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

Follow up to the Baseline Studies Conducted in 1994 and 1996

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EXECUTIVE SUMMARY

In 1994, and again in 1996, a project team from The Australian Institute for Gambling Research (AIGR) completed a study of the extent and impact of gambling in Tasmania with particular reference to problem gambling. Roy Morgan Research was commissioned to undertake the fieldwork for those studies. In October 2000, Roy Morgan Research conducted the third study into the extent and impact of gambling in Tasmania, interviewing a random sample of 1,223 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 Third 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 to provide an accurate reflection of the current situation in terms of gambling patterns and prevalence in Tasmania.

The key findings have been outlined below:

Results of Survey

Gambling Overall

The overall participation rate in gambling activities has declined over the last four years, particularly in forms of gambling such as raffles, lotteries and scratch tickets. There are also fewer people participating in casino gambling (poker machines, table games and keno), particularly amongst those who play infrequently.

- There was a decrease in gambling participation rates overall in 2000 – 82% of Tasmanians had participated in at least one form of gambling in the last 12 months, compared with 89% in 1996;

- Less than one percent of Tasmanians had participated in the newest form of gambling now available – Internet gambling;

- Gambling on poker machines at a casino has declined over the past four years, from an overall participation level of 32% in 1996 to 22% in 2000;

- Poker machines were introduced to clubs and hotels soon after the conduct of the 1996 survey. In 2000, 22% of Tasmanians played a poker machine at a club or hotel;

- Overall, 32% of Tasmanians had played a poker machine in the last 12 months;

- Seventy eight percent of Tasmanians thought the Tasmanian community had not benefited from having poker machines in clubs and hotels. Only 10% of said they thought the Tasmanian community had benefited from having poker machines in clubs and hotels, whilst 12% were undecided;

- Over one quarter (27%) of Tasmanians did agree, however, that the Tasmanian community had benefited financially from having poker machines in clubs and hotels, but only 17% agreed that the Tasmanian community had benefited socially from having poker machines in clubs and hotels;

- Less than half of those interviewed (43%) thought that poker machines in clubs and hotels are carefully controlled and monitored through proper licensing procedures – 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;

- Almost two thirds (62%) of Tasmanians said gambling had made no difference to their enjoyment of life – 14% said it had made their life more enjoyable, while 4% said it had made their life less enjoyable;

- Had they not gambled with their money, 19% of Tasmanian gamblers would have spent their money on groceries or small household items, 17% would have spent it on entertainment or other recreational activities, and 13% would have spent it on personal items. One percent of gamblers would have put their gambling money towards their mortgage; and

- Overall awareness of gambling support services was quite high – 71% of Tasmanians were aware of Gamblers Anonymous, 39% were aware of Gambling Helpline Tasmania and 32% were aware of gambling counsellors at Anglicare Tasmania.

Problem Gambling

- Use of the South Oaks Gambling Screen for problem gamblers showed that some 0.9% of Tasmanian adults scored in the "At Risk" or "Problem Gambling" categories (0.6% and 0.3% respectively);

- The prevalence rates for 2000 are almost identical to those of the first survey in 1994. There has been no measurable change in the overall level of problem gambling over the last 6 years. The present results also support the conservative "no change" interpretation of the 1996 survey;

- When compared with the most recent estimates from the same survey for NSW, the State with the highest prevalence levels, the Tasmanian (2000) results are smaller by a factor of 3. This difference is entirely compatible with the different levels of regular gambling (weekly & more frequent) found in the two jurisdictions; especially for those forms of gambling known to be associated with high proportions of "at risk" and "problem gamblers";

- Approximately 5.6% of the total population considered that there have been gambling difficulties in their family during the preceding 12 months. Compared with the estimates of 1 & 2 % for 1994 and 1996 (shown in Table 26), despite the change in time frame from 6 to 12 months, the present estimates have to be seen as a significant increase; and

- The demographic profile of the "At Risk" group showed a higher than average proportion of males, a higher proportion of respondents aged 35-49 and a higher than average proportion of skilled workers.

Casino Gambling

- Overall participation in casino gambling declined in 2000 - poker machines were played at these venues by 22% of Tasmanians (down from 32% in 1996), casino keno was participated in by 17% of Tasmanians (down from 27%) whilst casino table games were participated in by 5.5% of Tasmanians (down from 12%);

- Tasmanians who played poker machines at the casino spent, on average, 64 minutes doing so per session, with an average sessional expenditure of $28. On average those who played poker machines at a casino did so about once a month (0.19 times a week);

- Casino keno players spent, on average, 40 minutes on this activity per session, with an average sessional expenditure of $12. On average, those who played casino keno did so approximately once a month;

- Those who played casino table games generally played for 115 minutes, and spent $80 per session, on average. This form of casino gambling was participated in much less frequently than other available forms of casino gambling – on average, participants in this activity played around once every two months.

Gambling on Poker Machines at a Club or Hotel

- Overall participation in poker machines at a club or hotel was 22% - the same as that for participation in poker machines at a casino;

- Participation in poker machines at a club or hotel was slightly more frequent than participation at a casino – 0.26 times per week (or once per month) compared to 0.19 times per week (or just under once per month);

- The duration of play was shorter at a club or hotel than at a casino - 42 minutes per session compared to 64 minutes per session; and

- Average sessional expenditure, too, was lower at a club or hotel than at a casino – on average, sessional expenditure was $19 for players at clubs or hotels compared to $28 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.

- Overall participation in lotteries decreased to 52% in 2000, down from 62% in 1996. Tasmanians who participated in lotteries spent, on average, $9 per week on this activity;

- Scratch ticket gambling participation declined from 56% in 1996 to 42% in 2000 - the lowest recorded rate in this series of surveys. Tasmanians who entered instant lotteries such as Scratch 'n' Win spent, on average, $4 per week on this activity;

- Just over half (54%) of all Tasmanians participated in raffles in 2000. Although this was the most popular gambling activity surveyed, participation in raffles has declined by significantly since 1996, when 75% of Tasmanians participated in raffles;

- Less than 3% of Tasmanians participated in bingo in 2000. There was also a decrease in the frequency of regular participation in this activity in 2000, with fewer people who participated in bingo doing so once a week or more regularly;

- The participation rate for private games for money at home or elsewhere was relatively low (5%) (this activity was not measured in 1996). People who gambled on this activity spend around 155 minutes on this activity each time they participated in it, and spent approximately $14, on average, per session;

- In 2000, 14% of Tasmanians gambled on horse or greyhound racing away from the track using the TAB (down from 17% in 1996). TAB off-course gamblers spent, on average, 41 minutes on this activity per session, and reported an average sessional expenditure of $25. This activity was on average, participated in on a fortnightly basis;

- Gambling on Phone TAB was low, with only 4% of Tasmanians participating in this activity in 2000, a similar participation level to that recorded in 1996 (3%). People who reported gambling on this activity outlaid approximately $19 per session, and spent approximately 24 minutes betting in this manner. On average, this activity was participated in on a monthly basis;

- Wagering on horses or greyhounds on-course, using the TAB or a bookmaker was participated in by 6.5% of Tasmanians in 2000. People who reported gambling on this activity reported an average sessional expenditure of $58, and generally spent over two hours (135 minutes) participating in this activity. On average, this activity was participated in on a fortnightly basis;

- Participation in sports betting increased between 1996 and 2000 (from 2% to 4%). Those who participated in this activity generally played for 16 minutes, and spent $18 per session, on average; and

- In 2000 club keno participation rates decreased slightly to 24% (down from 28% in 1996). Those who played club keno generally played for 31 minutes, and spent $10 per session, on average (both slightly lower than the same key measurements for casino keno). This form of gambling was participated in approximately once per month.

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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 followed up in 1996, utilising 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.

New information was required to evaluate the extent and impact of gambling behaviour in Tasmania at the present time. The results obtained needed to be comparable to those reported in both the 1994 and 1996 studies. Consideration was also given to a recent study by the Productivity Commission which investigated the impacts of gambling in Australia to ensure that the methodology utilised in the second follow-up study was the best available.

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.

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 have utilised this methodology with great success.

1.2 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 version of the electronic white pages. In total, 1,223 Tasmanian adults were interviewed. Interviews were conducted between October 9 and 17, 2000. Quotas were set on age, gender and locality to ensure a representative sample. The data was weighted to reflect the most recent Australian Bureau of Statistics (ABS) population estimates.

All fieldwork was conducted prior to the commencement of the Spring Racing Carnival (which includes the Melbourne Cup) to ensure that estimates of participation in racing or wagering activities were not artificially inflated.

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.

Locality refers to city/country respondents, the former from Hobart/Launceston and the latter from other Tasmanian areas. The demographic characteristics of the sample are presented in Appendix 1 of this report.

1.3 Objectives

The primary concern of the present study was to update the 1996 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 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 study, 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 those of the AIGR; 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.

1.4 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 dangerous 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, sex, 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.

1.5 This Report

This report summarises the findings of the 2000 "Third Study of the Extent and Impact into Gambling in Tasmania". A detailed tabulation of responses to all questions included in the survey has been provided to the Department of Health and Human Services as a separate three-part addendum to this report. Also, a complete unit record format of the survey data file has been provided to the Department of Health and Human Services together with a separate ASTEROID database of the complete survey data to facilitate any further analysis required. 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

Where charts/graphs are provided, the following notations are used:

- "⇧" means increase of less than 0.5% from 1996
- "⇩" means decrease of more than 0.5% but less than 1% from 1996
- " (~) " means no increase or decrease from 1996
- NOTE: Figures in brackets denote percentage increase or decrease from 1996 data

1.5.2 Terminology

Throughout the report, the following terminology is used:

1. Gamblers – respondents who have participated in any form of gambling within the last 12 months;
2. Regular Gamblers – gamblers who participate in any form of gambling more than once a week, or who spend more than $4000 per year on any gambling activity;
3. Non Gamblers – respondents who have not participated in any form of gambling within the last 12 months;
4. Lotto Only - plays weekly or more often on lotto type games (lottery, raffle, scratch ticket) and may also play other forms less often than once per week; and
5. Regular Other - one who participates in one or more forms of gambling (other than lotto type games), and may or may not play lotto games regularly.

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.

- 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.

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”

Use of the South Oaks Gambling Screen (SOGS) identifies the proportion of the population who are “at risk” of experiencing significant 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 <u>BOTH</u> those who are “at risk” (SOGS scores 5-9) and “problem gamblers” (SOGS scores 10+).

2 PARTICIPATION IN GAMBLING ACTIVITIES

2.1 Participation Levels

In the four 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 1,223 people, 1,002 (82%) had gambled at least once during the previous twelve months, with 18% having not gambled at all. In 1996, 89% of respondents had gambled during the 12 months preceding their interview.

Although still the most popular gambling activity amongst Tasmanians, lotteries were participated in by 52% of people in the 12 months preceding interview, a decrease since 1996 when 62% of people reported participation in this activity.

Participation in scratch tickets also fell substantially in the last four years – in 2000 42% of people had participated in this activity, compared with 55% in 1996. Participation in raffles decreased between the 1996 and 2000 surveys (75% compared with 54%), as did participation in poker machines at the casino (32% compared with 22%), casino keno (27% compared with 17%) and casino table games (12% compared with 5.5%). As well as a decrease in participation in gambling activities by Tasmanians overall, participation by gamblers in the various forms of gambling also fell, although less markedly. For instance, participation in lotteries by gamblers decreased by 6 percentage points compared with an overall decrease in participation of 10 percentage points. Similarly, participation in poker machines at the casino by gamblers decreased by 6 percentage points, compared with an overall decrease in participation of 10 percentage points. Table 1 provides an overview of participation in various forms of gambling for the 2000 survey, and compares participation levels with those recorded in the 1996 survey.

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

" Q3A. As you probably know, gambling is a popular leisure activity for many people. Could you please tell me whether you have participated in any of the following activities during the last 12 months?"

	Total Population		Total Gamblers	
Form	**2000 (1,223) %**	**1996 (1,211) %**	**2000 (1,002) %**	**1996 (1,078) %**
Raffle	53.6	75.1	65.4	84.4
Lotteries	52.3	62.2	63.9	69.9
Scratch Tickets	42.4	55.5	51.8	62.3
Poker Machines at Casino	22.0	32.3	26.9	36.2
Poker machines at Club/Hotel	22.0	N/A	26.9	N/A
TAB off-course	13.6	17.1	16.6	19.2
Phone TAB	3.9	3.2	4.8	3.6
Bingo	2.5	5.3	3.0	6.0
Casino Table Games	5.5	12.3	6.7	13.9
Club Keno	23.6	27.7	28.8	31.0
Casino Keno	16.6	26.6	20.3	29.9
Wagering on-course (TAB or Bookmakers)	6.5	9.3	7.9	10.5
Sports Betting	3.6	1.7	4.4	1.8
Private Games at Home	4.8	N/A	5.8	N/A
Casino Games on Internet	0.7	N/A	0.9	N/A
Other	1.1	3.1	1.3	3.5
Total Participated	81.8	89.0	100	100
Total Did Not Participate	18.2	11.0	-	-

Base: Total Respondents

2.2 Participation in Poker Machine Gambling Activities

As mentioned above, recording a decrease in popularity was participation in poker machines at a casino (22%, down from 32% in 1996) (Refer Table 1). This decrease may be due to the expansion in the accessibility of poker machines in Tasmania between surveys.

The 1996 survey into the extent and impact of gambling in Tasmania was conducted shortly prior to the introduction of gaming machines to Tasmania's clubs and hotels.

In the 1996 survey, respondents were asked:

- Would you be likely to play gaming machines in clubs and hotels when they become available next year?, and if an affirmative response was obtained
- How often do you think you might play gaming machines in clubs or hotels when they are available next year?

In 1996, 27% of people said they expected to play poker machines when they were introduced to clubs and hotels, and 3.5% expected to do so at least once per week. At that time 1.7% of the 1996 adult population of Tasmania reported playing poker machines at least once per week (presumably at casinos at that time).

Based on these figures it was anticipated that the introduction of poker machines into clubs and hotels was likely to double the number of regular machine players.

In 2000, 22% of people played a poker machine at a club or hotel in the 12 months prior to interview, a figure lower than the national average (nationally approximately 36% of people interviewed for the Productivity Commission study had played a poker machine at a club, pub or hotel in the last 12 months).

When compared to Roy Morgan Single Source, the results for the *Third Study into the Extent and Impact of Gambling in Tasmania* were reinforced. Figures for September 2000 from the Roy Morgan Gambling Monitor suggest that 22% of Tasmanians have participated in poker machines at a club or hotel in the last 12 months, whilst 20% have played poker machines at a casino (refer to Table 2). Overall poker machine participation was reported as 32% in the Tasmanian Gambling study, and at 33% according to the Roy Morgan Gambling Monitor[1].

[1] Figures for the Roy Morgan Gambling Monitor provide a 12 month rolling estimate of participation, as reported between October 1999 and September 2000.

Table 2: Comparison to Roy Morgan Single Source 2000

Activity	TAS GAMBLING October 2000 (1,223)* %	ROY MORGAN SINGLE SOURCE September 2000 (1,453)** %
Played Poker Machines at a Casino	22	20
Played Poker Machines at a Club Or Hotel	22	21
TOTAL POKIES	**32**	**33**

*Base: Total Population

**Source: Roy Morgan Gambling Monitor; October 1999 – September 2000

Table 3 provides details of participation in the various forms of gambling amongst the following key groups: total gamblers, total regular gamblers, and those defined as "lotto only". As can be seen from this table, regular gamblers were more likely to participate in poker machines at a casino than were gamblers overall (41% compared with 27%). Lotteries and scratch tickets were also popular gambling activities for regular gamblers (87% and 70% respectively), as was participation in the TAB, both off-course and by phone – regular gamblers were twice as likely as gamblers overall to participate in TAB off-course (32% compared with 17%) or phone TAB (11% compared with 5%).

As well as participating in lotteries and scratch tickets, those classified as "lotto only " gamblers also show higher than average participation in poker machines at a casino (33%, compared with 27% of gamblers overall), poker machines at a club or hotel (35%, compared with 27% of gamblers overall) and casino keno (27%, compared with 20% of gamblers overall). (Refer to Table 3)

Table 3: Overall Participation in Gambling Activities

"Q3A. As you probably know, gambling is a popular leisure activity for many people. Could you please tell me whether you have participated in any of the following activities during the last 12 months?"

Form	Total Population (1,223) %	Total Gamblers (1,002) %	Total Regular Gamblers (313) %	Lotto Only (235) %
Raffle	54	65	64	60
Lotteries	52	64	87	97
Scratch Tickets	42	52	70	60
Poker Machines at Casino	22	27	41	33
TAB off-course	14	17	32	19
Phone TAB	4	5	11	5
Bingo	3	3	5	4
Casino Table Games	6	7	12	8
Poker Machines at Club/ Hotel	22	27	45	35
Club Keno	24	29	44	34
Casino Keno	17	20	35	27
Wagering on-course (TAB or Bookmakers)	7	8	14	8
Sports Betting	4	4	8	4
Private Games at Home	5	6	12	9
Casino Games on Internet	1	1	2	1
Other	1	1	3	2

Base: Total Respondents

2.3 Participation by Gender and Age

Participation according to gender and age was fairly equally distributed across gambling forms with the exception of just a few activities.

Only slight gender biases were observed for participation in the two most popular forms of gambling. Women were slightly more likely than men to participate in raffles (56% compared with 51%) whilst the reverse was true for participation in lotteries (51% of females compared with 54% of males). Scratch tickets were more popular amongst women than men (45% compared with 40%).

When comparing participation level by gender it is evident that males dominated casino table games in terms of participation in the past 12 months (9% of males compared with 3% of females). Similarly, TAB off-course was dominated by male participants (18% of males compared with 9% of females). Women were more likely to participate in bingo than were men (3% compared with 2%).

As shown in Table 4, 18-24 year olds showed relatively high participation levels in the majority of gambling activities. A third (33%) of this group played poker machines at a casino, whilst 31% participated in this activity at clubs or hotels, whereas the other three age groups averaged only 20% participation in this activity.

Those aged 50 years or older showed high levels of participation in lotteries (55%) and scratch tickets (43%). Those aged 25-34 or 35-49 showed very high levels of participation in raffles (61% and 59% respectively).

Table 4: Participation Across all Gambling Activities by Gender and Age

"Question 3A. As you probably know, gambling is a popular leisure activity for many people. Could you please tell me whether YOU have participated in any of the following activities during the last 12 months?"

	GENDER		AGE			
Form	**Males (594) %**	**Females (629) %**	**18-24 (151) %**	**25-34 (215) %**	**35-49 (368) %**	**50+ (489) %**
Raffle	51	56	43	61	59	50
Lotteries	54	51	29	52	58	55
Scratch Tickets	40	45	38	42	44	43
Poker Machines at Casino	21	23	33	19	22	20
Poker Machines at Club/ Hotel	22	22	31	19	23	20
TAB off-course	18	9	13	15	16	11
Phone TAB	5	3	9	6	2	3
Bingo	2	3	3	4	2	2
Casino Table Games	9	3	10	10	5	3
Club Keno	26	22	30	30	27	17
Casino Keno	16	17	20	19	17	15
Wagering on-course (TAB or Bookmakers)	9	4	12	10	5	4
Sports Betting	5	3	8	6	2	2
Private Games at Home	7	3	12	8	4	2
Casino Games on Internet	1	1	3	1	0	0
Other	2	1	1	1	2	1

Base: Total Respondents

2.4 Profiles of Gamblers and Heavy Gamblers

The following section provides comparative demographic profiles of gamblers and heavy gamblers according to form. "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 pokies (casino) gamblers" are those who play poker machines at a casino at least once per week.

Summaries have been provided for all gambling activities,[2] including those such as lotteries, which has traditionally been considered a "weekly" gambling activity.

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.

[2] Profiles have not been compiled for those who gamble on table games at the casino, participate in sports betting, gamble on the Internet or participate in 'other gambling activities' as sample sizes were insufficient.

LOTTERIES

Lotteries gamblers:

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 50+ age demographic;
- ✓ Likely to be in full-time employment;
- ✓ Lower than 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; and
- ✓ According to SOGS is not at risk.

Heavy lotteries gamblers[3]:

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 50+ age demographic;
- ✓ Either in full-time employment or retired;
- ✓ Lower than average income;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

[3] 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:

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

- ✓ An approximately even distribution of males and females, with a slight bias towards females;
- ✓ A bias toward the 35-49 and 50+ age demographics;
- ✓ In full-time employment;
- ✓ Lower than average income;
- ✓ No bias in terms of education level;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

Heavy scratch ticket gamblers[4]:

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

- ✓ An approximately equal distribution of males and females;
- ✓ A strong bias toward the 50+ age demographic;
- ✓ Either in full-time employment or retired;
- ✓ Lower than average income;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

[4] It should be noted that as weekly participation in lottery-type games is relatively common, the differences between "Scratch ticket gamblers" and "Heavy scratch ticket gamblers" are minimal

Pokies AT CASINO

Pokies (casino) gamblers:

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 35-49 and 50+ age demographics;
- ✓ In full-time employment;
- ✓ More likely to be earning between $10,000 and $25,000 annually;
- ✓ No bias in terms of education level;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

Heavy pokies (casino) gamblers:

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;
- ✓ A strong bias toward the 50+ age demographic;
- ✓ Either in full-time or part-time employment, or retired;
- ✓ More likely to be earning less than $10,000 annually;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse and children or in a single person household; and
- ✓ According to SOGS, more likely than average to be “at risk” (8% of heavy pokies (casino) gamblers score 5+ on SOGS).

Pokies AT CLUB OR HOTEL

Pokies (club/hotel) gamblers:

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 35-49 and 50+ age demographics;
- ✓ In full-time employment;
- ✓ More likely to be earning between $10,000 and $25,000 annually;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

Heavy pokies (club/hotel) gamblers:

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 approximately equal distribution of males and females, with a slight bias toward males;
- ✓ A strong bias toward the 35-49 age demographic;
- ✓ In full-time employment;
- ✓ More likely to be earning less than $10,000 or $25,000-$29,999 annually;
- ✓ Some secondary school education or has a degree from university or CAE;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children; and
- ✓ According to SOGS, more likely than average to be "at risk" (7% of heavy pokies (club/hotel) gamblers score 5+ on SOGS).

BETTING ON HORSES OR GREYHOUNDS AT THE TRACK

On-course gamblers (TAB or bookmakers):

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

- ✓ A strong bias toward males;
- ✓ Even distribution of age groups;
- ✓ In full-time employment;
- ✓ More likely to be earning between $25,000 and $50,000 annually;
- ✓ Has a degree from university or CAE;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children or lives in a single person household; and
- ✓ According to SOGS, more likely than average to be "at risk" (3.8% of TAB on course gamblers score 5+ on SOGS).

Heavy on-course gamblers (TAB or bookmakers):

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 35-49 age demographic;
- ✓ In full-time employment;
- ✓ No bias according to annual income;
- ✓ No bias in terms of education level;
- ✓ No bias in terms of household living arrangements; and
- ✓ According to SOGS, considerably more likely than average to be "at risk" (33% of heavy TAB on course gamblers score 5+ on SOGS).

BINGO

Bingo gamblers:

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

- ✓ A strong bias toward females;
- ✓ No strong bias toward age, although the 25-34, 35-49 and 50+ age demographics are favoured;
- ✓ Retired;
- ✓ Some secondary school education; and
- ✓ Generally living in households with partner or spouse but no children or in a single person household.

Heavy bingo gamblers:

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 $10,000 annually;
- ✓ Secondary school education up to year 10;
- ✓ Generally living in households with partner or spouse but no children or with children but no partner or spouse; and
- ✓ According to SOGS is not at risk.

CASINO KENO

Casino Keno gamblers:

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, with a slight bias toward females;
- ✓ A bias toward the 35-49 and 50+ age demographics;
- ✓ In full-time employment;
- ✓ Average annual income;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

Heavy Casino Keno gamblers:

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

- ✓ A strong bias toward females;
- ✓ A strong bias toward the 50+ age demographic;
- ✓ Either in full-time employment or retired;
- ✓ More likely to be earning less than $10,000 or $40,000-$49,999 annually;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children; and
- ✓ According to SOGS is not at risk.

CLUB KENO

Club Keno gamblers:

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, with a slight bias toward males;
- ✓ A bias toward the 35-49 age demographic;
- ✓ In full-time employment;
- ✓ Lower 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; and
- ✓ According to SOGS is not at risk.

Heavy Club Keno gamblers:

The demographic profile of those who have heavily (ie: weekly) played keno at a casino 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 annual income;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse but no children; and
- ✓ According to SOGS is not at risk.

PRIVATE GAMES

"Private Games" gamblers:
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;
- ✓ No bias in terms of age;
- ✓ In full-time employment;
- ✓ No bias in terms of annual income;
- ✓ Secondary school education; and
- ✓ Generally living in households with partner or spouse and children.

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

- ✓ A strong bias toward males;
- ✓ A bias toward the 25-34 age demographic;
- ✓ In full-time employment;
- ✓ No bias in terms of annual income;
- ✓ Secondary school education up to year 10;
- ✓ Generally living in households with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

BETTING ON HORSES OR GREYHOUNDS AWAY FROM THE TRACK

TAB off-course gamblers:

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 bias toward the 35-49 and 50+ age demographics;
- ✓ In full-time employment;
- ✓ More likely to be earning up to $50,000 annually;
- ✓ Secondary school education;
- ✓ Generally living in households with partner or spouse but no children or with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

Heavy TAB off-course gamblers:

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:

- ✓ A strong bias toward males;
- ✓ A bias toward the 35-49 and 50+ age demographics;
- ✓ In full-time employment;
- ✓ More likely to be earning $40,000-$49,999 annually;
- ✓ Some secondary school education;
- ✓ Generally living in households with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

BETTING ON HORSES OR GREYHOUNDS BY PHONE

Phone TAB gamblers:

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;
- ✓ More likely to be earning up to $50,000 annually;
- ✓ Secondary school education up to year 10;
- ✓ Generally living in households with partner or spouse and children; and
- ✓ According to SOGS is not at risk.

Heavy Phone TAB gamblers:

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 strong bias toward the 50+ age demographic;
- ✓ In full-time employment;
- ✓ More likely to be earning $40,000-$49,999 annually;
- ✓ No bias in terms of education levels;
- ✓ Generally living in households with partner or spouse and children or in a single person household; and
- ✓ According to SOGS is not at risk.

2.5 Interest in Internet Gambling

For the first time in 2000, respondents were asked questions regarding the introduction of 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

Question 21B: How often do you gamble on the Internet? Would you say….

(READ OUT)

- daily
- 2-3 times a week
- once a week
- 2-3 times a month
- monthly
- every few months
- 1-2 times a year
- less than once a year
- (do not read) can't say

Most respondents (96%) had never participated in this activity, while 2% said they had never gambled on the Internet but were likely to in the future. Less than 1% of people said they occasionally gamble on the Internet (6 cases reported overall). The frequency of participation in this activity varied from rarely (once or twice a year) to very frequently (more than once per week).

Although participation in this activity is not yet very prevalent, these findings serve as a useful benchmark and subsequent studies into gambling activities in Tasmania will also measure any change in participation rates in this activity.

2.6 Favourite Gambling Activity

Those who had gambled in the last twelve months were asked which gambling activity was their favourite. Twenty-nine percent of gamblers favoured any lottery game, such as Powerball, the Pools, $2 Jackpot Lottery, Tatts 2 or Tatts Keno. Seventeen percent 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 were nominated by 8% of gamblers as their favourite gambling activity, as is indicated in Table 5.

Betting on horses or greyhounds by phone away from the track was mentioned by 1% of gamblers as their favourite gambling activity, whilst betting on a sporting event with sportsbet was nominated by only 0.3% of gamblers as their favourite gambling activity.

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 (1,002) %**
Lotteries	29
Raffles	17
Scratch Tickets	8
Poker Machines at Casino	8
Club Keno	7
TAB Off-Course	5
Poker Machines at Club/Hotel	3
Wagering On-Course (TAB or Bookmakers)	3
Table Games at Casino	2
Casino Keno	2
Private Games	2
Bingo	1
Phone TAB	1
Sports Betting	*
Other	*
Can't Say	4
None of These	8

Base: Total Gamblers

2.7 Comparisons with Other Studies

As well as working with the Tasmanian Gambling Commission on the 1994, 1996 and 2000 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 shown in Table 6, the gambling participation rates amongst Tasmanians correspond with the national gambling figures provided by the 1999 Productivity Commission Study, with the gambling habits of Tasmanians differing only marginally from the gambling habits of Australians generally. However, Tasmania generally has fewer clubs, for example, RSL, Sports Clubs etc. when compared to the national level, hence the notable difference in figures

Table 6: Participation by Activity: Proportion of the Population

Form	Total Australia, 1999 (8,610) %	Tasmania, 2000 (1,223) %
Lotteries	60	52
Raffles	N/A	54
Poker Machines at Casino	16	22
Poker Machines at Club/Hotel	44	22
Scratch Tickets	47	42
Casino Table Games	10	6
Wagering on-course (TAB or bookmakers)	12	7
TAB off-course	17	14
Phone TAB	3	4
Bingo	5	3
Private Games at Home	5	5
Sports Betting	6	4
Club Keno	16[**]	24
Casino Keno		17
Casino Games on Internet	*	1
Other Activities	N/A	1
Did not participate	18	18

Total Australia Source: National Gambling Survey

[**] The Productivity Commission Report combined playing Keno at club/hotel/casino/other

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 2000 "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.

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=640)	0.67	N/A	$8.77	$8.76
Scratch Tickets (n=519)	0.28	N/A	$4.10	$4.10
Poker Machines at Casino (n=269)	0.19	64	$28.52	$6.69
Poker Machines at Club/Hotel (n=269)	0.26	41	$18.46	$6.74
TAB off-course (n=166)	0.45	42	$24.98	$22.90
Phone TAB (n=48)	0.26	24	$18.67	$5.24
Bingo (n=30)	0.37	104	$13.92	$6.64
Casino Table Games (n=67)	0.08	115	$79.87	$6.35
Club Keno (n=289)	0.29	31	$9.76	$3.40
Casino Keno (n=203)	0.19	40	$11.71	$3.92
Wagering on-course (TAB or Bookmaker) (n=79)	0.16	135	$57.97	$11.90
Sports Betting (n=44)	0.38	16	$17.57	$17.55
Private Games at Home (n=58)	0.27	155	$14.15	$1.70
Casino Games on Internet (n=9)	0.37	N/A	$56.60	$79.28
Other (n=13)	0.28	10	$14.22	$2.14

Base: Total participants in each form

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 to the total population, Table 8 provides a comparison of the frequency of participation across all gambling activities. As reported earlier, lotteries and scratch tickets were by far the most popular forms of regular gambling, with lotteries played by 22% of Tasmanians weekly or more frequently.

In 1996 it was reported that lotteries were played by 62% of the population during the last 12 months, and of those who played, 25% played weekly or more frequently and 25% played infrequently (less than once per month). Overall participation fell by 10 percentage points in 2000, to 52%.

The bimodal distribution of participation in lotteries observed and reported for this activity in 1996 appears intact. Around 42% of people who participated in lotteries did so on a weekly or more frequent basis compared with 40% in 1996, while 19% played 1-3 times per month and 38% played less than once a month.

This finding contrasted with most of the other activities - namely scratch tickets, poker machines at a casino, casino table games, poker machines at a club or hotel, club keno, casino keno, wagering on-course (TAB or bookmaker) and private games at home - where a decreasing proportion of players was seen as frequency of play increased.

The TAB off course attracted 2% of the population to regular weekly or more frequent betting (compared to 3% in 1996), while on-course wagering (TAB or bookmakers) remained significantly lower than this with only 0.2% of people participating this regularly (compared with TAB on-course 0.2% and bookmakers 0.2% in 1996).

While only 0.4% of the population played casino table games on a regular weekly basis in 1996, there were no respondents reporting participation in casino table games on a weekly or more frequent basis in 2000. This activity was more popular on an infrequent basis (less than once per month - 5%), although this figure has also halved since 1996 (down from 11%). (Refer to Table 8)

Table 8: <u>**Frequency of Participation in Each Form**</u>

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

<table>
<tr><th rowspan="2">Form</th><th colspan="2">Once per Week or more
%</th><th colspan="2">1-3 Times per Month
%</th><th colspan="2">Less than once per Month
%</th><th colspan="2">Did not Play
%</th><th>Can't say/ Refused
%</th></tr>
<tr><th>2000</th><th>1996</th><th>2000</th><th>1996</th><th>2000</th><th>1996</th><th>2000</th><th>1996</th><th>2000</th></tr>
<tr><td>Lotteries</td><td>22.1</td><td>24.9</td><td>10.1</td><td>10.9</td><td>19.9</td><td>26.4</td><td>47.7</td><td>37.8</td><td>0.2</td></tr>
<tr><td>Scratch Tickets</td><td>4.2</td><td>5.1</td><td>9.8</td><td>13.1</td><td>27.6</td><td>37.2</td><td>57.6</td><td>44.5</td><td>0.8</td></tr>
<tr><td>Poker Machines at Casino</td><td>1.0</td><td>1.7</td><td>3.4</td><td>3.2</td><td>17.1</td><td>27.4</td><td>78</td><td>67.7</td><td>0.6</td></tr>
<tr><td>TAB off-course</td><td>2.4</td><td>2.8</td><td>1.6</td><td>4.0</td><td>9.2</td><td>10.3</td><td>86.4</td><td>82.9</td><td>0.5</td></tr>
<tr><td>Phone TAB</td><td>0.5</td><td>1.2</td><td>0.5</td><td>0.8</td><td>2.5</td><td>1.2</td><td>96.1</td><td>96.8</td><td>0.5</td></tr>
<tr><td>Bingo</td><td>0.5</td><td>1.3</td><td>0.4</td><td>0.9</td><td>1.3</td><td>3.1</td><td>97.5</td><td>94.7</td><td>0.3</td></tr>
<tr><td>Casino Table Games</td><td>0.0</td><td>0.4</td><td>0.6</td><td>1.2</td><td>4.7</td><td>10.7</td><td>94.5</td><td>87.7</td><td>0.2</td></tr>
<tr><td>Poker Machines at Club/Hotel</td><td>2.2</td><td>N/A</td><td>3.4</td><td>N/A</td><td>15.7</td><td>N/A</td><td>78.0</td><td>N/A</td><td>0.7</td></tr>
<tr><td>Club Keno</td><td>2.6</td><td>3.4</td><td>3.9</td><td>5.0</td><td>16.3</td><td>19.3</td><td>76.4</td><td>72.3</td><td>0.8</td></tr>
<tr><td>Casino Keno</td><td>0.9</td><td>0.8</td><td>1.5</td><td>2.8</td><td>13.7</td><td>23.0</td><td>83.4</td><td>73.4</td><td>0.6</td></tr>
<tr><td rowspan="2">Wagering on-course (TAB or Bookmakers)*</td><td>N/A</td><td>0.2</td><td>N/A</td><td>0.7</td><td>N/A</td><td>8.4</td><td>N/A</td><td>90.7</td><td rowspan="2">0.3</td></tr>
<tr><td>0.2</td><td>0.2</td><td>1.0</td><td>0.7</td><td>4.9</td><td>5.0</td><td>93.5</td><td>94.1</td></tr>
<tr><td>Sports Betting</td><td>0.4</td><td>0.1</td><td>0.2</td><td>0.1</td><td>2.1</td><td>1.5</td><td>96.4</td><td>98.3</td><td>0.9</td></tr>
<tr><td>Private Games at Home</td><td>0.3</td><td>N/A</td><td>0.7</td><td>N/A</td><td>3.4</td><td>N/A</td><td>95.2</td><td>N/A</td><td>0.3</td></tr>
<tr><td>Casino Games on Internet</td><td>0.2</td><td>N/A</td><td>0.1</td><td>N/A</td><td>0.5</td><td>N/A</td><td>99.3</td><td>N/A</td><td>-</td></tr>
<tr><td>Other</td><td>0.1</td><td>0.3</td><td>0.1</td><td>0.7</td><td>0.9</td><td>2.1</td><td>98.9</td><td>96.9</td><td>-</td></tr>
</table>

Base: Total Population

*'Wagering on-course (TAB or Bookmakers)' was measured as two separate categories in 1996, (ie: TAB and Bookmakers), hence the two figures in the 1996 columns. However, in 2000, the two categories have been combined, allowing for limited comparison between surveys.

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. Response categories have been collapsed from nine codes in the questionnaire for simplicity. The figures in brackets are an indication of the percentage point increase or decrease since 1996. When compared to the 1996 data, results seem to vary only slightly, however, some notable differences in gambling habits are evident.

The frequency of participation in lotteries, scratch tickets, bingo, casino table games, and keno differs slightly from that reported in 1996. However, disparities do exist in comparison to 1996 for participation in poker machines at a casino, TAB off-course, phone TAB, wagering on-course (TAB or bookmaker), and sports betting.

Whilst participation in poker machines at a casino remains infrequent (78% of participants playing less than once per month) there has been a decrease in participation in this activity with this frequency, and an increase of participants playing 1-3 times a month (15% in 2000). Similarly, infrequent participation (once a month or less) in on-course wagering (TAB or bookmakers) has decreased (76% in 2000), whilst the proportion of participants gambling on this activity 1-3 times per month increased (15% in 2000).

In contrast, infrequent participation in TAB off-course and phone TAB is prevalent. Increases of 7 percentage points and 27 percentage points respectively (68% of TAB off-course gamblers and 63% of phone TAB engaging in these activities once a month), and decreases of 12 percentage points and 13 percentage points respectively for participation 1-3 times per month. Weekly participation in phone TAB is notably down amongst phone TAB participants – a significant decrease from 39% in 1996 to 13% in 2000.

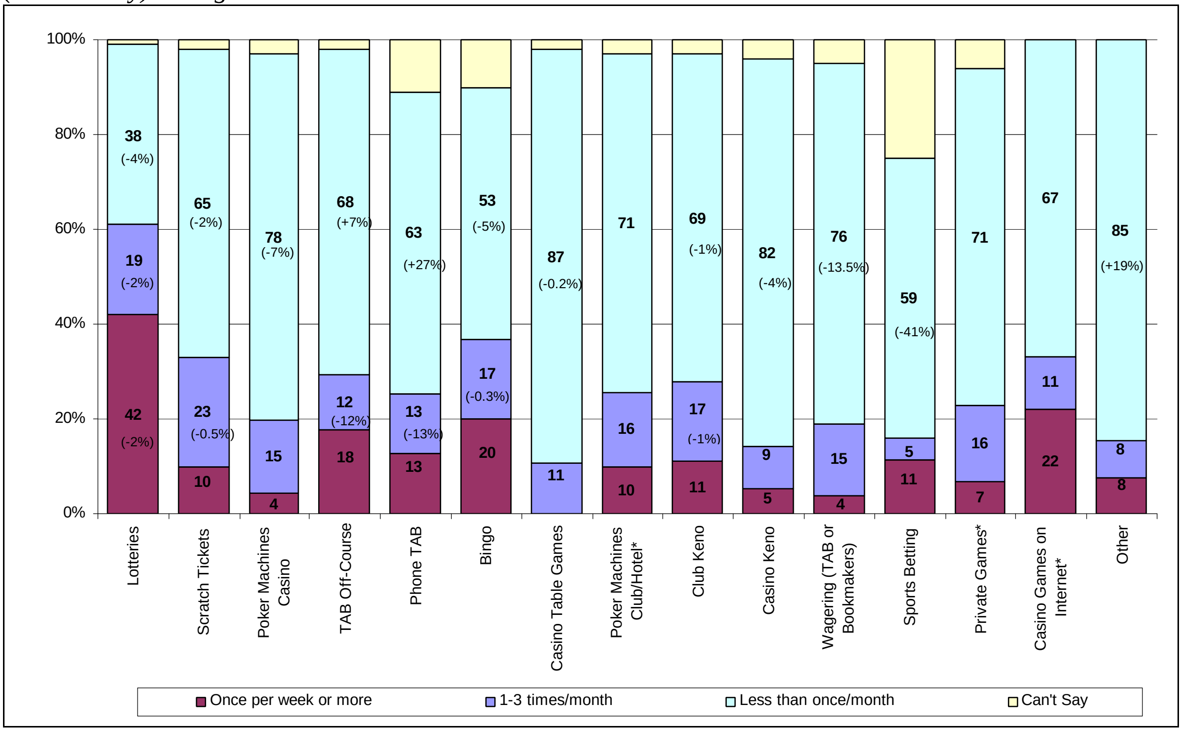
Scratch tickets were more likely to be participated in less than once per month; 65% of those who participated in this form of gambling did so with this frequency, whilst 23% participated 1-3 times per month and 10% participated once per week or more frequently.

Whilst 10% of people who participated in poker machines at a club or hotel did so on a weekly or more frequent basis, only 4% of people who participated in poker machines at a casino did so with the same frequency.

Figure 1 displays the overall frequency of participation on various gambling activities in Tasmania. As evident, several differences arise when compared to 1996. In this figure, percentage point changes (up or down) are indicated by the percentages in the brackets. For example, in the first column (lotteries) the chart shows that 42% of lotteries gamblers participated in this activity once per week or more. Beneath the "42" figure, there appears "(-2%)" – this indicates that the proportion of lotteries gamblers who participate in the said activity once per week or more has decreased by 2 percentage points (ie. down from 44% in 1996).

Figure 1: **<u>Frequency of Participation in Each Activity</u>**

"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 the various gambling activities across the three broad frequency categories, but some disparities can be identified:

- Of those who participated in lotteries, 45% of males and 39% of females did so once per week or more in 2000;

- Twelve percent of males who played casino table games and 11% who played casino keno did so 1-3 times per month, which is almost double the proportion of female participants in these activities who played with the same frequency;

- Betting on horses or greyhounds off-course was the activity for which the most significant difference in gambling frequency according to gender was observed. Of males who placed bets off-course, 21% did so once per week or more, compared with 11% of females; and

- Frequency of participation in sports betting differed according to gender with 19% of females participating once per week or more, (a significant increase since 1996), as compared to only 7% of males. However, participation in this activity less than once per month was more even between males and females (64% and 50% respectively). It should be noted that as the number of respondents who participated in sports betting is low, the reliability of sub-group analysis is limited.

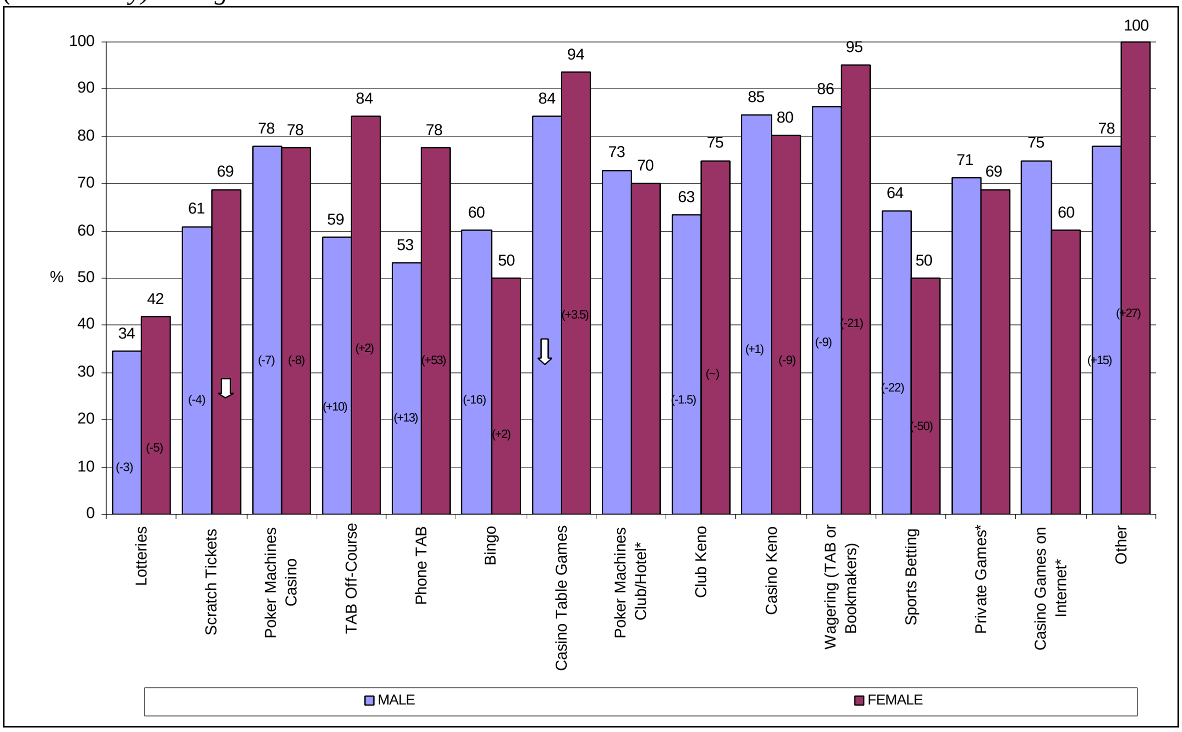
Figures 2 to 4 present participation in each activity by gender according to frequency of participation and provide a comparison of this between the proportion of males and the proportion of females who participated in each form.

For example: Of those who participated in lotteries less than once per month, 34% were male and 42% were female – ie: 100% of lotteries players who participated less than once a month in this form are accounted for when looking at Figure 2 in isolation. 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: **Frequency of Participation by Gender (less than once per month)**

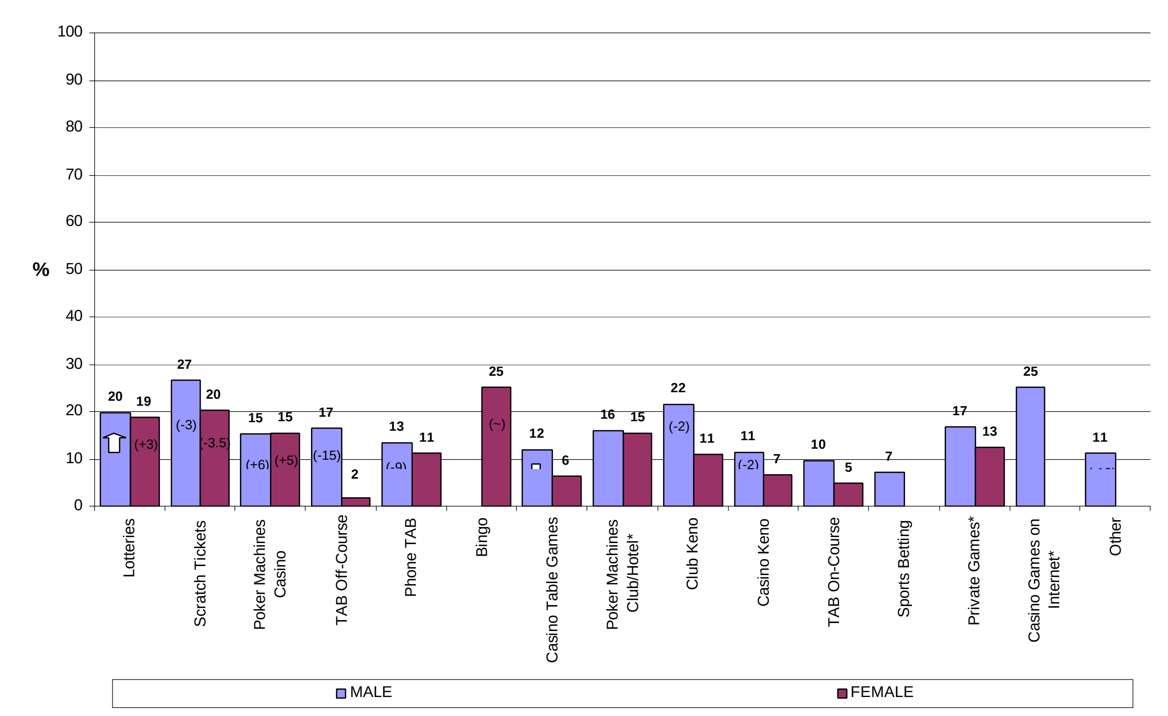
"A Series: Now, thinking about (gambling activity), on average, approximately how often have you played (said activity) during the last 12 months?"



Base: Total participants in each form

Figure 3: Frequency of Participation by Gender (1-3 times per month)

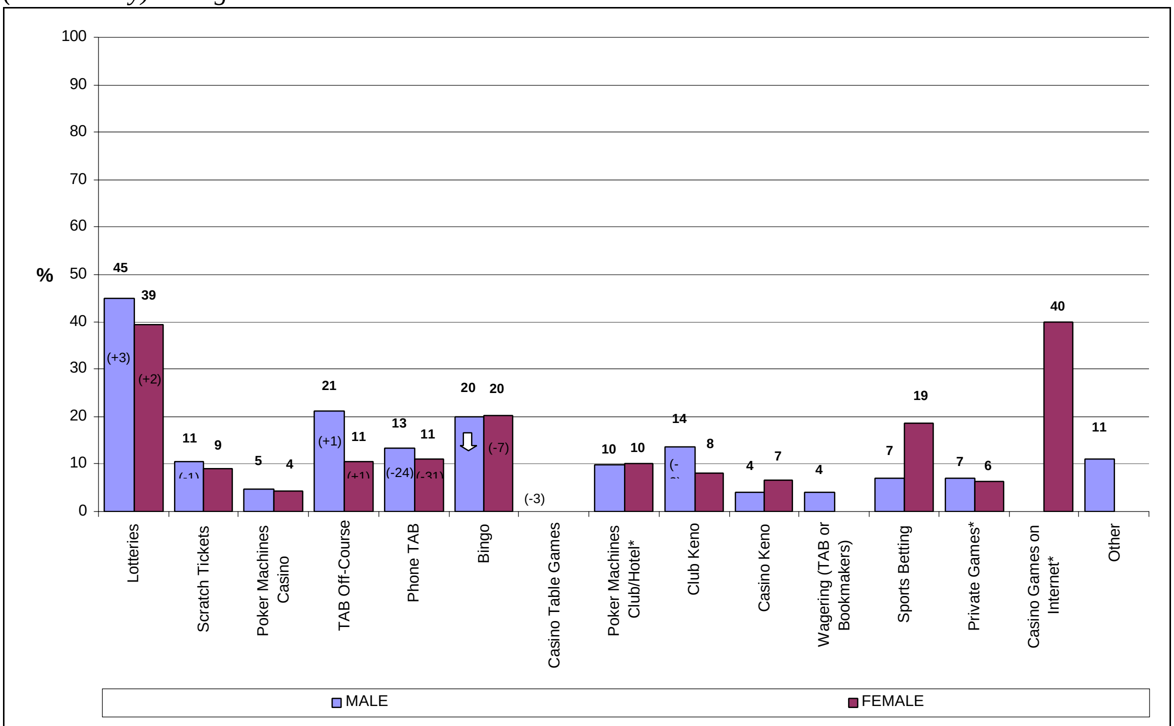
"A Series: Now, thinking about (gambling activity), on average, approximately how often have you played (said activity) during the last 12 months?"



Base: Total participants in each form

Figure 4: Frequency of Participation by Gender (once per week or more)

"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

4.3 Frequency of Gambling on Each Activity by Age

As mentioned earlier, the 50+ age group was more likely than all other age groups to participate in most forms of gambling once per week or more often, in particular lotteries (55%), scratch tickets (47%), poker machines at a casino (42%), TAB off-course (38%), phone TAB (50%), bingo (50%), and keno at both a casino and club or hotel (41% and 55% respectively).

This older age group however, did not participate in wagering on-course (TAB or bookmakers) at this level of frequency at all – as shown in Figure 5 (27% less than once per month) and Figure 6 (25% one-three times per month).

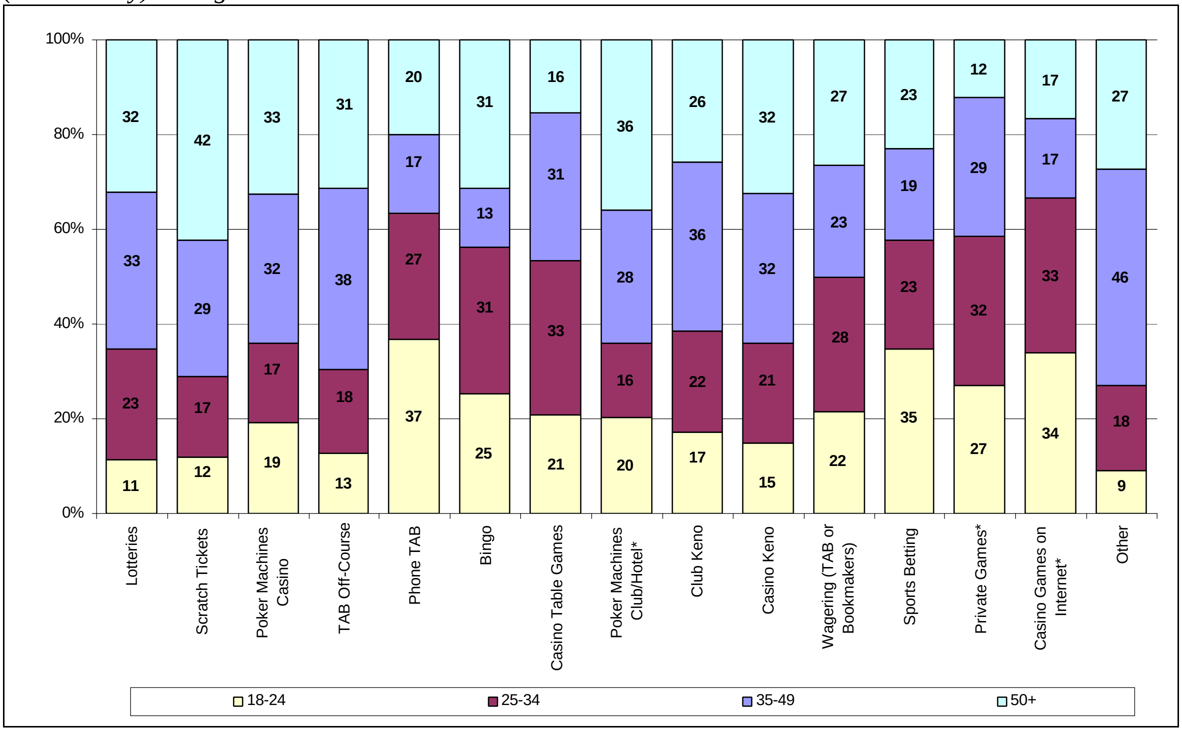
Figures 5 to 7 present participation in each activity by age, according to frequency of participation and provide a percentage comparison of the proportion of participants in each form according to the age group they fall into.

For example: Of those who played lotteries less than once per month 11% were aged 18-24, 23% were aged 25-34, 33% were aged 35-49 and 32% were aged 50+ - ie: 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: Frequency of Participation by Age (less than once per month)

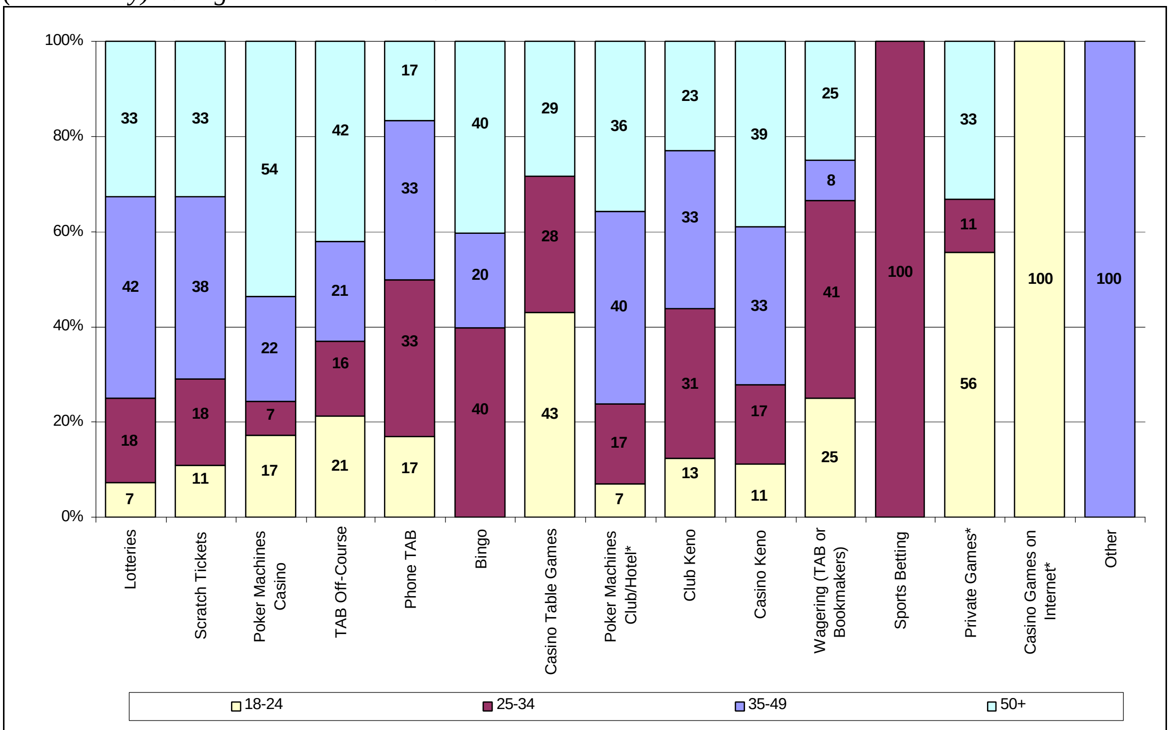
"A Series: Now, thinking about (gambling activity), on average, approximately how often have you played (said activity) during the last 12 months?"



Base: Total participants in each form

Figure 6: Frequency of Participation by Age (1-3 times per month)

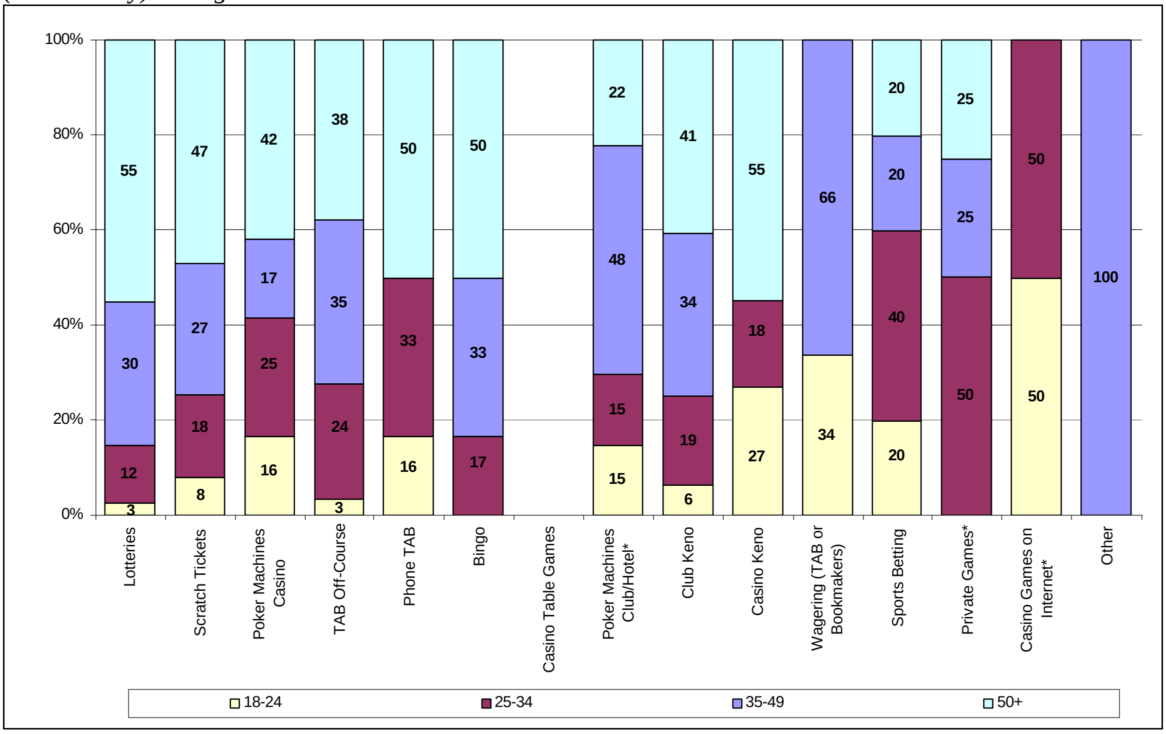
"A Series: Now, thinking about (gambling activity), on average, approximately how often have you played (said activity) during the last 12 months?"



Base: Total participants in each form

Figure 7: <u>Frequency of Participation by Age (once per week or more)</u>

"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

4.4 Frequency of Gambling on Each Activity by Area

In making a comparison between gambling frequency of the city and country areas in Tasmania, some notable patterns are evident.

Of those respondents who have participated in lotteries in the last 12 months, just over 40% of both participants living in Hobart/Launceston and participants living outside of Hobart/Launceston engage in this activity once per week or more often.

Of those who played poker machines at a casino, this activity was pursued on a weekly basis by only 4% of Hobart/Launceston participants and 6% of participants living outside of these areas. This infrequent use is supported by the fact that between 70% and 80% of Tasmanians who play poker machines at the casino do so less than once a month. A similar pattern was evident for participants of poker machines at clubs or hotels, as shown in Figure 8.

Of those who participated in scratch tickets, 69% of city participants and 51% of country participants did so less than once a month. Furthermore, 8% of respondents from Hobart/Launceston who participated in this activity did so once per week or more often, compared with 14% of participants living in other parts of Tasmania.

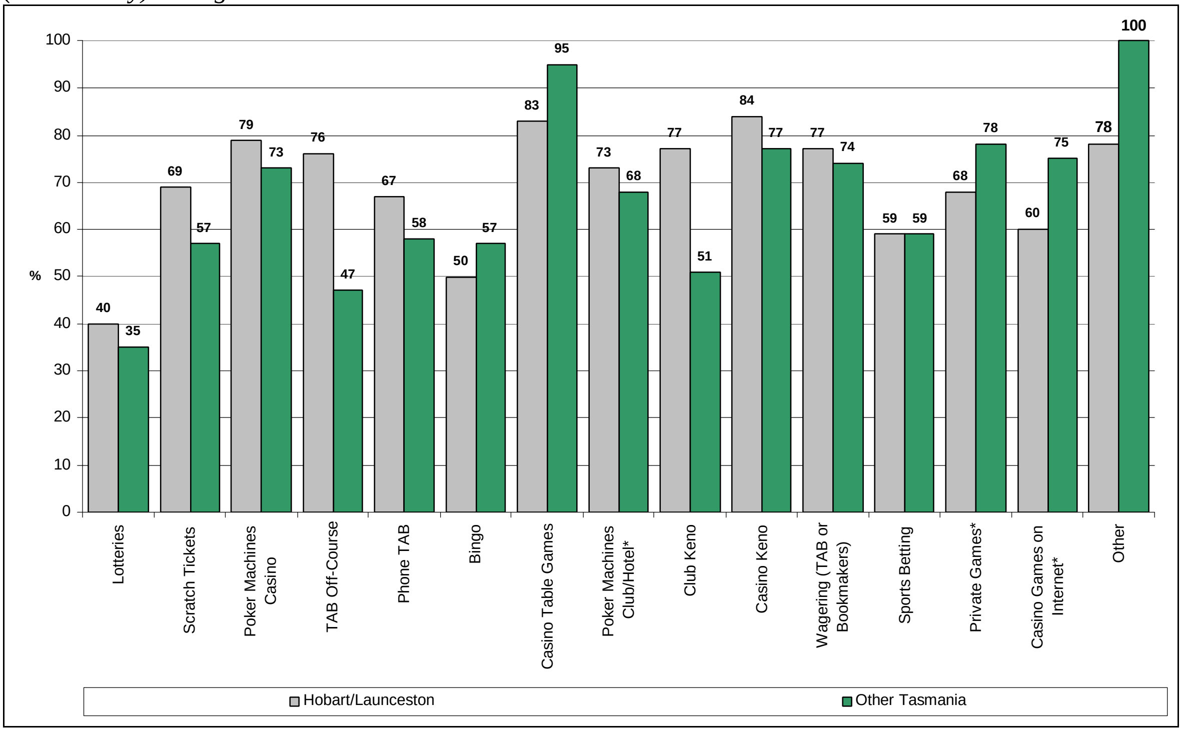
Figures 8 – 10 illustrate the frequency of participation on each gambling activity and provide a comparison of this between the proportion of people living in Hobart/Launceston the proportion of people living in 'Other Tasmania' who participated in each form.

For example: Of those who played lotteries less than once a month, 40% lived in Hobart/Launceston and 35% lived in 'Other Tasmania' – ie: 100% of lotteries players who participated less than once a month in this form are accounted for when looking at Figure 8 in isolation. Looking at Figures 9 and 10 will provide this information for the other frequency categories.

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: Frequency of Participation by Area (less than once per month)

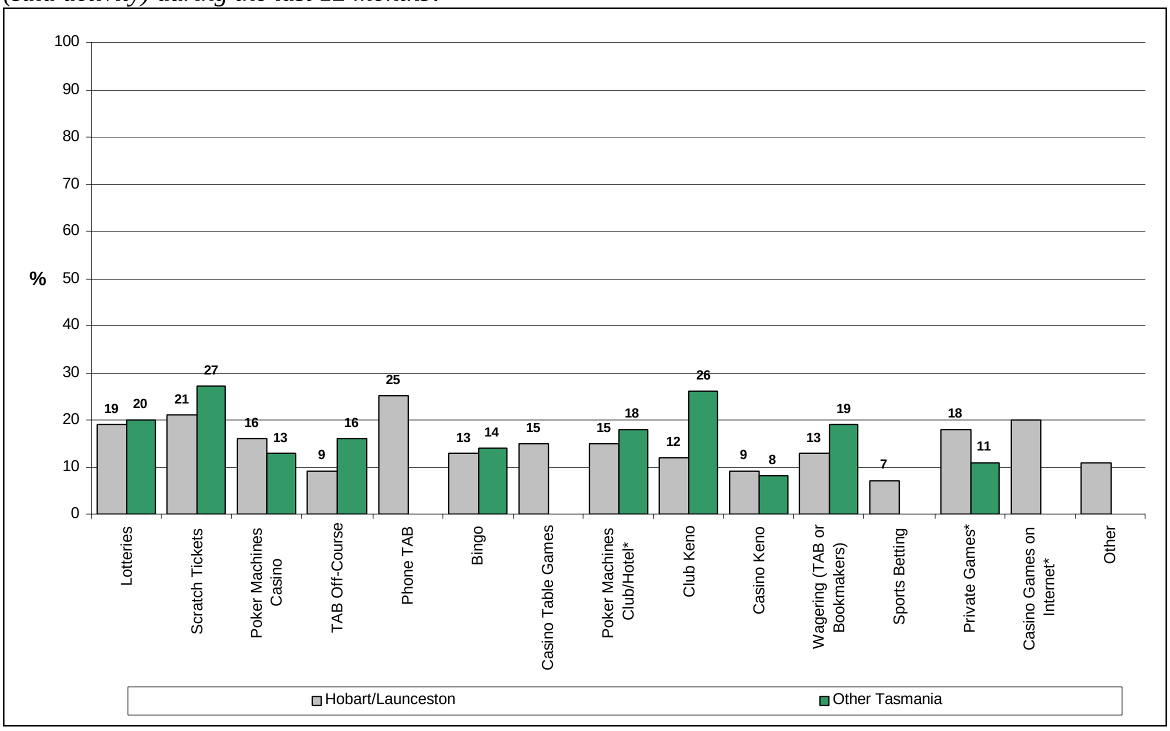
"A Series: Now, thinking about (gambling activity), on average, approximately how often have you played (said activity) during the last 12 months?"



Base: Total participants in each form

Figure 9: Frequency of Participation by Area (1-3 times per month)

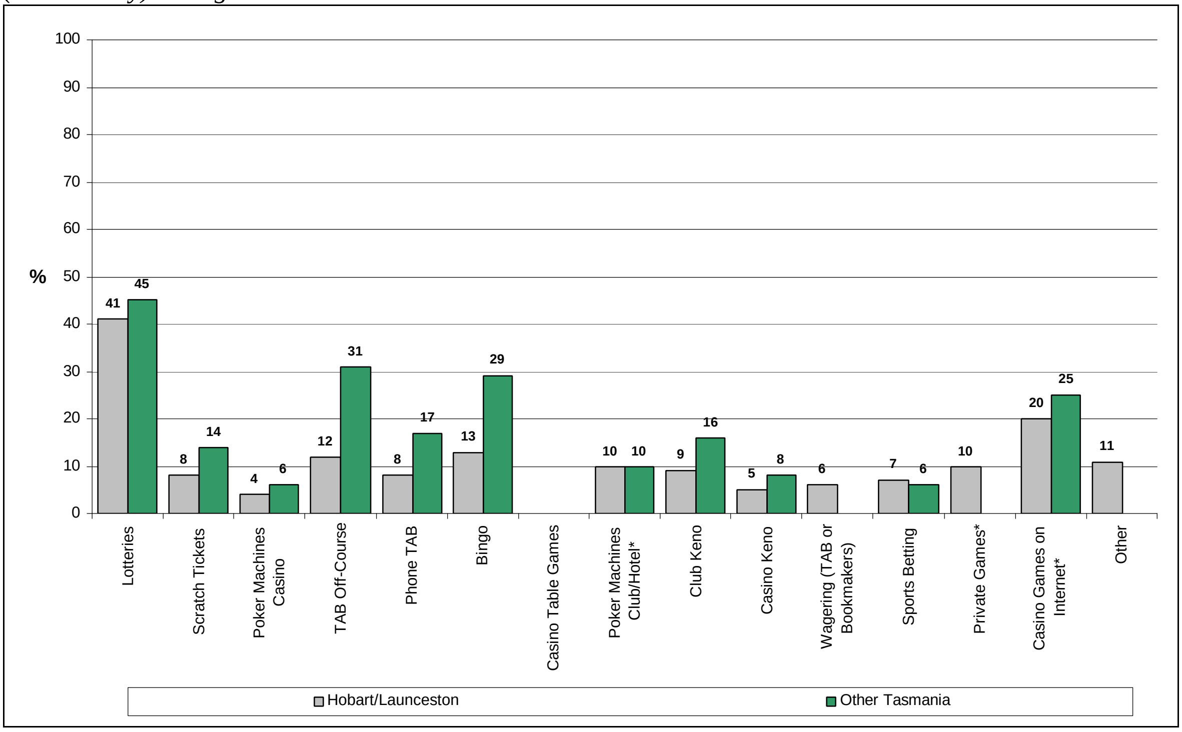
"A Series: Now, thinking about (gambling activity), on average, approximately how often have you played (said activity) during the last 12 months?"



Base: Total participants in each form

Figure 10: Frequency of Participation by Area (once per week or more)

"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

5 DURATION – TIME SPENT GAMBLING

5.1 Overall Time Expenditure on Each Gambling Activity

As identified in 1996, time spent participating in gambling activities varies according to activity type. As identified in Table 9, the activity participated in for the greatest duration was private games at home – participants in this activity spent approximately 155 minutes on average playing such games on the last occasion they did so. In contrast, participants in sports betting spent an average of 16 minutes when last they participated in this activity.

There were significant changes from 1996 in many of the gambling activities in terms of duration of participation. In 1996, 79% of participants in TAB off-course betting did so for less than 15 minutes. In 2000, this proportion decreased to 54% for the same time category. Approximately 31% of those who played poker machines at a casino did so for 15-59 minutes, a significant decrease from 1996.

The proportion of participants playing casino table games for 1-3 hours increased significantly in 2000 (31% compared with 8% in 1996). Similarly, the proportion of bingo players participating for 3-4 hour sessions increased in 2000 to 17% from 3% in 1996. Of those gamblers who played private games, 29% did so for more than four hours; 24% of those who wagered on-course (TAB or bookmaker) participated for more than four hours.

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

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 (minutes."

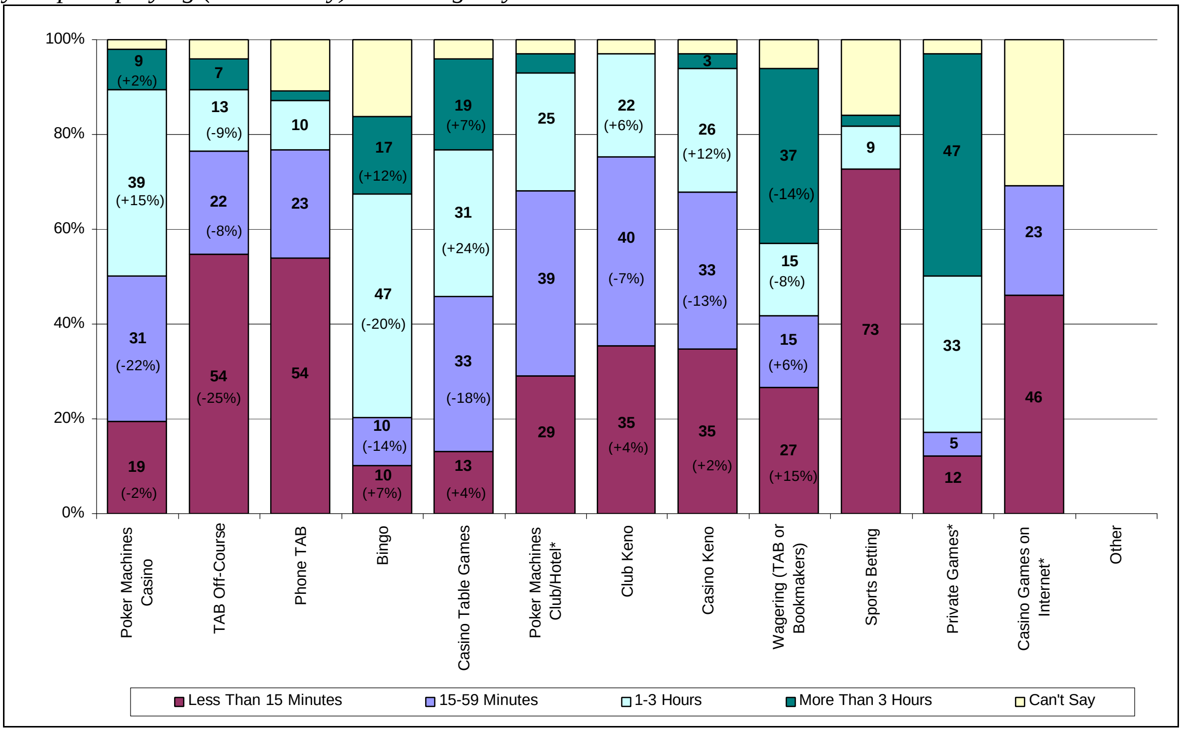
Form	Total Participants in each Form Mean (minutes)	Less than 15 mins %	15-59 mins %	1- hr %
Poker Machines at Casino (n=269)	64	19	31	39
TAB Off-Course (n=166)	41	54	22	13
Bingo (n=30)	104	10	10	47
Casino Table Games (n=67)	115	13	33	31
Club Keno (n=289)	31	35	40	22
Poker Machines at Club/ Hotel (n=269)	42	29	39	25
Casino Keno (n=203)	40	35	33	26
Wagering on-course (TAB or Bookmaker) (n=79)	135	27	15	15
Private Games at Home (n=58)	155	12	5	33
Sports Betting (n=44)	16	73	-	9
Phone TAB (n=48)	24	54	23	10
Other (n=13)	10	46	23	-

Base: Total participants in each form

Figure 11 displays the overall time spent on various gambling activities in Tasmania. As evident, several differences arise when compared to 1996. In this figure percentage point changes (up or down) are indicated by the percentages in the brackets. For example, in the first column (poker machines at casino) the chart shows that 39% of poker machine gamblers spent 1-3 hours participating in this activity when last they did it. Beneath the "39" figure appears "(+15%)" – this indicates that the proportion of poker machine players who spent 1-3 hours played during their last session has increased by 15 percentage points (ie. down from 54% in 1996).

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

5.2 Duration of Gambling on Each Activity by Gender

Examining gender differences in time spent by participants in gambling activities reveals some differing results when compared with 1996. While female off-course wagerers were more likely than their male counterparts to spend less than 15 minutes on this activity (61% compared with 51%), this figure has dropped significantly from 1996, when 92% of female off-course wagerers spent less than 15 minutes on this activity on the last occasion they played.

There was a decrease in the proportion of male on-course wagerers whose last session was for more than 4 hours (25% compared with 34%), but an increase in the proportion of male participants spending more than 4 hours on casino table games (12% compared with 8%).

Just under half (46%) of females who played poker machines at a casino did so for 1-3 hours on the last occasion they played (up from 29% in 1996). Just under a third (31%) of males who played poker machines at a casino did so for 1-3 hours, up from 19% in 1996. A higher proportion of female players than male players spent 1-3 hours playing poker machines at a club or hotel (29% compared with 22%).

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=269)	64	59	69
TAB off-course (n=166)	41	54	18
Bingo (n=30)	104	92	109
Casino Table Games (n=67)	115	136	44
Club Keno (n=289)	31	29	34
Poker Machines at Club/ Hotel (n=269)	42	40	44
Casino Keno (n=203)	40	46	34
Wagering on-course (TAB or Bookmaker) (n=79)	135	149	109
Private Games at Home (n=58)	155	160	142
Sports Betting (n=44)	16	20	7
Phone TAB (n=48)	24	30	14
Other (n=13)	10	11	5

Base: Total participants in each form

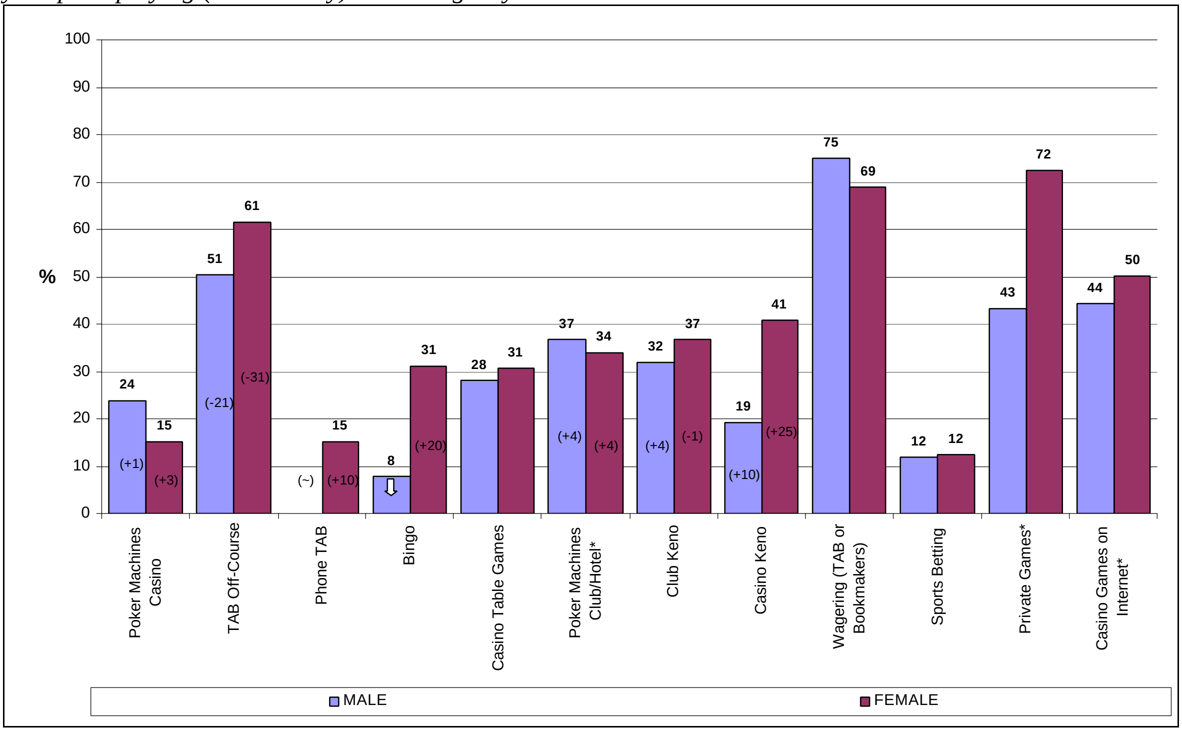
Figures 12-15 illustrate time spent on each gambling activity and provide a comparison of this between the proportion of males and the proportion of females who participated in each form.

For example: Of those who spent less than 15 minutes playing poker machines at a casino, 24% were male and 15% were female – ie: 100% of poker machine (casino) players who spent less than 15 minutes participating in this activity are accounted for when looking at Figure 12 in isolation. Looking at Figures 13-15 provides 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 tables are viewed in conjunction with each other.

Figure 12: Time Spent by Gender (less than 15 minutes)

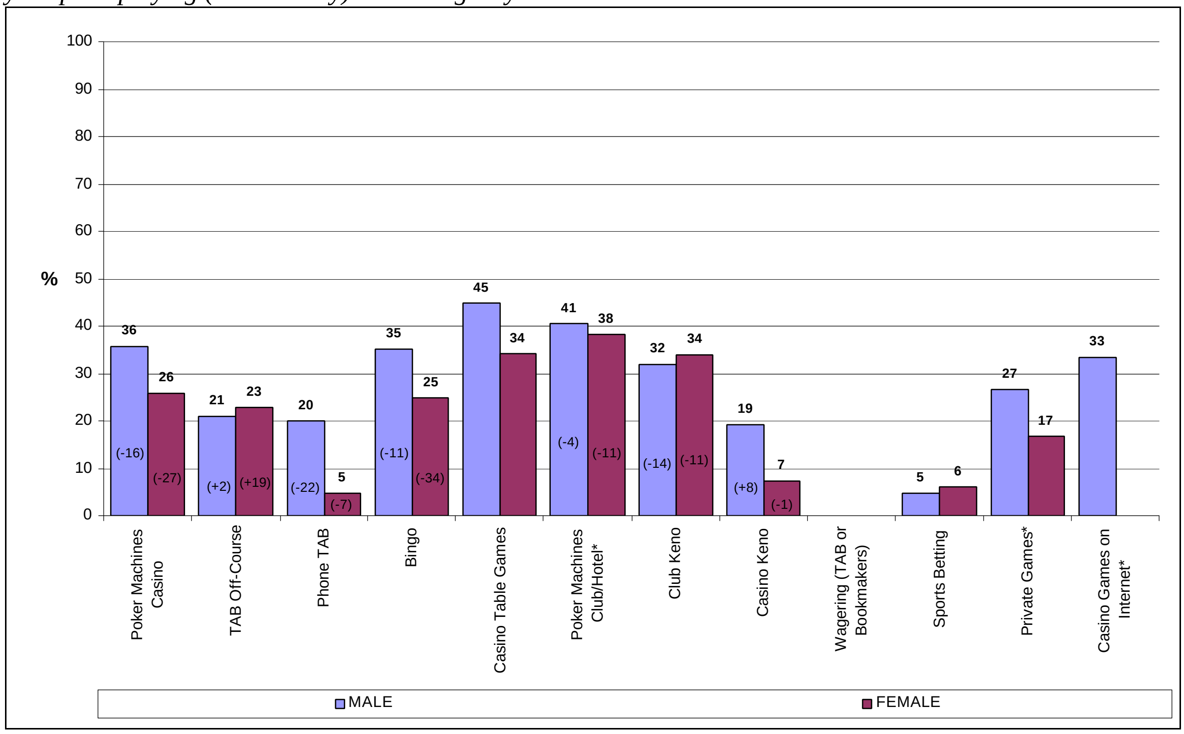
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 13: Time Spent by Gender (15-59 minutes)

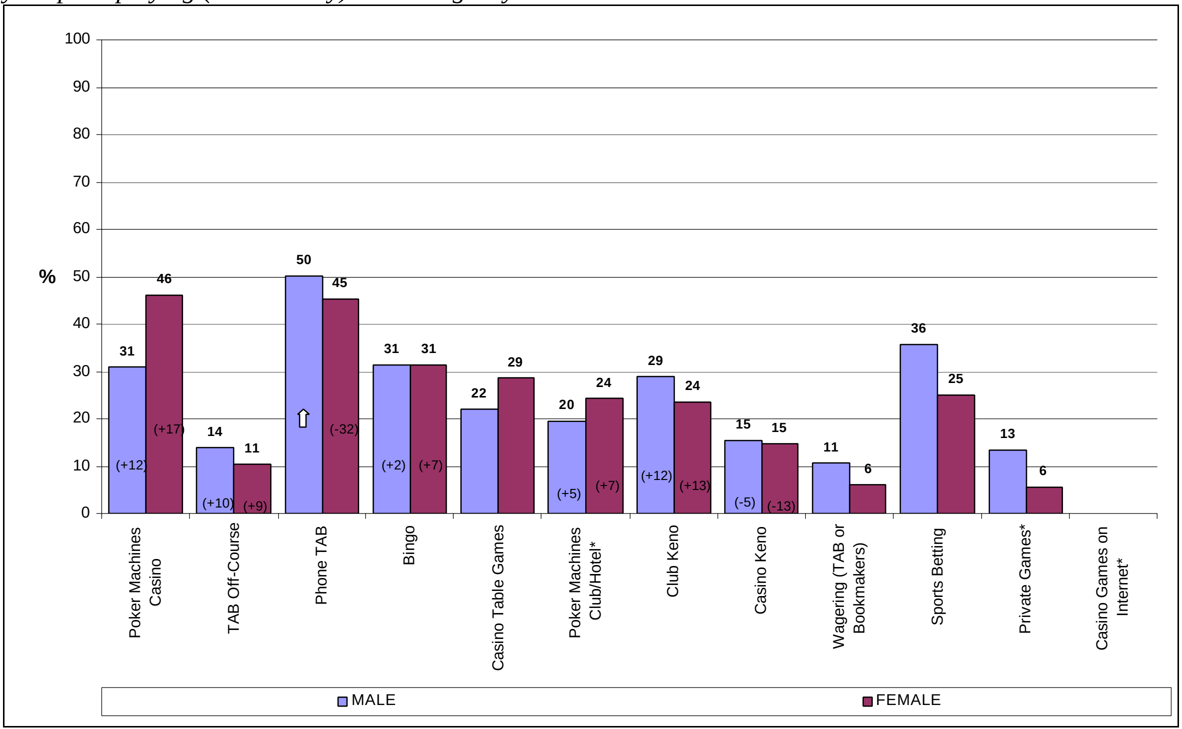
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 14: Time Spent by Gender (1-3 hours)

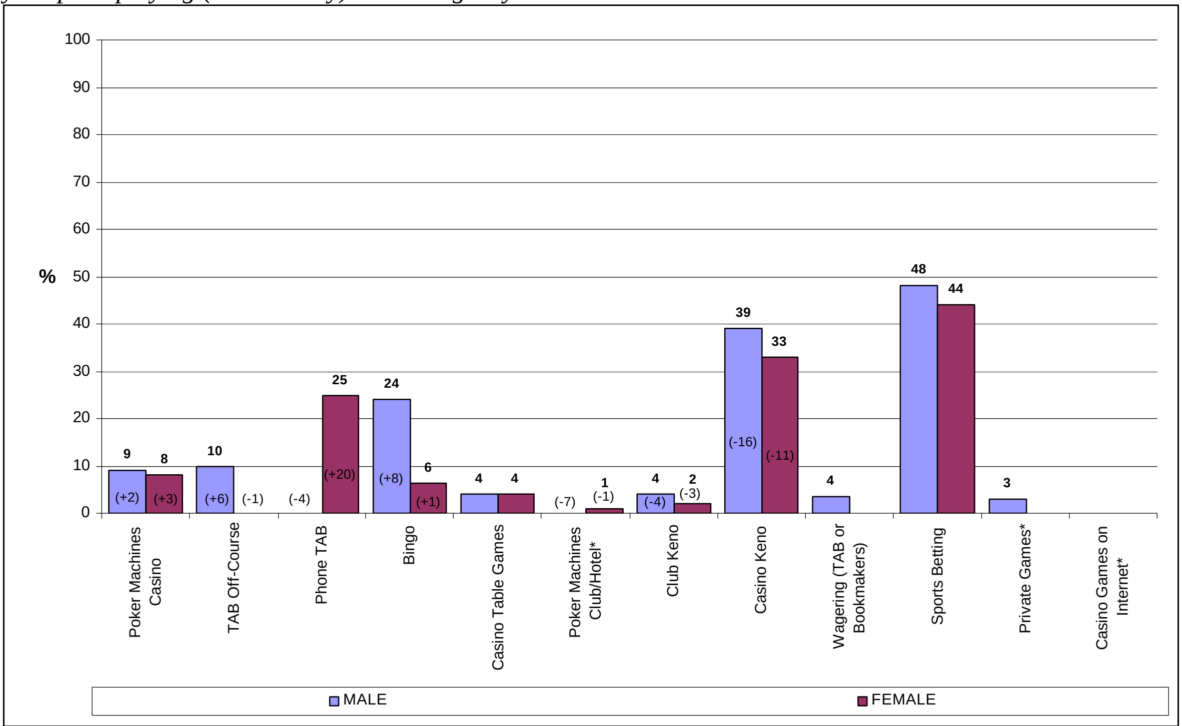
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 15: Time Spent by Gender (more than 3 hours)

"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

5.3 Duration of Gambling on Each Activity by Age

The average amount of time spent on casino table games remained virtually unchanged between 1996 (116 minutes) and 2000 (115 minutes). Those in the 18-24 age group who played casino table games, reported sessional durations averaging 73 minutes in 1996 and 71 minutes in 2000. However, players in the 25-34 and 50+ age groups reported a significant increase in time spent on casino table games (150 minutes and 182 minutes respectively). Alternatively, players in the 35-49 age group, reported a significant decrease in time spent on casino table games, dropping from 134 minutes in 1996 to 72 minutes in 2000, which corresponds with an overall decrease in time spent on gambling activities within this age group.

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."

	Total Mean (Minutes)		18-24 Mean (Minutes)		25-34 Mean (Minutes)		35-49 Mean (Minutes)		50+ Mean (Minutes)	
Form	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**
Poker Machines at Casino (n=269)	64	75	44	48	54	74	63	83	82	91
TAB off-course (n=166)	41	29	47	84	36	25	34	25	50	8
Bingo (n=30)	104	128	85	69	133	112	120	141	82	148
Casino Table Games (n=67)	115	116	71	73	181	150	72	134	125	103
Club Keno (n=289)	31	64	23	33	35	63	31	57	33	98
Casino Keno (n=209)	40	86	27	49	48	66	41	86	40	128
Wagering on-course (TAB or Bookmakers) (n=79)	135	234	99	163	116	265	111	225	211	258
	N/A	299	N/A	284	N/A	271	N/A	261	N/A	381
Phone TAB (n=48)	24	N/A	14	N/A	24	N/A	31	N/A	30	N/A
Poker Machines at Club/Hotel (n=269)	42	N/A	24	N/A	41	N/A	45	N/A	49	N/A
Sports Betting (n=44)	16	N/A	9	N/A	26	N/A	3	N/A	22	N/A
Private Games at Home (n=58)	155	N/A	114	N/A	153	N/A	197	N/A	180	N/A
Other Activities (n=13)	10	N/A	-	N/A	10	N/A	11	N/A	8	N/A

Base: Total participants in each form.

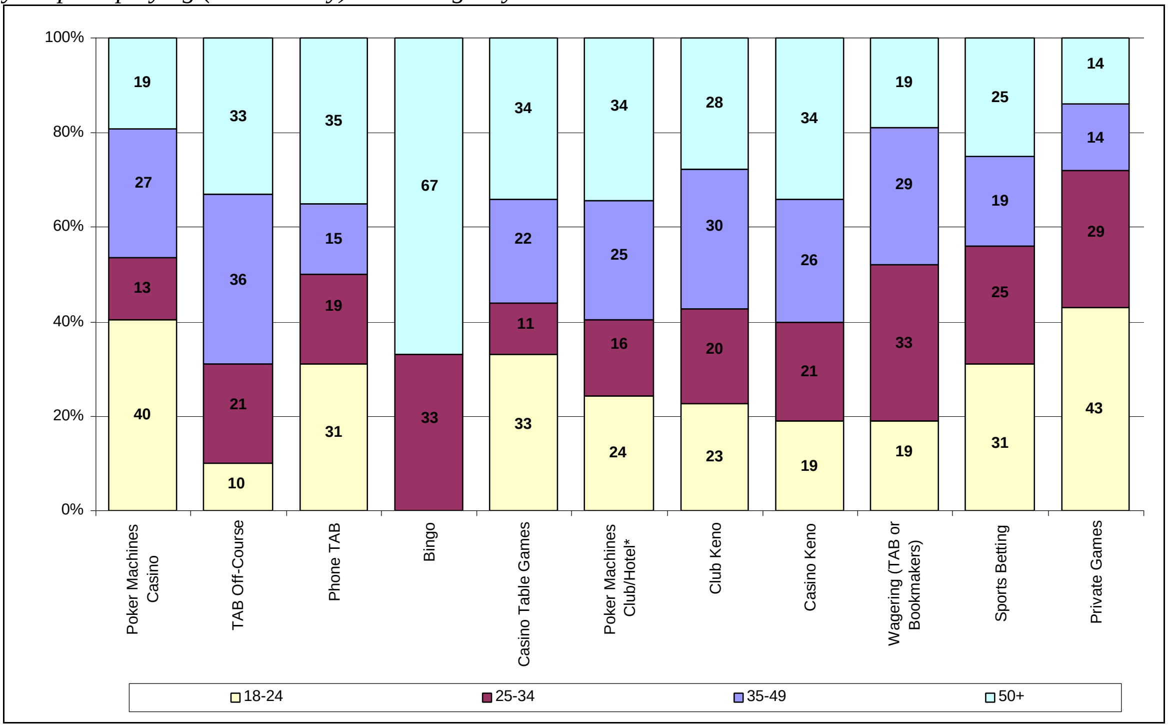
Figures 16 – 19 illustrate time spent on each gambling activity and provide a percentage comparison of the proportion of participants in each form according to the age group they fall into.

For example: Of those who spent less than 15 minutes playing poker machines at a casino, 40% were aged 18-24, 13% were aged 25-34, 27% were aged 35-49 and 19% were aged 50+ - ie: 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. Looking at Figures 17-19 provides 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: Time Spent by Age (less than 15 minutes)

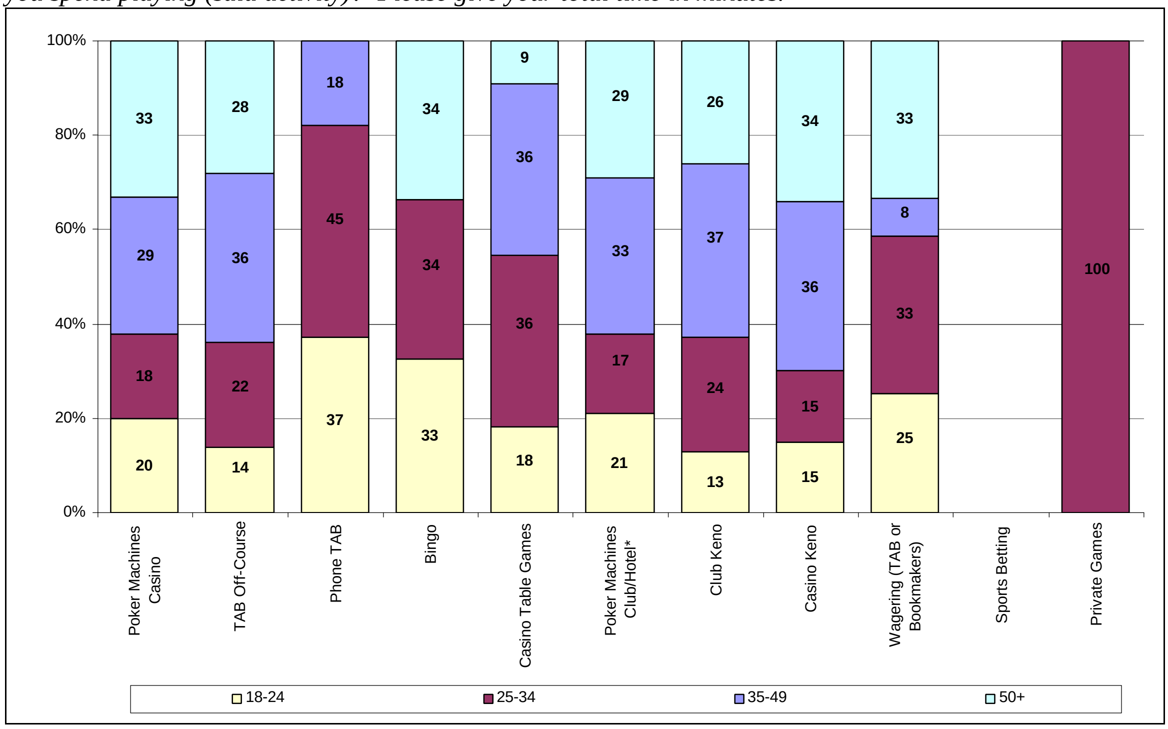
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 17: Time Spent by Age (15-59 minutes)

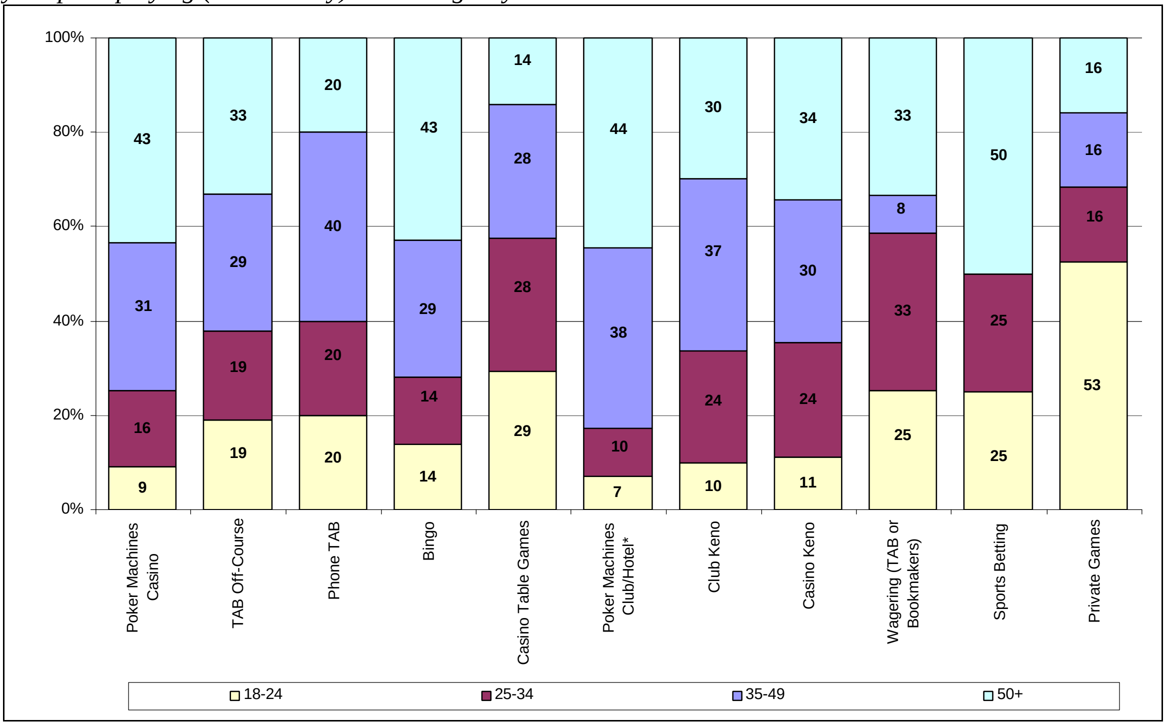
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 18: Time Spent by Age (1-3 hours)

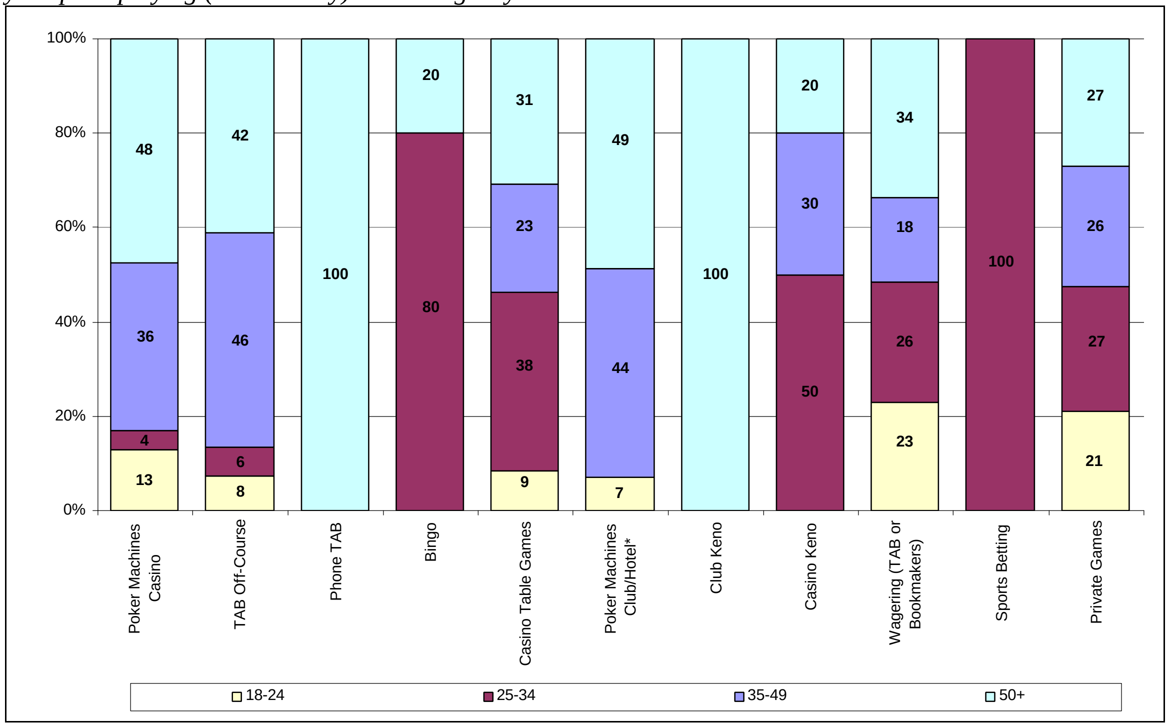
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 19: Time Spent by Age (more than 3 hours)

"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

5.4 Duration of Gambling on Each Activity by Area

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=269)	64	65	65
TAB off-course (n=166)	42	38	49
Bingo (n=30)	104	112	95
Casino Table Games (n=67)	115	91	179
Club Keno (n=289)	31	32	29
Poker Machines at club or hotel (n=269)	42	37	54
Casino Keno (n=203)	40	39	41
Wagering on-course (TAB or Bookmaker) (n=79)	135	120	163
Private Games at Home (n=58)	155	151	165
Sports Betting (n=44)	16	15	17
Phone TAB (n=48)	24	25	23
Other (n=13)	10	9	10

Base: Total participants in each form

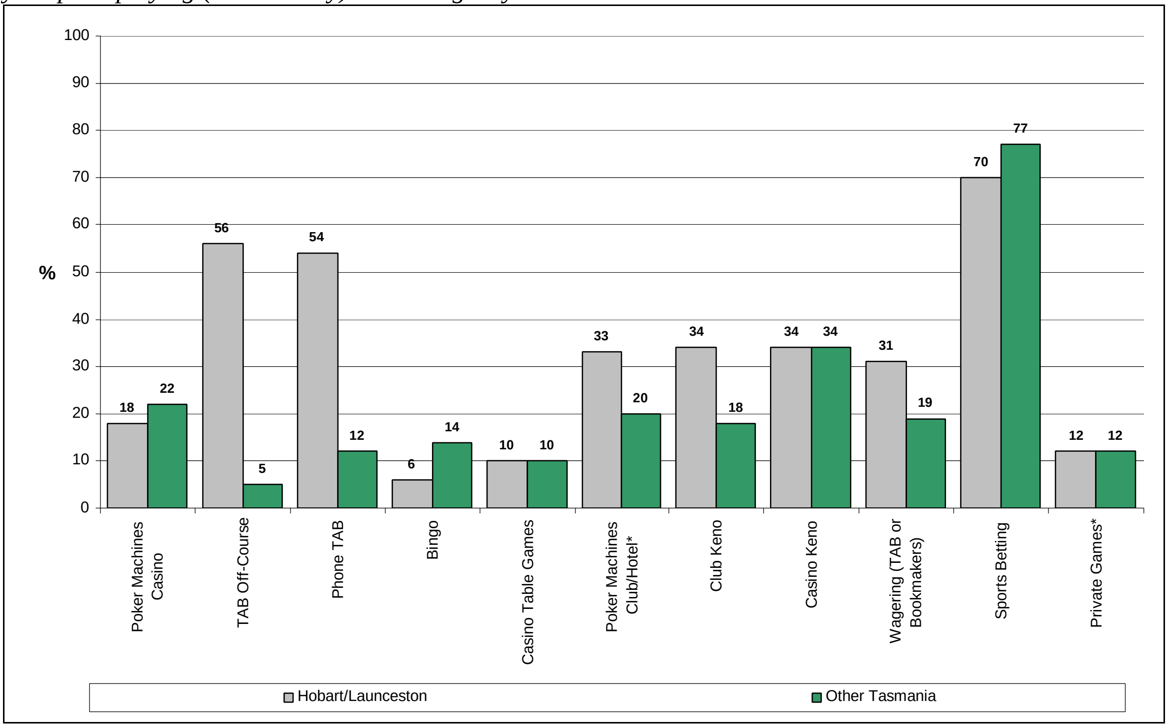
Figures 20 – 23 illustrate time spent on each gambling activity and provide a comparison of this between the proportion of people living in Hobart/Launceston the proportion of people living in 'Other Tasmania' who participated in each form.

For example: Of those who spent less than 15 minutes playing poker machines at a casino, 18% lived in Hobart/Launceston and 18% lived in 'Other Tasmania' – ie: 100% of poker machine (casino) players who spent less than 15 minutes participating in this form are accounted for when looking at Figure 20 in isolation. Looking at Figures 21-23 provides 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: Time Spent by Area (less than 15 minutes)

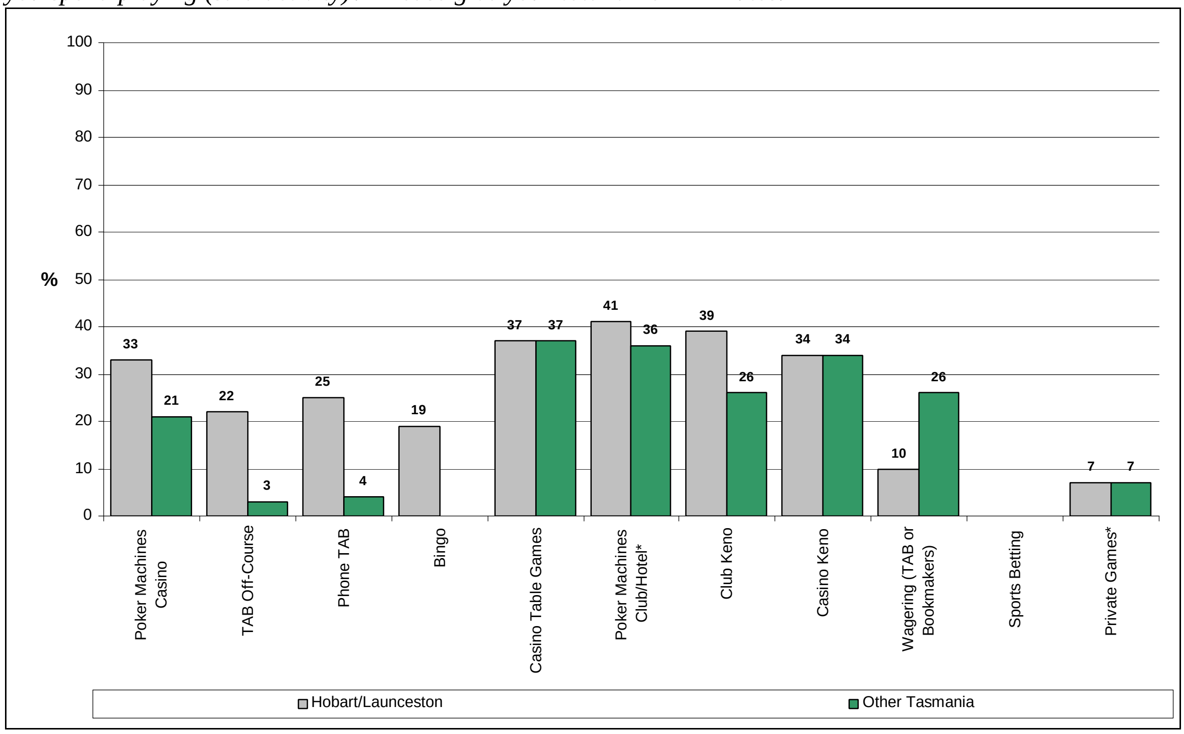
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 21: Time Spent by Area (15-59 minutes)

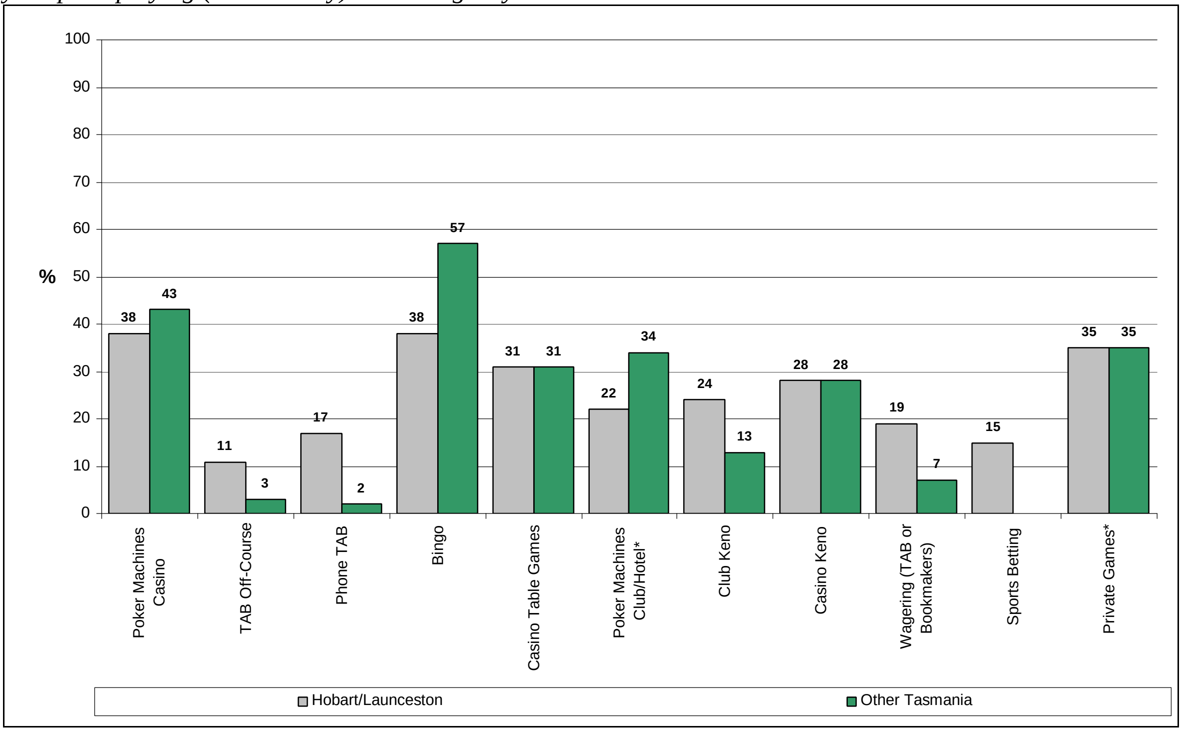
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 22: Time Spent by Area (1-3 hours)

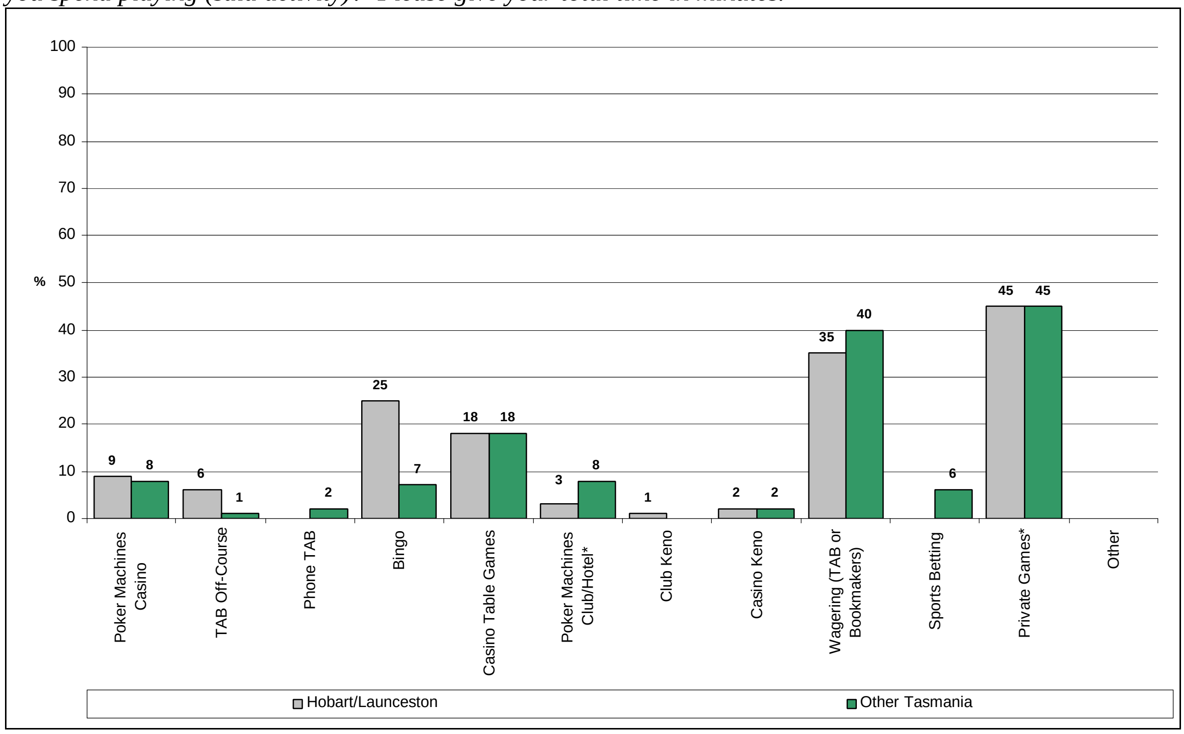
"Series B: On the LAST occasion you played (gambling activity) approximately how much time in total did you spend playing (said activity)? Please give your total time in minutes."



Base: Total participants in each form

Figure 23: Time Spent by Area (more than 3 hours)

"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

5.5 Overview of Time Expenditure by Gambling Activity

Poker Machines at a Casino

Overall, the proportion of players of this activity for 1-3 hours increased by 15% from 1996, to 39% in 2000, while the proportion of those playing for 15-59 minutes decreased by 22% from 1996 to 31% in 2000 (Refer to Figure 11). The average duration of participation was 64 minutes.

- On average, females tended to play poker machines at a casino for longer than males (69 minutes compared with 59 minutes).

- The average time spent playing poker machines at a casino increased with the respondent's age. Players 50+ spent longer on average (82 minutes for this activity, compared to 35-49 year olds (63 minutes), 25-34 year olds (54 minutes) and 18-24 year olds (44 minutes).

- City and country participants in this form of gambling each spent 65 minutes on average, playing poker machines at a casino.

TAB Off-Course

Overall, the proportion of people participating in this activity for less than 15 minutes decreased by 25% from 1996 to 54% in 2000. The average duration of participation was 41 minutes.

- Male participants were significantly more likely to spend more time on average at the TAB off-course (54 minutes compared with 18 minutes).

- On average participants from Hobart/Launceston spent less time participating in this activity compared with those living in other parts of Tasmania (38 minutes compared with 49 minutes).

- On average, respondents aged 50+ spent longer playing than did other groups on their last occasion (50 minutes) – a significant increase from 1996 (8 minutes). Participants aged 18-24 spent 44 minutes while 25-34 year olds spent 35 minutes and 35-49 year olds spent 33 minutes on this activity.

Bingo

Overall, the proportion of players participating in this activity for 1-3 hours decreased significantly to 47% in 2000, while the proportion of those playing for more than 3 hours increased to 17% in 2000 (Refer to Figure 11). The average duration of participation was 104 minutes.

- Females, on average, spent more time participating in this activity than males (109 minutes compared with 92 minutes).

- Respondents living in Hobart/Launceston spent more time participating in bingo than country players (112 minutes compared with 95 minutes).

- Players aged 25-34 spent the most time participating in this activity (133 minutes) with those aged 50+ spending the least amount of time on this activity (82 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 1-3 hours increased to 31% in 2000, while the proportion of those playing for 15-59 minutes decreased to 33% in 2000 (Refer to Figure 11). The average duration of participation was 115 minutes.

- Male casino table game players spent a significantly longer time on this activity compared to females (136 minutes compared with 44 minutes).

- Players living outside of Hobart/Launceston on average, spent considerably longer than city players (179 minutes compared with 91 minutes).

- The age group that, on average, spent the longest time participating was the 25-34 demographic, spending 181 minutes participating in this activity – higher than the 1996 figure (150 minutes). Players aged 35-49 reported shorter sessions compared with 1996 – the average time spent playing in 2000 was 134 minutes compared with 72 minutes in 1996.

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 39% in 2000 while the proportion of those playing for more than three hours was 4% (Refer to Figure 11). The average duration of participation was 42 minutes.

- There was no significant difference between males and females (40 minutes compared with 44 minutes) for the average time spent participating in this activity.

- Players living outside of Hobart/Launceston were more likely to spend a longer time playing poker machines at a club or hotel than Hobart/Launceston respondents (54 minutes compared with 37 minutes).

- The older the player, the more time spent participating on average. Respondents aged 50+ spent the longest time playing (48 minutes), compared to 24 minutes for 18-24 year olds, 41 minutes for 25-34 year olds and 45 minutes 35-49 year olds.

Club Keno

Overall, the proportion of players participating in this activity for 1-3 hours increased by 6% from 1996 to 22% in 2000 while the proportion of those playing for 15-59 minutes decreased by 7% from 1996 to 40% in 2000 (Refer Figure 11). The average duration of participation was 31 minutes.

- Females spent slightly longer on average on this activity than did males (34 minutes compared with 29 minutes).

- There was a decrease for all age groups in the average time spent participating in club keno, with the most significant decrease for the 50+ age group (33 minutes compared with 98 minutes in 1996).

- City and country respondents each spent around half and hour participating in this activity (32 minutes and 29 minutes respectively).

Casino Keno

Overall the proportion of players participating in this activity for 1-3 hours increased to 26% in 2000, while the proportion of those playing for 15-59 minutes decreased to 33% in 2000 (Refer to Figure 11). The average duration of participation was 40 minutes.

- Males spent longer on average participating in casino keno than female players (46 minutes compared with 34 minutes).

- Similar to club keno, respondents from all age groups spent less time participating, when compared to the 1996 survey. While respondents 50+ spent, on average, 128 minutes in 1996, this fell to 40 minutes in 2000. Players aged 18-24 still spent the least time playing (26 minutes).

- Little difference was observed in average sessional duration in this activity between city (30 minutes) and country (41 minutes) players.

Wagering On-Course (TAB or Bookmakers)

Overall, the proportion of people participating in this activity for less than 15 minutes increased to 27% in 2000 while the proportion of those playing for more than 3 hours decreased to 37% in 2000 (Refer to Figure 11). The average duration of participation was 135 minutes.

- Males spent more time on average than females (149 minutes compared with 109 minutes) when wagering on-course (TAB or bookmakers).

- Players living outside of Hobart/Launceston spent longer participating in this activity, compared to on-course wagerers from the city (163 minutes compared with 120 minutes).

- Older participants in this activity (those aged 50+) spent the longest time participating in this activity – the mean amount of time spent on this activity by this groups was 211 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.

Sports Betting

Overall, the proportion of players participating in this activity for less than 15 minutes was 73% in 2000 while the proportion of those playing for more than three hours was 2% (Refer to Figure 11). The average duration of participation was 16 minutes.

- Males spent a significantly longer time participating in sports betting compared to the female players (20 minutes compared with 7 minutes).

- Little difference was observed in average amount of time spent participating in this activity between city and country players (15 minutes and 17 minutes respectively).

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 more than 3 hours was 47% in 2000 while the proportion of people playing for 15-59 minutes was 5% (Refer to Table 11). The average duration of participation was 155 minutes.

- Females, when compared to males, spent less time on average when participating in private games (142 minutes compared with 160 minutes).

- Players living in Hobart/Launceston spent slightly less time on average than players living outside of these areas (151 minutes compared with 165 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 TAB

The proportion of people participating in this activity for less than 15 minutes was 54% in 2000, while the proportion of Tasmanians participating in this activity for more than three hours was 2% (Refer to Figure 11). The average duration of participation was 24 minutes.

- Males spent more time on average participating in this activity than females (26 minutes compared with 14 minutes).

- Little difference was observed in average sessional duration when analysed by area of residence (25 minutes for Hobart/Launceston, 23 minutes for other parts of Tasmania).

- Those aged between 35-49 spent the longest time participating in phone TAB (31 minutes), followed by the 50+ age group (26 minutes), 25-34 year olds (20 minutes) and 18-24 year olds (13 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 significant 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)[5]?"

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:

- Blaszcynski, 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) "Únaffordable Losses: Estimating the Proporiton of Gambling Revenues Derived from Problem Gamblers" *Gaming Law Review*, Vol. 2(4).

[5] 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?".

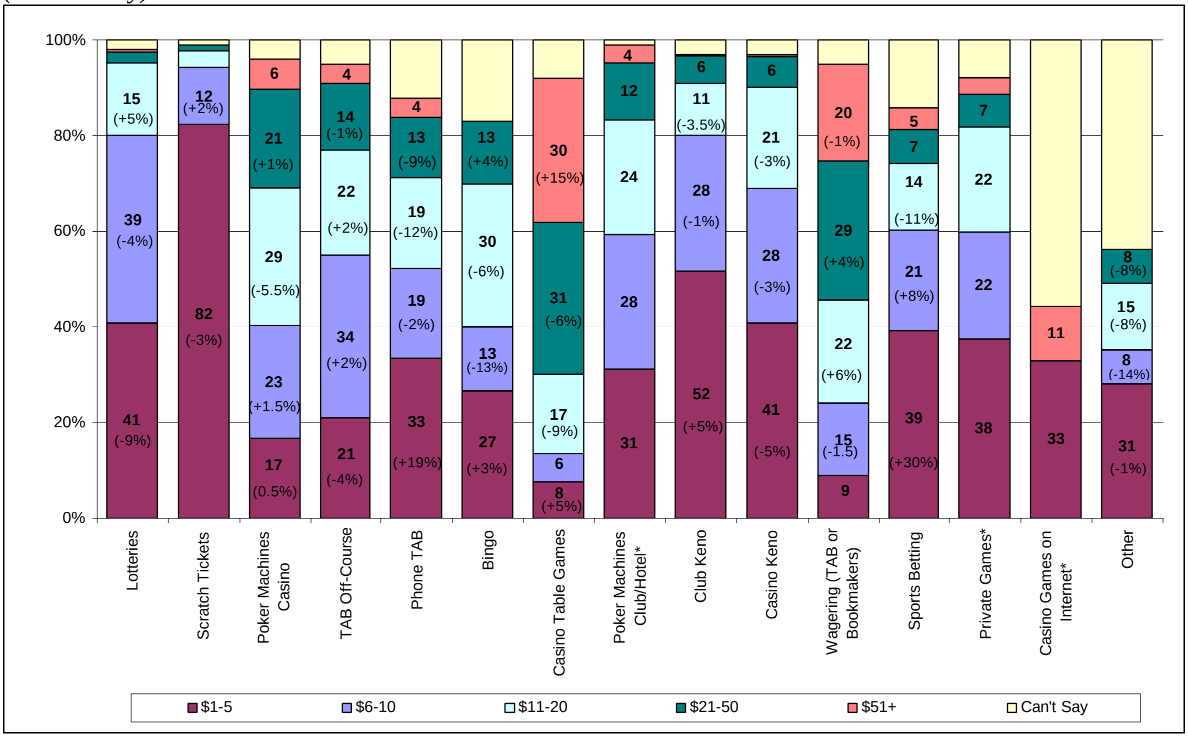
If the respondent said they won, they were congratulated and the question continued: "Congratulations, but on a typical day how much do you spend?" (Refer to Appendix 2).

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.

Figure 24 displays the overall expenditure on various gambling activities in Tasmania. As evident, several differences arise when compared to 1996. In this figure percentage point changes (up or down) are indicated by the percentages in the brackets. For example, in the first column (lotteries) the chart shows that 41% of lotteries gamblers spent less than $5 participating in this activity when last they did it. Beneath the "41" figure appears "(-9%)" – this indicates that the proportion of lottery players who spent less than $5 when they last played has decreased by 9 percentage points (ie. down from 50% in 1996).

Figure 24: <u>Expenditure Overall</u>

"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week[6] you played (said activity)?"



Base: Total participants in each form

[6] 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 lotteries players spending $1-$5 on lotteries per week decreased to 41% in 2000, while the proportion of those spending between $11 and $20 increased to 15% in 2000 (Refer to Figure 22). The average amount spent per week on this activity was $8.76 as identified in Table 7, whilst the average spend per session was $8.77.

- On average, male lottery players spent more per session than female participants on this activity ($10 compared with $7).

- In terms of difference in expenditure levels according to area, there was little variation between the average amount spent per session on lotteries (Hobart/Launceston $9.34 compared with Other Tasmania $7.64).

- Although the average expenditure per session on lotteries by participants aged 25-34 ($10) was slightly higher than the other age groups, there was little variation recorded overall.

- As their annual income brackets increase, so too does the lottery player's average expenditure on lotteries per session: those earning under $20,000 spent $7 on average, between $20,000 and $49,999 spent $9 on average and over $50,000 spent $13 on average on this activity per session.

Scratch Tickets

- Overall, 82% of participants spent between $1 and $5 on this activity in 2000, although this proportion was a slight decrease from 1996 (85%), while the proportion of those spending between $11 and $20 was only 4% (Refer to Figure 22). The average amount spent per week on this activity was $4.10 as identified in Table 7, whilst the average spend per session was also $4.10.

- There was little difference between the average amount spent on scratch tickets per session in terms of gender (males $5 compared with females $4).

- In terms of difference in expenditure levels according to area, there was little variation between the average amount spent per session on scratch tickets (Hobart/Launceston $4 compared with Other Tasmania $3).

- Little difference was recorded in terms of variation in average expenditure per session on this activity according to age.

- 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 on average, between $20,000 and $49,999 spent $4 on average and over $50,000 spent $5 on average on this activity.

Poker Machines at a Casino

- Overall, the proportion of Tasmanian poker machine (casino) players spending $6-$10 on this activity remained almost unchanged from 1996 (23% compared with 21%), while the proportion of those spending $11-$20 to 29% in 2000 (Refer to Figure 22). The average amount spent per week on this activity was $6.69 as identified in Table 7, whilst the average spend per session was $28.52.

- Male poker machines (casino) players spent more per session than females ($31 compared with $26).

- There was little difference between the average amount spent on poker machines at a casino per session in terms of area (Hobart/Launceston $28 compared with Other Tasmania $30).

- 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 – $35 per session compared with $29 for 18-24 years olds, $22 for 25-34 year olds and $25 for those aged 50+.

- Those poker machine (casino) players, who have an annual income of between $30,000-$40,000 and over $50,000 spend the most on this activity per session ($40 and $39 respectively).

TAB off-course

- Overall the proportion of Tasmanians wagering in this manner spending $6-$10 on this activity increased slightly to 34% in 2000 (up from 32% in 1996), while the proportion of those spending $1-$5 decreased slightly to 21% in 2000 (Refer to Figure 22). The average amount spent per week on this activity was $22.90 as identified in Table 7, whilst the average spend per session was $24.98.

- On average, male TAB off-course wagerers spent more per session than female players ($32 compared with $12).

- On average, TAB off-course wagerers who live outside of Hobart/Launceston spent more money per session on this activity than Hobart/Launceston participants ($29 compared with $16).

- Those TAB off-course wagerers aged 50+ were more likely than the younger age groups to gamble larger amounts of money, this group on average spending $37 per session.

- Those TAB off-course wagerers earning an annual income of between $10,000 and $20,000 spend the most on this activity per session ($89).

Phone TAB

- Overall, the proportion of Tasmanian phone TAB players spending $1-$5 on this activity increased to 33% in 2000, while the proportion of those spending $11-$20 decreased to 19% (Refer to Figure 22). The average amount spent per week on this activity was $5.24 as identified in Table 7, whilst the average spend per session was $18.67.

- Male phone TAB wagerers spent more on average per session than female players ($24 compared with $10).

- On average, phone TAB wagerers who live outside of Hobart/Launceston were more likely than players who live in Hobart/Launceston to gamble larger amounts of money per session on this activity ($24 compared with $12).

- In terms of age groups, phone TAB wagerers aged 35-49 reported the highest sessional expenditure ($43 per session).

- Phone TAB wagerers earning an annual income of over $50,000 spent the most on this activity per session ($53).

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 to 13% in 2000 and the proportion of those spending $11-$20 also decreased to 30% in 2000 (Refer to Figure 22). The average amount spent per week on this activity was $6.64 as identified in Table 7, whilst the average spend per session was $13.92.

- In terms of difference in expenditure levels according to gender, there was no variation between the average amount spent per session on bingo (males $14 compared with females $14).

- Bingo players who live outside of Hobart/Launceston spent more per session on average on this activity than players who live in Hobart/Launceston ($17 compared with $9).

- Bingo participants aged 25-34 reported the highest average sessional expenditure on this activity ($22).

- Bingo players earning an annual income of between $30,000 and $40,000 spent more on this activity per session ($21) than did other groups.

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 more than $50 on this activity increased to 30% in 2000, while the proportion of those spending $11-$20 decreased to 17% (Refer to Figure 22). The average amount spent per week on this activity was $6.35 as identified in Table 7, whilst the average spend per session was $79.87.

- On average, male casino table game players spent more per session than female participants ($89 compared with $53).

- On average, casino table game participants living outside of Hobart/Launceston were likely to gamble double the amount of money on this activity per session than players who live in Hobart/Launceston ($103 compared with $52).

- Casino table game players aged 50+ spent significantly more on this activity than the younger age groups – $153 compared with $42 by 18-24 year olds, $77 by 25-34 year olds and $76 by 34-49 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.

Poker Machines at a Club or Hotel

- Some 31% of Tasmanian poker machine (club or hotel) players spent $10 or less per session, while 28% spent over $50 (Refer to Figure 22). The average amount spent per week on this activity was $6.74 as identified in Table 7, whilst the average spend per session was $18.46.

- In terms of gender, there was little variation between the amount spent per session on poker machines at a club or hotel (males $19 compared with females $18).

- Players of poker machines at a club or hotel living outside of Hobart/Launceston were somewhat more likely on average than players living in Hobart/Launceston to gamble larger amounts of money per session on this activity ($22 compared with $17).

- On average, players of poker machines at clubs and hotels aged 35-49 spent more per session than other age groups on this activity ($22).

- Players of poker machines at a club or hotel earning an annual income of between $30,000 and $40,000 spent the most on this activity per session ($26).

Club Keno

- Overall, the proportion of Tasmanian club keno players spending $1-$5 on this activity increased to 52% in 2000, while the proportion of those spending between $11 and $20 decreased to 11% (Refer to Figure 22). The average amount spent per week on this activity was $3.40 as identified in Table 7, whilst the average spend per session was $9.76.

- On average, male club keno players spent more per session than female participants on this activity ($11 compared with $8).

- In terms of difference in expenditure levels according to area, there was no variation between the average amount spent per session on club keno (Hobart/Launceston $10 compared with Other Tasmania $10).

- Little difference was recorded in terms of variation in average expenditure per session on this activity according to age.

- Club keno players earning an annual income of over $50,000 spent more on this activity per session compared to other groups ($12).

Casino Keno

- The proportion of Tasmanian casino keno players spending $1-$5 on this activity decreased to 41% in 2000 and the proportion of those spending $6-$10 and $11-$20 also decreased to 28% and 21% respectively (Refer to Figure 22). The average amount spent per week on this activity was $3.92 as identified in Table 7, whilst the average spend per session was $11.71.

- Male casino keno players were more likely than females participants to spend larger amounts of money per session on this activity ($14 compared with $9).

- Casino keno players living in Hobart/Launceston spent slightly more money per session on average than players who live outside of Hobart/Launceston on this activity ($12 compared with $10).

- There was little variation amongst levels of average expenditure per session between age groups and annual income categories.

Wagering on-course (TAB or Bookmaker)

- Overall, the proportion of on-course wagerers (TAB or bookmakers) spending $11-$20 on this activity increased to 22% in 2000 and the proportion of those spending $21-$50 also increased to 29% (Refer to Figure 22). The average amount spent per week on this activity was $11.90 as identified in Table 7, whilst the average spend per session was $57.97.

- On average, male on-course wagerers (TAB or bookmakers) spent considerably more per session than did female wagerers ($74 compared with $27).

- On-course wagerers living in Hobart/Launceston spent less on average per session than players who live outside of Hobart/Launceston ($50 compared with $75).

- There was some variation amongst levels of average expenditure per session between age groups: on-course wagerers aged 50+ spent more ($81) than the younger age groups on average per session on this activity (18-24: $43, 25-34: $42, 35-49: $67).

- The on-course wagerers (TAB or bookmakers) earning over $50,000 reported the highest sessional expenditure on this activity ($78).

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

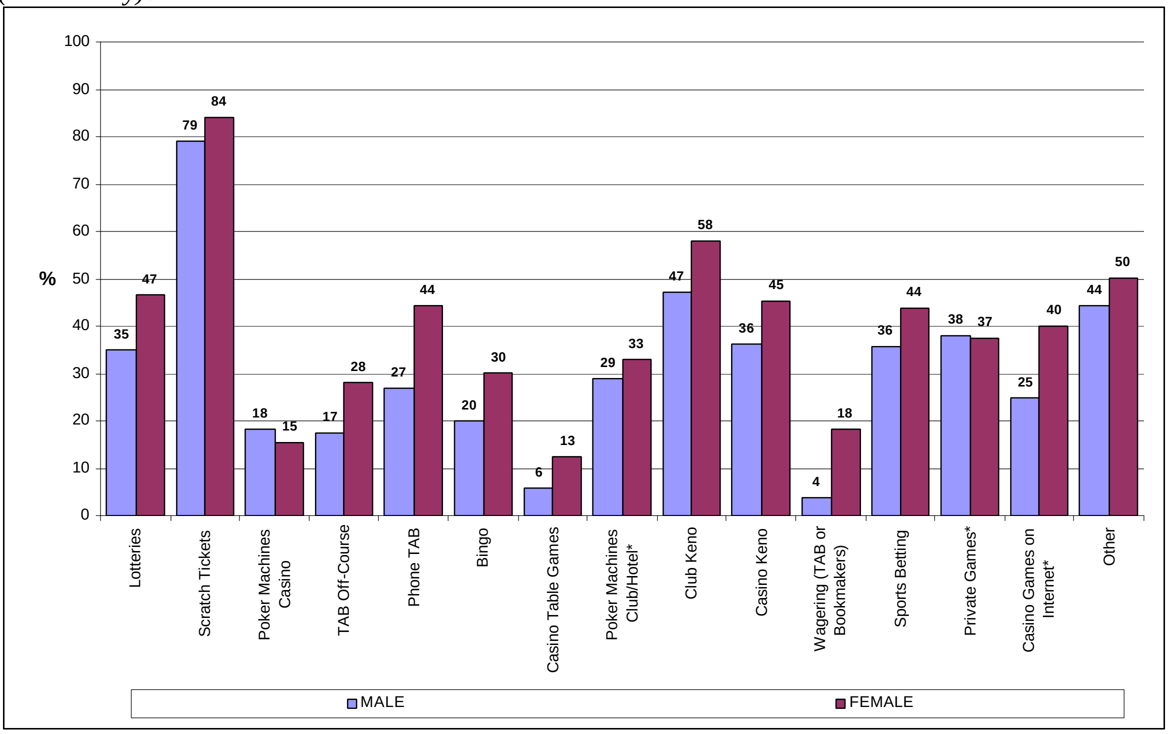
Figures 25 – 29 illustrate expenditure for each gambling activity and provide a comparison of this between the proportion of males and the proportion of females who participated in each form.

For example: Of those who spent $1-$5 on lotteries, 35% were male and 47% were female – ie: 100% of lotteries players who spent between $1-$5 on this activity are accounted for when looking at Figure 25 in isolation. Looking at Figures 26-29 provides 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: <u>Expenditure by Gender ($1-$5)</u>

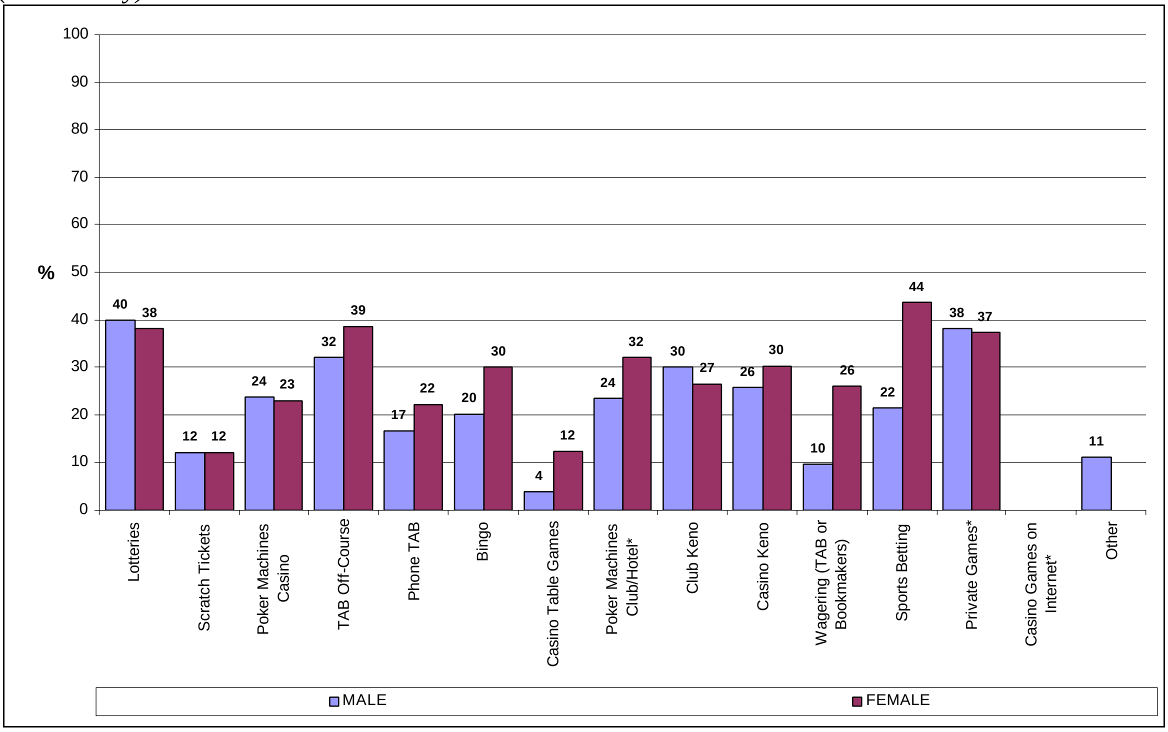
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 26: **Expenditure by Gender ($6-$10)**

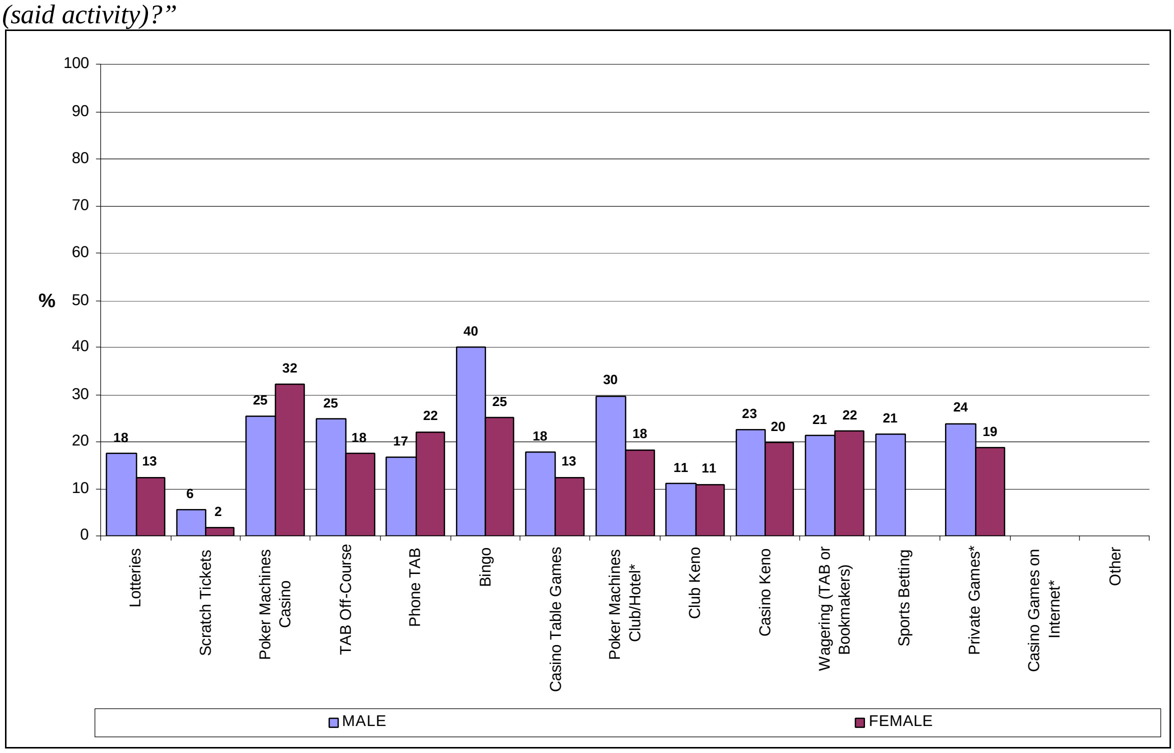
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 27: **Expenditure by Gender ($11-$20)**

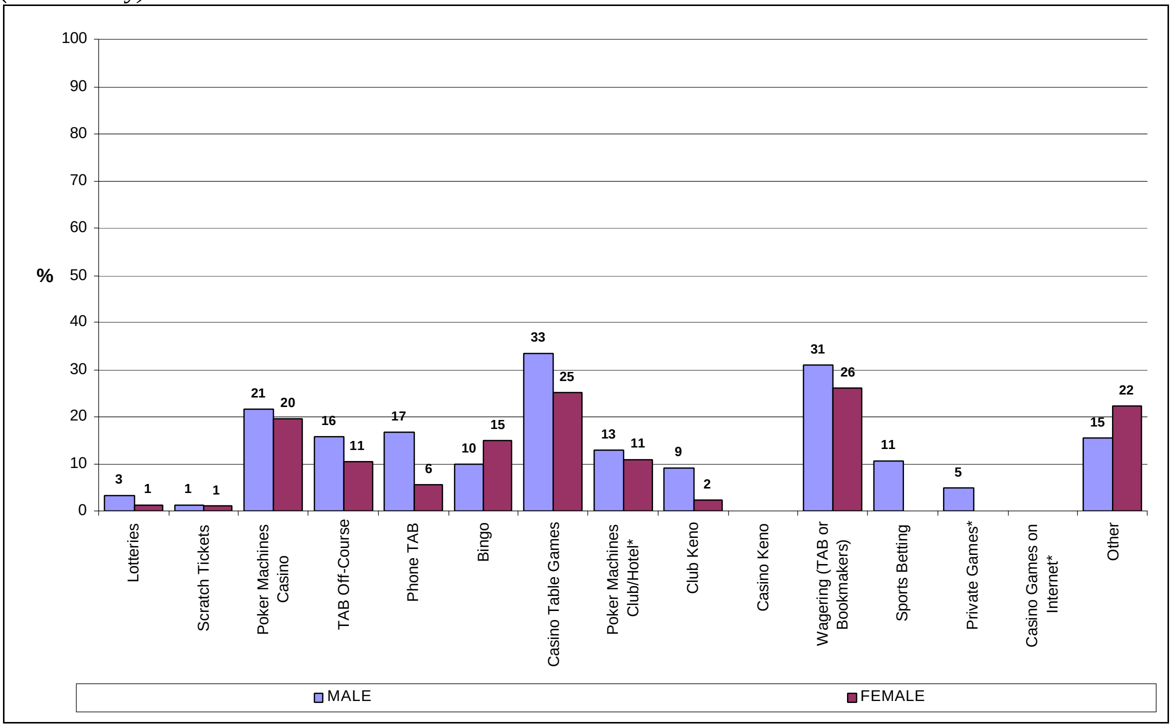
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 28: <u>Expenditure by Gender ($21-$50)</u>

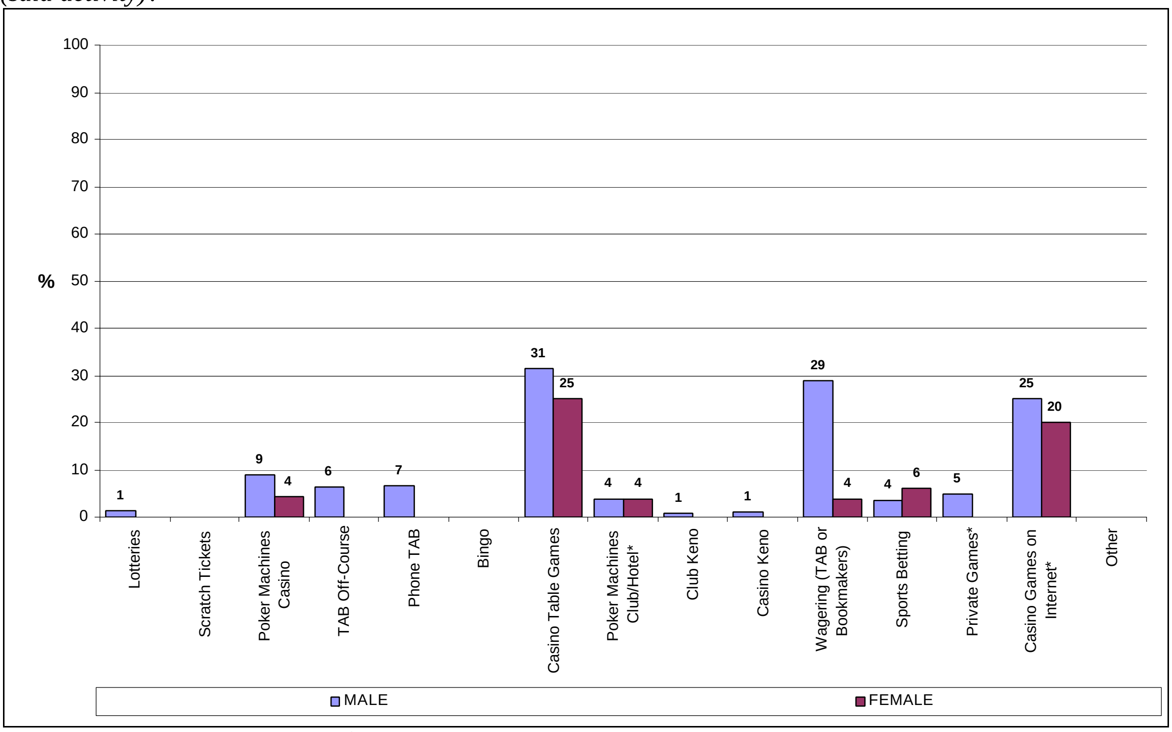
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 29: <u>Expenditure by Gender ($51 or more)</u>

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



Base: Total participants in each form

6.5 Expenditure on Each Gambling Activity by Age

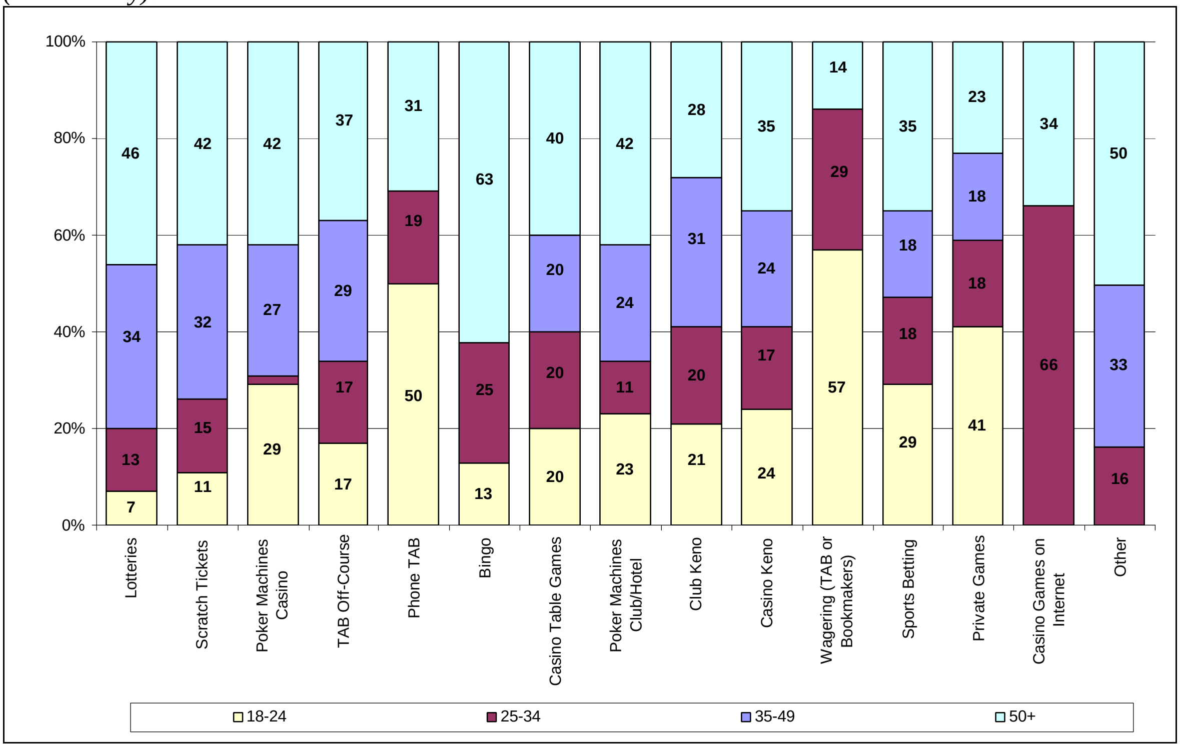
Figures 30 – 34 illustrate expenditure for each gambling activity and provide a percentage comparison of the proportion of participants in each form according to the age group they fall into.

For example: Of those who spent $1-5 on lotteries, 7% were aged 18-24, 13% were aged 25-34, 34% were aged 35-49 and 46% were aged 50+ – ie: 100% of lotteries players who spent between $1-$5 on this activity are accounted for when looking at Figure 30 in isolation. Looking at 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: **Expenditure by Age ($1-$5)**

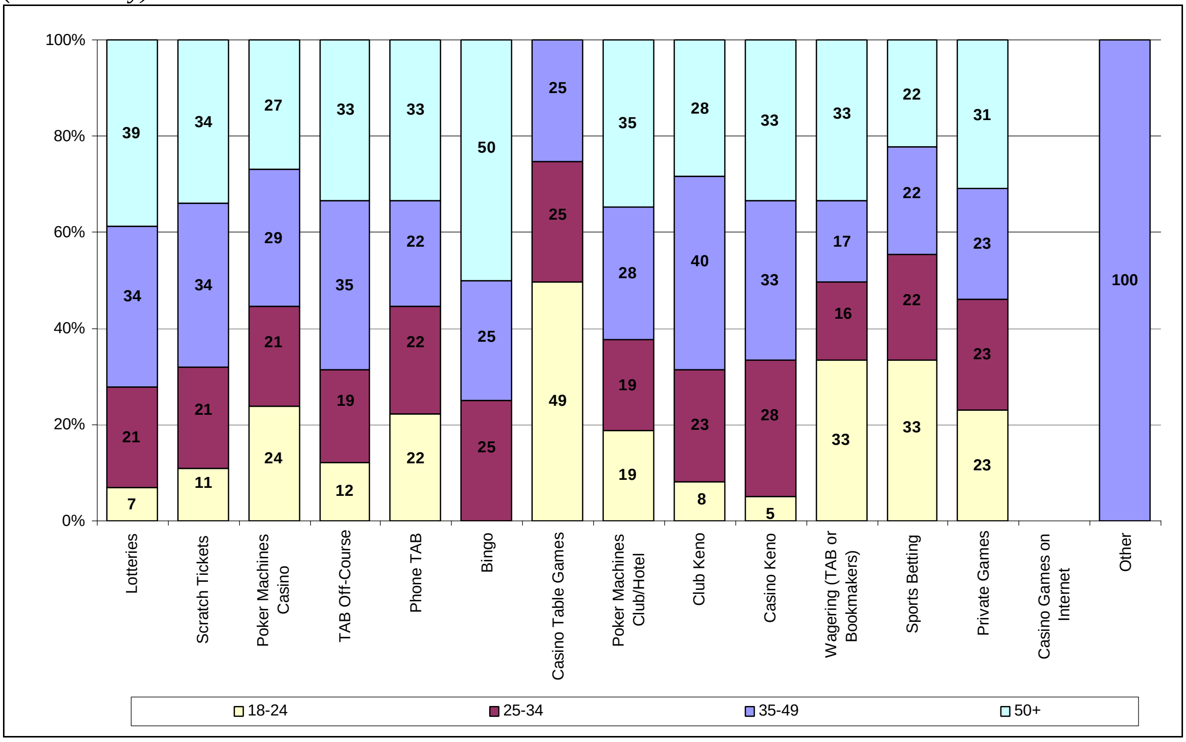
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 31: **Expenditure by Age ($6-$10)**

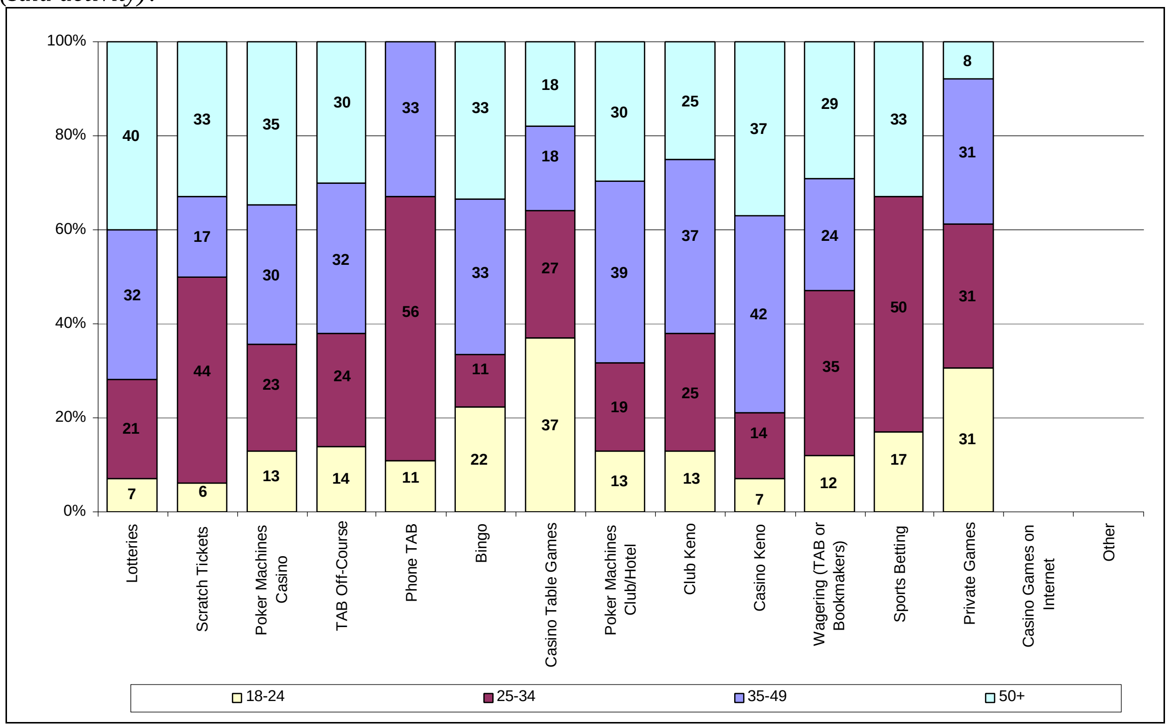
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 32: **Expenditure by Age ($11-$20)**

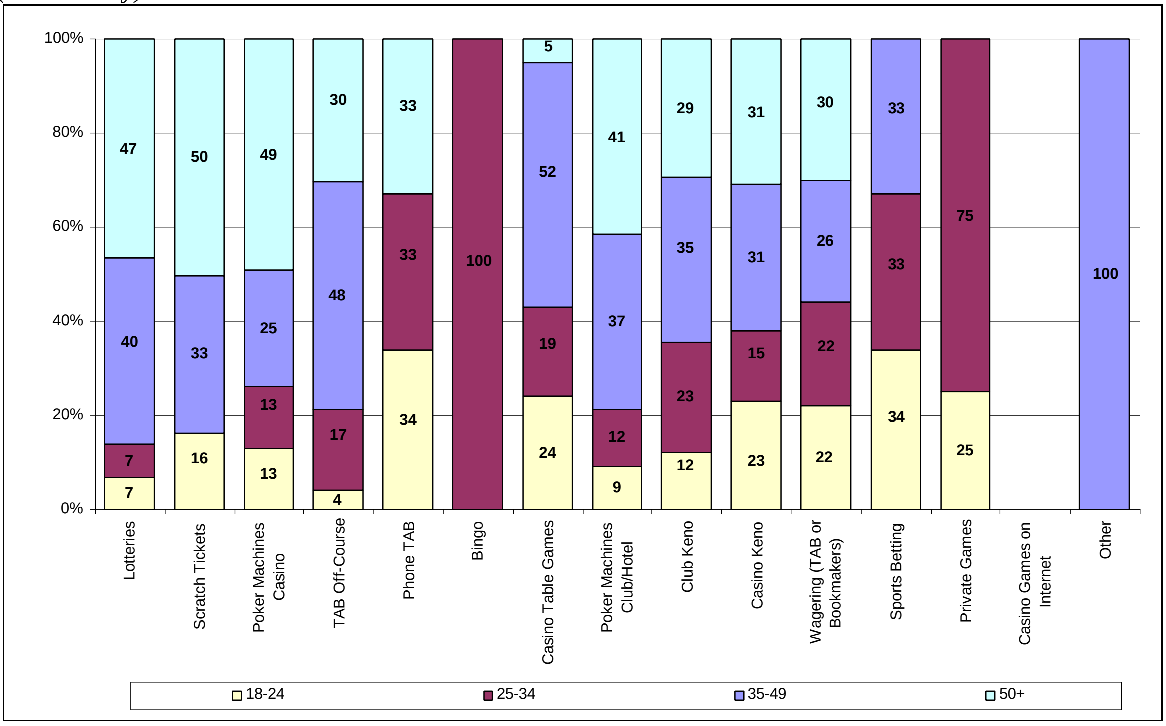
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 33: <u>Expenditure by Age ($21-$50)</u>

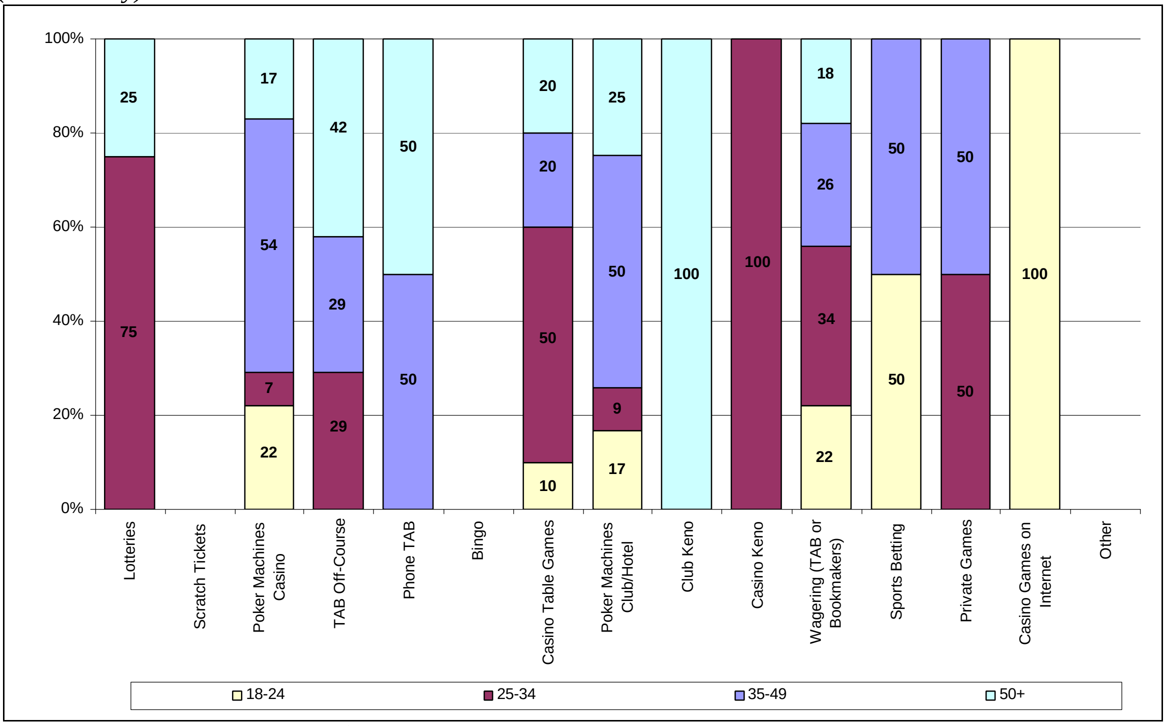
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 34: <u>Expenditure by Age ($51 or more)</u>

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



Base: Total participants in each form

6.6 Expenditure on Each Gambling Activity by Area

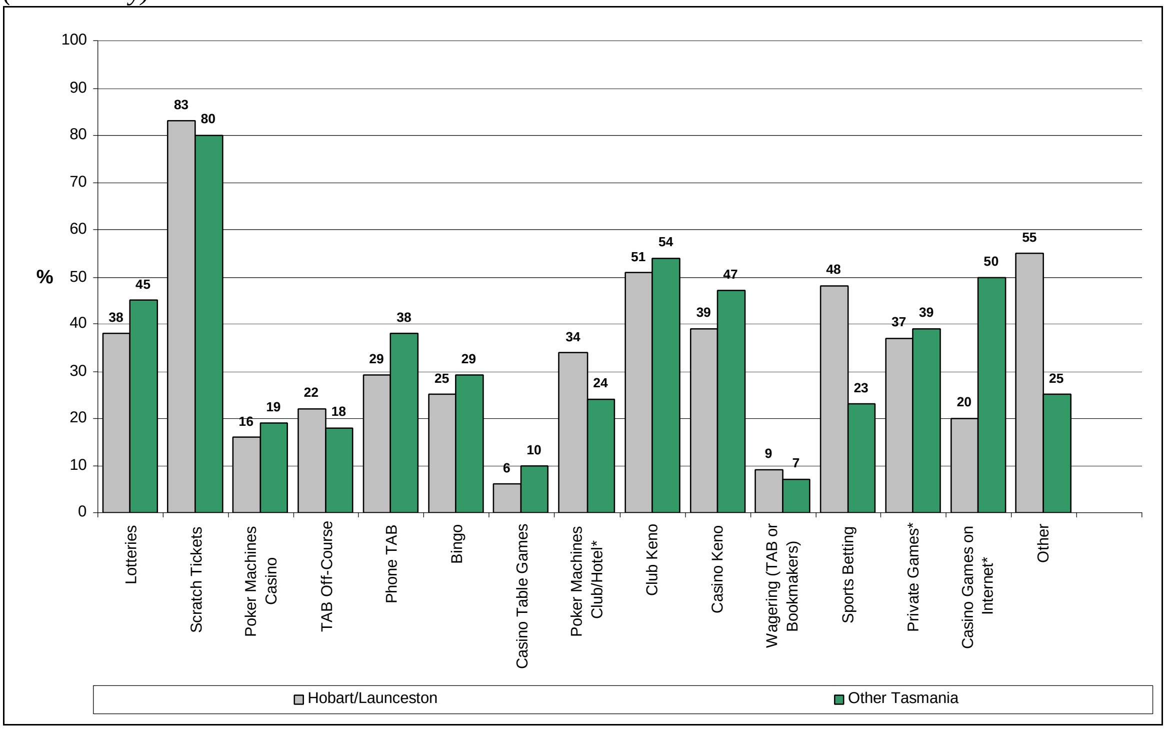
Figures 35 – 39 illustrate expenditure for each gambling activity and provide a comparison of this between the proportion of people living in Hobart/Launceston the proportion of people living in "Other Tasmania" who participated in each form.

For example: Of those who spent $1-$5 on lotteries, 38% lived in Hobart/Launceston and 45% lived in 'Other Tasmania' – ie: 100% of lotteries players who spent between $1-$5 on this activity are accounted for when looking at Figure 35 in isolation. Looking at 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: <u>Expenditure by Area ($1-$5)</u>

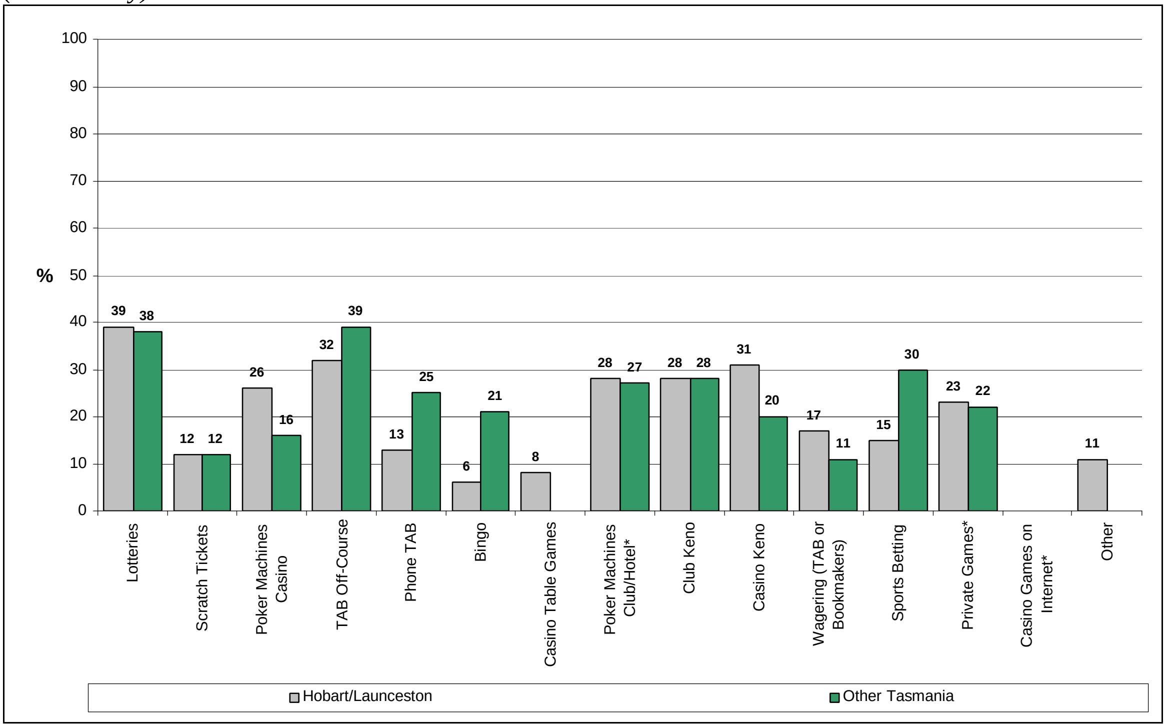
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 36: Expenditure by Area ($6-$10)

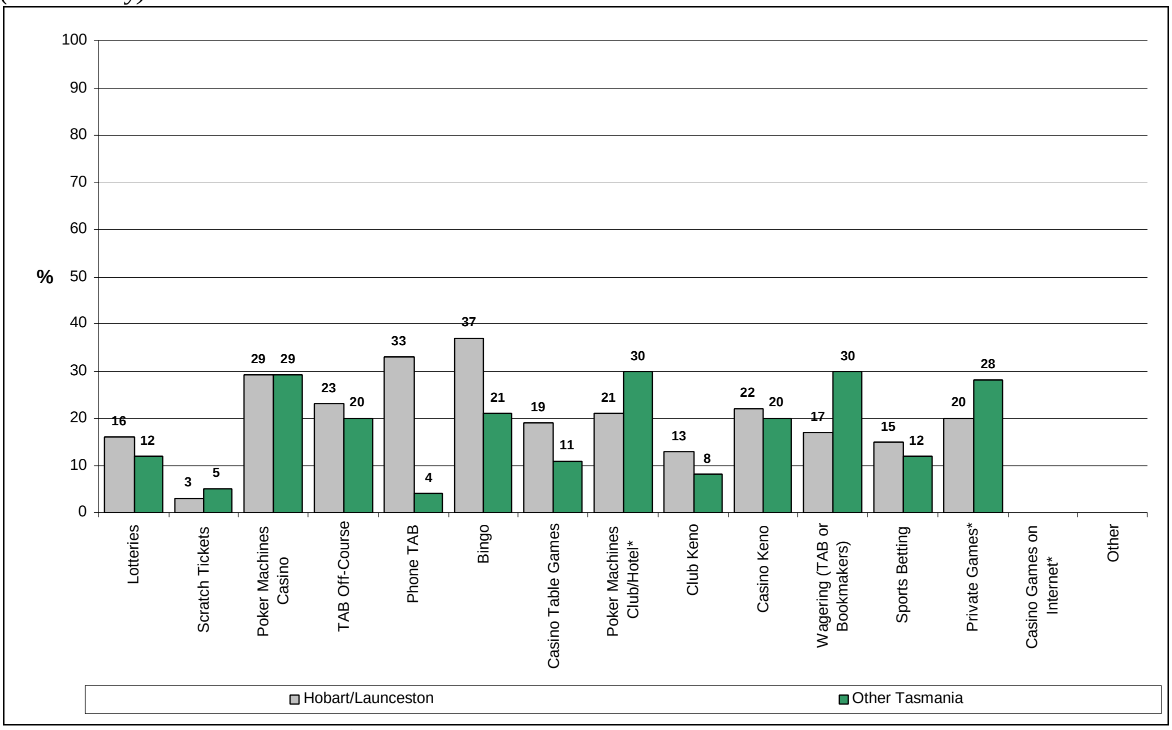
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 37: Expenditure by Area ($11-$20)

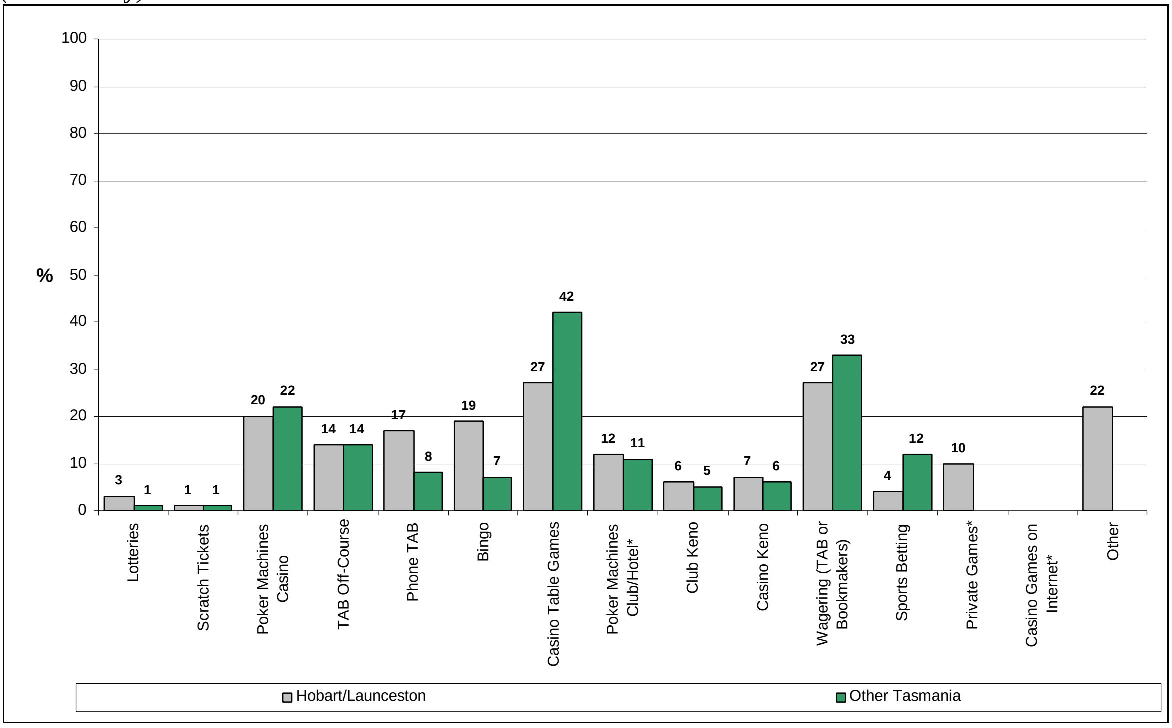
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 38: <u>Expenditure by Area ($21-$50)</u>

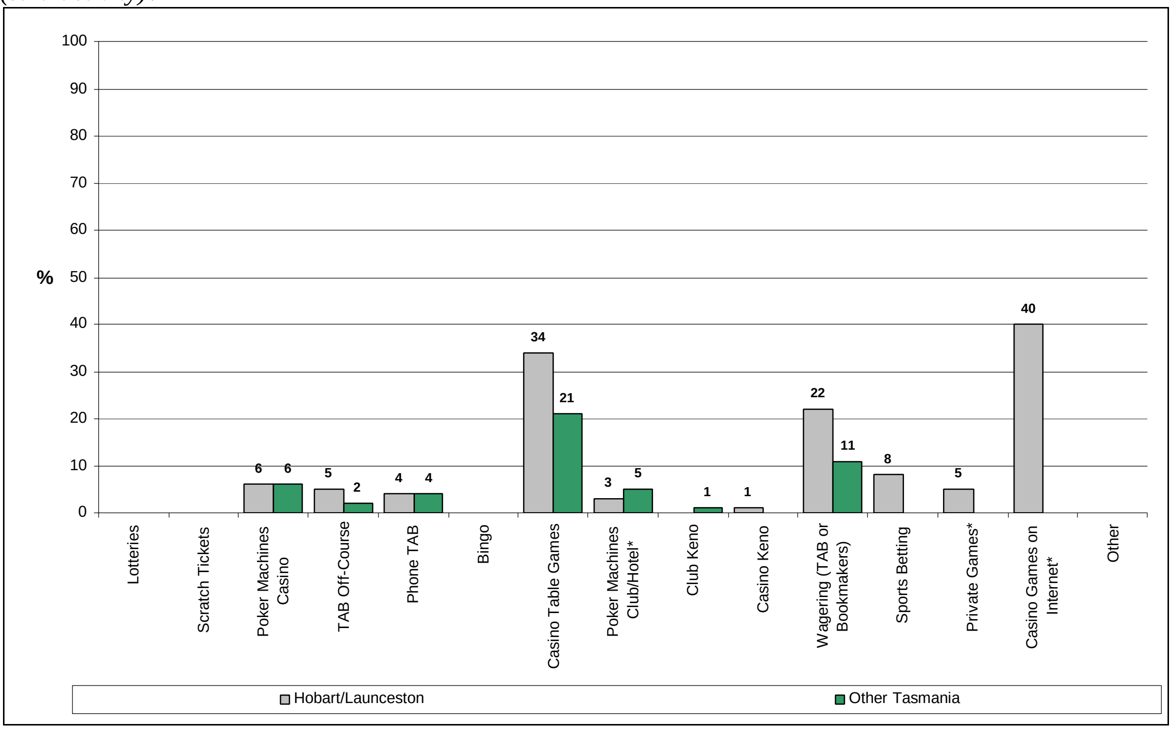
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 39: <u>Expenditure by Area ($51 or more)</u>

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



Base: Total participants in each form

6.7 Expenditure on Each Gambling Activity by Annual Income

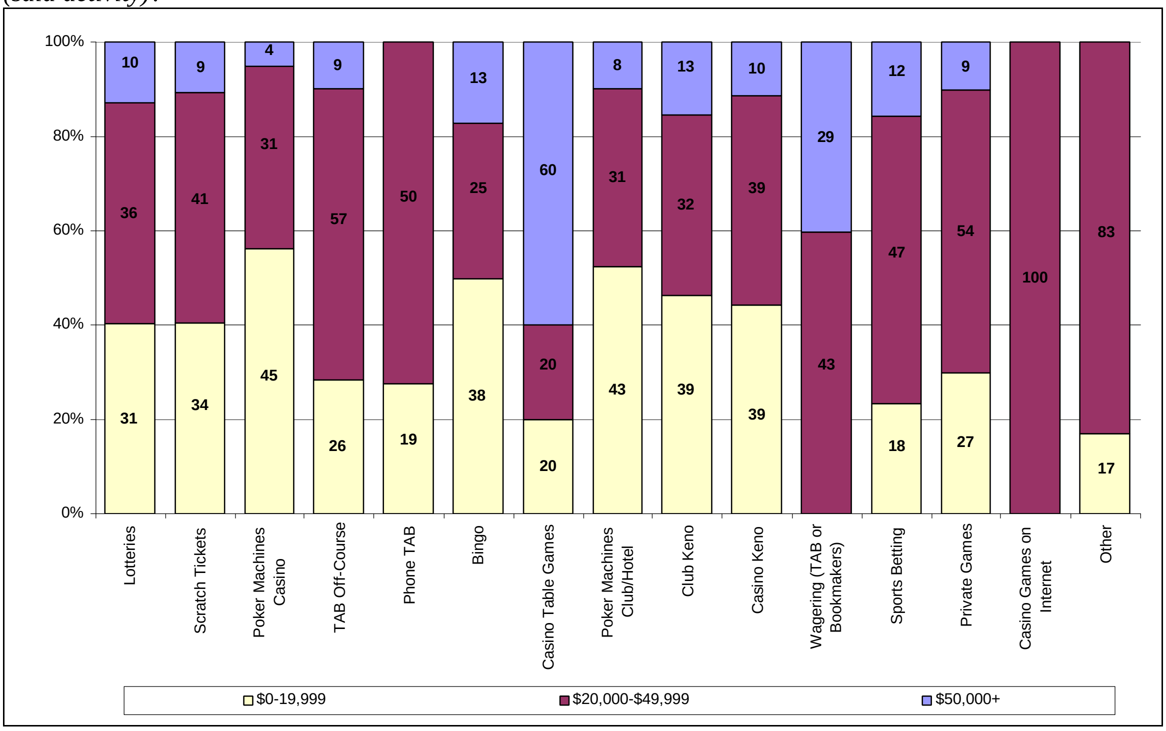
Figures 40 – 44 illustrate expenditure for each gambling activity and provide a percentage comparison of the proportion of participants in each form according to their annual income.

For example: Of those who spent $1-5 on lotteries, 31% earned less that $19,999, 36% earned between $20,000 and $49,999 and 10% earned more than $50,000 – ie: 100% of lotteries players who spent $1-$5 on this activity are accounted for when looking at Figure 40 in isolation. Looking at Figures 41-44 provides 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: **Expenditure by Annual Income ($1-$5)**

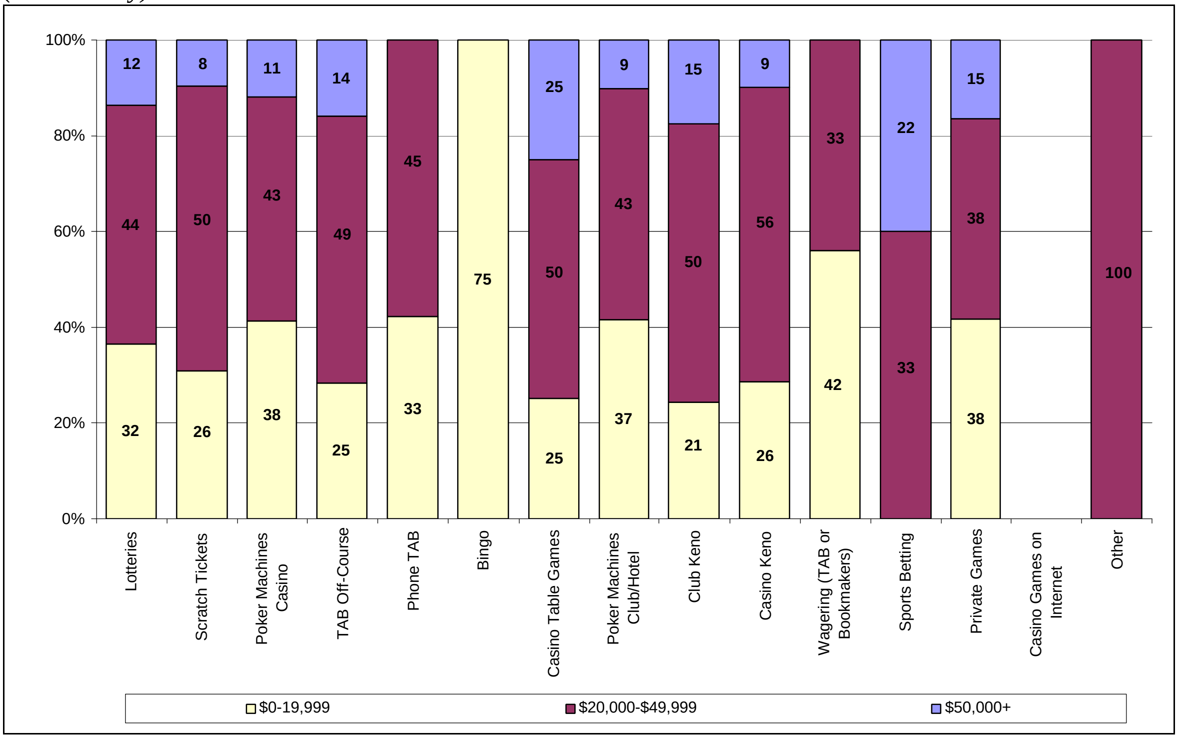
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 41: Expenditure by Annual Income ($6-$10)

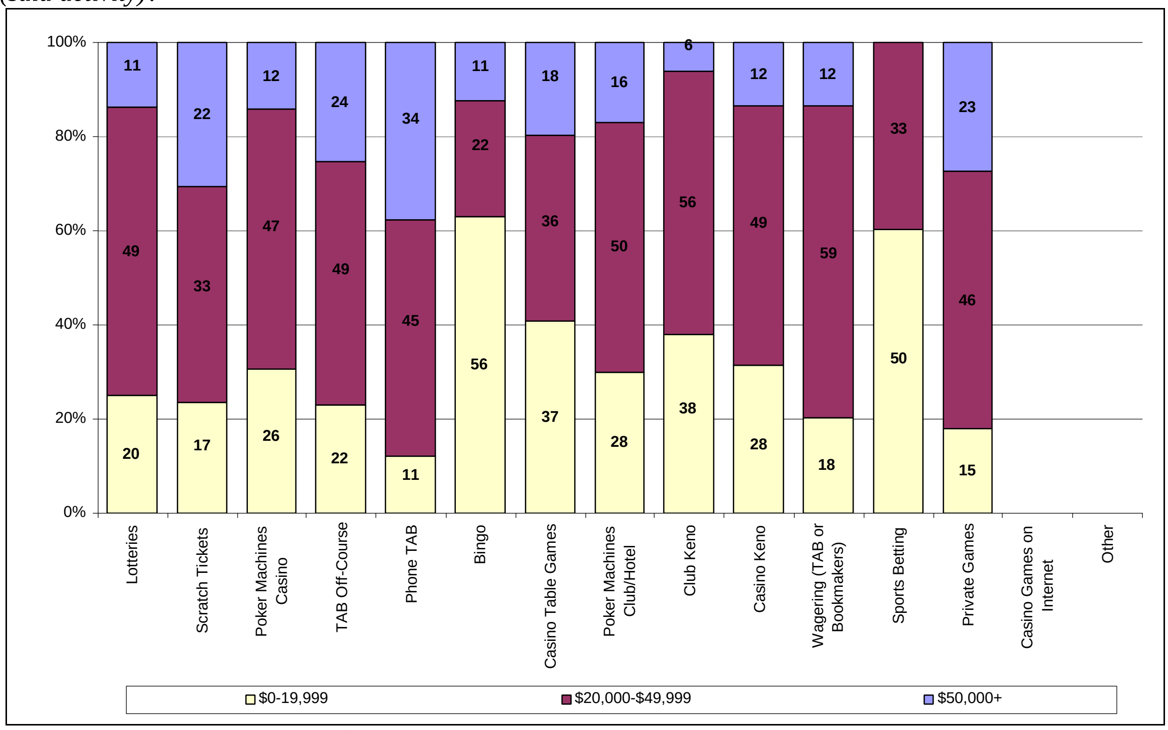
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 42: Expenditure by Annual Income ($11-$20)

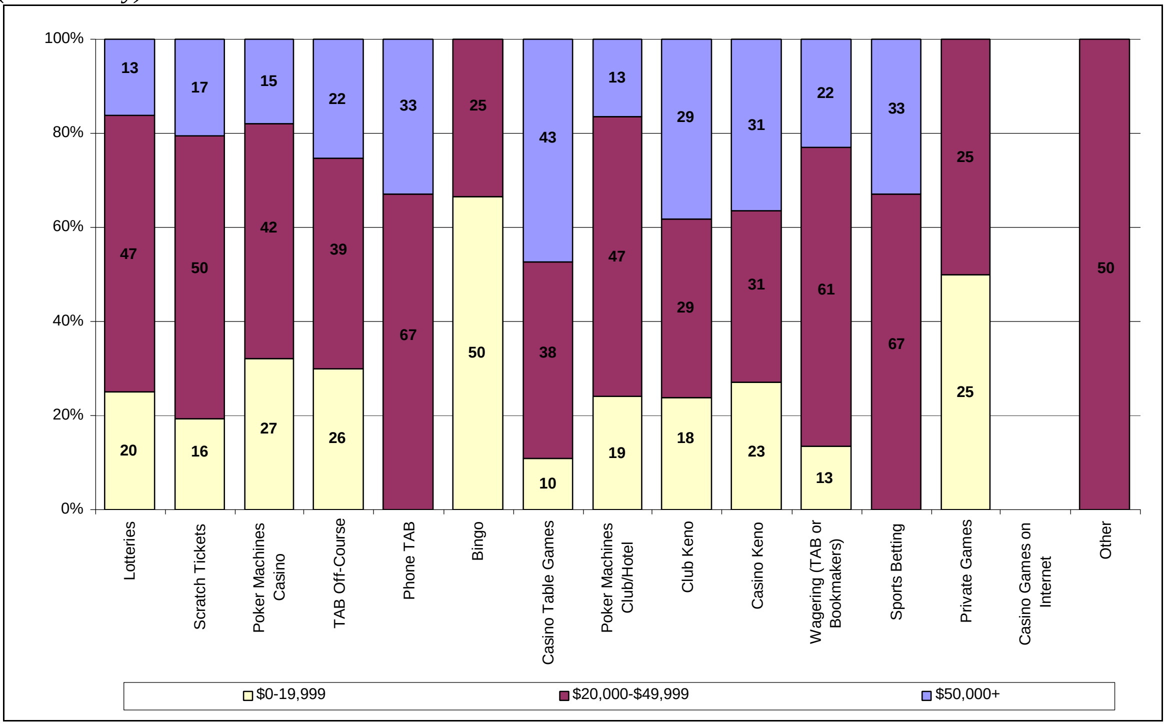
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 43: Expenditure by Annual Income ($21-$50)

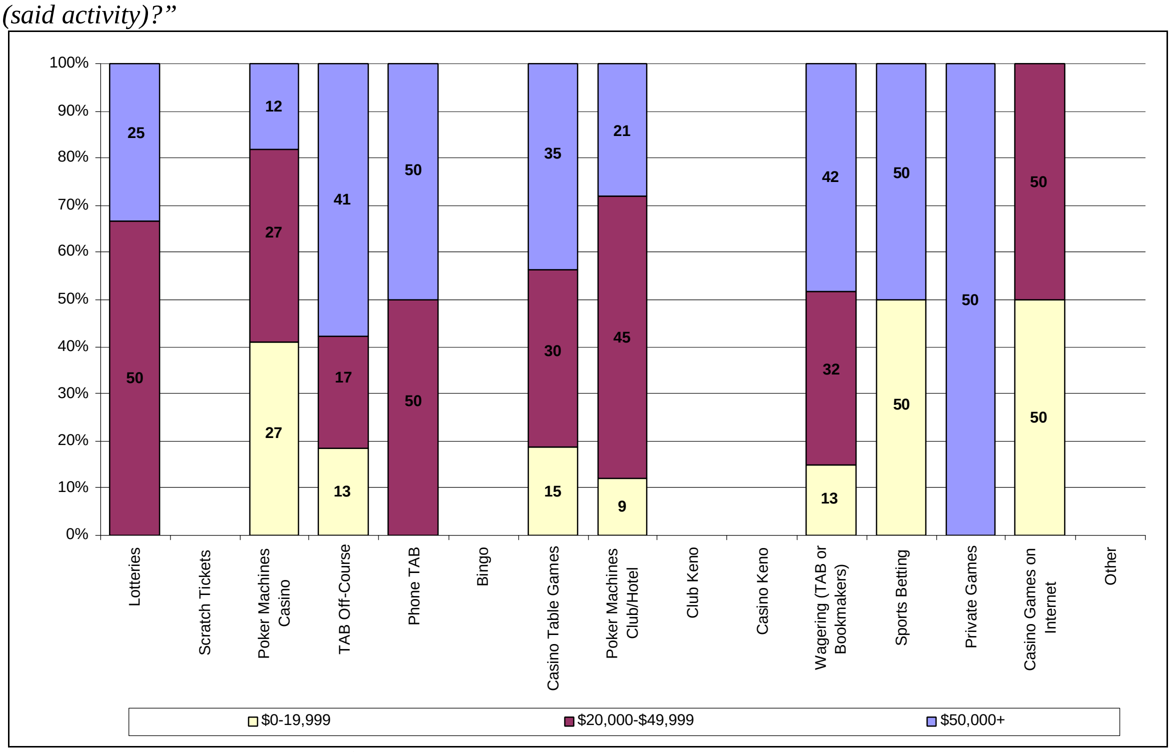
"C Series: Approximately how much money did you spend (out of pocket) on the LAST day/week you played (said activity)?"



Base: Total participants in each form

Figure 44: Expenditure by Annual Income ($51 or more)

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



Base: Total participants in each form

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 survey, 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 13, 14 and 15 summarise the responses to the three statements above, and how attitudes differ between gender, age and area.

Most Tasmanians (79%) thought that the Tasmanian community **had not** benefited from the introduction of poker machines to clubs and hotels. In both 1996 and 1994, 18% of Tasmanians thought that the introduction of poker machines to clubs and hotels would benefit the community. Only 10% of Tasmanians felt that the Tasmanian community has benefited from having poker machines in clubs and hotels and 12 % were undecided.

Whilst 17% of people thought the community had benefited ***socially*** from having poker machines in clubs and hotels, over one quarter (27%) thought the introduction of poker machines to clubs and hotels had benefited the Tasmanian community ***financially***. This attitude was more likely to be held by men than by women (30% compared with 24%).

The younger age groups were more likely to agree that the Tasmanian community has benefited ***overall*** from the introduction of poker machines into pubs and clubs (13%), a view shared by 12% of those aged 25-34. Just under 11% of 35-49 year olds and 8% of the 50+ age group agreed there had been an overall benefit to the community from the introduction of poker machines to clubs and hotels.

The 25-34 age group were the most likely to agree that the Tasmanian community had benefited ***financially*** from the introduction of poker machines to clubs and hotels (30%), while the 50+ age group were least likely to be in agreement with this assertion (25%).

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 (25%), whilst the 35-49 age group were less likely to see this form of gambling as having benefited the community ***socially*** (15%) as were the 50+ age group (16%).

Across all age groups there was a higher agreement that the Tasmanian community had benefited ***financially*** from the introduction of poker machines to clubs and hotels: **18-24** = 30% financial benefit compared with 25% social benefit; **25-34** = 30% financial benefit compared with 17% social benefit; **35-49** = 28% financial benefit compared with 15% social benefit; **50+** = 25% financial benefit compared with 16% social benefit.

No discernible difference was observed in the perception of an ***overall*** benefit to Tasmania from the introduction of poker machines to clubs and hotels between respondents from Hobart/Launceston or respondents from other areas in Tasmania. Respondents from Hobart/Launceston were marginally more likely to agree that poker machines have benefited the community ***financially*** than were respondents from other areas of Tasmania (28% compared with 25%). Similarly, Hobart/Launceston respondents were also more inclined to agree that poker machines have benefited the community ***socially*** than were respondents from other areas of Tasmania (17% compared with 16%).

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

Table 13: **Attitudes Toward the Introduction of Poker Machines to Clubs and Hotels by Gender**

		Total Respondents (1,223) %	Males (594) %	Females (629) %
Q22B: Do you think that the Tasmanian community has benefited from having poker machines in clubs and hotels?	Yes	10	11	9
	No	79	78	79
	Can't Say	12	11	12
*Q22B1: The Tasmanian community has benefited **financially** from having poker machines in clubs and hotels*	Total Agree	27	30	24
	Neither Agree / Disagree	6	6	7
	Total Disagree	58	57	60
	Can't Say	8	7	9
*Q22B2: The Tasmanian community has benefited **socially** from having poker machines in clubs and hotels*	Total Agree	17	17	17
	Neither Agree / Disagree	6	6	5
	Total Disagree	73	73	73
	Can't Say	5	4	5

Base: Total Respondents

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

		18-24 (151) %	25-34 (215) %	35-49 (368) %	50+ (489) %
Q22B: Do you think that the Tasmanian community has benefited from having poker machines in pubs and hotels?	Yes	13	12	11	8
	No	76	77	79	80
	Can't Say	11	11	11	13
*Q22B1: The Tasmanian community has benefited **financially** from having poker machines in clubs and hotels*	Total Agree	30	30	27	25
	Neither Agree / Disagree	11	6	8	4
	Total Disagree	52	53	60	61
	Can't Say	7	10	5	10
*Q22B2: The Tasmanian community has benefited **socially** from having poker machines in clubs and hotels*	Total Agree	25	17	15	16
	Neither Agree / Disagree	10	6	6	4
	Total Disagree	61	71	77	75
	Can't Say	4	6	2	6

Base: Total Respondents

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

		Tasmania Overall (1,223) %	**Hobart/ Launceston (779) %**	**Other Tasmania (444) %**
Q22B: Do you think that the Tasmanian community has benefited from having poker machines in pubs and hotels?	Yes	10	11	7
	No	79	77	81
	Can't Say	12	12	12
*Q22B1: The Tasmanian community has benefited **financially** from having poker machines in clubs and hotels*	Total Agree	27	28	25
	Neither Agree / Disagree	6	8	4
	Total Disagree	58	56	62
	Can't Say	8	8	9
*Q22B2: The Tasmanian community has benefited **socially** from having poker machines in clubs and hotels*	Total Agree	17	17	16
	Neither Agree / Disagree	6	7	4
	Total Disagree	73	72	75
	Can't Say	5	4	5

Base: Total Respondents

7.3 Monitoring and Control of Poker Machines

As mentioned earlier, the survey instrument in 1996 measured whether respondents thought poker machines should be carefully controlled, prior to their introduction to clubs and hotels in 1997. This question was modified to reflect the situation in 2000. In both the 1994 and 1996 surveys, 93% of people responded in the affirmative. When asked in 2000 if they thought poker machines in clubs and hotels are carefully controlled and monitored through proper licensing procedures only 43% agreed that this was the case. Twenty two percent of respondents disagreed with this assertion and 9% neither agreed nor disagreed.

Worth noting was that one quarter (26%) of those interviewed could not say whether or not they thought that poker machines are carefully controlled and monitored. Whilst little difference was evident in the level of agreement with this statement between Hobart/Launceston respondents and those from other areas of Tasmania (46% and 39% agreement respectively), men were more likely than were women to agree that poker machines in clubs and hotels are well controlled and monitored (5% compared with 36%). In 1996, 94% both of men and women agreed that poker machines should be carefully controlled and monitored.

Just over half (54%) of the youngest age group (18-24 years) agreed that poker machines in clubs and hotels are carefully controlled and monitored through proper licensing procedures. The 50+ age group had the lowest level of agreement that proper controls are in place, with 38% of them agreeing with the statement, as shown in Table 16.

Table 16: 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	51	7	22	20
Female	36	11	22	31
Total Respondents	43	9	22	26
Age				
18-24	54	9	25	11
25-34	46	11	19	24
35-49	44	12	22	23
50+	38	6	23	33
Area				
Hobart/Launceston	46	9	22	22
Other Tasmania	39	8	22	31

Base: Total Tasmanians

7.4 Attitudes to Gambling with Respect to Participation

It may be the case that attitudes to gambling are often influenced by whether a person is a regular gambler or does not gamble at all. Table 17 examines the answers to the community attitude questions by grouping the respondents according to whether they were gamblers, non-gamblers, regular gamblers or lotto only participants.*

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

Table 17: Perception of Control and Monitoring of Poker Machines by Gambling Group

		Total Respondents (1,223) %	Total Gamblers (1,002) %	Total Non-Gambler (221) %	Regular Other (126) %	Lotto Only (235) %
Q22B: The Tasmanian community has benefited from having poker machines in clubs and hotels	Yes	10	11	6	10	12
	No	79	77	84	74	77
	Can't Say	12	12	10	16	11
*Q22B1: The Tasmanian community has benefited **financially** from having poker machines in clubs and hotels*	Total Agree	27	28	22	26	34
	Neither Agree/ Disagree	6	7	4	8	6
	Total Disagree	58	57	65	53	52
	Can't Say	8	8	10	13	9
*Q22B2: The Tasmanian community has benefited **socially** from having poker machines in clubs and hotels*	Total Agree	17	18	11	24	19
	Neither Agree/ Disagree	19	18	2	1	4
	Total Disagree	73	71	81	65	69
	Can't Say	5	4	5	8	6
Q22C: Poker machines should be carefully controlled and monitored through proper licensing procedures	Total Agree	43	46	32	48	43
	Neither Agree/ Disagree	31	25	6	2	6
	Total Disagree	22	21	26	25	20
	Can't Say	26	24	33	21	28

Base: Total Respondents

7.5 Social Impacts of Gambling

In addition to the modification of existing attitudinal statements, the 2000 survey instrument included some new questions to reflect the current situation in Tasmania with respect to gambling. Respondents replied to the following statements:

- 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 said that gambling has 'made no difference' to their lives, with 62% of respondents providing this response (60% of men and 64.5% of women). Others felt gambling had 'made (their) life a little more enjoyable' (12%) as seen in Table 18.

Only 1.4% of respondents reported that poker machines made their lives 'a lot less enjoyable'. Little difference was observed in the perception of how gambling improved or detracted from people's lives when analysed by age as shown in Table 19. People living in Hobart/Launceston were slightly more likely than those living outside of Hobart/Launceston to say gambling "made no difference to (their) lives" (66% compared with 55%), but were more slightly less likely to say gambling "made (their) lives a little less enjoyable (2% compared with 3%) as seen in Table 20.

Table 18: **<u>Effects of Gambling by Gender</u>**

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

	Total Respondents (1,223) %	**Males (594) %**	**Females (629) %**
Made your life a lot more enjoyable	2	3	2
Made your life a little more enjoyable	12	15	9
Made no difference to your life	62	60	65
Made your life a little less enjoyable	2	2	2
Made your life a lot less enjoyable	1	2	1
Can't Say	2	2	2
Total did not gamble in last 12 months	18	17	19

Base: Total Tasmanians

Table 19: **Effects of Gambling By Age**

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

	18-24 (151) %	25-34 (215) %	35-49 (368) %	50+ (489) %
Made your life a lot more enjoyable	1	2	2	3
Made your life a little more enjoyable	14	15	9	13
Made no difference to your life	58	62	67	60
Made your life a little less enjoyable	1	2	2	2
Made your life a lot less enjoyable	2	1	1	1
Can't say/Don't know	1	1	2	2

Base: Total Tasmanians

Table 20: **Effects of Gambling By Area**

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

	Total Respondents (1,223) %	Hobart/ Launceston (779) %	Other Tasmania (444) %
Made your life a lot more enjoyable	2	2	3
Made your life a little more enjoyable	12	12	13
Made no difference to your life	62	66	55
Made your life a little less enjoyable	2	2	3
Made your life a lot less enjoyable	1	1	1
Can't say/Don't know	2	1	3

Base: Total Tasmanians

7.6 Alternatives for Spending Money

As can be seen in Table 21, groceries or small household items were the things that 19% of gamblers would have spent their money on as an alternative to spending it on gambling, however this was primarily reported by women (25%) as opposed to men (13%).

Money spent on gambling would otherwise have been spent on ‘other entertainment or recreation activities’ by 17% of people, particularly men (18%) compared with 15% of women. Interestingly men were more likely than women to say they would have spent their gambling money on alcohol (18% compared with 6%), or on cigarettes (2% compared with 0.4%).

Compared to the older age groups, 18-24 year olds were more inclined to say they would have spent their money on alcohol (31%) or cigarettes (5%) if they had not spent it gambling.

Those aged 25-34 were more likely to spend their money on household and family necessities such as groceries and small household items (24% compared with 19% of gamblers overall), put it toward major household goods (8% compared with 6%), spend it on children/grandchildren/family (11% compared with 5%), use it to pay bills (9% compared with 5%), or use it to pay rent/mortgage (3% compared with 1%).

A higher proportion of those living in Hobart/Launceston chose alternatives such as ‘spend on other entertainment or recreational activities’ (18% compared with 14%).

Respondents living outside of Hobart/Launceston however were more likely than respondents from Hobart/Launceston to say they would spend their money on ‘groceries or small household items’ (24% compared with 16%) and put it toward ‘major household items’ (8% compared with 5%).

Table 21: **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 (1,002) %	**Males (493) %**	**Females (509) %**
Spend it on groceries or small household items	19	13	25
Spend it on other entertainment or recreation activities	17	18	15
Spend it on personal items	13	10	15
Spend it on alcohol	12	18	6
Spend it on restaurant meals	10	11	8
Put it towards major household items	6	5	7
Spend it on children/grandchildren/family	5	5	6
Use it to pay bills/credit cards	5	6	4
Spend it on the movies or a concert	5	4	6
Spend it on petrol	3	5	1
Buy magazines/books	2	3	2
Donate it to charity	2	2	2
Use it to pay rent/mortgage	1	2	1
Put it towards a holiday	1	2	1
Spend it on cigarettes	1	2	-
Take-away food/lunch/coffee	1	1	1
Spend it on other items	4	5	3
Can't say	16	17	14
Not spend it/save it/put it in the bank	6	6	5

Base: Total Gamblers

Table 22: 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 (1,002) %	18-24 (116) %	25-34 (179) %	35-49 (309) %	50+ (398) %
Spend it on groceries or small household items	19	9	24	21	18
Spend it on other entertainment or recreation activities	17	23	19	14	16
Spend it on personal items	13	16	14	11	13
Spend it on alcohol	12	31	18	9	5
Spend it on restaurant meals	10	18	11	9	7
Put it towards major household items	6	4	8	7	5
Spend it on children/ grandchildren/family	5	1	11	7	3
Use it to pay bills/credit cards	5	6	9	7	1
Spend it on the movies or a concert	5	11	7	4	3
Spend it on petrol	3	8	5	1	2
Buy magazines/books	2	2	3	2	3
Donate it to charity	2	1	2	2	4
Use it to pay rent/mortgage	1	3	3	1	-
Put it towards a holiday	1	1	1	1	2
Spend it on cigarettes	1	5	2	1	-
Take-away food/lunch/coffee	1	1	1	1	2
Spend it on other items	4	3	3	3	5
Can't say	16	8	13	15	19
Not spend it/save it/put it in the bank	6	4	3	6	8

Base: Total Gamblers

Table 23: **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 (1,002) %	Hobart/ Launceston (779) %	Other Tasmania (444) %
Spend it on groceries or small household items	19	16	24
Spend it on other entertainment or recreation activities	17	18	14
Spend it on personal items	13	13	13
Spend it on alcohol	12	12	11
Spend it on restaurant meals	10	9	10
Put it towards major household items	6	5	8
Spend it on children/grandchildren/family	5	6	5
Use it to pay bills/credit cards	5	5	5
Spend it on the movies or a concert	5	5	5
Spend it on petrol	3	3	3
Buy magazines/books	2	3	2
Donate it to charity	2	3	2
Use it to pay rent/mortgage	1	1	2
Put it towards a holiday	1	1	1
Spend it on cigarettes	1	1	1
Take-away food/lunch/coffee	1	2	-
Spend it on other items	4	4	3
Can't say	16	15	17
Not spend it/save it/put it in the bank	6	5	7

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'.[7]

The extent of problem gambling as measured in 2000, the present survey, is then compared with the two earlier (1994 & 1996) sets of estimates and also with the results from the 1999 national study of problem gambling conducted by the Productivity Commission.

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

[7] 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 the Australian research, all of the questions 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 a 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 significant 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 number of cases of problem gambling. In addition, 'around' these cases are assumed to be an additional group of "at risk" gamblers who are likely to be experiencing significant 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 two earlier 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 Blaszscynski 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, ie: failing to correctly identify a proportion of respondents who ***were*** problem gamblers.

Thus the so-called ‘Dickerson method’ may be considered the benchmark for interpreting the scores on the SOGS at least until the much needed replacement measure has been developed. The scores for the SOGS from the present, 2000, survey have been interpreted in this way as shown in Table 24 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).

8.3 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. Interpret the scores in terms of the likelihood that the respondent is a problem gambler (ie. is experiencing significant problems arising from their gambling) as follows:

Figure 45

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

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.

Table 24: **Distribution of Scores of 5+ on the SOGS and Prevalence Estimates of "At Risk" and "Problem Gamblers" for 1994, 1996 and 2000 Studies in Tasmania**

SOGS Scores	2000 (1,223)	1996 (1,221)	1994 Revised (1,220)
5-6	7	21	6
7-9	1	11	3
10+	3	4	3
Prevalence			
5+ SOGS (a)	0.90	2.97	0.90
Problem gamblers =10+ (b)	0.30	1.13	0.43
At risk =5-9 (a – b)	0.60	1.84	0.47

Refer to Appendix 5 for a complete distribution of SOGS scores for all three studies.

Table 25: **Comparison of 2000 Results with the Productivity Commission Results for Tasmania and NSW 1999**

Prevalence	Tasmania 2000	Tasmania 1999 Productivity Commission	NSW 1999 Productivity Commission
Problem gamblers	0.30	0.09	1.28
At risk	0.60	0.38	1.52

8.4 Evaluation of Prevalence Estimates

The prevalence rates for 2000 are almost identical to those of the first survey in 1994. There has been no measurable change in the overall level of problem gambling over the last 6 years. The present results also support the conservative “no change” interpretation of the 1996 survey.

The present results may be evaluated in the context of other results from the 2000 survey and also in the context of recent results for Tasmania and other states published in the Productivity Commission report (1999).

In the following section it will be seen that 1% of respondents said that they, themselves, had experienced difficulties with excessive gambling in the last 12 months. Although a single question in a survey is not as reliable as an estimate of prevalence based on the set of questions that go to make up the SOGS, it is of interest that the two estimates are almost identical:

Prevalence based on;

“yes, I experienced problems arising from excessive gambling……….1.0%

Prevalence of problem and at risk gamblers……………………………0.9%

Table 25 illustrates the similarity of the present results when compared with those found for Tasmania by the Productivity Commission from a survey conducted exactly a year earlier. Again the difference between the results for problem gamblers is too small to be interpreted as a rise in prevalence.

Considering that poker machine play is the preferred form of gambling for over 70% of client problem gamblers attending Break Even services (Client and Service Analysis, Report No. 4, Department of Human Services, Victoria 1999), the following figures may help clarify the differences between the SOGS scores found between the two States.

- Tasmania (2000) ***3.2%*** weekly or more poker machine play (all types of venue)
- NSW (1998) ***10.0%*** weekly or more poker machine play (all types of venue)

This greater level of regular play or market penetration, at a little over three times higher in NSW is entirely compatible with the 3 times higher prevalence estimate for that State in 1999 (Productivity Commission).

8.5 Final Words on Prevalence

- If the proportion of the population who are attracted to regular play on poker machines is a key driver of problem gambling prevalence then in Tasmania the small increase in such players from 1.7% (casino only) in 1996 to 3.2% (all venues) in 2000 ***will*** have caused an increase in problem gambling but not sufficiently large to be detected by existing survey methods.

- The fact that regular poker machine players are comparatively rarer in Tasmania may in part be attributable to:

  (i.) Greater average distances to venues given the larger proportion of the Tasmanian population living outside metropolitan centres;
  (ii.) No large concentrations of machines in club and hotel venues;
  (iii.) Lower staking and jackpot limits in club and hotel venues; and
  (iv.) Less fiercely competitive marketing of gaming machine play compared with NSW.

- The Productivity Commission report (1999) concluded from their research into whether genuine problem gamblers would reveal that they have a problem, ***that all survey estimates are likely to underestimate the real prevalence of problem gambling***.

8.6 Awareness of Gambling Problems in the Family and Community

In the present survey respondents were asked:
"Have you experienced difficulties with excessive gambling?"

- ever in the past 1.4%
- in the last 12 months 1.0% said "yes"

And;

"Have you personally known someone who has experienced serious problems with their gambling?"

- 23.1% said "yes"

When carefully questioned to establish who these people were, it was found that:
5.6% of those surveyed were referring to a family member who had experienced problems in the last 12 months.

Table 26

	2000[8] (1,223) %	**1996[9] (1,211) %**	**1994[47] (1,220) %**
Self or Family members experiencing difficulty with excessive gambling	12.3	8	6
IF YES			
Within the last 6 months *(12 months in 2000)*	6	2.3	1.1

[8] '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?'
[9] Have you, yourself or any of your family members ever experienced difficulties with excessive gambling?, if yes, "Was that in the last 6 months?"

In the context of similar levels of prevalence of problem gambling across all three surveys this increase may be interpreted as a significant 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 1996, the social context in which problem gambling is occurring in Tasmania in 2000 is more helpful to problem gamblers, ie: it is well known 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.

Further research is needed to confirm whether this is the appropriate interpretation of the significant increase in reporting problem gambling amongst family members.

8.7 Profile of "At Risk" Gamblers

Table 27 overleaf profiles the "not at risk" group and the "at risk and problem gambler" groups compared to the total population (the two are taken as a single group given the very small number altogether). The main points of interest follow for both the "not at risk" and "at risk" categories:

Not At Risk
(0-4 SOGS Score)

- ✓ No bias according to gender;
- ✓ Higher proportions in the older age groups;
- ✓ A higher proportion of full time workers and retirees;
- ✓ No bias according to Hobart/Launceston or other Tasmanian areas; and
- ✓ No bias according to annual income.

At Risk and Problem Gambler
(5 or more SOGS Score)

- ✓ A higher than average proportion of males;
- ✓ A higher proportion of respondents aged 35-49;
- ✓ A higher proportion of full time workers and those performing household duties; and
- ✓ A higher proportion of income earners <$50,000.

Table 27: Profile of "AT RISK & PROBLEM GAMBLERS"

	Total Population %	No Risk (Score 0 to 4) (1,212) %	At Risk & Problem Gambler (Score 5+) (11) %
Gender			
Male	49	49	64
Female	51	51	36
Area			
Hobart/Launceston	42	64	82
Other Tasmania	52	36	18
Age			
18-24	12	12	9
25-34	17	17	27
35-49	30	30	36
50+	40	40	27
Respondent's Occupation			
Total Full Time	38	38	55
Total Part Time	17	17	9
Household Duties	11	11	27
Student	5	5	0
Retired	24	24	9
Looking for Work	2	2	0
Other	3	3	0
Can't Say	1	1	0
Annual Income			
$0-$9,999	18	18	9
$10,000-$14,999	9	9	0
$15,000-$19,999	6	6	27
$20,000-$24,999	8	8	0
$25,000-$29,999	8	8	0
$30,000-$34,999	8	8	18
$35,000-$39,999	5	5	0
$40,000-$49,999	8	8	18
$50,000-$59,999	5	5	0
$60,000-$69,999	2	2	0
$70,000-$79,999	2	2	9
$80,000-$89,999	1	1	0
$90,000-$99,999	0	0	9
$100,000-$124,999	1	1	0
$125,000-$149,999	0	0	0
$150,000 or more	1	1	0
Can't Say/Refused	20	20	9
SOGS			
Not at risk	99	100	0
One in five risk	1	0	63.7
One in two risk	0	0	9.0
One in one risk	0	0	27.3

Base: Total Respondents

Table 28: Respondents' Personal Reports of Gambling Related Problems for Total Lotto Only Comp

	Total Lotto Only (235)	
	n	%
In the last 12 months, when you gambled, how often did you go back another day to win back money you lost?	26	11.1
In the last 12 months, have you claimed to be winning money from gambling wen in fact you lost?	2	0.9
In the last 12 months have you gambled more that you intended to?	18	7.7
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?	5	2.1
In the last 12 months, have you felt guilty about the way you gamble or what happens when you gamble?	11	4.7
In the last 12 months, have you felt that you would like to stop gambling, but didn't think you could?	3	1.3
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?	0	-
In the last 12 months, have you argued with people you live with over how you handle money?	7	3.0
In the last 12 months, have you borrowed from someone and not paid them back as a result of your gambling?	0	-
In the last 12 months, have you lost time from work or study because of your gambling?	0	-
In the last 12 months, have you borrowed money from anywhere else to gamble or pay gambling debts?	0	-

For question 25A the response categories in the questionnaire were: never, rarely, sometimes, often, always, a
therefore the sum of the rarely, sometimes, often and always results.

Table 28 reviews the level of reporting of some of the negative impacts of gambling that may be experienced by players. The table compares respondents who regularly play lotteries (but do not gamble weekly or more often on any other type of gambling) with respondents who regularly gamble on types of activities such as poker machines, TAB, keno, casino table games; the forms of gambling which were found by the Productivity Commission report (1999) to be associated with a greater proportion of players scoring in the ***at risk*** category.

Whether the experience is gambling more than intended or losing time from work, respondents who regularly prefer forms of gambling such as poker machines, TAB etc, are more likely, by a factor of 3 or 4, to report such negative impacts of their gambling.

8.8 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.

Depression

Within the last twelve months, 3.6% of respondents had suffered from depression because of their gambling habits or those of another person. Less than 0.5% of these had occurred in the last 12 months.

Suicide

Suicide had been seriously thought about because of gambling within the last twelve months by 0.3% of respondents, with 0.2% of respondents seriously considering suicide but not in the last twelve months.

Substantial Debt

Upon being asked if substantial debt had been experienced because of gambling or due to another person's gambling, 2.0% of respondents reported this had occurred in the past twelve months and a further 3.0%, but not the last twelve months.

Court Appearances

During the last twelve months, no respondents had appeared in court due to gambling or because of another person's gambling, although 0.6% of respondents had at some earlier time in the past.

Relationship Breakdown

A relationship breakdown due to gambling related problems had been experienced by 3.4% of respondents in the last twelve months and a further 3.7% of respondents had experienced a relationship breakdown at an earlier time.

8.9 Co-morbidity

Smoking cigarettes and drinking alcohol are activities that have been identified as being harmful and that often occur whilst participating in gambling. The study therefore sought to investigate if people's consumption levels of cigarettes and alcohol are different whilst gambling.

Of those interviewed 20% smoke cigarettes and 71% drink alcohol. Tables 29 and 30 document whether or not there are effects on the consumption of cigarettes or alcohol by these respondents while participating in gambling activities.

Smoking

Overall, of the total gamblers who are also smokers, 22% reported that they smoke more while participating in gambling activities, 14% reported that they smoked less while participating in gambling activities and 15% reported that their smoking habits did not change while participating in gambling activities.

Of those gamblers who participate in sports betting who are smokers, 62% smoke more while participating in this form. Of respondents who wager on-course (TAB or bookmakers) and are smokers, 48% smoke more while participating in this form. Of those who play casino table games and are smokers, 45% do so more while participating in this activity.

Alternatively, those who participated in gambling activities that lasted for a short duration of time did not smoke significantly more than usual. For example, 14% of smokers who participated in lotteries and 20% of smokers who participated in scratch tickets, indicated that they smoked less than usual during participation in these activities.

For around half of those participating in various gambling activities, gambling appeared to have no influence on the number of cigarettes consumed. This was particularly the case for those who participated in bingo.

Table 29: Cigarette Consumption while Gambling

"Q24C4: On average, do you smoke more or less than usual while gambling?"

Form	Smoke More %	Smoke Less %	Same/No Difference %	Can't Say %
Lotteries (n=153)	23	14	53	10
Scratch Tickets (n=119)	21	20	52	7
Poker Machines at Casino (n=72)	35	18	44	3
Poker Machines at Club/ Hotel (n=85)	32	21	45	2
Wagering on-course (TAB or Bookmakers) (n=21)	48	28	24	-
Bingo (n=9)	22	11	67	-
Table Games at Casino (n=20)	45	25	30	-
Casino Keno (n=47)	32	13	55	-
Club Keno (n=88)	30	12	52	6
Private Games at Home (n=23)	39	13	43	5
Sports Betting (n=13)	62	15	15	8
Casino Games on Internet (n=1)	-	-	100	-
TAB Off-Course (n=39)	35	24	39	2
Phone TAB (n=11)	29	41	29	-
Other (n=3)	29	14	57	-
TOTAL (n=222)	**22**	**14**	**54**	**10**

Base: Smokers who participated in each form

Drinking

Overall, of the total gamblers who are also drinkers, 9% reported that they drink more while participating in gambling activities, 15% reported that they drank less while participating in gambling activities and 64% reported that their drinking habits remained the same while participating in gambling activities.

Of those gamblers who participate in casino table games and are drinkers, 36% reported drinking more while participating in this form. Of respondents who wager on-course (TAB or bookmakers) and are drinkers 22% drink more while participating in this form. Of those who play private games at home for money and are drinkers, 22% do so more while participating in this activity.

As with those interviewed on smoking habits while gambling, respondents who participated in gambling activities that take a short amount of time, or that don't occur at establishments particularly associated with drinking alcohol, reported drinking less while gambling. For example, of those who participated in lotteries and drink alcohol, 16% reported drinking less and of those who participate in scratch tickets and drink alcohol, 18% reported that they drank less while partaking in these activities.

As was the case for smokers, gambling appeared to have no influence on the amount of alcohol consumed while gambling for approximately half of the respondents (54%) who gamble and consume alcohol.

Table 30: 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 %
Lotteries (n=135)	9	16	65	10
Scratch Tickets (n=114)	10	18	63	9
Poker Machines at Casino (n=59)	12	27	58	3
Poker Machines at Club/ Hotel (n=61)	12	25	57	6
Wagering on-course (TAB or Bookmakers) (n=19)	30	30	37	3
Bingo (n=5)	11	22	67	-
Table Games at Casino (n=17)	36	27	33	4
Casino Keno (n=45)	13	27	56	4
Club Keno (n=66)	12	23	62	3
Private Games at Home (n=15)	22	20	46	12
Sports Betting (n=10)	12	44	32	12
Casino Games on Internet (n=2)	14	29	57	-
TAB off-course (n=46)	6	10	19	3
Phone TAB (n=17)	3	4	4	1
Other (n=7)	1	1	2	-
TOTAL (n=213)	**9**	**15**	**64**	**12**

Base: Drinkers who participated in each form

9 AWARENESS OF SUPPORT SERVICES

9.1 Awareness of Gambling Support Services

Gamblers Anonymous had the highest prompted awareness of support services that are available to assist people with gambling problems, or those affected by another person's gambling (71%). Over one third of Tasmanians were aware of the Gambling Helpline Tasmania (39%). Gambling Counsellors at Anglicare Tasmania (32%) and Emergency Relief (26%) also recorded reasonably high levels of awareness.

Table 31: **Ranked 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?"

	Awareness of Support Service (1,223) %
Gamblers Anonymous	71
Gambling Helpline Tasmania	39
Gambling Counsellor at Anglicare Tasmania	32
Social Worker	30
Emergency Relief	26
Financial Counsellors	23
Church or Religious Worker	23
Family or Friends	22
Doctor (Physician)	18
Spouse or Partner	17
Gambling Counsellor at Relationships Australia	13
Gambling Counsellor at Group Support at GABA	11
An Employee of a Gambling Venue	5
Someone Else	1
Can't Say / Refused	11

Base: Total Respondents

9.2 Awareness of Gambling Support Services According to Gender and Age

Few gender differences were observed in awareness of gambling support services. Females were more likely than males to be aware of gambling counsellors at Relationships Australia (16% compared with 9%) and of financial counsellors for help with gambling related problems (25% compared with 20%).

Those aged 50+ were least likely to be aware of Gamblers Anonymous (67%) – this organisation was known by 73% of those aged 35-49, and 74% of those in the 18-24 and 25-34 years demographics.

Those aged 50+ were also least likely to think of family or friends as a means of support for gambling related problems (12%), as shown in Table 32.

Table 32: Awareness of Gambling Support Services by Gender and Age

"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 (1,223) %	Gender		Age			
		Male (594) %	Female (629) %	18-24 (151) %	25-34 (215) %	35-49 (368) %	50+ (489) %
Gamblers Anonymous	71	70	72	74	74	73	67
Gambling Helpline Tasmania	39	39	39	38	42	34	41
Gambling Counsellor At Anglicare Tasmania	32	30	34	26	26	32	36
Social Worker	30	28	33	34	37	26	29
Emergency Relief	26	25	28	21	29	26	27
Financial Counsellors	23	20	25	23	26	26	20
Church Or Religious Worker	23	23	23	25	27	19	23
Family Or Friends	22	23	21	28	36	25	12
Doctor (Physician)	18	16	21	22	27	19	13
Spouse Or Partner	17	18	16	19	28	17	11
Gambling Counsellor At Relationships Australia	13	9	16	10	15	14	12
Gambling Counsellor At Group Support At GABA	11	12	11	23	13	10	7
An Employee Of A Gambling Venue	5	6	5	9	7	6	2
Someone Else	1	1	1	0	1	1	0
Can't Say/ Refused	11	10	12	5	8	11	14

Base: Total Respondents

Table 33: **Awareness of Gambling Support Services by Area**

"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 Respondents (1,223) %	Hobart/ Launceston (779) %	Other Tasmania (444) %
Gamblers Anonymous	71	75	65
Gambling Helpline Tasmania	39	36	44
Gambling Counsellor At Anglicare Tasmania	32	33	32
Social Worker	30	33	26
Emergency Relief	26	33	16
Financial Counsellors	23	25	19
Church Or Religious Worker	23	23	22
Family Or Friends	22	27	14
Doctor (Physician)	18	22	12
Spouse Or Partner	17	20	10
Gambling Counsellor At Relationships Australia	13	13	13
Gambling Counsellor At Group Support At GABA	11	11	11
An Employee Of A Gambling Venue	5	5	5
Someone Else	1	1	0
Can't Say/ Refused	11	10	13

Base: Total Respondents

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

The small proportion of respondents who are at risk or who were identified as problem gamblers were slightly more likely to be aware of many of the available support services including Gamblers Anonymous and the various Gambling Counsellors. However, they were significantly less likely to have mentioned Church or Religious Workers and Social Workers.

Approximately 2.7% of respondents had tried to get help for problems related to gambling – 33% of this group trying to get help from Gamblers Anonymous and 30% turning to family and friends.

Table 34: Awareness of Gambling Support Services According to Risk Status

"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 Respondents (1,223) %	Not At Risk (1,212) %	At Risk/ Problem Gamblers (11) %
Gamblers Anonymous	71	71	73
Gambling Helpline Tasmania	39	39	37
Gambling Counsellor At Anglicare Tasmania	32	32	36
Social Worker	30	30	9
Emergency Relief	26	27	9
Financial Counsellors	23	23	18
Church Or Religious Worker	23	23	9
Family Or Friends	22	22	18
Doctor (Physician)	18	18	36
Spouse Or Partner	17	17	9
Gambling Counsellor At Relationships Australia	13	13	18
Gambling Counsellor At Group Support At GABA	11	11	27
An Employee Of A Gambling Venue	5	5	0
Someone Else	1	1	0
Can't Say/ Refused	11	11	9

Base: Total Respondents

9.4 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 (75%)
- Church or Religious Worker (55%)
- Social Worker (49%)
- Gambling Helpline Tasmania (39%)
- Gambling Counsellor at Anglicare Tasmania (33%)

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 (73%): Of those who had turned to this service, 9% found out about it from radio or television advertising while referral by a health professional, community service agency, newspaper or media article on gambling or telephone directory were each mentioned by 6% of those who had turned to Gamblers Anonymous.
- Church or Religious Worker (55%): Of those who had turned to this service, 9% found out about it by word of mouth.
- Gambling Helpline Tasmania (55%): Of those who had turned to this service, 6% found out about it through signs at a gambling venue and 6% found out about it through signs or pamphlets available elsewhere.
- Gambling Counsellor at Anglicare Tasmania (52%): Of those who had turned to this service, 6% did so by word of mouth.
- Social Worker (47%): Of those who had turned to this service, 6% did so by word of mouth.

Over half of those who had sought help for gambling related problems, either their own or those of another person, had sought help from family or friends (58%)

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 surveyed for the 2000 survey are presented in Table A1 below

Table A1: Demographic Characteristics of Tasmanian Sample

	Hobart/Launceston %	Other Tasmania %	Tasmania Overall %
SEX			
MALE	49	48	49
FEMALE	51	52	51
AGE			
18-24	14	9	12
25-34	17	18	17
35-49	31	29	30
50+	38	44	40
MARITAL STATUS			
SINGLE	23	24	23
PARTNERED	60	67	63
WORK STATUS			
FULL-TIME	38	37	38
PART-TIME	17	15	17
LOOKING	3	1	2
RETIRED	23	27	24
STUDENT	7	2	5
HOME DUTIES	10	13	11
NON-WORKER	3	3	3
INCOME			
<$10,000	19	16	18
$10,000-$15,000	10	7	9
$15,001-$20,000	6	6	6
$20,001-$25,000	8	9	8
$25,001-$30,000	8	6	8
$30,001-$35,000	8	8	8
$35,001-$40,000	5	4	5
$40,001-$50,000	9	7	8
$50,001-$60,000	5	4	5
$60,001-$69,999	2	2	2
$70,000-$79,999	2	1	2
$80,000-$89,999	*	1	1
$90,000-$99,999	*	*	*
$100,000-$125,000	*	1	1
$125,000-$149,000	*	*	*
$150,000+	*	1	1
Can't say/Refused	13	20	20
MAIN LANGUAGE			
ENGLISH	98	99	99
OTHER	2	1	1
ATSI			
YES	1	2	2
NO	99	97	98
TOTAL	**513**	**710**	**1,223**

Base: Total Respondents

APPENDIX 2:
SURVEY INSTRUMENT

ROY MORGAN RESEARCH STRICTLY CONFIDENTIAL
2nd Floor Rear, 411 Collins Street, Melbourne, Vic., 3000 CM2378
Tel: (03) 9629-6888 October 2000

TASMANIAN GAMBLING SURVEY

Good %A. My name is (SAY NAME) from Roy Morgan Research, the people who conduct the Morgan Gallup Poll. Today, we are conducting a survey on behalf of the Department of Health and Human Services of Tasmania about your attitudes to gambling and would like your help please. This is a confidential survey, and no individuals will be identified.
THE FOLLOWING QUOTAS ARE STILL OPEN: %504,/ MALES 18-24/ /%506,/ FEMALES 18-24// %508,/ MALES 25-34/ /%510,/ FEMALES 25-34// %512,/ MALES 35-49/ /%514,/ FEMALES 35-49// %516,/ MALES 50+/ / %518,/ FEMALES 50+//

Q1A. In order for this research to be accurate we need to select people according to a system to make sure we have a good mixture of people. Could you please tell me the number of people aged 18 or over who live at this address?
IF CAN'T SAY OR REFUSED, ESC D

|__|__+

IF REFUSED TO MENTION NUMBER OF PERSONS IN HOUSEHOLD OR NO ONE OVER 18, SAY:

Thank you for your time and assistance. However we need to know the number of people aged 18 or over who usually live at this address.

IF MORE THAN ONE PERSON OVER 18 LIVES IN THE HOUSEHOLD ASK:

Q1B. Thank you, could I please speak to the %128. oldest person aged 18 or over presently living at this address. Is that you?

RESPONDENT........	1
CHANGED RESPONDENT	2
RESPONDENT NOT AVAILABLE, MAKE APPOINTMENT.......	3

IF RESPONDENT NOT AVAILABLE, (CODE 3 IN Q1B)

IF CHANGED RESPONDENT (CODE 2 AT Q1B)

Good %A. My name is (SAY NAME) from Roy Morgan Research, the people who conduct the Morgan Gallup Poll. Today, we are conducting a survey on behalf of the Department of Health and Human Services of Tasmania about your attitudes to gambling and would like your help please. This is a confidential survey, and no individuals will be identified.
IF REFUSED, TERMINATE

QSEX. RECORD SEX OF RESPONDENT

MALE..............	1
FEMALE............	2

VQ13. Would you mind telling me your approximate age please?

Under 18..........	1	TERM
18-24.............	2	
25-29.............	3	
30-34.............	4	
35-39.............	5	
40-44.............	6	
45-49.............	7	
50-54.............	8	
55-59.............	9	
60-64.............	10	
65-69.............	11	
70+...............	12	
REFUSED...........	13	

SEX BY AGE

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

TASMANIAN GAMBLING SURVEY

IF QUOTA FULL

```
+----------------------------------+
| Thank   you   for  your  time  and |
| assistance.                       |
+----------------------------------+

+----------------------------------+
|    ANSWER PLACES IN Q3A WILL BE    |
|            RANDOMISED              |
+----------------------------------+
```

Q3A. As you probably know, gambling is a popular leisure activity for many people. Could you please tell me whether YOU have participated in any of the following activities during the last 12 months? Have you...
READ OUT
HIGHLIGHT ALL MENTIONED

Bought A Ticket For Lotto Or Any Other Lottery Game, Like Powerball, The Pools, $2 Jackpot Lottery, Tatts 2, Or Tatts Keno?....	1,
Bought A Scratch Or Instant Lottery Ticket?...........	2,
Played Poker Machines At A Casino?...........	3,
Played Poker Machines At A Club Or Hotel?.........	4,
Bet On Horses Or Greyhounds At The Track?............	5,
Played Bingo In A Club Or Hall?.....	6,
Played Table Games At A Casino, Such As Blackjack Or Roulette?.........	7,
Played Keno At A Casino?...........	8,
Played Keno At A Club Or Hotel?....	9,
Played Games Like Cards Or Mah Jong Privately For Money At Home Or Any Other Place?..	10,
Placed A Bet On A Sporting Event With Sportsbet?...	11,
Bet On Casino Games On The Internet?.........	12,
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?...........	13,
Bet On Horses Or Greyhounds At A TAB/TOTE Agency Away From The Track?............	14,
Bet On Horses Or Greyhounds By Phone Away From The Track?........	15,
Participated In Any Other Gambling Activity In The Last 12 Months?...	16,
(DO NOT READ) CAN'T SAY.........	17,
(DO NOT READ) NONE OF THESE..........	18,

IF MENTIONED MORE THAN ONE ACTIVITY IN Q3A:

```
+----------------------------------+
| I  would now like to ask you a few |
| details  about some of the leisure |
| activities you mentioned.          |
+----------------------------------+

+----------------------------------+
| ONLY THOSE ACTIVITIES MENTIONED IN |
|       Q3A WILL APPEAR IN Q3B       |
+----------------------------------+
```

Q3B. Of those gaming activities you have undertaken in the last 12 months, which ONE is your favourite?

READ LIST IF NECESSARY

Lotto Or Any Other Lottery Game, Like Powerball, The Pools, $2 Jackpot Lottery, Tatts 2, Or Tatts Keno?....	1
Scratch Or Instant Lottery Ticket?...	2
Poker Machines At A Casino?.........	3
Poker Machines At A Club Or Hotel?..	4
Betting on Horses Or Greyhounds At The Track?........	5

TASMANIAN GAMBLING SURVEY

Bingo In A Club Or

3 TIMES A WEEK.... 2

Hall?............. 6
Table Games At A Casino, Such As Blackjack Or Roulette?......... 7
Keno At A Casino?. 8
Keno At A Club Or Hotel?............ 9
Games Like Cards Or Mah Jong Privately For Money At Home Or Any Other Place?.. 10
Betting On A Sporting Event With Sportsbet?... 11
Betting On Casino Games On The Internet?......... 12
Raffles, Calcutta Or Other Sweepstakes, Gaming Functions, Lucky Envelopes, Sports Tipping Or Entered A Competition By Ringing A 1800 Or 0055 Telephone Number?........... 13
Betting on Horses Or Greyhounds At A TAB/TOTE Agency Away From The Track?............ 14
Betting on Horses Or Greyhounds By Phone Away From The Track?........ 15
Other Gambling Activity In The Last 12 Months?... 16
(DO NOT READ) CAN'T SAY......... 17
(DO NOT READ) NONE OF THESE.......... 18

IF BOUGHT LOTTERY TICKETS (CODE 1 ON Q3A), ASK Q4A. TO Q4C.

Q4A. Now, thinking about LOTTERY TICKETS (LOTTO, POWERBALL, TATTS 2 ETC.), on average, approximately how often have you bought a ticket during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK.......... 1
TWICE A WEEK...... 3
ONCE A WEEK....... 4
2-3 TIMES A MONTH. 5
ONCE A MONTH...... 6
ONCE EVERY 2-3 MONTHS............ 7
ONCE EVERY 4-6 MONTHS............ 8
LESS OFTEN........ 9
CAN'T SAY......... 10
REFUSED........... 11

Q4C. 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

|__|__|__|__|__+

IF BOUGHT SCRATCH OR INSTANT LOTTERY TICKET (CODE 2 ON Q3A), ASK Q5A. TO Q5C.

Q5A. Now, thinking about SCRATCH OR INSTANT LOTTERY TICKETS, on average, approximately how often have you bought a scratch or instant lottery ticket during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK.......... 1
3 TIMES A WEEK.... 2
TWICE A WEEK...... 3
ONCE A WEEK....... 4
2-3 TIMES A MONTH. 5
ONCE A MONTH...... 6
ONCE EVERY 2-3 MONTHS............ 7
ONCE EVERY 4-6 MONTHS............ 8
LESS OFTEN........ 9
CAN'T SAY......... 10

TASMANIAN GAMBLING SURVEY

REFUSED........... 11

Q5C. Approximately how much money did

IF PLAYED POKER MACHINES AT A CASINO (CODE 3 ON Q3A), ASK Q6A. TO Q6C.

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

|__|__|__|__|__+

IF BET ON CASINO GAMES ON THE INTERNET (CODE 12 ON Q3A), ASK Q15A. TO Q15C.

Q15A. Now, thinking about BETTING ON CASINO GAMES ON THE INTERNET, on average, approximately how often have you bet on casino games on the Internet during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

Q15C. Approximately how much money did you spend (out of pocket) in 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

|__|__|__|__|__+

Q6A. Now, thinking about PLAYING POKER MACHINES AT A CASINO, on average, approximately how often have you played poker machines at a casino during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

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

|__|__|__|__|__+

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

|__|__|__|__|__+

TASMANIAN GAMBLING SURVEY

IF PLAYED POKER MACHINES AT A CLUB OR HOTEL (CODE 4 ON Q3A), ASK Q7A. TO Q7C.

Q7A. Now, thinking about PLAYING POKER MACHINES AT A CLUB OR HOTEL, on average, approximately how often have you played a poker machine at a club or hotel during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

Q7B. On the LAST occasion you played a poker machine at a 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

|__|__|__|__|__+

Q7C. Approximately how much money did you spend (out of pocket) on the LAST day you played a poker machine 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

|__|__|__|__|__+

IF BET ON HORSES OR GREYHOUNDS AT THE TRACK (CODE 5 ON Q3A), ASK Q8A. TO Q8C.

Q8A. Now, thinking about BETTING ON HORSES OR GREYHOUNDS AT THE TRACK, on average, approximately how often have you bet on horses or greyhounds at the track during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

Q8B. On the LAST occasion you bet on horses or greyounds at the track, 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

|__|__|__|__|__+

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

|__|__|__|__|__+

TASMANIAN GAMBLING SURVEY

IF PLAYED BINGO IN A CLUB OR HALL (CODE 6 ON Q3A), ASK Q9A. TO Q9C.

Q9A. Now, thinking about PLAYING BINGO IN A CLUB OR HALL, on average, approximately how often have you played bingo in a club or hall during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

Q9B. 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

|__|__|__|__|__+

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

|__|__|__|__|__+

IF PLAYED TABLE GAMES AT A CASINO (CODE 7 ON Q3A), ASK Q10A. TO Q10C.

Q10A. Now, thinking about PLAYING TABLE GAMES AT A CASINO, on average, approximately how often have you played table games at a casino during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

Q10B. 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

|__|__|__|__|__+

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

|__|__|__|__|__+

TASMANIAN GAMBLING SURVEY

IF PLAYED KENO AT A CASINO (CODE 8 ON Q3A), ASK Q11A. TO Q11C.

Q11A. Now, thinking about PLAYING KENO AT A CASINO, on average, approximately how often have you played Keno at a casino during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

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

|__|__|__|__|__+

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

|__|__|__|__|__+

IF PLAYED KENO IN A CLUB OR HOTEL (CODE 9 ON Q3A), ASK Q12A. TO Q12C.

Q12A. Now, thinking about PLAYING KENO IN A CLUB OR HOTEL, on average, approximately how often have you played Keno at a club or hotel during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

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

|__|__|__|__|__+

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

|__|__|__|__|__+

TASMANIAN GAMBLING SURVEY

IF PLAYED GAMES PRIVATELY FOR MONEY (CODE 10 ON Q3A), ASK Q13A. TO Q13C.	IF PLACED A BET ON A SPORTING EVENT WITH SPORTSBET (CODE 11 ON Q3A), ASK Q14A. TO Q14C.
Q13A. Now, thinking about PLAYING GAMES PRIVATELY FOR MONEY AT HOME OR AT ANY OTHER PLACE, on average, approximately how often have you played games privately for money at home or any other place during the last 12 months?	Q14A. Now, thinking about BETTING ON A SPORTING EVENT WITH SPORTSBET, on average, approximately how often have you placed a bet on a sporting event with sportsbet during the last 12 months?
READ OUT RESPONSE CATEGORIES (IF NECESSARY). INCLUDE IF SHARED IN PURCHASE. IF CAN'T SAY: Well, your best guess?	READ OUT RESPONSE CATEGORIES (IF NECESSARY). INCLUDE IF SHARED IN PURCHASE. IF CAN'T SAY: Well, your best guess?
4 OR MORE TIMES PER WEEK.......... 1	4 OR MORE TIMES PER WEEK.......... 1
3 TIMES A WEEK.... 2	3 TIMES A WEEK.... 2
TWICE A WEEK...... 3	TWICE A WEEK...... 3
ONCE A WEEK....... 4	ONCE A WEEK....... 4
2-3 TIMES A MONTH. 5	2-3 TIMES A MONTH. 5
ONCE A MONTH...... 6	ONCE A MONTH...... 6
ONCE EVERY 2-3 MONTHS............ 7	ONCE EVERY 2-3 MONTHS............ 7
ONCE EVERY 4-6 MONTHS............ 8	ONCE EVERY 4-6 MONTHS............ 8
LESS OFTEN........ 9	LESS OFTEN........ 9
CAN'T SAY......... 10	CAN'T SAY......... 10
REFUSED........... 11	REFUSED........... 11
Q13B. 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.	Q14B. On the LAST occasion you placed a bet on a sporting event with sportsbet, 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	IF CAN'T SAY: Well, your best guess? IF STILL CAN'T SAY, ESC D
|__|__|__|__|__+	|__|__|__|__|__+
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?	Q14C. Approximately how much money did you spend (out of pocket) on the LAST week you placed a bet on a sporting event with sportsbet?
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	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
|__|__|__|__|__+	|__|__|__|__|__+

TASMANIAN GAMBLING SURVEY

IF BET ON HORSES OR GREYHOUNDS AT A TAB/TOTE AGENCY AWAY FROM THE TRACK (CODE 14 ON Q3A), ASK Q17A. TO Q17C.

Q17A. Now, thinking about BETTING ON HORSES OR GREYHOUNDS AT THE TAB/TOTE AGENCY AWAY FROM THE TRACK, on average, approximately how often have you bet on horses or greyhounds at the TAB/TOTE agency away from the track during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

Q17B. On the LAST occasion you bet on horses or greyhounds at the TAB/TOTE agency away from the track, 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

|__|__|__|__|__+

Q17C. Approximately how much money did you spend (out of pocket) on the LAST day you bet on horses or greyhounds at the TAB/TOTE agency away from 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

|__|__|__|__|__+

IF BET ON HORSES OR GREYHOUNDS BY PHONE AWAY FROM THE TRACK (CODE 15 ON Q3A), ASK Q18A. TO Q18C.

Q18A. Now, thinking about BETTING ON HORSES OR GREYHOUNDS BY PHONE AWAY FROM THE TRACK, on average, approximately how often have you bet on horses or greyhounds by phone away from the track during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

Q18B. On the LAST occasion you bet on horses or greyhounds by phone away from the track, 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

|__|__|__|__|__+

Q18C. Approximately how much money did you spend (out of pocket) on the LAST day you bet on horses or greyhounds by phone away from 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

|__|__|__|__|__+

TASMANIAN GAMBLING SURVEY

IF MENTIONED OTHER GAMBLING ACTIVITIES (CODE 16 ON Q3A), ASK Q19A. TO Q19C.

Q19A. Now, thinking about OTHER GAMBLING ACTIVITIES, %589,/ other than those we have already spoken about,// on average, approximately how often have you participated in other gambling activities during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).
INCLUDE IF SHARED IN PURCHASE.
IF CAN'T SAY: Well, your best guess?

4 OR MORE TIMES PER WEEK..........	1
3 TIMES A WEEK....	2
TWICE A WEEK......	3
ONCE A WEEK.......	4
2-3 TIMES A MONTH.	5
ONCE A MONTH......	6
ONCE EVERY 2-3 MONTHS............	7
ONCE EVERY 4-6 MONTHS............	8
LESS OFTEN........	9
CAN'T SAY.........	10
REFUSED...........	11

Q19B. On the LAST occasion you participated in other gambling activities, approximately how much time in total did you spend on other gambling activities? Please give your total time in minutes.

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

|__|__|__|__|__+

Q19C. Approximately how much money did you spend (out of pocket) on the LAST day you spent on other gambling activities?

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

|__|__|__|__|__+

ASK EVERYONE

Q21A. As you may know, Internet gambling is now available. Which of the following best describes you?
READ OUT

I Regularly Gamble On The Internet...	1
I Occassionally Gamble On The Internet..........	2
I Have Never Gambled On The Internet But I Am Likely To In The Future............	3
I Have Never Gambled On The Internet And Do Not Intend To.....	4
(DO NOT READ) CAN'T SAY.........	5

IF GAMBLED ON THE INTERNET (CODE 1 OR 2 ON Q21A) ASK Q21B

Q21B. How often do you gamble on the Internet? Would you say...?
READ OUT

Daily.............	1
2-3 Times A Week..	2
Once A Week.......	3
2-3 Times A Month.	4
Monthly...........	5
Every Few Months..	6
1-2 Times A Year..	7
Less Than Once A Year..............	8
(DO NOT READ) CAN'T SAY.........	9

Now about poker machines...

Q22B. Do you think that the Tasmanian community has benefited from having poker machines in clubs and hotels?

YES...............	1
NO................	2
CAN'T SAY.........	3

Q22B1 TO Q22B2 WILL BE ROTATED

As I read some statements, please tell me to what extent you agree or disagree with each statement.

TASMANIAN GAMBLING SURVEY

Q22B1. The Tasmanian community has benefited FINANCIALLY from having poker machines in clubs and hotels? (Do you %595,/ 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?)/

STRONGLY AGREE....	1
MILDLY AGREE......	2
NEITHER AGREE OR DISAGREE..........	3
MILDLY DISAGREE...	4
STRONGLY DISAGREE.	5
CAN'T SAY.........	6

Q22B2. The Tasmanian community has benefited SOCIALLY from having poker machines in clubs and hotels? (Do you %597,/ 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?)/

STRONGLY AGREE....	1
MILDLY AGREE......	2
NEITHER AGREE OR DISAGREE..........	3
MILDLY DISAGREE...	4
STRONGLY DISAGREE.	5
CAN'T SAY.........	6

Q22C. Poker machines in clubs and hotels are carefully controlled and monitored through proper licensing procedures. (Do you %599,/ 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?)/

STRONGLY AGREE....	1
MILDLY AGREE......	2
NEITHER AGREE OR DISAGREE..........	3
MILDLY DISAGREE...	4
STRONGLY DISAGREE.	5
CAN'T SAY.........	6

IF HAS PARTICIPATED IN A GAMBLING ACTIVITY (CODES 1 TO 16 ON Q3A), ASK:

Q23. Looking back over the last 12 months, how would you rate your experience of gambling? Would you say it has %603,/ 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/?

MADE YOUR LIFE A LOT MORE ENJOYABLE	1
MADE YOUR LIFE A LITTLE MORE ENJOYABLE.........	2
MADE NO DIFFERENCE TO YOUR LIFE......	3
MADE YOUR LIFE A LITTLE LESS ENJOYABLE.........	4
MADE YOUR LIFE A LOT LESS ENJOYABLE	5
CAN'T SAY/ DON'T KNOW..............	6

Q23B. If you hadn't spent the money on gambling, could you please tell me what other ways you might have used it?
DO NOT READ OUT
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

SPEND IT ON GROCERIES OR SMALL HOUSEHOLD ITEMS...	1,
PUT IT TOWARDS MAJOR HOUSEHOLD ITEMS (EG. TV, REFRIGERATOR).....	2,
SPEND IT ON PERSONAL ITEMS (EG. CLOTHING, FOOTWEAR).........	3,
SPEND IT ON RESTAURANT MEALS..	4,
SPEND IT ON WINE, BEER ETC..........	5,
SPEND IT ON THE MOVIES OR A CONCERT...........	6,
SPEND IT ON OTHER ENTERTAINMENT OR RECREATION ACTIVITIES........	7,
USE IT TO PAY BILLS/ CREDIT CARDS.............	8,

TASMANIAN GAMBLING SURVEY

USE IT TO PAY RENT/ MORTGAGE.... 9,

SPEND IT ON CHILDREN/ GRANDCHILDREN/ FAMILY........... 10,

SPEND IT ON PETROL 11,

SPEND IT ON CIGARETTES........ 12,

DONATE IT TO CHARITY........... 13,

BUY MAGAZINES/ BOOKS............. 14,

SPEND IT ON OTHER ITEMS (SPECIFY)... 97,

CAN'T SAY......... 98,

NOT SPEND IT/ SAVE IT/ PUT IT IN THE BANK.............. 99,

ASK EVERYONE

Q24A. Have you experienced difficulties with excessive gambling?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF EXPERIENCED DIFFICULTIES (CODE 1 ON Q24A) ASK Q24B

Q24B. Were those problems experienced in the last 12 months?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

Q24A1. Do you personally know of someone who has experienced serious problems with their gambling?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF KNOWS OF SOMEONE PERSONALLY (CODE 1 ON Q24A1), ASK:

Q24A2. Were those problems experienced in the last 12 months?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

Q24A3. Would you please tell me, what is that person's relationship to you? READ OUT
IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

Spouse/ Partner... 1

Father............ 2

Mother............ 3

Brother........... 4

Sister............ 5

Child............. 6

Other Relative.... 7

Friend/ Acquaintance...... 8

Work Colleague.... 9

Client/ Customer/ Patient........... 10

Ex Spouse/ Ex Partner/ Ex Boyfriend/ Ex Girlfriend........ 11

Ex Friend......... 12

Ex Relative....... 13

(DO NOT READ) OTHER (SPECIFY)... 97

(DO NOT READ) CAN'T SAY......... 98

(DO NOT READ) REFUSED........... 99

Q24A4. In what type of gaming %609,/ was/is/ that person mainly involved? READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

Poker Machines And Gambling Machines. 1,

Betting On The Horses/ Greyhounds 2,

Instant Lotteries. 3,

Lotto-type Games.. 4,

Table Games At A Casino............ 5,

Keno.............. 6,

Bingo............. 7,

Sports Betting.... 8,

Private Games Played For Money.. 9,

TASMANIAN GAMBLING SURVEY

Internet Gambling. 10

CAN'T SAY......... 4

Everything/ Anything.......... 11

Casino/ Casino Based Activities.. 12

(DO NOT READ) OTHER (SPECIFY)... 97

(DO NOT READ) DON'T KNOW/ CAN'T SAY.............. 98

GAMBLE

|_|_|_|_|_|_|_|_|_+

DOLLAR

|_|_|_|_|_|_|_|_|_+

REGULAR VALUES

REGULAR.......... 1

NON REGULAR....... 2

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:

QUESTIONS Q24B1 TO Q24B5 WILL BE ROTATED

Q24B1. Have you EVER suffered from DEPRESSION because of your gambling or due to another person's gambling?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B1., ASK:

Q24B1A. And have you suffered from DEPRESSION in the last 12 months?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B1A., ASK:

Q24B1B. And in the last 12 months have you %1135,/ rarely, sometimes or often/ often, sometimes or rarely/ suffered from DEPRESSION?

RARELY........... 1

SOMETIMES......... 2

OFTEN............ 3

Q24B2. Have you EVER seriously thought about SUICIDE because of your gambling or due to another person's gambling?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B2., ASK:

Q24B2A. And have you seriously thought about SUICIDE in the last 12 months?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B2A., ASK:

Q24B2B. And in the last 12 months have you %1141,/ rarely, sometimes or often/ often, sometimes or rarely/ thought about SUICIDE?

RARELY........... 1

SOMETIMES......... 2

OFTEN............ 3

CAN'T SAY......... 4

Q24B5. Have you EVER experienced SUBSTANTIAL DEBT because of your gambling or due to another person's gambling?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B5., ASK:

Q24B5A. And have you experienced SUBSTANTIAL DEBT in the last 12 months?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B5A., ASK:

Q24B5B. And in the last 12 months have you %1147,/ rarely, sometimes or often/ often, sometimes or rarely/ experienced SUBSTANTIAL DEBT?

RARELY........... 1

SOMETIMES......... 2

OFTEN............ 3

CAN'T SAY......... 4

TASMANIAN GAMBLING SURVEY

Q24B3. Have you EVER APPEARED IN COURT because of your gambling or due to another person's gambling?

NO............... 2

CAN'T SAY......... 3

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B3, ASK:

Q24B3A. And have you APPEARED IN COURT in the last 12 months?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B3A, ASK:

Q24B3B. And in the last 12 months how often have you APPEARED IN COURT?

1 - 2............ 1

3 - 4............ 2

5 - 10........... 3

MORE THAN 10...... 4

CAN'T SAY......... 5

Q24B4. Have you EVER experienced a RELATIONSHIP BREAKDOWN because of your gambling or due to another person's gambling?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF YES ON Q24B4, ASK:

Q24B4A. And have you experienced a RELATIONSHIP BREAKDOWN in the last 12 months?

YES.............. 1

NO............... 2

CAN'T SAY......... 3

IF RESPONDENT IS A REGULAR OR NON-REGULAR GAMBLER (CODE 1 OR 2 ON REGULAR), EXPERIENCED DIFFICULTIES WITH EXCESSIVE GAMBLING (CODE 1 ON Q24A) OR AFFECTED BY ANOTHER PERSON'S GAMBLING (CODES 1 ON Q24A1), ASK:

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?

YES.............. 1

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:

IF HAVE TRIED TO GET HELP (CODE 1 ON QSP1), ASK:

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

Gambling Helpline Tasmania.......... 1,

Gamblers Anonymous 2,

Gambling Counsellor At Relationships Australia......... 3,

Gambling Counsellor At Anglicare Tasmania 4,

Gambling Counsellor At Group Support At GABA.............. 5,

Church Or Religious Worker.. 6,

Social Worker..... 7,

Financial Counsellors....... 8,

Emergency Relief (Such As Food Vouchers, Cash Relief, Other Emergency Funding) 9,

Spouse Or Partner. 10

Family Or Friends. 11

An Employee Of A Gambling Venue.... 12

Doctor (Physician) 13

(DO NOT READ) SOMEONE ELSE (SPECIFY)......... 97

(DO NOT READ) CAN'T SAY......... 98

(DO NOT READ) REFUSED........... 99

TASMANIAN GAMBLING SURVEY

IF MENTIONED Gambling Helpline Tasmania (CODE 1. ON QSP2), ASK:

Q3P3A. (Thinking of those services you have mentioned,) how did you find out

PAMPHLETS AT A GAMBLING VENUE.... 2,

SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE

about Gambling Helpline Tasmania?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

SIGNS AT A GAMBLING VENUE....	1,
PAMPHLETS AT A GAMBLING VENUE....	2,
SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)	3,
TELEPHONE DIRECTORY.........	4,
RADIO OR TV ADVERTISING.......	5,
NEWSPAPER AND MEDIA ARTICLES ON GAMBLING..........	6,
REFERRAL BY A HEALTH PROFESSIONAL......	7,
REFERRAL BY A FINANCIAL ADVISER.	8,
REFERRAL BY A COMMUNITY SERVICE AGENCY............	9,
EMPLOYEES ASSISTANCE PROGRAM	10
WORD OF MOUTH.....	11
ASKED FOR HELP FROM SOMEONE......	12
DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP...........	13
OTHER (SPECIFY)...	97
CAN'T SAY.........	98
REFUSED...........	99

IF MENTIONED Gamblers Anonymous (CODE 2. ON QSP2), ASK:
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

SIGNS AT A GAMBLING VENUE....	1,
PAMPHLETS AT A GAMBLING VENUE....	2,
SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)	3,
TELEPHONE DIRECTORY.........	4,
RADIO OR TV ADVERTISING.......	5,
NEWSPAPER AND MEDIA ARTICLES ON GAMBLING..........	6,
REFERRAL BY A HEALTH PROFESSIONAL......	7,
REFERRAL BY A FINANCIAL ADVISER.	8,
REFERRAL BY A COMMUNITY SERVICE AGENCY............	9,
EMPLOYEES ASSISTANCE PROGRAM	10
WORD OF MOUTH.....	11
ASKED FOR HELP FROM SOMEONE......	12
DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP...........	13
OTHER (SPECIFY)...	97
CAN'T SAY.........	98
REFUSED...........	99

IF MENTIONED the Gambling counsellors at Relationships Australia (CODE 3. ON QSP2), ASK:

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

SIGNS AT A GAMBLING VENUE....	1,
PAMPHLETS AT A GAMBLING VENUE....	2,
SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)	3,
TELEPHONE DIRECTORY.........	4,
RADIO OR TV ADVERTISING.......	5,

NEWSPAPER AND MEDIA ARTICLES ON GAMBLING..........	6,
REFERRAL BY A HEALTH	

REFERRAL BY A COMMUNITY SERVICE AGENCY............	9,
EMPLOYEES ASSISTANCE PROGRAM	10

PROFESSIONAL...... 7,

REFERRAL BY A
FINANCIAL ADVISER. 8,

REFERRAL BY A
COMMUNITY SERVICE
AGENCY........... 9,

EMPLOYEES
ASSISTANCE PROGRAM 10

WORD OF MOUTH..... 11

ASKED FOR HELP
FROM SOMEONE...... 12

DIDN'T/ COULDN'T
FIND OUT ANY WAYS
OF HELP.......... 13

OTHER (SPECIFY)... 97

CAN'T SAY......... 98

REFUSED........... 99

IF MENTIONED the Gambling counsellors at Anglicare Tasmania (CODE 4. ON QSP2), ASK:

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

SIGNS AT A
GAMBLING VENUE.... 1,

PAMPHLETS AT A
GAMBLING VENUE.... 2,

SIGNS OR PAMPHLETS
AVAILABLE
ELSEWHERE
(LIBRARY, SURGERY) 3,

TELEPHONE
DIRECTORY......... 4,

RADIO OR TV
ADVERTISING....... 5,

NEWSPAPER AND
MEDIA ARTICLES ON
GAMBLING.......... 6,

REFERRAL BY A
HEALTH
PROFESSIONAL...... 7,

REFERRAL BY A
FINANCIAL ADVISER. 8,

WORD OF MOUTH..... 11

ASKED FOR HELP
FROM SOMEONE...... 12

DIDN'T/ COULDN'T
FIND OUT ANY WAYS
OF HELP.......... 13

OTHER (SPECIFY)... 97

CAN'T SAY......... 98

REFUSED........... 99

IF MENTIONED Gambling counsellors at Group Support at GABA (CODE 5. ON QSP2), ASK:

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

SIGNS AT A
GAMBLING VENUE.... 1,

PAMPHLETS AT A
GAMBLING VENUE.... 2,

SIGNS OR PAMPHLETS
AVAILABLE
ELSEWHERE
(LIBRARY, SURGERY) 3,

TELEPHONE
DIRECTORY......... 4,

RADIO OR TV
ADVERTISING....... 5,

NEWSPAPER AND
MEDIA ARTICLES ON
GAMBLING.......... 6,

REFERRAL BY A
HEALTH
PROFESSIONAL...... 7,

REFERRAL BY A
FINANCIAL ADVISER. 8,

REFERRAL BY A
COMMUNITY SERVICE
AGENCY........... 9,

EMPLOYEES
ASSISTANCE PROGRAM 10

WORD OF MOUTH..... 11

ASKED FOR HELP
FROM SOMEONE...... 12

TASMANIAN GAMBLING SURVEY

DIDN'T/ COULDN'T
FIND OUT ANY WAYS
OF HELP.......... 13

OTHER (SPECIFY)... 97

CAN'T SAY......... 98

REFUSED........... 99

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

IF MENTIONED church or religious worker offered this sort of service (CODE 6. ON QSP2), ASK:

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

SIGNS AT A GAMBLING VENUE....	1,
PAMPHLETS AT A GAMBLING VENUE....	2,
SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)	3,
TELEPHONE DIRECTORY.........	4,
RADIO OR TV ADVERTISING.......	5,
NEWSPAPER AND MEDIA ARTICLES ON GAMBLING..........	6,
REFERRAL BY A HEALTH PROFESSIONAL......	7,
REFERRAL BY A FINANCIAL ADVISER.	8,
REFERRAL BY A COMMUNITY SERVICE AGENCY............	9,
EMPLOYEES ASSISTANCE PROGRAM	10
WORD OF MOUTH.....	11
ASKED FOR HELP FROM SOMEONE......	12
DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP...........	13
OTHER (SPECIFY)...	97
CAN'T SAY.........	98
REFUSED...........	99

IF MENTIONED social workers have these sorts of services available (CODE 7. ON QSP2), ASK:

SIGNS AT A GAMBLING VENUE....	1,
PAMPHLETS AT A GAMBLING VENUE....	2,
SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)	3,
TELEPHONE DIRECTORY.........	4,
RADIO OR TV ADVERTISING.......	5,
NEWSPAPER AND MEDIA ARTICLES ON GAMBLING..........	6,
REFERRAL BY A HEALTH PROFESSIONAL......	7,
REFERRAL BY A FINANCIAL ADVISER.	8,
REFERRAL BY A COMMUNITY SERVICE AGENCY............	9,
EMPLOYEES ASSISTANCE PROGRAM	10
WORD OF MOUTH.....	11
ASKED FOR HELP FROM SOMEONE......	12
DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP...........	13
OTHER (SPECIFY)...	97
CAN'T SAY.........	98
REFUSED...........	99

IF MENTIONED financial counsellors have these sorts of services available (CODE 8. ON QSP2), ASK:

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

SIGNS AT A GAMBLING VENUE....	1,

TASMANIAN GAMBLING SURVEY

PAMPHLETS AT A GAMBLING VENUE....	2,
SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY)	3,
TELEPHONE DIRECTORY.........	4,
NEWSPAPER AND MEDIA ARTICLES ON GAMBLING..........	6,
REFERRAL BY A HEALTH PROFESSIONAL......	7,
REFERRAL BY A FINANCIAL ADVISER.	8,

REFERRAL BY A

RADIO OR TV ADVERTISING....... 5,

NEWSPAPER AND MEDIA ARTICLES ON GAMBLING.......... 6,

REFERRAL BY A HEALTH PROFESSIONAL...... 7,

REFERRAL BY A FINANCIAL ADVISER. 8,

REFERRAL BY A COMMUNITY SERVICE AGENCY............ 9,

EMPLOYEES ASSISTANCE PROGRAM 10

WORD OF MOUTH..... 11

ASKED FOR HELP FROM SOMEONE...... 12

DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP........... 13

OTHER (SPECIFY)... 97

CAN'T SAY......... 98

REFUSED........... 99

IF MENTIONED emergency relief was (CODE 9. ON QSP2), ASK:

Q3P3I (Thinking of those services you have mentioned,) how did you find out that the emergency relief was?
DO NOT READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

SIGNS AT A GAMBLING VENUE.... 1,

PAMPHLETS AT A GAMBLING VENUE.... 2,

SIGNS OR PAMPHLETS AVAILABLE ELSEWHERE (LIBRARY, SURGERY) 3,

TELEPHONE DIRECTORY......... 4,

RADIO OR TV ADVERTISING....... 5,

COMMUNITY SERVICE AGENCY............ 9,

EMPLOYEES ASSISTANCE PROGRAM 10

WORD OF MOUTH..... 11

ASKED FOR HELP FROM SOMEONE...... 12

DIDN'T/ COULDN'T FIND OUT ANY WAYS OF HELP........... 13

OTHER (SPECIFY)... 97

CAN'T SAY......... 98

REFUSED........... 99

IF NOT MENTIONED ANY SERVICES ON QSP2 (CODE 98 OR 99 ON Q2P2) OR NOT ASKED Q2P2, ASK:

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

Gambling Helpline Tasmania.......... 1,

Gamblers Anonymous 2,

Gambling Counsellor At Relationships Australia......... 3,

Gambling Counsellor At Anglicare Tasmania 4,

Gambling Counsellor At Group Support At GABA.............. 5,

Church Or Religious Worker.. 6,

Social Worker..... 7,

Financial Counsellors....... 8,

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Emergency Relief (Such As Food Vouchers, Cash Relief, Other Emergency Funding) 9,

Spouse Or Partner. 10

Family Or Friends. 11

An Employee Of A

Emergency Relief (Such As Food Vouchers, Cash Relief, Other Emergency Funding) 9,

Spouse Or Partner. 10

Family Or Friends. 11

An Employee Of A Gambling Venue.... 12

Doctor (Physician) 13

Gambling Venue.... 12

Doctor (Physician) 13

(DO NOT READ)
SOMEONE ELSE
(SPECIFY)......... 97

(DO NOT READ)
CAN'T SAY......... 98

(DO NOT READ)
REFUSED........... 99

| SERVICES MENTIONED ON QSP2 WILL BE EXCLUDED FROM Q24C1B |

IF MENTIONED A SERVICE ON QSP2 (ANY CODE(S) FROM 1 TO 13 ON QSP2), ASK:

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

Gambling Helpline Tasmania.......... 1,

Gamblers Anonymous 2,

Gambling Counsellor At Relationships Australia......... 3,

Gambling Counsellor At Anglicare Tasmania 4,

Gambling Counsellor At Group Support At GABA.............. 5,
Church Or Religious Worker.. 6,

Social Worker..... 7,

Financial Counsellors....... 8,

(DO NOT READ)
SOMEONE ELSE
(SPECIFY)......... 97

(DO NOT READ)
CAN'T SAY......... 98

(DO NOT READ)
REFUSED........... 99

| ASK EVERYONE |

Q24C2. Do you currently smoke cigarettes?

YES............... 1

NO................ 2

CAN'T SAY......... 3

IF IS A SMOKER (CODE 1 ON Q24C2), ASK:

Q24C3. On average, how many packets would you smoke in a typical week?

IF LESS THAN 1 PACKET RECORD AS 0

RECORD NUMBER OF PACKETS TO THE NEAREST PACKET. EG 2 AND A HALF PACKETS RECORD AS 3

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

|__|__|__+

IF MENTIONED GAMBLING ACTIVITY (CODES 1 TO 16 ON Q3A), ASK:

Q24C4. On average, do you smoke more or less than usual while gambling?

MORE.............. 1

LESS.............. 2

SAME/ NO DIFFERENCE........ 3

CAN'T SAY......... 4

| ASK EVERYONE |

Q24C5. Do you drink alcohol?

YES............... 1

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NO................ 2

CAN'T SAY......... 3

IF DRINKS ALCOHOL (CODE 1 ON Q24C5), ASK:

Q24C6. On average, how much alcohol would you drink in a typical week, in terms of number of standard drinks?
INTERVIEWER NOTE: IF ASKED, A STANDARD DRINK IS:

BEER=250ML
WINE=200ML

Q25C. In the last 12 months, have you gambled more than you intended to?

YES............... 1

NO................ 2

CAN'T SAY......... 3

Q25D. 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?

SPIRIT=30ML SHOT
PRE-MIXED SPIRIT=200ML GLASS OR 375ML CAN

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

|__|__|__+

IF MENTIONED GAMBLING ACTIVITY (CODES 1 TO 16 ON Q3A), ASK:

Q24C7. On average, do you drink more or less alcohol than usual while gambling?

MORE............. 1

LESS............. 2

SAME/ NO DIFFERENCE........ 3

CAN'T SAY......... 4

Q25A TO Q25J WILL BE ROTATED

IF MENTIONED GAMBLING ACTIVITY (CODES 1 TO 16 ON Q3A), ASK Q25A TO Q26B

Q25A. In the last 12 months, when you gambled, how often did you go back another day to win back money you lost? Is that %1193,/never, rarely, sometimes, often or always?)/always, often, sometimes rarely or never?)/

NEVER............ 1

RARELY........... 2

SOMETIMES......... 3

OFTEN............ 4

ALWAYS........... 5

CAN'T SAY......... 6

Q25B. In the last 12 months, have you claimed to be winning money from gambling when in fact you lost?

YES.............. 1

NO................ 2

CAN'T SAY......... 3

YES.............. 1

NO................ 2

CAN'T SAY......... 3

Q25E. In the last 12 months, have you felt guilty about the way you gamble or what happens when you gamble?

YES.............. 1

NO................ 2

CAN'T SAY......... 3

Q25F. In the last 12 months, have you felt that you would like to stop gambling, but didn't think you could?

YES.............. 1

NO................ 2
CAN'T SAY......... 3

Q25G. 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?

YES.............. 1

NO................ 2

CAN'T SAY......... 3

Q25H. In the last 12 months, have you argued with people you live with over how you handle money?

YES.............. 1

NO................ 2

CAN'T SAY......... 3

Q25I. In the last 12 months, have you borrowed from someone and not paid them back as a result of your gambling?

YES.............. 1

NO................ 2

CAN'T SAY......... 3

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Q25J. In the last 12 months, have you lost time from work or study because of your gambling?

YES.............. 1

NO................ 2

CAN'T SAY......... 3

ANSWER PLACES IN Q26A WILL BE ROTATED

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.

Q26A. In the last 12 months, have you obtained money to gamble or to pay gambling debts from...

READ OUT
HIGHLIGHT ALL MENTIONED

Friends...........	1,
Your Spouse, Defacto Or Partner	2,
Other Relatives...	3,
Housekeeping Money	4,
Selling Personal Property..........	5,
Selling Stocks Or Bonds.............	6,
Bank Or Credit Union.............	7,
A Cash Advance On Credit Cards......	8,
(DON'T READ) NONE OF THESE..........	9,

Q26B. In the last 12 months, have you borrowed money from anywhere else to gamble or pay gambling debts?

YES..............	1
NO................	2
CAN'T SAY.........	3

ASK EVERYONE

To make sure we have a true cross-section of people, I would like to ask you a few questions about yourself.

Q27A. Which of the following best describes your household? Do you live...
READ OUT

With Your Partner Or Spouse But No Children..........	1
With Your Children But No Partner Or Spouse............	2
With Your Partner Or Spouse And Children..........	3
With Other People Related To You....	4
In A Single Person Household.........	5
In A Group Household.........	6
In Some Other Arrangement.......	7
(DON'T READ) CAN'T SAY...............	8

Q27B. What is your current occupational status? Are you primarily..
READ OUT
IF MORE THAN ONE ASK: Which do you do the most?

In Paid Employment Full Time.........	1
In Paid Employment Part Time.........	2
Involved In Household Duties..	3
A Student.........	4
Retired...........	5

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Looking For Work..	6
(DO NOT READ) OTHER............	7
(DON'T READ)CAN'T SAY..............	8

IF RETIRED (CODE 5 ON Q27B) ASK:

Q27C. Are you in receipt of a pension or not?

YES..............	1
NO................	2

Q27D1. In what country were you born?
IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

AUSTRALIA.........	1
UNITED KINGDOM....	2
NEW ZEALAND.......	3
USA..............	4
CANADA...........	5
GREECE...........	6
ITALY............	7
LEBANON..........	8

CAN'T SAY......... 3

REFUSED........... 4

ASK EVERYONE

Q27D. Please tell me your approximate Annual Personal Income before Tax? Is it between...
READ OUT
IF CANT SAY: Well, your best guess?

$0-$5,999.........	1
$6,000-$9,999.....	2
$10,000-$14,999...	3
$15,000-$19,999...	4
$20,000-$24,999...	5
$25,000-$29,999...	6
$30,000-$34,999...	7
$35,000-$39,999...	8
$40,000-$44,999...	9
$45,000-$49,999...	10
$50,000-$59,999...	11
$60,000-$69,999...	12
$70,000-$79,999...	13
$80,000-$89,999...	14
$90,000-$99,999...	15
$100,000-$124,999.	16
$125,000-$149,999.	17
0ver $150,000.....	18
(DON'T READ) CAN'T SAY...............	19
(DON'T READ) REFUSED...........	20

CHINA.............	9
INDIA.............	10
VIETNAM...........	11
MALAYSIA..........	12
PHILIPPINES.......	13
HONG KONG.........	14
SOUTH AFRICA......	15
OTHER (SPECIFY)...	97
DON'T KNOW/ CAN'T SAY...............	98

Q27F. Are you Aboriginal or a Torres Strait Islander?

YES...............	1
NO................	2
CAN'T SAY.........	3

Q27E. Is English the main language spoken in your home?

YES...............	1
NO................	2
CAN'T SAY.........	3

IF ENGLISH NOT MAIN HOUSEHOLD LANGUAGE (CODE 2 OR 3 ON Q27E),ASK:

Q27E1. What is the main language spoken in your household?
DO NOT READ OUT

ARABIC............	1
CANTONESE CHINESE.	2
GREEK.............	3
ITALIAN...........	4
KOREAN............	5
MANDARIN CHINESE..	6

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PORTUGUESE........	7
SPANISH...........	8
TAGALOG (FILIPINO)........	9
TURKISH...........	10
VIETNAMESE........	11
GERMAN............	12
RUSSIAN...........	13
FRENCH............	14
CROATIAN..........	15
PHILIPINO.........	16

Disability Support Pension...........	12
(DO NOT READ) OTHER (SPECIFY)...	97
(DO NOT READ) CAN'T SAY.........	98
(DO NOT READ) REFUSED...........	99

QEDUC. What is the highest level of education you have reached?
IF OTHER HIGHLIGHT OTHER AND TYPE IN RESPONSE

PRIMARY SCHOOL....	1

SOME SECONDARY

DUTCH............ 17

POLISH........... 18

MACEDONIAN........ 19

INDONESIAN........ 20

CHINESE.......... 21

MALAYSIAN......... 22

OTHER (SPECIFY)... 97

CAN'T SAY......... 98

ASK EVERYONE

Q27G. What is the main source of income in your household?
READ OUT

IF OTHER, HIGHLIGHT OTHER AND TYPE IN RESPONSE

Wages/ Salary..... 1

Own Business...... 2

Other Private Income........... 3

Newstart Allowance 4

Youth Allowance... 5

Retirement Benefit 6

Sickness Benefits. 7

Widow Allowance... 8

Parenting Payment. 9

Family Allowance.. 10

Aged Pension...... 11

SCHOOL........... 2

SOME TECHNICAL OR COMMERCIAL........ 3

PASSED 4TH FORM/YEAR 10...... 4

PASSED 5TH FORM/YEAR 11/ LEAVING.......... 5

FINISHED TECHNICAL SCHOOL,COMMERCIAL COLLEGE OR TAFE... 6

FINISHED/ NOW STUDYING H.S.C./ V.C.E./ T.C.E YEAR 12............... 7

DIPLOMA FROM C.A.E............ 8

SOME UNIVERSITY/ C.A.E............ 9

DEGREE FROM UNIVERSITY OR CAE. 10

OTHER............ 11

CAN'T SAY......... 12

THIS QUESTION IS NOT ASKED IT IS COMPUTED FROM Q27B

QWORK. Are you now in paid employment?

IF YES ASK: Is that full-time for 35 hours or more a week, or part-time?

YES, FULL-TIME.... 1

YES, PART-TIME.... 2

NO............... 3

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QOCC. What is your (was your last) 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

QMWORK. Is the main income earner now in paid employment?
IF YES: Full-time for 35 hours or more a week or part-time?

YES, FULL-TIME.... 1

YES, PART-TIME.... 2

NO............... 3

QMOCC. What (was) is the main income earner's (last) 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

QINC. Would you mind telling me your approximate annual income from all sources before tax?
IF CANT SAY:Well what's your best guess?

LESS THAN $5,999..	1
$6,000-$9,999.....	2
$10,000-$14,999...	3
$15,000-$19,999...	4
$20,000-$24,999...	5
$25,000-$29,999...	6
$30,000-$34,999...	7
$35,000-$39,999...	8
$40,000-$44,999...	9
$45,000-$49,999...	10
$50,000-$59,999...	11
$60,000-$69,999...	12
$70,000-$79,999...	13
$80,000-$89,999...	14
$90,000-$99,999...	15
$100,000 OR MORE..	16
CAN'T SAY.........	17
REFUSED...........	18

QMEARN. Are you the main income earner in the household?

YES..............	1
NO...............	2

IF NOT THE MAIN INCOME EARNER (CODE 2 ON QMEARN) ASK:

8: Farm Owner
9: Farm Worker
10: No Occupation

|__|__+

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?

LESS THAN $5,999..	1
$6,000-$9,999.....	2
$10,000-$14,999...	3
$15,000-$19,999...	4
$20,000-$24,999...	5
$25,000-$29,999...	6
$30,000-$34,999...	7
$35,000-$39,999...	8
$40,000-$44,999...	9
$45,000-$49,999...	10
$50,000-$59,999...	11
$60,000-$69,999...	12
$70,000-$79,999...	13
$80,000-$89,999...	14
$90,000-$99,999...	15
$100,000 OR MORE..	16
CAN'T SAY.........	17
REFUSED...........	18

Thank you for your time and assistance.

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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 those population estimates, being based on a sample of 1,223 respondents, are necessarily subject to sample variance.

The 3 volume detailed tabulation of survey results incorporated tests of the statistical significance between various cohorts within the population, and also included a broad description of the sample variance associated with population estimates derived from the survey.

To assist interpretation of the results included within this report, the following table provides a similar outline of the sample variance associated with population estimates based on the total sample base, or based on various sub-samples within that total base.

Table A2: Reliability of Survey Estimates

Survey Estimate	*Sample Base* 1,223	1,000	750	500	300	200	100	50
10%	1.7%	1.9%	2.2%	2.7%	3.5%	4.2%	6.0%	8.5%
20%	2.3%	2.5%	2.9%	3.6%	4.6%	5.7%	8.0%	11.3%
30%	2.6%	2.9%	3.3%	4.1%	5.3%	6.5%	9.2%	13.0%
40%	2.8%	3.1%	3.6%	4.4%	5.7%	6.9%	9.8%	13.9%
50%	2.9%	3.2%	3.7%	4.5%	5.8%	7.1%	10.0%	14.1%
60%	2.8%	3.1%	3.6%	4.4%	5.7%	6.9%	9.8%	13.9%
70%	2.6%	2.9%	3.3%	4.1%	5.3%	6.5%	9.2%	13.0%
80%	2.3%	2.5%	2.9%	3.6%	4.6%	5.7%	8.0%	11.3%
90%	1.7%	1.9%	2.2%	2.7%	3.5%	4.2%	6.0%	8.5%
95%	1.2%	1.4%	1.6%	1.9%	2.5%	3.1%	4.4%	6.2%

Note:

Highly reliable estimates, relative sample less than 25%.

Moderately reliable estimates, relative sample error within range 25-49%.

Indicative estimates only, relative sample error of 50% or more.

Table A2 shows sample variance +/-% at 95% confidence limits.

Table A2 shows sample variance (at 95% confidence limit) for population estimates derived from the survey. For example, in respect of a survey finding referring to 40% of the total population, it is highly likely (95% confidence limit) that a complete census of the Tasmanian population aged 18 years or older would confirm that survey finding in respect of 37.2% to 42.8% (that is, 40% +/- 2.8%) of the population.

APPENDIX 4:
Additional Tables – 2000/1996

Table A3: <u>Frequency of Gambling by Form</u>

	Less Than Once per Month %		1-3 Times per Month %		Once per Week or More %	
Form	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**
Lotteries	38.1	42.4	19.2	17.5	42.2	40.1
Scratch Tickets	65.1	67.1	23.1	23.7	9.8	9.2
Poker Machines at Casino	77.7	84.9	15.3	10.0	4.4	5.1
TAB off-course	67.5	60.4	11.5	23.2	17.5	16.4
Phone TAB	62.5	35.9	12.5	25.6	12.5	38.5
Bingo	53.3	58.5	16.6	16.9	20.0	24.6
Casino Table Games	86.5	86.7	10.5	10.0	0	3.3
Poker Machines at Club/Hotel	71.4	N/A	15.6	N/A	10.0	N/A
Club Keno	68.8	69.9	16.6	17.9	11.1	12.2
Casino Keno	82.3	86.4	8.9	10.5	5.4	3.1
Wagering on-course (TAB or Bookmakers)	N/A	89.5	N/A	7.9	N/A	2.6
	76.0	84.5	15.2	12.7	3.8	2.8
Sports Betting	59.1	90.0	4.6	5.5	11.3	5.5
Private Games at Home	70.7	N/A	15.6	N/A	6.9	N/A
Casino Games on Internet	66.8	N/A	11.3	N/A	21.9	N/A
Other	84.6	65.8	7.7	23.7	7.7	10.5

Base: Total participants in each form

Table A4: Frequency of Gambling by Gender

	Total Participants n				Less than Once per Month %				1-3 Times per Month %			
	Males		Females		Males		Females		Males		Females	
Form	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**
Lotteries	320	367	320	387	34.4	37.6	41.8	47.0	19.7	19.6	18.8	15.5
Scratch Tickets	237	296	282	376	60.8	64.5	68.8	69.1	26.6	23.6	20.2	23.7
Poker Machines at Casino	126	187	143	204	77.8	84.5	77.6	85.3	15.1	9.6	15.4	10.3
TAB off-course	109	135	57	72	58.7	48.9	84.3	81.9	16.5	31.1	1.7	8.3
Phone TAB	30	27	18	12	53.4	40.7	77.7	25.0	13.3	22.2	11.2	33.3
Bingo	10	25	20	40	60.2	76.0	49.9	47.5	-	4.0	25	25.0
Casino Table Games	51	99	16	51	84.3	84.8	93.7	90.2	11.8	12.1	6.3	5.9
Poker Machines at Club/Hotel	132	N/A	137	N/A	72.8	N/A	70.0	N/A	15.9	N/A	15.4	N/A
Club Keno	153	171	136	164	63.4	64.9	75.0	75.0	21.6	19.3	11	16.5
Casino Keno	97	148		175	84.5	83.1	80.2	89.1	11.3	13.5	6.6	8.0
Wagering on-course (TAB or Bookmakers)	N/A 52	73 50	N/A 27	41 21	N/A 76.9	86.3 78.0	N/A 74.1	95.1 100.0	N/A 13.5	9.6 18.0	N/A 18.5	4.9 0.0
Sports Betting	28	19	16	1	64.3	89.5	49.9	100.0	7.1	5.3	-	0.0
Private Games at Home	42	N/A	16	N/A	71.4	N/A	68.8	N/A	16.7	N/A	12.5	N/A
Casino Games on Internet	4	N/A	5	N/A	74.9	N/A	60.2	N/A	25.1	N/A	-	N/A
Other	9	27	4	11	77.8	63.0	100	72.7	11.1	29.6	-	9.1

Base: Participants in each form

Table A5: Comparison of Participants who Gambled at Least Once per Month on each Form by Age

	18-24 %		**25-34 %**		**34-4 %**
Form	**2000 (151)**	**1996 (163)**	**2000 (215)**	**1996 (241)**	**2000 (368)**
Lotteries	4.1	12.3	13.9	30.7	33.8
Scratch Tickets	9.9	16.6	18.0	19.5	35.1
Poker Machines at Casino	17.0	7.4	11.3	5.0	20.7
TAB off-course	10.5	5.5	20.8	9.1	29.2
Phone TAB	16.6	0.0	33.3	2.5	16.7
Bingo	-	0.6	27.0	0.8	27.3
Casino Table Games	43.2	4.3	28.4	2.1	-
Poker Machines at Club/Hotel	10.1	N/A	15.9	N/A	43.5
Club Keno	10.1	9.2	26.2	12.4	33.7
Casino Keno	17.2	5.5	17.2	2.9	20.7
Wagering on-course (TAB or Bookmakers)	N/A 26.8	1.8 1.8	N/A 33.1	0.4 1.2	N/A 20.0
Sports Betting	14.1	0.0	57.2	0.4	14.3
Private Games at Home	38.6	N/A	23.0	N/A	7.7
Casino Games on Internet	66.9	N/A	33.1	N/A	-
Other	-	0.6	-	2.5	100

Base: Total participants in each form

Table A6: Gambling Frequency by Area

Form	Total Participants n		Less than Once per Month %		1-3 Times per Month %	
	Hobart/ Launceston	Other Tasmania	Hobart/ Launceston	Other Tasmania	Hobart/ Launceston	Other Tasmania
Lotteries	343	297	36	41	20	18
Scratch Tickets	284	235	60	71	25	21
Poker Machines at Casino	121	148	73	82	17	14
TAB off-course	72	93	56	77	15	9
Phone TAB	30	16	59	69	6	25
Bingo	18	12	56	50	11	25
Casino Table Games	31	35	91	83	6	14
Poker Machines at Club/Hotel	134	135	66	77	17	14
Club Keno	145	143	58	80	22	11
Casino Keno	92	110	79	85	5	12
Wagering on-course (TAB or Bookmakers)	45	33	76	77	13	18
Sports Betting	24	16	71	56	4	6
Private Games at Home	31	26	74	69	10	23
Casino Games on Internet	5	4	80	50	-	25
Other	7	6	100	67	-	17

Base: Total participants in each form

Table A7: Duration of Last Gambling Session by Form

Form	Total Participants n		Mean	Less than 15 mins %		15-59 mins %		1-3 hrs %	
	2000	1996	2000	2000	1996	2000	1996	2000	19
Poker Machines at Casino	269	391	64	19.4	17.1	30.5	52.3	39	24
TAB off-course	166	207	42	54.2	78.9	21.7	13.6	12.7	3
Bingo	30	65	104	10	3.0	10.0	24.2	46.8	66
Casino Table Games	67	150	115	13.4	9.1	32.8	50.6	31.4	7
Club Keno	289	335	31	35.3	31.3	39.5	46.8	21.8	16
Poker Machines at Club/Hotel	269	N/A	41	29.4	N/A	39.4	N/A	25.3	N
Casino Keno	203	323	40	34.5	33.0	33.0	45.5	26.1	13
Wagering on-course (TAB or Bookmakers)	79	114 71	135	26.5	11.1 8.3	15.2	9.5 9.5	15.2	23 23
Private Games at Home	58	N/A	155	12.0	N/A	5.1	N/A	32.9	N
Sports Betting	44	N/A	16	72.8	N/A		N/A	9.1	N
Phone TAB	48	N/A	24	54.1	N/A	22.9	N/A	10.4	N
Other	13	N/A	10	46.1	N/A	23.1	N/A	-	N

Base: Total participants in each form

Table A8: Duration of Last Gambling Session by Gender

	Less than 15 mins %				15-59 mins %				1-3 hrs %				
	Males		**Females**		**Males**		**Females**		**Males**		**Females**		**M**
orm	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**
oker Machines Casino	23.9	22.5	15.3	12.2	35.7	51.9	25.9	52.7	30.9	18.7	46.2	29.3	4.0
AB off-course	50.5	71.7	61.4	92.0	21.1	18.8	22.8	4.0	13.8	4.3	10.5	1.3	2.7
ngo	-	0.0	15.1	5.0	19.9	42.3	4.9	12.0	50.1	50.0	45.2	77.5	-
asino Table ames	7.8	7.9	31.2	11.3	35.3	46.5	24.9	58.5	31.4	29.7	31.3	24.5	11.7
oker Machines Club/Hotel	28.1	-	30.6	-	44.7	-	34.2	-	21.9	-	28.5	-	2.3
ub Keno	36.6	32.2	33.8	30.3	40.5	44.1	38.3	49.7	19.6	14.7	24.3	17.6	-
asino Keno	32	27.7	36.7	37.6	32	45.8	34	45.3	28.8	16.8	23.6	11.0	3.1
agering on-ourse (TAB or ookmakers)	19.2	8.9	40.7	15.9	19.3	11.4	7.4	6.4	15.4	20.3	14.7	27.7	13.5
orts Betting	75	N/A	68.8	N/A	-	N/A	-	N/A	10.7	N/A	6.2	N/A	3.6
ivate Games at ome	11.9	N/A	12.4	N/A	4.7	N/A	6.2	N/A	35.8	N/A	25	N/A	16.7
hone TAB	43.3	N/A	72.4	N/A	26.7	N/A	16.6	N/A	13.3	N/A	5.5	N/A	-
ther	44.4	N/A	50.1	N/A	33.3	N/A	-	N/A	-	N/A	-	N/A	-

Base: Total participants in each form

Table A9: Mean Amount of Time Spent Per Week (in Minutes) by Age

Form	Overall (minutes)	18-24 (minutes)	25-34 (minutes)
Poker Machines at Casino	12	6	9
TAB off-course	19	9	12
Bingo	39	3	34
Casino Table Games	9	8	15
Club Keno	9	4	8
Casino Keno	8	11	9
Wagering on-course (TAB or Bookmakers)	22	22	14
Phone TAB	6	2	6
Poker Machines at Club/Hotel	11	5	9
Sports Betting	6	6	8
Private Games at Home	42	12	82
Other	3	0	*

Base: Total participants in each form

Table A10: Duration of Last Gambling Session by Area

	Less than 15 mins %				15-59 mins %				1-3 hrs %			
	Hobart/ Launceston		Other Tasmania		Hobart/ Launceston		Other Tasmania		Hobart/ Launceston		Other Tasmania	
Form	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**
Poker Machines at Casino	18	17.8	22	15.3	33	54.8	21	45.9	38	21.7	43	30.6
TAB off-course	56	79.9	49	77.2	22	13.4	20	13.9	11	4.5	16	1.3
Bingo	6	2.4	14	4.0	12	22.0	0	28.0	38	73.2	57	56.0
Casino Table Games	10	7.7	21	12.0	37	55.8	21	40.0	31	28.8	32	26.0
Poker Machines at Club/Hotel	33	N/A	20	N/A	41	N/A	36	N/A	22	N/A	34	N/A
Club Keno	34	32.2	38	30.1	39	46.7	40	46.9	24	16.1	17	16.1
Casino Keno	34	34.6	35	28.9	34	44.3	29	48.9	28	14.2	22	12.2
Wagering on-course (TAB or Bookmakers)	31	11.5	19	10.4	10	12.8	26	4.2	19	21.8	7	25.0
Sports Betting	70	13.0	77	0.0	0	13.0	0	3.3	15	20.4	0	30.0
Private Games at Home	5	N/A	11	N/A	7	N/A	0	N/A	35	N/A	28	N/A
Phone TAB	54	N/A	54	N/A	25	N/A	21	N/A	17	N/A	4	N/A
Other	55	N/A	25	N/A	22	N/A	25	N/A	0	N/A	0	N/A

Base: Total participants in each form

Table A11: Levels of Expenditure According to Form

	$1-5 %		$6-10 %		$11-20 %		$21-50 %	
Form	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**
Lotteries	40.8	50.1	39.1	35.5	15.0	9.8	2.3	3.3
Scratch Tickets	81.9	85.3	12.0	10.0	3.5	1.8	1.2	0.3
Poker Machines at Casino	16.8	17.3	23.4	21.9	28.9	34.4	20.5	19.4
TAB off-course	21.1	24.8	34.3	31.9	22.3	20.0	13.9	15.2
Phone TAB	33.3	14.3	18.7	21.4	18.7	31.0	12.6	21.4
Bingo	26.7	24.2	13.3	25.8	30.0	36.4	13.2	9.1
Casino Table Games	7.5	2.6	5.9	13.0	16.5	25.3	31.4	37.7
Poker Machines at Club/Hotel	30.9	N/A	27.9	N/A	23.8	N/A	11.9	N/A
Club Keno	52.2	46.2	28.4	29.8	11.1	14.6	5.9	5.6
Casino Keno	40.9	36.3	28.1	31.5	21.2	18.5	6.4	7.1
Wagering on-course (TAB or Bookmakers)	8.8	10.3	15.2	19.8	21.5	15.1	29.1	25.4
Sports Betting	38.6	8.3	20.5	12.5	13.7	25.0	6.9	4.2
Private Games at Home	37.9	N/A	22.4	N/A	22.4	N/A	6.9	N/A
Casino Games on Internet	33.1	N/A	-	N/A	-	N/A	-	N/A
Other	30.8	31.6	7.6	21.1	15.4	23.7	7.7	15.8

Base: Total participants in each form

Table A12: Estimated Mean Amount Spent per Session on Each Form by Age

	18-24 $		**25-34 $**		**35-4 $**	
Form	**2000**	**1996**	**2000**	**1996**	**2000**	
Lotteries	7.92	6.74	10.16	7.24	7.82	
Scratch Tickets	3.88	3.21	4.90	3.85	4.06	
Poker Machines at Casino	29.51	19.08	21.63	22.51	35.28	
TAB off-course	11.68	13.86	20.81	47.92	20.25	
Phone TAB	11.69	11.67	17.08	15.11	42.50	
Bingo	12.33	14.13	22.13	9.88	15.00	
Casino Table Games	42.14	31.12	77.11	74.60	75.79	1
Poker Machines at Club/Hotel	14.50	N/A	16.75	N/A	21.72	
Club Keno	7.59	7.51	9.74	11.20	10.10	
Casino Keno	8.72	8.94	14.54	11.96	12.23	
Wagering on-course (TAB or Bookmakers)	N/A 43.17	44.50 28.18	N/A 42.14	48.92 62.20	N/A 66.56	
Sports Betting	19.82	85.00	15.56	68.57	32.14	
Private Games at Home	10.59	N/A	19.73	N/A	18.75	
Casino Games on Internet	140.00	N/A	0	N/A	-	
Other	-	5.00	5.00	61.20	22.80	

Base: Total participants in each form

Table A13: <u>Mean Amount Spent per Session on Each Form by Area</u>

Form	Hobart/Launceston (mean amount per session) $	O (mean
Lotteries	9.34	
Scratch Tickets	4.19	
Poker Machines at Casino	27.99	
TAB off-course	28.52	
Phone TAB	24.00	
Bingo	17.43	
Casino Table Games	89.49	
Poker Machines at Club/Hotel	17.10	
Club Keno	9.77	
Casino Keno	12.11	
Wagering on-course (TAB or Bookmakers)	49.70	
Sports Betting	19.17	
Private Games at Home	15.95	
Casino Games on Internet	94.33	
Other	15.50	

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

	<$10,000		$10,000-$20,000		$20,001-$30,000		$30,001-$40,000	
Form	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**	**2000**	**1996**
Lotteries	7.27	7	6.68	7	8.76	8	9.24	7
Scratch Tickets	3.04	3	3.85	4	3.89	3	5.02	4
Poker Machines at Casino	16.33	22	25.76	24	22.51	24	39.71	29
TAB off-course	12.25	11	88.76	14	10.09	19	16.24	25
Phone TAB	10.00	20	88.64	17	15.14	12	25.71	22
Bingo	13.40	12	2.00	11	8.50	14	20.67	10
Casino Table Games	155.33*	26	14.00	32	40.00	51	37.14	51
Poker Machines at Club/Hotel	9.69	N/A	63.00	N/A	18.15	N/A	25.86	N/A
Club Keno	7.63	9	14.07	8	10.82	12	11.28	13
Casino Keno	7.38	9	7.94	9	9.14	13	10.87	18
Wagering on-course (TAB or Bookmakers)	30.00	N/A	12.06	N/A	27.50	N/A	50.83	N/A
Sports Betting	8.33	8	56.67	15	18.33	15	7.40	41
Private Games at Home	11.67	N/A	36.25	N/A	5.09	N/A	16.25	N/A
Casino Games on Internet	N/A	N/A	4.00	N/A	N/A	N/A	0.42	N/A
Other	4.00	23	3.50	7	4.67	12	26.50	11

Base: Total participants in each form

* Outlier: $800 (n=6) hence insignificant base

APPENDIX 5:
DISTRIBUTION OF SOGS SCORES

NOTE: The distribution of SOGS scores apply to the total sample in 2000 and 1996 and all SOGS respondents in 1994.

Table A15 shows the distribution of scores on the SOGS for the present 1996 survey in Tasmania. For the whole sample just 2.6% fall in the 'at risk' category and 0.3% in the 'problem gambler' category; in the latter just 3 respondents from a sample of 1,211.

Technical Note

When compared with the corresponding values in Table A15 derived from the groups of regular players it can be seen that there are 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 1996 results provide an assessment of the extent to which the 2-stage method under-estimated prevalence. This difference however is small, of the order of 0.6% 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 ie. score in the at risk category on the SOGS and yet not experience significant gambling related problems.

Table A15: **Distribution of SOGS Scores for Total Sample in 2000 and 1996; All SOGS Respondents in 1994**

Score on the SOGS	2000		1996		1994-REVISED	
	(1,223) %	Number of Cases	(1,211) %	Number of Cases	(1,220) %	Number of Cases
0	84.5	1034	69.5	842	92.5	1129
1	8.5	104	15.6	189	3.4	41
2	4.5	55	6.3	76	1.4	17
3	1.1	14	3.8	46	1.1	14
4	0.4	5	1.9	23	0.8	10
5	0.3	4	1.2	15	0.4	5
6	0.2	3	0.5	6	0.1	1
7	0.1	1	0.2	3	0.1	1
8	0	-	0.5	6	0.1	1
9	0	-	0.2	2	0.0	0
10	0.1	1	0.2	2	0.1	1
11	0.1	1	0.1	1	0.0	0
12	0.1	1	0.0	0	0.1	1
13	0	-	0.1	1	0	-
14	0	-	0	-	0	-
15	0	-	0	-	0	-
16	0	-	0	-	0.1	1

Base: Total respondents

*Although the two cases scoring 10 and 13 respectively on the SOGS are given as representing 0.3%, this is a function of the rounding process of the statistical package (SPSS). The correct figure to 2 decimal places, as given in Table A15, is 0.24%.