

The Queensland Responsible Gambling Strategy

# Queensland Household Gambling Survey 2006–07

Enhancing responsible gambling policies and programs through research



## Research



Queensland  
Government

# Foreword

The Queensland Government recognises that, for most people, gambling is an enjoyable leisure and entertainment activity.

However, for a few, gambling can cause harm to themselves, their family and friends, and the broader community.

To minimise gambling-related harm, the *Queensland Responsible Gambling Strategy* provides a strong framework of prevention, protection and rehabilitation initiatives.

Research plays a pivotal role in enhancing and informing responsible gambling policies and programs. The Queensland Household Gambling Surveys help us to form a complete picture of gambling in our communities. This report presents the results of the survey conducted in 2006–07.

In conducting the surveys, our main objective is to monitor gambling prevalence and activity in the Queensland population.

The 2006–07 survey provides valuable information for policy-makers and communities alike to improve understanding of gambling participation, and assess just how well responsible gambling policies and programs are working.

Combined with the Queensland Responsible Gambling Strategy, this valuable and rigorous data helps strike an appropriate balance between the social and economic benefits and costs of gambling in Queensland.

The Honourable  
Andrew Fraser MP  
Treasurer

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# Executive Summary

## Introduction

The purpose of this report is to outline the findings from the Queensland Household Gambling Survey 2006–07 (the Survey). The Survey was conducted to collect reliable information on gambling activity and related issues amongst the Queensland adult population. This information can assist a range of stakeholders in better understanding the Queensland gambling environment. In particular, the survey provides an opportunity to gauge the level of problematic or potentially problematic gambling behaviour occurring in the Queensland adult population.

In reporting the results of the 2006-07 Survey, value is added by comparing them with data published in the Queensland Household Gambling Survey 2001<sup>1</sup> and 2003–04.<sup>2</sup> Survey findings, when compared to previous surveys, provide valuable information to assist in implementing the Queensland Responsible Gambling Strategy (2002).<sup>3</sup> The survey findings improve understanding of gambling-related harm and inform responsible gambling policies and programs. These policies and programs are designed to balance the social and economic costs and benefits of gambling in Queensland.

## Methodology

With over 30,000 respondents, the 2006–07 Survey is similar in size to the 2003–04 Survey, and nearly three times the size of the national survey commissioned in 1999 by the Productivity Commission for its Inquiry into Australia’s Gambling Industries. It is one of the largest surveys of gambling activity undertaken anywhere in the world.

The survey was conducted via computer assisted telephone interviews (CATI) in two waves, each consisting of approximately 15,000 responses. The first wave occurred between September and November 2006, and was followed by the second wave between February and April 2007. A randomised process was used to select one adult from each household for interview.

A major objective of the survey was to examine the level of variation in gambling activity and related issues across Queensland. To enable this, a geographically stratified sample was designed and samples were selected proportional to the populations of 30 regions.

The questionnaire used in the survey contained 122 questions covering a wide range of gambling-related issues including:

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

The problem gambling screening tool used in the Survey was the Canadian Problem Gambling Index (CPGI) which consists of a series of questions that are scored to identify the gambling group of each respondent – non-gambling, recreational gambling, low risk gambling, moderate risk gambling and problem gambling.

**Table 1 Gambling group prevalence rates: 2001, 2003–04 and 2006–07**

Gambling Group	Population Estimates			Percentage Estimates			
	2001	2003–04	2006–07	2001	2003–04	2006–07	Percentage point change 2003–04 to 2006–07
Non-gambling	397,000	578,000	721,000	15.1%	19.7%	24.7%	+ 5.0% (statistically significant)
Recreational Gambling	1,934,000	2,119,000	1,965,000	73.2%	72.4%	67.3%	- 5.1% (statistically significant)
Low Risk Gambling	216,000	156,000	167,000	8.2%	5.3%	5.7%	+ 0.4% (not statistically significant)
Moderate Risk Gambling	71,000	58,000	54,000	2.7%	2.0%	1.8%	- 0.2% (not statistically significant)
Problem Gambling	22,000	16,000	14,000	0.83%	0.55%	0.47%	Change of less than 0.1% (not statistically significant)

The data in this table should be interpreted in conjunction with Table T1 in Appendix one. An explanation of how statistical significance is tested is contained in Chapter 2.

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

<sup>2</sup> Queensland Government, *Queensland Household Gambling Survey 2003–04*

<sup>3</sup> Queensland Government Treasury Department, 2002 *The Queensland Responsible Gambling Strategy*

## Key findings

### Gambling activity

All survey respondents were prompted about participation in each of 12 gambling activities over the previous 12 months.

- Lottery products (including instant scratch-its, lotto and other lottery games) are clearly the most popular with 62% of the adult population reporting having purchased such products in the previous 12 months.
- Gaming machines rate second in terms of participation with less than half the participation rate of lottery products (30%).
- Art union tickets (25%), keno (16%) and horse/dog race wagering (16%) are next most popular.

In terms of their participation in gambling activities, there are some differences between males and females, and between those in different age groups. For example, participation in betting on horse/dog races is higher for males than for females, and higher for those aged under 55 years than those aged 55 years or more.

### Gambling group prevalence estimates

The figures from the 2006–07 Survey are compared with the findings from the 2001 and 2003–04 Surveys in Table 1. Approximately 0.47% of the Queensland adult population (14,000 people) are in the problem gambling group, which is similar to the proportion reported in the 2003–04 Survey.

Between 2003–04 and 2006–07, there was a decrease of approximately 5 percentage points in the proportion of recreational gamblers in the Queensland adult population, and a corresponding increase in the proportion of non-gamblers.

In the 2006–07 Survey there is very little difference between males and females in terms of the prevalence of the gambling groups. Approximately 0.5% of both males and females are in the problem gambling group.

The prevalence of the gambling groups was examined for three different age groups – 18–34 years, 35–54 years and 55 years or more. Those aged 35–54 years were more likely than those in other age groups to have gambled in the previous 12 months. Those aged 18–34 years were more likely than those in the older age groups to be in the low risk gambling group. The prevalence of problem gambling was less than 1% in all three age groups.

## Gambling groups and gambling activities

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

- participate in more types of gambling
- gamble more frequently
- gamble for longer session durations.

For example, more than 35% of those in the problem gambling group played gaming machines more than 53 times in the year, compared to just 12% of moderate risk gamblers, 7% of low risk gamblers and very few recreational gamblers.

## Gambling group profiles

### *Non-gambling group*

The non-gambling group represents the second largest portion of the total adult population at almost 25% or approximately 721,000 persons. Only the recreational gambling group is larger. Persons in the non-gambling group are classed as non-gamblers because they had not gambled in the 12 months prior to completing the survey. There are few differences in their demographic characteristics when compared with those of the total adult population. However, statistically significant observations of note are that the non-gambling group is:

- **more likely** to be in the lowest personal income bracket, to be aged 18–34 years or to be not in the paid workforce.
- **less likely** to be aged 35–54 years or to have a university/postgraduate degree.

### *Recreational gambling group*

The recreational gambling group accounts for the majority of the Queensland adult population. More than 67% of adults or just under two million people are identified as recreational gamblers. Because the recreational gambling group represents two thirds of the Queensland adult population, the group very closely reflects the population overall. Compared with the Queensland adult population, a slightly higher proportion of recreational gamblers are aged 35–54 and a slightly lower proportion of recreational gamblers are aged 18–34.

### **Low risk gambling group**

Of the gambling ‘risk’ groups – low risk, moderate risk and problem gambling – the low risk group is the largest with some 167,000 persons or 5.7% of the adult population in Queensland. Low risk gamblers reflect very closely the overall Queensland adult population. However, compared with the Queensland adult population, low risk gamblers are more likely to be persons aged 18–34 years and persons who have never married.

### **Moderate risk gambling group**

The moderate risk gambling group accounts for some 1.8% of adult Queenslanders or approximately 54,000 persons. Amongst this group there is:

- a statistically significant over-representation of males, persons aged 35–54 years and Aboriginal and Torres Strait Islander peoples and Australian South Sea Islanders
- a statistically significant under-representation of females, persons aged 55 years or more and people who are married or in a de facto relationship.

### **Problem gambling group**

The problem gambling group accounts for approximately 14,000 Queenslanders or 0.47% of the total adult population and is the smallest of the five gambling groups. While this group reflects the demographic characteristics of the wider Queensland population, there is a statistically significant over-representation of people aged 35–54 years, and an under-representation of people aged 55 years or more and people who are married or in a de facto relationship.

## **Regional analysis**

At the broadest regional level (South East Queensland compared to the Rest of Queensland), there is very little difference in the participation rates for the various types of gambling activity. However, when the 30 smaller regions are examined, there are some differences in participation rates for some types of gambling.

The gambling group prevalence rates for South East Queensland and the Rest of Queensland are very similar. When the 30 individual regions are examined, there are no regions that have higher or lower rates of low risk, moderate risk or problem gambling than the State overall.

## **Problem gambling issues and correlates**

Faulty cognition, which means to hold irrational or counterfactual beliefs regarding gambling, emerged as being more common amongst persons in the more at-risk gambling groups. In particular, the percentage of persons agreeing that there is a greater chance of winning after losing many times in a row increases steadily from 5% of recreational gamblers through to 20% of moderate risk gamblers and 33% of those in the problem gambling group.

Many low risk, moderate risk and problem gamblers have a family history of alcohol, drug or gambling problems. Some 58% of problem gamblers reported that a member of their immediate family had experienced a drug or alcohol problem and 51% reported that a member of their immediate family had experienced a gambling problem.

Nearly one half of low risk, moderate risk and problem gamblers had reported gambling under the influence of alcohol or illegal drugs in the last 12 months.

Overall, the Survey estimated that 21% of Queensland adults are smokers. The survey shows the apparent relationship between smoking and gambling. Almost two-thirds of problem gamblers (64%) are smokers – the highest proportion of any gambling group. The proportions of smokers among moderate risk and low risk gamblers are similar, at 44% and 36% respectively. There are comparatively low proportions of smokers among recreational gamblers (22%) and non-gamblers (14%).

Some 58% of problem gamblers, 23% of moderate risk gamblers and 3% of low risk gamblers reported experiencing an urge to gamble in response to something painful happening in their lives.

Those in the problem gambling group have high rates of personal mental health issues. Approximately 72% of the problem gambling group report having felt seriously depressed in the previous year and 39% had been under a doctor’s care for stress-related issues. Some 19% of problem gamblers report having seriously thought about suicide because of their gambling.

## **Gambling-related harm**

A range of questions were also asked of gamblers in the survey related to the potential harm caused by gambling. These included whether gambling had ever affected their jobs, their families, their finances or ever led to any trouble with the police. Typically, while fewer than 5% of low risk and moderate risk gamblers had experienced these adverse consequences, the proportion of problem gamblers experiencing these consequences was higher. For example, two adverse consequences commonly reported by problem gamblers were that 38% thought that gambling had affected their work performance and 34% thought that they had not had enough time to look after their family interests.

## **Help-seeking**

A number of questions in the 2006–07 Survey asked gamblers about seeking help for gambling-related problems. The problem gambling group stands out with the highest level of wanting or seeking help for gambling-related problems. Of note however, is that although 48% of the problem gambling group wanted help in the previous 12 months, only 28% of the group had actually sought any form of help.

# 1 Introduction

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

The first of the Strategy's Priority Action Areas is 'to enhance responsible gambling policies and programs through research'. To this end, surveys of gambling activity and associated issues amongst Queensland's adult population are an integral part of the research program. Such surveys have been conducted previously in 2001 and 2003–04. This report presents the results of the most recent Queensland Household Gambling Survey, conducted in 2006–07.

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

Outcomes of the 2006–07 Survey, when compared to the outcomes of the 2001 and 2003–04 surveys, provide valuable information for developing new knowledge to assist in implementing the Strategy, to improve understanding of gambling-related harm and gambling activities, and assessing the efficacy of responsible gambling policies and programs, with the aim of improving the balance between the social and economic costs and benefits of gambling in Queensland.

Further information about this survey and unpublished survey results may be made available by the Queensland Office of Gaming Regulation. Please contact the Queensland Office of Gaming Regulation on (07) 3224 4564 or [responsiblegambling@treasury.qld.gov.au](mailto:responsiblegambling@treasury.qld.gov.au).

## 2 Methodology and interpretation

This section provides:

- an overview of the methodology employed to conduct the Queensland Household Gambling Survey 2006–07
- a guide to interpreting the results.

More detail about the survey methodology is in the Technical report in Appendix two.

The Queensland Household Gambling Survey 2006–07 was designed to provide comparative, time series data with the 2001 and 2003–04 surveys.

### 2.1 Survey methodology

The Queensland Household Gambling Survey 2006–07 was conducted in two waves. Each wave consisted of 15,000 computer assisted telephone interviews for a total sample of 30,000 persons. The 2006–07 Survey sample was the same size as for the 2003–04 Survey, and was more than double the sample of 13,000 for the 2001 Survey. The 2003–04 and 2006–07 Queensland Household Gambling Surveys are among the largest gambling-focused surveys ever conducted in the world.

The first wave of the 2006–07 Survey occurred between September and November 2006, and was followed by the second wave between February and April 2007. Although the survey was conducted in two waves, the results are reported as a unified survey.

The sample was designed to provide results for 30 Queensland regions. These regions are listed in Appendix two. The sample size in each region was determined proportional to its population. The regional sample sizes ranged from 2,750 in Brisbane to 750 in the Mount Isa region.

The in-scope population was comprised of all people aged 18 years or over who were usually resident in private dwellings with telephones throughout Queensland. A randomised process was used to select one adult from each household for interview. Further information on data collection, weighting and the reliability of estimates is contained in the Technical report in Appendix two.

### 2.2 The questionnaire

A copy of the full questionnaire used in the Queensland Household Gambling Survey 2006–07 is contained in Appendix three. The questionnaire contained 122 questions which cover a wide range of gambling-related issues including gambling activity (type of gambling, frequency etc.), demographic characteristics, problem gambling screening questions and help-seeking for gambling-related problems. Filter questions were used to ensure that respondents were asked only those questions

that were relevant to their gambling involvement.

### 2.3 The problem gambling screening tool and gambling groups

The problem gambling screening tool used in the survey was the Canadian Problem Gambling Index (CPGI).<sup>4</sup> The same screening tool was used in the 2001 and 2003–04 Queensland Household Gambling Surveys. Nine CPGI questions were scored to determine the gambling group of each survey respondent. These questions are listed below.<sup>5</sup>

In the last twelve months...

- Q. 1 have you bet more than you could really afford to lose?
- Q. 2 have you needed to gamble with larger amounts of money to get the same feeling of excitement?
- Q. 3 when you gambled, did you go back another day to try to win back the money you lost?
- Q. 4 have you borrowed money or sold anything to get money to gamble?
- Q. 5 have you felt that you might have a problem with gambling?
- Q. 6 has gambling caused you any health problems, including stress or anxiety?
- Q. 7 have people criticised your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?
- Q. 8 has your gambling caused any financial problems for you or your household?
- Q. 9 have you felt guilty about the way you gamble or what happens when you gamble?

Each of the nine questions was scored as Never=0, Rarely=1, Sometimes=1, Often=2 and Always=3. Total scores range from a minimum of zero to a maximum of 27, and were used to determine gambling groups according to the following table:

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

<sup>5</sup> Note: these are questions 7–15 on the 2006–07 survey questionnaire.

Gambling groups	Characteristics
Non-gambling	Respondents had not gambled in the last 12 months so were not asked the nine CPGI screening questions
Recreational gambling	Score of zero on the CPGI. Respondents had gambled in the last 12 months and answered 'Never' to all nine questions.
Low risk gambling	Score of one or two on the CPGI. They are not likely to have experienced adverse consequences from gambling but may be at risk of experiencing problems.
Moderate risk gambling	Score of three to seven on the CPGI. These people may have experienced adverse consequences from gambling or may be at risk of problems occurring.
Problem gambling	Score of eight or more on the CPGI. These people report having experienced adverse consequences from their gambling, and may have lost control of their behaviour.

The survey also included a series of other CPGI questions that measured problem gambling correlates.

## 2.4 Reliability and confidence intervals

The estimates in this report are based on a sample of Queensland adults. Sample surveys are subject to two errors:

- Sampling error: estimates based on information obtained from a sample may differ from figures that would have been produced if all Queensland adults had been included in the survey
- Non-sampling error: errors may also occur due to inadequacies in reporting by respondents and processing errors.

Non-sampling errors are difficult to quantify. However, several statistical techniques measure sampling error, including standard error, relative standard error and confidence intervals.

To assist with the interpretation of all data in this report, the 95% confidence intervals for all survey results have been included in the graphs and in the tables in Appendix one. These intervals represent the range within which there is a 95% chance that the population value falls. Upper and lower intervals close to the value indicate the value is a relatively accurate representation of the population. Upper and lower intervals widely distributed around the value indicate the value is less representative.

Confidence intervals provide a more secure means of claiming differences between two populations. Where two sets of confidence intervals are not overlapping, it is considered a statistically significant difference. All differences cited in this report are considered statistically significant as the 95% confidence intervals do not overlap.

The relative standard error is another measure of sampling variability. Relative standard error is defined as the ratio of the standard error to the survey estimate. To identify data which are less reliable, figures with a relative standard error between 25% and 50% are marked with an asterisk\*, and figures which have a relative standard error exceeding 50% are marked with a double asterisk\*\*. Users are advised to exercise caution when interpreting results marked with \* or \*\*. In this report, data with high relative standard errors have usually occurred when analysing small sub-populations such as regions or the problem gambling group.

# 3 Major findings from the Queensland Household Gambling Survey 2006–07

This chapter outlines the major findings from the Queensland Household Gambling Survey 2006–07. These findings relate to participation in different gambling activities (such as lottery products and gaming machines) and the gambling groups (non-gambling, recreational, low risk, moderate risk and problem gambling). These major findings are presented in four sections:

1. the participation in various gambling activities of adult Queenslanders
2. the prevalence of the gambling groups in the Queensland population
3. patterns of participation in gambling activities among those in the gambling groups
4. comparisons with the results from the 2001 and 2003–04 Queensland Household Gambling Surveys.

An important priority is to compare findings from the current survey with findings from the previous surveys. These comparisons, including those at the end of this chapter, provide information on gambling group prevalence and other gambling-related issues that can be used to assist Government and stakeholders to progress the Queensland Responsible Gambling Strategy through its prevention, protection and rehabilitation initiatives.

Chapters 4, 5 and 6 contain more detailed findings. A demographic profile of each gambling group is contained in Chapter 4, outlines of regional variations are contained in Chapter 5 and issues surrounding problem gambling such as help-seeking, co-morbidity and problem gambling correlates are outlined in Chapter 6.

## 3.1 Gambling activity

Survey respondents were prompted about participation in each of the 12 gambling activities over the past 12 months. Section 3.1.1 presents information about participation in different gambling activities for the Queensland adult population. Sections 3.1.2 and 3.1.3 present this information for gender and age groups. Section 3.1.4 examines how frequently gamblers participate in each of the gambling activities.

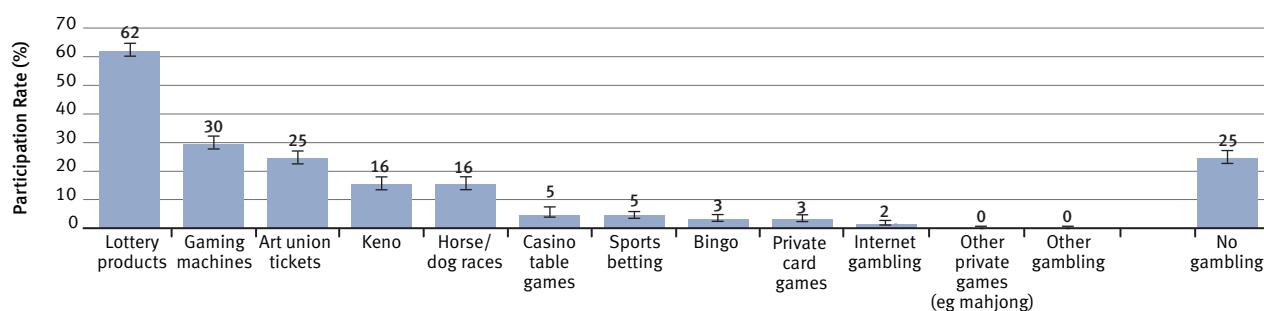
### 3.1.1 Total population gambling activity

Figure 1 presents the Queensland adult population's

participation rates in various types of gambling. Lottery products (including instant scratch-its, lotto and other lottery games) are clearly most popular with over 62% of the adult population reporting having purchased such products in the previous 12 months. Gaming machines rate second in terms of participation (30%), and have less than half the participation rate of lottery products.

Those who responded they had not gambled during the past 12 months were categorised as members of the Non-gambling group. One in four Queenslanders (25%) had not gambled in the previous 12 months.

**Figure 1 Participation in gambling activities in the last 12 months, Queensland adult population**



Note: Sweeps and raffle tickets were not included as gambling activities in this survey. This graph should be interpreted in conjunction with the data presented in Table F1 in Appendix one.

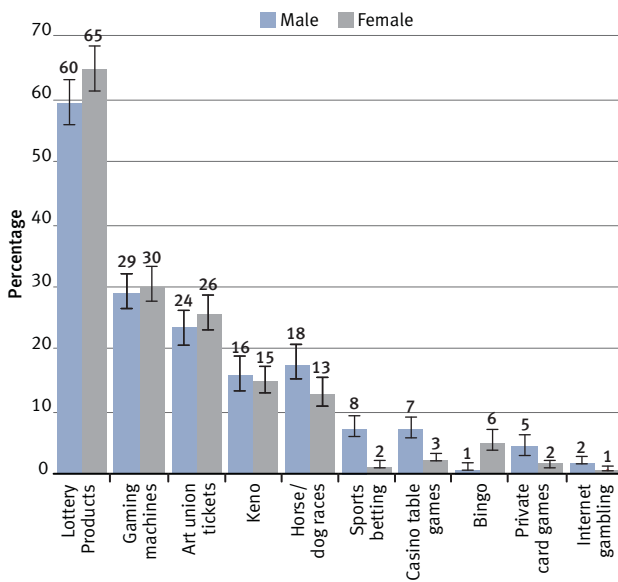
### 3.1.2 Gender

Figure 2 shows the participation rates for males and females in each gambling activity. Participation by males and females was similar for four gambling activities with high overall participation – lottery products, gaming machines, art union tickets and keno.

Females had higher participation rates for bingo, and males had higher participation rates for:

- horse/dog races (18% of males and 13% of females)
- casino table games (7% of males and 3% of females)
- sports betting (8% of males and 2% of females)
- private card games (5% of males and 2% of females)
- internet gambling (2% of males and 1% of females).

**Figure 2 Participation in gambling activities in the last 12 months, by gender**



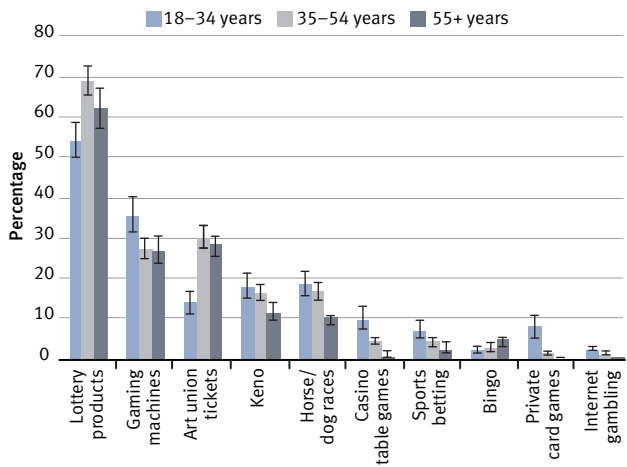
This graph should be interpreted in conjunction with the data presented in Table F2 in Appendix one.

### 3.1.3 Age

In looking at the participation rates for different types of gambling by age group (Figure 3), some key patterns are evident.

- For gaming machines, casino table games, sports betting and private card games the participation rate of those aged 18–34 years is higher than in the older age brackets.
- For keno and horse/dog racing the participation rates of those aged 18–34 years and 35–54 years are higher than the participation rate of those aged 55 years or more.
- Those aged 18–34 years are less likely than those aged 35–54 years to have purchased lottery tickets. Also, only 15% of those aged 18–34 years purchased art union tickets, compared with nearly 30% of those aged 35–54 years and those aged 55 years or more.

**Figure 3 Participation in gambling activities in the last 12 months, by age**



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

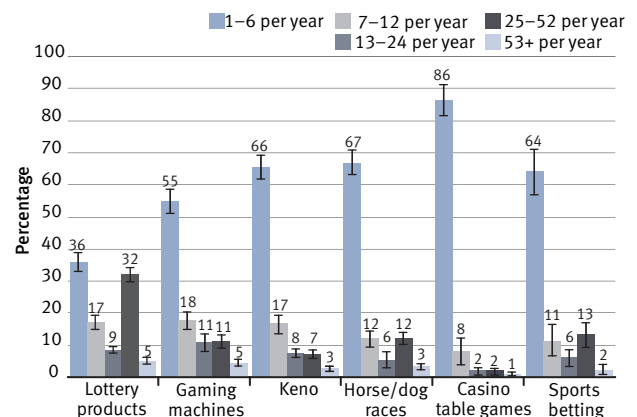
### 3.1.4 Frequency of participation in gambling activities

Figure 4 outlines how frequently Queenslanders participated in various gambling activities in the previous 12 months.

Most gamblers reported only infrequent participation in the major gambling activities except lottery products. Just over half (55%) of gaming machine users had played less than seven times in the previous 12 months. For keno, horse/dog racing and sports betting about two-thirds of gamblers had participated less than seven times in the previous year. Casino table games are less likely to be played on a frequent basis than are other types of gambling, as about 86% of users had participated less than seven times in the previous 12 months.

People tend to play lottery products on a more frequent basis than other major gambling activities. About one half of lottery players (46%) had participated 13 or more times during the year.

**Figure 4 Frequency of participating in gambling activities during the last 12 months**



Survey respondents were not asked to nominate their frequency of purchasing art union tickets. Small sample sizes prevented the frequency of bingo to be presented graphically. This graph should be interpreted in conjunction with the data presented in Table F4 in Appendix one.

### 3.2 Gambling groups

The 2006–07 Survey used the Canadian Problem Gambling Index to determine the gambling group of each survey respondent. This section presents information about the prevalence of these gambling groups for the Queensland adult population. The estimated proportions of adults in each gambling group are presented in Figure 5.

This graph indicates that about two-thirds (67%) of adult Queenslanders fall into the recreational gambling group. The Non-gambling group accounts for the second largest proportion of the population (25%). Indeed, the combined Non-gambling and recreational gambling groups account for about 92% of adult Queenslanders. The low risk, moderate risk and problem gambling groups make up the balance of approximately 8% of the adult population.

**Figure 5 Adult gambling group estimates: Queensland Household Gambling Survey**



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

#### 3.2.1 Gender

As outlined in Figure 6, there is little difference between males and females in terms of the prevalence of the gambling groups. About two-thirds of Queensland adult males and adult females are recreational gamblers (67% of males and 68% of females). Both male and female groups have an estimated problem gambling prevalence of approximately 0.5%.

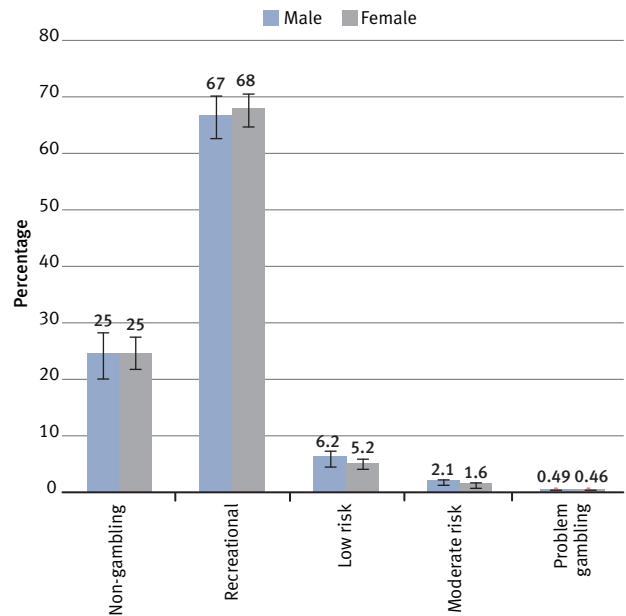
#### 3.2.2 Age

Figure 7 shows the distribution across the gambling groups for three age groups. In all three age groups, the majority of people were recreational gamblers (61% of those aged 18–34 years, 73% of those aged 35–54 years and 67% of those aged 55 years or more). Those aged 35–54 years were more likely than those in the other age groups to have gambled in the previous 12 months.

Those in the 18–34 years age group (8%) were more likely than the older age groups to be in the low risk gambling group.

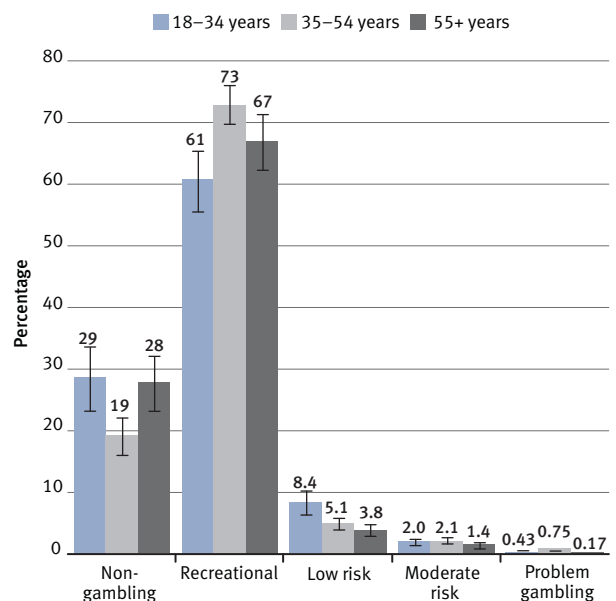
In the three age groups, fewer than 1% were in the problem gambling group. People aged 35–54 years (0.75%) were somewhat more likely than those aged 55 years or more (0.17%\*) to be in the problem gambling group. The proportion of problem gamblers among those aged 18–34 years was 0.43%.

**Figure 6 Gambling group prevalence by gender**



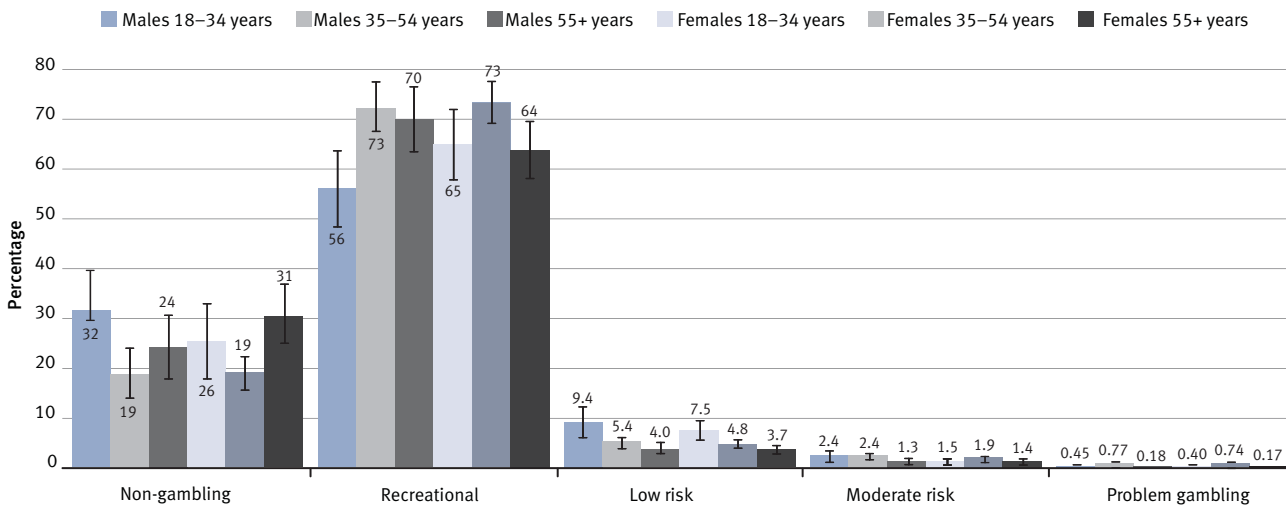
This graph should be interpreted in conjunction with the data presented in Table F6 in Appendix one.

**Figure 7 Gambling group prevalence by age**



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

**Figure 8 Gambling group prevalence by age/gender**



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

**3.2.3 Age/gender combined**

Figure 8 shows the prevalence of the gambling groups when the population is divided by both age and gender. The prevalence of recreational gambling amongst 18–34 year old males is 56%, and is lower than for males aged 35 or more. In all age/gender groups, fewer than 1% are problem gamblers. The rate of low risk gambling appears to be highest in the 18–34 year old age group, both among men and among women.

number of different types of gambling activities that gamblers are involved with.

Of note is that only a small proportion (13%) of the recreational gambling group participated in four or more gambling activities. In contrast, some 38% of low risk gamblers, 44% of moderate risk gamblers and 56% of problem gamblers participated in four or more gambling activities.

**3.3 Gambling activity participation of the gambling groups**

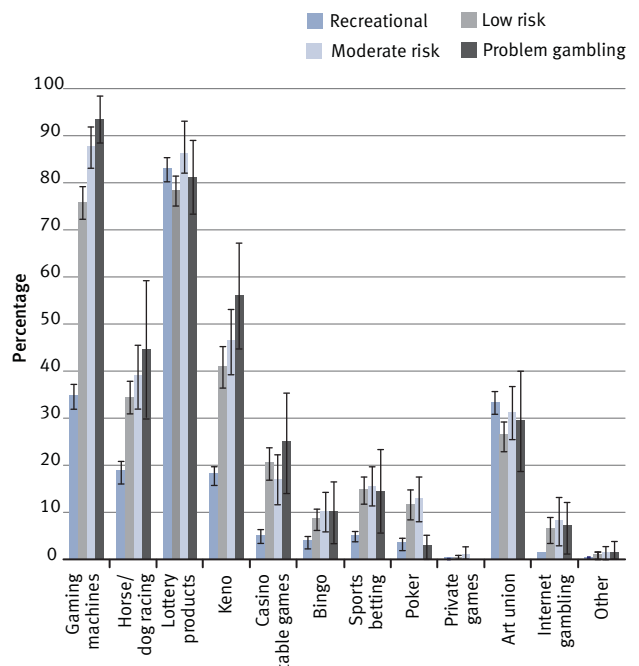
This section presents information about the gambling activities of recreational gamblers, low risk gamblers, moderate risk gamblers and problem gamblers.

**3.3.1 Participation in gambling activities**

The proportion of each gambling group participating in each gambling activity is presented in Figure 9. There was no restriction on the number of gambling activities which each respondent could nominate as having participated in.

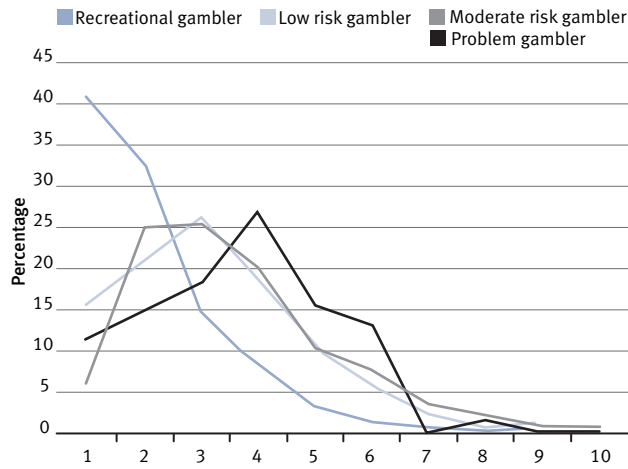
The most notable observation from Figure 9 is the higher participation rates in most gambling activities by the at-risk gambling groups. Participation rates for gaming machines, horse/dog racing, keno, casino table games and bingo are lower for recreational gamblers than for low risk, moderate risk and problem gamblers. There is more uniformity across the gambling groups for lottery products and art union tickets.

**Figure 9 Participation rates for different gambling activities by gambling group**



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

**Figure 10 Number of different gambling activities participated in by gambling groups**

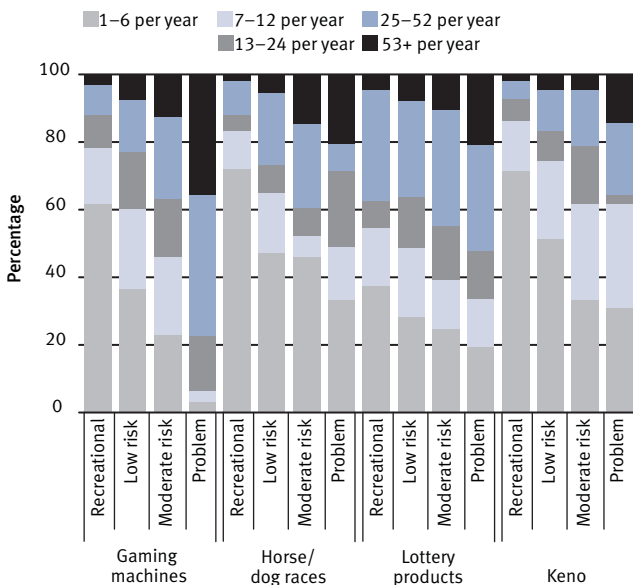


This graph should be interpreted in conjunction with the data presented in Table F10 in Appendix one.

**3.3.3 Frequency of gambling**

Frequency of participation in gambling by the gambling groups is presented in Figure 11. Only those forms of gambling in which sufficient respondents participate to produce reliable figures are presented. Of particular interest is the tendency for higher frequency of participation in all forms of gambling by the higher risk gambling groups. This is most evident for gaming machines with more than 36% of those in the problem gambling group using gaming machines more than 52 times per year. This compares to just 12% of moderate risk gamblers, 7% of low risk gamblers and 3% of recreational gamblers. Similar patterns are evident for the other types of gambling.

**Figure 11 Frequency of session by gambling group and gambling activity**



This graph should be interpreted in conjunction with the data presented in Table F11 in Appendix one.

These figures are notable in the light of data outlined in Figures 9 and 10. Not only does the participation rate, and number of activities engaged in by gamblers increase through the risk groups, but the frequency of participation on the different gambling activities also increases. For example, those in the problem gambling group tend to participate in more gambling activities than those in the moderate risk and low risk groups and they also tend to gamble on each of those activities more often.

**3.3.4 Duration of gambling sessions**

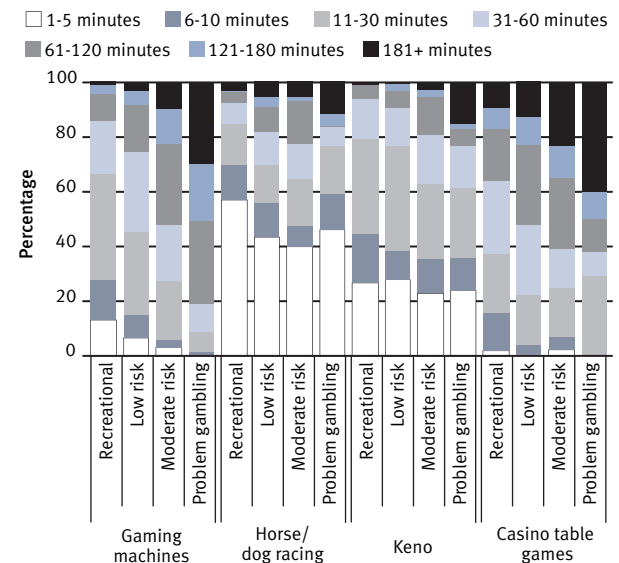
A similar pattern is also evident when gamblers are asked about how long they usually spend participating in each gambling activity. Figure 12 outlines the usual session duration for four types of gambling activity – gaming machines, horse/dog racing, keno and casino table games. Data for the other types of activity are less reliable given the smaller sample sizes.

For these four gambling activities, persons in the higher risk gambling groups tend to gamble for longer sessions. This is particularly noteworthy given the findings about number of gambling activities and frequency of participation that were outlined in sections 3.3.2 and 3.3.3. The data indicate persons in the higher risk gambling groups tend to:

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

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

**Figure 12 Usual duration of session by gambling group and gambling activity**



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

### 3.4 Comparisons with 2001 and 2003–04

This section examines changes over time in participation in gambling activities and the prevalence of the gambling groups by comparing the 2001, 2003–04 and 2006–07 Queensland Household Gambling Surveys.

#### 3.4.1 Gambling Activities 2001, 2003–04 and 2006–07

For 2001, 2003–04 and 2006–07, Figure 13 shows the participation rates of adult Queenslanders in various gambling activities. In each survey, lottery products (including instant scratch-its, lotto and other lottery games) were the activity on which most Queensland adults gambled. The survey results indicate that the proportion of Queenslanders who purchased lottery products has fallen from 71% in 2001 to 62% in 2006–07.

Art union tickets were purchased by approximately one quarter of Queenslanders in 2003–04 and 2006–07. In 2001, a single question asked whether the respondent had purchased raffle or art union tickets and thus the participation rate was much higher at 59%.

Although the proportions of adults gambling on other activities may appear to have decreased or increased over time, caution must be exercised, since the differences are not statistically significant.

#### 3.4.2 Gambling groups 2001, 2003–04 and 2006–07

Data from the 2006–07 Survey (Figure 14) indicate that approximately 0.47% of the Queensland adult population (14,000 people) are in the problem gambling group. This is a slight decline from the 0.83% reported in the 2001 Survey and is similar to the 0.55% reported in the 2003–04 Survey. Changes from previous surveys however are not statistically significant.

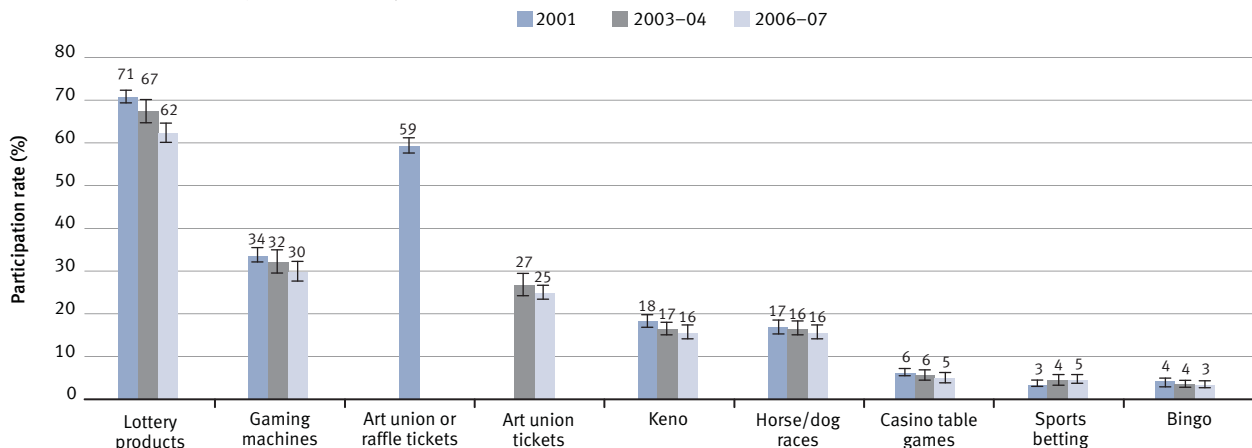
The proportion of Queenslanders who are low risk gamblers declined from 8% in 2001 to 5% in 2003–04. This level was similar in 2006–07 (6%). The proportion of Queensland adults who are moderate risk gamblers has remained stable between 2001 and 2006–07. While the estimates appear to have fallen slightly since 2001, the declines were not statistically significant.

There is a statistically significant change in the proportion of non-gamblers and recreational gamblers in the Queensland adult population. The proportion of Queensland adults in the non-gambling group has increased from 20% in 2003–04 to 25% in 2006–07. The increase from 2001 to 2003–04 should be interpreted with caution as the definition of non-gambling changed between 2001 and 2003–04. In 2001 people who had purchased raffle tickets but did not participate in any offer form of gambling were identified as gamblers. In 2003–04 and 2006–07, those who had purchased only raffle tickets were identified as non-gamblers.

While there was no difference in the proportion of recreational gamblers between 2001 and 2003–04, the proportion had declined by the 2006–07 Survey. The proportion of recreational gamblers reported in the 2001 Survey was 73%, and in the 2003–04 Survey was 72%. This has fallen to 67% in the 2006–07 Survey.

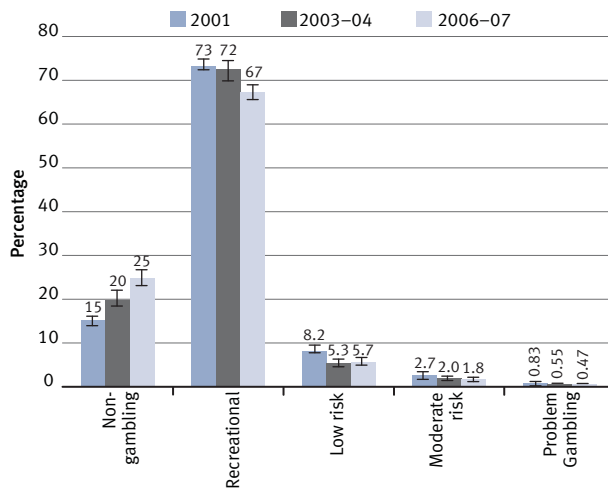
For the 2001, 2003–04 and 2006–07 Surveys, Figure 15 shows the prevalence of the gambling groups for males and females. In general, the changes over time have been similar for males and females.

**Figure 13 Participation in gambling activities in the least 12 months, Queensland adult population, 2001, 2003–04 and 2006–07**



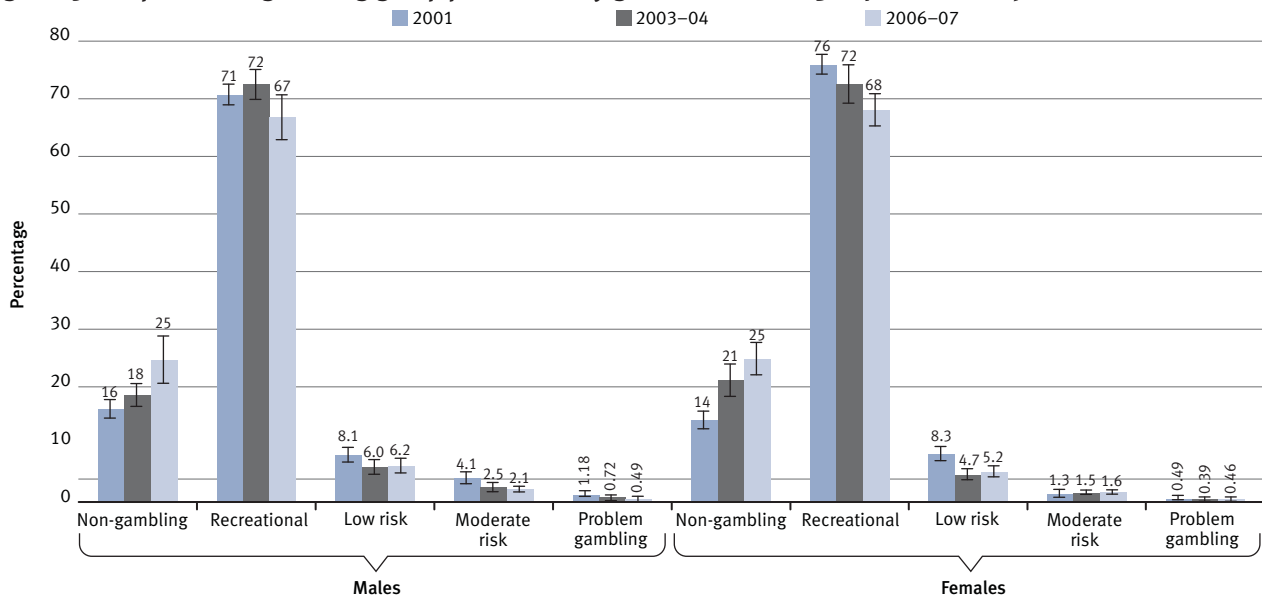
This graph should be interpreted in conjunction with the data presented in Table F13 in Appendix one.

**Figure 14 Comparison of gambling group prevalence, 2001, 2003–04 and 2006–07**



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

**Figure 15 Comparison of gambling group prevalence by gender, 2001, 2003–04 and 2006–07**



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

# 4 Profiles of Gambling Groups

This chapter provides a demographic profile for each of the five gambling groups. Wherever appropriate, the profiles of each group are presented alongside Queensland adult population data for comparative purposes. Each profile also includes information about that group’s participation in various gambling activities.

## 4.1.1 Non-gambling Group

After the recreational gambling group, the non-gambling group is the second largest portion of the adult population at almost 25% or over 721,000 persons. Because this group had not gambled in the previous 12 months, they were not asked any of the questions in the CPGI.

**Table 2 Key demographic characteristics of the Non-gambling group compared to the total adult population**

	Non-gambling Group	Adult Population Estimates	Statistically Significant Difference
Gender	• 48.7% are Male	49.0%	No
	• 51.3% are Female	51.0%	No
Age	• 35.3% are aged 18–34 years	30.6%	Yes
	• 29.4% are aged 35–54 years	38.1%	Yes
	• 35.3% are aged 55+ years	31.4%	No
Marital Status	• 62.3% are married/de facto	67.2%	No
	• 23.2% have never married	18.6%	No
Work Status	• 38.8% work full-time	46.6%	No
	• 13.6% work part-time or on a casual basis	15.9%	No
	• 47.6% are not in the paid workforce	37.5%	Yes
Education	• 10.9% completed primary school	8.9%	No
	• 27.1% completed Year 10	27.5%	No
	• 50.6% completed a Trade or Year 12	48.3%	No
	• 11.5% have a university/ postgraduate degree	15.3%	Yes
Background	• 75.2% were born in Australia	79.3%	No
	• 2.6%* are Indigenous or Australian South Sea Islanders	1.8%	No
Personal Annual Income	• 27.0% earn less than \$11,000	17.9%	Yes
	• 22.5% earn \$11,000 - \$30,999	28.4%	No
	• 16.2% earn \$31,000 - \$50,999	21.1%	No
	• 17.2% earn \$51,000 or more	21.3%	No

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

## Demographics

The key demographic characteristics of the non-gambling group are profiled in Table 2. There are few differences between non-gamblers and the total Queensland population in terms of their demographic characteristics. However, significant observations of note are that the non-gambling group is statistically more likely to be:

- aged 18 to 34 years
- not in the paid workforce
- earning less than \$11,000 per annum

and is statistically less likely to be:

- aged 35 to 54 years
- the holder of a university/postgraduate degree.

## 4.1.2 Recreational gambling group

The recreational gambling group accounts for the majority of the Queensland adult population. About 67% of adults or 1.97 million people are identified as recreational gamblers. This group of people are those who score zero on the CPGI index. They are unlikely to have experienced any negative impacts from their gambling activity.

## Demographics

Since the recreational gambling group represents about two-thirds of the Queensland adult population, it is not surprising that the group very closely reflects the population overall. A smaller proportion of recreational gamblers are aged 18 to 34 years, while a greater proportion of recreational gamblers are aged 35 to 54 years. Some comparisons between the total adult population and the recreational gambling group are presented in Table 3.

**Table 3 Key demographic characteristics of the recreational gambling group compared to the total adult population**

	Recreational Gambling Group	Adult Population Estimates	Statistically Significant Difference
<b>Gender</b>	• 48.5% are male	49.0%	No
	• 51.5% are female	51.0%	No
<b>Age</b>	• 27.6% are aged 18–34 years	30.6%	Yes
	• 41.3% are aged 35–54 years	38.1%	Yes
	• 31.2% are aged 55 + years	31.4%	No
<b>Marital Status</b>	• 70.6% are married/de facto	67.2%	No
	• 15.3% have never married	18.6%	No
<b>Work Status</b>	• 49.0% work full-time	46.6%	No
	• 16.5% work part-time or on a casual basis	15.9%	No
	• 34.5% are not in the paid workforce	37.5%	No
<b>Education</b>	• 8.2% completed primary school	8.9%	No
	• 27.5% completed Year 10	27.5%	No
	• 47.9% completed a Trade or Year 12	48.3%	No
	• 16.4% have a university/postgraduate degree	15.3%	No
<b>Background</b>	• 80.7% are Australian born	79.3%	No
	• 1.3% are Indigenous or Australian South Sea Islanders	1.8%	No
<b>Personal Annual Income</b>	• 14.7% earn less than \$11,000	17.9%	No
	• 30.3% earn \$11,000 - \$30,999	28.4%	No
	• 22.3% earn \$31,000 - \$50,999	21.1%	No
	• 23.0% earn \$51,000 or more	21.3%	No

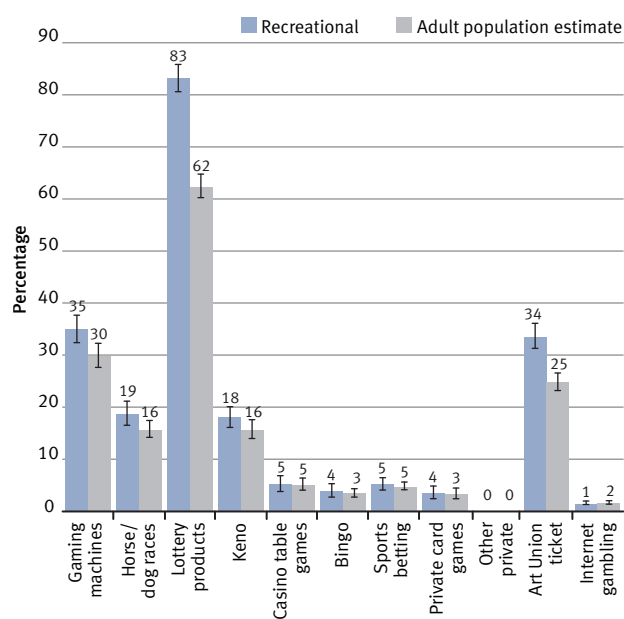
The data in this table should be interpreted in conjunction with Table T3 in Appendix one which provides an expanded demographic profile of the recreational gambling group.

**Gambling activity**

The recreational gambling group has participation rates in all forms of gambling which are generally close to, but slightly higher than is evident for, the total adult population. Figure 16 highlights this tendency.

Activities in which recreational gamblers have higher participation rates than the overall population are gaming machines, lottery products and art union tickets. The participation rate of recreational gamblers in lottery products is particularly high at 83%, compared with 62% of the adult population.

**Figure 16 Participation in gambling activities in the last 12 months for the recreational gambling group compared to the total adult population**



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

**4.1.3 Low risk gambling group**

The 2006–07 Survey found that there are approximately 167,000 Queenslanders (5.7% of the adult population) who fall into the low risk gambling group. These are people who are deemed unlikely to have experienced any gambling-related problems but have scored one or two in the CPGI questionnaire.

**Demographics**

Table 4 indicates that low risk gamblers generally reflect the adult population in Queensland. While there are few differences between the low risk gamblers and the total population, demographic groups which are statistically over-represented include:

- those aged 18 to 34 years
- persons who have never married.

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

- those aged 35 to 54 years
- those aged 55 years and over
- persons who are married or in a de facto relationship.

**Table 4 Key demographic characteristics of the low risk gambling group compared to the total adult population**

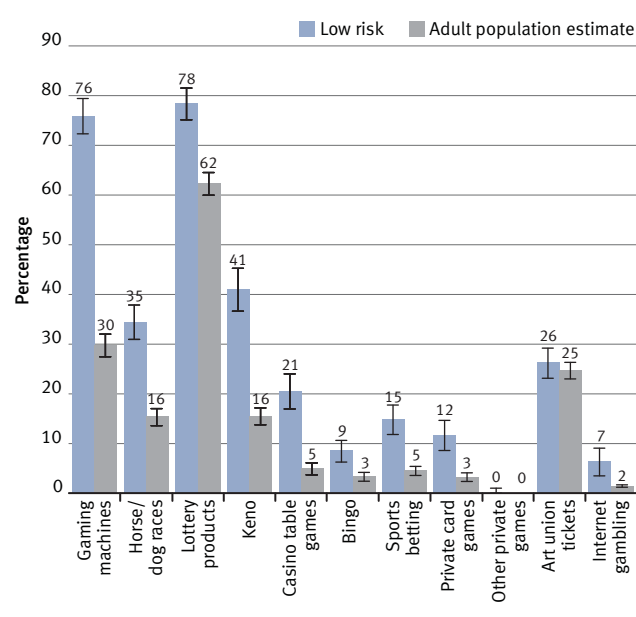
	Low Risk Gambling Group	Adult Population Estimates	Statistically Significant Difference
Gender	• 53.1% are male	49.0%	No
	• 46.9% are female	51.0%	No
Age	• 45.1% are aged 18–34 years	30.6%	Yes
	• 33.8% are aged 35–54 years	38.1%	Yes
	• 21.1% are aged 55+ years	31.4%	Yes
Marital Status	• 53.7% are married/de facto	67.2%	Yes
	• 33.9% have never married	18.6%	Yes
Work Status	• 49.0% work full-time	46.6%	No
	• 17.9% work part-time or on a casual basis	15.9%	No
	• 33.1% are not in the paid workforce	37.5%	No
Education	• 8.6% completed primary school	8.9%	No
	• 27.3% completed Year 10	27.5%	No
	• 44.8% completed a Trade or Year 12	48.3%	No
	• 19.3% have a university/postgraduate degree	15.3%	No
Background	• 80.8% were born in Australia	79.3%	No
	• 3.0% Indigenous/Australian South Sea Islander	1.8%	No
Personal Annual Income	• 18.1% earn less than \$11,000	17.9%	No
	• 30.9% earn \$11,000–\$30,999	28.4%	No
	• 25.7% earn \$31,999–\$50,999	21.1%	No
	• 18.9% earn \$51,000 or more	21.3%	No

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

**Gambling activity**

Persons in the low risk gambling group have substantially higher rates of participation in most forms of gambling than occurs in the Queensland adult population. As outlined in Figure 17, the only types of gambling in which the difference is not statistically significant are art union tickets and other private games. Some 78% of low risk gamblers purchased lottery products, compared with 62% of the adult population. For all other gambling activities, the participation rate of low risk gamblers was at least twice that of the adult population.

**Figure 17 Participation in gambling activities in the last 12 months for the low risk gambling group compared to the total adult population**



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

**4.1.4 Moderate risk gambling group**

The moderate risk gambling group accounts for some 1.8% of adult Queenslanders or approximately 54,000 persons. This group was identified in the 2006–07 Survey as those persons who scored between three and seven on the CPGI. Included are persons who engage in gambling to a degree at which they may be at a moderate level risk of experiencing problems related to their gambling activity.

**Demographics**

Table 5 presents a profile of key demographic characteristics of persons in the moderate risk gambling group. As is also evident for the problem gambling group, moderate risk gamblers generally reflect the total adult population in most characteristics. However, notable observations are that there is a statistically significant over-representation of:

- males
- people aged 35 to 54 years
- people who identify as either Indigenous or Australian South Sea Islander.<sup>6</sup>

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

- females
- people aged 55 years and over
- persons who are married or in a de facto relationship.

<sup>6</sup> Results for these two groups have been combined to improve reliability of findings.

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

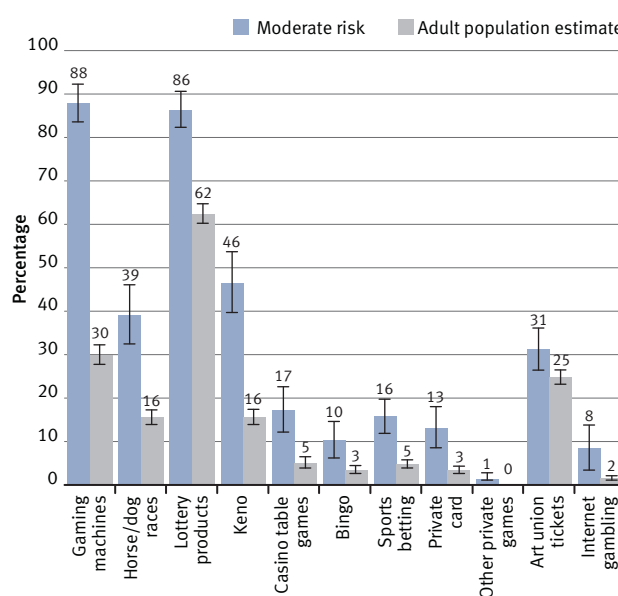
	Moderate Risk Gambling Group	Adult Population Estimates	Statistically Significant Difference
<b>Gender</b>	• 55.3% are male	49.0%	No
	• 44.7% are female	51.0%	No
<b>Age</b>	• 32.9% are aged 18–34 years	30.6%	No
	• 43.9% are aged 35–54 years	38.1%	Yes
	• 23.3% are aged 55+ years	31.4%	Yes
<b>Marital Status</b>	• 57.3% are married/de facto	67.2%	Yes
	• 25.4% have never married	18.6%	No
<b>Work Status</b>	• 51.8% work full-time	46.6%	No
	• 18.4% work part-time or on a casual basis	15.9%	No
	• 29.8% are not in the paid workforce	37.5%	No
<b>Education</b>	• 7.7% completed primary school	8.9%	No
	• 31.0% completed Year 10	27.5%	No
	• 43.6% completed a Trade or Year 12	48.3%	No
	• 17.7%* have a university/postgraduate degree	15.3%	No
<b>Background</b>	• 77.7% were born in Australia	79.3%	No
	• 5.6% are Indigenous or Australian South Sea Islander	1.8%	Yes
<b>Personal Annual Income</b>	• 12.6% earn less than \$11,000	17.9%	No
	• 28.4% earn \$11,000–\$30,999	28.4%	No
	• 27.0% earn \$31,999–\$50,999	21.1%	No
	• 21.8% earn \$51,000 or more	21.3%	No

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

**Gambling activity**

Figure 18 outlines the participation rates for the various gambling forms for the moderate risk gambling group. As is also evident for the problem gambling group, substantially higher proportions of the moderate risk group are engaged in all forms of gambling than is the case for the total adult population. For gambling activities excepting art union tickets and lottery products, the participation rates of moderate risk gamblers are three to four times the participation rates of the adult population.

**Figure 18 Participation in gambling activities in the last 12 months for the moderate risk gambling group compared to the total adult population**



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

**4.1.5 Problem gambling group**

Problem gamblers account for approximately 14,000 Queenslanders or 0.47% of the total adult population. The problem gambling group includes adults who may be gambling to an extent that problems have emerged which are affecting either themselves or others around them. They are identified from the 2006–07 Survey as scoring eight or more in the CPGI questions.

**Demographics**

Table 6 provides an outline of the key demographic characteristics of the problem gambling group and how they compare to the Queensland adult population. It is evident that this group reflects the wider population in most aspects but there is a statistically significant:

- over-representation of people aged 35 to 54 years
- under-representation of people aged 55 years and over
- under-representation of people who are married or in a de facto relationship.

**Table 6 Key demographic characteristics of the problem gambling group compared to the total adult population**

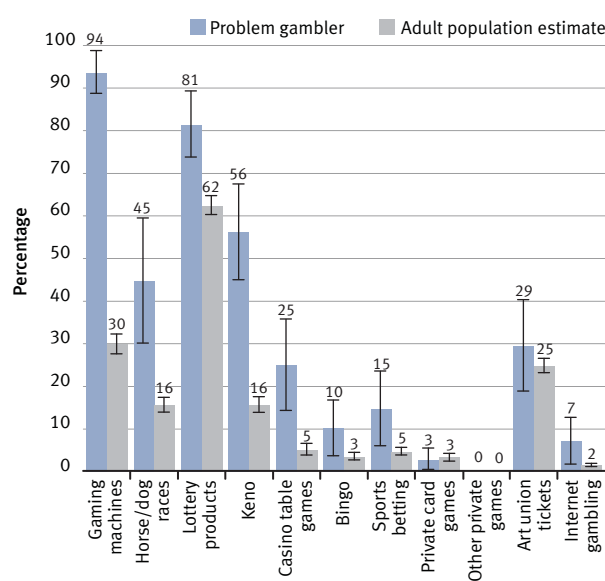
	Problem Gambling Group	Adult Population Estimates	Statistically Significant Difference
<b>Gender</b>	• 50.6% are male	49.0%	No
	• 49.4% are female	51.0%	No
<b>Age</b>	• 27.6% are aged 18–34 years	30.6%	No
	• 60.9% are aged 35–54 years	38.1%	Yes
	• 11.5%* are aged 55+ years	31.4%	Yes
<b>Marital Status</b>	• 48.1% are married/de facto	67.2%	Yes
	• 26.4% have never married	18.6%	No
<b>Work Status</b>	• 46.2% work full-time	46.6%	No
	• 22.9%* work part-time or on a casual basis	15.9%	No
	• 30.8% are not in the paid workforce	37.5%	No
<b>Education</b>	• 10.9%* completed primary school	8.9%	No
	• 35.7% completed Year 10	27.5%	No
	• 38.5% completed a Trade or Year 12	48.3%	No
	• 15.0%* have a university/postgraduate degree	15.3%	No
<b>Background</b>	• 71.5% were born in Australia	79.3%	No
	• 2.9%** are Indigenous or Australian South Sea Islanders	1.8%	No
<b>Personal Annual Income</b>	• 22.4% earn less than \$11,000	17.9%	No
	• 29.1% earn \$11,000–\$30,999	28.4%	No
	• 28.2% earn \$31,000–\$50,999	21.1%	No
	• 15.3%* earn \$51,000 or more	21.3%	No

The data in this table should be interpreted in conjunction with Table T6 in Appendix one which provides an expanded demographic profile of the problem gambling group.

**Gambling activity**

Those in the problem gambling group have the highest level of participation of all gambling groups in many of the gambling activities available in Queensland. The participation rates of problem gamblers for each type of gambling are outlined in Figure 19. Due to the small numbers of problem gamblers, many of the figures in the less popular forms of gambling need to be interpreted with caution. For gambling activities excepting art union tickets, lottery products and private card games, the participation rates of problem gamblers are three to five times the participation rates of the adult population.

**Figure 19 Participation in gambling activities in the last 12 months for the problem gambling group compared to the total adult population**



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

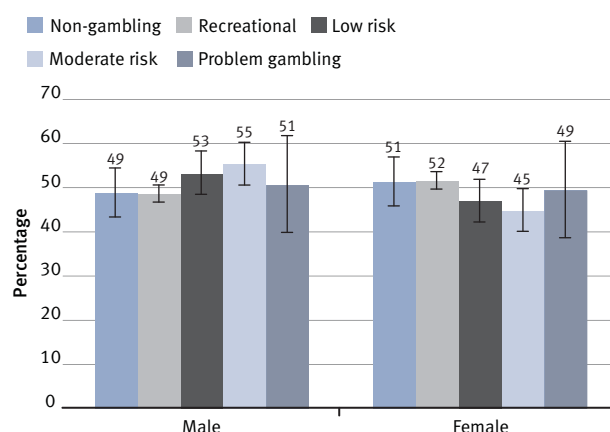
**4.2 Comparison of gambling group profiles**

Having previously outlined the demographic characteristics of the individual gambling groups and how they compare to the total adult population in Queensland, the purpose of this section is to compare the demographic profiles of the five gambling groups directly with each other. This section provides comparisons of data that are also reported in Section 4.1.

**4.2.1 Gender**

Figure 20 shows that there is no statistically significant pattern across the gender composition of the gambling groups.

**Figure 20 Gender distribution of gambling groups**



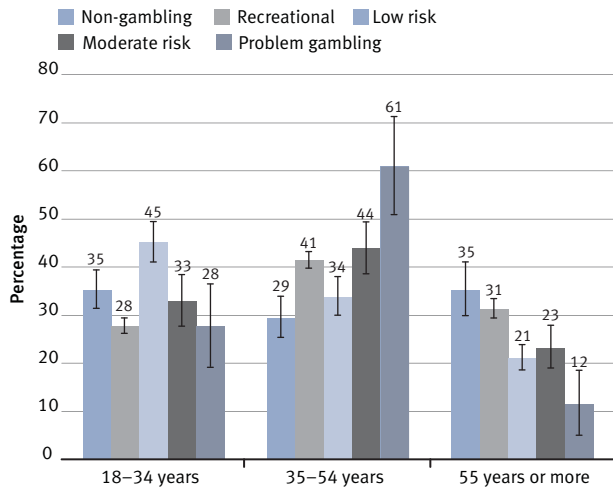
This graph should be interpreted in conjunction with the data presented in Table F20 in Appendix one.

### 4.2.2 Age

Figure 21 indicates that the gambling groups have some differences in their age distributions.

- The majority of problem gamblers (61%) are aged 35–54 years. In the other gambling groups, 35–54 year olds make up less than 44% of the group.
- Over 30% of non-gamblers and recreational gamblers are aged 55 years or more. In contrast, only 12%\* of problem gamblers are in this age group.

**Figure 21 Age distribution of gambling groups**

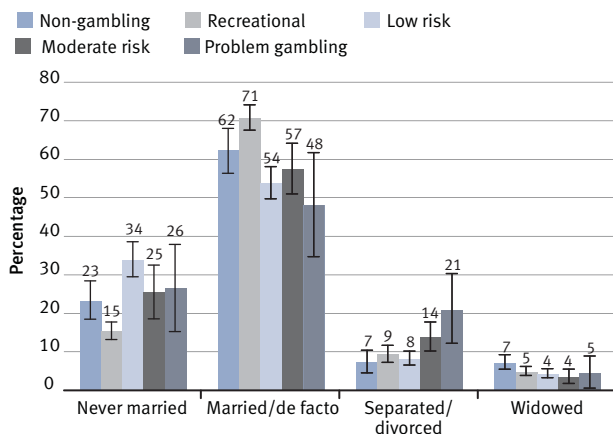


This graph should be interpreted in conjunction with the data presented in Table F21 in Appendix one.

### 4.2.3 Marital status

Persons who are either married or in a de facto relationship account for the majority of persons in all of the gambling groups (Figure 22). However, those who have never married have a statistically significantly greater presence amongst the low risk and moderate risk gambling groups than they do in the recreational gambling group.

**Figure 22 Marital status distribution of gambling groups**

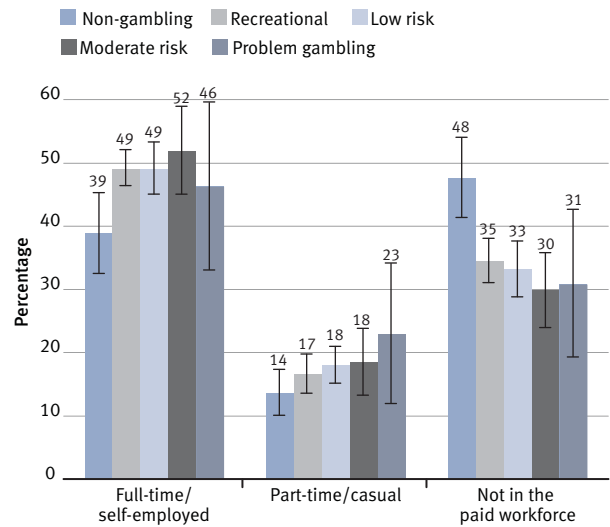


This graph should be interpreted in conjunction with the data presented in Table F22 in Appendix one.

### 4.2.4 Work status

Figure 23 presents the workforce participation of the five gambling groups. A clear pattern emerges in the data. While similar proportions of each gambling group are engaged in part-time or casual work, those who are gamblers are more likely to be in the workforce full-time or self-employed, and non-gamblers are more likely to be out of the workforce. Persons not in the paid workforce include those doing full-time home duties, students, retirees and pensioners. Nearly half of all non-gamblers fall into this group.

**Figure 23 Workforce distribution of gambling groups**

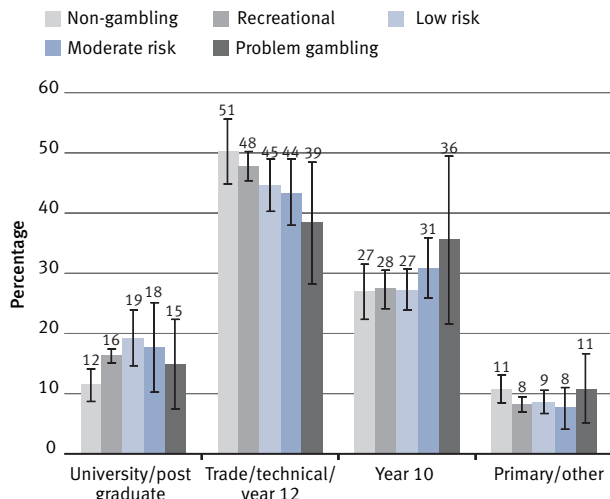


This graph should be interpreted in conjunction with the data presented in Table F23 in Appendix one.

### 4.2.5 Highest educational qualification

The profiles of the five gambling groups are generally similar in terms of educational achievement levels.

**Figure 24 Highest educational qualification distribution of gambling groups**

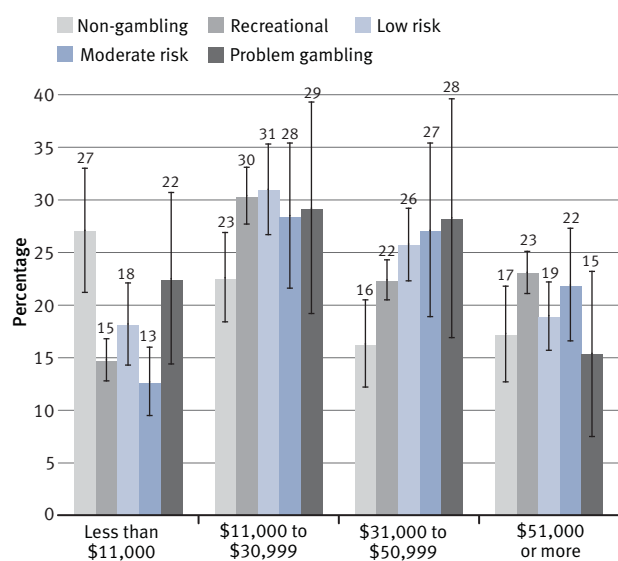


This graph should be interpreted in conjunction with the data presented in Table F24 in Appendix one.

### 4.2.6 Annual personal income

In Figure 25 the gambling groups are demarcated by personal income. An income effect is somewhat evident in the data. Of note is the bias towards lower incomes for non-gamblers. About 27% of people who were non-gamblers reported their income as less than \$11,000 per annum. This contrasts with 15% recreational gamblers and 13% of moderate risk gamblers whose earnings were in this bracket.

**Figure 25 Annual personal income distribution of gambling groups**



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

# 5 Regional data analysis

The 30,000 telephone interviews for the 2006–07 Survey were randomly selected from across 30 regions throughout Queensland. The sample size in each region was determined proportional to its population. The regional sample sizes ranged from 2,750 in Brisbane to 750 in the Mount Isa region. The regions are based on Local Government Areas, and are listed in the Technical report in Appendix two. This sample design was intended to provide information on variations in gambling activity and problem gambling prevalence across the State.

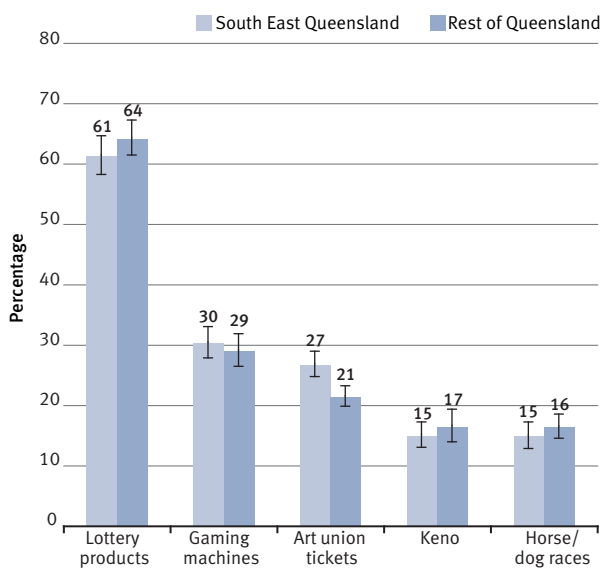
This chapter reports regional results in two sections. The first is a regional overview of participation rates in different types of gambling. The second examines the gambling groups across the regions.

## 5.1 Gambling activity

This section focuses on the five major gambling activities – lottery products, gaming machines, art union tickets, keno and horse/dog racing.

As shown in Figure 26, gambling participation rates are similar in South East Queensland and the Rest of Queensland. The only exception was that the proportion of adults who purchased art union tickets in South East Queensland (27%) was higher than in the Rest of Queensland (21%).

**Figure 26 Participation rates for gambling activities in the last 12 months in South East Queensland and the Rest of Queensland**



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

Table 7 lists the top five and bottom five regions for the major gambling activities and compares them against data for Queensland overall. Appendix one presents the data for all 30 regions. Given the relatively small sample sizes in each region for the gambling activities, it is possible to generate results only when examining the more popular forms of gambling. For most regions,

gambling participation rates were not significantly different from the participation rates in other regions, or in Queensland as a whole.

The regional participation rates that were significantly different from the participation rate for Queensland are listed below.

- Redcliffe residents were more likely to purchase lottery tickets (74%) than the residents of the State overall (62%).
- Redcliffe and Redland residents were more likely to play gaming machines (45% and 43% respectively) than residents of the State overall (30%). In contrast, only 14% of residents of the North/Central/South Western region played gaming machines.
- Beaudesert/Boonah residents and Far North Queensland residents were less likely to have purchased art union tickets (16% and 13%) than in Queensland as a whole (25%). There were no regions where the percentage of people who purchased art union tickets was higher than in Queensland as whole.
- Mackay residents were more likely to gamble on keno (28%) and residents of Cooloola were less likely to gamble on keno (7%), compared with the State overall (16%).
- Noosa residents were less likely to wager on horse/dog races (8%) than residents of the State overall (16%). There were no regions where the percentage of the population who wagered on horse/dog races was higher than in Queensland as whole.

**Table 7 Top five and bottom five regions, participation rates for major gambling activities**

#	Gaming machines	Horse/dog racing	Lottery products	Keno	Art union Tickets
1	Redland 45.1↑	Mount Isa 23.4	Redcliffe 74.1↑	Mackay 27.7↑	Caloundra 40.1
2	Redcliffe 42.5↑	Mackay 21.2	Redland 73.0	Rockhampton 25.7	Noosa 38.3
3	Rockhampton 42.3	Rest of Mackay 19.1	Mackay 69.2	Cardwell/ Johnstone 23.2	Rest of Mackay 32.3
4	Hervey Bay/ Maryborough 39.4	Rest of Fitzroy 18.9	Ipswich 69.0	Redland 20.6	Redcliffe 32.3
5	Bundaberg 37.8	Rockhampton 18.8	Townsville/ Thuringowa 68.3	Ipswich 20.6	Logan 31.8
	QLD TOTAL 29.8	QLD TOTAL 15.5	QLD TOTAL 62.3	QLD TOTAL 15.6	QLD TOTAL 24.8
26	Rest of Darling Downs 24.1	Toowoomba 12.4	Caboolture 58.6	Cairns 11.0	Cairns 18.2
27	Rest of Wide Bay Burnett 22.5	Logan 11.6	Brisbane 58.2	Rest of Wide Bay Burnett 10.3	Townsville/ Thuringowa 18.1
28	Rest of Far Nth Qld 20.0	Beaudesert/ Boonah 10.7	Pine Rivers 55.1	Maroochy 10.3*	Mackay 16.4
29	Rest of North Qld 18.9*	Rest of Far North Qld 9.1*	Rest of Far North Qld 55.0	Rest of Darling Downs 9.5	Beaudesert/ Boonah 15.7↓
30	North/ Central/ South Western 14.1↓	Noosa 8.2↓	North/ Central/ South Western 51.5	Cooloola 7.4↓	Rest of Far North Queensland 13.1↓

This table should be interpreted in conjunction with the data presented in Table T7 in Appendix one.

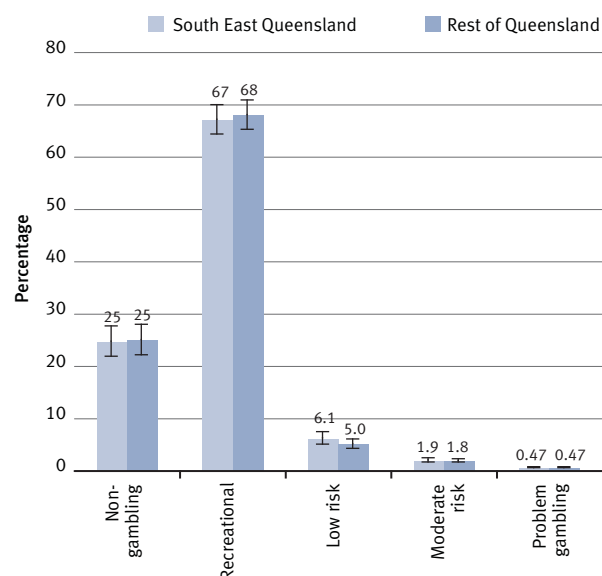
↑ Statistically significantly higher participation rate than the Queensland total

↓ Statistically significantly lower participation rate than the Queensland total

\* Relative standard error exceeds 25%

## 5.2 Gambling groups

Figure 27 shows that the proportion of the people in each gambling group is very similar in South East Queensland and the Rest of Queensland.

**Figure 27 Gambling group prevalence by South East Queensland and Rest of Queensland**

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

Survey results also indicate that no Queensland regions had markedly higher or lower rates of problem gambling than Queensland as a whole. Further, no region had a substantially higher level of moderate risk or low risk gambling than the State as a whole.

Table 8 lists the top five and bottom five regions in each gambling group. As there are small sample numbers in some of the high risk groups for some of the regions, this data needs to be interpreted cautiously.

When the 30 regions are examined in terms of the gambling groups, there are few statistically significant differences. For example, while the proportion of non-gamblers in Cairns is about twice the proportion in Caloundra, this difference is not significant.

The regional prevalence rates for non-gamblers and recreational gamblers that were different from Queensland as a whole are listed below.

- Caloundra has a lower proportion of non-gamblers than in Queensland as a whole.
- Redland and the Rest of Mackay have a greater proportion of recreational gamblers than Queensland as a whole. There are no regions where the proportion of recreational gamblers is significantly lower than the State.

**Table 8 Top five and bottom five regions in each gambling group**

#	Non-gambling	Recreational	Low risk	Moderate risk	Problem gambling
1	North/ Central/ South Western 39.0	Redland 77.5↑	Mount Isa 7.3	Caloundra 3.2*	Mount Isa 1.3*
2	Rest of Far North Qld 32.8	Rest of Mackay 77.4↑	Townsville/ Thuringowa 7.2	Redcliffe 2.8	Beaudesert/ Boonah 0.9*
3	Beaudesert/ Boonah 29.8*	Caloundra 76.2	Caboolture 6.7	Gold Coast 2.7	Rockhampton 0.9**
4	Cairns 29.2	Rest of North Queensland 75.5	Redcliffe 6.6	Mount Isa 2.7*	Gold Coast 0.8*
5	Toowoomba 28.7	Rockhampton 75.0	Brisbane 6.6	Logan 2.6*	Mackay 0.8**
	QLD TOTAL 24.7	QLD TOTAL 67.3	QLD TOTAL 5.7	QLD TOTAL 1.8	QLD TOTAL 0.47
26	Rockhampton 18.2*	Beaudesert/ Boonah 63.7	Rest of North Qld 4.0	Rest of Far North Qld 1.2*	Rest of Mackay 0.2**
27	Redcliffe 16.9	Gold Coast 63.4	Beaudesert/ Boonah 3.8	Caboolture 1.2*	Caboolture 0.2**
28	Rest of Mackay 16.5	Cairns 62.5	North/ Central/ South Western 3.6	Rockhampton 1.1**	Cooloola 0.1**
29	Redland 15.9	Rest of Far North Qld 60.8	Rest of Wide Bay Burnett 3.2*	North/ Central/ South Western 0.9*	Rest of Darling Downs 0.1**
30	Caloundra 14.1*↓	North/ Central/ South eastern 56.1	Esk/Gatton/ Laidley/ Kilcoy 3.1*	Noosa 0.8*	Rest of North Queensland 0.1**

Note: The prevalence of problem gambling in Noosa was not measurable due to sample size constraints.

The data in this table should be interpreted in conjunction with the data presented in Table T8 in Appendix one.

↑ Statistically significantly higher percentage than the Queensland total

↓ Statistically significantly lower percentage than the Queensland total

\* Relative standard error exceeds 25%

\*\* Relative standard error exceeds 50%

# 6 Problem gambling, adverse consequences, correlates and help-seeking behaviour

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

## 6.1 Problem gambling issues

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

In Figure 28, the distribution of responses by each gambling group is presented. This presentation provides a good picture of the different ways in which the various groups responded to the nine CPGI questions. By definition all recreational gamblers answered 'never' to all questions. In contrast, the majority of the problem gambling group responded 'never' for only one question: 'Have you ever borrowed money or sold anything to fund gambling?'.

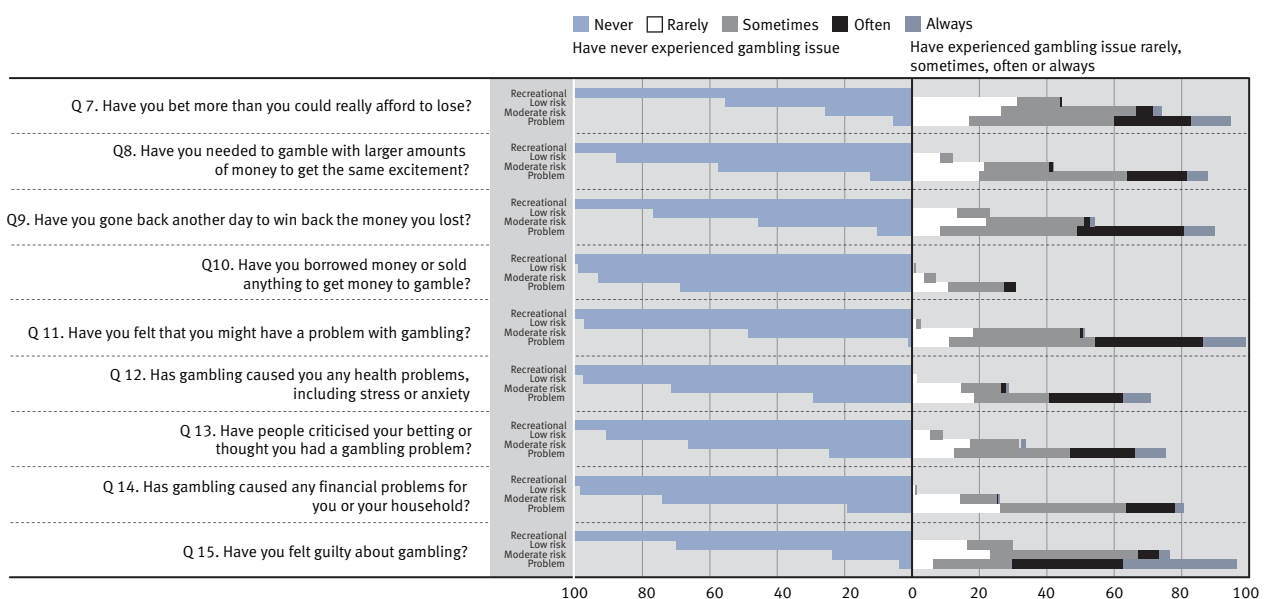
Examination of the combined affirmative responses reveals that six of the gambling issues had been experienced by more than 80% of the problem gambling group and more than 70% had experienced two other

issues. The gambling issue for which the greatest proportion of the problem gambling group responded either 'often' or 'always' was 'felt guilty about the way you gamble or what happens when you gamble?'. Approximately two-thirds of problem gamblers (67%) had 'often' or 'always' felt guilty about their gambling.

A further point of interest from Figure 28 is in the CPGI questions which seem to best differentiate the respective gambling groups. In this respect, the question about whether gambling has caused any financial problems appears to have most clearly distinguished those in the problem gambling group from all other gamblers. Approximately 80% of the problem gambling group had experienced gambling-related financial problems at some time, whereas approximately 74% of moderate risk gamblers and 98% of low risk gamblers had responded 'never'.

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

**Figure 28 Frequency of gambling issues in the last 12 months, by gambling group – Canadian Problem Gambling Index (CPGI) screening questions**



Each question begins with 'In the last 12 months.'

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

## 6.2 Problem gambling correlates

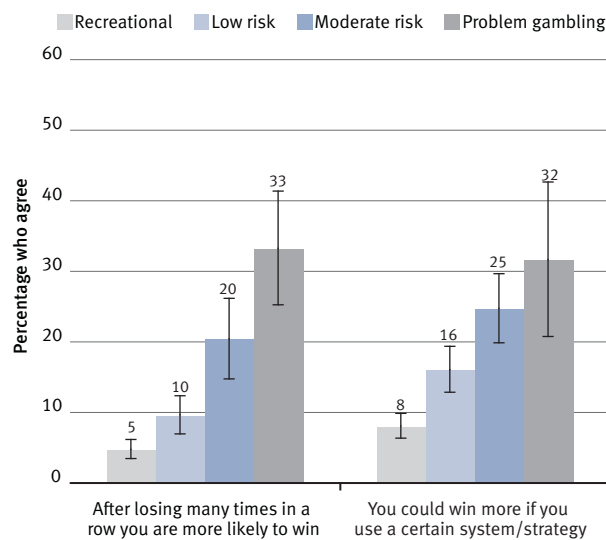
The Queensland Household Gambling Survey 2006–07 also included a number of questions about issues and personal experiences that are related to problem gambling. These correlates include:

- faulty cognition (irrational or counterfactual beliefs)
- first experiences of gambling
- family problems with alcohol, drugs and gambling
- co-morbidity with alcohol use, drug use and smoking
- relieving pain through the urge to gamble
- stress, depression and suicide.

### 6.2.1 Faulty cognition

Faulty cognition means to hold irrational or counterfactual beliefs regarding gambling. It is evident for both measures of faulty cognition examined in Figure 29 that agreement with the statements is more likely amongst persons in the at-risk gambling groups. The percentage of persons agreeing that there is a greater chance of winning after losing many times in a row increases from 5% of recreational gamblers through to 20% of moderate risk gamblers and 33% of those in the problem gambling group. Also, the percentage of persons agreeing that you could win if you used a certain system or strategy increases from 8% of recreational gamblers to 25% of moderate risk gamblers and 32% of problem gamblers.

**Figure 29 Proportion of respondents in each gambling group who ‘agree’ with the faulty cognition correlate statements**



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

### 6.2.2 First experiences

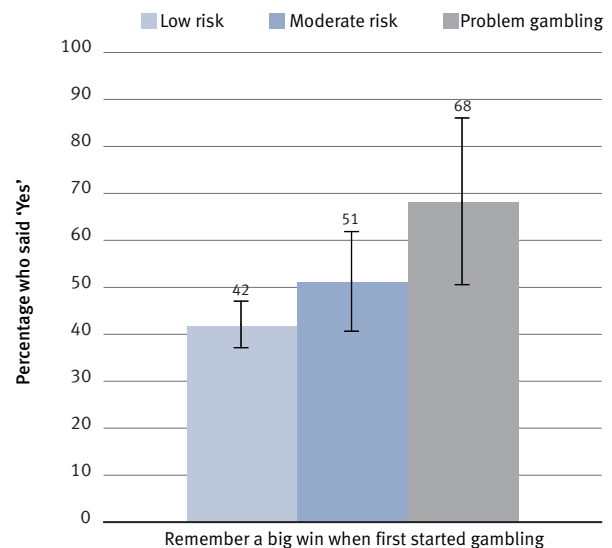
The survey asked respondents who had gambled about the age they were when they first gambled with their own money. Overall, approximately 13% first gambled when they were under 18 years of age, 54% first gambled

between the ages of 18 and 24 years and 12% first gambled between 25 and 34 years. A small proportion first gambled when they were aged 35 years or more. Some 12% did not know or could not remember.

There may be some association between at-risk gambling and commencing gambling at a young age. Approximately one in five (20%) of those in the low risk, moderate risk and problem gambling groups first gambled when they were under 18 years of age. Lower proportions of recreational gamblers (14%) and those who had not gambled in the previous 12 months (8%\*) had first gambled when they were under 18 years of age.

Low risk, moderate risk and problem gamblers were also asked whether they remembered a big win when they first started gambling (Figure 30). Problem gamblers were more likely to have remembered a big win when they first started gambling (68%) than low risk gamblers (42%).

**Figure 30 Proportion of respondents in low risk, moderate risk and problem gambling groups who remember a big win when they first started gambling**

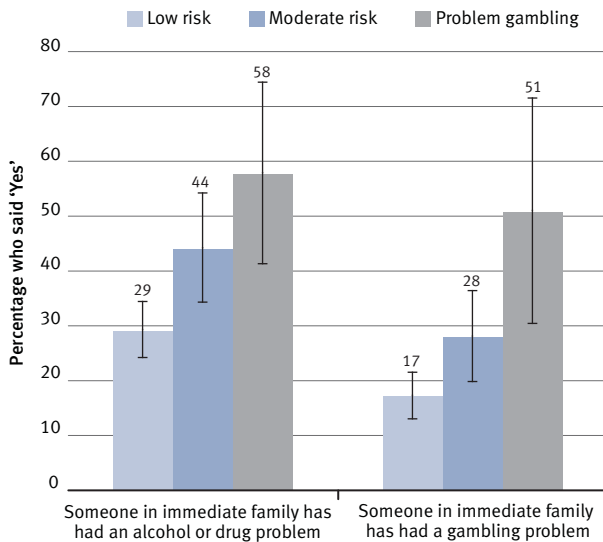


This graph should be interpreted in conjunction with the data presented in Table F30 in Appendix one.

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

Low risk, moderate risk and problem gamblers were asked whether a member of their immediate family had ever had an alcohol or drug problem, and whether a member of their immediate family had ever had a gambling problem. As shown in Figure 31, problem gamblers were more likely than low risk gamblers to have a family history of alcohol, drug or gambling problems. Some 58% of problem gamblers compared to 29% of low risk gamblers had an immediate family member who had experienced a drug or alcohol problem. Also, 51% of problem gamblers had an immediate family member who had experienced a gambling problem, compared with 17% of low risk gamblers.

**Figure 31 Proportion of respondents in low risk, moderate risk and problem gambling groups who reported that members of their immediate family have had alcohol, drug or gambling problems**

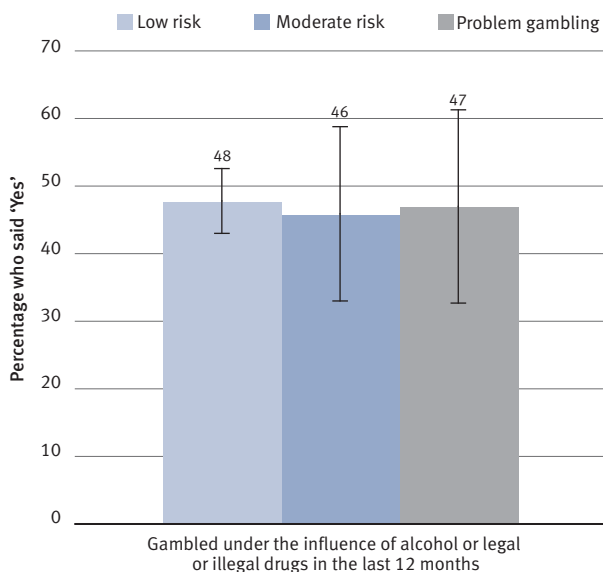


This graph should be interpreted in conjunction with the data presented in Table F31 in Appendix one.

### 6.2.4 Co-morbidities – alcohol, drug use and smoking

Nearly one half of low risk, moderate risk and problem gamblers had gambled under the influence of alcohol or legal or illegal drugs in the last 12 months (Figure 32).

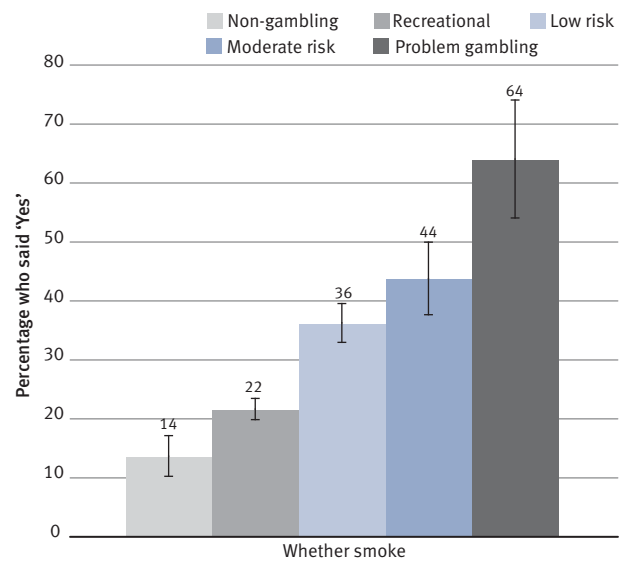
**Figure 32 Proportion of respondents in low risk, moderate risk and problem gambling groups who report gambling under the influence of alcohol or legal or illegal drugs in the last 12 months**



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

Overall, the Survey estimated that 21% of Queensland adults are smokers. Figure 33 shows the apparent relationship between smoking and gambling. Almost two-thirds of problem gamblers (64%) are smokers – the highest proportion of any gambling group. The proportions of smokers among moderate risk and low risk gamblers are similar, at 44% and 36% respectively. There are comparatively low proportions of smokers among recreational gamblers (22%) and non-gamblers (14%).

**Figure 33 Proportion of respondents who are smokers, by gambling group**

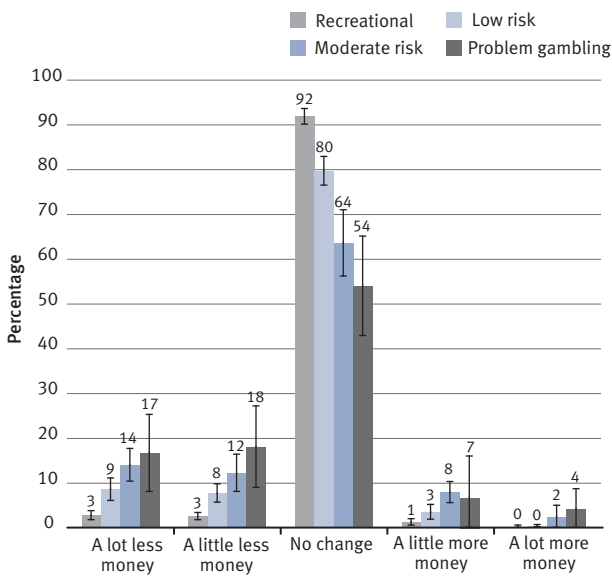


This graph should be interpreted in conjunction with the data presented in Table F33 in Appendix one.

Those respondents who had gambled in the last 12 months were also asked about whether the smoking ban in gaming venues had changed the amount of money that they spent on gambling. Figure 34 shows that almost all recreational gamblers (92%) had stated that the smoking ban had not changed their expenditure on gambling, and approximately 5% stated that the smoking ban had meant that they spent less on gambling (either a little less or a lot less).

In contrast, the smoking ban had changed expenditure on gambling by some gamblers in the low risk, moderate risk and problem gambling groups. Some 16% of low risk gamblers, 26% of moderate risk gamblers and 35% of problem gamblers stated that they were spending either a little less or a lot less on gambling since the smoking ban.

**Figure 34** Change in expenditure on gambling since the ban on smoking in gaming venues, by gambling group

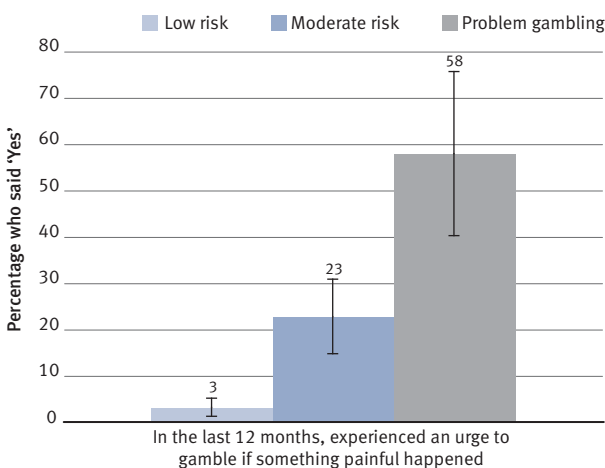


This graph should be interpreted in conjunction with the data presented in Table F34 in Appendix one.

### 6.2.5 Urge to gamble in response to painful events

Figure 35 outlines the proportion of low risk, moderate risk and problem gamblers who report experiencing an urge to gamble in response to painful events in their lives. Of particular note is that the proportion increases amongst the gambling risk groups. A very small proportion of low risk gamblers report experiencing an urge to gamble in response to painful events in their lives, increasing to 23% of moderate risk gamblers and 58% of problem gamblers.

**Figure 35** Proportion of persons in low risk, moderate risk and problem gambling groups who report in the last 12 months having an urge to gamble if something painful happens in their lives

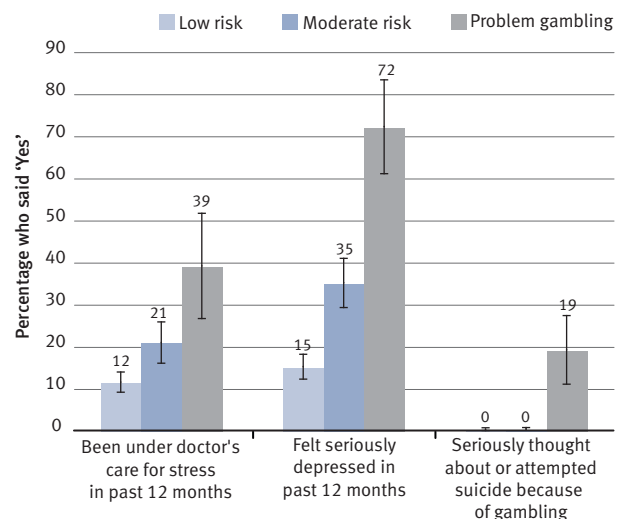


This graph should be interpreted in conjunction with the data presented in Table F35 in Appendix one.

### 6.2.6 Co-morbidities – stress, depression and suicide

The survey included three questions about personal mental health issues. Figure 36 shows that the problem gambling group had particularly high rates of self-identification compared with the low risk and moderate risk gambling groups. Approximately 72% of the problem gambling group reported feeling seriously depressed in the previous year. Some 39% of the problem gambling group had been under a doctor’s care for stress-related issues in the last 12 months and 19% reported having seriously thought about suicide because of their gambling.

**Figure 36** Proportion of persons in low risk, moderate risk and problem gambling groups who report being under a doctor’s care for stress in the last 12 months, feeling seriously depressed in the last 12 months and gambling-related suicidal thought



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

## 6.3 Adverse consequences of gambling

Questions relating to the potential harm caused by gambling were also asked of low risk, moderate risk and problem gamblers. These included whether gambling had ever affected their jobs, their families, their finances or ever led to any trouble with the police. Typically, while fewer than 5% of low risk and moderate risk gamblers had experienced these adverse consequences, the proportion of problem gamblers who had experienced these consequences was significantly higher. Notable findings are that of the problem gambling group:

- 38% recognised that their work performance has been affected by their gambling
- 34% said that they have not had enough time to look after their family interests due to gambling

- 17%\* reported the break-up of an important relationship because of gambling
- 16%\* changed jobs because of their gambling

Low risk, moderate risk and problem gamblers were asked how often in the last 12 months they had borrowed money from a range of different sources to gamble or to pay gambling debts. Less than 5% of low risk gamblers had borrowed money from each of the listed sources. Between 12% and 15% of moderate risk gamblers had borrowed from household money, their spouse or partner or credit cards. Problem gamblers were more likely to have borrowed money for gambling – 54% from household money, 28% from their spouse or partner and 44% from credit cards.

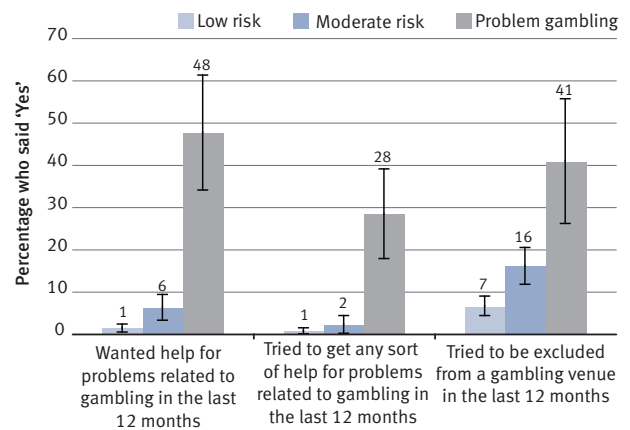
### 6.4 Help-seeking behaviour

A number of questions in the 2006–07 Survey asked low risk, moderate risk and problem gamblers about help-seeking for gambling-related problems. Figure 37 outlines the proportion of each gambling group which answered ‘yes’ to each of those questions.

The problem gambling group stands out with the highest level of wanting or seeking help for gambling-related problems. Of note however, is that although 48% of the problem gambling group reported wanting help in the last 12 months, only 28% of the group had actually sought any form of help. Common reasons given by problem gamblers for needing to seek help were financial problems and feeling depressed or worried. Of the 72% of the problem gambling group who did not seek help, 34% said ‘I thought I could beat the problem on my own’ and 37% said ‘I don’t consider I have a problem’.

Low risk, moderate risk and problem gamblers were also asked ‘In the last 12 months, have you ever tried to exclude yourself from a gambling venue?’. Problem gamblers were more likely to try to exclude themselves from a gambling venue (41%) than moderate risk gamblers (16%) and low risk gamblers (7%).

**Figure 37 Percentage of each gambling group who answered yes to help-seeking questions**



This graph should be interpreted in conjunction with the data presented in Table F37 in Appendix one.

# 7 Conclusion and Future Directions

The 2001, 2003–04 and 2006–07 Queensland Household Gambling Surveys provide a comprehensive overview of population gambling activity in Queensland.

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

- who gambles
- what types of gambling they participate in
- how extensively they gamble.

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

In addition to providing ‘snapshots’ of gambling activity and problem gambling prevalence rates in the adult population in Queensland, the 2001 and 2003–04 Surveys have also assisted in:

- identifying other gambling research issues
- focusing responsible gambling strategies, such as the Queensland Responsible Gambling Code of Practice, public awareness campaigns and educational resources, in terms of target populations and responsible gambling messages
- providing benchmark or baseline data to use in conjunction with other information about gambling in Queensland.

Research and evidence-based strategies are important for continuing the objectives of the Queensland Government’s Responsible Gambling Strategy. The data from the 2006–07 Survey adds to the rich information from the previous surveys, and will continue to be used for research and for the development of responsible gambling strategies. A number of the key issues are outlined below.

## 7.1 Demographic groups

A critical issue which has emerged in this survey and in previous research is that some demographic groups appear to be more likely to be experiencing gambling-related problems, or are at higher risk of such problems than are other groups. For example, those in the 18–34 year age group are significantly over-represented in the low risk gambling group, Indigenous and Australian South Sea Islanders are over-represented in the moderate risk gambling group and those aged 35–54 years are over-represented in the problem gambling group.

The demographic information from the 2006–07 Survey will provide updated data for targeting responsible gambling strategies. Survey data about the gambling behaviours of young people will continue to inform educational resources. Communications activities targeting Indigenous populations and culturally and linguistically diverse communities are currently being developed.

## 7.2 Trend analysis

As this was the third major household gambling survey conducted in Queensland, further time series analysis of the data will be a priority. In order to continue this time series of gambling activity and prevalence rates amongst the population, another major household gambling survey is expected to be conducted in 2008–09. Data from this and future surveys will allow long-term trend analysis of gambling activity, participation rates and problem gambling prevalence. Such analysis is important for assessing, among other things, the impact of:

- responsible gambling policies
- legislation and regulation changes
- industry codes of practice
- new gambling technology
- new types of gambling.

## 7.3 Problem gambling and help-seeking

As was identified in the 2001, 2003–04 and 2006–07 Surveys, the majority of persons identified as being in the problem gambling group do not seek help for gambling-related problems. Data from the 2003–04 Survey about problem gamblers’ reasons for seeking or not seeking help were used to more effectively promote Gambling Help services. The survey data will continue to inform Gambling Help services in Queensland.

## 7.4 Regional issues

Also identified in this survey was some indication of regional variations in both the level and type of gambling activity as well as the prevalence of gambling groups amongst the adult population. There are a wide range of reasons which could be affecting the level of gambling activity at a regional level including the number and types of gambling venues available, the hours of operation of the venues or the socio-economic characteristics of the local population among others. There is therefore a need to better identify local variations in gambling activity and to understand what factors are important in this and what the social and economic implications for local communities are.

# Appendix one – detailed tables

## Key to tables

Est: Estimate

LCL: Lower confidence limit

UCL: Upper confidence limit

**Table T1: Gambling group prevalence rates: 2001, 2003–04 and 2006–07**

	Non-gambling			Recreational			Low risk			Moderate risk			Problem gambling		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
2001	15.1	14.0	16.1	73.2	72.1	74.4	8.2	7.4	9.0	2.7	2.2	3.2	0.83	0.5	1.2
2003–04	19.7	18.0	21.5	72.4	70.2	74.6	5.3	4.6	6.1	2.0	1.6	2.4	0.55	0.4	0.7
2006–07	24.7	22.5	26.9	67.3	65.2	69.4	5.7	4.7	6.7	1.8	1.5	2.2	0.47	0.3	0.6

**Table T2: Key demographic characteristics of the non-gambling group compared to the total adult population**

		Non-gambling			Adult population estimate		
		Est.	LCL	UCL	Est.	LCL	UCL
Gender	Male	48.7	43.3	54.2	49.0	49.0	49.0
	Female	51.3	45.8	56.7	51.0	51.0	51.0
Age	18–34 years	35.3	31.3	39.2	30.6	30.6	30.6
	35–54 years	29.4	25.2	33.7	38.1	38.1	38.1
	55+ years	35.3	29.7	40.9	31.4	31.4	31.4
Marital Status	Married/De facto	62.3	56.4	68.1	67.2	64.4	70.0
	Never married	23.2	18.3	28.2	18.6	17.0	20.1
Work Status	Work full-time/self-employed	38.8	32.5	45.2	46.6	44.0	49.1
	Work part-time/casual	13.6	10.0	17.2	15.9	13.8	18.0
	Not in the paid workforce	47.6	41.3	53.9	37.5	35.1	40.0
Education	Completed primary school	10.9	8.6	13.2	8.9	7.8	10.0
	Completed Year 10	27.1	22.4	31.8	27.5	25.3	29.6
	Completed a Trade or Year 12	50.6	45.1	56.0	48.3	46.3	50.2
	University/postgraduate degree	11.5	8.8	14.1	15.3	15.3	15.3
Background	Born in Australia	75.2	69.6	80.8	79.3	77.0	81.5
	Indigenous or Australian South Sea Islanders	2.6*	0.5	4.6	1.8	1.3	2.3
Personal Annual Income	less than \$11,000	27.0	21.1	32.9	17.9	15.8	20.1
	\$11,000–\$30,999	22.5	18.3	26.8	28.4	26.5	30.3
	\$31,000–\$50,999	16.2	12.1	20.4	21.1	19.4	22.8
	\$51,000 or more	17.2	12.6	21.7	21.3	19.6	22.9

**Table T3: Key demographic characteristics of the recreational gambling group compared to the total adult population**

		Recreational			Adult population		
		Est.	LCL	UCL	Est.	LCL	UCL
Gender	Male	48.5	46.6	50.4	49.0	49.0	49.0
	Female	51.5	49.6	53.4	51.0	51.0	51.0
Age	18–34 years	27.6	26.0	29.1	30.6	30.6	30.6
	35–54 years	41.3	39.6	42.9	38.1	38.1	38.1
	55+ years	31.2	29.2	33.2	31.4	31.4	31.4
Marital Status	Married/De facto	70.6	67.3	73.9	67.2	64.4	70.0
	Never married	15.3	13.2	17.4	18.6	17.0	20.1
Work Status	Work full-time/self-employed	49.0	46.2	51.9	46.6	44.0	49.1
	Work part-time/casual	16.5	13.4	19.6	15.9	13.8	18.0
	Not in the paid workforce	34.5	31.0	38.0	37.5	35.1	40.0
Education	Completed primary school	8.2	6.9	9.5	8.9	7.8	10.0
	Completed Year 10	27.5	24.2	30.7	27.5	25.3	29.6
	Completed a Trade or Year 12	47.9	45.5	50.4	48.3	46.3	50.2
	University/postgraduate degree	16.4	15.3	17.5	15.3	15.3	15.3
Background	Born in Australia	80.7	77.9	83.5	79.3	77.0	81.5
	Indigenous or Australian South Sea Islanders	1.3	0.8	1.7	1.8	1.3	2.3
Personal Annual Income	less than \$11,000	14.7	12.7	16.7	17.9	15.8	20.1
	\$11,000–\$30,999	30.3	27.6	33.0	28.4	26.5	30.3
	\$31,000–\$50,999	22.3	20.4	24.2	21.1	19.4	22.8
	\$51,000 or more	23.0	21.0	25.0	21.3	19.6	22.9

**Table T4: Key demographic characteristics of the low risk gambling group compared to the total adult population**

		Low risk			Adult population		
		Est.	LCL	UCL	Est.	LCL	UCL
Gender	Male	53.1	48.3	58.0	49.0	49.0	49.0
	Female	46.9	42.0	51.7	51.0	51.0	51.0
Age	18–34 years	45.1	40.9	49.3	30.6	30.6	30.6
	35–54 years	33.8	29.8	37.8	38.1	38.1	38.1
	55+ years	21.1	18.6	23.7	31.4	31.4	31.4
Marital Status	Married/De facto	53.7	49.6	57.9	67.2	64.4	70.0
	Never married	33.9	29.4	38.4	18.6	17.0	20.1
Work Status	Work full-time/self-employed	49.0	44.9	53.1	46.6	44.0	49.1
	Work part-time/casual	17.9	14.9	20.8	15.9	13.8	18.0
	Not in the paid workforce	33.1	28.7	37.5	37.5	35.1	40.0
Education	Completed primary school	8.6	6.6	10.5	8.9	7.8	10.0
	Completed Year 10	27.3	23.9	30.8	27.5	25.3	29.6
	Completed a Trade or Year 12	44.8	40.4	49.2	48.3	46.3	50.2
	University/postgraduate degree	19.3	14.6	24.0	15.3	15.3	15.3
Background	Australia	80.8	77.8	83.8	79.3	77.0	81.5
	Indigenous or Australian South Sea Islanders	3.0	1.7	4.3	1.8	1.3	2.3
Personal Annual Income	less than \$11,000	18.1	14.2	22.0	17.9	15.8	20.1
	\$11,000–\$30,999	30.9	26.6	35.2	28.4	26.5	30.3
	\$31,000–\$50,999	25.7	22.2	29.1	21.1	19.4	22.8
	\$51,000 or more	18.9	15.6	22.1	21.3	19.6	22.9

**Table T5: Key demographic characteristics of the moderate risk gambling group compared to the total adult population**

		Moderate risk			Adult population		
		Est.	LCL	UCL	Est.	LCL	UCL
Gender	Male	55.3	50.5	60.0	49.0	49.0	49.0
	Female	44.7	40.0	49.5	51.0	51.0	51.0
Age	18–34 years	32.9	27.6	38.2	30.6	30.6	30.6
	35–54 years	43.9	38.5	49.2	38.1	38.1	38.1
	55+ years	23.2	18.9	27.6	31.4	31.4	31.4
Marital Status	Married/De facto	57.3	50.7	63.9	67.2	64.4	70.0
	Never married	25.4	18.5	32.3	18.6	17.0	20.1
Work Status	Work full-time/self-employed	51.8	44.9	58.8	46.6	44.0	49.1
	Work part-time/casual	18.4	13.1	23.7	15.9	13.8	18.0
	Not in the paid workforce	29.8	23.8	35.7	37.5	35.1	40.0
Education	Completed primary school	7.7	4.2	11.1	8.9	7.8	10.0
	Completed Year 10	31.0	26.0	36.0	27.5	25.3	29.6
	Completed a Trade or Year 12	43.6	38.1	49.1	48.3	46.3	50.2
	University/postgraduate degree	17.7*	10.2	25.3	15.3	15.3	15.3
Background	Australia	77.7	70.6	84.7	79.3	77.0	81.5
	Indigenous or Australian South Sea Islanders	5.6	3.6	7.6	1.8	1.3	2.3
Personal Annual Income	less than \$11,000	12.6	9.4	15.9	17.9	15.8	20.1
	\$11,000–\$30,999	28.4	21.5	35.3	28.4	26.5	30.3
	\$31,000–\$50,999	27.0	18.8	35.3	21.1	19.4	22.8
	\$51,000 or more	21.8	16.5	27.2	21.3	19.6	22.9

**Table T6: Key demographic characteristics of the problem gambling group compared to the total adult population**

		Problem gambling			Adult population		
		Est.	LCL	UCL	Est.	LCL	UCL
Gender	Male	50.6	39.7	61.5	49.0	49.0	49.0
	Female	49.4	38.5	60.3	51.0	51.0	51.0
Age	18–34 years	27.6	19.0	36.2	30.6	30.6	30.6
	35–54 years	60.9	50.7	71.1	38.1	38.1	38.1
	55+ years	11.5*	4.8	18.2	31.4	31.4	31.4
Marital Status	Married/De facto	48.1	34.6	61.5	67.2	64.4	70.0
	Never married	26.4	15.1	37.7	18.6	17.0	20.1
Work Status	Work full-time/self-employed	46.2	33.0	59.5	46.6	44.0	49.1
	Work part-time/casual	22.9*	11.8	34.0	15.9	13.8	18.0
	Not in the paid workforce	30.8	19.2	42.5	37.5	35.1	40.0
Education	Completed primary school	10.9*	5.1	16.7	8.9	7.8	10.0
	Completed Year 10	35.7	21.6	49.8	27.5	25.3	29.6
	Completed a Trade or Year 12	38.5	28.3	48.6	48.3	46.3	50.2
	University/postgraduate degree	15.0*	7.4	22.5	15.3	15.3	15.3
Background	Australia	71.5	59.4	83.6	79.3	77.0	81.5
	Indigenous or Australian South Sea Islanders	2.9**	0.0	6.1	1.8	1.3	2.3
Personal Annual Income	less than \$11,000	22.4	14.3	30.6	17.9	15.8	20.1
	\$11,000–\$30,999	29.1	19.1	39.2	28.4	26.5	30.3
	\$31,000–\$50,999	28.2	16.8	39.5	21.1	19.4	22.8
	\$51,000 or more	15.3*	7.4	23.1	21.3	19.6	22.9

**Table T7: Participation rates for major gambling activities by region**

	Gaming machines			Horse or dog racing			Lottery			Keno			Art union tickets		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Brisbane LGA	27.9	22.7	33.0	16.0	12.3	19.7	58.2	50.9	65.6	12.8	9.9	15.7	25.8	21.1	30.5
Beaudesert/Boonah LGA	24.5	16.6	32.5	10.7	6.2	15.1	66.2	50.6	81.7	13.4	7.0	19.7	15.7	9.1	22.3
Bundaberg LGA	37.8	25.9	49.7	16.9*	7.3	26.5	65.4	55.1	75.8	18.2	11.1	25.2	21.1	12.1	30.0
Caboolture LGA	32.3	22.2	42.4	12.7	7.4	18.0	58.6	48.1	69.1	13.8	8.0	19.5	21.6	13.3	29.9
Cairns LGA	28.8	19.9	37.8	16.7	9.9	23.6	63.9	54.2	73.6	11.0	7.1	15.0	18.2	11.1	25.3
Caloundra LGA	35.3	24.1	46.5	15.0	8.5	21.5	65.0	53.1	76.8	15.4	9.9	21.0	40.1	25.5	54.6
Cardwell/Johnstone LGA	35.7	24.1	47.2	14.0*	6.1	22.0	60.5	48.8	72.2	23.2	13.0	33.4	21.0	12.3	29.7
Cooloola LGA	30.0	18.1	42.0	17.1*	7.8	26.5	61.5	47.1	76.0	7.4	4.7	10.2	26.0*	12.5	39.4
Esk/Gatton/Laidley/Kilcoy	26.5	16.1	36.9	15.7*	7.2	24.3	62.4	52.1	72.7	11.4*	4.6	18.1	25.4	15.0	35.9
Gold Coast LGA	28.7	22.3	35.2	14.1	10.0	18.2	60.1	50.9	69.2	17.0	11.3	22.7	23.9	17.6	30.2
Hervey Bay and Maryborough	39.4	31.1	47.7	13.1	7.6	18.6	63.0	53.5	72.5	19.9	11.6	28.2	19.1	10.8	27.5
Ipswich LGA	25.9	18.1	33.7	15.0	8.2	21.8	69.0	60.4	77.5	20.6	11.7	29.4	24.9	17.1	32.7
Logan LGA	31.8	22.6	40.9	11.6	6.8	16.5	67.4	58.8	76.1	15.1	9.5	20.7	31.8	21.1	42.5
Mackay LGA	27.7	20.7	34.7	21.2	10.8	31.6	69.2	58.8	79.6	27.7	17.9	37.6	16.4	9.4	23.5
Maroochy LGA	32.0	17.4	46.7	17.9	10.9	24.9	61.1	51.4	70.9	10.3*	5.2	15.3	31.3	19.4	43.1
Mount Isa LGA	33.8	24.6	43.0	23.4	14.9	32.0	64.3	52.3	76.3	18.4	11.4	25.4	21.0	11.7	30.2
Noosa LGA	25.9	16.7	35.1	8.2	4.2	12.2	68.3	55.6	81.0	15.4*	6.4	24.3	38.3	25.6	51.0
North/Central South Western SDs	14.1	7.3	20.9	15.8	9.1	22.5	51.5	39.7	63.3	16.1*	7.3	24.9	21.0	11.7	30.3
Pine Rivers LGA	33.0	20.0	46.0	13.1	7.9	18.3	55.1	43.3	66.9	18.5	10.4	26.7	23.6	14.3	32.9
Redcliffe LGA	42.5	35.0	50.0	16.0	8.7	23.4	74.1	66.2	81.9	18.3	12.3	24.4	32.3	22.8	41.7
Redland LGA	45.1	34.5	55.7	17.1	9.4	24.7	73.0	64.2	81.7	20.6	13.9	27.3	26.9	19.2	34.6
Rest of Darling Downs SD	24.1	16.6	31.7	18.6	11.7	25.5	65.0	56.2	73.7	9.5	5.0	13.9	26.0	16.8	35.1
Rest of Fitzroy SD	27.7	20.3	35.1	18.9	11.0	26.7	64.9	56.4	73.3	17.4	12.9	21.9	22.0	16.9	27.1
Rest of FNQ SD	20.0	11.9	28.2	9.1*	3.8	14.5	55.0	42.1	67.8	11.7	6.2	17.2	13.1	6.9	19.3
Rest of Mackay SD	31.6	21.3	41.8	19.1	11.0	27.1	64.0	53.3	74.7	19.0	11.1	26.8	32.3	22.0	42.6
Rest of NQ SD	18.9*	9.5	28.3	14.7*	2.9	26.6	64.2	50.8	77.6	20.4	10.7	30.1	20.1	11.0	29.1
Rest of Wide Bay Burnett SD	22.5	14.2	30.8	15.2*	4.9	25.5	66.9	55.5	78.3	10.3	5.7	14.9	25.1	14.7	35.5
Rockhampton LGA	42.3	28.0	56.6	18.8	10.6	27.0	68.0	56.3	79.7	25.7	14.3	37.1	22.7	12.5	32.9
Toowoomba LGA	31.5	22.7	40.2	12.4	7.3	17.5	62.4	52.6	72.3	19.6*	9.7	29.4	26.1	19.8	32.3
Townsville & Thuringowa LGA	34.7	23.7	45.8	18.8	11.5	26.0	68.3	55.1	81.6	20.3	10.4	30.1	18.1	11.0	25.2
Total Qld	29.8	27.6	32.1	15.5	13.7	17.2	62.3	60.1	64.6	15.6	13.9	17.3	24.8	23.1	26.4

LGA: Local Government Area

SD: Statistical Division

Table T8: Gambling groups by region

	Non-gambler			Recreational			Low risk			Moderate risk			Problem		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Brisbane LGA	26.4	20.7	32.1	65.3	59.8	70.8	6.6	4.6	8.5	1.4	0.9	1.8	0.4*	0.1	0.6
Beaudesert/Boonah LGA	29.8*	14.5	45.0	63.7	49.1	78.2	3.8	2.2	5.5	1.8*	0.5	3.1	0.9*	0.0	1.8
Bundaberg LGA	21.6	11.6	31.6	69.9	59.8	80.0	5.5	2.9	8.1	2.5	1.3	3.7	0.5**	0.0	1.1
Caboolture LGA	24.9	16.1	33.7	67.1	58.1	76.0	6.7	4.2	9.1	1.2*	0.5	1.8	0.2**	0.0	0.5
Cairns LGA	29.2	20.0	38.4	62.5	53.4	71.6	5.8	3.9	7.6	2.1*	1.0	3.3	0.4**	0.0	0.9
Caloundra LGA	14.1*	6.0	22.2	76.2	66.9	85.5	6.1	3.8	8.3	3.2*	1.5	4.9	0.4**	0.0	0.8
Cardwell/Johnstone LGA	22.9*	10.3	35.5	70.9	58.6	83.3	4.3	2.6	6.1	1.5*	0.7	2.4	0.3**	0.0	0.6
Cooloola LGA	23.5*	10.5	36.5	69.1	55.7	82.4	5.2	3.1	7.3	2.1*	0.8	3.4	0.1**	0.0	0.4
Esk/Gatton/Laidley/Kilcoy	26.7	17.9	35.4	68.5	60.0	76.9	3.1*	1.5	4.7	1.4*	0.4	2.5	0.3*	0.0	0.7
Gold Coast LGA	27.1	17.9	36.4	63.4	54.0	72.8	6.0	4.3	7.6	2.7	1.6	3.7	0.8*	0.3	1.4
Hervey Bay and Maryborough	24.5	14.6	34.4	67.6	57.3	77.9	5.7	3.1	8.3	1.8*	0.7	2.9	0.4**	0.0	0.8
Ipswich LGA	19.0	12.0	26.1	72.8	64.8	80.9	5.4	3.1	7.7	2.2*	1.1	3.3	0.6**	0.0	1.2
Logan LGA	22.0	14.2	29.9	68.7	60.4	77.0	6.4	4.0	8.7	2.6*	0.5	4.7	0.3**	0.0	0.7
Mackay LGA	21.5	13.4	29.5	71.3	63.0	79.7	4.2	2.2	6.2	2.2*	0.7	3.7	0.8**	0.0	1.6
Maroochy LGA	27.8	17.5	38.1	65.3	55.5	75.0	4.6*	2.3	6.8	1.8	1.0	2.5	0.6**	0.0	1.2
Mount Isa LGA	18.7	9.7	27.8	70.0	59.7	80.3	7.3	4.1	10.4	2.7*	1.1	4.2	1.3*	0.5	2.2
Noosa LGA	21.9*	9.6	34.1	72.7	60.6	84.8	4.6	2.8	6.4	0.8*	0.2	1.5	-	-	-
North/Central South Western SDs	39.0	26.5	51.5	56.1	43.6	68.5	3.6	1.9	5.2	0.9*	0.2	1.5	0.5*	0.0	0.9
Pine Rivers LGA	25.6	13.6	37.5	66.1	53.6	78.7	5.9	3.5	8.4	1.9	1.0	2.8	0.5**	0.0	1.0
Redcliffe LGA	16.9	9.1	24.7	73.1	64.9	81.2	6.6	4.7	8.6	2.8	1.4	4.1	0.7*	0.1	1.2
Redland LGA	15.9	8.9	22.8	77.5	70.4	84.5	4.8	2.8	6.8	1.6*	0.4	2.8	0.3**	0.0	0.6
Rest of Darling Downs SD	26.0	17.7	34.3	67.5	58.6	76.3	5.1	3.1	7.2	1.3*	0.5	2.0	0.1**	0.0	0.4
Rest of Fitzroy SD	24.2	17.5	31.0	68.2	61.4	75.0	5.7	3.7	7.6	1.4*	0.6	2.2	0.5**	0.0	1.0
Rest of FNQ SD	32.8	19.3	46.4	60.8	46.9	74.7	4.7	2.9	6.6	1.2*	0.4	2.0	0.5**	0.0	1.0
Rest of Mackay SD	16.5	8.9	24.1	77.4	69.8	85.1	4.3	2.4	6.2	1.5*	0.5	2.5	0.2**	0.0	0.5
Rest of NQ SD	18.9*	7.4	30.3	75.5	63.5	87.6	4.0	2.2	5.7	1.6*	0.6	2.6	0.1**	0.0	0.2
Rest of Wide Bay Burnett SD	22.4	13.0	31.8	71.9	62.0	81.7	3.2*	1.5	5.0	1.8*	0.9	2.7	0.7*	0.1	1.3
Rockhampton LGA	18.2*	7.2	29.3	75.0	63.4	86.6	4.9	2.9	6.9	1.1**	0.0	2.2	0.9**	0.0	1.9
Toowoomba LGA	28.7	18.9	38.5	64.8	55.2	74.4	4.6	2.8	6.4	1.6*	0.7	2.4	0.4**	0.0	1.0
Townsville & Thuringowa LGA	21.7*	10.0	33.3	68.0	55.2	80.9	7.2	4.6	9.9	2.6	1.5	3.6	0.5*	0.0	1.0
Total Qld	24.7	22.5	26.9	67.3	65.2	69.4	5.7	4.7	6.7	1.8	1.5	2.2	0.5	0.3	0.6

LGA: Local Government Area

SD: Statistical Division

**Table F1: Participation in gambling activities in the last 12 months, Queensland adult population**

	Est.	LCL	UCL
Lottery products	62.3	60.1	64.6
Gaming machines	29.8	27.6	32.1
Art union tickets	24.8	23.1	26.4
Keno	15.6	13.9	17.3
Horse/dog races	15.5	13.7	17.2
Casino table games	5.0	3.9	6.2
Sports betting	4.6	3.8	5.5
Bingo	3.4	2.5	4.2
Private card games (e.g. poker)	3.3	2.4	4.2
Internet gambling	1.5	1.2	1.8
Other gambling	0.2*	0.1	0.4
Other private games (e.g. mahjong)	0.1*	0.1	0.2
No gambling	24.7	22.5	26.9

**Table F2: Participation in gambling activities in the last 12 months, by gender**

	Male			Female		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	59.5	56.0	63.0	65.0	61.5	68.6
Gaming machines	29.4	26.6	32.2	30.3	27.4	33.1
Art union tickets	23.7	21.0	26.3	25.9	23.3	28.4
Keno	16.2	13.9	18.5	15.0	13.0	17.0
Horse/dog races	18.0	15.3	20.6	13.1	11.1	15.1
Sports betting	7.7	6.1	9.3	1.7	1.1	2.2
Casino table games	7.4	5.6	9.3	2.7	2.1	3.4
Bingo	1.1*	0.4	1.8	5.5	4.0	7.1
Private card games (e.g. poker)	4.8	3.3	6.3	1.8	1.1	2.5
Internet gambling	2.1	1.5	2.7	0.9	0.6	1.2

**Table F3: Participation in gambling activities in the last 12 months, by age**

	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	54.3	49.6	59.0	68.9	65.4	72.5	62.2	57.3	67.2
Gaming machines	35.8	31.5	40.2	27.4	24.8	29.9	27.0	23.7	30.3
Art union tickets	14.3	11.6	17.0	30.0	27.0	33.0	28.7	25.8	31.6
Keno	18.2	15.0	21.4	16.7	14.7	18.6	11.7	9.9	13.5
Horse/dog races	18.7	15.9	21.6	16.9	14.7	19.1	10.5	8.5	12.6
Casino table games	10.0	7.4	12.7	4.5	3.5	5.5	0.9	0.6	1.2
Sports betting	7.5	5.5	9.5	4.3	3.2	5.3	2.2	1.3	3.2
Bingo	2.4	1.6	3.2	2.8*	1.3	4.3	5.0	3.2	6.9
Private card games (e.g. poker)	8.2	5.4	10.9	1.6	1.2	2.1	0.4*	0.2	0.7
Internet gambling	2.5	1.8	3.3	1.4	1.0	1.8	0.6	0.4	0.8

**Table F4: Frequency of participating in gambling activities during the last 12 months**

	1–6 per year			7–12 per year			13–24 per year			25–52 per year			53+ per year		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	36.0	33.1	38.9	17.2	15.0	19.3	8.5	7.4	9.6	32.0	29.8	34.4	5.1	4.0	6.2
Gaming machines	55.0	51.3	58.7	17.7	14.9	20.6	11.0	8.5	13.4	11.2	9.1	13.4	4.6	3.3	5.9
Keno	65.6	61.9	69.2	16.7	13.8	19.6	7.5	6.0	9.0	7.3	5.9	8.7	2.6	1.7	3.5
Horse/dog races	67.0	63.0	71.0	11.9	9.6	14.2	5.6	3.2	8.0	12.0	10.1	14.0	3.3	2.4	4.2
Casino table games	86.4	81.6	91.2	8.1	4.2	12.1	1.9*	0.6	3.2	1.9*	0.8	2.9	0.6**	0.0	1.7
Sports betting	64.0	57.1	70.9	11.4	6.6	16.3	6.0	3.3	8.6	13.0	9.7	17.2	2.2*	0.7	3.6
Bingo	54.9	41.4	68.4	6.8*	1.0	12.6	4.2*	1.9	6.6	24.7*	12.0	37.3	7.9**	0.0	16.7

**Table F5: Adult gambling group estimates**

	Est.	LCL	UCL
Non-gambler	24.7	22.5	26.9
Recreational	67.3	65.2	69.4
Low risk	5.7	4.7	6.7
Moderate risk	1.8	1.5	2.2
Problem gambler	0.47	0.3	0.6

**Table F6: Gambling group prevalence by gender**

	Male			Female		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambler	24.6	20.5	28.6	24.8	22.0	27.6
Recreational	66.7	62.9	70.5	67.9	65.1	70.7
Low risk	6.2	4.8	7.5	5.2	4.3	6.1
Moderate risk	2.1	1.6	2.5	1.6	1.3	1.9
Problem gambler	0.49	0.3	0.7	0.46	0.3	0.6

**Table F7: Gambling group prevalence by age**

	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambler	28.5	23.4	33.6	19.1	16.2	22.0	27.8	23.2	32.3
Recreational	60.7	55.9	65.5	73.0	69.9	76.1	66.9	62.5	71.3
Low risk	8.4	6.6	10.3	5.1	4.2	6.0	3.8	3.1	4.6
Moderate risk	2.0	1.4	2.5	2.1	1.7	2.6	1.4	1.0	1.7
Problem gambler	0.43	0.2	0.6	0.75	0.5	1	0.17*	0.1	0.3

**Table F8: Gambling group prevalence by age/gender**

	Male 18–34 years			Male 35–54 years			Male 55+ years			Female 18–34 years			Female 35–54 years			Female 55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambler	31.5	23.4	39.7	19.0	14.1	23.9	24.4	17.9	30.9	25.5	18.1	32.8	19.2	15.7	22.6	30.8	25.0	36.7
Recreational	56.2	48.8	63.6	72.5	67.5	77.4	70.1	63.9	76.3	65.2	58.1	72.3	73.4	69.5	77.4	63.9	58.0	69.8
Low risk	9.4	6.5	12.2	5.4	4.3	6.5	4.0	2.9	5.1	7.5	5.5	9.4	4.8	3.8	5.7	3.7	2.8	4.6
Moderate risk	2.4	1.5	3.4	2.4	1.7	3.1	1.3	0.9	1.8	1.5	1.1	2.0	1.9	1.3	2.4	1.4	1.0	1.9
Problem gambler	0.45*	0.2	0.7	0.77	0.4	1.1	0.18**	0.0	0.4	0.40*	0.1	0.7	0.74	0.4	1.0	0.17*	0.0	0.3

**Table F9: Participation rates for different gambling activities by gambling group**

	Recreational			Low risk			Moderate risk			Problem gambler		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	34.9	32.2	37.5	75.9	72.4	79.4	87.8	83.5	92.1	93.5	88.6	98.5
Horse/dog races	18.7	16.4	20.9	34.5	31.1	37.9	39.0	32.2	45.8	44.6	29.9	59.3
Lottery products	83.1	80.6	85.6	78.4	75.2	81.6	86.3	82.2	90.3	81.3	73.6	89.1
Keno	18.0	16.1	20.0	41.0	36.7	45.4	46.4	39.4	53.4	56.2	44.9	67.4
Casino table games	5.1	3.6	6.6	20.6	17.2	24.0	17.2	12.1	22.3	24.9*	14.1	35.6
Bingo	3.9	2.6	5.2	8.6	6.4	10.7	10.3	6.0	14.6	10.1*	3.6	16.6
Sports betting	5.1	4.0	6.2	14.9	12.0	17.8	15.7	11.6	19.8	14.6*	5.8	23.4
Private card games (e.g. poker)	3.5	2.3	4.7	11.7	8.7	14.7	13.0	8.2	17.9	2.8*	0.2	5.3
Other private games (e.g. Mahjong)	0.1*	0.0	0.2	0.4**	0.0	1.1	1.2**	0.0	2.8	-	-	-
Art union tickets	33.5	31.2	35.9	26.3	23.2	29.3	31.3	25.7	36.9	29.4	18.7	40.1
Internet gambling	1.4	1.1	1.7	6.5	3.7	9.2	8.3*	3.2	13.4	7.1*	1.6	12.5
Other	0.2**	0.0	0.4	1.0*	0.2	1.7	1.5**	0.0	3.0	1.3**	0.0	4.0

**Table F10: Number of different gambling activities participated in by gambling groups**

	Recreational			Low risk			Moderate risk			Problem gambler		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
1	40.4	36.7	44.0	15.3	12.1	18.5	5.9	3.3	8.5	11.2	6.0	16.4
2	32.2	28.9	35.5	20.7	17.8	23.6	24.8	18.1	31.5	14.5*	6.0	22.9
3	14.4	12.2	16.7	26.1	23.0	29.3	25.1	20.8	29.4	18.2*	8.1	28.2
4	8.2	6.9	9.6	18.7	15.3	22.1	19.9	14.7	25.0	26.5	17.5	35.5
5	3.0	2.3	3.6	10.3	7.7	12.9	10.2	7.0	13.5	15.4*	7.2	23.6
6	1.1	0.8	1.4	5.6	3.8	7.4	7.4*	3.7	11.0	12.9*	3.0	22.8
7	0.5	0.3	0.7	2.3*	0.9	3.8	3.4*	0.5	6.3	-	-	-
8	0.2*	0.1	0.3	0.4**	0.0	1.0	1.9*	0.1	3.7	1.3**	0.0	4.0
9	0.0	0.0	0.0	0.6**	0.0	1.2	0.8**	0.0	2.2	-	-	-
10	-	-	-	-	-	-	0.6**	0.0	1.9	-	-	-
Total	100.0			100.0			100.0			100.0		

**Table F11: Frequency of participating in gambling activities during the last 12 months by gambling group and gambling activity**

		1–6 times per year		7–12 times per year			13–24 times per year			25–52 times per year			53+ times per year			
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	Recreational	61.6	57.5	65.7	16.6	13.2	20.0	9.3	6.1	12.6	9.0	6.3	11.7	3.0*	1.2	4.7
	Low risk	36.3	32.2	40.3	23.6	20.5	26.6	16.8	12.5	21.2	15.4	12.7	18.2	7.4	5.2	9.7
	Moderate risk	23.0	15.6	30.5	22.7	16.0	29.3	17.4	12.4	22.5	24.3	19.1	29.5	12.4	8.7	16.1
	Problem gambling	2.9**	0.0	6.2	3.7*	0.1	7.2	16.4*	7.3	25.5	41.6	32.8	50.5	35.5	25.5	45.4
Horse or dog racing	Recreational	71.9	67.1	76.8	11.3	8.3	14.3	4.7*	1.8	7.7	10.0	7.6	12.3	2.0	1.1	2.8
	Low risk	47.0	41.1	52.8	17.4	11.2	23.6	8.2	5.0	11.4	21.3	14.7	27.8	5.7*	2.3	9.0
	Moderate risk	45.6	32.7	58.5	6.5*	2.7	10.3	8.2*	2.3	14.0	24.5	15.2	33.8	14.8*	6.1	23.6
	Problem gambling	33.5	18.6	48.3	15.3*	2.7	27.8	22.9*	5.5	40.4	7.7*	1.3	14.2	20.6*	6.3	34.8
Lottery products	Recreational	37.1	33.9	40.3	17.0	14.6	19.4	7.8	6.5	9.0	32.4	29.9	35.0	4.6	3.4	5.8
	Low risk	28.0	23.5	32.5	20.4	17.5	23.3	14.7	10.1	19.2	27.9	24.2	31.6	8.0	5.5	10.4
	Moderate risk	24.1	17.4	30.9	14.4	9.9	18.8	15.8	9.4	22.2	33.5	26.9	40.1	10.4	6.3	14.4
	Problem gambling	19.4*	7.3	31.5	14.4*	4.2	24.7	13.9*	5.2	22.7	31.1	22.3	39.8	20.9*	8.3	33.6
Keno	Recreational	71.4	67.0	75.7	14.4	11.0	17.8	6.7	4.8	8.5	5.4	3.9	6.9	1.8*	0.7	2.9
	Low risk	51.2	44.4	58.1	22.3	16.4	28.3	8.9	5.4	12.4	12.0	7.9	16.2	4.6*	1.8	7.5
	Moderate risk	33.0	25.5	40.5	28.3	20.4	36.3	16.8	8.9	24.7	16.7	11.5	21.9	4.4*	1.6	7.2
	Problem gambling	30.3*	14.1	46.6	31.2*	14.1	48.3	2.6*	0.3	4.9	21.0*	7.6	34.4	14.3*	4.8	23.8

**Table F12: Usual duration of session by gambling group and gambling activity**

		1–5 minutes			6–10 minutes			11–30 minutes		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	Recreational	12.9	9.4	16.4	14.3	11.8	16.8	38.8	33.8	43.8
	Low risk	6.6	4.1	9.2	7.9	4.7	11.0	30.2	25.6	34.9
	Moderate risk	3.2*	0.6	5.8	2.6*	1.1	4.0	21.4	16.7	26.2
	Problem gambling	-	-	-	1.7**	0.0	3.9	7.2**	0.0	15.7
	Total	11.3	8.5	14.1	12.5	10.5	14.6	36.2	32.0	40.3
Horse/dog racing	Recreational	55.8	51.0	60.6	12.1	9.5	14.8	15.4	11.8	18.9
	Low risk	42.8	36.7	48.8	12.4	7.3	17.4	13.6	8.3	18.9
	Moderate risk	39.4	29.5	49.3	7.1*	2.8	11.3	17.5	11.5	23.4
	Problem gambling	45.2	28.9	61.5	12.7**	0.0	28.7	17.7*	0.9	34.5
	Total	53.2	49.1	57.4	11.9	9.8	14.0	15.3	12.2	18.4
Keno	Recreational	26.1	21.2	31.1	17.2	13.4	20.9	34.7	29.1	40.3
	Low risk	27.4	21.0	33.7	10.0	6.1	13.9	37.6	30.9	44.4
	Moderate risk	22.1	15.8	28.4	12.3	7.0	17.6	26.7	17.6	35.7
	Problem gambling	23.9*	11.9	35.9	11.9*	2.0	21.7	25.6*	6.5	44.6
	Total	26.1	22.1	30.0	15.7	12.8	18.7	34.6	29.9	39.3
Casino table games	Recreational	1.9*	0.7	3.1	13.3**	0.0	29.2	21.1	13.5	28.7
	Low risk	0.3**	0.0	0.6	3.5*	0.2	6.7	18.7*	8.2	29.1
	Moderate risk	2.3**	0.0	6.9	4.7**	0.0	14.2	18.0*	0.9	35.1
	Problem gambling	-	-	-	-	-	-	29.5*	2.3	56.8
	Total	1.5*	0.7	2.3	10.2**	0.0	21.1	20.6	14.7	26.4

		31–60 minutes			61–120 minutes			121–180 minutes			181+ minutes		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	Recreational	18.5	15.7	21.3	10.1	7.4	12.7	2.9*	1.3	4.7	1.3*	0.4	2.2
	Low risk	28.5	25.1	31.8	16.9	13.3	20.4	5.6	4.1	7.2	2.9	1.8	4.0
	Moderate risk	19.8	15.2	24.4	29.6	23.3	35.9	12.5	7.8	17.2	9.6	5.5	13.6
	Problem gambling	10.2*	5.0	15.4	30.1	20.1	40.1	20.8	10.8	30.8	29.9	19.2	40.6
	Total	19.9	17.6	22.1	12.4	10.3	14.5	4.1	2.8	5.4	2.4	1.7	3.1
Horse/dog racing	Recreational	7.4	5.5	9.4	3.8	2.4	5.2	0.8*	0.2	1.3	2.9*	0.1	5.6
	Low risk	11.9	6.9	16.8	9.3*	4.7	13.9	3.6*	1.5	5.7	5.3	3.1	7.5
	Moderate risk	12.6*	4.0	21.2	15.6*	6.9	24.3	1.3**	0.0	2.8	5.2*	0.6	9.8
	Problem gambling	6.7**	0.0	15.0	0.4**	0.0	1.4	4.0**	0.0	10.1	11.6**	0.0	23.2
	Total	8.2	6.5	9.9	5.0	3.4	6.6	1.2	0.7	1.7	3.4*	1.2	5.6
Keno	Recreational	14.1	10.2	17.9	5.3	3.7	6.8	0.5*	0.2	0.8	0.4*	0.1	0.6
	Low risk	13.3	8.4	18.2	6.5*	3.1	9.9	2.1*	0.6	3.6	0.8*	0.2	1.4
	Moderate risk	17.1	10.1	24.0	13.8	8.5	19.2	2.6**	0.0	5.7	2.5**	0.0	6.3
	Problem gambling	15.2*	5.0	25.4	6.1**	0.0	12.5	2.3**	0.0	6.8	15.0*	1.9	28
	Total	14.1	10.7	17.5	6.0	4.8	7.1	0.9	0.5	1.3	0.8	0.4	1.1
Casino table games	Recreational	25.9	17.8	34.1	18.6	12.2	24.9	7.8*	3.2	12.5	8.9*	4.1	13.8
	Low risk	25.3	14.5	36.0	29.5	17.9	41.1	10.1*	3.9	16.4	12.6*	4.9	20.3
	Moderate risk	14.1*	3.8	24.3	26.0*	11.2	40.9	11.8*	1.6	21.9	23.2*	9.2	37.2
	Problem gambling	8.6**	0.0	20.0	11.7**	0.0	26.3	10.1**	0.0	24.4	40.1*	13.8	66.4
	Total	24.6	19.0	30.3	21.4	15.8	27.1	8.7	5.2	12.1	11.4	7.7	15.2

**Table F13: Participation in gambling activities in the last 12 months, Queensland adult population, 2001, 2003–04 and 2006–07**

	2001			2003–04			2006–07		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	70.7	69.1	72.3	67.3	64.7	70.0	62.3	60.1	64.6
Gaming machines	33.6	31.9	35.3	32.3	29.3	35.0	29.8	27.6	32.1
Art union or raffle tickets	59.2	57.5	60.9						
Art union tickets				26.8	24.0	29.5	24.8	23.1	26.4
Keno	18.2	16.8	19.6	16.5	14.8	18.1	15.6	13.9	17.3
Horse/dog races	16.9	15.4	18.4	16.4	14.5	18.3	15.5	13.7	17.2
Casino table games	6.2	5.2	7.2	5.6	4.4	6.9	5.0	3.9	6.2
Sports betting	3.4	2.7	4.1	4.4	3.0	5.8	4.6	3.8	5.5
Bingo	4.2	3.6	4.8	3.5	2.6	4.4	3.4	2.5	4.2

**Table F14: Comparison of gambling group prevalence, 2001, 2003–04 and 2006–07**

	2001			2003–04			2006–07		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	15.1	14.0	16.1	19.7	18.0	21.5	24.7	22.5	26.9
Recreational	73.2	72.1	74.4	72.4	70.2	74.6	67.3	65.2	69.4
Low risk	8.2	7.4	9.0	5.3	4.6	6.1	5.7	4.7	6.7
Moderate risk	2.7	2.2	3.2	2.0	1.6	2.4	1.8	1.5	2.2
Problem gambling	0.83	0.5	1.2	0.55	0.4	0.7	0.47	0.3	0.6

**Table F15: Comparison of gambling group prevalence by gender, 2001, 2003–04 and 2006–07**

		2001			2003–04			2006–07		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Males	Non-gambling	16.1	14.5	17.6	18.4	16.5	20.4	24.6	20.5	28.6
	Recreational	70.6	68.8	72.4	72.4	69.8	74.9	66.7	62.9	70.5
	Low risk	8.1	6.8	9.3	6.0	4.9	7.1	6.2	4.8	7.5
	Moderate risk	4.1	3.1	5.1	2.5	1.7	3.2	2.1	1.6	2.5
	Problem gambling	1.18*	0.6	1.8	0.72	0.4	1.0	0.49	0.3	0.7
Females	Non-gambling	14.1	12.6	15.6	21.0	18.2	23.8	24.8	22.0	27.6
	Recreational	75.8	74.1	77.5	72.4	69.1	75.7	67.9	65.1	70.7
	Low risk	8.3	7.1	9.5	4.7	3.7	5.6	5.2	4.3	6.1
	Moderate risk	1.3	0.7	2.0	1.5	1.2	1.9	1.6	1.3	1.9
	Problem gambling	0.49*	0.1	0.9	0.39*	0.2	0.6	0.46	0.3	0.6

**Table F16: Participation in gambling activities in the last 12 months for the recreational gambling group compared to the total adult population**

	Recreational gamblers			Queensland adult population		
	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	34.9	32.2	37.5	29.8	27.6	32.1
Horse or dog racing	18.7	16.4	20.9	15.5	13.7	17.2
Lottery products	83.1	80.6	85.6	62.3	60.1	64.6
Keno	18.0	16.1	20.0	15.6	13.9	17.3
Casino table games	5.1	3.6	6.6	5.0	3.9	6.2
Bingo	3.9	2.6	5.2	3.4	2.5	4.2
Sports betting	5.1	4.0	6.2	4.6	3.8	5.5
Private card games	3.5	2.3	4.7	3.3	2.4	4.2
Other private games	0.1*	0.0	0.2	0.1*	0.1	0.2
Art union tickets	33.5	31.2	35.9	24.8	23.1	26.4
Internet gambling	1.4	1.1	1.7	1.5	1.2	1.8
Other gambling	0.2**	0.0	0.4	0.2*	0.1	0.4

**Table F18: Participation in gambling activities in the last 12 months for the moderate risk gambling group compared to the total adult population**

	Moderate risk gamblers			Queensland adult population		
	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	87.8	83.5	92.1	29.8	27.6	32.1
Horse or dog racing	39.0	32.2	45.8	15.5	13.7	17.2
Lottery products	86.3	82.2	90.3	62.3	60.1	64.6
Keno	46.4	39.4	53.4	15.6	13.9	17.3
Casino table games	17.2	12.1	22.3	5.0	3.9	6.2
Bingo	10.3	6.0	14.6	3.4	2.5	4.2
Sports betting	15.7	11.6	19.8	4.6	3.8	5.5
Private card games	13.0	8.2	17.9	3.3	2.4	4.2
Other private games	1.2**	0.0	2.8	0.1*	0.1	0.2
Art union tickets	31.3	25.7	36.9	24.8	23.1	26.4
Internet gambling	8.3*	3.2	13.4	1.5	1.2	1.8
Other gambling	1.5**	0.0	3.0	0.2*	0.1	0.4

**Table F17: Participation in gambling activities in the last 12 months for the low risk gambling group compared to the total adult population**

	Low risk gamblers			Queensland adult population		
	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	75.9	72.4	79.4	29.8	27.6	32.1
Horse or dog racing	34.5	31.1	37.9	15.5	13.7	17.2
Lottery products	78.4	75.2	81.6	62.3	60.1	64.6
Keno	41.0	36.7	45.4	15.6	13.9	17.3
Casino table games	20.6	17.2	24.0	5.0	3.9	6.2
Bingo	8.6	6.4	10.7	3.4	2.5	4.2
Sports betting	14.9	12.0	17.8	4.6	3.8	5.5
Private card games	11.7	8.7	14.7	3.3	2.4	4.2
Other private games	0.4**	0.0	1.1	0.1*	0.1	0.2
Art union tickets	26.3	23.2	29.3	24.8	23.1	26.4
Internet gambling	6.5	3.7	9.2	1.5	1.2	1.8
Other gambling	1.0*	0.2	1.7	0.2*	0.1	0.4

**Table F19: Participation in gambling activities in the last 12 months for the problem gambling group compared to the total adult population**

	Problem gamblers			Queensland adult population		
	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	93.5	88.6	98.5	29.8	27.6	32.1
Horse or dog racing	44.6	29.9	59.3	15.5	13.7	17.2
Lottery products	81.3	73.6	89.1	62.3	60.1	64.6
Keno	56.2	44.9	67.4	15.6	13.9	17.3
Casino table games	24.9	14.1	35.6	5.0	3.9	6.2
Bingo	10.1*	3.6	16.6	3.4	2.5	4.2
Sports betting	14.6*	5.8	23.4	4.6	3.8	5.5
Private card games	2.8*	0.2	5.3	3.3	2.4	4.2
Other private games	-	-	-	0.1*	0.1	0.2
Art union tickets	29.4	18.7	40.1	24.8	23.1	26.4
Internet gambling	7.1*	1.6	12.5	1.5	1.2	1.8
Other gambling	1.3**	0.0	4.0	0.2*	0.1	0.4

**Table F20: Gender distribution of gambling groups**

	Male			Female		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	48.7	43.3	54.2	51.3	45.8	56.7
Recreational	48.5	46.6	50.4	51.5	49.6	53.4
Low risk	53.1	48.3	58.0	46.9	42.0	51.7
Moderate risk	55.3	50.5	60.0	44.7	40.0	49.5
Problem gambling	50.6	39.7	61.5	49.4	38.5	60.3
Queensland adult population	49.0	49.0	49.0	51.0	51.0	51.0

**Table F21: Age distribution of gambling groups**

	18 –34 years			35–54 years			55 or more years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	35.3	31.3	39.2	29.4	25.2	33.7	35.3	29.7	40.9
Recreational	27.6	26.0	29.1	41.3	39.6	42.9	31.2	29.2	33.2
Low risk	45.1	40.9	49.3	33.8	29.8	37.8	21.1	18.6	23.7
Moderate risk	32.9	27.6	38.2	43.9	38.5	49.2	23.2	18.9	27.6
Problem gambling	27.6	19.0	36.2	60.9	50.7	71.1	11.5*	4.8	18.2
Queensland adult population	30.6	30.6	30.6	38.1	38.1	38.1	31.4	31.4	31.4

**Table F22: Marital status distribution of gambling groups**

	Never married			Married/De facto			Separated/Divorced			Widowed		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	23.2	18.3	28.2	62.3	56.4	68.1	7.3	4.5	10.1	7.2	5.4	9.0
Recreational	15.3	13.2	17.4	70.6	67.3	73.9	9.3	7.1	11.4	4.8	3.7	6.0
Low risk	33.9	29.4	38.4	53.7	49.6	57.9	8.1	6.4	9.9	4.2	3.1	5.3
Moderate	25.4	18.5	32.3	57.3	50.7	63.9	13.8	10.1	17.5	3.5*	1.6	5.4
Problem gambling	26.4	15.1	37.7	48.1	34.6	61.5	21.0	12.0	30.1	4.5*	0.2	8.7
Queensland adult population	18.6	17.0	20.1	67.2	64.4	70.0	8.9	6.9	10.8	5.4	4.4	6.3

**Table F23: Workforce participation of gambling groups**

	Full-time/Self-employed			Part-time/Casual			Not in the paid workforce		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	38.8	32.5	45.2	13.6	10.0	17.2	47.6	41.3	53.9
Recreational	49.0	46.2	51.9	16.5	13.4	19.6	34.5	31.0	38.0
Low risk	49.0	44.9	53.1	17.9	14.9	20.8	33.1	28.7	37.5
Moderate risk	51.8	44.9	58.8	18.4	13.1	23.7	29.8	23.8	35.7
Problem gambling	46.2	33.0	59.5	22.9*	11.8	34.0	30.8	19.2	42.5
Queensland adult population	46.6	44.0	49.1	15.9	13.8	18.0	37.5	35.1	40.0

**Table F24: Highest educational qualification of gambling groups**

	University/Post Graduate			Trade/Technical/ Year 12			Year 10			Primary/Other		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	11.5	8.8	14.1	50.6	45.1	56.0	27.1	22.4	31.8	10.9	8.6	13.2
Recreational	16.4	15.3	17.5	47.9	45.5	50.4	27.5	24.2	30.7	8.2	6.9	9.5
Low risk	19.3	14.6	24.0	44.8	40.4	49.2	27.3	23.9	30.8	8.6	6.6	10.5
Moderate risk	17.7*	10.2	25.3	43.6	38.1	49.1	31.0	26.0	36.0	7.7	4.2	11.1
Problem gambling	15.0*	7.4	22.5	38.5	28.3	48.6	35.7	21.6	49.8	10.9*	5.1	16.7
Queensland adult population	15.3	15.3	15.3	48.3	46.3	50.2	27.5	25.3	29.6	8.9	7.8	10.0

**Table F25: Annual personal income distribution of gambling groups**

	Less than \$11,000			\$11,000 to \$30,999			\$31,000 to \$50,999		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	27.0	21.1	32.9	22.5	18.3	26.8	16.2	12.1	20.4
Recreational	14.7	12.7	16.7	30.3	27.6	33.0	22.3	20.4	24.2
Low risk	18.1	14.2	22.0	30.9	26.6	35.2	25.7	22.2	29.1
Moderate risk	12.6	9.4	15.9	28.4	21.5	35.3	27.0	18.8	35.3
Problem gambling	22.4	14.3	30.6	29.1	19.1	39.2	28.2	16.8	39.5
Queensland adult population	17.9	15.8	20.1	28.4	26.5	30.3	21.1	19.4	22.8

	\$51,000 or more			Don't know			Refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	17.2	12.6	21.7	14.7	11.4	18.0	2.3*	1.2	3.5
Recreational	23.0	21.0	25.0	7.0	5.4	8.6	2.7	1.7	3.6
Low risk	18.9	15.6	22.1	4.5	2.8	6.3	1.9*	0.9	3.0
Moderate risk	21.8	16.5	27.2	8.9	5.1	12.6	1.2*	0.2	2.2
Problem gambling	15.3*	7.4	23.1	0.6**	0.0	1.9	4.4**	0	12.2
Queensland adult population	21.3	19.6	22.9	8.8	7.5	10.1	2.5	1.9	3.2

**Table F26: Participation rates for gambling activities in the last 12 months in South East Queensland and the Rest of Queensland**

	South East Queensland			Rest of Queensland		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	61.3	58.0	64.5	64.2	61.4	67.1
Gaming machines	30.3	27.8	32.9	29.0	26.2	31.7
Art union tickets	26.7	24.6	28.8	21.4	19.7	23.1
Keno	15.0	13.0	17.1	16.5	13.8	19.2
Horse/dog races	14.9	12.7	17.1	16.4	14.4	18.4

**Table F27: Gambling group prevalence by South East Queensland and Rest of Queensland**

	South East Queensland			Rest of Queensland		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	24.6	21.7	27.5	24.9	22.0	27.8
Recreational	67.0	64.2	69.8	67.9	65.1	70.7
Low risk	6.1	4.9	7.3	5.0	4.1	5.9
Moderate risk	1.9	1.5	2.3	1.8	1.4	2.1
Problem gambling	0.47	0.3	0.6	0.47	0.3	0.6

**Table F28: Frequency of gambling issues in the last 12 months, by gambling group – Canadian Problem Gambling Index (CPGI) screening questions**

Note: each question begins with 'In the last 12 months'

		Never			Rarely			Sometimes			Often			Always		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Q7 have you bet more than you could really afford to lose?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	55.5	51.5	59.5	31.1	27.8	34.4	13.0	10.8	15.1	0.4**	0.0	1.0	-	-	-
	Moderate risk	25.8	21.3	30.4	26.4	22.1	30.8	40.1	34.8	45.4	5.0*	2.4	7.5	2.6*	0.7	4.5
	Problem gambling	5.4*	1.0	9.7	17.2*	5.8	28.6	42.8	31.5	54.2	22.8	14.6	31.0	11.8*	5.5	18.1
Q8 have you needed to gamble with larger amounts of money to get the same excitement?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	87.7	85.0	90.5	8.2	5.5	10.8	3.8	2.2	5.4	0.3**	0.0	0.8	-	-	-
	Moderate risk	57.4	51.5	63.3	21.4	16.0	26.8	19.3	14.8	23.7	1.2*	0.3	2.1	0.1**	0.0	0.3
	Problem gambling	12.4*	5.2	19.5	19.8*	7.6	32.1	44.2	34.0	54.3	17.6	10.0	25.1	6.1*	2.0	10.2
Q9 have you gone back another day to win back the money you lost?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	76.8	72.9	80.7	13.4	10.9	15.8	9.6	6.1	13.2	0.2**	0.0	0.4	-	-	-
	Moderate risk	45.6	37.5	53.7	22.1	17.1	27.2	29.1	23.1	35.2	1.6*	0.5	2.8	1.5*	0.3	2.8
	Problem gambling	10.2*	3.4	16.9	8.4*	2.8	13.9	40.7	28.4	53.0	31.7	20.6	42.8	9.1*	4.2	14.1
Q10 have you borrowed money or sold anything to get money to gamble?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	98.9	98.0	99.8	0.7**	0.0	1.5	0.4**	0.0	0.9	-	-	-	-	-	-
	Moderate risk	93.0	89.2	96.7	3.7*	1.4	6.0	3.3*	0.5	6.1	-	-	-	-	-	-
	Problem gambling	68.7	57.2	80.1	10.7*	3.4	18.0	16.7*	8.2	25.2	3.5**	0.0	7.3	0.4**	0.0	0.9
Q11 have you felt that you might have a problem with gambling?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	97.3	96.2	98.4	1.4*	0.6	2.2	1.3	0.7	1.9	-	-	-	-	-	-
	Moderate risk	48.7	42.0	55.4	18.0	14.1	21.9	32.0	26.1	37.9	0.8*	0.1	1.4	0.4**	0.0	1.0
	Problem gambling	1.0**	0.0	2.4	11.0*	2.5	19.4	43.2	30.1	56.3	32.2	18.1	46.4	12.6	7.3	18.0
Q12 has gambling caused you any health problems, including stress or anxiety?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	97.6	96.0	99.2	1.5*	0.2	2.8	0.8*	0.3	1.4	0.1**	0.0	0.2	-	-	-
	Moderate risk	71.3	66.4	76.1	14.6	10.8	18.5	11.9	7.6	16.2	1.3**	0.0	2.8	0.8**	0.0	2.4
	Problem gambling	29.1	17.7	40.5	18.4*	9.0	27.8	22.1	12.5	31.6	22.2	12.6	31.8	8.2*	3.5	12.9
Q13 have people criticised your betting or thought you had a gambling problem?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	90.6	88.8	92.4	5.3	3.5	7.1	3.9	2.3	5.6	0.1**	0.0	0.3	-	-	-
	Moderate risk	66.3	60.3	72.3	17.3	11.6	23.0	14.3	9.2	19.3	0.7*	0.1	1.3	1.5*	0.5	2.5
	Problem gambling	24.5	13.8	35.3	12.6*	3.1	22.2	34.3	21.0	47.7	19.5*	7.9	31.1	9.0*	2.5	15.5
Q14 has your gambling caused any financial problems for you or your household?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	98.4	97.6	99.2	0.9*	0.2	1.5	0.6**	0.0	1.2	0.1**	0.0	0.2	-	-	-
	Moderate risk	74.2	67.8	80.6	14.3	10.2	18.3	10.9	7.4	14.4	0.3**	0.0	0.7	0.4**	0.0	1.0
	Problem gambling	19.3	11.4	27.2	26.0	14.8	37.2	37.6	25.3	50.0	14.5	9.0	20.1	2.6**	0.0	5.2
Q15 have you felt guilty about gambling?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	69.8	66.3	73.3	16.4	14.0	18.9	13.4	10.3	16.6	0.3*	0.0	0.5	-	-	-
	Moderate risk	23.5	18.5	28.6	23.1	17.7	28.4	44.1	38.7	49.6	6.1	4.1	8.1	3.0*	1.4	4.6
	Problem gambling	3.7**	0.0	8.4	6.3*	1.0	11.7	23.4	12.0	34.7	32.9	22.3	43.5	33.7	24.4	43.1

**Table F29: Proportion of respondents in each gambling group who 'agree' with the faulty cognition correlate statements**

	After losing many times in a row you are more likely to win			You could win more if you use a certain system/strategy		
	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	4.6	3.3	6.0	7.9	6.2	9.7
Low risk	9.5	6.8	12.2	15.9	12.7	19.2
Moderate risk	20.3	14.6	26.0	24.6	19.7	29.5
Problem gambling	33.1	25.1	41.2	31.5	20.6	42.5

**Table F30: Proportion of respondents in low risk, moderate risk and problem gambling groups who remember a big win when they first started gambling**

	Remember a big win when first started gambling		
	Est.	LCL	UCL
Low risk	41.8	36.9	46.8
Moderate risk	51.0	40.4	61.6
Problem gambling	68.0	50.3	85.8

**Table F31: Proportion of respondents in low risk, moderate risk and problem gambling groups who reported that members of their immediate family have had alcohol, drug or gambling problems**

	Someone in immediate family has had an alcohol or drug problem			Someone in immediate family has had a gambling problem		
	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	29.1	24.0	34.2	17.1	12.8	21.3
Moderate risk	44.0	34.1	54.0	27.9	19.6	36.2
Problem gambling	57.7	41.1	74.2	50.8	30.2	71.3

**Table F32: Proportion of respondents in low risk, moderate risk and problem gambling groups who report gambling under the influence of alcohol or legal or illegal drugs in the last 12 months**

	Gambled under the influence of alcohol or legal or illegal drugs in the last 12 months		
	Est.	LCL	UCL
Low risk	47.6	42.8	52.4
Moderate risk	45.7	32.8	58.6
Problem gambling	46.8	32.5	61.0

**Table F33: Proportion of respondents who are smokers, by gambling group**

	Whether smoke		
	Est.	LCL	UCL
Non-gambling	13.5	10.1	17
Recreational	21.5	19.7	23.3
Low risk	36.1	32.8	39.3
Moderate risk	43.6	37.5	49.8
Problem gambling	63.9	53.9	73.9

**Table F34: Change in expenditure on gambling since the ban on smoking in gaming venues, by gambling group**

	A lot less money			A little less money			No change			A little more money			A lot more money		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	2.7	1.7	3.7	2.5	1.7	3.3	91.8	90.0	93.5	1.2*	0.5	1.9	0.2**	0.0	0.5
Low risk	8.5	6.0	11.0	7.6	5.6	9.7	79.6	76.4	82.8	3.4	1.8	5.1	0.3*	0.1	0.6
Moderate risk	13.9	10.3	17.6	12.1	8.0	16.3	63.5	56.1	70.9	7.9	5.5	10.2	2.4**	0.0	4.9
Problem gambling	16.6*	8.0	25.2	18.0*	8.9	27.1	53.9	42.8	65.0	6.7**	0.0	15.9	4.1**	0.0	8.6

**Table F35: Proportion of persons in low risk, moderate risk and problem gambling groups who report in the last 12 months having an urge to gamble if something painful happens in their lives**

	In the last 12 months, experienced an urge to gamble if something painful happened		
	Est.	LCL	UCL
Low risk	3.1*	1.2	5.1
Moderate risk	22.7	14.7	30.8
Problem gambling	57.9	40.2	75.6

**Table F36: Proportion of persons in low risk, moderate risk and problem gambling groups who report being under a doctor's care for stress in the last 12 months, feeling seriously depressed in the last 12 months and gambling-related suicidal thought**

	Been under doctor's care for stress in past 12 months			Felt seriously depressed in past 12 months			Seriously thought about or attempted suicide because of your gambling		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	11.5	9.1	13.9	15.2	12.2	18.1	0.2*	0.0	0.4
Moderate risk	20.9	16.0	25.8	35.1	29.2	40.9	0.4*	0.1	0.7
Problem gambling	39.1	26.6	51.6	72.2	61.0	83.3	19.2	11.0	27.3

**Table F37: Percentage of each gambling group who answered yes to help-seeking questions**

	Wanted help for problems related to gambling in the last 12 months			Tried to get any sort of help for problems related to gambling in the last 12 months			Tried to be excluded from a gambling venue in the last 12 months		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	1.4*	0.4	2.3	0.7**	0.0	1.4	6.6	4.3	8.9
Moderate risk	6.3	3.2	9.3	2.2*	0.1	4.3	16.1	11.7	20.4
Problem gambling	47.6	34.0	61.2	28.4	17.8	39.0	40.9	26.1	55.6

# Appendix two – technical report

## Introduction

The Queensland Household Gambling Survey was conducted by the Office of the Government Statistician (OGS) in two stages. The first stage was conducted from 18 September to 24 November 2006. The second stage was conducted from 5 February to 2 April 2007. The survey was conducted by Computer Assisted Telephone Interviewing (CATI).

The survey was conducted on behalf of the Queensland Office of Gaming Regulation.

The objective of this Survey was to gather information about issues relating to gambling of concern to the community and problems experienced by people as a consequence of their gambling. The Survey aims were communicated to respondents as follows:

*'The Government is interested in understanding how major issues influence Queenslanders' life and lifestyle. Gambling and some peoples' problems with gambling are a significant concern to both the Government and the community; therefore, this survey is aimed at helping the Government understand the nature of the gambling issue. This information will be used to help develop appropriate services to minimise harm from gambling in the community.'*

## Survey methodology

### Scope of the survey

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

### Survey frame

The frame for this survey was based on the November 2004 version of the *International Phone Book Company's* White and Yellow Pages.

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

Broadly, ranges were derived by finding the maximum and minimum telephone numbers in each four-digit prefix combination that included telephone numbers. Of the telephone numbers on the frame, about 45% were expected to be connected private dwelling numbers.

After screening for private dwelling households with one or more usual residents aged 18 years or over, one usual resident aged 18 years or over was asked for the initials of all people aged 18 years or over in the household. One person randomly selected from all people aged 18 years or over in the household, was then asked the remaining questions on the questionnaire.

## Sample design and selection

A total sample of 98,851 telephone numbers was selected for the first stage of the survey. A total sample of 92,101 telephone numbers was selected for the second stage of the survey. Each sample was designed to achieve 15,000 completed interviews from 30 regions; a total of 30,000 completed interviews. These 30 regions are listed in Table 1. Quotas for each region were determined on a population proportional basis. This selection procedure was implemented to increase the probability of selection in the Brisbane and Gold Coast regions.

**Table 1: Sample design and region definitions**

Region	Sample design			Region definitions Australian Standard Geographical Classification (ASGC)	
	Stage One	Stage Two	Overall	Statistical Division (SD) codes	Local Government Area (LGA) codes
Brisbane LGA	1,375	1,375	2,750	305	31000
Gold Coast LGA	750	750	1,500	305/310	33460
Logan LGA	500	500	1,000	305	34600
Townsville/Thuringowa LGA	500	500	1,000	345	37000/36800
Maroochy LGA	500	500	1,000	310	34900
Pine Rivers LGA	500	500	1,000	305	35950
Ipswich LGA	500	500	1,000	305	33960
Redland LGA	500	500	1,000	305	36250
Cairns LGA	500	500	1,000	350	32060
Rest of Fitzroy SD	500	500	1,000	330	
Caboolture LGA	500	500	1,000	305/310	32000
Rest of Darling Downs SD	500	500	1,000	320	
Toowoomba LGA	475	475	950	320	36900
Rest of Wide Bay Burnett SD	475	475	950	315	
Caloundra LGA	475	475	950	310	32130
Mackay LGA	450	450	900	340	34760
Hervey Bay/Maryborough LGA	450	450	900	315	33750/34950
Rest of Far North Queensland SD	450	450	900	350	
Beaudesert/Boonah LGA	450	450	900	305/310	30500/30800
Rest of Mackay SD	450	450	900	340	
Rockhampton LGA	450	450	900	330	36350
Redcliffe LGA	450	450	900	305	36200
Rest of Western Region (South west, Central west and North west SD's)	425	425	850	325/335/355	
Noosa LGA	425	425	850	310	3575/33050/33250
Esk/Gatton/Kilcoy/Laidley LGA	425	425	850	310	34250/34450
Bundaberg LGA	425	425	850	315	31810
Rest of North Queensland SD	425	425	850	345	
Cooloolo LGA	400	400	800	315	32530
Cardwell/Johnson LGA	400	400	800	350	3220/34150
Mount Isa LGA	375	375	750	355	35300
<b>TOTAL</b>	<b>15,000</b>	<b>15,000</b>	<b>30,000</b>		

## Sub-sampling

Respondents who indicated that they had not gambled in the last 12 months or had never gambled in Question 6 were classified as non-gamblers. These respondents were not required to complete the Canadian Problem Gambling Index (CPGI) - Questions 7 to 15.

For respondents who had gambled in the last 12 months, the CPGI was employed to determine respondents' gambling groups. Each respondent was ascertained to be a recreational, low risk, moderate risk or problem gambler based upon their CPGI score.

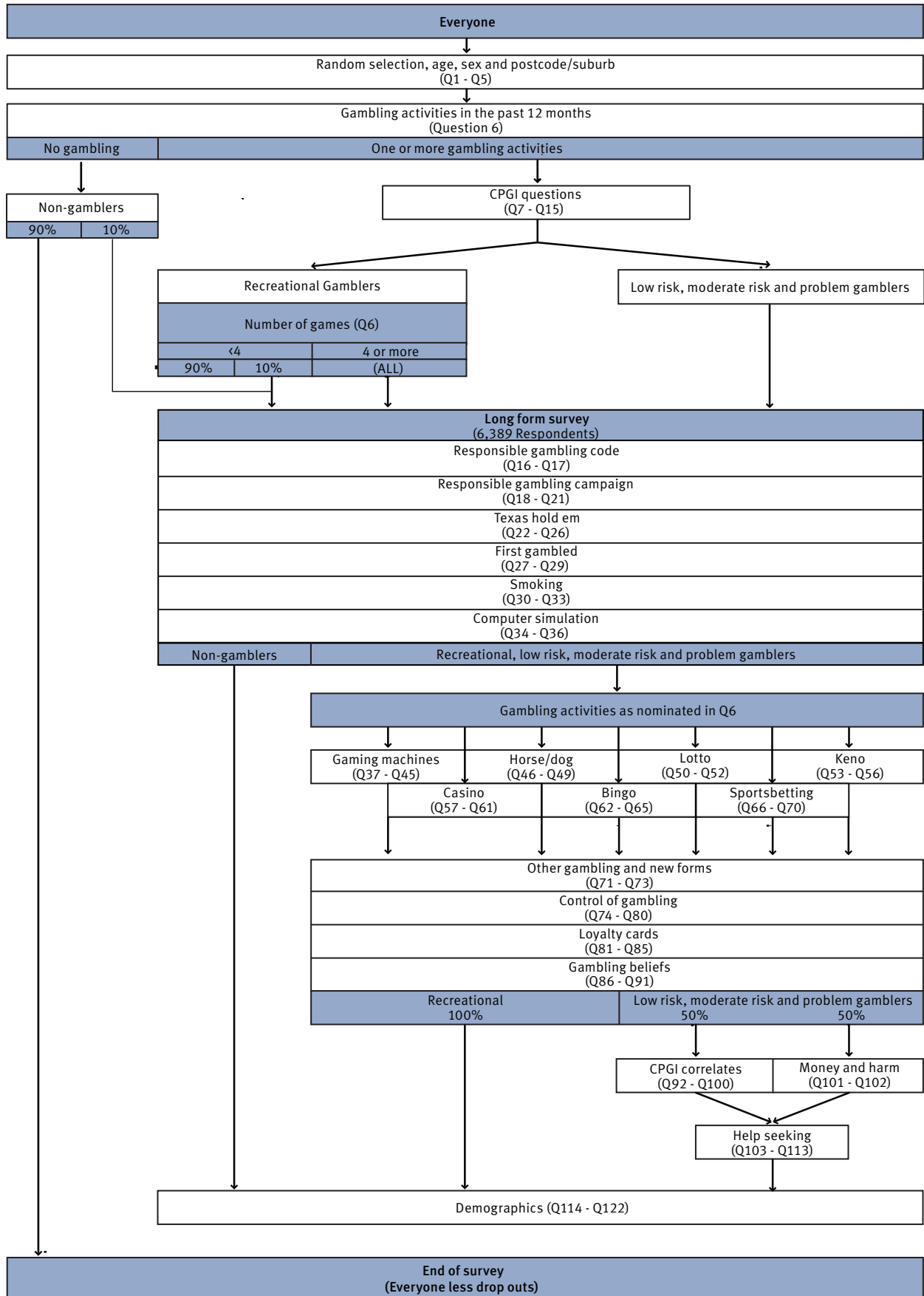
After the gambling group of the respondent had been determined, sub-sampling of non-gamblers and recreational gamblers was undertaken.

That is, respondents were randomly selected to complete either a short or long version of the questionnaire.

This procedure allowed for an increase of the overall size of sample that could be attempted and hence the expected sample numbers of low risk, moderate risk and problem gamblers.

Following Question 91 in the survey questionnaire, sub-sampling of low risk, moderate risk and problem gamblers was then performed. This method enabled more gambling-related issues to be explored with some respondents. Figure 1 demonstrates the structure of the subsampling process used in the Survey.

**Figure 1: Sub-sampling in the Queensland Household Gambling Survey, 2006–07**



Using the approach described in Figure 1, sub-samples of each gambling group were asked either a short or long version of the questionnaire. The definitions of a completed interview for each sub-sample group are as follows:

- *Completed – Non-gambler – Short* – Nine in ten respondents who identified in Question 6 as not having undertaken some form of gambling activity in the last 12 months or never having gambled were only asked Questions 1 to 6.
- *Completed – Non-gambler – Long* – One in ten respondents who identified in Question 6 as not having undertaken some form of gambling activity in the last 12 months or never having gambled was asked all questions relevant to non-gamblers: Questions 1 to 6, Questions 16 to 36 and Questions 114 to 122.
- *Completed – Recreational Gambler – Short* – Nine in ten respondents who identified in Question 6 as having undertaken some form of gambling activity in the last 12 months, but classified as a recreational gambler, were only asked Questions 1 to 15.
- *Completed – Recreational Gambler – Long* – One in ten respondents who identified in Question 6 as having undertaken some form of gambling activity in the last 12 months, but classified as a recreational gambler, was asked all questions relevant to recreational gamblers: Questions 1 to 91 and Questions 114 to 122.
- *Completed – Low Risk Gambler – Long – Group A* – This group consisted of those respondents with an even respondent number who indicated in Question 6 as having undertaken some form of gambling activity in the last 12 months, but who had scored a CPGI index score of 1 or 2 in Questions 7 to 15. This group of respondents were asked the following questions relevant to low risk gamblers: Questions 1 to 100 and Questions 103 to 122.
- *Completed – Low Risk Gambler – Long – Group B* – This group consisted of those respondents with an odd respondent number who indicated in Question 6 as having undertaken some form of gambling activity in the last 12 months, but who had scored a CPGI index score of 1 or 2 in Questions 7 to 15. This group of respondents were asked the following questions relevant to low risk gamblers: Questions 1 to 91, Questions 101 to 122.
- *Completed – Four or More Games – Long – Group A* – This group consisted of those respondents with an even respondent number who indicated in Question 6 that they had played four or more games, but who had scored a CPGI index score of less than 3 in Questions 7 to 15. This group of respondents were asked the following questions: Questions 1 to 100 and Questions 103 to 122.
- *Completed – Four or More Games – Long – Group B* – This group consisted of those respondents with an odd respondent number who indicated in Question 6 that they had played four or more games, but who had scored a CPGI index score of less than 3 in Questions 7 to 15. This group of respondents were asked the following questions: Questions 1 to 91, Questions 101 to 122.
- *Completed – Moderate Risk Gamblers – Long – Group A* – This group consisted of those respondents with an even respondent number who had scored a CPGI index score 3 to 7 in Questions 7 to 15. This group of respondents were asked the following questions relevant to moderate risk gamblers: Questions 1 to 100 and Questions 103 to 122.
- *Completed – Moderate Risk Gamblers – Long – Group B* – This group consisted of those respondents with an odd respondent number who had scored a CPGI index score 3 to 7 in Questions 7 to 15. This group of respondents were asked the following questions relevant to moderate risk gamblers: Questions 1 to 91, Questions 101 to 122.
- *Completed – Problem Gamblers – Long – Group A* – This group consisted of those respondents with an even respondent number who had scored a CPGI index score of 8 or more in Questions 7 to 15. This group of respondents were asked the following questions relevant to problem gamblers: Questions 1 to 100 and Questions 103 to 122.
- *Completed – Problem Gamblers – Long – Group B* – This group consisted of those respondents with an odd respondent number who had scored a CPGI index score of 8 or more in Questions 7 to 15. This group of respondents were asked the following questions relevant to problem gamblers: Questions 1 to 91, Questions 101 to 122.

## Response rate

### *Status of sample at completion of survey*

Although 190,952 sample units were allocated to the main sample, only 135,557 sample units needed to be attempted to achieve the main sample. From those that were attempted, 29,923 completed and 265 usable partial interviews were achieved.

As the sample units were randomly ordered on the queue, no bias resulted from this action. The results of all attempted sample units in the survey appear in Table 2.

Seven categories of 'Unable survey' status were used to reflect the reason for not interviewing the selected person in the household.

A 'call-back' status means that a call-back was arranged for interviewing the selected person, but that the interview could not be undertaken before the interviewing period closed.

The majority of partially completed interviews resulted from respondents refusing to answer in response to two questions or more. The remainder of the partially completed surveys that were not used were respondents who gave up part way through because of lack of time, lack of interest or difficulty in continuing (Partial – Give Ups).

A partial interview was deemed to be usable and the data used in tabulations if a respondent (also referred to as a sample unit) answered several questions in the survey considered essential for weighting to population estimates<sup>7</sup> and had refused no more than two questions in the survey. Partial interviews that did not meet these criteria were excluded from the final analysis.

Some refusals occurred after the interviewer determined that they had called a household ('Refused survey') and others occurred before the interviewer determined whether they had called a household (Refused Survey - Phone Slam). Percentages in these refusal categories were considered higher than normal for a telephone survey. The main reasons respondents gave for refusing to participate were that they had a silent number; did not have the time; were too old to do the survey and that they did not like doing surveys.

**Table 2: Final status of attempted sample units by scope**

Disposition	Completed/ usable partial	In-scope non-response	Out-of-scope	Total
No answer		7,501	5,101	12,602
Engaged		212	1,441	1,653
Answering machine		1,331	3,708	5,039
FAX machine			8,138	8,138
Unable survey – away		2,371		2,371
Unable survey – illness		712		712
Unable survey - hearing		633		633
Unable survey - other disability		111		111
Unable Survey - speech (not language)		33		33
Unable survey - intellectual		110		110
Unable Survey - language problems		639		639
Call-back		2,188		2,188
Partially completed – give up		365		365
Partially completed	265	101		366
Completed	29,923			29,923
Out-of-scope - household			501	501
Out-of-scope – business			13,146	13,146
Out-of-scope – extra			25	25
Refused survey - phone slam		2,377	1,258	3,635
Refused		11,874		11,874
Unknown gambler		75		75
Disconnected			41,385	41,385
Multiple			33	33
<b>Total</b>	<b>30,188</b>	<b>30,633</b>	<b>74,736</b>	<b>135,557</b>

<sup>7</sup> Questions considered to be essential for weighting to population estimates include Questions 4 to 15 and Questions 114 to 118.

## Survey response

All efforts were taken by the Office of the Government Statistician to obtain the best response rate possible. Refusal rates for each interviewer were monitored throughout the survey and extra training given to interviewers with higher than average refusal rates.

## Consent rate

The response rate can be considered in terms of the willingness (consent) of someone to participate in the survey. This in a sense is a measure of both the interviewer's skills and how well the survey questionnaire was designed. The **consent rate** is the number of interviews that can be used in the analysis, as a percentage of the number of eligible persons actually contacted, derived by dividing:

- the number of in-scope responding (30188); divided by
- the number of in-scope responding (30188) + partially complete give up (365) + partially complete - unusable (101) + refused survey (11874) + phone slam deemed in-scope (2377) = 30188/ 44905

The estimated **overall consent rate** for the survey was 67.2%.

## Response rate

A complementary definition of response rate is the number of interviews that can be used in the analysis as a percentage of all possible interviews that could have been achieved, had every in-scope person selected in the sample responded.

The best estimate of overall response is 49.6%. This has been calculated by excluding the categories 'Disconnected', 'Fax', 'Out-of-scope – business', and 'Out-of-scope - household', and a proportion of sample units coded as 'Answering machine', 'No answer', 'Refused survey - phone slam', and 'Engaged' that should be considered as out-of-scope, from the combined data in the previous section.

Table 3 presents the status of the simple units considered to be in scope of the survey.

**Table 3: Final status of in-scope sample units**

Status	Number	Percentage (%)
No answer	7,501	12.3
Engaged	212	0.3
Answering machine	1,331	2.2
FAX machine	0	0.0
Unable survey - away	2,371	3.9
Unable survey - illness	712	1.2
Unable survey - hearing	633	1.0
Unable survey - other disability	111	0.2
Unable survey - speech (Not language)	33	0.1
Unable survey - intellectual	110	0.2
Unable survey - language problems	639	1.1
Call-back	2,188	3.6
Partially completed – give up	365	0.6
Partially completed	366	0.6
Completed	29,923	49.2
Refused survey - phone slam	2,377	3.9
Refused survey	11,874	19.5
Unknown gambler	75	0.1
Disconnected	0	0.0
Multiple	0	0.0
<b>Total</b>	<b>60,821</b>	<b>100.0</b>

## Response rate by region

Table 4 below provides the response rate achieved by Queensland regions.

**Table 4: Response rate by region**

Region	In scope responding	In scope non-responding	In scope total	Response rate (%)
Brisbane LGA	2,766	3,001	5,767	48.0
Gold Coast LGA	1,544	2,439	3,983	38.8
Logan LGA	978	1,238	2,216	44.1
Townsville/Thuringowa LGA	1,005	1,049	2,054	48.9
Maroochy LGA	1,008	1,015	2,023	49.8
Pine Rivers LGA	1,006	955	1,961	51.3
Ipswich LGA	1,006	946	1,952	51.5
Redland LGA	1,011	964	1,975	51.2
Cairns LGA	1,005	1,221	2,226	45.1
Rest of Fitzroy	1,010	881	1,891	53.4
Caboolture LGA	1,008	923	1,931	52.2
Rest of Darling Downs	1,002	761	1,763	56.8
Toowoomba LGA	952	853	1,805	52.7
Rest of Wide Bay Burnett	954	713	1,667	57.2
Caloundra LGA	957	823	1,780	53.8
Mackay LGA	906	871	1,777	51.0
Hervey Bay/Maryborough LGA	908	933	1,841	49.3
Rest of Far North Queensland	904	991	1,895	47.7
Beaudesert/Boonah LGA	905	785	1,690	53.6
Rest of Mackay SD	904	921	1,825	49.5
Rockhampton LGA	907	832	1,739	52.2
Redcliffe LGA	907	911	1,818	49.9
Rest of Western Region	856	1,021	1,877	45.6
Noosa LGA	848	906	1,754	48.3
Esk/Gatton/Kilcoy/Laidley LGA	854	662	1,516	56.3
Bundaberg LGA	859	741	1,600	53.7
Rest of North Queensland	857	809	1,666	51.4
Cooloola LGA	805	709	1,514	53.2
Cardwell/Johnson LGA	802	881	1,683	47.7
Mount Isa LGA	754	878	1,632	46.2
<b>Total</b>	<b>30,188</b>	<b>30,633</b>	<b>60,821</b>	<b>49.6</b>

## Operational results

### Interview Time

Overall, the average time for a completed interview for each of the classifications was as follows:

**Table 5: Average interview time by gambler type – overall**

Gambler Type	Form Type	Average Time (mins)
Completed - Non-gambler	Short	3.8
Completed - Non-gambler	Long	7.3
Completed - Recreational gambler	Short	4.9
Completed - Recreational gambler	Long	15.0
Completed - Four games or more	Long	17.2
Completed - Low risk gambler	Long	19.6
Completed - Moderate risk gambler	Long	21.8
Completed - Problem gambler	Long	22.5
Average time for all interviews		6.9

### Monitoring of Interviewers

Monitoring of the interviewers was conducted throughout the survey. It was found that the interviewers were conducting the surveys in a professional manner, in line with Office of Economical and Statistical Research standard procedures.

### Interviewer feedback - general

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

- Many people thought they were out of scope as they did not gamble, and they had to be persuaded to do it
- Quite good response, although if the person didn't gamble and they got the long version of the survey – they thought it was very strange
- Most respondents were more than happy to do the survey
- Many people said that the government needed to get rid of the poker machines, as they are causing a lot of family problems
- Questionnaire flowed very well and all questions worked well
- Many respondents keenly accepted the free-call 1800 number to verify the legitimacy of the survey

- Generally people were interested in the study because of problems experienced by people as a consequence of their gambling
- Many people get highly agitated when doing the long version of the survey for purchasing a scratch ticket
- Most people were willing to participate in the survey. At some times a few were offended with the particular wording of questions, they felt like I was accusing them of particular things instead of asking them
- Received a lot of queries on Texas Hold-em poker
- A number of people complimented the government on doing this much needed survey
- Often respondents stated they don't gamble, but when reading out the list, you found out that they played Lotto or purchased art union tickets etc.
- Generally pretty good. Some people who are aware of problems associated with gambling are very enthusiastic about the survey. Overall, most people were willing to participate
- Respondents start to complain when they go into the long survey but only purchase scratchies or lotto
- Most people are very happy to help the Responsible Gambling initiatives, when approached
- Q42 – when asked this question, many respondents answered 'the maximum' but did not know what that was
- Q81 – some respondents asked what a 'loyalty card' was and if they are club membership cards which can be used to win prizes (not cash)
- Q105 & Q106 – if a respondent answered that they did not want any help for problems related to their gambling in Q105, why are they asked in Q106 have they tried to get help
- Q111 – this question comes up even if they have only purchased lotto tickets. The respondents are not very happy about this.

### Respondent queries

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

- Respondents wanting to know how we were able to contact their silent number
- Respondents wanting to know details of what was included in the survey
- Respondents wanting to confirm the legitimacy of the survey
- Respondents wanting to complete the survey as a result of the 1800 number being left on their answering machine
- The selected person contacting this office following the 1800 number being left with a household member.

### Editing

Respondents were sampled as part of one of 30 regions. In some cases, their place of residence was in a different region. This may have been due to imprecision of the sampling frame (especially for unlisted numbers, which are assumed to be in the same general area as the listed numbers), or to respondents moving and taking their telephone number with them. To confirm what region respondents were actually in, they were asked to specify their postcode in Question 3a. Their response was compared with the region used to select their telephone number (i.e., their selection region) to see if their reporting region was different.

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

Due to the possibility of postcodes being misremembered or mistyped, respondents' reporting regions were changed to their selection region only if:

- Their reported postcode was different to the postcode on the frame
- Their reporting region was adjacent to their selection region
- Their reported postcode was 100% inside the selection region
- Their reporting region did not correspond with their selection region nor was adjacent to their selection region.

Several respondents who did not remember or refused to provide their postcode in Question 3a were asked to state their suburb in Question 3b. Some respondents did not report their postcode in Question 3a and did not specify their suburb in Question 3b. These respondents were assigned their selection region as their reporting region.

### Weighting procedure

Use of weighting variables is a standard statistical technique that allows population estimates to be made based on responses from a sample.

There are two main reasons for using a weighted variable:

- To adjust for differences in probability of selection and response so that people with a higher probability of being in the sample do not have a greater influence than people with a lower probability.
- To provide results based on the population rather than the sample.

The process for weighting the Queensland Household Gambling Survey was done through a series of stages based on the process of selection and the different stages of the questionnaire.

Each unit was classified into one of three categories: in-scope responding, in-scope non-responding and out of scope, based on the result obtained for each unit in the sample.

A small number of records were found to be in regions other than their sampling region based on the postcode provided by the respondent. These records had their initial weight determined based on their region of selection, however region of response was used for weighting and for reporting.

### Initial weights

The **initial household weights (w1h)** were calculated at the stratum level for each of the 30 regional strata.

	$w1h = \text{BigNh} / \text{totsamp} * (\text{insc\_resp} + \text{insc\_nonresp}) / \text{insc\_resp}$	
Where:	BigNh =	total stratum population size (as per the RDD frame)
	totsamp =	total stratum sample size (telephone numbers sampled from the RDD)
	insc_resp =	the number of in-scope responding units in the stratum
	insc_nonresp =	the number of in-scope non-responding units in the stratum

This weight (w1h) reflects the probability of selecting a given telephone number in the sample, and the response rate of a stratum.

The initial persons weights (w1p) for each unit were calculated as follows:

	$w1p = v001a * w1h * \text{dropout\_factor}$	
Where:	w1h =	the initial household weight (stratum level)
	v001a =	the number of in-scope people in the household
	dropout_factor =	the rate of completion based on questionnaire administered and the type of gambler

This weight (w1p) reflects the probability of selecting the respondent from the household, factored by their likelihood to complete the survey and provide a usable response.

The dropout factor was calculated for a respondent based on the following:

- Gambler type (Non-gambler, Recreational gambler, Low risk gambler, Moderate risk gambler, Problem gambler)
- Form type (short form/long form)
- Number of games played (Less than 4 Games/4 or more games)

$$\text{dropout\_factor} = (\text{insc\_resp} + \text{insc\_nonresp}) / \text{insc\_resp}$$

For a respondent to be included in the dropout calculation the respondent needed to have answered sufficient questions to determine their gambler type. (i.e. (most Partially completed - give up, partially completed and completed).

### Calibration

The process of calibrating the weights to the benchmarks was carried out using the ABS produced SAS macro 'GREGWT'. This program used the technique of generalised regression to adjust the initial weights so that they add up to the benchmarks provided.

### Short form

All in-scope responding records (30,188) completed the short form. Using the initial person weights (w1p), all records (short form and long form) were weighted to two axes to give the person weight for the short form.

- Region (30 LGA based regions)
- Age (six categories) and Sex (Male/Female)

The benchmarks used for the short form were drawn from the number of people aged 18 or over in the 2006 Census, adjusted for the proportion in private dwellings. A lower bound of 50% of the initial weight and an upper bound of 200% of the initial weight were applied.

The weighting could have been done using a single axis via a three way total (reporting region by age by sex), but two separate axes were used so as to reduce the adjustment needed to the weights to match the benchmarks.

### Long form

A subset of respondents continued on to complete the long form survey (6,389). Factors that determined a respondent's progression from a short form survey to a long form survey included:

- Gambler type (Non-gambler, Recreational gambler, Low risk gambler, Moderate risk gambler, Problem gambler)
- Number of games played (Less than 4 games/4 or more games)

The following table shows the subset design.

**Table 6: Proportion of short form to long form**

Gambler Type	Less than 4 Games	4 or More Games
Non-gambler	10%	N/A
Recreational	10%	100%
Low risk	100%	100%
Moderate risk	100%	100%
Problem	100%	100%

The initial person weight (w3p) of the long form for each unit was calculated as follows:

$w3p = w2p * (\text{short\_form} + \text{long\_form}) / \text{long\_form}$		
Where:	w2p =	the short form weight of the respondent.
	short_form =	the number of respondents completing the short form
	long_form =	the number of respondents completing the long form

This weight (w3p) reflects the calibrated short form weight adjusted by their likelihood to progress from a short form survey to complete a long form survey.

Using the initial long form person weight (w3p) all long form records were weighted to three axes to give the person weight for the long form:

- Region (30 LGA based regions)
- Age (6 categories) and Sex (Male/Female)
- Education (Degree/No Degree) by Grouped region (South East Queensland/Regional Cities/Rest of Queensland)

The benchmarks used for first two axes of the long form were drawn from the number of people aged 18 or over in the 2006 Census, adjusted for the proportion in private dwellings (as per the short form). The third axis was drawn from the 2001 census and was factored up based on ABS intercensal estimates of the proportion of people in Queensland with a degree. The third axis was originally based on region (30 LGA based regions) however a number of concerns were held with the accuracy of these estimates. These concerns are detailed below.

1. Since the 2001 Census there has been large interstate migration into the south east corner of the state.
2. Since 2001 many of the areas with mining and resource based communities have experience significant changes in population.
3. The ABS intercensal estimates were only available on a whole of state level.

Based on these concerns the 30 regions were collapsed to 3 regions (South East Queensland/Regional Cities/Rest of Queensland).

A lower bound for each unit was set as the greater of the short form weight (w2p) and 0.45 of the initial long form person weight (w3p). No upper bound was applied.

### CPGI Correlates and money and harm sub-sampling

Low risk, moderate risk and problem gamblers were split approximately evenly into two groups with one group asked the CPGI correlates (Q92-Q100) and the other group asked questions relating to money and harm (Q101-Q102).

The initial person weight (w5p) of each of the subgroups for each unit was calculated as follows:

<p>Sub group 1 (CPGI correlates):  <math>w5p = w4p * (sub1tot + sub2tot)/sub1tot</math></p> <p>Sub group 2 (money and harm):  <math>w5p = w4p * (sub1tot + sub2tot)/sub2tot</math></p>		
Where:	w4p =	the long form weight of the respondent.
	sub1tot =	the number of respondents completing the CPGI correlates questions.
	sub2tot =	the number of respondents completing the money and harm questions.

This weight (w5p) reflects the calibrated long form weight adjusted by the likelihood to be grouped within the chosen subgroup.

Both subgroups were benchmarked with the estimates obtained from the long form for the categories:

- Region (30 LGA based regions)
- Age (six categories) and Sex (Male/Female)
- Education (Degree/No degree) by Grouped region (South East Queensland/Regional Cities/Rest of Queensland)
- Gambler type (Low risk/Moderate risk/Problem gambler)

A lower bound for each unit was set as the calibrated form long person weight (w4p), no upper bound was applied.

## Reliability of estimates

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

- *Sampling error*: Estimates based on information obtained from a sample of households may differ from figures that would have been produced if all households had been included in the survey.
- *Non sampling error*: Errors may also occur due to non-response to the survey, inadequacies of the sampling frame, inaccuracies in reporting by respondents and processing errors.

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

Given a large enough sample size, there are about two

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

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

$$RSE = (SE/Estimate) \times 100$$

where SE stands for the standard error of the estimate.

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

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

Then the general formula for a confidence interval is:

$$CI = Estimate + Z \times SE$$

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

### Calculation of standard errors of numbers of persons

The standard errors for each estimate were calculated using a jackknife standard error estimation technique with 30 replicates.

### Variability of estimates

95% confidence intervals for the percentages are provided in the tables. These intervals represent the range within which there is a 19/20 chance that the population value falls. For example an estimate of 65% might have an associated confidence interval of (59.5%, 70.5%). Thus, the probability that the actual population value of that proportion is between 59.5% and 70.5% is 0.95.

When comparing estimates, differences are considered 'statistically significant' only if the 95% confidence intervals do not overlap. Two examples are explained below.

- The percentage of the Queensland population in the low risk gambling group was estimated at 5.3% (4.6, 6.1) in 2003–04 and 5.7% (4.7, 6.7) in 2006–07. The confidence intervals for the two estimates overlap, and so the change is not significant.
- The percentage of the Queensland population in the recreational gambling group was estimated at 72.4% (70.2, 74.6) in 2003–04 and 67.3% (65.2, 69.4) in 2006–07. These confidence intervals do not overlap. The lower confidence limit for 2003–04 (70.2) is higher than the upper confidence limit for 2006–07 (69.4). There has thus been a statistically significant decline in the percentage of Queenslanders who are recreational gamblers.

# Appendix three – Queensland Household Gambling Survey Instrument

## Queensland Household Gambling Survey Instrument

### Office of the Government Statistician 2006/07 Queensland Gambling Survey

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

#### Q. 1

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

.....

#### Q. 2

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

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

#### Q. 3a

(Reintroduce if necessary)  
What is your postcode?

.....

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

- ▶ If Q3a is 9998 or 9999 then go to Q3b
- ▶ Otherwise go to Q4

#### Q. 3b

What is your suburb?

.....

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

- ▶ If Q3b is 9998 or 9999 then END SURVEY
- ▶ Otherwise go to Q4

#### Q. 4

Could you please tell me your age?

.....

- (Refused)..... 99 End survey

#### Q. 5

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

- (Male..... 1  
Female..... 2  
Refused) ..... 99

The first few questions are about activities you may participate in.

**Q. 6**

In the last 12 months, which of the following gambling activities have you participated in:

- Played poker machines or gaming machines ..... 1
- Bet on horse or greyhound races excluding sweeps ..... 2
- Bought instant scratch tickets, lotto or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools or bought lottery tickets..... 3
- Played keno ..... 4
- Played casino table games such as blackjack or roulette ..... 5
- Played bingo at a club or hall or other place ..... 6
- Bet on a sporting event like football, cricket or tennis ..... 7
- Played card games like Texas Hold-em or other types of poker privately for money ..... 8
- Played any other games such as mahjong or dice games privately for money ..... 9
- Bought an art union ticket..... 10
- Used the internet for any gambling activities ..... 11
- Played any other gambling activity excluding sweeps and raffle tickets (please specify) ..... 12
- .....
- .....

If none of the above, prompt for:

- No gambling in last 12 months ..... 13
- Never gambled ..... 14
- (Don't know/can't remember ..... 98
- Refused) ..... 99

If Q6 is 13 or 14, then this is a non-gambler.

- ▶ If Q6 is 98 or 99 then END SURVEY
- ▶ If Q6 is 13 or 14 then go to Q16
- ▶ Otherwise go to Q7

The next few questions relate to all gambling activities which you participate in.

**Q. 7**

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

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

**Q. 8**

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

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

**Q. 9**

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

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

**Q. 10**

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

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

**Q. 11**

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

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

**Q. 12**

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

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

**Q. 13**

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

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

**Q. 14**

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

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

**Q. 15**

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

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

**End of CPGI (Scored Section)**

## Canadian problem gambling index

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

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

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

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

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

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

- ▶ Sub-sampling:
- ▶ If Q6 = 13 or 14 and code > 0 then end survey
- ▶ Otherwise if Recreational Gambler and Q6 includes ≤ 3 games and code > 0 then end survey
- ▶ Otherwise go to Q16

The next few questions are about things you may or may not have heard about.

### Q. 16

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

- (Yes ..... 1
- No ..... 2
- Refused) ..... 99

- ▶ If Q16 = 1 go to Q17
- ▶ Otherwise go to Q18

### Q. 17

How did you hear about it?

(Allow more than one)

- (Newspaper ..... 1
- Radio ..... 2
- Television ..... 3
- Word of mouth ..... 4
- Gaming site ..... 5
- Work ..... 6
- On the internet ..... 7
- Other (*please specify*) ..... 8
- .....
- Don't know/can't remember ..... 98
- Refused) ..... 99

### Q. 18

Are you aware of the Queensland Government's responsible gambling campaign?

- (Yes ..... 1
- No ..... 2
- Refused) ..... 99

- ▶ If Q18 = 1 go to Q19
- ▶ Otherwise go to Q22

**Q. 19**

Where have you seen or heard these messages?

(Allow more than one)

Billboards.....	1
Buses .....	2
Cinema .....	3
Radio.....	4
Sports stadium .....	5
Newspaper .....	6
Taxis .....	7
Trains/train stations .....	8
Gambling venue – on a coaster .....	9
Gambling venue – in a brochure .....	10
Television .....	11
Gaming Venue Toilets.....	12
Other (please specify) .....	13

.....	
.....	
Don't know/can't remember .....	98 (14)
Refused) .....	99 (15)
Gambling venue.....	16
Gambling venue – posters .....	17
Word of mouth.....	18
Work.....	19

- ▶ If Q19 = 98 or 99 go to Q22
- ▶ Otherwise go to Q20

**Q. 20**

Which of the following statements about the advertisements would you agree with?

(Allow more than one)

The ad caught my attention.....	1
It made me think about my gambling.....	2
This ad is for problem gamblers, not me.....	3
I contacted a helpline as a result of seeing the ad.....	4
I like the ad.....	5
The ad is easily understandable.....	6
None .....	7
(Don't know/can't remember .....	98
Refused) .....	99

**Q. 21**

Who do you think this advertising is trying to target?

(Allow more than one)

All people, regardless of whether they gamble or not.....	1
Anyone who gambles.....	2
People who gamble sometimes and spend more time or money than they might have planned .....	3
People who gamble and have experienced problems relating to their gambling .....	4
Other (please specify) .....	5
.....	
.....	
(Don't know/can't remember .....	98
Refused) .....	99

**Q. 22**

Have you heard of or are you aware of the game Texas Hold-em poker? (Interviewer Note – For Either Fun or Money)

(Yes .....	1
No .....	2
Refused) .....	99

- ▶ If Q22 = 1 go to Q23
- ▶ If Q22 = 2 and Q6 = 14 then Go to Q30
- ▶ Otherwise go to Q27

**Q. 23**How did you **first** become aware of the game?

(Poker tournament in a venue .....	1
Poker tournament on TV.....	2
Computer game .....	3
Internet.....	4
Venue advertising.....	5
Store catalogues/in store displays....	6
Television .....	7
Word of mouth.....	8
Friends/relatives.....	9
Other ( <i>please specify</i> ) .....	10

.....	
.....	
Radio.....	11
Newspaper .....	12
Don't know/can't remember .....	98
Refused) .....	99

▶ If Q6 = 14 go to Q30

**Q. 24**Have you ever **played** Texas Hold-em poker?

(Yes .....	1
No .....	2
Refused) .....	99

▶ If Q24 = 1 go to Q25

▶ Otherwise go to Q27

**Q. 25**

Where have you played it?

*(Allow more than one)*

(Casino .....	1
Private residence .....	2
Internet.....	3
Other ( <i>please specify</i> ) .....	4

.....	
.....	
Don't know/can't remember .....	98 (5)
Refused) .....	99 (6)
Pub/hotel.....	7
Club.....	8

**Q. 26**

How regularly do you play Texas Hold-em poker?

At least once a day.....	1
At least once a week .....	2
At least once a month .....	3
Less than once a month .....	4
Once or twice only.....	5
(Don't know/can't remember .....	98
Refused) .....	99

**Q. 27**

At what age did you first gamble using your own money?

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

▶ If Q27 = 9998 or 9999 go to Q30

▶ Otherwise go to Q28

**Q. 28**

On what activity did you first bet or gamble using your own money?

(Poker machines or gaming machines .....	1
Horse or greyhound races excluding sweeps .....	2
Instant scratch tickets or other lottery products (Lotto, Gold Lotto, Powerball, Oz Lotto, the Pools or lottery tickets) .	3
Keno.....	4
Table games at a casino such as blackjack or roulette .....	5
Bingo at a club or hall or other place .	6
Sporting events like football, cricket or tennis .....	7
Card games like poker or Texas Hold-em privately for money .....	8
Other games such as mahjong or dice games privately for money.....	9
Art union ticket .....	10
Other gambling activity excluding sweeps and raffle tickets ( <i>please specify</i> ).....	11
.....	
.....	
Don't know/can't remember .....	98
Refused) .....	99

**Q. 29**

Who did you first bet or gamble with?

With your friends .....	1
With your family.....	2
With work mates .....	3
By yourself.....	4
Other ( <i>please specify</i> ) .....	5
.....	
.....	
(Don't know/can't remember .....	98
Refused) .....	99

As you may know, since the 1st of July this year, smoking is banned in most gambling venues. The following questions are about how this smoking ban may have affected you.

**Q. 30**

Do you smoke?

(Yes .....	1
No .....	2
Refused) .....	99

- ▶ If Q30 = 1 then go to Q31; or
- ▶ If Q30 = 2 or 99 and Q6 = 13 or 14 then go to Q34; or
- ▶ Otherwise go to Q33

**Q. 31**

How many cigarettes do you usually smoke per day? (Prompt for number if response is 'a pack a day' or 'half a pack a day' - Is that a packet of 20s or 30s)

(Light - 1-5 .....	1
Moderate - 6-10 .....	2
Medium - 11-20 .....	3
Heavy - More than 20.....	4
Don't know/can't remember .....	98
Refused) .....	99

**Q. 32**

Since the smoking ban in gaming venues, would you say you now smoke overall – a lot less, a little less, a lot more, a little more or no change?

A lot less.....	1
A little less.....	2
No change .....	3
A little more .....	4
A lot more .....	5
(Don't know/can't remember .....	98
Refused) .....	99

- ▶ If Q30 = 1 and Q6 = 13 or 14 then go to Q34; or
- ▶ Otherwise go to Q33

**Q. 33**

Since the smoking ban in gaming venues, would you say you now spend on gambling overall – a lot less money, a little less money, a lot more money, a little more money or no change?

A lot less money .....	1
A little less money .....	2
No change .....	3
A little more money.....	4
A lot more money.....	5
(Don't know/can't remember .....	98
Refused) .....	99

**Q. 34**

Have you ever used a Play Station, X-Box or computer to play gambling simulations?

(Yes .....	1
No .....	2
Refused) .....	99

- ▶ If Q34 = 1 go to Q35; or
- ▶ If Q34 = 2 or 99 and Q6 = 13 or 14 then Go to Q114;
- ▶ Otherwise go to Q37

**Q. 35**

Which games do you play? (*Allow more than one*)

(Poker/card games .....	1
Casino style games .....	2
Poker machines/slot machines .....	3
Other ( <i>please specify</i> ) .....	4
.....	
.....	
Don't know/can't remember .....	98
Refused) .....	99

**Q. 36**

How regularly do you play these types of games?

At least once a day.....	1
At least once a week .....	2
At least once a month .....	3
Less than once a month .....	4
Once or twice only.....	5
(Don't know/can't remember .....	98
Refused) .....	99

▶ If Q6 = 13 or 14 then Go to Q114

- ▶ If Q6 includes 1 go to Q37
- ▶ Otherwise if Q6 includes 2 go to Q46
- ▶ Otherwise if Q6 includes 3 go to Q50
- ▶ Otherwise if Q6 includes 4 go to Q53
- ▶ Otherwise if Q6 includes 5 go to Q57
- ▶ Otherwise if Q6 includes 6 go to Q62
- ▶ Otherwise if Q6 includes 7 go to Q66
- ▶ Otherwise go to Q71

The following questions are about your gambling activities.

**Q. 37**

Over the last 12 months, how often have you usually played poker machines or gaming machines?

(Record either week/month/year)

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

**Q. 38**

How many hours and minutes do you normally spend each time you play poker machines or gaming machines?

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

**Q. 39**

Thinking about the last time you played **poker machines** or **gaming machines**, approximately how much did you spend on that occasion?

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

**Q. 40**

What kind of gaming machine do you **usually** play?

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

**Q. 41**

Do you bet more than 1 line at each press of the button, would you say never, rarely, sometimes, often or always?

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

▶ If Q41 = 1 or 98 or 99 go to Q43

▶ Otherwise go to Q42

**Q. 42**

How many lines do you usually play on those occasions?

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

**Q. 43**

Do you ever bet more than 1 credit per line, would you say never, rarely, sometimes, often or always?

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

▶ If Q43 = 1 or 98 or 99 go to Q45

▶ Otherwise go to Q44

**Q. 44**

How many credits do you usually play on those occasions?

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

**Q. 45**

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

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

▶ If Q6 includes 2 go to Q46

▶ Otherwise if Q6 includes 3 go to Q50

▶ Otherwise if Q6 includes 4 go to Q53

▶ Otherwise if Q6 includes 5 go to Q57

▶ Otherwise if Q6 includes 6 go to Q62

▶ Otherwise if Q6 includes 7 go to Q66

▶ Otherwise go to Q71

**Q. 46**

Over the last 12 months, how often have you usually bet on horse or greyhound races excluding sweeps?

(Record either week/month/year)

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

**Q. 47**

How many hours and minutes do you normally spend preparing for and placing your bets each time you gamble on horse or greyhound racing?

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

**Q. 48**

Do you usually bet on horse or greyhound races:

At a race track ..... 1  
 At a hotel ..... 2  
 At a club ..... 3  
 At a stand alone TAB ..... 4  
 Via the internet ..... 5  
 Via the phone ..... 6  
 With SMS ..... 7  
 Other (*please specify*) ..... 8

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

**Q. 49**

Thinking about the last time you placed bets on horses or greyhounds, approximately how much did you spend on that occasion?

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

- ▶ If Q6 includes 3 go to Q50
- ▶ Otherwise if Q6 includes 4 go to Q53
- ▶ Otherwise if Q6 includes 5 go to Q57
- ▶ Otherwise if Q6 includes 6 go to Q62
- ▶ Otherwise if Q6 includes 7 go to Q66
- ▶ Otherwise go to Q71

**Q. 50**

In the last 12 months, how often have you usually bought lottery products such as scratch-its, lotto draws or lottery tickets?

(Record either week/month/year)

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

**Q. 51**

Thinking about the last time you purchased lottery products, approximately how much did you spend on that occasion?

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

**Q. 52**

Do you buy lottery type tickets on the internet would you say never, rarely, sometimes, often or always.

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

- ▶ If Q6 includes 4 go to Q53
- ▶ Otherwise if Q6 includes 5 go to Q57
- ▶ Otherwise if Q6 includes 6 go to Q62
- ▶ Otherwise if Q6 includes 7 go to Q66
- ▶ Otherwise go to Q71

**Q. 53**

Over the last 12 months, how often have you usually played keno at a club, hotel, casino or other place?

(Record either week/month/year)

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

**Q. 54**

How many hours and minutes do you normally spend each time you play keno at a club, hotel or casino?

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

**Q. 55**

Do you **mainly** bet on keno at a:

Club..... 1  
 Hotel ..... 2  
 Casino ..... 3  
 Other (*please specify*) ..... 4  
 .....  
 .....  
 (Don't know/can't remember ..... 98  
 Refused) ..... 99

**Q. 56**

Thinking about the last time you played **Keno**, approximately how much did you spend on that occasion?

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

- ▶ If Q6 includes 5 go to Q57
- ▶ Otherwise if Q6 includes 6 go to Q62
- ▶ Otherwise if Q6 includes 7 go to Q66
- ▶ Otherwise go to Q71

**Q. 57**

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

(Record either week/month/year)  
 .....  
 (Don't know/can't remember ..... 9998  
 Refused) ..... 9999

**Q. 58**

How many hours and minutes do you normally spend gambling on table games at a casino?

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

**Q. 59**

I am now going to read out a list of games on offer at Queensland casinos and I'd like you tell me whether you play these games never, rarely, sometimes, often or always.

	Never	Rarely	Sometimes	Often	Always	DK/CR	Refused
Gaming Machines	1	2	3	4	5	98	99
Blackjack	1	2	3	4	5	98	99
Roulette	1	2	3	4	5	98	99
Money Wheel	1	2	3	4	5	98	99
Sic Bo	1	2	3	4	5	98	99
Baccarat/Mini Baccarat	1	2	3	4	5	98	99
Caribbean Stud Poker	1	2	3	4	5	98	99
Texas Hold-em Poker	1	2	3	4	5	98	99
Two-up	1	2	3	4	5	98	99
Other ( <i>please specify</i> )	1	2	3	4	5	98	99

**Q. 60**

Thinking about the last time you played **Casino table games**, approximately how much did you spend on that occasion?

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

**Q. 61**

Do you use the internet to play casino style table games would you say never, rarely, sometimes, often or always.

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

- ▶ If Q6 includes 6 go to Q62
- ▶ Otherwise if Q6 includes 7 go to Q66
- ▶ Otherwise go to Q71

**Q. 62**

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

(Record either week/month/year)

.....

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

**Q. 63**

How many hours and minutes do you normally spend each time you play bingo at a club or hall or other place?

(Hours .....

Minutes .....

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

**Q. 64**

Do you mainly bet on bingo at a -

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

.....

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

**Q. 65**

Thinking about the last time you played bingo, approximately how much did you spend on that occasion?

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

- ▶ If Q6 includes 7 go to Q66
- ▶ Otherwise go to Q71

**Q. 66**

In the last 12 months, how often have you usually gambled on a sporting event like football, cricket or tennis?

(Record either week/month/year)

.....

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

**Q. 67**

Which of the following sporting events do you usually place bets on? (*Allow more than one*)

- Rugby League ..... 1
- Rugby Union ..... 2
- AFL ..... 3
- Soccer ..... 4
- Cricket ..... 5
- Basketball ..... 6
- Tennis..... 7
- Other (please specify)..... 8
- (Don't know/can't remember ..... 98
- Refused) ..... 99

**Q. 68**

How many hours and minutes do you normally spend preparing and placing bets each time you gamble on a sporting event like football, cricket or tennis?

(Hours .....

Minutes .....

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

**Q. 69**

Do you **mainly** bet on sporting events via a -

Club.....	1
Hotel .....	2
TAB.....	3
TV channel.....	4
Phone.....	5
Internet.....	6
SMS.....	7
Other ( <i>please specify</i> ) .....	8
.....	
Don't know/can't remember .....	98
Refused) .....	99

**Q. 70**

Thinking about the last time you placed bets on sporting events, approximately how much did you spend on that occasion?

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

**The next few questions are about your gambling activity in general****Q. 71**

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

(Groceries or small household items .	1
Major household goods e.g: TV, refrigerator .....	2
Personal items e.g: clothing, footwear.....	3
Restaurant meals/takeaway food .....	4
Alcohol/drinks.....	5
Movies or a concert.....	6
On other entertainment or recreation activities .....	7
Paid bills/credit cards.....	8
Paid rent/mortgage.....	9
Spent it on children/ grandchildren/family .....	10
Petrol.....	11
Cigarettes .....	12
Donated it to charity .....	13
Magazines/books.....	14
Travel/holiday.....	15
Motor vehicle purchase/repairs .....	16
House renovations/repairs .....	17
Music/videos/DVDs.....	18
Spent it on other items ( <i>please specify</i> ).....	19
.....	
Not spent it/saved it/put it in bank ...	20
Don't know/can't remember .....	98
Refused) .....	99

**Q. 72**

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

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

**Q. 73**

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

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

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

The following questions are about your ability to control  
your gambling. I will read a statement, and will ask you to  
respond if you think this is true never, rarely, sometimes,  
often or always?

**Q. 74**

You have difficulty resisting the opportunity to gamble,  
would you say never, rarely, sometimes, often or always?

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

**Q. 75**

You have difficulty limiting the size of the bets you place,  
would you say never, rarely, sometimes, often or always?

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

**Q. 76**

You continue to gamble after you have reached your limit,  
would you say never, rarely, sometimes, often or always?

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

**Q. 77**

You have difficulty limiting the amount of money you spend, would you say never, rarely, sometimes, often or always?

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

**Q. 78**

You have difficulty stopping play, would you say never, rarely, sometimes, often or always?

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

**Q. 79**

You have difficulty limiting the amount of time you spend gambling, would you say never, rarely, sometimes, often or always?

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

**Q. 80**

Your desire to gamble is too strong to control, would you say never, rarely, sometimes, often or always?

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

**Q. 81**

Do you have any loyalty cards for the venues at which you gamble?

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

▶ If Q81 = 1 go to Q82

▶ Otherwise go to Q86

**Q. 82**

How many player loyalty schemes do you have cards for?

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

**Q. 83**

When you are at these venues do you use your loyalty card -

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

**I am now going to read two statements about loyalty cards which I'd like you to tell me whether you strongly agree, agree, disagree, strongly disagree or neither agree or disagree?**

**Q. 84**

If you were able to, would you use your loyalty card to place limits on the **time** you spend gambling.

(Strongly agree .....	1
Agree.....	2
Neither agree nor disagree.....	3
Disagree .....	4
Strongly disagree.....	5
Don't know .....	98
Refused) .....	99

**Q. 85**

If you were able to, would you use your loyalty card to place limits on the **money** you spend gambling.

(Strongly agree .....	1
Agree.....	2
Neither agree nor disagree.....	3
Disagree .....	4
Strongly disagree.....	5
Don't know .....	98
Refused) .....	99

I am now going to read some statements about gambling in general which I'd like you to tell me whether you strongly agree, agree, disagree, strongly disagree or neither agree or disagree.

**Q. 86**

Even if you are losing, you should continue because you don't want to miss a win.

(Strongly agree .....	1
Agree.....	2
Neither agree nor disagree.....	3
Disagree .....	4
Strongly disagree.....	5
Don't know .....	98
Refused) .....	99

**Q. 87**

'Near misses' remind you that a win is just around the corner.

(Strongly agree .....	1
Agree.....	2
Neither agree nor disagree.....	3
Disagree .....	4
Strongly disagree.....	5
Don't know .....	98
Refused) .....	99

**Q. 88**

When you lose money, you try to win it back.

(Strongly agree .....	1
Agree.....	2
Neither agree nor disagree.....	3
Disagree .....	4
Strongly disagree.....	5
Don't know .....	98
Refused) .....	99

**Q. 89**

You get the most excitement from gambling.

(Strongly agree .....	1
Agree.....	2
Neither agree nor disagree.....	3
Disagree .....	4
Strongly disagree.....	5
Don't know .....	98
Refused) .....	99

**Q. 90**

After losing many times in a row, you are more likely to win

(Strongly agree .....	1
Agree.....	2
Neither agree nor disagree.....	3
Disagree .....	4
Strongly disagree.....	5
Don't know .....	98
Refused) .....	99

**Q. 91**

You could win more if you used a certain system or strategy.

(Strongly agree .....	1
Agree.....	2
Neither agree nor disagree.....	3
Disagree .....	4
Strongly disagree.....	5
Don't know .....	98
Refused) .....	99

- ▶ If CPGI = 0 then go to Q114
- ▶ If CPGI = between 1 – 2.5 and respondent number is an EVEN Number then go to Q92
- ▶ Otherwise if CPGI = between 1–2.5 and respondent number is an ODD Number then go to 101
- ▶ Otherwise if CPGI = between 3–7.5 and respondent number is an EVEN Number then go to Q92
- ▶ Otherwise if CPGI = between 3–7.5 and respondent number is an ODD Number then go to Q101
- ▶ Otherwise if CPGI = between 8–27 and respondent number is an EVEN Number then go to Q92
- ▶ Otherwise if CPGI = between 8–27 and respondent number is an ODD Number then go to Q101

The next few questions relate to some of your experiences of gambling

### Q. 92

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

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

### Q. 93

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

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

### Q. 94

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

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

### Q. 95

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

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

### Q. 96

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

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

### Q. 97

Do you usually take breaks when you are gambling?

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

- ▶ If Q97 = 1 go to Q98
- ▶ Otherwise go to Q100

### Q. 98

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

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

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

### Q. 99

Since the smoking ban in venues, and thinking about the number of breaks you take during a gambling session, would you say you now take a lot more, a few more, a lot less, a few less or no change

(A lot less .....	1
A few less .....	2
No change .....	3
A few more .....	4
A lot more.....	5
Don't know/can't remember .....	98
Refused) .....	99

### Q. 100

I am now going to read out some statements about accessing cash for gambling and I'd like you to tell me whether they **never, rarely, sometimes, often or always** apply for you.

	Never	Rarely	Sometimes	Often	Always	DK/CR	Refused
You obtain your cash before you arrive at the venue	1	2	3	4	5	98	99
You use your credit card to get cash advances	1	2	3	4	5	98	99
You withdraw money at a venue ATM before you start gambling	1	2	3	4	5	98	99
You withdraw extra money at a venue ATM during a gambling session	1	2	3	4	5	98	99
You obtain cash through EFTPOS facilities at the venue	1	2	3	4	5	98	99
You cash cheques at the venue	1	2	3	4	5	98	99

► If respondent number is **EVEN** then go to Q103

► Otherwise go to Q101

### Q. 101

The next few questions are about some ways people have obtained money for gambling and I'd like you to tell me whether they **never, rarely, sometimes, often or always** apply for you.

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

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

### Q. 102

These next questions are about how gambling can adversely affect people. I'm going to read out some statements and I'd like you to tell me whether they have **never, rarely, sometimes, often or always** been affected by your gambling.

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

**Q. 103**

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

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

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

**Q. 104**

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

By telephone .....	1
Face to face counselling.....	2
Internet.....	3
Mail.....	4
Self help manuals.....	5
Other ( <i>please specify</i> ) .....	6
.....	
(No help required.....	7
Don't know .....	98
Refused) .....	99

**Q. 105**

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

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

**Q. 106**

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

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

▶ If Q106 = 1 go to Q108

▶ If Q106 = 2 go to Q107

▶ Otherwise go to Q109

**Q. 107**

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

(Didn't know where to go .....	1
Too embarrassed to see a counsellor	2
The kind of help I wanted wasn't available locally.....	3
Thought I could beat the problem on my own .....	4
I don't consider I have a problem .....	5
Other ( <i>please specify</i> ) .....	6
.....	
Don't know/can't remember .....	98
Refused) .....	99

▶ Go to Q109

**Q. 108**

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

(Financial problems .....	1
Relationship problems.....	2
Legal problems .....	3
Work/employment problems.....	4
Someone urged you to go .....	5
Felt depressed/worried.....	6
Fraud .....	7
Referral from other counsellors .....	8
Other ( <i>please specify</i> ) .....	9
.....	
Don't know/can't remember .....	98
Refused) .....	99

**Q. 109**

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

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

**Q. 110**

In the last 12 months, have you been under a doctor's care because of depression or stress-related issues?

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

**Q. 111**

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

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

▶ If Q111 = 1 go to Q112

▶ Otherwise go to Q113

**Q. 112**

Have you thought like that in the last 12 months?

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

**Q. 113**

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

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

**Q. 114**

The following questions are for statistical purposes only.

In which country were you born?

(Australia ..... 1  
 Canada ..... 2  
 China ..... 3  
 UK (England, Scotland, Wales,  
 Northern Ireland) ..... 4  
 Fiji ..... 5  
 Germany ..... 6  
 Greece ..... 7  
 Hong Kong ..... 8  
 India ..... 9  
 Indonesia ..... 10  
 Ireland ..... 11  
 Italy ..... 12  
 Malaysia ..... 13  
 Netherlands (Holland) ..... 14  
 New Zealand ..... 15  
 Philippines ..... 16  
 Poland ..... 17  
 Singapore ..... 18  
 South Africa ..... 19  
 Sri Lanka (Ceylon) ..... 20  
 United States of America ..... 21  
 Vietnam ..... 22  
 Other (*please specify*) ..... 23

.....  
 Refused) ..... 99

**Q. 115**

What is your highest educational qualification?

Post graduate qualifications .....	1
A university or college degree.....	2
A trade, technical certificate or diploma.....	3
Completed senior high school (Year 12).....	4
Completed junior high school (Year 10).....	5
Completed primary school .....	6
Did not complete primary school.....	7
No schooling .....	8
(Other (please specify).....	9
.....	
Refused) .....	99

**Q. 116**

Which of the following best describes what you currently do?

Work full-time .....	1
Work part-time.....	2
Work on a casual basis .....	3
Self-employed .....	4
Unemployed and looking for work.....	5
Full-time student.....	6
Full-time home duties .....	7
Retired.....	8
Not employed and not looking for work.....	9
Sick or disability pension .....	10
(Other (please specify) .....	11
.....	
Refused) .....	99

**Q. 117**

How would you describe your current marital status?

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

**Q. 118**Do you identify yourself as an Aboriginal, Torres Strait Islander or Australian South Sea Islander?  
(Allow more than one)

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

**Q. 119**What is your **personal** annual income before tax including pensions, income from investments and family allowances? (Note: If the respondent asks, this does not include gambling winnings)

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

**Q. 120**What is your **household** annual income before tax including pensions, income from investments and family allowances? (Note: If the respondent asks, this does not include gambling winnings)

Zero.....	1
Less than \$11,000.....	2
\$11,000 to \$30,999 .....	3
\$31,000 to \$50,999 .....	4
\$51,000 or more.....	5
(Same as Q119 .....	6
Don't know .....	98
Refused) .....	99

**Q. 121**

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

(Yes (please specify name) ..... 1

.....

No ..... 2

Don't know ..... 98

Refused) ..... 99

▶ If Q121 = 1 go to Q122

▶ Otherwise End Survey

**Q. 122**

Do you have another phone number such as a mobile phone on which we could contact you?

.....

Refused) ..... 99

That concludes the survey.

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

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

Thank you very much for your assistance.



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Queensland Household Gambling Survey 2006-07

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