (Thinking of those services you have mentioned,) how did you find out about the Gambling counsellors at Relationships Australia?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- | | | |
|----|------------------|---|
| 1 | | SIGNS AT A GAMBLING VENUE |
| 2 | | PAMPHLETS AT A GAMBLING VENUE |
| 3 | | SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY) |
| 4 | | TELEPHONE DIRECTORY |
| 5 | | RADIO OR TV ADVERTISING |
| 6 | | NEWSPAPER AND MEDIA ARTICLES ON GAMBLING |
| 7 | | REFERRAL BY A HEALTH PROFESSIONAL |
| 8 | | REFERRAL BY A FINANCIAL ADVISER |
| 9 | | REFERRAL BY A COMMUNITY SERVICE AGENCY |
| 10 | | EMPLOYEES ASSISTANCE PROGRAM |
| 11 | | WORD OF MOUTH |
| 12 | | ASKED FOR HELP FROM SOMEONE |
| 13 | | DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP |
| 97 | Fixed
Openend | OTHER (SPECIFY) |
| 98 | Fixed
Single | CAN'T SAY |
| 99 | Fixed
Single | REFUSED |

ENDIF

IF MENTIONED the Gambling counsellors at Anglicare Tasmania (CODE 4. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3D. (Thinking of those services you have mentioned,) how did you find out about the Gambling counsellors at Anglicare Tasmania?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SIGNS AT A GAMBLING VENUE
- 2 PAMPHLETS AT A GAMBLING VENUE
- 3 SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)
- 4 TELEPHONE DIRECTORY
- 5 RADIO OR TV ADVERTISING
- 6 NEWSPAPER AND MEDIA ARTICLES ON GAMBLING
- 7 REFERRAL BY A HEALTH PROFESSIONAL
- 8 REFERRAL BY A FINANCIAL ADVISER
- 9 REFERRAL BY A COMMUNITY SERVICE AGENCY
- 10 EMPLOYEES ASSISTANCE PROGRAM
- 11 WORD OF MOUTH
- 12 ASKED FOR HELP FROM SOMEONE
- 13 DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP
- 97 Fixed Openend OTHER (SPECIFY)
- 98 Fixed Single CAN'T SAY
- 99 Fixed Single REFUSED

ENDIF

IF MENTIONED Gambling counsellors at Group Support at GABA (CODE 5. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3E. (Thinking of those services you have mentioned,) how did you find out about Gambling counsellors at Group Support at GABA?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SIGNS AT A GAMBLING VENUE
- 2 PAMPHLETS AT A GAMBLING VENUE
- 3 SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE
(LIBRARY, SURGERY)
- 4 TELEPHONE DIRECTORY
- 5 RADIO OR TV ADVERTISING
- 6 NEWSPAPER AND MEDIA ARTICLES ON
GAMBLING
- 7 REFERRAL BY A HEALTH PROFESSIONAL
- 8 REFERRAL BY A FINANCIAL ADVISER
- 9 REFERRAL BY A COMMUNITY SERVICE AGENCY
- 10 EMPLOYEES ASSISTANCE PROGRAM
- 11 WORD OF MOUTH
- 12 ASKED FOR HELP FROM SOMEONE
- 13 DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP
- 97 Fixed
Openend OTHER (SPECIFY)
- 98 Fixed
Single CANT SAY
- 99 Fixed
Single REFUSED

ENDIF

IF MENTIONED church or religious worker offered this sort of service (CODE 6. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3F. (Thinking of those services you have mentioned,) how did you find out that the church or religious worker offered this sort of service?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SIGNS AT A GAMBLING VENUE

- 2 PAMPHLETS AT A GAMBLING VENUE
- 3 SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)
- 4 TELEPHONE DIRECTORY
- 5 RADIO OR TV ADVERTISING
- 6 NEWSPAPER AND MEDIA ARTICLES ON GAMBLING
- 7 REFERRAL BY A HEALTH PROFESSIONAL
- 8 REFERRAL BY A FINANCIAL ADVISER
- 9 REFERRAL BY A COMMUNITY SERVICE AGENCY
- 10 EMPLOYEES ASSISTANCE PROGRAM
- 11 WORD OF MOUTH
- 12 ASKED FOR HELP FROM SOMEONE
- 13 DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP
- 97 Fixed Openend OTHER (SPECIFY)
- 98 Fixed Single CAN'T SAY
- 99 Fixed Single REFUSED

ENDIF

IF MENTIONED social workers have these sorts of services available (CODE 7. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3G. (Thinking of those services you have mentioned,) how did you find out that the social workers have these sorts of services available?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SIGNS AT A GAMBLING VENUE
- 2 PAMPHLETS AT A GAMBLING VENUE
- 3 SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)
- 4 TELEPHONE DIRECTORY

- 5 RADIO OR TV ADVERTISING
- 6 NEWSPAPER AND MEDIA ARTICLES ON GAMBLING
- 7 REFERRAL BY A HEALTH PROFESSIONAL
- 8 REFERRAL BY A FINANCIAL ADVISER
- 9 REFERRAL BY A COMMUNITY SERVICE AGENCY
- 10 EMPLOYEES ASSISTANCE PROGRAM
- 11 WORD OF MOUTH
- 12 ASKED FOR HELP FROM SOMEONE
- 13 DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP
- 97 Fixed Openend OTHER (SPECIFY)
- 98 Fixed Single CAN'T SAY
- 99 Fixed Single REFUSED

ENDIF

IF MENTIONED financial counsellors have these sorts of services available (CODE 8. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3H. (Thinking of those services you have mentioned,) how did you find out that the financial counsellors have these sorts of services available?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SIGNS AT A GAMBLING VENUE
- 2 PAMPHLETS AT A GAMBLING VENUE
- 3 SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)
- 4 TELEPHONE DIRECTORY
- 5 RADIO OR TV ADVERTISING
- 6 NEWSPAPER AND MEDIA ARTICLES ON GAMBLING
- 7 REFERRAL BY A HEALTH PROFESSIONAL

- 8 REFERRAL BY A FINANCIAL ADVISER
- 9 REFERRAL BY A COMMUNITY SERVICE AGENCY
- 10 EMPLOYEES ASSISTANCE PROGRAM
- 11 WORD OF MOUTH
- 12 ASKED FOR HELP FROM SOMEONE
- 13 DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP
- 97 Fixed
Openend OTHER (SPECIFY)
- 98 Fixed
Single CAN'T SAY
- 99 Fixed
Single REFUSED

ENDIF

IF MENTIONED emergency relief was available (CODE 9. ON QSP2), ASK:

[Multiple] {Spread:20 }

Q3P3I. (Thinking of those services you have mentioned,) how did you find out that the emergency relief was available?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SIGNS AT A GAMBLING VENUE
- 2 PAMPHLETS AT A GAMBLING VENUE
- 3 SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE
(LIBRARY, SURGERY)
- 4 TELEPHONE DIRECTORY
- 5 RADIO OR TV ADVERTISING
- 6 NEWSPAPER AND MEDIA ARTICLES ON
GAMBLING
- 7 REFERRAL BY A HEALTH PROFESSIONAL
- 8 REFERRAL BY A FINANCIAL ADVISER
- 9 REFERRAL BY A COMMUNITY SERVICE AGENCY
- 10 EMPLOYEES ASSISTANCE PROGRAM
- 11 WORD OF MOUTH

- 12 ASKED FOR HELP FROM SOMEONE
- 13 DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP
- 97 Fixed
Openend OTHER (SPECIFY)
- 98 Fixed
Single CAN'T SAY
- 99 Fixed
Single REFUSED

ENDIF

ENDIF

ENDIF

IF NOT MENTIONED ANY SERVICES ON QSP2 (CODE 98 OR 99 ON QSP2) OR NOT ASKED QSP2, ASK:

ITEMS 1 TO 9 ON Q24C1A WILL BE ROTATED

[Multiple] {Spread:20 Rotate}

Q24C1A. I'm going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person's gambling. Which of the following support services are you aware of?

READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 Gambling Helpline Tasmania
- 2 Gamblers Anonymous
- 3 Gambling Counsellor At Relationships Australia
- 4 Gambling Counsellor At Anglicare Tasmania
- 5 Gambling Counsellor At Group Support At GABA
- 6 Church Or Religious Worker
- 7 Social Worker
- 8 Financial Counsellors
- 9 Emergency Relief (Such As Food Vouchers, Cash Relief, Other Emergency

- Funding)
- 10 Fixed Spouse Or Partner As A Support
 - 11 Fixed Family Or Friends As Support
 - 12 Fixed An Employee Of A Gambling Venue
 - 13 Fixed Doctor (Physician)
 - 97 Fixed Openend (DO NOT READ) SOMEONE ELSE (SPECIFY)
 - 98 Fixed Single (DO NOT READ) CAN'T SAY
 - 99 Fixed Single (DO NOT READ) REFUSED

ENDIF

SERVICES MENTIONED ON QSP2 WILL BE EXCLUDED FROM Q24C1B

IF MENTIONED A SERVICE ON QSP2 (ANY CODE(S) FROM 1 TO 13 OR 97 ON QSP2), ASK:

ITEMS 1 TO 9 ON Q24C1B WILL BE ROTATED

[Multiple] {Spread:20 Rotate}

Q24C1B. I'm going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person's gambling. Which of the following support services are you aware of?

READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 Gambling Helpline Tasmania
- 2 Gamblers Anonymous
- 3 Gambling Counsellor At Relationships Australia
- 4 Gambling Counsellor At Anglicare Tasmania
- 5 Gambling Counsellor At Group Support At GABA
- 6 Church Or Religious Worker
- 7 Social Worker
- 8 Financial Counsellors

- 9 Emergency Relief (Such As Food Vouchers, Cash Relief, Other Emergency Funding)
- 10 Fixed Spouse Or Partner As A Support
- 11 Fixed Family Or Friends As Support
- 12 Fixed An Employee Of A Gambling Venue
- 13 Fixed Doctor (Physician)
- 97 Fixed
Openend (DO NOT READ) SOMEONE ELSE (SPECIFY)
- 98 Fixed
Single (DO NOT READ) CAN'T SAY
- 99 Fixed
Single (DO NOT READ) REFUSED

ENDIF

ASK EVERYONE

[Single]

Q24C2. Do you currently smoke cigarettes?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF IS A SMOKER (CODE 1 ON Q24C2), ASK:

[Quantity] {Min: 0, Max: 999, Default Value:999}

Q24C3. In the last week, how many cigarettes did you smoke?
IF CAN'T SAY: Well, your best guess?
IF STILL CAN'T SAY, ESC D.

ENDIF

ASK EVERYONE

[Single]

Q24C5. Do you drink alcohol?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF DRINKS ALCOHOL (CODE 1 ON Q24C5), ASK:

[Quantity] {Min: 0, Max: 999, Default Value:999}

Q24C6. Thinking about a standard drink of alcohol as different drinks that contain the same amount of alcohol. For example, a nip of spirits, a small glass of wine, and a pot of full strength beer each contain about the same amount of alcohol, and each is equal to one standard drink. How many standard drinks of alcohol would you drink in a typical week?

IF CAN'T SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D.

IF RESPONDENT IS A REGULAR OR NON REGULAR GAMBLER (CODE 1 OR 2 ON REGULAR),ASK:

[Single]

Q24C7. On average, do you drink more or less alcohol than usual while gambling?

- 1 MORE
- 2 LESS
- 3 SAME/ NO DIFFERENCE
- 4 CAN'T SAY

ENDIF

ENDIF

IF RESPONDENT IS A REGULAR GAMBLER (CODE 1 ON REGULAR) OR EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING (CODE 1 ON Q24A), ASK:

[Single]

Q24D. Is gambling your main entertainment activity?

- 1 YES
- 2 NO
- 3 CAN'T SAY

[Single]

Q24E. Thinking about your last gambling session, were you there alone, or did you have company?

- 1 THERE ALONE
- 2 WITH COMPANY
- 3 CAN'T SAY

ENDIF

SECTION 5: DEMOGRAPHICS, ASK EVERYONE

We really appreciate your answering these questions.

If you or anyone you know would be interested in seeking further information about gambling related problems we would be more than happy to provide you with a 1800 hotline number for you to call.

IF RESPONDENT WOULD LIKE FURTHER INFORMATION ,SAY:

*The number for the Gambling Hotline: Tasmania is -
1800 000 973.*

To make sure we have a true cross-section of people, I would like to ask you a few questions about yourself.

[Single]

Q27A. Which of the following best describes your household? Do you live...
READ OUT

- 1 With Your Partner Or Spouse But No Children
- 2 With Your Children But No Partner Or Spouse
- 3 With Your Partner Or Spouse And Children
- 4 With Other People Related To You
- 5 In A Single Person Household
- 6 In A Group Household
- 7 In Some Other Arrangement
- 8 (DON'T READ) CAN'T SAY

[Single]

Q27B. What is your current occupational status? Are you primarily..
READ OUT
IF MORE THAN ONE ASK: Which do you do the most?

- 1 In Paid Employment Full Time
- 2 In Paid Employment Part Time
- 3 Involved In Household Duties
- 4 A Student
- 5 Retired
- 6 Looking For Work
- 7 (DON'T READ) OTHER
- 8 (DON'T READ) CAN'T SAY

IF RETIRED (CODE 5 ON Q27B) ASK:

[Single]

Q27C. Are you in receipt of a pension or not?

- 1 YES
- 2 NO
- 3 CAN'T SAY
- 4 REFUSED

ENDIF

ASK EVERYONE

[Single]

Q27D. Please tell me your approximate Annual Personal Income before Tax? Is it between...

READ OUT

IF CANT SAY: Well, your best guess?

- | | |
|----|------------------------|
| 1 | \$0-\$5,999 |
| 2 | \$6,000-\$9,999 |
| 3 | \$10,000-\$14,999 |
| 4 | \$15,000-\$19,999 |
| 5 | \$20,000-\$24,999 |
| 6 | \$25,000-\$29,999 |
| 7 | \$30,000-\$34,999 |
| 8 | \$35,000-\$39,999 |
| 9 | \$40,000-\$44,999 |
| 10 | \$45,000-\$49,999 |
| 11 | \$50,000-\$59,999 |
| 12 | \$60,000-\$69,999 |
| 13 | \$70,000-\$79,999 |
| 14 | \$80,000-\$89,999 |
| 15 | \$90,000-\$99,999 |
| 16 | \$100,000-\$124,999 |
| 17 | \$125,000-\$149,999 |
| 18 | \$150,000 OR MORE |
| 19 | (DON'T READ) CAN'T SAY |
| 20 | (DON'T READ) REFUSED |

[Single]

Q27D1. In what country were you born?

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 AUSTRALIA
- 2 AFGHANISTAN
- 3 CANADA
- 4 CHINA
- 5 CROATIA
- 6 EGYPT
- 7 FIJI
- 8 FRANCE
- 9 GERMANY
- 10 GREECE
- 11 HONG KONG
- 12 INDIA
- 13 INDONESIA
- 14 IRELAND
- 15 ITALY
- 16 KOREA, REPUBLIC OF (SOUTH)
- 17 LEBANON
- 18 MACEDONIA, FYROM (B)
- 19 MALAYSIA
- 20 MALTA
- 21 NETHERLANDS
- 22 NEW ZEALAND
- 23 PHILIPPINES
- 24 POLAND
- 25 SIERRA LEONE
- 26 SINGAPORE
- 27 SOUTH AFRICA
- 28 SRI LANKA
- 29 SUDAN
- 30 THAILAND
- 31 TURKEY
- 32 UNITED KINGDOM

- 33 UNITED STATES OF AMERICA
- 34 VIETNAM
- 35 YUGOSLAVIS, FEDERAL REPUBLIC OF
- 97 Openend OTHER (SPECIFY)
- 98 DON'T KNOW/ CAN'T SAY

[Single]

Q27F. Are you Aboriginal or a Torres Strait Islander?

- 1 YES
- 2 NO
- 3 CAN'T SAY

[Single]

Q27E. Is English the main language spoken in your home?

- 1 YES
- 2 NO
- 3 CAN'T SAY

IF ENGLISH NOT MAIN HOUSEHOLD LANGUAGE (CODE 2 OR 3 ON Q27E),ASK:

[Single]

Q27E1. What is the main language spoken in your household?
DO NOT READ OUT

- 1 ARABIC
- 2 CANTONESE CHINESE
- 3 GREEK
- 4 ITALIAN
- 5 KOREAN

- 6 MANDARIN CHINESE
- 7 PORTUGUESE
- 8 SPANISH
- 9 TAGALOG (FILIPINO)
- 10 TURKISH
- 11 VIETNAMESE
- 12 GERMAN
- 13 RUSSIAN
- 14 FRENCH
- 15 CROATIAN
- 16 PHILIPINO
- 17 DUTCH
- 18 POLISH
- 19 MACEDONIAN
- 20 INDONESIAN
- 21 CHINESE
- 22 MALAYSIAN
- 23 MENDE/ CRIO/ LOKO/ KNO/ TEME
- 24 ACHOLI/ BARI/ MADI/ KISWAHILI/ STH/ LUO
- 25 LINGALA/ DINKA/ LATUKA/ BIRIA/ KUKU
- 97 Openend OTHER (SPECIFY)
- 98 CANT SAY

ENDIF

ASK EVERYONE

[Single]

Q27G. What is the main source of income in your household?

READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

1 Wages/ Salary

- 2 Own Business
- 3 Other Private Income (incl. superannuation)
- 4 Newstart Allowance
- 5 Youth Allowance
- 6 Retirement Benefit
- 7 Sickness Benefits
- 8 Widow Allowance
- 9 Parenting Payment
- 10 Family Allowance
- 11 Aged Pension
- 12 Disability Support Pension
- 13 Work for the Dole
- 14 Abstudy
- 15 Austudy
- 16 Carer Pension
- 17 Wife Pension
- 97 Openend (DON'T READ) OTHER (SPECIFY)
- 98 (DON'T READ) CAN'T SAY
- 99 (DON'T READ) REFUSED

[Single] {Default Code:98}

QEDUC. What is the highest level of education you have reached?
READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

- 1 SOME PRIMARY SCHOOL
- 2 FINISHED PRIMARY SCHOOL
- 3 SOME SECONDARY SCHOOL
- 4 SOME TECHNICAL OR COMMERCIAL
- 5 INTERMEDIATE/ FORM 4/ YEAR 10
- 6 5TH FORM/ LEAVING/ YEAR 11
- 7 FINISHED TECHNICAL OR COMMERCIAL COLLEGE
- 8 FINISHED/ NOW DOING MATRIC/ H.S.C./ V.C.E./ T.C.E/ YEAR 12

- 9 SOME UNIVERSITY TRAINING
- 10 NOW AT UNIVERSITY
- 11 TERTIARY DIPLOMA, NOT UNI
- 12 DEGREE
- 97 Openend OTHER (SPECIFY)
- 98 Default CAN'T SAY
- 99 (DON'T READ) REFUSED

THIS QUESTION IS NOT ASKED IT IS COMPUTED FROM Q27B

[Single]

QWORK. Are you now in paid employment?

IF YES ASK: Is that full-time for 35 hours or more a week, or part-time?

- 1 YES, FULL-TIME
- 2 YES, PART-TIME
- 3 NO

[Quantity] {Min: 0, Max: 12}

QOCC. What #/was your last occupation/is your occupation/- the position and industry?

- 1: Professional
- 2: Owner or Executive
- 3: Owner of Small Businesses
- 11: Sales
- 12: Semi-Professional
- 4: Other White Collar
- 5: Skilled
- 6: Semi-Skilled
- 7: Unskilled
- 8: Farm Owner
- 9: Farm Worker
- 10: No Occupation

THIS QUESTION IS NOT ASKED IT IS COMPUTED FROM Q27D

[Single]

QINC. Would you mind telling me your approximate annual income from all sources before tax?
IF CANT SAY: Well what's your best guess?

- 1 LESS THAN \$5,999
- 2 \$6,000-\$9,999
- 3 \$10,000-\$14,999
- 4 \$15,000-\$19,999
- 5 \$20,000-\$24,999
- 6 \$25,000-\$29,999
- 7 \$30,000-\$34,999
- 8 \$35,000-\$39,999
- 9 \$40,000-\$44,999
- 10 \$45,000-\$49,999
- 11 \$50,000-\$59,999
- 12 \$60,000-\$69,999
- 13 \$70,000-\$79,999
- 14 \$80,000-\$89,999
- 15 \$90,000-\$99,999
- 16 \$100,000 OR MORE
- 17 CAN'T SAY
- 18 REFUSED

[Single]

QMEARN. Are you the main income earner in the household?

- 1 YES
- 2 NO

IF NOT THE MAIN INCOME EARNER (CODE 2 ON QMEARN) ASK:

[Single]

QMWORk. Is the main income earner now in paid employment?
IF YES: Full-time for 35 hours or more a week or part-time?

- 1 YES, FULL-TIME
- 2 YES, PART-TIME
- 3 NO

[Quantity] {Min: 0, Max: 12}

QMOCC. What #/was the main income earner's last occupation/is the main income earner's occupation/ -the position and industry?

- 1: Professional
- 2: Owner or Executive
- 3: Owner of Small Businesses
- 11: Sales
- 12: Semi-Professional
- 4: Other White Collar
- 5: Skilled
- 6: Semi-Skilled
- 7: Unskilled
- 8: Farm Owner
- 9: Farm Worker
- 10: No Occupation

[Single]

QMINC. What is the main income earner's approximate annual income from all sources before tax?

IF CANT SAY: Well what's your best guess?

- 1 LESS THAN \$5,999
- 2 \$6,000-\$9,999
- 3 \$10,000-\$14,999
- 4 \$15,000-\$19,999
- 5 \$20,000-\$24,999
- 6 \$25,000-\$29,999
- 7 \$30,000-\$34,999
- 8 \$35,000-\$39,999
- 9 \$40,000-\$44,999
- 10 \$45,000-\$49,999
- 11 \$50,000-\$59,999
- 12 \$60,000-\$69,999
- 13 \$70,000-\$79,999
- 14 \$80,000-\$89,999

15	\$90,000-\$99,999
16	\$100,000 OR MORE
17	CAN'T SAY
18	REFUSED

ENDIF

ASK EVERYONE

[Quantity] {Min: 0, Max: 9999, Default Value:9999}

SQ1BA. Could I have the postcode of this address please?
IF STILL CAN'T SAY, ESC D.

Thank you for your time and assistance. This market research is carried out in compliance with the Privacy Act, and the information you provided will be used only for research purposes.

We are conducting this research on behalf of DEPARTMENT OF HEALTH AND HUMAN SERVICES.

If you would like any more information about this project or Roy Morgan Research, you can phone us on 1800 337 332

This completes the survey.

For more information about the survey you can contact Nerilie Gilson on 6233 2790.

END-OF-QUESTIONNAIRE

**APPENDIX 3:
NOTES ON RELIABILITY OF SURVEY ESTIMATES**

Notes on the reliability of survey estimates.

The survey data presented throughout this report has been appropriately weighted to represent the total population aged 18 years or older within Tasmania. However, as the questionnaire was administered to only a subset of the Tasmanian population (a total sample of 6,048 respondents, of which 2,003 completed the full interview), those population estimates are subject to sample variance.

Table A2: Reliability of Survey Estimates (95% confidence interval)¹⁵

<i>Survey Estimate</i>	<i>Sample Base</i>								
	6,048	2,003	1,000	750	500	300	200	100	50
10%	0.8%	1.4%	1.9%	2.2%	2.7%	3.5%	4.2%	6.0%	8.5%
20%	1.0%	1.8%	2.5%	2.9%	3.6%	4.6%	5.7%	8.0%	11.3%
30%	1.2%	2.0%	2.9%	3.3%	4.1%	5.3%	6.5%	9.2%	13.0%
40%	1.2%	2.2%	3.1%	3.6%	4.4%	5.7%	6.9%	9.8%	13.9%
50%	1.3%	2.2%	3.2%	3.7%	4.5%	5.8%	7.1%	10.0%	14.1%
60%	1.2%	2.2%	3.1%	3.6%	4.4%	5.7%	6.9%	9.8%	13.9%
70%	1.2%	2.0%	2.9%	3.3%	4.1%	5.3%	6.5%	9.2%	13.0%
80%	1.0%	1.8%	2.5%	2.9%	3.6%	4.6%	5.7%	8.0%	11.3%
90%	0.8%	1.4%	1.9%	2.2%	2.7%	3.5%	4.2%	6.0%	8.5%
95%	0.6%	1.0%	1.4%	1.6%	1.9%	2.5%	3.1%	4.4%	6.2%

Table A2 above provides approximate confidence intervals at +/- 95% level of confidence for population estimates derived from the survey. The confidence intervals are regarded as approximate, since the sample variance utilised does not take account of the complex survey design. Consequently, the confidence intervals should be regarded as conservative. To use this table, consider the following example. If the survey finds that 40% of the total population (n=6,048) had a particular characteristic (say, participation in lotteries), then it is highly likely (95% probability, in case of a 95% confidence limit) that a complete census of the Tasmanian population aged 18 years or older would confirm that survey finding in respect of approximately 38.8% to 41.2% (that is, 40% +/- 1.2%) of the population.

For some sub-samples the sample sizes were small, and when this is combined with low survey estimates (p-values) for some measures, the central limit theorem can not be used to estimate confidence limits. The true confidence limits under these conditions are

¹⁵ This table can be used to understand the likely range of prevalence rates. The confidence intervals shown here do not take account of the complex survey design.

asymmetric, and have been estimated from the binomial probability distribution, which is appropriate for all sample sizes and p-values.

APPENDIX 4:
Additional Tables – 2005/2000

Please note that all tables in this Appendix should be read as the breakdown of all participants in a given activity (form) according to gambling frequency, duration or expenditure (respectively). Horizontally, all percentages should add to 100. For example, Table A3 shows that of all respondents who had participated in lotteries in the 12 months prior to the 2005 survey, 40% took part less than once a month, 20% took part 1-3 times a month, 39% took part at least once a week or more, and 1% could not, or refused to, answer. However, some percentages may not add up to 100 due to rounding-off error.

Table A3: Frequency of Gambling by Form

Form	Less Than Once per Month %		1-3 Times per Month %		Once per Week or More %		Total who Played n		Can't say/ Refused %
	2005	2000	2005	2000	2005	2000	2005	2000	2005
Lotteries	40.0	38.1	20.2	19.2	39.2	42.2	3,298	640	0.5
Scratch Tickets	73.6	65.1	17.5	23.1	7.6	9.8	1,878	519	1.3
Poker Machines at Casino	83.8	77.7	10.6	15.3	4.7	4.4	413	269	0.9
TOTE/ TAB off-course	72.3	67.5	11.4	11.5	15.4	17.5	312	166	0.9
Phone betting on races	49.1	62.5	28.7	12.5	21.1	12.5	70	48	1.1
Bingo	64.5	53.3	18.0	16.6	15.2	20.0	151	30	2.3
Casino Table Games	85.0	86.5	9.5	10.5	4.0	0	206	67	1.4
Poker Machines at Club/Hotel	71.9	71.4	19.3	15.6	8.0	10.0	426	269	0.8
Club Keno	76.7	68.8	17.4	16.6	5.5	11.1	380	289	0.5
Casino Keno	84.4	82.3	13.0	8.9	1.7	5.4	204	203	0.9
Wagering on-course (TOTE/ TAB or Bookmakers)	83.1	76.0	9.9	15.2	5.5	3.8	137	N/A	1.6
Sports Betting	66.1	59.1	28.0	4.6	4.0	11.3	205	44	1.9
Private Games at Home	62.7	70.7	25.4	15.6	11.3	6.9	195	58	0.7
Casino Games on Internet	38.4	66.8	22.8	11.3	15.5	21.9	5	9	23.3
Betting on Races on Internet	68.6	N/A	5.6	N/A	25.7	N/A	23	N/A	-
Sports Betting on Internet	14.0	N/A	56.3	N/A	29.7	N/A	12	N/A	-
Other	33.4	84.6	18.9	7.7	18.3	7.7	12	13	29.3

Base: Total participants in each form

Note: The percentages may not add up to 100.0 due to rounding

Table A4: Frequency of Gambling by Gender

Form	Total Participants N (unweighted)				Less than Once per Month % (weighted)				1-3 Times per Month % (weighted)				Once per Week or More % (weighted)				Can't Say % (weighted)	
	Males		Females		Males		Females		Males		Females		Males		Females		Males	Females
	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2005
Lotteries	1,394	320	1,904	320	37.0	34.4	43.0	41.8	21.7	19.7	18.8	18.8	40.8	45.0	37.7	39.4	0.5	0.6
Scratch Tickets	687	237	1,191	282	69.7	60.8	76.6	68.8	18.3	26.6	16.9	20.2	10.0	10.5	5.7	9.2	2.0	0.7
Poker Machines at Casino	147	126	266	143	80.7	77.8	86.0	77.6	12.1	15.1	9.6	15.4	7.2	4.7	3.0	4.2	-	1.5
TOTE/ TAB off-course	192	109	120	57	64.1	58.7	86.9	84.3	13.0	16.5	8.7	1.7	21.6	21.1	4.4	10.5	1.4	-
Phone Betting on Races	55	30	15	18	34.3	53.4	81.4	77.7	37.2	13.3	10.3	11.2	27.0	13.3	8.4	11.1	1.6	-
Bingo	36	10	115	20	59.8	60.2	66.7	49.9	32.0	-	11.5	25	5.0	19.9	20.0	20.1	3.3	1.8
Casino Table Games	130	51	76	16	81.8	84.3	93.3	93.7	11.1	11.8	5.3	6.3	5.6	-	-	-	1.5	1.3
Poker Machines at Club/Hotel	172	132	254	137	68.6	72.8	74.5	70.0	21.8	15.9	17.3	15.4	9.6	9.8	6.8	10.2	-	1.4
Club Keno	172	153	208	136	68.7	63.4	85.0	75.0	24.1	21.6	10.5	11	7.2	13.7	3.7	8.1	0.2	0.5
Casino Keno	88	97	116		77.2	84.5	90.9	80.2	20.8	11.3	6.0	6.6	2.0	4.1	1.5	6.6	-	1.7
Wagering on-course (TOTE/ TAB or Bookmakers)	88	52	49	27	75.6	76.9	95.3	74.1	13.1	13.5	4.7	18.5	8.8	5.8	-	-	2.5	-
Sports Betting	142	28	63	16	67.2	64.3	62.4	49.9	27.6	7.1	29.3	-	3.9	7.1	4.1	18.7	1.2	4.2
Private Games at Home	122	42	73	16	64.0	71.4	59.1	68.8	27.5	16.7	19.6	12.5	8.0	7.1	20.0	6.3	0.5	1.2
Casino Games on Internet	5	4	-	5	38.4	74.9	-	60.2	22.8	25.1	-	-	15.5	-	-	39.8	23.3	-
Betting on Races on Internet	19	N/A	4	N/A	69.2	N/A	59.7	N/A	6.0	N/A	-	N/A	24.8	N/A	40.3	N/A	-	-
Sports Betting on Internet	12	N/A	-	N/A	14.0	N/A	-	N/A	56.3	N/A	-	N/A	29.7	N/A	-	N/A	-	-
Other	6	9	6	4	30.0	77.8	38.3	100	32.3	11.1	-	-	-	11.1	44.3	-	37.7	17.4

Base: Participants in each form

Table A5: Comparison of Participants who Gambled at Least Once per Month on each Form by Age

Form	18-24 %		25-34 %		35-49 %		50+ %	
	2005 (334) ¹	2000 (151)	2005 (704) ²	2000 (215)	2005 (1,903) ³	2000 (368)	2005 (3,107) ⁴	2000 (489)
Lotteries	29.9	4.1	43.0	13.9	58.5	33.8	68.7	48.2
Scratch Tickets	24.9	9.9	16.2	18.0	23.2	35.1	29.2	37.0
Poker Machines at Casino [#]	13.1	17.0	8.1	11.3	14.4	20.7	19.0	51.1
TOTE/ TAB off-course [#]	33.2	10.5	13.5	20.8	19.1	29.2	33.9	39.6
Phone Betting on Races [#]	41.8	16.6	88.8	33.3	53.5	16.7	45.3	33.4
Bingo	30.2	-	41.0	27.0	25.2	27.3	35.1	45.7
Casino Table Games	17.6	43.2	14.6	28.4	3.5	-	12.2	28.5
Poker Machines at Club/Hotel [#]	28.0	10.1	8.8	15.9	25.8	43.5	33.3	30.5
Club Keno [#]	35.7	10.1	18.3	26.2	19.1	33.7	23.5	30.1
Casino Keno [#]	26.1	17.2	21.9	17.2	14.8	20.7	8.4	45.0
Wagering on-course (TOTE/ TAB or Bookmakers) [#]	11.7	26.8	4.8	33.1	11.6	20.0	28.3	20.0
Sports Betting	28.5	14.1	30.0	57.2	29.4	14.3	42.8	14.4
Private Games at Home	47.4	38.6	36.6	23.0	21.5	7.7	37.0	30.7
Casino Games on Internet [#]	-	66.9	62.2	33.1	-	-	-	-
Betting on Races on Internet [#]	17.4	N/A	9.0	N/A	64.3	N/A	46.3	N/A
Sports Betting on Internet [#]	100.0	N/A	74.8	N/A	63.2	N/A	100.0	N/A
Other	-	-	-	-	28.2	100	71.5	-

Base: Total participants in each form

Notes:

1. Number of respondents aged 18-24 who completed the screener except for activities marked with a hash (#), where n = 110 (those who completed the full interview).
2. Number of respondents aged 25-34 who completed the screener except for activities marked with a hash (#), where n = 224 (those who completed the full interview).
3. Number of respondents aged 35-49 who completed the screener except for activities marked with a hash (#), where n = 616 (those who completed the full interview).
4. Number of respondents aged 50+ who completed the screener except for activities marked with a hash (#), where n = 1,053 (those who completed the full interview).

Table A6: Gambling Frequency by Area

Form	Total Participants N (unweighted)		Less than Once per Month % (weighted)		1-3 Times per Month % (weighted)		Once per Week or More % (weighted)		Can't Say % (weighted)	
	Hobart/ Launceston	Other Tasmania	Hobart/ Launceston	Other Tasmania	Hobart/ Launceston	Other Tasmania	Hobart/ Launceston	Other Tasmania	Hobart/ Launceston	Other Tasmania
Lotteries	1,758	1,540	41.0	39.0	20.4	20.1	38.2	40.4	0.5	0.6
Scratch Tickets	1,009	869	74.5	72.5	17.2	17.9	6.7	8.6	1.6	1.0
Poker Machines at Casino	254	159	79.4	90.8	13.0	6.8	6.6	1.6	0.9	0.8
TOTE/ TAB off-course	178	134	75.0	68.6	8.8	15.0	14.9	16.0	1.3	0.3
Phone Betting on Races	36	34	53.2	46.7	18.6	34.5	25.3	18.8	3.0	-
Bingo	77	74	71.3	57.3	15.3	20.8	10.3	20.4	3.0	1.5
Casino Table Games	132	74	81.9	90.5	10.1	8.6	6.3	-	1.7	0.9
Poker Machines at Club/Hotel	221	205	73.2	70.5	19.7	19.0	6.8	9.3	0.4	1.1
Club Keno	192	188	80.3	72.8	14.6	20.4	5.0	6.0	0.1	0.8
Casino Keno	131	73	83.7	85.8	13.2	12.5	1.7	1.7	1.4	-
Wagering on-course (TOTE/ TAB or Bookmakers)	78	59	85.5	80.3	8.8	11.2	2.7	8.5	3.0	-
Sports Betting	125	80	66.4	65.5	28.1	27.9	3.5	4.9	2.0	1.7
Private Games at Home	117	78	57.2	70.0	35.0	12.5	7.1	16.8	0.7	0.7
Casino Games on Internet	4	1	49.7	-	-	100.0	20.1	-	30.2	-
Betting on Races on Internet	10	13	76.2	55.9	5.2	6.4	18.6	37.7	-	-
Sports Betting on Internet	8	4	12.0	21.6	71.5	-	16.5	78.4	-	-
Other	7	5	39.2	26.7	-	41.3	6.6	32.1	54.2	-

Base: Total participants in each form

Table A7: Duration of Last Gambling Session by Form

Form	Total Participants N (unweighted)		Mean (minutes)	Less than 15 mins % (weighted)		15-59 mins % (weighted)		1-2:59 hrs % (weighted)		3-3:59 hrs % (weighted)		4 hrs or more % (weighted)		Can't Say % (weighted)
	2005	2000	2005	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005
Poker Machines at Casino	413	269	70	13.6	19.4	39.2	30.5	37.5	39	3.2	4.1	6.6	4.5	-
TOTE/ TAB off-course	312	166	22	68.3	54.2	16.1	21.7	8.4	12.7	1.5	1.8	1.4	4.8	4.3
Bingo	68	30	97	12.1	10	15.6	10.0	56.2	46.8	14.2	16.5	-	-	1.8
Casino Table Games	71	67	88	4.4	13.4	23.5	32.8	50.0	31.4	15.4	10.4	3.1	9	3.6
Club Keno	380	289	30	39.3	35.3	41.4	39.5	17.3	21.8	0.7	-	0.5	0.3	0.8
Poker Machines at Club/Hotel	426	269	39	29.2	29.4	42.1	39.4	26.7	25.3	0.9	1.9	1.0	2.2	0.2
Casino Keno	204	203	35	34.0	34.5	40.4	33.0	18.3	26.1	2.9	2.5	0.5	0.5	3.9
Wagering on-course (TOTE/ TAB or Bookmakers)	137	79	107	27.0	26.5	18.9	15.2	14.9	15.2	7.9	12.7	22.4	24.1	9.0
Private Games at Home	67	58	178	4.9	12.0	2.7	5.1	44.9	32.9	26.6	17.2	20.9	29.3	-
Sports Betting	83	44	9	77.6	72.8	13.8		1.8	9.1	-	2.3	-	-	6.8
Phone Betting on Races	70	48	29	59.6	54.1	7.7	22.9	12.6	10.4	3.7	-	1.2	2.1	15.3
Betting on Races on Internet	23	N/A	27	37.7	N/A	49.8	N/A	11.4	N/A	1.1	N/A	-	N/A	-
Casino Games on Internet	5	N/A	53	-	N/A	46.1	N/A	53.9	N/A	-	N/A	-	N/A	-
Sports Betting on Internet	12	N/A	18	69.5	N/A	26.2	N/A	4.3	N/A	-	N/A	-	N/A	-
Other	5	13	2	91.8	46.1	-	23.1	-	-	-	-	-	-	8.2

Base: Total participants in each form

Table A8: Duration of Last Gambling Session by Gender and by Form

Form	Less than 15 mins				15-59 mins				1-2:59 hrs				3-3:59 hrs				4 hours or more			
	%		%		%		%		%		%		%		%		%			
	Males		Females		Males		Females		Males		Females		Males		Females		Males		Females	
	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000
Poker Machines at Casino	15.4	23.9	12.3	15.3	40.9	35.7	38.1	25.9	35.5	30.9	38.8	46.2	1.9	4.0	4.0	4.2	6.3	4.8	6.8	4.2
TOTE/ TAB off-course	65.0	50.5	74.3	61.4	20.6	21.1	8.2	22.8	11.7	13.8	2.6	10.5	1.6	2.7	1.2	-	1.1	7.3	1.8	-
Bingo	22.0	-	4.1	15.1	16.7	19.9	14.8	4.9	41.9	50.1	67.8	45.2	15.3	-	13.3	24.9	-	-	-	-
Casino Table Games	0.3	7.8	11.0	31.2	24.2	35.3	22.5	24.9	48.6	31.4	52.2	31.3	19.1	11.7	9.5	6.3	2.0	11.8	4.8	-
Poker Machines at Club/Hotel	31.0	28.1	27.7	30.6	43.2	44.7	41.2	34.2	23.1	21.9	29.6	28.5	1.3	2.3	0.5	1.5	1.2	2.3	0.8	2.2
Club Keno	33.6	36.6	45.1	33.8	49.5	40.5	33.1	38.3	15.2	19.6	19.5	24.3	0.5	-	0.9	-	0.8	-	0.2	0.7
Casino Keno	33.5	32	34.4	36.7	40.5	32	40.3	34	19.7	28.8	17.0	23.6	4.3	3.1	1.7	1.9	1.1	1	-	-
Wagering on-course (TOTE/ TAB or Bookmakers)	29.6	19.2	22.8	40.7	24.7	19.3	9.5	7.4	14.6	15.4	15.3	14.7	9.0	13.5	5.9	11.1	21.6	24.9	23.6	22.4
Sports Betting	72.1	75	90.8	68.8	16.3	-	7.5	-	1.9	10.7	1.7	6.2	-	3.6	-	-	-	-	-	-
Private Games at Home	3.9	11.9	6.7	12.4	3.2	4.7	1.8	6.2	42.3	35.8	49.6	25	25.6	16.7	28.4	18.7	24.9	30.9	13.5	25.2
Phone Betting on Races	65.8	43.3	46.1	72.4	9.2	26.7	4.2	16.6	17.8	13.3	1.1	5.5	5.4	-	-	-	1.7	3.3	-	-
Betting on Races on Internet	40.1	N/A	-	N/A	46.6	N/A	100.0	N/A	12.2	N/A	-	N/A	1.2	N/A	-	N/A	-	N/A	-	N/A
Casino Games on Internet	-	N/A	-	N/A	46.1	N/A	-	N/A	53.9	N/A	-	N/A	-	N/A	-	N/A	-	N/A	-	N/A
Sports Betting on Internet	69.5	N/A	-	N/A	26.2	N/A	-	N/A	4.3	N/A	-	N/A	-	N/A	-	N/A	-	N/A	-	N/A
Other	100.0	44.4	59.7	50.1	-	33.3	-	-	-	-	-	-	-	-	-	-	-	-	-	-

Base: Total participants in each form

Table A9: Mean Amount of Time Spent Per Week (in Minutes) by Age and by Form

Form	Overall (minutes)	AGE			
		18-24 (minutes)	25-34 (minutes)	35-49 (minutes)	50+ (minutes)
Poker Machines at Casino	70	39	66	83	80
TOTE/ TAB off-course	22	20	25	17	25
Bingo	97	73	87	107	103
Casino Table Games	88	95	78	94	81
Club Keno	30	30	30	28	30
Casino Keno	35	19	40	48	33
Wagering on-course (TOTE/ TAB or Bookmakers)	107	124	76	99	123
Phone Betting on Races	29	33	54	22	26
Poker Machines at Club/Hotel	39	25	37	38	47
Sports Betting	9	9	6	11	9
Private Games at Home	178	171	212	134	178
Betting on Races on Internet	27	23	12	36	46
Casino Games on Internet	53	60	49	60	-
Sports Betting on Internet	18	13	17	8	120
Other	2	-	3	-	1

Base: Total participants in each form

Table A10: Duration of Last Gambling Session by Area and by Form

Form	Less than 15 mins %				15-59 mins %				1-2:59 hrs %				3+ hrs %				Can't Say %	
	Hobart/Launceston		Other Tasmania		Hobart/Launceston		Other Tasmania		Hobart/Launceston		Other Tasmania		Hobart/Launceston		Other Tasmania		Hobart/Launceston	Other Tasmania
	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000
Poker Machines at Casino	16.9	18	8.3	22	39.1	33	39.4	21	36.2	38	39.5	43	7.8	9	12.7	8	-	-
TOTE/ TAB off-course	67.6	56	69.4	49	20.6	22	9.9	20	6.1	11	11.6	16	3.6	6	1.7	8	2.1	7.4
Bingo	17.1	6	-	14	22.1	12	-	-	49.9	38	71.6	57	10.9	25	22.1	7	-	6.3
Casino Table Games	1.6	10	8.9	21	25.2	37	20.8	21	49.2	31	51.2	32	20.7	19	15.1	21	3.3	4.1
Poker Machines at Club/Hotel	29.8	33	28.6	20	41.7	41	42.5	36	26.4	22	26.9	34	1.7	3	2.0	8	0.4	-
Club Keno	43.1	34	35.1	38	34.6	39	48.9	40	20.3	24	14.0	17	1.2	2	1.2	1	0.7	0.8
Casino Keno	43.5	34	16.9	35	31.6	34	56.2	29	16.7	28	21.1	22	3.7	1	2.9	8	4.5	2.9
Wagering on-course (TOTE/ TAB or Bookmakers)	33.3	31	20.0	19	21.5	10	16.1	26	14.5	19	15.3	7	30.8	35	29.6	41	-	18.9
Sports Betting	75.0	70	85.2	77	17.5	-	2.6	-	1.8	15	1.8	-	-	-	-	6	5.7	10.3
Private Games at Home	8.0	5	-	11	4.0	7	0.8	-	45.8	35	43.6	28	42.2	45	55.6	50	-	-
Phone Betting on Races	70.9	54	53.2	54	9.2	25	6.8	21	10.8	17	13.6	4	9.1	-	2.5	4	-	24.0
Betting on Races on Internet	45.9	N/A	23.7	N/A	41.6	N/A	63.7	N/A	10.8	N/A	12.5	N/A	1.7	N/A	-	N/A	-	-
Casino Games on Internet	-	N/A	-	N/A	30.2	N/A	100	N/A	69.8	N/A	-	N/A	-	N/A	-	N/A	-	-
Sports Betting on Internet	66.7	N/A	79.7	N/A	33.3	N/A	-	N/A	-	N/A	20.3	N/A	-	N/A	-	N/A	-	-
Other	100	55	50.0	25	-	22	-	25	-	-	-	-	-	-	-	-	-	50.0

Base: Total participants in each form

Table A11: Levels of Expenditure According to Form

Form	\$0-5 %		\$6-10 %		\$11-20 %		\$21-50 %		\$51-100 %		\$101+ %	
	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000
Lotteries	29.2	40.8	39.7	39.1	25.0	15.0	4.8	2.3	0.5	0.3	0.2	0.3
Scratch Tickets	80.5	81.9	14.3	12.0	3.4	3.5	0.6	1.2	-	-	-	-
Poker Machines at Casino	18.0	16.8	18.9	23.4	28.2	28.9	20.7	20.5	6.6	2.6	7.3	3.7
TOTE/ TAB off-course	20.4	21.1	31.0	34.3	24.9	22.3	18.6	13.9	3.8	1.8	1.0	2.4
Phone Betting on Races	33.0	33.3	15.5	18.7	16.4	18.7	14.4	12.6	11.0	2.1	9.7	2.1
Bingo	34.1	26.7	9.6	13.3	34.6	30.0	15.5	13.2	1.0	-	-	-
Casino Table Games	13.1	7.5	2.9	5.9	14.0	16.5	40.1	31.4	9.6	14.9	16.6	14.9
Poker Machines at Club/Hotel	28.4	30.9	22.0	27.9	28.8	23.8	15.0	11.9	3.3	2.2	2.1	1.5
Club Keno	45.9	52.2	38.8	28.4	11.7	11.1	2.8	5.9	0.2	0.3	0.2	-
Casino Keno	36.2	40.9	39.8	28.1	16.8	21.2	5.0	6.4	0.1	-	0.5	0.5
Wagering on-course (TOTE/ TAB or Bookmakers)	12.9	8.8	16.6	15.2	18.7	21.5	27.0	29.1	16.5	12.7	5.9	7.6
Sports Betting	48.8	38.6	27.7	20.5	10.3	13.7	5.6	6.9	2.1	2.2	0.5	2.3
Private Games at Home	42.7	37.9	14.3	22.4	22.2	22.4	14.8	6.9	1.3	3.4	4.2	-
Casino Games on Internet	-	33.1	23.3	-	15.5	-	-	-	22.8	11.3	38.4	-
Sports Betting on Internet	46.5	N/A	4.2	N/A	4.6	N/A	26.2	N/A	8.7	N/A	9.8	N/A
Betting on Races on Internet	12.9	N/A	4.4	N/A	47.8	N/A	23.0	N/A	8.4	N/A	3.5	N/A
Other	91.8	30.8	-	7.6	-	15.4	-	7.7	-	-	-	-

Base: Total participants in each form

Table A12: Estimated Mean Amount Spent per Session on Each Form by Age

Form	18-24		25-34		35-49		50+	
	\$		\$		\$		\$	
	2005	2000	2005	2000	2005	2000	2005	2000
Lotteries	8.52	7.92	9.70	10.16	9.11	7.82	10.11	7.68
Scratch Tickets	4.31	3.88	4.26	4.90	3.92	4.06	3.80	3.87
Poker Machines at Casino	36.97	29.51	31.36	21.63	56.06	35.28	44.35	25.44
TOTE/ TAB off-course	20.27	11.68	22.41	20.81	21.40	20.25	21.14	37.17
Phone Betting on Races	25.35	11.69	120.17	17.08	252.90	42.50	26.64	15.64
Bingo	5.40	12.33	15.49	22.13	12.08	15.00	13.98	7.40
Casino Table Games	65.70	42.14	55.27	77.11	61.90	75.79	58.53	153
Poker Machines at Club/Hotel	15.89	14.50	17.34	16.75	25.40	21.72	24.53	18.24
Club Keno	10.53	7.59	8.25	9.74	9.77	10.10	9.12	10.54
Casino Keno	8.50	8.72	13.27	14.54	20.54	12.23	9.25	10.90
Wagering on-course (TOTE/ TAB or Bookmakers)	57.46	43.17	92.46	42.14	44.49	66.56	49.13	81.05
Sports Betting	10.23	19.82	9.12	15.56	17.75	32.14	9.63	6.70
Private Games at Home	45.51	10.59	15.16	19.73	42.39	18.75	10.16	6.30
Casino Games on Internet	149.78	140.00	45.80	-	199.09	-	-	3.00
Sports Betting on Internet	12.82	N/A	121.43	N/A	68.70	N/A	1.00	N/A
Betting on Races on Internet	21.07	N/A	28.57	N/A	77.82	N/A	16.10	N/A
Other	-	-	1.70	5.00	-	22.80	0.60	3.00

Base: Total participants in each form

Note: Mean scores exclude respondents who could not state expenditure

Table A13: Mean Amount Spent per Session on Each Form by Area

Form	Hobart/Launceston (mean amount per session)		Other Tasmania (mean amount per session)	
	\$		\$	
	2005	2000	2005	2000
Lotteries	9.22	9.34	10.07	7.64
Scratch Tickets	3.68	4.19	4.30	3.92
Poker Machines at Casino	38.94	27.99	49.91	30.36
TOTE/ TAB off-course	20.68	28.52	22.08	16.28
Phone Betting on Races	49.03	24.00	106.29	12.21
Bingo	12.16	17.43	13.42	9.45
Casino Table Games	61.85	89.49	60.38	52.81
Poker Machines at Club/Hotel	23.48	17.10	20.36	21.69
Club Keno	8.78	9.77	9.93	9.72
Casino Keno	12.67	12.11	11.93	10.43
Wagering on-course (TOTE/ TAB or Bookmakers)	59.08	49.70	52.41	74.52
Sports Betting	10.49	19.17	14.90	14.62
Private Games at Home	19.91	15.95	34.96	9.88
Casino Games on Internet	89.61	94.33	100.07	0
Sports Betting on Internet	29.72	N/A	117.29	N/A
Betting on Races on Internet	32.72	N/A	39.94	N/A
Other	1.66	15.50	0.50	4.00

Base: Total participants in each form

Note: Mean scores exclude respondents who could not state expenditure

Table A14: Estimated Mean Amount Spent per Session on Each Form by Annual Personal Income

Form	<\$10,000		\$10,000-\$19,999		\$20,000-\$29,999		\$30,000-\$39,999		\$40,000-\$49,999		\$50,000+	
	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000	2005	2000
Lotteries	9.26	7.27	8.02	6.68	9.35	8.76	9.46	9.24	8.69	8.93	10.86	13.27
Scratch Tickets	2.90	3.04	3.72	3.85	4.02	3.89	3.64	5.02	3.93	4.21	4.76	5.36
Poker Machines at Casino	33.03	16.33	29.45	25.76	49.31	22.51	42.32	39.71	38.03	26.87	53.01	38.75
TOTE/ TAB off-course	11.49	12.25	14.78	88.76	26.32	10.09	19.03	16.24	21.92	14.61	28.35	32.36
Phone Betting on Races	10.00	10.00	21.68	88.64	76.42	15.14	57.75	25.71	135.11	10.29	204.52	52.50
Bingo	17.65	13.40	7.89	2.00	28.61	8.50	10.64	20.67	13.58	-	17.69	9.00
Casino Table Games	12.91	155.33	69.58	14.00	79.94	40.00	66.35	37.14	67.24	115.71	64.06	62.50
Poker Machines at Club/Hotel	19.12	9.69	22.17	63.00	23.35	18.15	15.72	25.86	21.29	11.81	27.30	22.53
Club Keno	7.44	7.63	9.38	14.07	9.61	10.82	10.94	11.28	7.59	7.90	9.85	11.63
Casino Keno	9.48	7.38	7.35	7.94	10.36	9.14	19.87	10.87	15.65	14.73	10.91	13.36
Wagering on-course (TOTE/ TAB or Bookmakers)	24.16	30.00	22.84	12.06	70.75	27.50	77.85	50.83	309.70	45.00	54.59	77.50
Sports Betting	9.27	8.33	11.35	56.67	15.65	18.33	7.94	7.40	14.92	10.00	12.99	36.67
Private Games at Home	5.89	11.67	13.61	36.25	20.74	5.09	11.43	16.25	23.85	6.00	51.56	23.13
Casino Games on Internet	-	N/A	100.07	4.00	149.78	N/A	199.09	0.42	9.99	N/A	19.99	N/A
Sports Betting on Internet	-	N/A	250.18	N/A	51.03	N/A	13.22	N/A	85.05	N/A	41.64	N/A
Betting on Races on Internet	-	N/A	18.97	N/A	31.30	N/A	14.99	N/A	93.49	N/A	55.98	N/A
Other	1.00	4.00	-	3.50	1.00	4.67	-	26.50	2.56	50.00	-	-

Base: Total participants in each form

Note: Mean scores exclude respondents who could not state expenditure

Table A15: Estimated Mean Amount Spent per Session on Each Form by Gambling Status (2005)

Form	Total	Regular Gamblers	Non-Regular Gamblers
	\$	\$	\$
Lotteries	9.62	12.26	9.39
Scratch Tickets	3.96	4.97	3.86
Poker Machines at Casino	43.20	114.82	30.68
TOTE off-course	21.26	35.44	16.48
Phone Betting on Races	85.46	141.29	32.17
Bingo	12.52	17.48	11.20
Casino Table Games	61.29	115.70	37.00
Poker Machines at Club/Hotel	21.92	44.77	17.33
Club Keno	9.33	15.75	8.04
Casino Keno	12.41	21.79	9.61
Wagering on-course (TOTE or Bookmakers)	55.92	112.97	31.34
Sports Betting	11.59	19.29	7.62
Private Games at Home	25.85	50.94	16.91
Casino Games on Internet	91.99	91.99	-
Sports Betting on Internet	48.28	79.85	5.00
Betting on Races on Internet	35.40	57.94	14.83
Other	1.47	2.38	1.00

Base: Total participants in each form

Note: Mean scores exclude respondents who could not state expenditure

APPENDIX 5:
DISTRIBUTION OF SOGS SCORES

NOTE: The distribution of SOGS scores apply to the total sample in 2005, 2000 and 1996 and all SOGS respondents in 1994.

Table A16 shows the distribution of scores on the SOGS for the present 2005 survey in Tasmania. For the whole sample just 1.2% fall in the 'at risk' category and 0.2% in the 'problem gambler' category; the latter corresponds to just 9 respondents from a sample of 6,048.

Technical Note

When compared with the corresponding values in Table A16 derived from the groups of regular players, it can be seen that there is a small proportion of people who gamble less than once per week and yet still score in the 'at risk' and problem gambler category. The two-stage door-knock interview used in 1994 assumed that at risk and problem gamblers would only rarely be infrequent players and that the cost savings justified focussing only on weekly and more frequent players. The results from 1996 onwards provide an assessment of the extent to which the 2-stage method under-estimated prevalence. This difference, however, is small, of the order of 0.1% for the "at risk" category, and does not alter the frequency/prevalence in the "Problem Gambler" category. This is a good demonstration of the robust nature of the preferred cut-off of 10 points for the most "at risk" category. It is possible that infrequent players may be more likely to be false positives, i.e. score in the at risk category on the SOGS and yet not experience significant gambling related problems.

**Table A16: Distribution of SOGS Scores for Total Sample in 2005, 2000 and 1996;
All SOGS Respondents in 1994**

Score on the SOGS	2005 % of adult population	2000 % of adult population	1996 % of adult population	1994-REVISED % of adult population
0	84.9	84.5	69.5	92.5
1	8.9	8.5	15.6	3.4
2	3.1	4.5	6.3	1.4
3	1.3	1.1	3.8	1.1
4	0.4	0.4	1.9	0.8
5	0.3	0.3	1.2	0.4
6	0.4	0.2	0.5	0.1
7	0.1	0.1	0.2	0.1
8	0.1	-	0.5	0.1
9	0.3	-	0.2	*
10	0.1	0.1	0.2	0.1
11	-	0.1	0.1	*
12	*	0.1	*	0.1
13	*	-	0.1	-
14	-	-	-	-
15	-	-	-	-
16	-	-	-	0.1

Base: Total respondents (2005: N = 2,003; 2000: N = 1,223; 1996: N = 1,211; 1994: N = 1,220)

Note: The percentages have been rounded off to one decimal place.

APPENDIX 6:
DISTRIBUTION OF CPGI SCORES

NOTE: The distribution of CPGI scores applies to the total sample in 2005.

Table A17 shows the distribution of scores on the CPGI for the present 2005 survey in Tasmania. For the whole sample, 1.2% fall in the 'low risk' category, 1% fall in the 'moderate risk' category, and 0.7% in the 'problem gambler' category; in the latter case, this corresponds to 24 respondents from a sample of 6,048.

Technical Note

The CPGI questions were only administered to regular gamblers in 2005. The allocation of scores was based on the assumption that all non-regular gamblers and non-gamblers (who were not administered the questions) would have scored 0.

Table A17: Distribution of CPGI Scores

Score on the CPGI	(6,048) % of adult population (weighted)	Number of Cases
0	97.0	5,901
1	0.8	49
2	0.5	20
3	0.2	13
4	0.3	13
5	0.2	12
6	0.2	11
7	0.1	5
8	0.1	3
9	0.4	2
10	0.0	2
11	-	-
12	0.0	4
13	0.0	1
14	0.0	1
15	0.1	2
16	-	-
17	0.0	1
18	0.0	2
19	0.0	2
20	0.1	3
21	-	-
22	0.0	1
23	-	-
24	-	-
25	-	-
26	-	-
27	-	-

Base: Total respondents

Note: the percentages have been rounded off to one decimal place.