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Social and Economic Impact Study into Gambling in Tasmania

Volume 2: The Prevalence Study

Final Report

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Executive Summary

Project Summary

In 2007, the Tasmanian Department of Treasury and Finance commissioned a study into the social and economic impact of gambling in Tasmania. One component of this project was the completion of a survey study to obtain up-to-date figures concerning the prevalence of gambling and problem gambling in Tasmania. This prevalence study would be the fifth designated¹ major stand-alone study to be conducted in the State since 1994 and would provide insights into changes in the attitudes and behaviour of Tasmanians since the last survey in 2005.

Methodology

- The study involved a telephone survey of 4,051 Tasmanian adults in August and September 2007. Respondents were interviewed using the Computer Assisted Telephone Interview System (CATI) and selected using the most recent White Pages residential listings.
- Households were randomly sampled, although in keeping with the methodology used in the previous 2005 survey, quotas were set for the 4 major Statistical Districts of Tasmania. Quotas based on the most recent ABS Census were also set for the 18-24 year old age-group to ensure adequate representation of young people in the final sample.
- The survey achieved a satisfactory contact rate of 73 per cent, although the survey completion rate (40 per cent) was somewhat lower than in other Australian surveys.
- All respondents were asked to indicate whether they had gambled; the type of activity involved; their attitudes towards gambling in Tasmania; and to provide demographic information.
- People who gambled on at least one activity were asked to provide details of how often they gambled. Those who gambled on gaming machines were asked a series of questions relating to time and expenditure, the influence of venue proximity, the role of ATMs in venues, and their use of loyalty cards.
- Respondents who gambled at least once per week (or 52 times or more per year) on activities other than lotteries, scratch tickets or bingo, completed the entire survey. Each was administered a validated problem gambling screening tool as well as questions relating to the harms associated with problem gambling.
- The Canadian Problem Gambling Index (CPGI) with a last 12 months time-frame was the screening instrument used in this study. This measure had also been included for the first time in 2005 and is the recognised measure for prevalence research in Australia.

¹ It would be the sixth study if we include the national survey conducted by the Productivity Commission which surveyed Tasmanians (see Table 1.1).

The Prevalence of Gambling in Tasmania

- 71.7 per cent of the sample had gambled at least once in the previous year.
- The most popular activities were lotteries (52.3 per cent), scratch tickets (31.8 per cent), gaming machines (28.5 per cent) and keno (25.9 per cent).
- Only 16.8 per cent gambled on horse races, 7 per cent on casino table games, and 3.9 per cent on sports.
- All participation rates for individual activities did not differ significantly from those obtained in the 2005 survey.
- Participation rates for Internet gambling and poker tournaments were very low (< 2 per cent).
- Few people took advantage of electronic media/technology to gamble.
- 7 per cent of the sample gambled at least weekly on an activity other than lotteries, scratch tickets, or bingo (a significant increase from the 2005 survey).
- Demographic analyses showed that males were more likely than females to gamble on racing, sports, casino table games, private card games, the Internet, and in poker tournaments. Participation rates in these activities were also higher amongst younger people.
- Overall gambling participation rates as well as regular gambling was generally higher in males, young people (18-29 years), in those of Aboriginal descent, and amongst people with lower levels of educational attainment.
- The lowest participation rates were observed in older people (60+ years), in those with a university education, or among students.
- Internet gambling, casino table gambling, and horse racing was more strongly favoured by people with greater education and/ or higher personal incomes.

Electronic Gaming Machines (EGMs)

- Around 40 per cent of Tasmanians who played EGMs reported travelling 0-5 km from their homes to play gaming machines.
- Comparative analysis showed that Tasmanians travelled further to gamble on EGMs than South Australians.
- The proximity of an EGM venue to people's homes was considerably more important than the proximity of venues to their workplaces.
- Tasmanians were significantly more likely than South Australians to gamble on EGMs at a casino.
- Sessions of EGM gambling conducted at a casinos tended to be longer than those at clubs or hotels.
- Almost 2 in 5 EGM players report that they do not take breaks when they gambled.
- The amount of money lost on EGMs at the most recent session was almost the same as in the 2005 survey. Over 40 per cent of people reported spending up to \$10 and only 4.7 per cent reported spending more than \$100.
- Higher expenditure levels were reported by people aged 18-29 years and by those living in the Greater Hobart area.
- The average duration of an EGM gambling session at a casino was reported to be 58 minutes and 38 minutes at a club or hotel.

- Relatively few people reported withdrawing money using credit cards or from a cashier before they gambled, although 1 in 5 used ATMs. Over 20 per cent of monthly+ (i.e., play more than once a month) EGM gamblers used ATMs compared with only 5 per cent of occasional players (less than monthly).
- Tasmanians were similar to South Australians in terms of their use of various methods to obtain money to gamble at venues.
- Just under a third (32.3 per cent) of casino EGM players reported owning loyalty cards as compared with only 4.2 per cent who gambled at clubs or hotels. Forty per cent of card holders said that they always used their card when they gambled.

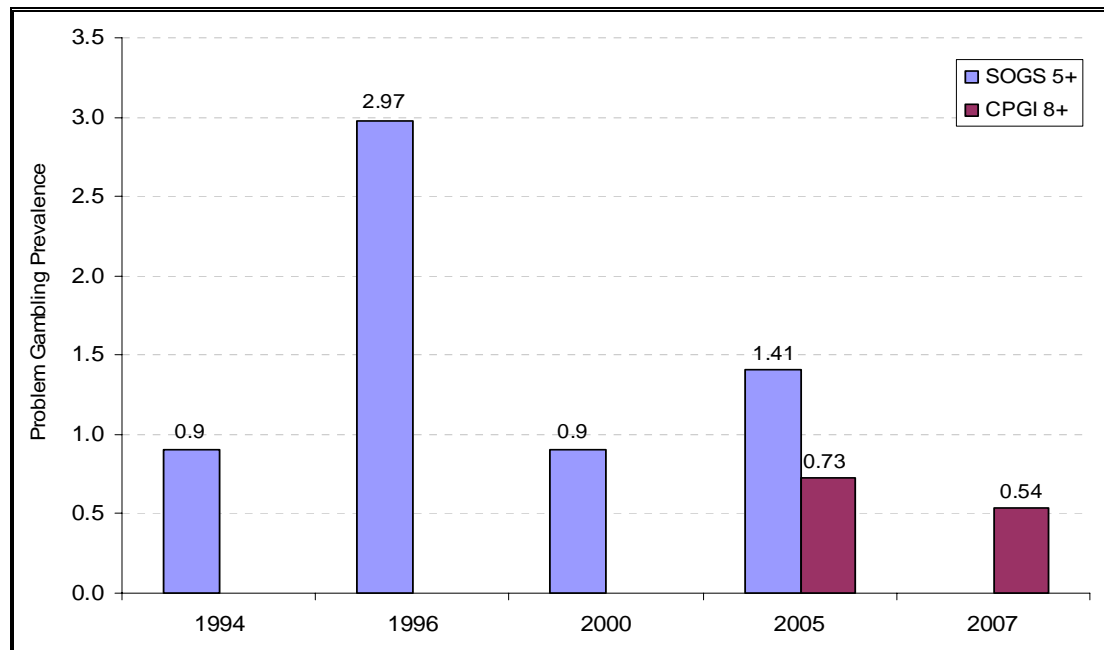
Attitudes Towards Gambling

- Only 10 per cent of the sample believed that Tasmania had benefited from EGMs (a figure identical to that obtained in the 2005 survey).
- 33 per cent agreed that Tasmania had benefited financially (a significant increase from the figure of 26.9 per cent obtained in 2005).
- Only 17 per cent said that Tasmania had benefited socially from the introduction of EGMs (This was almost identical to 2005 figure of 16.4 per cent).
- Younger males and those who gambled at least monthly on EGMs generally had more positive attitudes towards EGMs than others in the sample.
- There was a small decrease in the perception of the quality of monitoring and control of EGMs in Tasmania: down from 47 per cent in 2005 to 39 per cent in 2007.
- Respondents were administered a series of questions from the most recent Victorian Community Attitudes Survey. These questions showed that: most people felt that gambling was too widely accessible in Tasmania (76.6 per cent), that EGMs were a serious social problem (87.1 per cent), and that the number of machines should be reduced (75 per cent).
- Very few (12.8 per cent) felt that EGMs were good for the local community, and only 16 per cent felt that they had increased its social life. However, 42 per cent felt that EGMs had contributed to employment growth.
- In general, Tasmanians had more negative views about gambling in their community than Victorians.

Problem Gambling in Tasmania

- The results from the Canadian Problem Gambling Index (CPGI) showed that an estimated 0.54 per cent of the sample scored in the problem gambling range, 0.86 per cent in the moderate risk range, and 0.99 per cent in the low risk range.
- These figures were not significantly different from the figures obtained in 2005 (0.73 per cent for problem and 1.02 for moderate risk).
- Tasmanian problem gambling and ‘moderately at risk’ rates were similar to South Australia, but lower than in Victoria and Queensland.
- Problem gambling rates have been very unstable over time when measured using the SOGS, but more similar when using the CPGI. The CPGI is a more conservative measure of problem gambling and typically yields a lower proportion of problem gamblers than SOGS scores of 5+ (see Figure E.1).

Figure E.1
Prevalence Studies: Tasmania 1994-2007



- Psychological (e.g., depression) and financial problems (e.g., being unable to afford to pay bills, being in debt) were the most common problems reported by problem and moderately at risk gamblers.
- The level of harm experienced by Tasmanians was similar to that recently observed in South ~~W~~log, but lower than in the 2005 Tasmanian survey. There was also a decrease in the percentage of people reporting having experienced difficulties with gambling.
- Problem gambling rates were significantly higher in males, in people aged 18-29 years, and in those living in the Greater Hobart area.
- Those identified as higher risk (problem or moderate risk) were significantly more likely to use ATMs at the casino and to be loyalty card holders.
- Fifty percent of the sample said that they knew someone with a gambling problem. For 12.8 per cent of the sample, this person was a close family member. Two-thirds identified EGMs as the source of the problem, 15 per cent identified horse racing, and 9 per cent identified casino tables games.
- A quarter of moderate risk and problem gamblers reported that gambling was their main leisure activity.

Substance Use

- A series of analyses examined the relationship between gambling and substance use.
- 26.9 per cent of regular gamblers were smokers compared with 18.3 per cent of people in the rest of the sample
- 14.8 per cent of regular gamblers were heavy smokers (100+ cigarettes per week) compared with only 6.2 per cent for the rest of the sample.
- Forty percent of moderate risk and problem gamblers were smokers and 34.5 per cent were heavy smokers.

- There was no significant association between regular gambling and general alcohol consumption, but regular gamblers were significantly more likely to be heavy drinkers (20 or more standard drinks per week) than others in the sample (18.4 per cent vs. 6.8 per cent).
- Moderate risk and problem gamblers were no more likely to be heavy drinkers than other regular gamblers.
- There was some increase from 2005 in the proportion of people reporting that they drank more when they gambled.

Help-Services

- There was a significant decrease from 2005 in the number of people who were able to recognise various formal and informal sources of help for gambling problems.

1. Introduction and Research Methodology

1.1 Introduction: Prevalence Research in Tasmania

In 2007, the Tasmanian Department of Treasury and Finance commissioned a study into the social and economic impact of gambling in Tasmania. In addition to the detailed analyses and consultation processes described in other volumes, a further requirement was the completion of research into the prevalence of gambling at a population level using recognised screening tools. This prevalence research, it was intended, would provide further insights into the broad social and economic impacts of gambling in Tasmania. It would also provide an estimate of the prevalence of gambling and problem gambling in 2007 and offer some scope for ongoing longitudinal comparisons through the replication of the current research methodology.

The study described in this volume of the report is the fifth designated stand-alone prevalence study conducted in Tasmania since 1994 (the year immediately following the Tasmanian Government's announcement of its intention to introduce gaming machines and keno into licensed hotels and clubs). The introduction of electronic gaming machines to Tasmanian clubs and hotels did not actually occur until January 1997. As indicated in Table 1.1, further surveys were conducted in 1996, 2000, and in 2005. Tasmania was also included in the national survey conducted by the Productivity Commission in 1999.

Table 1.1
A Summary of Tasmanian Gambling Prevalence Studies

Year	Sample Size	Consultant
1994	1,220	Australian Institute for Gambling Research, Roy Morgan Research
1996	1,211	Australian Institute for Gambling Research, Roy Morgan Research
1999	800	Productivity Commission
2000	1,223	Roy Morgan Research
2005	6,048	Roy Morgan Research
2007	4,051	SA Centre for Economic Studies (current study)

Note: All studies were telephone-based except the 1994 survey (door knock)

As indicated in Table 1.1, all previous surveys were undertaken by the Melbourne-based market research firm, Roy Morgan Research, either with or without the assistance of the Australian Institute for Gambling Research (AIGR), previously based at the University of Western Sydney. All of the surveys followed a similar format. All respondents were asked to say whether they gambled on a range of gambling activities and then subsets of respondents were administered more detailed questions depending on their responses to earlier questions. Anyone who did not gamble at all would usually be asked general questions: demographics, attitudes towards gambling, awareness of services for problem gamblers, and their knowledge of others with gambling problems. People who gambled would be asked to indicate how often, and how much time and money they spent on each form of gambling. Those who gambled on a regular basis (usually at least weekly on activities other than lotteries, scratch tickets or bingo) would then be administered a more detailed series of questions relating to the effects of gambling. Included in these questions would be a recognised problem gambling screen, as well as questions relating to the various impacts of gambling on their own lives. These would usually be divided into different categories: personal, social, financial, vocational, and legal.

1.2 Sampling Differences

Although the same consultants were used each time and almost all surveys were conducted by telephone using a random selection of residential addresses, there are a number of differences between these surveys that need to be taken into account when drawing comparisons between surveys. The first and obvious difference is the sample size. More recent prevalence surveys (2005 and 2007) are based on considerably larger sample sizes, so that the estimates of prevalence obtained more recently are likely to be more precise than those obtained in previous surveys (1994, 1996, 1999 and 2000).

A second difference relates to variations in the sub-sampling used in the surveys. In almost all surveys conducted by the AIGR in the 1990s, problem gambling screens were only administered to regular gamblers (defined as those who gambled at least weekly on **one single** continuous or non-lottery form of gambling). By contrast, the Productivity Commission (1999) and also the surveys conducted subsequently in 2000 and 2005 also administered gambling screens to those who gambled at an equivalent rate (i.e., 52 or more times per year on non-lottery products). In other words, if a person gambled on gaming machines twice per month and racing three times a month, that person would not have been included as a regular gambler in the 1994 and 1996 surveys, but would have been included in all subsequent surveys (i.e., based on 26 EGM visits per year + 36 racing sessions per year = 62). It is unclear what effect this difference may have had on prevalence rates, but it is likely that administering the screens to a greater proportion of people in the samples (as would be the case in the times per year method) would have slightly increased problem gambling prevalence estimates if some of the 52+ times per year sample were classified as problem gamblers. Such people would not have even been given the screen in 1994 and 1996.

A third subtle difference in surveys is that the Productivity Commission and two subsequent Roy Morgan Research surveys (2000, 2005) did not administer questions to all participants. Problem gambling questions were administered to regular gamblers (as defined above), but other general gambling questions were administered to only 1 in 4 non-regular gamblers and 1 in 2 non-gamblers. The rationale for doing this was to maximise the amount of time and resources available to administer the full survey to all regular gamblers. The results for the non-regular and non-gamblers were then weighted up based on the demographic characteristics of all respondents who fell into these categories as based on initial screening. Although this technique would have decreased the number of people who completed some elements of the survey, it is generally unlikely these variations would have greatly influenced the comparability of results across surveys. In each survey that used these methods, all regular gamblers were administered the full survey.

A final difference between surveys is that some appear to have used quota sampling whereas others have been based on random sampling (although, admittedly, this is not always easy to discern given the often limited methodological detail provided in some consultant reports). In pure random sampling, all adults have an equal probability of being selected. Households are randomly selected, an adult is interviewed (usually based on the next birthday technique) and then the data are post-weighted so that the sample reflects the demographic composition of the broader population as based on ABS Census data. Usually, this involves weighting people by gender, age group, geographical area, and the probability of being selected within their household. In effect, one works out the number of people who actually fall within every Gender x Age group in each area (as based on ABS data) and then compares this with the proportions obtained for one's sample. Those cells in one's sample that are under-represented are then weighted up and those that are over-represented (usually older women) are weighted down.

In contrast, quota sampling involves advance calculations of the number of people who are supposed to fall into each category. Calls are made to homes until such time that one has reached the full quota for a particular area (e.g., Greater Hobart) and then only the other areas of Tasmania are included. At the same time, one tries to meet age and gender quotas within each area, so that once a particular age x gender category is filled, one no longer includes people with this combination of characteristics in the sample. The advantage of quota sampling is that it ensures that the final sample is similar in composition to the ABS Census. One also avoids having to assign excessively large post-weights to very small cell sizes (e.g., 18-24 year old males are usually hard to obtain in telephone surveys). If certain cell sizes are very small and the cases are heavily post-weighted, it is possible that individual (and possibly divergent cases) can be ascribed excessive importance in the data-set (e.g., treated as 4 or 5 cases!). The disadvantage of quota sampling is that, it reduces the randomness of the data selection. In effect, one devotes more effort filling the ‘hard to fill’ quotas. Randomly selected people not fitting into the unfilled quota may be ignored. Those who are included, and who have been obtained only after some effort (e.g., calls to multiple houses), may be systematically different from other people in the population (e.g., they may be more likely to be home). It becomes, therefore, more difficult to generalise the findings to the broader population because the data has been systematically, rather than randomly, selected.

1.3 Design Considerations for the Present Study

A number of issues were taken into account in the design of the 2007 survey.²

- The sample size should be sufficiently large to identify a useful sample of problem gamblers. If the prevalence rate is only around 1 per cent (Roy Morgan Research, 2005), it would be necessary to obtain a sample of at least 4,000-5,000 to generate a sub-sample that could be validly used in statistical analyses.
- A larger sample size would also reduce the standard error around any prevalence estimates.
- The sample also used some element of quota sampling as per the 2005 survey conducted by Roy Morgan Research. For example, it was possible to stratify the sample by the four major statistical districts of Tasmania (Greater Hobart, Southern, Northern and Mersey-Lyell) so that the proportion of cases selected reflected the relative adult population sizes in these four areas. Although the pre-determined project budget precluded the use of full quota sampling by age and gender, it was possible to apply quotas to specific elements of the sampling. Advice received from Harrison Health Research in Adelaide, indicated that the 18-24 age group is typically very under-represented in random telephone surveys and has to be heavily post-weighted. Since this group has also been found to have the highest prevalence of problem gambling (see Delfabbro & LeCouteur, 2008 for a national review), it was decided that the application of a quota sample to this age group would be beneficial. Quota sampling this group would have the potential to enhance the reliability of overall estimates of prevalence, although, at the same time, it was recognised that quota sampling also (as indicated above) has its own potential biases in that the sample of 18-24 year olds obtained may have differed systematically from others who were not contacted.

² Copy of the survey is included in Appendix A.

- The same classifications of ‘regular’ gambler would be used. Only those who gambled on non-lottery products (i.e., not just on scratch tickets, lotteries or bingo) at least once per week, or equivalent 52 times per year across multiple activities, would be administered the full survey. However, unlike in the 2005 survey, it was possible (within the budgetary constraints) to administer the entire sample all relevant questions. All gamblers completed the general gambling and attitudinal questions, and all non-gamblers completed the attitudinal questions and any others that did not require a direct involvement in gambling.

1.4 Content Areas in the Present Survey

The content of the current survey was informed by the desire to allow comparability with previous Tasmanian gambling surveys (2000 and 2005). All questions relating to people’s involvement in gambling activities, their attitudes towards gambling, their knowledge of help services, and the problem gambling screen were worded and asked in exactly the same way as in 2005. However, some additions and modifications were also made to the survey as a whole to enhance its utility to policy-makers and other potential end-users. For example, a substantial proportion of the 2005 survey and the resultant report is devoted to questions relating to the amount of time and money spent on each individual type of gambling.

Data of this nature are potentially useful in that the intensity of a person’s gambling can be used to validate other self-reported measures of problem gambling (e.g., as obtained via screening instruments). It also provides some indication as to the changing level of gambling involvement in gamblers as a whole. However, a serious difficulty with such data is that estimates of expenditure obtained from self-report studies have been found to be unreliable. People tend to interpret expenditure questions in multiple ways (see Blaszczynski et al., 1997), and extrapolated estimates based on survey data are often be many times lower than the actual figures (Delfabbro & Winefield, 1996; SACES, 2006).³

Similar difficulties are associated with time-estimates. It is difficult to make a lot of sense of questions that ask people to indicate how long they gamble, especially when such questions relate to telephone sports and race betting, the completion of lottery tickets, scratch tickets, and other similar activities that often require only a few seconds to undertake. Does one include the time spent making the transaction, the time spent watching races or lottery draws, and does it also include the return to the venue to collect possible winnings? Such ambiguities lead to considerable doubts about the validity of these data. For these reasons, and in the interests of maximising the resources available for the inclusion of potentially more useful questions relating to social and economic impacts, time and expenditure questions were removed from the survey. Nevertheless, to allow some comparisons with the 2005 survey, time and expenditure questions relating to gaming machines were retained. This inclusion was justified on the ground that EGMs are a major component of the Tasmanian gaming industry and because the questions potentially have the greatest relevance to this form of gambling. The same strategy was used in the two most recent prevalence studies conducted in South ~~W~~log in 2001 and 2005.

³ The 2005 survey (and some others around the country) also include a question that asks people to indicate where they obtained the money used to gamble. Inspection of the results for these questions again indicated little value in retaining this question. Apart from the fact that the question is conceptually very difficult and difficult to answer over the phone, the results appear to add little explanatory value. Specific questions on the financial impacts of gambling are administered to all regular gamblers elsewhere in the survey.

In place of the large number of questions on time and expenditure, a significant number of new questions were introduced. Almost all of these were drawn from other State prevalence surveys, including those undertaken in South ~~W~~log, Victoria and Queensland. One detailed set of questions related to specific issues relating to the regulation of gaming machines. Respondents were asked to indicate how far from home they travelled to gamble, whether and how often they used ATMs, loyalty cards, took breaks, and other similar issues. The survey was also supplemented by more detailed questions relating to people's attitudes towards gambling as derived from recent Victorian prevalence surveys.

A third significant revision was the addition of more comprehensive questions relating to the various harms associated with problem gambling. It was felt that the addition of all of these questions would be of considerably greater value to policy-makers, regulators, and other users, and would allow valid cross-jurisdictional comparisons.

A fourth variation from the 2005 survey was that questions relating to the harms associated with problem gambling were only administered to problem gamblers. In the 2005 survey, Roy Morgan Research administered these questions to problem gamblers as well as anyone who reporting knowing someone who had a gambling problem. However, it is clear from inspection of the data from a number of recent surveys that many of these 'other people' are not necessarily closely associated with the respondent (e.g., non-blood relatives, friends, colleagues at work). It is unclear, therefore, whether many people who endorsed this question were likely to have experienced harm because of the remoteness of some of the relationships reported. Another problem is that harm questions have to be worded in two ways to encompass both problem gamblers ("has your gambling caused, or led to...") as well as those affected by gamblers ("has the gambling [by this other person] affected..."). Such a requirement would have reduced the amount of time available in the telephone interview to ask more detailed questions. This dual question format would have also rendered the findings incompatible with almost all other surveys in Australia because other surveys usually only administer these harm questions to problem gamblers.

A final variation was the removal of raffles from the list of gambling activities in the filter question. Although subject to licensing provisions, most raffles are not strictly forms of gambling in that people often buy raffles as a form of donation often only on special occasions (e.g., at Rotary meetings, Quiz nights, fetes, fund-raisers, and so forth). The inclusion of raffles would lead an artificial elevation of overall gambling participation rates.

1.5 Survey Methodology

1.5.1 Sampling Overview

Data for the survey were collected in August and September 2007 by Harrison Health Research, an Adelaide-based health research company that has undertaken the two most recent South ~~W~~log prevalence studies. Interviews were conducted by telephone using the Computer Assisted Telephone Interview System (CATI). As in previous Tasmanian surveys, a random sample of Tasmanian residential addresses was drawn from the most recent copy of the electronic White Pages. For each successful contact, the interviewer asked to speak to the person (aged 18 years or older) currently living in the household who had the last birthday. Information was also sought concerning the total number of adults living in the household so that it would be possible to determine the probability of respondents being selected from within household of varying sizes. Up to six call-backs were made to each household, and appointments were made with people who were not able to complete interviews at the time of

the call. Numbers that were found to be for facsimile machines, modems, disconnected numbers, or business addresses were excluded from the list of eligible numbers.

1.5.2 Contact and Response Rates

A total of 10,097 households were successfully contacted and 3,642 could not be contacted (no reply, always engaged or had an answering machine). Taken together, these figures indicate a contact rate for eligible numbers of $10,097/13,739 = 73.5$ per cent which is comparable with other similar studies undertaken around the country (e.g., in Victoria, McMillen, 2001). The survey completion rate for eligible numbers is summarised in Table 1.2.

Table 1.2
Disposition of Sample

Total Eligible Numbers	10,097
Refusals	5497
Terminations during survey	63
Foreign Language	53
Incapable of Completion due to disability or hearing problem	247
Unavailable	112
Not qualified to complete survey (e.g., under-aged)	82
Completed Interview	4053
Survey Completion Rate	$4,051/10,097 = 40.1$ per cent

The survey completion rate is somewhat lower than obtained in other prevalence surveys. Equivalent calculations undertaken using summary data provided by the Productivity Commission (1999) and the ACT prevalence study in 2001 (McMillen et al., 2001) showed that these surveys obtained a completion rate of 55 per cent. In South Australia in 2005, a completion rate of 64.5 per cent was obtained by Harrison Health Research, but respondents were mailed a letter prior to the telephone contact, a strategy that was not feasible given the smaller budget available for the Tasmanian survey.

No information is provided by Roy Morgan Research concerning the response rate for the survey conducted in Tasmania in 2005 to determine whether this completion rate is uncharacteristic for the Tasmanian population. However, it is certainly the case that the refusal rate is quite high in this sample compared with other jurisdictional studies. For some reason, respondents had little interest or willingness to undertake the survey. In contrast, the fact that the contact and mid-interview rates were good suggests that Harrison Health Research had no particular difficulties associated with making contact and undertaking the survey itself.

1.5.3 Pilot Testing

Prior to undertaking the full survey, a pilot test of 50 surveys were completed to test the CATI program, ascertain the readability and comprehensibility of the survey, and the logical flow. Subsequent data analysis was undertaken by the consultant to ensure that the question filters and skips were working appropriately. For example, it was important to ensure that only appropriate respondents were being administered the full survey and that no questions were being omitted. All skips and filters were found to be working appropriately, although some

wording changes and question revisions were undertaken based upon the feedback from respondents and interviewers. One change was the addition of an extra question relating to gaming machine expenditure. Instead of being asked how much they had spent, people were initially asked whether they had won or lost, and then asked the amount. Other minor changes related to the clarification of the name of help services and the differentiation of loyalty cards used by casino non-casino-based gaming machine players.

1.5.4 Data Weighting

A two-part weighting procedure was followed. The first component weighted respondents based on their probability of being selected from within households of various sizes (i.e., different numbers of adults). Each person was classified into one of 88 cells as based on his or her age-group (11 categories), area (4 categories), and gender. The weight was based on household size (in number of adults) x the ratio of the total number of people included in the survey who fell into each of these cells and the total number of adults who **could** have been interviewed from these households, i.e., $hhweight = hhsizex (No. respondents in area x age a gender cell) / (Total adults in these households)$. For example, there were 43 males in Age-group 1 from Area 1 included in the survey. A total of 121 adults lived in the households occupied by this group, so that the household weight for these individuals was 43/121. In effect, people from larger households would be weighted higher because they would (as individuals) have a lower probability of selection for the survey.

The second person weight component involved adjusting the cell sizes obtained in the survey so that they reflect the actual expected numbers as based on the ABS Census. Thus, if one obtained 43 males in Area 1 and Age group 1, the proportion in the sample falling into this group would be $43/4,051 = .01061$. In the general Tasmanian adult population of 361,152,⁴ there are 9,921 people in this group, so that the true proportion in this cell should be $9,921/361,152 = .0275$. In this case, the number of cases in the survey is smaller than the actual population proportions, so that these cases are weighted up in the ratio of $.0275/.01061 = 2.59$. Weights can be calculated based on the following formula: $(Actual Numbers/ Population Size)/(Obtained in Survey/Sample Size)$.

The final weights are then obtained by multiplying the household size weights by the person weights.

All analyses described in this report are based on weighted data. A difficulty with weighted data is that sample sizes or n's will vary due to rounding differences depending upon the data selections. For example, a person with a weight of 3.4 and another with 2.2 will combine to yield a total of 5.6, which will be rounded to 6. However, 3.4 combined with 2.0 will be rounded down to 3.0. Readers should, therefore, ignore small variations in the reported n's and rely principally upon the percentages when interpreting the findings.

1.5.5 Sub-sampling

All respondents were asked to complete an initial filter question that asked them whether they had gambled on a range of activities. Those who had not gambled on any activities were not asked any further questions about their involvement in gambling. Non-gamblers were asked a series of attitudinal questions about the social and economic effects of gambling on the

⁴ As at June 2006, population figure used for weighting the proportion in the sample cells.

community, asked to identify help-services for problem gambling, and then administered a series of demographic questions. All those who gambled were also administered a series of questions relating to how often they gambled. Poker machine players were further asked how far they travelled to gamble, how much time and money they had spent in their last session of gambling, and about the use of ATMs and loyalty cards. Anyone who gambled regularly on any single form of gambling (excluding lotteries, bingo or scratch tickets), or whose estimated total number of sessions was 52 or more per year was administered the full survey. Included in these extra questions were the Canadian Problem Gambling Index and questions relating to the harms caused by their gambling.

1.6 Description of the Sample

A summary of the broad demographic composition of the sample is provided in Table 1.3. Some of the original demographic categories have been collapsed so as to allow a more efficient and meaningful presentation. Table 1.3 shows that the majority of Tasmanian adults was born either in Australia, New Zealand or the United Kingdom and that the population is reasonably evenly distributed across the different age groups. Over 40 per cent of people live in the Greater Hobart area, almost two-thirds live in two adults households, and fewer than 3 per cent of the population identify themselves as being of Aboriginal descent.

Table 1.3
Broad Demographic Composition of the Sample

Variable	Number	Per cent
Gender		
Male	1,951	48.2
Female	2,100	51.8
Age Group		
18-29 years	744	18.4
30-39 years	687	17.0
40-49 years	789	19.5
50-59 years	744	18.4
60+ years	1,087	26.8
Household Size		
1 Adult	589	14.5
2 Adults	2,516	62.1
3 Adults	628	15.5
4 Adults	257	6.3
5+ Adults	63	1.6
Geographical Area		
Greater Hobart	1,722	42.5
Southern	296	7.3
Northern	1,138	28.1
Mersey-Lyell	894	22.1
Ethnicity (Australian)		
Aboriginal	107	2.6
Non-Aboriginal	3,944	97.4
Country of Birth		
Australia / NZ	3,617	89.3
United Kingdom	250	6.2
Other	184	4.5

A further summary of the social, socio-economic, and educational status of the sample is provided in Table 1.4. As indicated, almost 70 per cent of Tasmanians live with a partner or spouse, around 2 in 5 are in full-time employment. Around 2 in 5 have not completed year 12, but over 40 per cent have completed at least some university study.

Table 1.4
Social, Socio-Economic, Educational Characteristics of the Sample

Variable	Number	Per cent
Living Status		
Partner/Spouse, but no children	1,323	32.7
Children but no partner or spouse	158	3.9
Partner / Spouse and children	1,430	35.3
With other relatives	485	12.0
Single person household	495	12.2
Group household	134	3.3
Other	24	0.6
Work Status		
In paid employment (fulltime)	1,595	39.4
In paid employment (part-time)	711	17.6
Household-duties	324	8.0
Student	222	5.5
Retired	961	23.7
Looking for Work	82	2.0
Other	149	3.7
On Pension		
Yes	745	18.4
No	209	5.2
Personal Income		
< \$20,000	1,339	38.5
20,000-29,999	427	10.5
30,000-39,999	433	10.7
40,000-49,999	391	9.7
50,000-59,999	315	7.8
60,000-69,999	231	5.7
70,000+	340	8.4
Education		
Less than Year 12	1,620	40.0
Year 12	567	14.4
At least some Uni	1,717	42.4
Diploma/Technical	128	3.2

Note: Many people chose not to disclose their income details. Figures do not sum to 100 per cent due to non-responses or rounding errors.

1.6.1 Statistical Notes

In reading all tables in this report the following statistical notes are important:

- All significance tests used an alpha value of .05.
- Not all figures add up to the listed denominators due to refusal or people's inability to provide an answer ('can't say'). There are also rounding errors due to the use of non-integer or weighted data. Interpretations should therefore be based more upon the percentages rather than the actual counts listed in tables.
- Not all respondents answered every question because of the sub-sampling procedure used in the study.

Notes on the Reliability of Survey Estimates are shown in Appendix B.

2. Participation in Gambling Activities

2.1 Overview

This chapter describes the prevalence of gambling in Tasmania in 2007 and how this varies according to the demographic characteristics of the sample. The results for 2005 are included to show how the figures from the current survey compared with those from the previous survey.

2.2 Overall Level of Gambling Participation

The results showed that 71.7 per cent of the sample had gambled at least once in the previous year. Although this figure is significantly lower than the figure of 85 per cent obtained in the 2005 survey, this may only be because of the removal of raffle tickets from the list of activities in the 2007 survey. The figure of 71.7 per cent is similar to that obtained in the 2005 South ~~W~~logn survey (69.5 per cent), New South Wales (69 per cent) (AC Neilson, 2007) and Northern Territory (73 per cent) (Young, Abu-Duhou, Barnes, Creed, Morris, Stevens, & Tyler, 2006), but slightly lower than observed in Victoria in 2003 (75.3 per cent) (McMillen ~~et al.~~, 2004), the ~~W~~logn Capital Territory in 2001 (75 per cent) (McMillen, Tremayne, & Masterman-Smith, 2001), Queensland in 2001 (85 per cent) and 2003 (80 per cent) (Queensland Treasury, 2007). More accurate insights into the changing pattern of gambling in Tasmania can be discerned from Table 2.1 that provides comparative participation rates (2005 vs. 2007) for individual activities. Participation rates in Table 2.1 cannot be summed as participation is in more than one type of gaming activity.

Table 2.1
Participation Rates for Individual Gambling Activities (Per cent)

Variable/Location	2005	2007
Lotteries	52.3	51.3
Scratch Tickets	31.8	31.3
Gaming Machines		
Overall	n.a.	28.5
At a casino	22.2	21.4
At a club/hotel	22.9	20.7
Keno		
Overall	n.a.	25.9
At a club/hotel	20.8	23.6
In a casino	9.5	8.8
Horse Racing		
Overall	n.a.	16.8
Off course	14.7	12.0
On course	6.7	8.5
By telephone	2.5	1.6
Via Internet	0.8	1.7
Casino table games	5.2	7.0
Sports-betting	3.5	3.9
Bingo	2.2	1.8
Private card games / Majong	4.6	5.3
Poker tournaments	n.a.	1.2
Internet		
General	n.a.	1.4

Note: The 'played anywhere' category is based on participation at any venue, i.e., at least one or at both. The percentages for specific venue types do not add up to the total listed next to 'played anywhere'.

The results are set out so that readers can discern the overall participation rate for individual activities as well as the locations at which they are played. As indicated in Table 2.1, people in Tasmania are most likely to gamble on lotteries. Scratch tickets are played by a third of the population, gaming machines by just under 30 per cent, keno by a quarter of the population, whereas horse racing attracts fewer than 1 in 5 Tasmanian adults. Comparative statistical analyses showed that the participation rates in 2007 are similar to those in 2005. All differences between proportions (as expressed in effect sizes) were very small and therefore not statistically meaningful.

A further analysis examined the frequency with which people gambled on each activity (Table 2.2). All figures are based on the total sample so as to allow the figures to be generalised back to the broader Tasmanian population. Table 2.2 shows that approximately 1 in 5 Tasmanians play lotteries on at least a weekly basis, but that only a small proportion gambles this frequently on other forms. For example, only 1.5 per cent gamble on gaming machines on a weekly basis, and only 2 per cent buy scratch tickets or place bets on races. Analyses involving the comparison of 2007 weekly figures with 2005 showed no significant differences in weekly participation rates for any individual activities.

Table 2.2
Frequency of Participation for Individual Activities: 2007 (Per cent)

Variable/Location	Less than once per month	1-3 times per month	Once per week or more
Lotteries	22.4	8.3	21.6
Scratch Tickets	23.9	5.7	2.2
Gaming Machines			
Played anywhere	21.8	5.9	1.5
At a casino	18.0	2.7	0.7
At a club / hotel	15.5	4.2	1.0
Keno			
Played anywhere	19.8	4.4	1.7
At a club /hotel	17.9	4.1	1.6
In a casino	8.0	0.6	0.2
Horse Racing			
Anywhere	11.8	2.9	2.1
Off course	8.7	2.0	1.3
On course	7.5	0.9	0.1
By telephone	0.8	0.4	0.4
Via Internet	0.6	0.5	0.6
Casino table games	6.3	0.6	0.1
Sports-betting	3.2	0.6	0.1
Bingo	1.2	0.2	0.4
Private card games / Majong	3.7	1.1	0.5
Poker tournaments	0.9	0.1	0.2
Internet			
General	0.4	0.5	0.5

2.3 Demographic Differences in Overall Participation

Overall participation figures were compared across the demographic characteristics of the sample and the results are set out in Table 2.3. Significant differences (5 per cent or greater or lower than the overall sample proportion) are identified with * or † symbols. A difference of 5 per cent or more is statistically significant and unlikely to be due merely to chance. For each demographic characteristics (e.g., gender or age), the percentages are based on the proportion of each category gambling on each activity, e.g., the percentage of total males or 18-24 year olds gambling on a particular activity. Percentages will not therefore sum to 100 per cent for each demographic characteristic.

Table 2.3
Demographic Differences in Overall Participation

Variable	Number	Per cent
Gender		
Male	1,408	72.2
Female	1,498	71.3
Age Group		
18-29 years	552	74.2
30-39 years	502	73.2
40-49 years	583	73.9
50-59 years	548	73.7
60+ years	720	66.2
Household Size		
1 Adult	384	65.3
2 Adults	1,814	72.1
3 Adults	481	76.7
4 Adults	184	71.6
5+ Adults	42	67.7
Geographical Area		
Greater Hobart	1,207	70.1
Southern	215	72.6
Northern	816	71.7
Mersey-Lyell	667	74.5
Ethnicity (Aust)		
Aboriginal	91	85.0
Non-Aboriginal	2,532	73.0
Country of Birth		
Australia / NZ	2,647	73.2
United Kingdom	161	64.4
Other	97	71.7
Living Status		
Partner / Spouse, but no children	955	72.2
Children but no partner or spouse	120	75.9
Partner / Spouse and children	1,045	73.1
With other relatives	359	74.0
Single person household	313	63.2
Group household	94	70.7
Other	18	75.0

Table 2.3 (continued)
Demographic Differences in Overall Participation

Variable	Number	Per cent
Work Status		
In paid employment (fulltime)	1,206	75.7
In paid employment (part-time)	534	75.1
Household-duties	229	70.7
Student	122	54.7
Retired	644	67.0
Looking for Work	65	79.3
Other	100	66.7
On Pension		
Yes	521	69.9
No	122	58.4
Personal Income		
< \$20,000	931	69.6
20,000-29,999	305	71.4
30,000-39,999	337	77.8
40,000-49,999	300	66.7
50,000-59,999	234	74.3
60,000-69,999	167	66.3
70,000+	243	71.3
Education		
Less than Year 12	1,260	77.7
Year 12 only	428	75.5
At least some Uni	1,118	65.1
Diploma / Technical	93	62.7

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. or indicate that the proportion is significantly higher or lower than the overall sample proportion. Total sample, N=2,905, 71.7 per cent.

The results in Table 2.3 show that men and women in Tasmania are equally likely to gamble, but that older people (60+ years) are significantly less likely to gamble. Higher gambling participation rates are observed in: three person households; in those who are looking for work; in people who have lower educational attainment, or those who identify themselves as being of Aboriginal descent. The lowest participation rate was observed in students.

2.4 Demographic Differences in Lottery Participation

Participation figures for lotteries were compared across the demographic characteristics of the sample and the results are set out in Table 2.4. Significant differences (5 per cent or greater or lower than the overall sample proportion) are identified with * or † symbols. A difference of 5 per cent or more is statistically significant and unlikely to be due merely to chance.

Table 2.4
Demographic Differences in Lottery Participation

Variable	Number	Per cent
Gender		
Male	1,017	52.1
Female	1,060	50.5
Age Group		
18-29 years	242	32.6
30-39 years	361	52.6
40-49 years	472	59.9
50-59 years	443	59.5
60+ years	557	51.2
Household Size		
1 Adult	279	47.4
2 Adults	1,360	54.1
3 Adults	312	49.8
4 Adults	95	37.1
5+ Adults	30	47.6
Geographical Area		
Greater Hobart	862	50.1
Southern	156	52.7
Northern	595	52.3
Mersey-Lyell	463	51.7
Ethnicity (Aust)		
Aboriginal	58	54.2
Non-Aboriginal	1,807	52.1
Country of Birth		
Australia / NZ	1,887	52.2
United Kingdom	122	48.8
Other	68	37.2
Living Status		
Partner / Spouse, but no children	732	55.3
Children but no partner or spouse	92	58.2
Partner / Spouse and children	804	56.2
With other relatives	173	35.6
Single person household	230	46.6
Group household	36	27.1
Other	9	37.5
Work Status		
In paid employment (fulltime)	895	56.1
In paid employment (part-time)	386	54.3
Household-duties	162	49.8
Student	28	12.6
Retired	492	51.2
Looking for Work	33	40.2
Other	77	51.7

Table 2.4 (continued)
Demographic Differences in Lottery Participation

Variable	Number	Per cent
On Pension		
Yes	402	54.0
No	89	42.6
Personal Income		
< \$20,000	619	46.2
20,000-29,999	215	50.4
30,000-39,999	262	60.5
40,000-49,999	222	56.9
50,000-59,999	189	60.0
60,000-69,999	131	56.7
70,000+	183	53.8
Education		
Less than Year 12	917	56.6
Year 12 only	289	51.0
At least some Uni	791	46.1
Diploma / Technical	74	57.8

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. or indicate that the proportion is significantly higher or lower than the overall sample proportion. Total sample N=2,078, 51.3 per cent.

As indicated in Table 2.4, people are more likely to gamble on lotteries if they are middle-aged, have moderate incomes and have children, but no live-in partner. Lottery participation rates tended to be lower in young people, those with a university education or who are studying (students) and amongst those living in 4 person households.

2.5 Demographic Differences in Scratch Ticket Participation

Participation figures for scratch tickets were compared across the demographic characteristics of the sample and the results are set out in Table 2.5.

Table 2.5
Demographic Differences in Scratch Ticket Participation

Variable	Number	Per cent
Gender		
Male	561	28.8
Female	709	33.8
Age Group		
18-29 years	296	39.8
30-39 years	227	33.0
40-49 years	263	33.3
50-59 years	214	28.8
60+ years	269	24.7
Household Size		
1 Adult	149	25.3
2 Adults	777	30.9
3 Adults	243	38.7
4 Adults	79	30.7
5+ Adults	22	34.9
Geographical Area		
Greater Hobart	553	32.1
Southern	88	29.6
Northern	368	32.4
Mersey-Lyell	261	29.2
Ethnicity (Aust)		
Aboriginal	45	42.1
Non-Aboriginal	1115	32.1
Country of Birth		
Australia / NZ	1169	32.3
United Kingdom	67	26.8
Other	34	18.6
Living Status		
Partner / Spouse, but no children	381	28.8
Children but no partner or spouse	54	34.2
Partner / Spouse and children	478	33.4
With other relatives	180	37.1
Single person household	117	23.6
Group household	52	39.1
Other	7	29.2
Work Status		
In paid employment (fulltime)	532	33.4
In paid employment (part-time)	261	36.7
Household-duties	113	34.8
Student	59	26.6
Retired	235	24.5
Looking for Work	27	32.9
Other	41	27.5

Table 2.5 (continued)
Demographic Differences in Scratch Ticket Participation

Variable	Number	Per cent
On Pension		
Yes	190	25.5
No	44	21.1
Personal Income		
< \$20,000	392	29.3
20,000-29,999	150	35.1
30,000-39,999	169	39.0
40,000-49,999	127	32.5
50,000-59,999	114	36.2
60,000-69,999	67	29.0
70,000+	90	26.4
Education		
Less than Year 12	544	33.6
Year 12 only	194	34.2
At least some Uni	488	28.4
Diploma / Technical	39	30.5

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. or indicate that the proportion is significantly higher or lower than the overall sample proportion. Total sample N=1,268, 31.3 per cent.

The results in Table 2.5 show that scratch ticket gamblers are more likely to be younger, Aboriginal, to live in 3 person households either with relatives or unrelated people. Participation rates are lowest in the 60+ age-group, in people with higher incomes, and amongst non-Australian-born Tasmanians.

2.6 Demographic Differences in Gaming Machine Participation

Participation figures for gaming machines were compared across the demographic characteristics of the sample and the results are set out in Table 2.6.

Table 2.6
Demographic Differences in Gaming Machine Participation

Variable	Number	Per cent
Gender		
Male	526	27.0
Female	630	30.0
Age Group		
18-29 years	347	46.6
30-39 years	189	27.5
40-49 years	186	23.6
50-59 years	204	27.4
60+ years	229	21.1
Household Size		
1 Adult	145	24.7
2 Adults	651	25.9
3 Adults	246	39.2
4 Adults	100	38.9
5+ Adults	14	22.6
Geographical Area		
Greater Hobart	465	27.0
Southern	73	24.6
Northern	334	29.3
Mersey-Lyell	285	31.8
Ethnicity (Aust)		
Aboriginal	49	45.8
Non-Aboriginal	1031	29.7
Country of Birth		
Australia / NZ	1089	30.1
United Kingdom	42	16.8
Other	25	13.7
Living Status		
Partner / Spouse, but no children	356	26.9
Children but no partner or spouse	44	27.8
Partner / Spouse and children	367	25.7
With other relatives	213	43.9
Single person household	120	24.2
Group household	46	34.3
Other	10	41.7
Work Status		
In paid employment (fulltime)	476	29.8
In paid employment (part-time)	218	30.7
Household-duties	103	31.8
Student	68	30.6
Retired	220	22.9
Looking for Work	31	37.8
Other	38	25.5

Table 2.6 (continued)
Demographic Differences in Gaming Machine Participation

Variable	Number	Per cent
On Pension		
Yes	182	24.4
No	38	18.2
Personal Income		
< \$20,000	391	29.2
20,000-29,999	149	34.9
30,000-39,999	131	30.3
40,000-49,999	127	32.5
50,000-59,999	72	22.9
60,000-69,999	57	24.7
70,000+	65	19.1
Education		
Less than Year 12	566	34.9
Year 12 only	190	33.5
At least some Uni	369	21.5
Diploma / Technical	29	22.7

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. or indicate that the proportion is significantly higher or lower than the overall sample proportion. Total sample N=1,155, 28.5 per cent]

The results in Table 2.6 show that younger people, those of Aboriginal descent, and people with lower incomes are more likely to gamble on gaming machines. Participation in gaming machines is lower in older people (60+ age-group), in those Tasmanians born outside ~~Q~~log or New Zealand, and in those with higher levels of education.

2.7 Demographic Differences in Keno Participation

Participation figures for keno were compared across the demographic characteristics of the sample and the results are set out in Table 2.7.

Table 2.7
Demographic Differences in Keno Participation

Variable	Number	Per cent
Gender		
Male	533	27.3
Female	517	24.6
Age Group		
18-29 years	260	34.9
30-39 years	210	30.6
40-49 years	240	30.4
50-59 years	167	22.4
60+ years	172	15.8
Household Size		
1 Adult	109	18.5
2 Adults	658	26.2
3 Adults	191	30.5
4 Adults	78	30.4
5+ Adults	14	22.6
Geographical Area		
Greater Hobart	417	24.2
Southern	71	23.9
Northern	301	26.4
Mersey-Lyell	261	29.2
Ethnicity (Aust)		
Aboriginal	50	46.7
Non-Aboriginal	933	26.9
Country of Birth		
Australia / NZ	991	27.4
United Kingdom	38	15.2
Other	21	11.4
Living Status		
Partner / Spouse, but no children	296	22.4
Children but no partner or spouse	47	29.7
Partner / Spouse and children	431	30.1
With other relatives	143	29.4
Single person household	88	17.8
Group household	39	29.1
Other	6	25.0
Work Status		
In paid employment (fulltime)	498	31.2
In paid employment (part-time)	214	30.1
Household-duties	88	27.1
Student	34	15.3
Retired	159	16.6
Looking for Work	25	30.5
Other	29	19.5

2.8 Demographic Differences in Racing Participation

Participation figures for racing were compared across the demographic characteristics of the sample and the results are set out in Table 2.8.

Table 2.8
Demographic Differences in Racing Participation

Variable	Number	Per cent
Gender		
Male	443	22.7
Female	239	11.4
Age Group		
18-29 years	173	23.3
30-39 years	134	19.5
40-49 years	147	18.7
50-59 years	120	16.1
60+ years	107	9.8
Household Size		
1 Adult	74	12.6
2 Adults	451	17.9
3 Adults	112	17.8
4 Adults	31	12.1
5+ Adults	15	23.8
Geographical Area		
Greater Hobart	309	17.9
Southern	42	14.1
Northern	187	16.4
Mersey-Lyell	145	16.2
Ethnicity (Aust)		
Aboriginal	22	20.6
Non-Aboriginal	623	18.0
Country of Birth		
Australia / NZ	248	15.3
United Kingdom	127	22.4
Other	291	16.9
Living Status		
Partner / Spouse, but no children	209	15.8
Children but no partner or spouse	19	12.0
Partner / Spouse and children	266	18.6
With other relatives	87	17.9
Single person household	68	13.7
Group household	29	21.8
Other	3	12.5
Work Status		
In paid employment (fulltime)	372	23.3
In paid employment (part-time)	98	13.8
Household-duties	35	10.8
Student	23	10.3
Retired	109	11.3
Looking for Work	18	22.0
Other	23	15.4

Table 2.8 (continued)
Demographic Differences in Racing Participation

Variable	Number	Per cent
On Pension		
Yes	81	10.9
No	27	13.0
Personal Income		
< \$20,000	144	10.8
20,000-29,999	59	13.8
30,000-39,999	92	21.2
40,000-49,999	84	21.5
50,000-59,999	73	23.2
60,000-69,999	56	24.2
70,000+	88	25.8
Education		
Less than Year 12	248	15.3
Year 12 only	127	22.4
At least some Uni	291	16.9
Diploma / Technical	13	10.2

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. or indicate that the proportion is significantly higher or lower than the overall sample proportion. Total sample N=681, 16.8 per cent.

Participation rates for race gambling were significantly higher in young people, in those living in multiple adult or group households, amongst those born in the UK, and amongst males. Although there was no clear or consistent association between racing gambling and employment status, there was a clear positive relationship between income level and interest in this form of gambling. The higher a person's personal income, the more likely he or she was to gamble on racing activities.

2.9 Demographic Differences in Sports-Betting

Participation figures for sports-betting were compared across the demographic characteristics of the sample and the results are set out in Table 2.9.

Table 2.9
Demographic Differences in Sports-Betting

Variable	Number	Per cent
Gender		
Male	127	6.5
Female	31	1.5
Age Group		
18-29 years	72	9.7
30-39 years	25	3.6
40-49 years	29	3.7
50-59 years	21	2.8
60+ years	11	1.0
Household Size		
1 Adult	17	2.9
2 Adults	91	3.6
3 Adults	36	5.7
4 Adults	11	4.3
5+ Adults	2	3.2
Geographical Area		
Greater Hobart	86	5.0
Southern	7	2.4
Northern	41	3.6
Mersey-Lyell	24	2.7
Ethnicity (Aust)		
Aboriginal	3	2.8
Non-Aboriginal	153	4.4
Country of Birth		
Australia / NZ	156	4.3
United Kingdom	1	0.4
Other	1	0.5
Living Status		
Partner / Spouse, but no children	42	3.2
Children but no partner or spouse	3	1.9
Partner / Spouse and children	37	2.6
With other relatives	47	9.7
Single person household	18	3.6
Group household	11	8.3
Other	0	0.0
Work Status		
In paid employment (fulltime)	113	7.1
In paid employment (part-time)	18	2.5
Household-duties	7	2.2
Student	5	2.3
Retired	8	0.8
Looking for Work	2	2.4
Other	3	2.0

2.10 Demographic Differences in Casino Table-Game Gambling

Participation figures for casino table games were compared across the demographic characteristics of the sample and the results are set out in Table 2.10.

Table 2.10
Demographic Differences in Gambling on Casino Table-Games

Variable	Number	Per cent
Gender		
Male	212	10.9
Female	70	3.3
Age Group		
18-29 years	161	21.6
30-39 years	53	7.7
40-49 years	32	4.1
50-59 years	28	3.8
60+ years	9	0.8
Household Size		
1 Adult	22	3.7
2 Adults	136	5.4
3 Adults	80	12.8
4 Adults	30	11.7
5+ Adults	14	22.2
Geographical Area		
Greater Hobart	120	7.0
Southern	21	7.1
Northern	78	6.9
Mersey-Lyell	63	7.0
Ethnicity (Aust)		
Aboriginal	5	4.7
Non-Aboriginal	264	7.6
Country of Birth		
Australia / NZ	272	7.5
United Kingdom	4	1.6
Other	7	3.8
Living Status		
Partner / Spouse, but no children	61	4.6
Children but no partner or spouse	4	2.5
Partner / Spouse and children	74	5.2
With other relatives	91	18.7
Single person household	22	21.8
Group household	29	8.3
Other	2	
Work Status		
In paid employment (fulltime)	164	10.3
In paid employment (part-time)	43	6.0
Household-duties	8	2.5
Student	41	18.5
Retired	9	0.9
Looking for Work	11	13.4
Other	5	3.4

Table 2.10 (continued)
Demographic Differences in Gambling on Casino Table-Games

Variable	Number	Per cent
On Pension		
Yes	*	*
No	*	*
Personal Income		
< \$20,000	77	5.8
20,000-29,999	24	5.6
30,000-39,999	32	7.4
40,000-49,999	34	8.7
50,000-59,999	18	5.7
60,000-69,999	20	8.7
70,000+	38	11.1
Education	85	5.2
Less than Year 12	59	10.4
Year 12 only	130	7.6
At least some Uni	6	4.7
Diploma / Technical	77	5.8

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. or indicate that the proportion is significantly higher or lower than the overall sample proportion. * = Cell size too small to allow valid analysis. Total sample N=284, 7.0 per cent.

Casino games are significantly more likely to be played by males and then particularly younger males living in households with multiple adults living in the same home. This is also one of the few activities where the highest participation rates are observed amongst students. There was also some evidence to suggest that these games are preferred by people with higher personal incomes.

2.11 Demographic Differences in Bingo Gambling

Participation figures for bingo gambling were compared across the demographic characteristics of the sample and the results are set out in Table 2.11.

Table 2.11
Demographic Differences in Bingo Gambling

Variable	Number	Per cent
Gender		
Male	21	1.1
Female	52	2.5
Age Group		
18-29 years	14	1.9
30-39 years	6	0.9
40-49 years	15	1.9
50-59 years	10	1.3
60+ years	28	2.6
Household Size		
1 Adult	14	2.4
2 Adults	38	1.5
3 Adults	12	1.9
4 Adults	*	*
5+ Adults	*	*
Geographical Area		
Greater Hobart	33	1.9
Southern	5	1.7
Northern	18	1.6
Mersey-Lyell	17	1.9
Ethnicity (Aust)		
Aboriginal	3	2.8
Non-Aboriginal	63	1.8
Country of Birth		
Australia / NZ	65	1.8
United Kingdom	1	0.4
Other	6	3.3
Living Status		
Partner / Spouse, but no children	20	1.5
Children but no partner or spouse	*	*
Partner / Spouse and children	22	1.5
With other relatives	7	
Single person household	14	2.8
Group household	*	*
Other	*	*
Work Status		
In paid employment (fulltime)	14	0.9
In paid employment (part-time)	20	2.8
Household-duties	7	7
Student	*	*
Retired	24	2.5
Looking for Work	*	*
Other	*	*

Table 2.11 (continued)
Demographic Differences in Bingo Gambling

Variable	Number	Per cent
On Pension		
Yes	22	3.0
No	2	1.0
Personal Income		
< \$20,000	41	3.1
20,000-29,999	6	1.4
30,000-39,999	9	2.1
40,000-49,999	4	1.0
50,000-59,999	5	1.6
60,000-69,999	*	*
70,000+	0	0.0
Education		
Less than Year 12	43	2.7
Year 12 only	15	2.6
At least some Uni	15	0.9
Diploma / Technical	*	*

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. or indicate that the proportion is significantly higher or lower than the overall sample proportion. * = Cell size too small to allow valid analysis. Total sample N=73, 1.8 per cent.

As indicated in Table 2.11 bingo participation rates were found to be higher in women, older people (aged 60+), in those in part-time employment, lower incomes, and with more limited educational attainment.

2.12 Demographic Differences in Private Gambling

Participation figures for private gambling were compared across the demographic characteristics of the sample and the results are set out in Table 2.12. Private gambling refers to gambling amongst friends, family, etc.

Table 2.12
Demographic Differences in Private Gambling

Variable	Number	Per cent
Gender		
Male	165	8.5
Female	48	2.3
Age Group		
18-29 years	100	13.4
30-39 years	54	7.9
40-49 years	22	2.8
50-59 years	18	2.4
60+ years	18	1.7
Household Size		
1 Adult	17	2.9
2 Adults	107	4.3
3 Adults	59	9.4
4 Adults	24	9.3
5+ Adults	*	*
Geographical Area		
Greater Hobart	106	6.2
Southern	14	4.7
Northern	57	6.6
Mersey-Lyell	35	3.9
Ethnicity (Aust)		
Aboriginal	5	4.7
Non-Aboriginal	201	5.8
Country of Birth		
Australia / NZ	206	5.7
United Kingdom	1	0.4
Other	5	2.7
Living Status		
Partner / Spouse, but no children	39	2.9
Children but no partner or spouse	8	5.1
Partner / Spouse and children	63	4.4
With other relatives	63	13.0
Single person household	21	4.3
Group household	16	12.0
Other	*	*
Work Status		
In paid employment (fulltime)	141	8.8
In paid employment (part-time)	22	3.1
Household-duties	4	1.2
Student	22	9.9
Retired	17	1.8
Looking for Work	3	3.7
Other	4	2.7

Table 2.12 (continued)
Demographic Differences in Private Gambling

Variable	Number	Per cent
On Pension		
Yes	12	1.6
No	5	2.4
Personal Income		
< \$20,000	40	3.0
20,000-29,999	23	5.4
30,000-39,999	25	5.8
40,000-49,999	36	9.2
50,000-59,999	27	8.6
60,000-69,999	21	9.1
70,000+	19	5.6
Education		
Less than Year 12	69	4.3
Year 12 only	50	8.8
At least some Uni	93	5.4
Diploma / Technical	0	0.0

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. * or indicate that the proportion is significantly higher or lower than the overall sample proportion. * = Cell size too small to allow valid analysis. Total sample N=215, 5.3 per cent.

Private games were most likely to be played by younger people, males, people with moderate incomes, students, and those in full-time employment.

2.13 Demographic Differences in Internet Gambling

Participation figures for Internet gambling were compared across the demographic characteristics of the sample and the results are set out in Table 2.13.

Table 2.13
Demographic Differences in Internet Gambling

Variable	Number	Per cent
Gender		
Male	50	2.6
Female	7	0.3
Age Group		
18-29 years	18	2.4
30-39 years	15	2.2
40-49 years	12	1.5
50-59 years	7	0.9
60+ years	5	0.5
Household Size		
1 Adult	8	1.4
2 Adults	41	1.6
3 Adults	8	1.3
4 Adults	0	0.0
5+ Adults	*	*
Geographical Area		
Greater Hobart	31	1.8
Southern	2	0.7
Northern	19	1.7
Mersey-Lyell	5	0.6
Ethnicity (Aust)		
Aboriginal	1	0.9
Non-Aboriginal	55	1.6
Country of Birth		
Australia / NZ	56	1.5
United Kingdom	1	0.5
Other	0	0.0
Living Status		
Partner / Spouse, but no children	11	0.3
Children but no partner or spouse	2	1.3
Partner / Spouse and children	25	1.7
With other relatives	10	2.1
Single person household	4	0.8
Group household	*	*
Other	*	*
Work Status		
In paid employment (fulltime)	35	2.2
In paid employment (part-time)	3	0.4
Household-duties	5	1.5
Student	4	1.8
Retired	6	0.6
Looking for Work	*	*
Other	*	*

Table 2.13 (continued)
Demographic Differences in Internet Gambling

Variable	Number	Per cent
On Pension		
Yes	*	*
No	*	*
Personal Income		
< \$20,000	11	0.8
20,000-29,999	6	1.4
30,000-39,999	4	0.9
40,000-49,999	6	1.5
50,000-59,999	4	1.4
60,000-69,999	5	2.2
70,000+	10	2.9
Education		
Less than Year 12	10	0.6
Year 12 only	20	3.5
At least some Uni	26	1.5
Diploma / Technical	*	*

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. * or indicate that the proportion is significantly higher or lower than the overall sample proportion. * = Cell size too small to allow valid analysis. Total sample N=57, 1.4 per cent.

As shown in Table 2.13, Internet gamblers were significantly more likely to be younger, male, have moderate levels of education, be in full-time employment, and to have a higher personal income.

A further question asked people what sites they typically used when gambling on the Internet. This question was answered by those who indicated that they had gambled on the Internet in general and also by those who had used the Internet to place sports and racing bets. Two-thirds (67 per cent) indicated that they used only local sites, 22 per cent used overseas sites, and 11 per cent used both. There were 12 (0.3 per cent) people in the sample who had gambled on casino games using the Internet and 38 (0.9 per cent) who had placed sports-bets. Details of race-betting undertaken via the Internet was previously described above in Table 2.8.

2.14 Demographic Differences in Poker Tournaments

Participation figures for poker tournaments were compared across the demographic characteristics of the sample and the results are set out in Table 2.14.

Table 2.14
Demographic Differences in Participation in Poker Tournaments

Variable	Number	Per cent
Gender		
Male	44	2.3
Female	5	0.2
Age Group		
18-29 years	38	5.1
30-39 years	8	1.2
40-49 years	3	0.4
50-59 years	1	0.1
60+ years	0	0.0
Household Size		
1 Adult	5	0.9
2 Adults	19	0.8
3 Adults	18	2.9
4 Adults	3	1.2
5+ Adults	*	*
Geographical Area		
Greater Hobart	27	1.6
Southern	1	0.3
Northern	14	1.2
Mersey-Lyell	7	0.8
Ethnicity (Aust)		
Aboriginal	1	0.9
Non-Aboriginal	48	1.4
Country of Birth		
Australia / NZ	49	1.4
United Kingdom	0	0.0
Other	0	0.0
Living Status		
Partner / Spouse, but no children	10	0.8
Children but no partner or spouse	*	*
Partner / Spouse and children	6	0.4
With other relatives	19	3.9
Single person household	7	1.4
Group household	*	*
Other	*	*
Work Status		
In paid employment (fulltime)	33	2.1
In paid employment (part-time)	8	1.1
Household-duties	3	0.9
Student	*	*
Retired	0	0.0
Looking for Work	*	*
Other	*	*

Table 2.14 (continued)
Demographic Differences in Participation in Poker Tournaments

Variable	Number	Per cent
On Pension		
Yes	*	*
No	*	*
Personal Income		
< \$20,000	8	0.6
20,000-29,999	6	1.4
30,000-39,999	5	1.2
40,000-49,999	5	1.3
50,000-59,999	9	2.9
60,000-69,999	*	*
70,000+	5	1.5
Education		
Less than Year 12	11	0.7
Year 12 only	21	3.7
At least some Uni	17	1.0
Diploma / Technical	*	*

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. * or indicate that the proportion is significantly higher or lower than the overall sample proportion. * = Cell size too small to allow valid analysis. Total sample N=49, 1.2 per cent.

Table 2.14 shows that the profile of the typical poker tournament gamblers appears to be quite similar to those who gamble on the Internet. Such people are more likely to be younger, male, with moderate levels of education, moderate incomes, and to be working full-time. Women, older people, and those with low incomes are less likely to participate in this form of gambling.

2.15 Regular Non-Lottery Product Gambling

Those respondents who gambled at least once per week or the equivalent of 52 or more times per year on activities other than lotteries, scratch-tickets or bingo were classified as regular gamblers. As will be discussed in more detailed in Chapter 4, this distinction between lottery and non-lottery-styles of gambling is important in that there are qualitative differences between the two types of gambling. Due to the larger financial stakes involved and the capacity to place repeated bets (the ‘continuity’ of gambling), it is much more likely that people will experience gambling problems with non-lottery products (e.g., EGMs, racing and casino table games) than when playing only lottery games. Accordingly, it is useful to analyse the prevalence of more continuous forms of gambling because this provides a useful indicator of the number of people in the population who are involved in gambling forms that have the potential to be associated with gambling-related problems.

A total of 304 or 7.5 per cent of the sample were classified as regular non-lottery gamblers. This figure was significantly higher than the figure of 5.7 per cent obtained in the 2005 survey ($p < .001$). A demographic profile of regular gamblers is provided in Table 2.15.

Table 2.15
Demographic Differences in Regular Non-Lottery Gambling

Variable	Number	Per cent
Gender		
Male	209	10.7
Female	95	4.5
Age Group		
18-29 years	73	9.8
30-39 years	30	4.4
40-49 years	70	8.9
50-59 years	52	7.0
60+ years	5	7.3
Household Size		
1 Adult	45	7.7
2 Adults	172	6.8
3 Adults	65	10.4
4 Adults	15	5.8
5+ Adults	7	11.1
Geographical Area		
Greater Hobart	143	8.3
Southern	23	7.8
Northern	74	6.5
Mersey-Lyell	64	7.2
Ethnicity (Aust)		
Aboriginal	6	5.6
Non-Aboriginal	281	8.1
Country of Birth		
Australia / NZ	289	8.0
United Kingdom	9	3.6
Other	6	3.3
Living Status		
Partner / Spouse, but no children	105	7.9
Children but no partner or spouse	11	7.0
Partner / Spouse and children	85	5.9
With other relatives	46	9.5
Single person household	39	7.9
Group household	17	12.8
Other	1	4.2
Work Status		
In paid employment (fulltime)	132	8.3
In paid employment (part-time)	54	7.6
Household-duties	19	5.9
Student	7	3.2
Retired	75	7.8
Looking for Work	3	3.7
Other	13	8.7

Table 2.15 (continued)
Demographic Differences in Regular Non-Lottery Gambling

Variable	Number	Per cent
On Pension		
Yes	63	8.5
No	11	5.3
Personal Income		
< \$20,000	98	7.3
20,000-29,999	36	8.4
30,000-39,999	32	7.4
40,000-49,999	34	8.7
50,000-59,999	27	8.6
60,000-69,999	16	7.0
70,000+	23	6.7
Education		
Less than Year 12	157	9.7
Year 12 only	52	9.2
At least some Uni	91	5.3
Diploma / Technical	3	2.3

Note: Many people chose not to disclose their demographic details, in particular income or ethnicity. Figures do not sum to 100 per cent due to non-responses or rounding errors. * or indicate that the proportion is significantly higher or lower than the overall sample proportion. * = Cell size too small to allow valid analysis. Total sample N=304, 7.5 per cent.

As indicated in Table 2.15, regular gamblers are most likely to be younger, male, Australian-born, less well educated, and living in 'group homes'. Students are least likely to be regular gamblers.

3. Electronic Gaming Machines

3.1 Overview

An addition to the 2007 survey was the inclusion of a range of questions specifically related to electronic gaming machine (EGMs). Many of these questions were previously included in the recent South ~~log~~ prevalence study in 2005, and were adapted from the 2001 household survey conducted in Queensland. Although some similar questions were also asked in surveys conducted in other jurisdictions such as New South Wales, the Northern Territory, and Victoria, the South ~~log~~ results are used as a primary benchmark because of the availability of comparative survey items and exact count data for each question. Findings from other jurisdictions are also included in the text wherever such information is available.

3.2 Geography of EGM Gambling

In Australia, there is considerable interest in examining how the distribution of gambling opportunities influences gambling behaviour. For example, if one has a higher concentration of gaming machines or venues in a particular area, does this influence the likelihood that a person will gamble, how much they spend, and their likelihood of developing gambling problems? Although these questions cannot provide specific answers to these questions, one way in which one can infer the potential role of proximity of gambling opportunities is to examine people's gambling habits and how they are influenced by geography.

As in the recent South ~~log~~ survey, respondents were asked to indicate how far they would usually travel in order to play EGMs. The results are summarised in Table 3.1. In contrast to the tables in Chapter 2, all figures are expressed as a proportion of the total number of people who gambled on EGMs (rather than as a function of the total sample).

Table 3.1
Distance Usually Travelled to Play EGMs

Distance	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Within 1 km	1,102	21.5	160	13.8
2-5 km	1,767	34.5	331	28.6
6-10 km	645	12.6	207	17.9
10 or more km	1,055	20.6	399	34.5
Denominator	5,130		1,156	

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

The results in Table 3.1 show that just over 40 per cent of Tasmanians reported travelling only 0-5km to visit a gaming venue; just under 1 in 5 reported travelling 6-10km, and over a third said that they travelled over 10 kilometres. A comparison with the South Australian figures shows that people in Tasmania generally travel further to gamble than people do in South ~~log~~. In South ~~log~~, 56 per cent of EGM players travel only up to 5km and only 1 in 5 travel more than 10km

To cast further light on these findings and to determine whether the same pattern was observed across Tasmania, the data were further analysed by area. As indicated in Table 3.2, the only clear trend was for people living in the southern areas of Tasmania to report

travelling further than people from other areas. People in Hobart were more likely than the rest of the sample to travel 6-10km to gamble on EGMs.

Table 3.2
Distance Travelled By Area (Per cent)

Distance	Greater Hobart	Southern	Northern	Mersey-Lyell
Within 1 km	13.9	9.6	12.3	16.5
2-5 km	26.8	17.8	30.6	32.0
6-10 km	23.2	5.5	19.2	10.9
10 or more km	29.6	64.4	33.0	36.6
Denominator	466	73	333	284

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

A further question asked people whether they usually gambled at the venue closest to their home (Table 3.3) or work. Just over 2 in 5 (41.9 per cent) of EGM players said 'Yes' to this question, whereas 56.2 per cent said no. On the whole, this pattern of results was quite similar to that obtained in the recent South ~~Logn~~ prevalence study.

Table 3.3
EGM Gambling: Closest Venue to Home or Work?

Distance	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Closest to Home	2,293	44.7	484	41.9
Closest to Work	492	9.6	145	12.6
Denominator	5,130		1,156	

When these figures were further broken down by area (Table 3.4), the results showed few differences apart from the fact that people from the Mersey-Lyell area tended to be more likely to gamble at the venue closest to their homes.

Table 3.4
Do EGM Players Gamble at the Venue Nearest to Home? (Per cent)

Distance	Greater Hobart	Southern	Northern	Mersey-Lyell
Yes	37.4	31.5	44.6	48.6
No	59.1	67.1	53.9	51.1

Note: Not all figures sum to 100 per cent due to missing responses. or indicate that the proportion is significantly higher or lower than the overall sample proportion.

Respondents were also asked whether they gambled at the venue closest to their work or study. Only 12.6 per cent endorsed this question. Eighty-six percent said that this was not how they selected venues.

3.3 Taking Breaks While Gambling on EGMs

EGM players were asked whether they took breaks when they were gambling and the reasons why this occurred. Natural breaks in play are important from a regulatory perspective in that they may indicate the extent to which gambling sessions can be influenced by smoking bans, social interaction, and the requirement to obtain food and drinks in other areas of the venue.

Table 3.5 summarises the major responses obtained. As indicated, around a third of the sample reported taking breaks to obtain drinks or food, around 1 in 5 stops to smoke, over a third stops to talk with friends, but almost 2 in 5 people do not stop to take breaks at all. These figures were similar to those obtained in the 2005 South ~~Logn~~ survey.

Table 3.5
Why People Take Breaks When Gambling on EGMs

Reason	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
To eat	1,555	30.3	366	31.6
To obtain drink	1,713	33.4	407	35.2
To smoke	866	16.9	211	18.2
To visit toilet	1,678	32.7	384	33.3
To talk with friends	1,927	37.6	423	36.7
Don't take breaks	2,180	42.6	446	38.6

Note: Multiple response question.

3.4 Amount of Money Spent on EGMs

Respondents were asked to say how much money they were out of pocket on the last occasion they had gambled on EGMs. They were also asked how much time (in minutes) they had spent gambling. Many people did not answer these questions because they could not remember, so that the findings are based on a slightly smaller sample than the questions above. Of those respondents who reported on their most recent visit to a hotel or club to play EGMs, 220 (26.4 per cent) reported having won money, 537 (64.1 per cent) had lost, and 81 (9.7 per cent) had come out with the same amount of money. The amount won at hotels or clubs ranged from \$1 to \$1,100 with a median of \$33, whereas the amount lost ranged from \$1 to \$500 with a median value of \$10. A summary of the overall amount 'out of pocket' is provided in Table 3.6. Table 3.6 shows that the majority of people stated that they spent only relatively modest amounts (over 50 per cent spent < \$10). Only 1.9 per cent reported spending over \$100.

Table 3.6
Amount Lost on EGMs at Last Visit to Venue

Amount	EGMs in Hotels/Clubs		EGMs in Casinos	
	Number	Per cent	Number	Per cent
Up to \$5	148	27.7	111	20.7
\$6-\$10	137	25.6	116	21.7
\$11-\$20	147	27.5	148	27.7
\$21-\$30	23	4.3	50	9.3
\$31-\$50	49	9.2	65	12.1
\$51-\$100	18	3.4	34	6.4
\$101+	10	1.9	25	4.7
Denominator	535		535	

A similar series of analyses were conducted for those who reported having gambled on EGMs at a casino. Of the 837 people who answered this question, 259 (29.7 per cent) said that they had won money, 537 (61.5 per cent) had lost, and 77 (8.8 per cent) had come out even. The median amount won on EGMs at casinos was \$60 (range \$1 to \$10,000), and the median amount lost was \$20 (range \$1 to \$2000). The distribution of loss amounts, summarised in

Table 3.6, shows that people generally reported having lost significantly more at casinos than in clubs and hotels. Almost 5 per cent reported having lost more than \$100 on the last occasion during which they played.

It is difficult to draw comparisons between these figures and those obtained in the 2005 survey by Roy Morgan Research because the previous survey did not apply a consistent approach to the collection of expenditure data. In the previous survey, if people had won on their most recent visit to the venue, their data was excluded and they were asked a separate question relating to how much they spent on a “typical day” (Roy Morgan Research, 2005). Although logical, a difficulty with this method is that would have distorted the findings in that it would have weighted the findings in favour of larger losses. Anyone who lost money on the last occasion in 2005 would have had their results included from the initial question, whereas those who won (and this **does** happen according to the laws of chance) would have been asked to provide a longer term “loss” figure.

Nevertheless, despite the differences in the question formats, the figures for 2007 are similar to those in 2005. In the current survey, the mean amount reported to have been lost by gamblers at hotels or clubs was \$22.35 (SD = 40.71) \$21.92 in the 2005 survey. For casinos, the current survey obtained an estimated mean loss figure of \$46.26 (SD = 161.82) . \$43.20 in 2005.

Table 3.7
Demographic Variations in Amounts Won or Lost in Most Recent EGM Visit

	EGMs in Hotels/Clubs		EGMs in Casinos	
	\$ Won M (SD)	\$ Lost M (SD)	\$ Won M (SD)	\$ Lost M (SD)
Male	108.0 (221.6)	23.1 (36.9)	112.2 (189.1)	58.9 (218.3)
Female	70.8 (127.4)	21.6 (44.4)	201.6 (756.2)	35.6 (88.8)
18-29 years	53.8 (68.7)	15.1 (16.1)	73.6 (72.0)	23.5 (36.3)
30-39 years	104.3 (213.1)	30.2 (67.1)	250.9 (431.7)	61.7 (255.1)
40-49 years	176.1 (319.8)	27.7 (49.9)	183.7 (248.0)	60.9 (150.1)
50-59 years	64.6 (131.9)	23.3 (29.7)	304.7 (1261.6)	67.5 (241.0)
60+ years	98.2 (179.7)	21.2 (34.7)	123.4 (232.4)	36.2 (68.2)
Greater Hobart	88.9 (204.7)	24.1 (47.0)	199.6 (913.1)	56.3 (182.8)
Southern	111.9 (204.4)	26.7 (50.0)	93.7 (148.7)	128.3 (429.4)
Northern	82.7 (148.0)	21.2 (42.2)	183.5 (323.4)	27.5 (54.9)
Mersey-Lyell	91.5 (173.6)	20.0 (24.4)	100.4 (109.4)	31.4 (53.5)

A final series of analyses examined whether the typical amount lost or won varied according to the demographic characteristics of the sample (Table 3.7). As shown in Table 3.7, a difficulty with any analyses involving expenditure data is that the standard deviations tend to be very large so that apparently large differences in mean scores are usually not significant when examined using standard parametric tests. For this reason, both parametric and non-parametric tests were conducted to examine differences in amounts. Both analyses revealed few significant differences. Both groups of gamblers in Table 3.7 were more likely to claim that they had been winning on EGMs than losing, 18-29 year olds reported losing significantly less on EGMs played at clubs or hotels, and significantly more was lost on EGMs at a casino by people living in the Greater Hobart area. This general tendency to over-report winnings is likely to be due to a variety of factors, including people’s reluctance to admit to losing, the greater saliency of wins (i.e., people find them easier to remember because they are more memorable and reinforcing), and people’s tendency to present their gambling in a more favourable light than might be the case.

3.5 Amount of Time Spent Playing EGMs

EGM players were also asked to indicate how much time (in minutes) they had spent gambling on the most recent occasion (Table 3.8). As indicated, people spent an average of 58 minutes at hotels and clubs and 37 minutes playing at casinos, although these data were very positively skewed.⁵ The corresponding median values were only 30 minutes for clubs and hotels and 20 minutes for casinos. Inspection of the distribution of times in Table 3.8 showed that around three quarters of hotel and club players and almost 60 per cent of casino players usually only played for 30 minutes or less. Only 2 per cent of club/hotel players and 8 per cent of casino gamblers usually gambled for more than two hours. In general, people who reported gambling at casinos usually gambled for much longer (over 20 per cent of casino gamblers played for at least an hour – less than 10 per cent who visited clubs or hotels).

Table 3.8
Amount of Time (in minutes) spent gambling on EGMs at Last Visit to Venue

Time	EGMs in Hotels/Clubs		EGMs in Casinos	
	Number	Per cent	Number	Per cent
Up to 5 minutes	114	13.6	113	13.0
6-10 minutes	146	17.4	98	11.3
11-20 minutes	181	21.6	123	14.2
21-30 minutes	196	23.4	170	19.6
31-60 minutes	120	14.3	173	20.0
1-2 hours	63	7.5	119	13.7
> 2 hours	19	2.3	72	8.3
Mean (SD)	58.0 (82.4)		37.6 (69.7)	
Median	30.0		20.0	
Denominator	839		868	

These data were further analysed in relation to the respondent's gender, area and age group. No significant gender or area differences emerged. However, younger people were found to report significantly shorter sessions than older people. For hotel and club gambling, the three youngest age groups 18-29 years, 30-39 years, and 40-49 years, all reported significantly shorter times than those aged 50+. For casino gambling, the 18-29 figure was significantly lower than for all other groups.

Table 3.9
Demographic Differences in Time Spent Playing Gaming Machines

	EGMs in Hotels/ Clubs M (SD)	EGMs in Casinos M (SD)
Male	38.4 (83.7)	54.0 (79.0)
Female	36.8 (52.8)	61.4 (85.1)
18-29 years	27.0 (39.0)	32.1 (44.1)
30-39 years	31.5 (36.0)	61.5 (67.3)
40-49 years	35.8 (38.2)	64.3 (101.1)
50-59 years	53.3 (106.4)	71.9 (83.3)
60+ years	47.8 (102.2)	77.7 (107.5)
Greater Hobart	60.5 (87.3)	34.1 (41.1)
Southern	65.1 (82.5)	39.3 (47.0)
Northern	52.9 (89.5)	34.9 (72.0)
Mersey-Lyell	58.5 (57.0)	44.5 (97.7)

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

⁵ The term "positively skewed" refers to the distribution of time which people reported they spent gambling, with most gamblers tending to cluster towards the lower amount of time.

3.6 Obtaining Money to Gamble on EGMs

Those who gambled on EGMs were also asked a series of questions relating to how they obtained money to gamble at the venue. All of these questions were included in the 2005 South ~~W~~logn survey, so that it is possible to provide direct comparative data. In Tasmania, no ATMs are allowed in hotels and clubs, so that the percentages for Tasmanian gamblers refer to those who gambled at EGMs at Casinos.

The first of these questions (Table 3.10) showed that only 22 per cent of Tasmanian EGM players withdraw money from their bank accounts when they are at venues (only EFTPOS in hotels/clubs, ATM at casino) and that only 4.5 per cent do so on a regular basis. The distribution of responses were almost identical to those obtained in the recent South ~~W~~logn survey.

Table 3.10
Withdrawing Money from Savings/Cheque Account Using Plastic Cards

	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Never	4,056	79.1	895	77.4
Rarely	537	10.5	133	11.5
Sometimes	330	6.4	74	6.4
Often	106	2.1	36	3.1
Always	78	1.5	16	1.4
Denominator	5,130		1,156	

Note: In Tasmania, no ATMs are available in either clubs or hotels. The denominators are based on how many people actually were asked the question, so there will quite often be “can’t say” and “refusals to answer”.

A second more general question asked respondents whether they generally withdrew money before gambling on EGMs (irrespective of the source). The results showed that 70 per cent of the respondents never withdrew money, although the proportion who reported doing this regularly (often or always) was higher: 12.5 per cent. Once again, these figures were similar to those obtained in the South ~~W~~logn survey.

Table 3.11
Withdrawal of Money Before Gambling on EGMs

	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Never	3,795	74.0	807	69.9
Rarely	355	6.9	92	8.0
Sometimes	457	8.9	111	9.6
Often	131	2.6	40	3.5
Always	359	6.8	104	9.0
Denominator	5,130		1,156	

Note: In Tasmania, no ATMs are available in either clubs or hotels.

When the question was reworded so as to specify whether the withdrawal was from ATMs which are available at the casino (Table 3.12), the results were again similar. Over three quarters of Tasmanian EGM players reported never using ATMs before gambling and only 6 per cent reported doing so regularly. Similar figures were obtained in the South ~~W~~logn study. This is an interesting result as the availability of ATMs differs between the two states,

but so too does the amount of EGM gambling in the casinos in Tasmania relative to South Australia.

Table 3.12
Withdrawal of Money from ATMs Before Gambling on EGMs*

	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Never	3,976	77.5	893	77.2
Rarely	407	7.9	89	7.7
Sometimes	465	9.1	102	8.8
Often	106	2.1	28	2.4
Always	152	3.0	41	3.6
Denominator	5,130		1,156	

Note: ATMs available at casino but not within licensed clubs or hotels.

A fourth question asked respondents how often they withdraw money with the assistance of a cashier prior to gambling (Table 3.13). Over 90 per cent of people in both samples reported never obtaining money using the cashier and only 1 or 1.5 per cent reported doing this regularly.

Table 3.13
Withdrawal of Money Using the Cashier Before Gambling on EGMs

	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Never	4,703	91.7	1,089	94.3
Rarely	172	3.3	26	2.3
Sometimes	167	3.3	15	1.3
Often	19	0.4	10	0.8
Always	33	0.6	8	0.7
Denominator	5,130		1,156	

Note: In Tasmania, no ATMs are available in either clubs or hotels.

EGM gamblers in both States also very rarely used credit cards to withdraw money at venues. Over 90 per cent never did this and only 1 per cent reported doing so on a regular basis.

Table 3.14
Withdrawal of Money from Credit Cards Before Gambling on EGMs

	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Never	4,814	93.8	1,115	96.5
Rarely	108	2.1	14	1.2
Sometimes	129	2.5	11	0.9
Often	17	0.3	5	0.5
Always	36	0.7	8	0.7
Denominator	5,130		1,156	

Note: In Tasmania, no ATMs are available in either clubs or hotels.

Consistent with the prevailing venue codes of practice in both jurisdictions, very few gamblers reported using cash cheques at venues as a way to withdraw money. Only around 1 per cent of respondents indicated that they had done this, and this may have been before the codes of practice were introduced.

Table 3.15
Withdrawal of Money Using Cash Cheques Before Gambling on EGMs

	South Australia 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Never	5,052	98.5	1,142	98.8
Rarely	28	0.5	5	0.4
Sometimes	21	0.4	5	0.4
Often	2	< 0.1	1	0.1
Always	4	< 0.1	3	0.3
Denominator	5,130		1,156	

Note: In Tasmania, no ATMs are available in either clubs or hotels.

3.7 Analysis of ATM Use at Venues by Gambling Frequency

Given the contentious nature of ATMs in venues, it is therefore important to examine whether the level of gambling involvement is associated with the greater use of ATMs. To conduct this analysis, respondents were divided into two groups based on their frequency of gambling. Those who gambled monthly on EGMs at casinos or hotels and clubs were differentiated from those who gambled less frequently. These new frequency of participation variables were then cross-tabulated with the frequency of reported ATM withdrawals at the casinos. The results are summarised in Table 3.16 and Table 3.17.

The results in Table 3.16 for gambling on casino EGMs show that more regular EGM players were significantly more likely to use ATMs than infrequent players. Almost 20 per cent of monthly+ players used ATMs “often” or “always” compared with less than 5 per cent of the infrequent players.

Table 3.16
Use of ATMs in Relation to Frequency of Gambling on Casino EGMs

	Monthly+ Players		Infrequent Players	
	Number	Per cent	Number	Per cent
Never	68	48.6	581	79.4
Rarely	11	7.9	64	8.7
Sometimes	33	23.6	52	7.1
Often	12	8.6	15	2.0
Always	16	11.4	20	2.7
Denominator	140		732	

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.
In Tasmania, no ATMs are available in either clubs or hotels.

The same significant trend was also observed for respondents who gambled on EGMs at hotels or clubs (Table 3.17), although the differences were not so strongly marked as for the casino gamblers. These findings are odd in that ATMs are not available in hotels or clubs in Tasmania, so it appears that people may be using ATMs very close to venues before they begin gambling.

Table 3.17
Use of Nearby ATMs in Relation to Frequency of Gambling on Hotel/Club EGMs

	Monthly+ Players		Infrequent Players	
	Number	Per cent	Number	Per cent
Never	137	64.9	502	80.1
Rarely	25	11.8	44	7.0
Sometimes	31	14.7	46	7.3
Often	14	6.6	12	1.9
Always	4	1.9	23	3.7
Denominator	211		627	

Note: In Tasmania, no ATMs are available in either clubs or hotels.

3.8 Use of Loyalty Cards

Respondents were asked whether they possessed a loyalty card to earn bonus points when they gambled on EGMs. Just under one third (32.3 per cent) of those who played EGMs at a casino had a card, whereas only 4.2 per cent used a card at clubs or hotels (33 per cent had either a casino card or hotel/club card, or both). This overall figure for card ownership is significantly higher than in South Australia (15 per cent).

The frequency with which card-holding players used their cards is summarised in Tables 3.18 and 3.19. Since this is an issue that may have some regulatory importance, figures are expressed both in terms of the total number of respondents who answered this question as well as the total number of EGM players.

The first set of results for casino EGM playing in Table 3.18 shows that around a half of people who own loyalty cards use them regularly, but this represents only just over 20 per cent of all EGM players at casinos.

Table 3.18
Usage of Loyalty Cards When Gambling on EGMS at a Casino

	Number	Users (Per cent)	All EGM (Per cent)
Always (100 per cent)	150	40.1	17.3
Most of the time (> 50 per cent)	42	11.2	4.8
Sometimes (25-50 per cent of time)	43	11.4	5.0
Rarely (< 25 per cent of time)	89	23.8	10.3
Never (0 per cent)	50	13.4	5.8

Much lower figures were obtained for loyalty cards in clubs or hotels (Table 3.19). Less than 40 per cent of card holders used their cards regularly and these people represent only 2 per cent of all EGM players at clubs and hotels.

Table 3.19
Usage of Loyalty Cards When Gambling on EGMS at a Hotel/Club

	Number	Users (Per cent)	All EGM (Per cent)
Always (100 per cent)	13	27.3	1.4
Most of the time (> 50 per cent)	5	11.1	0.5
Sometimes (25-50 per cent of time)	6	12.8	0.6
Rarely (< 25 per cent of time)	14	28.4	1.5
Never (0 per cent)	10	20.5	1.0

3.9 Perceived Strategies for Winning on EGMs

When asked if they had some way to improve their chances of winning on EGMs, 54 (4.7 per cent) of players said ‘yes’. There were 8 players who said that they knew when the machine was about to pay out, 4 tried to play machines that had not paid out for some time, 3 rubbed or talked to the machine, 3 changed their betting style, and 1 reported using a lucky charm or object. Such erroneous views about the nature of outcomes on EGMs have been investigated in a number of Australian studies (see Delfabbro & LeCouteur, 2008) for a review). Such misconceptions are thought to arise from people mistaken views about the nature of randomness and probability (e.g., people believe that the odds are self-correcting, so that long periods of losing should be soon following by winning periods: the gambler’s fallacy).

4. Attitudes Towards Gambling

4.1 Overview

All participants in the 2007 survey were asked to respond to a series of attitudinal questions relating to their views of gambling in Tasmania. Some of these questions were also included in the 2005 Tasmanian survey so that it is possible to provide longitudinal comparisons. Other questions have been added from the most recent Victorian community attitudes survey to provide a more comprehensive analysis.

4.2 Benefits of EGMs in Clubs/Hotels

A first general question asked participants whether the Tasmanian community had benefited from EGMs in clubs and hotels. Of the total sample of 4051, 409 (10.1 per cent) were unable to provide a definite answer, 337 (8.3 per cent) said ‘yes’, and 3305 (81.6 per cent) said ‘no’. In other words, the majority of participants did not believe that the Tasmanian community had benefited from EGMs in clubs and hotels. This figure was similar to that obtained in 2005 (10 per cent).

A further breakdown of responses by gender, age and area is provided in Table 4.1 with the results of significance tests undertaken with the ‘can’t say’ responses not included. The results revealed no area or regional differences in general attitudes, but found that younger people and males generally had more positive attitudes about the benefits of EGMs to the Tasmanian community. These results were identical to those obtained in the 2005 survey.

Table 4.1
The Tasmanian Community has Benefited from EGMs

	Yes		No	
	Number	Per cent	Number	Per cent
Gender				
Male	194	9.9	1,534	78.6
Female	144	6.9	1,771	84.3
Age Group				
18-29 years	88	11.8	543	73.0
30-39 years	35	5.1	611	89.1
40-49 years	50	6.3	666	84.4
50-59 years	62	8.3	613	82.3
60+ years	102	9.4	872	80.2
Area				
Hobart	137	8.0	1,417	82.3
Southern	24	8.1	245	82.5
Northern	91	8.0	905	79.6
Mersey-Lyell	85	9.5	738	82.5

Note: Table does not include ‘can’t say’ responses, or indicate that the proportion is significantly higher or lower than the overall sample proportion.
[Total Sample N=337, 8.3 per cent said ‘yes’ and N=3,305, 81.6 per cent said ‘no’]

A further analysis examined attitudes in relation to people’s frequency of gambling on EGMs (Table 4.2 and Table 4.3). The results showed that frequent players had significantly more positive attitudes towards EGMs than infrequent players.

Table 4.2
Have EGMS benefited Tasmania: Analysis by Frequency of EGM Gambling

	Monthly+ Players		Infrequent Players	
	Number	Per cent	Number	Per cent
Gambles on Casino EGMs				
Yes	43	30.7	87	11.9
No	80	57.1	544	74.5
Gambles on Hotel/Club EGMs				
Yes	44	20.8	79	12.6
No	140	66.0	470	75.0

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.
 [Total Sample N=337, 8.3 per cent said 'yes' and N=3,305, 81.6 per cent said 'no']

4.3 Impacts of EGMs on Tasmania

A second and third question related to whether respondents believed that EGMs had yielded financial and social benefits to Tasmania (Table 4.3). Both 2005 and 2007 surveys consistently show that the majority of Tasmanians did not believe that EGMs yielded financial or social benefits to Tasmania. The proportion of the sample agreeing that there had been financial benefits was significantly lower in 2007 than in 2005, whereas perceptions of the social benefits remained similar.

Table 4.3
Benefits of EGMs to Tasmania (Tasmania has benefited financially/socially)

	Tasmania 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Benefited Financially				
Agree	661	33.0	1,090	26.9
Neutral	140	7.0	314	7.7
Disagree	1,102	55.0	2,411	59.5
Benefited Socially				
Agree	341	17.0	662	16.4
Neutral	120	6.0	200	4.9
Disagree	1,522	76.0	3,068	75.7

Analysis of these responses in relation to the demographic characteristics of the sample revealed no gender differences, but found that younger people expressed more positive views about the financial and social benefits of EGMs, whereas 50-59 year olds tended to be more negative in their views. The Northern and Mersey-Lyell areas of Tasmania were more likely to have negative views about EGMs than those living in Southern Tasmania (Table 4.4).

Table 4.4
Demographic Variations: (Tasmania has benefited financially/socially)

Variable	Agree		Neutral		Disagree	
	Number	Per cent	Number	Per cent	Number	Per cent
BENEFITED FINANCIALLY						
Gender						
Male	534	27.4	140	7.2	1,194	61.2
Female	556	26.5	174	8.3	1,217	57.9
Age Group						
18-29 years	249	33.5	97	13.0	360	48.4
30-39 years	158	23.0	64	9.3	420	61.2
40-49 years	209	26.5	43	5.4	505	64.0
50-59 years	175	23.5	40	5.4	491	66.0
60+ years	298	27.4	70	5.4	635	58.4
Area						
Hobart	162	26.9	138	8.0	1,029	59.7
Southern	69	23.4	26	8.8	189	64.1
Northern	317	27.9	99	8.7	629	55.3
Mersey-Lyell	241	26.9	51	5.7	564	46.1
BENEFITED SOCIALLY						
Gender						
Male	305	15.6	98	5.0	1,499	76.9
Female	356	16.9	102	4.9	1,570	74.8
Age Group						
18-29 years	168	22.6	47	6.3	510	68.7
30-39 years	100	14.5	36	5.2	536	78.1
40-49 years	92	11.7	33	4.2	648	82.2
50-59 years	100	13.4	35	4.7	591	79.3
60+ years	200	18.4	49	4.5	783	72.1
Area						
Hobart	263	15.8	87	5.1	1,325	76.9
Southern	47	15.9	19	6.4	224	75.4
Northern	193	16.9	50	4.4	840	63.7
Mersey-Lyell	149	16.7	43	4.8	681	76.1

Note: Table does not include 'can't say' responses, or indicate that the proportion is significantly higher or lower than the overall sample proportion.

The perceived benefits of EGMs to Tasmania were also examined in relation to people's involvement with EGM gambling. As shown in Table 4.5, those who played EGMs at least once per month at either a casino or in clubs/hotels were significantly more likely to believe (agree) that EGMs had given rise to financial benefits to the Tasmanian community.

Even stronger differences were obtained for the question relating to social benefits, particularly for those people who gambled on EGMs at casinos. As indicated in Table 4.6, those who gambled at least monthly on EGMs were much more likely to agree that EGMs had yielded social benefits for Tasmania.

Table 4.5
Benefited Financially: Frequency of Gambling on EGMs

	Monthly+ Players		Infrequent Players	
	Number	Per cent	Number	Per cent
Gambles on Casino EGMs				
Agree	65	46.8	264	36.1
Neutral	10	7.2	69	9.4
Disagree	56	40.2	359	49.1
Gambles on Club/Hotel EGMs				
Agree	84	44.4	215	34.3
Neutral	14	6.6	64	10.2
Disagree	93	44.9	326	52.0

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

Table 4.6
Benefited Socially: Frequency of Gambling on EGMs

	Monthly+ Players		Infrequent Players	
	Number	Per cent	Number	Per cent
Gambles on Casino EGMs				
Agree	58	41.7	181	23.7
Neutral	10	7.2	49	33.1
Disagree	69	49.7	477	65.3
Gambles on Club/Hotel EGMs				
Agree	71	33.5	158	25.2
Neutral	10	4.7	48	7.7
Disagree	129	60.8	411	65.6

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

4.4 Control of EGMs

As in the 2005 survey, respondents were asked about the extent to which EGMs were appropriately regulated in Tasmania (monitored and controlled). The results showed that the public's perception of regulation was poorer in 2007 than in 2005. Almost half agreed that monitoring was appropriate in 2005 as compared with under 40 per cent in 2007.

Table 4.7
EGM Regulation (Is monitoring and control sufficient?)

	Tasmania 2005		Tasmania 2007	
	Number	Per cent	Number	Per cent
Agree	941	47.0	1,571	38.7
Neutral	220	11.0	454	11.2
Disagree	441	22.0	1,094	27.0

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion. Non-responses: 932.

Analysis of this question in relation to the gender, age and area of participants showed that younger people and males were more likely to hold positive views about the quality of regulation of EGMs in Tasmania (Table 4.8).

Table 4.8
Demographic Variations in Perception of EGM Regulation (Is monitoring and control sufficient?)

Variable	Agree		Neutral		Disagree	
	Number	Per cent	Number	Per cent	Number	Per cent
Gender						
Male	818	41.9	210	10.8	575	29.5
Female	753	35.9	244	11.6	519	24.7
Age Group						
18-29 years	347	46.7	92	12.4	195	26.2
30-39 years	249	36.3	120	17.5	179	26.1
40-49 years	290	36.8	87	11.0	232	29.4
50-59 years	311	41.7	61	8.2	204	27.4
60+ years	275	34.5	94	8.6	285	26.1
Area						
Hobart	715	41.4	214	12.4	434	25.2
Southern	120	40.4	43	14.5	73	24.5
Northern	410	36.1	95	8.4	301	26.5
Mersey-Lyell	326	36.4	103	11.5	286	32.0

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

A final analysis of this question in relation to gambling frequency (Table 4.9) showed that more frequent players of EGMs at casinos had significantly more positive views about the quality of control and monitoring of EGMs in Tasmania than did infrequent players. No differences were observed for regular gamblers at hotels and clubs.

Table 4.9
Perception of EGM Regulation and Frequency of Gambling on EGMs
(Is monitoring and control sufficient?)

	Monthly+ Players		Infrequent Players	
	Number	Per cent	Number	Per cent
Gambles on Casino EGMs				
Agree	74	60.4	348	47.6
Neutral	10	7.2	79	10.8
Disagree	27	19.4	165	22.6
Gambles on Club/Hotel EGMs				
Agree	117	49.2	309	49.2
Neutral	22	10.4	63	10.0
Disagree	55	26.0	150	23.9

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

4.5 Community Attitudes

A series of questions previously used in Victoria were also included in the current survey (Table 4.10). The results in Table 4.10 show that the majority of Tasmanians believe that gambling is too accessible, is a serious social problem, and that the number of gaming machines should be reduced. Very few felt that gambling had contributed to the good of the community or enhanced its social life, although 1 in 5 believed that it had contributed to employment growth. On the whole, Tasmanians in 2007 were significantly more negative in their views of gambling than Victorians in 2003. They were, for example, much less likely than Victorians to believe that gambling had contributed to employment growth in local communities.

Table 4.10
Broader Community Attitudes

	Tasmania 2007		Victoria 2003	
	Number	Per cent	Number	Per cent
Gambling too widely accessible				
Agree	3,410	84.2	6,491	76.6
Neutral	228	5.6	636	7.5
Disagree	360	8.9	1,348	15.9
EGMs a serious social problem				
Agree	3,332	82.3	7,386	87.1
Neutral	221	5.5	469	5.3
Disagree	301	7.4	624	7.4
Number of machines should be reduced				
Agree	3,385	83.6	6,357	75.0
Neutral	223	5.5	778	9.2
Disagree	291	7.2	1,323	15.6
EGMs good for your local community				
Agree	257	6.3	1,082	12.8
Neutral	428	10.6	1,439	17.0
Disagree	2,809	69.3	6,768	79.8
Gambling has increased employment in local community				
Agree	777	19.2	3,569	42.1
Neutral	356	8.8	1,474	17.4
Disagree	2,106	52.0	3,701	43.6
Gambling has increased social life in local community				
Agree	365	9.0	1,358	16.0
Neutral	330	8.2	1,188	11.8
Disagree	2,858	70.5	6,121	72.2

Note: Victorian figures were interpolated from the published results of the Victorian survey. Exact overall figures were not provided in the Victorian survey so estimates were obtained using published sample size and percentage data for subgroups in the Victorian report (McMillen et al., 2003). Slight variations from the true Victorian figures (1-2 per cent) are to be expected due to a lack of information on missing data for individual questions.

Further analysis of these questions by gender, area, age group and player status showed that:

- Women were significantly more likely than men to believe that gambling was too readily accessible, a serious social problem, and that the number of machines should be reduced.
- People living in the Southern area of Tasmania were significantly less likely to believe that gambling has contributed to employment (only 10 per cent agreed with this statement).
- Younger people aged 18-29 years expressed more positive views of gambling on every question. This group was much more likely to see gambling as having contributed to employment growth and were less likely to consider gambling as too accessible or a serious social problem.
- People who gambled at least once per month on EGMs were significantly more likely to have positive views about gambling and slightly less likely to endorse negative statements. For example, among those who gambled monthly or more often on EGMs at a casino, 45.4 per cent believed that gambling had contributed to employment growth, only 26.6 per cent in the infrequent gambler group, 30.2 per cent believed it had contributed to social life, 14.8 per cent of infrequent gamblers.

4.6 Quality of Gambling Experiences

A final question asked people to rate the quality of their gambling experiences during the last 12 months (Table 4.11). As in 2005, the majority of respondents said that gambling made little difference to their lives and only around 4 per cent expressed negative views. However, there was a significant increase from 2005 to 2007 in the proportion of the sample reporting 'no difference' and positive ratings (a little more enjoyable). In other words, people appeared to have enjoyed their gambling in 2007 more than in the previous survey year.

Table 4.11
How Gambling Influenced Life in Last 12 Months

	Tasmania 2005*		Tasmania 2007	
	Number	Per cent	Number	Per cent
A lot more enjoyable	20	1.4	47	2.5
Little bit more enjoyable	200	14.1	380	19.8
No Difference	1,142	80.3	1,416	73.9
Little bit less enjoyable	40	2.8	44	2.3
A lot less enjoyable	20	1.4	24	1.3

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion. * = Percentages have been calculated based on the total number of valid responses for this question as reported by Roy Morgan Research 2005.

Demographic analysis of responses to this question revealed few significant differences. However, older people (60+ years) were more likely to report having found gambling to be more enjoyable than other groups (Table 4.12).

Table 4.12
Demographic Variations in Effect of Gambling on Life

Variable	Positive: More Enjoyable		Neutral		Negative: Less Enjoyable	
	Number	Per cent	Number	Per cent	Number	Per cent
Gender						
Male	241	24.0	686	71.2	35	3.6
Female	187	19.6	730	76.5	33	3.5
Age Group						
18-29 years	94	19.5	371	76.8	17	3.5
30-39 years	68	19.1	274	77.2	13	3.6
40-49 years	70	18.6	290	76.9	16	3.6
50-59 years	75	22.6	246	74.1	10	3.0
60+ years	121	32.7	236	63.8	11	3.0
Area						
Hobart	184	22.7	585	72.4	36	4.6
Southern	31	24.8	87	69.6	6	4.8
Northern	131	24.0	402	73.9	10	1.8
Mersey-Lyell	81	18.5	342	77.9	15	1.3

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

A final analysis examined whether people's enjoyment of gambling varied according to their gambling status (regular gamblers . non-regular gamblers).

This analysis showed that regular gamblers (non-lottery) were significantly more likely than non-regular gamblers (including lottery players) to report that gambling had made their life more enjoyable.

Table 4.13
How Gambling Influenced Life in Last 12 Months by Gambling Status

	Regular Gamblers (Non-Lottery)		Non-Regular Gamblers (incl Lottery)	
	Number	Per cent	Number	Per cent
More enjoyable	123	40.6	304	18.8
No difference	152	50.2	1264	78.3
Less enjoyable	27	8.9	42	2.6

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

5. Problem Gambling

5.1 Overview

This series of questions was administered to all respondents who gambled at least weekly on any form of gambling apart from lotteries, scratch tickets or bingo. All were administered the Canadian Problem Gambling Index or CPGI and a series of questions relating to the harms associated with problem gambling. Other respondents who did not meet the criteria for inclusion in this part of the survey were administered general questions relating to their perceptions of problem gambling in other people. This chapter summarises the results from the CPGI (official prevalence rate) and how this compares with the 2005 survey and others from around the country. It also profiles the gambling habits and demographic of problem and at risk gamblers and the harms associated with problem gambling.

5.2 Problem Gambling Prevalence Rate

The prevalence of problem gambling was assessed using the Canadian Problem Gambling Index (CPGI). The CPGI was developed specifically for use in epidemiological surveys by Ferris and Wynne (2001) although its content reflects a mixture of the previously used South Oaks Gambling Screen (SOGS) and the DSM-IV classification for pathological gambling. Although it is not without its limitations, it has been endorsed as the best currently available measure by Gambling Research ~~Blog~~ (SACES, 2005(b)) and has been used in almost all recent Australian prevalence surveys. The CPGI is a 9-item scale. For each item, respondents are asked to indicate how often the statement applied to them in the previous 12 months, where 0 = Never, 1 = Sometimes, 2 = Most of the time, and 3 = Always. Scores can range from 0-27, with scores of 0 indicating no risk, 1-2 low risk, 3-7 Moderate risk, and 8+ = High risk or problem gambling.

Prevalence rates based on the CPGI cannot be strictly compared with those obtained with the SOGS. In general, the 8+ classification will yield a prevalence rate lower than obtained using the SOGS 5+ cut-off score (as used by the Productivity Commission, 1999), but the number of people scoring of 3+ on the CPGI (moderate risk + problem gambling) will tend to be higher than SOGS 5+ (McMillen et al., 2004; Roy Morgan Research, 2005).

CPGI results for the 2007 Tasmanian survey are contained in Table 5.1. As indicated, the estimated prevalence rate for problem gambling in Tasmania for 2007 was 0.54 per cent (95 per cent confidence interval: 0.31 per cent to 0.77 per cent) with a further 0.9 per cent (95 per cent confidence interval: 0.60 per cent to 1.20 per cent) estimated to be moderately at risk.

Table 5.1
Problem Gambling (CPGI) results for 2007

	Regular Gamblers (N=304)		Total Sample (N=4051)	
	Number	Per cent	Number	Per cent
Regular Gamblers: No Risk	209	68.8	209	5.16
Low Risk	40	13.2	40	0.99
Moderate Risk	35	11.5	35	0.86
Problem	22	7.2	22	0.54

Table 5.2 summarises the results from other recent prevalence studies that have been undertaken using the CPGI. The results show that the Tasmanian figure for 2007 was slightly lower than for 2005, although this was **not** statistically significant (as was confirmed by a calculation of the 95 per cent confidence intervals for 2005 and 2007). The confidence intervals for the two years overlapped so that the 2007 figure of 0.54 per cent is not reliably lower than the 2005 figure of .73 per cent. Tasmania's 2007 prevalence rate is similar to the rates obtained in South ~~Log~~ and Queensland, but lower than in Victoria. The estimated moderately at risk percentage was also similar to the 2005 Tasmania figure and that obtained in Victoria and South Australia, but significantly lower than in Queensland. In other words, Tasmania is generally most similar to South Australia in terms of its problem gambling prevalence rate.

Table 5.2
Comparative Inter-jurisdictional Prevalence Rates for Problem Gambling as Based on the CPGI

	Sample Size	Moderate Risk	Problem Gambling
Queensland 2001	13,082	2.70	0.83
Queensland 2003	30,373	1.97	0.55
Victoria 2003	8,479	0.91	0.88
South Australia 2005	17,140	1.20	0.40
New South Wales 2006	5,029	1.60	0.80
Northern Territory 2005	1,873	n.a.	0.64
Tasmania 2005	6,048	1.02	0.73
Tasmania 2007	4,051	0.86	0.54

Note: n.a. = not applicable.

It is difficult to draw comparisons between current survey results based on the CPGI and earlier studies undertaken using SOGS. However, some indication as to how CPGI scores relate to SOGS scores can be obtained from previous studies that have administered both measures. In Victoria, two separate prevalence rates were presented for CPGI and SOGS based on different samples of regular gamblers (McMillen et al., 2004), whereas, in the Northern Territory (Young et al., 2006) and Tasmania (Roy Morgan Research, 2005), SOGS and CPGI were both administered to the same gamblers. The Victorian and Northern Territory studies showed that SOGS 5+ prevalence rates were 40 per cent higher than the CPGI 8+ rate. In the previous Tasmanian study, the rate was 97 per cent higher. If one takes these figures and upper and lower limits, this would suggest that, if SOGS had been administered in the current survey, the prevalence rate would have been in the range of $0.54 \times 1.40 = .76$ to $1.97 \times 0.54 = 1.06$. These figures are similar to those obtained in 1994 (0.9), 2000 (0.9) in Tasmania, but lower than in 2005 (1.41). In other words, the prevalence of problem gambling is either slightly lower or has remained quite stable over the last 13 years in Tasmania, despite increases in net gambling revenue.

5.3 Individual Items on the CPGI

Table 5.3 summarises the proportion of the sample that endorsed each item on the CPGI. To allow meaningful comparisons based on the level of risk, groups are collapsed into two groups: No and Low Risk and Moderate and Problem Gambling. This was done because of the relative small number of respondents falling into the problem gambling group.

The results in Table 5.3 show that all problems were very rare in the no risk and low risk groups and significantly higher in the moderate risk and problem group. The most commonly

endorsed items related to spending more money to obtain the same excitement, betting more than could be afforded, feeling that one had a problem, and feeling guilty about gambling.

Table 5.3
Summary of Responses to Individual CPGI Items

	No and Low Risk (N=249)		Moderate Risk and Problem Gamblers (N=57)	
	Number	Per cent	Number	Per cent
1. Bet more than you could afford to lose				
Never	234	94.0	12	21.0
Sometimes	15	6.0	25	43.9
Most of the time	0	0.0	7	12.3
Almost Always	0	0.0	12	21.0
2. Gambled with larger amounts to get same feeling of excitement				
Never	247	99.2	23	40.4
Sometimes	2	0.8	22	38.6
Most of the Time	0	0.0	2	3.5
Almost Always	0	0.0	8	14.0
3. Gone back to win money lost in previous session				
Never	242	97.2	11	19.3
Sometimes	7	2.8	36	63.2
Most of the Time	0	0.0	2	3.5
Almost Always	0	0.0	6	10.5
4. Borrowed money/ sold anything to gamble				
Never	249	100.0	38	66.7
Sometimes	0	0.0	13	22.8
Most of the Time	0	0.0	2	3.5
Almost Always	0	0.0	2	3.5
5. Felt that you might have a problem with gambling				
Never	246	98.8	15	26.3
Sometimes	3	1.2	26	45.6
Most of the Time	0	0.0	4	7.0
Almost Always	0	0.0	10	17.5
6. Gambling caused you health problems				
Never	246	98.8	31	54.4
Sometimes	3	1.2	10	17.5
Most of the Time	0	0.0	3	5.3
Almost Always	0	0.0	9	15.8
7. People criticised your gambling				
Never	243	97.6	27	47.4
Sometimes	6	2.4	20	35.1
Most of the Time	0	0.0	2	3.5
Almost Always	0	0.0	6	10.5
8. Gambling caused financial difficulties				
Never	249	100.0	32	56.1
Sometimes	0	0.0	17	29.8
Most of the Time	0	0.0	3	5.3
Almost Always	0	0.0	3	5.3
9. Felt guilty about your gambling				
Never	238	95.6	9	15.8
Sometimes	11	4.4	29	50.9
Most of the Time	0	0.0	7	12.3
Almost Always	0	0.0	10	17.5

5.4 Demographic Profile of Problem Gamblers

The proportion of gamblers falling into the combined risk groups described in Table 5.3 were compared across the different demographic characteristics of the sample. The results, summarised in Table 5.4, show that males, young people, and people living in the Greater Hobart area were significantly more likely to be in the moderate risk and problem gambling groups. Older people, those with higher incomes, and people with partners and children were least likely to fall into these groups.

Table 5.4
Demographic Profile of Moderate Risk and Problem Gamblers

Variable	Number	Per cent
Gender		
Male	36	1.85
Female	19	0.90
Age Group		
18-29 years	17	2.28
30-39 years	8	1.16
40-49 years	15	1.90
50-59 years	4	0.54
60+ years	10	0.92
Household Size		
1 Adult	10	1.70
2 Adults	26	1.03
3 Adults	12	1.90
4 Adults	7	2.72
5+ Adults	0	0.00
Geographical Area		
Greater Hobart	35	2.03
Southern	4	1.35
Northern	7	0.62
Mersey-Lyell	9	1.00
Ethnicity (Aust)		
Aboriginal	*	*
Non-Aboriginal	49	1.40
Country of Birth		
Australia / NZ	52	1.43
United Kingdom	*	*
Other	*	*
Living Status		
Partner / Spouse, but no children	10	0.76
Children but no partner or spouse	*	*
Partner / Spouse and children	15	1.05
With other relatives	14	2.89
Single person household	8	1.62
Group household	*	*
Other	*	*
Work Status		
In paid employment (fulltime)	21	1.32
In paid employment (part-time)	12	1.69
Household-duties	*	*
Student	*	*
Retired	9	0.94
Looking for Work	*	*
Other	*	*

Table 5.4 (continued)
Demographic Differences in Regular Non-Lottery Gambling

Variable	Number	Per cent
On Pension		
Yes	8	1.07
No	*	*
Personal Income		
< \$20,000	26	1.94
20,000-29,999	4	0.94
30,000-39,999	7	1.62
40,000-49,999	8	2.05
50,000-59,999	5	1.59
60,000-69,999	*	*
70,000+	1	0.29
Education		
Less than Year 12	29	1.79
Year 12 only	6	1.06
At least some Uni	20	1.16
Diploma / Technical	*	*

Note: Many people chose not to disclose their income details. Figures do not sum to 100per cent due to non-responses or rounding errors. or indicate that the proportion is significantly higher or lower than the overall sample proportion. * = Cell size too small to allow valid analysis.

5.5 Participation Relation and Level of Risk

Table 5.5 provides a summary of how many regular gamblers (No and Low risk . Moderate Risk and Problem Gambling) participated in the various activities. As indicated, the higher risk group was significantly more likely to play keno and buy scratch tickets and play gaming machines, but was less likely to gamble on casino table games. In interpreting this table in relation to previously presented tables, it is important to note that much larger percentage differences are required in Table 5.5 to detect significant differences because the sample size is much smaller (only 304 regular gamblers). Previous analyses have included sample sizes of over 1,000 so that only relatively small differences in percentages can lead to statistically significant differences.

Table 5.5
Gambling Preferences of Moderate Risk and Problem Gambler Groups (Per cent)
 (Note: all are regular gamblers)

Variable	No Risk and Low Risk Groups (N=249)	Moderate Risk and Problem Gambler Groups (N=55)
Lotteries	71.1	70.1
Scratch Tickets	41.8	65.5
Gaming Machines	69.1	87.3
Keno	65.0	80.0
Horse Racing	61.0	61.8
Casino table games	28.9	9.1
Sports-betting	20.1	29.1
Bingo	6.8	1.8
Private card games / Majong	24.0	23.6
Poker tournaments	8.4	9.1
Internet	12.4	10.9

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

5.6 Risk Level and EGM Gambling

It is important from a regulatory perspective to understand whether there is an association between risk level and the accessibility of gaming machines and access to cash at gaming venues. Breaks in play have been considered to be important ‘circuit breakers’ for gamblers in that they may allow them time to reconsider their decision to continue gambling away from the influence of the machine and the gaming floor (e.g., the lights and sounds). For this reason, a series of cross-tabulations were undertaken to examine the association between risk level and people’s use of loyalty cards, access to ATMs in the casinos, breaks in play, and distance travelled to gamble. These findings are summarised in Table 5.6. As indicated in this table, there was little evidence that the patterns of gambling were influenced by the geographic accessibility of gambling, or that higher risk groups were less likely to take breaks while gambling. However, higher risk players were significantly more likely to withdraw money to gamble using ATMs at the casinos and to have loyalty cards. This last finding is similar to that in the Productivity Commission study, that less than 5 per cent of recreational gamblers reported accessing ATMs often, compared to 60 per cent of problem gamblers (SOGS 10+).

Table 5.6
Risk Level and EGM Gambling (per cent)

Variable	No Risk and Low Risk Groups (N=249)	Moderate Risk and Problem Gambler Groups (N=55)
Distance Travelled		
1-5km	52.7	47.0
6-10km	13.5	14.3
11+km	28.7	32.7
Play at venue closest to home	57.4	60.4
Play at venue closest to work	15.6	27.1
ATM Use in Venues		
Never/Rarely	76.7	41.7
Sometimes	14.5	29.2
Often/Always	8.8	29.2
Don’t Take Breaks	27.7	16.7
Loyalty Card Holder	27.7	45.5

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

5.7 Harms Associated with Gambling

A series of questions relating to the harms associated with gambling were also included in the survey. Consistent with the previous South ~~Logn~~ ^{Logn} survey and Productivity Commission study in 1999, these resolved around the personal, social, financial, vocational and legal implications of problem gambling. Table 5.7 summarises the results for these questions. The results for the legal questions and one of the financial questions have been omitted because it appears that there was some software error in the data recording. A significant proportion of the no and low risk sample appeared to have endorsed these questions and very few in the higher risk group. This would appear to be nonsensical and completely inconsistent with the other results in the survey and all other surveys.

Inspection of Table 5.7 shows that the higher risk groups endorsed every question with greater frequency than the low risk groups. Those in the moderate risk and problem gambler groups were likely to experience depression as a result of gambling; use gambling to escape

worry; experience disruptions to family and social lives, have debts due to gambling; and experience disruptions to work and study.

Table 5.7
Harms Associated with Gambling

Variable	No Risk and Low Risk Groups (N=249)		Moderate Risk and Problem Gambler Groups (N=57)	
	Number	Per cent	Number	Per cent
Suffered depression because of gambling				
Never/Rarely	248	99.6	38	69.0
Sometimes	1	0.4	8	14.5
Most of the time	0	0.0	7	12.7
Almost always	0	0.0	1	1.8
Gambled to escape worry or trouble				
Never/Rarely	245	98.4	29	52.7
Sometimes	4	1.6	12	21.8
Most of the time	0	0.0	7	12.7
Almost always	0	0.0	5	9.1
Put off doing things together because of gambling				
Never/Rarely	249	100.0	37	67.3
Sometimes	0	0.0	12	21.8
Most of the time	0	0.0	5	9.1
Almost always	0	0.0	2	3.6
Gambling made it harder for money to last				
Never/Rarely	246	98.8	31	56.4
Sometimes	3	1.2	13	23.6
Most of the time	0	0	6	10.9
Almost always	0	0	6	10.9
People had difficulties trusting you because of gambling				
Never/Rarely	249	100.0	46	83.6
Sometimes	0	0.0	2	3.6
Most of the time	0	0.0	2	3.6
Almost always	0	0.0	5	9.1
Thought about suicide because of gambling				
Never/Rarely	249	100.0	48	87.3
Sometimes	0	0.0	7	12.7
Most of the time	0	0.0	0	0.0
Almost always	0	0.0	0	0.0
Gambling left no money for rent				
Never/Rarely	249	100.0	44	80.0
Sometimes	0	0.0	8	14.5
Most of the time	0	0.0	2	3.6
Almost always	0	0.0	0	0.0
Gambling left no money for bills				
Never/Rarely	249	100.0	42	76.4
Sometimes	0	0.0	8	14.5
Most of the time	0	0.0	4	7.3
Almost always	0	0.0	1	1.8
Experience substantial debt because of gambling				
Never/Rarely	249	100.0	40	72.7
Sometimes	0	0.0	8	14.5
Most of the time	0	0.0	6	10.9
Almost always	0	0.0	1	1.8

Table 5.7 (continued)
Harms Associated with Gambling

Variable	No Risk and Low Risk Groups (N=249)		Moderate Risk and Problem Gambler Groups (N=57)	
	Number	Per cent	Number	Per cent
Gambling affected family interests				
Never/Rarely	249	100.0	41	74.5
Sometimes	0	0.0	10	18.2
Most of the time	0	0.0	4	7.3
Almost always	0	0.0	0	0.0
Experienced relationship breakdown due to gambling (own or other person's)				
Yes	25	10.0	11	20.0
No	224	90.0	44	80.0
Gambling affect work or study performance				
Never/Rarely	249	100.0	45	81.8
Sometimes	0	0.0	5	9.1
Most of the time	0	0.0	0	0.0
Almost always	0	0.0	4	7.3

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

All gamblers were also asked to indicate the largest amount that had ever been lost in a single day of gambling. No and low risk gamblers gave an average figure of \$114 (SD = 267) which was significantly lower than the figure of \$579 for the moderate risk and problem gambler groups. The largest reported amount lost was \$2500.

5.8 Inter-jurisdictional Analysis of Harms

This section provides a summary of how the Tasmanian results compare with the results obtained in South Australia, the State most similar to Tasmania in terms of net per capita gambling expenditure. Only questions that appeared in both surveys are included in this analysis. The results in Table 5.8 show that the prevalence of harm in the Tasmanian sample appeared to be quite similar to South ~~log~~log, although the rates of family disruption and relationship breakdown were significantly higher in Tasmania.

Table 5.8
Comparative Analysis of Harms Associated with Gambling

Variable	Moderate Risk and High Risk in South Australia in 2005 (N=249)		Moderate Risk and Problem Gamblers in Tasmania in 2007 (N=57)	
	Number	Per cent	Number	Per cent
Gambled to escape worry or trouble				
Never/Rarely	128	53.3	29	52.7
Sometimes	59	24.6	12	21.8
Most of the time	29	11.9	7	12.7
Almost always	23	9.8	5	9.1
Put off doing things together because of gambling				
Never/Rarely	164	72.3	37	67.3
Sometimes	48	20.1	12	21.8
Most of the time	12	4.8	5	9.1
Almost always	6	2.6	2	3.6
Gambling made it harder for money to last				
Never/Rarely	146	60.8	31	56.4
Sometimes	53	21.9	13	23.6
Most of the time	21	8.9	6	10.9
Almost always	20	8.5	6	10.9
People had difficulties trusting you because of gambling				
Never/Rarely	213	88.6	46	83.6
Sometimes	14	5.7	2	3.6
Most of the time	6	2.3	2	3.6
Almost always	7	2.8	5	9.1
Gambling left no money for rent				
Never/Rarely	215	89.5	44	80.0
Sometimes	12	5.2	8	14.5
Most of the time	9	3.7	2	3.6
Almost always	2	0.9	0	0.0
Gambling left no money for bills				
Never/Rarely	205	85.2	42	76.4
Sometimes	18	7.7	8	14.5
Most of the time	15	6.2	4	7.3
Almost always	2	0.9	1	1.8
Gambling affected family interests				
Never/Rarely	218	90.7	41	74.5
Sometimes	14	6.0	10	18.2
Most of the time	1	0.3	4	7.3
Almost always	5	2.1	0	0.0
Experienced relationship breakdown due to gambling (own or other person's)				
Yes	13	5.6	11	20.0
No	227	94.4	44	80.0
Gambling affect work or study performance				
Never/Rarely	135	89.3	45	81.8
Sometimes	10	6.8	5	9.1
Most of the time	6	3.9	0	0.0
Almost always	0	0.0	4	7.3

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

5.9 Longitudinal Comparisons: Tasmania 2005 vs. 2007

Comparative analyses were also undertaken to examine trends in responses to questions relating to specific harms. Table 5.9 reproduces the “in last 12 months” responses in 2005 and 2007. As indicated in Table 5.9, the prevalence of most forms of serious harm were significantly lower in 2007 than in 2005.

Table 5.9
Longitudinal Prevalence of Gambling-related Harm in Tasmania

	2005 (N=2003)	2007 (N=4051)
Suffered from depression	1.30	0.42
Considered suicide	0.20	0.17
Experienced substantial debt	0.90	0.37
Relationship breakdown	1.60	0.59
Adverse effects on work or study	1.70	0.22
Adverse effects on family interests	6.60	0.35

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

5.10 Personal History of Gambling

Respondents were asked to say whether they were experiencing difficulties with gambling. Twenty or 36.4 per cent of moderate risk or problem gamblers said yes to this question, and all but one indicated that this had been in the last 12 months. In contrast, only 5 (2 per cent) of low and no-risk gamblers reported having problems. Taken together, these figures indicate that only 25/4,051 or 0.62 per cent of the total sample reported experiencing difficulties with gambling, and this was significantly lower than the figure of 1.6 per cent obtained in 2005 by Roy Morgan Research.

Of the 25 people who had experienced difficulties, 15 (60 per cent) reported difficulties with EGMs, 4 (16 per cent) experienced problems with racing, 4 (16 per cent) with card or casino table games, and 2 were unable to specify an activity.

When asked at what age that gambling had become a problem for them, half reported that it had been before they were 30 and half had reported that it was after the age of 30. Only one person said that their problem had started during their adolescent years (< 18 years old).

5.11 Problem Gambling in Others

Respondents were asked if they personally knew anyone who was experiencing serious problems with gambling. Fifty per cent (N=2,027) said “yes” to this question, and this figure was significantly higher than the figures obtained in 2005 (42 per cent). Of those who said “yes”, 252 referred to close family members (spouses, siblings, or children) and a further 266 referred to other relatives. In total, this meant that 12.8 per cent of the total sample identified at least one family member as having a gambling problem. These figures are similar to those obtained in 2005 (12.2 per cent) and 2000 (12.3 per cent).

When respondents asked what type of gambling was the cause of their relative’s problem, 66 per cent identified gaming machines, 15 per cent identified racing, 9 per cent identified casino games, 4 per cent said anything, and the remainder gave a variety of responses.

5.12 Social Context of Gambling

As another way to gauge how gambling influenced people's social lives, respondents were asked to say whether gambling was their principal leisure activity and whether they usually gambled alone. The results in Table 5.10 show that moderate risk and problem gamblers are more likely to rate gambling as their most important leisure activity. There was, however, no difference between the groups in terms of whether they gambled alone or with company.

Table 5.10
Social Context of Gambling by CPGI Classification (N=305)

Variable	No Risk and Low Risk Groups (N=186)		Moderate Risk and Problem Gambler Groups (N=36)	
	Number	Per cent	Number	Per cent
Gambling main leisure activity	14	7.5	9	25.0
Gamble alone	34	18.3	9	25.0
Gamble with company	150	80.6	26	72.2

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

6. Co-morbidities

6.1 Overview

The 2005 and surveys also included questions relating to other addictive, or potentially addictive, behaviours; namely, smoking and alcohol. Understanding these links is important because: (a) It is important to understand whether gambling is the only problem experienced by respondents and not merely a reflection of a broader range of co-morbidities, (b) How often people drink and smoke may influence how often they have to leave the gaming floor or venue to smoke or to order drinks, and (c) There are associations between the consumption of alcohol and how people gamble (Delfabbro & LeCouteur, 2008).

6.2 Prevalence of Cigarette Smoking

Table 6.1 summarises the rate of smoking in the sample broken down by the frequency of gambling. As indicated, regular gamblers were significantly more likely to smoke than the rest of the sample. The figure of 26.9 per cent is significantly lower than the figure of 35 per cent obtained in the 2005 survey and this suggests that recent legislative initiatives to ban smoking in venues may have contributed to a decline in the prevalence of smoking amongst regular gamblers, or may have led to fewer smokers visiting venues to gamble because of their inability to smoke.

In terms of the number of people smoking at high levels (100+ cigarettes per week), 14.8 per cent of regular gamblers reported smoking this amount . only 6.2 per cent in the rest of the sample (< .001).

Table 6.1
The Prevalence of Cigarette Smoking by Gambling Frequency

	Regular Gambler (N=305)		Rest of the Sample (N=3746)	
	Number	Per cent	Number	Per cent
Smokers	82	26.9	687	18.3

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

A further analysis then examined the rates of smoking within the sample of regular gamblers in relation to their classification on the CPGI. The results in Table 6.2 clearly show that higher risk gamblers are significantly more likely to smoke than other regular gamblers.

There was also a significant difference between the two groups in terms of what proportion in each group were smoking heavily. In the Moderate Risk and Problem groups, 34.5 per cent smoked 100 or more cigarettes per week . only 10.8 per cent in the low risk groups (< .001).

In order to determine whether this association between problem gambling and smoking might be confounded by gender, a final analysis examined the association between gender and smoking status. The fact that no significant relationship was obtained suggests that the link between smoking and problem gambling was not merely due to the association between problem gambling and gender.

Table 6.2
The Prevalence of Cigarette Smoking by CPGI Classification (n = 305)

Variable	No Risk and Low Risk Groups (N=249)		Moderate Risk and Problem Gambler Groups (N=55)	
	Number	Per cent	Number	Per cent
Smokers	59	23.7	22	40.0

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

6.3 General Alcohol Consumption and Gambling

Similar analyses were undertaken to examine the relationship between alcohol and gambling. The first analysis showed that there was no relationship between alcohol consumption and the regularity of gambling (Table 6.3).

Table 6.3
The Prevalence of Alcohol Consumption by Gambling Frequency

	Regular Gambler (N=305)		Rest of the Sample (N=3746)	
	Number	Per cent	Number	Per cent
Drink Alcohol	221	72.7	2,571	68.6

A second analysis, conducted using only regular gamblers, showed that CPGI risk-level was also not significantly associated with the prevalence of alcohol drinkers.

Table 6.4
The Prevalence of Alcohol Consumption by CPGI Classification (n = 305)

Variable	No Risk and Low Risk Groups (N=249)		Moderate Risk and Problem Gambler Groups (N=55)	
	Number	Per cent	Number	Per cent
Drink Alcohol	185	74.3	36	65.5

6.4 Heavy Alcohol Consumption and Gambling

Each respondent was also asked to indicate the typical number of drinks they had per week: number of beers, glasses or wine, nips of spirits. Each of the descriptions was such so as to encourage responses that were close to the formally recognised definition of a standard drink. Those people who drank 20 or more standard drinks per week were considered to be heavy drinkers.

The proportion of regular gamblers who reported heavy drinking was significantly higher than in the rest of the sample (18.4 per cent – 6.8 per cent for the rest of the sample, $p < .001$). However, within the sample of regular gamblers, there was no significant association between CPGI risk level and heavy drinking (19.7 per cent of the no and low risk groups were heavy drinkers – 12.5 per cent for the higher risk group), $p > .05$. Excessive alcohol consumption was also influenced by gender (13.8 per cent of males – 2 per cent⁶ of females drank 20 or

⁶ The figure for women is conservative in that recent research suggests that only 2 standard drinks per day is appropriate or healthy for women.

more standard drinks per week) and age (10 per cent of 18-29 year olds drank at this level . 7 per cent in the rest of the sample).

To determine the relative importance of these demographic factors as opposed to being a regular gambler, a hierarchical logistic regression analysis was conducted with heavy alcohol consumption as the dependent measure (0 = Not heavy drinker, 1 = Heavy drinker) and age, gender and regular gambling (0 = No, 1 = Yes) as predictors. All three were found to be significant. Gender was the strongest predictor, regular gambling status second, and age group third. Being male made a person 7.3 times more likely to be a heavy drinker, each 1 year increase in age made a person 13 per cent less likely to be in this group, whereas being a regular gambler made one 2.3 times more likely to be a heavy drinker.

6.5 Variations in Alcohol Consumption Linked to Gambling

A final analysis examined the results from the question that asked respondents to say whether they drank more or less alcohol while they were gambling (Table 6.5). As shown in Table 6.5, around one quarter of moderate risk and problem gamblers reported that they drink more when they are gambling, a third said less, and around 2 in 5 said that they drank about the same. Of those who reported drinking more while gambling, 70 per cent of the participants were male. Statistical analysis of these data, however, found that the higher risk group was not more likely to drink more while gambling.

Table 6.5
Variations in Alcohol Consumption

	No Risk and Low Risk Groups (N=182)		Moderate Risk and Problem Gambler Groups (N=35)	
	Number	Per cent	Number	Per cent
More alcohol drunk while gambling	23	12.6	9	25.7
Less alcohol drunk while gambling	48	26.4	11	31.4
The same amount drunk while gambling	111	61.0	15	42.9

In the 2005 survey, Roy Morgan Research examined the proportion of gamblers who drank alcohol who also reported drinking more when gambling (Table 6.6). The results in Table 6.6 show that between 2005 to 2007 there was a significant increase in the proportion of people who drank more while gambling, a decrease in the number who reported drinking the same amount, but no change in the proportion who drank less while gambling.

Table 6.6
Variations in Alcohol Consumption: Comparative Analysis (Per cent)

	Tasmania 2005	Tasmania 2007
More alcohol drunk while gambling	10.0	14.5
Less alcohol drunk while gambling	20.0	20.7
The same amount drunk while gambling	65.0	60.2

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

7. Help-Seeking and Help Services

7.1 Overview

A final section of the survey was designed to obtain information concerning people's knowledge and utilisation of currently available help service in Tasmania. As well as providing ongoing information concerning the promotional success of public health campaigns relating to gambling, this part of the study also provides insights into the extent to which people are willing to seek help for their problems relating to gambling.

7.2 Awareness of Help-Services

Respondents were provided with a list of help services and asked to indicate whether they had heard of them. A summary of the number who were able to identify the different services is provided in Table 7.1. As indicated, the level of awareness of various sources of help have fallen significantly since 2005 in most categories.

Table 7.1
Awareness of Help-services

	Tasmania 2005 (N=2003)	Tasmania 2007 (N=4051)
Gamblers Anonymous	81	70.0
Gambling Helpline Tasmania	68	58.3
Social Worker	49	34.0
Anglicare Tasmania	43	39.4
Family or Friends	42	33.2
Emergency Relief	38	26.9
Financial Counsellors	37	24.8
Spouse or Partner	35	28.1
Church or Religious Worker	31	21.3
Doctor	30	26.4
Relationships Australia	21	17.7
Counsellor at GABA	11	8.6
Gambling venue employee	9	7.0
Someone else	1	1.3

Note: or indicate that the proportion is significantly higher or lower than the overall sample proportion.

There were a number of age and gender, but not area, differences in awareness of the formal services listed in Table 7.1:

- Both Gamblers Anonymous and Relationships ~~log~~ were better known by women than men.
- Young people were more likely to know about the Helpline and GABA, but less likely to know about Anglicare (better known by the older people in the sample).

A final analysis examined the extent to which awareness varied according to risk levels on the CPGI. Only two significant differences were detected. Moderate risk and problem gamblers were significantly more likely to identify friends as a source of help (41.8 per cent) and emergency relief (30.9 per cent) as compared with no and low risk gamblers, the latter who may obviously not feel the need for assistance/help.

8. Summary and Conclusions

8.1 Overview

This final chapter summarises the principal findings from the 2007 Tasmanian community prevalence study and highlights, where appropriate, the similarities and differences between this current set of findings and the previous 2005 survey as well as surveys recently conducted in other jurisdictions.

8.2 Prevalence of Gambling in Tasmania

Although it was not possible to draw direct comparisons between the overall level of gambling involvement in 2007 and 2005 because of slight differences in item inclusions (the 2007 survey omitted raffles), the results for individual activities generally showed few changes in participation rates over the last two years. Around half of the population purchases lottery tickets once per year, just under a third buy scratch tickets or play gaming machines, and one quarter play keno. In contrast, relatively few people gamble on horse racing (only around 1 in 5 people do this at least once per year), and even fewer gamble on table games at the casino. Internet gambling remains rare (< 3 per cent) and there was little evidence that the recent proliferation of poker shows on TV has contributed to significant participation in poker tournaments. People also do not appear to have strongly embraced new technologies as a way to facilitate their gambling. Most gamblers rarely place bets by phone or over the Internet and still prefer to place bets in person at either off-course or on-course betting outlets.

Despite the fact that the majority of Tasmanians gamble, weekly participation rates were found to be low. Apart from the finding that 1 in 5 people reported buying lottery tickets every week, only 7.5 per cent of the sample were found to gamble this frequently on anything other than lotteries, scratch tickets or bingo. Weekly EGM gambling, for example, was reported by only 1.5 per cent of the sample.

Demographically, the results in Tasmania were similar to those obtained in many other surveys around the country and in the 2005 survey. Overall and regular participation rates were higher in younger people, in people identifying themselves as being of Aboriginal descent, and among those with lower levels of educational attainment. Older /retired people, students, and those with a university education had the lowest participation rates. A similar range of characteristics were associated with a participation rates on many individual activities. For example, young people were more likely to buy scratch tickets, play EGMs, gamble on sports, racing, and on casino table games, although they were significantly less likely to buy lottery tickets. Lower educational attainment was associated with a greater likelihood of lottery and EGM gambling, but more educated people were more likely to gamble on racing or casino tables games.

As in other surveys, gender also played an important role. Women were just as likely to gamble on lotteries, scratch tickets, keno and gaming machines, but were significantly less likely to gamble on racing, sports, casino table games, and other private activities conducted outside commercial venues.

8.3 Nature of EGM Gambling in Tasmania

As a result of the inclusion of a number of questions from the recent South ~~log~~ survey, it was possible to examine how Tasmania compared with South Australia in terms of how people gambled on EGMs. The results showed some similarities and differences. Both studies showed that geography plays an important role in EGM gambling. Just under half of all EGM gamblers reported gambling at the venue closest to their home, and relatively few were influenced by the location of EGM venues in relation to their workplace. However, Tasmanians were generally found to travel further than South Australians to visit venues, perhaps because of differences in the distribution of venues throughout the State and in the metropolitan areas. In South Australia, there is only one central casino in Adelaide and just under 600 venues throughout the State with most suburbs being in close proximity to multiple venues. For these reasons, it may be that South Australians are able to access venues more easily than is the case in Tasmania. In Tasmania, respondents appeared equally like to gamble on EGMs at a casino or hotel/ club, whereas in South Australia only 10 per cent of EGM players were found to play machines at a casino. These findings suggest that Tasmanians may be more likely to gamble on EGMs at ‘destination locations’ rather than at ‘convenience’ locations as is the case in South ~~log~~. In support of this finding, it was found that EGM players generally spent significantly longer gambling on EGMs when they did so at a casino than at a club or hotel, suggesting that casino visits were possibly longer than those to other gambling venues.

The findings arising from questions relating to how gamblers gained access to money at venues were similar for the two States. A similar proportion of gamblers accessed money via ATMs, and this behaviour was found to be significantly more common in regular gamblers and amongst those found to be more at risk of gambling-related problems. For example, almost 60 per cent of moderate risk and problem gamblers at least ‘sometimes’ used ATMs compared with just over 20 per cent of low risk gamblers. The higher risk groups were also more likely to hold loyalty cards (45 per cent) compared with only 28 per cent of those in the low risk groups. Almost all of these cards were held in casinos rather than for hotels and clubs. The rate of loyalty card ownership amongst regular gamblers was higher in Tasmania than in South ~~log~~, and this once again may reflect the higher proportion of EGM players in Tasmania gambling at casinos rather than in clubs and hotels (the predominant type of venue in South ~~log~~).

8.4 Non-EGM Gambling in Tasmania

As discussed above, the results showed that preferences for many activities remains strongly influenced by gender and age. Younger people and males are significantly more likely to gamble on racing, sports, and casino games. Despite the availability of these activities in clubs, hotels and casinos that attract a significant proportion of female patrons and those who are older, it appears that significant demographic-based activity preferences remain within the industry. As discussed by Delfabbro and LeCouteur (2008), these gender differences are likely to be due to a variety of factors, including:

- Differences in early socialisation experiences (boys tend to prefer competitive games that can be played against other people);
- Variations in knowledge (boys are more likely to learn how to play blackjack and how to bet on races than girls during adolescence);
- Differences in motivation (males appear to be more interested in testing their skills and trying to win money rather than to ‘unwind’ or relax).

Age differences may also be related to similar motivational factors, but there is currently limited research available to determine why these age-related variations exist.

The other striking feature of the findings relating to non-EGM activities is the limited use of Internet and telephone betting facilities. Even though such opportunities are available, the majority of people who report gambling on, for example, racing, report placing their bets at off-course agencies and other ‘physical sites’ rather than electronically or over the phone.

In terms of the relationship between non-EGM activities and problem gambling, the results varied depending on the type of gambling. First, whereas those who scored in the moderate risk and problem gambling groups were more likely to report gambling on EGMs (see above), participation rates on racing or casino games was either similar or, in the case of casino games, lower in the higher risk groups. On the other hand, the higher risk groups were more likely to report gambling on keno and scratch tickets, which is an unusual finding given that both forms of gambling are rarely associated with problem gambling (see Delfabbro & LeCouteur, 2008 for a review). These higher participation rates may, however, only reflect the fact that problem gamblers are more likely to visit gaming venues where EGMs and keno are available, so that the apparent association between these more ‘lottery style’ games may be spurious.

A final issue worthy of comment concerning non-EGM gambling was that there was little evidence of any significant growth in so-called ‘new’ forms of gambling. Participation rates for Internet gambling and the often publicised poker tournaments were relatively low as compared with the rates for well established commercially available activities.

8.5 Attitudes Towards Gambling

The results for attitudinal questions showed that the majority of Tasmanian adults had a negative view of gambling in their State. Only 10 per cent of men and 7 per cent of women believed that Tasmania had benefited overall from gambling, and these figures were similar to those obtained in the 2005 survey. Very few people (17 per cent) thought that Tasmania had benefited socially, and only a third saw any financial benefits, although this figure was significantly higher than in 2005 (26 per cent). The results also showed that people’s perception of quality of regulation or control over EGMs had generally deteriorated since 2005. Fewer respondents in the 2007 survey felt that EGMs were sufficiently monitored and controlled.

Further, more detailed questions, from the most recent Victorian survey showed that Tasmanians generally thought that gambling was too accessible, is a serious social problem, and that the number of gaming machines should be reduced. Very few felt that gambling had contributed to the good of the community or enhanced its social life, although 1 in 5 believed that it had contributed to employment growth. Comparisons of the Tasmanian results with those obtained in Victoria in 2003, showed that Tasmanians generally held more negative views about gambling than Victorians; in particular, Tasmanians were much less likely to believe that gambling had contributed to employment growth in local communities.

Attitudinal responses were not entirely consistent throughout the sample. In general, people who gambled regularly (younger males) were much more likely to give positive responses. For example, those who played EGMs regularly at a casino were almost three times more likely to indicate that Tasmania had benefited from EGMs than others in the sample.

8.6 Problem Gambling in Tasmania

There was some evidence to suggest that the level of problem gambling in Tasmania has stabilised or remained relatively unchanged over time, whereas some forms of harm appear to have improved over the last two years. For example, the estimated prevalence of problem gambling and moderate risk gambling in 2007 (0.54 per cent and 0.86 per cent) was found to be relatively unchanged from 2005 figures and was very similar to those obtained recently in South ~~W~~log, but somewhat lower than in other States such as Victoria that have a significantly higher per capita expenditure on gambling. In the current study, higher problem gambling rates were generally observed in the Greater Hobart region, with significantly lower rates in the Northern part of Tasmania.

Analysis of the demographic characteristics of problem gamblers revealed patterns similar to those obtained in other studies. Problem gambling rates were found to be highest in younger males and lower in older women. There was very little evidence that problem gambling was particularly associated with specific socio-economic groups, ethnic groups, or other social variables, although this was in part a consequence of the sample size being inadequate to conduct valid analyses of problem gambler status by all demographic characteristics.

When problem and moderate risk gamblers were compared with other regular gamblers, they were found to have similar gambling habits. Participation rates in most activities were similar, although higher risk gamblers were more likely to gamble on electronic gaming machines, scratch tickets, but were less likely to gamble on casino table games. Higher risk players were significantly more likely to report 'often' or 'always' using ATMs to withdraw money to gamble at the casino (29 per cent . only 9 per cent of other regular players), 46 per cent were loyalty card holders, but there was little evidence that the geographical proximity of venues to their homes or work had any greater influence on the gambling habits of higher risk players as compared with the rest of the sample. As might be expected, higher risk gamblers reported spending significantly more money per session and had incurred much larger losses on a single day of gambling.

Analysis of the harms associated with gambling showed that moderate risk and problem gamblers were most likely to report psychological and financial problems associated with their gambling. A substantial number reported depression, gambling to escape problems, being in debt, unable to pay bills, or being able to make money last. More serious problems such as suicide attempts, bankruptcy were rarely reported in this sample. Comparative inter-jurisdictional analyses showed that the prevalence of various harms was generally similar to that in South Australia. However, within State analysis (based on cross-sectional comparisons the 2005 and 2007 Tasmanian surveys), showed that there had been a significant decrease in the proportion of people in Tasmania reporting various harms. Fewer people in the sample also reported experiencing difficulties with gambling, although there was a slight increase in the proportion reporting that they knew other people with gambling problems. In other words, despite some inconsistencies in the direction of the findings, the results as a whole showed that problem gambling rates and the associated harms remain either stable, or may be improving in Tasmania.

8.7 Substance Use and Gambling

The results in this section of the report were generally consistent with other studies. People who gambled regularly were significantly more likely to be smokers (27 per cent . 18 per cent in the rest of the sample), and to drink heavily (more than 20 standard drinks per week) (18 per cent). Within the sample of regular gamblers, people who fell moderately at risk or problem gamblers were significantly more likely to be smokers (40 per cent). However, this group had no greater likelihood of being heavy drinkers as compared with other regular gamblers.

8.8 Help-seeking

The principal aim of this analysis (described in Chapter 7) was to examine people's awareness for help services. On the whole, there was a significant decrease in people's awareness of services or sources of help as compared with the 2005 results. Many of the results in this survey were much closer to those obtained in the 2000 survey than those in 2005. Whether this represents a genuine decrease in awareness or merely the result of greater promotion of services in 2005 as compared with 2007 remains unclear.

8.9 Limitations of Telephone Surveys

Although telephone surveys are widely used throughout the world in studies of gambling prevalence and have many advantages (e.g., cost, efficiency and control over survey administration), it is important to be mindful of their limitations. The first difficulty is that not all people have publicly listed or continuously connected land-line telephone connections. Problem gamblers, in particular, may be more likely to be suspicious of unsolicited calls or be unable to maintain their connection because they are short of money and/ or owe money to lenders. Second, problem gamblers may also be more reluctant to respond to surveys and to give honest answers when they are contacted. The Productivity Commission (1999), for example, asked a group of problem gamblers in treatment whether they would be willing to respond to a telephone survey. Fewer than 30 per cent indicated that they would have responded or have provided honest answers. For both of these reasons, it is very likely that most problem gambling prevalence rates will be underestimates of the true population prevalence.

Another difficulty relates to the accuracy of self-reported estimates of gambling behaviour. People may not always be able to provide accurate estimates of expenditure, the frequency with which they gamble, or how far they travel to gamble. Instead, they may base their responses on what appears most reasonable, or what actions are easiest to remember. All of these estimates must therefore be treated as indicative of their true behaviour rather than as objective estimates of actual behaviour. A more useful interpretation of these estimates is to examine how they vary between different gamblers (e.g., higher risk vs. lower risk). Even if the absolute frequencies do not exactly correspond with the gamblers' actual behaviour, it is likely (as we have shown in this report) that one can discern differences in patterns of behaviour, expenditure or gambling preferences that enable insights into the nature of problem gambling and how it differs from social or recreational behaviour.

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Appendix A

Prevalence Survey 2007



***7701 SACES GAMBLING IN TASMANIA AUG 2007**

DISK
ALLFILE

*INTRODUCTION

Q99START

"PHONE: _[Q0PH]_

Previously contacted [Q0DAT2] [Q0TIM2]

[Q0HIS] [Q0DAT] [Q0TIM]

[Q0COM]

[Q0LOC]

Good morning/afternoon/evening. My name is [Q0IV] from Harrison Research. We are conducting a survey for the Department of Health and Human Services on gambling in Tasmania. This survey will be used to help plan problem gambling services and gambling policy in Tasmania. Your answers are strictly confidential.

We need to speak to a representative sample, is there anyone living in this household aged 18-24? _IF YES, ASK TO SPEAK WITH THEM OR ARRANGE CALLBACK - IF MORE THAN ONE, ASK FOR ONE WITH LAST BIRTHDAY - RE-INTRODUCE AS REQUIRED - MONITOR 18-24 SOFT QUOTAS UNTIL AGE QUOTA IS FULL_"

"_IF NO, OR IF 18-24 QUOTA FULL:_ Could I please speak to the person in the household, aged 18 and over, who was the last to have a birthday? _REINTRODUCE OR CALLBACK AS NECESSARY_"

PAUSE

"_IF NECESSARY SAY:_ Is now a good time or would it be more convenient if I made an appointment to speak with you at another time. _ARRANGE CALLBACK IF REQUIRED OR CONTINUE_"

IF NECESSARY SAY: Your name is not known to me, and will not be connected with the information you provide. Your phone number was randomly selected from the electronic White Pages. If you decide to take part but later change your mind, you may stop at any time. If you do not want to answer any of the questions you can miss them out.

The survey will take approximately 10-15 minutes, depending on your answers. **_IF RESPONDENT SAYS THEY ARE NOT A GAMBLER AND CAN'T SEE THE POINT OF PARTICIPATING SAY:_** For accurate results, its important that both non-gamblers and gamblers take part. Your opinion if very valuable for this study."

START

***DEMOGRAPHICS**

Q1A AGE

"QA1 As some of the next questions relate to certain groups of people only, could you please tell me how old you are? **_ENTER NUMBER, D FOR DON'T KNOW REFUSED_**"

WIDTH=3

NUM 18-100, D

IF 18-100 IN Q1A GO Q3A

Q2A AGE GROUP

"QA2 Which age group are you in? Would it be: **_READ OUT 1-8_**"

1. 18 to 24 years
2. 25 to 29 years
3. 30 to 34 years
4. 35 to 39 years
5. 40 to 44 years
6. 45 to 49 years
7. 50 to 54 years
8. 55 to 59 years
9. 60 to 64 years
10. 65 to 69 years
11. 70 years or over
12. Refused

Q3A PEOPLE AGED 18 OR OVER AT ADDRESS

"Q3A I also need to ask for sampling purposes, how many people aged 18 or over usually live at this address? **_NOTE: RECORD '999' FOR DON'T KNOW_**"

NUM 1-20,999

Q4A VOICE

" **_RECORD GENDER ONLY ASK IF UNSURE_**"

1. Male
2. Female

***GAMBLING ACTIVITIES**

Q1 GAMLBING ACTIVITIES

"Q1 As you probably know, gambling is a popular leisure activity for many people. I will read a list of popular gambling activities. Can you please tell me which of these you have participated in during the last 12 months? **_READ OUT 1-11_**"

MR

SPLIT=2

1. Played poker machines or gaming machines

2. Bet on horse or greyhound races excluding sweeps
 3. Bought instant scratch tickets
 4. Played lotto or any other Lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno
 5. Played Keno at a club, hotel, Casino or any other place
 6. Played table games at a Casino such as Blackjack or Roulette
 7. Played bingo at a club or hall
 8. Bet on a sporting event like football, cricket or tennis, but not via the Internet (does not include football tipping/pools)
 9. Gambled on the Internet
 10. Played games like cards or mah-jongg privately for money at home or any other place
 11. Participated in Poker tournaments at a club or hotel
 12. Played any other Gambling activity - excluding raffles or sweeps (specify Q101)
-
13. None of the above
 14. Refused

GO Q2JP

Q101 OTHER GAMBLING ACTIVITY

Q2JP

=0

IF 13-14 IN Q1 GO Q35

Q2 CONSIDER GAMBLING TO BE +/-

"Q2 Would you consider gambling to be a positive or negative factor in your personal life?"

SPLIT=1

1. Positive
2. Negative
3. None/no effect on my life
4. Can't say

IF NOT 12 IN Q1 GO Q4JP

Q3 HOW MANY TIMES PLAYED OTHER GAMBLING ACITIVITY

"Q3 In the last 12 months, how many times per week or per month or per year have you played _[Q101]_ _NOTE: CONFIRM NUMBER OF TIMES PLAYED_?"

NUM

1. Enter times per week (specify Q301)
2. Enter times per month (specify Q302)
3. Enter times per year (specify Q303)
4. Can't say
5. None

GO Q4JP

Q301 TIMES PER WEEK PLAYED OTHER GAMBLING ACTIVITY

Q302 TIMES PER MONTH PLAYED OTHER GAMBLING ACTIVITY

Q303 TIMES PER YEAR PLAYED OTHER GAMBLING ACTIVITY

Q4JP
=0

IF NOT 1 IN Q1 GO Q6JP

Q4 HOW MANY TIMES VISITED A CASINO AND PLAYED POKER MACHINES
"Q4 In the last 12 months, how many times per week or per month or per year have you visited a CASINO and played poker machines or gaming machines? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q401)
2. Enter times per month (specify Q402)
3. Enter times per year (specify Q403)
4. None
5. Can't say/Don't know
6. Refused

GO Q5AJP

Q401 TIMES PER WEEK VISITED A CASINO AND PLAYED POKER MACHINES
Q402 TIMES PER MONTH VISITED A CASINO AND PLAYED POKER MACHINES
Q403 TIMES PER YEAR VISITED A CASINO AND PLAYED POKER MACHINES

Q5AJP
=0

IF 4-6 IN Q4 GO Q5

Q5A TOTAL TIME SPENT PLAYING POKER MACHINES AT CASINO
"Q5A On the LAST occasion you played a poker machine at a CASINO, approximately how much time in total did you spend playing poker machines? Please give your total time in minutes. _NOTE: ENTER 999 FOR DON'T KNOW/CAN'T SAY_"
NUM 0-1000,999

Q5B AMOUNT SPENT ON PLAYING POKER MACHINES AT CASINO
"Q5B Approximately how much money were you out of pocket when you finished gambling or did you win on the last occasion you gambled on poker machines at a CASINO? By out of pocket, I mean the difference between what you put into the machine and eventually got back at the end? _NOTE: SPECIFY EITHER AMOUNT WON OR AMOUNT LOST - DO NOT INCLUDE DOLLAR SIGNS_"

NUM 1-10000

1. I won (specify Q5B01)
2. I lost (specify Q5B02)
3. None

GO Q5

Q5B01 AMOUNT WON ON POKER MACHINES AT CASINO
Q5B02 AMOUNT LOST ON POKER MACHINES AT CASINO

Q5 HOW MANY TIMES PLAYED POKER MACHINES AT PUB ETC

"Q5 In the last 12 months, how many times per week or per month or per year have you played poker machines or gaming machines at a PUB, CLUB OR HOTEL? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q501)
2. Enter times per month (specify Q502)
3. Enter times per year (specify Q503)
4. None
5. Can't say/Don't know
6. Refused

GO Q5CJP

Q501 TIMES PER WEEK PLAYED POKER MACHINES AT PUB ETC
Q502 TIMES PER MONTH PLAYED POKER MACHINES AT PUB ETC
Q503 TIMES PER YEAR PLAYED POKER MACHINES AT PUB ETC

Q5CJP
=0

IF 4-6 IN Q5 GO Q6JP

Q5C TOTAL TIME SPENT PLAYING POKER MACHINES AT PUB ETC

"Q5C On the LAST occasion you played a poker machine at a PUB, CLUB OR HOTEL, approximately how much time in total did you spend playing poker machines? Please give your total time in minutes. _NOTE: ENTER 999 FOR DON'T KNOW/CAN'T SAY_"
NUM 0-1000,999

Q5D AMOUNT SPENT ON PLAYING POKER MACHINES AT PUB ETC

"Q5D Approximately how much money were you out of pocket when you finished gambling or did you win on the last occasion you gambled on poker machines at a PUB, CLUB OR HOTEL? By out of pocket, I mean the difference between what you spent and eventually got back at the end? _NOTE: SPECIFY EITHER AMOUNT WON OR AMOUNT LOST - DO NOT INCLUDE DOLLAR SIGNS_"
NUM 1-10000

1. I won (specify Q5D01)
2. I lost (specify Q5D02)
3. None

GO Q6JP

Q5D01 AMOUNT WON ON POKER MACHINES AT PUB
Q5D02 AMOUNT LOST ON POKER MACHINES AT PUB

Q6JP
=0

IF NOT 3 IN Q1 GO Q7JP

Q6 HOW MANY TIMES BOUGHT INSTANT SCATCHIES

"Q6 In the last 12 months, how many times per week or per month or per year have you bought instant scratch tickets? _NOTE: CONFIRM NUMBER OF TIMES BOUGHT PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q601)
2. Enter times per month (specify Q602)
3. Enter times per year (specify Q603)
4. Can't say/Don't know
5. Refused

GO Q7JP

Q601 TIMES PER WEEK BOUGHT INSTANT SCRATCH TICKETS

Q602 TIMES PER MONTH BOUGHT INSTANT SCRATCH TICKETS

Q603 TIMES PER YEAR BOUGHT INSTANT SCRATCH TICKETS

Q7JP

=0

IF NOT 4 IN Q1 GO Q8JP

Q7 HOW MANY TIMES PLAYED LOTTERY GAMES

"Q7 In the last 12 months, how many times per week or per month or per year have you played lotto or any other Lottery game like Tattslotto, Powerball, the Pools, \$2 Jackpot lottery, Tatts 2, or Tatts Keno? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q701)
2. Enter times per month (specify Q702)
3. Enter times per year (specify Q703)
4. Can't say/Don't know
5. Refused

GO Q8JP

Q701 TIMES PER WEEK PLAYED LOTTERY GAMES

Q702 TIMES PER MONTH PLAYED LOTTERY GAMES

Q703 TIMES PER YEAR PLAYED LOTTERY GAMES

Q8JP

=0

IF NOT 5 IN Q1 GO Q10JP

Q8 HOW MANY TIMES PLAYED KENO AT CLUB/HOTEL

"Q8 In the last 12 months, how many times per week or per month or per year have you played Keno at a club or hotel? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q801)
2. Enter times per month (specify Q802)
3. Enter times per year (specify Q803)
4. None
5. Can't say/Don't know

6. Refused

GO Q9

Q801 TIMES PER WEEK PLAYED KENO AT CLUB/HOTEL

Q802 TIMES PER MONTH PLAYED KENO AT CLUB/HOTEL

Q803 TIMES PER YEAR PLAYED KENO AT CLUB/HOTEL

Q9 HOW MANY TIMES PLAYED KENO AT A CASINO

"Q9 In the last 12 months, how many times per week or per month or per year have you played Keno at a Casino? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q901)
2. Enter times per month (specify Q902)
3. Enter times per year (specify Q903)
4. None
5. Can't say/Don't know
6. Refused

GO Q10JP

Q901 TIMES PER WEEK PLAYED KENO AT A CASINO

Q902 TIMES PER MONTH PLAYED KENO AT A CASINO

Q903 TIMES PER YEAR PLAYED KENO AT A CASINO

Q10JP

=0

IF NOT 6 IN Q1 GO Q11JP

Q10 HOW MANY TIMES PLAYED TABLE GAMES

"Q10 In the last 12 months, how many times per week or per month or per year have you played table games at a Casino such as Blackjack or Roulette ? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1001)
2. Enter times per month (specify Q1002)
3. Enter times per year (specify Q1003)
4. Can't say/Don't know
5. Refused

GO Q11JP

Q1001 TIMES PER WEEK PLAYED TABLE GAMES

Q1002 TIMES PER MONTH PLAYED TABLE GAMES

Q1003 TIMES PER YEAR PLAYED TABLE GAMES

Q11JP

=0

IF NOT 7 IN Q1 GO Q12JP

Q11 HOW MANY TIMES PLAYED BINGO

"Q11 In the last 12 months, how many times per week or per month or per year have you played bingo at a club or hall? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1101)
2. Enter times per month (specify Q1102)
3. Enter times per year (specify Q1103)
4. Can't say/Don't know
5. Refused

GO Q12JP

Q1101 TIMES PER WEEK PLAYED BINGO

Q1102 TIMES PER MONTH PLAYED BINGO

Q1103 TIMES PER YEAR PLAYED BINGO

Q12JP

=0

IF NOT 9 IN Q1 GO Q13JP

Q12 HOW MANY TIMES GAMBLED ON THE INTERNET

"Q12 In the last 12 months, how many times per week or per month or per year have you gambled on the Internet? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1201)
2. Enter times per month (specify Q1202)
3. Enter times per year (specify Q1203)
4. Can't say/Don't know
5. Refused

GO Q13JP

Q1201 TIMES PER WEEK GAMBLED ON THE INTERNET

Q1202 TIMES PER MONTH GAMBLED ON THE INTERNET

Q1203 TIMES PER YEAR GAMBLED ON THE INTERNET

Q13JP

=0

IF NOT 10 IN Q1 GO Q14JP

Q13 HOW MANY TIMES PLAYED CARD GAMES

"Q13 In the last 12 months, how many times per week or per month or per year have you played games like cards or mah-jongg privately for money at home or any other place ? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1301)
2. Enter times per month (specify Q1302)
3. Enter times per year (specify Q1303)
4. Can't say/Don't know

5. Refused

GO Q14JP

Q1301 TIMES PER WEEK PLAYED CARD GAMES
Q1302 TIMES PER MONTH PLAYED CARD GAMES
Q1303 TIMES PER YEAR PLAYED CARD GAMES

Q14JP
=0

IF NOT 2 IN Q1 GO Q18JP

Q14 HOW MANY TIMES BET ON RACES AT RACETRACK

"Q14 In the last 12 months, how many times per week or per month or per year have you bet on the races at a racetrack? _NOTE: CONFIRM NUMBER OF TIMES BET PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1401)
2. Enter times per month (specify Q1402)
3. Enter times per year (specify Q1403)
4. None
5. Can't say/Don't know
6. Refused

GO Q15

Q1401 TIMES PER WEEK BET ON RACES AT RACETRACK
Q1402 TIMES PER MONTH BET ON RACES AT RACETRACK
Q1403 TIMES PER YEAR BET ON RACES AT RACETRACK

Q15 HOW MANY TIMES BET ON RACES AT AN OFF-COURSE VENUE

"Q15 In the last 12 months, how many times per week or per month or per year have you bet on the races at an off-course venue? _NOTE: CONFIRM NUMBER OF TIMES BET PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1501)
2. Enter times per month (specify Q1502)
3. Enter times per year (specify Q1503)
4. None
5. Can't say/Don't know
6. Refused

GO Q16

Q1501 TIMES PER WEEK BET ON RACES AT AN OFF-COURSE VENUE
Q1502 TIMES PER MONTH BET ON RACES AT AN OFF-COURSE VENUE
Q1503 TIMES PER YEAR BET ON RACES AT AN OFF-COURSE VENUE

Q16 HOW MANY TIMES BET ON THE RACES BY PHONE

"Q16 In the last 12 months, how many times per week or per month or per year have you bet on the races by phone? _NOTE: CONFIRM NUMBER OF TIMES BET PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1601)
2. Enter times per month (specify Q1602)
3. Enter times per year (specify Q1603)
4. None
5. Can't say/Don't know
6. Refused

GO Q17

Q1601 TIMES PER WEEK BET ON THE RACES BY PHONE
Q1602 TIMES PER MONTH BET ON THE RACES BY PHONE
Q1603 TIMES PER YEAR BET ON THE RACES BY PHONE

Q17 HOW MANY TIMES BET ON THE RACES OVER THE INTERNET

"Q17 In the last 12 months, how many times per week or per month or per year have you bet on the races over the Internet? _NOTE: CONFIRM NUMBER OF TIMES BET PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1701)
2. Enter times per month (specify Q1702)
3. Enter times per year (specify Q1703)
4. None
5. Can't say/Don't know
6. Refused

GO Q18JP

Q1701 TIMES PER WEEK BET ON THE RACES OVER THE INTERNET
Q1702 TIMES PER MONTH BET ON THE RACES OVER THE INTERNET
Q1703 TIMES PER YEAR BET ON THE RACES OVER THE INTERNET

Q18JP
=0

IF NOT 8 IN Q1 GO Q19JP

Q18 HOW MANY TIMES BET ON SPORTING EVENTS

"Q18 In the last 12 months, how many times per week or per month or per year have you bet on a sporting event like football, cricket or tennis, but not via the Internet ? _NOTE: CONFIRM NUMBER OF TIMES BET PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1801)
2. Enter times per month (specify Q1802)
3. Enter times per year (specify Q1803)
4. Can't say/Don't know
5. Refused

GO Q19JP

Q1801 TIMES PER WEEK BET ON SPORTING EVENTS
Q1802 TIMES PER MONTH BET ON SPORTING EVENTS
Q1803 TIMES PER YEAR BET ON SPORTING EVENTS

Q19JP
=0

IF NOT 11 IN Q1 GO Q20

Q19 HOW MANY TIMES PARTICIPATED IN POKER TOURNAMENTS

"Q19 In the last 12 months, how many times per week or per month or per year have you played/participated in Poker Tournaments at a club or hotel? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q1901)
2. Enter times per month (specify Q1902)
3. Enter times per year (specify Q1903)
4. Can't say/Don't know
5. Refused

GO Q20

Q1901 TIMES PER WEEK PARTICIPATED IN POKER TOURNAMENTS

Q1902 TIMES PER MONTH PARTICIPATED IN POKER TOURNAMENTS

Q1903 TIMES PER YEAR PARTICIPATED IN POKER TOURNAMENTS

Q20 GAMBLE ON INTERNET

"Q20 As you know/may know, Internet gambling is now available. Which of the following best describes you? _READ OUT 1-4_"

1. I regularly gamble on the Internet
2. I occasionally gamble on the Internet
3. I have never gambled on the Internet, but I am likely to in the future]Q24
4. I have never gambled on the Internet and do not intend to]
5. Can't say]

Q21 SITES USED WHEN GAMBLING ON THE INTERNET

"Q21 When you gamble on the internet, do you mostly use..._READ OUT 1-3_"

1. Australian Sites
2. International Sites
3. Both
4. Can't say

Q22 HOW MANY TIMES BET ON CASINO GAMES ON THE INTERNET

"Q22 In the last 12 months, how many times per week or per month or per year have you bet on Casino games on the Internet? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q2201)
2. Enter times per month (specify Q2202)
3. Enter times per year (specify Q2203)
4. None
5. Can't say/Don't know
6. Refused

GO Q23

Q2201 TIMES PER WEEK BET ON CASINO GAMES ON THE INTERNET
 Q2202 TIMES PER MONTH BET ON CASINO GAMES ON THE INTERNET
 Q2203 TIMES PER YEAR BET ON CASINO GAMES ON THE INTERNET

Q23 HOW MANY TIMES BET ON SPORTS VIA THE INTERNET

"Q23 In the last 12 months, how many times per week or per month or per year have you bet on sports via the Internet? _NOTE: CONFIRM NUMBER OF TIMES PLAYED PER WEEK/MONTH/YEAR_"

1. Enter times per week (specify Q2301)
2. Enter times per month (specify Q2302)
3. Enter times per year (specify Q2303)
4. None
5. Can't say/Don't know
6. Refused

GO Q24

Q2301 TIMES PER WEEK BET ON SPORTS VIA THE INTERNET
 Q2302 TIMES PER MONTH BET ON SPORTS VIA THE INTERNET
 Q2303 TIMES PER YEAR BET ON SPORTS VIA THE INTERNET

Q24 FAVOURITE GAMBLING ACTIVITY

"Q24 Of those gambling activities you have undertaken in the last 12 months, which ONE is your favourite? _IF ONLY ONE ACTIVITY DON'T READ OUT JUST RECORD NUMBER ON SCREEN OTHERWISE READ OUT OPTIONS_"

SEE Q1
 USE Q1

Q24A
 =0

*ACCUM. NO. OF TIMES PER WEEK GAMBLE ON ALL THINGS EXCEPT LOTTO AND SCRATCHIES AND BINGO

Q999DUMWK

=Q301+Q401+Q501+Q801+Q901+Q1001+Q1201+Q1301+Q1401+Q1501+Q1601+Q1701+Q1801+Q1901+Q2201+Q2301

*ACCUM. NO. OF TIMES PER MONTH GAMBLE ON ALL THINGS EXCEPT LOTTO AND SCRATCHIES AND BINGO

Q999DUMMTH

=Q302+Q402+Q502+Q802+Q902+Q1002+Q1202+Q1302+Q1402+Q1502+Q1602+Q1702+Q1802+Q1902+Q2202+Q2302

*ACCUM. NO. OF TIMES PER YEAR GAMBLE ON ALL THINGS EXCEPT LOTTO AND SCRATCHIES AND BINGO

Q999DUMYR

=Q303+Q403+Q503+Q803+Q903+Q1003+Q1203+Q1303+Q1403+Q1503+Q1603+Q1703+Q1803+Q1903+Q2203+Q2303

Q100MTW
=Q999DUMMTH/4

Q100YTW
=Q999DUMYR/52

Q1ACC NO. OF TIMES PER WEEK GAMBLING ON ALL THINGS EXCEPT LOTTO
AND SCRATCHIES AND BINGO
=Q999DUMWK+Q100MTW+Q100YTW

Q100WTY
=Q999DUMWK*52

Q100MTY
=Q999DUMMTH*12

Q2ACC NO. OF TIMES GAMBLE ON ALL THINGS EXCEPT LOTTO AND
SCRATCHIES AND BINGO
=Q100WTY+Q100MTY+Q999DUMYR

Q25JP
=0

IF NOT 1 IN Q1 GO Q34EJP

Q25 HOW FAR WOULD YOU TRAVEL TO PLAY POKIES

"Q25 The next questions are about where you play poker machines. How far from home would you usually travel to gamble on poker machines? Would you say..._READ OUT 1-4_"

1. Within 1 km
2. 2-5 km
3. 6-10 km
4. 10 or more km
5. Don't know
6. Refused

Q26 GAMBLE AT VENUE CLOSEST TO HOME

"Q26 Would you say that you usually gamble at the venue/venues closest to your home?"

1. Yes
2. No
3. Don't know
4. Refused

Q27 USUALLY GAMBLE AT VENUE/VENUES CLOSES TO WORK/PLACE OF
STUDY

"Q27 Would you say that you usually gamble at the venue/venues closes to your work or place of study?"

SEE Q26

Q28 TAKE BREAKS

"Q28 Do you take breaks from gambling for any of the following reasons?_READ OUT 1-5_"

MR

1. Eat
2. Drink
3. Smoke
4. Toilet
5. Talk with friends
6. Other (specify Q2801)

7. Don't know/can't remember
8. Refused
9. Don't take breaks while gambling

GO Q29

Q2801 OTHER REASON FOR TAKING BREAK

Q29 FREQUENCY OF USING PLASTIC CARDS AT HOTELS/VENUES TO WITHDRAW MONEY FROM SAVINGS/CHEQUE ACCOUNTS

"Q29 In the last 12 months, how often have you used plastic cards at hotels or gambling venues to withdraw money from savings or cheque accounts for gambling?"

1. Never
2. Rarely
3. Sometimes
4. Often
5. Always
6. Refused

Q30 WITHDRAW MONEY BEFORE YOU GAMBLE

"Q30 When you gamble, do you withdraw money before you gamble? _NOTE: THIS MEANS AT THE VENUE_ _READ OUT 1-5_"

1. Never
2. Rarely
3. Sometimes
4. Often
5. Always
6. Don't know
7. Refused

Q31 WITHDRAW MONEY AT ATM AT VENUE

"Q31 When you gamble, do you withdraw money at the ATM at the venue? _READ OUT 1-5_"

SEE Q30

Q32 WITHDRAW MONEY AT CASHIER

"Q32 When you gamble, do you withdraw money at the cashier? _READ OUT 1-5_"

SEE Q30

Q33 WITHDRAW MONEY USING CREDIT CARD

"Q33 When you gamble, do you withdraw money using your credit card? _READ OUT 1-5_"

SEE Q30

Q34 WITHDRAW MONEY USING CASH CHEQUES

"Q34 When you gamble, do you withdraw money using cash cheques? _READ OUT 1-5_"
SEE Q30

Q34A HAVE A CARD FOR CASINO TO EARN BONUS POINTS

"Q34A Do you have a card which you can use to earn bonus points when you play the machines at the CASINO?"

1. Yes
2. No]Q34H

Q34B HOW OFTEN USE CARD FOR CASINO

"Q34B How often do you use it?"

1. Always (100% of the time)
2. Most of the time (more than 50% of the time)
3. Some-times (25% up to 50% of the time)
4. Rarely (< 25% of the time)
5. Never (0%)

Q34H HAVE A CARD FOR PUB CLUB OR HOTEL TO EARN BONUS POINTS

"Q34H Do you have a card which you can use to earn bonus points when you play the machines at a PUB, CLUB OR HOTEL?"

1. Yes
2. No]Q34C

Q34I HOW OFTEN USE CARD FOR PUB CLUB OR HOTEL

"Q34I How often do you use it?"

1. Always (100% of the time)
2. Most of the time (more than 50% of the time)
3. Some-times (25% up to 50% of the time)
4. Rarely (< 25% of the time)
5. Never (0%)

Q34C DO YOU HAVE A STRATEGY/METHOD FOR WINNING

"Q34C Do you have any strategy or method for helping you to win on the machines?"

1. Yes
2. No]Q34EJP

Q34D STRATEGY/METHOD FOR WINNING

"Q34D Do you.._ READ OUT 1-5_"

MR

1. Know when the machine is about to pay out
2. Try to play when the machine has not paid out for some time
3. Rub or talk to the machine
4. Change your betting style
5. Use a lucky charm or object
6. Other (specify Q34D01)

GO Q34EJP

Q34D01 OTHER STRATEGY/METHOD FOR WINNING

Q34EJP

=0

IF 1 OR 2 OR 5 OR 6 OR 8 OR 9 OR 10 OR 11 OR 12 IN Q1 GO Q34E

GO Q35

Q34E LARGEST AMOUNT LOST ON SINGLE DAY

"Q34E In the last 12 months, what is the largest amount you have ever lost (out of pocket) on a single day? _RECORD 999 FOR DON'T KNOW_"

NUM 0-50000,999

IF 0 OR 999 IN Q34E GO Q35

Q34F WHAT SORT OF GAMBLING WAS INVOLVED

"Q34F What sort of gambling was involved?"

MR

1. Poker machines
2. Casino table game
3. Racing
4. Sports betting
5. Multiple forms
6. Other (specify Q34F01)

GO Q35

Q34F01 OTHER SORT OF GAMBLING

Q35 TASMANIAN COMMUNITY BENEFITED FROM POKIES IN CLUBS/HOTELS

"Q35 Do you think that the Tasmanian community has benefited from having poker machines in clubs and hotels?"

1. Yes
2. No
3. Can't say

Q36 TASMANIAN COMMUNITY BENEFITED FINANCIALLY

"Q36 Could you please tell me to what extent you agree or disagree with the following statements. The Tasmanian community has benefited FINANCIALLY from having poker machines in clubs and hotels. Do you.. _READ OUT 1-5_"

1. Strongly Agree
2. Mildly Agree
3. Neither Agree nor disagree
4. Mildly Disagree
5. Strongly Disagree
6. Can't say

Q37 TASMANIAN COMMUNITY BENEFITED SOCIALLY

"Q37 The Tasmanian community has benefited SOCIALLY from having poker machines in clubs and hotels. Do you.. _READ OUT 1-5_"

SEE Q36

Q38 POKER MACHINES ARE CONTROLLED AND MONITORED THROUGH PROPER LICENSING PROCEDURES

"Q38 Poker machines in clubs and hotels are carefully controlled and monitored through proper licensing procedures. Do you _READ OUT 1-5_"

SEE Q36

IF 1 OR 2 OR 5 OR 6 OR 8 OR 9 OR 10 OR 11 OR 12 IN Q1 GO Q39
GO Q40G

Q39 RATE GAMBLING EXPERIENCE

"Q39 Looking back over the last 12 months, how would you rate your experience of gambling? Would you say it has.._READ OUT 1-5_"

1. Made your life a lot more enjoyable
2. Made your life a little more enjoyable
3. Made no difference to your life
4. Made your life a little less enjoyable
5. Made your life alot less enjoyable
6. Can't say/Don't know

Q40G GAMBLING STATEMENTS GRID

"Q40G I am now going to read out some statements about gambling in Tasmania. Could you please tell me how strongly you agree or disagree with each statement."

1. Gambling is too widely accessible in Tasmania
2. Gambling is a serious social problem in Tasmania
3. The number of poker machines in Tasmania should be reduced
4. Poker machines have been good for your suburb or local community
5. Gambling has increased employment in your suburb or local community
6. Gambling has improved social life in your suburb or local community

FOR EACH

Q40 GAMBLING STATEMENTS

"Q40 Would you say you..._READ OUT 1-5_ that _[Q40G]_"

1. Strongly agree
2. Agree
3. Neither agree nor disagree
4. Disagree
5. Strongly disagree
6. Can't say

IF <1 IN Q1ACC AND IF <52 IN Q2ACC GO Q54

CANADIAN PROBLEM GAMBLING INDEX*Q41 HOW OFTEN HAVE YOU BET MORE THAN YOU COULD REALLY AFFORD TO LOSE**

"Q41 In the last 12 months, have you bet more than you could really afford to lose, would you say never, sometimes, most of the time or almost always?"

1. Never
2. Sometimes
3. Most of the time

- 4. Almost always
- 5. Can't say
- 6. Refused

Q41DUM CPGI SCORE BET MORE THAN COULD AFFORD TO LOSE

IF 1 OR 5 OR 6 IN Q41

=0

IF 2 IN Q41

=1

IF 3 IN Q41

=2

IF 4 IN Q41

=3

Q42 HOW OFTEN HAVE YOU NEEDED TO GAMBLE WITH LARGER AMOUNTS OF MONEY TO GET SAME FEELING

"Q42 In the last 12 months, have you needed to gamble with larger amounts of money to get the same feeling of excitement, would you say never, sometimes, most of the time or almost always?"

SEE Q41

Q42DUM CPGI SCORE NEEDED TO GAMBLE LARGER AMOUNTS FOR SAME FEELING

IF 1 OR 5 OR 6 IN Q42

=0

IF 2 IN Q42

=1

IF 3 IN Q42

=2

IF 4 IN Q42

=3

Q43 HOW OFTEN HAVE YOU GONE BACK ANOTHER DAY TO WIN BACK MONEY LOST IN PREV SESSION

"Q43 In the last 12 months, when you gambled, did you go back another day to try to win back the money you lost, would you say never, sometimes, most of the time or almost always?"

SEE Q41

Q43DUM CPGI SCORE GONE BACK ANOTHER DAY TO WIN BACK MONEY LOST IN PREV SESSION

IF 1 OR 5 OR 6 IN Q43

=0

IF 2 IN Q43

=1

IF 3 IN Q43

=2

IF 4 IN Q43

=3

Q44 HOW OFTEN HAVE YOU BORROWED MONEY/SOLD ANYTHING TO GET MONEY TO GAMBLE

"Q44 In the last 12 months, have you borrowed money or sold anything to get money to gamble, would you say never, sometimes, most of the time or almost always?"

SEE Q41

Q44DUM CPGI SCORE BORROWED MONEY/SOLD ANYTHING TO GET GAMBLING MONEY

IF 1 OR 5 OR 6 IN Q44

=0

IF 2 IN Q44

=1

IF 3 IN Q44

=2

IF 4 IN Q44

=3

Q45 HOW OFTEN HAVE YOU FELT THAT YOU MIGHT HAVE A PROBLEM WITH GAMBLING

"Q45 In the last 12 months, have you felt that you might have a problem with gambling, would you say never, sometimes, most of the time or almost always?"

SEE Q41

Q45DUM CPGI SCORE HOW OFTEN FELT YOU MIGHT HAVE A PROBLEM WITH GAMBLING

IF 1 OR 5 OR 6 IN Q45

=0

IF 2 IN Q45

=1

IF 3 IN Q45

=2

IF 4 IN Q45

=3

Q46 HOW OFTEN HAS GAMBLING CAUSED YOU ANY HEALTH PROBLEMS

"Q46 In the last 12 months, has gambling caused you any health problems, including stress or anxiety, would you say never, sometimes, most of the time or almost always?"

SEE Q41

Q46DUM CPGI SCORE GAMBLING CAUSED ANY HEALTH PROBLEMS

IF 1 OR 5 OR 6 IN Q46

=0

IF 2 IN Q46

=1

IF 3 IN Q46

=2

IF 4 IN Q46

=3

Q47 HOW OFTEN HAVE PPL CRITICISED YOUR BETTING/TOLD YOU THAT YOU HAD A GAMBLING PROBLEM REGARDLESS OF YOUR OPINION

"Q47 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, sometimes, most of the time or almost always?"

SEE Q41

Q47DUM CPGI SCORE PPL CRITICISED YOUR BETTING/TOLD YOU HAD A GAMBLING PROBLEM

IF 1 OR 5 OR 6 IN Q47

=0

IF 2 IN Q47

=1

IF 3 IN Q47

=2

IF 4 IN Q47

=3

Q48 HOW OFTEN HAS GAMBLING CAUSED ANY FINANCIAL PROBLEMS FOR YOU OR YOUR HOUSEHOLD

"Q48 In the last 12 months, has your gambling caused any financial problems for you or your household, would you say never, sometimes, most of the time or almost always?"

SEE Q41

Q48DUM CPGI SCORE GAMBLING CAUSED ANY FINANCIAL PROBLEMS FOR HOUSEHOLD

IF 1 OR 5 OR 6 IN Q48

=0

IF 2 IN Q48

=1

IF 3 IN Q48

=2

IF 4 IN Q48

=3

Q49 HOW OFTEN HAVE YOU FELT GUILTY ABOUT THE WAY YOU GAMBLE OR WHAT HAPPENS WHEN YOU GAMBLE

"Q49 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?"

SEE Q41

Q49DUM CPGI SCORE FELT GUILTY ABOUT THE WAY YOU GAMBLE OR WHAT HAPPENS WHEN YOU GAMBLE

IF 1 OR 5 OR 6 IN Q49

=0

IF 2 IN Q49

=1

IF 3 IN Q49

=2

IF 4 IN Q49

=3

Q999CPGI CPGI SCORE

=Q41DUM+Q42DUM+Q43DUM+Q44DUM+Q45DUM+Q46DUM+Q47DUM+Q48DUM+Q49DUM

BREAK

Q50 EXPERIENCED DIFFICULTIES DUE TO GAMBLING

"Q50 Have you experienced difficulties because of your gambling?"

1. Yes
2. No]Q54
3. Can't say]

Q51 WERE DIFFICULTIES IN LAST 12 MTHS

"Q51 Were those problems experienced in the last 12 months?"

1. Yes
2. No
3. Can't say

Q52 AGE WHEN GAMBLING FIRST BECAME PROBLEM

"Q52 How old were you when gambling first became a problem for you? _NOTE: ENTER '999' IF DON'T KNOW_"

NUM 5-99,999

Q53 MAIN TYPE OF GAMBLING INVOLVED

"Q53 What was the MAIN type of gambling involved? Was it _READ OUT 1-5_"

MR

1. Poker machines
2. Racing
3. Casino table games
4. Cards
5. Sports betting
6. Other (specify Q5301)

7. Can't say

GO Q54

Q5301 OTHER MAIN TYPE OF GAMBLING INVOLVED

Q54 KNOW SOMEONE WHO HAS EXPERIENCED GAMBLING PROBLEMS

"Q54 Do you personally know of someone who has experienced serious problems with their gambling? _IF KNOW MORE THAN ONE PERSON ASK THE NEXT FEW QUESTIONS FOR THE PERSON CLOSEST TO THEM_"

1. Yes
2. No]Q58JP
3. Can't say]

Q55 WERE DIFFICULTIES FOR SOMEONE ELSE IN LAST 12 MTHS

"Q55 Were those problems experienced in the last 12 months? "

1. Yes
2. No
3. Can't say

Q56 RELATIONSHIP TO THAT PERSON

"Q56 Could you please tell me, what is that person's relationship to you? Are they..._READ OUT 1-13_"

1. Spouse/Partner
2. Father
3. Mother
4. Brother
5. Sister
6. Child
7. Other Relative
8. Friend/Acquaintance
9. Work colleague
10. Client/Customer/Patient
11. Ex Spouse/Ex Partner/Ex Boyfriend/Ex Girlfriend
12. Ex Friend
13. Ex Relative
14. Family members
15. Other (specify Q5601)
16. Can't say
17. Refused

GO Q57

Q5601 OTHER RELATIONSHIP TO THAT PERSON

Q57 TYPE OF GAMBLING PERSON WAS INVOLVED IN

"Q57 In what type of gambling was/is that person mainly involved? _READ OUT 1-12_"

1. Poker machines and gambling machines
2. Betting on horses/greyhounds
3. Instant Lotteries
4. Lotto-type games
5. Table games at a casino
6. Keno
7. Bingo
8. Sports betting
9. Private games played for money
10. Internet gambling
11. Everything/anything
12. Casino/casino based activities
13. Other (specify Q5701)
14. Don't know/can't say

GO Q58JP

Q5701 OTHER TYPE OF GAMBLING PERSON WAS INVOLVED IN

Q58JP

=0

IF <1 IN Q1ACC AND <52 IN Q2ACC AND 2-3 IN Q54 GO Q86

IF <1 IN Q1ACC AND <52 IN Q2ACC AND 1 IN Q54 GO Q76

Q58 SUFFERED DEPRESSION BECAUSE OF GAMBLING

"Q58 In the last 12 months, have you suffered depression because of gambling? _READ OUT 1-5_"

1. Never
2. Rarely
3. Sometimes
4. Often
5. Always
6. Can't say

Q59 GAMBLING TO ESCAPE FROM WORRY OR TROUBLE

"Q59 In the last 12 months, have you gambled in order to escape from worry or trouble?"
SEE Q58

Q60 PUT OFF DOING THINGS TOGETHER

"Q60 In the last 12 months as a result of your gambling, have you and people close to you put off doing things together?"
SEE Q58

Q61 GAMBLING MADE IT HARDER TO MAKE MONEY LAST

"Q61 In the last 12 months, how often has gambling made it harder to make money last from one payday (pension day) to the next?"
SEE Q58

Q62 PEOPLE HAD DIFFICULTIES TRUSTING YOU

"Q62 In the last 12 months, have people close to you had difficulties trusting you due to your gambling?"
SEE Q58

Q63 THOUGHT ABOUT SUICIDE

"Q63 In the last 12 months, have you seriously thought about suicide because of your gambling?"
SEE Q58

Q64 GAMBLING LEFT NO MONEY FOR RENT

"Q64 In the last 12 months, has your gambling left you with no money to pay rent or your mortgage?"
SEE Q58

Q65 GAMBLING LEFT NO MONEY FOR BILLS

"Q65 In the last 12 months, has your gambling left you with no money to pay household bills?"
SEE Q58

Q66 EXPERIENCED SUBSTANTIAL DEBT

"Q66 In the last 12 months, have you experienced substantial debt because of your gambling?"
SEE Q58

Q67 DECLARED BANKRUPTCY

"Q67 In the last 12 months, has gambling led to you being declared bankrupt?"

1. Yes
2. No
3. Can't say

Q68 APPEARED IN COURT

"Q68 In the last 12 months, have you appeared in court because of your gambling?"

SEE Q67

Q69 GAMBLING AFFECTED FAMILY INTERESTS

"Q69 In the last 12 months, has your gambling adversely affected your family's interests?"

SEE Q58

IF 1 OR 6 IN Q69 GO Q71

Q70 ASPECTS OF FAMILY LIFE AFFECTED

"Q70 What aspects of your family life did it have an adverse effect on? Would you say it affected..._READ OUT 1-6_"

MR

1. Finances
2. Family relationships
3. Family activities
4. Time spent by you with children
5. Time spent with you with other family members
6. Leisure time
7. Other (specify Q7001)

8. Can't say

GO Q71

Q7001 OTHER ASPECTS OF FAMILY LIFE AFFECTED**Q71 EXPERIENCED RELATIONSHIP BREAKDOWN**

"Q71 In the last 12 months, have you experienced a relationship breakdown because of your gambling?"

SEE Q67

Q72 GAMBLING AFFECTED STUDY OR WORK PERFORMANCE

"Q72 In the last 12 months, has your gambling adversely affected how well you perform in your work or study?"

SEE Q58

Q73 CHANGED JOBS BECAUSE OF GAMBLING

"Q73 In the last 12 months, have you changed jobs because of problems relating to your gambling?"

SEE Q67

Q74 LOST JOB BECAUSE OF GAMBLING

"Q74 In the last 12 months, have you lost your job because of your gambling?"

SEE Q67

IF <1 IN Q1ACC AND <52 IN Q2ACC AND 2-3 IN Q50 AND 2-3 IN Q54 GO Q86

IF >0.999999 IN Q1ACC AND 2-3 IN Q50 GO Q86

IF >51.999999 IN Q2ACC AND 2-3 IN Q50 GO Q86

Q75 TRIED TO GET HELP FOR GAMBLING/ANOTHER PERSON'S GAMBLING

"Q75 In the last 12 months, have you tried to get help for problems related to your own gambling or another person's gambling problems?"

SEE Q67

IF 2-3 IN Q75 GO Q86

Q76 SERVICES TURNED TO FOR HELP

"Q76 Which of the following services have you turned to for help for problems related to your own gambling or another person's gambling problems? _READ OUT 1-13_"

RND 1-9

MR

1. Gambling Helpline Tasmania
2. Gamblers Anonymous
3. Gambling counsellor at Relationships ~~log~~
4. Gambling counsellor at Anglicare Tasmania
5. Gambling counsellor at Group Support at GABA
6. Church or religious worker
7. Social worker
8. Financial counsellors
9. Emergency relief (eg Food vouchers, cash relief, other emergency funding)
10. Spouse or partner as a support
11. Family or friends as support
12. An employee of a gambling venue
13. Doctor (physician)
14. Someone else (specify Q7601)

15. Can't say

16. Refused

17. None

GO Q77JP

Q7601 OTHER SERVICE TURNED TO FOR HELP

Q77JP

=0

IF NOT 1 IN Q76 GO Q78JP

IF 15-16 IN Q76 GO Q86JP

Q77 HOW FOUND OUT ABOUT GAMBLING HELPLINE TASMANIA

"Q77 (Thinking of those services you have mentioned), how did you find out about Gambling Helpline Tasmania ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling
7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth
12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q7701)

15. Can't say
16. Refused

GO Q78JP

Q7701 OTHER WAY FOUND OUT ABOUT GAMBLING HELPLINE TASMANIA

Q78JP

=0

IF NOT 2 IN Q76 GO Q79JP

Q78 HOW FOUND OUT ABOUT GAMBLERS ANONYMOUS

"Q78 (Thinking of those services you have mentioned), how did you find out about Gamblers Anonymous ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling
7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth
12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q7801)

15. Can't say
16. Refused

GO Q79JP

Q7801 OTHER WAY FOUND OUT ABOUT GAMBLERS ANONYMOUS

Q79JP

=0

IF NOT 3 IN Q76 GO Q80JP

Q79 HOW FOUND OUT ABOUT GAMBLING COUNSELLORS AT RELATIONSHIPS AUSTRALIA

"Q79 (Thinking of those services you have mentioned), how did you find out about the Gambling counsellors at Relationships ~~log~~ ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling
7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth
12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q7901)

15. Can't say

16. Refused

GO Q80JP

Q7901 OTHER WAY FOUND OUT ABOUT GAMBLING COUNSELLORS AT RELATIONSHIPS AUSTRALIA

Q80JP

=0

IF NOT 4 IN Q76 GO Q81JP

Q80 HOW FOUND OUT ABOUT GAMBLING COUNSELLORS AT ANGLICARE TASMANIA

"Q80 (Thinking of those services you have mentioned), how did you find out about the Gambling counsellors at Anglicare Tasmania ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling

7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth
12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q8001)

15. Can't say
16. Refused

GO Q81JP

Q8001 OTHER WAY FOUND OUT ABOUT GAMBLING COUNSELLORS AT ANGLICARE TASMANIA

Q81JP
=0

IF NOT 5 IN Q76 GO Q82JP

Q81 HOW FOUND OUT ABOUT GAMBLING COUNSELLOR AT GROUP SUPPORT AT GABA

"Q81 (Thinking of those services you have mentioned), how did you find out about Gambling counsellors at Group Support at GABA ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling
7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth
12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q8101)

15. Can't say
16. Refused

GO Q82JP

Q8101 OTHER WAY FOUND OUT ABOUT GAMBLING COUNSELLOR AT GROUP SUPPORT AT GABA

Q82JP

=0

IF NOT 6 IN Q76 GO Q83JP

Q82 HOW FOUND OUT CHURCH OR RELIGIOUS WORKER OFFERED SERVICES

"Q82 (Thinking of those services you have mentioned), how did you find out that the church or religious worker offered this sort of service ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling
7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth
12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q8201)

15. Can't say
16. Refused

GO Q83JP

Q8201 OTHER WAY FOUND FOUND OUT CHURCH OR RELIGIOUS WORKER OFFERED SERVICES

Q83JP

=0

IF NOT 7 IN Q76 GO Q84JP

Q83 HOW FOUND OUT SOCIAL WORKERS OFFERED SERVICES

"Q83 (Thinking of those services you have mentioned), how did you find out that the social workers have these sorts of services available ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling
7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth

12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q8301)

15. Can't say
16. Refused

GO Q84JP

Q8301 OTHER WAY FOUND OUT SOCIAL WORKERS OFFERED SERVICES

Q84JP

=0

IF NOT 8 IN Q76 GO Q85JP

Q84 HOW FOUND OUT FINANCIAL COUNSELLORS OFFERED SERVICES

"Q84 (Thinking of those services you have mentioned), how did you find out that the financial counsellors have these sorts of services available ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling
7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth
12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q8401)

15. Can't say
16. Refused

GO Q85JP

Q8401 OTHER WAY FOUND OUT FINANCIAL COUNSELLORS OFFERED SERVICES

Q85JP

=0

IF NOT 9 IN Q76 GO Q86JP

Q85 HOW FOUND OUT ABOUT EMERGENCY RELIEF

"Q85 (Thinking of those services you have mentioned), how did you find out that emergency relief was available ? _UNPROMPTED_"

MR

1. Signs at a gambling venue
2. Pamphlets at a gambling venue
3. Signs or pamphlets available elsewhere (eg library, surgery)
4. Telephone directory
5. Radio or TV advertising
6. Newspaper and media articles on gambling
7. Referral by a health professional
8. Referral by a financial adviser
9. Referral by a community service agency
10. Employees assistance program
11. Word of mouth
12. Asked for help from someone
13. Didn't/couldn't find any ways of help
14. Other (specify Q8501)

15. Can't say
16. Refused

GO Q86JP

Q8501 OTHER WAY FOUND OUT ABOUT EMERGENCY RELIEF

Q86JP
=0

IF NOT 15-16 IN Q76 GO Q87

Q86 AWARENESS OF SUPPORT SERVICES

"Q86 I am going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person's gambling. Which of the following support services are you aware of _READ OUT 1-13_"

RND 1-9

MR

1. Gambling Helpline Tasmania
2. Gamblers Anonymous
3. Gambling counsellor at Relationships ~~log~~
4. Gambling counsellor at Anglicare Tasmania
5. Gambling counsellor at Group Support at GABA
6. Church or religious worker
7. Social worker
8. Financial counsellors
9. Emergency relief (eg Food vouchers, cash relief, other emergency funding)
10. Spouse or partner as a support
11. Family or friends as support
12. An employee of a gambling venue
13. Doctor (physician)
14. Someone else (specify Q8601)

15. Can't say
16. Refused
17. None

GO Q88

Q8601 OTHER AWARENESS OF SUPPORT SERVICES

Q87 AWARENESS OF OTHER SUPPORT SERVICES

"Q87 I am going to read out a list of support services that are available to assist people with gambling problems, or those affected by another person's gambling. Which of the following support services are you aware of _READ OUT 1-13_"

NOT Q76

RND 1-9

MR

1. Gambling Helpline Tasmania
 2. Gamblers Anonymous
 3. Gambling counsellor at Relationships ~~Blog~~
 4. Gambling counsellor at Anglicare Tasmania
 5. Gambling counsellor at Group Support at GABA
 6. Church or religious worker
 7. Social worker
 8. Financial counsellors
 9. Emergency relief (eg Food vouchers, cash relief, other emergency funding)
 10. Spouse or partner as a support
 11. Family or friends as support
 12. An employee of a gambling venue
 13. Doctor (physician)
 14. Someone else (specify Q8701)
-
15. Can't say
 16. Refused
 17. None

GO Q88

Q8701 OTHER AWARENESS OF OTHER SUPPORT SERVICES

Q88 DO YOU SMOKE CIGARETTES

"Q88 I would now like to ask you a few questions about health related behaviours. Do you currently smoke cigarettes?"

1. Yes
2. No]Q90
3. Can't say]

Q89 HOW MANY CIGARETTES SMOKED IN LAST WEEK

"Q89 In the last week, how many cigarettes did you smoke? _NOTE: ENTER 999 FOR CAN'T SAY/DON'T KNOW_"
NUM 0-500,999

Q90 DRINK ALCOHOL

"Q90 Do you drink alcohol?"

1. Yes
2. No]Q96JP

3. Can't say]

Q91 NIPS OF SPIRITS IN A TYPICAL WEEK

"Q91 Thinking about a standard drink of alcohol as different drinks contain the same amount of alcohol. For example, a nip of spirits, a small glass of wine, a pot of full strength beer all contain the same amount of alcohol, and each is equal to one standard drink. How many nips of spirits do you have in a typical week? _NOTE: ENTER 999 FOR CAN'T SAY/DON'T KNOW_"

NUM 0-50,999

Q92 BEER CONSUMED IN A TYPICAL WEEK

"Q92 How many pots of full strength beer do you have in a typical week? _NOTE: ENTER 999 FOR CAN'T SAY/DON'T KNOW_"

NUM 0-50,999

Q93 WINE CONSUMED IN A TYPICAL WEEK

"Q93 How many glasses of wine do you drink in a typical week? _NOTE: ENTER 999 FOR CAN'T SAY/DON'T KNOW_"

NUM 0-50,999

IF 1 or 2 OR 5 or 6 or 8-12 IN Q1 GO Q94

GO Q96JP

Q94 DRINK MORE/LESS ALCOHOL WHEN GAMBLING

"Q94 On average, do you drink more or less alcohol than usual while gambling?"

1. More
2. Less]Q96JP
3. Same/no difference]
4. Can't say]

Q95 DRINK MORE WHEN WINNING OR LOSING

"Q95 Do you drink more when you are winning or losing?"

1. Winning
2. Losing
3. Can't say

Q96JP

=0

IF 1 or 2 OR 5 or 6 or 8-12 IN Q1 GO Q96

GO Q98

Q96 GAMBLING MAIN ENTERTAINMENT

"Q96 Is gambling your main entertainment activity?"

1. Yes
2. No
3. Can't say

Q97 ALONE OR HAVE COMPANY WHEN LAST GAMBLED

"Q97 Thinking about your last gambling session, were you there alone, or did you have company?"

1. There alone
2. With company
3. Can't say

*DEMOGRAPHICS

Q98 HOUSEHOLD

"Q98 To make sure we have a true cross-section of people, I would like to ask you a few questions about yourself. Which of the following best describes your household? Do you live..._READ OUT 1-7_"

1. With your partner or spouse but no children
2. With your children but no partner or spouse
3. With your partner or spouse and children
4. With other people related to you
5. In a single person household
6. In a group household
7. In some other arrangement
8. Can't say

Q99 OCCUPATIONAL STATUS

"Q99 What is your current occupational status? Are you primarily..._READ OUT 1-6
NOTE: IF THEY DO MORE THAN ONE ASK WHICH ONE DO MOST_"

1. In paid employment full time (35 hrs/week or more)]Q102
2. In paid employment part time]
3. Involved in household duties]
4. A student]
5. Retired
6. Looking for work]
7. Other]
8. Can't say]

Q100 PENSION

"Q100 Are you in receipt of a pension or not?"

1. Yes
2. No
3. Can't say
4. Refused

Q102 INCOME

"Q102 Could you please tell me your approximate annual personal income before tax. Is it between _READ OUT 1-18_"

split=2

1. \$0 - \$5,999
2. \$6,000 - \$9,999
3. \$10,000 - \$14,999
4. \$15,000 - \$19,999
5. \$20,000 - \$24,999
6. \$25,000 - \$29,999
7. \$30,000 - \$34,999
8. \$35,000 - \$39,999
9. \$40,000 - \$44,999

10. \$45,000 - \$49,999
11. \$50,000 - \$59,999
12. \$60,000 - \$69,999
13. \$70,000 - \$79,999
14. \$80,000 - \$89,999
15. \$90,000 - \$99,999
16. \$100,000 - \$124,999
17. \$125,000 - \$149,999
18. \$150,000 or more
19. Can't say
20. Refused

Q103 COB

"Q103 In what country were you born?"

1. Australia
2. Afghanistan
3. Canada
4. China
5. Croatia
6. Egypt
7. Fiji
8. France
9. Germany
10. Greece
11. Hong Kong
12. India
13. Indonesia
14. Ireland
15. Italy
16. Korea, Republic of (South)
17. Lebanon
18. Macedonia, FYROM (B)
19. Malaysia
20. Malta
21. Netherlands
22. New Zealand
23. Philippines
24. Poland
25. Sierra Leone
26. Singapore
27. South Africa
28. Sri Lanka
29. Sudan
30. Thailand
31. Turkey
32. United Kingdom
33. United States of America
34. Vietnam
35. Yugoslavia, Federal Republic of
36. Other (specify Q10301)
37. Don't know/can't say

GO Q104JP

Q10301 OTHER COB

Q104JP

=0

IF NOT 1 IN Q103 GO Q105

Q104 ABORIGINAL OR TSI

"Q104 Are you Aboriginal or a Torres Strait Islander?"

1. Yes
2. No
3. Can't say

Q105 ENGLISH MAIN LANGUAGE

"Q105 Is English the main language spoken at home?"

1. Yes]Q107
2. No
3. Can't say]

Q106 MAIN LANGUAGE SPOKEN AT HOME

"Q106 What is the main language spoken at home?"

1. Arabic
2. Cantonese Chinese
3. Greek
4. Italian
5. Korean
6. Mandarin Chinese
7. Portuguese
8. Spanish
9. Tagalog (Filipino)
10. Turkish
11. Vietnamese
12. German
13. Russian
14. French
15. Croatian
16. Philipino
17. Dutch
18. Polish
19. Macedonian
20. Indonesian
21. Chinese
22. Malaysian
23. Mende/Crio/Loko/Kno/Teme
24. Acholi/Bari/Madi/Kiswahili/Sth/Luo
25. Lingala/Dinka/Latuka/Biria/Kuku
26. Other (specify Q10601)

27. Can't say

GO Q107

Q10601 OTHER MAIN LANGUAGE SPOKEN AT HOME

Q107 HOUSEHOLD'S MAIN SOURCE OF INCOME

"Q107 What is the main source of income in your household?"

1. Wages/salary
2. Own Business
3. Other Private Income (incl. superannuation)
4. Newstart Allowance
5. Youth Allowance
6. Retirement Benefit
7. Sickness Benefits
8. Widow Allowance
9. Parenting Payment
10. Family Allowance
11. Aged Pension
12. Disability Support Pension
13. Work for the Dole
14. Abstudy
15. Austudy
16. Carer Pension
17. Wife Pension
18. Other (specify Q10701)
19. Can't say
20. Refused

GO Q108

Q10701 OTHER HOUSEHOLD'S MAIN SOURCE OF INCOME

Q108 EDUCATION

"Q108 What is the highest level of education you have reached?"

1. Some primary school
2. Finished primary school
3. Some secondary school
4. Some technical or commercial
5. Intermediate/Form4/Year 10
6. 5th Form/Leaving/Year 11
7. Finished Technical or commercial college
8. Finished/now doing matric/HSC/VCE/TCE/Year 12
9. Some University training
10. Now at University
11. Tertiary Diploma, not Uni
12. Degree
13. Other (specify Q10801)
14. Can't say
15. Refused

GO Q109

Q10801 OTHER EDUCATION

Q109 LAST OCCUPATION

"Q109 What is your/(was your last) occupation (eg position)?"

1. Professional
2. Owner or Executive
3. Owner of Small Business
11. Sales
12. Semi-professional
4. Other White Collar
5. Skilled
6. Semi-skilled
7. Unskilled
8. Farm Owner
9. Farm Worker
10. No Occupation

IF 1 IN Q3A GO Q114

Q110 MAIN INCOME EARNER

"Q110 Are you the main income earner in the household?"

1. Yes]Q114
2. No
3. Can't say]
4. Equal]

Q111 MAIN INCOME EARNER IN PAID EMPLOYMENT

"Q111 Is the main income earner now working full or part time _NOTE: FULL TIME IS 35 HRS PER WEEK OR MORE_"

1. Full time
2. Part time
3. No
4. Can't say

Q112 MAIN INCOME EARNERS OCCUPATION/LAST OCCUPATION

"Q112 What is/was the main income earner's last occupation (eg position)?"

1. Professional
2. Owner or Executive
3. Owner of Small Business
11. Sales
12. Semi-professional
4. Other White Collar
5. Skilled
6. Semi-skilled
7. Unskilled
8. Farm Owner
9. Farm Worker
10. No Occupation

Q113 MAIN INCOME EARNER'S ANNUAL INCOME

"Q113 What is the main income earner's approximate annual income from all sources before tax?"

1. \$0 - \$5,999
2. \$6,000 - \$9,999
3. \$10,000 - \$14,999
4. \$15,000 - \$19,999
5. \$20,000 - \$24,999
6. \$25,000 - \$29,999
7. \$30,000 - \$34,999
8. \$35,000 - \$39,999
9. \$40,000 - \$44,999
10. \$45,000 - \$49,999
11. \$50,000 - \$59,999
12. \$60,000 - \$69,999
13. \$70,000 - \$79,999
14. \$80,000 - \$89,999
15. \$90,000 - \$99,999
16. \$100,000 or more
17. Can't say
18. Refused

Q114 POSTCODE

"Q114 Could I please have the postcode of this address? _ENTER 7999 FOR DON'T KNOW_"

NUM 7000-7999

IF NOT 7999 IN Q114 GO Q115

Q114A WHICH SUBURB LIVE IN

"Q114A Could you please tell me the suburb in which you live?"

1. Record suburb (specify Q114A01)
2. Refused

GO Q115

Q114A01 SUBURB**Q115 RECONTACT FOR GENERAL RESPONDENTS**

"Q115 We appreciate you taking the time to answer these questions. We would like to remind you that all responses are strictly confidential. We would really appreciate the opportunity to contact you again in the future to participate in a similar survey. Could we phone again for more information?"

MR

1. Yes - record first name only and phone number (SPECIFY Q11501)
2. Alternative phone number (SPECIFY Q11502)

3. No

GO Q116

Q11501 NAME AND NUMBER

Q11502 ALTERNATIVE NUMBER

Q116 GAMBLING HELP LINE

"Q116 As some of the questions we have asked may have been distressing or caused some concern for some people, I would like to offer you a telephone number if you feel that you need to discuss some of these concerns with a qualified professional.

Gambling Help Line 1800 000 973

PRESS ENTER"

BLANK

Q117 CLOSE

"Q117 Thank you for your time and assistance. We are conducting this research on behalf of The Department of Health and Human Services. If you would like any more information about this project or Harrison Research, you can phone us on 1800 337 332.

This completes the survey."

BLANK

Q99DUM

=2

IF 7000 OR 7004-7005 OR 7007-7012 OR 7015-7025 OR 7053 OR 7055 OR 7170 IN Q114
=1

IF 7001 OR 7026-7027 OR 7030 OR 7050 OR 7052 OR 7054 OR 7109 OR 7112-7113 OR
7116-7117 OR 7119-7120 OR 7139-7140 OR 7150 OR 7155 OR 7162-7163 OR 7171-7180
OR 7182-7187 OR 7190 IN Q114
=1

IF 7209-7216 OR 7248-7250 OR 7252-7255 OR 7257-7265 OR 7267-7268 OR 7270 OR
7275-7277 OR 7290-7292 OR 7300-7304 IN Q114
=1

IF 7305-7307 OR 7310 OR 7315-7316 OR 7320-7322 OR 7325 OR 7330-7331 OR 7466-
7470 OR 7256 IN Q114
=1

Q0QUO

LOAD "2" INTO Q99DUM

IF 7000 OR 7004-7005 OR 7007-7012 OR 7015-7025 OR 7053 OR 7055 OR 7170 IN Q114

LOAD "1" INTO Q99DUM

IF 7001 OR 7026-7027 OR 7030 OR 7050 OR 7052 OR 7054 OR 7109 OR 7112-7113 OR 7116-7117 OR 7119-7120 OR 7139-7140 OR 7150 OR 7155 OR 7162-7163 OR 7171-7180 OR 7182-7187 OR 7190 IN Q114

LOAD "1" INTO Q99DUM

IF 7209-7216 OR 7248-7250 OR 7252-7255 OR 7257-7265 OR 7267-7268 OR 7270 OR 7275-7277 OR 7290-7292 OR 7300-7304 IN Q114

LOAD "1" INTO Q99DUM

IF 7305-7307 OR 7310 OR 7315-7316 OR 7320-7322 OR 7325 OR 7330-7331 OR 7466-7470 OR 7256 IN Q114

LOAD "1" INTO Q99DUM

TOTAL=4000

1. 1589 Greater Hobart
2. 500 Southern
3. 1071 Northern
4. 840 Mersey-Lyell
5. Aged 18-24
6. Greater Hobart B
7. Southern B
8. Northern B
9. Mersey-Lyell B

USE 1 IF 7000 OR 7004-7005 OR 7007-7012 OR 7015-7025 OR 7053 OR 7055 OR 7170 IN Q114

USE 2 IF 7001 OR 7026-7027 OR 7030 OR 7050 OR 7052 OR 7054 OR 7109 OR 7112-7113 OR 7116-7117 OR 7119-7120 OR 7139-7140 OR 7150 OR 7155 OR 7162-7163 OR 7171-7180 OR 7182-7187 OR 7190 IN Q114

USE 3 IF 7209-7216 OR 7248-7250 OR 7252-7255 OR 7257-7265 OR 7267-7268 OR 7270 OR 7275-7277 OR 7290-7292 OR 7300-7304 IN Q114

USE 4 IF 7305-7307 OR 7310 OR 7315-7316 OR 7320-7322 OR 7325 OR 7330-7331 OR 7466-7470 OR 7256 IN Q114

USE 5 IF 18-24 IN Q1A OR 1 IN Q2A

USE 6 IF 1 IN Q0LOC AND 2 IN Q99DUM

USE 7 IF 2 IN Q0LOC AND 2 IN Q99DUM

USE 8 IF 3 IN Q0LOC AND 2 IN Q99DUM

USE 9 IF 4 IN Q0LOC AND 2 IN Q99DUM

Appendix B

Notes on Reliability of Survey Estimates

Although attempts were made in this research to obtain a representative sample of Tasmanian adults so that the findings could be generalized back to the broader population, it is important to recognise that survey estimates are only approximations of the true figures. Every time a survey of a similar size is conducted, it will yield slightly different figures due to sampling error. The magnitude of this variation can be expressed by an error margin or confidence interval. A confidence interval indicates the range within which estimates would fall if one took repeated samples. For example, a 95 per cent confidence interval of say 35 to 40 per cent based on a sample of 2,000 people would mean that 95 per cent of repeated estimates of the same percentage (or proportion) based on another sample of 2,000 would fall within this range.

The magnitude of the error margin varies as a function of both the magnitude of the proportion being estimated. The smaller the sample and the closer the proportion/percentage to 0.50 or 50 per cent, the greater the margin of error so that one would be less confident that the obtained percentage would be similarly obtained in one took repeated samples. The error margin is given by the formula,

$$E = 1.96 \times \sqrt{p \cdot (1-p) / N}, \text{ where } p = \text{the proportion and } N = \text{the total sample size.}$$

A summary of the error margins associated with different percentage estimates is provided in Table A.1 in relation to different sample sizes, including those used in the 2007 survey (2007) and in the 2005 survey (6048). The results show that one can be quite confident about the estimates of overall prevalence (e.g., overall involvement rates, rates of involvement in specific activities) based on these large sample sizes because the margin of error is small relative to the overall proportion estimates. However, the results show that the error margins become much larger (around 5 per cent) when one considers the results for the regular gamblers (n = 304 in 2007).

Table A.1
Error Margins (per cent) based upon varying proportions and sample sizes

	Sample size								
	6,048	4,051	2,000	1,000	750	500	300	100	50
10	0.8	0.9	1.3	1.9	2.2	2.7	3.5	6.0	8.5
20	1.0	1.2	1.8	2.5	2.9	3.6	4.6	8.0	11.3
30	1.2	1.4	2.0	2.9	3.3	4.1	5.3	9.2	13.0
40	1.2	1.5	2.1	3.1	3.6	4.4	5.7	9.8	13.9
50	1.3	1.5	2.2	3.2	3.7	4.5	5.8	10.0	14.1
60	1.2	1.5	2.1	3.1	3.6	4.4	5.7	9.8	13.9
70	1.2	1.4	2.0	2.9	3.3	4.1	5.3	9.2	13.0
80	1.0	1.2	1.8	2.5	2.9	3.6	4.6	8.0	11.3
90	0.8	0.9	1.3	1.9	2.2	2.7	3.5	6.0	8.5
95	0.6	0.7	1.0	1.4	1.6	1.9	2.5	4.4	6.2