

The Queensland Responsible Gambling Strategy

# Queensland Household Gambling Survey 2003-04

Enhancing responsible gambling policies and programs through research



## Research



# Contents

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<b>List of Figures</b>	<b>2</b>
------------------------	----------

---

<b>List of Tables</b>	<b>3</b>
-----------------------	----------

---

<b>Executive Summary</b>	<b>4</b>
--------------------------	----------

---

<b>1. Introduction</b>	<b>8</b>
------------------------	----------

---

<b>2. Methodology</b>	<b>9</b>
2.1 Survey methodology	9
2.2 The questionnaire	9
2.3 Analysis and reporting of results	9

---

<b>3. Findings from the 2003-04 Queensland Household Gambling Survey</b>	<b>11</b>
3.1 Total population gambling activity	11
3.2 Population gambling groups	12
3.3 Profiles of gambling groups	14
3.4 Comparison of gambling group demographics	19
3.5 Demographic gambling group profiles	21
3.6 Comparisons with 2001	23

---

<b>4. Regional data analysis</b>	<b>24</b>
4.1 Gambling activity	24
4.2 Gambling groups	25

---

<b>5. Problem gambling, adverse consequences, correlates and help seeking</b>	<b>27</b>
5.1 Problem gambling issues	27
5.2 Problem gambling correlates	28
5.3 Adverse consequences of gambling	30
5.4 Help-seeking behaviour	30

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<b>6. Conclusion and future directions</b>	<b>31</b>
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---

<b>Appendix one – detailed tables</b>	<b>32</b>
---------------------------------------	-----------

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<b>Appendix two – technical report</b>	<b>47</b>
1. Introduction	48
2. Survey methodology	48
3. Operational results	48
4. Weighting procedure	53
5. Output	54
6. Reliability of Estimates	55

---

<b>Appendix three – Queensland Household Gambling Survey Instrument</b>	<b>57</b>
---	-----------

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# List of Figures

Figure 1: Estimated participation rates for different types of gambling, Queensland adult population 2003-04.	11	Figure 15: Marital status distribution of gambling groups.	20
Figure 2: Frequency of use by gamblers on different gambling products.	12	Figure 16: Workforce distribution of gambling groups.	20
Figure 3: Adult population gambling group estimates: 2003-04 Queensland Household Gambling Survey.	12	Figure 17: Education distribution of gambling groups.	20
Figure 4: Participation rates for different types of gambling by gambling group.	12	Figure 18: Income distribution of gambling groups.	20
Figure 5: Number of different gambling activities participated in by gambling groups.	13	Figure 19: Gambling risk groups by gender.	21
Figure 6: Frequency of session by gambling group and gambling activity.	13	Figure 20: Participation rate for gambling activities by gender.	21
Figure 7: Usual duration of session by gambling group and gambling activity.	13	Figure 21: Gambling risk group prevalence by age.	21
Figure 8: Gambling activity participation rates for the recreational gambling group compared to the total adult population.	15	Figure 22: Participation rates for gambling activities by age.	22
Figure 9: Gambling activity participation rates for the low risk gambling group compared to the total adult population.	16	Figure 23: Gambling risk group prevalence by age/gender.	22
Figure 10: Gambling activity participation rates for the moderate risk gambling group compared to the total adult population.	17	Figure 24: Comparison of gambling group prevalence, 2001 and 2003-04.	23
Figure 11: Gambling activity participation rates for the problem gambling group compared to the total adult population.	18	Figure 25: Comparison of gambling group prevalence by gender, 2001 and 2003-04.	23
Figure 12: Gender distribution of gambling groups.	19	Figure 26: Participation rates for gambling activities in Brisbane and the rest of Queensland.	24
Figure 13: Age distribution of gambling groups.	19	Figure 27: Gambling group prevalence for Brisbane and the rest of Queensland.	25
Figure 14: Age/gender distribution of gambling groups.	19	Figure 28: Proportion of combined problem gambling/moderate risk gambling groups in Queensland Statistical Divisions compared with Queensland total	26
		Figure 29: Response rates for individual CPGI questions by gambling groups.	27
		Figure 30: Proportion of respondents in gambling groups who 'agree' with the faulty cognition correlate statements.	28

# List of Tables

Figure 31: Proportion of respondents in gambling groups who remember a big win or a big loss when they first started gambling.	28	Table 1: Gambling group prevalence rates, 2001 and 2003-04.	5
Figure 32: Proportion of respondents in gambling groups who reported that members of their immediate family have had alcohol, drug or gambling problems.	29	Table 2: Gambling groups and their characteristics.	9
Figure 33: Proportion of respondents in gambling groups who report drug/alcohol use while gambling or report an alcohol problem.	29	Table 3: Key demographic characteristics of the non-gambling group compared to the adult population estimates.	14
Figure 34: Proportion of respondents in gambling groups who report having an urge to drink, use drugs or gamble if something painful happens in their lives.	29	Table 4: Key demographic characteristics of the recreational gambling group compared to the total adult population.	15
Figure 35: Proportion of respondents in gambling groups who report stress, depression or suicidal thought.	30	Table 5: Key demographic characteristics of the low risk gambling group compared to the total adult population.	16
Figure 36: Proportion of respondents in gambling groups who answered yes to help-seeking questions.	30	Table 6: Key demographic characteristics of the moderate risk gambling group compared to the total adult population.	17
		Table 7: Key demographic characteristics of the problem gambling group compared to the total adult population.	18
		Table 8: Top five and bottom five regions, participation rates for major gambling activities.	24
		Table 9: Top five and bottom five regions in each gambling group.	24

# Executive Summary

## Introduction

The purpose of this report is to outline the findings from the 2003-04 Queensland Household Gambling Survey (the survey). The survey was conducted to collect reliable information on gambling activity and related issues amongst the Queensland adult population. Such information can assist a range of stakeholders in better understanding the Queensland gambling environment. In particular, the survey provides an opportunity to gauge the level of problematic or potentially problematic gambling behaviour occurring in the Queensland adult population.

In reporting the results of the 2003-04 Survey, value is added by comparing them with baseline data published in the Queensland Household Gambling Survey 2001 (the 2001 Survey).<sup>1</sup> Survey findings, when compared to the baseline data from the 2001 Survey, provide valuable information to assist in implementing the Queensland Responsible Gambling Strategy (2002)<sup>2</sup> with a view to improving understanding of gambling-related harm and assessing the efficacy of responsible gambling policies and programs designed to improve the balance between the social and economic costs and benefits of gambling in the State.

## Methodology

With over 30,000 respondents, the 2003-04 Survey is more than twice the size of the 2001 Survey and nearly three times the size of the national survey commissioned in 1999 by the Productivity Commission for its Inquiry into Australia's Gambling Industries. It is one of the largest surveys of gambling activity undertaken anywhere in the world.

The survey was conducted via computer-assisted telephone interviews (CATI) in two waves, each consisting of approximately 15,000 responses. The first wave occurred between October and December 2003, and was followed by the second between February and June 2004. A randomised process was used to select one adult from each household contacted for interview.

A major objective of the survey was to examine the level of variation in gambling activity and issues across Queensland. To enable this, a geographically stratified sampling protocol was established to ensure that approximately 1000 respondents were recruited in each of 30 identified regions of the State.

The questionnaire used in the survey contained 115 questions covering a wide range of gambling-related issues including:

- gambling activity (type of gambling, frequency, duration, use of loyalty cards);
- demographic characteristics; and
- problem gambling screening questions and help-seeking for gambling-related problems.

The problem gambling screening tool used in the survey was the Canadian Problem Gambling Index (CPGI) which consists of a series of questions which are weighted and scored to identify whether individual gamblers are experiencing or may be at risk of experiencing gambling-related problems.

## Prevalence estimates

The figures from the 2003-04 survey are compared with the findings from the 2001 survey in Table 1 alongside changes in the prevalence rates for each gambling group. Approximately 0.55% of the Queensland adult population (16,201 people) are in the problem gambling group, which is a decline from the 0.83% reported in the 2001 Survey. The change however is not statistically significant.<sup>3</sup> There is a statistically significant change evident in the proportion of non-gamblers in the Queensland adult population. This change should however be interpreted with caution given that the definition of non-gamblers now includes persons who purchased only raffle tickets. Such respondents were considered gamblers in the 2001 Survey.

## Gambling group profiles

### Non-gambling group

The non-gambling group represents the second largest portion of the total adult population at almost 20% or over 577,000 persons. Only the recreational gambling group is larger. Persons in this group are classed as non-gamblers on the basis of their not having gambled in the twelve months prior to completing the survey. There are few differences in their demographic characteristics when compared with those of the total adult population. However, statistically significant observations of note are that:

- the non-gambling group is more likely to be in the lowest personal income bracket, to have a postgraduate degree or to be aged 55 or over; and
- are less likely to be aged 35–44, working full time or to be earning between \$31,000 and \$50,999 per annum.

### Recreational gambling group

The recreational gambling group accounts for the vast majority of the Queensland adult population. More than 72% of adults or 2.1 million people are identified as recreational gamblers. Because the recreational gambling group represents nearly three quarters of the Queensland adult population, the group very closely reflects the population overall. Indeed, there are no major differences evident between the demographic characteristics of those in the total population and those in the recreational gambling group.

<sup>1</sup> Queensland Government Treasury Department, 2002. *Queensland Household Gambling Survey 2001*.

<sup>2</sup> Queensland Government Treasury Department, 2002. *The Queensland Responsible Gambling Strategy*.

<sup>3</sup> An explanation of how statistical significance is tested is contained in Chapter 2.

**Table 1: Gambling group prevalence rates, 2001 and 2003-04.**

Gambling Group	Population Estimates		Percentage Estimates		
	2001	2003-04	2001	2003-04	Change 2001 – 2003-04
Non-gambling CPGI N/A	397,449	577,652	15.06%	19.73%	+ 4.6% (statistically significant)
Recreational Gambling CPGI 0	1,933,565	2,119,218	73.24%	72.40%	– 0.8% (not statistically significant)
Low Risk Gambling CPGI 1-2	215,824	156,282	8.18%	5.34%	– 2.9% (statistically significant)
Moderate Risk Gambling CPGI 3-7	71,227	57,734	2.70%	1.97%	– 0.7% (not statistically significant)
Problem Gambling CPGI 8-27	21,910	16,201	0.83%	0.55%	– 0.28% (not statistically significant)

The data in this table should be interpreted in conjunction with Figure 24 in Chapter 3 and Table F24 in Appendix One.

### Low risk gambling group

Of the gambling ‘risk’ groups – low risk, moderate risk and problem gambling – the low risk group is the largest with some 156,000 persons or 5.3% of the adult population in Queensland. Low risk gamblers reflect very closely the overall Queensland adult population. However, demographic groups which are statistically more likely to be in this group include:

- persons aged 18-34, persons who have never married and those who identified as being of Aboriginal, Torres Strait or Australian South Sea Islander descent.

Groups with statistically significant under-representations amongst the low risk gambling segment are those aged 55 and over, married persons and part-time workers.

### Moderate risk gambling group

The moderate-risk gambling group accounts for some 2% of adult Queenslanders or approximately 57,000 persons. Amongst this group there is:

- a statistically significant over-representation of males, persons never married and Aboriginal, Torres Strait or Australian South Sea Islanders; and
- a statistically significant under-representation of females, married persons and retirees.

### Problem gambling group

The problem gambling group accounts for approximately 16,000 Queenslanders or 0.55% of the total adult population and is the smallest of the five gambling groups. While this group approximately reflects the wider population, there is:

- a statistically significant over-representation of persons who completed their education at year 10; and
- an under-representation of persons who identified as retirees.

### Demographics

When the gambling population is demarcated along demographic lines, there are a number of notable variations of interest. Particular points are:

- Females have an estimated problem gambling prevalence rate of 0.39%\* (see Reliability and Confidence Levels on page 10) in contrast to the 0.72% for males. This is not however a statistically significant difference.
- The only gambling age group which has statistically significant differences to that of the total population are those aged 65+ which has higher rates of non-gamblers and lower rates of higher risk gamblers.
- A negative relationship between gambling participation rates and age is evident. In particular, casino table games and sports betting stand out with participation peaking amongst the 18-24s and declining through the age groups to very low rates of participation amongst the older groups. A similar but less marked trend is also evident for gaming machines, horse/dog racing, Keno and private games.

### Gambling activity

All survey respondents were prompted about participation in each of ten gambling activities over the previous twelve months.

- Lottery products (inclusive of scratch tickets, lotto and other lottery games) are clearly the most popular with over 67% of the adult population reporting having purchased such products in the previous twelve months.
- Gaming machines rate second in terms of participation with less than half the participation rate of lottery products (32.2%).
- Art union tickets (26.8%), Keno (16.5%) and horse/dog races wagering (16.4%) are next most popular.

When examining the gambling activity of the specific risk groups, a trend emerged for the higher risk gambling groups to:

- Participate in more types of gambling;
- Gamble on all types of gambling activity more frequently; and
- To gamble on all types of gambling for longer session durations.

For example, more than 40% of those in the problem gambling group reported using gaming machines more often than weekly compared to just 19% of moderate risk gamblers, 7% of low risk gamblers and very few recreational gamblers playing more than weekly. Persons in the problem gambling group also tend to play gaming machines for longer sessions with 36% reporting usual sessions at over three hours compared to just 15% of moderate risk gamblers, 13% of low risk gamblers and 5% of recreational gamblers.

## Regional analysis

The implicit hypothesis for regional sampling and the subsequent analysis was that gambling activity and prevalence rates may vary substantially within Queensland.

At the broadest regional level (Brisbane compared to the rest of Queensland), there is very little difference in the participation rates for the various types of gambling activity. However, when the 30 smaller regions are examined, there are some noticeable differences in participation rates for some types of gambling amongst the adult population.

The wide range of participation rates is particularly evident for gaming machines, racing, and Keno. The gaming machine participation rate for example ranges from 46.9% of the adult population in Redcliffe to just 18.8% of the Cardwell/Johnstone adult population. Similarly, the participation rate in horse/dog race wagering in Mt. Isa (29%) is more than triple the rate in the 'Rest of Far North Queensland'.

In terms of the gambling group prevalence rates, there is little variation in the distribution of gambling groups between Brisbane and the rest of Queensland. When the 30 individual regions are examined, again there are few differences when compared to the total Queensland figures. However, when the regions are compared with each other, there are substantial differences in the gambling group prevalence rates – particularly for the lower risk groups. When comparing the higher risk groups, however, statistical analysis is difficult due to the small sample sizes and thus relatively unreliable data.

To overcome the data concerns, assessment was also made of a combined moderate risk/problem gambling group at a Statistical Division level. This identified a statistically significant lower rate of moderate risk/problem gambling in Darling Downs at 1.16% than exists in Queensland overall (2.5%) and a number of other statistical divisions, the highest of which is Moreton at 2.83%.

The regional analysis thus indicates that although gambling risk and problem gambling prevalence rates appear to be relatively evenly distributed throughout the State, there is

evidence of some internal differences. While there are very few regions which have prevalence rates (including problem gambling) which are significantly different to that of the State overall, when individual regions are compared with each other variations are evident.

## Problem gambling correlates

Faulty cognition emerged as being more common amongst persons in the more heavily involved gambling groups. In particular, the percentage of persons agreeing that there is a greater chance of winning after losing many times in a row increases steadily from 5% of non-gamblers through to 22% of moderate risk gamblers, before jumping sharply to 38% of those in the problem gambling group.

The percentage of respondents in each gambling group who remember experiencing a big win or a big loss when they first gambled steadily increases through the gambling groups. However, of note is that the difference between moderate risk gamblers and problem gamblers is small in both cases.

While the majority of gamblers and non-gamblers do not report having an immediate family member with a drug, alcohol or gambling problem, it is apparent that a trend exists towards higher propensity for identification amongst people in more heavily involved gambling groups. This is particularly evident for reports of family members with a gambling problem. Only 9% of non-gamblers report having a family member with a gambling problem compared to 37% of persons in the problem gambling group.

## Co-morbidity

Three questions were asked of respondents to gauge the prevalence of alcohol and drug use amongst gamblers. The findings indicate a relationship between use of alcohol and drugs amongst more heavily involved gamblers. It emerged that:

- recreational gamblers are much less likely to report having used alcohol and drugs whilst gambling than the other three groups; and
- only 18% of the recreational gambling group report having gambled whilst under the influence of drugs or alcohol compared to between 44% and 56% of all other groups.

The proportion of persons who report using drugs, alcohol or gambling in response to painful events in their lives also tends to increase amongst the gambling risk groups.

In addition, persons in the problem gambling group stand out with particularly high rates of personal mental health issues in relation to other groups. Approximately 47% of the problem gambling group report having felt seriously depressed in the previous year, with nearly as many having been under a doctor's care for stress-related issues (39%) and 17% report having seriously considered suicide because of their gambling.

## Gambling-related harm

A range of questions were also asked of gamblers in the survey related to the potential harm caused by gambling. These included whether gambling had ever affected their jobs, their families, their finances or ever led to any trouble with the police. Notable findings for the problem gambling group are that:

- 29% recognise that their work performance has been affected by their gambling;
- 28% say that they have not had enough time to look after their family interests due to gambling;
- 22% report the break-up of an important relationship because of gambling;
- 15% have changed jobs because of their gambling;
- 12% have been declared bankrupt because of gambling;
- 18% reported having obtained money illegally to gamble; and
- Nearly 40% reported that they had borrowed money or sold something to obtain funds for gambling.

## Help-seeking

A number of questions in the 2003-04 Queensland Household Gambling Survey asked gamblers about help-seeking for gambling-related problems. The problem gambling group stands out with the highest level of wanting or seeking help for gambling-related problems. Of note, however, is that although 41% of the problem gambling group wanted help in the previous twelve months, only 15.9% of the group had actually sought any form of help. The most common sources to seek help were 'spouse or partner' and 'family or friends'. Reasons for needing to seek help were financial and/or relationship problems and feeling depressed or worried. Of those who did not seek help, 40.1% said 'I thought I could beat the problem on my own' and 35.9% said 'I don't consider I have a problem'.

# 1. Introduction

The *Queensland Responsible Gambling Strategy* (the Strategy) recognises gambling is an enjoyable leisure and entertainment activity for many people. However, for some, participation in gambling can lead to adverse consequences for themselves, their family and friends, and/or the broader community. The Strategy is designed to provide a strong framework for minimising gambling-related harm through its prevention, protection and rehabilitation initiatives.

The first of the Strategy's Priority Action Areas is 'to enhance responsible gambling policies and programs through research'. To this end, surveys of gambling activity and associated issues amongst Queensland's adult population are an integral part of the research program. Such surveys have been conducted previously in 2001 and 2002-03. This report presents the results of the most recent Queensland Household Gambling Survey, conducted in 2003-04.

The major objective in conducting the Queensland Household Gambling Surveys is to monitor gambling prevalence and activity in the Queensland population with the purpose of supporting the implementation of the *Queensland Responsible Gambling Strategy*. The survey reports publish reliable information on gambling activities for key stakeholders, including those in the gambling help services, the gambling industry, government agencies and external researchers.

Outcomes of the 2003-04 Survey, when compared to the baseline outcomes of the 2001 Survey, provide valuable information for developing new knowledge to assist in implementing the Strategy, to improve understanding of gambling-related harm and gambling activities, and assessing the efficacy of responsible gambling policies and programs, with the aim of improving the balance between the social and economic costs and benefits of gambling in the State.

## 2. Methodology

This section provides a brief overview of the methodology employed to conduct the 2003-04 Queensland Household Gambling Survey. Also outlined here is an overview of the reporting methods employed in this report. The section is purposely brief as many of the detailed methodological procedures and protocols employed in the survey are outlined in the Technical Report in Appendix Two.

### 2.1 Survey methodology

The 2003-04 Queensland Household Gambling Survey was conducted in two waves. Each wave consisted of 15,000 computer-assisted telephone interviews for a total sample of 30,000 persons. The 2003-04 Survey is therefore more than double the size of the 13,000-strong 2001 Survey and nearly triple the 10,500 persons interviewed for the 1999 national survey commissioned by the Productivity Commission for their Inquiry into Australia's Gambling Industries. Indeed, the 2003-04 Survey is one of the largest gambling-focused surveys ever conducted in the world.

The first wave of the survey occurred between October and December 2003, and was followed by the second between February and June 2004. Each wave consisted of 500 randomly selected household telephone numbers within each of 30 regions throughout Queensland. The regions are listed in Appendix Two.

The in-scope sample population was comprised of all people aged 18 years or over who were usually resident in private dwellings with telephones throughout Queensland. A randomised process was used to select one adult from each household for interview. Further information on the data gathering and weighting processes and the reliability of estimates is contained in the Queensland Household Gambling Survey 2003-04 Technical Report in Appendix Two.

### 2.2 The questionnaire

A copy of the full questionnaire used in the 2003-04 Queensland Household Gambling Survey is contained in Appendix Three. The survey contains 115 questions which cover a wide range of gambling-related issues including gambling activity (type of gambling, frequency, duration, loyalty cards), demographic characteristics, problem gambling screening questions and help-seeking for gambling-related problems. Strategically placed filter questions ensured that the majority of respondents were asked only questions which were relevant to their gambling involvement.

The problem gambling screening tool used in the survey was the Canadian Problem Gambling Index (CPGI).<sup>4</sup> This was also used in Queensland for the 2001 Survey. The CPGI contains 31 questions, nine of which are scored. The scores determine to which gambling group each survey respondent is assigned. Four of the other 22 questions relate to respondents' gambling activities, in particular their spending. In the 2001 Survey it was found the results of

the four expenditure questions were so inconsistent with actual gambling expenditure data that the results were not reported and the questions were omitted from the 2003-04 Survey questionnaire. The remaining 18 questions are referred to as the CPGI correlates.

The CPGI questions and the assessment of respondents' total scores into gambling groups are explained in Table 2 below. The CPGI gambling groups are 'recreational', 'low risk', 'moderate risk' and 'problem gambling'. Use of the term 'recreational' to describe gamblers who score zero on the CPGI is used in preference to the term 'non-problem' which was used in the 2001 Survey report.

**Table 2: Gambling groups and their characteristics.**

CPGI Gambling Groups	Characteristics
Non-gambling	Respondents have not gambled in the last twelve months so were not asked the CPGI screening questions.
Recreational gambling	Score of zero on the CPGI. Respondents answered 'never' to all nine CPGI questions. These people do not report having experienced any adverse consequences from their gambling activity.
Low risk gambling	Score of one or two on the CPGI. Respondents answered 'rarely' or 'sometimes' to two CPGI questions (or 'often' to one CPGI question) and 'never' to the others. They are not likely to have experienced adverse consequences from gambling but may be at risk of experiencing problems.
Moderate risk gambling	Score of three to seven on the CPGI. This group comprises persons who answered 'often' or 'always' to at least one CPGI question. These people may have experienced adverse consequences from gambling or may be at risk of problems occurring.
Problem gambling	Score of eight or more on the CPGI. These people report having experienced adverse consequences from their gambling and may have lost control of their behaviour.

### 2.3 Analysis and reporting of results

Although the 2003-04 Survey was conducted in two waves, the results are treated as a unified single survey and thus are reported here as such. The major variables which have been utilised throughout this analysis are gambling group (as identified by the CPGI), socio economics (e.g. income, labour force status) and demographics (e.g. gender, age).

Identifying regional differences, particularly in relation to at risk and problem gambling, was also identified as an

<sup>4</sup> Canadian Centre on Substance Abuse 2001. *The Canadian Problem Gambling Index: Final Report* Ferris, J. and Wynne, H.

important objective for the 2003-04 Survey. Aside from analysis of variations between results for the Brisbane metropolitan area compared to the rest of the State, the methodology of this survey also permits comparison of results obtained across the 30 regions listed in the Technical Report in Appendix Two.

As the 2003-04 Survey is the second major population survey in Queensland, identifying changes in gambling-related activity compared to the baseline provided by the 2001 Survey is also possible. Comparisons with the data from that survey are also provided.

### ***Reliability and confidence levels***

To assist with interpretation of data in this report, the 95% confidence levels for all survey data have been calculated. Providing lower confidence levels (LCL) and upper confidence levels (UCL) assists in understanding the reliability of the data. The 95% confidence intervals provide the range in which it can be 95% sure that if the survey were repeated, the new value would lie.

To ensure that the main body of the report has a high level of readability, the 95% confidence intervals are not reported in the text. Data in the text are presented only as an estimated result. To maintain visual clarity in the report, this is also the approach taken for all tables and some graphs. The vast majority of graphs in the report (bar graphs) do however provide a visual indication of confidence intervals with error bars. To assist interpretation of the estimates in the report, every table and graph in the report has a corresponding table in Appendix One which outlines all relevant data inclusive of confidence intervals.

When comparing estimates, differences are considered 'statistically significant' only if the 95% confidence intervals for the two estimates do not overlap. For example, the low risk gambling group is estimated at 8.2% (7.4, 9.0) in 2001 and 5.3% (4.6, 6.1) in 2003-04. The UCL for 2003-04 (6.1) is lower than the LCL for 2001 (7.4). There has thus been a statistically significant decline in the estimated low risk gambling population from 8.2% of adults to 5.3% of adults. In contrast, although the percentage of adults estimated to be in the recreational gambling group decreased from 73.2% (72.1, 74.4) in 2001 to 72.4% (70.2, 74.6) in 2003-04, the change is not statistically significant because the upper confidence limit (UCL) of 74.6 in 2003-04 is higher than the lower confidence limit (LCL) in 2001 (72.1).

In terms of reporting estimates, data which have a low level of reliability are also identified. This occurs most often when the demarcation of data into small sub-populations results in excessively small sample sizes. This issue was particularly noticeable when assessing the data from the 30 regions. When samples of 1000 are demarcated into sub-populations (e.g. age groups, gambler types) the sample sizes are often too small to produce statistically reliable results and therefore have generally not been outlined in this report. Even when analysing the total Queensland data, small sample sizes can become an issue. For example, although over 30,000 individuals completed the survey, just 150 of these people were identified as being in the problem gambling group. Therefore, analysis which demarcates the

problem gambling group into demographic sub-populations can produce small sample sizes which are less reliable.

To identify data which are less reliable, figures with a relative standard error between 25% and 50% are marked with an asterisk (\*) and figures with a relative standard error exceeding 50% are marked with a double asterisk (\*\*). Analysis which utilises such data is avoided wherever possible, but when it is presented in this report, it should be interpreted with caution.

# 3. Findings from the 2003-04 Queensland Household Gambling Survey

This section outlines the findings from the 2003-04 Queensland Household Gambling Survey including:

- profiles of different gambling groups;
- comparison of gambling activity by different socioeconomic and demographic sectors;
- examination of different forms of gambling; and
- assessment of risk correlates.

An important priority is to compare findings from the current survey with baseline information reported for the 2001 Survey. Findings from this procedure are also outlined at the end of this chapter. Such comparisons provide information on prevalence and other gambling-related issues that can be used to assist Government and stakeholders to progress the 2003-04 Queensland Responsible Gambling Strategy through its prevention, protection and rehabilitation initiatives.

Outlines of regional variations are contained in Section 4 and issues surrounding problem gambling such as help-seeking, co-morbidity and problem gambling correlates are outlined in Section 5.

## 3.1 Total population gambling activity

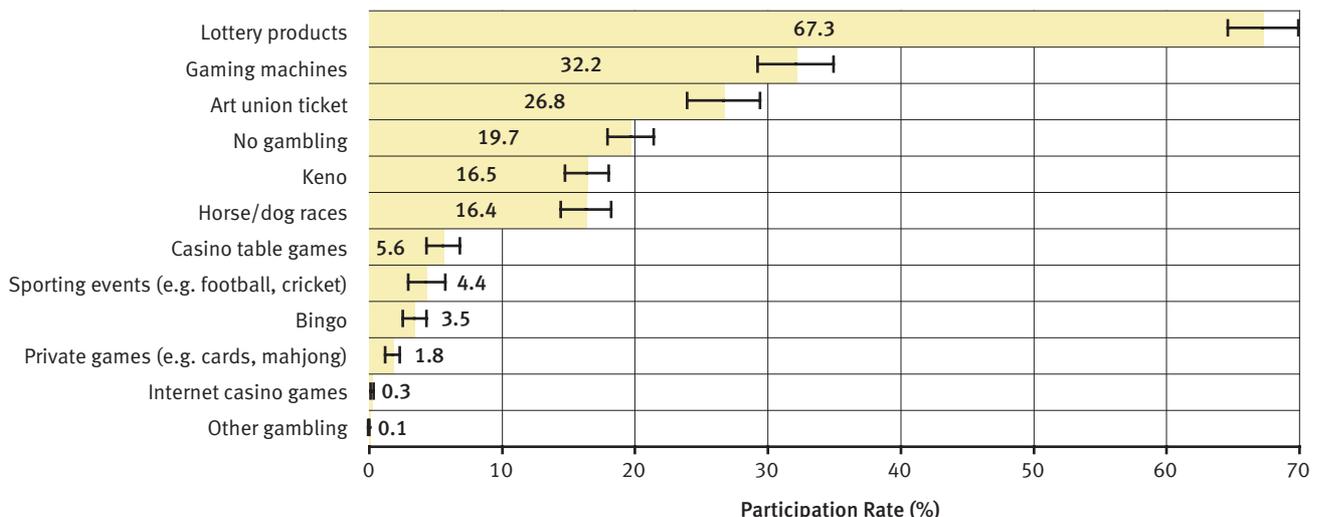
All survey respondents were prompted about participation in each of ten gambling activities over the past twelve months. Those who responded they had not participated in any gambling activity over the past twelve months were categorised as members of the non-gambling group.

Figure 1 provides an indication of the level of involvement in the various types of gambling by adult Queenslanders. Lottery products (inclusive of scratch tickets, lotto and other lottery games) are clearly most popular with over 67% of the adult population reporting having purchased such products in the previous twelve months. Gaming Machines

rate second in terms of participation with less than half the participation rate of lottery products.

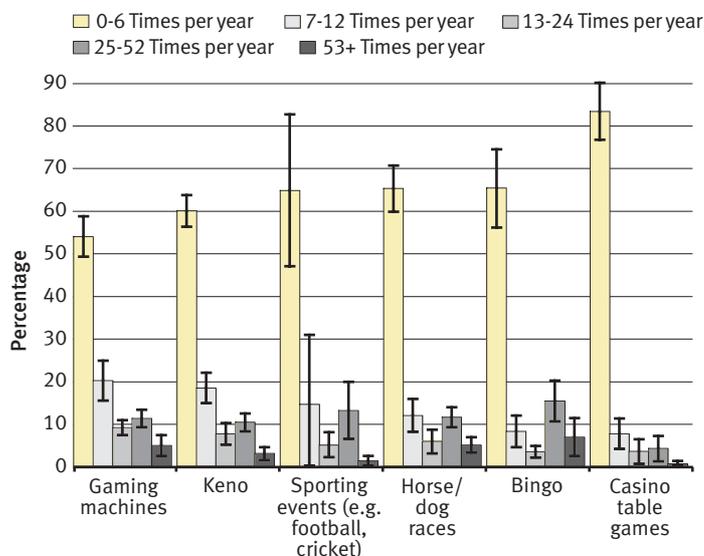
In terms of frequency of gambling, few major differences are evident in the participation for gamblers on the various activities. Figure 2 outlines the frequency of gambling on different types of activities by persons who reported having gambled on that product in the previous twelve months. For all forms of gambling outlined here, more than 50% of gamblers participate in the activity less than seven times per year, and at least 70% no more often than monthly. Casino table games are less likely to be played on a frequent basis than are other types of gambling.

**Figure 1: Estimated participation rates for different types of gambling, Queensland adult population 2003-04.**



This graph should be interpreted in conjunction with the data presented in Table F1 in Appendix One.

**Figure 2: Frequency of use by gamblers on different gambling products.**



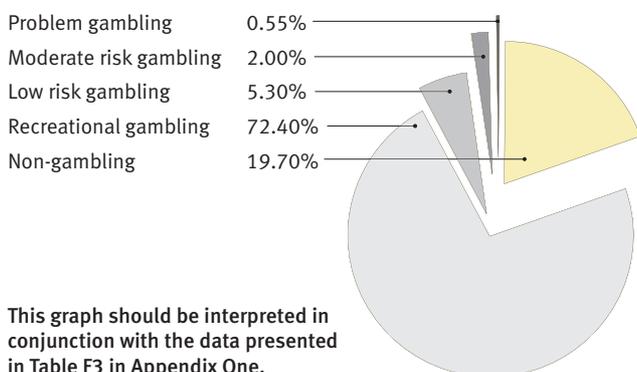
Survey respondents were not asked to nominate their frequency of purchasing lottery products or art union tickets. Small sample sizes prevented the frequency of internet gambling to be presented graphically. This graph should be interpreted in conjunction with the data presented in Table F2 in Appendix One.

### 3.2 Population gambling groups

The estimated percentages of adults in each gambling group are contained in Figure 3. Comparisons between these data and figures reported in the 2001 survey are contained in section 3.5.

This graph indicates that the vast majority of adult Queenslanders fall into the recreational gambling group. The non-gambling group accounts for the second largest proportion of the population. Indeed, the combined non-gambling and recreational gambling groups account for over 90% of the Queensland adult population indicating that the majority of persons apparently gamble in a responsible way with few or no negative effects. The low risk, moderate risk and problem gambling groups make up the balance of less than 10% of the adult population.

**Figure 3: Adult population gambling group estimates: 2003-04 Queensland Household Gambling Survey.**



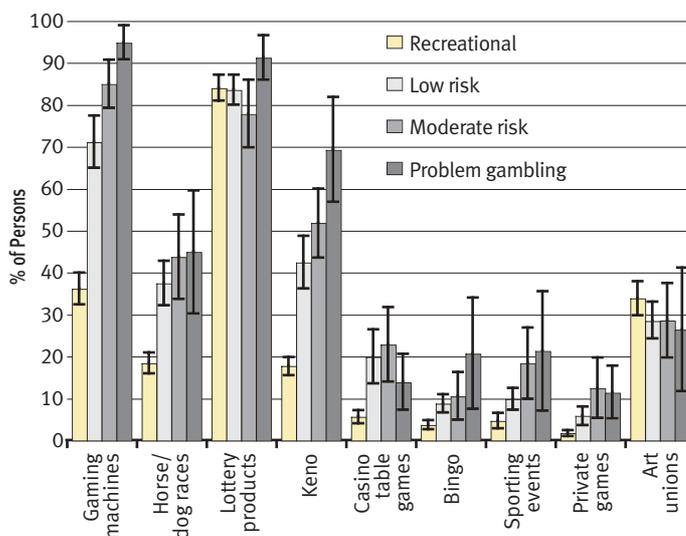
This graph should be interpreted in conjunction with the data presented in Table F3 in Appendix One.

### Gambling activities

The percentage of each gambling group participating in each gambling activity is presented in Figure 4. There was no restriction on the number of gambling activities which each respondent could nominate as having participated in. Because of unreliable estimates due to the small numbers of responses, internet casino games have not been included in this figure.

The most notable observation from Figure 4 is the considerably greater levels of participation in most forms of gambling by the higher risk gambling groups. Participation rates for gaming machines, horse/dog racing, Keno, bingo and sports betting steadily rise from relatively low levels for recreational gamblers through the risk groups to considerably higher levels for problem gamblers. With the less continuous types of gambling, namely lottery products and art union tickets, there is more uniformity across the gambling groups.

**Figure 4: Participation rates for different types of gambling by gambling group.**

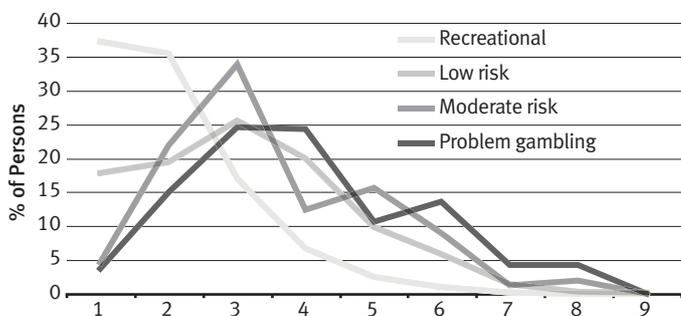


This graph should be interpreted in conjunction with the data presented in Table F4 in Appendix One.

The tendency for higher participation rates in different types of gambling by the higher risk gambling groups is also reflected in Figure 5. This figure outlines the number of different types of gambling activities that gamblers are involved with.

Of note is that the vast majority of the recreational gambling group gambles on only one or two activities. In contrast, three activities is the most common response for all of the other gambling groups. The problem gambling group also stands out with at least 50% of that group engaging with at least four different types of gambling in the previous twelve months.

**Figure 5: Number of different gambling activities participated in by gambling groups.**



This graph should be interpreted in conjunction with the data presented in Table F5 in Appendix One.

**Frequency of gambling**

Frequency of participation in gambling by the gambling risk groups is presented in Figure 6. Only those forms of gambling in which sufficient respondents participate to produce reliable figures are presented. Of particular interest is the tendency for higher frequency of participation in all forms of gambling by the higher risk gambling groups. This is most evident for gaming machines with more than 40% of those in the problem gambling group using gaming machines more often than weekly. This compares to just 19% of moderate risk gamblers, 7% of low risk gamblers and very few recreational gamblers playing more than weekly. Similar trends are evident for the other types of gambling.

These figures are particularly notable in the light of data outlined in Figures 4 and 5. Not only does the participation rate and number of activities engaged in by gamblers increase through the risk groups, but the frequency of participation on the different gambling activities also increases. For example, those in the problem gambling group tend to gamble on more types of gambling than those in the moderate risk and low risk groups and they also tend to gamble on each of those activities more often.

**Duration of gambling sessions**

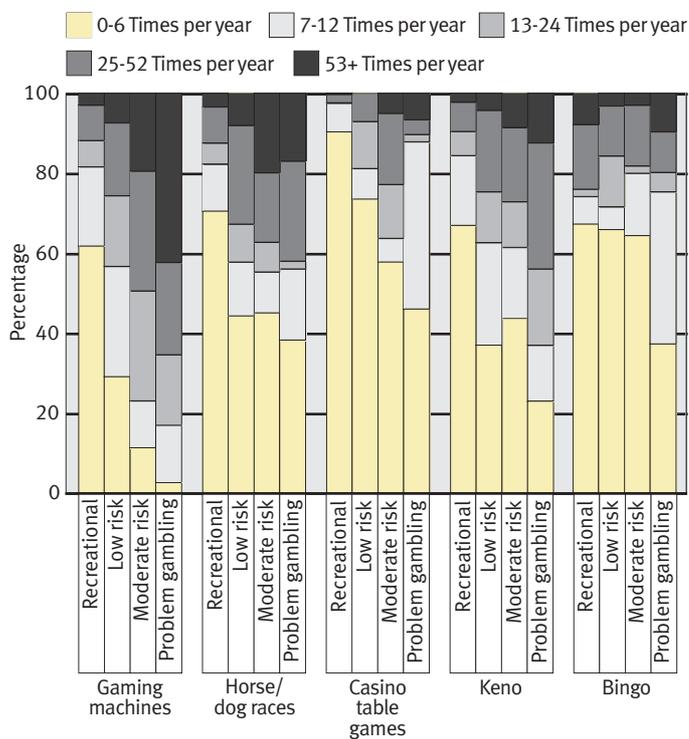
A similar pattern of activity is also evident when gamblers are asked about the usual duration of the activities they participate in. Figure 7 outlines the reported usual session duration for three types of gambling activity – gaming machines, horse/dog racing and Keno. Data for the other types of activity are less reliable given the smaller sample sizes.

For these three gambling activities, persons in the higher risk gambling groups tend to gamble for longer sessions at a time. This is particularly noteworthy given the frequency of participation findings and the number of gambling activities data outlined earlier. The data indicate persons in the higher risk gambling groups tend:

- to engage with more types of gambling;
- to gamble more often; and
- to participate for longer each time.

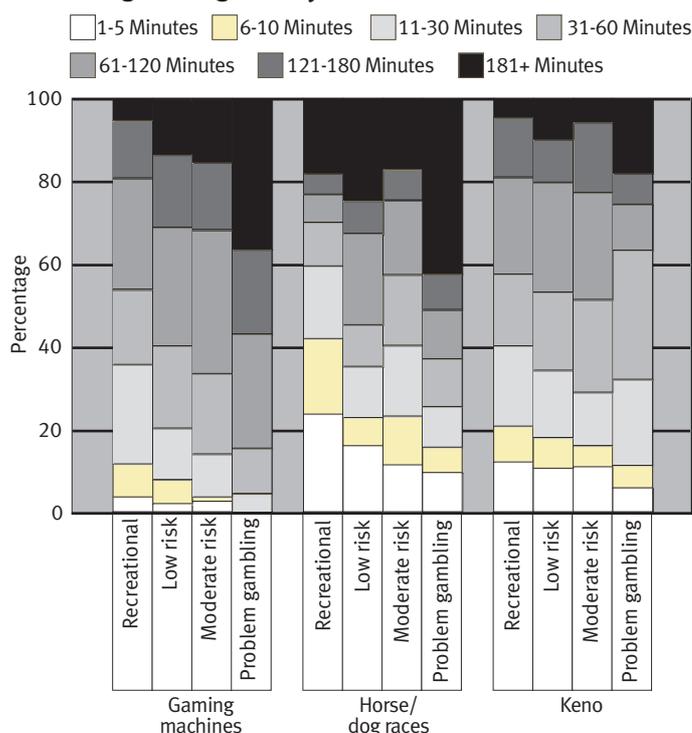
While only some forms of gambling have been assessed here, the pattern is evident in those activities which could be assessed.

**Figure 6: Frequency of session by gambling group and gambling activity.**



This graph should be interpreted in conjunction with the data presented in Table F6 in Appendix One.

**Figure 7: Usual duration of session by gambling group and gambling activity.**



This graph should be interpreted in conjunction with the data presented in Table F7 in Appendix One.

### 3.3 Profiles of gambling groups

This section provides an overview of the characteristics of each of the four gambling groups as well as for non-gamblers. The demographic characteristics of each group and the gambling activities which they tend to engage in are profiled. Whenever appropriate, the profiles of each group are presented alongside Queensland adult population data for comparative purposes.

#### Non-gambling Group

After the recreational gambling group, the non-gambling group represents the second largest portion of the total adult population at almost 20% or over 577,000 persons. Because this group of people are identified as non-gamblers, they were not asked any of the questions in the CPGI. They are classed as non-gamblers on the basis of their not having gambled in the twelve months prior to completing the survey.

#### Demographics

The key demographic characteristics of the non-gambling group are profiled in Table 3 and compared where appropriate to their presence in the Queensland adult population. There are few differences in the demographic characteristics with that of the total adult population. However, significant observations of note are that the non-gambling group is statistically more likely to be:

- in the lowest personal income bracket;
- to have a postgraduate degree;
- be aged 55 or over;

and is statistically less likely to be:

- aged 35-54,
- working full time; and
- to be earning between \$31,000 and \$50,999 per annum.

**Table 3: Key demographic characteristics of the non-gambling group compared to the total adult population.**

	Non-gambling group	Adult population estimates	Statistically significant difference
Gender	46.3% are Male	49.6%	No
	53.7% are Female	50.4%	No
Age	32.0% are aged 18–34	32.2%	No
	33.3% are aged 35–54	37.7%	Yes
	34.7% are aged 55+	30.1%	Yes
Marital	57.7% are married	59.0%	No
	20.6% are never married	17.5%	No
Work status	26.2% work full-time	37.0%	Yes
	10.3% work part-time	11.4%	No
	23.2% are retired	19.3%	No
Education	24.8% completed junior high school (Yr 10)	29.4%	No
	24.7% completed senior high school (Yr 12)	23.7%	No
	5.4% have a postgraduate degree	2.6%	Yes
Background	75.9% were born in Australia	79.1%	No
	2.6% are Indigenous or Australian South Sea Islanders	2.4%	No
Income	30.3% earn less than \$11,000 per annum	22.5%	Yes
	26.5% earn \$11,000–\$30,999 per annum	27.6%	No
	15.6% earn \$31,000–\$50,999 per annum	22.6%	Yes
	11.5% earn \$51,000 or more per annum	14.7%	No

The data in this table should be interpreted in conjunction with Table T1 in Appendix One which provides an expanded demographic profile of the non-gambling group.

### Recreational gambling group

The recreational gambling group accounts for the majority of the Queensland adult population. More than 72% of adults or 2.1 million people are identified as recreational gamblers. This group of people are those who score zero in the CPGI questionnaire. They are unlikely to have experienced any negative impacts from their gambling activity.

#### Demographics

Since the recreational gambling group represents nearly three-quarters of the Queensland adult population, it is not surprising that the group very closely reflects the population overall. Indeed, there are no differences of statistical significance evident between the demographic characteristics of those in the total population and those in the recreational gambling group. Some comparisons between the total adult population and the recreational gambling group are presented in Table 4.

**Table 4: Key demographic characteristics of the recreational gambling group compared to the total adult population.**

	Recreational gambling group	Adult population estimates	Statistically significant difference
Gender	49.6% are male	49.6%	No
	50.4% are female	50.4%	No
Age	31.4% are aged 18–34	32.2%	No
	39.0% are aged 35–54	37.7%	No
	29.7% are aged 55+	30.1%	No
Marital	61.2% are married	59.0%	No
	15.5% are never married	17.5%	No
Work status	39.1% work full-time	37.0%	No
	12.0% work part-time	11.4%	No
	19.0% are retired	19.3%	No
Education	30.4% completed junior high school (Yr 10)	29.4%	No
	23.4% completed senior high school (Yr 12)	23.7%	No
Background	80.0% were born in Australia	79.1%	No
	2.0% are Indigenous or Australian South Sea Islanders	2.4%	No
Income	20.8% earn less than \$11,000 per annum	22.5%	No
	27.7% earn \$11,000–\$30,999 per annum	27.6%	No
	23.8% earn \$31,000–\$50,999 per annum	22.6%	No
	15.9% earn \$51,000 or more per annum	14.7%	No

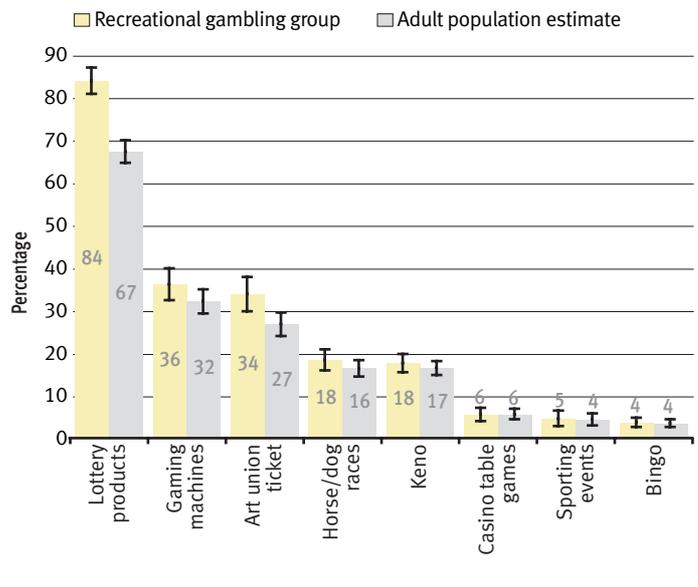
The data in this table should be interpreted in conjunction with Table T2 in Appendix One which provides an expanded demographic profile of the non-gambling group.

### Gambling activity

The recreational gambling group has participation rates in all forms of gambling which are generally close to, but slightly higher than is evident for the total adult population. Figure 8 highlights this tendency.

Activities in which recreational gamblers have substantially higher participation rates than the overall population are lottery products and art union tickets. These are both non-continuous forms of gambling. In both cases the differences are statistically significant, particularly in the case of lottery products in which 84% of the recreational gambling group participate compared to just 67% of the adult population.

**Figure 8: Gambling activity participation rates for the recreational gambling group compared to the total adult population.**



This graph should be interpreted in conjunction with the data presented in Table F8 in Appendix One.

Internet casino gambling, private gambling and 'other' are not included due to small sample sizes.

### Low-risk gambling group

Data from the 2003-04 Survey indicate that in addition to problem gambling and moderate-risk gamblers, there are also some 156,000 persons or 5.3% of the adult population in Queensland who fall into the low-risk gambling group. These are people who are deemed unlikely to have experienced any gambling-related problems and are identified in the survey by having scored 1 or 2 in the CPGI questionnaire.

#### Demographics

Table 5 indicates that low-risk gamblers closely reflect the adult population in Queensland. While there are few differences between the low-risk gamblers and the total population, demographic groups which are statistically over-represented in this group include:

- 18-34s;
- persons who have never married; and
- persons who identified as being of either Indigenous or of Australian South Sea Islander descent.

Groups which have statistically significant under-representations amongst the low risk gambling group are:

- those aged 55 and over;
- married persons; and
- part-time workers.

**Table 5: Key demographic characteristics of the low risk gambling group compared to the total adult population.**

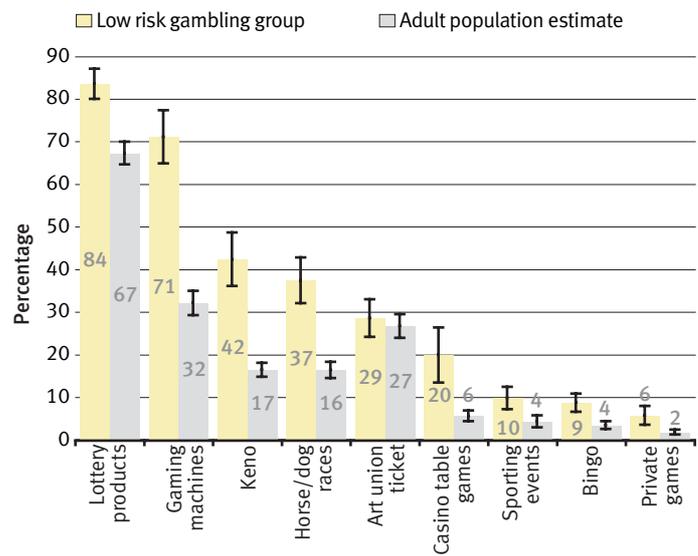
	Low risk gambling group	Adult population estimates	Statistically significant difference
Gender	56% are Male	49.6%	No
	44% are Female	50.4%	No
Age	41.4% are aged 18–34	32.2%	Yes
	35.6% are aged 35–54	37.7%	No
	23.1% are aged 55+	30.1%	Yes
Marital	44.6% are married	59.0%	Yes
	27.2% are never married	17.5%	Yes
Work status	45.2% work full-time	37.0%	No
	6.8% work part-time	11.4%	Yes
	14.4% are retired	19.3%	No
Education	29.2% completed junior high school (Yr 10)	29.4%	No
	26.9% completed senior high school (Yr 12)	23.7%	No
Background	79.3% were born in Australia	79.1%	No
	5.9% are Indigenous or Australian South Sea Islanders	2.4%	Yes
Income	18.6% earn less than \$11,000 per annum	22.5%	No
	28.2% earn \$11,000–\$30,999 per annum	27.6%	No
	30.7% earn \$31,000–\$50,999 per annum	22.6%	No
	12.8% earn \$51,000 or more per annum	14.7%	No

The data in this table should be interpreted in conjunction with Table T3 in Appendix One which provides an expanded demographic profile of the non-gambling group.

### Gambling activity

Persons in the low risk gambling group have substantially higher rates of participation in most forms of gambling than occurs in the total Queensland adult population. As outlined in Figure 9, the only type of gambling in which the difference is not statistically significant is for internet casino games, art union tickets and private games. A particularly notable difference is evident for casino table games in which the participation rate is more than three times that of the adult population. Gambling on gaming machines, horse and greyhound racing, Keno, bingo, sports events and private card games is at least double the rate of the general population.

**Figure 9: Gambling activity participation rates for the low risk gambling group compared to the total adult population.**



This graph should be interpreted in conjunction with the data presented in Table F9 in Appendix One.

Internet casino gambling and 'other' are not included due to small sample sizes.

### Moderate risk gambling group

The moderate-risk gambling group accounts for some 2% of adult Queenslanders or approximately 57,000 persons. This group was identified in the 2003-04 Survey as those persons who scored between three and seven on the CPGI. Included are persons who engage in gambling to a degree at which they may be at a moderate level of risk of experiencing problems related to their gambling activity.

#### Demographics

Table 6 presents a profile of key demographic characteristics of persons in the moderate risk gambling group. As is also evident for the problem gambling group, moderate-risk gamblers generally reflect the total adult population in most characteristics. However, notable observations are that there is a statistically significant over-representation of:

- males;
- persons never married; and
- persons who identified as either Indigenous or Australian South Sea Islanders.

Groups which are statistically under-represented amongst the moderate risk group are:

- females;
- married persons; and
- retirees.

**Table 6: Key demographic characteristics of the moderate risk gambling group compared to the total adult population.**

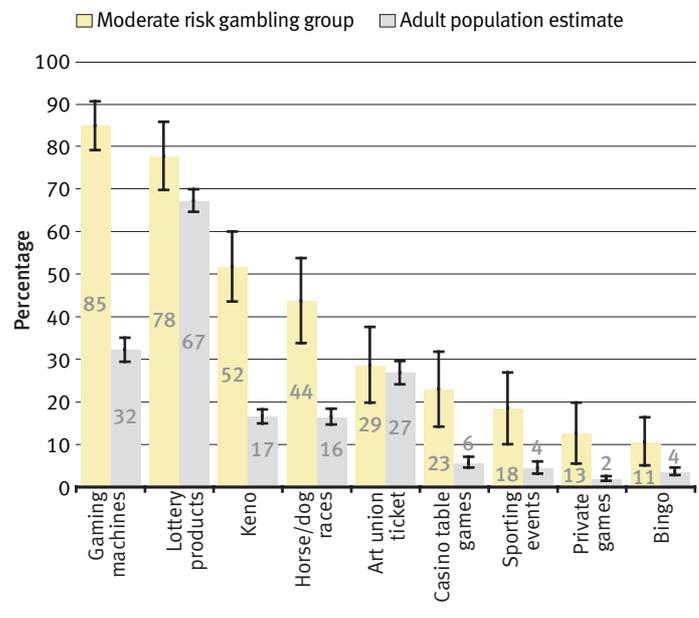
	Moderate risk gambling group	Adult population estimates	Statistically significant difference
Gender	61.5% are Male	49.6%	Yes
	38.5 are Female	50.4%	Yes
Age	39.7% are aged 18–34	32.2%	No
	37.5% are aged 35–54	37.7%	No
	22.9% are aged 55+	30.1%	No
Marital	35% are married	59.0%	Yes
	31.6% are never married	17.5%	Yes
Work status	42.6% work full-time	37.0%	No
	12.1% work part-time	11.4%	No
	11.6% are retired	19.3%	Yes
Education	32.4% completed junior high school (Yr 10)	29.4%	No
	18.2% completed senior high school (Yr 12)	23.7%	No
	26.7% have a trade/technical certificate	24.0%	No
Background	77.4% were born in Australia	79.1%	No
	5.1% are Indigenous or Australian South Sea Islanders	2.4%	Yes
Income	16.9% earn less than \$11,000 per annum	22.5%	No
	36.4% earn \$11,000–\$30,999 per annum	27.6%	No
	26.8% earn \$31,000–\$50,999 per annum	22.6%	No
	11.5% earn \$51,000 or more per annum	14.7%	No

The data in this table should be interpreted in conjunction with Table T4 in Appendix One which provides an expanded demographic profile of the non-gambling group.

### Gambling activity

Figure 10 outlines the participation rates for the various gambling forms for the moderate-risk gambling group. As is also evident for the problem gambling group, substantially higher proportions of the moderate risk group are engaged in all forms of gambling than is the case for the total adult population. Of the commercial forms of gambling this is most evident for Keno, casino table games and sports betting which all are participated in at more than triple the rate in the general population. Gaming machines and horse/dog races betting also have much higher participation rates amongst the moderate risk gambling group. The greatest variation is evident in relation to private games such as cards with an estimated 12.5% of the moderate risk group gambling on this activity compared to just 1.8% of the Queensland adult population.

**Figure 10: Gambling activity participation rates for the moderate risk gambling group compared to the total adult population.**



This graph should be interpreted in conjunction with the data presented in Table F10 in Appendix One.

Internet casino gambling and 'other' are not included due to small sample sizes.

### Problem gambling group

This group accounts for approximately 16,000 Queenslanders or 0.55% of the total adult population and is the smallest of the five groups. The problem gambling group includes adults who may be gambling to an extent that problems have emerged which are affecting either themselves or others around them. They are identified from the 2003-04 Survey as persons who scored a minimum of eight in the CPGI questions.

#### Demographics

Table 7 provides an outline of the key socio demographic characteristics of the problem gambling group and how they compare to the total Queensland adult population overall. It is evident that this group reflects the wider population in most aspects but there is a statistically significant:

- over-representation of persons who completed their education at year 10;
- over-representation of those who identified as Indigenous or Australian South Sea Islanders<sup>5</sup>; and
- an under-representation of retirees.

Although there is an apparent over-representation of males and persons who never married in comparison to the total population, neither is a statistically significant difference.

**Table 7: Key demographic characteristics of the problem gambling group compared to the total adult population.**

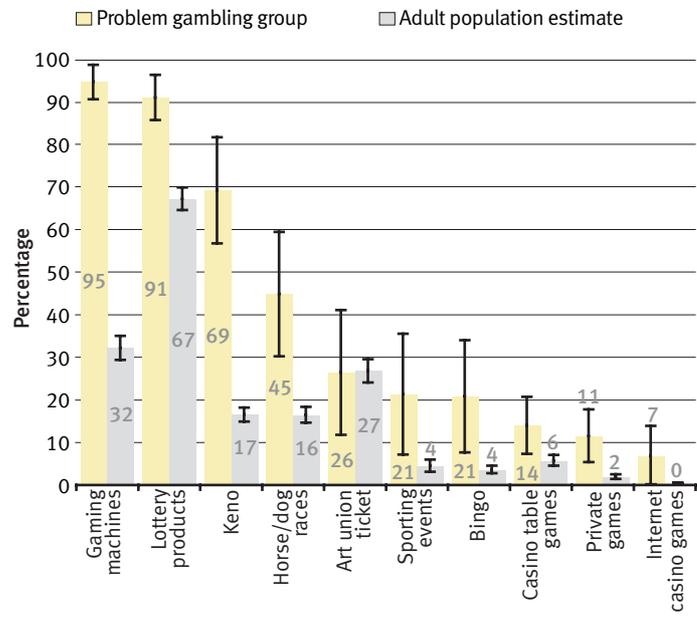
	Problem gambling group	Adult population estimates	Statistically significant difference
Gender	64% are Male	49.6%	No
	36% are Female	50.4%	No
Age	32.6% are aged 18–34	32.2%	No
	43.1% are aged 35–54	37.7%	No
	24.3% are aged 55+	30.1%	No
Marital	41% are married	59.0%	No
	26.5% are never married	17.5%	No
Work status	41.8% work full-time	37.0%	No
	13.2% work part-time	11.4%	No
	3.9% are retired	19.3%	Yes
Education	47.5% completed junior high school (Yr 10)	29.4%	Yes
	17.7% completed senior high school (Yr 12)	23.7%	No
Background	84% were born in Australia	79.1%	No
	7.6% are Indigenous or Australian South Sea Islanders	2.4%	Yes
Income	19.4% earn less than \$11,000 per annum	22.5%	No
	20.3% earn \$11,000–\$30,999 per annum	27.6%	No
	27.3% earn \$31,000–\$50,999 per annum	22.6%	No
	14.4% earn \$51,000 or more per annum	14.7%	No

The data in this table should be interpreted in conjunction with Table T5 in Appendix One which provides an expanded demographic profile of the non-gambling group.

### Gambling activity

Those in the problem gambling group have the highest level of participation of all gambling groups in a majority of the gambling activities available in Queensland. The participation rates of problem gamblers for each type of gambling are outlined in Figure 11. Due to the small numbers of problem gamblers, many of the figures in the less popular forms of gambling need to be interpreted with caution because of the very wide range between the lower and upper confidence limits. Nevertheless, of those forms of gambling with more reliable figures, the problem gambling group participation rate is more than double and close to triple that of the Queensland adult population for gaming machines, horse and greyhound racing and casino table games. For Keno, the rate is more than four times that reported for the general population.

**Figure 11: Gambling activity participation rates for the problem gambling group compared to the total adult population.**



This graph should be interpreted in conjunction with the data presented in Table F11 in Appendix One. 'Other' is not included due to small sample sizes.

<sup>5</sup> Results for these two groups have been combined to improve reliability of findings.

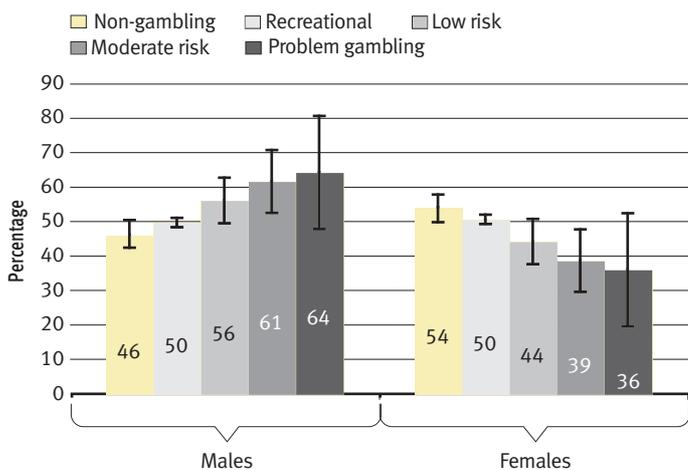
### 3.4 Comparison of gambling group demographics

Having previously outlined the socio demographic characteristics of the individual gambling groups and how they compare to the total adult population in Queensland, the purpose of this section is to compare the demographic profiles of the gambling groups with each other. This section is brief and provides comparisons of much of the same data reported in Section 3.3. Whereas Section 3.3 provides comparisons between the total population and the gambling group demographics, this section examines the key socio demographic sectors and compares their presence in each of the gambling groups.

#### Gender

Figure 12 identifies a pattern of increased presence of males in the higher risk gambling groups. Whereas the distribution of recreational gamblers approximately reflects the wider population, non-gamblers are biased towards females and the gambling risk groups are progressively more biased towards males up the gambling risk scale.

**Figure 12: Gender distribution of gambling groups.**



This graph should be interpreted in conjunction with the data presented in Table F12 in Appendix One.

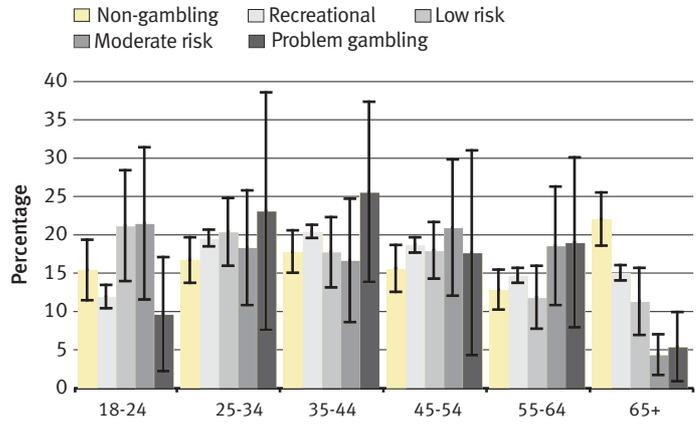
#### Age

Figure 13 indicates that the distribution of persons from the four gambling groups and non-gamblers is relatively uniform across the age ranges. Although there are distinct variations evident in the age distribution of persons in the problem gambling group, the confidence intervals indicate that the differences are not statistically significant. When combined, the 25-34 and 35-44 age group accounts for nearly 50% of the problem gambling group. There are also few moderate risk gamblers in the 65+ age group.

#### Age and gender combined

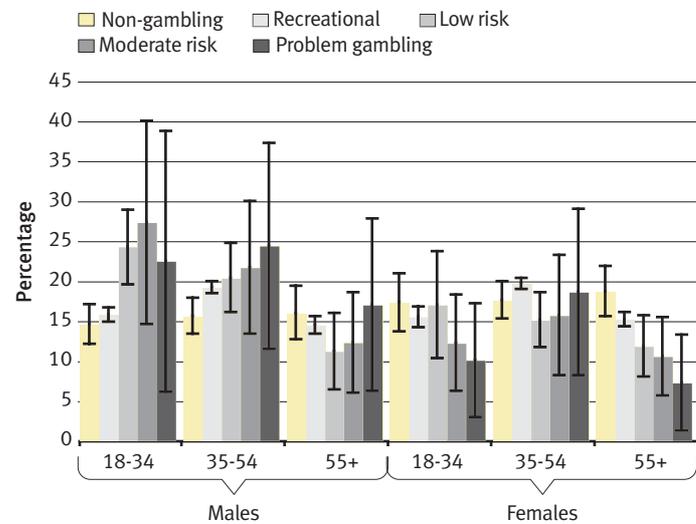
To better compare the presence of age/gender characteristics of the gambling groups, Figure 14 provides an indication of the distribution of each group across the broader age/gender groupings. This chart shows that non-gamblers and recreational gamblers are distributed

**Figure 13: Age distribution of gambling groups.**



This graph should be interpreted in conjunction with the data presented in Table F13 in Appendix One.

**Figure 14: Age/gender distribution of gambling groups.**



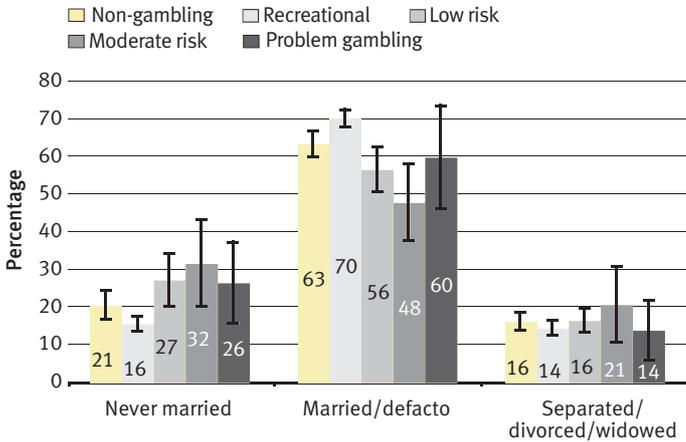
This graph should be interpreted in conjunction with the data presented in Table F14 in Appendix One.

approximately equally across the age/gender groups with between 14% and 20% in each. In contrast, the three gambling 'risk' groups appear biased towards males and particularly younger males. However, the error bars indicate that this is not a statistically significant bias.

#### Marital status

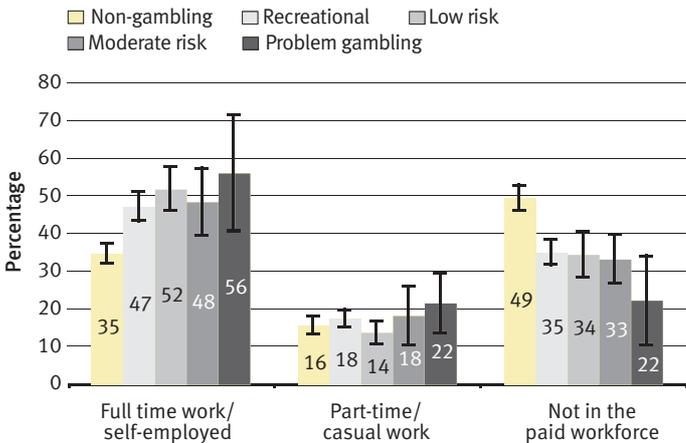
In Figure 15 the proportion of each gambling group is presented in terms of the marital status of respondents. Persons who are either married or in defacto relationships account for the majority of persons in all of the gambling groups. However, those who have never married have a statistically significantly greater presence amongst the low risk and moderate risk gambling groups than they do in the recreational gambling group.

**Figure 15: Marital status distribution of gambling groups.**



This graph should be interpreted in conjunction with the data presented in Table F15 in Appendix One.

**Figure 16: Workforce distribution of gambling groups.**



This graph should be interpreted in conjunction with the data presented in Table F16 in Appendix One.

**Work status**

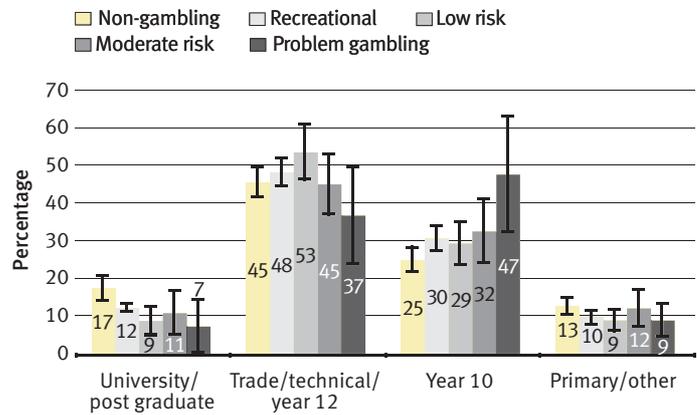
The workforce status of the gambling groups has been combined into three categories in Figure 16. A clear pattern emerges in the data. Whilst approximately similar proportions of each gambling group are engaged in part-time or casual work, the more heavily involved gambling groups tend to be biased towards persons who are in the workforce full-time or self-employed and non-gamblers are more likely to be out of the workforce. Persons not in the paid workforce include those doing full-time home duties, students, retirees and pensioners. Nearly half of all non-gamblers fall into this group compared to just 22%\* of the problem gambling group and between 33% and 35% of the other three groups.

**Education**

A number of observations can be made when examining the educational characteristics of the gambling groups in Figure

17. There appears to be a declining proportion of persons with university qualifications in the higher gambling risk groups. Only 7%\* of the problem gambling group have such qualifications compared to 17% of the non-gambling group. There is also a strong bias towards lower levels of education amongst the problem gambling group. Nearly half of the problem gambling group (47%) completed their education at year 10. This is significantly higher than the 25% of non-gamblers who completed their education at this level.

**Figure 17: Education distribution of gambling groups.**

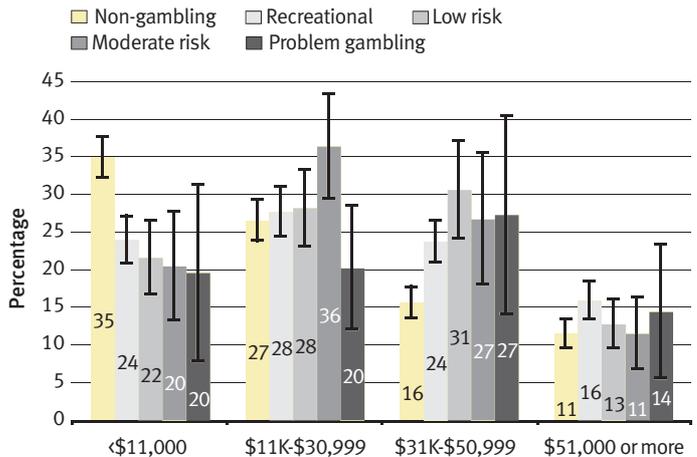


This graph should be interpreted in conjunction with the data presented in Table F17 in Appendix One.

**Income**

In Figure 18 the gambling groups are demarcated by personal income. Those respondents who did not provide an income level (18% for problem gambling and between 5% and 9% for the other groups) are not included. Nevertheless, an income effect is evident in the data. Of note is the bias towards lower incomes for non-gamblers. Over one-third of non-gamblers who reported their income earn less than \$11,000 per annum. This contrasts with between 20% and 24% of the other gambling groups being in this income range.

**Figure 18: Income distribution of gambling groups.**



This graph should be interpreted in conjunction with the data presented in Table F18 in Appendix One.

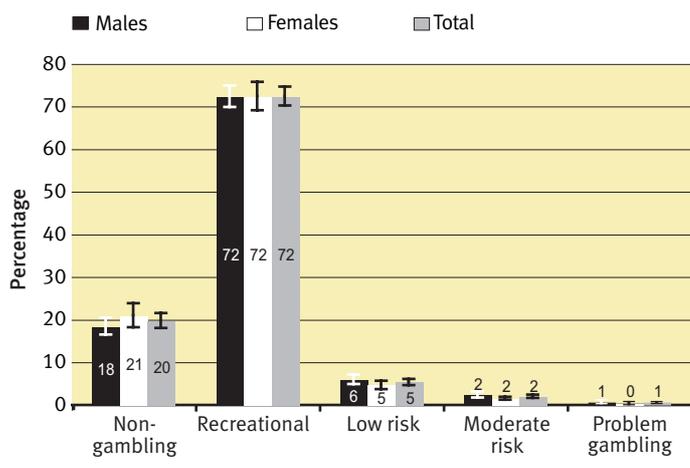
### 3.5 Demographic gambling group profiles

Having previously outlined the demographic characteristics of the separate gambling risk groups (Section 3.3) and compared the demographic characteristics of the risk groups (Section 3.4), this section focuses on the major demographic groups and provides an overview of their gambling activity and their prevalence in each of the risk groups, including problem gambling prevalence. The main objective is to compare the gambling activity and prevalence rates of the specific demographic groups with each other.

#### Gender

As outlined in Figure 19, there is little difference between males and females in their presence in the gambling risk groups. Of most interest is that females have an estimated problem gambling prevalence rate of 0.39%\* in contrast to the 0.72% for males. Indeed, males have a higher estimated presence in the low risk, moderate risk and problem gambling groups than do females but in all cases the variations are small and are not statistically significant.

**Figure 19: Gambling risk groups by gender.**



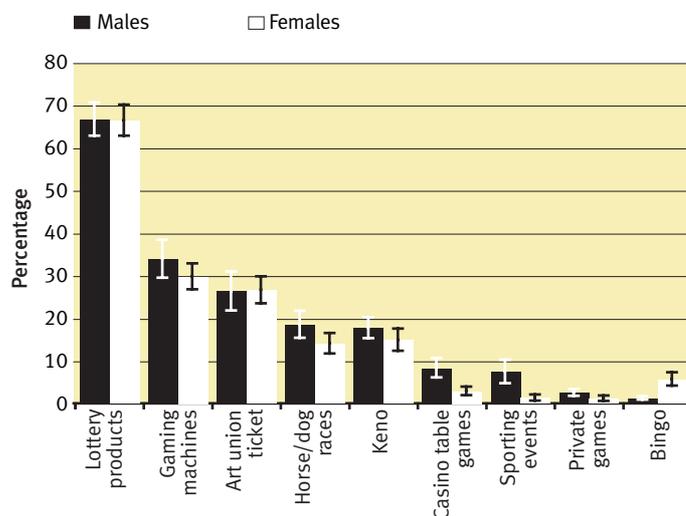
This graph should be interpreted in conjunction with the data presented in Table F19 in Appendix One.

As Figure 20 indicates, for many forms of gambling the participation rates are relatively uniform across males and females. Activities with substantial variations are:

- bingo (in which females are significantly more likely to play than are males);
- sports betting (males are statistically more likely to participate than are females); and
- casino table games (males are statistically more likely to participate than are females).

In all three cases, however, the participation rate is relatively low with the more popular forms of gambling, such as lottery products and art union tickets, tending to show more uniform participation by gender.

**Figure 20: Participation rate for gambling activities by gender.**



This graph should be interpreted in conjunction with the data presented in Table F20 in Appendix One.

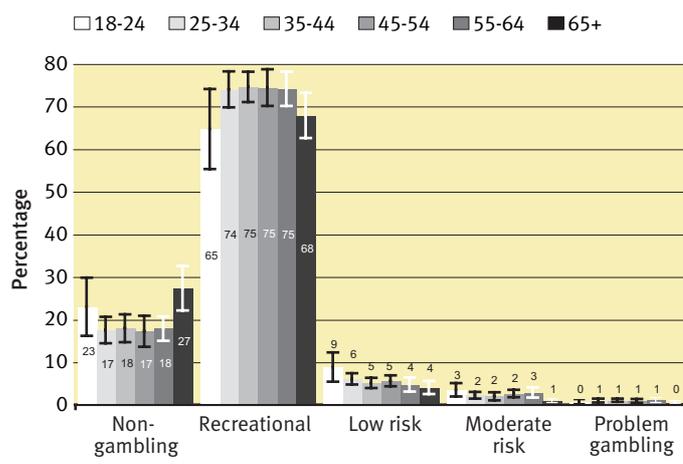
Internet gambling and 'other' gambling have been excluded from this graph due to small sample sizes.

#### Age

Examination of the data in Figure 21 indicates that there is little variation across the age groups in terms of their gambling risk groups. The only age group which has statistically significant differences to that of the total population are those aged 65 or older.

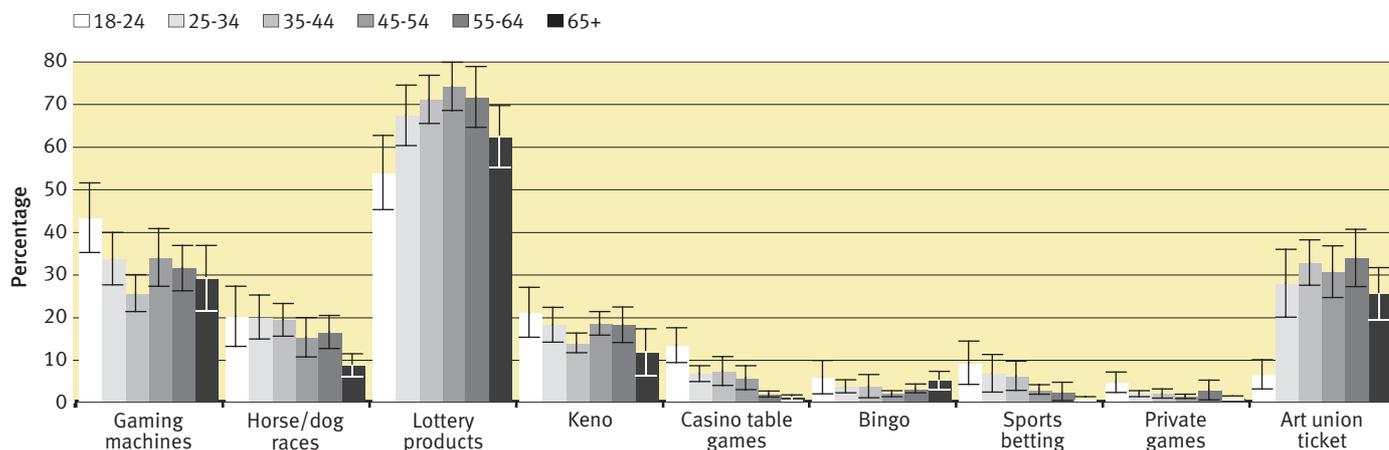
Persons in the 65 or older age range are more likely to be in the non-gambling group and less likely to be in the moderate risk and problem gambling groups than is the total population. Over 27% of this group does not gamble compared to just 19.7% of the total population. At the high risk end of the equation, just 0.53%\* of those aged 65 or more are in the moderate risk gambling group with a further 0.18%\* in the problem gambling group. This compares to 1.97% and 0.55% of the general population respectively.

**Figure 21: Gambling risk group prevalence by age.**



This graph should be interpreted in conjunction with the data presented in Table F21 in Appendix One.

**Figure 22: Participation rates for gambling activities by age.**



This graph should be interpreted in conjunction with the data presented in Table F22 in Appendix One. Internet gambling and 'other' gambling have been excluded from this graph due to small sample sizes.

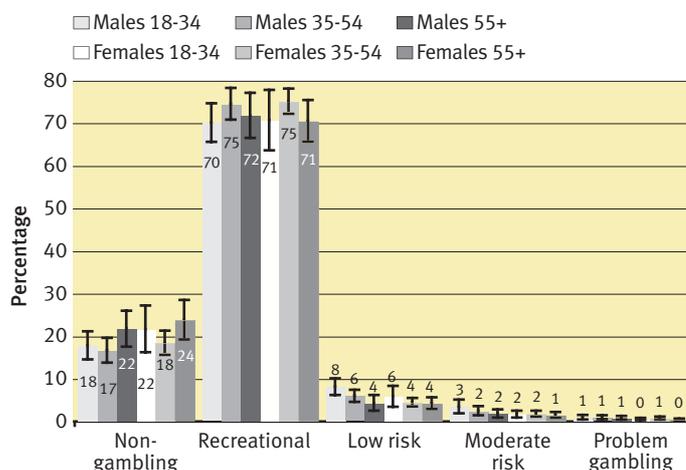
There are also some substantial differences between the prevalence rates for the 18-24 year age group and that of the total population. As Figure 21 indicates, persons in this age range are less likely to be in the recreational gambling group but are more heavily represented in the non-gambling, low and moderate risk gambling groups than other age groups. None of these differences are statistically significant and thus interpretations drawn from these data need to be considered with caution.

In looking at the participation rates for different types of gambling by the various age groups, a key trend is evident in Figure 22. For some types of gambling there is an apparent negative relationship between participation rates and age. In particular, casino table games and sports betting stand out with participation peaking amongst the 18-24s and declining through the age groups to very low rates of participation amongst the older groups. A similar but less marked trend is also evident for gaming machines, horse/dog racing, Keno and private games. In contrast, lottery products and art union ticket participation peaks in the middle age groups.

**Age/gender combined**

When the population is divided into its age/gender groups (Figure 23), there are no substantial differences when comparing individual groups with either the total population or with the respective gender groupings. The most notable observation is the tendency for higher prevalence rates amongst the risk groups for younger males. In the low risk, moderate risk and problem gambling groups, males aged 18-34 have the highest prevalence rates, those aged 35-54 the second highest and those aged 55+ the lowest. The data supporting this trend are however not statistically significant and therefore should be interpreted with caution.

**Figure 23: Gambling risk group prevalence by age/gender.**



This graph should be interpreted in conjunction with the data presented in Table F23 in Appendix One.

### 3.6 Comparisons with 2001

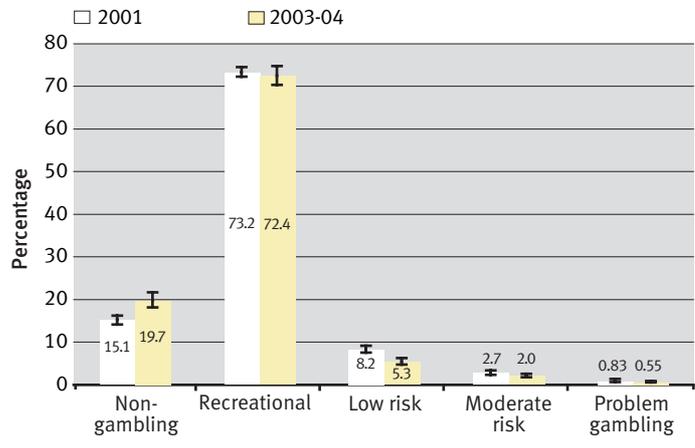
Of particular interest to this report is how the findings of the 2003-04 Queensland Household Gambling Survey compare to the first Queensland Household Gambling Survey conducted in 2001. While identification of trends is not possible with just two sets of data, it is possible to identify whether any substantial changes have occurred. Once future surveys have been completed, identification of trends in gambling participation and activity will be a high priority in the analysis. On this occasion, however, given that only two sets of data are being compared, analysis is conducted only for the gambling group prevalence rates for the total population as well as by gender.

#### Total population prevalence rate comparison

Data from the 2003-04 Survey (Figure 24) indicate that approximately 0.55% of the Queensland adult population (16,201 people) are in the problem gambling group. This is a decline from the 0.83% reported in the 2001 Survey. The change, however, is not statistically significant as the upper confidence limit (UCL) of the recent survey overlaps with the lower confidence limit (LCL) of the earlier survey.

However, there is a statistically significant change in the proportion of non-gamblers in the Queensland adult population. The percentage of Queensland adults who do not gamble increased from 15.1% in 2001 to 19.7% in 2003-04. This finding, however, should be treated with caution, as there has been a change in one question which may have resulted in this outcome. In the 2001 survey, respondents were asked if they had purchased a 'raffle or art union ticket' in the previous twelve months. In the 2003-04 survey, 'raffles' was removed from the question. Therefore respondents who have not participated in any form of gambling other than purchasing raffle tickets are identified in 2003-04 as non-gamblers. In 2001, such persons were identified as gamblers.

**Figure 24: Comparison of gambling group prevalence, 2001 and 2003-04.**



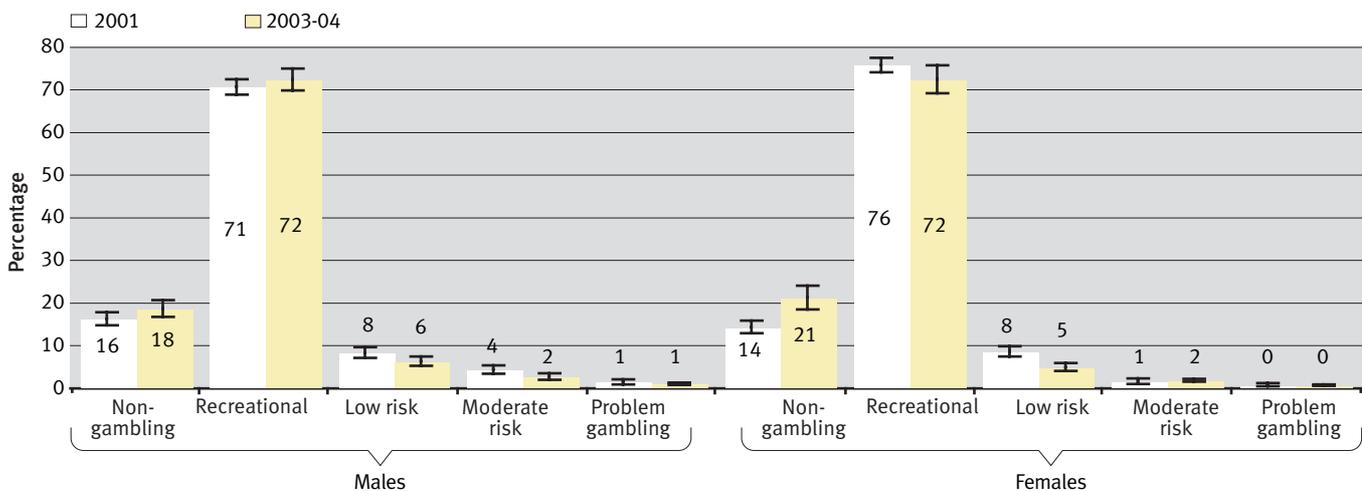
This graph should be interpreted in conjunction with the data presented in Table F24 in Appendix One.

The increase in non-gamblers has occurred on the back of decreases in the percentage of adults in all of the other gambling groups. Most notable was a statistically significant decline in the percentage of adults identified as low-risk gamblers, from 8.2% to 5.3%.

#### Gender prevalence rate comparison

The comparison of 2001 and 2003-04 data for gambling groups by gender in Figure 25 indicates that there is an overall decline in the prevalence rates for both males and females in the higher risk gambling groups, including problem gambling and an increase in non-gambling. Generally the shifts have been small. However, the decline in the rate of low risk gambling amongst females and an increased proportion of persons who do not gamble (notably females) are statistically significant changes. Nevertheless, these changes should be assessed cautiously given the question change previously outlined.

**Figure 25: Comparison of gambling group prevalence by gender, 2001 and 2003-04.**



This graph should be interpreted in conjunction with the data presented in Table F25 in Appendix One.

# 4. Regional data analysis

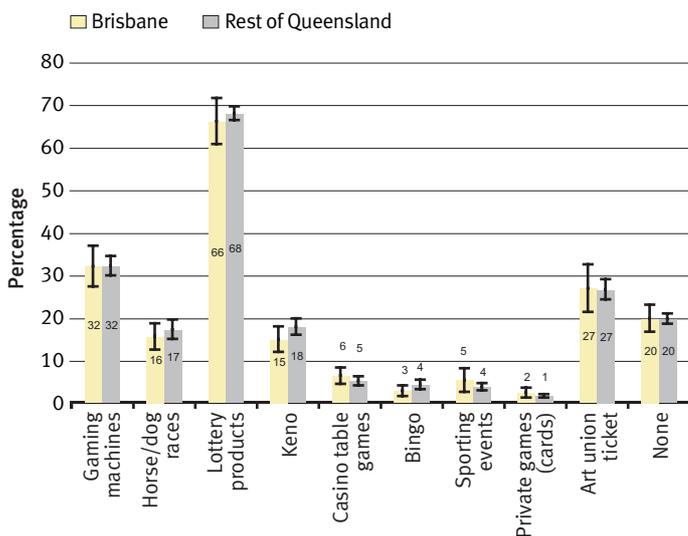
As outlined in the methodology section, the 30,000 telephone interviews for the 2003-04 Survey were randomly selected from across 30 regions throughout Queensland. Approximately 1000 adults were interviewed per region. The 30 regions are based on Local Government Areas and are listed in the Technical Report in Appendix Two. This sample design was intended to provide more reliable information on any variations in gambling activity and problem gambling prevalence across the State.

The implicit hypothesis for regional sampling was that gambling activity and prevalence rates may vary substantially within Queensland. To examine this possibility, the analysis here is divided into two sections. The first is an overview of participation rates in types of gambling across the 30 regions. The second examines the gambling groups and non-gamblers and whether there are variations in their presence across regions.

## 4.1 Gambling activity

At the broadest regional level, there is very little difference in the participation rates for the various types of gambling. Figure 26 highlights this with participation rates for Brisbane and the rest of the State. The biggest variation between the two regions occurs for Keno, but the difference is not statistically significant.

**Figure 26: Participation rates for gambling activities in Brisbane and the rest of Queensland.**



This graph should be interpreted in conjunction with the data presented in Table F26 in Appendix One.

Due to small sample sizes, internet gambling and 'other' gambling are not included in this graph.

However, when the 30 smaller regions are examined, there are some noticeable differences in participation rates for some types of gambling amongst the adult population. Given the relatively small sample sizes in each region for the various types of gambling, it is possible to generate reliable results only when examining the more popular forms of gambling. Table 8 lists the top five and bottom five regions for the major types of gambling and compares them against data for Queensland overall. The wide range of participation rates is particularly evident for gaming machines, racing, and Keno but less marked for lottery products.

For example, the region with the highest gaming machine participation rate is Redcliffe at 46.9% of the adult population. In contrast, just 18.8% of the Cardwell/Johnstone population has played gaming machines in the previous twelve months. Indeed, the gaming machine participation rate in the bottom five regions is in all cases statistically lower than is evident for the Queensland adult population overall.

Similarly, the participation rate in horse/dog race wagering in Mt. Isa (29%) is more than triple the rate in 'Rest of Far North Queensland', more than double that reported in Hervey Bay/Maryborough, Cardwell/Johnstone, Noosa and Maroochy. It is also significantly higher than the 16.4% participation for the state overall.

**Table 8: Top five and bottom five regions, participation rates for major gambling activities.**

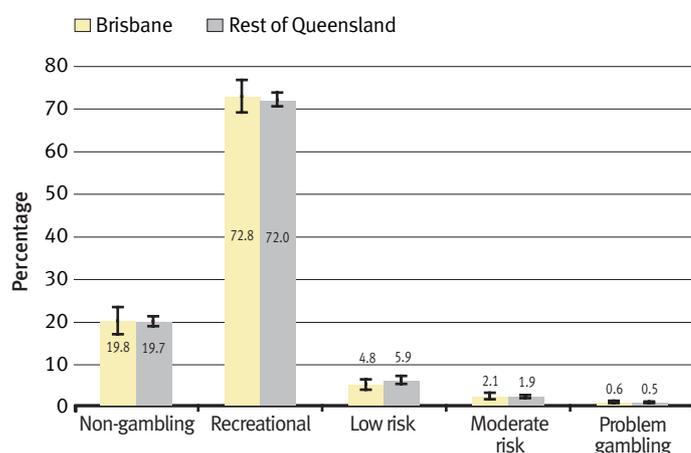
#	Gaming machines	Horse/dog races	Lottery products	Keno
Top 5 Regions	1 Redcliffe 46.9%	Mt. Isa 29.0%	Caboolture 77.0%	Rockhampton 27.1%
	2 Bundaberg 42.15%	Rest of Western 25.1%	Mt. Isa 73.9%	Redland 26.6%
	3 Pine Rivers 41.1%	Toowoomba 23.2%	Hervey Bay/Maryborough 73.9%	Mt. Isa 24.1%
	4 Logan 40.9%	Mackay 23.1%	Esk/Gatton/Kilcoy/Laidley 73.1%	Toowoomba 22.8%
	5 Mt. Isa 38.7%	Redcliffe 21.6%*	Rest of Fitzroy 73.1%	Townsville/Thuringowa 21.6%
	QLD TOTAL 32.17%	QLD TOTAL 16.42%	QLD TOTAL 67.32%	QLD TOTAL 16.47%
Bottom 5 Regions	26 Rest of Far North Queensland 21.5%	Maroochy 12.9%	Mackay 62.7%	Rest of Western 12.1%
	27 Rest of North Queensland 21.5%	Noosa 12.6%	Toowoomba 61.7%	Rest of Darling Downs 11.6%
	28 Noosa 21.5%	Cardwell/Johnstone 12.4%	Redcliffe 61.3%	Rest of North Queensland 11.5%
	29 Rest of Darling Downs 19.4%	Hervey Bay/Maryborough 11.8%	Rest of Far North Queensland 59.6%	Brisbane 10.7%
	30 Cardwell/Johnstone 18.8%	Rest of Far North Queensland 8.0%	Noosa 58.5%	Cairns 8.7%

The data in this table should be interpreted in conjunction with the data presented in Table T6 in Appendix One.

## 4.2 Gambling groups

At the broadest regional level, there is no variation in the distribution of gambling groups between Brisbane and the rest of Queensland. As is indicated in Figure 27, there are no statistically significant differences for prevalence rates for any of the gambling groups.

**Figure 27: Gambling group prevalence for Brisbane and the rest of Queensland.**



This graph should be interpreted in conjunction with the data presented in Table F27 in Appendix One.

When the 30 individual regions are examined, again there are few differences. While there are variations evident between regions, these are generally not statistically significant. For example, the problem gambling prevalence estimate in Logan is substantially higher than for Queensland overall, but the difference is not statistically significant when the 95% confidence intervals are analysed.

Table 9 lists the top five and bottom five regions in each of the gambling groups. The biggest differences across regions are evident in the higher risk gambling groups. However, because of the small sample sizes in some of the high risk groups for some regions, this data needs to be interpreted cautiously. Of particular note is the high level of standard error for the problem gambling data, particularly the bottom five regions.

Of interest, however, is that there is a substantial difference between the highest and lowest ranked region for all five gambling groups. For example, the region with the highest proportion of non-gamblers – Rest of Far North Queensland – has nearly twice the rate of non-gamblers as does Mt. Isa and the Gold Coast. Even in the recreational gambling category – which has the highest level of consistency across regions – there is a statistically significant difference between the highest (Rest of Mackay) and the lowest ranked (Rest of Far North Queensland) regions. This is also the case for low risk gamblers with Townsville/Thuringowa having a statistically significantly higher low risk gambling prevalence rate than does Cardwell/Johnstone.

**Table 9: Top five and bottom five regions in each gambling group.**

#	Non-gambling	Recreational	Low risk	Moderate risk	Problem gambling
Top 5 Regions	1 Rest of Far North Queensland 29.26%	Rest of Mackay 78.67%	Townsville/Thuringowa 7.84%	Pine Rivers 3.47%*	Logan 1.69%*
	2 Beaudesert/Boonah 25.75%	Caboolture 78.54%	Gold Coast 7.62%	Rest of Far North Queensland 3.07%*	Mt. Isa 1.08%*
	3 Rest of Wide Bay/Burnett 24.4%	Rest of Western 76.08%	Toowoomba 7.58%	Gold Coast 2.75%*	Mackay 1.02%*
	4 Toowoomba 24.18%	Cairns 76.04%	Ipswich 7.39%	Redcliffe 2.58%*	Rest of Fitzroy 0.92%*
	5 Rest of Darling Downs 23.43%	Cardwell/Johnstone 75.56%	Rest of Fitzroy 7.19%	Mt. Isa 2.54%	Rockhampton 0.8%*
	QLD TOTAL 19.7%	QLD TOTAL 72.4%	QLD TOTAL 5.3%	QLD TOTAL 2.0%	QLD TOTAL 0.55%
Bottom 5 Regions	26 Cairns 17.52%	Logan 68.85%	Brisbane 3.97%	Caboolture 1.15%*	Bundaberg 0.21%*
	27 Rest of Mackay 15.39%	Caloundra 67.77%	Rest of Darling Downs 3.96%*	Toowoomba 1.13%*	Rest of Mackay 0.19%**
	28 Caboolture 15.39%	Beaudesert/Boonah 67.19%	Cooloola 3.37%	Cooloola 0.97%*	Rest of Western 0.18%**
	29 Gold Coast 14.94%	Toowoomba 66.64%	Rest of Western 2.94%*	Noosa 0.93%*	Pine Rivers 0.12%**
	30 Mt. Isa 14.82%	Rest of Far North Queensland 61.52%	Cardwell/Johnstone 2.92%	Rest of Darling Downs 0.58%*	Ipswich 0.1%**

The data in this table should be interpreted in conjunction with the data presented in Table T7 in Appendix One.

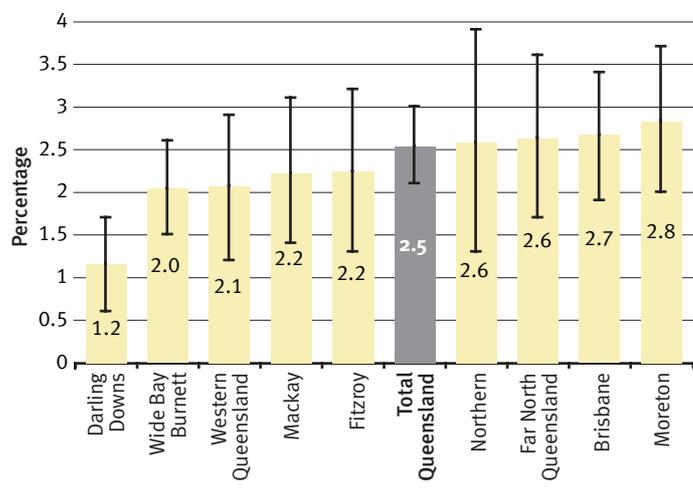
Despite some statistical differences emerging in the prevalence rates for the lower risk gambling groups between regions, efforts to identify regional variations in problem gambling and higher risk prevalence are hampered by the small 'problem gambling' sample sizes in the previous analysis. In an effort to overcome this, further analysis was completed which amalgamated both regions and gambling groups. As the major problem was with the small sample sizes in the problem gambling and moderate risk gambling groups, these are the only gambling groups which are amalgamated.

In Figure 28, the combined problem gambling/moderate risk gambling group prevalence rate is outlined for Queensland statistical divisions. Using statistical divisions proved to be a robust approach as only one item of data (moderate risk/problem gambling in Northern) has a standard error greater than 25%. In this table, it is evident that none of the statistical divisions have moderate risk/problem gambling prevalence rates which are statistically higher than that recorded for the State as a whole. However, the Darling Downs rate of 1.16% (0.6, 1.7) is statistically lower than for Queensland overall as well as compared with Brisbane, Moreton and Far North Queensland statistical divisions.

These findings, in conjunction with the analysis earlier in this section, indicate that although gambling risk and problem gambling prevalence rates appear to be relatively

evenly distributed throughout the State there is evidence of internal differences, some of which are statistically significant. Whereas there are very few regions which have prevalence rates which are significantly different to that of the State overall, when individual regions are compared with each other, substantial and statistically significant variations are evident.

**Figure 28: Proportion of combined problem gambling/moderate risk gambling groups in Queensland Statistical Divisions compared with Queensland total**



This graph should be interpreted in conjunction with the data presented in Table F28 in Appendix One.

# 5. Problem gambling, adverse consequences, correlates and help seeking

This section takes a more focused look at some of the issues related to gambling problems and persons experiencing such problems. It outlines problem gambling behaviour, adverse consequences of gambling, likely correlates of problem gambling, and help-seeking behaviour by the problem gambling group.

## 5.1 Problem gambling issues

The Canadian Problem Gambling Index (CPGI) screening tool consists of nine questions. The affirmative responses to the CPGI questions (rarely, sometimes, often and always) are scored to determine in which gambling group each respondent belongs: recreational, low risk, moderate risk or problem gambling. However, aside from the gambling group categorisation process, data from each of the individual questions are also of interest for analysis of the types of behaviour and issues which tend to characterise the members of the gambling groups.

In Figure 29 the distribution of responses by each gambling group is presented. This presentation provides a good picture of the different ways in which the various groups responded to the nine CPGI questions. By definition all recreational gamblers answered never to all questions. In contrast, for only one question (Question 10 'Have you ever borrowed money or sold anything to fund gambling') more than 50% of those in the problem gambling group responded 'never'.

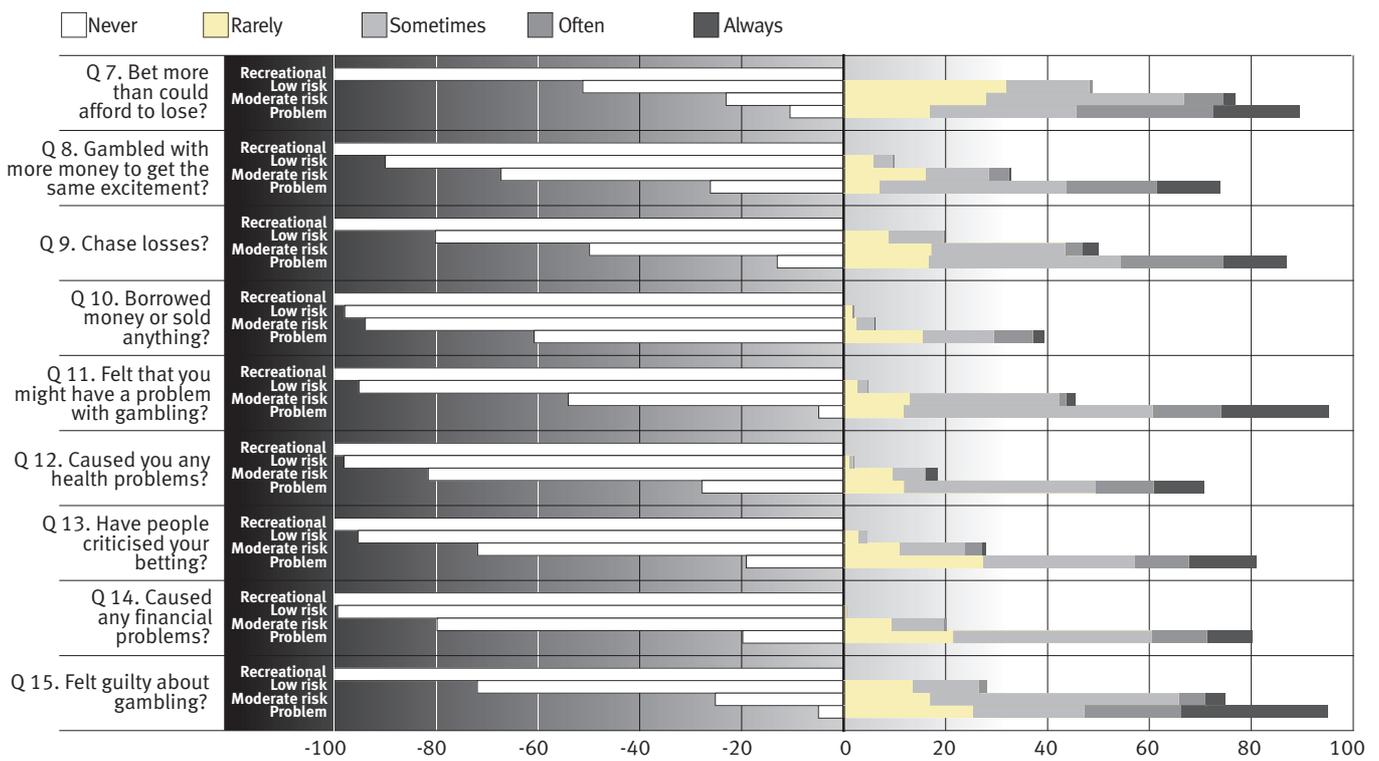
Examination of the combined affirmative responses reveals that more than 80% of the problem gambling group

answered in the affirmative on six occasions as did over 70% in two other questions. Question 7 (bet more than could afford to lose) and Question 15 (felt guilty about gambling) are the two questions in which the greatest proportions of the problem gambling group responded either 'often' or 'always'.

A further point of interest from Figure 29 is in the CPGI questions which seem to best differentiate the respective gambling groups. In this respect, Question 14 (whether gambling has caused any financial problems) appears to have most clearly distinguished those in the problem gambling group from all other gamblers. In this question, over 80% of the problem gambling group answered in the affirmative and over 80% of all others answered 'never'.

Question 11 is also of interest due to the large proportion of moderate risk gamblers who report feeling like they may have a problem with gambling. Whereas a very small proportion of the low risk gambling group answered in the affirmative to this question, nearly half of all moderate risk gamblers report that they at least sometimes feel as if their gambling is problematic.

**Figure 29: Response rates for individual CPGI questions by gambling groups.**



This graph should be interpreted in conjunction with the data presented in Table F29 in Appendix One.

## 5.2 Problem gambling correlates

In addition to the nine scored questions from which each respondent's gambling group is determined, the Canadian Problem Gambling Index (CPGI) provides other questions it identifies as 'correlates of problem gambling'. The CPGI correlates include:

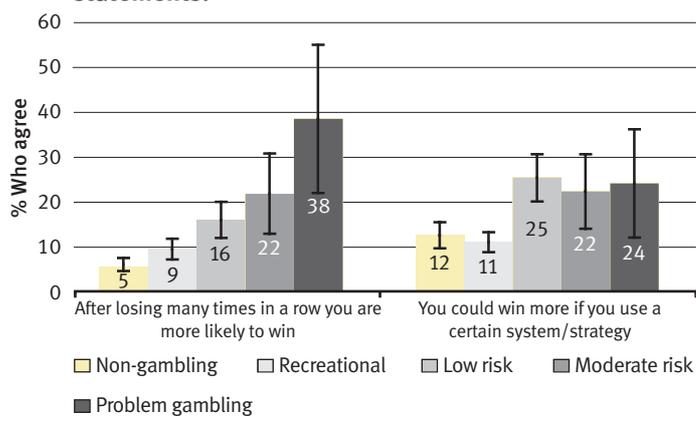
- faulty cognition (using strategies to win and being due for a win after many losses)
- first experiences (remembering a big win or a big loss)
- family problems with alcohol, drugs and gambling
- co-morbidity with alcohol and drugs
- relieving pain through the urge to drink alcohol, take drugs or gamble
- stress, depression and suicide.

CPGI correlate questions were also asked in the 2003-04 Survey and the findings from those questions are outlined here under the respective issues of interest.

### Faulty cognition

It is evident for both measures of faulty cognition examined in Figure 30 that agreement with the statements is more likely amongst persons in the more heavily involved gambling groups. In particular, the percentage of persons agreeing that there is a greater chance of winning after losing many times in a row increases steadily from 5% of non-gamblers through to 22% of moderate risk gamblers before jumping sharply to 38% of those in the problem gambling group. Such a pattern does not occur for persons agreeing that you can win more with a certain strategy or system. Instead, for this question there is a clear distinction between non/recreational gamblers and the low risk/moderate risk/problem gambling groups. Only 12% of non-gamblers and 11% of recreational gamblers agree with this statement. The rate of agreement approximately doubles for the low risk (25%), moderate risk (22%) and problem gambling (24%\*) groups.

**Figure 30: Proportion of respondents in gambling groups who 'agree' with the faulty cognition correlate statements.**

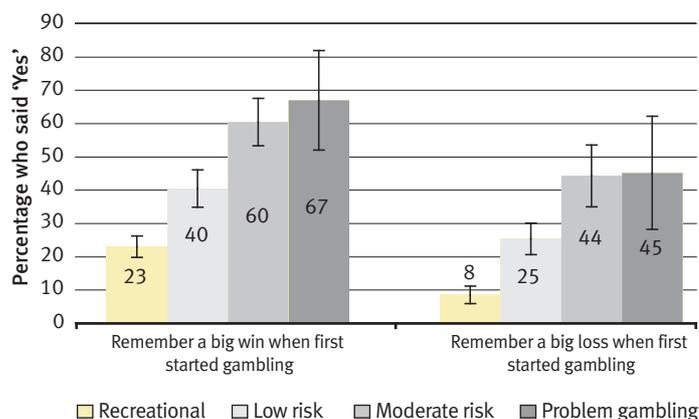


This graph should be interpreted in conjunction with the data presented in Table F30 in Appendix One.

### First experiences

In Figure 31 the percentage of respondents in each gambling group who remember experiencing a big win or a big loss when they first gambled is presented. In both cases there is a steadily increasing percentage of respondents through the gambling groups who recall big wins and big losses. However, of note is that the difference between moderate risk gamblers and problem gamblers is small in both cases. In contrast, there is a substantial difference in recall rates between recreational gamblers and low risk gamblers and again from low risk to moderate risk gamblers. Also of note is that across all gambling groups, there are substantially higher proportions of persons who recall big wins than who recall big losses.

**Figure 31: Proportion of respondents in gambling groups who remember a big win or a big loss when they first started gambling.**



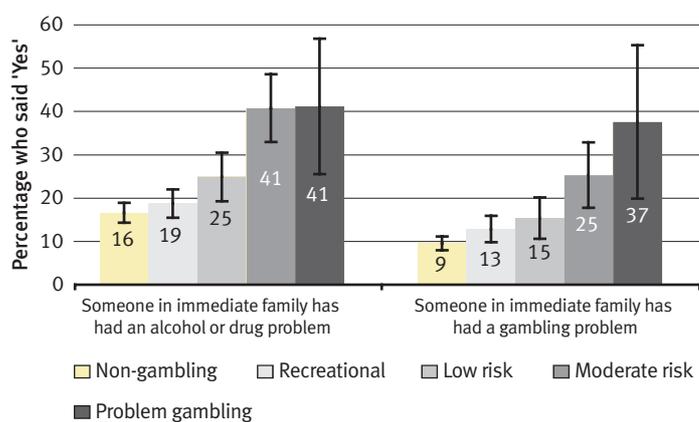
This graph should be interpreted in conjunction with the data presented in Table F31 in Appendix One.

### Family history of alcohol, drug and gambling problems

In the 2001 Queensland Household Gambling Survey, correlations between gambling problems and a family history of alcohol, drug or gambling problems emerged as a significant finding. In that survey, 55% of persons in the problem gambling group reported having a family member with a drug or alcohol problem and 44% reported a family member with a gambling problem. These figures were substantially higher than for all other gambling groups. In the 2003-04 Survey, the results are similar but less marked.

Figure 32 indicates that the majority of gamblers and non-gamblers do not report having an immediate family member with either a drug, alcohol or gambling problem. However, it is apparent that a trend exists towards higher propensity to report such a problem amongst people in more heavily involved gambling groups. This is particularly evident for reports of family members with a gambling problem. Only 9% of non-gamblers report having a family member with a gambling problem. This figure rises slightly for recreational (13%) and low risk gambling groups (15%) before rising substantially to 25% of moderate risk gamblers. At the other end of the spectrum, 37% of persons in the problem

**Figure 32: Proportion of respondents in gambling groups who reported that members of their immediate family have had alcohol, drug or gambling problems.**



This graph should be interpreted in conjunction with the data presented in Table F32 in Appendix One.

gambling group reported such problems in their immediate family. This is more than four times the rate of non-gamblers.

**Co-morbidities – alcohol and drug use**

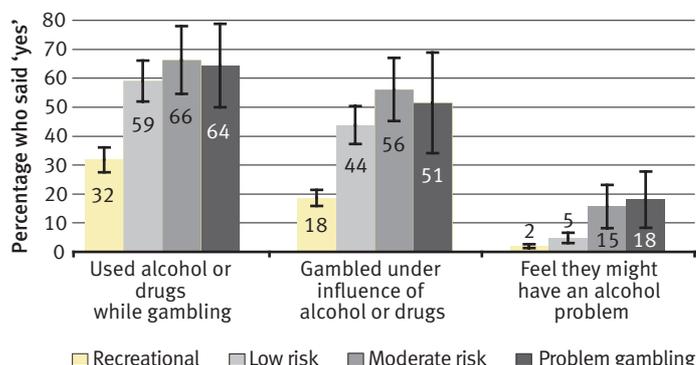
Three questions were asked of respondents to gauge the prevalence of alcohol and drug use amongst gamblers. The results of each are outlined in Figure 33. In the first question, it is evident that recreational gamblers (32%) are much less likely to report having used alcohol and drugs whilst gambling than are the other three groups, all of which are close to 60%. Similarly, only 18% of the recreational gambling group report having gambled whilst under the influence of drugs or alcohol compared to between 44% and 56% of other gambling groups. More than 50% of people in the moderate risk and problem gambling groups report having gambled whilst under the influence of drugs and/or alcohol.

Substantially lower proportions of persons answered in the affirmative for whether they feel that they may have an alcohol problem. Persons in the problem gambling group reported the highest rate of possible alcohol problems at nearly 18%\* with progressively decreasing rates amongst less at-risk gambling groups.

**Urge to drink, use drugs or gamble in response to painful events**

Figure 34 outlines the proportion of persons who report using drugs, alcohol or gambling in response to painful events in their lives. Of particular note is that for all three scenarios, the percentage of persons responding to painful events in these ways tends to increase amongst the gambling risk groups. Persons in the problem gambling group record the highest rates in all three cases with the figures dropping through the gambling groups to non-gamblers who had the lowest rates every time.

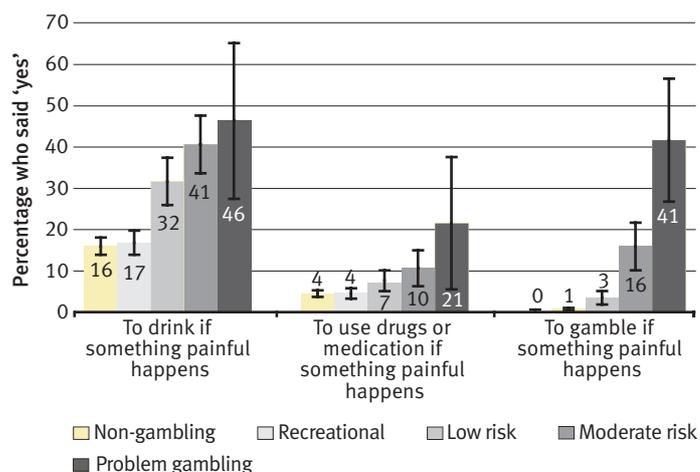
**Figure 33: Proportion of respondents in gambling groups who report drug/alcohol use while gambling or report an alcohol problem.**



This graph should be interpreted in conjunction with the data presented in Table F33 in Appendix One.

A noteworthy observation is that the urge to gamble as a response stands out with the widest-ranging response rates. While less than 1% of recreational gamblers, 3% of low-risk gamblers and no non-gamblers experience an urge to gamble in such circumstances, there is a large increase to 16% of moderate risk gamblers and an even more substantial rise to 41% of the problem gambling group. Nevertheless, the majority of problem gamblers do not report experiencing an urge to gamble after painful events.

**Figure 34: Proportion of respondents in gambling groups who report having an urge to drink, use drugs or gamble if something painful happens in their lives.**



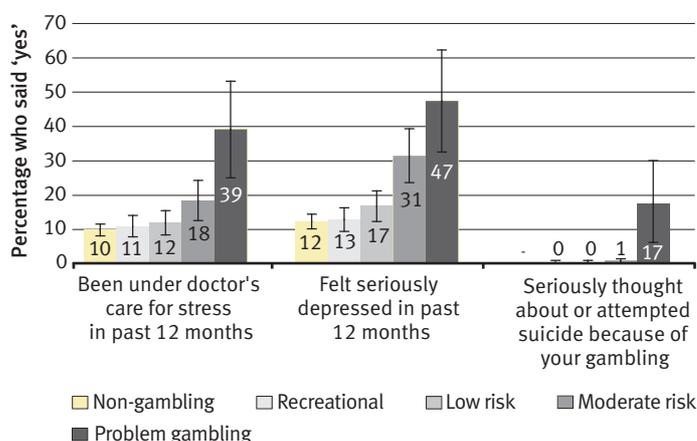
This graph should be interpreted in conjunction with the data presented in Table F34 in Appendix One.

**Co-morbidities – stress, depression and suicide**

As has emerged in many of the CPGI correlate questions outlined here, Figure 35 indicates a trend towards increased proportions of affirmative responses amongst the higher risk gambling groups. In this case, which involves three questions related to personal mental health issues, persons in the problem gambling group stand out with particularly

high rates of self-identification in relation to other groups. Approximately 47% of the problem gambling group report having felt seriously depressed in the previous year. Nearly as many have been under a doctor's care for stress-related issues (39%) and 17%\* report having seriously considered suicide because of their gambling.

**Figure 35: Proportion of respondents in gambling groups who report stress, depression or suicidal thought.**



This graph should be interpreted in conjunction with the data presented in Table F35 in Appendix One.

### 5.3 Adverse consequences of gambling

A range of questions were also asked of gamblers in the survey related to the potential harm caused by gambling. These included whether gambling had ever affected their jobs, their families, their finances or ever led to any trouble with the police. The percentage of persons who answered in the affirmative to these questions increased from less than 1% of recreational gamblers through the gambling risk groups to over 20% of the problem gambling group for some questions. Notable findings are that:

- 29% of the problem gambling group (plus 7% of moderate risk gamblers and 2% of low risk gamblers) recognise that their work performance has been affected by their gambling;
- 28% of problem gamblers and 3% of moderate risk gamblers say that they have not had enough time to look after their family interests due to gambling;
- 22% of the problem gambling group report the break-up of an important relationship because of gambling;
- 15% of the problem group and 3% of both the moderate risk and low risk group have changed jobs because of their gambling; and
- 12% of the problem gambling group have been declared bankrupt because of gambling.

In addition to the findings above is that 18% of the problem gambling group and 3% of the moderate risk group reported having obtained money illegally to gamble. Nearly 40% of the problem gambling group also reported that they had borrowed money or sold something to obtain funds for

gambling. The five most common sources from which money was obtained were:

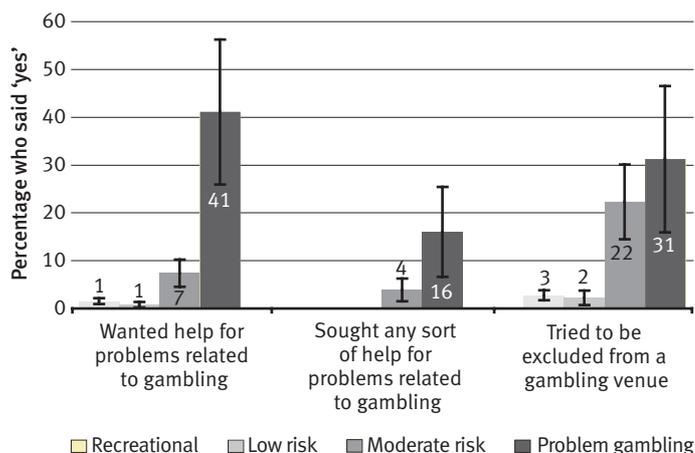
- 62%\* from household money;
- 42% from spouse or partner;
- 38% from other relatives or in-laws;
- 38% from credit cards; and
- 32% from loan sharks.

### 5.4 Help seeking behaviour

A number of questions in the 2003-04 survey asked gamblers about help-seeking for gambling-related problems. Figure 36 outlines the proportion of each gambling group which answered 'yes' to each of those questions.

The problem gambling group stands out with the highest level of wanting or seeking help for gambling-related problems. Of note, however, is that although 41% of the problem gambling group reported wanting help in the last twelve months, only 15.9% of the group had actually sought any form of help. Of those who had sought help for their problems, the two most common sources to seek help were 'spouse or partner' and 'family or friends'. The most common reasons given for needing to seek help were financial and/or relationship problems and feeling depressed or worried. Of the 84.1% of the problem gambling group who did not seek help, 40.1% said 'I thought I could beat the problem on my own' and 35.9% said 'I don't consider I have a problem'.

**Figure 36: Proportion of respondents in gambling groups who answered yes to help-seeking questions.**



This graph should be interpreted in conjunction with the data presented in Table F36 in Appendix One.

## 6. Conclusion and future directions

The 2003-04 Queensland Household Gambling Survey has collected data enabling a comprehensive overview of population gambling activity in the State.

The data outlined here have enabled a broad picture to be developed of:

- who gambles;
- on what types of gambling; and
- how extensively they gamble.

Overall it is evident that for the vast majority of Queensland adults, gambling is a recreational activity which is engaged in on an occasional basis with no negative implications. However, it is also evident that for a small minority of adult Queenslanders, gambling is an activity which results in problems or has the potential to lead to problems. The data collected in the survey highlight the extent of such gambling-related problems in Queensland, the types of problems people experience and whether or how they seek help for such problems.

Aside from providing a 'snapshot' of gambling activity and problem gambling prevalence rates in the adult population in Queensland, findings from the 2003-04 Survey are also important for assisting in identifying other gambling research issues. Such research is important for continuing the objectives of the Queensland Government's Responsible Gambling Strategy. A number of the key issues are outlined below.

### ***Demographic issues***

A critical issue which has emerged in this survey and in previous research is that some socio demographic groups appear to be more likely to be experiencing gambling-related problems, or are at higher risk of such problems than are other groups. Of note in this survey is the statistically significant over-representation of persons who completed their schooling at year 10 in the problem gambling group. The over-representations of males in the moderate risk gambling group, 18-34 year olds in the low risk gambling group and Indigenous and Australian South Sea Islanders in both groups are also issues of interest. A number of recent research and education initiatives have been implemented by the Queensland Government which specifically seek to assist harm minimisation objectives within such groups. For example, the Responsible Gambling Teaching Resource Kit was released in October 2004 to enhance responsible gambling education in Queensland schools and the first phase of an advertising campaign targeted at young adult males has recently been run. The feasibility of communications activities targeting Indigenous populations is also being investigated.

### ***Trend analysis***

As this was the second major household gambling survey conducted in Queensland, it has been possible to conduct some preliminary time-series analysis. However, with just two sets of data, it is not yet possible to draw conclusions on any trends which may be occurring in gambling activity and prevalence rates amongst the population. It is therefore important to build on this preliminary time-series data. To this end, another major household gambling survey

is expected to be conducted in 2006. Data from this and future surveys will allow long-term trend analysis of gambling activity, participation rates and problem gambling prevalence. Such analysis is important for assessing the impact of:

- responsible gambling policies;
- legislation and regulation changes;
- industry codes of practice;
- new gambling technology; and
- new types of gambling, among other things.

### ***Problem gambling and help-seeking***

As was identified in the 2001 Survey, the majority of persons identified as being in the problem gambling group do not seek help for gambling-related problems. There is therefore a need to identify why this is the case and what could be done to encourage persons experiencing problems to seek assistance. To this end, the Queensland Government is in the process of conducting a review of the gambling help services in the State. Such a project will identify whether the services currently available are adequately meeting the needs of persons experiencing gambling-related problems and what other resources may be required.

The Government is also developing an information resource for the health and counselling sector. Such a resource will provide general information on the referral of people with gambling problems as well as information to enable counsellors to offer appropriate intervention and primary counselling to people.

In addition to these internal initiatives, researchers at the University of Queensland have been contracted to develop and trial the effectiveness of a self-help resource for persons experiencing gambling problems and at Griffith University research assessing the potential for online help resources is under way.

### ***Regional issues***

Also identified in this survey was some indication of regional variations in both the level and type of gambling activity as well as the prevalence of gambling groups amongst the adult population. There is a wide range of reasons which could be affecting the level of gambling activity at a regional level including the number and types of gambling venues available, the hours of operation of the venues or the socio economic characteristics of the local population among others. There is therefore a need to better identify local variations in gambling activity and to understand what factors are important in this and what the social and economic implications for local communities are. In an effort to address some of these issues, researchers at the Australian National University have been commissioned through the Responsible Gambling Research Grants Program to examine patterns of gambling activity and implications for communities at a local level in a number of Queensland regions.

# Appendix one – detailed tables

**Table F1: Estimated participation rates for different types of gambling, Queensland adult population 2003-04.**

	Estimate	LCL	UCL
Lottery products	67.32	64.7	70.0
Gaming machines	32.17	29.3	35.0
Art union ticket	26.75	24.0	29.5
No gambling	19.73	18.0	21.5
Keno	16.47	14.8	18.1
Horse/dog races	16.42	14.5	18.3
Casino table games	5.62	4.4	6.9
Sporting events (e.g. Football, cricket)	4.36	3.0	5.8
Bingo	3.48	2.6	4.4
Private games (e.g. Cards, mahjong)	1.84	1.3	2.4
Internet casino games	0.27	0.2	0.4
Other gambling	0.07*	0.0	0.1

**Table F3: Adult population gambling group estimates, 2003-04.**

	Estimate	LCL	UCL
Non-gambling	19.73	18.0	21.5
Recreational gambling	72.40	70.2	74.6
Low risk gambling	5.34	4.6	6.1
Moderate risk gambling	1.97	1.6	2.4
Problem gambling	0.55	0.4	0.7

**Table F2: Frequency of use by gamblers on different gambling products.**

	0-6 Times per Year			7-12 Times per Year			13-24 Times per Year			25-52 Times per Year			53+ Times per Year		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Gaming machines	53.86	49.1	58.6	20.10	15.4	24.8	9.07	7.3	10.8	11.25	9.2	13.3	4.86*	2.4	7.3
Keno	59.91	56.2	63.6	18.33	14.8	21.9	7.59	5.1	10.1	10.31	8.2	12.4	3.00*	1.5	4.5
Sporting events	64.66	46.9	82.5	14.57**	0.0	30.8	5.02*	2.1	8.0	13.11*	6.4	19.8	1.23*	0.1	2.4
Horse/dog races	65.11	59.7	70.5	11.92	8.1	15.8	5.82	3.0	8.6	11.54	9.2	13.8	5.00	3.2	6.8
Bingo	65.19	56.0	74.3	8.21	4.5	11.9	3.38	2.0	4.8	15.28	10.5	20.1	6.86*	2.4	11.3
Casino table games	83.20	76.5	89.9	7.64	4.1	11.2	3.47*	0.6	6.3	4.16*	1.2	7.1	0.56**	0.0	1.3

**Table F4: Participation rates for different types of gambling by gambling group.**

	Recreational Gambling Group			Low Risk Gambling Group			Moderate Risk Gambling Group			Problem Gambling Group		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Gaming machines	36.14	32.4	39.9	71.14	64.9	77.4	84.96	79.2	90.7	94.85	90.8	98.9
Horse/dog races	18.39	15.9	20.9	37.43	32.1	42.8	43.73	33.7	53.8	44.88	30.2	59.5
Lottery products	84.00	80.9	87.1	83.58	80.0	87.1	77.82	69.8	85.9	91.19	85.9	96.5
Keno	17.68	15.5	19.8	42.39	36.1	48.7	51.76	43.5	60.0	69.32	56.8	81.8
Casino table games	5.56	4.0	7.1	19.95	13.5	26.4	22.85	14.0	31.7	13.93	7.2	20.6
Bingo	3.72	2.6	4.8	8.78	6.6	10.9	10.53*	4.9	16.2	20.75*	7.5	34.0
Sporting events	4.64	2.8	6.5	9.86	7.2	12.5	18.37	9.9	26.8	21.26*	7.0	35.5
Private games	1.69	1.0	2.4	5.79	3.6	8.0	12.49*	5.3	19.7	11.43*	5.2	17.7
Art union tickets	33.87	29.8	37.9	28.55	24.2	33.0	28.57	19.7	37.5	26.37*	11.7	41.1

**Table F5: Number of different gambling activities participated in by gambling groups.**

Number of games	Recreational Gambling Group			Low Risk Gambling Group			Moderate Risk Gambling Group			Problem Gambling Group		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
1	37.19	33.4	41.0	17.80	10.9	24.7	4.56*	1.0	8.1	3.60**	0.0	7.4
2	35.42	32.2	38.6	19.43	13.0	25.9	21.77	14.8	28.8	14.90*	5.3	24.6
3	16.95	14.2	19.7	25.49	20.7	30.3	33.69	23.9	43.5	24.50*	9.1	40.0
4	6.75	5.7	7.8	20.01	15.6	24.5	12.27	8.1	16.4	24.31*	8.2	40.4
5	2.44	2.0	2.9	9.75	7.5	12.0	15.64	8.3	23.0	10.64*	2.3	19.0
6	1.00	0.6	1.4	5.78*	2.9	8.6	8.97*	2.6	15.3	13.62**	0.0	27.4
7	0.21*	0.1	0.3	1.28*	0.2	2.4	1.17*	0.4	2.0	4.18*	0.3	8.1
8	0.02*	0.0	0.1	0.30**	0.0	0.6	1.90**	0.0	4.0	4.20**	0.0	10.7
9	-	-	-	0.12**	0.0	0.3	-	-	-	-	-	-

**Table F6: Frequency of session by gambling group and gambling activity.**

Sessions per annum	Recreational			Low risk			Moderate risk			Problem gambling			
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	
Gaming machines	0-6	61.22	55.9	66.6	29.09	23.3	34.9	11.17*	5.3	17.0	2.58*	0.5	4.7
	7-12	19.67	14.2	25.1	27.63	21.6	33.6	11.52	7.1	16.0	14.29**	0.0	30.1
	13-24	6.49	4.7	8.3	17.70	12.8	22.6	27.09	17.9	36.2	17.65*	2.0	33.3
	25-52	8.84	6.4	11.3	18.18	13.7	22.7	29.54	20.8	38.3	23.07	12.6	33.5
	53+	2.85**	0.0	5.8	7.33	4.3	10.4	19.08	11.7	26.4	42.12	25.5	58.8
Horse/dog races	0-6	70.06	63.7	76.5	44.15	34.9	53.4	45.08	26.2	64.0	37.98*	15.0	60.9
	7-12	11.69	6.9	16.5	13.41*	6.2	20.6	10.29*	1.2	19.4	17.71*	2.3	33.1
	13-24	5.24*	2.6	7.9	9.45*	2.3	16.6	7.43*	1.6	13.3	1.9**	0.0	4.7
	25-52	8.95	6.8	11.1	24.62	16.6	32.6	17.33*	8.5	26.2	24.86**	0.0	54.0
	53+	3.37*	1.2	5.5	7.93*	4.0	11.9	19.85*	6.4	33.3	16.81*	5.3	28.3
Casino table games	0-6	89.78	83.9	95.7	72.01	52.4	91.6	57.30	32.6	82.0	46.04*	12.8	79.3
	7-12	7.21*	2.6	11.8	7.56*	2.9	12.2	5.81*	0.9	10.7	41.9*	3.8	80.0
	13-24	0.26**	0.0	0.7	11.49*	0.5	22.5	13.41**	0.0	37.4	1.78**	0.0	5.4
	25-52	1.95**	0.0	4.4	6.87**	0.0	16.3	17.56**	0.0	38.1	3.69**	0.0	9.3
	53+	0.1**	0.0	0.3	-	-	-	4.93**	0.0	14.1	6.56**	0.0	20.7
Keno	0-6	66.48	62.1	70.8	36.73	28.5	45.0	42.81	28.3	57.3	22.94*	2.4	43.5
	7-12	17.27	12.6	21.9	25.46	17.5	33.4	17.37*	7.8	27.0	13.99*	5.6	22.4
	13-24	6.08	3.8	8.4	12.53	6.5	18.6	11.23*	5.2	17.3	19.02**	0.0	38.7
	25-52	7.29	4.7	9.8	20.27	13.8	26.8	18.15*	6.7	29.6	31.39*	14.6	48.2
	53+	2.09*	0.5	3.7	4.17	2.2	6.2	8.31**	0.0	18.9	12.42*	5.3	19.5
Bingo	0-6	66.46	55.0	77.9	65.51	53.4	77.6	63.40	38.8	88.0	37.36**	0.0	78.3
	7-12	6.83*	3.4	10.3	5.61**	0.0	11.9	15.42**	0.0	33.6	38.04**	0.0	97.7
	13-24	1.81*	0.2	3.4	12.67*	3.8	21.6	1.79**	0.0	4.6	4.86**	0.0	15.7
	25-52	16.01	9.9	22.2	12.50	7.3	17.7	14.93*	3.3	26.6	10.13**	0.0	24.2
	53+	7.7*	1.6	13.9	3.07*	0.5	5.6	2.89*	0.2	5.6	9.57**	0.0	23.5

**Table F7: Usual duration of session by gambling group and gambling activity.**

Usual session duration in minutes	Recreational			Low risk			Moderate risk			Problem gambling			
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	
Gaming machines	1-5	3.61*	1.3	5.9	2.00*	0.4	3.6	2.57**	0.0	7.3	-	-	-
	6-10	7.84*	3.1	12.6	5.65*	1.7	9.6	1.01*	0.3	1.8	0.26**	0.0	0.6
	11-30	23.88	17.7	30.0	12.39	9.1	15.7	10.34*	3.3	17.4	4.09*	1.4	6.8
	31-60	18.03	13.9	22.2	19.78	14.2	25.3	19.18	10.6	27.7	10.81*	3.9	17.7
	61-120	26.81	23.2	30.5	28.4	22.5	34.3	34.55	26.1	43.0	27.35	16.3	38.4
	121-180	13.92	9.2	18.7	17.45	13.3	21.6	16.24	8.8	23.7	20.24*	3.5	37.0
	181+	5.24	3.6	6.9	13.54	9.4	17.7	15.35	9.1	21.6	36.16	19.7	52.6
Horse/dog races	1-5	23.20	16.1	30.3	15.80	9.7	21.9	11.24*	0.3	22.2	9.44**	0.0	24.2
	6-10	17.92	11.9	23.9	6.86*	3.3	10.4	11.76**	0.0	24.2	6.06*	0.9	11.2
	11-30	17.26	12.1	22.4	12.24	8.4	16.1	17.06*	6.3	27.8	9.78*	0.3	19.2
	31-60	10.31	6.6	14.0	10.03	5.6	14.5	17.05*	4.3	29.8	11.59**	0.0	23.7
	61-120	6.76	5.0	8.5	21.94	13.3	30.6	18.08*	8.1	28.0	11.85*	1.7	22.0
	121-180	4.93	2.7	7.2	7.89*	2.8	12.9	7.44*	1.0	13.9	8.62*	0.4	16.8
	181+	17.88	12.8	22.9	24.57	17.7	31.4	17.06*	7.7	26.4	42.21*	17.0	67.4
Keno	1-5	11.91	7.2	16.7	10.43	5.7	15.2	10.71*	4.8	16.6	5.74**	0.1	11.4
	6-10	8.62	5.8	11.4	7.36	3.9	10.8	5.05*	2.0	8.1	5.26*	1.1	9.4
	11-30	19.27	14.4	24.2	16.28	10.5	22.0	12.81*	5.4	20.2	20.56**	0.0	41.7
	31-60	17.18	12.8	21.6	18.80	11.3	26.3	22.10*	9.8	34.4	30.75*	10.4	51.1
	61-120	23.25	19.5	27.0	26.37	19.8	32.9	25.61*	9.7	41.6	10.89*	3.4	18.4
	121-180	14.37	8.7	20.1	10.40	6.7	14.1	16.87*	6.0	27.7	7.45*	1.4	13.5
	181+	4.59	2.9	6.3	9.91*	4.6	15.3	5.67*	2.6	8.7	17.83*	2.0	33.7

**Table F8: Gambling activity participation rates for the recreational gambling group compared to the total adult population.**

	Recreational gambling group			Queensland adult population		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Lottery products	84.00	80.9	87.1	67.32	64.7	70.0
Gaming machines	36.14	32.4	39.9	32.17	29.3	35.0
Art union ticket	33.87	29.8	37.9	26.75	24.0	29.5
Horse/dog races	18.39	15.9	20.9	16.42	14.5	18.3
Keno	17.68	15.5	19.8	16.47	14.8	18.1
Casino table games	5.56	4.0	7.1	5.62	4.4	6.9
Sporting events	4.64	2.8	6.5	4.36	3.0	5.8
Bingo	3.72	2.6	4.8	3.48	2.6	4.4
Private cards and other games	1.69	1.0	2.4	1.84	1.3	2.4
Internet casino games	0.17	0.1	0.2	0.27	0.2	0.4
Other (excl. Raffles and sweeps)	0.02**	0.0	0.1	0.07	0.0	0.1

**Table F9: Gambling activity participation rates for the low risk gambling group compared to the total adult population.**

	Low risk gambling group			Queensland adult population		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Lottery products	83.58	80.0	87.1	67.32	64.7	70.0
Gaming machines	71.14	64.9	77.4	32.17	29.3	35.0
Keno	42.39	36.1	48.7	16.47	14.8	18.1
Horse/dog races	37.43	32.1	42.8	16.42	14.5	18.3
Art union ticket	28.55	24.2	33.0	26.75	24.0	29.5
Casino table games	19.95	13.5	26.4	5.62	4.4	6.9
Sporting events	9.86	7.2	12.5	4.36	3.0	5.8
Bingo	8.78	6.6	10.9	3.48	2.6	4.4
Private cards and other games	5.79	3.6	8.0	1.84	1.3	2.4
Internet casino games	1.05*	0.3	1.9	0.27	0.2	0.4
Other (excl. Raffles and sweeps)	0.80**	0.0	1.8	0.07	0.0	0.1

**Table F10: Gambling activity participation rates for the moderate risk gambling group compared to the total adult population.**

	Moderate risk gambling group			Queensland adult population		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Gaming machines	84.96	79.2	90.7	32.17	29.3	35.0
Lottery products	77.82	69.8	85.9	67.32	64.7	70.0
Keno	51.76	43.5	60.0	16.47	14.8	18.1
Horse/dog races	43.73	33.7	53.8	16.42	14.5	18.3
Art union ticket	28.57	19.7	37.5	26.75	24.0	29.5
Casino table games	22.85	14.0	31.7	5.62	4.4	6.9
Sporting events	18.37	9.9	26.8	4.36	3.0	5.8
Private cards and other games	12.49*	5.3	19.7	1.84	1.3	2.4
Bingo	10.53*	4.9	16.2	3.48	2.6	4.4
Internet casino games	2.59**	0.0	6.2	0.27	0.2	0.4
Other (excl. Raffles and sweeps)	0.15**	0.0	0.5	0.07	0.0	0.1

**Table F11: Gambling activity participation rates for the problem gambling group compared to the total adult population.**

	Problem gambling group			Queensland adult population		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Gaming machines	94.85	90.8	98.9	32.17	29.3	35.0
Lottery products	91.19	85.9	96.5	67.32	64.7	70.0
Keno	69.32	56.8	81.8	16.47	14.8	18.1
Horse/dog races	44.88	30.2	59.5	16.42	14.5	18.3
Art union ticket	26.37*	11.7	41.1	26.75	24.0	29.5
Sporting events	21.26*	7.0	35.5	4.36	3.0	5.8
Bingo	20.75*	7.5	34.0	3.48	2.6	4.4
Casino table games	13.93	7.2	20.6	5.62	4.4	6.9
Private cards and other games	11.43*	5.2	17.7	1.84	1.3	2.4
Internet casino games	6.73**	0.0	13.8	0.27	0.2	0.4
Other (excl. Raffles and sweeps)	1.40**	0.0	3.4	0.07	0.0	0.1

**Table F12: Gender distribution of gambling groups.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Males	46.27	42.3	50.3	49.56	48.2	50.9	55.96	49.4	62.5	61.47	52.4	70.5	64.03	47.7	80.4
Females	53.73	49.7	57.7	50.44	49.1	51.8	44.04	37.5	50.6	38.53	29.5	47.6	35.97	19.6	52.3

**Table F13: Age distribution of gambling groups.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
18-24	15.33	11.4	19.3	11.87	10.4	13.4	21.08	13.9	28.3	21.42	11.5	31.3	9.59*	2.2	17.0
25-34	16.64	13.7	19.6	19.48	18.4	20.6	20.30	15.9	24.7	18.26	10.8	25.7	23.00*	7.6	38.4
35-44	17.72	15.0	20.5	20.35	19.5	21.2	17.68	13.1	22.2	16.60	8.6	24.6	25.48	13.8	37.2
45-54	15.57	12.5	18.6	18.64	17.6	19.6	17.88	14.2	21.6	20.85	12.0	29.7	17.61*	4.3	30.9
55-64	12.77	10.2	15.4	14.66	13.7	15.6	11.80	7.7	15.9	18.51	10.8	26.2	18.90*	7.9	30.0
65+	21.97	18.5	25.4	15.00	14.0	16.0	11.27	6.9	15.6	4.35*	1.7	7.0	5.39*	0.9	9.9

**Table F14: Age/Gender distribution of gambling groups.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
<b>Males</b>															
18-34	14.60	12.1	17.1	15.80	14.9	16.7	24.33	19.6	29.0	27.44	14.6	40.2	22.53*	6.1	38.9
35-44	15.65	13.4	17.9	19.26	18.5	20.0	20.41	16.1	24.8	21.73	13.4	30.1	24.44*	11.5	37.4
55+	16.03	12.7	19.4	14.49	13.4	15.6	11.21	6.4	16.0	12.30*	6.0	18.6	17.05*	6.2	27.9
<b>Females</b>															
18-34	17.37	13.7	21.0	15.54	14.2	16.8	17.04	10.3	23.8	12.24*	6.2	18.3	10.07*	2.9	17.2
35-44	17.64	15.3	20.0	19.73	19.0	20.4	15.14	11.7	18.6	15.73	8.2	23.3	18.64*	8.2	29.1
55+	18.71	15.6	21.9	15.17	14.3	16.1	11.86	8.0	15.7	10.56	5.6	15.5	7.24*	1.2	13.3

**Table F15: Marital distribution of gambling groups.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Never married	20.57	16.8	24.3	15.54	13.5	17.6	27.19	20.2	34.2	31.59	20.1	43.1	26.46	15.7	37.2
Married/ de facto	63.23	59.8	66.6	70.02	67.7	72.3	56.39	50.5	62.3	47.75	37.5	58.0	59.69	46.1	73.3
Separated/ divorced/ widowed	16.20	13.9	18.5	14.44	12.5	16.3	16.41	13.2	19.7	20.66	10.7	30.6	13.85*	6.0	21.7

**Table F16: Workforce participation of gambling groups.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Full time work/self-employed	34.73	32.2	37.3	47.26	43.4	51.2	51.82	46.0	57.7	48.46	39.6	57.3	56.10	40.7	71.5
Part-time/ casual	15.81	13.4	18.2	17.59	15.3	19.8	13.73	10.7	16.8	18.28	10.5	26.1	21.60	13.7	29.5
Not in the paid workforce	49.46	46.0	52.9	35.15	31.7	38.6	34.45	28.4	40.5	33.27	26.8	39.7	22.30*	10.5	34.1

**Table F17: Educational level of gambling groups.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
University/ post-graduate	17.25	13.9	20.6	11.98	11.0	13.0	8.63	4.8	12.4	10.70*	4.9	16.6	7.16*	0.3	14.1
Trade/technical/ year 12	45.44	41.4	49.5	48.08	44.5	51.7	53.43	46.2	60.7	44.89	36.9	52.9	36.62	23.7	49.5
Year 10	24.76	21.5	28.0	30.43	27.2	33.7	29.22	23.5	34.9	32.44	24.0	40.8	47.48	32.2	62.8
Primary/other	12.52	10.4	14.7	9.52	7.7	11.3	8.72	5.9	11.5	11.97	7.1	16.9	8.74	4.5	13.0

**Table F18: Income level of gambling groups.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
<\$11,000	34.98	32.3	37.7	23.97	20.8	27.1	21.58	16.7	26.5	20.49	13.3	27.7	19.58*	7.8	31.3
\$11K-\$30,999	26.53	23.8	29.3	27.71	24.4	31.0	28.21	23.1	33.3	36.43	29.5	43.4	20.25	12.0	28.5
\$31K-\$50,999	15.61	13.5	17.7	23.78	21.0	26.6	30.65	24.2	37.1	26.75	18.0	35.5	27.32	14.1	40.5
\$51K or more	11.49	9.6	13.4	15.86	13.4	18.4	12.77	9.6	16.0	11.48	6.7	16.3	14.42*	5.5	23.4

**Table F19: Gambling groups by gender.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
<b>Males</b>	18.42	16.5	20.4	72.39	69.8	74.9	6.03	4.9	7.1	2.45	1.7	3.2	0.72	0.4	1.0
<b>Females</b>	21.02	18.2	23.8	72.41	69.1	75.7	4.66	3.7	5.6	1.51	1.2	1.9	0.39*	0.2	0.6
<b>Total</b>	19.73	18.0	21.5	72.40	70.2	74.6	5.34	4.6	6.1	1.97	1.6	2.4	0.55	0.4	0.7

**Table F20: Gambling activity participation rates for gender groups.**

	Males			Females		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Lottery products	67.44	63.5	71.4	67.21	63.5	70.9
Gaming machines	34.28	29.8	38.8	30.08	27.0	33.2
Art union ticket	26.59	22.0	31.2	26.92	23.7	30.1
Horse/dog races	18.70	15.5	21.9	14.18	11.8	16.6
Keno	17.91	15.4	20.4	15.05	12.4	17.7
Casino table games	8.39	6.1	10.7	2.89	1.9	3.9
Sporting events	7.52	4.7	10.3	1.26*	0.6	2.0
Private games	2.53	1.7	3.3	1.16*	0.5	1.8
Bingo	1.23	0.8	1.6	5.70	4.1	7.3
Internet casino games	0.25	0.1	0.4	0.28*	0.1	0.5
Other	0.11*	0.0	0.2	0.02*	0.0	0.1

**Table F21: Age groups by gambling group.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
18-24	22.88	16.0	29.8	65.01	55.5	74.5	8.51	5.1	12.0	3.19*	1.6	4.8	0.40*	0.1	0.7
25-34	17.32	14.2	20.5	74.39	70.1	78.7	5.72	4.4	7.1	1.90	1.1	2.7	0.67*	0.2	1.1
35-44	17.80	14.5	21.1	75.01	71.4	78.6	4.80	3.6	6.0	1.66*	0.7	2.6	0.71*	0.3	1.1
45-54	17.04	13.4	20.7	74.85	70.5	79.2	5.29	4.0	6.6	2.28	1.4	3.2	0.54*	0.1	1.0
55-64	17.70	14.8	20.6	74.57	70.5	78.6	4.43	2.8	6.1	2.56*	1.3	3.8	0.73*	0.2	1.3
65+	27.25	22.0	32.5	68.24	62.9	73.6	3.78	2.2	5.3	0.53*	0.2	0.8	0.18*	0.0	0.4

**Table F22: Participation in gambling activities by age groups.**

	18-24			25-34			35-44			45-54			55-64			65+		
	Est	LCL	UCL	Est	LCL	UCL	Est	LCL	UCL	Est	LCL	UCL	Est	LCL	UCL	Est	LCL	UCL
Gaming machines	43.15	34.9	51.4	33.48	27.3	39.7	25.35	21.0	29.7	33.81	27.0	40.6	31.25	25.9	36.6	28.85	21.1	36.6
Horse/dog races	19.89	12.8	27.0	19.67	14.5	24.9	19.05	15.2	22.9	14.97	10.3	19.6	16.21	12.3	20.1	8.26	5.6	11.0
Lottery products	53.80	45.1	62.6	67.31	60.2	74.4	71.09	65.4	76.8	74.18	68.5	79.8	71.65	64.5	78.8	62.27	54.9	69.6
Keno	20.78	14.9	26.7	17.91	13.8	22.0	13.57	11.3	15.9	18.21	15.4	21.0	17.91	13.7	22.1	11.45	6.0	16.9
Casino table games	13.10	9.0	17.2	6.35	4.5	8.2	7.00	3.6	10.4	5.40*	2.6	8.2	1.52	0.8	2.2	0.72*	0.1	1.3
Bingo	5.56*	1.6	9.5	3.37	1.8	4.9	3.37*	0.7	6.1	1.62	0.9	2.3	2.82	1.8	3.9	4.72	2.6	6.9
Sports betting	8.88*	3.8	14.0	6.44*	2.0	10.9	5.83*	2.4	9.3	2.61	1.5	3.7	1.99**	0.0	4.3	0.42**	0.0	0.9
Internet casino games	1.08*	0.3	1.9	0.31*	0.1	0.6	0.21*	0.1	0.4	0.09**	0.0	0.2	0.00**	0.0	100.0	0.02**	0.0	0.1
Private games	4.31*	1.9	6.7	1.62	0.9	2.3	1.68*	0.6	2.7	0.99	0.5	1.5	2.47*	0.2	4.8	0.66*	0.2	1.1
Art union ticket	6.16*	2.7	9.6	27.69	19.7	35.7	32.54	27.2	37.9	30.41	24.3	36.5	33.68	26.9	40.4	25.27	19.1	31.4
Other	0.29**	0.0	0.7	0.06*	0.0	0.1	0.11*	0.0	0.2	0.00**	0.0	0.0	0.00**	0.0	100.0	0.00**	0.0	100.0

**Table F23: Age/Gender groups by gambling group.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
<b>Males</b>															
18-34	17.69	14.4	21.0	70.25	65.7	74.8	7.98	6.0	9.9	3.32	1.7	4.9	0.76*	0.2	1.3
35-44	16.52	13.6	19.5	74.63	70.9	78.4	5.83	4.4	7.2	2.29	1.2	3.4	0.72*	0.3	1.2
55+	21.68	17.4	25.9	71.91	66.6	77.2	4.10	2.3	6.0	1.66*	0.7	2.6	0.64*	0.2	1.1
<b>Females</b>															
18-34	21.58	16.1	27.1	70.82	63.7	77.9	5.73	3.2	8.2	1.51*	0.7	2.3	0.35*	0.1	0.6
35-44	18.34	15.5	21.2	75.23	72.3	78.2	4.26	3.3	5.3	1.63	0.9	2.3	0.54*	0.2	0.9
55+	23.74	19.1	28.4	70.60	65.7	75.5	4.07	2.7	5.5	1.33*	0.7	2.0	0.25*	0.0	0.5

**Table F24: Gambling group prevalence rates, 2001 and 2003-04.**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
2001	15.06	14.0	16.1	73.24	72.1	74.4	8.18	7.4	9.0	2.70	2.2	3.2	0.83	0.5	1.2
2003-04	19.73	18.0	21.5	72.40	70.2	74.6	5.34	4.6	6.1	1.97	1.6	2.4	0.55	0.4	0.7

**Table F25: Gambling group prevalence rates, 2001 and 2003-04 by gender.**

		2001			2003-04		
		Estimate	LCL	UCL	Estimate	LCL	UCL
Males	Non gambling	16.05	14.5	17.6	18.42	16.5	20.4
	Recreational	70.62	68.8	72.4	72.39	69.8	74.9
	Low risk	8.06	6.8	9.3	6.03	4.9	7.1
	Moderate risk	4.09	3.1	5.1	2.45	1.7	3.2
	Problem gambling	1.18*	0.6	1.8	0.72	0.4	1.0
Females	Non gambling	14.08	12.6	15.6	21.02	18.2	23.8
	Recreational	75.80	74.1	77.5	72.41	69.1	75.7
	Low risk	8.29	7.1	9.5	4.66	3.7	5.6
	Moderate risk	1.34	0.7	2.0	1.51	1.2	1.9
	Problem gambling	0.49*	0.1	0.9	0.39*	0.2	0.6

**Table F26: Participation in gambling activities by Brisbane/Rest of State.**

	Brisbane			Rest of QLD		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Gaming machines	32.11	27.3	36.9	32.22	29.9	34.5
Horse/dog races	15.52	12.4	18.6	17.20	14.9	19.5
Lottery products	66.32	60.9	71.8	68.19	66.6	69.8
Keno	14.87	11.9	17.9	17.84	15.9	19.8
Casino table games	6.25	4.3	8.2	5.07	4.0	6.1
Bingo	2.68	1.4	4.0	4.18	3.1	5.3
Sporting events	5.21*	2.4	8.0	3.63	2.8	4.5
Private games (cards)	2.24*	1.1	3.4	1.49	1.1	1.9
Art union ticket	26.89	21.3	32.5	26.64	24.3	29.0
Internet casino games	0.33*	0.1	0.5	0.20*	0.1	0.3
Other gambling	0.04*	0.0	0.1	0.10**	0.0	0.2
None	19.77	16.6	23.0	19.70	18.5	20.9

**Table F27: Gambling group prevalence by Brisbane/Rest of State.**

	Brisbane			Rest of Queensland		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Non gambling	19.77	16.6	23.0	19.70	18.5	20.9
Recreational	72.81	69.0	76.7	72.04	70.4	73.7
Low risk	4.75	3.5	6.0	5.85	4.9	6.8
Moderate risk	2.06	1.3	2.8	1.90	1.5	2.3
Problem	0.61	0.4	0.9	0.50	0.4	0.7

**Table F28: Combined moderate risk/problem gambling group prevalence by statistical division.**

	Estimate	LCL	UCL
Darling Downs	1.16	0.6	1.7
Wide Bay Burnett	2.04	1.5	2.6
Western Queensland	2.07	1.2	2.9
Mackay	2.22	1.4	3.1
Fitzroy	2.24	1.3	3.2
Total Queensland	2.53	2.1	3.0
Northern	2.58*	1.3	3.9
Far North Queensland	2.63	1.7	3.6
Brisbane	2.67	1.9	3.4
Moreton	2.83	2.0	3.7

**Table F29: Response rates for individual CPGI questions by gambling groups.**

		Never			Rarely			Sometimes			Often			Always			
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Q7	Recreational	100.0	100.0	100.0													
	Low-risk	51.2	43.9	58.4	32.0	25.8	38.1	16.4	11.5	21.3	0.4*	0.1	0.8				
	Mod-risk	23.1	15.9	30.3	28.0	20.2	35.7	38.8	28.9	48.7	7.9*	0.7	15.0	2.3*	0.6	3.9	
	Problem	10.6**	0.0	23.4	17.0*	2.0	31.9	28.7	15.2	42.2	27.0*	11.6	42.4	16.8*	7.3	26.3	
Q8	Recreational	99.9	99.7	100.0													
	Low-risk	90.0	86.3	93.6	5.9	3.5	8.4	3.7*	1.6	5.8	0.4**	0.0	1.1				
	Mod-risk	67.2	58.2	76.3	16.1	9.8	22.4	12.5	7.1	17.8	3.8**	0.0	8.1	0.4**	0.0	0.7	
	Problem	26.2*	8.5	43.8	7.1*	2.4	11.8	36.7	20.9	52.5	17.6*	5.2	30.0	12.4**	3.7	21.1	
Q9	Recreational	100.0	100.0	100.0													
	Low-risk	80.2	75.8	84.5	8.8	5.6	12.0	10.9	7.4	14.3	0.1**	0.0	0.3				
	Mod-risk	49.9	40.9	58.8	17.2	10.3	24.1	26.4	20.0	32.7	3.4*	0.4	6.5	3.1**	0.0	6.4	
	Problem	13.0*	2.0	24.0	16.7*	5.6	27.9	37.6	24.5	50.7	20.3*	7.6	33.1	12.3	6.7	17.9	
Q10	Recreational	100.0	100.0	100.0													
	Low-risk	97.9	96.2	99.6	1.8*	0.1	3.5				0.3**	0.0	0.8				
	Mod-risk	93.9	90.3	97.4	2.6*	0.8	4.3	3.5*	0.5	6.5				0.0**	0.0	0.1	
	Problem	60.7	46.3	75.1	15.6*	1.2	29.9	14.0*	4.9	23.2	7.7**	0.0	15.9	2.0**	0.0	5.0	
Q11	Recreational	100.0	100.0	100.0													
	Low-risk	95.1	92.7	97.5	2.6*	0.5	4.8	2.2*	0.7	3.8	0.0**	0.0	0.1				
	Mod-risk	54.1	43.0	65.1	13.0	8.4	17.5	29.5	19.3	39.6	1.3*	0.4	2.3	1.7**	0.0	3.7	
	Problem	4.9*	1.4	8.3	11.9**	0.0	24.8	48.8	31.8	65.9	13.4*	6.4	20.3	21.0*	8.2	33.8	
Q12	Recreational	100.0	100.0	100.0													
	Low-risk	98.1	96.5	99.6	1.2**	0.0	2.6	0.7*	0.1	1.3	0.1**	0.0	0.2				
	Mod-risk	81.6	75.3	87.8	9.5*	4.2	14.8	6.5	3.6	9.5	0.0**	0.0	0.1	2.4**	0.0	5.9	
	Problem	27.8	15.1	40.6	11.9**	0.0	25.2	37.7	21.1	54.3	11.4*	5.5	17.3	9.9*	2.7	17.0	
Q13	Recreational	100.0	100.0	100.0													
	Low-risk	95.3	93.4	97.2	3.0*	1.1	4.8	1.7	1.0	2.4	0.0**	0.0	0.1				
	Mod-risk	71.8	65.1	78.6	11.1	6.7	15.4	12.9*	6.5	19.2	3.4*	0.2	6.6	0.6**	0.0	1.4	
	Problem	19.1*	8.2	29.9	27.4*	9.2	45.5	29.9	18.4	41.5	10.5*	4.5	16.6	13.1*	4.1	22.1	
Q14	Recreational	100.0	100.0	100.0													
	Low-risk	99.3	98.7	99.8	0.6*	0.0	1.1	0.1**	0.0	0.3	0.0**	0.0	0.1				
	Mod-risk	79.8	71.6	88.0	9.5*	3.1	15.9	10.3*	4.0	16.6	0.4**	0.0	0.9				
	Problem	19.8*	9.3	30.2	21.5*	4.9	38.1	39.1	25.2	53.1	10.8*	4.3	17.3	8.8*	0.9	16.7	
Q15	Recreational	100.0	100.0	100.0													
	Low-risk	71.9	64.3	79.5	13.5	7.0	20.1	13.1	9.4	16.9	1.4**	0.0	2.8				
	Mod-risk	25.2	15.6	34.7	17.0	10.1	23.8	48.9	40.0	57.7	5.2*	2.2	8.3	3.8*	1.1	6.5	
	Problem	4.9*	1.0	8.9	25.5*	6.5	44.4	21.9	11.6	32.1	19.1	10.4	27.8	28.7	17.0	40.3	

**Table F30: Proportion of respondents who 'agree/strongly agree' with the faulty cognition correlate statements by gambling group.**

	After losing many times in a row you are more likely to win			You could win more if you use a certain system/strategy		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Non-gambling	5.35	3.9	6.8	12.49	9.6	15.4
Recreational	9.42	7.1	11.7	10.94	8.7	13.2
Low risk	15.87	11.9	19.9	25.27	20.0	30.5
Moderate risk	21.74	12.8	30.7	22.21	13.9	30.5
Problem gambling	38.38	21.9	54.9	24.05*	12.0	36.1

**Table F31: Proportion of respondents who remember a big win or loss when they first started gambling, by gambling group.**

	Remember a big win when first started gambling			Remember a big loss when first started gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Recreational	22.77	19.6	26.0	8.35	5.7	11.0
Low risk	40.32	34.7	45.9	25.17	20.4	29.9
Moderate risk	60.24	53.1	67.3	44.10	34.8	53.4
Problem gambling	66.72	51.8	81.7	44.98	28.0	62.0

**Table F32: Proportion of respondents in gambling groups who reported that members of their immediate family have had alcohol, drug or gambling problems.**

	Someone in immediate family has had an alcohol or drug problem			Someone in immediate family has had a gambling problem		
	Estimate	LCL	UCL	Estimate	LCL	UCL
Non-gambling	16.40	14.1	18.7	9.38	7.8	11.0
Recreational	18.56	15.3	21.8	12.64	9.6	15.7
Low risk	24.71	19.1	30.3	15.22	10.4	20.0
Moderate risk	40.59	32.8	48.4	25.12	17.6	32.7
Problem gambling	40.97	25.4	56.6	37.42	19.7	55.1

**Table F33: Proportion of respondents in gambling groups who report drug/alcohol use while gambling or report an alcohol problem.**

	Used alcohol or drugs while gambling			Gambled under influence of alcohol or drugs			Feel they might have an alcohol problem		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Recreational	31.58	27.3	35.8	18.38	15.6	21.2	1.70	1.0	2.4
Low risk	58.81	51.7	65.9	43.52	37.0	50.1	4.59	2.8	6.4
Moderate risk	66.02	54.4	77.7	55.82	44.9	66.8	15.43	8.0	22.9
Problem gambling	64.10	49.7	78.5	51.18	33.8	68.6	17.79*	8.1	27.5

**Table F34: Proportion of persons in gambling groups who report having an urge to either drink, use drugs or gamble if something painful happens in their lives.**

	To drink if something painful happens			To use drugs or medication if something painful happens			To gamble if something painful happens		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Non-gambling	15.78	13.7	17.9	4.29	3.5	5.1	0.25*	0.1	0.4
Recreational	16.67	13.7	19.6	4.34	3.1	5.6	0.51*	0.2	0.8
Low risk	31.52	25.8	37.3	6.83	4.3	9.3	3.31	1.7	4.9
Moderate risk	40.52	33.5	47.5	10.44	6.1	14.8	15.75	10.0	21.5
Problem gambling	46.20	27.3	65.1	21.39*	5.4	37.4	41.49	26.6	56.4

**Table F35: Percentages yes to doctor's care for stress, serious depression and gambling-related suicide**

	Been under doctor's care for stress in past twelve months			Felt seriously depressed in past twelve months			Seriously thought about or attempted suicide because of your gambling		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Non-gambling	9.69	8.0	11.4	12.16	10.0	14.3			
Recreational	10.77	7.7	13.9	12.75	9.3	16.2	0.08**	0.0	0.2
Low risk	11.79	8.3	15.3	16.65	12.2	21.1	0.36**	0.0	0.8
Moderate risk	18.26	12.4	24.1	31.31	23.5	39.2	0.68*	0.1	1.3
Problem gambling	38.95	24.9	53.0	47.27	32.4	62.1	17.37*	4.9	29.9

**Table F36: Percentage of each gambling group who answered yes to help-seeking questions.**

	Wanted help for problems related to gambling			Sought any sort of help for problems related to gambling			Tried to be excluded from a gambling venue		
	Estimate	LCL	UCL	Estimate	LCL	UCL	Estimate	LCL	UCL
Recreational	1.39	0.8	2.0				2.62	1.6	3.7
Low risk	0.65*	0.1	1.2				2.11*	0.6	3.6
Moderate risk	7.24	4.4	10.1	3.75*	1.4	6.1	22.19	14.3	30.0
Problem gambling	40.95	25.8	56.1	15.93*	6.5	25.3	31.11*	15.8	46.4

**Table T1: Demographic profile of the non-gambling group compared to the total adult population.**

		Non gambling estimate (LCL, UCL)	Adult population estimate (LCL, UCL)
Gender	Male	46.3% (42.3, 50.3)	49.6% (49.6, 49.6)
	Female	53.7% (49.7, 57.7)	50.4% (50.4, 50.4)
Age	18-34	32.0% (28.0, 35.9)	32.2% (32.2, 32.2)
	35-54	33.3% (29.9, 36.7)	37.7% (37.7, 37.7)
	55 and over	34.7% (30.9, 38.5)	30.1% (30.1, 30.1)
Marital	Married	57.7% (54.0, 61.3)	59.0% (56.8, 61.2)
	Never married	20.6% (16.8, 24.3)	17.5% (16.2, 18.8)
Work status	Work full-time	26.2% (23.5, 29.0)	37.0% (34.0, 39.9)
	Work part-time	10.3% (8.3, 12.3)	11.4% (9.9, 12.8)
	Unemployed	2.3% (1.5, 3.2)	2.4% (1.0, 3.8)
	Retired	23.2% (20.0, 26.3)	19.3% (18.0, 20.6)
Education	Completed junior high school (Y.10)	24.8% (21.5, 28.0)	29.4% (27.0, 31.8)
	Completed senior high school (Y.12)	24.7% (21.4, 28.0)	23.7% (20.9, 26.6)
	University or college degree	11.9% (9.1, 14.6)	10.2% (9.7, 10.7)
	Postgraduate qualification	5.4% (3.8, 7.0)	2.6% (2.1, 3.1)
Background	Australia	75.9% (72.7, 79.1)	79.1% (76.9, 81.3)
	Indigenous/Australian South Sea Islanders	2.6% (1.8, 3.4)	2.4% (1.9, 2.8)
Personal income	Less than \$11,000	30.3% (27.0, 33.5)	22.5% (20.3, 24.6)
	\$11,000 - \$30,999	26.5% (23.8, 29.3)	27.6% (25.3, 30.0)
	\$31,000 - \$50,999	15.6% (13.5, 17.7)	22.6% (20.5, 24.7)
	\$51,000 or more	11.5% (9.6, 13.4)	14.7% (12.9, 16.6)

**Table T2: Demographic profile of the recreational gambling group compared to the total adult population.**

		Recreational gambling estimate (LCL, UCL)	Adult population estimate (LCL, UCL)
Gender	Male	49.6% (48.2, 50.9)	49.6% (49.6, 49.6)
	Female	50.4% (49.1, 51.8)	50.4% (50.4, 50.4)
Age	18-34	31.4% (29.9, 32.8)	32.2% (32.2, 32.2)
	35-54	39.0% (38.0, 40.0)	37.7% (37.7, 37.7)
	55 And over	29.7% (28.4, 31.0)	30.1% (30.1, 30.1)
Marital	Married	61.2% (58.0, 64.4)	59.0% (56.8, 61.2)
	Never married	15.5% (13.5, 17.6)	17.5% (16.2, 18.8)
Work status	Work full-time	39.1% (35.1, 43.1)	37.0% (34.0, 39.9)
	Work part-time	12.0% (9.9, 14.0)	11.4% (9.9, 12.8)
	Unemployed	2.2%* (0.3, 4.1)	2.4% (1.0, 3.8)
	Retired	19.0% (17.1, 20.9)	19.3% (18.0, 20.6)
Education	Completed junior high school (y.10)	30.4% (27.2, 33.7)	29.4% (27.0, 31.8)
	Completed senior high school (y.12)	23.4% (19.8, 27.0)	23.7% (20.9, 26.6)
	Trade, technical certificate or diploma	24.7% (20.5, 28.8)	24.0% (20.8, 27.1)
Background	Australian born	80.0% (76.9, 83.1)	79.1% (76.9, 81.3)
	Indigenous/Australian South Sea Islanders	2.0% (1.3, 2.6)	2.4% (1.9, 2.8)
Personal income	Less than \$11,000	20.8% (17.9, 23.7)	22.5% (20.3, 24.6)
	\$11,000 - \$30,999	27.7% (24.4, 31.0)	27.6% (25.3, 30.0)
	\$31,000 - \$50,999	23.8% (21.0, 26.6)	22.6% (20.5, 24.7)
	\$51,000 Or more	15.9% (13.4, 18.4)	14.7% (12.9, 16.6)

**Table T3: Demographic profile of the low risk gambling group compared to the total adult population.**

		Low risk gambling estimate (LCL, UCL)	Adult population estimate (LCL, UCL)
Gender	Male	56.0% (49.4, 62.5)	49.6% (49.6, 49.6)
	Female	44.0% (37.5, 50.6)	50.4% (50.4, 50.4)
Age	18-34	41.4% (34.4, 48.4)	32.2% (32.2, 32.2)
	35-54	35.6% (30.4, 40.7)	37.7% (37.7, 37.7)
	55 And over	23.1% (17.6, 28.6)	30.1% (30.1, 30.1)
Marital	Married	44.6% (38.8, 50.5)	59.0% (56.8, 61.2)
	Never married	27.2% (20.2, 34.2)	17.5% (16.2, 18.8)
Work status	Work full-time	45.2% (38.9, 51.4)	37.0% (34.0, 39.9)
	Work part-time	6.8% (4.7, 8.8)	11.4% (9.9, 12.8)
	Unemployed	4.2% (2.1, 6.2)	2.4% (1.0, 3.8)
	Retired	14.4% (9.8, 18.9)	19.3% (18.0, 20.6)
Education	Completed junior high school (y.10)	29.2% (23.5, 34.9)	29.4% (27.0, 31.8)
	Completed senior high school (y.12)	26.9% (18.6, 35.3)	23.7% (20.9, 26.6)
	Trade, technical certificate or diploma	26.5% (20.9, 32.1)	24.0% (20.8, 27.1)
Background	Australian born	79.3% (74.7, 84.0)	79.1% (76.9, 81.3)
	Indigenous/Australian South Sea Islanders	5.9%* (2.9, 8.8)	2.4% (1.9, 2.8)
Personal income	Less than \$11,000	18.6% (14.3, 23.0)	22.5% (20.3, 24.6)
	\$11,000 - \$30,999	28.2% (23.1, 33.3)	27.6% (25.3, 30.0)
	\$31,000 - \$50,999	30.7% (24.2, 37.1)	22.6% (20.5, 24.7)
	\$51,000 Or more	12.8% (9.6, 16.0)	14.7% (12.9, 16.6)

**Table T4: Demographic profile of the moderate risk gambling group compared to the total adult population.**

		Moderate risk estimate (LCL, UCL)	Adult population estimate (LCL, UCL)
Gender	Male	61.5% (52.4, 70.5)	49.6% (49.6, 49.6)
	Female	38.5% (29.5, 47.6)	50.4% (50.4, 50.4)
Age	18-34	39.7% (27.0, 52.4)	32.2% (32.2, 32.2)
	35-54	37.5% (28.0, 47.0)	37.7% (37.7, 37.7)
	55 And over	22.9% (15.1, 30.6)	30.1% (30.1, 30.1)
Marital	Married	35.0% (24.0, 45.9)	59.0% (56.8, 61.2)
	Never married	31.6% (20.1, 43.1)	17.5% (16.2, 18.8)
Work status	Work full-time	42.6% (32.9, 52.4)	37.0% (34.0, 39.9)
	Work part-time	12.1%* (4.9, 19.2)	11.4% (9.9, 12.8)
	Unemployed	4.6%* (2.0, 7.3)	2.4% (1.0, 3.8)
	Retired	11.6%* (5.8, 17.4)	19.3% (18.0, 20.6)
Education	Completed junior high school (y.10)	32.4% (24.0, 40.8)	29.4% (27.0, 31.8)
	Completed senior high school (y.12)	18.2% (12.0, 24.3)	23.7% (20.9, 26.6)
	Trade, technical certificate or diploma	26.7% (19.7, 33.8)	24.0% (20.8, 27.1)
Background	Australian born	77.4% (69.2, 85.6)	79.1% (76.9, 81.3)
	Indigenous/Australian South Sea Islanders	5.1% (3.2, 7.1)	2.4% (1.9, 2.8)
Personal income	Less than \$11,000	16.9% (10.7, 23.1)	22.5% (20.3, 24.6)
	\$11,000 - \$30,999	36.4% (29.5, 43.4)	27.6% (25.3, 30.0)
	\$31,000 - \$50,999	26.8% (18.0, 35.5)	22.6% (20.5, 24.7)
	\$51,000 Or more	11.5% (6.7, 16.3)	14.7% (12.9, 16.6)

**Table T5: Demographic profile of the problem gambling group compared to the total adult population.**

		Problem gambling	Adult population
Gender	Male	64.0% (47.7, 80.4)	49.6% (49.6, 49.6)
	Female	36.0% (19.6, 52.3)	50.4% (50.4, 50.4)
Age	18-34	32.6%* (16.6, 48.6)	32.2% (32.2, 32.2)
	35-54	43.1% (30.6, 55.6)	38% (37.7, 37.7)
	55 And over	24.3% (13.9, 34.7)	30% (30.1, 30.1)
Marital	Married	41.0% (25.0, 56.9)	59.0% (56.8, 61.2)
	Never married	26.5% (15.7, 37.2)	17.5% (16.2, 18.8)
	Other live-in relationship (de facto)	18.7%* (4.1, 33.4)	8.5% (6.8, 10.1)
Work status	Work full-time	41.8% (27.0, 56.5)	37.0% (34.0, 39.9)
	Work part-time	13.2%* (5.4, 21.1)	11.4% (9.9, 12.8)
	Unemployed	3.2%* (0.5, 5.9)	2.4% (1.0, 3.8)
	Retired	3.9%* (0.3, 7.5)	19.3% (18.0, 20.6)
Education	Completed junior high school (y.10)	47.5% (32.2, 62.8)	29.4% (27.0, 31.8)
	Completed senior high school (y.12)	17.7% (9.2, 26.2)	23.7% (20.9, 26.6)
Background	Australian born	84.0% (76.8, 91.1)	79.1% (76.9, 81.3)
	Indigenous/Australian South Sea Islanders	7.6% (4.1, 11.1)	2.4% (1.9, 2.8)
Personal income	Less than \$11,000	19.4%* (7.6, 31.2)	22.5% (20.3, 24.6)
	\$11,000 - \$30,999	20.3% (12.0, 28.5)	27.6% (25.3, 30.0)
	\$31,000 - \$50,999	27.3% (14.1, 40.5)	22.6% (20.5, 24.7)
	\$51,000 Or more	14.4%* (5.5, 23.4)	14.7% (12.9, 16.6)

**Table T6: Top five and bottom five region participation rates for major gambling activities.**

		Gaming machines Estimate (LCL, UCL)	Horse/dog races Estimate (LCL, UCL)
Top 5 Regions	1	Redcliffe 46.90% (34.7, 59.1)	Mt. Isa 29.04% (21.0, 37.1)
	2	Bundaberg 42.15% (31.6, 52.7)	Rest of Western 25.14% (17.4, 32.9)
	3	Pine Rivers 41.14% (32.6, 49.7)	Toowoomba 23.24% (15.9, 30.5)
	4	Logan 40.86% (31.7, 50.0)	Mackay 23.05% (14.0, 32.1)
	5	Mt. Isa 38.68% (31.2, 46.2)	Redcliffe 21.57%* (10.3, 32.9)
		<b>QLD TOTAL 32.17% (29.3, 35.0)</b>	<b>QLD TOTAL 16.42% (14.5, 18.3)</b>
Bottom 5 Regions	26	Rest of Far North Queensland 21.48% (14.5, 28.5)	Maroochy 12.89% (7.4, 18.3)
	27	Rest of North Queensland 21.47% (15.4, 27.6)	Noosa 12.60% (6.7, 18.5)
	28	Noosa 21.46% (16.3, 26.6)	Cardwell/Johnstone 12.44% (6.5, 18.4)
	29	Rest of Darling Downs 19.35% (14.0, 24.7)	Hervey Bay/Maryborough 11.79% (6.2, 17.4)
	30	Cardwell/Johnstone 18.82% (12.7, 24.9)	Rest of Far North Queensland 7.98% (5.3, 10.6)
		<b>QLD TOTAL 67.32% (64.7, 70.0)</b>	<b>QLD TOTAL 16.47% (14.8, 18.1)</b>
Top 5 Regions	1	Caboolture 76.95% (68.6, 85.3)	Rockhampton 27.11% (18.3, 35.9)
	2	Mt. Isa 73.92% (66.7, 81.1)	Redland 26.55% (16.1, 37.0)
	3	Hervey Bay/Maryborough 73.86% (68.3, 79.4)	Mount Isa 24.14% (17.1, 31.2)
	4	Esk/Gatton/Kilcoy/Laidley 73.09% (66.9, 79.3)	Toowoomba 22.75% (13.9, 31.6)
	5	Rest of Fitzroy 73.05% (66.7, 79.3)	Townsville/Thuringowa 21.59% (13.2, 30.0)
		<b>QLD TOTAL 67.32% (64.7, 70.0)</b>	<b>QLD TOTAL 16.47% (14.8, 18.1)</b>
Bottom 5 Regions	26	Mackay 62.67% (51.1, 74.3)	Rest of Western 12.11% (6.8, 17.5)
	27	Toowoomba 61.65% (53.6, 69.7)	Rest of Darling Downs 11.55% (6.5, 16.6)
	28	Redcliffe 61.33% (50.4, 72.2)	Rest of North Queensland 11.50% (6.7, 16.3)
	29	Rest of Far North Queensland 59.56% (51.8, 67.4)	Brisbane 10.73% (6.2, 15.3)
	30	Noosa 58.45% (48.7, 68.2)	Cairns 8.70%* (4.1, 13.3)

**Table T7: Top five and bottom five regions in each gambling group.**

		Non-Gambling Estimate (LCL, UCL)	Recreational Estimate (LCL, UCL)	Low Risk Estimate (LCL, UCL)	Moderate Risk Estimate (LCL, UCL)	Problem Gambling Estimate (LCL, UCL)
Top 5 Regions	1	Rest of Far North Queensland 29.26% (22.8, 35.8)	Rest of Mackay 78.67% (74.5, 82.8)	Townsville/ Thuringowa 7.84% (5.0, 10.7)	Pine Rivers 3.47%* (1.1, 5.8)	Logan 1.69%* (0.5, 2.9)
	2	Beaudesert/Boonah 25.75% (19.3, 32.2)	Caboolture 78.54% (72.9, 84.2)	Gold Coast 7.62% (4.9, 10.3)	Rest of Far North Queensland 3.07%* (1.6, 4.6)	Mt. Isa 1.08%* (0.2, 1.9)
	3	Rest of Wide Bay/ Burnett 24.40% (19.4, 29.4)	Rest of Western 76.08% (70.4, 81.7)	Toowoomba 7.58% (4.6, 10.6)	Gold Coast 2.75%* (1.4, 4.1)	Mackay 1.02%* (0.3, 1.8)
	4	Toowoomba 24.18% (17.6, 30.7)	Cairns 76.04% (70.7, 81.4)	Ipswich 7.39% (4.4, 10.3)	Redcliffe 2.58%* (1.2, 4.0)	Rest of Fitzroy 0.92%* (0.2, 1.7)
	5	Rest of Darling Downs 23.43% (16.8, 30.1)	Cardwell/Johnstone 75.56% (69.2, 81.9)	Rest of Fitzroy 7.19% (4.8, 9.6)	Mt. Isa 2.54% (1.5, 3.6)	Rockhampton 0.8%* (0.2, 1.4)
		<b>QLD TOTAL</b> 19.7% (18.0, 21.5)	<b>QLD TOTAL</b> 72.4% (70.2, 74.6)	<b>QLD TOTAL</b> 5.3% (4.6, 6.1)	<b>QLD TOTAL</b> 2.0% (1.6, 2.4)	<b>QLD TOTAL</b> 0.55% (0.4, 0.7)
Bottom 5 Regions	26	Cairns 17.52% (12.6, 22.5)	Logan 68.85% (61.6, 76.1)	Brisbane 3.97% (2.1, 5.9)	Caboolture 1.15%* (0.5, 1.8)	Bundaberg 0.21%* (0.0, 0.4)
	27	Rest of Mackay 15.39% (11.3, 19.5)	Caloundra 67.77% (60.2, 75.3)	Rest of Darling Downs 3.96%* (1.8, 6.1)	Toowoomba 1.13%* (0.4, 1.9)	Rest of Mackay 0.19%** (0.0, 0.5)
	28	Caboolture 15.39% (10.9, 19.9)	Beaudesert/Boonah 67.19% (59.5, 74.8)	Cooloola 3.37% (2.0, 4.7)	Cooloola 0.97%* (0.4, 1.6)	Rest of Western 0.18%** (0.0, 0.4)
	29	Gold Coast 14.94% (10.4, 19.5)	Toowoomba 66.64% (58.4, 74.9)	Rest of Western 2.94%* (1.3, 4.6)	Noosa 0.93%* (0.0, 1.8)	Pine Rivers 0.12%** (0.0, 0.3)
	30	Mt. Isa 14.82% (11.1, 18.6)	Rest of Far North Queensland 61.52% (53.9, 69.2)	Cardwell/Johnstone 2.92% (1.5, 4.3)	Rest of Darling Downs 0.58%* (0.1, 1.0)	Ipswich 0.1%** (0.0, 0.3)

# Appendix two – technical report

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## 1. Introduction

The 2003-04 Queensland Household Gambling Survey was conducted by the Office of the Government Statistician (OGS) in two waves. The first wave of the survey went from Monday 13 October to Friday 12 December 2003, and the second wave from Monday 23 February to Friday 11 June 2004.

The main objective of the survey was to gather information about issues relating to gambling of concern to the community and problems experienced by people as a consequence of their gambling. The information from the survey will be used to help develop appropriate services to minimise harm from gambling in the community.

The methodology used for the survey is described in Section 2, operational results and interviewer feedback are reported in Section 3, weighting is discussed in Section 4 and output and reliability of results in Sections 5 and 6 respectively.

## 2. Survey methodology

### 2.1 Scope of the survey

The in-scope survey population was all people aged 18 years or over who were usually resident in private dwellings with telephones in Queensland.

### 2.2 Survey frame

About 15 percent of households with telephones have silent numbers. To ensure that silent numbers were covered by the survey, phone numbers were randomly selected from ranges of numbers which included all connected telephone numbers. This method of sampling is called Random Digit Dialling (RDD). Such samples will unfortunately also contain unconnected numbers, business telephone numbers and other out-of-scope numbers.

The frame of telephone number ranges in Queensland was constructed using the November 2002 Release of Australia on Disc, an electronic version of the White Pages. Broadly, ranges were derived by finding the maximum and minimum telephone numbers in each four-digit prefix combination that included telephone numbers. Of the telephone numbers on the frame, about 45% were expected to be connected private dwelling numbers.

After screening for private dwelling households with one or more usual residents aged 18 years or over, one such resident was asked for identifiers (e.g. first initial) for all people aged 18 years or over living in the household. One person randomly selected from among them was then asked the remaining questions on the questionnaire.

### 2.3 Sample design and selection

A total sample of 138,331 telephone numbers was selected for the survey. 74,956 numbers were selected for the wave 1 sample, and 63,375 for wave 2. Each sample was designed to achieve around 15,000 completed interviews, comprising 500 interviews per wave in each of 30 regions. In combination, the two waves of the survey thus resulted in a total sample per region of no less than 1,000 completed interviews.

### 2.4 Sample enumeration

The survey was conducted by Computer Assisted Telephone Interviewing (CATI). Interviewing was carried out on 6 days a week, using approximately 17 interviewers at any one time. Interviewing on week days consisted of two shifts, a morning shift from 9am to 1pm and an afternoon shift 1.30pm to 8.30pm. Interviewing on Saturdays comprised a single shift from 10am to 5pm.

## 3. Operational results

### 3.1 Status of sample units at completion of survey

Although 138,331 sample units were selected, only 130,263 were loaded into Surveycraft. Of these, 14 were used for testing the questionnaire, and 19,668 were not called, leaving 110,581 sample units which were attempted. From those that were attempted 108,374 were finalised and from these 30,373 completed interviews were achieved. As the sample units were randomly ordered on the queue, no bias resulted from this action. Breaking these numbers down by wave of the survey, we have:

#### *Combined Survey*

Total selected	138,331
Loaded	130,263
Used for testing	14
Not attempted	19,668
Attempted	110,581
Finalised	108,374
Completed interviews	30,373

The results of all finalised sample units in the survey appear below. A sample unit (telephone number) was deemed to be finalised when contact with the household/person had been completed, or the telephone number was found to be out of scope for the survey or the predetermined number of attempts to contact numbers not answering had been reached.

Status	Number	%
Answering Machine	2715	2.51%
Completed – Non Gambler – Short	3237	2.99%
Completed – Non Gambler – Long	3061	2.82%
Completed – Non Problem Gambler – Short	18122	16.72%
Completed – Non Problem Gambler – Long	1929	1.78%
Completed – Low Risk Gambler – Short	512	0.47%
Completed – Low Risk Gambler – Long	487	0.45%
Completed – Moderate Risk Gambler	1512	1.40%
Completed – Problem Gambler	348	0.32%
Completed – 4 + Games Gambler	1165	1.07%
Unknown gambling status	48	0.04%
Disconnected	32617	30.10%
Engaged	1154	1.06%
Fax Machine	6432	5.94%
Language Problems – Household	504	0.47%
Language Problems – Person	166	0.15%
Multiple	58	0.05%
No Answer	8788	8.11%
Out of Scope – Business	11037	10.18%
Out of Scope – Household	442	0.41%
Partially Completed	130	0.12%
Refused – Household	6174	5.70%
Refused – Outright	2068	1.91%
Refused – Person	2268	2.09%
Refused – Gambling Status	7	0.01%
Unable Household – Away	523	0.48%
Unable Household – Illness	826	0.76%
Unable Person – Away	1023	0.94%
Unable Person – Hearing	459	0.42%
Unable Person – Illness	333	0.31%
Unable Person – Intellectual	79	0.07%
Unable Person – Other	150	0.14%
<b>Total</b>	<b>108,374</b>	<b>100%</b>

The remaining 2,207 sample units that were not finalised when interviewing ceased had the following statuses:

	Number	%
Call Back Household	113	5.12%
Call Back Person	134	6.07%
Fax	201	9.11%
Engaged	72	3.26%
No Answer	1,307	59.22%
Answering Machine	380	17.22%
<b>Total not finalised</b>	<b>2,207</b>	<b>100%</b>

The main reasons for commencing but failing to complete the interview were: lack of time and lack of interest (especially non-gamblers, who found the opinion type questions on gambling irrelevant to them).

The majority of refusals were due to the following reasons: elderly people believing that the survey was not relevant to them because of their age; respondents with a silent number being angry at having been contacted; respondents not being interested in gambling at all; and respondents not interested in undertaking telephone surveys. The refusal rate for this survey was comparable to that of other household surveys conducted by OESR, despite the sensitive nature of the topic.

There were 58 instances of sample units being coded as multiples. These occurred when a respondent had more than one line to their residence, and both telephone numbers had been selected to do the survey. When told by the respondent that they had already undertaken the survey on another line, these sample units were then coded as Multiple and the interview was terminated.

Eight categories of 'Unable' status were used to more accurately reflect the reason for the interview not being undertaken. At the household level, only two types were used: 'Away' and 'Illness'. However, for the selected person, six types were used: 'Away', 'Illness', 'Hearing', 'Intellectual', 'Speech' and 'Other Disabilities'. The first two corresponded to all adult residents being away from home for the duration of the survey or being too ill to complete the interview. The next six reflected the disability suffered by the selected respondent that made it impossible for them to undertake the interview in the survey period.

### 3.2 Sub sampling

Sub sampling of low risk, recreational and non-gamblers was undertaken to increase the overall size of sample that could be attempted and hence the expected number of high risk and problem gamblers. The gambler type of a respondent is determined primarily using the Canadian Problem Gambling Index (CPGI), a score calculated from their responses to questions 7 to 15. The definitions of the completed statuses are as follows:

- *Completed – Low Risk Gambler – Long* – (CPGI score 1 or 2) One in two respondents identified as having undertaken some form of gambling activity in the last twelve months, but classified as low risk, was asked all questions relevant to low risk gamblers: Q1–Q70, Q108–Q115.
- *Completed – Low Risk Gambler – Short* – (CPGI score 1 or 2) One in two respondents identified as having undertaken any form of gambling activity in the last twelve months, but classified as low risk, was asked only the introductory questions, Q6 about types of gambling participated in, and the CPGI questions, Q7–Q15.
- *Completed – Non Gambler – Long* – One in two respondents identified as not having undertaken any form of gambling activity in the last twelve months was asked all questions relevant to non-gamblers: Q1–Q6, Q20–Q29, Q56–Q70, Q108–Q115.

- *Completed – Non Gambler – Short* – One in two respondents identified as not having undertaken some form of gambling activity in the last twelve months was asked the introductory questions and Q6 only.
- *Completed – Recreational Gambler – Long* – (CPGI score 0) One in ten respondents identified as having undertaken some form of gambling activity in the last twelve months, but classified as a “Recreational Gambler”, was asked all questions relevant to “Recreational Gamblers”: Q1–Q70, Q108–Q115.
- *Completed – Recreational Gambler – Short* – (CPGI score 0) Nine in ten respondents identified as having undertaken some form of gambling activity in the last twelve months, but classified as a “Recreational Gambler”, were asked only the introductory questions, Q6 about types of gambling participated in, and the CPGI questions, Q7–Q15.
- *Completed – 4 or More Games* – (CPGI score 0 to 2) This group consisted of those respondents who indicated in Q6 that they had played 4 or more games, but who had obtained a CPGI score of less than 3 in Q7–Q15. This group of respondents was asked all questions on the survey.
- *Completed – Moderate Risk Gamblers* – (CPGI score 3 to 7) This group consisted of those respondents who had obtained a CPGI index score of 3 to 7 in Q7–Q15. This group of respondents was asked all questions on the survey.
- *Completed – Problem Gamblers* – (CPGI score 8 or more) This group consisted of those respondents who had obtained a CPGI index of 8 or more in Q7–Q15. This group of respondents was asked all questions on the survey.

### 3.3 Response rate

The response rate for a survey is the number of interviews that can be used in the analysis as a percentage of the number of in-scope households, i.e. households with at least one usual resident aged 18 years or over, selected in the sample where an attempt at contact was made. To calculate the response rate, an estimate has to be made of the number of telephone numbers with statuses of “Answering Machine”, “Engaged”, “No Answer”, and “Refused Outright” that would be connected to private households. In addition, only those “Partially Completed” interviews with a high proportion of questions answered should be used in the analysis. Our standard practice of assuming that ‘No Answer’, ‘Engaged’, ‘Answering Machine’ and ‘Refused Outright’ numbers are in scope if they are contained in the most recent electronic version of the White Pages and out of scope otherwise, and using the partially completed interviews if there were only a few missing items, has been used to obtain the figures in the table below.

Status	Full Survey			
	In scope responding	In-scope non-responding	Out of scope	Total
Answering Machine	0	1,499	1,216	2,715
Completed – Non Gambler – Short	3,237	0	0	3,237
Completed – Non Gambler – Long	3,061	0	0	3,061
Completed – Non Problem Gambler – Short	18,122	0	0	18,122
Completed – Non Problem Gambler – Long	1,929	0	0	1,929
Completed – Low Risk Gambler – Short	512	0	0	512
Completed – Low Risk Gambler – Long	487	0	0	487
Completed – Moderate Risk Gambler	480	0	0	480
Completed – Problem Gambler	150	0	0	150
Completed – 4 + Games Gambler	2,395	0	0	2,395
Unknown Gambling Status	0	46	2	48
Disconnected	0	0	32,617	32,617
Engaged	0	571	583	1,154
Fax Machine	0	0	6,432	6,432
Language Problems – Household	0	326	178	504
Language Problems – Person	0	116	50	166
Multiple	0	0	58	58
No Answer	0	4,369	4,419	8,788
Out of Scope – Business	0	0	11,037	11,037
Out of Scope – Household	0	0	442	442
Partially Completed	0	130	0	130
Refused – Household	0	6,174	0	6,174
Refused – Outright	0	2,068	0	2,068
Refused – Person	0	2,268	0	2,268
Refused – Gambling Status	0	7	0	7
Unable Household – Away	0	523	0	523
Unable Household – Illness	0	826	0	826
Unable Person – Away	0	1,023	0	1,023
Unable Person – Hearing	0	459	0	459
Unable Person – Illness	0	333	0	333
Unable Person – Intellectual	0	79	0	79
Unable Person – Other	0	150	0	150
<b>Total</b>	<b>30,373</b>	<b>20,967</b>	<b>57,034</b>	<b>108,374</b>

The breakdown by final status of all in-scope units attempted is thus:

Status	Full Survey	
	Total	Percent
Answering Machine	1,499	2.92%
Completed – Non Gambler – Short	3,237	6.31%
Completed – Non Gambler – Long	3,061	5.96%
Completed – Non Problem Gambler – Short	18,122	35.30%
Completed – Non Problem Gambler – Long	1,929	3.76%
Completed – Low Risk Gambler – Short	512	1.00%
Completed – Low Risk Gambler – Long	487	0.95%
Completed – Moderate Risk Gambler	480	0.93%
Completed – Problem Gambler	150	0.29%
Completed – 4 + Games Gambler	2,395	4.66%
Unknown Gambling Status	46	0.09%
Engaged	571	1.11%
Language Problems – Household	326	0.63%
Language Problems – Person	116	0.23%
No Answer	4,369	8.51%
Partially Completed	130	0.25%
Refused – Household	6,174	12.03%
Refused – Outright	2,068	4.03%
Refused – Person	2,268	4.42%
Refused – Gambling Status	7	0.01%
Unable Household – Away	523	1.02%
Unable Household – Illness	826	1.61%
Unable Person – Away	1,023	1.99%
Unable Person – Hearing	459	0.89%
Unable Person – Illness	333	0.65%
Unable Person – Intellectual	79	0.15%
Unable Person – Other	150	0.29%
<b>Total</b>	<b>51,340</b>	<b>100%</b>

Thus the response rate for the complete survey is 30,373/51,340 = 59.16%, which is comparable to other OESR household surveys.

### 3.4 Pre-approach letters

Pre-approach letters have been shown to increase response rate, but their use involves a trade-off with cost of postage and time. Due to the increased sample size required to achieve 30,000 completed interviews, it was decided that, unlike previous surveys, pre-approach letters would not be sent out to all respondents whose telephone number matched with the electronic version of the White Pages. When it was deemed necessary by the interviewer or on request by the respondent, a letter was sent out to those respondents who wished to receive a letter.

### 3.5 Interview time

The average time for a completed interview in minutes over the duration of the survey, for each of the classifications was as follows:

	Total
Completed – Non Gambler – Short	4.35
Completed – Non Gambler – Long	8.2
Completed – Recreational Gambler – Short	5.27
Completed – Recreational Gambler – Long	11.5
Completed – Low Risk Gambler – Short	5.73
Completed – Low Risk Gambler – Long	14.5
Completed – 4 or more Games	21.04
Completed – Moderate Risk Gambler	23.36
Completed – Problem Gambler	26.44
Average Time for All Interviews	7.65

Interview times are calculated from the Surveycraft Trace file, which records time spent on different transactions. If an interview is suspended part way and later completed, the total interview time is calculated by adding the times for each part of the interview.

### 3.6 Monitoring of interviewers

Monitoring of the interviewers was conducted throughout the survey and it was found that the interviewers were conducting the surveys in a professional manner, in line with OGS recommended procedures.

### 3.7 Interviewer feedback – general

All interviewers were asked to provide feedback on respondent reaction to the survey. The following comments were received from the interviewers.

- Most people willing to participate.
- The Current Affairs show on Channel 9 on the Australian Bureau of Statistics caused respondents to be very mistrustful of us and many refused to do the survey for a couple of days following the show.
- Some people refused to do the survey because they didn't like gambling.
- Non-gamblers who got the long survey were often put out by the questions.
- Some questions were a bit close to the bone.
- People who bought an Art Union ticket or played only one game were getting anxious with the length of the survey and the type of questions that were getting asked.
- People did not feel that Scratch Tickets should be considered gambling and they found that all of the associated questions following that were irrelevant, especially when they bought only Scratch Tickets.
- The survey went well for the gambling questions;
- Respondents who did four or more games and the longer version of the survey found it difficult, especially the elderly.

- High gamblers usually happy to do survey.
- When the respondent had either played four games or more or identified as a Problem or Moderate Gambler, then the 'long' version of the questionnaire could at times be quite long.
- Lots of people with silent numbers asked how we got their number.
- Some people said they have a policy of not doing surveys over the telephone.
- Generally participants appreciate the ethos of the survey to help people with gambling problems.
- People with gambling problems generally happy to cooperate. Many people seemed to regard the survey as counselling.
- Some concern about the length of the survey, especially from people who were non gamblers or who gambled only on lotto or Art Union.
- Some offence was taken at questions regarding drugs, alcohol, psychological problems by people to whom these questions were irrelevant.
- Counselling questions kept going even when people said they hadn't received any and obviously didn't need any.
- A large number of people asked how they could get the results of the survey.
- Q65– Question on do you have a drug problem after respondent had said they had not gambled under the influence was felt to be ridiculous.
- Q80– withdrawing money before gambling – was confusing to some people.
- Q80– Question on withdrawing money from the cashier not applicable.
- Q91– Question “Why didn't you seek help” very confronting and direct. This question upset some people who say they don't have a problem with gambling.
- Q106– During the survey, the suicide question was offensive to some people.
- A scale of money spent on gambling in the last twelve months would save time by ruling out some people.
- Q112– Some respondents queried as to why the ATSI question was asked of all respondents even though for many of them, it was the only demographic asked.
- Q112– Interviewer instructions should have an explanation of the need to ask the ATSI question. Some respondents reacted as if the question were racist.
- Q113, Q114– Interviewer instructions should have a detailed reason for asking household and personal income.

### 3.8 Interviewer feedback – questions

All interviewers were asked to provide feedback on respondent reaction to the questions. The following comments were received from the interviewers.

- Use of word “gamble” in questions 7 to 18 was problematic for some respondents who felt they did not gamble (e.g., people who bought scratchies or Art Union tickets).
- Q27– this question caused problems for both smokers/ non-smokers - most interviewers believed there were too many choices for the respondent to pick from - they couldn't differentiate between say agree and strongly agree. Many non-smokers did not understand some of the questions - in particular “have more breaks”.
- Q27– Smoking questions did not make sense for non-smokers.
- Q36– I think it would be less confusing if it asked if they 'played' instead of 'bet'.
- Q37– should have an option of 'maximum' as many respondents just stated 'maximum'.
- Q60–Q70 - people get annoyed with the depression and alcohol questions when they have not gambled, especially older people.
- Q62 somewhat blunt.
- Q62/Q63 - if a respondent answers 'no' to Q62 then they shouldn't be asked Q63. There is a difference in the wording but respondents cannot comprehend the difference. The distinction between using drugs/alcohol and gambling under the influence was not clear.

### 3.9 Respondent queries

A small number of enquiries were received on the 1800 number. The majority of the calls were the result of:

- Respondents who did not want to participate in the survey until they had received a letter from us first;
- Respondents wanting to know how we were able to contact their silent number;
- Respondents wanting to know details of what was included in the survey;
- Respondents wanting to complete the survey as a result of the 1800 number being left on their answering machine; and
- The selected person contacting this office following the 1800 number being left with a household member.

## 4. Weighting procedure

Use of weighting variables is a standard statistical technique which allows population estimates to be estimated from a sample.

There are two main reasons for using a weighting variable:

- Firstly, to gain results based on the population rather than the sample – for example, to make estimates about the 2.9 million Queensland adults from the 30,000 sampled in this survey.
- Secondly, to adjust for differences in probability of selection so that people with a higher probability of being in the sample do not have greater influence on the result than people with a lower selection probability. For example, households within a region are selected with roughly equal probability, but only one person in a household is selected for interview. This means that individuals in large households are less likely to be interviewed, so that it is necessary to give them a higher weight than individuals in small households. This ensures that all respondents have the correct influence on the survey result. From another point of view, people selected from a large household are representing a larger number of people, and so should be given a larger weight.

This survey is the combination of two survey waves that yielded a total of over 30,000 records – a minimum of 1,000 in each of 30 regions. Weighting of this survey has been done to produce a final report on the full survey data. The method used to weight the survey was the same as that used to weight the first half of the survey data in the preliminary report, although other ways of weighting the survey results were considered and rejected – see below.

The survey was weighted taking into account the following variables:

- Reporting region;
- Age and sex;
- Education (degree or no degree).

Weighting was carried out using the GREGWT<sup>6</sup> macro (developed by the Australian Bureau of Statistics).

The survey was weighted as follows:

An initial household weight (W1H) was calculated within each of the survey regions, according to the sampling region. This weight reflects the probability of selecting a given telephone number in the sample, and is equal to the number of telephone numbers available for selection in the region, multiplied by the in-scope rate for that region, and divided by the number of telephone numbers yielding a useable response. The in-scope rate is the proportion of the selected sample which is in scope for the survey. That is:

$$W1H = \text{Pop} * \text{In-scope Rate} / \text{Sample used.}$$

Next, an initial person weight was calculated. This is equal to the initial household weight multiplied by the number of eligible people in the household. This reflects the probability of selecting a given person.

An extra adjustment was made to the initial person weight to take into account differences in rates of finishing the survey, once commenced, by gambler type. It was noted that the proportion of people who finished the survey varied according to the gambler type and whether they were asked the long or short form. A “finish rate” was calculated by gambler type and questionnaire type, and applied to the initial person weight. The finish rate was calculated by dividing the number of finished interviews by the sum of completed interviews, partial interviews, and “give-ups” (people who gave up part way through the interview):

$$\text{Finish rate} = \frac{\text{Completed Interviews}}{\text{Completed Interviews} + \text{Partial Interviews} + \text{Give Up}}.$$

The initial person weight then became:

$$W1P = W1H * \text{Number of people in the household} / \text{Finish rate.}$$

Person weights for the short form were then calculated by adjusting the initial person weight to population benchmarks by sex, age and reporting region. A small number of records were found to be in regions other than their sampling region, based on the postcode. These records were included in their reporting region for weighting and reporting.

Weights were then adjusted to achieve consistency with benchmark data obtained for the following classifications, to give the final person weights for the short form:

- Reporting region
- Age and sex

The weighting could have been done using a single three-way categorisation (reporting region by age by sex), but two separate categories were used to reduce the adjustment needed to the weights to match the benchmarks.

Weights for the long form data were based on the short form. The long form data are a subset of the short form, with different sampling rates by gambling type. To obtain the weights:

- First, an initial value of the long form weight was calculated by dividing the short form weight by the fraction of the sample that is asked the long form. Fractions were calculated by gambling type to accord with the sub setting of the sample (see 3.2).
- Long form initial weights were then adjusted to achieve consistency with benchmark data obtained for the following classifications:
  - o Reporting region,
  - o Age by sex, and
  - o Education (degree/no degree) by region.

### 4.1 Card questions

Questions to do with use of loyalty cards by people playing Electronic Gaming Machines (EGMs) were asked in the second wave of the survey from 3 March 2004. To produce estimates from these questions, they had to be weighted separately.

<sup>6</sup> GREGWT is an SAS macro developed by the Australian Bureau of Statistics which weighs survey data using a generalised regression weighing method.

Initial person weights were calculated in the same way as for the full survey. The data was then benchmarked for consistency with known totals for the following demographic classifications:

Short form:

- Reporting region
- Age and sex
- Gambler type (as derived from the full survey)

Long form:

- Reporting region
- Age and sex
- Gambler type (as derived from the full survey)
- Education (degree/non-degree).

## 5. Output

### 5.1 General information on output tables

Tables containing **population estimates of number and percentage** accompanied by 95% confidence intervals for the percentage have been supplied. The question numbering in the tables refers to the question numbers on the survey form. This is supplemented with a part number where applicable and a code for the demographic by which the question is broken down.

The reliability of an estimate of the population estimates of number and percentage in a cell of a table is also indicated by the use of asterisks. If cell entries have relative standard errors between 25% and 50%, they are marked with one asterisk \* and should be treated with caution. Estimates marked with two asterisks \*\* indicate that the relative standard error is greater than 50%. These estimates are not at all reliable. For a discussion on relative standard errors and 95% confidence intervals see Section 6.

### 5.2 Level of disaggregation

Each question in the survey has been cross-tabulated by the following demographics variables:

- Reporting region
- Metropolitan area/Rest of State
- Gambling type
- Age group (18-24, 25-34, 35-44, 45-54, 55-64, 65+)
- Sex.
- Age/sex (Males 18-34, Males 35-54, Males 55+, Females 18-34, Females 35-54, Females 55+)

The demographic is the row variable and the question the column variable. The percentages add to 100% across the row except when the question is a multiple response question, in which case the percentages generally will add to more than 100%.

### 5.3 Categories used for continuous variables

A number of questions in the survey have continuous rather than discrete responses. These questions have been grouped into categories for tabulation:

Question	Categories
Q29 Cigarettes smoked per day	1-10
	11-20
	21+
Q37 Number of lines played on EGMs	1-4
	5-9
	10-19
	20-24
	25+
Q20 Age Started Gambling	0-17
	18-24
	25-34
	35-44
	45-54
	55-64
	65+
	Number of times played (activity) in last twelve months (various questions)
7-12	
13-24	
25-52	
53+	
Amount of time spent playing (activity) per session (in minutes) (various questions)	1-5
	6-10
	11-30
	31-60
	61-120
	121-180
	181+

### 5.4 Other output

Estimates of means have been calculated for some of the questions which are continuous variables, such as the number of times the respondent has played gaming machines in the last twelve months.

Listings of the contents of the “Other (please specify)” category of relevant questions are also provided.

## 6. Reliability of Estimates

Estimates based on a sample survey are subject to two types of error:

*Sampling error.* Estimates based on information obtained from a sample of households may differ from figures that would have been produced if all households had been included in the survey.

*Non-sampling error.* Errors may also occur due to non-response to the survey, inadequacies of the sampling frame, inaccuracies in reporting by respondents and processing errors.

One measure of the sampling error is the *standard error* (SE). It measures the extent to which an estimate may vary by chance because only a sample of households was included in the survey.

Given a large enough sample size, there are about two chances in three that an estimate will differ by less than one standard error from the figure that would have been obtained if all households had been included, and about 19 chances in 20 that the difference will be less than two standard errors.

An alternative measure of the sampling error is the *relative standard error* (RSE), which expresses the standard error as a percentage of the estimate. The RSE of an estimate is given by the following expression:

$$\text{RSE} = (\text{SE}/\text{Estimate}) \times 100$$

where SE stands for the standard error of the estimate.

Confidence intervals can be obtained from RSEs by first inverting the above formula to obtain:

$$\text{SE} = \text{Estimate} \times (\text{RSE}/100).$$

Then the general formula for a confidence interval is:

$$\text{CI} = \text{Estimate} + Z \times \text{SE}$$

where Z is the appropriate value from the standard normal table. For example, for a 95% confidence interval, Z = 1.96 (often rounded to 2).

### 6.1 Calculation of Standard Errors of Numbers of Persons

Standard errors for different data items were estimated using the GREGWT macro<sup>7</sup> in SAS. GREGWT uses a jackknife method to calculate the standard error, taking into account the survey stratification and final person weighting. GREGWT and the associated TABLE macro calculated a jackknife estimate of standard error for each estimate produced in the tables. No modelling of the standard errors was undertaken. Confidence intervals were then calculated using these standard errors and assuming approximate normality of the distribution of the estimates.

### Appendix 2a – Regions Definitions

Region #	Region	SD codes	LGA Codes
1	Brisbane LGA	305	31000
2	Logan	305	34600
3	Ipswich	305	33960
4	Pine Rivers	305	35950
5	Redcliffe	305	36200
6	Redland	305	36250
7	Caboolture	305/310	32000
8	Beaudesert/Boonah	305/310	30500/30800
9	Gold Coast	305/310	33460
10	Maroochy	310	34900
11	Caloundra	310	32130
12	Noosa	310	35750
13	Esk /Gatton/Kilcoy/Laidley	310	33050/3250/ 34250/34450
14	Cooloola (Gympie)	315	32530
15	Hervey Bay and Maryborough	315	33750/34950
16	Bundaberg	315	31810
17	Rest of Wide Bay Burnett	315	
18	Toowoomba	320	36900
19	Rest of Darling Downs	320	
20	Rockhampton	330	36350
21	Rest of Fitzroy	330	
22	Mackay	340	34760
23	Rest of Mackay SD	340	
24	Townsville	345	37000/36800
25	Rest of North Queensland SD	345	
26	Cairns	350	32060
27	Cardwell/Johnstone	350	32200/34150
28	Rest of Far North Queensland SD	350	
29	Mount Isa	355	35300
30	Rest of Western Region (South West, Central West and North West SDs)	325/335/355	

### Appendix 2b – Reporting Regions

Respondents were sampled as part of one of 30 regions, but their place of residence may have been in a different region. This may be due to imprecision in the sampling frame (especially for unlisted numbers, which are assumed to be in the same general area as the listed numbers), or to respondents moving and taking their telephone number with them. To confirm what region they were actually in, respondents were asked their postcode, and this was compared with their selection region to see if their reporting region was different.

Postcodes were compared with regions to determine which region they were contained in. Not all postcodes could be assigned to a region – postcodes which are on the boundaries of a region can extend across two or more regions.

<sup>7</sup> Kindly made available by the Australian Bureau of Statistics.

Because of the possibility of postcodes being misreported or mistyped, a reporting region was changed only if:

- The postcode reported by the respondent is different to the postcode from the frame.
- The postcode-based region is adjacent to the selection region
- The postcode reported by the respondent is 100% inside the region.

The list of adjacent region numbers that was allowed in reassigning the reporting region is given in the table below:

Region number	Adjacent Region numbers
1	2,3,4,5,6,8,13
2	1,3,6,8,9
3	1,2,4,8,13
4	1,3,5,7,13
5	1,4,7
6	1,2,9
7	4,5,11,13
8	1,2,3,9,13,19
9	2,6,8
10	11,12,13,14
11	7,10,13
12	10,14
13	1,3,4,7,8,10,11,14,17,19
14	10,12,13,15,17
15	14,17
16	17
17	13,14,15,16,19,21
18	19
19	13,17,18,21,30
20	21
21	17,19,20,23,30
22	23
23	21,22,25,30
24	25
25	23,24,28,30
26	27,28
27	26,28
28	25,26,27,30
29	30
30	19,21,23,25,28,29

# Appendix three – Queensland Household Gambling Survey Instrument

Office of the Government Statistician

April 2004 Queensland Gambling Survey

Good morning/afternoon/evening, my name is \_\_\_\_\_ and I work for the Office of the Government Statistician. We are currently conducting an important social survey throughout Queensland. The survey is confidential and is collected under the Queensland Government Statistical Returns Act.

## Q. 1

To ensure that we obtain a representative sample of all people aged 18 years or over, we need to randomly select a person from your household to complete the survey. Could you please tell me the number of people aged 18 years or over who usually live in this household?

.....

## Q. 2

Could I please speak to the Randomly Selected Person?  
(If Callback - select ALT 5 and book appointment time)

Yes	1	Go to Q3
No - Language Problems Person	2	End survey
No - Unable Person Away	3	End survey
No - Unable Person Illness	4	End survey
No - Unable Person Hearing	5	End survey
No - Unable Person Other Disability	6	End survey
No - Unable Person Speech	7	End survey
No - Unable Person Intellectual	8	End survey
Refused Person	99	End survey

## Q. 3

(Reintroduce if necessary)  
What is your postcode?

.....

(Don't know/can't remember	9998
Refused)	9999

## Q. 4

Could you please tell me your age?

18 – 19	1	
20 – 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 or more	12	
(Refused)	99	End survey

## Q. 5

(Record if known, otherwise ask) Are you male or female?

(Male	1
Female	2
Refused)	99

**Q. 6**

**The following questions are about activities you may participate in.**

In the last 12 months, which of the following gaming activities have you participated in –

Played poker machines or gaming machines	1
Bet on horse or greyhound races excluding sweeps	2
Bought instant scratch tickets, lotto or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools or bought lottery tickets	3
Played keno at a club, hotel, casino or other place	4
Played table games at a casino such as blackjack or roulette	5
Played bingo at a club or hall or other place	6
Bet on a sporting event like football, cricket or tennis including online sports betting	7
Played casino style games on the internet	8
Played games like cards or mahjong, privately for money at home or any other place	9
Bought an Art Union ticket	10
Played any other gambling activity excluding sweeps and raffle tickets (please specify)	11
.....	
No gambling in last 12 months	12
Don't know/can't remember	98
Refused)	99

► **If Q6 includes 98 or 99 then Exit Survey**

► **Subsampling: If Q6 includes 12 and code  $\geq$  5 then go to Q20**

► **Subsampling: If Q6 includes 12 and code  $\geq$  5 then Exit Survey**

► **Otherwise go to Q7**

**Q. 7**

In the last 12 months, have you bet more than you could really afford to lose, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 8**

In the last 12 months, have you needed to gamble with larger amounts of money to get the same feeling of excitement, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 9**

In the last 12 months, when you gambled, did you go back another day to try to win back the money you lost, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 10**

In the last 12 months, have you borrowed money or sold anything to get money to gamble, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 11**

In the last 12 months, have you felt that you might have a problem with gambling, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 12**

In the last 12 months, has gambling caused you any health problems, including stress or anxiety, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 13**

In the last 12 months, have people criticised your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 14**

In the last 12 months, has your gambling caused any financial problems for you or your household, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 15**

In the last 12 months, have you felt guilty about the way you gamble or what happens when you gamble, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

End of CPGI

**Canadian Problem Gambling Index**

Non-Problem, Low Risk, Moderate Risk and Problem Gamblers

Non-Problem, Low Risk, Moderate Risk and Problem Gamblers are defined using the following scores for each of the responses to Q7 to Q15:

• Never	0
• Rarely	1
• Sometimes	1
• Often	2
• Always	3
• Don't know/can't remember	0
• Refused	0

If the total score for Q7 to Q15 is equal to 0, then this is a non-problem gambler.

If the total score for Q7 to Q15 is between 1 – 2.5, then this is a low risk gambler.

If the total score for Q7 to Q15 is either 3 – 7.5, then this is a moderate risk gambler.

If the total score for Q7 to Q15 is between 8 - 27, then this is a problem gambler.

**► Subsampling:**

► **If Non-problem gambler and Q6 includes ≤ 3 games and code ... 0 then Exit Survey**

► **Otherwise if Low Risk Gambler and Q6 includes ≤ 3 games and code ≥ 5 then Exit Survey**

► **Otherwise go to Q16**

**Q. 16**

In the last 12 months, have you lied to family members or others to hide your gambling, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 17**

In the last 12 months, have you bet or spent more money than you wanted to on gambling, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 18**

In the last 12 months, have you wanted to stop betting money or gambling, but didn't think you could, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

► If Q6 includes 4 or more gambling activities, go to Q19  
Otherwise go to Q20

**Q. 19**

What three gambling activities have you spent the most money on in the last 12 months?

(Allow three only)

Poker machines or gaming machines	1
Horse or greyhound races excluding sweeps	2
Scratch tickets, lotto or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools or lottery tickets	3
Keno at a club, hotel, casino or other place	4
Table games at a casino such as blackjack or roulette	5
Bingo at a club or hall or other place	6
Sporting event like football, cricket or tennis including online sports betting	7
Casino style games on the internet	8
Games like cards or mahjong, privately for money at home or any other place	9
Art Union tickets	10
Any other gambling activity excluding sweeps or raffle tickets (please specify)	11

.....

Don't know/can't remember	98
Refused)	99

**Q. 20**

At what age did you start gambling or betting?

(I have never gambled	9997
Don't know/can't remember	9998
Refused)	9999

► If Q20 = 9997 go to Q23

► Otherwise go to Q21

**Q. 21**

On what activity did you first bet or gamble?

Poker machines or gaming machines	1
Horse or greyhound races excluding sweeps	2
Instant scratch tickets, lotto or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools or bought lottery tickets	3
Keno	4
Table games	5
Bingo	6
Sporting event – at school	7
Sporting event – professional including online sports betting	8
Casino style games on the internet	9
Games like cards or mahjong, privately for money at home or any other place	10
Art Union tickets	11
Video game	12
Played any other gambling activity excluding sweeps or raffle tickets (please specify)	13

.....

(Don't know/can't remember	98
Refused)	99

**Q. 22**

Did you first start betting or gambling -

At school	1
With your friends	2
With your family	3
At work	4
By yourself	5
Other (please specify)	6

.....

(Don't know/can't remember	98
Refused)	99

**Q. 23**

Have you heard about the Queensland Responsible Gambling Code of Practice?

(Yes	1
No	2
Refused)	99

▶ If Q23 = 1 go to Q24

▶ Otherwise if Q6 includes 12 go to Q26

▶ Otherwise go to Q25

**Q. 24**

How did you hear about it?

(Allow more than one)

(Newspaper	1
Radio	2
Television	3
Word of mouth	4
Gaming site	5
Work	6
Other (please specify)	7

.....

Don't know/can't remember	98
Refused)	99

▶ If Q6 includes 12 go to Q26

▶ Otherwise go to Q25

**Q. 25**

Thinking about the amount of money you used for gambling in the last 12 months. If you hadn't spent the money on gambling, could you please tell me in what other ways you might have used it.

(Allow more than one)

(Spent it on groceries or small household items	1
Put it towards major household goods e.g. TV, refrigerator	2
Spent it on personal items e.g. clothing, footwear	3
Spent it on restaurant meals/takeaway food	4
Spent it on alcohol	5
Spent it on the movies or a concert	6
Spent it on other entertainment or recreation activities	7
Used it to pay bills/credit cards	8
Used it to pay rent/mortgage	9
Would spend it on children/grandchildren/family	10
Would spend it on petrol	11
Would spend it on cigarettes	12
Would donate it to charity	13
Buy magazines/books	14
Travel/holiday	15
Motor vehicle purchase/repairs	16
House renovations/repairs	17
Music/videos/DVDs	18
Spent it on other items (please specify)	19
.....	
Not spent it/saved it/put it in bank	20
Don't know/can't remember	98
Refused)	99

**Q. 26**

Are you in favour of banning smoking in gambling venues such as hotels, clubs and casinos?

(Yes	1
No	2
Don't know	98
Refused)	99

► If Q6 includes 1, 4 or 5 go to Q27

► Otherwise go to Q28

**Q. 27**

If smoking were banned in places where you gamble, how would such a ban affect the way you gamble? For each of the following statements, please say whether you strongly agree, agree, neither agree nor disagree, disagree or strongly disagree.

	Strongly Agree	Agree	Neither Agree nor Disagree	Disagree	Strongly Disagree	Don't Know	Refused
Spend less money on gambling overall	1	2	3	4	5	98	99
Spend less time gambling overall	1	2	3	4	5	98	99
Spend less time gambling per visit but visit more often to make up	1	2	3	4	5	98	99
Enjoy gambling less	1	2	3	4	5	98	99
Have more breaks	1	2	3	4	5	98	99
Spend more time on other entertainment facilities at gambling venues	1	2	3	4	5	98	99
Spend more money on other entertainment/activities at gambling venues	1	2	3	4	5	98	99
Spend more time and money on activities at other non-gambling venues	1	2	3	4	5	98	99

**Q. 28**

Do you smoke?

(Yes	1
No	2
Refused)	99

► If Q28 = 1 then go to Q29

► Otherwise go to Q30

**Q. 29**

How many cigarettes do you smoke per day?

.....  
 (Don't know/can't remember 9998  
 Refused) 9999

**The following questions are about your gambling activities.**

- ▶ If Q6 includes 1 go to Q30
- ▶ Otherwise if Q6 includes 2 go to Q40
- ▶ Otherwise if Q6 includes 4 go to Q43
- ▶ Otherwise if Q6 includes 5 go to Q46
- ▶ Otherwise if Q6 includes 6 go to Q48
- ▶ Otherwise if Q6 includes 7 go to Q51
- ▶ Otherwise if Q6 includes 8 go to Q54
- ▶ Otherwise go to Q56

**Q. 30**

In the last 12 months, how many times have you played poker machines or gaming machines?  
 (Record either week/month/year)

.....  
 (Don't know/can't remember 9998  
 Refused) 9999

**Q. 31**

How many hours and minutes do you normally spend each time you play poker machines or gaming machines including preparation and time spent at the venue?

(Hours .....  
 Minutes .....  
 Don't know/can't remember 9998  
 Refused) 9999

**This question has been excluded from survey from 3/03/04.**

**Q. 32**

Do you mainly bet on poker machines or gaming machines at a -

Club 1  
 Hotel 2  
 Casino 3  
 Other (please specify) 4

.....  
 (Don't know/can't remember 98  
 Refused) 99

**Q. 33**

What kind of gaming machine do you usually play?

1 cent machine 1  
 2 cent machine 2  
 5 cent machine 3  
 10 cent machine 4  
 20 cent machine 5  
 50 cent machine 6  
 \$1 machine 7  
 \$2 machine 8  
 Higher than \$2 machine 9  
 (Combination of the above) 10  
 Don't know/can't remember 98  
 Refused) 99

**Q. 33b**

When you bet on poker machines do you gamble at -

One venue only 1  
 More than one venue 2  
 (Don't know/can't remember 98  
 Refused) 99

- ▶ If Q33b = 2 go to Q33c

- ▶ Otherwise go to Q33e

**Q. 33c**

How many different venues do you gamble at?

(Don't know/can't remember 9998  
 Refused) 9999

**Q. 33d**

Is there one venue where you do most of your gambling?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

▶ If Q33d = 1 go to Q33e

▶ Otherwise go to Q33i

**Q. 33e**

Is this venue a

Club	1
Hotel	2
Casino	3
Other (please specify)	4

.....

(Don't know/can't remember	98
Refused)	99

**Q. 33f**

Does this venue offer a loyalty or rewards card, which you can use to earn bonus points when you play gaming machines?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

If Q33f = 1 go to Q33g

Otherwise go to Q33v

**Q. 33g**

Do you have a player loyalty card for this venue?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

▶ If Q33e = 1 and Q33g = 1 go to Q33h

▶ Otherwise If Q33e = not 1 and Q33g = 1 go to Q33k

▶ Otherwise go to Q33v

**Q. 33h**

Did you get your card automatically as part of your club membership?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

▶ Go to Q33k

**Q. 33i**

Do any of the venues you gamble at have a player loyalty scheme?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

▶ If Q33i = 1 go to Q33j

▶ Otherwise go to Q33v

**Q. 33j**

Do you have a player loyalty card for any of these venues?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

▶ If Q33j = 1 go to Q33k

▶ Otherwise go to Q33v

**Q. 33k**

How many player loyalty schemes do you belong to?

(Don't know/can't remember	9998
Refused)	9999

▶ If Q33d = 1 go to Q33m

▶ Otherwise go to Q33l

**Q. 33l**

Thinking about the loyalty or rewards card you use most often -

When you are gambling at the venue where you have your card, do you use it -

Always	1
Often	2
Sometimes	3
Rarely	4
Never	5
(Don't know/can't remember	98
Refused)	99

► Go to Q33n

**Q. 33m**

Thinking about the loyalty or rewards card you have for the venue where you do most of your gambling -

When you are gambling at the venue where you have your card, do you use it -

Always	1
Often	2
Sometimes	3
Rarely	4
Never	5
(Don't know/can't remember	98
Refused)	99

**Q. 33n**

When I read the following statements, please indicate if these are the ways you build up points on your card -

	Don't Know	Yes	Refused	No
I play gaming machines	1	2	98	99
I bet on the TAB	1	2	98	99
I play Keno	1	2	98	99
I pay for meals	1	2	98	99
I buy alcohol	1	2	98	99

**Q. 33o**

Does your card offer any of the following **non-cash rewards**?

	Don't Know	Yes	Refused	No
Discounts within the venue for example on food and beverages	1	2	98	99
Specific items such as electrical goods	1	2	98	99
Vouchers for example for petrol or groceries	1	2	98	99
Other (please specify)	1	2	98	99
.....				

**Q. 33p**

Does your card offer cash rewards?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 33q**

Have you used your accumulated points to claim any of the rewards on offer with your card?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

► If Q33q = 1 and Q33p = 1 go to Q33r

► Otherwise go to Q33t

**Q. 33r**

Have you taken a cash reward?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

► If Q33r = 1 go to Q33s

► Otherwise go to Q33t

**Q. 33s**

Did you spend all or most of the reward at the venue that issued it?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 33t**

Would you prefer to take your reward in cash or non-cash form?

(Cash	1
Non-Cash	2
Don't know/can't remember	98
Refused)	99

**Q. 33u**

Do you agree or disagree with the following statements about how you use or might use your loyalty or rewards card at the venue that issued it -

	Agree	Disagree	Neither Agree nor Disagree	Refused
I tend to go back to the venue more now I have a loyalty or rewards card there	1	2	98	99
I spend more there now to accumulate points on my loyalty or rewards card	1	2	98	99
If I was able, I would use my loyalty or rewards card to set limits on how much money I spend gambling	1	2	98	99
If I was able, I would use my loyalty or rewards card to set limits on how much time I spend gambling	1	2	98	99

► Go to Q35

**Q. 33v**

There may be a number of reasons why people choose not to have a player loyalty card. Can you tell me whether you agree or disagree with the following statements.

	Agree	Disagree	Neither Agree nor Disagree	Refused
I don't spend enough at any one venue to make the card worthwhile	1	2	98	99
A rewards card would tempt me to spend too much money	1	2	98	99
I am concerned about the confidentiality of my personal information	1	2	98	99
I don't know much about player loyalty cards. I have never thought about it	1	2	98	99

**This question has been excluded from survey from 3/03/04.**

**Q. 34**

Do you use a loyalty or rewards card which you can use to earn bonus points when you play gaming machines?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 35**

Do you insert notes in the gaming machines, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 36**

Do you ever bet more than 1 line at each press of the button?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

▶ If Q36 = 1 go to Q37

▶ Otherwise go to Q38

**Q. 37**

How many lines do you usually play on those occasions?

(Don't know/can't remember	9998
Refused)	9999

**Q. 38**

Do you ever bet more than 1 credit per line?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

▶ If Q38 = 1 go to Q39

▶ Otherwise if Q6 includes 2 go to Q40

▶ Otherwise if Q6 includes 4 go to Q43

▶ Otherwise if Q6 includes 5 go to Q46

▶ Otherwise if Q6 includes 6 go to Q48

▶ Otherwise if Q6 includes 7 go to Q51

▶ Otherwise if Q6 includes 8 go to Q54

▶ Otherwise go to Q56

**Q. 39**

How many credits do you usually play on those occasions?

(Don't know/can't remember	9998
Refused)	9999

▶ If Q6 includes 2 go to Q40

▶ Otherwise if Q6 includes 4 go to Q4

▶ Otherwise if Q6 includes 5 go to Q46

▶ Otherwise if Q6 includes 6 go to Q48

▶ Otherwise if Q6 includes 7 go to Q51

▶ Otherwise if Q6 includes 8 go to Q54

▶ Otherwise go to Q56

**Q. 40**

In the last 12 months, how many times have you bet on horse or greyhound races excluding sweeps?

(Record either week/month/year)

(Don't know/can't remember	9998
Refused)	9999

**Q. 41**

How many hours and minutes do you normally spend each time you gamble on horse or greyhound racing including preparation and time spent at the venue?

(Hours .....

Minutes .....

Don't know/can't remember	9998
Refused)	9999

**Q. 42**

Do you mainly bet on horse or greyhound races -

At a race track	1
At a hotel	2
At a club	3
At a stand alone TAB	4
Via the Internet	5
Via the phone	6
Other (please specify)	7

(Don't know/can't remember	98
Refused)	99

▶ If Q6 includes 4 go to Q43

▶ Otherwise if Q6 includes 5 go to Q46

▶ Otherwise if Q6 includes 6 go to Q48

▶ Otherwise if Q6 includes 7 go to Q51

▶ Otherwise if Q6 includes 8 go to Q54

▶ Otherwise go to Q56

**Q. 43**

In the last 12 months, how many times have you played keno at a club, hotel, casino or other place?

(Record either week/month/year)

.....  
 (Don't know/can't remember 9998  
 Refused) 9999

**Q. 44**

How many hours and minutes do you normally spend each time you play keno at a club, hotel, casino or other place including preparation and time spent at the venue?

(Hours .....

Minutes.....  
 Don't know/can't remember 9998  
 Refused) 9999

**Q. 45**

Do you mainly bet on keno at a -

Club	1
Hotel	2
Casino	3
Other (please specify)	4

.....  
 (Don't know/can't remember 98  
 Refused) 99

- ▶ If Q6 includes 5 go to Q46
- ▶ Otherwise if Q6 includes 6 go to Q48
- ▶ Otherwise if Q6 includes 7 go to Q51
- ▶ Otherwise if Q6 includes 8 go to Q54
- ▶ Otherwise go to Q56

**Q. 46**

In the last 12 months, how many times have you played table games at a casino such as blackjack or roulette?

(Record either week/month/year)

.....  
 (Don't know/can't remember 9998  
 Refused) 9999

**Q. 47**

How many hours and minutes do you normally spend gambling at table games at a casino such as blackjack or roulette including preparation and time spent at the venue?

(Hours .....

Minutes.....  
 Don't know/can't remember 9998  
 Refused) 9999

- ▶ If Q6 includes 6 go to Q48
- ▶ Otherwise if Q6 includes 7 go to Q51
- ▶ Otherwise if Q6 includes 8 go to Q54
- ▶ Otherwise go to Q56

**Q. 48**

In the last 12 months, how many times have you played bingo at a club or hall or other place?

(Record either week/month/year)

.....  
 (Don't know/can't remember 9998  
 Refused) 9999

**Q. 49**

How many hours and minutes do you normally spend each time you play bingo at a club or hall or other place, including preparation and time spent at the venue?

(Hours .....

Minutes.....  
 Don't know/can't remember 9998  
 Refused) 9999

**Q. 50**

Do you mainly bet on bingo at a -

Club	1
Church hall	2
Bingo hall	3
Other (please specify)	4

.....  
 (Don't know/can't remember 98  
 Refused) 99

- ▶ If Q6 includes 7 go to Q51
- ▶ Otherwise if Q6 includes 8 go to Q54
- ▶ Otherwise go to Q56

**Q. 51**

In the last 12 months, how many times have you gambled on a sporting event like football, cricket or tennis including online sports betting?

(Record either week/month/year)

.....  
 (Don't know/can't remember 9998  
 Refused) 9999

**Q. 52**

How many hours and minutes do you normally spend each time you gamble on a sporting event like football, cricket or tennis including online sports betting, including preparation and time spent at the venue?

(Hours .....

Minutes.....  
 Don't know/can't remember 9998  
 Refused) 9999

**Q. 53**

Do you mainly bet on sporting events at a -

Club 1  
 Hotel 2  
 TAB 3  
 TV channel 4  
 Internet 5  
 Other (please specify) 6

.....  
 Don't know/can't remember 98  
 Refused) 99

▶ If Q6 includes 8 go to Q54

▶ Otherwise go to Q56

**Q. 54**

In the last 12 months, how many times have you played casino style games on the internet?

((Record either week/month/year)

.....  
 (Don't know/can't remember 9998  
 Refused) 9999

**Q. 55**

How many hours and minutes do you normally spend each time you play casino style games on the internet including preparation and time spent?

(Hours .....

Minutes.....  
 Don't know/can't remember 9998  
 Refused) 9999

**Q. 56**

The following questions are about your opinions about gambling, as well as any early experiences you have had with gambling or betting money.

After losing many times in a row, you are more likely to win, would you say you strongly agree, agree, disagree or strongly disagree with this statement?

(Strongly agree 1  
 Agree 2  
 Disagree 3  
 Strongly disagree 4  
 Don't know 98  
 Refused) 99

**Q. 57**

You could win more if you used a certain system or strategy, would you say you strongly agree, agree, disagree or strongly disagree with this statement?

(Strongly agree 1  
 Agree 2  
 Disagree 3  
 Strongly disagree 4  
 Don't know 98  
 Refused) 99

▶ If Q20 = 9997 go to Q60

▶ Otherwise go to Q58

**Q. 58**

When you first started gambling, do you remember a big win?

(Yes 1  
 No 2  
 Don't know/can't remember 98  
 Refused) 99

**Q. 59**

When you first started gambling, do you remember a big loss?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 60**

Has anyone in your immediate family ever had a gambling problem?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 61**

Has anyone in your immediate family ever had an alcohol or a legal or illegal drug problem?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

► If Q20 = 9997 go to Q65

► Otherwise if Q6 includes 12 go to Q64

► Otherwise go to Q62

**Q. 62**

In the last 12 months, have you used alcohol or drugs while gambling?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 63**

In the last 12 months, have you gambled while under the influence of alcohol or legal or illegal drugs?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 64**

Do you find that you gamble more often under the influence of alcohol or legal or illegal drugs?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 65**

Have you felt you might have an alcohol or drug problem?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 66**

In the last 12 months, if something painful happened in your life, did you have the urge to gamble?

(Yes – this includes gambling as well as having the urge	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 67**

In the last 12 months, if something painful happened in your life, did you have the urge to have a drink?

(Yes – this includes drinking as well as having the urge	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 68**

In the last 12 months, if something painful happened in your life, did you have the urge to use drugs or medication?

(Yes – this includes doing drugs as well as having the urge	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 69**

In the last 12 months, have you been under a doctor's care because of physical or emotional problems brought on by stress?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 70**

In the last 12 months, have you felt seriously depressed?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

- ▶ **If Moderate Risk Gambler go to Q71**
- ▶ **Otherwise if Problem Gambler go to Q71**
- ▶ **Otherwise if Q6 includes 4 or more games go to Q71**
- ▶ **Otherwise go to Q108**

### Q. 71

In the last 12 months, which gambling activities have you started playing? (Allow more than one)

(Poker machines or gaming machines	1
Horse or greyhound races excluding sweeps	2
Scratch tickets, lotto or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools or lottery tickets	3
Keno at a club, hotel, casino or other place	4
Table games at a casino such as blackjack or roulette	5
Bingo at a club or hall or other place	6
Sporting event like football, cricket or tennis including online sports betting	7
Casino style games on the internet	8
Games like cards or mahjong, privately for money at home or any other place	9
Art Union tickets	10
Any other gambling activity excluding sweeps or raffle tickets (please specify)	11

.....	
No activities have been started	12
Don't know/can't remember	98
Refused)	99

### Q. 72

Which gambling activities, if any, have increased?  
(Allow more than one)

(Poker machines or gaming machines	1
Horse or greyhound races excluding sweeps	2
Scratch tickets, lotto or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools or lottery tickets	3
Keno at a club, hotel, casino or other place	4
Table games at a casino such as blackjack or roulette	5
Bingo at a club or hall or other place	6
Sporting event like football, cricket or tennis including online sports betting	7

Casino style games on the internet	8
Games like cards or mahjong, privately for money at home or any other place	9
Art Union tickets	10
Any other gambling activity excluding sweeps or raffle tickets (please specify)	11

.....	
No activities have increased	12
Don't know/can't remember Refused)	98
	99

### Q. 73

Which gambling activities, if any, have decreased?  
(Allow more than one)

(Poker machines or gaming machines	1
Horse or greyhound races excluding sweeps	2
Scratch tickets, lotto or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools or lottery tickets	3
Keno at a club, hotel, casino or other place	4
Table games at a casino such as blackjack or roulette	5
Bingo at a club or hall or other place	6
Sporting event like football, cricket or tennis including online sports betting	7
Casino style games on the internet	8
Games like cards or mahjong, privately for money at home or any other place	9
Art Union tickets	10
Any other gambling activity excluding sweeps or raffle tickets (please specify)	11

.....	
No activities have decreased	12
Don't know/can't remember Refused)	98
	99

- ▶ **If Q73 = 12, 98 or 99 go to Q75**
- ▶ **Otherwise go to Q74**

**Q. 74**

What prompted you to decrease your gambling activities?  
(Allow more than one)

(Lack of money	1
Wanted to save money	2
Work commitments	3
Lost interest	4
Not winning	5
No time	6
No opportunity	7
Don't go out as much	8
Too far to travel	9
Other (please specify	10

.....  
Don't know/can't remember 98  
Refused) 99

**Q. 75**

In the last 12 months, which gambling activities have you stopped playing? (Allow more than one)

Poker machines or gaming machines	1
Horse or greyhound races excluding sweeps	2
Scratch tickets, lotto or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools or lottery tickets	3
Keno at a club, hotel, casino or other place	4
Table games at a casino such as blackjack or roulette	5
Bingo at a club or hall or other place	6
Sporting event like football, cricket or tennis including online sports betting	7
Casino style games on the internet	8
Games like cards or mahjong, privately for money at home or any other place	9
Art Union tickets	10
Any other gambling activity excluding sweeps or raffle tickets (please specify)	11

.....  
(No activities 12  
Don't know/can't remember 98  
Refused) 99

► If Q75 = 12, 98 or 99 go to Q77

► Otherwise go to Q76

**Q. 76**

What prompted you to stop your gambling activities?  
(Allow more than one)

(Lack of money	1
Wanted to save money	2
Work commitments	3
Lost interest	4
Not winning	5
Other (please specify)	6

.....  
Don't know/can't remember 98  
Refused) 99

**Q. 77**

When you gamble now, do you gamble -  
(Allow more than one)

By yourself	1
With a friend	2
With a group of friends	3
With family members including your partner	4
(None of the above	5
Refused)	99

**Q. 78**

How often do you spend more than you had planned, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 79**

Do you tend to spend your winnings in that gaming session, would you say never, rarely, sometimes, often or always?

(Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Don't know/can't remember	98
Refused)	99

**Q. 80**

When you gamble, do you withdraw money -

	Never	Rarely	Sometimes	Often	Always	DK/CR	Refused
Before you gamble	1	2	3	4	5	98	99
At the ATM at the venue	1	2	3	4	5	98	99
At the cashier	1	2	3	4	5	98	99
Use your credit card	1	2	3	4	5	98	99
Cash cheques	1	2	3	4	5	98	99
Other (please specify)	1	2	3	4	5	98	99

**Q. 81**

Do you usually take breaks when you are gambling?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

► If Q81 = 1 go to Q82

► Otherwise go to Q83

**Q. 82**

Why do you usually take a break?  
(Allow more than one)

(Eat	1
Drink	2
Smoke	3
Toilet	4
Talk with friends	5
Other (please specify)	6

Don't know/can't remember 98

Refused) 99

**Q. 83**

How do you keep track of the time when you gamble?  
(Allow more than one)

(Clock in room	1
Watch	2
Ask someone	3
Other (please specify)	4

I don't keep track 5

Don't know/can't remember 98

Refused) 99

If Q10 = 2, 3, 4 or 5 go to Q84

Otherwise go to Q85

**Q. 84**

The next few questions are about some ways people have obtained money.

In the last 12 months, have you borrowed to gamble or pay gambling debts from -

	Never	Rarely	Sometimes	Often	Always	DK/CR	Refused
Household money	1	2	3	4	5	98	99
Your spouse or partner	1	2	3	4	5	98	99
Other relatives or in-laws	1	2	3	4	5	98	99
Credit cards	1	2	3	4	5	98	99
Banks or finance companies	1	2	3	4	5	98	99
Credit unions or pay day lenders	1	2	3	4	5	98	99
Loan sharks	1	2	3	4	5	98	99
Other (please specify)	1	2	3	4	5	98	99

**Q. 85**

Has your gambling ever adversely affected -

	Never	Rarely	Sometimes	Often	Always	DK/CR	Refused
How well you perform in your job	1	2	3	4	5	98	99
Resulted in you changing jobs	1	2	3	4	5	98	99
Resulted in your dismissal from work	1	2	3	4	5	98	99
Ever left you with not enough time to look after your family's interests	1	2	3	4	5	98	99
Ever resulted in you being declared bankrupt	1	2	3	4	5	98	99
Ever led to the breakup of an important relationship in your life, in divorce or separation	1	2	3	4	5	98	99
Ever led you to obtain money illegally, even if you intended to pay it back	1	2	3	4	5	98	99
Led to trouble with the police	1	2	3	4	5	98	99

**Q. 86**

Now on a scale of 1 to 10, where 1 means you feel your gambling is not at all a problem and 10 means you feel your gambling is a serious problem, how would you rate your gambling right now?

(1 – Not at all a problem	1
2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10 – A serious problem	10
Don't know	98
Refused)	99

**Q. 87**

The next questions are about counselling support services that are available to help people who are experiencing difficulties related to gambling. Could you please answer from your own experience.

In the last 12 months, have you wanted help for problems related to your gambling?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 88**

In the last 12 months, have you ever talked to a person at a gambling venue regarding gambling support services?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 89**

In the last 12 months, have you ever tried to exclude yourself from a gambling venue?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 90**

In the last 12 months, have you tried to get any sort of help for problems related to your gambling, such as professional or personal help?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

► If Q90 = 1 go to Q92

► If Q90 = 2 go to Q91

► If Q90 = 98 or 99 go to Q98

**Q. 91**

Why didn't you seek help for problems related to gambling?  
(Allow more than one)

(Didn't know where to go	1
Too embarrassed to see a counsellor	2
The kind of help I wanted wasn't available locally	3
Thought I could beat the problem on my own	4
I don't consider I have a problem	5
Other (please specify)	6

.....

(Don't know/can't remember	98
Refused)	99

► **Go to Q98**

**Q. 92**

What prompted you to seek help for your gambling problems? (Allow more than one)

(Financial problems	1
Relationship problems	2
Legal problems	3
Work/employment problems	4
Someone urged you to go	5
Felt depressed/worried	6
Fraud	7
Referral from other counsellors	8
Other (please specify)	9

.....

(Don't know/can't remember	98
Refused)	99

**Q. 93**

How did you find out about services available to help people with gambling problems? (Allow more than one)

(Signs at a gambling venue	1
Pamphlets available at a gambling venue	2
Cards, signs or pamphlets available elsewhere e.g. GPs surgery	3
Telephone directory	4
TV advertising	5
Radio	6
Newspaper and media articles on gambling	7
Referral by a health professional	8
Referral by a financial advisor	9
Referral by a community service agency	10
Referral from other counsellors	11
Employees assistance program	12
Word of mouth	13
Asked for help from someone	14
Asked for help from a staff member at a gambling venue	15
Other (please specify)	16

.....

Didn't/couldn't find out any ways of help	97
Don't know/can't remember	98
Refused)	99

**Q. 94**

Could you please tell me who did you first turn to for help for problems related to your gambling?

(Spouse or partner	1
Family or friends	2
Staff member at a gambling venue	3
Doctor (physician)	4
Church or religious worker	5
Gambling Help Line or other referral service or help line such as Break Even Lifeline	6
Social worker	7
Indigenous or ethnic community worker	8
Gamblers Anonymous	9
Other (please specify)	10

.....

Don't know/can't remember	98
Refused)	99

**Q. 95**

What type of assistance did you seek from this source?  
(Allow more than one)

(Financial	1
Counselling	2
Other (please specify	3

.....

Don't know	98
Refused)	99

**Q. 96**

How satisfied were you with this assistance?

Very satisfied	1
Satisfied	2
Neither satisfied nor dissatisfied	3
Dissatisfied	4
Very dissatisfied	5
(Don't know	98
Refused)	99

**Q. 97**

What could have helped them to assist you?  
(Allow more than one)

(More knowledge	1
Other (please specify)	2

.....

Don't know	98
Refused)	99

**Q. 98**

Have you sought assistance from any source for a problem such as a - (Allow more than one)

Relationship or family problem	1
Financial problem	2
Alcohol problem	3
Drug problem	4
Emotional problem	5
Stress related problem	6
Work related problem	7
Other (please specify)	8

.....

(No assistance sought	9
Don't know/can't remember	98
Refused)	99

► If Q98 includes 9 then go to Q100

► Otherwise go to Q99

**Q. 99**

Where did you seek help or assistance?  
(Allow more than one)

(Gamblers Anonymous	1
Lifeline	2
Breakeven	3
Centrecare	4
Your GP	5
Welfare group	6
Church organisations e.g. Salvation Army	7
Family relationships organisation e.g. Relationships Australia	8
Specialised university or hospital research unit	9
Hospital or clinic	10
Community Health Centre	11
Indigenous community agency	12
Ethnic community agency	13
Friends	14
Work provided counsellor	15
Private counsellor	16
Other (please specify)	17

.....

Don't know/can't remember	98
Refused)	99

**Q. 100**

Have you received counselling from any of the following organisations for problems related to your gambling?  
(Allow more than one)

Gamblers Anonymous	1
Lifeline	2
Breakeven	3
Centrecare	4
Your GP	5
Welfare group	6
Church organisations e.g. Salvation Army	7
Family relationships organisation e.g. Relationships Australia	8
Specialised university or hospital research unit	9
Hospital or clinic	10

Community Health Centre	11
Indigenous community agency	12
Ethnic community agency	13
Other (please specify)	14

---

No counselling received	15
(Don't know/can't remember	98
Refused)	99

► If Q100 includes 15, 98 or 99 go to Q102

► Otherwise go to Q101

### Q. 101

Were you satisfied with the help you received from this organisation(s)?

(Yes – for all	1
Yes – for some	2
No	3
Don't know/can't remember	98
Refused)	99

### Q. 102

If you had a problem with gambling or someone you knew had a problem with gambling, how would you prefer to receive help? (Allow more than one)

By telephone	1
Face to face counselling	2
Internet	3
Mail	4
Self help manuals	5
Other (please specify)	6

---

(No help required	7
Don't know	98
Refused)	99

### Q. 103

Have you ever been treated for psychological illness?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

► If Q103 = 1 go to Q104

► Otherwise go to Q106

### Q. 104

What were you treated for?  
(Allow more than one)

(Depression	1
Suicidal	2
Anorexia/bulimia	3
Schizophrenia	4
Other (please specify)	5
Don't know/can't remember	98
Refused)	99

### Q. 105

How were you treated for it? (Allow more than one)

(Medication (please specify) 1

---

Counselling	2
Institution	3
Hospital	4
Other (please specify)	5

---

Don't know/can't remember	98
Refused)	99

### Q. 106

Have you seriously thought about or attempted suicide as a result of your gambling?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

If Q106 = 1 go to Q107

Otherwise go to Q108

### Q. 107

Have you thought like that in the last 12 months?

(Yes	1
No	2
Don't know/can't remember	98
Refused)	99

**Q. 108**

The following questions are for statistical purposes only.  
In which country were you born?

(Australia)	1
England	2
Fiji	3
Germany	4
Greece	5
Holland	6
Hong Kong	7
Ireland	8
Italy	9
Malaysia	10
New Zealand	11
Philippines	12
Scotland	13
United States of America	14
Vietnam	15
Wales	16
Other (please specify)	17

.....  
Refused) 99

**Q. 109**

What is your highest educational qualification?

Post graduate qualifications	1
A university or college degree	2
A trade, technical certificate or diploma	3
Completed senior high school (Year 12)	4
Completed junior high school (Year 10)	5
Completed primary school	6
Did not complete primary school	7
No schooling	8
(Other (please specify)	9

.....  
Refused) 99

**Q. 110**

Which of the following best describes what you currently do?

Work full-time	1
Work part-time	2
Work on a casual basis	3
Self-employed	4
Unemployed and looking for work	5
Full-time student	6
Full-time home duties	7
Retired	8
Not employed and not looking for work	9
Sick or disability pension	10
(Other (please specify)	11

.....  
Refused) 99

**Q. 111**

How would you describe your current marital status?

Never married	1
Married	2
Other 'live-in' relationship (de facto)	3
Separated but not divorced	4
Divorced	5
Widowed	6
(Refused)	99

**Q. 112**

Do you identify yourself as an Aboriginal, Torres Strait Islander or Australian South Sea Islander?  
(Allow more than one)

(Yes - Aboriginal	1
Yes – Torres Strait Islander	2
Yes – Australian South Sea Islander	3
No	4
Refused)	99

**Q. 113**

What is your personal annual income before tax including pensions, income from investments and family allowances?

Zero	1
Less than \$11,000	2
\$11,000 to \$30,999	3
\$31,000 to \$50,999	4
\$51,000 or more	5
(Don't know	98
Refused)	99

**Q. 114**

What is your household annual income before tax including pensions, income from investments and family allowances?

Zero	1
Less than \$11,000	2
\$11,000 to \$30,999	3
\$31,000 to \$50,999	4
\$51,000 or more	5
(Don't know	98
Refused)	99

**Q. 115**

Our research design includes conducting another survey in about 6 months time to see whether there have been any changes over time. Would you be prepared to be interviewed again?

(Yes (please specify name)	1
----------------------------	---

.....

No	2
Don't know	98
Refused)	99

**That concludes the survey.**

**Your responses will be strictly confidential. Your answers will not be linked to you personally or to your telephone number. Your responses are protected by the Queensland Government's Statistical Returns Act which means that penalties apply under the laws of Queensland for anyone who released your responses in a way which would identify you.**

**All your responses will be combined with those of other participants.**

**Thankyou very much for your assistance.**





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Queensland Household Gambling Survey 2003-04

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