

STUDY OF GAMBLING AND HEALTH IN VICTORIA

FINDINGS FROM THE VICTORIAN PREVALENCE STUDY 2014

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The report authors declare no conflict of interest in relation to this report or project. Schottler Consulting Pty Ltd has conducted an extensive range of previous gambling research studies and consultancies for Governments in most Australian jurisdictions – including work for Department of Justice & Regulation Victoria and the Victorian Responsible Gambling Foundation, for Gambling Research Australia and for the Ministry of Health in New Zealand. However, no direct research or related consultancy funding has been received by the company prior to or during the conduct of the current study from any gambling provider or agency in Australia or overseas.

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A Victoria free from gambling-related harm

Minister's Foreword

The Andrews Labor Government supports a culture of responsible gambling. We understand and share the community's concerns about the insidious nature of problem gambling behaviour and its associated harms. We also recognise that the gaming industry provides significant jobs, entertainment and tourism opportunities. Balancing these issues is an ongoing challenge and comprehensive research is central to effective policy development in the field.

It has been six years since the last study examining the prevalence of gambling in Victoria was published. The 2015 Study of Gambling and Health in Victoria is a landmark report identifying new emerging trends which must be considered by government and the community.

The report shows that while the proportion of adult Victorians who gamble has declined since the last study, there has been no significant movement in the proportion of gamblers at risk of developing a gambling problem. Those with a gambling problem are more likely to play gaming machines than engage in any other form of gambling.

Problem gamblers appear to be gambling with greater intensity and Indigenous communities have a particularly high prevalence of problem gambling. Participation in wagering has increased, particularly among women. Further, while participation in online gambling remains low, it is a rapidly increasing form of gambling which must be addressed by both state and federal governments.

This is the first study of its kind which has been commissioned and managed by the Victorian Responsible Gambling Foundation in conjunction with the Department of Justice & Regulation. I thank them both for their work and the researcher, Schottler Consulting, for this important study.

With more information about Victorians' gambling behaviour, the government will be able to develop and implement more effective policies to foster a responsible gambling culture in our community.



Jane Garrett MP

Minister for Consumer Affairs, Gaming and Liquor Regulation

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Executive summary

Purpose of report

This report presents findings of a study examining the prevalence and distribution of problem gambling in Victoria. Through comparisons with findings of the Victorian prevalence study in 2008 (Hare, 2009), the current report highlights how gambling participation and behaviour in Victoria has changed over the previous six years.

In addition to measuring the prevalence and distribution of problem gambling, the study also explores a range of special topics currently relevant to gambling in Victoria, including health issues and gambling, pre-commitment, casino gambling and harm as a result of gambling.

Methodology

Conducted from June to November 2014, the study involved 13,554 Computer Aided Telephone Interview (CATI) surveys of Victorians aged 18 years and older. The survey used a dual frame (mobile and landline) sample, which included 12,551 landline surveys and 1,003 mobile surveys. This survey is the first gambling survey to use a true random digit dial methodology for both landline and mobile samples. This means that both mobile phone numbers and landline numbers were selected at random.

Inclusion of mobile phone numbers in the sample was considered critical, given that a quarter of Victorian adults do not possess a landline (ACMA, 2014). In addition, mobile only households have been shown to experience a range of vulnerabilities and disadvantage including increased prevalence of mental health issues (e.g., Blumberg & Luke, 2014; Holborn, Reavley & Jorm, 2012).

To accurately estimate the prevalence of problem gambling, the results of the survey were weighted to ensure they represented the Victorian adult population.

Major findings

Past year gambling activity participation in Victoria

The three highest participation gambling activities in 2014 were lotto, Powerball or the Pools; raffles, sweeps and other competitions and race betting. While there was no change in table game participation from 2008 to 2014[†], findings showed a statistically significant[†]:

Decrease in:

- Gaming machine participation
(a decrease of 6.24 per cent from 21.46 per cent in 2008 to 15.22 per cent in 2014)*
- Scratch ticket participation
(a decrease of 4.85 per cent from 15.31 per cent in 2008 to 10.46 per cent in 2014)*
- Phone or SMS competition participation
(a decrease of 1.40 per cent from 7.35 per cent in 2008 to 5.95 per cent in 2014)*

* For a more fine-grained comparison of 2014 with 2008 results (as the 2008 study did not include mobile only respondents), a small number of estimates in the executive summary exclude mobile only respondents. These are clearly identified with an asterisk (*). Otherwise, full sample results are presented.

[†] Statistical significance in this report is defined as $p < 0.05$. The Executive Summary and the Discussion discusses statistically significant results.

Increase in:

- Betting on racing (an increase of 3.71 per cent from 16.40 per cent in 2008 to 20.11 per cent in 2014)*
- Sports and event betting participation (an increase of 1.15 per cent from 3.96 per cent in 2008 to 5.11 per cent in 2014 (when sport and event betting results for 2014 were combined as measured in 2008)*

In 2014, males were more likely than females to participate in many gambling activities including informal private betting, casino table games, sports betting and Keno. Results also showed:

- A larger decline in gaming machine participation for males (a decrease of 5.62 per cent to 17.22 per cent in 2014), compared to females (a decrease of 3.87 per cent to 16.28 per cent in 2014)
- A significant increase in sports betting participation for males (an increase of 2.12 per cent to 8.65 per cent in 2014), yet not for females
- A significant increase in racing betting for females (from 12.02 per cent to 20.17 per cent), yet not for males.

Overall findings may suggest that the growth in sports and event betting participation within Victoria has been primarily driven by increased participation by males, while the growth in racing betting has been driven by increased female participation. While the increasing participation of females in wagering may in part be a result of the inclusion of Spring Racing in the definition of racing in 2014, this may also be explained by the increasing feminisation of wagering.

Where past year gambling activities are undertaken

An increasing number of Victorian gamblers are gambling in pubs or hotels in 2014, rather than in clubs, although it is possible that respondents are not accurately reporting where they have gambled. Findings for specific products are discussed below.

Gaming machine players

Pubs or hotels were the most common location of play for gaming machines. In 2014, 60.63 per cent of gaming machine players had played in a pub at least once in the past 12 months. This was an increase from 38.28 per cent in 2008. Participation in gaming machine play at clubs remained similar to 2008, with 43.69 per cent of gaming machine players stating they had played at a club in the past 12 months.

There was an increase in gaming machine play at the casino (from 23.58 per cent in 2008 to 30.13 per cent in 2014), and at TABs and race tracks. Only 0.35 per cent of gaming machine players played at this location in 2008, this increased to 12.85 per cent in 2014. Although the total proportion of players remained low, there was also a significant increase in participation in gaming machines online, from 0.32 per cent to 1.57 per cent.

Casino and table game players

The casino was the most preferred location of play for table games. There was an increase in the proportion of table gamers who played at the casino from 2008 (86.10 per cent) to 2014 (92.33 per cent). There was also a significant increase in online table game play from 2008 to 2014 (from 1.69 per cent to 7.25 per cent).

* For a more fine-grained comparison of 2014 with 2008 results (as the 2008 study did not include mobile only respondents), a small number of estimates in the executive summary exclude mobile only respondents. These are clearly identified with an asterisk (*). Otherwise, full sample results are presented.

Sports betting gamblers

The most popular location for sports betting was over the internet (51.98 per cent) followed by TAB outlets (44.90 per cent) and pubs or hotels (24.49 per cent). While sports betting locations could not be precisely compared in 2008 and 2014 (as sports channels in 2014 had to be compared with sports and event channels in 2008 due to a question change), results suggested a possible decline in phone betting (from 8.54 per cent to 2.76 per cent) and a possible increase in internet sports betting (from 22.4 per cent to 51.98 per cent) and race track sports betting (from 0.35 per cent to 6.82 per cent).

Prevalence of problem gambling in Victoria

Past year gamblers were screened with the nine item Canadian Problem Gambling Severity Index (Ferris & Wynne, 2001). Results for the full sample, including mobile only respondents, are shown in Table 1.

Table 1: Prevalence of problem gambling risk in Victoria (N=13,554) (weighted)

Risk for problem gambling	Proportion of the population (CI)	Estimated Victorian adults
Non-gamblers	29.90 (27.51 – 32.40)	1,312,741
Non-problem gamblers	57.59 (54.95 – 60.19)	2,528,453
Low risk gamblers	8.91 (7.18 – 11.01)	391,188
Moderate risk gamblers	2.79 (1.83 – 4.23)	122,493
Problem gamblers	0.81 (0.48 – 1.36)	35,563

Comparisons were made between risk categories from 2014 and 2008. To make the methodology more consistent, the mobile only component of the sample was excluded from comparisons. The prevalence of problem and moderate risk gambling did not change from 2008 to 2014. However, there were changes in other risk categories:

- Non-problem gamblers decreased from 64.31 per cent in 2008 [95 per cent confidence interval (CI) – 63.30-65.31] to 59.47 per cent in 2014 [CI – 57.36-61.55]*
- Low risk gamblers increased from 5.70 per cent in 2008 [CI – 5.23-6.21] to 7.34 per cent in 2014 [CI – 6.45-8.34]*
- Non-gamblers increased from 26.93 per cent in 2008 [CI – 25.99-27.88] to 30.14 per cent in 2014 [CI – 27.98-32.39]*

An increase in low risk gambling is consistent with findings from some other jurisdictions, such as South Australia.

Highlighting possible effects of landline only sampling, the 2014 prevalence of problem gambling excluding mobile only respondents was 0.72 per cent and the prevalence rate for mobile only respondents was 1.07 per cent.

The prevalence of problem gambling in Victorians who are Aboriginal, Torres Strait Islander or Australian South Sea Islander background was 8.71 per cent. Problem gamblers were significantly more likely to be Indigenous.

Changes in the behaviour of gambling risk groups since 2008

The behaviour of gambling risk groups has changed since 2008. Participation in pub and hotel based gaming machine and keno play increased significantly for all risk categories. Pubs and hotels are now the most common location of play for these activities for all risk categories.

There were significant changes in frequency of play for those at risk who played gaming machines. Low risk gamblers who played gaming machines decreased their frequency of gaming machine play from 15.80 times

* For a more fine-grained comparison of 2014 with 2008 results (as the 2008 study did not include mobile only respondents), a small number of estimates in the executive summary exclude mobile only respondents. These are clearly identified with an asterisk (*). Otherwise, full sample results are presented.

per annum in 2008 to 12.32 times per annum in 2014. In contrast, increases in gaming machine play frequency was observed for moderate risk gamblers (from 22.73 times per annum in 2008 to 86.24 times per annum in 2014) and problem gamblers (from 56.37 times per annum in 2008 to 87.61 times per annum in 2014) who played gaming machines.

A similar pattern was observed for those participants who bet on racing. Low risk gamblers decreased their frequency of racing betting from 30.64 times per annum in 2008 to 13.58 times per annum in 2014. Play frequency increased for problem gamblers from 67.17 times per annum in 2008 to 203.77 times per annum in 2014. However, no change was observed for moderate risk gamblers.

Problem gamblers who played table games increased their frequency of play, from 31.06 times per annum in 2008 to 59.15 times per annum in 2014. There were no changes to frequency of play on table games for other risk categories.

The frequency of lotto, Powerball and Pools play decreased for non-problem gamblers (from 26.43 times per annum in 2008 to 23.18 times per annum in 2014) and low risk gamblers (from 40.30 times per annum in 2008 to 30.26 times per annum in 2014). In contrast, an increase in play frequency was observed for moderate risk gamblers from 27.83 times per annum in 2008 to 74.41 times per annum in 2014.

These results suggest that those at higher risk (moderate risk and problem gamblers) may be gambling at greater intensity in 2014 across a variety of products. This is particularly noticeable as it occurs at the same time as an increasing number of Victorians are choosing not to gamble and in the context of a decrease in play frequency for lower risk gamblers on some products.

Changes in internet gambling since 2008

Internet gambling increased for some risk groups since 2008. For those problem gamblers who played gaming machines, past year participation increased to 14.84 per cent in 2014 compared to zero per cent in 2008. This was the only risk category to increase participation in online gaming machine play.

In contrast, online table game play increased in non-problem gamblers since 2008 (5.73 per cent of those who played table games had played table games online in 2014, compared to 0.24 per cent in 2008).

Based on an approximate comparison (given question wording changes between studies), sports betting online among those who bet on sports increased for non-problem gamblers (from 22.39 per cent in 2008 to 45.56 per cent in 2014), low risk gamblers (from 18.53 per cent in 2008 to 56.77 per cent in 2014) and moderate risk gamblers (from 29.24 per cent in 2008 to 69.78 per cent in 2014). However, no change was observed for problem gamblers.

Findings relating to special topics explored in the study

Harms associated with gambling in Victoria

Approximately 2.79 per cent of Victorian adults (122,493 Victorian adults) reported experiencing problems because of someone's gambling in the past 12 months. In addition, approximately 1.15 per cent of all gamblers had experienced problems from their own gambling in the past 12 months (an estimated 35,394 Victorian adults).

Pre-commitment and access to cash during gambling

Accessing cash during a gambling session was associated with problem gambling risk. Problem gamblers (mean of 3.46 times per session) and moderate risk gamblers (mean of 1.55 times per session) reported accessing EFTPOS a significantly greater number of times during gambling compared to non-problem gamblers (mean of 0.14 per session). These two groups also withdrew a larger amount of money per gambling session compared to non-problem gamblers. The mean withdrawal was \$317.93 for problem gamblers; \$130.12 for moderate risk gamblers and \$65.56 for non-problem gamblers.

When gaming machine players were asked about their pre-commitment behaviour during gambling, all at risk gamblers were more likely to lose track of both money and time during gambling, compared to non-problem gamblers. Around half (52.17 per cent) of problem gamblers, 41.36 per cent of moderate risk gamblers and 35.35 per cent of low risk gamblers also indicated they would use a pre-commitment tool to set a money limit. In addition, 27.98 per cent of all gaming machine players say if available, they would use pre-commitment to track play, 37.42 per cent would use the tool to set a spend limit and 24.59 per cent would use the tool to set a time limit for gaming machine play. Such data also highlights that money limits are generally of most importance to gaming machine players.

Special topics relating to casino gambling

A number of special topics relating to casino gambling were explored in the study including loyalty program membership, use of VIP casino areas and play of unrestricted gaming machines. Findings showed that 60.87 per cent of problem gamblers, 46.43 per cent of moderate risk gamblers and 53.27 per cent of low risk gamblers playing gaming machines at the casino had been a member of the loyalty program over the past 12 months. A positive relationship between program membership and at risk gambling was identified.

Around one third (30.43 per cent) of problem gamblers who had played in a casino in the past 12 months had played in VIP areas and problem gamblers were more likely to have played in VIP areas compared to non-problem gamblers. In addition, 60.87 per cent of problem gamblers playing at the casino reported playing unrestricted gaming machines and this was significantly higher compared to non-problem gamblers.

Special topics relating to gambling and health

Special topics relating to gambling and health were explored in the study including alcohol use, GP visits and mental health diagnoses. Compared to non-problem gamblers, low risk and moderate risk gamblers were more likely to consume alcohol while gambling. However, no effect was observed for problem gamblers.

Moderate risk and problem gamblers attended their GP on average approximately 7 to 8 times per year. This is higher than the Australian population average of 5.6 times per year (National Health Performance Authority, January 2015). In addition, 24.06 per cent of moderate risk gamblers and 41.86 per cent of problem gamblers reported being diagnosed by a medical professional with depression in the past 12 months. Problem gamblers were more likely to have been diagnosed, compared to moderate risk gamblers. In addition, 20 per cent of moderate risk gamblers and 39.53 per cent of problem gamblers had been diagnosed as having an anxiety disorder.

Help seeking for problem gambling

Around 6.56 per cent of moderate risk gamblers and 44.19 per cent of problem gamblers reported ever seeking help (informal and formal help). In addition, 1.88 per cent of moderate risk gamblers and 22.09 per cent of problem gamblers had sought help in the past 12 months.

Use of a dual frame sample

As the first Australian gambling prevalence study which has incorporated random digit dial mobile sampling, this study has demonstrated that other approaches to prevalence studies may produce less accurate estimates of gambling behaviours in the population.

Compared to respondents with landline access (from the landline sample frame), mobile only respondents were more likely to report betting more than they could afford to lose, to gamble with larger amounts to get the same feeling of excitement and to report loss chasing. In addition, they were more likely to report borrowing money or selling something to get money for gambling and to feel that they might have a problem with gambling. Compared to landline only respondents, mobile only respondents were also significantly more likely to be gamblers.

Accordingly, such results may suggest the potential for different gambling risk factors in mobile only respondents. As mobile only respondents are estimated to comprise around 25 per cent of the Australian population (ACMA, 2014), future gambling studies should also ensure that they are included in sampling.

Discussion of study findings

Gambling behaviour of Victorian adults

- *Participation in gaming machines has declined.*
- *Participation in gaming machines (amongst players) at pubs and hotels has increased.*
- *The proportion of low risk gamblers has increased.*

This study has identified a range of changes in the gambling behaviour of the Victorian adult population. Perhaps the most notable and interesting finding is the decline in gaming machine participation since 2003. While gaming machine participation was estimated at 33.5 per cent of the adult population in 2003 (McMillen and Marshall, 2004) and 21.46 per cent of the adult population in 2008 (Hare, 2009), it has fallen considerably. An estimated 15.22 per cent of Victorian adults now report playing gaming machines at least once in the previous year^{*}.

This decline in gaming machine play has also been observed in other jurisdictions including South Australia (Social Research Centre, 2012), New South Wales (Ogilvy Illumination, 2011) and New Zealand (Health Promotion Agency, 2013). Some possible explanations have been proposed, although these are still speculative. Storer, Abbott and Stubbs (2009), for instance, suggested that individuals and populations may adapt to the novelty of gaming opportunities over time.

The decline in gaming machine participation may imply that the Victorian population is adapting to the presence of gaming machines. The level of 'adaptation' in Victoria may be high compared to other Australian jurisdictions, as Victoria has the lowest gaming machine participation in Australia (based on recent Australian prevalence studies - Refer Table 22 for a summary of recent national results). However, it is notable that the decline in gaming machine participation was not accompanied by a decline in problem gambling.

Another important change in gambling behaviour has been an increase in participation in gaming machines at hotels and pubs. Pubs and hotels were the most popular location for gaming machine play in 2014. About two thirds (60.63 per cent) of gaming machine players played in pubs or hotels in 2014, compared to 43.69 per cent of players who played in clubs. This represents a significant increase in participation in pubs and hotels from 2008, when only 38.29 per cent played in these venues (Australian Gambling Statistics, 1987-1988 to 2012-2013).

However, examination of gaming machine expenditure for hotels and clubs shows that expenditure at hotels has not increased dramatically from 2008 to 2014. In 2008/09, clubs and pubs had respectively 35.24 per cent and 64.76 per cent share of total gaming machine expenditure in Victoria (excluding casino gaming machines). In comparison in 2013/14, the share was 33.78 per cent for clubs and 66.22 per cent for pubs (Australian Gambling Statistics, 1987-1988 to 2012-2013).

The difference between expenditure figures and survey results may be explained by a small change to the survey questionnaire, to list hotels before clubs in the question on gambling channels. This may have encouraged more participants to nominate hotels as a gambling location. If this did occur, it may suggest that respondents are confused about the differences between pubs and hotels and clubs and potentially other venue types (leading to inaccurate reporting).

There was an increase in the proportion of gaming machine players who played in the casino (30.13 per cent of players compared to 23.58 per cent in 2008), online (1.57 per cent of players compared to only 0.32 per cent in 2008) and at TABs or racetracks (12.85 per cent compared to 0.35 per cent). This may reflect that there is also now increasing competition across channels for gaming machine expenditure within Victoria.

^{*} Excluding mobile only respondents to enable a more fine-grained comparison between 2014 and 2008 results.

There was also an increase in pub or hotel based gambling for other activities, which may also be related to the ordering of responses in the survey. Pubs were generally a more common location of play than clubs for all activities. In particular, 24.49 per cent of sports betting gamblers and 67.8 per cent of keno players bet in pubs and there was a statistically significant increase for pub-based keno play since 2008.

Alongside the changes in gaming machine play, participation in race betting and sports betting increased since 2008. Female participation increased for race betting (from 12.02 per cent to 20.17 per cent), while males stayed at roughly 21 per cent participation. It is conceivable that the increasing availability and popularity of wagering through internet betting sites has driven this change. This would also be supported by studies showing that females find online channels less stigmatising and more gender-neutral than betting outlets (for example, Griffiths, 2014).

Changes in gambling behaviour have also been accompanied by changes in gambling risk. In particular, based on respondents with landline access, there was:

- an increase in low risk gambling [from 5.7 per cent in 2008 (CI – 5.23 - 6.21) to 7.34 per cent* in 2014 (CI – 6.45 – 8.34)]
- an increase in the number of Victorian adults who chose not to gamble [from 26.93 per cent in 2008 (CI 25.99 - 27.88) to 30.14 per cent in 2014 (CI – 27.98 – 32.39)]
- a reduction in non-problem gambling [64.31 per cent in 2008 (CI – 63.30 – 65.31) to 59.47 per cent* in 2014 (CI – 57.36-61.55)].

Other states (for example, South Australia) have also experienced changes in low risk gambling. However, there were no statistically significant changes in moderate risk or problem gambling.

Given that fewer people are gambling in Victoria and there is an increase in low risk gambling, it is plausible that some segments of the community are gambling somewhat more intensively in 2014 than in 2008. This is supported by significant increases in gaming machine play frequency observed for moderate risk and problem gamblers (although low risk gamblers showed a decrease in the frequency of gaming machine play).

Rates of non-problem gambling decreased for both men and women, but there were other gender differences in risk. Men have increased rates of non-gambling, whereas low risk gambling has increased for women. It is conceivable that female non-problem gamblers may have been replaced by low risk gamblers and male non-problem gamblers have been replaced by non-gamblers.

Risk categories are also influenced by age. For females 35-44 years, there was a significant increase in low risk gambling (from 3.38 per cent to 8.08 per cent) and a reduction in non-problem gambling (from 70.26 per cent to 58.91 per cent). The increase in low risk gambling may be associated with the inclusion of Spring Racing in the definition of race betting in 2014 (i.e., females participating in race betting may be those who gambled more than they can afford at least once during the Spring Racing period).

The decrease in moderate risk gambling in males 25-34 years is also of interest (from 3.5 per cent to 1.43 per cent). This may suggest a change in the age profile of at risk gamblers.

Problem gambling in Victoria

- *Gaming machine and race betting are the highest spend activities for problem gamblers*
- *Problem gamblers are gambling at greater intensity in 2014*
- *The prevalence of problem gambling is higher in Indigenous peoples*

Study findings showed that approximately 0.81 per cent of Victorian adults (CI–0.48-1.36) experience problem gambling (approximately 35,563 Victorians). There has not been a significant change in the prevalence of problem gambling since 2008.

* Excluding mobile only respondents to enable a more fine-grained comparison between 2014 and 2008 results.

Results relating to the gambling activities of problem gamblers are also similar to 2008. In spite of problem gamblers playing many different gambling activities, gaming machines (50.64 per cent) and race betting (31.01 per cent) were reported to be the top two highest-spend gambling activities of problem gamblers. This suggests that these two activities are likely to explain a large proportion of problem gambling expenditure. In comparison, sports betting was only the highest-spend activity of 0.46 per cent of problem gamblers and casino table games was the highest-spend activity of only 3.88 per cent of problem gamblers. Accordingly, this may suggest that such activities also play a lesser role in the gambling expenditure of problem gamblers.

Changes in the gambling frequency of problem gamblers highlight that this group may now be gambling at a somewhat higher intensity than in 2008. Problem gamblers recorded a statistically significant increase in their frequency of gaming machine play, race betting and table game play since 2008. Some of this change may be attributed to easier access channels (e.g., online betting and gambling) or possibly the inclusion of Spring Racing in the wagering question.

Another plausible reason for the increased intensity of play may relate to the shift for problem gamblers to play gaming machines in pubs (86.53 per cent of problem gamblers) and race track or TAB environments (30.73 per cent of problem gamblers). In particular, findings showed that, relative to non-problem gamblers, playing gaming machines at pubs was associated with problem gambling, as was playing at a TAB or racetrack. In addition, a significant increase in gaming machine play at race tracks was observed from 2008 to 2014 for problem gamblers (0.50% in 2008 played gaming machines at race tracks, compared to 30.73% in 2014).

Although only 0.76 per cent of problem gamblers considered sports betting as their 'highest-spend' activity, 44.78 per cent of problem gamblers bet on sports and this was a significant increase since 2008. However, this activity may not be impacting problem gamblers financially as much as their highest-spend gambling activities - gaming machine and race betting.

A few demographic factors were associated with gambling problems in this study. However, there was a very high prevalence of problem gambling in Victorian Indigenous (Koori) people. Approximately 8.71 per cent of Indigenous people experienced problem gambling. Previous studies have also shown that problem gambling can be a concern for Indigenous communities (e.g., Hing, 2014; Breen et al, 2013; Breen et al, 2012). Some studies have also illustrated that both commercial and informal types of gambling can be harmful for Indigenous people (e.g., informal gambling on cards), implying the need for special community-specific health promotion approaches. This study thus further highlights the need for comprehensive programs and communications to treat and prevent problem gambling and its impacts within Victorian Indigenous communities.

Moderate risk gambling in Victoria

- *The prevalence of moderate risk gambling did not change from 2008 to 2014*
- *Moderate risk gamblers were likely to spend most on gaming machines, commercial lotteries and race betting.*

Similar to the prevalence of problem gambling, the prevalence of moderate risk gambling did not change from 2008 to 2014. However, the behaviour of moderate risk gamblers may have changed over this period. This group of gamblers showed an increased tendency to play in pubs in 2014. This trend occurred for both pub-based gaming machines (81.91 per cent who played gaming machine played in pubs or hotels) and keno play (86.17 per cent who played keno played in pubs or hotels).

Rates of gaming machine play did not increase from 2008, but the frequency of play for those moderate risk gamblers who played gaming machines did increase. Playing gaming machines was the most common highest spend activity for moderate risk gamblers, with 38.67 per cent spending more on gaming machines than any other gambling activity.

While only 12.11 per cent of moderate risk gamblers nominated betting on races as their highest-spend activity, this was played by nearly one third of moderate risk gamblers (30.95 per cent). A further 28.89 per cent of this risk group played table games, though this was the highest-spend activity of only a very small proportion of moderate risk gamblers (5.54 per cent). Sports and event betting (combined) was also undertaken by only a relatively small proportion of moderate risk gamblers (only 19.44 per cent) and it was the highest-spend gambling activity of an even smaller proportion (6.1 per cent).

Similar to problem gamblers, around one third (32.31 per cent) of moderate risk gamblers gambled on both the gaming machines and racing. This had increased from 20.03 per cent in 2008. However, the group who bet on gaming machines, but not racing, is still larger (38.51 per cent).

It is apparent that lotto, Powerball and the Pools feature as a highest-spend activity of a large proportion of moderate risk gamblers (30.36 per cent nominated this as their highest-spend activity). It is possible that this group may spend a little more on this activity than they should, in spite of the activity not generally being considered a 'high-risk' activity (e.g., Productivity Commission, 1999). This itself may highlight a need to consider such gambling expenditure in future communications, whilst still recognising the relatively greater impact of gaming machine and race betting.

Low risk and non-problem gambling in Victoria

- *Low risk gambling has increased since 2008*
- *Low risk gamblers report spending most on 'low risk' activities*

One of the most significant changes since 2008 is the increase in low risk gambling [from 5.70 per cent* in 2008 (CI – 5.23 - 6.21) to 7.34 per cent in 2014 (CI – 6.45-8.34)]. There was also a decrease in non-problem gambling, which may indicate an increase in gambling risk for some gamblers. While the specific reason for the increase in the prevalence of low risk gambling is unclear, low risk gamblers are showing an increased tendency to play gaming machines and keno in pub or hotels in 2014, when compared to 2008 (although this may be due to changes in the survey). Pubs are traditionally higher risk gambling channels (Productivity Commission, 1999). This may have led to an increase in gambling risk for some gamblers. Despite the increase in the prevalence of low risk gambling, there was a significant decrease in the frequency of gaming machine play and race betting by low risk gamblers who participated in these activities.

The increase in low risk gambling has been more prominent in particular groups. Female low risk gamblers have increased since 2008 (from 4.44 per cent in 2008 to 9.99 per cent in 2014), while the change for males is negligible. In particular, increases in low risk gambling occurred in females aged 35 to 44 years. Within this age group, non-problem gambling decreased from 70.26 per cent in 2008 to 58.91 per cent in 2014 and low risk gambling increased from 3.38 per cent in 2008 to 8.08 per cent in 2014 (both significant changes). The overall change in the prevalence of low risk gambling can be attributed mostly to females within this age bracket.

While race betting and gaming machines still feature as the predominant high-risk activities of low risk gamblers (respectively played by 43.48 per cent and 42.43 per cent of low risk gamblers), other activities are also undertaken by these gamblers. It is especially noteworthy that lotto, Powerball and the Pools was the highest-spend activity of 41.30 per cent of low risk gamblers and raffles, sweeps and competitions was the highest-spend activity of 9.22 per cent of the group. Accordingly, it is conceivable that even 'low risk' activities may play some role in their occasional over-spending on gambling. A New Zealand study on this note has shown that large lotto jackpot promotions can be associated with over-spending on lottery products and can affect many gamblers (Schottler Consulting Pty Ltd, 2012). Accordingly, this may imply the need for varied messages about other gambling activities in future community education campaigns.

There has been a significant increase in the proportion of Victorian adults who choose not to gamble, from 26.93 per cent to 30.14 per cent. Reasons for this change are unclear, although it may reflect a lower community interest in gambling as a leisure activity. It is also noteworthy that non-problem gamblers have increased their race betting activity since 2008 (from 20.60 per cent in 2008 to 26.86 per cent in 2014), along with their sports and event betting activity (from 4.09 per cent in 2008 to 5.69 per cent in 2014). However, gaming machine play has decreased significantly (from 24.70 per cent in 2008 to 18.73 per cent in 2014). Participation in table games was unchanged. However, those who play table games were more likely to do so online (an increase of 5.49 per cent from 0.24 per cent to 5.73 per cent in 2014). Similar to other groups, non-problem gamblers are also playing increasingly at pubs as opposed to club environments for gaming machines and keno.

* These results exclude mobile only respondents to enable a more fine-grained comparison between 2008 and 2014 results.

Changes in internet gambling in Victoria

- *Online gambling has increased since 2008*
- *Over half of sports bettors have played online in the past year*
- *Participation in online gambling is low, but has increased since 2008*

While the current study did not explore online gambling for all types of gambling, increases in online gambling were noted for several important activities since 2008. Most notably, significant increases were observed for online gaming machine play (0.32 per cent to 1.57 per cent of gaming machine players), online table game play (from 1.69 per cent to 7.25 per cent of table game players) and online sports betting (from 22.4 per cent to 51.98 per cent of sports betting gamblers). However, an increase did not occur for online play of keno since 2008 and the participation rate for online keno was still relatively low at only 0.97 per cent of keno players.

The most significant shift in online gambling has occurred for sports betting. This finding is consistent with results of the study by Hing, Vitartas, & Lamont (2014), which also observed that approximately half of all sports betting gambling is now conducted online. However, online gambling is still a relatively minor channel for gaming machines, table games and keno. This highlights the need for communications about risky gambling to focus on non-internet based channels, although there is also a need to consider the internet as a significant channel for sports betting.

Study results showed increases in participation in sports betting. Hing, Cherney, Blaszczyński, Gainsbury, & Lubman (2014) report that the sports betting industry has reached saturation level in advertising and actively works to recruit and maintain customers through mobile betting apps, streaming of sporting events, email communications and regular offers of betting incentives. Of those moderate risk and problem gamblers engaging in sports betting, 70 per cent play online.

It will also remain important to monitor rates of participation in online gambling into the future. While participation rates are still relatively low for most activities, they have nevertheless increased substantially since 2008. Compared to base rates in 2008, online gaming machine play increased 4.9 times, online table game play increased 4.3 times and online sports betting more than doubled (an increase of 2.3 times). From this perspective, if similar rates of growth continue, the internet could become a major access channel for both gaming machines and table games in the next one to two decades.

Harms associated with gambling in Victoria

- *Approximately 122,500 Victorian adults report experiencing harm as a result of someone else's gambling*

This study found that 2.79 per cent of Victorian adults (an approximately 122,500 Victorian adults) have experienced problems because of someone else's gambling in the 12 months prior to the study. In addition, 41.59 per cent of problem gamblers (an estimated 14,790 Victorian adults), 3.13 per cent of moderate risk gamblers (an estimated 3,834 Victorian adults) and 0.46 per cent of low risk gamblers (an estimated 1,800 Victorian adults) experienced problems because of their own gambling.

Together, such results suggest that messages about gambling harm directed to low risk and moderate risk gamblers may be unlikely to resonate, as only a very small proportion of these groups report experiencing harm. This lack of recognition of harm may require further investigation, as the PGSI provides evidence that some level of harm occurs in these groups, although this may be infrequent.

It is also noteworthy that only 41.59 per cent of problem gamblers reported harms. This may suggest that some problem gamblers do not recognise harms, as a result of stigma or denial. It is also possible that more sensitive and specific questions are required to elucidate information about harms to problem gamblers, as the questions used in this study are not validated and may require further development.

The potential to measure actual harms experienced from gambling is also highlighted by these results. Indeed, as implied by Rodgers et al (2009), there is potential to shift the focus away from merely identifying ‘cases’ of problem gambling to identifying the harms experienced by all gamblers at a population level. This is not to say that the PGSI and similar scales are no longer important. However, it may add value to problem gambling resource allocation and program design if information is available on the specific types of harms experienced. For instance, if relationship harms are being measured, it may be appropriate to invest more in relationship counselling services. Similarly, individual PGSI items may also provide some indication of specific harms experienced. Accordingly, understanding the specific harms may help ‘fine-tune’ problem gambling resource allocation.

Pre-commitment and access to cash during gambling

- *Significant numbers of gamblers indicated that they would use a pre-commitment system*
- *Moderate risk and problem gamblers withdrew a significantly larger amount of money from EFTPOS than other gamblers*

The current study has replicated findings of previous pre-commitment research highlighting that moderate risk and problem gamblers do try to self-regulate to limits during gambling (e.g., Schottler Consulting Pty Ltd, 2010a). However, both risk categories also struggle to do this effectively and many exceed their time and money limits during gaming machine play. As Victoria embarks on a new phase of consumer protection in gambling with pre-commitment available from December 2015, this presents an opportunity to offer a potentially useful self-regulation tool to higher-risk gamblers. However, trials of pre-commitment have previously shown that adoption is not instantaneous and that very few gamblers will typically use pre-commitment systems. In this study, if required to use pre-commitment, 37.42 per cent of all gaming machine players reported they would use the tool to set a spend limit and 24.59 per cent would set a time limit.

The current study examined gaming machine player use of EFTPOS during gambling. While removal of ATMs from venues is reported to have reduced gaming machine expenditure in Victoria (Thomas et al, 2013), the current study also showed that moderate risk and problem gamblers withdrew a significantly larger amount of money from EFTPOS per gambling session in the past year, compared to non-problem gamblers. While this is not to diminish the value of ATM removals as a harm-minimisation measure, it may highlight the potential for high-risk gamblers to eventually self-correct to their previous behaviour over time, as demonstrated in smoking bans (Harper, 2003). Accordingly, this highlights the need to continue to monitor access to cash via EFTPOS in venues to ensure that the harm-minimisation intent of ATM removal is maintained.

Special topics relating to gaming machine players and casino gambling

- *Use of the casino loyalty program was associated with problem and at risk gambling*

Study results have illustrated a link between casino loyalty program membership and at risk gambling behaviour. In addition, problem gamblers were significantly more likely than non-problem gamblers to have played in casino VIP areas and have played unrestricted gaming machines at the casino. Such results highlight that there is potential to further research such initiatives from a consumer protection perspective.

Some preliminary insights are also available from past research. A New Zealand based study identified harmful features of casino loyalty programs with potential to encourage at risk gambling (Schottler Consulting Pty Ltd, 2012). Advertising offers with very short time frames to claim rewards, for example, were found to be harmful to at risk gamblers, as they had to be used shortly after casino visitation (such as free points, free car parks, beverage offers with short time frames to ‘claim’ offers). The same principles could also be applied to VIP areas within casinos, where special patrons receive special rewards, treatment and benefits. Player tracking using pre-commitment systems may also be one method of identifying at risk behaviour in loyalty program users. Accordingly, researching ways to deliver loyalty and VIP programs without harm to gamblers could be a future research priority.

The tendency of problem gamblers to play unrestricted gaming machines is a further issue for research attention. As many studies have consistently shown that problem gamblers are likely to use high credit bets (Productivity Commission, 1999; Blaszczynski, Sharpe and Walker, 2001), it is unsurprising that unrestricted bet gaming machines appeal to problem gamblers. Future research could examine the size of bets used by problem gamblers on unrestricted gaming machines and whether other harm-minimisation measures may assist with responsible use of such machines.

Special topics relating to gambling and health

- *Problem gamblers were not more likely to consume alcohol while gambling*
- *Moderate risk and problem gamblers may visit their GPs more often*

There is a relationship between alcohol consumption during gambling and risk for problem gambling. However, the relationship only held for low and moderate risk gamblers and not for problem gamblers. Low and moderate risk gamblers were found to be significantly more likely to consume alcohol while gambling. This effect was weak for low risk gamblers when split by gender, but quite strong for moderate risk gamblers.

At the same time, at risk gamblers were not more likely to show signs of clinical alcohol abuse. Such results may confirm observations of Schellinck and Schrans (1998) that the high volume of gambling by problem gamblers may displace concurrent drinking behaviour. It is also possible that results of the 2008 study (Hare, 2009) were not replicated, simply because there is now a larger number of females in the low risk group. Indeed, 57.55 per cent of low risk gamblers in 2014 were female, compared to 39.82 per cent in 2008.

Other epidemiological data also highlights differences in alcohol consumption by gender and illustrates the vulnerability of males to alcohol problems. Naimi et al (2003), for instance, found that males average about 12.5 binge-drinking episodes per year, compared to only 2.7 episodes for females. Further highlighting gender differences, Minino et al (2004) found that 17 per cent of men and 8 per cent of women met the criteria for alcohol dependence at some point in their lives. Together, such results highlight research on comorbidities will need to change in line with the changing characteristics of problem gambling risk groups. From this perspective, it will be important to explore the different characteristics of risk groups by gender in future research to ensure that appropriate programs can be developed to meet changing needs over time.

The current study explored a number of other special health topics relating to moderate risk and problem gambling. In particular, findings showed that both groups of gamblers visited their GP around 7-8 times per year. Based on Medicare statistics, this may be somewhat higher than the number of GP visits for the average Australian of 5.6 visits per year (National Health Performance Authority, January 2015). In addition, around 24.06 per cent of moderate risk gamblers and 41.86 per cent of problem gamblers had been diagnosed with depression and 20 per cent of moderate risk gamblers and 39.53 per cent of problem gamblers had been diagnosed as having an anxiety disorder. Such data highlights the potential for GPs to explore gambling behaviours of patients in the context of mental health diagnoses. This is also supported by other compelling research that suggests a clear link between problem gambling and many mental health conditions (Martin et al, 2014; Lorains et al, 2011, Kessler et al, 2008). Discussing gambling as part of the diagnosis of depression and anxiety is also logical, given research showing that problem gamblers use gambling to relieve negative emotions and to modulate mood (e.g., Abbott, 2001).

Help seeking for problem gambling

- *Only a minority of problem gamblers have sought formal or informal help in the past year*
- *Barriers to help seeking include wanting to solve the problem without help and feeling embarrassed or shy.*

This study found that 6.56 per cent of moderate risk gamblers and 44.19 per cent of problem gamblers reported ever seeking formal or informal help. In addition, 1.88 per cent of moderate risk gamblers and 22.09 per cent of problem gamblers had sought help in the past 12 months.

The top trigger for problem gamblers to seek help was financial problems (63.16 per cent of problem gamblers who sought help). This converges with findings of Evans and Delfabbro (2005), which suggested that many problem gamblers will not seek help until they are at 'rock bottom' and significantly financially impacted. It is also interesting to note that financial issues were only the second highest trigger for moderate risk gamblers who sought help (28.57 per cent) and that relationship problems were a slightly more common trigger for the group (42.86 per cent).

Understanding the reasons why participants did not seek help can help to identify the challenges for combating problem gambling into the future. In particular, findings showed that for those who did not seek help, 0.96 per cent of moderate risk gamblers and 20.9 per cent of problem gamblers wanted help, but had not sought help. Contrary to findings of Gainsbury et al (2013), not knowing where to get help was not a barrier for these participants seeking help. Thinking they could solve the problem themselves was the most common barrier for problem gamblers. This may highlight the potential to continue to provide self-help tools to support self-recovery after problem gambling.

It is also noteworthy that feeling embarrassed or shy was only raised by 33.33 per cent of moderate risk gamblers and 28.57 per cent of problem gamblers. While admitting embarrassment itself could be argued as stigmatising, this may also potentially highlight that stigma is not the only reason why help is not pursued. Indeed, a variety of other reasons were mentioned including not thinking gambling was a serious problem, inconvenience, lack of time and cost. Accordingly, this may highlight other barriers that need to be targeted in future campaigns in addition to more common barriers to help seeking (such as stigma).

Dual frame study methodology

- *Mobile only populations are important in gambling prevalence studies*
- *True random digit dial mobile and landline sample frames should be considered for future research*

The current study has illustrated that telephone-based prevalence studies that do not include dual frame sampling (and particularly true mobile random digit dial sampling) have potential to overlook around one quarter of Victorian adults who do not possess a landline telephone (ACMA, 2014). Termed 'mobile only' respondents, these respondents may differ from other phone user groups in the population. Importantly, mobile only respondents differ in terms of gambling behaviour.

Compared to respondents with landline access (from the landline sample frame), mobile only respondents were more likely to report betting more than they could afford to lose, to gamble with larger amounts to get the same feeling of excitement and to report loss chasing. In addition, they were more likely to report borrowing money or selling something to get money for gambling and to feel that they might have a problem with gambling. Such results may suggest an increased level of at risk gambling behaviour in mobile only respondents.

Mobile only respondents in the current study were also found to be significantly more likely to be gamblers, compared to landline only respondents (70.97 per cent were gamblers in mobile only respondents, compared to 54.75 per cent in landline only respondents). It is also noteworthy that the observed rate of gambling participation for mobile only respondents was higher in the current study than the estimate identified in Jackson et al (2014). This latter study found that only 56.4 per cent of mobile only respondents were past year gamblers, compared to 70.97 per cent in the current study. However, Jackson et al (2014) did find that mobile only respondents were more likely to exhibit some behaviours consistent with problem gambling using the NODs-CLiP tool to measure lifetime problem gambling (e.g., including an increased prevalence of lying about gambling and attempts to control gambling behaviour).

While the reasons for differences in gambling participation estimates are unclear, Jackson et al (2014) reported use of a commercially purchased sample, rather than a true (randomly generated) random digit dial sample. In addition, a different approach was used to identify past year gambling that may have led to under-estimates of gambling participation (*In the last 12 months, how many days per week, per month or per year have you played a gambling activity for money?*) and a national, rather than Victorian, sample was utilised.

Mobile only respondents were also found to be more likely to bet on racing, bet on novelty events, play keno, play lotto, Powerball or the Pools and to take part in phone or SMS competitions. They also had a slightly different education profile (were more likely to have a university degree), migration status (more likely to have migrated in the past five years) and income level (were more likely to earn between \$41,600-\$51,999 per annum).

As the Australian Communications and Media Authority (2014) highlights, the mobile only population is growing in size. Dual frame surveys will become increasingly critical in problem gambling research into the future. Undertaking dual frame studies, however, is extremely complex and statistically very technically challenging. In particular, as the probability of selection of each respondent differs in dual frame samples (for example, people who are dual phone users have an increased probability of selection which needs appropriate adjustments), respondents cannot be weighted using conventional weighting methods. Such methods may lead to over or under-weighted respondents and biased prevalence estimates. Rather, the probability of selection of each respondent in a dual frame sample must be adjusted to reflect their probability of being selected into the broader sampling approach.

As true random digit dial mobile sampling has not been undertaken in a previous gambling prevalence study in Australia, a novel approach to dual frame weighting was employed in the current study to make weighting adjustments. One limitation of the approach, however, is that there is currently no Census data to profile the specific demographics of different phone users in Victoria. It is also unlikely that this will be gathered in the Census into the future. From this perspective, problem gambling prevalence studies – like all public health studies using telephone-based sampling - will need to employ new and innovative methods and approaches to manage complex statistical issues in producing prevalence estimates. It will also be imperative that this includes a dual sample frame design.

Study limitations

- *This study has a number of limitations, including the small number of mobile only participants*

Like all studies, key insights and findings of the current study naturally come with a number of associated limitations. While it was pleasing that a high response rate was achieved in the study, the study still only had available a relatively small mobile sample and thus a small sample of mobile only respondents. In the future, it would be ideal if a larger sample of mobiles could be incorporated into the sampling design to learn more about the gambling behaviours of mobile only respondents particularly.

A further limitation is the difficulty in gaining a representative sample of the Victorian population in CATI surveys generally. In many cases, respondents self-select as the 'last birthday' person (a method used to randomise the person selected within the household), however, it is unlikely that this person is always at random. Reflecting this, the current study had a larger representation from females compared to males. This is in spite of the last birthday method and generally reflects that females answer household phones more frequently than males and are more motivated and interested to take part in research studies.

Like all studies, some results in the current study have large standard errors^{*}, which implies a need to interpret findings with due care and caution (especially results where standard errors are a quarter or more of the study result).

Due to small changes in the definition of gambling in the current study (2014) compared to the previous study (2008) (e.g., inclusion of Spring Racing events in the race betting question, not including speculative stock market gambling in the definition of gambling) and differences in the study sampling methods (landline sampling in 2008 versus dual frame sampling in 2014), precise comparisons between 2008 and 2014 also need to be interpreted cautiously. In addition, the limitations of undertaking unweighted analyses for certain questions (e.g., gaming machine player questions, particular questions relating moderate risk and problem gamblers) must also be recognised and weighted analyses could similarly be considered in the future.

^{*} Standard error is a measure of how certain it is possible to be about a result, given the possibility of sampling error. High standard error indicates that we are very uncertain about the accuracy of a result.

It must also be acknowledged that an alternative approach to comparative analysis could have been to compare the 2008 and 2014 full samples. While this analysis was not undertaken given the obvious study sampling differences, it may provide one further possible approach of examining changes over time. As full sample results are provided in the report, this may present an interesting possible future analytical exercise. The limitations of undertaking unweighted analyses for certain questions (e.g., gaming machine player questions, certain questions relating moderate risk and problem gamblers) must also be recognised and weighted analyses could similarly be considered in the future.

In spite of all study limitations, however, the current study has added new insights into the current gambling behaviour of Victorians and likely changes in gambling behaviour since 2008. Results have highlighted a range of interesting new insights including significant declines in gaming machine participation and shifts in the major channels for gaming machine play (e.g., a shift to pub or hotel based play). Increases in the gambling frequency of moderate risk and problem gamblers and increases in the size of the low risk gambling risk category particularly also highlight the need for special attention to at risk gamblers.

Introduction

Overview

This report presents findings of a prevalence study examining the prevalence and distribution of problem gambling in Victoria. Conducted from June to November 2014, this study is the second large-sample prevalence study of problem gambling in Victoria. Through effective response management strategies and weighting adjustments, the study provides general population estimates of problem gambling in Victoria.

Through comparisons with findings of the Victorian prevalence study in 2008 (Hare, 2009), the current report highlights how gambling participation and behaviour in Victoria has changed over the previous six years. In addition to measuring the prevalence and distribution of problem gambling, the study also explores a range of special topics currently relevant to gambling in Victoria (e.g., health issues and gambling, pre-commitment, special casino topics, self-reported gambling harm etc.).

The study involved 13,554 Computer Assisted Telephone Interview (CATI) surveys of Victorian adults aged 18 years and older across Victoria. This included 1,003 12.5-minute mobile surveys and 12,551 12.5-minute landline surveys. All surveys were based on a true random digit dial survey methodology. As mobile numbers cannot be concorded to specific geographic locations within Australia, a national random digit dial mobile sample was called at random and only current adult Victorian residents qualified for survey (implying that potential respondents in other states and non-qualifying respondents were screened out of the sample).

While mobile random digit dial surveying is a considerably more costly and time-consuming data collection methodology compared to landline surveying (as the majority of calls made are not even to Victorian residents), recent Australian-based research has shown that omitting households without landlines may bias the results of mental health surveys and particularly results for younger respondents (who typically have a lower percentage of landlines) (Holborn, Reavley and Jorm, 2012). For this reason, the current study trialled a true random digit dial mobile methodology to achieve greater knowledge and insight into the possible impacts of landline only surveying in gambling prevalence studies.

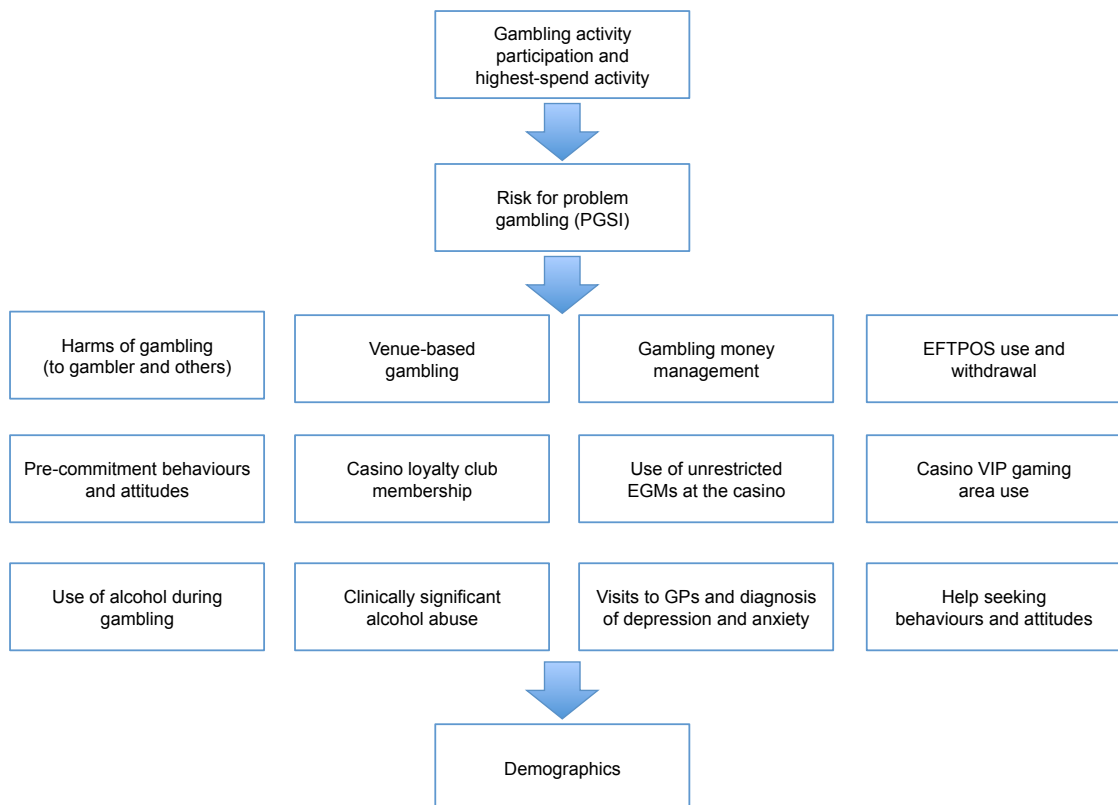
The current study is also believed to be the most comprehensive true random digit dial mobile survey in gambling within Australia. While it is understood that other Australian gambling prevalence studies have used list-based mobile samples, to the best of our knowledge, the current study is the first true random digit dial mobile sample (with calls made around Australia to identify Victorian residents). Around 25.7 per cent of the 1,003 Victorians contacted for surveying via mobile random digit dial were from mobile-only households that did not possess a landline (258 respondents). This is consistent with reports by the Australian Communications and Media Authority (ACMA), which estimated that approximately 25 per cent of Australian households at December 2013 did not possess a fixed landline (ACMA, 2014). Such figures also highlight the importance of including mobile in future gambling prevalence studies, in spite of the many challenges presented by mobile surveys.

Study methodology

Research design

As a jointly funded study, Steering Committee members from the Victorian Responsible Gambling Foundation and the Department of Justice & Regulation selected and agreed on key measures to be explored in the study. The study investigated a range of special topics of relevance to the gambling behaviours of Victorians (Figure 1), in addition to measuring the prevalence and distribution of problem gambling. This included examination of the harms of gambling (impacting the gambler and others), money management approaches used for gambling, pre-commitment behaviours and attitudes of gamblers, special casino topics (e.g., loyalty club membership, use of unrestricted gaming machines) and a range of health and wellbeing topics (e.g., use of alcohol during gambling, clinically significant alcohol abuse, visits to GPs, diagnosis of depression and anxiety and help seeking for problem gambling). A copy of the survey instrument is in Appendix A. Further information on the rationale for specific measures explored in the study is presented in the section Background.

Figure 1. An overview of important topics explored in the study



Gambling activities and population screening approach

As a prevalence study, particular care was taken to ensuring that a comprehensive set of gambling activities was prompted to respondents to ensure that robust point-estimates of gambling participation for Victoria could be developed. Respondents reporting that they spent money on any of the following activities in the past 12 months (Table 2) were identified as 'gamblers' in the study.

Table 2. Gambling activities used to identify 'gamblers' for the purpose of the study

<ul style="list-style-type: none">• Informal private betting – like playing cards at home• Gaming machines• Betting on casino table games like blackjack, roulette and poker• Betting on racing – including any bets at the Melbourne Cup, Spring Racing or on Trackside virtual racing, but excluding sweeps• Betting on sports – such as sports like AFL or cricket, but excluding fantasy sports and novelty events	<ul style="list-style-type: none">• Betting on events including for instance, election results, current affairs and TV shows• Keno• Lotto, Powerball or the Pools• Scratch tickets• Bingo• Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw• Buying tickets in raffles, sweeps and other competitions• Other gambling activities (unprompted)
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The accepted Australian national measurement scale for measuring risk for problem gambling is the nine-item Canadian Problem Gambling Severity Index (PGSI) (Ferris & Wynne, 2001). All respondents identified as 'gamblers' in the study were administered the nine-item PGSI. This screening approach helped to ensure that the entire Victorian adult population was screened for gambling risk for problem gambling.

The PGSI measures an individual's risk for problem gambling by classifying gamblers into four key risk categories. Adapted scale anchors were agreed by the steering committee. The adapted scale anchors are slightly altered from the original PGSI scale anchors and include Never, Rarely, Sometimes, Often and Always. They are based on unpublished work by the Queensland Office of Economic and Statistical Research (OESR), Queensland Government. The use of adapted scale anchors makes this study consistent with the 2008 study, which also used the adapted anchors and with prevalence studies conducted in other jurisdictions.

Cut-offs recommended by Ferris and Wynne (2001) were used to form PGSI categories:

- Non-problem gamblers (a score of 0 on the PGSI)
- Low risk gamblers (a score of 1-2 on the PGSI)
- Moderate gamblers (a score of 3-7 on the PGSI)
- Problem gamblers (a score of 8 or higher on the PGSI)

Dual frame sample design

Number blocks for mobile and landline numbers were used to generate a random digit dial sample frame of both mobile and landline numbers. Number blocks used to generate the random digit dial landline and mobile numbers were based on the ACMA register of allocated numbers during May to June 2014 (acma.gov.au). Landline numbers can be concorded to broad geographic regions within Victoria based on exchange information, while mobile number blocks are not able to be linked to any specific geographic regions (and hence are Australia-wide). Accordingly, this implied that all major number blocks issued by all telecommunication providers were included in the random digit dial mobile sample frame generation process.

As many phone number blocks for landline numbers are allocated to telecommunication companies, yet are not in use, a systematic process was used to ensure that random digit dial landline numbers generated were representative of Victoria. The first step involved examining ACMA landline number blocks with known block density information. This provides an estimation of the number of landline number blocks known to be in use across Victoria and the estimated telephone numbers available per block. This is based on block use information constantly updated and was current at the time of the sample development process.

The second step involved random sampling of number blocks with no block density information to assess whether any new blocks were starting to be used (e.g., in emerging residential areas under development). Once blocks with no block density information were identified, samples of numbers were then electronically pinged to assess whether any new number blocks were actually in use. This is possible using a proprietary electronic technology able to determine whether a number is connected at an exchange. However, it does not indicate whether a residential premise is actually using the number. Any numbers that returned as being active were then added to the blocks of numbers in use to form a total sample of phone number blocks for random digit dial landline number generation.

Random digit dial numbers were then electronically generated in batches for both the landline and mobile samples and again pinged to determine whether sample items were active. Any numbers determined not to be active were excluded from the sample. This methodology produced a large pool of landline and mobile random digit dial numbers for use in CATI surveying. Following random digit dial number generation of the landline sample, a range of checks were undertaken using ABS population data to ensure that all landline number blocks in the sample were representative of all Victorian regions and of specific LGAs within each sampling region. Comparisons with initial estimates of block density were similarly made until it was determined that the final random digit dial landline sample was representative of all study sampling regions.

A small number of number blocks were excluded from the landline and mobile sample generation process. This included numbers deemed service or operational numbers (e.g., for emergency services, rail services), 03 numbers that were generated but were actually outside Victoria (e.g., in border areas, a small range of numbers were determined to be in Tasmania and NSW) and business or non-residential numbers (e.g., numbers for data only, 1300 numbers etc.).

Study sampling approach

The current study used a dual frame of landline and mobile numbers for conduct of CATI surveying. While the mobile surveys were unable to be targeted to specific regions of Victoria (given that no location-to-mobile number concordance data is publically available), landline telephone interviews were conducted at random within eight major Victorian population regions (Victorian Psychiatric Disability Rehabilitation and Support Service or PDRSS Regions). Landline interviews were stratified in line with the Victorian adult population based on telephone pre-fix to postcode concordance data. As telephone pre-fixes do not concord precisely to LGAs (also because some postcodes cross multiple LGAs), all respondents were additionally asked to confirm their LGA verbally during the survey call. In cases where LGAs were unable to be confirmed, respondents were additionally asked to provide a suburb and/or postcode. This permitted each respondent to be identified as belonging to a specific LGA. Each of the 13,554 respondents was then classified to a LGA for both the landline and mobile samples.

Within each of the eight major Victorian regions, a further stratification based on LGA gaming machine expenditure was applied. Approximately 70 per cent of each regional sample was surveyed from within high gaming machine expenditure LGAs, 20 per cent was surveyed from medium expenditure LGAs and 10 per cent was surveyed from low gaming machine expenditure LGAs. As high gaming machine expenditure has been previously found to be associated with problem gambling in Victoria (Hare, 2009), this helped to maximise the sample of problem gamblers available for analysis.

It should also be noted that the 70 per cent, 20 per cent, 10 per cent stratification was only based on the initial estimated sample item LGA using phone number pre-fix to postcode concordance data. Verbal confirmation of LGA thus implied that some respondents changed LGA and thus the initial stratification was only approximate.

High, medium and low gaming machine expenditure was identified for each LGA within the eight major regions based on the top third, middle third and lowest third per adult gaming machine expenditure. Data on gaming machine expenditure per LGA was supplied by Department of Justice & Regulation and based on updated adult population estimates made available from the Victorian Department of Planning and Community Development (DPCD) and LGA gaming machine expenditure for September 2013 (The Department calculated the per adult expenditure using the adult LGA population estimates, as expenditure data was not yet publically available at the Victorian Commission for Liquor and Gaming Regulation).

Low expenditure was arbitrarily defined as under \$400 in gaming machine expenditure for the LGA per adult per annum, medium was defined as \$400-633 per adult per annum and high was defined as over \$633 per adult per annum. However, expenditure levels were only guiding given that some allocations required a judgement call such as in the case when a region had few low expenditure LGAs.

The over-sampling of high and medium gaming machine expenditure LGAs and the under-sampling of low gaming machine expenditure LGAs was corrected through post-survey data weighting. The final available sample (N) based on the respondent-confirmed LGA (where available or if unavailable, the LGA identified through postcode and suburb information) for the landline and mobile samples is in Table 44 (refer page 167 in Appendix B). A total of 2,409 landline sample items (19.2 per cent of the landline sample) changed from the original estimated sample item LGA after a respondent's actual LGA (or suburb or postcode) was verbally confirmed.

Ethics approval

To ensure that strict ethical protocols were followed during the study, the survey instrument and study methodology were examined in a low risk ethics review process at the Victorian Responsible Gambling Foundation. This process is applied to all research studies funded by the Victorian Responsible Gambling Foundation. This process particularly examined the processes used to ensure that any adverse events during the survey were well-managed and protected participating respondents and that relevant help resources were communicated to vulnerable study participants.

Specific approaches used to manage participant vulnerabilities during the study included:

- Respondents who became emotional or upset during the call were given an opportunity to end the survey and invited to take a break from the survey and provided with the Gambling Help Line, gamblinghelponline.org.au (an online problem gambling counselling and advisory web site) or if they preferred, Lifeline (including significant others affected by gambling)
- Immediate cessation of the survey in the case of a respondent communicating anything directly or indirectly related to suicide ideation and referral of the respondent to a Victorian Suicide Line
- Ensuring that any respondents with voices sounding like they may be under 18 years of age were asked to confirm their date of birth to ensure protection of younger respondents
- Respondents were given an opportunity to refer to an online information sheet with further information on the study prior to participating. This sheet provided details of the ethics committee and complaints process, contact details of the researchers and other information to ensure that each respondent was able to provide full informed consent to participate in the study. This also encouraged respondents to consider whether their participation in the study may be upsetting. A copy of the participant information sheet supplied online is in Appendix C
- To ensure that respondents were safe to speak on mobiles called, each mobile respondent was asked whether it was convenient to talk. This also provided an opportunity for the respondent to be called back in situations such as when they were driving a vehicle
- For both the landline and mobile calls, respondents were also asked to advise the interviewer if they first needed to go somewhere private to talk before commencing the survey questions.

Pilot study

A pilot study of 800 interviews (400 landline interviews and 400 mobile interviews) was conducted during June to July 2014 (June 24th to July 17th, 2014) to ensure that the survey, research questions and CATI program were operating effectively. This also permitted the length of both the landline and the mobile survey to be established and useful respondent consent building strategies to be identified.

Following the pilot study, surveying was ceased to permit the Steering Committee to convene and agree on the final samples and minor survey refinements identified during the pilot. Interviewing for the main study sample then re-commenced following committee approval during August 2014. Main study data collection thus occurred from August to November 2014 following a break in interviewing after the pilot.

Management of respondent consent and response rate

As a high-quality prevalence study, a range of special procedures was used to maximise the rates of respondent agreement to the research (maximising rates of consent) and to ensure that full call back cycles could be completed as far as practical in the study (maximising rates of response). In this context, consent rate is the proportion of respondents taking part in the survey relative to the total number of respondents surveyed and refusals, while response rate is the total interviews achieved relative to the total in-scope numbers dialled (excluding out-of-scope numbers). Many of the strategies used to maximise rates of consent and response were developed and refined from the 2008 Victorian epidemiological study (Hare, 2009) and subsequent multi-year waves of the Victorian Gambling Study (a longitudinal study of gambling) (Billi, Stone, Marden & Yeung, 2014).

Strategies used in the current to promote high rates of consent and response included:

- Batch and exhaust sampling – While significant sample is required to manage survey progress in the early stages of any CATI survey, as a study progresses it becomes increasingly important to manage the amount of sample released. The current study applied a batch and exhaust sample release methodology at the latter stages of the study to ensure that sample was exhausted as far as possible before fresh sample was added to the CATI system. This strategy was also applied to each regional sampling stratum (e.g., high, medium and low gaming machine spend bands for each of the eight sampling regions) to help maximise the overall response rates achieved in the study
- Interviewer training – A total of approximately 150 interviewers were trained to conduct survey interviews. As only high-performing interviewers with evidence of high consent rates were able to continue interviewing, a proportion of interviewers were also removed from interviewing during the study (following unsuccessful attempts to coach and improve their performance). The approach to training interviewers included providing an extensive range of information on the study and its objectives and included training on:
 - The overall purpose and aims of the study including background on problem gambling and problem gambling comorbidities
 - Why high rates of respondent consent are critical for prevalence studies
 - The importance of reading questions verbatim for measurement accuracy (particularly for the PGSI and other validated scales)
 - Approaches to achieving respondent consent to interview (This drew upon experience from the 2008 epidemiological study and Victorian Gambling Study waves)
 - Strategies and approaches to minimising respondent refusals
 - Techniques for asking specific questions and key issues to observe
 - Recording of call and contact dispositions specific to the study

- Training on detecting Languages other than English (LOTE) (LOTE respondents were recorded as a contact disposition and this data was used to stockpile respondents for targeted multilingual interviews)
- Training in management of vulnerable respondents and ethics protocols
- Safety procedures for interviewers when making survey calls including opportunities for debriefing if they felt that surveying had upset them and background on risks associated with gambling or problem gambling (to ensure any interviewers could evaluate whether conducting the survey would not present any harm to the respondent or their family)
- Interviewer monitoring – Interviewers directly influence rates of consent to surveys by applying their skills to convince respondents to participate in research. As this is a key part of interviewing under direct control of interviewers, all interviewers were closely monitored during the study. Monitoring was also supported by a Web CATI reporting portal that enabled live monitoring of refusals and individual interviewer performance. Field management procedures were established to ensure that interviewers achieving less than 80 per cent respondent consent in any given interviewing shift were given coaching to improve their skills in converting respondents to interview. During the early phase of the study, a series of meetings with interviewers also permitted a range of tips to be developed to assist interviewers having difficulty achieving respondent consent to interview. Tips were then also provided to other interviewers during the study
- Call patterns – While most calls were conducted during the typical evening survey hours (4pm onwards weekdays), call patterns also sampled all major time slots during weekdays and weekends when initial weekday evening contact could not be made. This was necessary to obtain a high response rate in the study
- Refusal conversions – For both the landline and mobile surveys, survey refusals were coded as soft and hard. Soft refusals were where a respondent did not consent to interview due to inconvenience at the time of the call, while hard refusals were defined as a definite and often firm no. While the main objective was to maintain high rates of initial respondent consent, in cases where respondents provided a soft refusal, refusal conversions were attempted. Soft refusal conversion attempts were undertaken by a separate team of extremely high performing interviewers. Respondents providing a hard refusal were not re-contacted. A total of 282 respondents who initially provided a soft refusal were successfully converted to interview upon the second contact attempt

Response and consent rates for landline and mobile samples

To permit comparison of response rates with the 2008 epidemiological study, identical methods were used to calculate the overall rate of response achieved for the study. Survey response rates are typically a reflection of the total surveys achieved as a proportion of the total in-scope numbers dialled. Out-of-scope numbers are thus typically excluded in calculations (e.g., business numbers are examples of numbers considered out-of-scope as they do not qualify for interview). The grey shading in the far right hand column of Table 3 shows the specific dispositions used to calculate the less and more conservative response rate.

The first method used to calculate the study response rate is more conservative and the second method is less conservative (i.e., a greater or lesser number of call dispositions were used in calculations – see Table 3). Call dispositions included in each method are identified in Table 3. While calculation of response rate was relatively straightforward for the landline sample (enabling a direct comparison with the 2008 epidemiological study), calculation of mobile sample response rate required some adjustments due to the national mobile sample. Specifically, as only 25 per cent of Australia's population is located in Victoria, 75 per cent of non-contact dispositions were removed to account for the fact that 75 per cent of non-contacts on average would not be Victorian residents.

Table 3. Rates of respondent consent and overall response rate for the study

Call dispositions	Landline N	Mobile N	Removal of 75% of calls as only 25% of contacts would be predicted as Victorian		Response rate calculation method (Grey shading identifies the specific dispositions used to calculate each response rate below)	
			Method 1 Less conservative	Method 2 More conservative	Method 1 Less conservative	Method 2 More conservative
Busy/Engaged	59	96	-	24		
No Answer/No Reply	357	249	-	62		
Fax/Computer/Modem	2626	185	-	-		
Disconnected	3111	1593	-	-		
Duplicate Number	162	5	-	-		
Answering Machine - Business	1299	1	-	-		
Cognitive/drunk	339	19	5	5		
Business	2991	0	-	-		
Answering Machine-personal	235	1342	336	336		
Language barrier	2215	230	58	58		
Away study duration	99	0	-	0		
Operational Mobile	0	144	-	-		
Respondent - hard refusal	1332	170	43	43		
Respondent - soft refusal	264	4	1	1		
Household - hard refusal	308	0	0	0		
Household - soft refusal	34	0	0	0		
Refused to continue	436	41	10	10		
Final Refusal	80	11	3	3		
Call Cycle Dead	24976	4651	-	-		
Appointment hard	32	6	6	6		
Appointment soft	2792	80	80	80		
Call back	2	0	0	0		
Information sheet prior to call	2	0	0	0		
Interrupted - appointment set	17	5	5	5		
Too ill to participate	537	13	13	13		
Survey completed	12544	1003	1003	1003		
Regional quotas full	11	0	-	-		
Answering Machine			-	0		
Unknown Result Code	8	7	-	-		
No one 18+	192	158	-	-		
Hearing impaired			0	0		
Non Victorian resident	85	6362	-	-		
Session - timeout	173	50	-	-		
Record accessed > once	198	34	-	-		
Disconnected by supervisor	90	5	-	-		
Total	57,606	16,464				
Method 1 less conservative	68.46%	35.40%	68.22%	-	-	-
Method 2 more conservative	57.85%	30.68%	-	60.88%	-	-
Consent rate	83.64%	81.61%	-			

Using the methods described, the rate of response for the landline sample based on Method 1 (Less Conservative) was 68.46 per cent (compared to 52.65 per cent in the 2008 epidemiological study) and based on Method 2 (More conservative) was 57.85 per cent (compared to 43.50 per cent in the 2008 epidemiological study). Given that a mobile sample frame was not used in the first study, mobile response rate calculations were only relevant for the current study. Calculation of response rate using outlined adjustments for the mobile sample using Method 1 (Less Conservative) was 68.22 per cent and using Method 2 (More Conservative) was 60.88 per cent.

The rate of consent in comparison was a single calculation based on the number of completed surveys relative to the total surveys and refusals combined. The achievement of very high rates of response was supported by very high rates of interviewer consent and strict interviewer performance management processes (ensuring that interviewers were quickly removed from surveying if coaching was not able to improve performance). Calculation of rates of consent for the landline sample was 83.64 per cent (compared to 59.37 per cent for the first study) and 81.61 per cent for the mobile sample.

Multilingual interviewing

As part of the CATI interviewing process, training was provided to interviewers to detect major language groups within Victoria. Interviewers were also able to record a suspected language for respondents who were unable to communicate in English. This allowed multilingual interviews to be more efficiently stockpiled and prioritised for subsequent multilingual interviewing. Following review of call statistics pertaining to multilingual interviews, the Steering Committee prioritised the conduct of interviews with key language groups that may provide sufficient sample for analysis. This was seen as a more strategic approach given the high costs of organising and conducting interviews in very minor and uncommon language groups.

To this end, interviews in Mandarin and Cantonese were prioritised to form a Chinese languages survey sample, along with Greek and Italian speakers. This also reflects evidence from previous research that suggests that some issues with problem gambling may exist within these communities, in spite of many non-English speaking communities having lower levels of participation in gambling (e.g., Thomas & Yamine, 2000). While it was originally envisaged that interviews with the Vietnamese community would be conducted, very few Vietnamese speakers were identified through interviewing. It is unclear whether this is due to interviewer difficulty in detecting such speakers or possibly due to Vietnamese speakers not being readily accessible through a survey with predominantly landline sampling.

In total, 87 multilingual interviews were conducted (38 Mandarin, 10 Cantonese, 13 Italian and 23 Greek interviews). To support interviewing in the four language groups, the CATI surveyed was informally translated into the targeted languages by two multilingual interviewers prior to interviewing. This process allowed interviewers to examine possible ways to translate the survey questions and agree on the general approach in a consistent manner. Translated versions of the PGSI available through the Problem Gambling Institute of Ontario (www.problemgambling.ca) were also used as a guideline when translating the nine PGSI questions. Apart from conducting interviews using LOTE speakers, a significant amount of field time was also spent calling LOTE respondents in target languages to ensure that every possible effort was made to re-contact respondents. In total, over seven contact attempts were made for each available LOTE number and once contact was made with the LOTE respondent, attempts to achieve interview were exhaustive or until there was a refusal to participate in the survey from the respondent.

Selection of respondents

Given the dual frame sample, different methods had to be used to select respondents for interview. In both cases, only current Victorian residents aged 18 years and older qualified for survey participation. For landline survey calls, the most recent birthday method was used to randomly identify an adult aged 18 years and older within each contacted Victorian household. For mobile surveys, in comparison, the respondent selected for interview was the person aged 18 years or older answering the mobile. This was deemed most practical given that mobile phones are most typically owned by individuals. While all landlines contacted (with adults 18 years or older) qualified for surveying, operational mobiles were deemed out-of-scope for interview. These included business mobiles used for operational purposes (e.g., emergency call-out services) as it was deemed inappropriate to be tying up the person on the mobile when the service was used for a purely business or operational purpose. A total of 144 operational mobiles were contacted through random sampling.

Subsampling and individual survey lengths

To ensure an efficient approach to the survey, subsampling was applied to CATI interviewing. This included having a full survey undertaken by 1 in 10 of the very large gambling risk categories (non-gamblers and non-problem gamblers) and 1 in 4 of low risk gamblers. All problem gamblers and moderate risk gamblers, however, completed a full survey. Given the purpose of the study was to examine gambling and problem gambling, the design of the study was also structured so that non-gamblers completed only very few survey questions. Specific approximate survey lengths are below:

- Non-gamblers (Short/long surveys) – 10.5 minutes and 11 minutes
- Non-problem gamblers (Short/long surveys) – 12.5 minutes and 13.5 minutes
- Low risk gamblers (Short/long surveys) – 14.5 minutes and 15.5 minutes
- At risk gambler full surveys – 20 minutes
- LOTE surveys – 20-23 minutes

Data weighting and imputation

A specialised dual frame data weighting methodology was used to weight the landline and mobile samples in the current study. Prior to commencement of data weighting, data weighting variables were examined for missing data and random observations imputed. In total, only 3 observations for gender and 33 observations for age had to be imputed to support data weighting. This very limited imputation was also possible during the current study following use of a suburb-postcode concordance database within the CATI program to help identify Local Government Areas (LGAs) in cases where this was unknown to respondents. This helped prompt respondents implying that a correct LGA could be more easily identified. In addition, field validations were also set in the CATI program to ensure that all weighting variables had to be completed by respondents to avoid missing data.

The weighting methodology developed for the dual frame study was designed to manage the issue that landline and mobile surveys come from different sample frames with potential for overlap. For instance, many people in Victoria may have a landline and a mobile and this affects their probability of selection for interview. Similarly, some households only have a mobile alone (termed 'mobile-only' households).

The dual frame weighting methodology had five key components to ensure that the probability of respondent selection could be appropriately adjusted and that the sample could be then weighted to Victorian population benchmarks. In relation to Victorian population benchmarks, adult age and gender count estimates supplied by the Department of Community Planning and Development (Based on ABS Estimated Resident Populations for Victoria and its LGAs at June 2012).

The broad approach to developing the dual frame weights included several discrete weighting steps. Each step was also calculated for the four main phone user groups identified from questions about landline and mobile usage in the study – *Mobile only respondents*, *Landline only respondents*, *Dual users – who are landline mainly* and *Dual users who are mobile mainly*. An overview of each weighting step is below:

- Selection weight – The selection weight accounts for the probability that an individual is selected into a sample. The landline component of this weight adjusted for the number of people and landlines in a household. Although a single respondent is randomly selected within a household, people will often have larger households with multiple adults. To ensure that the probability of contacting any household was the same, the weight factor was adjusted according to the number of landlines coming into the household. The mobile phone component of this weight was similarly adjusted to allow for the number of mobile phones an individual owns and answers. When an individual answers more than one phone, it increases the probability of respondent selection into the sample. To ensure that the probability of contacting any mobile user was the same, the weight factor was adjusted according to the number of mobile phones a respondent answers.

Following calculation of landline and mobile weights, the relative probability of contacting a person by landline versus a mobile was calculated for each phone user group. ACMA estimates of total landlines and mobiles in Victoria were used as the basis for these calculations. The final selection weight for each individual was then the inverse of their total probability of selection

- Intra-regional weights – The next adjustment accounted for the sampling design. In the sample design, respondents were over-sampled in high gaming machine expenditure LGAs and medium expenditure LGAs and under-sampled in low gaming machine expenditure LGAs. For this purpose, an intra-regional weight was developed to adjust for the approach to sampling. The intra-regional weight was also based on the final (verbally-confirmed) LGA for both landline and mobile respondents and once again, was calculated for each of the four phone user groups identified
- Population benchmark weights – In the next stage of weighting, the product of the above weights was adjusted to population benchmarks for each of the eight Victorian regions and their associated LGA expenditure bands. This also involved stratifying the sample into estimated phone group populations provided by ACMA when weighting to population benchmarks. Dual users were split evenly into Mobile mainly and Landline mainly phone user groups in the absence of data on specific proportions of each of these latter groups. This allowed population benchmark weights to be developed for each of the four phone user groups and served as an approach to ‘composit’ the groups together to produce a final weight
- Final product of weights – The final step then involved developing a final product of the above three weights to arrive at a final total weight to be used in analysis for any questions without subsampling (e.g., questions about gambling activities and prevalence answered by all respondents)
- Subsampling weight - A further adjustment was then made to adjust for the subsampling approach used in the study based on the main overall weighting approach. This adjusted for the 1 in 10 non-gambler and non-problem gamblers surveys and the 1 in 4 low risk gambler surveys. When calculating the subsampling weights, intra-regional weights were also re-calculated based on only the long survey cases for improved weighting accuracy. While a further approach could also have been to develop a simple weight by using the overall weighted prevalence counts as a reference population (e.g., gender by age by PGSI category), the approach used was preferred given that it allowed data to be potentially more readily cross-tabulated in a range of other different formats (thus ensuring that subsampled weights could be used for a range of different purposes)

Approach to statistical analysis and use of survey weights

Data was analysed using Stata 13 and SPSS Version 22, which were both current at the time of data analysis. Analyses conducted through Stata were conducted through the Stata survey (svy) module where possible to ensure that confidence intervals and associated standard errors could be corrected based on the complex sampling design (this allows sampling weights, clustering and stratification to be accounted for in the calculation of standard errors).

Several statistical procedures were used to support the analysis of study results. For continuous and scale based variables, t-tests were used to identify significance differences between means across groups of interest. For categorical data, comparisons were typically drawn between non-problem gamblers and problem gamblers (or other categories where appropriate) using logistic regression.

When this latter analytical approach was used, odds ratios were generated and indicated through OR. Odds ratios present a method for comparing the odds of an event between two groups (e.g., non-problem and problem gamblers). Non-problem gamblers are typically used as the reference population, given that the risk category gambles recreationally without significant risk or harm.

An odds ratio of 1 implies that a result is equally likely in both groups. An odds ratio greater than one implies that the event is more likely in the second group compared to the ‘reference group’. An odds ratio less than one implies that the result is less likely in the second group (compared to the reference group).

Odds ratios in the current report have been presented to allow identification of general trends in data at a top line level. While odds ratios can be adjusted for a wide range of covariates (e.g., age, gender, income, education level etc.), adjustments to odds ratios are generally not conducted in prevalence study reports, to

allow overall findings to be understood at a descriptive level. However, it is acknowledged that additional detailed studies of covariates may add further value to study insights.

Probability values or p values less than 0.05 generally imply statistical significance (indicated through $p < .05$). This implies that the chance of two results or groups being the same is unlikely to be due to sampling error. While only a theoretical basis, it provides an indication of the likelihood that an observed trend is 'real' (although is by no means a guarantee). Results with $p < .01$ or $p < .001$ similarly indicate statistical significance, given that both probability values are less than 0.05. Given the many hundreds of exploratory analyses conducted, Bonferroni and other associated adjustments for multiple comparisons were not deemed appropriate for analysis in this study.

Standard errors and confidence intervals associated with study results are presented in Appendix E – Detailed tables of study results. Confidence intervals provide a margin of error around study results. Standard errors provide another indication of the preciseness or lack of preciseness of each result. Study results with wide confidence intervals and large standard errors (especially 25 per cent or greater than the result itself – a best practice statistical standard, as used by organisations such as the Australian Bureau of Statistics) should be interpreted with caution.

Background

Project background

Established on July 1 2012, the Victorian Responsible Gambling Foundation operates under the Victorian Responsible Gambling Foundation Act 2011 as a statutory authority. The foundation is responsible for designing and delivering services and communications state wide to reduce the prevalence of problem gambling, to respond to the harms associated with gambling and to assist Victorians who choose to gamble to make informed decisions about their gambling.

A key part of the foundation's role involves research to measure the impact of gambling within Victoria and the development of strategies to mitigate and prevent the harms of gambling. Within this context, the current study was a critically important study for the foundation and its work in problem gambling. Data is used to support treatment service design, planning and resource allocation within the foundation and informs activities and work of the foundation.

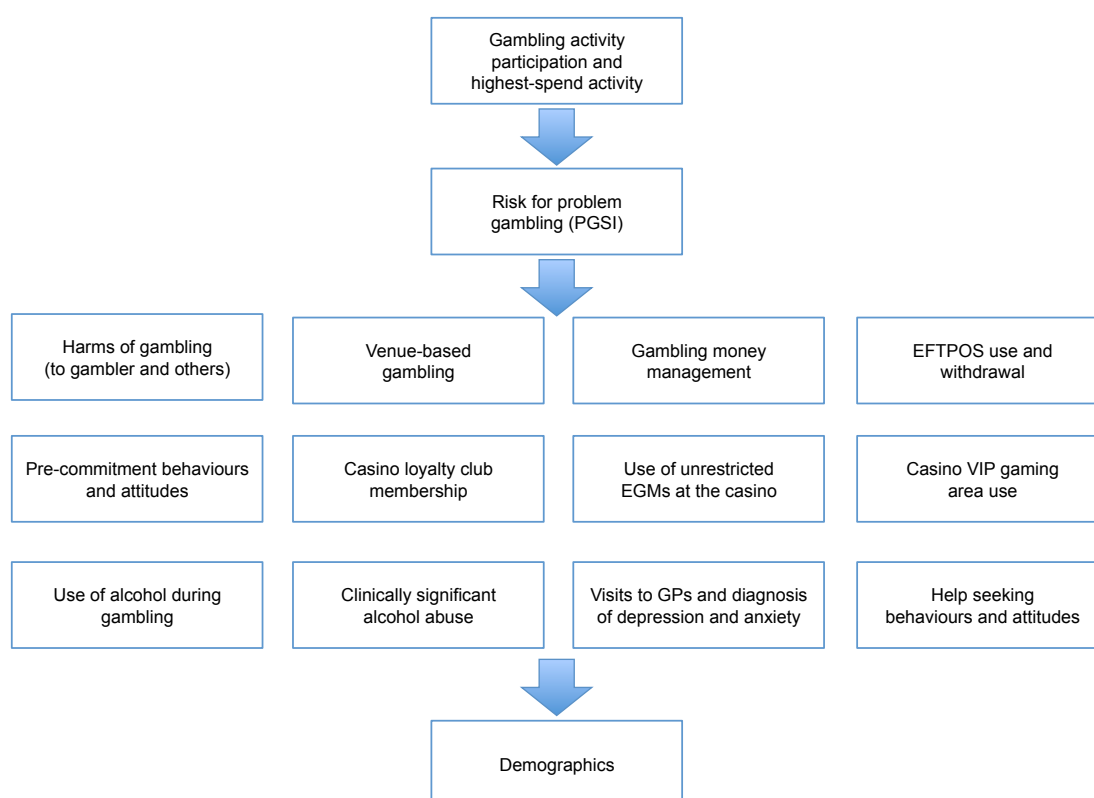
Department of Justice Victoria was the funding agency of the 2008 epidemiological study of problem gambling (Hare, 2009). The Department of Justice became the Department of Justice & Regulation in 2015. As the Department requires high quality data and information on gambling participation and problem gambling risk and prevalence in Victoria, the Department worked jointly with the foundation under a Memorandum of Understanding (MOU) on the current study. A Steering Committee was formed to ensure that research needs of both organisations were met during research design. All research instruments, methods and approaches used in the study were approved through the Steering Committee structure. The study was funded jointly by the foundation and the department.

Study measures

The current study explored a range of special topics of relevance to the gambling behaviours of Victorians (Figure 2), in addition to measuring the prevalence and distribution of problem gambling. The overall approach was to focus the study on key issues currently relevant to gambling in Victoria rather than to necessarily repeat each and every measure of the 2008 epidemiological study. This was also viewed as prudent, given that extensive research had already been undertaken since the first study (including extensive research on the comorbidities of problem gambling. Accordingly, key measures prioritised for the study explored topical issues of relevance to gambling in Victoria, health issues related to gambling (e.g., alcohol consumption during gambling, diagnosis of depression and anxiety) and recent and proposed gambling policy measures (e.g., ATM removal, pre-commitment).

Specific measures explored in the study included examination of the harms of gambling (impacting the gambler and others), money management approaches used for gambling, pre-commitment behaviours and attitudes of gamblers, special casino topics (e.g. loyalty club membership, use of unrestricted gaming machines) and a range of health and wellbeing topics (e.g. use of alcohol during gambling, clinically significant alcohol abuse, visits to GPs, diagnosis of depression and anxiety and help seeking for problem gambling). A research rationale for specific measures included in the research design is outlined as follows.

Figure 2. An overview of important topics explored in the study



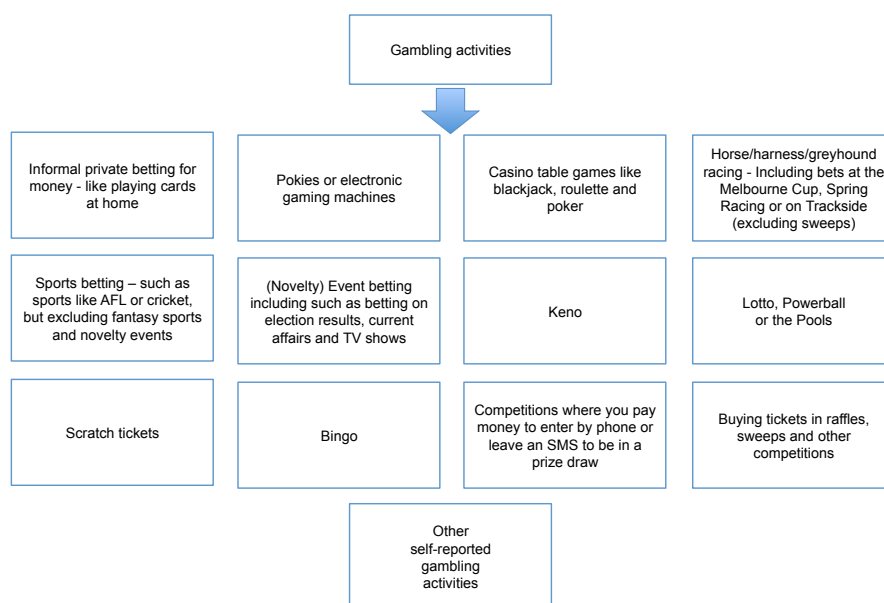
Past year gambling activity participation

The study measured Victorian adult participation in a comprehensive range of gambling activities in the past 12 months (Figure 3). This included major gambling activities measured in the 2008 epidemiological study of problem gambling and other activities of emerging significance to gambling in Victoria. Most notably, this included the discrete measurement of participation in novelty event betting such as betting on elections, current affairs and TV shows and sports betting. While sports betting has grown substantially in recent years and has been found to contribute to problem gambling (e.g., Hing, 2014), still very little is understood about the proportion of Victorian adults betting on novelty events. For this reason, it was measured as a separate activity in the current study.

Wave 3 of the Victorian Gambling Study found that a proportion of adults who bet on racing events – such as the Melbourne Cup and Spring Racing Carnival – did not view such activities as ‘gambling’ (Billi, Stone, Marden, Yeung, 2014, p36). For this reason, the study prompted respondents to include these activities as part of their race betting participation.

Similar to the 2008 epidemiological study, all gamblers indicating participation in each gambling activity were prompted with major gambling channels relevant to each activity. Prompted channels distinguished internet-based gambling from venue-based gambling for all measured activities to allow examination of the growth of online gambling for each major type of gambling.

Figure 3. The types of gambling activities explored in the study



Measurement of risk for problem gambling

To permit comparison of prevalence and gambling activity estimates with the 2008 epidemiological study, risk for problem gambling was measured using the adapted version of the nine-item Canadian Problem Gambling Severity Index (PGSI) (Ferris & Wynne, 2001). This measurement approach has been used in prevalence studies in other Australian jurisdictions (e.g., South Australia, Queensland). Consistent with the previous study, any respondent participating in any form of gambling in the previous twelve months was administered the PGSI with risk category cut-off points used, as originally recommended by Ferris and Wynne (2001).

Harms of gambling

While the PGSI has been used to estimate the possible impacts of gambling in Australian jurisdictions, there has been some debate about whether gambling harm should additionally be measured (Blażczynski, 2009). For this reason, the study explored self-reported harm – as experienced by both the gambler and others affected by gambling – along with the perceived severity of harms experienced. This was viewed as relevant to gain an improved understanding of the extent to which individuals have been impacted by gambling or whether an individual's gambling has affected another person.

Venue-based gambling

With over 500 clubs and pubs and a land-based casino in Victoria, venue-based gaming machine gambling forms a significant part of the gambling activity of Victorians (Hare, 2009). For this reason, the study examined the number of venues at which gaming machine gamblers gambled over the past 12 months.

Money management and use of EFTPOS

As problem gambling was identified in the 2008 epidemiological study to be associated with a tendency to access cash during gambling and other negative financial impacts (Hare, 2009), the current study examined gaming machine player money management practices and EFTPOS use during gambling. Access to cash through EFTPOS during gambling sessions was deemed particularly worthy of investigation following the removal of ATMs from gambling venues in Victoria during July 2012.

While ATMs are no longer available in venues, venue patrons are able to access cash through EFTPOS and this may thus form a possible area of risk for some Victorians who take part in gambling. Money management practices of gaming machine players was also of interest in view of the availability of pre-commitment from December 2015 and was seen to have potential to inform the development of associated financial literacy strategies and communications to improve money management.

Special casino topics (e.g., use of unrestricted gaming machines, VIP areas and loyalty club membership)

Three special topics relating to casino-based gambling were investigated as part of the study. These were gambler use of gaming machines allowing unrestricted bets (only available in the casino, otherwise bet limits apply throughout Victoria), use of casino VIP areas for gambling and participation in the casino loyalty club membership program. The linkage between problem gambling and participation in these was of particular interest. Understanding the impact of unrestricted gaming machines on problem gamblers is also critical in view of suggestions that Victorian problem gamblers show a tendency to gamble with multiple credits (e.g., McMillen et al, 2003; Productivity Commission, 1999) and that loyalty programs and their associated points earned for gaming machine play may play a role in increasing the urge to gamble (Schottler Consulting Pty Ltd, 2010a).

Pre-commitment attitudes and behaviours

Previous research has shown that problem gamblers are less likely to keep to pre-commitments during gambling (Schottler Consulting Pty Ltd, 2010a) and that pre-commitment tools can offer many benefits to many gamblers (Schottler Consulting Pty Ltd, 2010b). As the Victorian Government is launching state wide pre-commitment on all Victorian gaming machines from December 2015, the attitudes and intentions of gamblers to use pre-commitment were explored in the study. The Victorian pre-commitment scheme will enable gamblers to make informed decisions about their expenditure by allowing gamblers to voluntarily set limits on the time or money they spend on gaming machine play and to track their play across Victoria.

Health and wellbeing comorbidities of problem gambling

Conducted in 2008, the first large sample study of problem gambling in Victoria provided significant insight into the many health and wellbeing comorbidities associated with problem gambling (Hare, 2009). Applying a public health 'lens' to problem gambling, problem gamblers were found to be more likely to report a range of negative life events (e.g., divorce, arguments with others, legal difficulties), were more likely to be past-year smokers and report risky alcohol consumption and were more likely to experience higher levels of psychological distress.

Since this study, an extensive range of other studies has similarly established a clear link between many comorbidities and problem gambling (e.g., Suomi, Dowling, & Jackson, 2014; Preston, McAvoy, Saunders, Gillam, Saied, & Turner, 2014). Given the breadth of literature on the topic, the current study explored only a small number of special health and wellbeing topics of relevance to both policy in problem gambling and the treatment of problem gambling in Victoria. This included the consumption of alcohol during gambling, clinically significant alcohol abuse, visits to General Practitioners by high-risk gamblers (GPs) and the diagnosis of depression and anxiety. Moderate risk and problem gamblers were the focus of these questions, given the high-risk nature of gambling undertaken by these gamblers.

The Quality of Life was also examined in view of substantial literature that suggests that high-risk categories of gambling often experience many health and wellbeing issues that are generally associated with a lower quality of life (e.g., Grant & Won, 2005; Kohler, 2014). A further specific example may also include the experience of low social capital and connectiveness associated with problem gambling (e.g., Hare, 2009; Pickernell, Keast, & Brown, 2010). As such, quality of life was viewed as a general indicator of the extent to which high-risk gamblers may benefit from health promotion strategies to improve their quality of life and to reduce their reliance on gambling.

Help seeking for problem gambling

The 2008 epidemiological study highlighted that, in spite of the many impacts of problem gambling, only 9 per cent of moderate risk and problem gamblers actually had sought help in the past 12 months (Hare, 2009). This has also been identified in other studies with major barriers to help seeking typically including the stigma and shame associated with problem gambling (Nuske, & Hing, 2013; Evans, & Delfabbro, 2005). Given that many types of help are available in a community – including both counselling services and informal friendship support, both types of help seeking were explored in the study. Given that prevalence is measured on a 12-month time frame, there was also specific interest in measuring help seeking by moderate risk and problem gamblers in the previous 12 months. Barriers and motivators to help seeking were similarly explored, along with key referral points (e.g., in cases where someone was referred to help) and the specific types of help sought. Such information will be used by the foundation to assist in the development of ongoing strategies, programs and services to encourage help seeking in Victoria.

Dual frame sampling methodology

Fieldwork for the 2008 epidemiological study was conducted using only landline sampling during July to October 2008. A report by ACMA (2009) highlights trends during this period in the take-up and use of communication services by Australian consumers. Around 90 per cent of Australian adults around this time used both fixed-line phones and mobiles and largely saw these as complementary services. A growing section of the community within this group also used their landline service solely to maintain an internet connection and many were reported to increasingly use mobiles for voice calls.

In 2014, the trend to rely on mobiles for telecommunications is very different. ACMA (2014) estimates that approximately 25 per cent of Australian homes are now ‘mobile only’ and thus do not possess a fixed telephone line (compared to around 12 per cent in 2008). In comparison, only 7 per cent of homes are landline only. Such figures clearly highlight the challenges for gambling prevalence studies in being able to reliably sample populations using purely landline sampling. Such data also raises question about the validity of point-estimates for gambling prevalence studies, if mobile only households are not surveyed.

Further evidence from ACMA suggests that the trend for mobile only consumers is particularly growing in younger people. Recent data from ACMA highlights a correlation between age and mobile only households, with 51 per cent of people 25-34 years and 40 per cent of people 18-24 years living in a household without a fixed telephone line (ACMA Communications Report, 2013-2014). Data from other jurisdictions also suggests that this trend will continue to grow, with 41 per cent of US households being mobile only at July to December 2013 and the same figure 66 per cent for people aged 25-29 years. Such data highlights that dual frame surveys will become increasingly critical in Australia and particularly to produce reliable point-estimates of problem gambling in young populations.

Evidence from population health research also illustrates the importance of using dual frame sampling in research relating to vulnerable populations. Preliminary results from the US July–December 2013 National Health Interview Survey (NHIS) highlighted that the prevalence of many health issues was significantly higher in mobile only households (Blumberg & Luke, 2014). In particular, the prevalence of having five or more drinks alcoholic drinks in one day during the past year was higher (29 per cent versus 17.2 per cent for landline households), the prevalence of being a current smoker was higher (22 per cent versus 15 per cent for landline households), the prevalence of being without health insurance was higher (based on adults under 65 years - 25.2 per cent versus 14.7 per cent for landline households) and people in mobile only households were more likely to experience financial barriers to receiving health care.

Recent evidence highlighting similar trends is also available from a recent Australian health study. Using data from the 2011 National Survey of Mental Health Literacy and Stigma, Holborn, Reavley and Jorm (2012) compared mobile-only and landline respondents on a range of socio-economic variables relating to disadvantage. Based on data from a youth survey, mobile only respondents were more likely to speak a language other than English at home, were more likely to show higher levels of psychological distress and were less likely to recognise the signs of depression.

Blumberg & Luke (2014) have also proposed that bias due to under-coverage may be problematic for people who had a landline, but relied mostly on mobiles for telecommunications. Termed mobile-mainly households, such households were first identified in the 2007 National Health Information Survey 2007 by asking respondents whether all or almost all calls were received on mobiles, some were received on mobiles and some on phones or very few or none were received on mobiles. This presented an approach of classifying respondents as either mobile only, landline only or dual households (mobile mainly and landline mainly). Mobile mostly respondents were also found to be more likely to have certain characteristics including a greater proportion of college degrees, to be more likely to live with children, to have higher incomes and were more likely to own versus rent a home.

Accordingly, this suggests that phone usage may be an important issue to explore in prevalence studies as the populations of different phone user groups may be quite distinct. For this reason, the phone usage profile of respondents was investigated in the current study. Phone user types were also classified in the study based on the categories proposed by Blumberg & Luke (2014). A profile of the demographic differences of the four phone user groups in the study sample is also summarised in Appendix D.

STUDY RESULTS

Approach to analysis and reporting

Report structure and analysis

The current report comprehensively presents findings of the 2014 study of Gambling and Health in Victoria. Report findings are structured in line with eight major reporting themes and present where relevant, both current study findings and a comparison of study findings with the 2008 epidemiological study.

The general approach to analysis and reporting was agreed with the Steering Committee prior to reporting commencement. The approach to the use of data weighting in the context of analysis was also agreed. Results relating to gambling activity participation and prevalence of problem gambling in Victoria were weighted to ensure that any generated point-estimates were statistically accurate at a Victorian population level. It was also agreed to use the subsampling weight where subsampling had been applied to subsampled questions. For questions relating to gaming machine players and moderate risk and problem gamblers (alone), however, it was agreed not to weight data.

It should thus be noted that where data is not weighted, this may imply that generated estimates may not be accurate or representative at a Victorian population level. In all cases, the specific weighting approach is referenced at the bottom of all report tables and figures.

An overview of the content of report sections in line with the report structure is as follows:

- Section 1 - Gambling activity participation in Victoria – This section of the report summarises the gambling activities that Victorian adults spent money on in the past 12 months and compares changes in gambling activity participation and locations of play since 2008
- Section 2 – Prevalence of problem gambling in Victoria – This section of the report summarises results relating to the prevalence and distribution of problem gambling in Victoria. Comparisons with results in 2008 are also provided, plus results and changes in results for Victorian regions and adults of different ages and genders
- Section 3 – Profile of non-gamblers and problem gambling risk categories – This section of the report provides a profile of the demographics and gambling activities of non-gamblers and the four gambling risk categories identified by Ferris and Wynne (2001) including comparisons with 2008 results
- Section 4 – Reported harms associated with gambling in Victoria – This section of the report examines the self-reported harms associated with gambling by others and for gamblers, their own gambling. Specific harms reported and the seriousness of experienced harms are also explored
- Section 5 – Access to cash and pre-commitment during gambling – This section explores gamblers use of EFTPOS during gambling and the tendency of gaming machine players to set time and money limits during gambling. Gaming machine player attitudes and intentions to adopt pre-commitment and gambler budgeting practices are also examined
- Section 6 – Special topics related to gaming machine players and casino gambling – This section of the report examines special interest topics relating to casino gambling – namely – casino loyalty club membership, use of casino VIP rooms for gambling and use of unrestricted gaming machines
- Section 7 – Special topics relating to gambling and health in Victoria – This section of the report explores a range of priority health and wellbeing topics of relevance to the health and wellbeing of Victorian gamblers. Most notably, this includes use of alcohol during gambling, GP attendances and the diagnosis of depression and anxiety in moderate risk and problem gamblers
- Section 8 – Help seeking for problem gambling in Victoria – This section of the report explores help seeking behaviours in moderate risk and problem gamblers. Rates of help seeking are also compared between 2008 and 2014. Reasons for not seeking help for problem gambling are similarly explored

In addition to report sections, the following data is also available in the following report appendices:

- Appendix A – CATI survey instrument – This presents a copy of the study CATI survey instrument
- Appendix B – Detailed methodological information – This presents detailed information relating to the methodology used in the study sampling and sample sizes
- Appendix C – Participant information sheet – This presents a copy of the sheet explaining the study which was offered to participants, if they wished to review the information before participating
- Appendix D – Comparison of study samples in the dual frame study – This contains a comparison of the four phone user groups in the study
- Appendix E – Detailed tables of study results – This presents detailed tables of data including confidence intervals and standard errors associated with each result. This information is also summarised in the main report sections and in some cases in a more concise or abbreviated format. For this reason, readers may wish to refer to detailed tables of results in reviewing study findings
- Appendix F – References
- Appendix G – List of tables and figures
- Appendix H – Terminology used in the report

Comparisons between 2008 and 2014 studies and caveats

Comparisons between results in 2008 and 2014 were undertaken as part of statistical analysis. This involved merging common variables across each data set to support significance testing. Weights and sampling strata were similarly merged to ensure that confidence intervals and standard errors could be adjusted for the complex sampling design.

To ensure consistency in the confidence intervals and standard errors generated for each study, comparisons between 2008 and 2014 were also undertaken using svy commands. This included the use of adjusted Wald tests to examine changes in proportions from 2008 to 2014 and associated follow-up contrasts using the Stata test command. However, in a small number of cases (as indicated in the report), if changes to question structure did not permit variable merging, an immediate form of a significance test was utilised.

To permit like-for-like comparisons between 2008 and 2014 results, the differences between study samples must be considered. The 2008 study was based on a purely landline sample (all respondents had access to a landline), while the 2014 study sample used a dual frame (landline and mobile) sample. For a small number of analyses where like-for-like comparisons were important and reasonable samples were otherwise available for analysis (e.g., for analysis of prevalence, overall gambling activity participation), data is compared based on only respondents with landline telephone access (i.e., mobile only respondents were excluded in some analyses) (also indicated through N=13,296).

These tables and figures in the main report are also clearly identified with the words – **‘Mobile only respondents excluded to enable a 2014 versus 2008 comparison’**. Otherwise, all other tables and figures in the main report include the full sample (also indicated through N=13,554).

The only tables in the main report that have mobile only respondents removed to enable comparisons (i.e., with only respondents with landline access in the sample) are:

- Figure 5. Comparison of participation in different gambling activities in Victoria in past 12 months – Comparative results for Victorian adults with landline access (N=13,296 for 2014 results, N=15,000 for 2008 results, June-November 2014; July-October 2008)
- Table 8. Prevalence of problem gambling in Victoria – Results for Victorian adults by type of sample (N=13,296-13,554, June-November, 2014) *(This includes both the Victorian 2014 overall results and results of respondents with landline access)*
- Figure 11. Prevalence of problem gambling in Victoria – Results for Victorian adults with landline access (N=13,396 for 2014 results, N=15,000 for 2008 results; June-November, 2014; July-October, 2008)
- Table 10. Comparison of problem gambling prevalence in Victorian with other states and territories of Australia *(This includes the Victorian 2014 results with landline access to enable comparisons with landline studies in other jurisdictions)*
- Table 17. Changes in prevalence of problem gambling in Victoria – Results by region for Victorian adults based on respondents with landline phone availability (N=13,296, June-November, 2014) (Mobile only respondents excluded to enable a 2014 versus 2008 comparison)

In addition, for reader interest and reference, other results for respondents with only landline access (excluding mobile only respondents) are also available in the detailed tables in Appendix G.

However, as this was not feasible to conduct for all analyses (as it restricted the available sample and would otherwise make reporting extremely complex for readers), the limitations of comparing slightly different samples across time should be considered when reviewing study results.

Readers should also note that all increases and decreases presented in the report are changes in percentage points (e.g., from 10 per cent to 15 per cent) from 2008 to 2014, rather than the percentage change relative to 2008.

Section 1 - Gambling activity participation in Victoria

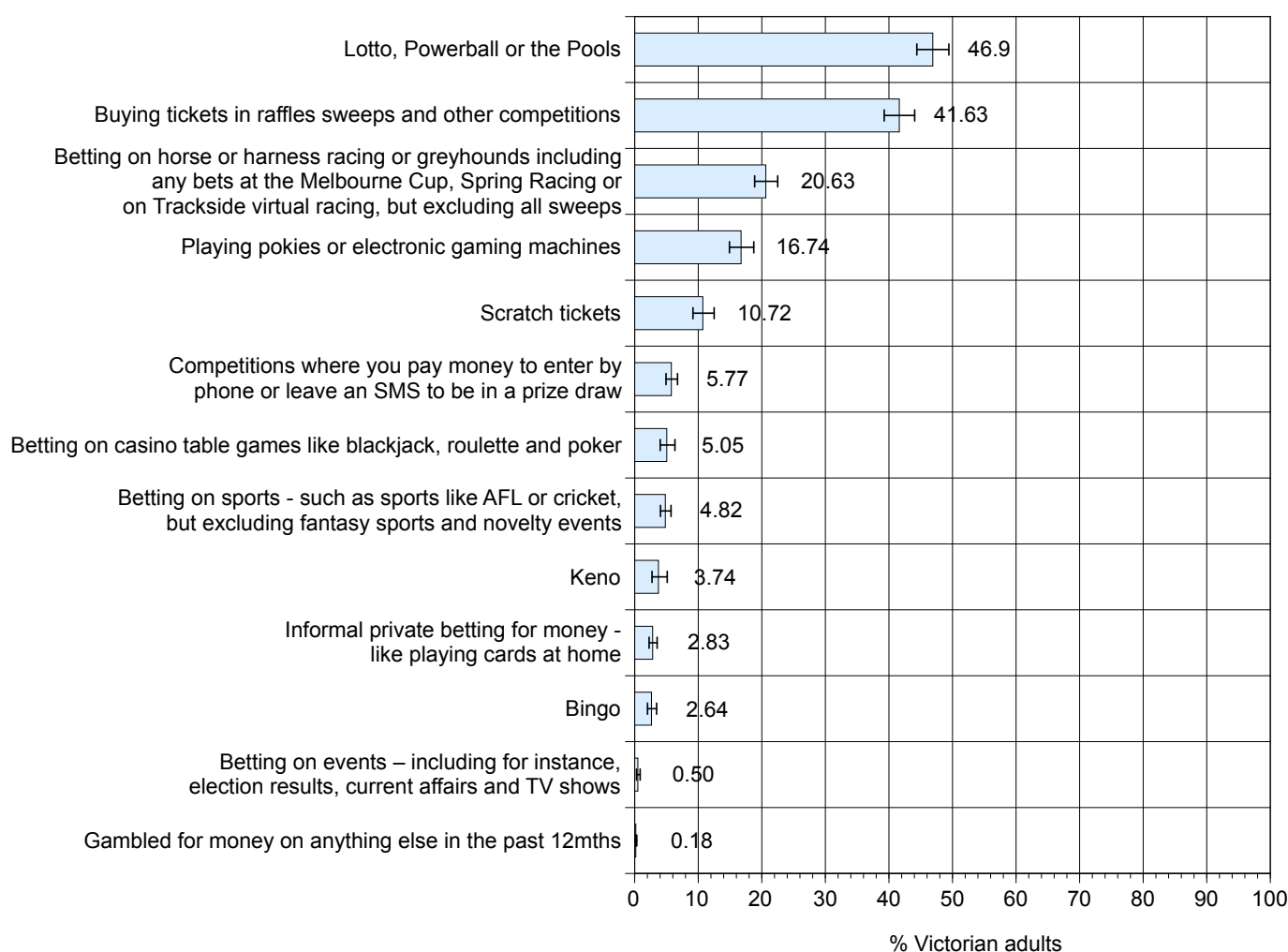
Gambling activity participation in Victoria

Victorian adult participation in gambling activities

Measures of gambling participation provide an indication of the overall level of population level involvement in the many types of gambling available across Victoria. With approximately six years since the epidemiological study, many structural changes in the Victorian gambling environment have occurred. There has been a restructure of gaming machine licensing in Victoria (from a duopoly to a venue-based operator model), introduction of two public lottery operators (instead of a single operator with the new operator responsible for scratch tickets), introduction of requirements for operators to comply with a Responsible Gambling Code of Conduct and perhaps most significantly, removal of ATMs from Victorian gaming venues.

Victorian adult participation in different gambling activities is in Figure 4. Results from 2014 highlight that Lotto, Powerball and Pools remain the most popular form of gambling in Victoria, with just under half of Victorian adults (46.9 per cent of adults) participating in such activities in the past 12 months. While lottery products and raffles, sweeps and competitions (41.63 per cent of adults) were the top two gambling activities both in 2014 and 2008, race betting emerged as the third most popular activity in 2014, taking the place of gaming machines (16.74 per cent of adults).

Figure 4. Participation in different gambling activities in Victoria in past 12 months – Results for Victorian adults (N=13,554, June-November 2014)



Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults) Weighted results without subsampling. For detailed results, also refer Table 46 on page 181.

Use of dual frame sampling (a sample of both landline and mobile numbers) in the 2014 study presents some challenges in making like-for-like comparisons across gambling activities from 2008 to 2014. To permit a more fine-tuned comparison of overall gambling activity trends across each study, results for only adults with access to a landline telephone were compared (Figure 5) (as the 2008 study was only based on landline sampling, so mobile only respondents were excluded from the results).

Wald adjusted comparisons with follow-up contrasts highlighted a significant change in participation in several activities from 2008 to 2014. There was a significant decline in gaming machine participation from 2008 to 2014 (a decrease of 6.24 per cent - $t=-8.60$, $p<.001$), a significant increase in betting on racing (an increase of 3.71 per cent - $t=4.88$, $p<.001$), a decline in scratch ticket participation (a decrease of 4.85 per cent - $t=-7.82$, $p<.001$) and a small, but significant decline in phone or SMS competition participation (a decline of 1.40 per cent - $t=-3.02$, $p<.01$). When sport and event betting results for 2014 were combined as in 2008, there was also a significant increase in sports and event betting participation (an increase of 1.15 per cent - $t=2.52$, $p<.05$).

While changes in participation may in part reflect structural changes in the Victorian gambling environment (e.g., changes in scratch ticket operation and gaming machine re-licensing to a venue-based operational model), the differences in wording of activities across studies should be noted. In particular, the definition of race betting was altered slightly in 2014, based on insights from Wave 3 of the Victorian (longitudinal) Gambling Study that some respondents had overlooked their participation in major events when indicating their gambling participation (p29, Victorian Responsible Gambling Foundation 2012). Findings of this latter study also showed that 6.1 per cent of non-gamblers did not recall their participation in major events such as Spring Carnival Racing (Billi, Stone, Marden and Yeung, 2014). Accordingly, this may explain some of the observed increase in participation in race betting.

As apparent in other jurisdictions of Australia (refer Table 4), gaming machine participation in Victoria decreased significantly during the period from 2003 to 2014 (from 33.5 per cent in the 2003 study and 21.26 per cent in 2008 to an estimated 15.22 per cent based on the sample with access to a landline telephone or 16.74 per cent based on the full 'dual frame' sample – i.e., excluding mobile only respondents for comparability with other landline studies). While no major Australian prevalence studies have been undertaken since 2012, the 2012 South Australian study observed a decline in gaming machine participation (30.2 per cent in 2005 to 26.5 per cent in 2012), as did the 2011 NSW prevalence study (31 per cent in 2006 to 27 per cent in 2011) and to a lesser extent, the 2011/12 Queensland Household Gambling Survey (from 31 per cent in 2008/09 to 30 per cent in 2011/12). A similar trend was also observed in New Zealand, with non-casino gaming machine participation falling from 18 per cent in 2006/07 to 14 per cent in 2012. Such trends also highlight that participation in gaming machines is lower in Victoria, compared to other Australian jurisdictions.

Precise reasons for the relatively low gaming machine participation in Victoria are unclear. Storer, Abbott and Stubbs (2009) proposed that individuals and populations may adapt to the novelty of gaming opportunities over time. A decline in gaming machine participation may be associated with the relatively sharp decline in the market share of gaming machine expenditure in Victoria from 2008/09 to 2011/12. Based on Australian Gambling Statistics (1987–88 to 2012–13), Victoria's expenditure share for gaming machines (excluding casino gaming machines) fell from 61.93 per cent to 57.1 per cent from 2008-09 to 2011-12 (a decline of 4.83 per cent). In comparison, Queensland's increased 0.28 per cent (from 62.54 per cent to 62.82 per cent), the NSW expenditure share increased 0.1 per cent (from 76.42 per cent to 76.52 per cent) and South Australia's fell 1.65 per cent (from 74.13 per cent to 72.48 per cent).

Victoria's casino is also notably responsible for a far greater expenditure share compared to other Australian jurisdictions (The casino expenditure share category includes expenditure on table games, gaming machines and keno). This share also notably increased over the same period (by 4.67 per cent from 27.87 per cent to 32.54 per cent).

It is plausible that gaming machine gambling may not only be becoming less popular over time, but also may be increasingly competing with other forms of gambling in Victoria (such as casino gambling and potentially also sports betting, which increased from \$116.33 during 2008/09 to \$237.45 in 2008/09 based on CPI-adjusted per capita expenditure).

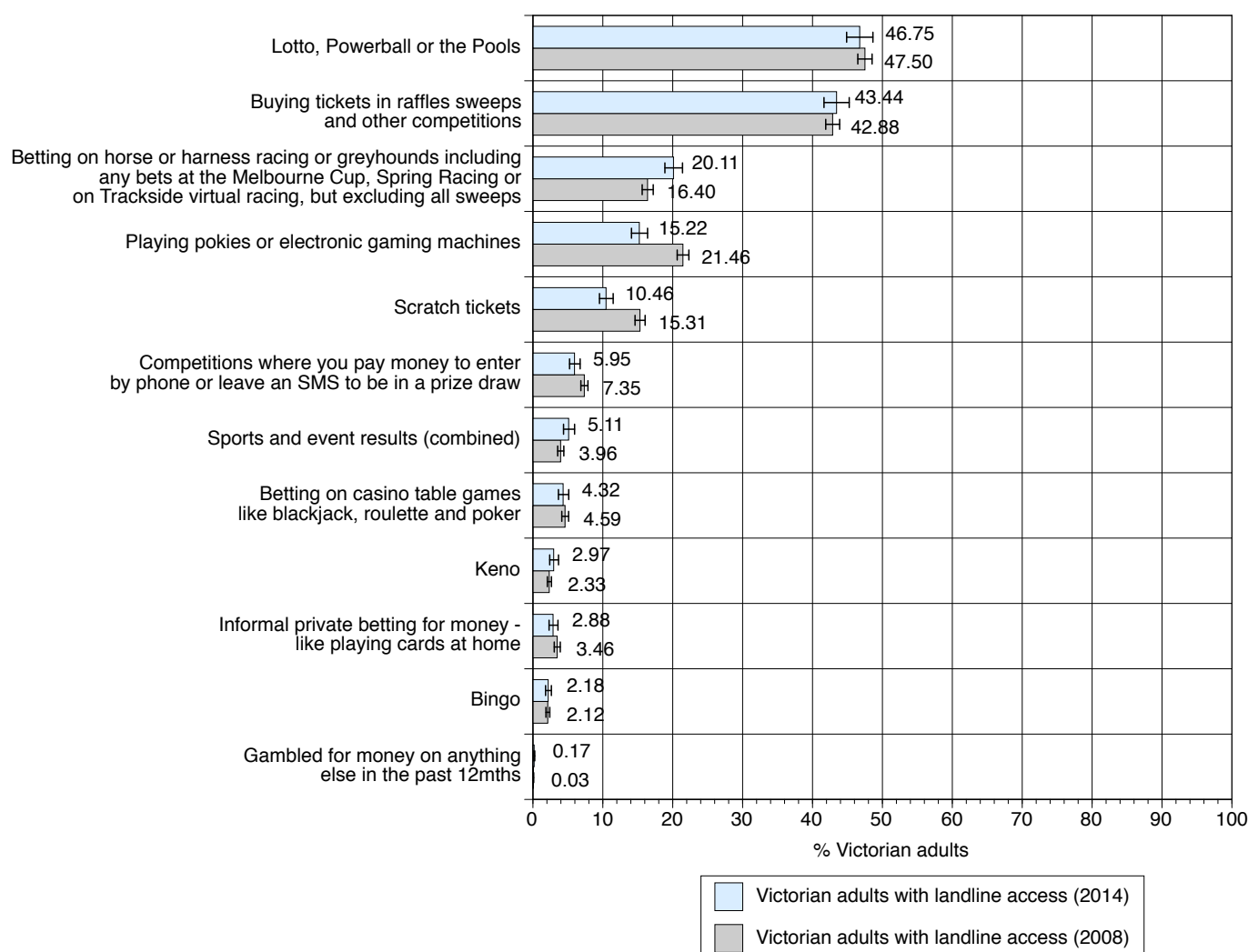
Table 4. Comparison of adult past year gambling participation in prevalence studies across major states and territories of Australia

[Mobile only respondents excluded in the 2014 Victorian results to enable a comparison with other landline studies]

Gambling activity	Past year participation of adults (% of population)								
	VIC 2003	VIC 2008	VIC 2014	ACT 2009	TAS 2013	QLD 2011-12	NSW 2011	NT 2005	SA 2012
Lotto	60.5	47.50	46.75	47.7	43.0	59	41	53	55.5
Gaming machines	33.5	21.46	15.22	30.2	18.6	30	27	27	26.5
Race betting	28.2	16.40	20.11	24.5	10.5	19	24	19	20.5
Table games	7.3	4.59	4.32	8.3	6.3	6	6	10	6.1
Sports and events	5.6	3.96	5.11	7.9	4.4	5	7	5	6.1
Keno	5.1	2.33	2.97	5.8	26.0	16	14	23	7.7
Bingo	n.a.	2.12	2.18	2.1	1.7	3	2	2	2.9
Private betting	n.a.	3.46	2.88	8.1	2.6	3	3	4	2.6 (cards and mah-jong)
Scratch tickets	33.9	15.31	10.46	22.8 (themselves) 8.5 (for others)	20.6	Included in lotto products	28	29	20.7

Note: Different wording of activities was used across each study, so data is only indicative of trends by activity. Victorian trends are based on the full dual-frame sample of N=13,554. The limitations of comparing different samples and methodologies should be considered when reviewing these results. Source: Prevalence reports for each jurisdiction as indicated by date of findings. Grey highlighted cells show results from previous studies, while colourless cells show results from the most recent available study.

Figure 5. Comparison of participation in different gambling activities in Victoria in past 12 months – Comparative results for Victorian adults with landline access (N=13,296 for 2014 results, N=15,000 for 2008 results, June-November 2014; July-October 2008)
[Mobile only respondents excluded to enable a 2014 versus 2008 comparison]

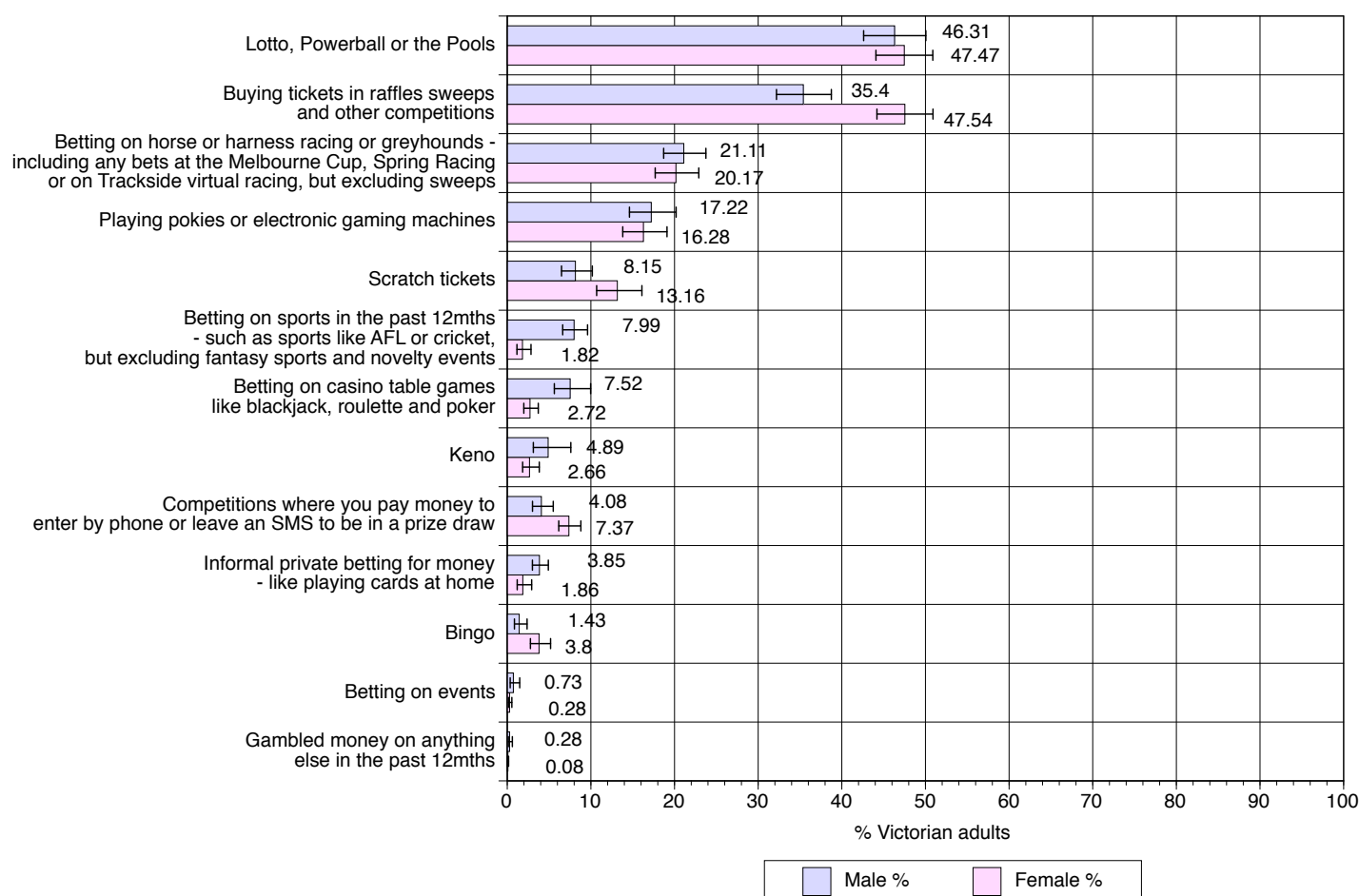


Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults) Weighted results without subsampling. Results for sports and events were separate in 2014 and combined in 2008. For this reason, 2014 results were combined for this comparison. Refer Figure 4 for specific activity wording. For detailed results, also refer Table 46 on page 181.

Participation in gambling activities by gender

The 2008 epidemiological study established a relationship between gender and participation in many gambling activities (Hare, 2009). Based on the full sample, gambling participation by gender for the current study is in Figure 6. Males were significantly more likely to participate in many activities including informal private betting (OR=2.11, $p<.01$), casino table games (OR=2.91, $p<.001$), sports betting (OR=4.69, $p<.001$) and Keno (OR=1.88, $p<.05$). However, compared to females, males were less likely to participate in scratch tickets (OR=0.59, $p<.01$), bingo (OR=0.37, $p<.01$), SMS and phone competitions (OR=0.53, $p<.01$) and competitions, raffles and sweeps (OR=0.60, $p<.001$). Differences by gender for gaming machines, race betting, event betting and Lotto, Powerball or the Pools were not statistically significant.

Figure 6. Participation in different gambling activities in Victoria in past 12 months – Results by gender (N=13,554, June-November 2014)



Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults) Weighted results without subsampling. For detailed results, also refer Table 47 on page 183.

Changes in participation by gender from 2008 to 2014

Significance testing revealed a number of changes in the gambling activities undertaken by males and females from 2008 to 2014 (Table 5). While both male and female participation in gaming machines significantly declined during this period, there was a larger decline in participation for males (a decrease of 5.62 per cent, compared to a decrease of 3.87 per cent for females, each $p < .001$). The same trend by gender occurred for scratch ticket participation (a decrease of 5.18 per cent for males and 4.07 per cent for females). It is similarly noteworthy that informal private betting significantly declined for males (down -1.72 per cent, $p < .01$), while sports and event betting for males increased (up 2.12 per cent, $p < .05$). Participation in race betting, however, significantly increased for females (up 8.15 per cent, $p < .001$), yet not for males.

Findings overall may suggest that the observed growth in sports and event betting participation within Victoria has been primarily driven by increased participation by males, while the growth in race betting has been primarily driven by increased female participation. Gainsbury et al (2014) described sports betting as the only form of gambling for which participation has increased during the past decade. Sports betting has been proposed to particularly target young males, with males being found to hold regular discussions about sports betting odds with their friends and peers (Thomas et al., 2012).

While the increasing participation of females in wagering activities in Victoria may be in part a result of the inclusion of Spring Racing in the definition of race betting, this result may in part be explained by the increasing feminisation of wagering. Griffiths (2014) described gambling delivered via newer technologies as increasingly gender-neutral and in a 2001 internet gambling prevalence study noted that women preferred online gambling over betting outlets due to a perception that they were safer, less intimidating, less stigmatising and more anonymous.

Table 5. Comparison of gambling activity participation from 2008 to 2014 – Results by gender
(N=13,554 for 2014 results, N=15,000 for 2008 results, June-November 2014; July-October 2008)

Gambling activities	Males				Females			
	2008 %	2014 %	Change from 2008-2014 %		2008 %	2014 %	Change from 2008-2014 %	
Informal private betting – like playing cards at home	5.57	3.85	-1.72	$t=2.72, p<.01$	1.43	1.86	0.43	ns
Gaming machines	22.84	17.22	-5.62	$t=-3.56, p<.001$	20.15	16.28	-3.87	$t=-2.68, p<.001$
Casino table games like blackjack, roulette and poker	7.43	7.52	0.09	ns	1.87	2.72	0.85	ns
Race betting	20.98	21.11	0.13	ns	12.02	20.17	8.15	$t=5.87, p<.001$
Sports and event betting combined (for 2008 and 2014 comparison)	6.53	8.65	2.12	$t=2.34, p<.05$	1.49	2.10	0.61	ns
Keno	2.66	4.89	2.23	ns	2.02	2.66	0.64	ns
Lotto, Powerball or the Pools	48.45	46.31	-2.14	ns	46.6	47.47	0.87	ns
Scratch Tickets	13.32	8.14	-5.18	$t=-4.76, p<.001$	17.23	13.16	-4.07	$t=-2.79, p<.001$
Bingo	0.75	1.43	0.68	ns	3.43	3.8	0.37	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	4.94	4.08	-0.86	ns	9.65	7.37	-2.28	$t=-2.95, p<.01$
Buying tickets in raffles, sweeps and other competitions	39.67	35.4	-4.27	$t=-2.31, p<.05$	45.96	47.54	1.58	ns

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults)
Weighted results without subsampling. Non-significance indicated through ns.

Participation in gambling activities by age

The top three gambling activities for Victorian adults by age, as observed in the 2014 study, were examined. Lotto, Powerball and the Pools was the top activity for all age groups, apart from 18-24 year olds (where the top activity was raffles, sweeps and competitions). This latter activity was also the second most popular activity for all age groups, while gaming machines was the second most popular activity for 18-24 year olds. Betting on racing was the third most popular activity for all age groups, apart from people aged 65 years and older (where gaming machines was the third most popular activity).

The order of the top three gambling activities for each age group were:

18 to 24 years

1. Buying tickets in raffles sweeps and other competitions - 26.79 per cent
2. Gaming machines - 18.72 per cent
3. Betting on racing 18.2 per cent

25-34 years

4. Lotto, Powerball or the Pools – 33.7 per cent
5. Buying tickets in raffles sweeps and other competitions – 31.22 per cent
6. Betting on racing 16.47 per cent

35-44 years

7. Lotto, Powerball or the Pools – 47.2 per cent
8. Buying tickets in raffles sweeps and other competitions – 44.72 per cent
9. Betting on racing – 22.4 per cent

45-54 years

10. Lotto, Powerball or the Pools – 55.78 per cent
11. Buying tickets in raffles sweeps and other competitions – 51.33 per cent
12. Betting on racing – 22.4 per cent

55-64 years

13. Lotto, Powerball or the Pools – 56.63 per cent
14. Buying tickets in raffles sweeps and other competitions – 47.15 per cent
15. Betting on racing – 26.71 per cent

65 years and older

16. Lotto, Powerball or the Pools – 56.63 per cent
17. Buying tickets in raffles sweeps and other competitions – 47.15 per cent
18. Betting on racing – 26.71 per cent

Gambling activity participation by age based on the 2014 study findings is in Table 6. Results are compared to the overall Victorian adult population, with statistical significance indicated based on non-overlapping confidence intervals. Detailed participation results are also available for reference in Table 48.

It is particularly noteworthy that 18-24 year olds have significantly higher participation in both sports betting and casino table games, compared to Victorian adults overall. As Hing (2014) asserted that most sports betting advertising is targeted at young males, it is unsurprising that this group has higher participation. Other researchers have also proposed that advertising attempts to appeal to young males by linking notions of success, masculinity, team loyalty and sporting knowledge with the activity (e.g., Milner, Hing, Vitartas and Lamont, 2013; Thomas, Lewis, McLeod, & Haycock, 2012).

Table 6. Victorian adult participation in gambling activities by age – Results comparing age group results with overall Victorian adult participation (N=13,554, June-November 2014)

Gambling activities	Age group participation compared with overall Victorian adult participation (significance indicated through non-overlapping confidence intervals)					
	18-24yrs	25-34yrs	35-44yrs	45-54yrs	55-64yrs	65yrs and older
Informal private betting for money - like playing cards at home	ns	ns	ns	ns	↓	↓
Gaming machines	ns	ns	ns	ns	ns	ns
Betting on casino table games like blackjack, roulette and poker	↑	ns	ns	↓	↓	ns
Race betting	ns	ns	ns	ns	ns	ns
Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty events	↑	ns	ns	ns	↓	↓
Betting on events – including for instance, election results, current affairs and TV shows	ns	↑	ns	ns	↓	↓
Keno	ns	ns	ns	ns	ns	ns
Lotto, Powerball or the Pools	↓	↓	ns	↑	↑	↑
Scratch tickets	ns	ns	ns	ns	ns	ns
Bingo	ns	↓	ns	ns	ns	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	ns	ns	↓	ns	ns	↓
Buying tickets in raffles sweeps and other competitions	↓	↓	ns	↑	ns	ns
Gambled money on anything else	ns	ns	ns	ns	ns	ns

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults) Weighted results without subsampling. Significance indicated through triangles (increases or decreases in line with triangle direction), based on comparison of percentage participation of the age group with Victorian adults overall (based on non-overlapping confidence intervals). Non-significance indicated through ns. For detailed results, also refer

Table 48 on page 185.

Changes in participation by age from 2008 to 2014

Changes in gambling activity participation by age from 2008 to 2014 are in Table 7. Of particular note is a significant decrease in gaming machine participation in the 45 to 54 age group (a decrease of 9.33 per cent, $t=-5.25$, $p<.001$) and decreases in both the 18 to 24 age group (a decrease of 8.23 per cent, $t=-2.56$, $p=.01$) and in the 25 to 34 age group (a decrease of 5.33 per cent, $t=-2.55$, $p<.05$). The size of decreases in these age groups may also suggest that reductions in gaming machine participation are primarily associated with changes in gambling of these age groups.

While people aged 18 to 24 have the highest participation level in sport and event betting (combined) across all age groups (9.17 per cent for 2014), it is noteworthy that 18 to 24 year olds did not show significantly higher participation in sports and event betting in 2014 when compared to 2008.

The same trend applied to race betting. Growth in the activity was primarily associated with an increase in participation in people aged 45 years and older. In particular, people aged 44 to 54 years significantly increased their participation in this form of wagering from 2008 to 2014 (an increase of 4.54 per cent, $t=2.36$, $p<.05$), as did people aged 55 to 64 years (an increase of 12.58 per cent, $t=3.71$, $p<.001$) and people aged 65 years and older (an increase of 7.94 per cent, $t=4.19$, $p<.001$). Given that the internet is currently a key channel for race betting in Victoria, it is plausible that the availability of technology to facilitate betting may have contributed to the overall increase observed in these age groups.

**Table 7. Comparison of participation by age from 2008 to 2014 –
Comparative results by age (N=13,554 for 2014 results, N=15,000 for 2008 results, June-November 2014; July-October 2008)**

Gambling activities	18-24 years				25-34 years				35-44 years				45-54 years				55-64 years				65 years and older			
	2008	2014	Change	Significance	2008	2014	Change	Significance	2008	2014	Change	Significance	2008	2014	Change	Significance	2008	2014	Change	Significance	2008	2014	Change	Significance
Informal private betting for money - like playing cards at home	8.2	5.23	-2.97	ns	5.87	5.33	-0.54	ns	3.08	2.53	-0.55	ns	2.02	2.16	0.14	ns	1.38	1.31	-0.07	ns	0.97	0.83	-0.14	ns
Gaming machines	26.95	18.72	-8.23	t=-2.56, p=.01	18.2	12.87	-5.33	t=-2.55, p<.05	15.09	12.5	-2.59	ns	22.56	13.23	-9.33	t=-5.25, p<.001	25.03	20.96	-4.07	ns	23.9	23.46	-0.44	ns
Betting on casino table games like blackjack, roulette and poker	12.94	11.21	-1.73	ns	7.34	8.14	0.8	ns	4.2	4.42	0.22	ns	2.95	2.33	-0.62	ns	0.95	1.58	0.63	ns	0.58	3.72	3.14	ns
Race betting	16.08	18.2	2.12	ns	20.52	16.47	-4.05	ns	18.65	22.4	3.75	ns	17.86	22.4	4.54	t=2.36 p<.05	14.13	26.71	12.58	t=3.71, p<.001	10.21	18.15	7.94	t=4.19, p<.001
Betting on sports and events (combined)	6.85	10.56	3.71	ns	6.73	8.25	1.52	ns	4.98	6.42	1.44	ns	3.37	4.21	0.84	ns	1.22	2.14	0.92	ns	0.58	1.10	0.52	t=2.13, p<.05
Keno	2.15	3.78	1.63	ns	2.02	2.99	0.97	ns	2.17	2.65	0.48	ns	2.51	3.4	0.89	ns	3.05	4.4	1.35	ns	2.22	5.37	3.15	ns
Lotto, Powerball or the Pools	17.99	17.94	-0.05	ns	41	33.7	-7.3	t=-2.39, p<.05	53.44	47.2	-6.24	t=-2.25, p<.05	60.6	55.78	-4.82	ns	56.84	56.63	-0.21	ns	48.75	63.5	14.75	t=4.92, p<.001
Scratch Tickets	17.38	15.93	-1.45	ns	15.41	9.71	-5.7	t=-3.23, p<.01	15.52	8.35	-7.17	t=-5.68, p<.001	15.67	10.59	-5.08	t=-2.78, p<.01	14.59	8.75	-5.84	t=-5.09, p<.001	13.69	12.3	-1.39	ns
Bingo	2.44	2.84	0.4	ns	1.77	1.8	0.03	ns	1.34	1.86	0.52	ns	1.25	2.92	1.67	ns	2.09	3.5	1.41	ns	4.03	3.21	-0.82	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	5.97	5.53	-0.44	ns	11.21	6.39	-4.82	t=-3.45, p<.01	10.56	10.15	-0.41	ns	7.98	5.28	-2.7	t=-3.24, p<.01	5.37	3.91	-1.46	t=-2.15, p<.05	1.7	2.85	1.15	ns
Buying tickets in raffles sweeps and other competitions	25.62	26.79	1.17	ns	37.28	31.22	-6.06	t=-2.12, p<.05	48.43	44.72	-3.71	ns	50.83	51.33	0.5	ns	47.87	47.15	-0.72	ns	43.3	45.64	2.34	ns

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults) Weighted results without subsampling.

Where gambling activities were undertaken

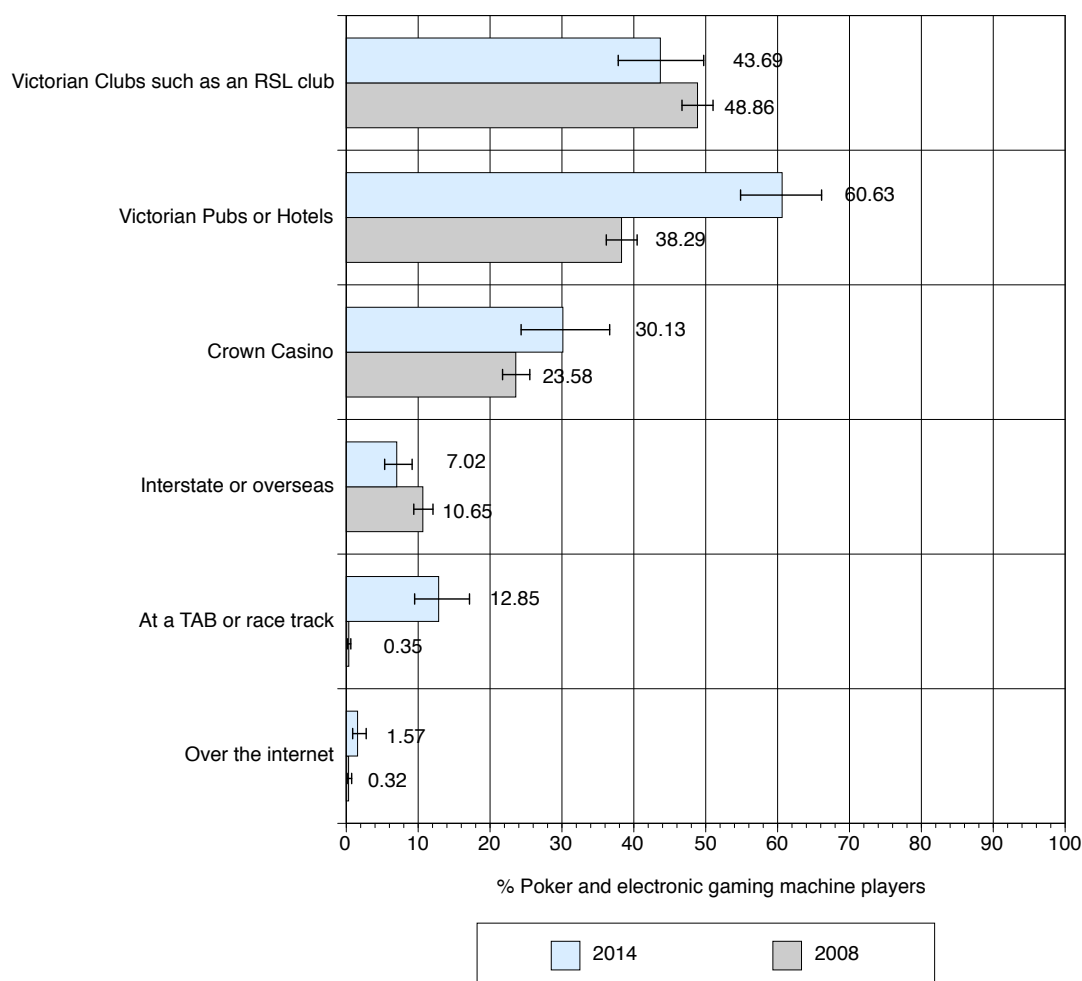
Where gaming machines were played

The locations where Victorian adults played gaming machines over the past 12 months are in Figure 7. Pubs or hotels were the most popular overall location for gaming machine play (60.63 per cent of gaming machine players) in 2014, while clubs were the most popular location in 2008 (48.86 per cent of gaming machine players).

Statistical testing highlighted a range of significant changes from 2008 to 2014. There was a significant increase in the percentage of gaming machine players playing gaming machines at pubs and hotels from 2008 to 2014 (from 38.29 per cent to 60.63 per cent, $t=7.23$, $p<.001$) and a significant increase in the percentage playing gaming machines at the casino (from 23.58 per cent to 30.13 per cent, $t=1.98$, $p<.05$). However, these changes may be due to changes to the survey, which placed pubs before clubs in 2014, but not in 2008.

An increase in gaming machine play at TABs and race tracks has also occurred since 2008. While only 0.35 per cent of gaming machine players play at this location in 2008, this increased to 12.85 per cent in 2014 ($t=6.46$, $p<.001$). While still only a small percentage of players, there was also a significant increase in gaming machine play over the internet since 2008 (an increase of 1.25 per cent, $t=2.62$, $p<.01$) and a significant decrease in play interstate and overseas (a decrease of 3.63 per cent - $t=-3.05$, $p<.01$). No significant change, however, was observed for gaming machine play in Victorian clubs from 2008 to 2014.

Figure 7. Where gaming machines were played in the past 12mths – Comparative results for gaming machine players (N=2,298 for 2014 results, N=3,252 for 2008 results, June-November, 2014; July-October, 2008) - MULTIPLE RESPONSES

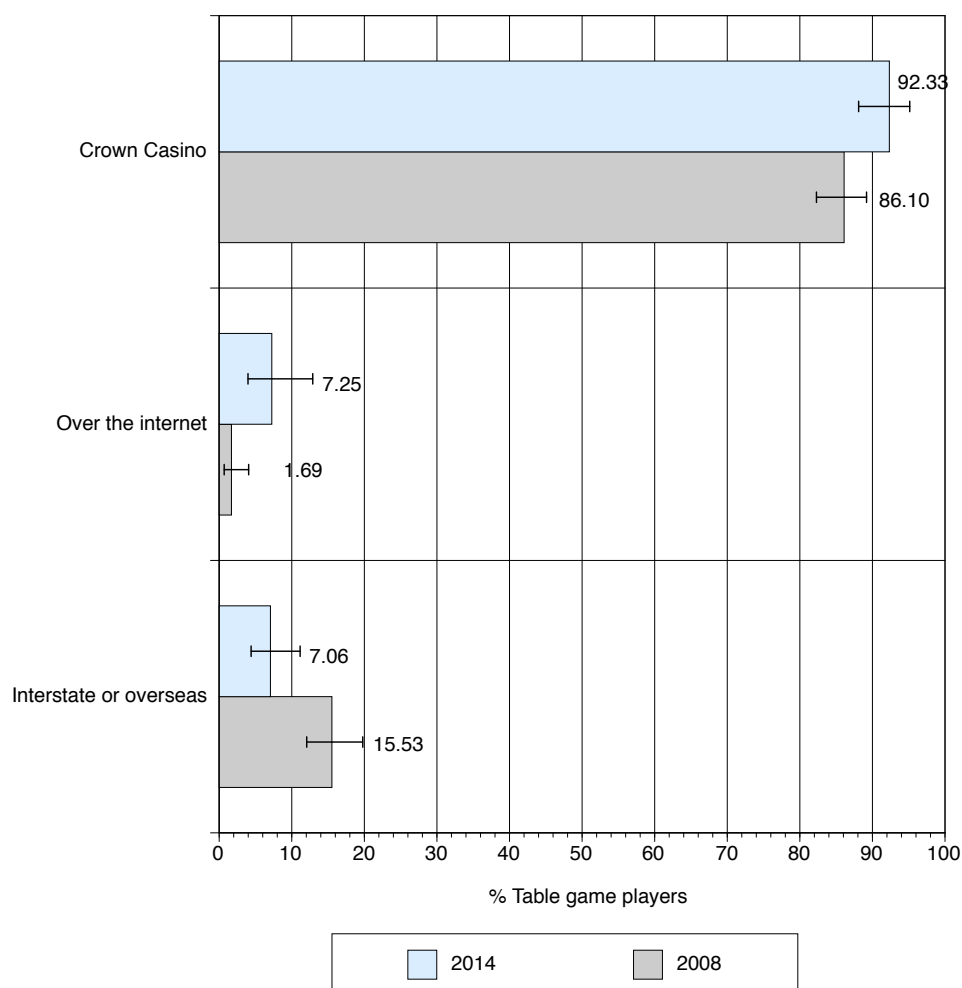


Question: Did you play pokies at (channels prompted)? (Base: Adults participating in gaming machines in the past 12mths). Weighted results without subsampling. For detailed results, also refer Table 50 on page 191.

Where casino table games were played

The locations where casino table game players played table games in 2014 are in Figure 8. The casino was the most preferred location with 92.33 per cent playing table games at Crown in the past 12 months. Statistical comparisons also highlighted some significant trends. There was a significant increase in the percentage of players playing at the casino (from 86.10 per cent to 92.33 per cent, $t=2.49$, $p<.05$), a significant increase in internet play (from 1.69 per cent to 7.25 per cent, $t=2.41$, $p<.05$) and a significant decrease in table game play interstate and overseas (from 15.53 per cent to 7.06 per cent - $t=-3.29$, $p<.01$).

Figure 8. Where table games were played in the past 12mths – Comparative results for table game players (N=454 for 2014 results, N=486 for 2008 results, June-November, 2014; July-October, 2008) - MULTIPLE RESPONSES

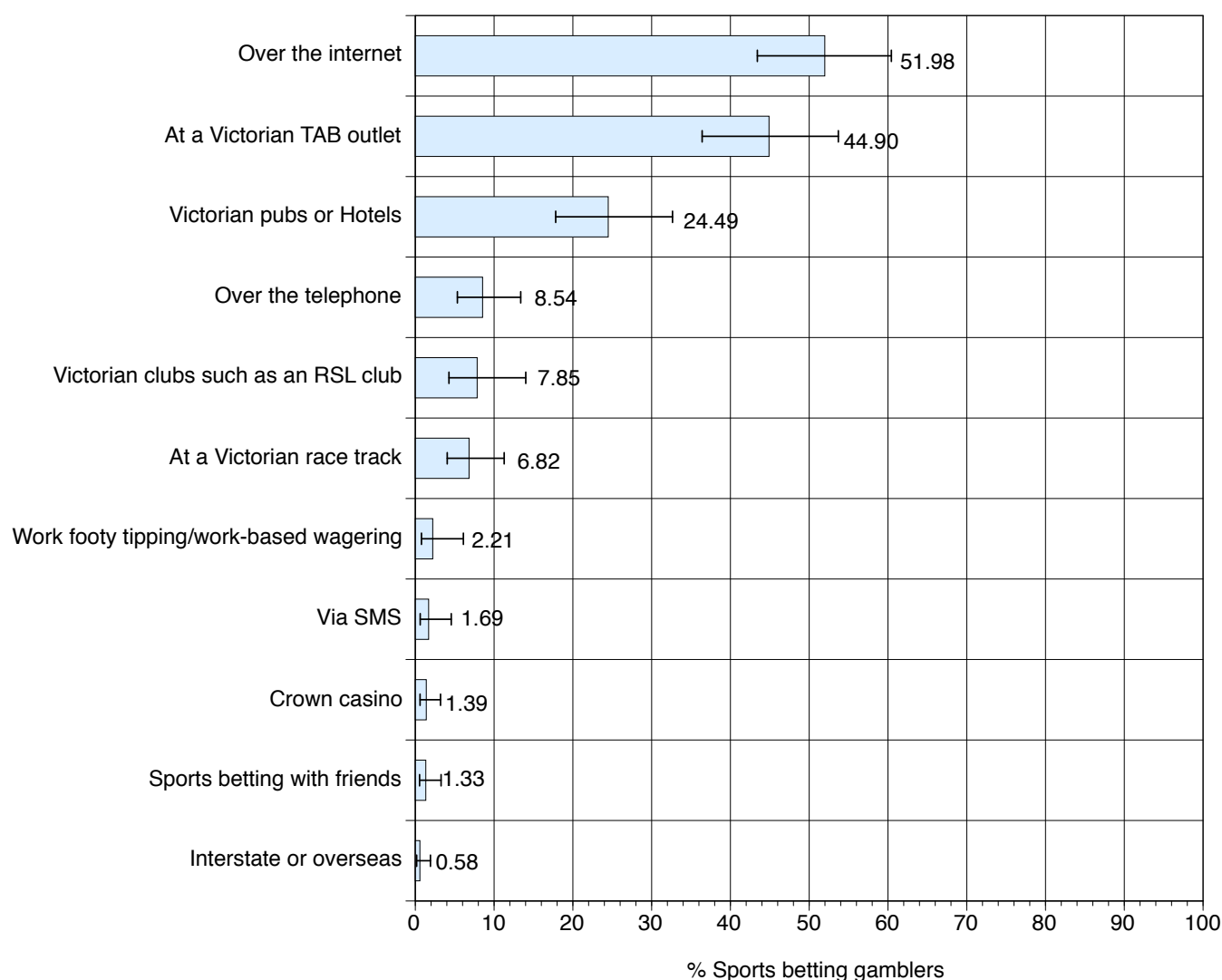


Question: Did you place your bets at (channels prompted)? (Base: Adults participating in table games in the past 12mths). Weighted results without subsampling. For detailed results, also refer Table 51 on page 192.

Where sports betting was undertaken

While sports and events bettors were asked to indicate where they undertook their wagering in 2008, channels were only probed for sports bettors in 2014. Results are in Figure 9. The most popular location for sports betting was over the internet (51.98 per cent) followed by TAB outlets (44.90 per cent) and pubs or hotels (24.49 per cent). While precise comparisons with 2008 were not possible due to a change in question wording, some significance testing was undertaken to assess changes in sports and events channels in 2008 with sports channels in 2014. Results suggested a significant increase in phone betting (from 2.76 per cent to 8.54 per cent, $t=2.68$, $p<.01$) and significant increases in internet sports betting (from 22.4 per cent to 51.98 per cent, $t=5.99$, $p<.001$) and race track sports betting (from 0.35 per cent to 6.82 per cent, $t=3.58$, $p<.001$). However, as these are only approximate comparisons, changes should be considered only indicative.

Figure 9. Where sports betting was undertaken in the past 12mths - Results for sports betting gamblers (N=476, June-November, 2014) - MULTIPLE RESPONSES

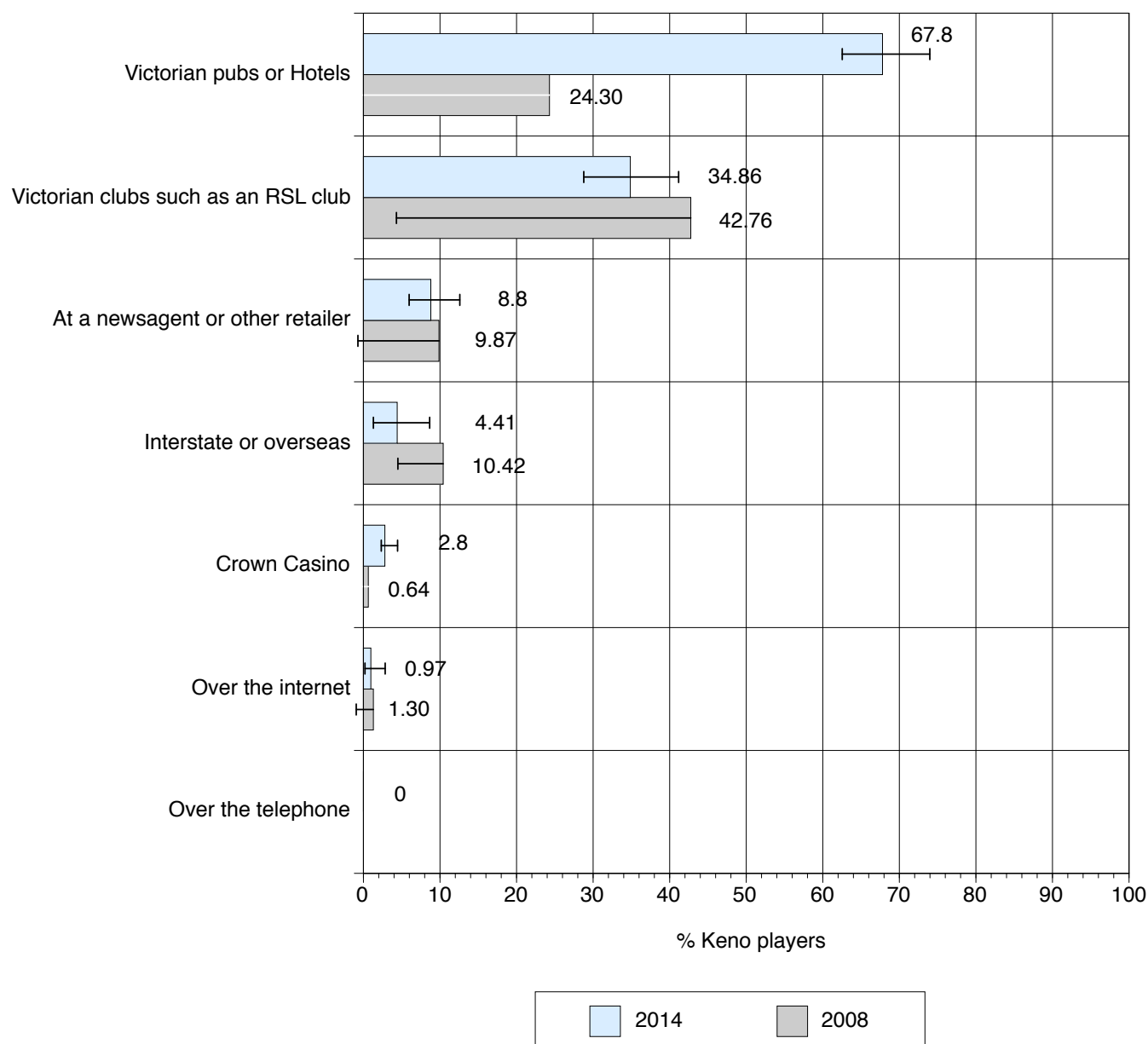


Question: Did you place your bets on sports at (channels prompted)? (Base: Adults participating in sports betting in the past 12mths). Weighted results without subsampling. For detailed results, also refer Table 52 on page 193.

Where keno was played

The locations where keno players played keno in the past 12 months are in Figure 10. The most popular location was playing keno in a pub or hotel in 2014 (67.8 per cent of Keno players), followed by play at clubs (34.86 per cent of keno players). The increase in play in pubs from 2008 to 2014 was also statistically significant ($t=6.62$, $p<.001$), as was the decrease in keno played interstate or overseas ($t=-2.61$, $p<.01$).

Figure 10. Where keno was played in the past 12mths – Comparative results for keno players (N=401 for 2014 results, N=355 for 2008 results, June-November, 2014; July-October, 2008) - MULTIPLE RESPONSES



Question: Where did you play keno? (channels prompted) (Base: Adults participating in keno in the past 12mths). Weighted results without subsampling. White coloured confidence intervals extended the full length of the result, so results should be interpreted with caution. For detailed results, also refer Table 53 on page 195.

Section 2 – Prevalence of problem gambling in Victoria

Prevalence of problem gambling in Victoria

The prevalence of problem gambling in Victoria in 2014 is in Table 8. Results are weighted to be representative of the Victorian adult population (people aged 18 years and older). Table 9 also presents unweighted results for reference. In both Table 8 and Table 9, results are provided for both the full dual frame sample and for comparison purposes, for adults with landline access (excluding mobile only respondents). Once again, it should be noted that comparing adults with landline access from 2008 to 2014 is relevant, given that only landline sampling was used in 2008. Weighted landline prevalence estimates for 2008 and 2014 are also graphically compared in Figure 11. Slightly higher prevalence for problem and at risk gamblers in the full sample can be largely attributed to the presence of mobile only respondents in the dual frame sample.

The prevalence of problem gambling based on the full dual frame sample was 0.81 per cent (an estimated 35,563 Victorian adults). In addition, based on the full sample, 2.79 per cent were moderate risk gamblers (an estimated 122,493 Victorian adults), 8.91 per cent were low risk gamblers (an estimated 391,188 Victorian adults), 57.59 per cent were non-problem gamblers (an estimated 2,528,453 Victorian adults) and 29.90 per cent were non-gamblers (an estimated 1,312,741 Victorian adults).

Based on respondents with landline access (to enable a comparison between 2008 and 2014 weighted results), non-problem gamblers decreased significantly from 64.31 per cent to 59.47 per cent of Victorian adults ($t=-4.08$, $p<.001$). Low risk gamblers increased significantly from 5.70 per cent to 7.34 per cent ($t=3.02$, $p<.01$). However, there was no significant change in the proportion of moderate risk gamblers or problem gamblers. In addition, there was a significant increase in the proportion of non-gamblers (from 26.93 per cent to 30.14 per cent) ($t=2.62$, $p<.01$).

Table 8. Prevalence of problem gambling in Victoria – Weighted results for Victorian adults by type of sample in 2014 (N=13,554-13,296, June-November, 2014)

[Mobile only respondents excluded where N=13,296 to enable a 2014 versus 2008 comparison]

Risk for problem gambling	Result	% Victorian adults (2014)			
		All Victorian adults (N=13,554)	N	Victorian adults with landline access (N=13,296)	N
Non-problem gamblers	%	57.59	7,806	59.47	7,907
	SE	1.34		1.07	
	LCL	54.95		57.36	
	UCL	60.19		61.55	
Low risk gamblers	%	8.91	1,208	7.34	976
	SE	0.97		0.48	
	LCL	7.18		6.45	
	UCL	11.01		8.34	
Moderate risk gamblers	%	2.79	379	2.33	310
	SE	0.60		0.22	
	LCL	1.83		1.93	
	UCL	4.23		2.81	
Problem gamblers	%	0.81	109	0.72	96
	SE	0.21		0.16	
	LCL	0.48		0.47	
	UCL	1.36		1.10	
Non-gamblers	%	29.90	4053	30.14	4,007
	SE	1.25		1.13	
	LCL	27.51		27.98	
	UCL	32.40		32.39	

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults). Weighted results without subsampling.

Table 9. Prevalence of problem gambling in Victoria – Unweighted results for Victorian adults by type of sample in 2014 (N=13,554-15,000, June-November, 2014)

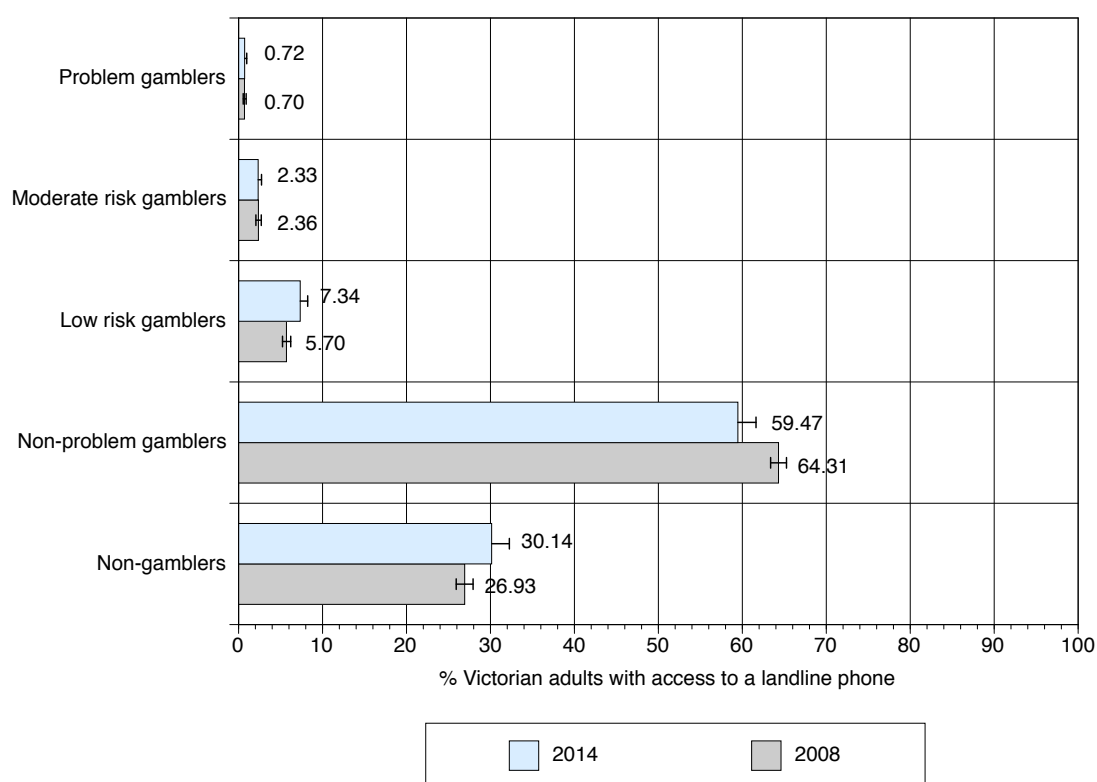
[Mobile only respondents excluded where N=13,296 to enable a 2014 versus 2008 comparison]

Risk for problem gambling	Result	% Victorian adults (2014)			
		All Victorian adults (N=13,554)	N	Victorian adults with landline access (N=13,296)	N
Non-problem gamblers	%	66.05	8,953	66.28	8,813
	SE	0.41		0.41	
	LCL	65.25		65.48	
	UCL	66.85		67.08	
Low risk gamblers	%	7.02	952	6.94	923
	SE	0.22		0.22	
	LCL	6.61		6.52	
	UCL	7.47		7.39	
Moderate risk gamblers	%	2.36	320	2.36	314
	SE	0.13		0.13	
	LCL	2.12		2.12	
	UCL	2.63		2.63	
Problem gamblers	%	0.63	86	0.62	83
	SE	0.07		0.07	
	LCL	0.51		0.50	
	UCL	0.78		0.77	
Non-gamblers	%	23.93	3,242	23.79	3,163
	SE	0.37		0.37	
	LCL	23.22		23.07	
	UCL	24.65		24.52	

*Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults).
Unweighted results without subsampling.*

Figure 11. Prevalence of problem gambling in Victoria – Weighted results for Victorian adults with landline phone access from 2008 to 2014 (N=13,396 for 2014 results, N=15,000 for 2008 results; June-November, 2014; July-October, 2008)

[Mobile only respondents excluded to enable a 2014 versus 2008 comparison]



Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults with access to a landline telephone) Weighted results without subsampling. The 2008 study only included landline sampling. In 2014, a dual frame sample was used including landline and mobile phone sampling. The graph presents results for respondents with access to a landline in both studies. For detailed results, also refer Table 55 on page 196.

Comparisons between 2014 Victorian prevalence results and results in other Australian jurisdictions are in

Table 10. Given that other jurisdictions are generally landline studies, Victorian results in Table 10 are based on respondents with landline access (i.e., the Victorian sample excludes mobile only respondents).

Comparisons between jurisdictions are notoriously difficult, given different study sampling approaches, use of different PGSI anchors, many surveys with very small samples and different survey methodologies. While virtually all prevalence reports note difficulty with their own jurisdictional survey comparisons because of methodology changes in the most recent surveys, some notable conclusions are apparent from study reports.

In the 2011 Tasmanian survey, the authors concluded that there was higher prevalence of moderate risk and low risk gambling, but comparison between the surveys were stated to be difficult due to the non-standard administration of the PGSI in the 2008 study. In the South Australian 2012 study, the authors concluded that there were significant increases in the proportion of moderate risk gamblers and low risk gamblers compared to the previous survey results.

In the NSW prevalence study, while comparisons were also fraught with difficulty following a change to original PGSI scale anchors in the 2011 survey, the authors concluded that when combined, problem, moderate risk and low risk gambling had increased since 2006. The Queensland Survey is arguably the survey most directly comparable to Victoria, given it uses identical PGSI scale anchors and is also a very large sample survey. In this study, there were no significant differences between the 2011-12 survey and estimates from the previous two Queensland surveys.

Table 10. Comparison of problem gambling prevalence in Victorian with other states and territories of Australia

[Mobile only respondents excluded for Victorian 2014 results to enable a comparison with other landline studies]

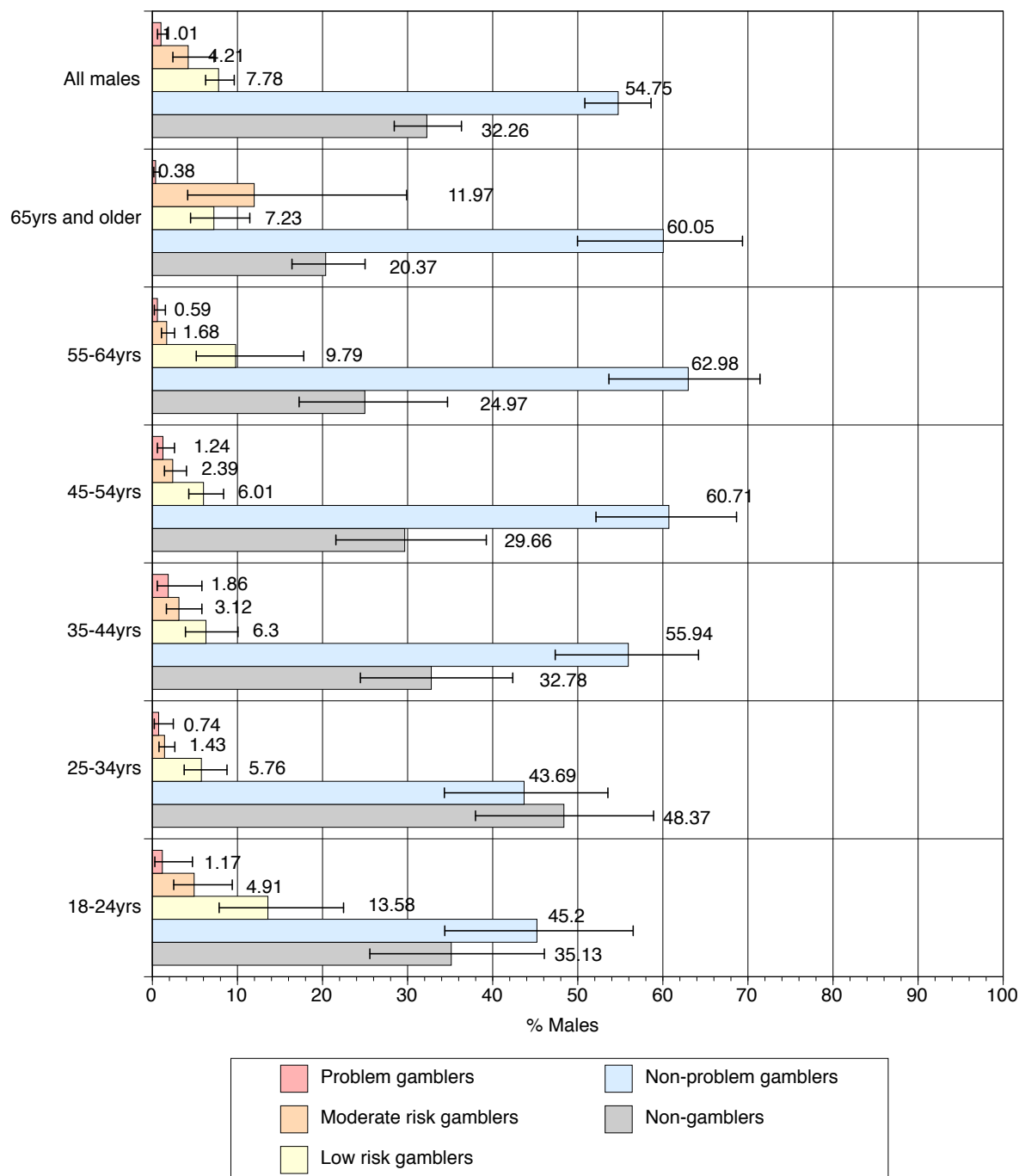
Gambling activity	Prevalence of problem gambling based on CPGI (% of population)							
	VIC 2014	ACT 2009	TAS 2011	TAS 2013	QLD 2008-09	QLD 2011-12	NSW 2011	SA 2012
Problem gambling	0.72	0.50	0.70	0.50	0.37	0.48	0.80	0.60
Moderate risk gambling	2.33	1.50	1.80	1.80	1.60	1.90	2.90	2.50
Low risk gambling	7.34	3.40	5.30	3.90	4.7	5.20	2.10	7.10
Non-problem gambling	59.47	62.10	57.40	54.90	68.0	66.3	52.80	*58.5
Non-gambling	30.14	32.60	34.80	38.80	25.3	26.2	35.10	31.30
PGSI scale anchors used in the study: (1) Original anchors (2) Modified anchors	2	1	1	1	2	2	1	2

Note: Different wording of activities was used across each study, so data is only indicative of trends by activity. Victorian trends are based on the sample of respondents with access to a landline telephone only (excluding mobile only respondents). The limitations of comparing different samples and methodologies should be considered when reviewing these results. Source: Prevalence reports for each jurisdiction as indicated by date of findings. Estimated based on other figures provided in the report.

Prevalence of problem gambling by gender and age

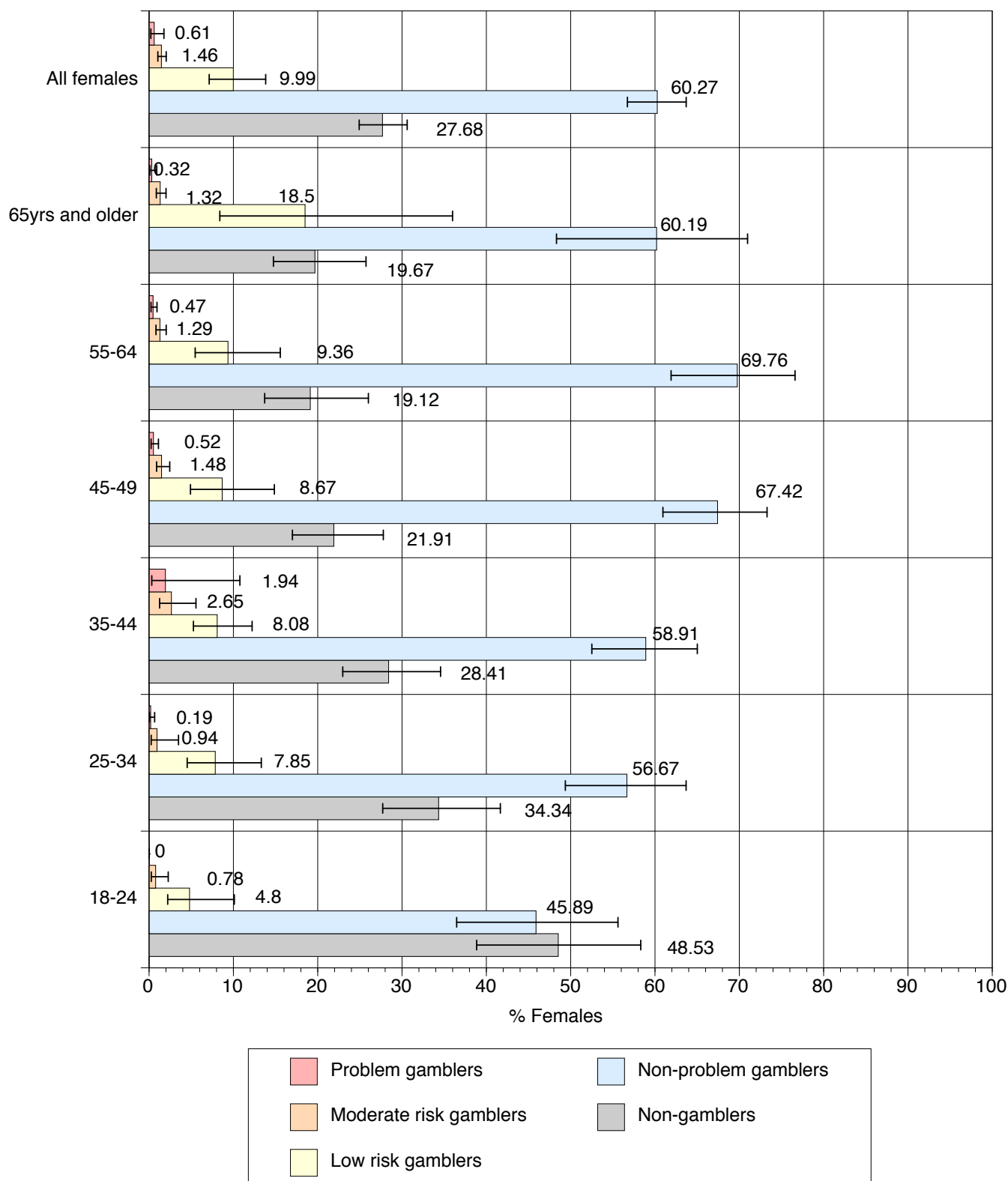
For descriptive purposes, the prevalence of problem gambling in males and females is in Figure 12 and Figure 13 (based on the full dual frame sample). Approximately 1.01 per cent of males and 0.61 per cent of females in 2014 experienced problem gambling. Males had significantly fewer non-problem gamblers (54.75 per cent) compared to females (60.27 per cent) ($t=2.06$, $p<.05$), yet significantly more moderate risk gamblers (4.21 per cent for males, 1.46 per cent for females). No significant differences, however, were found for the relative proportions of low risk gamblers, problem gamblers and non-gamblers across males and females.

Figure 12. Prevalence of problem gambling in Victoria – Results for males by age (N=5,166, June-November, 2014)



Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling. For detailed results, also refer Table 56 on page 197.

Figure 13. Prevalence of problem gambling in Victoria – Results for females by age (N=8,388, June-November, 2014)



Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling. For detailed results, also refer Table 56 on page 197.

Changes in the prevalence of problem gambling from 2008 to 2014 are in Table 11 and Table 12. There was an overall trend between the two studies for males to decrease in non-problem gambling (from 62.34 per cent in 2008 to 54.76 per cent in 2014 – a decrease of 7.58 per cent, $t=-3.53$, $p<.001$) and to increase in non-gambling (from 26.78 per cent in 2008 to 32.24 per cent in 2014 – an increase of 5.46 per cent, $t=2.54$, $p<.05$). It is conceivable that this change may be because some male non-problem gamblers in 2008 have subsequently been replaced by non-gamblers in 2014 (given the result that Victorian adults have lower participation levels in gambling). However, this is of course speculative, given the cross-sectional nature of the current study.

Females showed a slightly different trend. There was a significant decrease in non-problem gambling females (from 66.19 per cent in 2008 to 60.27 per cent in 2014 – a decrease of 5.92 per cent, $t=-3.13$, $p<.01$) and an increase in low risk gambling (from 4.44 per cent in 2008 to 9.99 per cent in 2014 – an increase of 5.55 per cent, $t=3.24$, $p<.01$).

The following notable changes in problem gambling prevalence within individual age and gender categories also occurred from 2008 to 2014:

- Males 25-34 years
 - Moderate risk gambling decreased from 3.5 per cent to 1.43 per cent (a decrease of 2.07 per cent - $t=-2.33$, $p<.05$)
 - Non-gambling increased from 32.08 per cent to 48.37 per cent (an increase of 16.29 per cent - $t=2.80$, $p<.01$)
- Females 35-44 years
 - Non-problem gambling decreased from 70.26 per cent to 58.91 per cent (a decrease of 11.35 per cent - $t=-3.31$ ($p<.01$))
 - Low risk gambling increased from 3.38 per cent to 8.08 per cent (an increase of 4.7 per cent - $t=2.61$, $p<.01$)
- Males 65 years and older
 - Non-gambling decreased from 27.4 per cent to 20.37 per cent (a decrease of 7.03 per cent - $t=-2.72$, $p<.01$)

Table 11. Changes in problem gambling prevalence from 2008 to 2014 – Results by gender
(N=13,554 for 2014 results; N=15,000 for 2008 results; June-November, 2014; July-October 2008)

Risk for problem gambling	% Victorian adults			Significance
	2008	2014	Change	
Males				
Non-Problem Gamblers	62.34	54.76	-7.58	t=-3.53 (p<.001)
Low Risk Gamblers	7.01	7.77	0.76	ns
Moderate Risk Gamblers	2.92	4.21	1.29	ns
Problem Gamblers	0.95	1.01	0.06	ns
Non-Gamblers	26.78	32.24	5.46	t=2.54 (p<.05)
Females				
Non-Problem Gamblers	66.19	60.27	-5.92	t=-3.13 (p<.01)
Low Risk Gamblers	4.44	9.99	5.55	t=3.24 (p<.01)
Moderate Risk Gamblers	1.82	1.45	-0.37	ns
Problem Gamblers	0.47	0.61	0.14	ns
Non-Gamblers	27.07	27.68	0.61	ns

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling

Table 12. Changes in problem gambling prevalence from 2008 to 2014 – Results by age and gender
(N=13,554 for 2014 results; N=15,000 for 2008 results; June-November, 2014; July-October 2008)

Risk category	18-24 years				25-34 years				35-44 years				45-54 years				55-64 years				65 years and older			
	2008	2014	Change	Significance	2008	2014	Change	Significance	2008	2014	Change	Significance	2008	2014	Change	Significance	2008	2014	Change	Significance	2008	2014	Change	Significance
Males																								
NPG	51.69	45.2	-6.49	ns	54.09	43.69	-10.4	ns	64.89	55.94	-8.95	ns	69.15	60.71	-8.44	ns	67.97	62.98	-4.99	ns	65.22	60.05	-5.17	ns
LR	7.51	13.58	6.07	ns	8.91	5.76	-3.15	ns	6.48	6.3	-0.18	ns	7.17	6.01	-1.16	ns	6.29	9.79	3.5	ns	5.47	7.23	1.76	ns
MR	5.97	4.91	-1.06	ns	3.5	1.43	-2.07	t=-2.33 (p<.05)	2.26	3.12	0.86	ns	2.28	2.39	0.11	ns	2.33	1.68	-0.65	ns	1.74	11.97	10.23	ns
PG	0.78	1.17	0.39	ns	1.42	0.74	-0.68	ns	1.17	1.86	0.69	ns	0.74	1.24	0.5	ns	1.31	0.59	-0.72	ns	0.16	0.38	0.22	ns
NG	34.05	35.13	1.08	ns	32.08	48.37	16.29	t=2.80 (p<.01)	25.2	32.78	7.58	ns	20.66	29.66	9	ns	22.1	24.97	2.87	ns	27.4	20.37	-7.03	t=-2.72 (p<.01)
Females																								
NPG	52.31	45.89	-6.42	ns	63.39	56.67	-6.72	ns	70.26	58.91	-11.35	t=-3.31 (p<.01)	72.14	67.42	-4.72	ns	71.38	69.76	-1.62	ns	64.49	60.19	-4.3	ns
LR	4.81	4.8	-0.01	ns	4.04	7.85	3.81	ns	3.38	8.08	4.7	t=2.61 (p<.01)	4.87	8.67	3.8	ns	4.93	9.36	4.43	ns	4.9	18.5	13.6	ns
MR	2.71	0.78	-1.93	ns	1.09	0.94	-0.15	ns	1.55	2.65	1.1	ns	2.33	1.48	-0.85	ns	2.3	1.29	-1.01	ns	1.38	1.32	-0.06	ns
PG	0.34	0	-0.34	ns	0.56	0.19	-0.37	ns	0.38	1.94	1.56	ns	0.66	0.52	-0.14	ns	0.66	0.47	-0.19	ns	0.27	0.32	0.05	ns
NG	39.83	48.53	8.7	ns	30.92	34.34	3.42	ns	24.43	28.41	3.98	ns	20	21.91	1.91	ns	20.72	19.12	-1.6	ns	28.97	19.67	-9.3	t=-3.04 (p<.01)
All Victorian adults																								
NPG	51.99	45.54	-6.45	ns	58.73	50.2	-8.53	t=-2.43 (p<.05)	67.61	57.45	-10.16	t=3.50 (p<.001)	70.66	64.15	-6.51	t=-2.28 (p<.05)	69.7	66.46	-3.24	ns	64.82	60.13	-4.69	ns
LR	6.19	9.28	3.09	ns	6.48	6.81	0.33	ns	4.91	7.2	2.29	ns	6	7.37	1.37	ns	5.6	9.57	3.97	ns	5.16	13.41	8.25	t=1.99 (p<.05)
MR	4.37	2.89	-1.48	ns	2.29	1.19	-1.1	t=-1.96 (p<.05)	1.9	2.88	0.98	ns	2.31	1.93	-0.38	ns	2.31	1.48	-0.83	t=-2.06 (p<.05)	1.54	6.13	4.59	ns
PG	0.56	0.6	0.04	ns	0.99	0.47	-0.52	ns	0.77	1.9	1.13	ns	0.70	0.87	0.17	ns	0.98	0.53	-0.45	ns	0.22	0.35	0.13	ns
NG	36.89	41.7	4.81	ns	31.5	41.34	9.84	t=2.67 (p<.01)	24.81	30.57	5.76	ns	20.33	25.69	5.36	ns	21.4	21.96	0.56	ns	28.26	19.98	-8.28	t=-4.05 (p<.001)

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling. Abbreviations were used for risk categories given size of table. NPG=Non-problem gamblers, LR=Low risk gamblers, MR=Moderate risk gamblers, PG=Problem gamblers, NG=Non-gamblers.

Prevalence of problem gambling in LOTE speakers

Victoria is a very culturally and linguistically diverse state, with many Victorian adults speaking a language other than English (LOTE) at home (23.1% of Victorians based on the Australian Bureau of Statistics Census 2011). As problem gambling has been found to disproportionately affect some communities that speak languages other than English, the prevalence of problem gambling in LOTE speakers was examined. Results for LOTE speakers and non-LOTE speakers are in Table 13. A total of 45.32 per cent of LOTE speakers had not participated in gambling in the past 12 months. This trend in comparison to non-problem gamblers was statistically significant (OR=2.74, $p<.001$).

**Table 13. Prevalence of problem gambling in Victoria –
Results for LOTE versus non-LOTE speakers (N=13,554; June-November, 2014)**

Risk for problem gambling	Results	% Victorian adults		
		LOTE speakers (N=2,387)	Non-LOTE speakers (N=11,166)	Victorian adults (N=13,554)
Non-problem gamblers	%	40.28	62.44	57.59
	SE	2.70	1.46	1.34
	LCL	35.12	59.54	54.95
	UCL	45.66	65.24	60.19
Low risk gamblers	%	9.39	8.78	8.91
	SE	2.89	0.95	0.97
	LCL	5.06	7.10	7.18
	UCL	16.78	10.82	11.01
Moderate risk gamblers	%	4.06	2.45	2.79
	SE	1.96	0.53	0.60
	LCL	1.56	1.59	1.83
	UCL	10.17	3.73	4.23
Problem gamblers	%	0.95	0.77	0.81
	SE	0.36	0.26	0.21
	LCL	0.45	0.40	0.48
	UCL	2.00	1.47	1.36
Non-gamblers	%	45.32	25.57	29.90
	SE	3.03	1.34	1.25
	LCL	39.47	23.03	27.51
	UCL	51.30	28.29	32.40

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling.

Changes in problem gambling prevalence from 2008 to 2014 for LOTE and non-LOTE speakers is in Table 14. Within LOTE speakers, there was a significant decline in non-problem gamblers from 2008 to 2014 (from 48.68 per cent to 40.28 per cent - a decrease of 8.4 per cent - $t=-2.84$, $p<.01$). Within non-LOTE speakers, non-problem gamblers also decreased significantly (from 68.26 per cent to 62.44 per cent - a decrease of 5.82 per cent - $t=-3.74$, $p<.001$) and there was an increase in low risk gambling (from 5.51 per cent to 8.78 per cent - an increase of 3.27 per cent - $t=3.33$, $p<.01$).

Table 14. Prevalence of problem gambling in Victoria in LOTE and non-LOTE speakers – Comparison between 2008 and 2014 (N=13,554 for 2014 results, N=15,000 for 2008 results; June-November, 2014; July-October 2008)

Risk for problem gambling	LOTE Speakers (2008 - N=2,387; 2014 - N=2,548)				Non-LOTE Speakers (2008 - N=11,166; 2014 - N=12,452)			
	2008	2014	Change	Significance	2008	2014	Change	Significance
Non-problem gamblers	48.68	40.28	-8.4	$t=-2.84$ ($p<.01$)	68.26	62.44	-5.82	$t=-3.74$ ($p<.001$)
Low risk gamblers	6.45	9.39	2.94	ns	5.51	8.78	3.27	$t=3.33$ ($p<.01$)
Moderate risk gamblers	2.74	4.06	1.32	ns	2.26	2.44	0.18	ns
Problem gamblers	1.03	0.95	-0.08	ns	0.62	0.77	0.15	ns
Non-gamblers	41.09	45.32	4.23	ns	23.35	25.57	2.22	ns

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling.

Prevalence of problem gambling in Indigenous peoples

The prevalence of problem gambling in Victorian Indigenous peoples is in Table 15. Approximately 8.71% of Indigenous peoples were problem gamblers, 5.38% were moderate risk gamblers, 15.68% were low risk gamblers and 46.58% were non-problem gamblers. In addition, 23.66% were non-gamblers. Compared to non-Indigenous peoples, there was a significantly higher prevalence of problem gambling in Indigenous peoples, although this estimate had a confidence interval greater than 25 per cent (OR=15.10, $p<.001$). However, there were no significant differences for other risk categories.

Table 15. Prevalence of problem gambling in Victoria – Results for Indigenous peoples versus non-Indigenous peoples (N=13,554; June-November, 2014)

Risk for problem gambling	Results	% Victorian adults		
		Indigenous peoples (N=100)	Non-Indigenous peoples (N=13,435)	Victorian adults (N=13,554)
Non-problem gamblers	%	46.58	57.75	57.59
	SE	12.42	1.35	1.34
	LCL	24.46	55.08	54.95
	UCL	70.13	60.36	60.19
Low risk gamblers	%	15.68	8.84	8.91
	SE	10.71	0.98	0.97
	LCL	3.59	7.10	7.18
	UCL	48.14	10.94	11.01
Moderate risk gamblers	%	5.38	2.77	2.79
	SE	2.99	0.60	0.60
	LCL	1.74	1.80	1.83
	UCL	15.42	4.23	4.23
Problem gamblers	%	8.71	0.72	0.81
	SE	6.50	0.20	0.21
	LCL	1.85	0.41	0.48
	UCL	32.57	1.25	1.36
Non-gamblers	%	23.66	29.94	29.90
	SE	9.38	1.26	1.25
	LCL	9.96	27.53	27.51
	UCL	46.48	32.46	32.40

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling.

Changes in problem gambling prevalence from 2008 to 2014 for Indigenous and non-Indigenous peoples are in Table 16. There were no significant changes in any risk category for Indigenous peoples from 2008 to 2014. Within non-Indigenous peoples, there was a significant decline in non-problem gambling from 2008 to 2014 (from 64.34 per cent in 2008 to 57.75 per cent in 2014 – a decrease of 6.59 per cent - $t=-4.58$, $p<.001$), a significant increase in low risk gambling (from 5.68 per cent in 2008 to 8.84 per cent in 2014 – an increase of 3.16 per cent – $t=3.31$, $p<.01$) and a significant increase in non-gambling (from 26.94 per cent in 2008 to 29.94 per cent in 2014 – an increase in 3.00 per cent= $t=2.22$, $p<.05$).

Table 16. Prevalence of problem gambling in Victoria in Indigenous and non-Indigenous peoples – Comparison between 2008 and 2014 (N=13,554 for 2014 results, N=15,000 for 2008 results; June-November, 2014; July-October 2008)

Risk for problem gambling	Indigenous peoples (2008 - N=84; 2014 - N=100)				Non-Indigenous peoples (2008 - N=14,900; 2014 - N=13,435)			
	2008	2014	Change	Significance	2008	2014	Change	Significance
Non-problem gamblers	61.69	46.58	-15.11	ns	64.34	57.75	-6.59	$t=-4.58$ $p<.001$
Low risk gamblers	9.16	15.68	6.52	ns	5.68	8.84	3.16	$t=3.31$ $p<.01$
Moderate risk gamblers	2.83	5.38	2.55	ns	2.35	2.77	0.42	ns
Problem gamblers	4.15	8.71	4.56	ns	0.68	0.72	0.04	ns
Non-gamblers	22.17	23.66	1.49	ns	26.94	29.94	3.00	$t=2.22$ $p<.05$

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling.

Prevalence of problem gambling for Victorian regions

The prevalence of problem gambling across different regions of Victoria is in Figure 14 (based on the full sample). Problem gambling prevalence was 1.5 per cent in Eastern Melbourne in 2014, 1.24 per cent in Barwon South West and 0.95 per cent in Southern Metropolitan Melbourne. Moderate risk gambling was 3.61 per cent in Southern Metropolitan region, 3.33 per cent in Eastern Melbourne and 2.79 per cent in Gippsland. Low risk gambling was 11.05% in Loddon Mallee, 10.76 per cent in Eastern Melbourne and 10.73 per cent in Grampians.

Compared to the region with the lowest proportion of non-problem gamblers (Eastern Melbourne – 51.10 per cent), the following regions had significantly higher proportions of non-problem gamblers:

- Barwon South West ($t=2.72$, $p<.01$)
- Gippsland ($t=2.98$, $p<.01$)
- Hume ($t=3.73$, $p<.001$)
- Grampians ($t=2.23$, $p<.05$)
- Loddon Mallee ($t=2.88$, $p<.01$)

No significant differences in non-problem gamblers, however, were observed for other regions.

Compared to the region with the lowest proportion of low risk gamblers (Barwon South West – 6.27 per cent), no significant differences were observed for any other Victorian region for low risk gamblers.

Compared to the region with the lowest proportion of moderate risk gamblers (Loddon Mallee – 0.99 per cent), two regions had significantly higher proportions of moderate risk gamblers:

- Gippsland ($t=2.14$, $p<.05$)
- Northern and Western Metropolitan Melbourne ($t=2.47$, $p<.05$)

No significant differences in moderate risk gamblers, however, were observed for other regions.

Compared to the region with the lowest proportion of problem gamblers (Hume – 0.06 per cent), two regions had significantly higher proportions of problem gamblers:

- Southern Metropolitan ($t=2.58$, $p=.01$)
- Northern and Western Metropolitan Melbourne ($t=2.88$, $p<.01$)

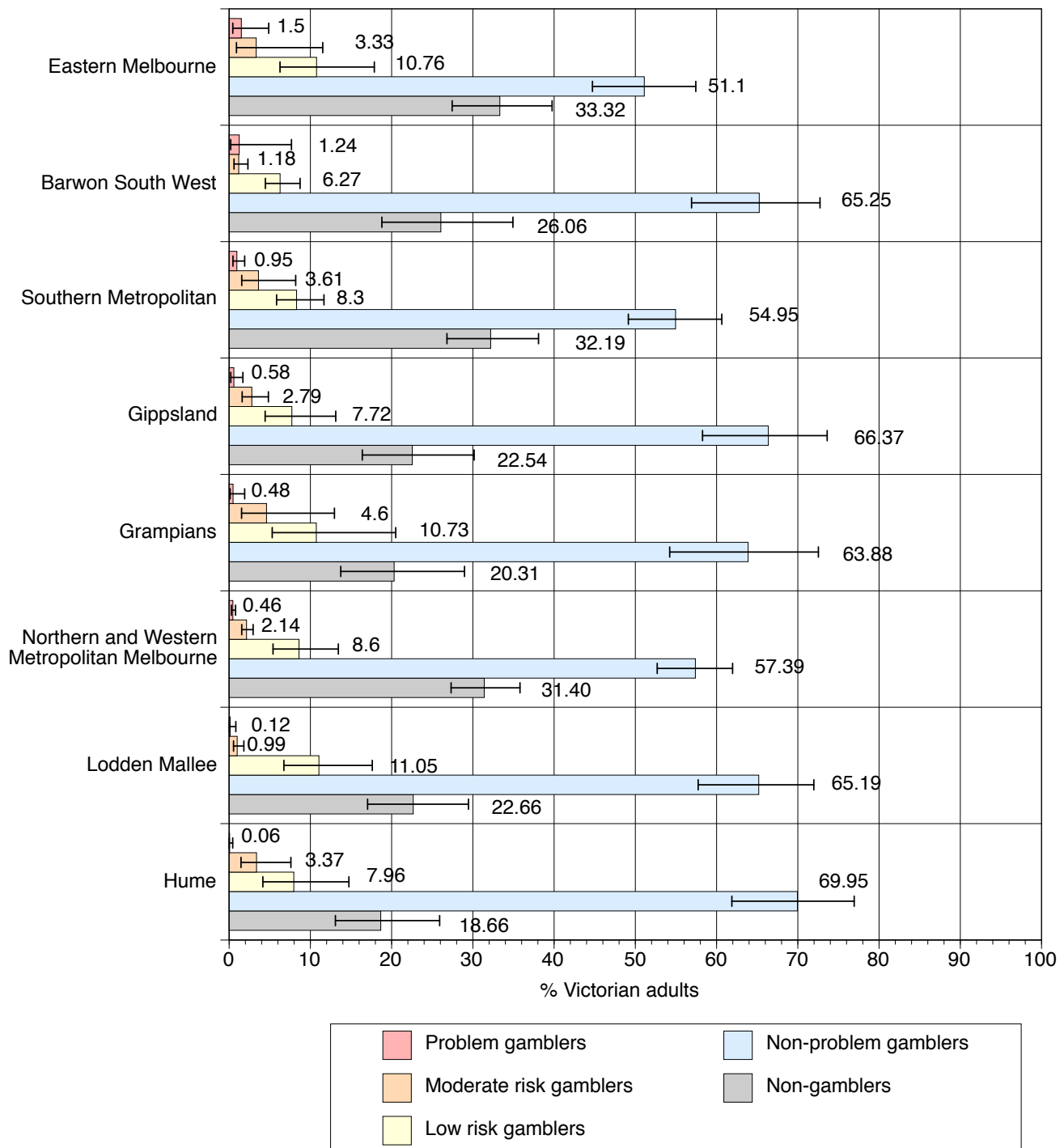
No significant differences in problem gamblers, however, were observed for other regions.

Compared to the region with the lowest proportion of non-gamblers (Hume – 18.66 per cent), three regions had significantly higher proportions of non-gamblers:

- Southern Metropolitan ($t=3.10$, $p<.01$)
- Eastern Melbourne ($t=3.23$, $p=.001$)
- Northern and Western Metropolitan Melbourne ($t=3.25$, $p=.001$)

No significant differences in non-gamblers, however, were observed for other regions. For reference, results for high, medium and low gaming machine expenditure bands – as used in the study sampling approach are also available in Table 58. When the low spend band was compared to the high spend band, there were no significant differences in the proportions of low, moderate risk or problem gamblers.

**Figure 14. Prevalence of problem gambling in Victoria –
Results by region for Victorian adults (N=13,554, June-November, 2014)**



Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling. Eight major regions were used for sampling in the study. For detailed results, also refer Table 57 on page 197.

Changes in problem gambling prevalence for various regions of Victoria between 2008 and 2014 were also examined (Table 17). Comparisons are based on respondents with landlines available for comparability with the 2008 study sampling (that is, excluding mobile only respondents). Comparisons showed several statistically significant changes from 2008 to 2014. Non-problem gamblers significantly decreased 7.2 per cent in Southern Metropolitan region ($t=-2.67$, $p<.01$), decreased 7.1 per cent in Eastern Melbourne region ($t=-2.41$, $p<.05$) and decreased 9.04 per cent in Gippsland region ($t=-2.67$, $p<.01$). Low risk gamblers increased 4.84 per cent in Eastern Melbourne region ($t=2.63$, $p<.01$). Non-gamblers significantly increased in Southern Metropolitan region by 6.0 per cent ($t=2.04$, $p<.05$).

It should be considered that changes in prevalence are crude and thus have not been adjusted for changes in the demographic profile of Victorian regions between 2008 and 2014, nor have been standardised by age and gender. For this reason, changes should be interpreted as possibly due to a range of factors including changes in the demographic profile of Victorian adults within each region from 2008 to 2014.

Table 17. Changes in prevalence of problem gambling in Victoria – Results by region for Victorian adults based on respondents with landline phone availability (N=13,296, June-November, 2014)

Mobile only respondents excluded to enable a 2014 versus 2008 comparison

Victorian regions	Result	% Victorian adults with landlines available									
		Non-problem gamblers (N=8,813)	Change	Low risk gamblers (N=923)	Change	Moderate risk gamblers (N=314)	Change	Problem gamblers (N=83)	Change	Non-gamblers (N=3,163)	Change
Barwon South West	%	67.39	-4.87	8.01	2.89	1.51	0.31	1.59	1.22	21.5	-1.06
	SE	3.20		1.30		0.51		1.50		2.99	
	LCL	60.85		5.80		0.77		0.24		16.21	
	UCL	73.32		10.95		2.93		9.61		27.94	
Southern Metropolitan	%	55.81	-7.2 ($t=-2.67$, $p<.01$)	6.67	1.07	2.48	0.16	1.08	0.3	33.97	6.0 ($t=2.04$, $p<.05$)
	SE	2.48		0.78		0.5		0.41		2.75	
	LCL	50.91		5.28		1.66		0.52		28.8	
	UCL	60.6		8.38		3.68		2.25		39.55	
Eastern Melbourne	%	54.76	-7.1 ($t=-2.41$, $p<.05$)	9.28	4.84 ($t=2.63$, $p<.01$)	1.46	0.33	0.48	0.23	34.03	-2.36
	SE	2.65		1.74		0.29		0.16		2.83	
	LCL	49.53		6.38		0.99		0.24		28.72	
	UCL	59.88		13.31		2.15		0.93		39.77	
Gippsland	%	61.86	-9.04 ($t=-2.67$, $p<.01$)	8.29	3.05	3.63	-1.79	0.75	0.3	25.47	-3.9
	SE	3.54		2.39		0.99		0.41		3.39	
	LCL	54.74		4.66		2.11		0.25		19.41	
	UCL	68.51		14.33		6.16		2.18		32.66	
Hume	%	72.02	-1.79	5.57	0.12	2.66	-0.77	0.08	-0.3	19.67	-1.21
	SE	3.20		1.09		0.95		0.08		3.07	
	LCL	65.35		3.79		1.32		0.01		14.34	
	UCL	77.84		8.12		5.3		0.55		26.37	
Grampians	%	66.18	-4.59	8.18	2.56	5.32	-1.91	0.56	0.51	19.76	0.38
	SE	4.11		1.97		2.89		0.39		3.58	
	LCL	57.72		5.05		1.79		0.14		13.66	
	UCL	73.72		12.96		14.77		2.20		27.71	
Northern and Western Metropolitan Melbourne	%	59.13	-1.09	6.01	-0.76	2.46	0.2	0.62	-0.56	31.78	-2.61
	SE	1.76		0.57		0.35		0.17		1.83	
	LCL	55.64		4.98		1.86		0.37		28.3	
	UCL	62.53		7.24		3.23		1.05		35.48	
Loddon Mallee	%	68.14	-3.85	11.17	5.05	1.17	1.13	0.14	-0.64	19.37	-0.55
	SE	3.22		2.89		0.36		0.14		2.42	
	LCL	61.53		6.64		0.64		0.02		15.07	
	UCL	74.1		18.2		2.13		0.97		24.55	

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling. Eight major regions were used for sampling in the study. For detailed results, also refer Table 57 on page 197.

As there are eight Victorian regions and small samples of high-risk gamblers (as occurs in all gambling prevalence studies), it was not possible to reliably compare individual risk categories within each region by age against the Victorian population. However, to enable very broad comparisons by region for 2014 results, prevalence was examined by three age categories within each Victorian region. Low risk, moderate risk and problem gamblers were also grouped to form a single at risk category to boost available samples.

As regions differ in age distributions (e.g., some regions may have more at risk gamblers as a result of having more people of a certain age within the population), this permitted some comparison of prevalence by age within regions. Significance testing involved use of an immediate z-test within Stata, given that the comparator was the overall Victorian population. Results are in Table 18.

The following trends emerged compared to the same age groups for Victoria overall:

Barwon South West

- 18-34yrs and 35-54yrs had a significantly higher percentage of non-problem gamblers
- 55yrs and older had a significantly lower percentage of non-problem gamblers
- 35-54yrs and 55 years and older had a significantly lower percentage of non-gamblers

Southern Metropolitan

- 18-34yrs and 35-54yrs had a significantly lower percentage of non-problem gamblers
- 55yrs and older had a significantly lower percentage of non-gamblers

Eastern Melbourne

- 55yrs and older had a significantly lower percentage of non-problem gamblers and non-gamblers

Gippsland and Loddon Mallee

- 55yrs and older had a significantly higher percentage of non-problem gamblers

Hume

- 18-34yrs and 55yrs and older had a significantly higher percentage of non-problem gamblers

Northern and Western Metropolitan Region

- 35-54yrs had a significantly lower percentage of non-problem gamblers
- 55 years and older had a significantly lower percentage of non-gamblers

While prevalence was also examined for LOTE versus non-LOTE speaking populations by region in the same manner, samples were too small to yield significant findings. Within LOTE speakers, however, Gippsland had a significantly higher percentage of non-problem gamblers (44.51 per cent compared to 40.28 per cent for Victorian LOTE speakers - $z=2.46$, $p<.05$), compared to the prevalence in LOTE speaking populations for Victoria overall.

Table 18. Comparison of problem gambling prevalence regions – Results by age within Victorian regions (N=13,554, June-November 2014)

Region	Risk category	% Victorian adults (statistical significance)					
		18-34yrs	Significance	35-54yrs	Significance	55 years and over	Significance
Barwon	Non-problem gamblers	65.89 ↑	$z=2.44$ ($p<.05$)	73.45 ↑	$z=3.38$ ($p<.001$)	57.61 ↓	$z=2.00$ ($p<.05$)
	At risk gamblers	6.03	ns	11.86	ns	7.73	ns
	Non-gamblers	28.08	ns	14.69 ↓	$z=-2.19$ ($p<.05$)	34.67 ↓	$z=-3.46$ ($p<.001$)
Southern Metropolitan	Non-problem gamblers	40.08 ↓	$z=-2.06$ ($p<.05$)	56.8 ↓	$z=-2.03$, ($p<.05$)	67.46	$z=2.89$ ($p<.05$)
	At risk gamblers	12.55	ns	10.7	ns	15.61	ns
	Non-gamblers	47.37	ns	32.51	ns	16.93 ↓	ns
Eastern Melbourne	Non-problem gamblers	40.43	ns	63.79	ns	47.46 ↓	$z=-8.34$ ($p<.001$)
	At risk gamblers	13.17	ns	11.38	ns	21.92	ns
	Non-gamblers	46.41	ns	24.83	ns	30.63 ↓	$z=4.25$ ($p<.001$)
Gippsland	Non-problem gamblers	51.05	ns	61.16	ns	77.52 ↑	$z=4.69$ ($p<.001$)
	At risk gamblers	23.12	ns	7.64	ns	8.02	ns
	Non-gamblers	25.83	ns	31.2	ns	14.45	ns
Hume	Non-problem gamblers	73.92 ↑	$z=2.97$ ($p<.01$)	66.33	ns	71.38 ↑	$z=2.73$ ($p<.01$)
	At risk gamblers	5.68	ns	13.83	ns	11.97	ns
	Non-gamblers	20.4	ns	19.84	ns	16.65	ns
Grampians	Non-problem gamblers	53.2	ns	68.12	ns	65.65	ns
	At risk gamblers	19.55	ns	10.56	ns	18.01	ns
	Non-gamblers	27.25	ns	21.32	ns	16.34	ns
Northern and Western Metropolitan Melbourne	Non-problem gamblers	52.44	ns	56.54 ↓	$z=-2.49$ ($p<.05$)	65.35	ns
	At risk gamblers	5.79	ns	11.59	ns	18.13	ns
	Non-gamblers	41.77	ns	31.87	ns	16.52 ↓	$z=2.00$ ($p<.05$)
Loddon-Mallee	Non-problem gamblers	49.68	ns	70.76	ns	69.36 ↑	$z=2.23$ ($p<.05$)
	At risk gamblers	19.67	ns	8.37	ns	11.02	ns
	Non-gamblers	30.65	ns	20.87	ns	19.62	ns
Victoria	Non-problem gamblers	48.32%		60.66%		62.95%	
	At risk gamblers	10.19%		11.11%		16.18%	
	Non-gamblers	41.49%		28.23%		20.86%	

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling. Eight major regions were used for sampling in the study. Note that at risk gamblers consisted of low risk gamblers, moderate risk gamblers and problem gamblers.

Section 3 – Profile of non-gamblers and problem gambling risk categories

Demographic differences between categories and the Victorian population

Comprehensive demographic profiles of non-gamblers and each problem gambling risk category are presented in the detailed tables section of the report (refer from Table 59 onwards on page 201). Each profile compares the characteristic of each category based on survey demographics with the Victorian population. Specific reference populations and the source of data used for comparisons are also outlined in each table. A summary of key differences identified by comparing each category with the Victorian population is below.

Demographic differences for non-gamblers

A comparison of non-gamblers with Victorian adult population estimates identified several key demographic differences between populations (for detailed results, refer Table 59 on page 201). Non-gamblers were significantly more likely to speak a language other than English at home (33 per cent of non-gamblers versus 23.1 per cent of Victorians), were significantly more likely to be looking for work (11.87 per cent of non-gamblers versus 7.21 per cent of Victorians), were significantly more likely to be landline only respondents (9.18 per cent of non-gamblers versus 6.06 per cent of Victorians) and were significantly less likely to have a landline and mobile phone, yet mainly use a mobile phone for communications (26.98 per cent of non-gamblers were dual users - mobile mainly versus 35.32 per cent of Victorians). In addition, they were significantly less likely to own a residence with a mortgage (26.88 per cent versus 33.54 per cent of Victorians).

Compared to the proportion of people in the Victorian population of the same age, there was a significantly higher proportion of non-gamblers aged 18-24 years (17.42 per cent versus 12.73 per cent of Victorians), a significantly higher proportion of non-gamblers aged 25-34 years (25.69 per cent versus 19.12 per cent of Victorians), a significantly lower proportion of non-gamblers aged 55-64 years (10.87 per cent versus 14.35 per cent of Victorians) and a significantly lower proportion of non-gamblers aged 65 years or older (12.31 per cent versus 18.44 per cent of Victorians).

As few trends emerged after comparing non-gamblers with Victorian adults, non-gamblers were also compared to non-problem gamblers (using logistic regression) with the following statistically significant trends noted. Comparatively, they were significantly:

- More likely to be LOTE speakers (OR=2.74, $p<.001$)
- Less likely to own a house with a mortgage (OR=0.60, $p<.001$)
- More likely to be in public or community housing (OR=2.16, $p<.05$)
- More likely to be privately renting (OR=1.61, $p<.01$)
- Less likely to be living in caravan parks or hostels (OR=0.052, $p<.01$)
- More likely to have no income or a negative income to \$599 per week (OR=1.34, $p<.05$)
- Less likely to have an income of \$1500 or more per week (OR=0.52, $p<.001$) and to have an income of \$1,000-\$1,499 per week (OR=0.45, $p<.001$)
- More likely to be looking for work (OR=2.68, $p<.01$)
- Less likely to be employed and work full-time (OR=0.76, $p<.05$)
- Less likely to be dual landline and mobile users, but mainly use mobile (OR=0.54, $p<.001$)
- More likely to have migrated in the past five years (OR=2.98, $p<.001$)
- More likely to be landline only phone users (OR=2.15, $p<.001$)
- More likely to be aged between 18-24 years (OR=1.92, $p<.001$)
- More likely to be aged between 25-34 years (OR=1.79, $p<.001$)
- Less likely to be aged between 45-54 years (OR=0.73, $p<.05$)
- Less likely to be aged 55-64 years and older (OR=0.59, $p<.01$)
- Less likely to be aged 65 years and older (OR=0.59, $p<.01$)

Demographic differences for non-problem gamblers

A comparison of non-problem gamblers with Victorian adult population estimates identified a few key demographic differences between populations (for detailed results, refer Table 60 on page 205). Non-problem gamblers were significantly less likely to speak a language other than English at home (15.20 per cent of non-problem gamblers compared to 23.1 per cent of Victorians) and were significantly more likely to have both a landline and mobile, but mainly use a mobile for communications (40.37 per cent of non-problem gamblers versus 35.32 per cent were Dual user - mobile mainly).

Compared to the proportion of people in the Victorian population of the same age, there was a significantly lower proportion of non-problem gamblers aged 18-24 years (9.88 per cent versus 12.73 per cent of Victorians), a significantly lower proportion of non-problem gamblers aged 25-34 years (16.20 per cent versus 19.12 per cent of Victorians), a significantly lower proportion of non-problem gamblers aged 45-54 years (19.08 per cent versus 17.07 per cent of Victorians) and a significantly higher proportion of non-problem gamblers aged 65 years or older (17.08 per cent versus 14.35 per cent of Victorians).

Demographic differences for low risk gamblers

[A comparison of low risk gamblers with Victorian adult population estimates is in](#)

Table 61 (Refer page 211). There were no demographic characteristics of low risk gamblers that significantly differentiated from the Victorian population (including differences in age). When low risk gamblers were compared with non-problem gamblers (using logistic regression), the following significant trends emerged. They were:

- Less likely to have an income of \$1500 or more per week (OR=0.55, $p<.01$)
- Less likely to have income of \$1,000-\$1,499 (OR=0.58, $p<.05$)
- Less likely to own a home with a mortgage (OR=0.64, $p<.05$)

Demographic differences for moderate risk gamblers

A comparison of moderate risk gamblers with Victorian population estimates identified a few main demographic characteristics of moderate risk gamblers that significantly differentiated from the Victorian population (For detailed results, refer Table 62 on page 216). Moderate risk gamblers were significantly more likely to be male (73.27 per cent of moderate risk gamblers were male versus 48.66 per cent of Victorian adults), were significantly less likely to have TAFE or trade qualifications (13.56 per cent of moderate risk gamblers versus 17.43 per cent of Victorian adults) and were significantly less likely to personally earn \$1,500 per week (the highest income bracket in the study) (7.90 per cent of moderate risk gamblers versus 17.56 per cent of Victorian adults). While confidence intervals were overlapping (which is likely given the small sample of only 320 moderate risk gamblers), it is noteworthy that 36.57 per cent of moderate risk gamblers were mobile only versus 23.82 per cent of Victorian adults.

Compared to the proportion of people in the Victorian population of the same age, there was a significantly lower proportion of moderate risk gamblers aged 55-64 years (7.84 per cent versus 14.35 per cent of Victorians) and a significantly higher proportion of moderate risk gamblers aged 65 years or older (40.40 per cent versus 18.44 per cent of Victorians).

When moderate risk gamblers were compared with non-problem gamblers (using logistic regression), they were less likely to have an income of \$1,500 or more per week (OR=0.19, $p<.01$), were less likely to be aged between 25-34 years (OR=0.44, $p<.05$) and were less likely to be 55-64 years and older (OR=0.41, $p<.01$).

Demographic differences for problem gamblers

A comparison of problem gamblers with Victorian population estimates is in Table 63 (refer page 221). There were a small number of key demographic characteristics of problem gamblers that significantly differentiated from the Victorian population. Problem gamblers were significantly more likely to be from an Aboriginal, Torres Strait Islander or South Sea Islander background (12.42 per cent of problem gamblers versus 1.15 per cent of Victorian adults) and were significantly less likely to be employed part-time (6.81 per cent of problem gamblers versus 20.73 per cent of Victorian adults).

Compared to the proportion of people in the Victorian population of the same age, there was a significantly higher proportion of problem gamblers aged 35-44 years (43.79 per cent versus 18.28 per cent of Victorians) and a significantly lower proportion of problem gamblers aged 65 years or older (7.99 per cent versus 18.44 per cent of Victorians).

When problem gamblers were compared with non-problem gamblers (using logistic regression), the following significant trends emerged. They were:

- Less likely to be employed and work part-time (OR=0.27, $p<.01$)
- More likely to be Indigenous (OR=15.10, $p<.01$)
- More likely to be aged between 35-44 years (OR=3.43, $p<.05$)
- Less likely to be aged 65 years and older (OR=0.36, $p<.05$)

Demographic differences between non-gamblers and gamblers

A summary of key differences by comparing gamblers with non-gamblers is additionally presented in Table 63 (Refer page 226).

When non-gamblers were compared with gamblers (using logistic regression), gamblers were:

- Less likely to be 18-24 years (OR=0.55, $p<.001$)
- Less likely to be 25-34 years (OR=0.53, $p<.001$)
- More likely to be 55-64 years (OR=1.62, $p<.01$)
- More likely to be 65 years and older (OR=1.90, $p<.01$)
- Less likely to speak a language other than English at home (OR=0.42, $p<.001$)
- Less likely to be looking for work (OR=0.41, $p<.001$)
- Less likely to have migrated to Australia in the past five years (OR=0.33, $p<.001$)
- Were more likely to have a personal income between \$52,000-77,999 per annum (OR=2.07, $p<.001$)
- Were more likely to have a personal income of \$78,000 and over per annum (OR=1.76, $p<.001$)
- Were less likely to only have a landline at home (OR=0.49, $p<.001$)
- Were less likely to have access to both a landline and mobile at home and mainly use the landline (OR=0.70, $p<.001$)
- Were more likely to have access to both a landline and mobile at home and mainly use the mobile (OR=1.72, $p<.001$)
- Were more likely to own their home with a mortgage (OR=1.56, $p<.001$)
- Were less likely to be privately renting (OR=0.67, $p=.01$)
- Were less likely to live in public or community housing (OR=0.47, $p<.01$)
- Were more likely to live in a caravan park or hostel (OR=15.78, $p<.01$)

Gambling profiles of gambling risk categories

Gambling activities, locations of gambling and frequency of gambling for each of the gambling risk categories are also profiled in the following report sections. Where relevant, this includes a comparison of trends from 2008 to 2014 to identify how the gambling behaviour of each category has changed over time. Comparative results are also presented graphically at the end of this major report section.

Gambling risk categories are profiled as follows:

- Non-problem gamblers
- Low risk gamblers
- Moderate risk gamblers
- Problem gamblers.

A profile of the gambling behaviour of non-problem gamblers

Gambling activities of non-problem gamblers

The top three gambling activities of non-problem gamblers are Lotto, Powerball and Pools (65.93 per cent), raffles, sweeps and competitions (60.08 per cent) and betting on racing (26.86 per cent). Given that non-problem gamblers are the lowest risk category of gamblers, their gambling activities can be compared with the Victorian adult population. Based on non-overlapping confidence intervals, compared to Victorian adults, non-problem gamblers are significantly more likely to participate in each of their top three gambling activities.

The top three highest-spend gambling activities of non-problem gamblers were Lotto, Powerball or Pools (49.6 per cent), raffles sweeps and competitions (24.85 per cent) and race betting (9.42 per cent).

A comparison of the gambling activities of non-problem gamblers from 2008 to 2014 is in Table 19. Non-problem gamblers significantly decreased their participation in gaming machines since 2008 (a decrease of 5.97 per cent, $t=-4.93$, $p<.001$), scratch tickets (a decrease of 5.48 per cent, $t=-3.92$, $p<.001$) and SMS and phone competitions (a decrease of 2.61 per cent, $t=-3.76$, $p<.001$). In addition, they significantly increased their participation in sport and event betting (an increase of 1.60 per cent, $t=2.55$, $p<.05$) and race betting (an increase of 6.26 per cent, $t=4.60$, $p<.001$).

Table 19. Participation in different gambling activities in Victoria from 2008 to 2014 – Comparative results for non-problem gamblers (N=8,953 for 2014 results, N=9,986 for 2008 results, June-November, 2014; July-October 2008)

Gambling activities	2008 %	2014 %	Change from 2008 to 2014 %	
Informal private betting – like playing cards at home	3.69	2.99	-0.70	ns
Gaming machines	24.70	18.73	-5.97	$t=-4.93$ ($p<.001$)
Casino table games like blackjack, roulette and poker	4.45	4.93	0.48	ns
Race betting	20.6	26.86	6.26	$t=4.60$ ($p<.001$)
Sports and event betting combined (for 2008 and 2014 comparison)	4.09	5.69	1.60	$t=2.55$ ($p<.05$)
Keno	2.69	3.27	0.58	ns
Lotto, Powerball or the Pools	64.32	65.93	1.61	ns
Scratch Tickets	19.63	14.15	-5.48	$t=-3.92$ ($p<.001$)
Bingo	2.38	2.62	0.24	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	9.84	7.23	-2.61	$t=-3.76$ ($p<.001$)
Buying tickets in raffles, sweeps and other competitions	59.63	60.08	0.45	ns

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: Non-problem gamblers)
Weighted results without subsampling.

A comparison of the single highest-spend activity for non-problem gamblers from 2008 to 2014 is in Table 20. The percentage of non-problem gamblers identifying gaming machines as their highest-spend activity decreased significantly from 9.49 per cent in 2008 to 6.45 per cent in 2014 (a decrease of 3.04 per cent - $t=-3.28$, $p<.01$). Other changes (perhaps with the exception of lotto products) were relatively similar and were not found to change significantly over time.

Table 20. Single highest spend gambling activity in Victoria from 2008 to 2014 – Comparative results for non-problem gamblers (N=8,953 for 2014 results, N=9,986 for 2008 results, June-November, 2014; July-October 2008)

Single gambling activity respondent spent most money on in past 12mths	2008 %	2014 %	Change from 2008 to 2014 %	
Informal private betting – like playing cards at home	1.29	0.73	-0.56	ns
Gaming machines	9.49	6.45	-3.04	t=-3.28 (p<.01)
Casino table games like blackjack, roulette and poker	2.32	1.83	-0.49	ns
Race betting	8.92	9.42	0.50	ns
Sports betting (see note below)	1.10	1.75	0.65	ns
Keno	0.18	0.53	0.35	ns
Lotto, Powerball or the Pools	45.55	49.60	4.05	ns
Scratch tickets	3.06	2.20	-0.86	ns
Bingo	0.99	0.66	-0.33	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	1.28	1.80	0.52	ns
Buying tickets in raffles, sweeps and other competitions	23.74	24.85	1.11	ns

Note – As only N=3 non-problem gamblers indicated event betting was their highest-spend activity in 2014, the sports betting variable in 2014 was compared with sports and event betting in 2008 (as the difference was negligible). Question – On which single gambling activity did you spend the most money in the past 12 months? (Activities reported were prompted) (Base: Non-problem gamblers)

Given that gaming machines and race betting were the top two 'high risk' highest-spend activities for non-problem gamblers, the proportion of these gamblers playing either or both activities was examined (also to permit a comparison with higher risk categories, which play these activities more frequently than non-problem gamblers). The size of each group within non-problem gamblers was as follows:

- Bet on race betting, but not gaming machines – 13.23 per cent non-problem gamblers in 2008 versus 19.52 per cent non-problem gamblers in 2014 (t=5.16, p<.001)
- Bet on gaming machines, but not race betting – 17.33 per cent non-problem gamblers in 2008 versus 11.39 per cent non-problem gamblers in 2014 (t=5.85, p<.001)
- Bet on both gaming machines and race betting – 7.37 per cent non-problem gamblers in 2008 versus 7.34 per cent non-problem gamblers in 2014 (ns)
- Played activities other than gaming machines and race betting – 62.07 per cent non-problem gamblers in 2008 versus 61.75 per cent non-problem gamblers in 2014 (ns)

Where non-problem gamblers played gaming machines

Locations non-problem gamblers played gaming machines in the past 12 months are in Table 21. Top locations where non-problem gamblers played gaming machines based on 2014 study results included pubs or hotels (54.29 per cent), clubs (42.20 per cent) and the casino (27.66 per cent).

A comparison of locations of gaming machine play from 2008 to 2014 is in Table 21. There was a significant increase in the percentage of non-problem gamblers playing gaming machines at pubs or hotels (an increase of 18.26 per cent - from 36.03 per cent to 54.29 per cent, t=5.42, p<.001) and a significant increase in play at a TAB or race track (an increase of 9.13 per cent - from 0.35 per cent to 9.48 per cent, t=5.78, p<.001).

Table 21. Where gaming machines were played from 2008 to 2014 – Comparative results for non-problem gamblers (N=1,596 for 2014 results, N=2,434 for 2008 results, June-November, 2014; July-October 2008)

Locations where gaming machines were played	2008 %	2014 %	Change from 2008 to 2014 %	
Victorian clubs such as an RSL club	47.78	42.20	-5.58	ns
Victorian pubs or hotels	36.03	54.29	18.26	t=5.42 (p<.001)
Crown Casino	22.09	27.66	5.57	ns
At a TAB or race track	0.35	9.48	9.13	t=5.78 (p<.001)
Interstate or overseas	11.68	8.94	-2.74	ns
Over the internet	0.16	0.17	0.01	ns

Question: Did you play pokies at (channels prompted)? (Base: Non-problem gamblers participating in gaming machines in the past 12mths). Weighted results without subsampling.

Where non-problem gamblers played casino table games like blackjack, roulette and poker

Locations non-problem gamblers played table games in the past 12 months is in Table 22. The most popular location was the casino (90.18 per cent of non-problem table players). Around 5.73 per cent of non-gamblers interestingly also played table games online.

A comparison of locations of table game play for non-problem gamblers from 2008 to 2014 is in Table 22. Since 2008, there was a significant increase in the percentage of non-problem table players playing table games over the internet (an increase of 5.49 per cent - from 0.24 per cent to 5.73 per cent, t=1.97, p<.05).

Table 22. Where table games were played from 2008 to 2014 – Comparative results for non-problem gamblers (N=266 for 2014 results, N=262 for 2008 results, June-November, 2014; July-October 2008)

Locations where table games like blackjack, roulette and poker were played	2008 %	2014 %	Change from 2008 to 2014 %	
Casino	83.82	90.18	6.36	ns
Over the internet	0.24	5.73	5.49	t=1.97 (p<.05)
Interstate or overseas	16.12	9.54	-6.59	ns

Question: Did you place your bets at (channels prompted)? (Base: Non-problem gamblers participating in table games in the past 12mths). Weighted results without subsampling

Where non-problem gamblers bet on sports

Locations non-problem gamblers bet on sports are in Table 23. Over the internet was the most common channel for sports betting (45.56 per cent of non-problem gamblers), followed by TAB outlet betting (43.53 per cent) and betting at pubs or hotels (23.62 per cent).

Table 23. Where non-problem gamblers bet on sports 2014 – Comparative results for non-problem gamblers (N=314 June-November, 2014)

Locations where gamblers bet on sports	2014
Victorian clubs such as an RSL club	6.53
Victorian pubs or Hotels	23.62
Crown casino	0.64
Over the telephone	4.01
Over the internet	45.56
At a Victorian TAB outlet	43.53
At a Victorian race track	6.14
Via SMS	0.20
Work footy tipping/work-based wagering	3.09
Interstate or overseas	0.73
Sports betting with friends	2.13

Question: Did you place your bets on sport at (channels prompted)? (Base: Non-problem gamblers participating in sports betting in the past 12mths). Weighted results without subsampling

While sports and events channels were probed in 2008, only sports channels were probed in 2014. For this reason, precise comparisons could not be drawn. However, based on a comparison of sports and event channels in 2008 with sports channels in 2014, indicative comparisons suggested that there may be a significant increase in non-problem gamblers betting on the internet (from 22.39 per cent to 45.56 per cent - an increase of 23.17 per cent - $t=3.98$, $p<.001$) and in betting at Victorian race tracks (from 0.53 per cent to 6.14 per cent - an increase of 5.61 per cent, $t=2.27$, $p<.05$).

Where non-problem gamblers played keno

Locations non-problem gamblers played keno in the past 12 months are in Table 24. The most common locations for playing keno were at pubs or hotels (53.13 per cent), clubs (29.49 per cent) and at newsagents or another type of retailer (11.58 per cent).

Locations non-problem gamblers played keno in 2008 versus 2014 are in Table 24. A larger percentage of non-problem keno players played keno at pubs or hotels in 2014 compared to 2008 (an increase of 29.85 per cent - from 23.28 per cent to 53.13 per cent - $t=3.70$, $p<.001$).

Table 24. Where keno was played from 2008 to 2014 – Comparative results for non-problem gamblers (N=258 for 2014 results, N=255 for 2008 results, June-November, 2014; July-October 2008)

Locations where keno was played	2008 %	2014 %	Change from 2008 to 2014 %	
Victorian clubs such as an RSL club	41.97	29.49	-12.48	ns
Victorian pubs or hotels	23.28	53.13	29.85	t=3.70 (p<.001)
Crown Casino	0.86	4.71	3.85	ns
Over the internet	1.76	1.29	-0.47	ns
At a newsagent or other retailer	8.57	11.58	3.01	ns

Question: Where did you play keno? (channels prompted) (Base: Non-problem gamblers participating in keno in the past 12mths). Weighted results without subsampling.

Frequency of non-problem gambler participation in gambling activities

The frequency non-problem gamblers played different gambling activities over the past 12 months is on page 186. The percentage playing each activity at least nearly once a week or more often is a useful basis for comparison.

Based on this benchmark, the prevalence of 'regular' weekly or more regular play by non-problem gamblers was 0.68 per cent for gaming machines, 0.11 per cent for table games, 1.77 per cent for race betting, 0.66 per cent for sports betting, 0.23 per cent for keno and 21.61 per cent for lotto, Powerball and the Pools. Detailed results are also available in Table 49 on page 186.

A comparison of the frequency of participation for each activity was made between 2014 and 2008. Based on only non-problem gamblers participating in each activity, the following changes over time occurred:

- Gaming machines – no significant change (Mean of 7.08 times per year in 2008 versus 6.62 times in 2014)
- Table games – no significant change (Mean of 3.17 times per year in 2008 versus 4.34 times in 2014)
- Race betting – no significant change (Mean of 10.06 times per year in 2008 versus 9.07 times in 2014)
- Sports betting – no significant changes (Mean of 12.05 in 2008 versus 12.52 times in 2014) (Comparing sports and events in 2008 with sports in 2014)
- Keno – no significant changes (Mean of 18.53 in 2008 versus 13.28 times in 2014)
- Lotto, Powerball or the Pools – significant decrease (Mean of 26.43 times in 2008 versus 23.18 in 2014 - t=-4.49, p<.001) (note medians were in the same direction)

A profile of the gambling behaviour of low risk gamblers

Gambling activities of low risk gamblers

The top three gambling activities of low risk gamblers were Lotto, Powerball and Pools (68.90 per cent), raffles, sweeps and competitions (57.81 per cent) and betting on racing (43.48 per cent). Low risk gamblers were significantly more likely to participate in most gambling activities relative to non-problem gamblers. The top three highest-spend gambling activities of low risk gamblers were Lotto, Powerball or Pools (41.3 per cent of low risk gamblers), gaming machines (17.67 per cent) and race betting (14.3 per cent).

Compared to non-problem gamblers, low risk gamblers were more likely to participate in:

- Informal private betting – like playing cards at home – OR=2.95, $p<.001$
- Gaming machines – OR=3.31, $p<.001$
- Casino table games – like blackjack, roulette and poker - OR=3.93, $p<.001$
- Race betting – OR = 2.14, $p<.001$
- Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty events - OR=3.29, $p<.001$
- Betting on events – including for instance, election results, current affairs and TV shows – OR=3.30, $p<.001$
- Keno - OR=2.85, $p<.001$
- Scratch tickets - OR=1.65, $p<.001$
- Bingo - OR=3.05, $p<.001$
- Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw – OR=1.37, $p<.05$

There were no significant differences between non-problem and low risk gamblers for participation in lotto, Powerball and the Pools and raffles, sweeps and competitions.

A comparison of the gambling activities of low risk gamblers from 2008 to 2014 is in Table 25. Low risk gamblers significantly decreased their participation in scratch tickets since 2008 (a decrease of 10.32 per cent - from 30.8 per cent to 20.48 per cent - $t=-2.52$, $p<.05$) and increased their participation in bingo (an increase of 5.58 per cent - from 4.96 per cent to 10.54 per cent - $t=2.02$, $p<.05$).

Table 25. Participation in different gambling activities in Victoria from 2008 to 2014 – Comparative results for low risk gamblers (N=952 for 2014 results, N=837 for 2008 results, June-November, 2014; July-October 2008)

Gambling activities	2008 %	2014 %	Change from 2008 to 2014 %	
Informal private betting – like playing cards at home	11.04	7.48	-3.56	ns
Gaming machines	54.62	42.43	-12.19	ns
Casino table games like blackjack, roulette and poker	17.18	13.74	-3.44	ns
Race betting	34.61	43.48	8.87	ns
Sports and event betting combined (for 2008 and 2014 comparison)	14.22	12.30	-1.92	ns
Keno	6.10	10.26	4.16	ns
Lotto, Powerball or the Pools	68.22	68.9	0.68	ns
Scratch Tickets	30.80	20.48	-10.32	$t=-2.52$ ($p<.05$)
Bingo	4.96	10.54	5.58	$t=2.02$ ($p<.05$)
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	12.28	11.92	-0.36	ns
Buying tickets in raffles, sweeps and other competitions	54.20	57.81	3.61	ns

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: Low risk gamblers)
Weighted results without subsampling.

A comparison of the single highest-spend activity for low risk gamblers from 2008 to 2014 is in Table 26. Two significant changes were apparent. The percentage of low risk gamblers reporting gaming machines as their highest-spend activity decreased significantly from 26.75 per cent in 2008 to 17.67 per cent in 2014 (a decrease of 9.08 per cent - $t=-2.36$, $p<.05$). In addition, there was an increase in the percentage of low risk gamblers reporting raffles, sweeps and competitions as their highest-spend activity (from 3.97 per cent to 9.22 per cent - an increase of 5.25 per cent - $t=2.54$, $p<.05$).

Table 26. Single highest spend gambling activity in Victoria from 2008 to 2014 – Comparative results for low risk gamblers (N=952 for 2014 results, N=837 for 2008 results, June-November, 2014; July-October 2008)

Single gambling activity respondent spent most money on in past 12mths	2008 %	2014 %	Change from 2008 to 2014 %	
Informal private betting – like playing cards at home	1.13	0.44	-0.69	ns
Gaming machines	26.75	17.67	-9.08	$t=-2.36$ ($p<.05$)
Casino table games like blackjack, roulette and poker	7.97	6.99	-0.98	ns
Race betting	16.21	14.3	-1.91	ns
Sports betting (see note below)	2.55	3.51	0.96	ns
Keno	0.15	0.28	0.13	ns
Lotto, Powerball or the Pools	31.84	41.3	9.46	ns
Scratch tickets	1.84	0.90	-0.94	ns
Bingo	2.13	5.08	2.95	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	0.55	0.13	-0.42	ns
Buying tickets in raffles, sweeps and other competitions	3.97	9.22	5.25	$t=2.54$ ($p<.05$)

Note – As no low risk gamblers in 2014 indicated event betting was their highest-spend activity, the sports betting variable in 2014 was compared with sports and event betting in 2008. Question – On which single gambling activity did you spend the most money in the past 12 months? (Activities reported were prompted) (Base: Low risk gamblers)

As gaming machines and race betting were frequently played 'high-risk' activities for low risk gamblers and also the top two 'high risk' highest-spend gambling activities, the proportion of the category playing either or both activities was examined. The size of each group within low risk gamblers was as follows:

- Bet on race betting, but not gaming machines - 15.95 per cent low risk gamblers in 2008 versus 24.45 per cent low risk gamblers in 2014 (ns)
- Bet on gaming machines, but not race betting - 35.96 per cent low risk gamblers in 2008 versus 23.4 per cent low risk gamblers in 2014 ($t=2.10$, $p<.05$)
- Bet on both gaming machines and race betting - 18.66 per cent low risk gamblers in 2008 versus 19.03 per cent low risk gamblers in 2014 (ns)
- Played activities other than gaming machines and race betting - 29.43 per cent low risk gamblers in 2008 versus 33.12 per cent low risk gamblers in 2014 (ns)

Where low risk gamblers played gaming machines

Locations low risk gamblers played gaming machines in the past 12 months are in Table 27. Top locations where non-problem gamblers played gaming machines based on 2014 results included pubs or hotels (65.82 per cent), clubs (46.37 per cent) and the casino (28.61 per cent).

Compared to non-problem gamblers, low risk gamblers were more likely to play gaming machines on the internet (OR=6.01, $p<.05$) and were less likely to play gaming machines interstate or overseas (OR=0.40, $p<.01$). There were no significant differences between non-problem and low risk gamblers in relation to playing gaming machines at clubs, pubs, the casino and at a TAB or race track.

A comparison of locations of gaming machine play from 2008 to 2014 is in Table 27. There was a significant increase in the percentage of low risk gaming machine players playing gaming machines at pubs or hotels (an increase of 22.48 per cent - from 43.34 per cent to 65.82 per cent, $t=2.95$, $p<.01$) and at TAB or race tracks (an increase of 19 per cent – from 0.56 per cent to 19.56 per cent, $t=2.87$, $p<.01$). In addition, interstate and overseas pokes play also decreased significantly (a decrease of 4.09 per cent - from 7.91 per cent to 3.82 per cent, $t=-4.09$, $p<.01$).

Table 27. Where gaming machines were played from 2008 to 2014 – Comparative results for low risk gamblers (N=413 for 2014 results, N=495 for 2008 results, June-November, 2014; July-October 2008)

Locations where gaming machines were played	2008 %	2014 %	Change from 2008 to 2014 %	
Victorian Clubs such as an RSL club	50.65	46.37	-4.28	ns
Victorian Pubs or Hotels	43.34	65.82	22.48	$t=2.95$ ($p<.01$)
Crown Casino	25.38	28.61	3.23	ns
At a TAB or race track	0.56	19.56	19.00	$t=2.87$ ($p<.01$)
Interstate or overseas	7.91	3.82	-4.09	$t=-2.05$ ($p<.05$)
Over the internet	0.59	1.00	0.41	ns

Question: Did you play pokies at (channels prompted)? (Base: Low risk gamblers participating in gaming machines in the past 12mths). Weighted results without subsampling.

Where low risk gamblers played casino table games like blackjack, roulette and poker

Locations low risk gamblers played table games in the past 12 months are in Table 28. Most low risk gamblers played table games predominately at the casino (95.25 per cent). Interestingly, around 2.17 per cent of low risk gamblers also played table games online. Compared to non-problem gamblers, low risk gamblers were not significantly more or less likely to play casino table games at the casino, over the internet or interstate or overseas.

A comparison of locations where low risk gamblers played table games from 2008 to 2014 is in Table 28. The only significant change related to table game play interstate or overseas (a decrease of 12.45 per cent - from 18.47 per cent to 6.02 per cent, $t=-2.51$, $p<.05$).

Table 28. Where gaming machines were played from 2008 to 2014 – Comparative results for low risk gamblers (N=100 for 2014 results, N=110 for 2008 results, June-November, 2014; July-October 2008)

Locations where table games like blackjack, roulette and poker were played	2008 %	2014 %	Change from 2008 to 2014 %	
Casino	90.33	95.25	4.92	ns
Over the internet	1.62	2.17	0.55	ns
Interstate/overseas	18.47	6.02	-12.45	$t=-2.51$ ($p<.05$)

Question: Did you place your bets at (channels prompted)? (Base: Low risk gamblers participating in table games in the past 12mths). Weighted results without subsampling

Where low risk gamblers bet on sports

Locations low risk gamblers bet on sports are in Table 29. Over the internet was the most common channel for sports betting (56.77 per cent of non-problem gamblers), followed by TAB outlet betting (48.66 per cent) and pubs or hotels (26.42 per cent).

Table 29. Where low risk gamblers bet on sports 2014 – Comparative results for non-problem gamblers (N=96 June-November, 2014)

Locations where gamblers bet on sports	2014 %
Victorian clubs such as an RSL club	6.26
Victorian pubs or Hotels	26.42
Crown casino	0.47
Over the telephone	12.84
Over the internet	56.77
At a Victorian TAB outlet	48.66
At a Victorian race track	4.87
Via SMS	0.00
Work footy tipping/work-based wagering	1.35
Interstate or overseas	0.00
Sports betting with friends	0.00

Question: Did you place your bets on sport at (channels prompted)? (Base: Low risk gamblers participating in sports betting in the past 12mths). Weighted results without subsampling

While sports and events channels were probed in 2008, only sports channels were probed in 2014. For this reason, precise comparisons could not be drawn. However, indicative comparisons using sports and event channels in 2008 and sports channels in 2014 suggested that betting over the telephone may have increased (an increase of 11.87 per cent - from 0.97 per cent to 12.84 per cent - $t=2.10$, $p<.05$) plus betting over the internet (an increase of 38.24 per cent - from 18.53 per cent to 56.77 per cent - $t=3.73$, $p<.001$).

Compared to non-problem gamblers, low risk gamblers were more likely to bet on sports over the telephone ($OR=3.53$, $p<.05$). There were no significant differences, however, between the two risk categories in relation to betting on sports at clubs, pubs, the casino, at a TAB, at a race track, via SMS or over the internet.

Where low risk gamblers played keno

Locations low risk gamblers played keno in the past 12 months are in Table 30. The most popular channels for keno were largely pubs or hotels (78.07 per cent), while a smaller percentage played at clubs (15.82 per cent). Compared to non-problem gamblers, low risk gamblers were significantly more likely to bet at pubs ($OR=3.14$, $p<.05$). There were no significant differences between risk categories in relation to playing keno at clubs, the casino, the internet or keno play at a newsagent or retailer.

Locations low risk gamblers played keno in 2008 versus 2014 is in Table 30. A larger percentage of low risk players played keno at pubs or hotels in 2014 compared to 2008 (an increase of 44.48 per cent - from 33.59 per cent to 78.07 per cent - $t=3.98$, $p<.001$) and a large decrease was observed for keno play in clubs (a decrease of 23.61 per cent - from 39.43 per cent to 15.82 per cent - $t=-2.49$, $p<.05$).

Table 30. Where keno was played from 2008 to 2014 – Comparative results for low risk gamblers (N=85 for 2014 results, N=63 for 2008 results, June-November, 2014; July-October 2008)

Locations where keno was played	2008 %	2014 %	Change from 2008 to 2014 %	
Victorian clubs such as an RSL club	39.43	15.82	-23.61	$t=-2.49$ ($p<.05$)
Victorian pubs or hotels	33.59	78.07	44.48	$t=3.98$ ($p<.001$)
Crown Casino	0.00	0.00	0.00	ns
Over the internet	0.00	0.52	0.52	ns
At a newsagent or other retailer	10.71	4.75	-5.96	ns

Question: Where did you play keno? (channels prompted) (Base: Low risk gamblers participating in keno in the past 12mths). Weighted results without subsampling.

Frequency of low risk gambler participation in gambling activities

The frequency low risk gamblers played different gambling activities over the past 12 months is on page 186. The percentage playing each activity at least nearly once a week or more often is a useful basis for comparison.

Based on this benchmark, the prevalence of 'regular' weekly or more regular play by low risk gamblers was 4.62 per cent for gaming machines, 0.14 per cent for table games, 6.15 per cent for race betting, 1.77 per cent for sports betting, 1.29 per cent for keno and 26.24 per cent for lotto, Powerball and the Pools. Detailed results are also available in Table 49 on page 186.

A comparison of the frequency of participation for each activity was made between 2014 and 2008. Based on only low risk gamblers participating in each activity, the following changes over time occurred:

- Gaming machines – a significant decrease (Mean of 15.80 times per year in 2008 versus 12.32 times in 2014 - $t=-2.96$, $p<.01$) (note that medians were equal)
- Table games – no significant change (Mean of 5.90 times per year in 2008 versus 3.77 times in 2014)
- Race betting – a significant decrease (Mean of 30.64 times per year in 2008 versus 13.58 times in 2014 – $t=-6.46$, $p<.001$) (note medians were in the same direction)
- Sports betting – no significant changes (Mean of 15.98 in 2008 versus 18.28 times in 2014) (comparing sports and event betting in 2008 with sports betting in 2014)
- Keno – no significant changes (Mean of 24.18 in 2008 versus 16.60 times in 2014)
- Lotto, Powerball or the Pools – a significant decrease (Mean of 40.30 times in 2008 versus 30.26 in 2014 - $t=-2.58$, $p<.05$) (note medians were equal)

A profile of the gambling behaviour of moderate risk gamblers

Gambling activities of moderate risk gamblers

The top three gambling activities of moderate risk gamblers were Lotto, Powerball and Pools (80.61 per cent), gaming machines (58.54 per cent) and raffles, sweeps and competitions (53.04 per cent). Relative to non-problem gamblers, moderate risk gamblers were significantly more likely to engage in most gambling activities. Most notably, they were 8.23 times more likely to have played gaming machines in the past 12 months.

Compared to non-problem gamblers, moderate risk gamblers were significantly more likely to participate in the following gambling activities:

- Informal private betting – like playing cards at home – OR=5.03, $p<.001$
- Gaming machines – OR=8.23, $p<.001$
- Casino table games – like blackjack, roulette and poker - OR=7.22, $p<.001$
- Race betting - OR=2.07, $p<.001$
- Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty events - OR=4.36, $p<.001$
- Betting on events – including for instance, election results, current affairs and TV shows – OR=4.63, $p<.001$
- Keno - OR=5.88, $p<.001$
- Lotto, Powerball and the Pools - OR=1.65, $p<.01$
- Scratch tickets - OR=1.50, $p<.05$
- Bingo - OR=3.60, $p<.001$

Compared to non-problem gamblers, moderate risk gamblers were significantly less likely to participate in raffles, sweeps and competitions (OR=0.67, $p<.05$). There was no significant difference between non-problem and moderate risk gamblers in relation to participation in competitions where you pay money to enter by phone or leave an SMS to be in a prize draw.

The top three highest-spend gambling activities of moderate risk gamblers were gaming machines (38.67 per cent), Lotto, Powerball or the Pools (30.36 per cent) and race betting (12.11 per cent) (Figure 15).

A comparison of the gambling activities of moderate risk gamblers from 2008 to 2014 is in Table 31. Only two statistically significant changes were observed over this time. Moderate risk gamblers had lower participation in scratch tickets in 2014 compared to 2008 (a decrease of 11.84 per cent - from 28.77 per cent to 16.93 per cent, $t=-2.03$, $p<.05$) and lower participation in bingo (a decrease of 6.56 per cent - from 10.38 per cent to 3.82 per cent, $t=-2.37$, $p<.05$).

Table 31. Participation in different gambling activities in Victoria from 2008 to 2014 – Comparative results for moderate risk gamblers (N=320 for 2014 results, N=317 for 2008 results, June-November, 2014; July-October 2008)

Gambling activities	2008 %	2014 %	Change from 2008 to 2014 %	
Informal private betting – like playing cards at home	17.39	11.30	-6.09	ns
Gaming machines	77.24	58.54	-18.7	ns
Casino table games like blackjack, roulette and poker	24.23	28.89	4.66	ns
Race betting	40.13	30.95	-9.18	ns
Sports and event betting combined (for 2008 and 2014 comparison)	17.22	19.44	2.22	ns
Keno	7.60	29.69	22.09	ns
Lotto, Powerball or the Pools	72.66	80.61	7.95	ns
Scratch Tickets	28.77	16.93	-11.84	$t=-2.03$ ($p<.05$)
Bingo	10.38	3.82	-6.56	$t=-2.37$ ($p<.05$)
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	9.68	11.19	1.51	ns
Buying tickets in raffles, sweeps and other competitions	48.6	53.04	4.44	ns

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: Moderate risk gamblers) Weighted results without subsampling.

A comparison of the single highest-spend activity for moderate risk gamblers from 2008 to 2014 is in Table 32. There were no statistically significant differences.

Table 32. Single highest spend gambling activity in Victoria from 2008 to 2014 – Comparative results for moderate risk gamblers (N=320 for 2014 results, N=317 for 2008 results, June-November, 2014; July-October 2008)

Single gambling activity respondent spent most money on in past 12mths	2008 %	2014 %	Change from 2008 to 2014 %	
Informal private betting – like playing cards at home	0.52	0.09	-0.43	ns
Gaming machines	46.30	38.67	-7.63	ns
Casino table games like blackjack, roulette and poker	8.00	5.54	-2.46	ns
Race betting	12.39	12.11	-0.28	ns
Sports betting (see note below)	5.13	6.10	0.97	ns
Keno	0.95	0.06	-0.89	ns
Lotto, Powerball or the Pools	17.27	30.36	13.09	ns
Scratch tickets	1.23	0.00	-1.23	ns
Bingo	2.62	1.15	-1.47	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	0.48	2.78	2.30	ns
Buying tickets in raffles, sweeps and other competitions	2.24	2.92	0.68	ns

Note – As no moderate risk gamblers in 2014 indicated event betting was their highest-spend activity, the sports betting variable in 2014 was compared with sports and event betting in 2008. Question – On which single gambling activity did you spend the most money in the past 12 months? (Activities reported were prompted) (Base: Moderate risk gamblers)

Given that gaming machines and race betting were frequently played 'high-risk' activities for moderate risk gamblers and also the top two 'high risk' highest-spend gambling activities, the proportion of the category playing either or both activities was examined. The size of each group within moderate risk gamblers was as follows:

- Bet on race betting, but not gaming machines - 7.82 per cent moderate risk gamblers in 2008 versus 10.92 per cent moderate risk gamblers in 2014 (ns)
- Bet on gaming machines, but not race betting - 44.93 per cent moderate risk gamblers in 2008 versus 38.51 per cent moderate risk gamblers in 2014 (ns)
- Bet on both gaming machines and race betting 32.31 per cent moderate risk gamblers in 2008 versus 20.03 per cent moderate risk gamblers in 2014 (t=2.02, p<.05)
- Played activities other than gaming machines and race betting - 14.93 per cent moderate risk gamblers in 2008 versus 30.54 per cent moderate risk gamblers in 2014 (ns)

Where moderate risk gamblers played gaming machines

Locations moderate risk gamblers played gaming machines in the past 12 months are in Table 33. Top locations for gaming machine play included pubs or hotels (81.92 per cent), the casino (45.24 per cent) and clubs (40.42 per cent).

Compared to non-problem gamblers, moderate risk gamblers were significantly more likely to play gaming machines at pubs (OR=3.82, $p<.01$) and over the internet (OR=50.60, $p<.001$). There were less likely to play gaming machines interstate or overseas (OR=0.22, $p<.01$). No significant differences between risk categories were noted for gaming machine play at clubs, at the casino or at a TAB or race track.

A comparison of locations of gaming machine play of moderate risk gamblers from 2008 to 2014 is in Table 33. Three significant changes occurred during this period. There was a statistically significant increase in gaming machine play by moderate risk gamblers in pubs or hotel (an increase of 37.32 per cent - from 44.60 per cent to 81.92 per cent, $t=5.41$, $p<.001$) and a significant increase in gaming machine play at the TAB or race track (an increase of 13.71 per cent - from 0 per cent to 13.71 per cent, $t=2.73$, $p<.01$). In addition, there was a decrease in gaming machine play interstate or overseas (a decrease of 7.49 per cent - from 9.61 per cent to 2.12 per cent - $t=-7.49$, $p<.01$).

Table 33. Participation in where gaming machines were played from 2008 to 2014 – Comparative results for moderate risk gamblers (N=220 for 2014 results, N=239 for 2008 results, June-November, 2014; July-October 2008)

Locations where gaming machines were played	2008 %	2014 %	Change from 2008 to 2014 %	
Victorian Clubs such as an RSL club	52.72	40.42	-12.3	ns
Victorian pubs or hotels	44.60	81.92	37.32	$t=5.41$ ($p<.001$)
Crown Casino	29.49	45.24	15.75	ns
At a TAB or race track	0.00	13.71	13.71	$t=2.73$ ($p<.01$)
Interstate or overseas	9.61	2.12	-7.49	$t=-2.76$ ($p<.01$)
Over the internet	1.34	7.81	6.47	ns

Question: Did you play pokies at (channels prompted)? (Base: Moderate risk gamblers participating in gaming machines in the past 12mths). Weighted results without subsampling.

Where moderate risk gamblers played casino table games like blackjack, roulette and poker

Locations moderate risk gamblers played casino table games in the past 12 months are in Table 34. Most table games were played predominately at the casino (96.66 per cent). In addition, 14.53 per cent played online. There were no significant differences between non-problem and moderate risk gamblers in relation to playing of table games at the casino, over the internet or table game play interstate or overseas. Since 2008, there were no statistically significant changes in table game locations of play.

Table 34. Where table games were played from 2008 to 2014 – Comparative results for moderate risk gamblers (N=48 for 2014 results, N=52 for 2008 results, June-November, 2014; July-October 2008)

Locations where table games like blackjack, roulette and poker were played	2008 %	2014 %	Change from 2008 to 2014 %	
Casino	86.00	96.66	10.66	ns
Over the internet	8.17	14.53	6.36	ns
Interstate or overseas	8.26	1.54	-6.72	ns

Question: Did you place your bets at (channels prompted)? (Base: Moderate risk gamblers participating in table games in the past 12mths). Weighted results without subsampling

Where moderate risk gamblers bet on sports

Locations moderate risk gamblers bet on sports in the past 12 months are in Table 35. Over the internet was the most common channel for sports betting (69.78 per cent of moderate risk gamblers), followed by TAB outlet betting (44.97 per cent) and over the telephone (31.97 per cent).

Table 35. Where moderate risk gamblers bet on sports 2014 – Comparative results for non-problem gamblers (N=50 June-November, 2014)

Locations where gamblers bet on sports	2014
Victorian clubs such as an RSL club	10.73
Victorian pubs or Hotels	27.50
Crown casino	5.15
Over the telephone	31.97
Over the internet	69.78
At a Victorian TAB outlet	44.97
At a Victorian race track	15.44
Via SMS	16.31
Work footy tipping/work-based wagering	0.00
Interstate or overseas	1.29
Sports betting with friends	0.00

Question: Did you place your bets on sport at (channels prompted)? (Base: Moderate risk gamblers participating in sports betting in the past 12mths). Weighted results without subsampling

Compared to non-problem gamblers, moderate risk gamblers were significantly more likely to bet on sports at the casino (OR=8.49, $p<.05$), over the telephone (OR=11.25, $p<.001$), via SMS (OR=97.86, $p<.001$) and over the internet (OR=2.76, $p<.05$). There were no significant differences for casino table play at clubs, pubs, at a TAB or at a race track.

While sports and events channels were probed in 2008, only sports channels were probed in 2014. For this reason, precise comparisons could not be drawn. However, based on a comparison of sports/event channels with sports channels in 2014, indicative comparisons suggested that a significant increase in moderate risk gambler internet sports betting may have occurred since 2008 (an increase of 40.54 per cent - from 29.24 per cent to 69.78 per cent - $t=3.24$, $p<.01$), plus an increase in sports betting at Victorian race tracks (an increase of 15.44 per cent - from 0 per cent to 15.44 per cent - $t=2.08$, $p<.05$).

Where moderate risk gamblers played keno

Where moderate risk gamblers played keno in the past 12 months is in Table 36. The most common locations for playing keno were at pubs or hotels (86.17 per cent) and clubs (62.22 per cent). Very few moderate risk gamblers played keno at other locations.

Compared to non-problem gamblers, moderate risk gamblers were more likely to play keno at pubs (OR=5.50, $p<.05$). There were no significant differences between risk categories in relation to playing keno at clubs, the casino, over the internet and at a newsagent or retailer.

Locations moderate risk gamblers played keno in 2008 versus 2014 are in Table 36. One statistically significant change occurred from 2008 to 2014 for moderate risk gamblers. There was a significantly higher percentage of the category that played keno at pubs or hotels in 2014 (an increase of 66.26 per cent from 19.91 per cent to 86.17 per cent, $t=4.60$, $p<.001$).

Table 36. Where keno was played from 2008 to 2014 – Comparative results for moderate risk gamblers (N=43 for 2014 results, N=23 for 2008 results, June-November, 2014; July-October 2008)

Locations where keno was played	2008 %	2014 %	Change from 2008 to 2014 %	
Victorian clubs such as an RSL club	54.27	62.22	7.95	ns
Victorian pubs or hotels	19.91	86.17	66.26	$t=4.60$ ($p<.001$)
Crown Casino	0.00	0.00	0.00	ns
Over the internet	0.00	0.87	0.87	ns
At a newsagent or other retailer	14.34	4.73	-9.61	ns

Question: Where did you play keno? (channels prompted) (Base: Moderate risk gamblers participating in keno in the past 12mths). Weighted results without subsampling.

Frequency of moderate risk gambler participation in gambling activities

The frequency moderate gamblers played different gambling activities over the past 12 months is on page 186. The percentage playing each activity at least nearly once a week or more often is a useful basis for comparison. Based on this benchmark, the prevalence of 'regular' weekly or more regular play by moderate risk gamblers was 23.9 per cent for gaming machine, 0.79 per cent for table games, 10.32 per cent for race betting, 5.34 per cent for sports betting, 15.59 per cent for keno and 38.63 per cent for lotto, Powerball or the Pools. Detailed results are also available in Table 49 on page 186.

A comparison of the frequency of participation for each activity was made between 2014 and 2008. Based on only moderate risk gamblers participating in each activity, the following changes over time occurred:

- Gaming machine – a significant increase (Mean of 22.73 times per year in 2008 versus 86.24 times in 2014 - $t=8.57$, $p<.001$) (note medians were in the same direction)
- Table games – no significant change (Mean of 11.79 times per year in 2008 versus 15.11 times in 2014)
- Race betting – no significant change (Mean of 45.05 times per year in 2008 versus 33.01 times in 2014)
- Sports betting – no significant change (Mean of 37.03 in 2008 versus 40.02 times in 2014) (based on a comparison of sports and event betting in 2008 with sports betting in 2014)
- Keno – no significant change (Mean of 37.90 in 2008 versus 29.70 times in 2014)
- Lotto, Powerball or the Pools – a significant increase (Mean of 27.83 times in 2008 versus 74.41 in 2014 - $t=8.38$, $p<.001$) (note medians were in the same direction)

A profile of the gambling behaviour of problem gamblers

Gambling activities of problem gamblers

The top three gambling activities of problem gamblers were Lotto, Powerball and Pools (67.41 per cent), gaming machines (66.58 per cent) and betting on racing (52.50 per cent). In addition, just under half of problem gamblers participated in sports betting (44.78 per cent). Interestingly, however, only 1.23 per cent bet on events.

Problem gamblers had significantly higher participation in most gambling activities compared to non-problem gamblers. In particular, they were 16.66 times more likely to take part in gaming machines compared to non-problem gamblers ($p < .001$) and 7.18 times more likely to bet on sports ($p < .001$).

Compared to non-problem gamblers, problem gamblers were significantly more likely to participate in the following gambling activities:

- Informal private betting – like playing cards at home – OR=2.76, $p < .01$
- Gaming machines – OR=16.66, $p < .001$
- Casino table games – like blackjack, roulette and poker - OR=6.67, $p < .001$
- Race betting - OR=2.28, $p < .01$
- Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty events - OR=7.18, $p < .001$
- Betting on events – including for instance, election results, current affairs and TV shows - OR=7.05, $p < .001$
- Keno - OR=4.69, $p < .001$
- Scratch tickets - OR=2.45, $p < .001$
- Bingo - OR=4.36, $p < .001$

There were no significant differences between non-problem and problem gamblers in relation to participation in lotto, Powerball and the Pools and in competitions where you pay money to enter by phone or leave an SMS to be in a prize draw. Compared to non-problem gamblers, problem gamblers were significantly less likely to participate in raffles, sweeps and competitions (OR=0.55, $p < .05$).

The top three highest-spend gambling activities of problem gamblers were gaming machines (50.64 per cent), race betting (31.01 per cent) and Lotto, Powerball or the Pools (9.18 per cent). Betting on sports in comparison was the highest-spend gambling activity of only 0.76 per cent of problem gamblers.

A comparison of the gambling activities played by problem gamblers in 2008 and 2014 is in Table 37. One significant change occurred from 2008 to 2014. There was a significant increase in sports and event betting (combined) (from 15.66 per cent in 2008 to 44.78 per cent in 2014 – an increase of 29.12 per cent - $t = 2.00$, $p < .05$).

Table 37. Participation in different gambling activities in Victoria from 2008 to 2014 – Comparative results for problem gamblers (N=86 for 2014 results, N=95 for 2008 results, June-November, 2014; July-October 2008)

Gambling activities	2008 %	2014 %	Change from 2008 to 2014 %	
Informal private betting – like playing cards at home	6.14	15.61	9.47	ns
Gaming machines	91.04	66.58	-24.46	ns
Casino table games like blackjack, roulette and poker	25.01	22.56	-2.45	ns
Race betting	33.58	52.5	18.92	ns
Sports and event betting combined (for 2008 and 2014 comparison)	15.66	45.41	29.75	t=2.00 (p<.05)
Keno	11.09	14.2	3.11	ns
Lotto, Powerball or the Pools	75.77	67.41	-8.36	ns
Scratch Tickets	36.03	33.68	-2.35	ns
Bingo	9.13	11.39	2.26	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	12.66	28.67	16.01	ns
Buying tickets in raffles, sweeps and other competitions	43.03	49.55	6.52	ns

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: Problem gamblers)
Weighted results without subsampling.

A comparison of the single highest-spend activity for problem gamblers from 2008 to 2014 is in Table 38. There were no statistically significant differences.

Table 38. Single highest spend gambling activity in Victoria from 2008 to 2014 – Comparative results for problem gamblers (N=86 for 2014 results, N=95 for 2008 results, June-November, 2014; July-October 2008)

Single gambling activity respondent spent most money on in past 12mths	2008 %	2014 %	Change from 2008 to 2014 %	
Informal private betting – like playing cards at home	0.00	2.98	2.98	ns
Gaming machines	64.14	50.64	-13.50	ns
Casino table games like blackjack, roulette and poker	11.21	3.88	-7.33	ns
Race betting	9.47	31.01	21.54	ns
Sports betting (see note below)	1.91	0.76	-1.14	ns
Keno	0.00	0.00	0.00	ns
Lotto, Powerball or the Pools	9.73	9.18	-0.55	ns
Scratch tickets	0.00	0.00	0.00	ns
Bingo	1.97	0.63	-1.34	ns
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	0.00	0.00	0.00	ns
Buying tickets in raffles, sweeps and other competitions	0.60	0.43	-0.17	ns

Note – As no problem gamblers in 2014 indicated event betting was their highest-spend activity, the sports betting variable in 2014 was compared with sports and event betting in 2008. Question – On which single gambling activity did you spend the most money in the past 12 months? (Activities reported were prompted) (Base: Problem gamblers)

Given that gaming machines and race betting were frequently played 'high-risk' activities for problem gamblers and also the highest-spend gambling activities, the proportion of the category playing either or both activities was examined. The size of each group within problem gamblers was as follows (all differences were not statistically significant, given the very small sample of problem gamblers, so data is only presented for descriptive purposes):

- Bet on race betting, but not gaming machines - 4.3 per cent problem gamblers in 2008 versus 24.3 per cent problem gamblers in 2014 (ns)
- Bet on gaming machines, but not race betting - 61.77 per cent problem gamblers in 2008 versus 38.38 per cent problem gamblers in 2014 (ns)
- Bet on both gaming machines and race betting - 29.27 per cent problem gamblers in 2008 versus 28.2 per cent problem gamblers in 2014 (ns)
- Bets on activities other than race betting or gaming machines – 4.65 per cent problem gamblers in 2008 versus 9.12 per cent problem gamblers in 2014 (ns)

Where problem gamblers played gaming machines

Locations problem gamblers played gaming machines in the past 12 months are in Table 39. The most popular location for problem gamblers was pubs or hotels (86.53 per cent of problem gamblers), clubs (64.68 per cent) and the casino (44.30 per cent). It is also noteworthy that 30.73 per cent of problem gamblers played gaming machines at a TAB or race track and 14.84 per cent played gaming machines on the internet.

Compared to non-problem gamblers, problem gamblers were significantly more likely to play gaming machines at pubs (OR=5.41, $p<.01$), over the internet (OR=104.02, $p<.001$) and at a TAB or race track (OR=4.24, $p<.05$). There were no significant differences between risk categories in relation to playing gaming machines at clubs, the casino or interstate or overseas.

A comparison of locations problem gamblers played gaming machines from 2008 to 2014 is in Table 39. During this period, there was a significant increase in the percentage of problem gamblers playing gaming machines at pubs or hotels (an increase of 34.84 per cent - from 51.69 per cent to 86.53 per cent - $t=4.05$, $p<.001$), a significant increase in gaming machine play at the TAB or race track (an increase of 30.23 per cent - from 0.50 per cent to 30.73 per cent - $t=2.47$, $p<.05$) and a significant increase in gaming machine play over the internet (an increase of 14.84 per cent - from 0 per cent to 14.84 per cent, $t=2.03$, $p<.05$).

Table 39. Where gaming machines were played from 2008 to 2014 – Comparative results for problem gamblers (N=69 for 2014 results, N=84 for 2008 results, June-November, 2014; July-October 2008)

Locations where gaming machines were played	2008 %	2014 %	Change from 2008 to 2014 %	
Victorian clubs such as an RSL club	56.07	64.68	8.61	ns
Victorian pubs or hotels	51.69	86.53	34.84	$t=4.05$ ($p<.001$)
Crown Casino	34.89	44.3	9.41	ns
At a TAB or race track	0.50	30.73	30.23	$t=2.47$ ($p<.05$)
Interstate or overseas	1.31	5.77	4.46	ns
Over the internet	0.00	14.84	14.84	$t=2.03$ ($p<.05$)

Question: Did you play pokies at (channels prompted)? (Base: Problem gamblers participating in gaming machines in the past 12mths). Weighted results without subsampling.

Where problem gamblers played casino table games like blackjack, roulette and poker

Locations problem gamblers played table games in the past 12 months are in Table 40. The most popular location for table games was the casino (86.96 per cent). Around a third of problem gamblers (32.95 per cent) also played table games over the internet.

Compared to non-problem gamblers, problem gamblers were significantly more likely to play table games over the internet (OR=8.09, $p<.05$). They were significantly less likely to play table games interstate or overseas (OR=0.15, $p<.05$). No significant difference was observed between risk categories in relation to table game play at the casino.

A comparison of locations of table game play for problem gamblers from 2008 to 2014 is in Table 40. Since 2008, there were no significant changes in the percentage of problem gamblers playing table games at either the casino or via the internet.

Table 40. Where table games were played from 2008 to 2014 – Comparative results for problem gamblers (N=14 for 2014 results, N=13 for 2008 results, June-November, 2014; July-October 2008)

Locations where table games like blackjack, roulette and poker were played	2008 %	2014 %	Change from 2008 to 2014 %	
Casino	100.00	86.96	-13.04	ns
Over the internet	4.67	32.95	28.28	ns
Interstate or overseas	13.13	0.00	-13.13	ns

Question: Did you place your bets at (channels prompted)? (Base: Problem gamblers participating in table games in the past 12mths). Weighted results without subsampling

Where problem gamblers bet on sports

Locations problem gamblers bet on sports are in Table 41. Over the internet was the most common channel for problems gamblers who participated in sports betting (70.83 per cent), followed by TAB outlet betting (45.71 per cent) and pubs or hotels (22.65 per cent).

Table 41. Where problem gamblers bet on sports 2014 – Comparative results for non-problem gamblers (N=16 June-November, 2014)

Locations where gamblers bet on sports	2014 %
Victorian clubs such as an RSL club	19.85
Victorian pubs or Hotels	22.65
Crown casino	5.76
Over the telephone	6.10
Over the internet	70.83
At a Victorian TAB outlet	45.71
At a Victorian race track	7.60
Via SMS	1.34
Work footy tipping/work-based wagering	0.00
Interstate or overseas	0.00
Sports betting with friends	0.00

Question: Did you place your bets on sport at (channels prompted)? (Base: Problem gamblers participating in sports betting in the past 12mths). Weighted results without subsampling

There were no significant differences between non-problem and problem gamblers in relation to betting on sports at clubs, pubs, the casino, over the telephone, at a TAB, at a race track or via SMS.

While sports and events channels were probed in 2008, only sports channels were probed in 2014. For this reason, precise comparisons could not be drawn. However, based on a comparison of sports and event channels in 2008 with sports channels in 2014, no significant differences emerged.

Where problem gamblers played keno

Where problem gamblers played keno in the past 12 months is in Table 42. The most common locations for playing keno were at pubs or hotels (94.11 per cent), clubs (77.07 per cent) and at newsagents or another type of retailer (24.80 per cent).

Compared to non-problem gamblers, problem gamblers were significantly more likely to play keno at clubs (OR=8.04, $p<.01$) and pubs (OR=14.10, $p<.05$). There were no significant differences between risk categories in relation to playing keno at the casino, over the internet or at a newsagent or retailer.

Locations problem gamblers played keno in 2008 versus 2014 are in Table 42. Only one significant change occurred from 2008 to 2014. A greater percentage of problem gamblers played keno at pubs or hotels (an increase of 78.44 per cent - from 15.67 per cent in 2008 to 94.11 per cent in 2014 – $t=6.06$, $p<.01$).

Table 42. Where keno was played from 2008 to 2014 – Comparative results for problem gamblers (N=15 for 2014 results, N=14 for 2008 results, June-November, 2014; July-October 2008)

Locations where keno was played	2008 %	2014 %	Change from 2008 to 2014 %	
Victorian clubs such as an RSL club	48.65	77.07	28.42	ns
Victorian pubs or hotels	15.67	94.11	78.44	$t=6.06$ ($p<.001$)
Crown Casino	0.00	13.93	13.93	ns
Over the internet	0.00	0.00	0.00	ns
At a newsagent or other retailer	24.48	24.80	0.32	ns

Question: Where did you play keno? (channels prompted) (Base: Problem gamblers participating in keno in the past 12mths). Weighted results without subsampling.

Frequency of problem gambler participation in gambling activities

The frequency problem gamblers played different gambling activities over the past 12 months is on page 186. The percentage playing each activity at least nearly once a week or more often is a useful basis for comparison. Based on this benchmark, the prevalence of 'regular' weekly or more regular play by problem gamblers was 47.87 per cent for gaming machines, 13.6 per cent for table games, 44.58 per cent for race betting, 12.58 per cent for sports betting, 4.4 per cent for keno and 22.47 per cent for lotto, Powerball or the Pools. Detailed results are also available in Table 49 on page 186.

A comparison of the frequency of participation for each activity was made between 2014 and 2008. Based on only problem gamblers participating in each activity, the following changes over time occurred:

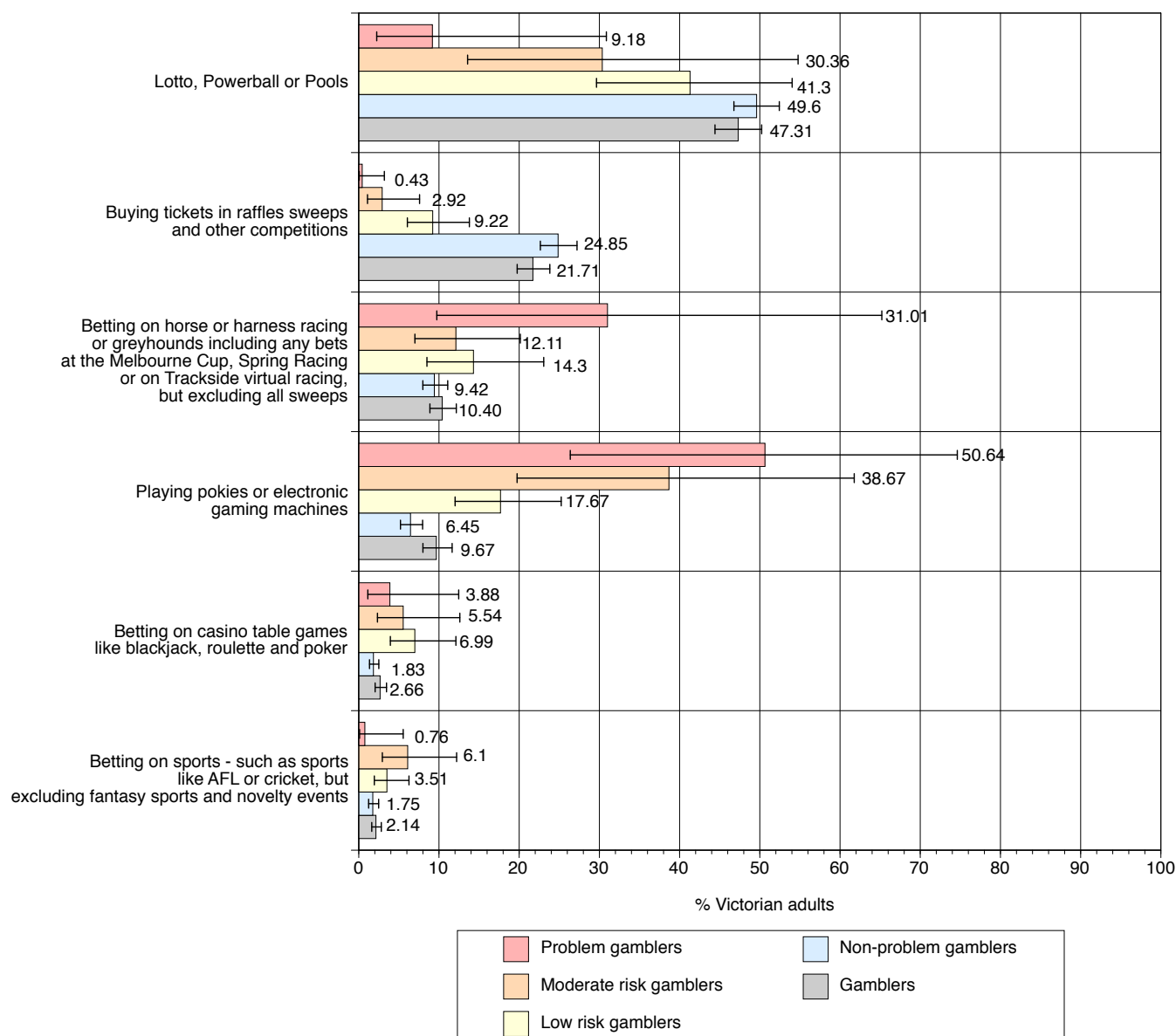
- Gaming machines – a significant increase (Mean of 56.37 times per year in 2008 versus 87.61 times in 2014 - $t=2.78$, $p<.01$) (note medians were in the same direction)
- Table games – a significant increase (Mean of 31.06 times per year in 2008 versus 59.15 times in 2014 – $t=2.21$, $p<.05$) (note medians were in the same direction)
- Race betting – a significant increase (Mean of 67.17 times per year in 2008 versus 203.77 times in 2014 – $t=5.34$, $p<.001$) (note medians were in the same direction)

- Sports betting – no significant change (Mean of 61.98 in 2008 versus 30.19 times in 2014) (comparing sports and event betting in 2008 with sports betting in 2014)
- Keno – no significant change (Mean of 30.82 in 2008 versus 69.32 times in 2014)
- Lotto, Powerball or the Pools – no significant change (Mean of 37.39 times in 2008 versus 53.13 times in 2014)

Highest spend activities by risk category

This graph shows the top six highest spend activities by risk category. For full results, refer Table 66 on page 235.

Figure 15. Top 6 highest-spend gambling activities in Victoria in past 12 months – TOP ACTIVITIES
Results by risk for problem gambling (N=10,311, June-November, 2014)



Question: On which single activity did you spend the most money in the past 12mths? (only gambling activities played in the past 12mths were prompted) (Base: All gamblers) Weighted results without subsampling. For detailed results, also refer Table 66 on page 235.

Section 4 – Harms associated with gambling in Victoria

Prevalence and severity of harms associated with gambling

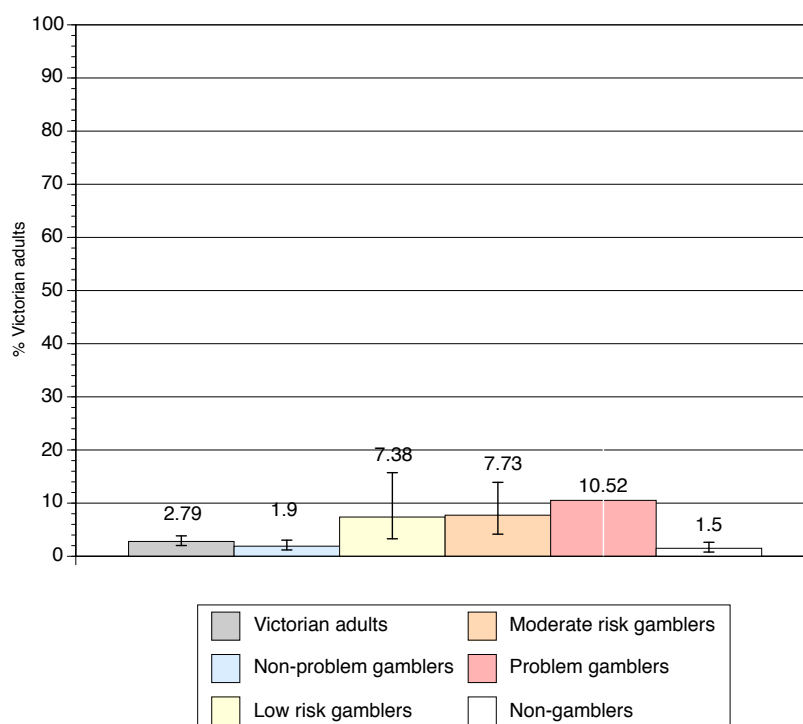
Prevalence of harm from another person's gambling

While validated scales such as the PGSI (Ferris and Wynne, 2001) provide a broad measure of the overall potential for problem gambling harm at a population level, the concept of measuring actual harm - rather than merely 'cases' of problem gambling - has been advocated by some authors (e.g., Blaszczynski, 2009). It has also been proposed that this should occur for all levels of gambling participation (e.g., Rodgers et. al, 2009). Understanding harm has great potential to assist in the development of programs to address the effects of gambling and for this reason, was explored in the current study.

The harms experienced because of another person's gambling are in Figure 16. Around 2.79 per cent of Victorian adults reported experiencing problems because of someone else's gambling (an estimated 122,493 Victorian adults). Compared to non-problem gamblers (1.9 per cent reported harm), all at risk categories were significantly more likely to report experiencing problems (low risk gamblers – OR=4.11, $p<.01$; moderate risk gamblers – OR=4.32, $p<.001$; problem gamblers – OR=6.06, $p<.01$). While sources of harm were not explicitly probed in the study, gambling has been reported to occur amongst friendship groups (implying friends of at risk gamblers are more likely to be affected) (e.g., Welte et. al, 2006) and perhaps most significantly, within families (e.g., Dowling, Jackson, Thomas & Frydenberg, 2010). For this reason, it is conceivable that higher risk categories may be more likely to be affected.

Previous Australian estimates have suggested that up to seven people may be affected by another person's gambling (e.g., Productivity Commission, 1999). If 0.81 per cent of Victorian adults is assumed as the prevalence of problem gambling (based on the dual frame sample), this extrapolates that seven times this figure (5.67 per cent of population) should be affected. As 2.79 per cent of Victorian adults reported experiencing problems, however, this may suggest that each problem gambler may impact on average another 3 to 4 persons. However, this is based on self report of harms by friends and family. Given that many problem gamblers keep their issues a secret, many friends and family may not be aware that gambling has had a negative impact on their lives.

Figure 16. Harms experienced because of someone else's gambling – Results by risk for problem gambling (N=1,866, July-November 2014)



Question: In the last 12 months, have you experienced problems because of someone else's gambling?

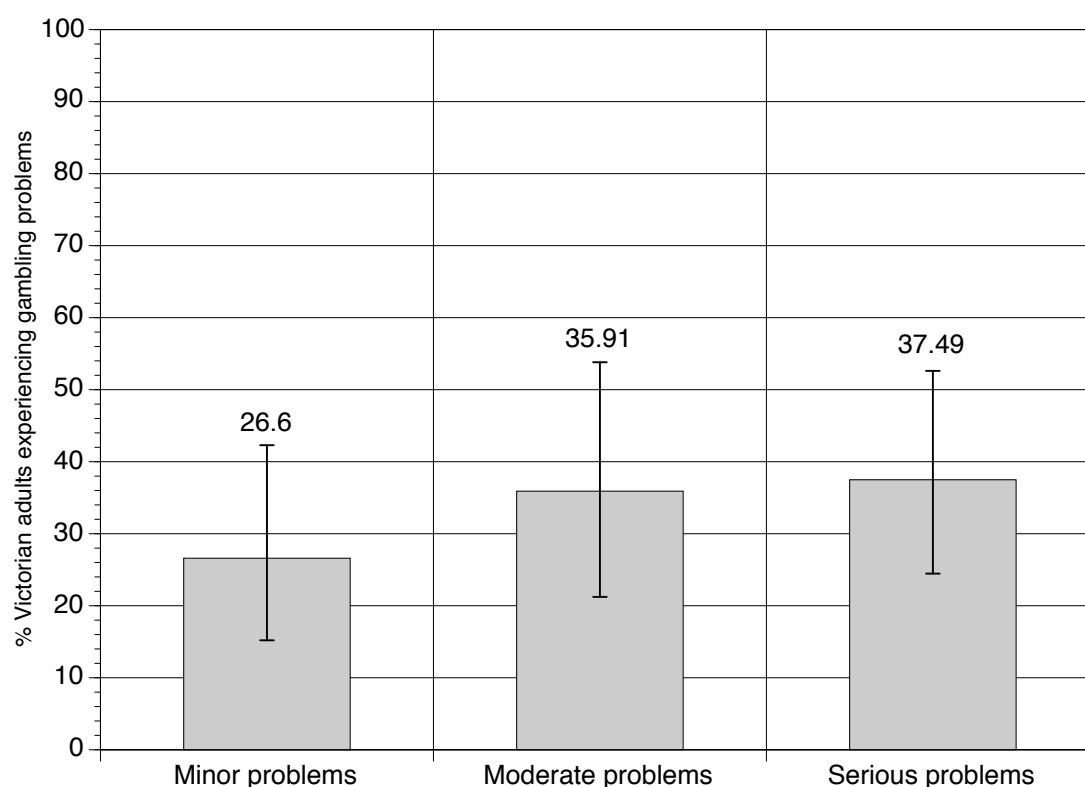
(Base: All Victorian Adults) Weighted results with subsampling. For detailed results, also refer Table 67 on page 237.

Severity of harm from another person's gambling

The severity of harm reported to be associated with another person's gambling is in Figure 17. Around 37.49 per cent of Victorian adults affected by another's gambling reported that problems were of a serious nature. A further 35.91 per cent reported moderate problems and about a quarter (26.6 per cent) reported that problems were minor.

No trends were observed in relation to reporting serious problems and risk for problem gambling. It should, however, be considered that the very small samples of people affected may have experienced quite a varied range of impacts from another person's gambling.

Figure 17. Severity of harms experienced because of someone else's gambling – Results by risk for problem gambling (N=105, July-November 2014)



Question: Were the problems? (minor, moderate or serious) (Base: All adults reporting they experienced problems because of someone else's gambling in the past 12mths) Weighted results with subsampling. For detailed results, also refer Table 68 on page 237.

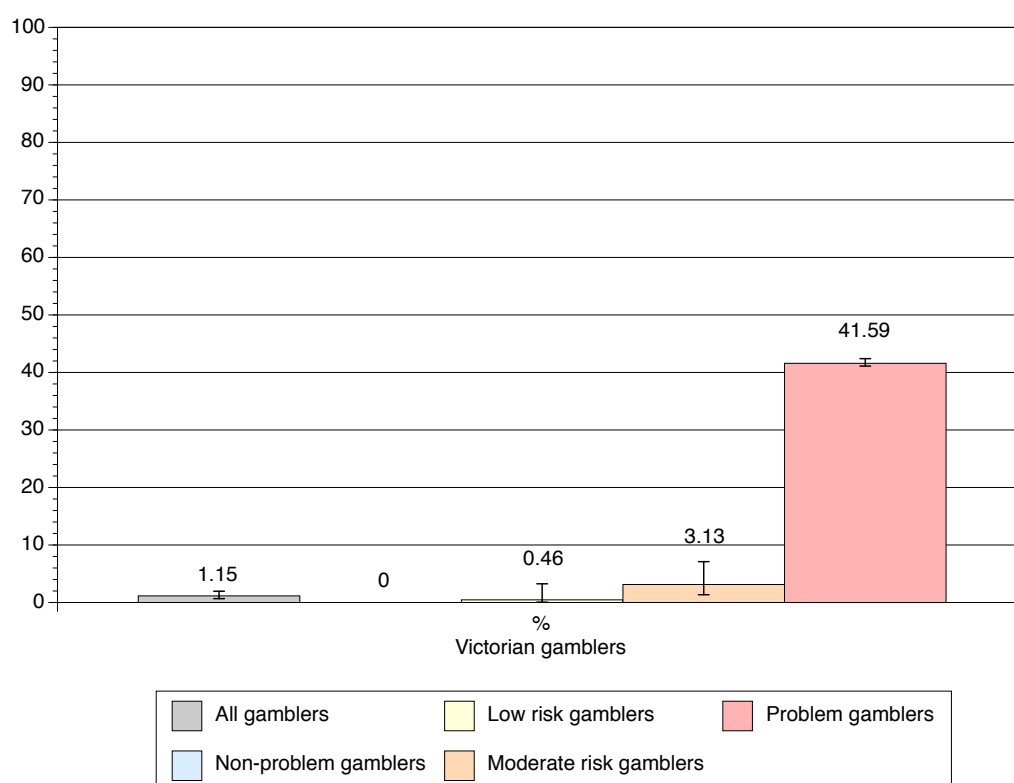
Prevalence of harm from gambler's own gambling in Victoria

The prevalence of reported harm from the gambler's own gambling is in Figure 18. Approximately 1.15 per cent of all gamblers had experienced some problems from their own gambling in the past 12 months (an estimated 35,394 Victorian adults). This figure was also significantly higher in problem gamblers, compared to low risk gamblers (OR=153.58, $p<.001$). Interestingly, however, non-problem gamblers did not report harm from their own gambling (and for this reason were not used as a reference population).

In addition, 41.59 per cent of problem gamblers (an estimated 14,790 Victorian adults), 3.13 per cent of moderate risk gamblers (an estimated 3,834 Victorian adults) and 0.46 per cent of low risk gamblers (an estimated 1,800 Victorian adults) experienced problems because of their own gambling.

The tendency of only just under half of problem gamblers to report harm (41.59 per cent) is noteworthy. Such results may suggest that some problem gamblers do not recognise that problems are occurring from their gambling. However, evidence against this is available in a study by Wynne (2002). This study found that only 8.7 per cent of problem gamblers reported 'never' considering that they had a problem with gambling highlighting that most problem gamblers may be aware of the problems. Moreover, PGSI results of the current study also support this, with only 1.40 per cent of problem gamblers reporting the same (implying that 98.60 per cent had considered their gambling a problem at some point over the past year). Such results may thus highlight the need to better understand the specific harms associated with problem gambling and to identify the harms that require public health resources, treatment or other interventions.

Figure 18. Harms experienced because of gambler's own gambling – Results by risk for problem gambling (N=1,541, July-November 2014)



Question: In the last 12 months, have you experienced problems because of your gambling?

(Base: All gamblers) Weighted results with subsampling. For detailed results, also refer Table 69 on page 238.

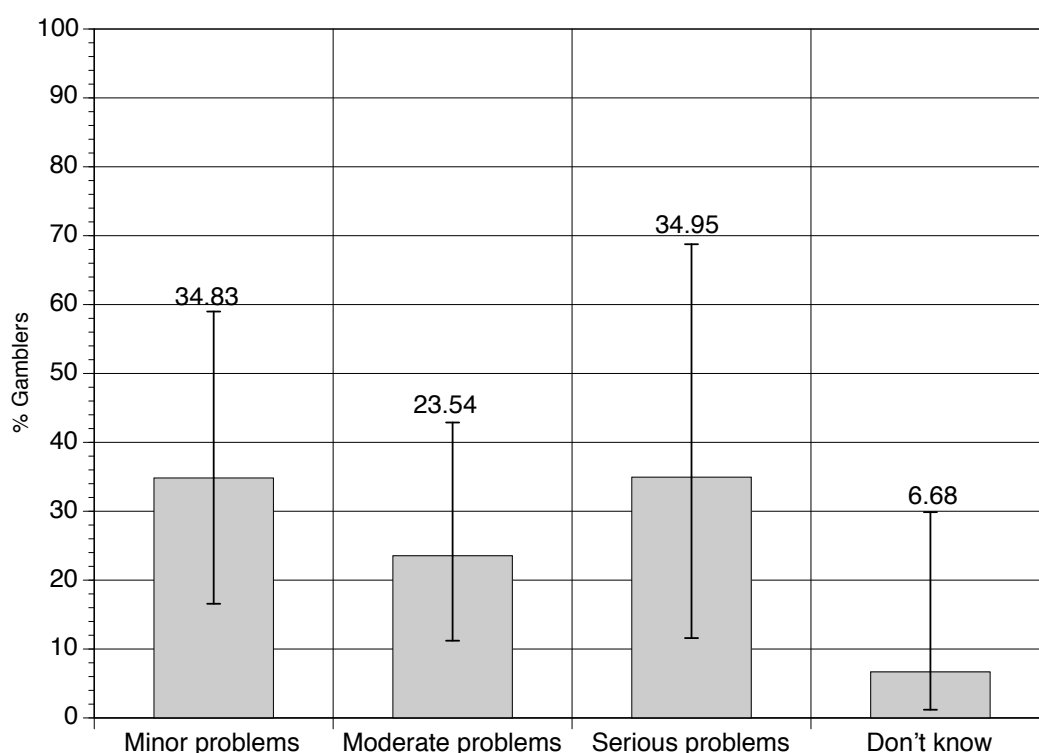
Severity of harm from gambler's own gambling

The severity of harms experienced due to a gambler's own gambling is in Figure 19. Approximately, 34.95 per cent reported serious problems, 23.54 per cent reported moderate problems and 34.83 per cent reported minor problems.

Detailed results for gambling risk categories are also presented in Table 70. Of the problem gamblers reporting problems from their gambling, 44.85 per cent described the problems as serious and 26.63 per cent described the problems as moderate. It is also noteworthy that 27.07 per cent of problem gamblers reported the problems as only minor, while the same results were 100 per cent for low risk gamblers and 48.68 per cent for moderate risk gamblers. Such results may suggest that low risk gamblers are probably not harmed greatly from their gambling and that a reasonable proportion of moderate risk gamblers may still experience some harm in spite of the gambling not being a significant problem.

Rodgers et al's (2009) assertions about the importance of measuring harm for all exposures to gambling are supported by these findings. Moreover, results highlight the potential to shift the focus away from merely identifying 'cases' of problem gambling to actually identifying the specific harms experienced by gamblers at a population level. This may also require a shift away from merely measuring 'prevalence' to a greater focus on any harms experienced from gambling at any risk level.

Figure 19. Severity of harms experienced because of gambler's own gambling – Results by risk for problem gambling (N=70, July-November 2014)



Question: Were the problems? (minor, moderate or serious) (Base: All gamblers reporting they experienced problems because of their own gambling in the past 12mths) Weighted results with subsampling. For detailed results, also refer Table 70 on page 238.

Specific indicators of harm from the PGSI

While detailed results of all nine PGSI items are provided in the Appendix (refer Table 105 on page 278), seven PGSI items identify a range of specific harms from gambling. Specific harms include health problems (including stress or anxiety), financial problems, borrowing or selling possessions for money, spending more than can be afforded, feeling guilty due to gambling (an implied, yet non-specific harm), feeling that gambling is a problem and someone else telling the gambler that the gambling is a problem. In comparison, PGSI items that are less harm-specific and more behaviour-related are – *Gambling with larger amounts of money to get the same feeling of excitement and going back another day to try to win back the money that was lost.*

To provide further insight into the specific harms experienced by at risk gamblers, these items in the PGSI were examined. Analysis identified the percentage of each risk category that indicated that each occurred at least 'rarely' or more frequently in the previous 12 months. Results are in Table 43.

Table 43. Harm-related items of the PGSI (The additional two PGSI items referencing problem gambling behaviours are not included in this table) - Results by risk for problem gambling (N=1,358, July-November, 2014)

The seven PGSI items that indirectly or directly reference harm (Thinking about the past 12 months...)	% Gamblers by risk for problem gambling reporting these occurred at least 'rarely' or more frequently in the past 12 months		
	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)
How often have you felt that you might have a problem with gambling?	3.83	54.37	98.60
How often have you bet more than you could really afford to lose?	43.39	63.66	92.17
How often have you felt guilty about the way you gamble, or what happens when you gamble?	31.38	46.97	92.04
How often has your gambling caused you any health problems, including stress or anxiety?	3.74	22.53	89.10
How often have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?	9.34	29.23	83.62
How often has your gambling caused any financial problems for you or your household?	0.40	12.14	73.46
How often have you borrowed money or sold anything to get money to gamble?	1.35	22.79	61.41

Question: Thinking about the past 12 months (items prompted)? (Base: All gamblers)

Of the seven items, the most frequently endorsed items by problem gamblers were feeling that gambling was a problem (98.60 per cent indicated this occurred at least rarely), betting more than they could afford (92.17 per cent indicated this occurred at least rarely) and feeling guilty from gambling (92.04 per cent indicated this occurred at least rarely). It is noteworthy that financial problems were rated somewhat lower (73.46 per cent indicated this occurred at least rarely), as was borrowing and selling possessions for gambling money (61.41 per cent indicated this occurred at least rarely).

For moderate risk gamblers, the most frequently endorsed items were betting more than they could afford (63.66 per cent indicated this occurred at least rarely) and feeling that gambling may be a problem (53.37 per cent indicated this occurred at least rarely). However, all other items were endorsed much less frequently and particularly borrowing and selling possessions (22.79 per cent indicated this occurred at least rarely) and gambling causing health problems (22.53 per cent indicated this occurred at least rarely) and financial problems (12.14 per cent indicated this occurred at least rarely).

For low risk gamblers, the most frequently endorsed items were betting more than they could afford (43.39 per cent indicated this occurred at least rarely) and feeling guilty about gambling (31.38 per cent indicated this occurred at least rarely). However, other indicators of harm were infrequently endorsed and particularly, there was very infrequent endorsement of financial problems from gambling (only 0.40 per cent indicated this occurred at least rarely).

Section 5 – Access to cash and pre-commitment during gambling

Gambler budgeting and use of EFTPOS during gambling

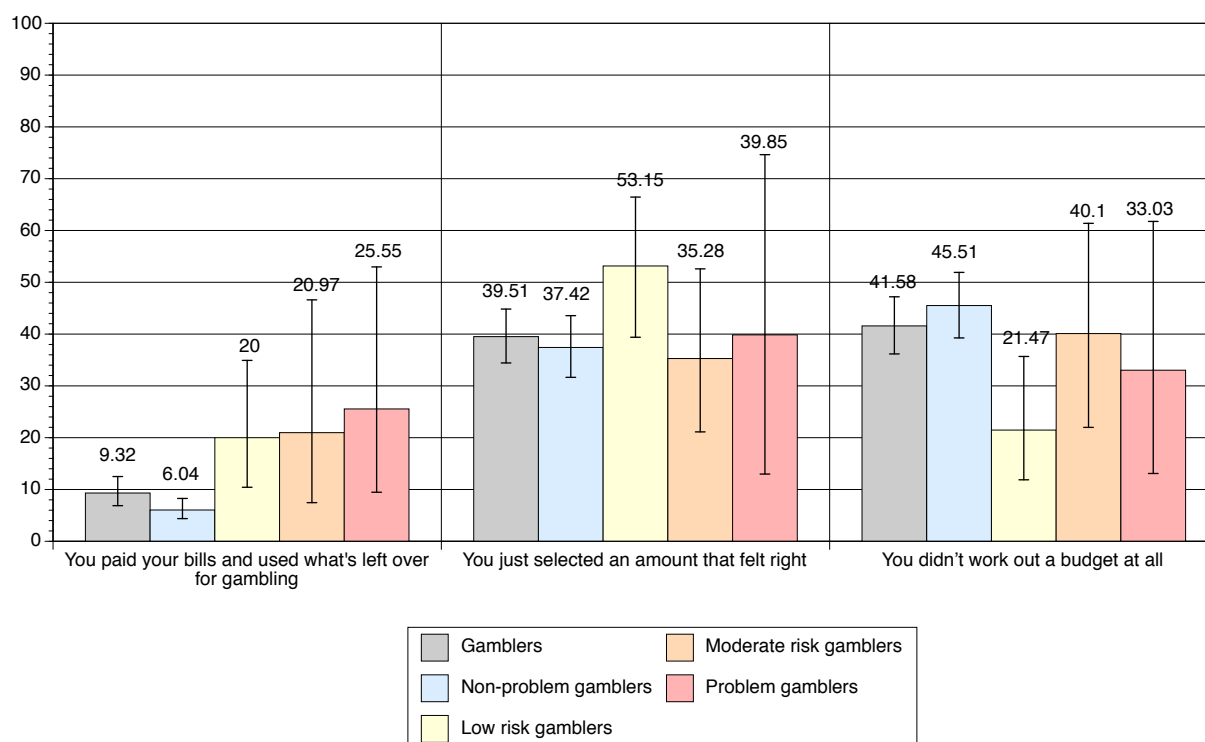
How gamblers budget for gambling

Understanding how budgets are set for gambling is fundamental to evaluating the potential value of pre-commitment as a tool to assist gamblers to better manage their gambling spending. The study *Analysis of gambler pre-commitment behaviour* (McDonnell-Phillips, 2006) was the first Australian study to examine how gamblers set budgets as part of an attitudinal study of pre-commitment. Results of the study highlighted that 51 per cent of regular Australian gamblers admitted to not always considering the affordability of gambling budgets they set and that 21 per cent would 'never' do this. This finding also highlighted some potential issues in offering pre-commitment to gamblers – namely, that if gamblers could not set affordable limits, receiving a reminder on reaching a limit may not be useful. For this reason, gamblers were asked in the current study to identify one of three budgeting practices that best described how they worked out how much to spend on gambling in the past 12 months. Results are in Figure 20.

Findings indicated that 41.58 per cent of gamblers did not work out a budget at all. This was also the approach of 33.03 per cent of problem gamblers, 40.1 per cent of moderate risk gamblers and 45.51 per cent of non-problem gamblers. While it could be argued that non-problem gamblers gamble without risk (based on PGSI scores developed by Ferris and Wynne, 2001) and they do not really require a formal 'budget', the same is more difficult to argue for the higher risk categories. As highlighted by Schottler Consulting Pty Ltd (2010a), such results may point to a need to encourage gamblers to set more affordable budgets prior to gambling. As 39.51 per cent of gamblers used 'gut feel' (selecting an amount that 'feels right') in formulating a budget, this may also highlight the need to encourage gamblers to actively think about any budgets selected.

Results relating to 'paying bills and using what's left over for gambling' are similarly of interest. Problem gamblers were significantly more likely to use this approach to budgeting (OR=5.34, $p<.01$), compared to non-problem gamblers. The same trend also applied to moderate risk gamblers (OR=4.13, $p<.05$) and low risk gamblers (OR=3.89, $p<.01$). This may reflect that higher risk categories are more likely to prioritise gambling over other activities and use left over money for the purpose of gambling.

Figure 20. Methods used by gamblers in the past 12mths to work out how much to spend on gambling – Results by risk for problem gambling (N=1,541, June-November 2014)



Question: Which of the following best describes how you worked out how much to spend on gambling in the past 12mths?
(Base: All gamblers) Weighted results with subsampling. For detailed results, also refer Table 71 on page 239.

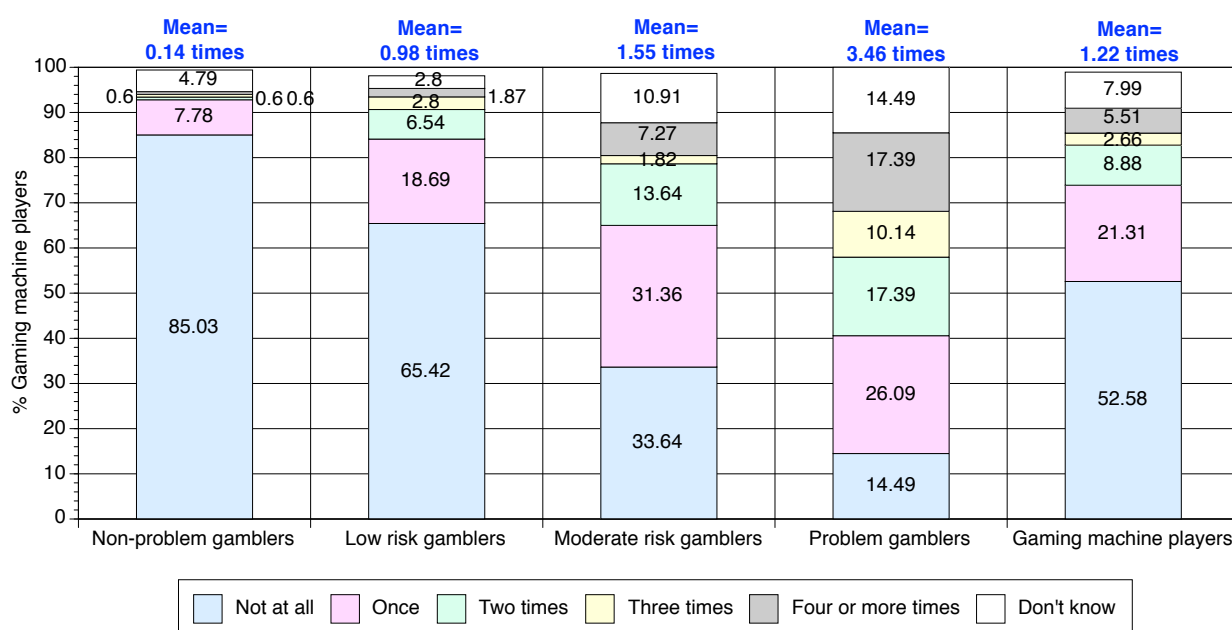
Use of EFTPOS during gambling sessions

ATMs were removed from gambling venues by the Victorian Government as a consumer protection measure in July 2012. This was based on significant evidence highlighting that access to cash through ATMs played a role in over-spending during gambling (e.g., McDonnell-Phillips, 2006; McMillen, Marshall, & Murphy, 2004; Thomas et al, 2013). Evidence from the 2008 epidemiological study (Hare, 2009) also highlighted that problem gamblers may be more likely to bring higher amounts of cash (on their person) to gambling and may be more likely to bring an ATM or EFTPOS card to play. For this reason, the use of EFTPOS during gambling was investigated in the study. Following the removal of ATMs from Victorian gambling venues, EFTPOS has been used within venues as the primary means to provide cash to patrons. In all cases, patrons must interact with venue staff to request cash and then cash is either supplied directly to the patron, or indirectly via an EFTPOS terminal (essentially a type of cash dispenser).

The number of times money was withdrawn by gaming machine players through EFTPOS per gambling session (over the past 12 months) (in means and percentages) is in Figure 21. As results are only based on gaming machine players, they were not weighted for the purpose of analysis.

Problem gamblers reported accessing EFTPOS a significantly greater number of times for each gambling session (Mean=3.46 times per session) compared to non-problem gamblers (Mean=0.14 times) ($t=3.85$, $p<.001$). The same trend also applied to moderate risk gamblers (Mean=1.55 times) ($t=4.63$, $p<.001$), although the difference was not significant for low risk gamblers (Mean=0.98 times). In addition, results showed that, compared to non-problem gamblers, moderate risk (OR=13.02, $p<.05$) and problem gamblers (OR=34.95, $p<.001$) were significantly more likely to make EFTPOS withdrawals four times or more per session.

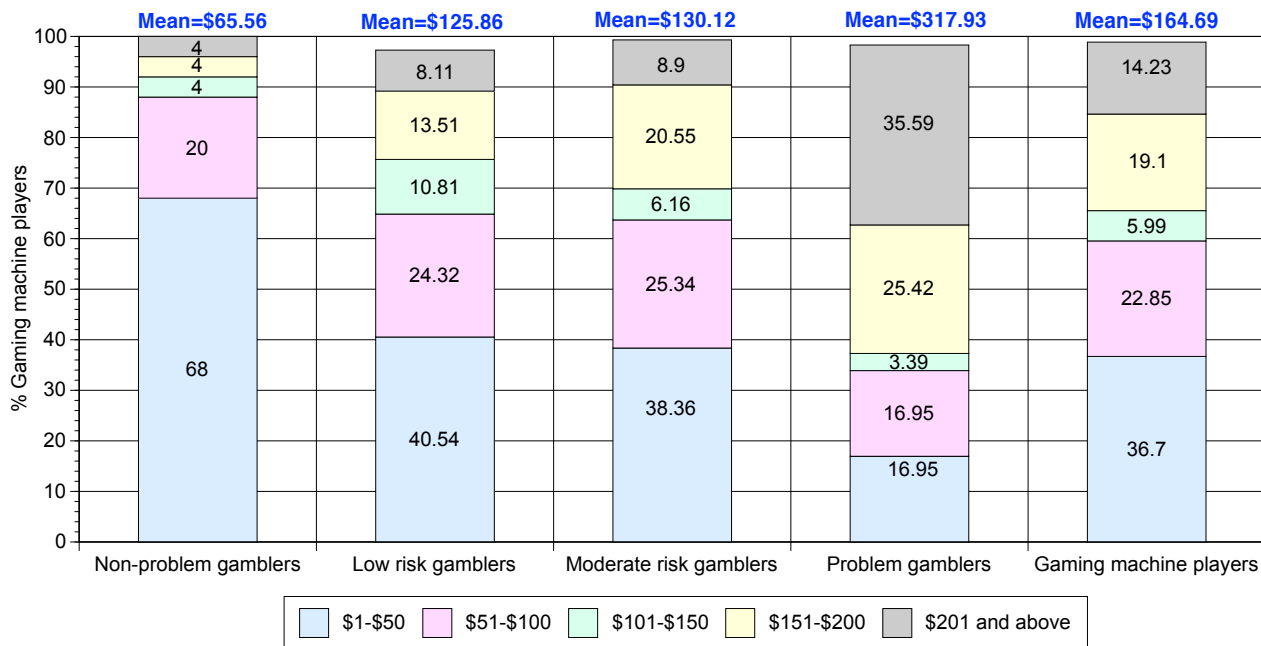
Figure 21. Number of times money was withdrawn through EFTPOS per gambling session by gaming machine players in the past 12mths – Results by risk for problem gambling (N=563, June-November 2014)



Question: Over the past 12 months, how many times per gambling session did you typically get money for gambling through EFTPOS? Note N for means exclude don't know and refused responses - N=167 for non-problem gamblers, N=107 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers (Base: gaming machine players) Unweighted results. For detailed results, also refer Table 72 on page 240.

A very similar overall trend was observed for the mean amount of money withdrawn from EFTPOS (Figure 22). Problem gamblers withdrew a significantly larger amount of money per gambling session (Mean=\$317.93) compared to non-problem gamblers (Mean=\$65.56) ($t=5.95$, $p<.001$), as did moderate risk gamblers (Mean=\$130.12) ($t=3.69$, $p<.001$). There was no difference between low risk and non-problem gamblers. Findings also showed that, relative to non-gamblers, problem gamblers were the only risk category significantly more likely to withdraw from EFTPOS over \$200 per gambling session ($OR=13.26$, $p<.05$).

Figure 22. Money withdrawn through EFTPOS per gambling session by gaming machine players in the past 12mths – Results by risk for problem gambling (N=264, June-November 2014)



Question: In total, how much money did you withdraw from EFTPOS per gambling session? (Interviewer instruction - make sure this is per session and includes all EFTPOS withdrawals per session) Note N for means exclude don't know and refused responses - N=25 for non-problem gamblers, N=36 for low risk gamblers, N=145 for moderate risk gamblers, N=58 for problem gamblers (Base: gaming machine players who reported using EFTPOS to access money for gambling over the past 12 months) Unweighted results. For detailed results, also refer Table 73 on page 241.

Losing track of time and money during gambling

As part of the study, gaming machine players were asked a series of questions relating to pre-commitment during gambling. This included questions about losing track of money and time during gambling, setting money and time limits for gambling and the extent such limits were exceeded during gambling. All results are based on unweighted data. Exploring gambler views about pre-commitment is currently very relevant within Victoria given that the Victorian Government has legislated that gaming venues offer pre-commitment to players from December 1, 2015. While the Gambling Regulation Amendment (Pre-commitment) Bill 2013 will require pre-commitment to be available to players, the option to both use the system and set a limit will be voluntary. For this reason, understanding gambler views and attitudes towards pre-commitment was both a timely and critically relevant topic for the study.

Losing track of money and time

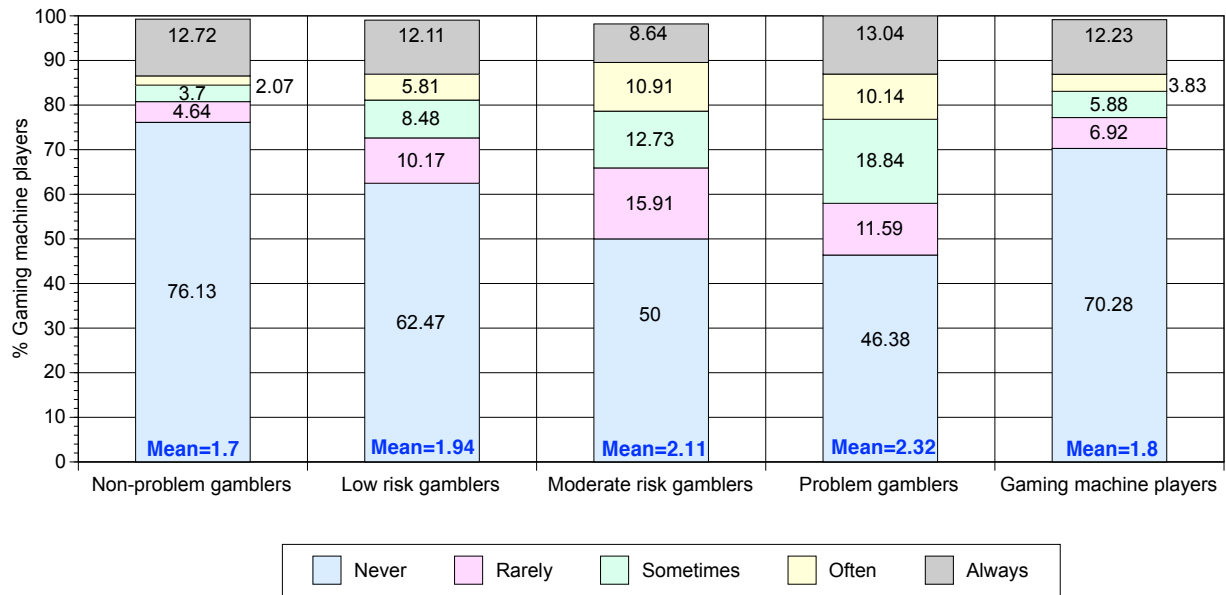
Pre-commitment has been the subject of a range of studies and trials in the gambling research literature (e.g., McDonnell-Phillips 2006; Schottler Consulting Pty Ltd, 2010a; Schottler Consulting Pty Ltd, 2010b). Dickerson (2003) was the first to propose pre-commitment as a gambling harm-minimisation measure. This assertion was based on evidence that many gamblers – particularly gaming machine players – may experience impaired control during gambling. It was also proposed that impaired control may be better managed during gambling if gamblers could 'pre-commit' or make decisions about their gambling expenditure prior to gambling and away from the gambling environment.

A range of studies have established that many gamblers will lose track of both money and time during gambling and are frequently unaware of whether they are ahead or behind in play (e.g., McDonnell-Phillips, 2006; Nower and Blaszczynski, 2010). For this reason, the study examined how often gaming machine players lost track of both money and time during play in the past 12 months. This was also measured in 2014 to permit a baseline for future follow-up after implementation of pre-commitment in Victoria (on December 1, 2015). Results are in Figure 23 and Figure 24.

Consistent with findings of past studies (e.g., McDonnell-Phillips, 2006), compared to non-problem gamblers, all at risk categories were significantly more likely to lose track of both money and time during gambling (Problem gamblers – Money $t=11.38$, $p<.001$; Time $t=11.58$, $p<.001$; Moderate risk gamblers - Money $t=8.86$, $p<.001$; Time $t=10.62$, $p<.001$; Low risk gamblers - Money $t=5.39$, $p<.001$; Time $t=7.02$, $p<.001$).

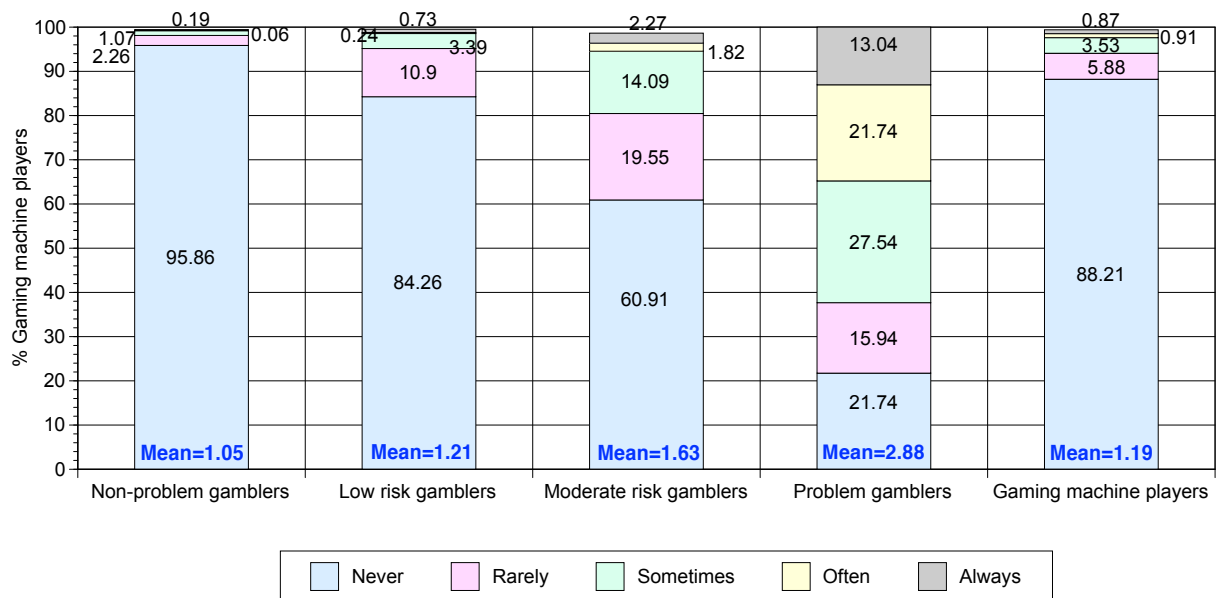
In relation to time, it was also noteworthy that relative to non-problem gamblers, moderate risk gamblers ($OR=7.65$, $p<.001$) and problem gamblers ($OR=20.64$, $p<.001$) were significantly more likely to report 'always' losing track of time. Problem gamblers were similarly significantly more likely to report 'always' losing track of money ($OR=79.65$, $p<.001$), as were moderate risk gamblers ($OR=12.35$, $p<.01$).

Figure 23. How often gaming machine players lost track of time in past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)



Question: When playing pokies during the last 12 months, how often did you lose track of time? (Base: All adults playing gaming machines in the past 12 months) N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 74 on page 242.

Figure 24. How often gaming machine players lost track of money in past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)



Question: When playing pokies during the last 12 months, how often did you lose track of your money? (Base: All adults playing gaming machines in the past 12 months) N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 75 on page 243.

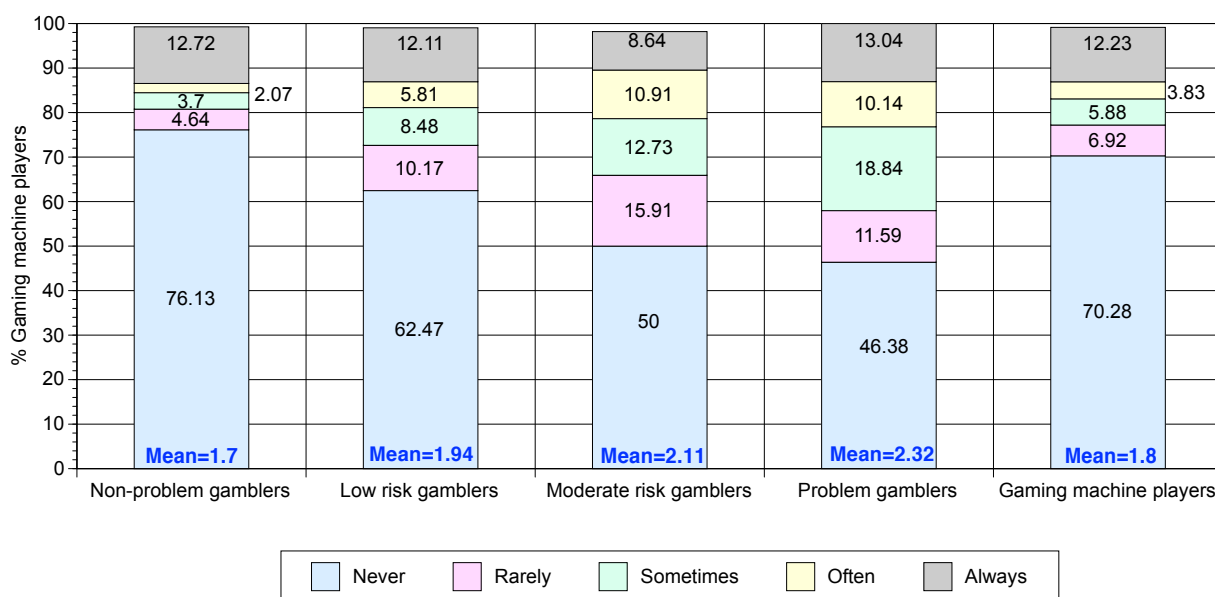
Setting and exceeding time limits during gambling

How often gaming machine players set and exceeded time limits during gambling is in Figure 25 and Figure 26. Research has generally suggested that time limits are of less importance to gamblers than money limits (e.g., McDonnell-Phillips, 2006). This has also been established in trials of pre-commitment. For instance, in a trial of pre-commitment in South Australia, players using a pre-commitment system generally set very few time limits on the pre-commitment system and reported that monetary limits were more meaningful and useful than time limits (Schottler Consulting Pty Ltd, 2010b). While this also emerged in the McDonnell-Phillips (2006) study, a further study examining factors affecting adherence to pre-commitment found a benefit of setting both money and time limits. Players setting and exceeding spend limits, along with at risk gamblers, were found to be significantly less likely to set a time limit for gaming machine play (Schottler Consulting Pty Ltd, 2010a). Accordingly, there is value in examining gambler behaviour in setting and exceeding time limits.

Findings showed that problem gamblers were significantly more likely to set time limits than non-problem gamblers ($t=3.45$, $p<.001$). The same trend occurred for moderate risk gamblers ($t=4.12$, $p<.001$) and low risk gamblers ($t=3.07$, $p<.01$). Each at risk category reported setting time limits more often than non-problem gamblers. Such results may of course be due to the tendency of at risk gamblers to be aware that they need to pre-commit or perhaps a result of their increased involvement in gambling.

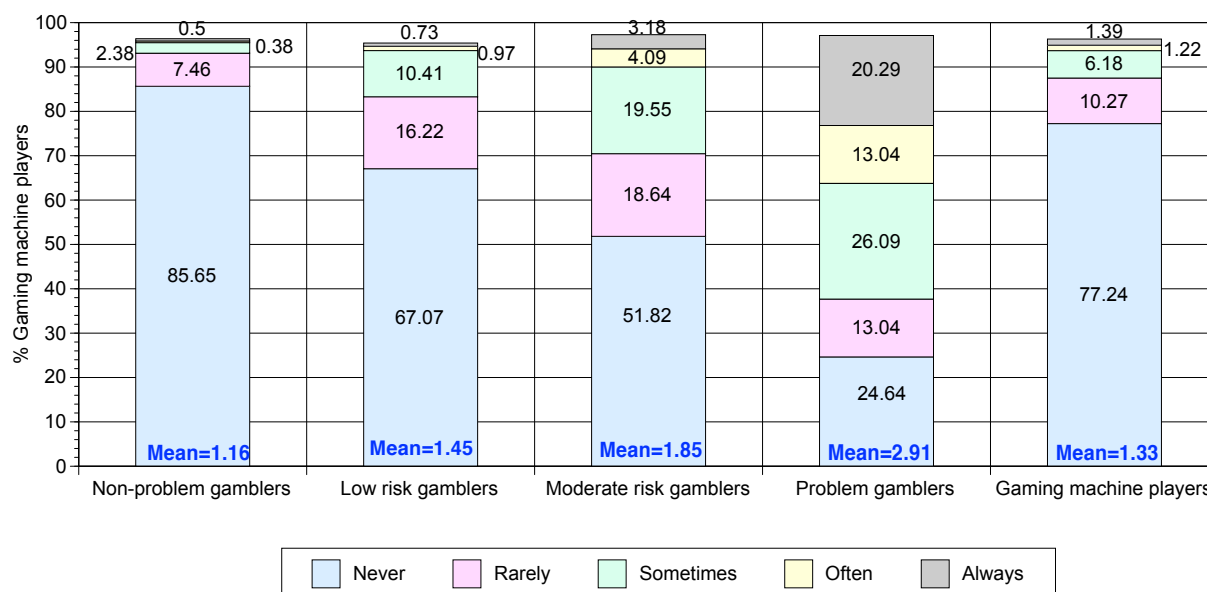
However, consistent with other studies, each at risk category was also more likely to report exceeding their time limit during gambling. This was particularly true for problem gamblers ($t=9.76$, $p<.001$) and to a lesser, but still significant degree, for moderate risk gamblers ($t=9.17$, $p<.001$) and low risk gamblers ($t=6.94$, $p<.001$). It was similarly noteworthy that both moderate risk gamblers ($OR=6.52$, $p<.001$) and problem gamblers ($OR=50.53$, $p<.001$) were relatively more likely to report they 'always' exceeded time limits.

Figure 25. How often gaming machine players set a time limit in past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)



Question – When playing pokies during the last 12 months, how often did you set yourself a time limit – even if you went over it? (Base: All adults playing gaming machines in the past 12 months). N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 76 on page 244.

Figure 26. How often gaming machine players exceeded their time limit in past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)



Question – When playing pokies during the last 12 months, how often did you go over your time limit in the past 12mths? (Base: All adults playing gaming machines in the past 12 months). N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 77 on page 245.

Setting and exceeding money or spend limits during gambling

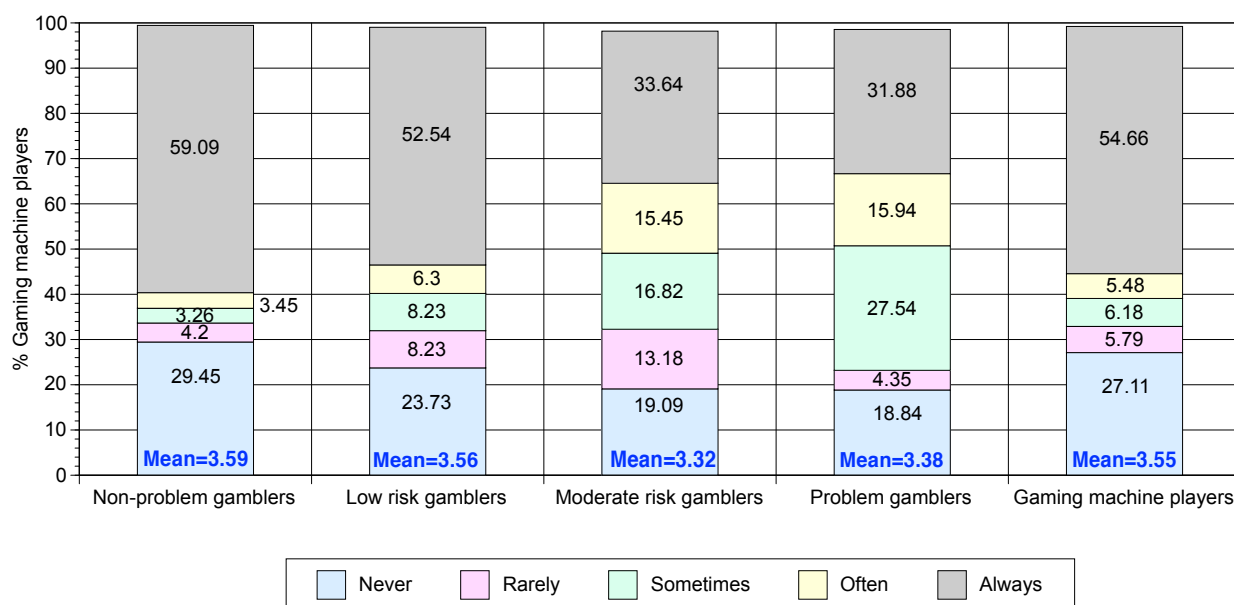
How often gaming machine players set money limits during gambling is in Figure 27. As suggested in other studies, overall results highlight that gaming machine players set spend limits more frequently than time limits. Findings similarly suggested that all risk categories had a general tendency to set a spend limit for gambling, even if little thought is put into the limit set. This further reflects the idea that most people have a general idea of what they are prepared to spend during gambling (as suggested by McDonnell-Phillips, 2006).

Comparisons of risk categories with non-problem gamblers also highlighted that moderate risk gamblers set monetary limits significantly less frequently than non-problem gamblers ($t=-2.37$, $p<.05$). The trend for problem gamblers was in the same direction, however, was not significant (possibly due to the smaller study sample).

The frequency players exceeded spend limits reflected expected trends (Figure 28). Compared to non-problem gamblers, problem gamblers were significantly more likely to exceed their gambling spend limit ($t=11.90$, $p<.001$), as were moderate risk gamblers ($t=12.52$, $p<.001$) and low risk gamblers ($t=8.35$, $p<.001$). Such findings reflect that, while at risk categories attempt to set spend limits for gambling, they experience greater difficulty adhering to limits.

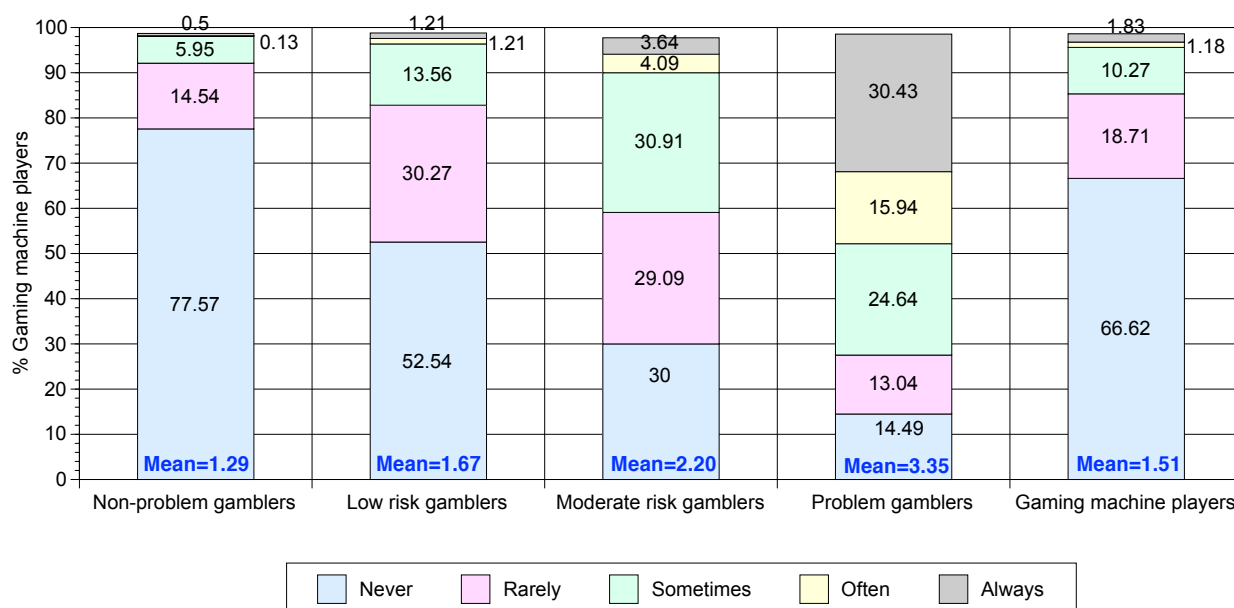
It is also noteworthy that problem gamblers were significantly more likely to 'always' exceed money limits compared to non-problem gamblers ($OR=86.84$, $p<.001$), as were moderate risk gamblers ($OR=7.49$, $p<.001$). Accordingly, results may highlight the potential value of tools to assist adherence to limits for at risk categories of gamblers.

Figure 27. How often gaming machine players set a spend or money limit in the past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)



Question: When playing pokies during the last 12 months, how often did you set yourself a spend or money limit – even if you went over it - in the past 12mths? (Base: All adults playing gaming machines in the past 12 months). N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 78 on page 246.

Figure 28. How often gaming machine players exceeded their spend or money limit in the past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)



Question: When playing pokies during the last 12 months, how often did you go over your spend or money limit in the past 12mths? (Base: All adults playing gaming machines in the past 12 months). N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 79 on page 247.

Whether and how gamblers would use a pre-commitment tool

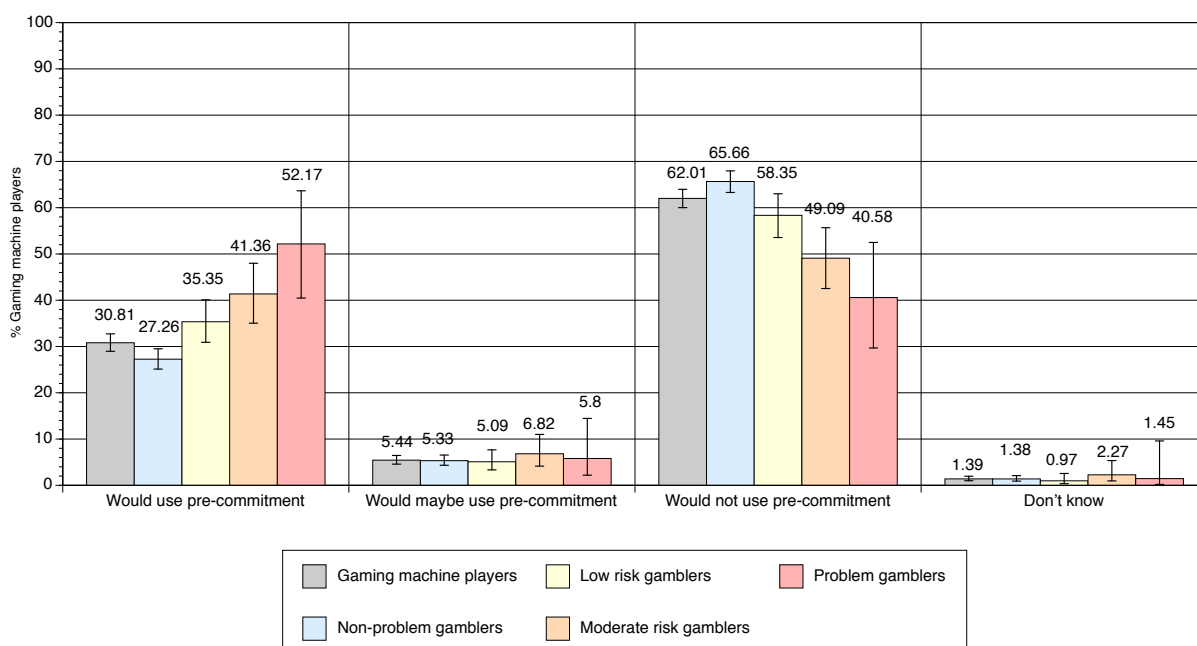
Whether gaming machine players would use pre-commitment if available

Whether gaming machine players would use pre-commitment was explored in the study. Findings are in Figure 29. Approximately, 52.17 per cent of problem gamblers, 41.36 per cent of moderate risk gamblers and 35.35 per cent of low risk gamblers indicated they would use a pre-commitment tool. Compared to non-problem gamblers, findings also showed that low risk gamblers (OR=1.46, $p<.01$), moderate risk gamblers (OR=1.88, $p<.001$) and problem gamblers (OR=2.91, $p<.001$) were significantly more likely to report they would use pre-commitment.

Such findings reflect previous evidence from the South Australian pre-commitment trial that found that at risk gamblers generally found the evaluated pre-commitment tool more useful than non-problem gamblers (Schottler Consulting Pty Ltd, 2010b). This latter study also observed, that following use of pre-commitment, moderate risk and problem gamblers significantly reduced their gambling spending. However, the tool had relatively little effect on the gambling expenditure of non-problem and low risk gamblers.

McDonnell-Phillips (2006) early study identified similar trends. Around 51 per cent of gaming machine players indicated they would try limits and use them long term, along with 44 per cent of moderate risk gamblers and 42 per cent of low risk gamblers. However, general interest from non-problem gamblers was lower at 32 per cent. Together, such results may suggest that pre-commitment is likely to be found more useful to at risk gamblers, along with a smaller, but still reasonably large segment of non-problem gamblers (around a quarter based on current study results).

Figure 29. Whether gaming machine players would use pre-commitment if available – Results by risk for problem gambling (N=2,298, June-November 2014)



Question – Pre-commitment is a tool that allows players to set money and/or time limits on gaming machines and helps you keep track of the amount of money and time you spent on pokies. Players can voluntarily choose to use pre-commitment to track their play and to set their own limits (e.g., \$30 or 1hr) and receive reminders on the gaming machine when they reach their limits. If available today, would you use a voluntary tool that allowed you to track your play and set your limit for pokies? (Base: All adults playing gaming machines in the past 12 months). N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 80 on page 248.

Whether gaming machine players would use pre-commitment to track play and set money and time limits

The various ways gaming machine players would use pre-commitment were examined in the study. The Victorian Government has mandated a state wide pre-commitment system (from December 1, 2015) to permit players to set money and time limits and to track their gaming machine play across Victoria. For this reason, player intentions to use pre-commitment for these purposes were explored in the study. Results are in Figure 30, Figure 31 and Figure 34.

Findings overall suggested that 27.98 per cent of all gaming machine players would use pre-commitment to track play, 37.42 per cent would use the tool to set a money or spend limit and 24.59 per cent would use the tool to set a time limit. Findings overall support observations by Schottler Consulting Pty Ltd (2010b) and McDonnell-Phillips (2006) that money limits are generally seen to be of greater value to players than time limits. The result relating to tracking of play is interesting. Past evidence from pre-commitment trials (e.g., Schottler Consulting Pty Ltd, 2010b) indicate some negative views of players about the concept of both 'player tracking' and pre-commitment (e.g. Delfabbro, 2012).

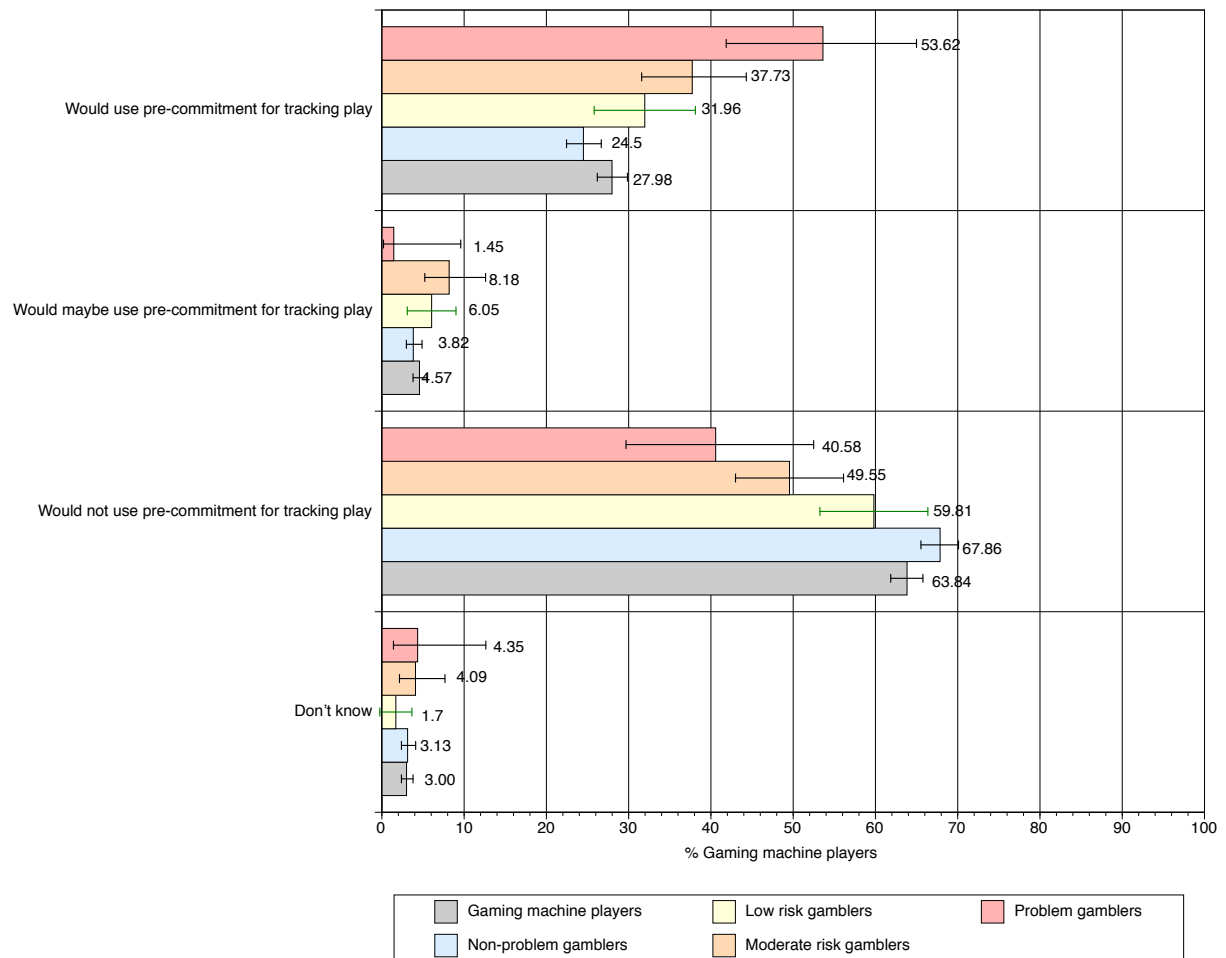
While it is possible that gamblers are now more informed about pre-commitment (given that pre-commitment has become a topic of considerable discussion within both Victoria and Australia), it is noteworthy that just over one quarter of the sample were still open to the idea of using a tool to track gaming machine play. Most pre-commitment systems previously trialled have shown that only very few players have accessed player activity statements (which show a record of play and expenditure) and that players were generally not interested in monitoring their gambling expenditure (e.g. Delfabbro, 2012; Schottler Consulting Pty Ltd, 2010b). Accordingly, such findings may suggest that a reasonable size segment of players are open to education about the benefits of tracking play and associated tools (i.e., player activity statements).

A number of trends by gambling risk category also emerged in results. Compared to non-problem gamblers, problem gamblers were significantly more likely to indicate they would use pre-commitment to set a money limit (OR=2.04, $p<.01$), as were moderate risk gamblers (OR=1.65, $p<.01$).

While time limits were generally not quite as popular as spend limits, relative to non-problem gamblers, problem gamblers were significantly more likely to indicate they would set a time limit (OR=2.29, $p<.01$), as were moderate risk gamblers (OR=1.70, $p<.01$) and low risk gamblers (OR=1.41, $p<.01$).

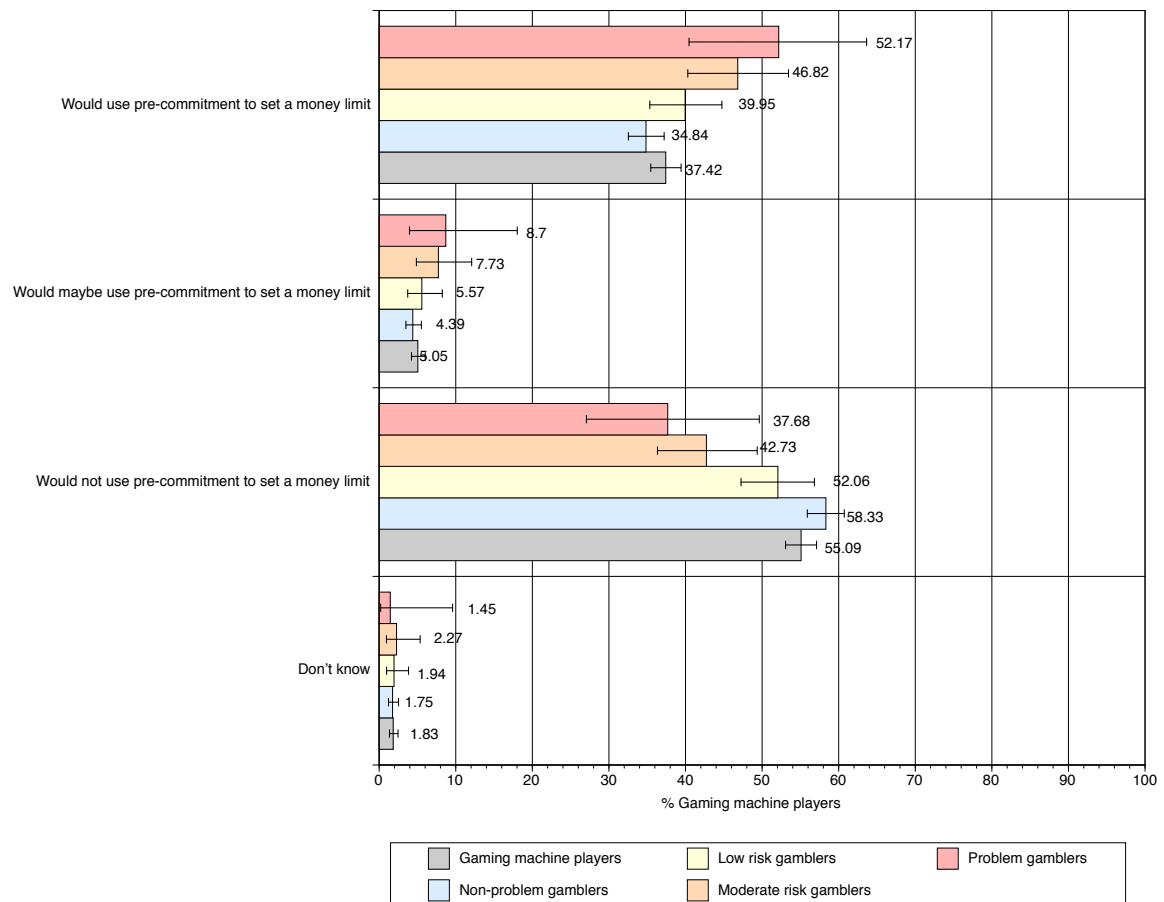
A similar overall pattern of results emerged for the tracking of play. Compared to non-problem gamblers, low risk gamblers (OR=1.45, $p<.01$), moderate risk gamblers (OR=1.87 $p<.001$) and problem gamblers (OR=3.56, $p<.001$) were each more likely to indicate they would use pre-commitment for the tracking of play.

Figure 30. Whether gaming machine players would use pre-commitment to track play – Results by risk for problem gambling (N=2,298, June-November 2014)



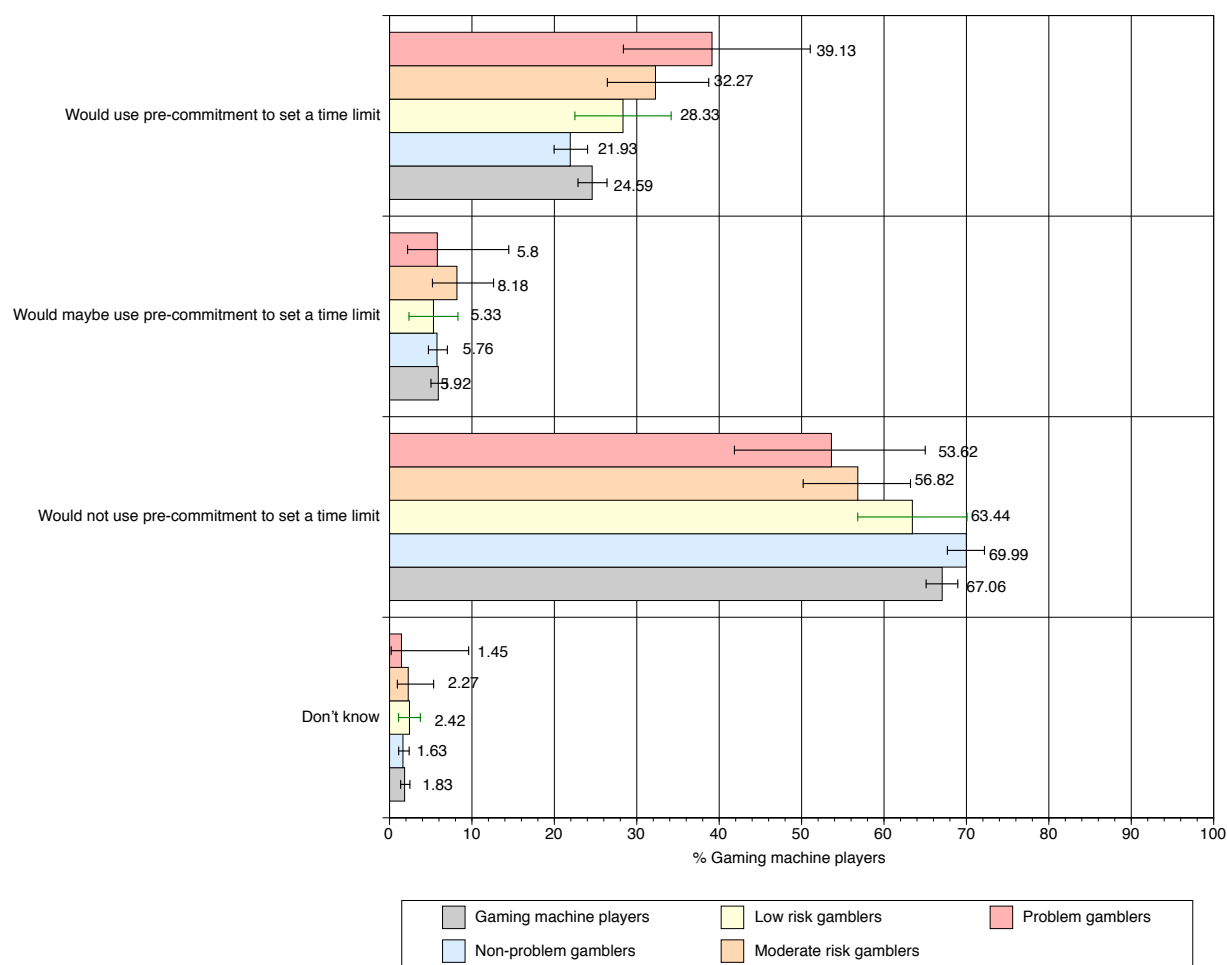
Question - For pokies play, would you use pre-commitment to...? (Base: All adults playing gaming machines in the past 12 months). N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 81 to Table 83 (starting on page 249).

Figure 31. Whether gaming machine players would use pre-commitment to set a money limit – Results by risk for problem gambling (N=2,298, June-November 2014)



Question - For pokies play, would you use pre-commitment to...? (Base: All adults playing gaming machines in the past 12 months). N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 81 to Table 83 (starting on page 249).

Figure 32. Whether gaming machine players would use pre-commitment to set a time limit – Results by risk for problem gambling (N=2,298, June-November 2014)



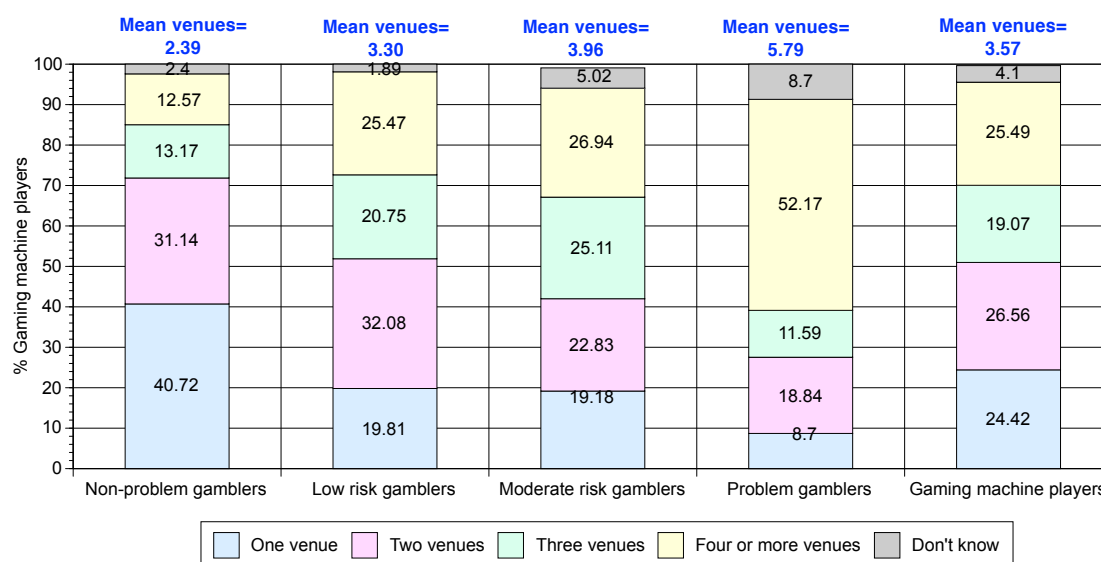
Question - For pokies play, would you use pre-commitment to...? (Base: All adults playing gaming machines in the past 12 months). N=1586 for non-problem gamblers, N=413 for low risk gamblers, N=220 for moderate risk gamblers, N=69 for problem gamblers. Unweighted results. For detailed results, also refer Table 81 to Table 83 (starting on page 249).

Number of venues frequented by gaming machine players

The average number of venues frequented by gaming machine players over the past 12 months is in Figure 33. Problem gamblers played at an average of 5.79 venues, while moderate risk gamblers played at an average of 3.96 venues and low risk gamblers played at an average of 3.30 venues. Findings also showed the differences between non-problem gamblers and problem gamblers were statistically significant ($t=3.97$, $p<.001$), as was the difference for moderate risk gamblers ($t=3.50$, $p<.01$) and low risk gamblers ($t=2.40$, $p<.05$). Comparisons between 2014 and 2008 results were also undertaken, however, differences were not statistically significant.

Given that problem gamblers have been shown to have a greater level of involvement in gambling (e.g., Phillips et al, 2013), it is not surprising that problem gamblers play at a significantly greater number of venues than non-problem gamblers. As the number of venues tends to increase with risk for problem gambling, this may indicate that the number of venues frequented by players provides a useful general measure of a gambler's overall involvement in gambling. Such measures could potentially also be used as a broad indicator of at risk gambling in pre-commitment or other systems designed to identify risky gambling behaviour. This also supports the value of having a networked pre-commitment system in Victoria able to work across many venues.

Figure 33. Number of venues at which gaming machine players played gaming machines in the past 12mths – Results by risk for problem gambling (N=561, June-November 2014)



Question: Excluding internet gambling, at how many venues did you play pokies in the past 12 months? (Base: Adults playing gaming machines in the past 12mths) Note N which exclude don't know and refused responses are as follows - N=163 for non-problem gamblers, 104 for low risk gamblers, 206 for moderate risk gamblers, 63 for problem gamblers. Unweighted results. For detailed results, also refer Table 84 on page 252.

Section 6 – Special topics relating to gaming machine players and casino gambling

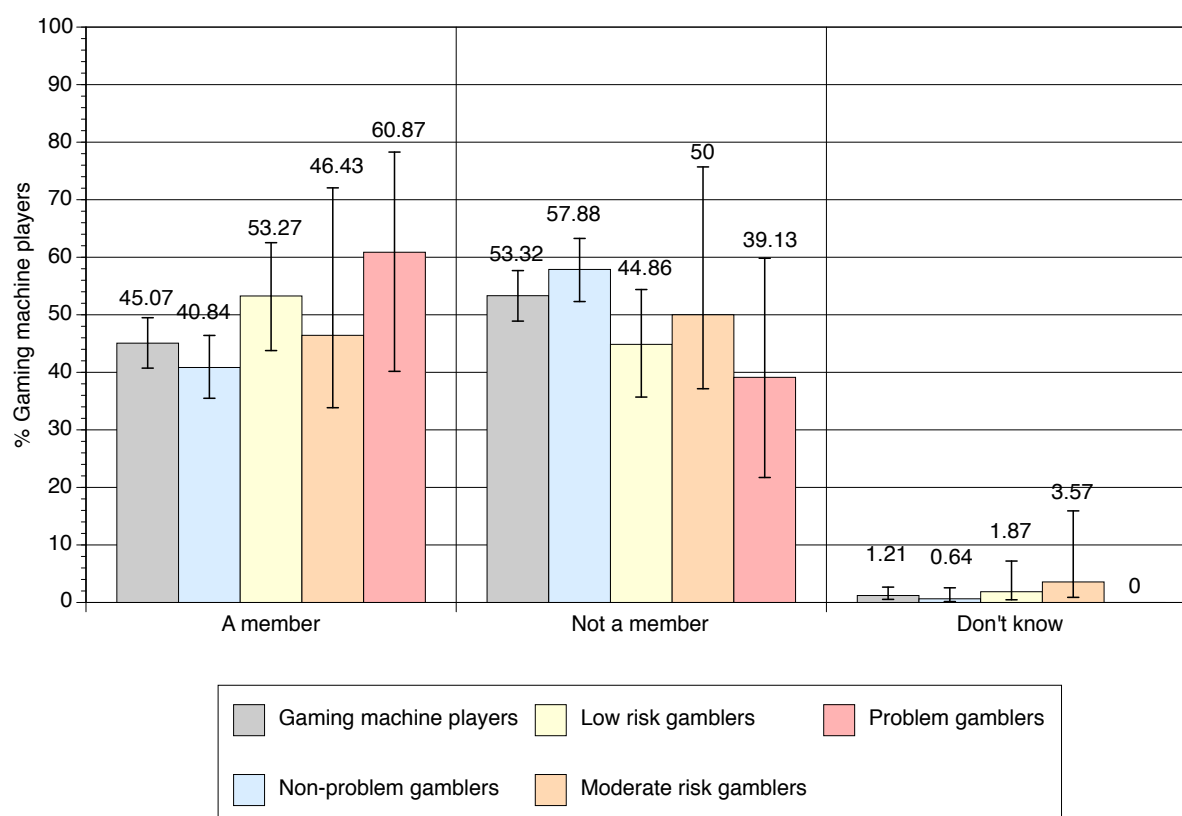
Whether gaming machine players were members of the casino loyalty club in the past 12 months

Loyalty programs have long been the topic of much focus in consumer and marketing literature (e.g., Oliver, 1997; Oliver, 1999). In the field of gambling, there has also been some research into casino loyalty programs. Hendler and Latour (2008) describe casino loyalty programs as existing for a range of purposes including the ability to track player expenditure (including in gambling and elsewhere) and the ability to customise special offers and rewards to valued patrons. Tiered loyalty programs have also been described as an effective approach to loyalty programs (Palmer & Mahoney, 2005). Such programs typically segment patrons based on their total gambling expenditure to allow customised rewards and contribute to customer loyalty by providing a perception of customer status (Crofts, 2011). Dreze and Nunes (2008) recommended that casinos should keep the number of elite customers in the top tier of loyalty programs very small and increase the number of subordinate tiers to maintain elite customer's perception of status.

Given that at risk gamblers spend larger amounts on gambling, it is conceivable that any gambling loyalty program may attract a higher proportion of at risk gamblers. For this reason, the current study examined whether casino based gaming machine players were members of the casino loyalty club. Results are in Figure 34.

Findings showed that around 60.87 per cent of problem gamblers, 46.43 per cent of moderate risk gamblers and 53.27 per cent of low risk gamblers playing gaming machines at the casino had been a member of the casino loyalty program over the past 12 months. Results also showed that, relative to non-problem gamblers, there was a positive relationship between program membership and being at risk for problem gambling (OR=1.26, $p<.05$).

Figure 34. Whether gaming machine players playing gaming machines at the casino were a member of the casino loyalty club – Results by risk for problem gambling (N=497, June-November 2014)



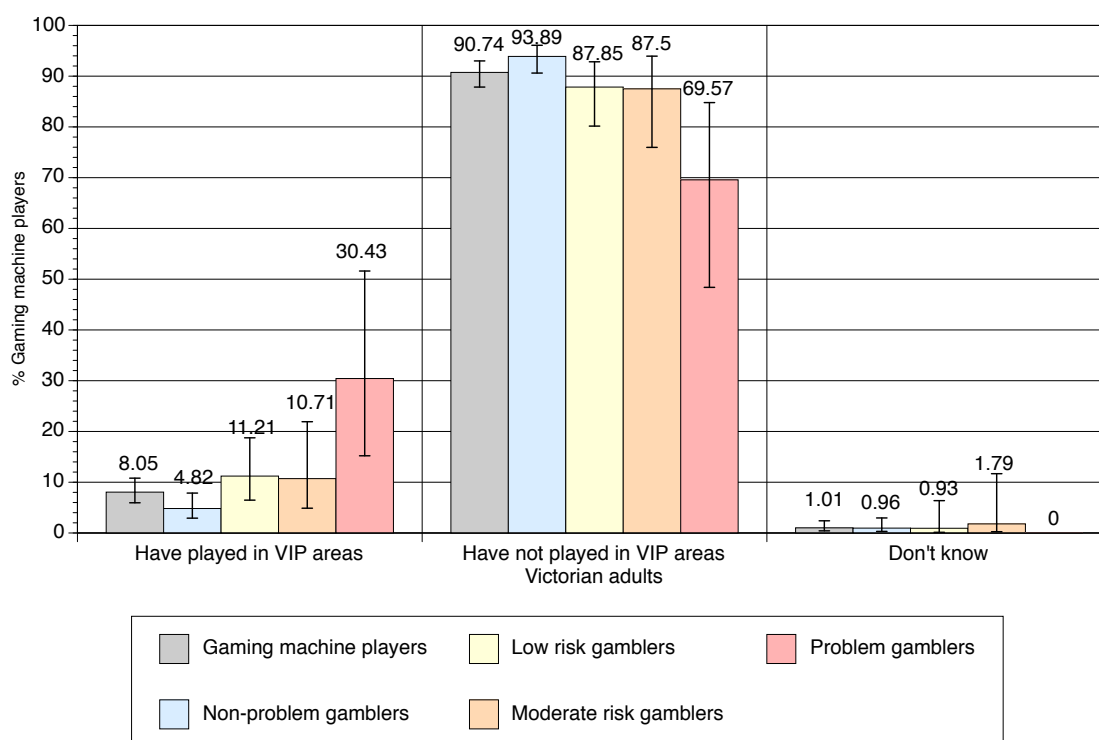
Question – In the past 12 months, were you a member of the Crown Casino loyalty club also known as the Signature Club? (Base: Adults playing gaming machines at the casino in the past 12mths) Unweighted results.
For detailed results, also refer Table 85 on page 253.

Whether gaming machine players played in casino VIP areas in the past 12 months

Premium players are generally regarded as a key source of casino revenue (Prentice and King, 2013). To build relationships with such players, many casinos throughout the world offer premium players special rooms and gambling areas. Marketing to premium players has been described as having three key components – Special casino amenities, player incentives and casino hosts (Kilby et. al, 2005). In this context, VIP rooms provide a location for premium players to be specially treated in line with their value to the casino.

Whether gaming machine players gambling at the casino had frequented VIP areas in the past 12 months was examined in the study. Results are in Figure 35. Nearly one third of problem gamblers (30.43 per cent) reported playing in VIP areas within the casino in the past 12 months. Findings also revealed that, compared to non-problem gamblers, problem gamblers were significantly more likely to have played in VIP areas (OR=8.63, $p<.001$), as were low risk gamblers (although to a far lesser degree) (OR=2.49, $p<.05$). Accordingly, results may highlight the potential to explore the use of VIP areas to help identify and support people with gambling problems.

Figure 35. Whether gaming machine players playing gaming machines at the casino had played in casino VIP areas in the past 12mths – Results by risk for problem gambling (N=497, June-November 2014)



Question: In the past 12 months, have you played in VIP gaming machine areas at Crown Casino? (Base: Adults playing gaming machines at the casino in the past 12mths) Unweighted results. For detailed results, also refer Table 86 on page 254.

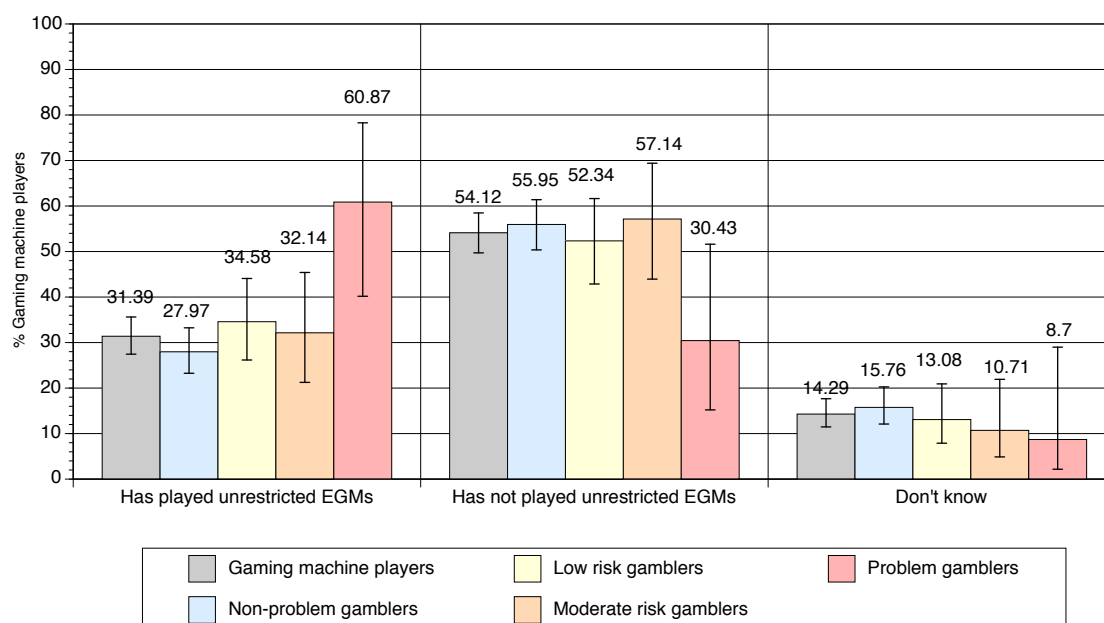
Whether gaming machine players played unrestricted gaming machines at the casino in the past 12 months

Problem gambling has been consistently linked to the tendency to place higher bets during gambling. The Productivity Commission (1999) reported that 70 per cent of problem gamblers bet multiple credits when playing gaming machines, compared to only 36 per cent of non-problem gamblers. Blaszczynski, Sharpe and Walker (2001) examined how gaming machine modifications affected the betting patterns of gamblers. After reducing the maximum bet from \$10 to \$1, players gambled for shorter periods and generally lost less money in comparison to control machines. Modifications were also proposed as having a much larger effect on problem gamblers, given that problem gamblers were three times more likely to place bets greater than \$1 (relative to non-problem gamblers).

While there is currently a \$5 maximum bet limit on gaming machines located in Victorian clubs and pubs, unrestricted bet gaming machines are available within the casino. While unrestricted gaming machines allow gamblers to flexibly alter their betting in line with their budget, there is also a risk that such machines may be used by problem gamblers. In a recent study examining the impact of gaming machine characteristics, Schottler Consulting Pty Ltd (2014), results suggested that problem gamblers may be motivated to place high bets to maximise winnings. Accordingly, unrestricted bet gaming machines may be attractive to problem gamblers.

Whether gaming machine players had played unrestricted machines at the casino in the past 12 months is in Figure 36. Findings showed that 60.87 per cent of problem gamblers reported playing unrestricted machines in the past 12 months. Analysis similarly showed that problem gambler's tendency to play such machines was significantly higher than non-problem gamblers (OR=4.01, $p<.01$). However, the trend for low risk and moderate risk gamblers was not statistically significant. Accordingly, this may suggest that unrestricted betting is a type of gambling product that has potential to appeal to problem gamblers.

Figure 36. Whether gaming machine players playing gaming machines at the casino had played unrestricted gaming machines in the past 12mths – Results by risk for problem gambling (N=497, June-November 2014)



Question: In the past 12 months, have you played a gaming machine at Crown Casino where you are not restricted in your bets? (Base: Adults playing gaming machines at the casino in the past 12mths) Unweighted results. For detailed results, also refer Table 83 on page 255.

Section 7 – Special topics relating to gambling and health

Consumption of alcohol during gambling and alcohol abuse

Whether gaming machine players consumed alcohol during gambling in the past 12 months

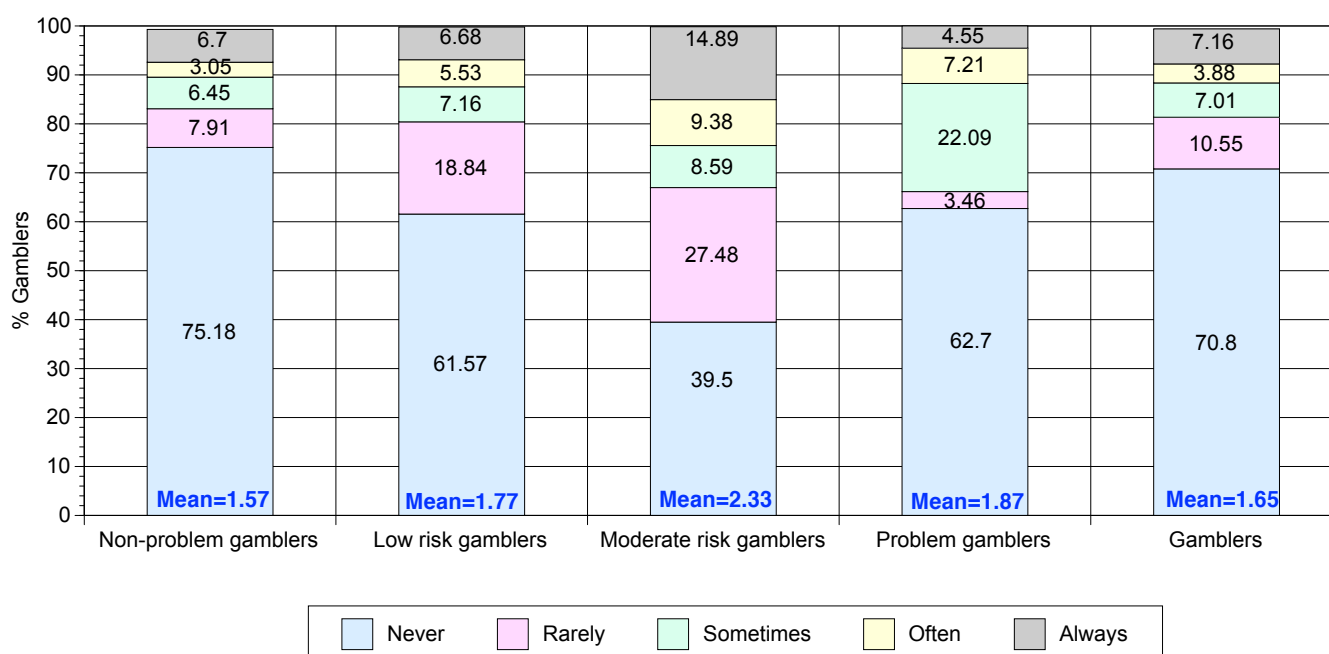
While cigarette smoking has been previously documented as being strongly linked to gambling behaviour, the relationship between alcohol consumption and past year gambling has not been quite as strong. In particular, the 2008 epidemiological study (Hare, 2009) identified no statistically significant difference in the past year alcohol consumption of problem and non-problem gamblers. However, problem gamblers reported a significantly higher average number of alcoholic drinks on average than non-problem gamblers.

Griffiths (2010) conducted analyses to explore the link between smoking, alcohol and gambling in a UK gambling prevalence study. Findings showed that smokers were significantly more likely to gamble than non-smokers and were three more times likely to be problem gamblers. However, units of alcohol consumed on a person's heaviest drinking day was not found to be related to past year gambling, yet was related to problem gambling. Such findings may suggest that general alcohol use may not be related to past year gambling, while excessive alcohol use may be related to problem gambling.

The current study examined the frequency gamblers consumed alcohol while gambling in the past 12 months, along with the signs of clinically significant alcohol abuse in gamblers reporting alcohol consumption. Results are in Figure 37 and Figure 38. Findings showed a relationship between alcohol consumption during gambling and risk for problem gambling. Interestingly, however, the relationship only held for low risk and moderate risk gamblers. Compared to non-problem gamblers, low risk gamblers were significantly more likely to consume alcohol while gambling ($t=2.13$, $p<.05$), as were moderate risk gamblers ($t=4.74$, $p<.001$).

Further analysis using separated male or female samples also showed that the relationship held for male moderate risk gamblers ($t=3.72$, $p<.001$) and female moderate risk gamblers ($t=2.13$, $p<.05$) (although the relationship did not hold for low risk gamblers split by gender, suggesting only a weak effect for this segment).

Figure 37. Frequency gamblers consumed alcohol while gambling during the past 12mths - Results by risk for problem gambling (N=1541, June-November 2014)



Question – How often during the past 12 months did you drink alcohol while gambling? (Base: All gamblers) Weighted results with subsampling. For detailed results, also refer Table 88 on page 256.

Signs of clinical alcohol abuse in gamblers consuming alcohol during gambling

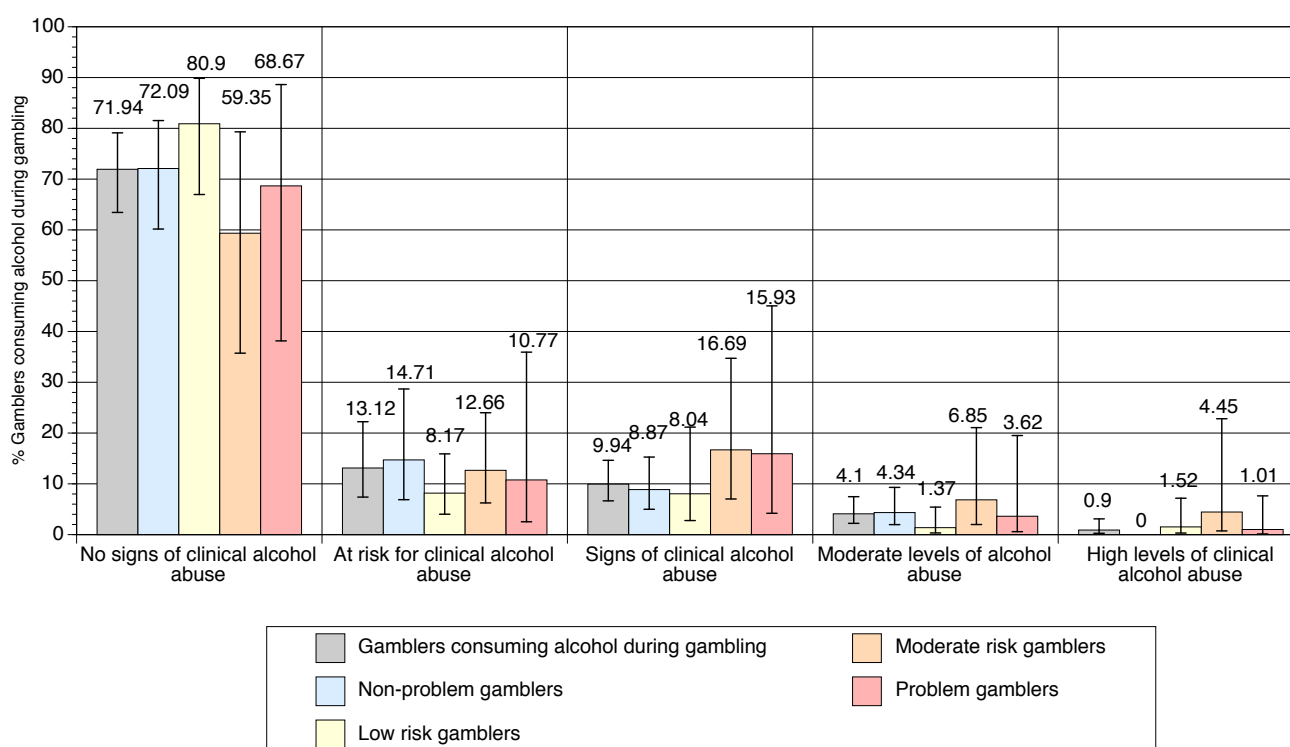
Figure 38 shows whether gamblers who consumed alcohol while gambling showed signs of clinical alcohol abuse. Of these gamblers, 19.1 per cent of low risk gamblers, 40.65 per cent of moderate risk gamblers and 31.33 per cent of problem gamblers showed signs of either being at risk for alcohol abuse or showed signs of more significant clinical alcohol abuse. No statistically significant trends, were observed by risk category.

While problem gamblers showed some signs of clinical alcohol abuse, there was not a clear linear relationship between alcohol abuse and problem gambling. This has also been identified in another study. Schellinck and Schrans (1998) proposed that the high volume of gambling by problem gamblers may displace concurrent drinking behaviour leading to a reduction in the consumption of alcohol by problem gamblers.

Baron and Dickerson (1999) investigated how the consumption of alcohol affected the impaired control of 'regular' gamblers during gambling. While the authors found a moderate relationship between alcohol and impaired control during gambling, it was not the best predictor. Rather, the level of gambling involvement was the best predictor of impaired control. Accordingly, this may highlight that, while consumption of alcohol has potential to contribute to impaired control in all gamblers, the high level of involvement of problem gamblers in gambling may account for most of the difficulties that problem gamblers experience with gambling.

However, it is noteworthy that the 2008 epidemiological study (Hare, 2009) found that problem gamblers were significantly more likely to report signs of clinically significant alcohol abuse than non-problem gamblers. While there has been a change in the demographic profile of problem gamblers, the results were also examined by gender (to examine if this relationship applied in either males or females separately). However, only a single statistically significant trend was identified. Within females, compared to female non-problem gamblers, female problem gamblers were significantly more likely to show no signs of clinical alcohol abuse (OR=9.81, $p<.001$) (96.6 per cent of female problem gamblers reported no signs of clinical alcohol abuse versus only 76.13 per cent of non-problem gamblers). This may provide some support for the observations by Schellinck and Schrans (1998) that gambling may displace concurrent drinking in some situations.

Figure 38. Signs of clinical alcohol abuse in gamblers who consumed alcohol during gambling in the past 12mths - Results by risk for problem gambling (N=480, June-November 2014)



Question – Administration of the four-item CAGE Screen (Base: All gamblers reporting consuming alcohol during gambling) Weighted results with subsampling. The CAGE is a screening tool for alcoholism and alcohol use disorders. Four indicator items in the CAGE are - C - cut down on drinking - have tried repeatedly without success, A - annoyed by criticisms about drinking habits, G - Guilty feelings about drinking, and E - Eye opener drink needed in the morning (Ewing, 1984). For detailed results, also refer Table 89 on page 257.

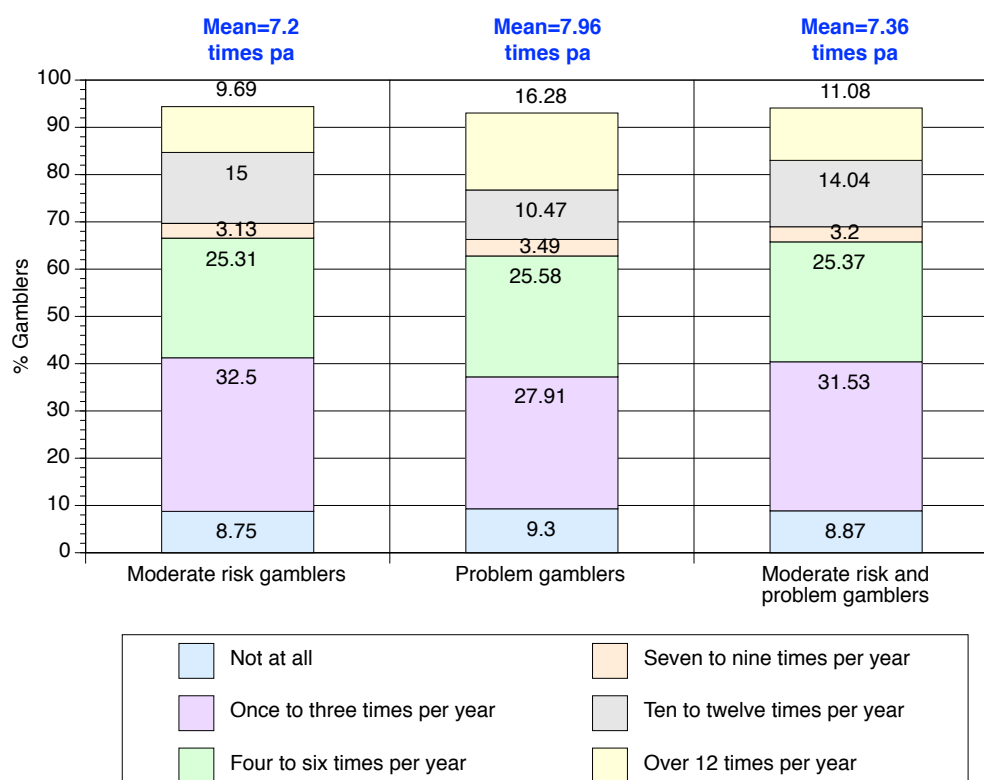
GP attendance and diagnosis of anxiety and depression

How often moderate risk and problem gamblers visited their GP in the past 12 months

General Practitioners (GPs) play a critical role in the Victorian public health system. Tolchard et al (2007) asserted that GPs have potential to facilitate early intervention activities for problem gamblers, given that many problem gamblers will otherwise not seek help. Sullivan et. al (1986) examined the reasons gamblers attended GP practices in the year prior to help seeking and found that major reasons for GP attendance by gamblers included depression, anxiety and stress, headaches and feeling run-down. For this reason, the study explored the number of times gamblers had visited their GP in the past year. Results are in Figure 39.

Findings overall showed that moderate risk and problem gamblers attended their GP – on average – approximately 7-8 times per year. No statistically significant differences were observed between moderate risk and problem gamblers. This implies that GPs have contact with moderate risk and problem gamblers on average approximately once every couple of months to slightly more frequently. With statistics from Medicare suggesting that Australians visit a GP approximately 5.6 times per year (though this is based on the entire population) (National Health Performance Authority, January 2015 – based on the average number of non-hospital GP attendances per person including non-GP attenders), results may indicate that both risk categories have higher levels of contact with GPs relative to the Australian population.

Figure 39. Number of times gamblers have visited GPs in the past 12mths – Results by risk for problem gambling (N=406, June-November 2014)



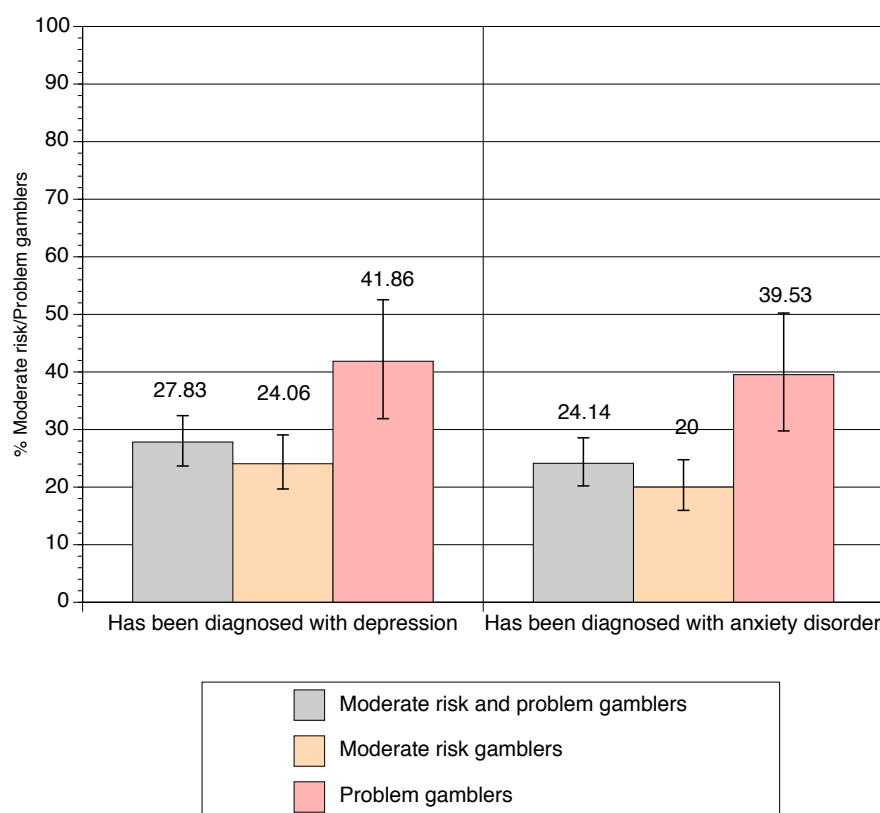
Question – How many times have you visited a general practitioner (GP) in the past 12 months?
(Base: Moderate risk and problem gamblers) Unweighted results. For detailed results, also refer Table 90 on page 258.

Whether moderate risk and problem gamblers have been diagnosed to have mental health conditions

There is significant research evidence that problem gambling is associated with many different health related comorbidities (e.g., Holdsworth et al, 2013; Lorains et al, 2011; Dussault et al, 2011; Hare, 2009). Problem gambling is associated with a broad range of mental health conditions. Martin et al (2013), for instance, examined the relationship between problem gambling and psychiatric disorders in college students. Disordered gambling, depression and disordered drinking were found to be significantly associated, although there was not found to be a significant association between anxiety and disordered gambling. Lorains et al (2011) conducted a systematic review using a meta-analytic methodology to identify the relationship between disordered gambling and mental health disorders. The authors found that problem gambling was associated with alcohol use disorders, illicit drug use disorders, nicotine dependence and both depression and anxiety. Kessler et al (2008) conducted a study examining various comorbidities of problem gambling and found that pathological gamblers were 4 times more likely to experience a mood disorder and 3 times more likely to experience an anxiety disorder. Gambling to relieve negative emotions such as depression and anxiety has been similarly found as a risk factor for developing gambling problems (e.g., Abbott, 2001; Blaszczynski & McConaghy, 1989). Given the link between problem gambling and mental health disorders, the current study explored whether moderate risk and problem gamblers have been medically diagnosed for anxiety and depression. Results are in Figure 40.

Around 24.06 per cent of moderate risk gamblers and 41.86 per cent of problem gamblers had been diagnosed with depression. Problem gamblers were significantly more likely to have been diagnosed with depression, compared to moderate risk gamblers ($OR=2.28$, $p<.01$). In addition, 20 per cent of moderate risk gamblers and 39.53 per cent of problem gamblers had been diagnosed as having an anxiety disorder. Problem gamblers were significantly more likely to have been diagnosed as having an anxiety disorder ($OR=2.62$, $p<.001$), compared to moderate risk gamblers. As suggested by Tolchard et al (2007), such findings may thus support the potential for GPs and other medical and mental health professionals to discuss gambling in the context of common mental health diagnoses within Victoria.

Figure 40. Whether gamblers have been medically diagnosed to have certain mental health conditions - Results by risk for problem gambling (N=406, June-November 2014)



Question – Have you ever been diagnosed by a medical professional with any of the following conditions?
(Base: Moderate risk and problem gamblers) Unweighted results. For detailed results, also refer Table 91 on page 259.

Quality of life experienced by high gambling risk categories

Quality of life of moderate risk and problem gamblers

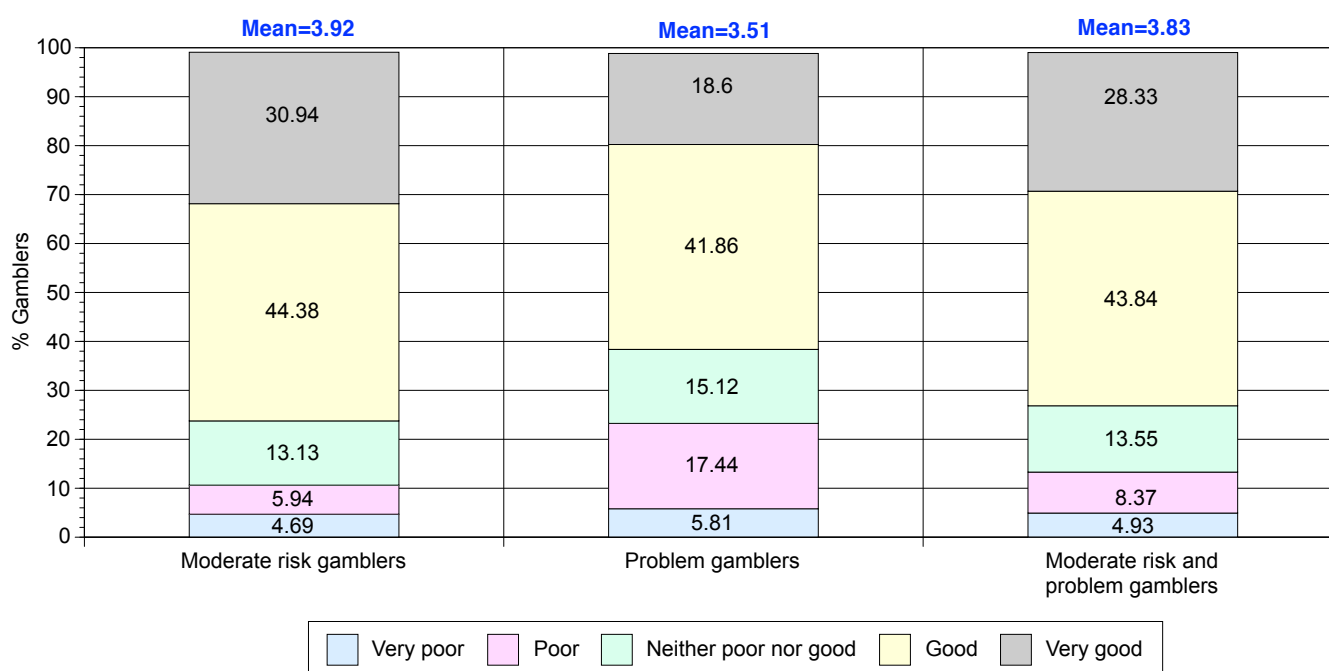
As gambling has been shown to impact life in many ways, it is conceivable that problem gamblers may experience a lower quality of life than non-problem gamblers. Quality of life refers to a person's health and wellbeing across all physical, mental and social aspects of life.

This has also been suggested through previous research. Kohler (2014), for instance, estimated the health related quality of life costs of gambling addiction in Switzerland. Results of the study showed that pathological gambling was significantly associated with a decrease in the quality of life. Morasco and colleagues (2006) used a general population study to find that problem gambling was significantly associated with a lower quality of life. Fong et al. (2011) similarly identified that problem gamblers had a significantly lower quality of life than non-problem gamblers. However, no significant differences were identified between at risk and problem gamblers.

Specific impacts of problem gambling on general life quality have also been investigated. McCormack and Griffiths (2011), for instance, examined the areas of life that were affected by gambling in samples of online and offline problem gamblers. Impacts were wide ranging and included personal, social, physical, financial and impacts and mental and emotional health issues. Impacts were also described as reasonably consistent across the two groups of gamblers studied. As Quality of Life measures could be argued to provide a general indication of the overall impacts of problem gambling, they were examined in the current study. Results are shown in Figure 41.

Findings showed that 4.93 per cent of both moderate risk and problem gamblers described their overall quality of life as 'very poor' and 8.37 per cent described their quality of life as 'poor'. The overall quality of life experienced by problem gamblers was also significantly lower than for moderate risk gamblers ($t=-2.96$, $p<.01$). Problem gamblers were significantly less likely than moderate risk gamblers to report a 'very good' quality of life in the past four weeks ($OR=0.51$, $p<.05$). This suggests that problem gambling may be generally associated with a lower quality of life than moderate risk gambling. Accordingly, this may also indirectly support the value of health promotion programs designed to improve the quality of life in problem gamblers.

Figure 41. Quality of life of gamblers –
Results by risk for problem gambling (N=406, June-November 2014)



Question – How would you rate your quality of life in the past four weeks? (Base: Moderate risk and problem gamblers) Unweighted results.
For detailed results, also refer Table 92 on page 260.

Section 8 – Help seeking for problem gambling in Victoria

Whether moderate risk and problem gamblers sought help for a gambling problem

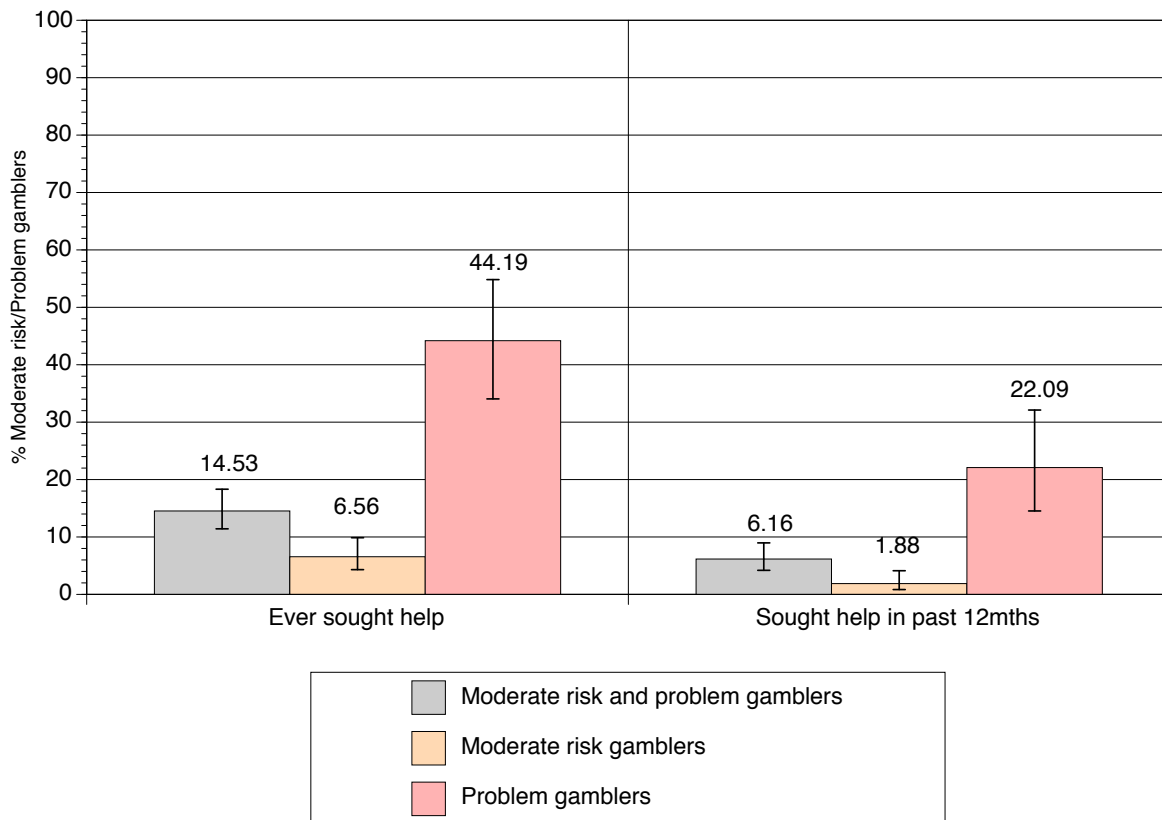
One of the major challenges of treating problem gambling is that many problem gamblers will not seek help. Studies have shown that general rates of help seeking are very low in populations of problem gamblers. Hare (2009), for instance, found that within Victoria, 3.77 per cent of moderate risk gamblers and 25.55 per cent of problem gamblers reported seeking help for problem gambling in the past 12 months. The description of help included both informal help from a friend and more formal help from a professional. Other studies with more formal definitions of help have generally recorded lower rates of help seeking. Volberg et al (2006) found that around 10 per cent of problem or pathological gamblers in California reported ever having sought professional help or had attended a Gambler's Anonymous meeting. The Ministry of Health in New Zealand (2007) also estimated that around 10-15 per cent of people with gambling problems sought formal help, while Delfabbro (2011) concluded from a literature review that rates of help seeking were typically less than 10 per cent. It should, however, be noted that each study measured help seeking in different ways.

Rates of help seeking also vary considerably across Australian jurisdictions. The NSW prevalence survey identified that 17 per cent of problem gamblers sought help (Ogilvy Illumination, 2012), while the Office of Problem Gambling in South Australia (2013) found that 24.5 per cent of problem gamblers sought help. Further highlighting jurisdictional differences, Davidson and Rodgers (2010) reported that 28.1 per cent of moderate risk and problem gamblers sought help in the ACT and the Allen Consulting Group (2011) estimated that 0.5 per cent of all Tasmanians would seek help for problem gambling. Such results also highlight that help seeking is measured very differently across Australian jurisdictions and imply that precise comparisons are difficult.

To examine help seeking for problem gambling in the Victorian population, moderate risk and problem gamblers were asked if they ever sought help and whether they had sought help in the past 12 months. Results are in Figure 42. Questions relating to past 12 month help seeking had to be restructured, given that data was gathered in two separate questions. Results were also converted to a common base of all moderate risk and problem gamblers for ease of interpretation. This ensured that the full sample was common across analyses (i.e., that the proportion of gamblers 'ever' seeking help was greater than the proportion seeking help in the past 12 months).

Findings showed that around 6.56 per cent of moderate risk gamblers and 44.19 per cent of problem gamblers reported ever seeking help (informal and formal help). In addition, when converted to this same common base, 1.88 per cent of moderate risk gamblers and 22.09 per cent of problem gamblers had sought help in the past 12 months. As past help seeking questions were asked differently in 2008 compared to 2014, it is difficult to make precise comparisons between studies (also because weighted data was reported in 2008, yet analysis was unweighted in 2014).

Figure 42. Whether gamblers EVER sought help for a gambling problem or sought help in the past 12 months - Results by risk for problem gambling (N=320/320, June-November 2014)



Question – Have you ever sought any help for a gambling problem – whether informally from a friend or more formally from a help professional? (Base: Moderate risk and problem gamblers) Unweighted results. Have you sought any help for a gambling problem – whether informally from a friend or more formally from a help professional in the past 12mths? How long ago did you first try to seek help (response – past 12mths). Data combined to form table (Base: Data converted to a common base of all moderate risk and problem gamblers for both questions) Unweighted results. For detailed results, also refer Table 93 and Table 94 on pages 261-261.

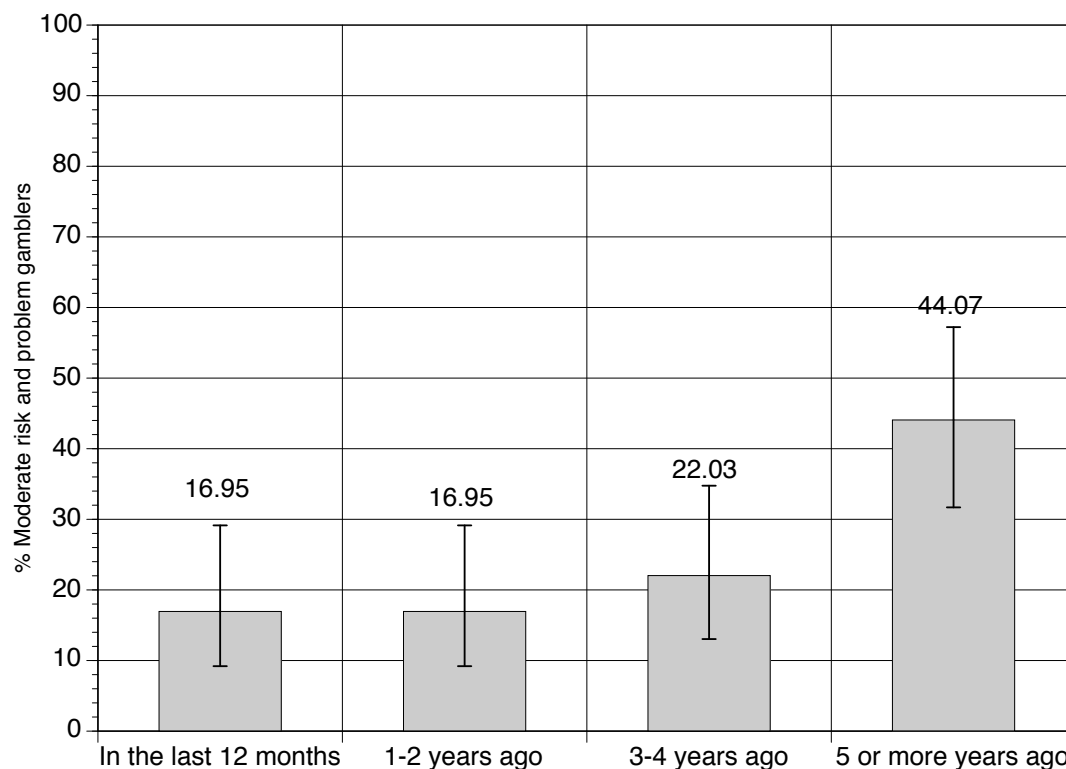
How long ago help for problem gambling was first sought

How long ago moderate risk and problem gamblers sought help for problem gambling is in Figure 43. Findings showed that 16.95 per cent had first sought help in the last 12 months, 16.95 per cent had first sought help 1-2 years ago, 22.03 per cent had first sought help 3-4 years ago and 44.07 per cent had first sought help five or more years ago.

Results may also suggest that many moderate risk and problem gamblers had been experiencing a gambling problem beyond the last 12 months. This may highlight that many gambling problems are enduring and can occur for many years (or are cyclical and emerge and decline over time).

This converges with the Productivity Commission (1999) finding that only a very small proportion of gambling problems occur for less than one year (3.1 per cent) and that many problems will occur for many years (with around 52 per cent of problem gamblers experiencing gambling problems for at least five years or longer).

**Figure 43. How long ago help for problem gambling was first sought –
Results for moderate risk and problem gamblers (N=59, June-November 2014)**



*Question – How long ago did you first try to get help? Would that be? (Base: Moderate risk and problem gamblers) Unweighted results.
For detailed results, also refer Table 95 on page 262.*

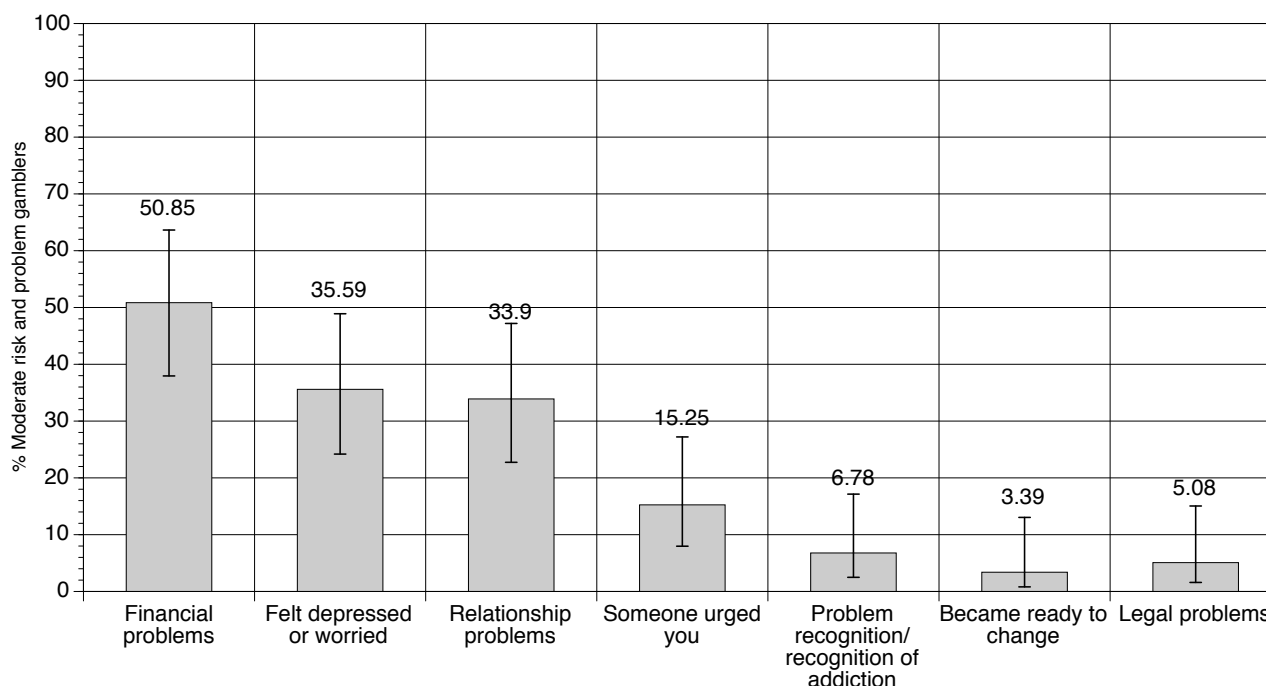
Triggers for seeking help for problem gambling

Given the very low rates of help seeking in problem gambling populations, there has been considerable research interest in the barriers and triggers to help seeking in problem gambling. Gainsbury et al (2013) examined regular gambler and problem gambler awareness of professional help services for problem gambling to examine whether lack of knowledge of services was a barrier to help seeking. The study revealed that many gamblers were unaware of available services and that shame and stigma were major barriers to help seeking. Other identified barriers include denial of problem severity, perceived lack of available services for multicultural populations and the belief that problems could be resolved without professional support.

Evans and Delfabbro (2005) studied the motivations and barriers to help seeking in a sample of 77 problem gamblers. Findings showed that most help seeking behaviour was driven by crises rather than a gradual reduction of problem behaviour. Shame, denial and social factors were barriers to help seeking. However, contrary to the Gainsbury et al (2013) findings, lack of service awareness and dislike of treatment services were not major barriers to seeking help.

Triggers for seeking help for problem and moderate risk gamblers were examined in the study. Results in are Figure 44. Top triggers for moderate risk and problem gamblers were financial problems (50.85 per cent), feeling depressed or worried (35.59 per cent) and relationship problems (33.9 per cent). In comparison, 15.25 per cent were urged by another person to seek help. Of this group urged by another person (nine respondents – all problem gamblers), 44.44 per cent were urged by a male relative, 22.22 per cent were urged by a female relative and 11.11 per cent (each) were urged by either a spouse/partner, a female friend or sought help independently. As suggested by Evans and Delfabbro (2003), such results may highlight the potential to further resource family members in particular to help the problem resolution process.

**Figure 44. Triggers for seeking help for problem gambling –
Results for moderate risk and problem gamblers (N=59, June-November 2014)**

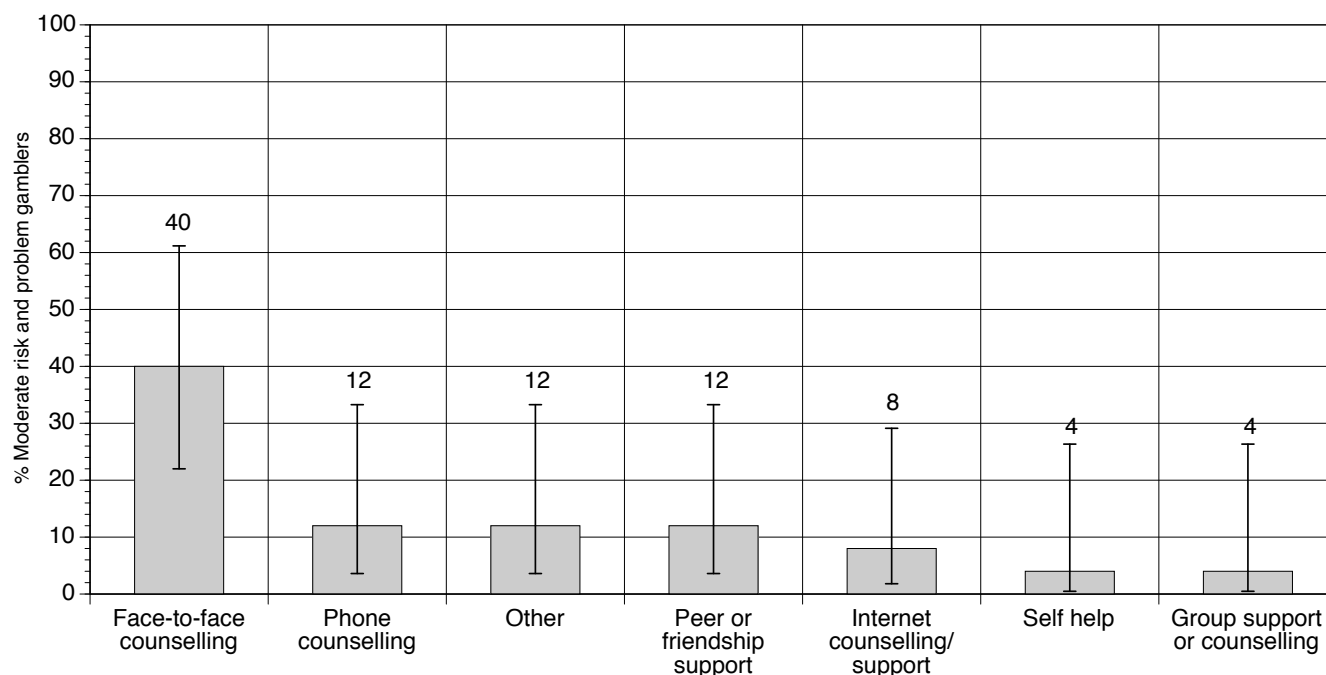


Question: What prompted you to seek help for a gambling problem? (Base: Moderate risk and problem gamblers who reported 'ever' seeking help for problem gambling) Unweighted results. For detailed results, also refer Table 96 and Table 97 on pages 263-264.

Main type of help sought for a gambling problem

The main type of help moderate risk and problem gamblers sought for a gambling problem (based on past year help seekers) is in Figure 45. The main types of help sought included face-to-face counselling (40.00 per cent of moderate risk and problem gamblers) and phone counselling, other miscellaneous types of help and peer or friendship support (each 12.00 per cent). Around 64.00 per cent of moderate risk and problem gamblers rated the help sought as useful. Such findings generally suggest that face-to-face counselling is still the predominant form of help sought by moderate risk and problem gamblers.

**Figure 45. Main type of help sought for a gambling problem –
Results for moderate risk and problem gamblers (N=25, June-November 2014)**



Question – Which of the following best describes the main type of help you sought in the past 12 months? (Base: Moderate risk and problem gamblers seeking help for problem gambling in the past 12 months) Unweighted results. For detailed results, also refer Table 98 and Table 99 on pages 265-266.

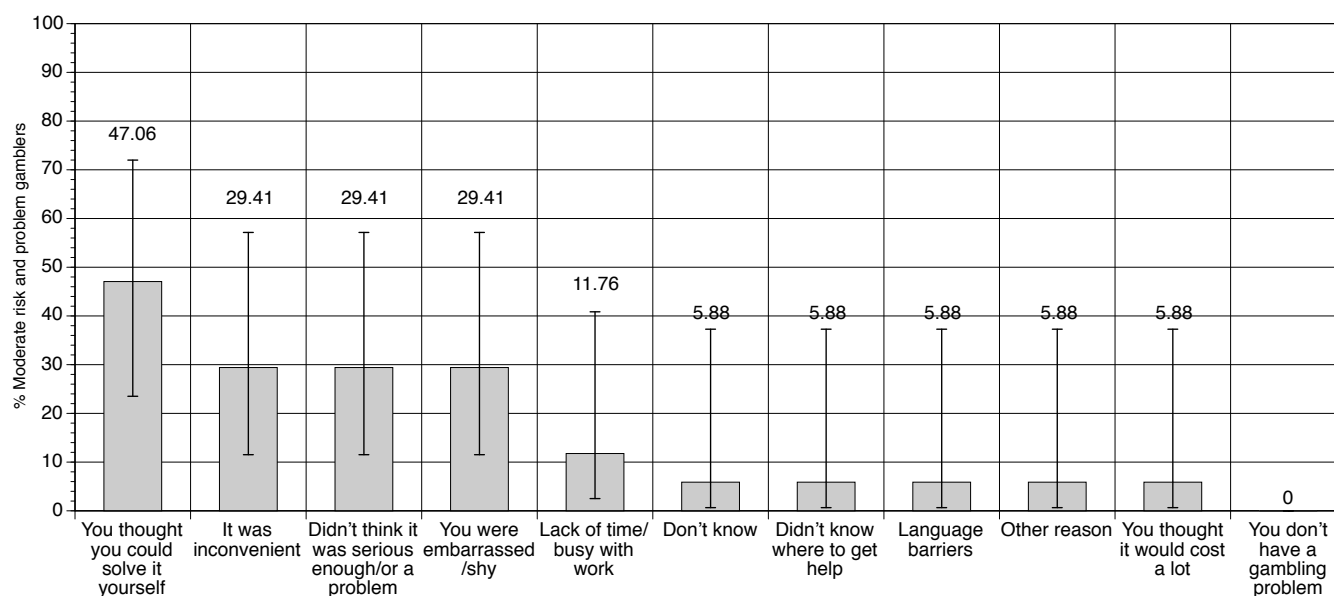
Whether non-help seekers wanted help for problem gambling and why they didn't seek help

Reasons why non-help seekers who wanted help did not seek help were examined in the study. The top reasons why moderate risk and problem gamblers didn't seek help are in Figure 46. Findings showed that 47.06 per cent thought they could solve the gambling problem independently, 29.41 per cent thought seeking help was inconvenient and 29.41 per cent (each) either thought it wasn't serious enough of a problem or were embarrassed or shy to seek help. Problem gamblers were also significantly more likely to want help, compared to moderate risk gamblers (OR=27.38, $p<.001$).

Contrary to findings of Gainsbury et al (2013), not knowing where to get help was not a major reason why moderate risk and problem gamblers did not seek help (only 5.88 per cent of moderate risk and problem gamblers did not know where to seek help).

Consistent with estimates of the current study, Davidson and Rodgers (2010) found in a survey of over 2,000 adults that 24 per cent of problem gamblers had wanted help for their gambling problem. Research on help seeking barriers generally illustrate that most barriers tend to be psychological in nature (Pulford et al, 2009). Given that major barriers to help seeking in the current study were also largely psychological in nature, such topics could be the focus of future problem gambling communications. In particular, findings highlight the potential to address the belief that the problem can be solved without professional help and to reduce the stigma and shame associated with help seeking.

Figure 46. Why non-help seekers did not seek help for a gambling problem, but wanted help - Results for moderate risk and problem gamblers (N=17, June-November 2014)



Question – May I ask why did you not seek help? Was it because (responses prompted)? (Base: Moderate risk and problem gamblers who wanted help for a gambling problem in the past 12 months, but did not seek help) Unweighted results. For detailed results, also refer Table 101 and page 268.

APPENDICES

Appendix A – CATI Survey instrument

Survey for the Victorian Gambling and Health Study 2014

REFERENCE BUTTONS

BUTTON 1

Attrition risk

We'd really appreciate you taking part. This is one of the world's few studies to explore a link between gambling and health and well-being. We hope to understand how to protect people from developing problem gambling and poor mental health as a result of gambling.

So would you please take part? It would be so very appreciated (pause).

Doesn't gamble

We're just as interested in people who don't gamble, as this study is also exploring why some people prefer not to gamble and why some people do not develop gambling problems, while others do. So we need to understand the views of people who don't gamble, to compare them to people who do gamble.

IF GREAT RISK OF ATTRITION/REFUSAL – OFFER CONTACT BY RESEARCHER

BUTTON 2

Study information

Study information line and web site

If you'd like more information on the study – www.responsiblegambling.vic.gov.au/study - or call 1800 555 145

BUTTON 3

Mental distress

Suicide line (24/7) - 1300 651 251

Problem gambling counselling for those affected or families (24/7) - 1800 858 858

gamblinghelponline.org.au (Online counselling)

Lifeline 13 11 14

BUTTON 4

Respondent Anger

Perhaps it may be useful if I get one of the study researchers to call you directly (If consent - Record name

and number)

OFFER CONTACT BY RESEARCHER

XX XXXX XXXX

LANDLINE SAMPLE – INTRODUCTION (RANDOM SELECTION WITHIN HOUSEHOLD)

Good morning/afternoon/evening. This is XX calling on behalf of the Victorian Government. We are conducting a study on an important public health issue. May I speak to the adult in your household aged 18 years and older with the most recent birthday?

(After recent birthday person identified – repeat as needed)

This is a major study looking at whether there is a link between *participation in gambling and the health and wellbeing of Victorians*. We are surveying Victorian adults 18yrs and older, including people who do and don't gamble. Participation is voluntary and confidential and will take on average 10-15 minutes. A small percent of surveys take up to 20 minutes. Results will not identify individuals. Would you please help me out?

Let me know if you need to go somewhere private to talk or would like a web site link on the study.

[If no response – assume happy to continue and press '1']

1. Happy to continue
2. Wants further information > provide study web site and set call back

OTHER INFO IF NEEDED

You may have heard about the many community impacts of gambling in the news – such as sometimes how gambling may affect a person's mental health and wellbeing. There is also some evidence that gambling can often be enjoyed as a recreational activity. This is why we are looking at how gambling affects public health. The study will look at both people who gamble and those who don't.

INSERT DISPOSITION FRAME AND SELECT CALL OUTCOME AS APPROPRIATE
(Call_outcome_13)

MOBILE SAMPLE – INTRODUCTION

(RANDOM SELECTION OF RESPONDENTS, NOT HOUSEHOLD)

Good morning/afternoon/evening. This is XX calling on behalf of the Victorian Government. We are conducting a study with Victorian residents on an important public health issue. We have randomly called your number as many people no longer have a landline at home.

May I ask, is it convenient to talk now?

1. Yes (Continue)
2. No (Callback)

(If USUAL RESIDENCE NOT IN VICTORIA – TERMINATE AT LOCATION SCREENING QUESTION)

This is a major study looking at whether there is a link between *participation in gambling and the health and wellbeing of Victorians*. We are surveying Victorian adults 18yrs and older, including people who do and don't gamble. Participation is voluntary and confidential and will take on average 10-15 minutes. A small percent of surveys take up to 20 minutes. Results will not identify individuals. Would you please help me out?

Let me know if you need to go somewhere private to talk or would like a web site link on the study.

[If no response – assume happy to continue and press '1']

1. Happy to continue
2. Wants further information > provide study web site and set call back

OTHER INFO IF NEEDED

You may have heard about the many community impacts of gambling in the news – such as sometimes how gambling may affect a person's mental health and wellbeing. The impact of poker machines has also been a recent topic of debate. There is also some evidence that gambling can often be enjoyed as a recreational activity. This is why we are looking at how gambling affects public health. The study will look at both people who gamble and those who don't.

INSERT DISPOSITION FRAME AND SELECT CALL OUTCOME AS APPROPRIATE

(Call_outcome_13)

Pre-survey Screen

Is your usual place of residence in Victoria or in another state?

1. Victoria > Continue
2. Other state (eg. border areas) – TERMINATE – Disposition=(NV) Lives outside Victoria
Sorry this study is only for people living in Victoria. Thanks anyway for your time.

As this is a public health study, we need to sample in a representative way.

May I confirm...?

Q1_Original_13 Your age: _____

(998-Don't know, 999-Refused)

(If under 18 > *I'm sorry, but you don't qualify for the study* > Record disposition)

Q1a_Original_13

If age refused (999) – No worries, could you perhaps confirm whether your age is within any of these?

- 1.00 18-24 years
- 2.00 25-29 years
- 3.00 30-34 years
- 4.00 35-39 years
- 5.00 40-44 years
- 6.00 45-49 years
- 7.00 50-54 years
- 8.00 55-59 years
- 9.00 60-64 years
- 10.00 65-69 years
- 11.00 70-74 years
- 12.00 75-79 years
- 13.00 80-84 years
- 14.00 85 years and over
- 999.00 Refused

Q2_13 Do you speak a language other than English at home?

1. Yes
 2. No
- (998-Don't know, 999-Refused)
If yes: (Q2_13=1)

cQ2a_1_13 Which single main language (other than English) do you speak at home? _____

- 001 Italian
- 002 Greek
- 003 Mandarin
- 004 Vietnamese
- 005 Cantonese
- 006 Arabic
- 007 Turkish
- 008 Hindi
- 009 Punjabi
- 010 Macedonian
- 011 Spanish
- 012 Sinhalese
- 013 Croatian
- 014 German
- 015 Other (specify)

Q3_13 Are you of Aboriginal, Torres Strait islander or Australian South Sea Islander background?

- 1. Yes
- 2. No
- 998. Don't know
- 999. Refused

For statistical purposes...

Q4a_13. What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a land line number): _____

Q5_13. What is the total number of people 18yrs or over who usually live in your household – including yourself? _____

Active_mobiles_13. How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use)_____

If Active_mobiles_13>=1

Active_mobiles_adults_13. How many adults aged 18 years and over - including yourself - receive calls on your active mobiles? _____

If Q4a_13>=1 and If Active_mobiles_13>=1 (respondent has both at least one LL and one mobile)

User_type_13. Of all the telephone calls you receive, do you receive

- 1. All or almost all calls on a mobile
- 2. Some calls on a mobile and some on a landline or;
- 3. All or almost all calls on landline

If User_type_13=2 (dual user) then determine whether LL mainly or Mobile mainly

LL_or_Mobile_mainly_13.

Of all the calls you receive on mobile and landline, would you say that your calls are mostly received on (prompt):

- 1. Mobile, or
- 2. Landline

Q6b_13. Record Gender:

1. Male
- 2 Female
- 3 Other (Don't prompt)

Q6_13. LGA. What is your local government area or Council in Victoria?

INSERT VIC CENSUS 2011 LGAs

998. Don't know
999. Refused

IF Q6_13=998 or 999 (Council unknown or refused)

May I confirm your:

Q7_2p - Postcode: _____ (998-Don't know, 999-Refused)

Q7_1s - Suburb: _____ (998-Don't know, 999-Refused)

**RECODE ACTUAL SAMPLE ITEM GEOGRAPHIC LOCATION AFTER VERBAL CONFIRMATION
AND REALLOCATE TO CORRECT PDRSS AND SPEND BAND STRATUM**

Actual_location_13

(e.g., Barwon>HIGH as original changed to Barwon>LOW)

(Actual location to be used for regional data weighting)

Gambling participation

On which of the following activities have you spent any money in the past 12 months?

Q8_1a_13

Informal private betting for money - like playing cards at home?

1. Yes
2. No

Now excluding private betting...

Q8_2a_13

Have you spent any money in the past 12mths playing pokies or electronic gaming machines?

1. Yes
2. No (skip to Q8_3a_13)

Q8_2b_13_1 – MULTIPLE RESPONSE

Did you play the pokies at: (prompt - MULTIPLE RESPONSE)

2. Victorian pubs or Hotels
1. Victorian clubs such as an RSL club
3. Crown casino
5. Over the internet
12. At a TAB or race track

ADD - 777. DO NOT READ – Interstate or overseas

ADD BACK - 97. DO NOT READ - Elsewhere (record_____)

998. Don't know

999. Refused

ADD - **If Facebook mentioned, confirm if money gambled and if so, code under 'internet'

(C) How often on average did you take part in pokies and electronic gaming machines in the past 12mths?

_____ times (VALIDATED to minimum of 1)

Q8_2d_13 - Select base

1. per week
2. per month
3. per year

Q8_3a_13

Have you spent any money in the past 12mths on **Betting on casino table games like blackjack, roulette and poker?**

1. Yes
2. No (skip to Q8_4a_13)

Q8_3b_13 – MULTIPLE RESPONSE

Did you place your bets at: (prompt - MULTIPLE RESPONSE)

1. Crown Casino
3. Over the internet

ADD - 777. DO NOT READ – Interstate or overseas

ADD BACK - 97. DO NOT READ - Elsewhere (record_____)

998. Don't know

999. Refused

ADD NOTE - If Facebook mentioned, confirm if money gambled and if so, code under 'internet'

Q8_3c_13

(C) How often on average did you bet on table games in the past 12mths?

_____ times (VALIDATED to minimum of 1)

Q8_3d_13 - Select base

1. per week
2. per month
3. per year

Q8_4a_13

Have you spent any money in the past 12mths betting on horse or harness racing or greyhounds - including any bets at the Melbourne Cup, Spring Racing or on Trackside virtual racing, but excluding all sweeps?

1. Yes
2. No (skip to Q8_5a_13)

Q8_4c_13

(C) How often on average in the past 12mths did you place your bets?

_____ times (VALIDATE to minimum of 1)

Q8_4d_13 - Select base

1. per week
2. per month
3. per year

Q8_5a_13

Have you spent any money betting on sports in the past 12mths – such as sports like AFL or cricket, but excluding fantasy sports and novelty events?

1. Yes
2. No (skip to Q8_55a_13)

Q8_5b_13_1 – MULTIPLE RESPONSE

Did you place your bets on sports at: (prompt - MULTIPLE RESPONSE)

- 2. Victorian pubs or Hotels
- 1. Victorian clubs such as an RSL club
- 3. Crown casino
- 7. At a Victorian TAB outlet
- 4. Over the telephone (DNR-landline or mobile)
- 5. Over the internet
- 55. Via SMS
- 8. At a Victorian race track
- ADD BACK - 97. DO NOT READ - Elsewhere (record_____)
- 998. Don't know
- 999. Refused
- **If Facebook mentioned, confirm if money gambled

(C) How often on average in the past 12mths did you bet on sports?
_____ times (VALIDATED to minimum of 1)

Q8_5d_13 - Select base

- 1. per week
- 2. per month
- 3. per year

Q8_55a_13

Have you spent any money in the past 12mths betting on events including for instance, election results, current affairs and TV shows?

- 1. Yes
- 2. No

Q8_6a_13

Have you spent any money on Keno in the past 12mths?

- 1. Yes
- 2. No (skip to Q8_7a_13)

Q8_6b_13_1 – MULTIPLE RESPONSE

Where did you play keno? (prompt):

- 2. Victorian pubs or Hotels
- 1. Victorian clubs such as an RSL club
- 3. Crown Casino
- 5. Over the internet
- 7. At a newsagent or other retailer
- ADD BACK - 97. DO NOT READ - Elsewhere (record_____)
- 998. Don't know
- 999. Refused
- **If 'intraLot' record under newsagent or retailer

(C) How often on average did you take part in keno in the past 12mths?
_____ times (VALIDATED to minimum of 1)

Q8_6d_13 - Select base

- 1. per week
- 2. per month
- 3. per year

Q8_7a_13

Have you spent any money on lotto, Powerball or the Pools in the past 12mths?

1. Yes
2. No (skip to Q8_8a_13)

Q8_7c_13_1 – MULTIPLE RESPONSE

How often on average in the past 12mths did you take part in lotto, Powerball or the Pools?

_____ times (VALIDATED to minimum of 1)

Q8_7d_13 - Select base

1. per week
2. per month
3. per year

Q8_8a_13

Have you spent any money on scratch tickets in the past 12mths?

1. Yes
2. No

Q8_9a_13

Have you spent any money on bingo in the past 12mths?

1. Yes
2. No

Q8_10a_13

Have you spent any money in the past 12mths on competitions where you pay money to enter by phone or leave an SMS to be in a prize draw?

1. Yes
2. No

Briefing *note*: Voting who will win a TV show by sending an SMS is a competition. Placing a bet on who would win a TV show is novelty betting.

Q8_11a_13

Have you spent any money in the past 12mths – on buying tickets in raffles, sweeps + other competitions?

1. Yes
2. No

Q8_12a_13

Have you gambled for money on anything else in the past 12mths?

1. Yes
2. No (skip to Q13_13 to calculate if respondent is a gambler – this is a hidden variable)

Q8_12b_13_1 (etc. _2, _3 etc. for all activities mentioned) – MULTIPLE RESPONSE
(RECORD EACH OTHER ACTIVITY MENTIONED)

What did you gamble on? (record)

1. Two-up
2. Other (record): _____ (Note – we've only allow 1 other response for 'other' apart from Two-up)
3. Nothing
888. Interviewer notes (coding issues) _____

For 'other' activity and two-up, collect frequency data so can be back coded if needed to core activities

Q8_12c_13_1 (etc. _2, _3 etc. for all activities mentioned)

How often on average did you take part in (insert other gambling activity reported) in the past 12mths?

_____ times (VALIDATED to minimum of 1) – for two up AND ‘other’ activity – so 2 validations
For ‘other’ activity and two-up, collect BASE so can be back coded if needed to core activities

Q8_12d_13_1 - Select base (etc. _2, _3 etc. for all activities mentioned)

1. per week
2. per month
3. per year

Highest spend gambling activity – past 12mths

Q13_13

1. Has gambled in past 12mths (Gambler) > Respondents complete highest spend activity question
2. Hasn't gambled in past 12mths (Non-gambler) > Skip highest spend activity question

Q9_13

On which single gambling activity did you spend the most money in the past 12mths? (prompt ONLY gambling activities from previous questions and select single activity)

If Q8_1a_13 = 1 Display - Informal private betting for money - like playing cards at home

If Q8_2a_13 = 1 Display - Playing pokies or electronic gaming machines

If Q8_3a_13 = 1 Display – Betting on casino table games like blackjack, roulette and poker

If Q8_4a_13=1 Display - Betting on horse or harness racing or greyhounds - including any bets at the Melbourne Cup, Spring Racing or on Trackside virtual racing, but excluding all sweeps?

If Q8_5a_13 = 1 Display - Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty events

If Q8_55a_13 = 1 Display - Betting on events including for instance, election results, current affairs and TV shows

If Q8_6a_13 = 1 Display – Keno

If Q8_7a_13 = 1 Display – Lotto, Powerball or Pools

If Q8_8a_13 = 1 Display - Scratch tickets

If Q8_9a_13 = 1 Display - Bingo

If Q8_10a_13 = 1 Display – Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw

If Q8_11a_13 = 1 Display – Buying tickets in raffles, sweeps + other competitions

Q8_12a_13 = 1 Display – SINGLE OTHER GAMBLING ACTIVITY AS MENTIONED BY RESPONDENTS

Nine-item Canadian Problem Gambling Severity Index administered to all gamblers in the past 12mths as follows.

Q13_13

1. Has gambled in past 12mths (Gambler) > Respondents complete 9 CPGSI questions
2. Hasn't gambled in past 12mths (Non-gambler) > Skip 9 CPGSI questions

OK thanks for that... The next questions refer to all your gambling in the past 12mths.

CPGI_1_13

Thinking about the past 12 months, how often have you bet more than you could really afford to lose? (PROMPT): WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

CPGI_2_13

Thinking about the past 12 months, how often have you needed to gamble with larger amounts of money to get the same feeling of excitement? (PROMPT): WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

CPGI_3_13

Thinking about the past 12 months, WHEN YOU GAMBLED, how often have you gone back another day to try to win back the money you lost? (PROMPT): WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

CPGI_4_13

Thinking about the past 12 months, how often have you borrowed money or sold anything to get money to gamble? (PROMPT): WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

CPGI_5_13

Thinking about the past 12 months, how often have you felt that you might have a problem with gambling? (PROMPT) WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

CPGI_6_13

Thinking about the past 12 months, how often have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true? (PROMPT) WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

CPGI_7_13

Thinking about the past 12 months, how often have you felt guilty about the way you gamble, or what happens when you gamble? (PROMPT) WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

CPGI_8_13

Thinking about the past 12 months, how often has your gambling caused you any health problems, including stress or anxiety? (PROMPT) WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

CPGI_9_13

Thinking about the past 12 months, how often has your gambling caused any financial problems for you or your household? (PROMPT) WOULD YOU SAY

- 0. Never
- 1. Rarely
- 1. Sometimes
- 2. Often
- 3. Always

Thank you for that.

GAMBLER_TYPE_13

- 1. Non-problem gamblers - total score=0
- 2. Low risk gamblers - total score=1-2
- 3. Moderate risk gamblers - total score=3-7
- 4. Problem gamblers - total score=8-27
- 5. Non-gamblers (didn't do CPGSI – no gambling past 12mths)

SUBSAMPLING

ALL problem gamblers (100%)

ALL moderate risk gamblers (100%)

1 in 4 low risk gamblers (25%) – do full survey starting at Harm_13_1 below - non-selected respondents go to demographics which start at Demo1_13

1 in 10 non-problem gamblers (10%) – do full survey starting at Harm_13_1 below - non-selected respondents go to demographics which start at Demo1_13

1 in 10 non-gamblers (10%) - do full survey starting at Harm_13_1 below - non-selected respondents go to demographics which start at Demo1_13

****Note that unless subsampling is written below as 'turn subsampling off', all the questions below will still have subsampling (even if written as 'ALL GAMBLERS' – i.e., This still means that ALL GAMBLERS WILL BE SUBSAMPLED.)**

Harms of gambling

Harm_13_1

In the last 12 months, have you experienced problems because of someone else's gambling?

- 1. Yes
- 2. No
- 998. DK
- 999. Refused

IF YES (Harm_13_1=1):

Harm_13_1_Severity

Were the problems?

- 1. Minor
- 2. Moderate
- 3. Serious
- 998. DK
- 999. Refused

[ALL GAMBLERS] - That is, if Q13_13=1

Harm_13_2

In the last 12 months, have you experienced problems because of your gambling?

- 1. Yes > **Go to Harm_13_2_Severity**
- 2. No
- 998. DK
- 999. Refused

IF YES (Harm_13_2=1):

Harm_13_2_Severity

IF YES: Were the problems?

- 1. Minor
- 2. Moderate
- 3. Serious
- 998. DK
- 999. Refused

Gaming machines (EGM gamblers only)

Q21ai_Pokies_venues_13

Excluding internet gambling, at how many venues did you play pokies in the past 12 months?

- 998 Don't know
- 999 Refused

Money management

[ALL GAMBLERS]

ALL GAMBLERS (If Q13_13=1)

Money_13

Which of the following best describes how you worked out how much to spend on gambling in the past 12mths? (Single response – prompt)

- 2. You paid your bills and used what's left over for gambling
- 3. You just selected an amount that felt right
- 4. You didn't work out a budget at all
- 998. Don't know
- 999. Refused

(EGM gamblers only)

Over the past 12 months, how many times per gambling session did you typically get money for gambling through EFTPOS?

_____ times per gambling session

998. Don't know

999. Refused

(Make sure zero means that the EFTPOS card was not used)

EFTPOS_withdrawal_13

(If EFTPOS_use_13>0 – ie. EFTPOS was used to get money for gambling in question above)

In total, how much money did you withdraw from EFTPOS per gambling session?

\$_____ (make sure this is per session and includes all EFTPOS withdrawals per session)

Turn subsampling off – ALL EGM GAMBLERS TO BE SAMPLED (NO SUBSAMPLING)

Pre-commitment [EGM gamblers]

PC_time_13

When playing pokies during the last 12 months...

How often did you lose track of time?

1. Never

2. Rarely

3. Sometimes

4. Often

5. Always

998. DK

999. Refused

PC_money_13

How often did you lose track of your money?

1. Never

2. Rarely

3. Sometimes

4. Often

5. Always

998. DK

999. Refused

PC_timelimit_13

When playing pokies during the last 12 months...

How often did you set yourself a time limit – even if you went over it?

1. Never

2. Rarely

3. Sometimes

4. Often

5. Always

998. DK

999. Refused

PC_exceedtimelimit_13

How often did you go over your time limit?

1. Never
2. Rarely
3. Sometimes
4. Often
5. Always
998. DK
999. Refused

PC_moneylimit_13

When playing pokies during the last 12 months...

How often did you set yourself a spend or money limit – even if you went over it?

1. Never
2. Rarely
3. Sometimes
4. Often
5. Always
998. DK
999. Refused

PC_exceedmoneylimit_13

How often did you go over your spend or money limit?

1. Never
2. Rarely
3. Sometimes
4. Often
5. Always
998. DK
999. Refused

PC_voluntary_13

Pre-commitment is a tool that allows players to set money and/or time limits on poker machines, and helps you keep track of the amount of money and time you spend on pokies. Players can voluntarily choose to use pre-commitment to track their play and to set their own limits (e.g., \$30 or 1hr) and receive reminders on the poker machine when they reach their limits.

If available today, would you use a voluntary tool that allowed you to track your play and set yourself a limit for pokies? (do not read out – single response)

1. Yes
2. Maybe
3. No
998. Don't know
999. Refused

For **pokies** play, would you use the tool to ... (prompt)?

PC_typeoflimits_13a

Set a money limit

1. Yes
2. Maybe
3. No
998. Don't know
999. Refused

PC_typeoflimits_13b

Set a time limit

- 1. Yes
- 2. Maybe
- 3. No
- 998. Don't know
- 999. Refused

PC_typeoflimits_13c

Track your play

- 1. Yes
- 2. Maybe
- 3. No
- 998. Don't know
- 999. Refused

ALL EGM PLAYERS AT CROWN CASINO DO QUESTIONS BELOW – SUBSAMPLING TURNED OFF**Crown Casino**

[If the respondent says they have played gaming machines at Crown Casino in past 12mths]

[If Q8_2b_13_1 = 3. Crown Casino]

Crown_loyalty_13

Over the past 12 months, were you a member of the Crown Casino loyalty club also known as the Signature Club?

- 1. Yes
- 2. No
- 998. Don't know
- 999. Refused

Crown_unrestricted_13

Over the past 12 months, have you played a poker machine at Crown Casino where you are not restricted in your bets?

- 1. Yes
- 2. No
- 998. Don't know
- 999. Refused

Crown_VIP_13

Over the past 12 months, have you played in VIP gaming machine areas at Crown Casino? (such as the Mahogany Room etc.)

- 1. Yes
- 2. No
- 998. Don't know
- 999. Refused

Turn subsampling back ON for all questions from here on (apart from demographics)

Alcohol and Gambling

All gamblers

ALCOHOL_GAMBLING_13

How often during the past 12 months did you drink alcohol while gambling? (Prompt – single response)

1. Never
2. Rarely
3. Sometimes
4. Often
5. Always
998. DK
999. Refused

CAGE four-item alcohol screen (Administer to ANYONE who drinks alcohol while gambling in the past 12mths)

1. Have you ever felt you should cut down on your drinking? (1. Yes, 2. No)
2. Have people annoyed you by criticizing your drinking? (1. Yes, 2. No)
3. Have you ever felt bad or guilty about your drinking? (1. Yes, 2. No)
4. Have you ever had a drink first thing in the morning to steady your nerves or to get rid of a hangover (ie. An eye opener)? (1. Yes, 2. No)

(2 or more = clinically significant alcohol abuse)**

GP_13

Administer to PGs and MRs only

How many times have you visited a general practitioner in the past twelve months?

_____ times

998. DK
999. Refused

Administer to PGs and MRs only

Have you ever been diagnosed by a medical professional with any of the of following conditions?

- **Q36_5_13** Depression (001-Y, 002-N, 998-DK and 999-Refused) (ADDED)
- **Q36_6_13** Anxiety disorders (001-Y, 002-N, 998-DK and 999-Refused) (ADDED)

WHO Quality of Life Scale - WHOQOL-BREF (PGs and MRs)

WHOQOL-BREF_13

How would you rate your quality of life in the past 4 weeks? (prompt - single response)

1. Very poor
2. Poor
3. Neither poor nor good
4. Good
5. Very good
998. DK
999. Refused

Help seeking behaviour

SUBSAMPLING TURNED OFF

Following questions are only to be administered to a person who is any of the following:

- Problem gamblers (i.e. **GAMBLER_TYPE_13=4**) or;
- Moderate risk gamblers (i.e. **GAMBLER_TYPE_13=3**) or;

Q53_EVER_13

Have you ever sought any help for a gambling problem - whether informally from a friend or more formally from a help professional?

1. Yes
2. No (skip to Q57_13)
998. Don't know
999. Refused

(If Q52_EVER_13=1) FIRST_HELP_13

How long ago did you **first** try to get help? Would that be? (prompt - single response)

1. In the last 12 months (skip to HELP_TRIGGERS_13)
2. 1-2 years ago
3. 3-4 years ago
4. 5 or more years ago
998. Don't know
999. Refused

(If FIRST_HELP_13=2,3,4, 998 or 999 – that is, if first help was not in the past 12mths) Q53_13

Have you sought any help for a gambling problem - whether informally from a friend or more formally from a help professional – in the past 12mths?

1. Yes
2. No
998. Don't know
999. Refused

HELP_TRIGGERS_13**(If Q53_EVER_13=1 – Ever sought help)**

What prompted you to seek help for a gambling problem? (prompted – multiple response)

1. Financial problems
2. Relationship problems
3. Legal problems
4. Someone urged you
5. Felt depressed or worried
6. Fraud allegations
14. Other (specify)_____
998. Don't know
999. Refused

Only if answer is “Someone urged you” (HELP_TRIGGERS_13=4) then ask:

HELP_REFERRER_13

Who mainly referred you to that help? (record) (single response – unprompted)

1. Doctor/medical professional
2. Counselling professional
3. Psychologist
4. Psychiatrist
5. Employer/supervisor/boss
6. Church/minister/priest
7. Addiction treatment program/centre
8. Community help organisation (eg. Lifeline)
9. Telephoned the gambling help line/Gambler's Help
10. Gamblers Anonymous/GA
11. Financial counsellor
15. Spouse/partner
16. Male friend
17. Female friend
18. Male relative
19. Female relative
20. Yourself
21. Other (record) _____
998. Don't know
999. Refused

If Q53_13=2 (Respondents who have not sought help in the past 12mths - 53_13=2)

OR (If Q53_EVER_13=2 Respondents who have never sought help or 998 or 999) ask the following:

Q57_13

Have you wanted help for a gambling problem in the past 12 months?

1. Yes
2. No
998. Don't know
999. Refused

If yes that they wanted help (Q57_13=1), then ask the following:

May I ask why you did not seek help? Was it because? (prompt - multiple)

1. You didn't know where to get help
2. You thought you could solve it yourself
3. You didn't think it was serious enough/or a problem
4. You were embarrassed/shy
5. It was inconvenient
6. You thought it would cost a lot
8. Language barriers (retained)
9. Other reason (record) _____
998. Don't know
999. Refused

If Q53_13=1 (Respondents who sought help in the past 12mths) OR FIRST_HELP_13=1 (How long ago did you first try to get help? > Answered 1. In the last 12 months), ask the following:

HELP_TYPE_13

Which of the following best describes the main type of help you sought in the past 12 mths?

(prompt – single response)

1. Face to face counselling
2. Phone counselling
3. Group support or counselling
4. Peer or friendship support
5. Financial counselling/advice
6. Help with food/bills from charity
7. Internet counselling/support
10. Self help
777. Other (record) _____
998. Don't know
999. Refused

If Q53_13=1 (Respondents who sought help in the past 12mths) OR FIRST_HELP_13=1 (How long ago did you first try to get help? > Answered 1. In the last 12 months), ask the following:

HELP_USEFUL_13

How useful was the help overall? (prompt – single response)

1. Helpful
2. Neither helpful nor unhelpful
3. Not helpful
998. Don't know
999. Refused

ALL RESPONDENTS COMPLETE SURVEY DEMOGRAPHICS

Demographics

Demo1_13

Is your current place of residence (prompt – single response)?

1. Owned outright
2. Owned with a mortgage
3. Privately rented
5. Public or community housing
7. Other (specify_____)
998. Don't know
999. Refused

Demo2_13

What is your highest level of completed education? (prompt – single response)

1. University degree
2. TAFE or trade qualification
3. Year 12
4. Year 10 or less
998. Don't know
999. Refused

Demo5_13

Do you currently work or are you looking for work? Full or part-time? (record)

1. Employed - work full-time
 2. Employed - work part-time
 3. Looking for work
 4. Not in labour force/not looking for work
 98. Don't know
 99. Refused
- (including volunteering as not in the labour force)
(Non-FT to be included in part-time)

Demo7_13

Have you migrated to Australia in the past 5 yrs?

1. Yes (**Demo7_Country_13**. From which country? _____)
2. No
98. Don't know
99. Refused

COUNTRY CODES

- 01 Great Britain (GB) / UK / England/Ireland/Scotland
- 02 Malaysia
- 03 Sri Lanka
- 04 India
- 05 China
- 06 Thailand
- 07 Singapore
- 08 Philippines
- 09 South Africa
- 10 New Zealand
- 11 Indonesia
- 12 Hong Kong
- 13 Zimbabwe
- 14 Germany
- 15 Canada
- 16 Taiwan
- 777 Other (record)_____

Demo10_13

What is your approximate total personal income? (weekly or annual personal income - before tax – including any govt payments)

- 1 No or negative income to \$599 (\$0-\$31,199)
- 2 \$600-\$799 (\$31,200-\$41,599)
- 3 \$800-\$999 (\$41,600-\$51,999)
- 4 \$1,000-\$1,499 (\$52,000-\$77,999)
- 5 \$1,500 or over (\$78,000 or over)
998. Don't know
999. Refused

Future studies (ALL – no subsampling)**Longitudinal_13****ALL RESPONDENTS**

The Victorian Government will be doing follow up research to understand changes over time. Would you be happy for the Victorian Government or a research agency acting on behalf of the Victorian Government to contact you in the future?

1. Agree to participate
2. Soft refusal (could be converted)
3. Hard refusal (no way)

Great. Please only provide contact points you are happy to be contacted on:

Name_13 – May I confirm your first name? _____

Homephone_13 – Your home number? _____

Workphone_13 – Your work number? _____

Mobilephone_13 – Your mobile? _____

Otherphone_13 – Any other numbers to catch you on? _____

Otherphone_info_13 - Type of other number (record notes) _____

Email_13 – What is your email? _____

ALL RESPONDENTS TO BE ROUTED HERE – whether agree/soft refusal/hard refusal to taking part in future studies

Thank you for taking part. My supervisor may call to verify your participation. Would you like a link to find out the study results once published in 18mths?

1. Provide link if requested - www.responsiblegambling.vic.gov.au/study
2. No – conclude

ALL GAMBLERS

We can provide details for free confidential services through Gambler's Help. Is this of interest?

1. If requested – Gambler's Help Line 1800 858 858 or gamblinghelponline.org.au
2. No – conclude interview

Thanks for your time.

Appendix B - Detailed methodology related information

Overview of study sampling

Table 44 shows the surveys within each gaming machine expenditure band for both the landline and mobile samples.

Table 44. Overview of study sampling (N=13,554, June-November 2014)

Sampling regions (Defining LGAs listed)	Gaming machine expenditure band of associated LGAs	Landline sample (N)	Mobile sample (N)
Barwon South West (Colac-Otway, Greater Geelong, Queenscliffe, Surf Coast, Corangamite, Glenelg, Moyne, Southern, Grampians, Warrnambool)	High	523	46
	Medium	138	7
	Low	160	21
Southern Metropolitan (Bayside, Glen Eira, Kingston Port Phillip, Stonnington, Frankston, Mornington Peninsula, Cardinia, Casey, Greater Dandenong)	High	1895	106
	Medium	688	78
	Low	492	72
Eastern Melbourne (Knox, Maroondah, Yarra Ranges, Boroondara, Manningham, Monash, Whitehorse)	High	1345	60
	Medium	644	68
	Low	311	64
Gippsland (Bass Coast, Baw Baw, East Gippsland, La Trobe, South Gippsland, Wellington)	High	372	23
	Medium	131	15
	Low	76	12
Hume (Greater Shepparton, Mitchell, Moira, Murrindindi, Strathbogie, Alpine, Benalla/Mansfield, Indigo, Towong, Wangaratta, Wodonga)	High	337	12
	Medium	119	16
	Low	124	20
Grampians (Ararat, Ballarat, Central Goldfields, Golden Plains, Hepburn, Hindmarsh, Horsham, Moorabool, Northern Grampians, Pyrenees, West Wimmera, Yarriambiack)	High	379	23
	Medium	70	8
	Low	81	10
Northern and Western Melbourne (Moonee Valley, Moreland, Yarra, Melbourne, Brimbank, Hume, Maribyrnong, Melton, Banyule, Darebin, Nillumbik, Whittlesea, Hobsons Bay, Wyndham)	High	2830	203
	Medium	847	52
	Low	316	34
Loddon-Mallee (Buloke, Campaspe, Gannawarra, Greater Bendigo, Loddon, Macedon Ranges, Mount Alexander, Swan Hill, Mildura)	High	433	18
	Medium	166	27
	Low	74	8
Total study sample (N)		12551	1003

Appendix C - Participant information sheet

Participant information form - Study of gambling and health

Information on Telephone Survey conducted between June 2014 and December 2014

What the study is about

The Victorian Responsible Gambling Foundation is an independent organisation that is responsible for minimising the impact of gambling in Victoria. Department of Justice is a Victorian State Government Department responsible for developing policies to prevent gambling harm to the Victorian community.

As a joint initiative, the Victorian Responsible Gambling Foundation, along with Department of Justice Victoria is conducting a telephone survey about how public health is affected by gambling and we would like you to consider participating in this important study.

We are interested in BOTH people who gamble and those who do not.

The purpose of the study is to discuss a range of issues relating to gambling and its impacts on the Victorian community. This will be used to develop strategies to raise awareness about gambling impacts in Victoria. Your feedback will provide useful information that can be used to further improve communications about gambling in Victoria.

Who is conducting the research?

This research is being undertaken by Schottler Consulting Pty Ltd, a social research company (03 8682 8691) www.schottler.com.au. The phone survey data collection is undertaken by Your Source, who have identified you through random sampling in the population.

What you need to know before committing to the telephone survey

The following points should be considered prior to taking part in the study:

1. The study is totally voluntarily and there is no obligation to take part
2. This study will be used to understand gambling risks in Victoria. This will be provided to the foundation which manages gambling harm minimisation programs in Victoria
3. The survey asks questions about both gamblers and non-gamblers, so we are talking to EVERYONE, not just people who gamble. So if you do or don't gamble, please make sure you give your views, as gambling can affect the entire community
4. All information is strictly confidential and no individuals will be identified. Information will only be reported through summary numerical trends which represent how people feel overall or their overall attitudes
5. If you feel that talking about gambling may upset you in any way or impact your family, we would ask you to consider not to take part. Please also know that Gambler's Help can provide free counselling to gamblers and their families or friends on 1800 858 858. Lifeline also provides telephone counselling on 13 11 14 if this would be more suitable. However, as problem gambling is also a public health issue, we would encourage you to consider participating if this does not affect you.
6. Any identifiable data will be removed following field work completion (around 1-2mths after the data collection ends).
7. For accurate results to allow us to measure the risks of gambling in Victoria, it is really important that you provide honest views about how you feel – there are no right or wrong

answer – we are only looking for your opinions, so we appreciate your own frank and candid views

8. You are free to voluntarily withdraw from the study at any time and are under no obligation to answer all or any specific question – However, please note that, as some questions are fundamental to the purpose of the study, we may not be able to conduct the study with participants who prefer not to answer certain questions (but we are very happy for you to withdraw if you prefer to withdraw on this basis)
9. If you are interested to understand overall research findings, we plan to publish fact sheets on the study results around 12-18 months after the project on the foundation web site www.responsiblegambling.vic.gov.au
10. If you need to complete the survey over 2 sessions, this is possible, so please ask the interviewer and this can be organised
11. The survey will take on average between 5-30 minutes depending on your views and how long you need to answer the questions
12. After completing the survey, if you wish to have your data deleted or removed, you are free to contact Your Source on 1800 555 145 and ask for this data to be removed from the study
13. For enquiries about the research, please contact the head researcher direct on 0418 191 656 or sarah@schottler.com.au
14. If you have a complaint about the research, please contact the Victorian Responsible Gambling Foundation on 03 9452 2620
15. As part of the survey quality control processes, if you do take part, you may be contacted for a short follow-up call to make sure that the interviewer has gathered quality data. This involves checking a few random answers and we would appreciate your participation in this process. Some interviews may also be supervised for quality control. Please tell the interviewer if you do not wish this to occur.

We thank you for your interest in this study. If you are keen to participate, please contact Your Source to complete your survey on 1800 555 145 (and indicate the phone number on which you were originally contacted for interview).

Please also note that, only respondents who have been randomly selected can take part in this survey to ensure a statistically balanced sample – Self-selected interviewing is not permitted.

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Appendix D - Comparison of study samples in the dual frame study

Differences between the four phone user groups in the sample

As part of the dual frame study (involving a landline and mobile sample), respondents were classified into four different phone user groups – Landline only, Mobile only, Dual users – Landline Mainly and Dual users – Mobile Mainly. As most Australian prevalence studies have generally only been undertaken using landline sampling (including the 2008 Victorian epidemiological study), there is some potential for a purely landline sampling methodology to bias results. As 1,000 random digit dial mobile surveys were undertaken to trial the dual frame methodology in the 2014 Victorian study, the study provided a basis for assessing the extent to which landline sampling may bias prevalence estimates.

Statistical tests were thus undertaken to assess the differences in demographics and gambling behaviours between the four different phone user groups. During significance testing, the three phone user groups were compared to landline only phone users. Significant trends are indicated below. Variables profiled are also shown in Table 45. Only variables revealing significant differences are presented in this table. All demographics were tested, along with major gambling activities. When reviewing results, it should also be considered that these are relative, rather than absolute trends. Identified trends are summarised as follows:

Gambling risk

- Dual user-landline mainly respondents were more likely to be non-problem gamblers (OR=1.70, $p<.01$)
- Dual user-mobile mainly respondents were more likely to be non-problem gamblers (OR=2.58, $p<.001$)
- Mobile only respondents were less likely to be non-gamblers (OR=0.50, $p<.01$)
- Dual user-landline mainly respondents were less likely to be non-gamblers (OR=0.65, $p<.05$)
- Dual user-mobile mainly respondents were less likely to be non-gamblers (OR=0.36, $p<.001$)

Age

- Dual user-mobile mainly were less likely to be 65yrs or older (OR=0.80, $p<.05$)

Housing or tenancy situation

- Dual user-landline mainly were more likely to own a residence with a mortgage (OR=1.75, $p<.05$)
- Dual user-mobile mainly were more likely to own a residence a mortgage (OR=2.51, $p<.001$)
- Dual user-landline mainly were less likely to live in public or community housing (OR=0.24, $p<.01$)
- Dual user-mobile mainly were less likely to live in public or community housing (OR=0.18, $p<.001$)
- Dual user-landline mainly were less likely to live in a retirement village, aged care or nursing home (OR=0.22, $p<.01$)

Highest completed education level

- Mobile only were more likely to have a university degree (OR=2.10, $p<.01$)
- Dual user-landline mainly were more likely to have a university degree (OR=1.57, $p<.05$)
- Dual user-mobile mainly were more likely to have a university degree (OR=2.23, $p<.001$)
- Dual user-landline mainly were more likely to have a TAFE or trade qualification (OR=2.10, $p<.001$)
- Dual user-mobile mainly were more likely to have a TAFE or trade qualification (OR=2.31, $p<.001$)
- Dual user-landline mainly were less likely to have year 10 or less (OR=0.40, $p<.001$)
- Dual user-mobile mainly were less likely to have Year 10 or less (OR=0.31, $p<.001$)

Employment status

- Dual user-mobile mainly more likely to be employed and work full-time (OR=2.75, $p<.001$)
- Dual user-landline mainly were more likely to be employed and work part-time (OR=1.68, $p<.05$)
- Dual user-mobile mainly were more likely to be employed and work part-time (OR=1.90, $p<.01$)
- Dual user-mobile mainly were less likely to be looking for work (OR=0.36, $p<.01$)
- Dual user-landline mainly were less likely to not be in the labour force or not looking for work (OR=0.72, $p<.05$)
- Dual user-mobile mainly were less likely to not be in the labour force or not looking for work (OR=0.36, $p<.001$)

Migration in past five years

- Mobile only were more likely to have migrated (OR=8.05, $p<.001$)
- Dual user-landline mainly were more likely to have migrated (OR=4.09, $p<.01$)
- Dual user-mobile mainly were more likely to have migrated (OR=3.52, $p<.05$)

Personal income

- Dual user-mobile mainly were less likely to have no or negative income to \$599 (\$0-\$31,199) (OR=0.43, $p<.001$)
- Dual user-mobile mainly were more likely to earn \$600-\$799 (\$31,200-\$41,599) (OR=1.92, $p<.05$)
- Mobile only were more likely to earn \$800-\$999 (\$41,600-\$51,999) (OR=3.42, $p<.001$)
- Dual user-mobile mainly were more likely to earn \$800-\$999 (\$41,600-\$51,999) (OR=2.45, $p<.001$)
- Dual user-mobile mainly were more likely to earn \$1,000-\$1,499 (\$52,000-\$77,999) (OR=1.96, $p<.05$)
- Dual user-mobile mainly were more likely to earn \$1,500 or over (\$78,000 or over) (OR=4.14, $p<.001$)

Gambling activity participation in past 12 months

- Dual user mobile mainly were more likely to have played casino table games (OR=3.42, $p<.05$)
- Mobile only were more likely to have bet on racing (OR=2.42, $p<.01$)
- Dual user-landline mainly were more likely to have bet on racing (OR=1.67, $p<.001$)
- Dual user-mobile mainly were more likely to have bet on racing (OR=2.84, $p<.001$)
- Mobile only were more likely to have bet on events (OR=104.92, $p<.001$)
- Dual user-landline mainly were more likely to have bet on events (OR=39.51, $p<.01$)
- Dual user-mobile mainly were more likely to have bet on events (OR=69.88, $p<.01$)
- Mobile only were more likely to have played keno (OR=7.66, $p<.001$)
- Dual user-landline mainly were more likely to have played keno (OR=3.38, $p<.001$)
- Dual user-mobile mainly more likely to have played keno (OR=4.12, $p<.001$)
- Mobile only were more likely to have played lotto, Powerball or Pools (OR=1.65, $p<.05$)
- Dual user-landline mainly were more likely to have played lotto, Powerball or Pools (OR=1.41, $p<.05$)
- Dual user-mobile mainly were more likely to have played lotto, Powerball or Pools (OR=1.97, $p<.001$)
- Mobile only were more likely to have played competitions where you pay money to enter by phone or leave an SMS to be in a prize draw (OR=3.15, $p<.05$)
- Dual user-landline mainly were more likely to have played competitions where you pay money to enter by phone or leave an SMS to be in a prize draw (OR=3.65, $p<.01$)
- Dual user-mobile mainly were more likely to have played competitions where you pay money to enter by phone or leave an SMS to be in a prize draw (OR=4.11, $p<.001$)
- Dual user-landline mainly were more likely to have purchased tickets in raffles sweeps and other competitions (OR=1.51, $p<.05$)
- Dual user-mobile mainly were more likely to have purchased tickets in raffles sweeps and other competitions (OR=2.22, $p<.001$)

PGSI item endorsements

To further explore gambling behaviour trends, differences in responses of mobile only respondents were also compared with respondents with landline access for all PGSI items. Mobile only respondents reported increased frequency of engaging in the following cognitions and behaviours (note that actual PGSI scores were used in the analysis of means):

- Betting more than you could really afford to lose
(Landline user mean=0.09, Mobile only mean=0.15 - $t=6.35$, $p<.001$)
- Gambling with larger amounts of money to get the same feeling of excitement
(Landline user mean=0.05, Mobile only mean=0.11 - $t=6.74$, $p<.001$)
- Going back another day to try to win back the money lost
(Landline user mean=0.05, Mobile only mean=0.11 - $t=7.75$, $p<.001$)
- Borrowing money or selling anything to get money to gamble
(Landline user mean=0.01, Mobile only mean=0.05 - $t=6.63$, $p<.001$)
- Feeling that you might have a problem with gambling
(Landline user mean=0.04, Mobile only mean=0.13 - $t=7.83$, $p<.001$)

Table 45. Demographic and gambling activity profile of the four phone user groups in the study sample (N=13,544; June-November 2014)

Characteristic	Response	% Victorian adults				
		Landline only	Mobile only	Dual user – landline mainly	Dual user – mobile mainly	All Victorian adults
Speaks a language other than English at home	Yes	25.52	22.10	21.56	21.01	21.73
		3.16	3.93	1.68	0.60	1.14
		19.83	15.35	18.45	19.85	19.59
		32.20	30.74	25.03	22.21	24.05
	No	73.63	77.90	78.44	78.99	78.21
		3.22	3.93	1.68	0.60	1.14
		66.86	69.26	74.97	77.79	75.90
		79.44	84.65	81.55	80.15	80.36
	Refused	0.85	0.00	0.00	0.00	0.05
		0.84	n/a	n/a	n/a	0.05
		0.12	n/a	n/a	n/a	0.01
		5.76	n/a	n/a	n/a	0.36
Indigenous	Yes	2.47	0.67	1.49	0.91	1.15
		1.56	0.45	0.67	0.15	0.28
		0.71	0.18	0.61	0.65	0.71
		8.24	2.51	3.59	1.26	1.86
	No	97.31	99.19	98.37	99.03	98.73
		1.56	0.47	0.68	0.16	0.28
		91.84	97.47	96.34	98.66	98.03
		99.15	99.75	99.28	99.29	99.19
	Don't know	0.17	0.13	0.13	0.02	0.09
		0.12	0.13	0.07	0.01	0.04
		0.04	0.02	0.04	0.00	0.04
		0.71	0.94	0.38	0.05	0.22
	Refused	0.05	0.00	0.02	0.05	0.03
		0.03	n/a	0.01	0.04	0.01
		0.02	n/a	0.00	0.01	0.01
		0.18	n/a	0.06	0.21	0.07
Gender	Male	47.99	47.85	49.02	48.97	48.66
		3.73	4.38	1.95	0.74	1.29
		40.79	39.41	45.22	47.51	46.13
		55.29	56.42	52.83	50.42	51.20
	Female	52.01	52.15	50.98	51.03	51.34
		3.73	4.38	1.95	0.74	1.29
		44.71	43.58	47.17	49.58	48.80
		59.21	60.59	54.78	52.49	53.87
Age	18-24yrs	10.26	12.82	12.40	12.73	12.49
		3.20	2.51	1.68	0.61	0.88
		5.47	8.66	9.47	11.59	10.86
		18.43	18.59	16.08	13.97	14.32
	25-34yrs	10.09	20.17	18.42	19.12	18.58
		3.84	2.46	2.41	0.67	1.06
		4.66	15.77	14.16	17.85	16.59
		20.47	25.43	23.62	20.46	20.76
	35-44yrs	19.87	18.70	18.56	18.28	18.58
		3.36	3.11	1.27	0.48	0.90
		14.09	13.34	16.21	17.36	16.87
		27.26	25.58	21.17	19.25	20.41
	45-54yrs	20.46	16.11	17.32	17.07	17.13
		2.55	3.00	0.98	0.44	0.82
		15.91	11.06	15.48	16.22	15.58
		25.92	22.87	19.34	17.95	18.80
	55-64yrs	17.21	15.19	14.57	14.35	14.80
		1.83	3.30	0.75	0.42	0.85
		13.92	9.78	13.16	13.56	13.21
		21.08	22.83	16.10	15.19	16.54

Characteristic	Response	% Victorian adults				
		Landline only	Mobile only	Dual user – landline mainly	Dual user – mobile mainly	All Victorian adults
Age	65yrs and older	22.11	17.01	18.72	18.44	18.42
		1.78	4.76	0.81	0.64	1.18
		18.82	9.57	17.19	17.23	16.22
		25.80	28.43	20.36	19.73	20.85
Risk for problem gambling	Non-problem gamblers	42.70	51.56	55.95	65.82	57.59
		3.51	4.41	2.04	0.71	1.34
		36.01	42.96	51.93	64.40	54.95
		49.67	60.07	59.90	67.21	60.19
	Low risk gamblers	8.87	13.94	6.70	7.70	8.91
		1.69	3.67	0.92	0.41	0.97
		6.08	8.17	5.11	6.93	7.18
		12.78	22.78	8.75	8.54	11.01
	Moderate risk gamblers	2.74	4.29	1.68	2.89	2.79
		1.30	2.38	0.34	0.26	0.60
		1.07	1.42	1.13	2.41	1.83
		6.84	12.24	2.50	3.46	4.23
	Problem gamblers	0.43	1.07	0.75	0.75	0.81
		0.21	0.75	0.31	0.13	0.21
		0.16	0.27	0.33	0.53	0.48
		1.13	4.17	1.68	1.06	1.36
	Non-gamblers	45.25	29.13	34.92	22.84	29.90
		3.84	3.79	2.16	0.64	1.25
		37.89	22.30	30.82	21.62	27.51
		52.83	37.06	39.25	24.11	32.40
Housing or tenancy situation	Owned outright	47.25	18.25	47.93	37.88	37.27
		3.64	3.45	1.93	0.73	1.18
		40.22	12.43	44.17	36.47	34.99
		54.38	25.99	51.71	39.32	39.61
	Owned with a mortgage	21.69	26.74	32.65	41.04	33.54
		3.60	3.97	1.78	0.71	1.18
		15.46	19.71	29.27	39.65	31.27
		29.55	35.20	36.22	42.45	35.90
	Privately rented	12.97	44.95	11.83	15.28	21.01
		2.50	4.34	1.28	0.55	1.24
		8.81	36.66	9.54	14.24	18.68
		18.69	53.53	14.57	16.39	23.53
	Public or community housing	6.02	3.99	1.50	1.14	2.24
		1.93	1.30	0.35	0.14	0.36
		3.18	2.10	0.95	0.88	1.64
		11.11	7.48	2.36	1.46	3.05
	Other	0.00	0.71	0.12	0.05	0.23
		n/a	0.53	0.12	0.03	0.13
		n/a	0.16	0.02	0.02	0.07
		n/a	3.05	0.77	0.15	0.72
	Retirement village/aged care	0.88	2.24	0.19	0.08	0.68
		0.39	2.20	0.05	0.04	0.53
		0.37	0.32	0.11	0.03	0.15
		2.07	14.09	0.33	0.22	3.10
	Live at home/with parents	0.00	0.26	0.53	1.10	0.64
		n/a	0.26	0.51	0.20	0.20
		n/a	0.04	0.08	0.78	0.34
		n/a	1.84	3.38	1.57	1.18
	Provided by work e.g. Church	0.00	0.10	0.04	0.16	0.10
		n/a	0.10	0.03	0.05	0.03
		n/a	0.01	0.01	0.09	0.05
		n/a	0.71	0.16	0.29	0.18
	Live with other family members	0.14	0.13	0.08	0.23	0.15
		0.11	0.13	0.03	0.09	0.05
		0.03	0.02	0.04	0.11	0.08
		0.61	0.93	0.17	0.48	0.27

Characteristic	Response	% Victorian adults				
		Landline only	Mobile only	Dual user – landline mainly	Dual user – mobile mainly	All Victorian adults
Housing or tenancy situation	Life tenancy/ other tenancy	0.04	0.00	0.00	0.03	0.01
		0.04	0.00	0.00	0.03	0.01
		0.01	n/a	n/a	0.00	0.00
		0.26	n/a	n/a	0.21	0.07
	Caravan park/hostel	0.00	1.06	0.01	0.01	0.26
		n/a	0.75	0.01	0.01	0.18
		n/a	0.26	0.00	0.00	0.07
		n/a	4.17	0.09	0.04	1.00
	Don't know	1.15	0.32	2.80	1.25	1.56
		0.71	0.27	1.01	0.19	0.37
		0.34	0.06	1.37	0.93	0.98
		3.78	1.65	5.62	1.69	2.48
	Refusal	9.87	1.24	2.32	1.74	2.31
		2.90	0.65	0.38	0.18	0.29
		5.46	0.44	1.68	1.42	1.82
		17.19	3.44	3.20	2.12	2.95
Highest completed education level	University degree	24.88	41.01	34.21	42.52	38.20
		3.32	4.33	1.94	0.72	1.27
		18.96	32.86	30.52	41.11	35.74
		31.93	49.69	38.11	43.94	40.72
	TAFE or trade qualification	9.51	13.70	18.06	19.56	17.03
		1.30	2.52	1.54	0.58	0.85
		7.26	9.48	15.23	18.44	15.44
		12.37	19.42	21.28	20.72	18.76
	Year 12	24.76	23.46	27.42	22.13	24.45
		3.29	4.04	1.74	0.64	1.18
		18.88	16.47	24.13	20.90	22.22
		31.76	32.26	30.96	23.41	26.82
	Year 10 or less	35.71	18.24	18.29	14.60	18.03
		3.66	3.06	1.12	0.52	0.88
		28.90	12.98	16.20	13.60	16.37
		43.14	25.02	20.58	15.65	19.82
	Don't know	2.91	2.61	1.08	0.75	1.44
		0.59	1.94	0.15	0.12	0.47
		1.94	0.60	0.82	0.56	0.76
		4.33	10.71	1.42	1.02	2.73
	Refused	2.23	0.98	0.95	0.44	0.85
		1.36	0.97	0.27	0.09	0.27
		0.67	0.14	0.54	0.29	0.46
		7.17	6.60	1.67	0.66	1.57
Employment status	Employed work full-time	23.96	42.65	30.68	46.45	38.69
		3.16	4.16	1.81	0.74	1.21
		18.32	34.76	27.25	45.01	36.36
		30.69	50.93	34.33	47.90	41.08
	Employed work part-time	13.72	17.74	21.08	23.19	20.58
		2.81	3.00	1.86	0.62	1.01
		9.08	12.59	17.67	22.00	18.67
		20.21	24.40	24.95	24.42	22.64
	Looking for work	13.67	7.29	7.68	5.43	7.16
		3.85	1.76	1.05	0.35	0.62
		7.72	4.51	5.86	4.78	6.03
		23.07	11.59	10.01	6.16	8.47
	Not in labour force/ not looking for work	47.39	32.32	39.37	24.27	32.84
		3.63	4.78	1.78	0.65	1.32
		40.38	23.74	35.95	23.01	30.31
		54.52	42.28	42.90	25.57	35.48
	Don't know	0.24	0.00	0.17	0.32	0.18
		0.17	n/a	0.07	0.08	0.04
		0.06	n/a	0.07	0.20	0.12
		0.99	n/a	0.39	0.51	0.28

Characteristic	Response	% Victorian adults				
		Landline only	Mobile only	Dual user – landline mainly	Dual user – mobile mainly	All Victorian adults
Employment status	Refused	1.01	0.00	1.02	0.35	0.54
		0.38	n/a	0.29	0.07	0.11
		0.49	n/a	0.58	0.23	0.36
		2.10	n/a	1.78	0.53	0.79
Migrated	Yes	1.18	8.80	4.68	4.05	5.22
		0.57	2.36	1.00	0.30	0.67
		0.46	5.15	3.06	3.49	4.05
		3.01	14.65	7.09	4.69	6.71
	No	98.35	91.20	94.69	95.70	94.44
		0.60	2.36	1.03	0.31	0.68
		96.66	85.35	92.27	95.04	92.95
		99.19	94.86	96.38	96.27	95.62
	Don't know	0.09	0.00	0.01	0.03	0.02
		0.09	n/a	0.01	0.02	0.01
		0.01	n/a	0.00	0.01	0.01
		0.66	n/a	0.04	0.13	0.05
	Refused	0.37	0.00	0.63	0.23	0.32
		0.16	n/a	0.25	0.06	0.09
		0.16	n/a	0.28	0.13	0.18
		0.85	n/a	1.38	0.40	0.56
Personal income per week	No or negative income to \$599 (\$0-\$31,199)	43.73	32.04	37.76	24.90	32.22
		3.80	4.46	2.01	0.67	1.33
		36.48	23.99	33.92	23.62	29.67
		51.26	41.31	41.77	26.24	34.88
	\$600-\$799 (\$31,200- \$41,599)	4.34	8.83	7.15	7.99	7.68
		1.05	2.74	0.75	0.41	0.72
		2.69	4.74	5.81	7.22	6.37
		6.93	15.86	8.76	8.84	9.22
	\$800\$999 (\$41,600- \$51,999)	3.44	10.83	5.16	8.03	7.42
		0.73	2.39	0.76	0.40	0.64
		2.26	6.96	3.86	7.28	6.25
		5.19	16.49	6.87	8.84	8.79
	\$1,000-\$1,499 (\$52,000- \$77,999)	7.48	9.98	8.55	13.66	10.63
		1.96	2.10	1.00	0.50	0.65
		4.44	6.56	6.78	12.71	9.42
		12.35	14.91	10.73	14.66	11.97
	\$1,500 or over (\$78,000 or over)	4.82	13.03	8.11	17.33	12.34
		1.31	2.28	0.80	0.53	0.65
		2.81	9.18	6.67	16.32	11.12
		8.15	18.17	9.82	18.39	13.66
	Don't know	12.70	10.63	11.52	8.55	10.33
		1.70	3.30	1.12	0.42	0.90
		9.72	5.68	9.50	7.76	8.70
		16.42	19.03	13.91	9.40	12.22
Personal income per week	Refused	23.50	14.66	21.75	19.54	19.39
		3.31	2.57	1.52	0.58	0.88
		17.64	10.30	18.92	18.43	17.73
		30.58	20.45	24.88	20.70	21.17
Gaming machines – participation in the past 12mths	Yes	14.39	21.61	13.05	17.50	16.74
		2.32	3.61	1.04	0.58	0.98
		10.41	15.36	11.13	16.38	14.91
		19.56	29.51	15.23	18.67	18.74
	No	85.61	78.39	86.95	82.50	83.26
		2.32	3.61	1.04	0.58	0.98
		80.44	70.49	84.77	81.33	81.26
		89.59	84.64	88.87	83.62	85.09

Characteristic	Response	% Victorian adults				
		Landline only	Mobile only	Dual user – landline mainly	Dual user – mobile mainly	All Victorian adults
Casino table games – like blackjack, roulette and poker - participation in the past 12mths	Yes	2.04	7.39	2.36	6.64	5.05
		1.10	2.15	0.68	0.40	0.59
		0.70	4.14	1.34	5.90	4.02
		5.76	12.86	4.14	7.47	6.33
	No	97.96	92.61	97.64	93.36	94.95
		1.10	2.15	0.68	0.40	0.59
		94.24	87.14	95.86	92.53	93.67
		99.30	95.86	98.66	94.10	95.98
Race betting - participation in the past 12mths	Yes	10.61	22.29	16.55	25.25	20.63
		1.65	3.30	1.16	0.65	0.93
		7.78	16.48	14.41	24.00	18.88
		14.31	29.42	18.94	26.54	22.50
	No	89.39	77.71	83.45	74.75	79.37
		1.65	3.30	1.16	0.65	0.93
		85.69	70.58	81.06	73.46	77.50
		92.22	83.52	85.59	76.00	81.12
Betting on events – including for instance, election results, current affairs and TV shows – participation in the past 12mths	Yes	0.01	0.82	0.31	0.55	0.50
		0.01	0.41	0.25	0.13	0.14
		0.00	0.30	0.06	0.34	0.29
		0.06	2.19	1.52	0.88	0.86
	No	99.99	99.18	99.69	99.45	99.50
		0.01	0.41	0.25	0.13	0.14
		99.94	97.81	98.48	99.12	99.14
		100.00	99.70	99.94	99.66	99.71
Keno – participation in the past 12mths	Yes	0.86	6.22	2.85	3.45	3.74
		0.25	2.29	0.64	0.27	0.60
		0.49	2.98	1.83	2.95	2.73
		1.51	12.54	4.41	4.03	5.12
	No	99.14	93.78	97.15	96.55	96.26
		0.25	2.29	0.64	0.27	0.60
		98.49	87.46	95.59	95.97	94.88
		99.51	97.02	98.17	97.05	97.28
Lotto, Powerball or the Pools – participation in the past 12mths	Yes	35.37	47.38	43.59	51.83	46.90
		3.19	4.44	1.80	0.74	1.29
		29.38	38.85	40.10	50.37	44.39
		41.85	56.07	47.14	53.28	49.43
	No	64.63	52.62	56.41	48.17	53.10
		3.19	4.44	1.80	0.74	1.29
		58.15	43.93	52.86	46.72	50.57
		70.62	61.15	59.90	49.63	55.61
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	Yes	1.71	5.20	5.97	6.66	5.77
		0.63	1.48	0.75	0.35	0.46
		0.83	2.95	4.66	6.00	4.93
		3.50	8.99	7.62	7.39	6.74
	No	98.29	94.81	94.03	93.34	94.23
		0.63	1.48	0.75	0.35	0.46
		96.51	91.01	92.38	92.61	93.26
		99.17	97.05	95.34	94.00	95.07
Buying tickets in raffles sweeps and other competitions	Yes	30.44	35.87	39.83	49.22	41.63
		3.08	4.20	1.71	0.74	1.22
		24.77	28.11	36.53	47.78	39.26
		36.78	44.45	43.22	50.67	44.05
	No	69.56	64.13	60.17	50.78	58.37
		3.08	4.20	1.71	0.74	1.22
		63.22	55.55	56.78	49.33	55.95
		75.23	71.89	63.47	52.22	60.74

Question – Age and gender requested; Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; Have you migrated to Australia in the past 5 yrs? Is your highest level of completed education (Prompt)?; Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? Is your current place of residence? On which of the following activities have you spent any money in the past 12 months? Results of nine item Canadian Problem Gambling Index (Base: All Victorian adults) Weighted results without subsampling.

Appendix E - Detailed tables of study results

Data tables – Gambling activity participation

Table 46. Participation in different gambling activities in Victoria in past 12 months – Results by risk for problem gambling and by type of phones available (N=13,554, June-November, 2014)

Gambling activity participation in the past 12 months	Result	% Victorian adults by risk for problem gambling			% Victorian adults by type of phones available		Victorian adults (N=13,554)	Adults participating in each activity (N)
		Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Landline access (N=13,296)	Mobile only (N=258)	
Informal private betting for money - like playing cards at home	%	2.99	7.48	11.30	15.61	2.88	2.67	2.83
	SE	0.40	2.13	4.31	6.38	0.32	0.86	0.32
	LCL	2.30	4.24	5.20	6.69	2.31	1.42	2.27
Gaming machines	UCL	3.87	12.87	22.83	32.32	3.58	4.99	3.53
	%	18.73	42.43	58.54	66.58	15.22	21.61	16.74
	SE	1.08	5.79	10.81	15.44	0.59	3.61	0.98
Betting on casino table games like blackjack, roulette and poker	LCL	16.71	31.66	37.09	33.83	14.10	15.36	14.91
	UCL	20.94	53.97	77.18	88.59	16.40	29.51	18.74
	%	4.93	13.74	28.89	22.56	4.32	7.39	5.05
Race betting	SE	0.56	2.78	12.00	9.57	0.37	2.15	0.59
	LCL	3.95	9.14	11.45	9.05	3.65	4.14	4.02
	UCL	6.15	20.14	56.07	46.02	5.12	12.86	6.33
Betting on sports such as sports like AFL or cricket, but excluding fantasy sports and novelty events	%	26.86	43.48	30.95	52.50	20.11	22.29	20.63
	SE	1.25	5.45	7.19	13.00	0.64	3.30	0.93
	LCL	24.48	33.25	18.82	28.45	18.88	16.48	18.88
Betting on events including election results, current affairs and TV shows	UCL	29.38	54.30	46.43	75.44	21.40	29.42	22.50
	%	5.24	11.35	15.55	44.78	4.76	5.01	4.82
	SE	0.55	2.24	4.33	14.10	0.38	1.29	0.42
Keno	LCL	4.26	7.65	8.79	20.96	4.07	3.01	4.06
	UCL	6.43	16.53	26.01	71.27	5.57	8.23	5.72
	%	0.48	1.10	4.08	1.23	0.40	0.82	0.50
Lotto, Powerball or the Pools	SE	0.16	0.64	3.20	0.92	0.13	0.41	0.14
	LCL	0.25	0.35	0.85	0.28	0.21	0.30	0.29
	UCL	0.91	3.38	17.42	5.20	0.75	2.19	0.86
	%	3.27	10.26	29.69	14.20	2.97	6.22	3.74
	SE	0.49	3.36	12.11	6.14	0.32	2.29	0.60
	LCL	2.44	5.29	11.92	5.80	2.40	2.98	2.73
	UCL	4.37	18.96	56.84	30.78	3.66	12.54	5.12
	%	65.93	68.90	80.61	67.41	46.75	47.38	46.90
	SE	1.37	4.82	4.96	11.15	0.96	4.44	1.29
	LCL	63.21	58.77	69.06	43.35	44.88	38.85	44.39
	UCL	68.56	77.50	88.56	84.83	48.64	56.07	49.43
	%	7.264						

Gambling activity participation in the past 12 months	Result	% Victorian adults by risk for problem gambling				% Victorian adults by type of phones available		Victorian adults (N=13,554)	Adults participating in each activity (N)
		Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Landline access (N=13,296)	Mobile only (N=258)		
Scratch tickets	%	14.15	20.48	16.93	33.68	10.46	11.56	10.72	1,437
	SE	1.30	3.55	4.91	10.89	0.50	3.18	0.85	
	LCL	11.79	14.38	9.33	16.34	9.52	6.63	9.17	
	UCL	16.91	28.30	28.77	56.90	11.48	19.38	12.50	
Bingo	%	2.62	10.54	3.82	11.39	2.18	4.11	2.64	382
	SE	0.46	2.66	1.34	5.53	0.21	1.36	0.36	
	LCL	1.84	6.34	1.90	4.20	1.81	2.14	2.02	
	UCL	3.70	17.00	7.52	27.34	2.64	7.78	3.45	
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	%	7.23	11.92	11.19	28.67	5.95	5.19	5.77	825
	SE	0.59	2.65	4.32	15.74	0.38	1.48	0.46	
	LCL	6.15	7.62	5.10	8.17	5.24	2.95	4.93	
	UCL	8.48	18.17	22.80	64.50	6.75	8.99	6.74	
Buying tickets in raffles sweeps and other competitions	%	60.08	57.81	53.04	49.55	43.44	35.87	41.63	6,614
	SE	1.44	6.38	10.84	13.38	0.92	4.20	1.22	
	LCL	57.23	45.08	32.49	25.59	41.64	28.11	39.26	
	UCL	62.87	69.58	72.62	73.72	45.25	44.45	44.05	
Gambled for money on anything else in the past 12mths	%	0.24	0.29	0.41	0.48	0.17	0.20	0.18	29
	SE	0.09	0.14	0.28	0.50	0.04	0.20	0.06	
	LCL	0.11	0.11	0.11	0.06	0.11	0.03	0.10	
	UCL	0.52	0.73	1.54	3.56	0.26	1.43	0.33	

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults) Weighted results without subsampling.

Table 47. Participation in different gambling activities in Victoria in past 12 months – Results by gender
(N=13,554, June-November, 2014)

Gambling activity participation in the past 12 months	Result	% Victorian adults by gender		% Victorian adults
		Male	Female	
Informal private betting for money - like playing cards at home	%	3.85	1.86	2.83
	SE	0.48	0.43	0.32
	LCL	3.01	1.19	2.27
	UCL	4.91	2.92	3.53
Gaming machines	%	17.22	16.28	16.74
	SE	1.42	1.35	0.98
	LCL	14.61	13.81	14.91
	UCL	20.19	19.10	18.74
Betting on casino table games like blackjack, roulette and poker	%	7.52	2.72	5.05
	SE	1.10	0.43	0.59
	LCL	5.63	1.98	4.02
	UCL	9.97	3.71	6.33
Race betting	%	21.11	20.17	20.63
	SE	1.29	1.33	0.93
	LCL	18.70	17.69	18.88
	UCL	23.75	22.90	22.50
Betting on sports in the past 12mths - such as sports like AFL or cricket, but excluding fantasy sports and novelty events	%	7.99	1.82	4.82
	SE	0.76	0.42	0.42
	LCL	6.63	1.16	4.06
	UCL	9.60	2.84	5.72
Betting on events	%	0.73	0.28	0.50
	SE	0.27	0.10	0.14
	LCL	0.35	0.14	0.29
	UCL	1.49	0.55	0.86
Keno	%	4.89	2.66	3.74
	SE	1.11	0.50	0.60
	LCL	3.12	1.84	2.73
	UCL	7.60	3.83	5.12
Lotto, Powerball or the Pools	%	46.31	47.47	46.90
	SE	1.90	1.74	1.29
	LCL	42.61	44.08	44.39
	UCL	50.05	50.88	49.43
Scratch tickets	%	8.15	13.16	10.72
	SE	0.93	1.38	0.85
	LCL	6.49	10.69	9.17
	UCL	10.17	16.10	12.50

Gambling activity participation in the past 12 months	Result	% Victorian adults by gender		% Victorian adults
		Male	Female	
Bingo	%	1.43	3.80	2.64
	SE	0.37	0.61	0.36
	LCL	0.86	2.77	2.02
	UCL	2.37	5.18	3.45
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	%	4.08	7.37	5.77
	SE	0.62	0.67	0.46
	LCL	3.02	6.16	4.93
	UCL	5.50	8.80	6.74
Buying tickets in raffles sweeps and other competitions	%	35.40	47.54	41.63
	SE	1.68	1.71	1.22
	LCL	32.19	44.20	39.26
	UCL	38.75	50.90	44.05
Gambled money on anything else in the past 12mths	%	0.28	0.08	0.18
	SE	0.11	0.03	0.06
	LCL	0.13	0.04	0.10
	UCL	0.61	0.16	0.33

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults) Weighted results without subsampling.

Table 48. Participation in different gambling activities in Victoria in past 12 months – Results by gender and age
(N=13,554, June-November, 2014)

Gambling activity participation in the past 12 months	Result	% Male by age						% Females by age						% Victorian adults by age					
		18-24yrs (N=269)	25-34yrs (N=400)	35-44yrs (N=789)	45-54yrs (N=1,087)	55-64yrs (N=1,061)	65yrs and older (N=1,560)	18-24yrs (N=298)	25-34yrs (N=587)	35-44yrs (N=1415)	45-54yrs (N=1676)	55-64yrs (N=1735)	65yrs and older (N=2,677)	18-24yrs (N=576)	25-34yrs (N=987)	35-44yrs (N=2,204)	45-54yrs (N=2,763)	55-64yrs (N=2,796)	65yrs and older (N=4,237)
Informal private betting for money - like playing cards at home	%	8.56	6.87	3.69	2.26	1.30	0.85	1.77	3.79	1.40	2.06	1.31	0.82	5.23	5.33	2.53	2.16	1.31	0.83
	SE	2.40	1.61	0.90	0.59	0.39	0.26	0.72	1.81	0.64	1.25	0.31	0.22	1.27	1.19	0.54	0.70	0.25	0.17
	LCL	4.88	4.31	2.28	1.35	0.72	0.47	0.79	1.47	0.57	0.62	0.82	0.49	3.23	3.42	1.66	1.14	0.90	0.56
	UCL	14.58	10.78	5.91	3.77	2.32	1.53	3.91	9.44	3.42	6.61	2.09	1.38	8.36	8.21	3.84	4.06	1.89	1.23
Gaming machines	%	18.17	15.15	14.37	11.05	22.23	23.82	19.29	10.60	10.68	15.30	19.76	23.16	18.72	12.87	12.50	13.23	20.96	23.46
	SE	3.63	2.92	2.64	1.81	4.31	4.61	4.11	2.20	1.74	2.34	3.12	4.79	2.74	1.81	1.57	1.51	2.66	3.35
	LCL	12.10	10.27	9.94	7.97	14.91	15.97	12.48	7.00	7.71	11.26	14.35	15.10	13.93	9.73	9.73	10.54	16.22	17.52
	UCL	26.37	21.79	20.34	15.13	31.80	33.97	28.62	15.74	14.61	20.46	26.58	33.80	24.68	16.84	15.91	16.47	26.64	30.65
Betting on casino table games like blackjack, roulette and poker	%	13.78	11.19	7.24	3.05	2.47	7.80	8.55	5.11	1.68	1.64	0.73	0.37	11.21	8.14	4.42	2.33	1.58	3.72
	SE	2.96	2.27	1.80	0.58	0.53	5.05	2.86	1.16	0.62	0.40	0.19	0.15	2.04	1.25	0.94	0.34	0.27	2.38
	LCL	8.93	7.45	4.41	2.10	1.63	2.09	4.37	3.26	0.81	1.01	0.43	0.17	7.80	6.01	2.90	1.74	1.12	1.04
	UCL	20.66	16.47	11.66	4.40	3.75	25.07	16.06	7.92	3.45	2.65	1.22	0.84	15.87	10.95	6.68	3.11	2.21	12.42
Race betting	%	22.26	14.24	20.77	20.69	28.76	22.09	13.99	18.69	23.98	24.03	24.77	14.92	18.20	16.47	22.40	22.40	26.71	18.15
	SE	4.30	2.26	2.81	2.23	4.23	2.85	3.37	2.79	2.87	2.52	5.08	2.13	2.74	1.84	2.03	1.71	3.30	1.78
	LCL	14.96	10.36	15.80	16.65	21.23	17.00	8.58	13.83	18.82	19.45	16.18	11.21	13.43	13.18	18.68	19.23	20.76	14.92
	UCL	31.79	19.27	26.81	25.40	37.69	28.18	21.98	24.77	30.04	29.30	35.97	19.58	24.20	20.39	26.62	25.93	33.64	21.90
Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty events	%	14.64	12.28	9.44	6.14	3.77	2.05	3.47	2.08	3.25	1.91	0.43	0.21	9.17	7.17	6.30	3.97	2.05	1.04
	SE	3.28	2.47	1.80	1.03	0.85	0.43	1.50	0.66	1.84	0.51	0.14	0.08	1.83	1.24	1.26	0.55	0.41	0.20
	LCL	9.29	8.21	6.46	4.41	2.42	1.36	1.47	1.11	1.05	1.13	0.23	0.10	6.16	5.08	4.23	3.02	1.38	0.72
	UCL	22.30	17.99	13.60	8.49	5.83	3.08	7.97	3.87	9.56	3.22	0.81	0.44	13.43	10.02	9.27	5.21	3.04	1.50
Betting on events – including for instance, election results, current affairs and TV shows	%	2.94	1.52	0.09	0.12	0.03	0.07	0.00	0.75	0.22	0.40	0.13	0.08	1.50	1.14	0.15	0.26	0.08	0.07
	SE	1.64	0.83	0.06	0.07	0.03	0.05	0.00	0.50	0.09	0.17	0.07	0.07	0.84	0.48	0.06	0.09	0.04	0.05
	LCL	0.97	0.52	0.02	0.04	0.00	0.01	0.00	0.21	0.10	0.17	0.04	0.01	0.50	0.49	0.07	0.13	0.03	0.02
	UCL	8.53	4.37	0.37	0.39	0.22	0.31	0.00	2.70	0.48	0.92	0.39	0.49	4.42	2.59	0.31	0.53	0.22	0.25
Keno	%	5.34	3.15	2.79	3.09	6.76	8.98	2.16	2.83	2.51	3.69	2.16	2.40	3.78	2.99	2.65	3.40	4.40	5.37
	SE	2.17	1.91	1.31	0.82	3.12	4.80	1.15	1.25	1.09	2.05	0.44	0.48	1.24	1.14	0.85	1.13	1.57	2.27
	LCL	2.37	0.95	1.10	1.83	2.67	3.03	0.76	1.18	1.07	1.23	1.45	1.63	1.97	1.41	1.41	1.77	2.17	2.31
	UCL	11.57	9.98	6.88	5.16	16.08	23.78	6.00	6.64	5.80	10.59	3.22	3.54	7.13	6.25	4.93	6.44	8.73	11.99
Lotto, Powerball or the Pools	%	19.89	31.33	46.49	54.74	57.23	65.09	15.91	36.05	47.89	56.76	56.05	62.19	17.94	33.70	47.20	55.78	56.63	63.50
	SE	4.79	4.17	4.05	4.10	4.45	3.46	3.26	3.43	3.10	3.05	4.63	4.33	2.94	2.74	2.55	2.55	3.22	2.82
	LCL	12.10	23.78	38.71	46.65	48.38	58.05	10.50	29.64	41.87	50.71	46.88	53.42	12.88	28.55	42.25	50.74	50.25	57.81
	UCL	30.93	40.03	54.44	62.58	65.65	71.52	23.38	43.01	53.97	62.62	64.83	70.23	24.43	39.26	52.20	60.69	62.80	68.83

Gambling activity participation in the past 12 months	Result	% Male by age						% Females by age						% Victorian adults by age					
		18-24yrs (N=269)	25-34yrs (N=400)	35-44yrs (N=789)	45-54yrs (N=1,087)	55-64yrs (N=1,061)	65yrs and older (N=1,560)	18-24yrs (N=298)	25-34yrs (N=587)	35-44yrs (N=1415)	45-54yrs (N=1676)	55-64yrs (N=1735)	65yrs and older (N=2,677)	18-24yrs (N=576)	25-34yrs (N=987)	35-44yrs (N=2,204)	45-54yrs (N=2,763)	55-64yrs (N=2,796)	65yrs and older (N=4,237)
Scratch tickets	%	19.07	5.67	5.64	6.16	6.90	8.38	12.67	13.74	10.99	14.80	10.51	15.53	15.93	9.71	8.35	10.59	8.75	12.30
	SE	5.26	1.60	1.14	1.15	1.12	1.80	3.07	2.40	1.54	2.88	1.23	5.46	3.12	1.49	0.98	1.65	0.82	3.19
	LCL	10.78	3.23	3.77	4.25	4.99	5.45	7.76	9.67	8.32	9.99	8.33	7.52	10.71	7.16	6.63	7.77	7.26	7.29
	UCL	31.48	9.75	8.34	8.85	9.45	12.66	20.00	19.15	14.39	21.36	13.17	29.38	23.04	13.04	10.48	14.27	10.51	20.03
Bingo	%	2.59	0.90	1.33	1.69	1.16	1.19	3.09	2.69	2.38	4.09	5.71	4.86	2.84	1.80	1.86	2.92	3.50	3.21
	SE	1.74	0.46	0.73	1.31	0.42	0.33	1.60	1.00	0.75	1.16	2.52	1.59	1.19	0.55	0.53	0.87	1.33	0.88
	LCL	0.69	0.33	0.45	0.37	0.57	0.69	1.10	1.30	1.28	2.34	2.36	2.54	1.24	0.98	1.07	1.62	1.65	1.86
	UCL	9.30	2.41	3.88	7.44	2.36	2.06	8.35	5.52	4.39	7.08	13.16	9.12	6.35	3.28	3.23	5.21	7.28	5.47
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	%	7.66	4.19	5.52	2.42	2.65	2.55	3.32	8.57	14.65	7.99	5.10	3.10	5.53	6.39	10.15	5.28	3.91	2.85
	SE	2.82	1.55	1.38	0.61	0.74	1.59	1.04	1.59	2.70	1.02	0.67	0.66	1.54	1.12	1.59	0.61	0.49	0.80
	LCL	3.66	2.02	3.36	1.48	1.52	0.74	1.78	5.92	10.11	6.21	3.93	2.04	3.18	4.51	7.44	4.21	3.05	1.64
	UCL	15.35	8.51	8.94	3.94	4.55	8.37	6.09	12.25	20.77	10.23	6.60	4.69	9.44	8.97	13.71	6.60	4.99	4.91
Buying tickets in raffles sweeps and other competitions	%	26.50	22.03	38.68	42.63	38.53	43.56	27.09	40.36	50.59	59.61	55.31	47.35	26.79	31.22	44.72	51.33	47.15	45.64
	SE	5.24	3.25	3.78	3.73	3.51	4.66	4.24	3.46	3.14	2.93	4.18	5.40	3.38	2.55	2.49	2.51	3.03	3.62
	LCL	17.55	16.32	31.59	35.52	31.92	34.74	19.61	33.81	44.46	53.75	47.04	37.03	20.69	26.45	39.92	46.42	41.28	38.68
	UCL	37.92	29.04	46.29	50.05	45.59	52.81	36.15	47.28	56.70	65.20	63.30	57.90	33.91	36.41	49.63	56.21	53.10	52.78
Gambled money on anything else in the past 12mths	%	0.21	0.63	0.31	0.15	0.25	0.08	0.00	0.17	0.07	0.07	0.05	0.07	0.11	0.40	0.19	0.11	0.15	0.08
	SE	0.21	0.53	0.16	0.09	0.12	0.06	0.00	0.12	0.04	0.05	0.05	0.06	0.11	0.27	0.08	0.05	0.06	0.04
	LCL	0.03	0.12	0.12	0.05	0.10	0.02	0.00	0.04	0.02	0.01	0.01	0.02	0.01	0.11	0.08	0.04	0.06	0.03
	UCL	1.47	3.25	0.83	0.49	0.65	0.31	0.00	0.69	0.23	0.30	0.35	0.33	0.75	1.51	0.43	0.27	0.35	0.21

Question: On which of the following activities have you spent any money on in the past 12mths? (Base: All Victorian adults) Weighted results without subsampling.

Table 49. Participation in different gambling activities in Victoria in past 12 months – Results by risk for problem gambling and by type of phones available (N=10,311, June-November, 2014)

Frequency of gambling activity participation in the past 12 months	Frequency of participation in gambling activity	Result	% Gamblers by risk for problem gambling				% Victorian adults by type of phones available		% Victorian adults (N=13,554)
			Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Landline access (N=13,296)	Mobile only (N=258)	
Gaming machines	Not at all	%	81.27	57.57	41.46	33.42	84.78	78.39	83.26
		SE	1.08	5.79	10.81	15.44	0.59	3.61	0.98
		LCL	79.06	46.03	22.82	11.41	83.60	70.49	81.26
		UCL	83.29	68.34	62.91	66.17	85.90	84.64	85.09
	Less than once per month (1-11 times per annum)	%	15.88	28.22	15.59	6.50	10.94	16.01	12.15
		SE	1.05	5.48	4.00	2.78	0.51	3.09	0.84
		LCL	13.92	18.79	9.24	2.76	9.98	10.84	10.60
		UCL	18.06	40.06	25.09	14.54	11.99	23.02	13.88
	One to three times per month (12-36 times per annum)	%	2.17	9.59	19.05	12.21	2.87	2.30	2.73
		SE	0.25	2.75	5.44	4.43	0.24	1.08	0.31
		LCL	1.72	5.39	10.54	5.83	2.44	0.91	2.18
		UCL	2.73	16.51	31.97	23.81	3.38	5.68	3.42
	Nearly once a week to three times per week (37-144 times per annum)	%	0.64	4.49	8.15	32.18	1.19	1.49	1.26
		SE	0.11	2.58	2.74	10.80	0.14	1.02	0.27
		LCL	0.46	1.43	4.15	15.24	0.93	0.39	0.83
		UCL	0.91	13.25	15.38	55.60	1.50	5.56	1.90
Betting on casino table games like blackjack, roulette and poker	More than three times per week (over 144 times per annum)	%	0.04	0.13	15.75	15.69	0.22	1.81	0.60
		SE	0.02	0.09	13.23	9.10	0.10	1.79	0.44
		LCL	0.02	0.03	2.58	4.61	0.09	0.26	0.14
		UCL	0.09	0.52	56.90	41.76	0.56	11.65	2.47
	Not at all	%	95.07	86.26	71.11	77.44	95.68	92.61	94.95
		SE	0.56	2.78	12.00	9.57	0.37	2.15	0.59
		LCL	93.85	79.86	43.93	53.98	94.88	87.14	93.67
		UCL	96.05	90.86	88.55	90.95	96.35	95.86	95.98
	Less than once per month (1-11 times per annum)	%	4.61	13.17	26.98	7.40	3.89	7.04	4.64
		SE	0.54	2.75	12.16	4.79	0.35	2.13	0.58
		LCL	3.66	8.65	9.92	1.99	3.25	3.85	3.64
		UCL	5.80	19.56	55.35	23.91	4.65	12.55	5.91
	One to three times per month (12-36 times per annum)	%	0.21	0.42	1.11	1.57	0.20	0.21	0.20
		SE	0.12	0.20	0.66	1.18	0.07	0.22	0.07
		LCL	0.07	0.16	0.34	0.35	0.10	0.03	0.10
		UCL	0.65	1.09	3.53	6.68	0.40	1.52	0.42

Frequency of gambling activity participation in the past 12 months	Frequency of participation in gambling activity	Result	% Gamblers by risk for problem gambling				% Victorian adults by type of phones available		% Victorian adults (N=13,554)
			Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Landline access (N=13,296)	Mobile only (N=258)	
Betting on casino table games like blackjack, roulette and poker	Nearly once a week to three times per week (37-144 times per annum)	%	0.10	0.09	0.20	11.23	0.17	0.13	0.16
		SE	0.06	0.08	0.21	8.11	0.09	0.13	0.08
		LCL	0.03	0.02	0.03	2.50	0.06	0.02	0.06
		UCL	0.34	0.56	1.49	38.39	0.50	0.93	0.42
	More than three times per week (over 144 times per annum)	%	0.01	0.05	0.59	2.37	0.06	0.00	0.05
		SE	0.01	0.06	0.45	2.07	0.03	n/a	0.02
		LCL	0.00	0.01	0.14	0.42	0.03	n/a	0.02
		UCL	0.05	0.39	2.56	12.28	0.15	n/a	0.11
		%	73.14	56.52	69.05	47.50	79.89	77.71	79.37
		SE	1.25	5.45	7.19	13.00	0.64	3.30	0.93
		LCL	70.62	45.70	53.57	24.56	78.60	70.58	77.50
		UCL	75.52	66.75	81.18	71.55	81.12	83.52	81.12
Race betting	Less than once per month (1-11 times per annum)	%	23.09	33.28	16.37	3.91	16.80	16.59	16.75
		SE	1.19	4.68	4.18	1.74	0.60	2.91	0.83
		LCL	20.85	24.80	9.71	1.62	15.65	11.64	15.18
		UCL	25.49	42.99	26.25	9.15	18.02	23.10	18.44
	One to three times per month (12-36 times per annum)	%	2.00	4.05	4.26	4.00	1.48	2.27	1.67
		SE	0.36	1.57	1.57	2.17	0.15	0.96	0.25
		LCL	1.40	1.88	2.05	1.36	1.22	0.98	1.23
		UCL	2.85	8.54	8.62	11.18	1.79	5.16	2.24
		%	1.24	5.56	8.99	18.36	1.52	1.88	1.61
		SE	0.18	2.59	3.10	9.22	0.16	1.06	0.28
		LCL	0.93	2.18	4.50	6.32	1.24	0.62	1.14
		UCL	1.65	13.42	17.19	42.87	1.86	5.57	2.26
Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty event	More than three times per week (over 144 times per annum)	%	0.53	0.59	1.33	26.22	0.31	1.55	0.61
		SE	0.35	0.21	0.51	16.09	0.05	1.09	0.26
		LCL	0.15	0.30	0.63	6.51	0.23	0.39	0.26
		UCL	1.92	1.18	2.81	64.46	0.43	6.02	1.42
	Not at all	%	94.76	88.65	84.45	55.22	95.24	94.99	95.18
		SE	0.55	2.24	4.33	14.10	0.38	1.29	0.42
		LCL	93.58	83.47	73.99	28.73	94.43	91.77	94.28
		UCL	95.74	92.35	91.21	79.04	95.93	96.99	95.94
	Less than once per month (1-11 times per annum)	%	3.81	6.48	3.45	22.51	2.94	3.41	3.05
		SE	0.49	1.49	1.39	16.63	0.30	1.13	0.35
		LCL	2.96	4.10	1.55	4.29	2.40	1.77	2.43
		UCL	4.90	10.09	7.49	65.31	3.59	6.48	3.82

Frequency of gambling activity participation in the past 12 months	Frequency of participation in gambling activity	Result	% Gamblers by risk for problem gambling				% Victorian adults by type of phones available		% Victorian adults (N=13,554)
			Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Landline access (N=13,296)	Mobile only (N=258)	
Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty event	One to three times per month (12-36 times per annum)	%	0.76	3.11	6.76	9.69	0.98	0.98	0.98
		SE	0.18	1.36	2.71	5.29	0.19	0.45	0.18
		LCL	0.48	1.30	3.03	3.17	0.68	0.39	0.69
		UCL	1.21	7.22	14.42	25.99	1.43	2.41	1.40
	Nearly once a week to three times per week (37-144 times per annum)	%	0.59	1.52	4.50	9.84	0.70	0.63	0.68
		SE	0.17	0.68	1.89	7.92	0.14	0.38	0.14
		LCL	0.34	0.63	1.95	1.86	0.47	0.19	0.45
		UCL	1.04	3.62	10.03	38.57	1.04	2.04	1.02
	More than three times per week (over 144 times per annum)	%	0.07	0.25	0.84	2.74	0.14	0.00	0.11
		SE	0.06	0.18	0.52	2.19	0.06	0.00	0.04
		LCL	0.01	0.06	0.25	0.56	0.06	n/a	0.05
		UCL	0.38	1.02	2.83	12.35	0.32	n/a	0.24
Keno	Not at all	%	96.73	89.74	70.31	85.80	97.03	93.78	96.26
		SE	0.49	3.36	12.11	6.14	0.32	2.29	0.60
		LCL	95.63	81.04	43.16	69.22	96.34	87.46	94.88
		UCL	97.56	94.71	88.08	94.20	97.60	97.02	97.28
	Less than once per month (1-11 times per annum)	%	2.77	5.85	11.97	5.36	2.29	3.15	2.49
		SE	0.48	2.20	4.56	4.52	0.31	1.16	0.36
		LCL	1.97	2.76	5.51	0.98	1.75	1.52	1.87
		UCL	3.88	11.98	24.10	24.54	2.98	6.41	3.31
	One to three times per month (12-36 times per annum)	%	0.28	3.11	2.12	4.44	0.39	0.98	0.53
		SE	0.06	2.56	1.22	2.68	0.07	0.97	0.24
		LCL	0.18	0.60	0.68	1.33	0.28	0.14	0.22
		UCL	0.42	14.53	6.41	13.81	0.56	6.60	1.28
	Nearly once a week to three times per week (37-144 times per annum)	%	0.17	1.27	15.59	2.16	0.21	2.10	0.66
		SE	0.04	0.79	13.25	1.40	0.04	1.80	0.44
		LCL	0.10	0.38	2.50	0.60	0.15	0.38	0.18
		UCL	0.27	4.23	57.07	7.45	0.31	10.71	2.38
	More than three times per week (over 144 times per annum)	%	0.06	0.02	0.00	2.24	0.07	0.00	0.05
		SE	0.03	0.02	n/a	2.04	0.03	n/a	0.03
		LCL	0.02	0.00	n/a	0.37	0.03	n/a	0.02
		UCL	0.18	0.12	n/a	12.46	0.18	n/a	0.13

Frequency of gambling activity participation in the past 12 months	Frequency of participation in gambling activity	Result	% Gamblers by risk for problem gambling				% Victorian adults by type of phones available		% Victorian adults (N=13,554)
			Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Landline access (N=13,296)	Mobile only (N=258)	
Lotto, Powerball or the Pools	Not at all	%	34.07	31.10	19.39	32.59	53.25	52.62	53.10
		SE	1.37	4.82	4.96	11.15	0.96	4.44	1.29
		LCL	31.44	22.50	11.44	15.17	51.36	43.93	50.57
		UCL	36.79	41.23	30.94	56.65	55.12	61.15	55.61
	Less than once per month (1-11 times per annum)	%	33.15	23.27	20.88	30.73	22.62	20.00	21.99
		SE	1.29	3.35	5.66	15.43	0.72	2.87	0.89
		LCL	30.68	17.35	11.88	9.68	21.23	14.97	20.31
		UCL	35.71	30.47	34.05	64.74	24.07	26.21	23.78
	One to three times per month (12-36 times per annum)	%	11.18	19.39	21.09	14.20	8.40	10.38	8.87
		SE	0.76	6.33	11.38	6.84	0.38	3.30	0.84
		LCL	9.78	9.81	6.54	5.22	7.68	5.46	7.35
		UCL	12.76	34.74	50.52	33.21	9.18	18.85	10.67
	Nearly once a week to three times per week (37-144 times per annum)	%	21.20	25.44	21.66	9.78	15.15	15.19	15.16
		SE	1.40	5.58	5.78	3.90	0.49	4.00	1.02
		LCL	18.59	16.08	12.42	4.36	14.21	8.88	13.26
		UCL	24.07	37.78	35.03	20.51	16.14	24.76	17.28
	More than three times per week (over 144 times per annum)	%	0.41	0.80	16.97	12.69	0.59	1.81	0.88
		SE	0.07	0.22	13.10	8.16	0.11	1.79	0.44
		LCL	0.29	0.46	3.20	3.32	0.41	0.26	0.33
		UCL	0.57	1.38	55.83	38.09	0.86	11.65	2.31

Question: How often on average in the past 12 months did you take part in (gambling activity prompted)? (Base: All gamblers) (Results changed to include all Victorian adults). Weighted results without subsampling.

Table 50. Where gaming machines were played in the past 12mths - Results by risk for problem gambling and by type of phones available (N=2,298, June-November, 2014) - MULTIPLE RESPONSES

Where gaming machines were played in past 12mths	Results	% Gaming machine players by risk for problem gambling				% Gaming machine players by phone usage type		% gaming machine players (N=2,298)
		Non-problem gamblers (N=1,596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	Landline access (N=2243)	Mobile only (N=55)	
Victorian Clubs such as an RSL club	%	42.20	46.37	40.42	64.68	45.72	39.10	43.69
	SE	3.07	8.71	11.72	11.16	1.94	8.61	3.05
	LCL	36.32	30.31	20.71	41.26	41.95	24.01	37.83
	UCL	48.31	63.21	63.79	82.68	49.54	56.61	49.72
Victorian Pubs or Hotels	%	54.29	65.82	81.92	86.53	55.39	72.42	60.63
	SE	3.13	7.10	5.62	5.24	1.96	7.42	2.88
	LCL	48.12	50.91	68.30	72.70	51.52	55.89	54.85
	UCL	60.33	78.14	90.51	93.94	59.19	84.47	66.12
Crown Casino	%	27.66	28.61	45.24	44.30	26.69	37.86	30.13
	SE	3.02	7.12	15.13	11.50	1.84	9.23	3.15
	LCL	22.14	16.83	19.97	24.17	23.25	22.02	24.32
	UCL	33.96	44.25	73.23	66.49	30.44	56.80	36.64
Over the internet	%	0.17	1.00	7.81	14.84	1.49	1.76	1.57
	SE	0.09	0.59	4.00	7.28	0.34	1.29	0.46
	LCL	0.06	0.31	2.77	5.34	0.96	0.41	0.89
	UCL	0.46	3.15	3.15	35.02	2.32	7.18	2.77
At a TAB or race track	%	9.48	19.56	13.71	30.73	12.58	13.47	12.85
	SE	1.58	6.61	5.06	12.22	1.41	5.45	1.93
	LCL	6.81	9.65	6.42	12.58	10.07	5.85	9.51
	UCL	13.06	35.66	26.89	57.76	15.60	28.03	17.14
Interstate or overseas	%	8.94	3.82	2.12	5.77	8.69	3.24	7.02
	SE	1.38	1.02	1.09	3.40	0.76	2.46	0.96
	LCL	6.58	2.26	0.77	1.76	7.31	0.71	5.34
	UCL	12.03	6.39	5.72	17.28	10.31	13.53	9.16
Elsewhere	%	0.11	0.00	0.00	0.51	0.12	0.00	0.09
	SE	0.07	n/a	n/a	0.52	0.07	n/a	0.05
	LCL	0.03	n/a	n/a	0.07	0.04	n/a	0.03
	UCL	0.41	n/a	n/a	3.69	0.39	n/a	0.27
Don't Know	%	0.34	0.00	0.11	0.00	0.33	0.00	0.23
	SE	0.23	n/a	0.11	n/a	0.21	n/a	0.15
	LCL	0.09	n/a	0.01	n/a	0.10	n/a	0.07
	UCL	1.24	n/a	0.81	n/a	1.14	n/a	0.80
Refused	%	0.00	0.00	0.00	0.00	0.00	0.00	0.00

Table 51. Where table games were played in the past 12mths - Results by risk for problem gambling and by type of phones available (N=454, June-November, 2014) - MULTIPLE RESPONSES

Where table games were played in past 12mths	Result	% Table game players by risk for problem gambling				% Table game players by type of phones available		% Table game players (N=454)
		Non-problem gamblers (N=293)	Low risk gamblers (N=100)	Moderate risk gamblers (N=48)	Problem gamblers (N=13)	Landline access (N=430)	Mobile access only (N=24)	
Crown Casino	%	90.18	95.25	96.66	86.96	90.12	96.47	92.33
	SE	2.66	1.81	2.50	10.01	1.70	3.57	1.75
	LCL	83.57	90.15	86.33	54.07	86.25	77.71	88.10
	UCL	94.32	97.78	99.25	97.42	92.99	99.54	95.14
Over the internet	%	5.73	2.17	14.53	32.95	6.83	8.05	7.25
	SE	2.76	1.25	10.10	19.54	2.11	4.95	2.18
	LCL	2.17	0.69	3.33	7.96	3.68	2.30	3.97
	UCL	14.25	6.62	45.66	73.65	12.32	24.58	12.89
Interstate or overseas	%	9.54	6.02	1.54	0.00	8.95	3.53	7.06
	SE	2.61	2.14	1.30	0.00	1.55	3.57	1.67
	LCL	5.49	2.95	0.29	0.00	6.34	0.46	4.40
	UCL	16.05	11.88	7.77	0.00	12.50	22.29	11.15
Elsewhere	%	0.00	0.36	0.00	0.00	0.13	0.00	0.09
	SE	0.00	0.36	0.00	0.00	0.13	n/a	0.09
	LCL	0.00	0.05	0.00	0.00	0.02	n/a	0.01
	UCL	0.00	2.59	0.00	0.00	0.95	n/a	0.62
Don't Know	%	0.00	0.00	0.00	0.00	0.00	0.00	0.00
Refused	%	0.00	0.00	0.00	0.00	0.00	0.00	0.00

Question: Did you place your bets at (channels prompted)? (Base: Adults participating in table games in the past 12mths). Weighted results without subsampling.

Table 52. Where sports betting was undertaken in the past 12mths - Results by risk for problem gambling and by type of phones available (N=476, June-November, 2014) - MULTIPLE RESPONSES

Where sports betting was undertaken in past 12mths	Result	% Sports betting gamblers by risk for problem gambling				% Sports betting gamblers by types of phones available		
		Non-problem gamblers (N=314)	Low risk gamblers (N=96)	Moderate risk gamblers (N=50)	Problem gamblers (N=16)	Landline access (N=456)	Mobile only (N=20)	% Sports betting gamblers (N=476)
Victorian clubs such as an RSL club	%	6.53	6.26	10.73	19.85	6.26	12.70	7.85
	SE	2.89	2.43	6.95	17.67	2.03	7.43	2.39
	LCL	2.68	2.88	2.81	2.72	3.27	3.75	4.27
	UCL	15.06	13.09	33.35	68.72	11.63	35.19	14.02
Victorian pubs or Hotels	%	23.62	26.42	27.50	22.65	19.92	38.36	24.49
	SE	4.94	7.62	8.62	14.76	2.73	12.51	3.79
	LCL	15.30	14.25	13.95	5.30	15.08	18.03	17.82
	UCL	34.63	43.69	47.02	60.52	25.83	63.76	32.65
Crown casino	%	0.64	0.47	5.15	5.76	1.85	0.00	1.39
	SE	0.46	0.48	3.93	5.43	0.78	n/a	0.60
	LCL	0.15	0.06	1.10	0.85	0.80	n/a	0.60
	UCL	2.62	3.38	20.86	30.36	4.22	n/a	3.20
Over the telephone	%	4.01	12.84	31.97	6.10	7.58	11.45	8.54
	SE	1.03	5.56	11.68	4.71	1.50	6.76	2.00
	LCL	2.41	5.26	14.06	1.27	5.10	3.37	5.34
	UCL	6.60	28.10	57.44	24.66	11.11	32.39	13.38
Over the internet	%	45.56	56.77	69.78	70.83	50.05	57.85	51.98
	SE	5.16	8.73	8.90	17.32	4.02	12.60	4.37
	LCL	35.72	39.49	50.19	31.86	42.21	33.21	43.42
	UCL	55.75	72.54	84.10	92.65	57.89	79.11	60.43
At a Victorian TAB outlet	%	43.53	48.66	44.97	45.71	46.37	40.43	44.90
	SE	5.41	9.12	10.34	24.69	4.20	12.45	4.44
	LCL	33.34	31.63	26.44	10.65	38.29	19.72	36.41
	UCL	54.31	66.01	65.00	85.61	54.64	65.22	53.70
At a Victorian race track	%	6.14	4.87	15.44	7.60	5.50	10.84	6.82
	SE	2.45	1.95	7.28	6.22	1.10	6.40	1.79
	LCL	2.76	2.19	5.76	1.42	3.70	3.20	4.05
	UCL	13.10	10.48	35.31	31.94	8.11	30.87	11.28
Via SMS	%	0.20	0.00	16.31	1.34	1.40	2.59	1.69
	SE	0.20	n/a	8.52	1.49	0.77	2.60	0.86
	LCL	0.03	n/a	5.41	0.15	0.47	0.35	0.62
	UCL	1.42	n/a	39.91	11.10	4.08	16.76	4.56
Work footy tipping/work-based wagering	%	3.09	1.35	0.00	0.00	2.94	0.00	2.21
	SE	1.83	0.90	n/a	n/a	1.53	n/a	1.16
	LCL	0.95	0.36	n/a	n/a	1.05	n/a	0.78
	UCL	9.55	4.89	n/a	n/a	8.00	n/a	6.10

Where sports betting was undertaken in past 12mths	Result	% Sports betting gamblers by risk for problem gambling				% Sports betting gamblers by types of phones available		% Sports betting gamblers (N=476)
		Non-problem gamblers (N=314)	Low risk gamblers (N=96)	Moderate risk gamblers (N=50)	Problem gamblers (N=16)	Landline access (N=456)	Mobile only (N=20)	
Interstate or overseas	%	0.73	0.00	1.29	0.00	0.76	0.00	0.58
	SE	0.53	0.00	1.30	n/a	0.47	n/a	0.36
	LCL	0.17	0.00	0.18	n/a	0.23	n/a	0.17
	UCL	3.03	0.00	8.88	n/a	2.54	n/a	1.92
Sports betting with friends	%	2.13	0.00	0.00	0.00	1.77	0.00	1.33
	SE	0.98	0.00	n/a	n/a	0.81	n/a	0.61
	LCL	0.86	0.00	n/a	n/a	0.72	n/a	0.54
	UCL	5.18	0.00	n/a	n/a	4.32	n/a	3.27
Elsewhere	%	0.28	0.60	0.00	0.00	0.40	0.00	0.30
	SE	0.20	0.60	n/a	n/a	0.24	n/a	0.18
	LCL	0.07	0.08	n/a	n/a	0.12	n/a	0.09
	UCL	1.15	4.26	n/a	n/a	1.28	n/a	0.97
Don't Know	%	0.09	0.00	0.00	0.00	0.07	0.00	0.06
	SE	0.09	0.00	n/a	n/a	0.07	n/a	0.06
	LCL	0.01	0.00	n/a	n/a	0.01	n/a	0.01
	UCL	0.63	0.00	n/a	n/a	0.52	n/a	0.40
Refused	%	0.00	0.00	0.00	0.00	0.00	0.00	0.00

Question: Did you place your bets on sports at (channels prompted)? (Base: Adults participating in sports betting in the past 12mths). Weighted results without subsampling.

Table 53. Where keno was played in the past 12mths - Results by risk for problem gambling and by type of phones (N=401, June-November, 2014) - MULTIPLE RESPONSES

Where keno was played in past 12mths	Result	% Keno players by risk for problem gambling				% Keno players by phones available		% Keno players (N=401)
		Non-problem gamblers (N=258)	Low risk gamblers (N=85)	Moderate risk gamblers (N=43)	Problem gamblers (N=15)	Landline access (N=388)	Mobile only (N=13)	
Victorian clubs such as an RSL club	%	29.49	15.82	62.22	77.07	37.04	31.53	34.86
	SE	5.13	6.10	21.71	11.60	4.53	21.48	8.69
	LCL	20.48	7.10	21.14	48.05	28.66	6.12	20.13
	UCL	40.44	31.63	91.01	92.44	46.28	76.51	53.18
Victorian pubs or Hotels	%	53.13	78.07	86.17	94.11	51.97	91.93	67.80
	SE	7.32	8.44	8.53	6.03	5.38	6.58	5.89
	LCL	38.88	57.46	60.40	65.33	41.46	66.58	55.34
	UCL	66.89	90.37	96.22	99.27	62.30	98.49	78.15
Crown Casino	%	4.71	0.00	0.00	13.93	0.71	5.98	2.80
	SE	4.54	n/a	n/a	13.10	0.71	6.07	2.39
	LCL	0.67	n/a	n/a	1.85	0.10	0.76	0.51
	UCL	26.55	n/a	n/a	58.12	4.90	34.68	13.93
Over the telephone	%	0.00	0.00	0.00	0.00	0.00	0.00	0.00
	SE	n/a	n/a	n/a	n/a	n/a	n/a	n/a
	LCL	n/a	n/a	n/a	n/a	n/a	n/a	n/a
	UCL	n/a	n/a	n/a	n/a	n/a	n/a	n/a
Over the internet	%	1.29	0.52	0.87	0.00	1.61	0.00	0.97
	SE	0.94	0.55	0.98	0.00	0.87	n/a	0.54
	LCL	0.31	0.07	0.09	0.00	0.55	n/a	0.32
	UCL	5.30	4.06	7.62	0.00	4.61	n/a	2.89
At a newsagent or other retailer	%	11.58	4.75	4.73	24.80	13.20	2.08	8.80
	SE	2.94	2.18	4.42	14.88	2.57	2.19	2.13
	LCL	6.94	1.90	0.72	6.43	8.92	0.26	5.42
	UCL	18.71	11.37	25.44	61.30	19.11	14.97	13.97
Interstate or overseas	%	4.40	7.90	1.20	0.00	7.30	0.00	4.41
	SE	1.37	4.54	1.07	n/a	1.96	n/a	1.33
	LCL	2.37	2.46	0.21	n/a	4.27	n/a	2.42
	UCL	8.02	22.61	6.66	n/a	12.22	n/a	7.91
Elsewhere	%	0.93	0.20	0.00	0.00	0.86	0.00	0.52
	SE	0.61	0.22	n/a	0.00	0.51	n/a	0.32
	LCL	0.26	0.03	n/a	n/a	0.27	n/a	0.16
	UCL	3.32	1.62	n/a	n/a	2.73	n/a	1.70
Don't Know	%	3.73	0.00	0.00	0.00	3.11	0.00	1.88
	SE	3.60	n/a	n/a	n/a	3.00	n/a	1.85
	LCL	0.54	n/a	n/a	n/a	0.45	n/a	0.27
	UCL	21.71	n/a	n/a	n/a	18.52	n/a	12.10
Refused	%	0.00	0.00	0.00	0.00	0.00	0.00	0.00

Question: Where did you play keno? (channels prompted) (Base: Adults participating in keno in the past 12mths). Weighted results without subsampling.

Data tables - Prevalence of problem gambling

Table 54. Prevalence of problem gambling in Victoria – Weighted results for Victorian adults (N=13,554, June-November, 2014)

Risk for problem gambling	% Victorian adults			
	%	SE	LCL	UCL
Non-problem gamblers	57.59	1.34	54.95	60.19
Low risk gamblers	8.91	0.97	7.18	11.01
Moderate risk gamblers	2.79	0.60	1.83	4.23
Problem gamblers	0.81	0.21	0.48	1.36
Non-gamblers	29.90	1.25	27.51	32.40

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults)
Weighted results without subsampling.

Table 55. Prevalence of problem gambling in Victoria – Results by main type of phone usage (N=13,554, June-November, 2014)

Risk for problem gambling	Result	% Victorian adults by main type of phone usage					Total N
		Landline users combined (N=13,296)	Mobile only (N=258)	Landline only (N=1,279)	Dual user-landline mainly (N=4,486)	Dual user-mobile mainly (N=7,531)	
Non-problem gamblers	%	59.47	51.56	42.70	55.95	65.82	8,953
	SE	1.07	4.41	3.51	2.04	0.71	
	LCL	57.36	42.96	36.01	51.93	64.4	
	UCL	61.55	60.07	49.67	59.90	67.21	
Low risk gamblers	%	7.34	13.94	8.87	6.70	7.70	952
	SE	0.48	3.67	1.69	0.92	0.41	
	LCL	6.45	8.17	6.08	5.11	6.93	
	UCL	8.34	22.78	12.78	8.75	8.54	
Moderate risk gamblers	%	2.33	4.29	2.74	1.68	2.89	320
	SE	0.22	2.38	1.30	0.34	0.26	
	LCL	1.93	1.42	1.07	1.13	2.41	
	UCL	2.81	12.24	6.84	2.5	3.46	
Problem gamblers	%	0.72	1.07	0.43	0.75	0.75	86
	SE	0.16	0.75	0.21	0.31	0.13	
	LCL	0.47	0.27	0.16	0.33	0.53	
	UCL	1.1	4.17	1.13	1.68	1.06	
Non-gamblers	%	30.14	29.13	45.25	34.92	22.84	3,243
	SE	1.13	3.79	3.84	2.16	0.64	
	LCL	27.98	22.30	37.89	30.82	21.62	
	UCL	32.39	37.06	52.83	39.25	24.11	

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults)
Weighted results without subsampling. Dual users reported using both landline and mobile, but mainly used one device over another.

Table 56. Prevalence of problem gambling in Victoria – Results by age and gender (N=13,554, June-November, 2014)

Risk for problem gambling	Result	% Males by age						% Females by age						Total N		
		18-24yrs (N=269)	25-34yrs (N=400)	35-44yrs (N=789)	45-54yrs (N=1,087)	55-64yrs (N=1,061)	65yrs and older (N=1,560)	All males (N=5,166)	18-24yrs (N=298)	25-34yrs (N=587)	35-44yrs (N=1,415)	45-54yrs (N=1,676)	55-64yrs (N=1,735)		65yrs and older (N=2,677)	All females (N=8,388)
Non-problem gamblers	%	45.20	43.69	55.94	60.71	62.98	60.05	54.75	45.89	56.67	58.91	67.42	69.76	60.19	60.27	8,953
	SE	5.74	4.96	4.34	4.25	4.58	5.01	1.99	4.94	3.68	3.21	3.17	3.77	5.88	1.78	
	LCL	34.37	34.32	47.35	52.14	53.66	49.97	50.83	36.48	49.37	52.51	60.94	61.91	48.32	56.73	
	UCL	56.51	53.54	64.19	68.66	71.42	69.36	58.61	55.61	63.69	65.02	73.29	76.61	70.98	63.70	
Low risk gamblers	%	13.58	5.76	6.30	6.01	9.79	7.23	7.78	4.80	7.85	8.08	8.67	9.36	18.50	9.99	952
	SE	3.67	1.26	1.53	1.03	3.11	1.73	0.85	1.87	2.17	1.74	2.46	2.51	6.98	1.69	
	LCL	7.85	3.74	3.89	4.28	5.16	4.49	6.26	2.21	4.52	5.26	4.91	5.47	8.39	7.13	
	UCL	22.47	8.77	10.06	8.37	17.79	11.45	9.62	10.11	13.31	12.22	14.86	15.56	35.99	13.83	
Moderate risk gamblers	%	4.91	1.43	3.12	2.39	1.68	11.97	4.21	0.78	0.94	2.65	1.48	1.29	1.32	1.46	320
	SE	1.66	0.45	1.00	0.64	0.38	6.14	1.19	0.43	0.64	1.02	0.38	0.30	0.28	0.25	
	LCL	2.51	0.78	1.65	1.42	1.07	4.15	2.41	0.26	0.25	1.25	0.89	0.82	0.86	1.04	
	UCL	9.39	2.64	5.82	4.01	2.61	29.89	7.25	2.27	3.49	5.56	2.45	2.03	2.01	2.03	
Problem gamblers	%	1.17	0.74	1.86	1.24	0.59	0.38	1.01	0.00	0.19	1.94	0.52	0.47	0.32	0.61	86
	SE	0.84	0.46	1.10	0.47	0.29	0.15	0.27	0.00	0.12	1.76	0.20	0.17	0.17	0.33	
	LCL	0.29	0.22	0.58	0.59	0.23	0.17	0.60	0.00	0.06	0.32	0.24	0.23	0.11	0.21	
	UCL	4.71	2.46	5.82	2.60	1.53	0.84	1.70	0.00	0.66	10.77	1.11	0.94	0.91	1.76	
Non-gamblers	%	35.13	48.37	32.78	29.66	24.97	20.37	32.26	48.53	34.34	28.41	21.91	19.12	19.67	27.68	3,243
	SE	5.30	5.42	4.61	4.54	4.47	2.19	2.02	5.03	3.58	2.97	2.75	3.13	2.80	1.45	
	LCL	25.56	37.98	24.45	21.57	17.25	16.41	28.43	38.85	27.71	22.97	17.00	13.71	14.75	24.92	
	UCL	46.07	58.91	42.36	39.25	34.69	25.00	36.33	58.31	41.66	34.57	27.78	26.01	25.73	30.61	

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling.

Table 57. Prevalence of problem gambling in Victoria – Results by region for Victorian adults (N=13,554, June-November, 2014)

Victorian regions	Result	% Victorian adults					% Victorian adults with landlines available					Regions (N)
		Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Non-gamblers (N=3,243)	Non-problem gamblers (N=8,813)	Low risk gamblers (N=923)	Moderate risk gamblers (N=314)	Problem gamblers (N=83)	Non-gamblers (N=3,163)	
Barwon South West	%	65.25	6.27	1.18	1.24	26.06	67.39	8.01	1.51	1.59	21.50	895
	SE	4.06	1.07	0.41	1.18	4.13	3.20	1.30	0.51	1.50	2.99	
	LCL	56.92	4.46	0.60	0.19	18.80	60.85	5.80	0.77	0.24	16.21	
	UCL	72.73	8.73	2.31	7.67	34.93	73.32	10.95	2.93	9.61	27.94	
Southern Metropolitan	%	54.95	8.30	3.61	0.95	32.19	55.81	6.67	2.48	1.08	33.97	3,331
	SE	2.95	1.47	1.54	0.34	2.88	2.48	0.78	0.50	0.41	2.75	
	LCL	49.14	5.84	1.55	0.47	26.81	50.91	5.28	1.66	0.52	28.80	
	UCL	60.64	11.67	8.19	1.91	38.08	60.60	8.38	3.68	2.25	39.55	
Eastern Melbourne	%	51.10	10.76	3.33	1.50	33.32	54.76	9.28	1.46	0.48	34.03	2,492
	SE	3.26	2.89	2.19	0.91	3.15	2.65	1.74	0.29	0.16	2.83	
	LCL	44.72	6.26	0.90	0.45	27.45	49.53	6.38	0.99	0.24	28.72	
	UCL	57.44	17.87	11.52	4.87	39.75	59.88	13.31	2.15	0.93	39.77	
Gippsland	%	66.37	7.72	2.79	0.58	22.54	61.86	8.29	3.63	0.75	25.47	629
	SE	3.94	2.15	0.79	0.32	3.52	3.54	2.39	0.99	0.41	3.39	
	LCL	58.27	4.43	1.60	0.20	16.39	54.74	4.66	2.11	0.25	19.41	
	UCL	73.61	13.12	4.83	1.69	30.16	68.51	14.33	6.16	2.18	32.66	
Hume	%	69.95	7.96	3.37	0.06	18.66	72.02	5.57	2.66	0.08	19.67	628
	SE	3.86	2.59	1.42	0.06	3.27	3.20	1.09	0.95	0.08	3.07	
	LCL	61.88	4.15	1.46	0.01	13.08	65.35	3.79	1.32	0.01	14.34	
	UCL	76.94	14.74	7.60	0.44	25.91	77.84	8.12	5.30	0.55	26.37	
Grampians	%	63.88	10.73	4.60	0.48	20.31	66.18	8.18	5.32	0.56	19.76	571
	SE	4.72	3.73	2.52	0.34	3.88	4.11	1.97	2.89	0.39	3.58	
	LCL	54.23	5.30	1.53	0.12	13.74	57.72	5.05	1.79	0.14	13.66	
	UCL	72.53	20.50	12.96	1.91	28.97	73.72	12.96	14.77	2.20	27.71	
Northern and Western Metropolitan Melbourne	%	57.39	8.60	2.14	0.46	31.40	59.13	6.01	2.46	0.62	31.78	4,282
	SE	2.37	2.01	0.35	0.13	2.17	1.76	0.57	0.35	0.17	1.83	
	LCL	52.69	5.40	1.55	0.27	27.32	55.64	4.98	1.86	0.37	28.30	
	UCL	61.97	13.44	2.95	0.79	35.80	62.53	7.24	3.23	1.05	35.48	
Loddon Mallee	%	65.19	11.05	0.99	0.12	22.66	68.14	11.17	1.17	0.14	19.37	726
	SE	3.65	2.72	0.31	0.12	3.17	3.22	2.89	0.36	0.14	2.42	
	LCL	57.73	6.74	0.54	0.02	17.04	61.53	6.64	0.64	0.02	15.07	
	UCL	71.97	17.62	1.81	0.82	29.46	74.10	18.20	2.13	0.97	24.55	

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling. Eight major regions were used for sampling in the study. Mobile only respondents were excluded from this table due to insufficient data to break down by eight Victorian regions.

Table 58. Prevalence of problem gambling in Victorian regions and gaming machine expenditure bands – Results by risk for problem gambling (N=13,554, June-November, 2014)

Gaming machine expenditure band by Victorian regions	Result	% Victorian adults				N for band by region	
		Non-problem gamblers	Low risk gamblers	Moderate risk gamblers	Problem gamblers		
Barwon South West - High	%	67.77	7.85	1.31	1.88	21.20	569
	SE	4.92	1.54	0.57	1.78	4.90	
	LCL	57.48	5.31	0.56	0.29	13.16	
	UCL	76.58	11.44	3.06	11.26	32.34	
Barwon South West – Medium	%	80.12	5.20	0.94	0.00	13.74	145
	SE	5.01	2.78	0.64	n/a	3.76	
	LCL	68.50	1.78	0.25	n/a	7.88	
	UCL	88.19	14.21	3.51	n/a	22.87	
Barwon South West - Low	%	51.50	2.27	0.93	0.00	45.31	181
	SE	8.56	0.96	0.58	n/a	8.88	
	LCL	35.18	0.98	0.27	n/a	29.09	
	UCL	67.51	5.14	3.12	n/a	62.58	
Southern Metropolitan - High	%	60.19	6.12	1.82	1.20	30.66	2001
	SE	3.48	1.29	0.61	0.67	3.31	
	LCL	53.22	4.04	0.94	0.40	24.58	
	UCL	66.78	9.18	3.50	3.56	37.49	
Southern Metropolitan - Medium	%	54.89	11.05	7.49	0.49	26.08	766
	SE	6.18	3.67	4.55	0.33	5.16	
	LCL	42.72	5.64	2.19	0.13	17.27	
	UCL	66.49	20.51	22.69	1.84	37.35	
Southern Metropolitan - Low	%	47.24	8.29	1.65	1.12	41.70	564
	SE	5.32	2.52	0.53	0.62	6.19	
	LCL	37.08	4.50	0.88	0.38	30.28	
	UCL	57.63	14.76	3.10	3.30	54.08	
Eastern Melbourne - High	%	55.86	8.42	1.15	0.92	33.66	1405
	SE	4.32	2.53	0.42	0.83	4.22	
	LCL	47.31	4.61	0.56	0.15	25.94	
	UCL	64.07	14.90	2.35	5.26	42.36	
Eastern Melbourne - Medium	%	50.87	9.80	7.56	0.39	31.38	712
	SE	4.74	2.89	5.55	0.17	4.21	
	LCL	41.66	5.41	1.70	0.16	23.77	
	UCL	60.02	17.09	27.92	0.93	40.14	
Eastern Melbourne - Low	%	46.38	14.40	0.39	3.48	35.35	375
	SE	7.28	8.16	0.21	2.85	7.72	
	LCL	32.76	4.39	0.14	0.68	22.01	
	UCL	60.57	38.11	1.10	15.96	51.45	
Gippsland - High	%	66.51	7.99	2.64	0.17	22.70	395
	SE	4.92	2.57	1.06	0.17	4.26	
	LCL	56.30	4.19	1.19	0.02	15.43	
	UCL	75.38	14.69	5.75	1.20	32.09	
Gippsland - Medium	%	66.82	1.83	1.24	1.73	28.37	146
	SE	8.54	0.90	0.73	1.10	8.60	
	LCL	48.62	0.69	0.39	0.50	14.74	
	UCL	81.09	4.74	3.87	5.87	47.58	

Gaming machine expenditure band by Victorian regions	Result	% Victorian adults					N for band by region
		Non-problem gamblers	Low risk gamblers	Moderate risk gamblers	Problem gamblers	Non-gamblers	
Gippsland - Low	%	65.56	14.18	4.92	0.00	15.35	88
	SE	8.41	6.95	2.38	n/a	5.28	
	LCL	47.83	5.11	1.87	n/a	7.55	
	UCL	79.80	33.61	12.32	n/a	28.69	
Hume - High	%	76.67	5.23	1.07	0.00	17.03	349
	SE	5.34	1.34	0.44	n/a	5.23	
	LCL	64.66	3.15	0.48	n/a	9.04	
	UCL	85.51	8.57	2.37	n/a	29.78	
Hume - Medium	%	73.15	1.18	7.49	0.00	18.18	135
	SE	6.14	0.57	5.15	n/a	4.61	
	LCL	59.61	0.46	1.85	n/a	10.79	
	UCL	83.41	3.01	25.81	n/a	28.98	
Hume - Low	%	60.22	15.43	3.35	0.17	20.82	144
	SE	7.30	6.61	1.90	0.17	6.15	
	LCL	45.46	6.33	1.08	0.02	11.24	
	UCL	73.34	33.01	9.86	1.24	35.34	
Grampians - High	%	63.76	12.85	2.33	0.32	20.74	402
	SE	7.01	6.18	0.80	0.26	6.26	
	LCL	49.26	4.76	1.18	0.07	11.04	
	UCL	76.12	30.31	4.55	1.54	35.56	
Grampians - Medium	%	63.17	6.55	0.00	0.00	30.28	78
	SE	7.73	4.42	n/a	n/a	7.51	
	LCL	47.22	1.67	n/a	n/a	17.79	
	UCL	76.68	22.40	n/a	n/a	46.58	
Grampians - Low	%	64.49	9.12	11.05	1.02	14.32	91
	SE	8.38	4.60	7.81	1.03	4.36	
	LCL	47.00	3.27	2.55	0.14	7.69	
	UCL	78.81	22.95	37.08	7.09	25.12	
Northern and Western Metropolitan Melbourne - High	%	57.08	9.71	2.29	0.53	30.38	3033
	SE	2.67	2.54	0.41	0.16	2.28	
	LCL	51.79	5.75	1.60	0.30	26.10	
	UCL	62.22	15.95	3.26	0.96	35.03	
Northern and Western Metropolitan Melbourne - Medium	%	59.02	5.69	1.21	0.22	33.87	899
	SE	7.12	1.82	0.57	0.12	7.43	
	LCL	44.71	3.01	0.48	0.08	21.09	
	UCL	71.95	10.50	3.03	0.62	49.53	
Northern and Western Metropolitan Melbourne - Low	%	57.29	2.95	2.49	0.23	37.04	350
	SE	6.02	0.85	1.50	0.23	6.21	
	LCL	45.30	1.67	0.76	0.03	25.88	
	UCL	68.48	5.14	7.91	1.61	49.79	
Loddon Mallee – High	%	61.25	12.61	1.36	0.00	24.77	451
	SE	5.21	4.48	0.48	n/a	4.63	
	LCL	50.69	6.11	0.68	n/a	16.83	
	UCL	70.85	24.26	2.73	n/a	34.88	
Loddon Mallee - Medium	%	64.77	11.31	0.88	0.00	23.03	193
	SE	5.34	3.11	0.57	n/a	5.14	
	LCL	53.76	6.50	0.25	n/a	14.49	
	UCL	74.41	18.96	3.08	n/a	34.57	

Gaming machine expenditure band by Victorian regions	Result	% Victorian adults					N for band by region
		Non-problem gamblers	Low risk gamblers	Moderate risk gamblers	Problem gamblers	Non-gamblers	
Loddon Mallee - Low	%	77.71	5.95	0.00	0.63	15.70	82
	SE	7.17	3.13	n/a	0.65	6.12	
	LCL	60.76	2.07	n/a	0.08	7.01	
	UCL	88.70	18.96	n/a	4.59	31.54	

Question: Based on Score on Canadian Problem Gambling Severity Index (Base: All Victorian adults) Weighted results without subsampling. gaming machine expenditure bands were used for sampling and classified as either low, medium or high gaming machine expenditure Local Government Areas within eight major regions of Victoria.

Data tables – Demographic profile of gambling risk categories

Table 59. Demographic profile of non-gamblers (N=952, June-November 2014)

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Age	18-24	%	17.42	12.73	12.73% (DPCD ERP)	Significantly higher	218
		SE	1.89				
		LCL	14.02				
		UCL	21.44				
	25-34	%	25.69	19.12	19.12% (DPCD ERP)	Significantly higher	312
		SE	2.62				
		LCL	20.91				
		UCL	31.14				
	35-44	%	18.99	18.28	18.28% (DPCD ERP)	ns	509
		SE	2.03				
		LCL	15.33				
		UCL	23.28				
	45-54	%	14.72	17.07	17.07% (DPCD ERP)	ns	539
		SE	1.80				
		LCL	11.53				
		UCL	18.61				
	55-64	%	10.87	14.35	14.35% (DPCD ERP)	Significantly lower	535
		SE	1.51				
		LCL	8.24				
		UCL	14.21				
	65 plus	%	12.31	18.44	18.44% (DPCD ERP)	Significantly lower	1130
		SE	0.98				
		LCL	10.52				
		UCL	14.37				
Aboriginal, Torres Strait Islander or Australian South Sea Islander background	Identifies as Indigenous	%	0.91	1.15	1.15% (2014 epi study)	ns	100 (indigenous)
		SE	0.39	0.28			
		LCL	0.40	0.71			
		UCL	2.09	1.86			
Speaks another language other than English (LOTE) at home	Speaks LOTE	%	33.00	21.75	23.1% (ABS Census 2011)	Significantly higher	2387 (LOTE speakers)
		SE	2.43	1.14			
		LCL	28.42	19.60			
		UCL	37.92	24.06			
Landlines in household	Number	Mean	0.78	0.78	0.78% (2014 epi study)	ns	13,554
		SE	0.03	0.02			
		LCL	0.73	0.75			

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Adults in household	Number of people 18yrs or over who usually live in household	UCL	0.84	0.82	2.47% (2014 epi study)	ns	13,554
		Mean	2.66	2.47			
		SE	0.10	0.04			
		LCL	2.47	2.40			
Use of mobiles	Active mobiles personally used	UCL	2.84	2.54	1.19 (2014 study)	ns	13,554
		Mean	1.12	1.19			
		SE	0.03	0.02			
		LCL	1.07	1.15			
	Number of adults using active mobiles	UCL	1.17	1.24	1.42 (2014 epi study)	ns	13,554
		Mean	1.48	1.42			
		SE	0.09	0.03			
		LCL	1.31	1.35			
Gender	Male	UCL	1.65	1.48	48.7% males/ 51.3% females (DPCD ERP)	ns	5166
		%	52.48	48.66			
		SE	2.54	1.29			
		LCL	47.50	46.12			
	Female	UCL	57.41	51.19	39.10% (2014 epi study)	ns	8388
		%	47.52	51.34			
		SE	2.54	1.29			
		LCL	42.59	48.81			
Highest level of completed education	University degree	UCL	52.50	53.88	17.43% (2014 epi study)	ns	2389
		%	41.16	39.10			
		SE	2.62	1.28			
		LCL	36.13	36.61			
	TAFE or trade qualification	UCL	46.38	41.64	25.02% (2014 epi study)	ns	2911
		%	14.88	17.43			
		SE	1.79	0.86			
		LCL	11.71	15.80			
	Year 12	UCL	18.73	19.19	18.45% (2014 epi study)	ns	2981
		%	27.68	25.02			
		SE	2.30	1.19			
		LCL	23.41	22.75			
Employment	Year 10 or less	UCL	32.41	27.43	38.98% (2014 epi study)	ns	4,533
		%	16.27	18.45			
		SE	1.91	0.90			
		LCL	12.86	16.76			
	Employed-works fulltime	UCL	20.37	20.27	38.98% (2014 epi study)	ns	4,533
		%	35.35	38.98			
		SE	2.52	1.21			
		LCL	30.58	36.62			

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Employment	Employed - part-time	UCL	40.42	41.38			
		%	21.82	20.73	20.73% (2014 epi study)	ns	2,697
		SE	2.47	1.02			
		LCL	17.37	18.81			
	Looking for work	UCL	27.04	22.80			
		%	11.87	7.21	7.21% (2014 epi study)	Significantly higher	554
		SE	1.51	0.63			
		LCL	9.21	6.08			
		UCL	15.17	8.54			
	Not in labour force/not looking for work	%	30.97	33.08	33.08% (2014 epi study)	ns	5,643
		SE	2.23	1.33			
		LCL	26.78	30.54			
		UCL	35.49	35.73			
Migration to Australia in past five years	Migrated	%	9.65	5.24	5.24% (2014 epi study)	ns	334
		SE	1.87	0.68			
		LCL	6.56	4.07			
		UCL	13.98	6.73			
Approximate total personal income	No or negative income to \$599 (\$0-\$31,199)	%	55.10	45.84	45.84% (2014 epi study)	ns	4,012
		SE	3.38	1.61			
		LCL	48.43	42.71			
		UCL	61.59	49.01			
	\$600-\$799 (\$31,200-\$41,599)	%	13.38	10.92	10.92% (2014 epi study)	ns	989
		SE	3.06	1.01			
		LCL	8.43	9.09			
		UCL	20.59	13.06			
	\$800-\$999 (\$41,600-\$51,999)	%	8.36	10.56	10.56% (2014 epi study)	ns	885
		SE	2.01	0.91			
		LCL	5.17	8.91			
		UCL	13.24	12.47			
	\$1,000-\$1,499 (\$52,000-\$77,999)	%	9.99	15.13	15.13% (2014 epi study)	ns	1,413
		SE	1.49	0.92			
		LCL	7.43	13.41			
		UCL	13.30	17.02			
	\$1,500 or over (\$78,000 or over)	%	13.17	17.56	17.56% (2014 epi study)	ns	1,768
		SE	1.52	0.93			
		LCL	10.46	15.81			
		UCL	16.45	19.45			

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Main type of phone line used by respondent for communications (Note - Dual users – use both landline and mobile, with main type of line reported)	Landline only	%	9.18	6.06	6.06% (2014 epi study)	Significantly higher	1,279
		SE	1.20	0.45			
		LCL	7.09	5.24			
		UCL	11.81	7.01			
	Mobile only	%	23.21	23.82	23.82% (2014 epi study)	ns	258
		SE	2.79	1.64			
		LCL	18.20	20.77			
		UCL	29.11	27.17			
	Dual user - landline mainly	%	40.63	34.79	34.79% (2014 epi study)	ns	4,486
		SE	2.61	1.17			
		LCL	35.63	32.55			
		UCL	45.83	37.11			
	Dual user - mobile mainly	%	26.98	35.32	35.32% (2014 epi study)	Significantly lower	7,531
		SE	1.51	0.96			
		LCL	24.12	33.47			
		UCL	30.05	37.21			
Housing or tenancy situation	Owned outright	%	34.37	37.27	37.27% (2014 epi study)	ns	1584
		SE	2.45	1.18			
		LCL	29.74	34.99			
		UCL	39.32	39.61			
	Owned with a mortgage	%	26.88	33.54	33.54% (2014 epi study)	Significantly lower	838
		SE	2.12	1.18			
		LCL	22.93	31.27			
		UCL	31.23	35.90			
	Privately rented	%	25.91	21.01	21.01% (2014 epi study)	ns	490
		SE	2.49	1.24			
		LCL	21.34	18.68			
		UCL	31.08	23.53			
	Public or community housing	%	3.51	2.24	2.24% (2014 epi study)	ns	90
		SE	0.79	0.36			
		LCL	2.25	1.64			
		UCL	5.43	3.05			
	Other	%	0.00	0.23	0.23% (2014 epi study)	ns	0
		SE	n/a	0.13			
		LCL	n/a	0.07			
		UCL	n/a	0.72			
Retirement village/Aged care		%	0.26	0.68	0.68% (2014 epi study)	ns	22
		SE	0.10	0.53			
		LCL	0.13	0.15			
		UCL	0.54	3.10			

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Housing or tenancy situation	Live at home/ with parents	%	0.83	0.64	0.64% (2014 epi study)	ns	9
		SE	0.60	0.20			
		LCL	0.20	0.34			
		UCL	3.35	1.18			
	Provided by work e.g. Church	%	0.10	0.10	0.10% (2014 epi study)	ns	7
		SE	0.04	0.03			
		LCL	0.04	0.05			
		UCL	0.22	0.18			
	Live with other family members	%	0.24	0.15	0.15% (2014 epi study)	ns	7
		SE	0.13	0.05			
		LCL	0.08	0.08			
		UCL	0.70	0.27			
	Life tenancy/ other tenancy	%	0.00	0.01	0.01% (2014 epi study)	ns	0
		SE	n/a	0.01			
		LCL	n/a	0.00			
		UCL	n/a	0.07			
Question: What is your age? (or closest age bracket if required); Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a landline number); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; Gender (recorded); What is your highest level of completed education? (Prompt); Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? Is your current place of residence? (Base: All Victorian adults) Weighted results without subsampling.	Caravan Park/Hostel	%	0.02	0.26	0.26% (2014 epi study)	ns	2
		SE	0.02	0.18			
		LCL	0.01	0.07			
		UCL	0.10	1.00			
	Don't know	%	3.96	1.56	1.56% (2014 epi study)	ns	47
		SE	1.18	0.37			
		LCL	2.20	0.98			
		UCL	7.02	2.48			
	Refusal	%	3.92	2.31	2.31% (2014 epi study)	ns	147
		SE	0.75	0.29			
		LCL	2.68	1.82			
		UCL	5.69	2.95			

Question: What is your age? (or closest age bracket if required); Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a landline number); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; Gender (recorded); What is your highest level of completed education? (Prompt); Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? Is your current place of residence? (Base: All Victorian adults) Weighted results without subsampling.

Table 60. Demographic profile of non-problem gamblers (N=8,953, June-November 2014)

Demographic/ characteristic	Response	Result	% Non-problem gamblers (N=8,953)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Age	18-24	%	9.88	12.73	12.73% (DPCD ERP)	Significantly lower	268
		SE	1.06				
		LCL	7.99				
		UCL	12.16				
	25-34	%	16.20	19.12	19.12% (DPCD ERP)	Significantly lower	571
		SE	1.05				
		LCL	14.23				
		UCL	18.37				
	35-44	%	18.53	18.28	18.28% (DPCD ERP)	ns	1486
		SE	1.00				
		LCL	16.66				
		UCL	20.56				
	45-54	%	19.08	17.07	17.07% (DPCD ERP)	Significantly lower	1952
		SE	0.96				
		LCL	17.28				
		UCL	21.03				
Aboriginal, Torres Strait Islander or Australian South Sea Islander background	55-64	%	17.08	14.35	14.35% (DPCD ERP)	Significantly higher	1967
		SE	1.10				
		LCL	15.02				
		UCL	19.35				
	65 plus	%	19.24	18.44	18.44% (DPCD ERP)	ns	2709
		SE	1.28				
		LCL	16.86				
		UCL	21.86				
	Identifies as Indigenous	%	0.93	1.15	1.15% (2014 epi study)	ns	100 (indigenous)
		SE	0.35				
		LCL	0.45				
		UCL	1.94				
Speaks another language other than English (LOTE) at home	Speaks LOTE	%	15.20	21.75	23.1% (ABS Census 2011)	Significantly lower	2387 (LOTE speakers)
		SE	0.91				
		LCL	13.51				
		UCL	17.07				
Landlines in household	Number	Mean	0.81	0.78	0.78% (2014 epi study)	ns	13,554
		SE	0.02				
		LCL	0.77				
		UCL	0.85				

Demographic/ characteristic	Response	Result	% Non-problem gamblers (N=8,953)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Adults in household	Number of people 18yrs or over who usually live in household	Mean	2.38	2.47	2.47% (2014 epi study)	ns	13,554
		SE	0.03	0.04			
		LCL	2.32	2.40			
		UCL	2.44	2.54			
Use of mobiles	Active mobiles personally used	Mean	1.22	1.19	1.19 (2014 study)	ns	13,554
		SE	0.03	0.02			
		LCL	1.15	1.15			
		UCL	1.28	1.24			
Gender	Number of adults using active mobiles	Mean	1.40	1.42	1.42 (2014 epi study)	ns	13,554
		SE	0.03	0.03			
		LCL	1.33	1.35			
		UCL	1.46	1.48			
	Male	%	46.27	48.66	48.7% males/ 51.3% females (DPCD ERP)	ns	5166
		SE	1.44	1.29			
		LCL	43.45	46.12			
		UCL	49.09	51.19			
	Female	%	53.74	51.34	39.10% (2014 epi study)	ns	8388
		SE	1.44	1.29			
		LCL	50.91	48.81			
		UCL	56.55	53.88			
Highest level of completed education	University degree	%	39.71	39.10	17.43% (2014 epi study)	ns	2389
		SE	1.41	1.28			
		LCL	36.98	36.61			
		UCL	42.51	41.64			
	TAFE or trade qualification	%	18.88	17.43	25.02% (2014 epi study)	ns	2911
		SE	1.05	0.86			
		LCL	16.90	15.80			
		UCL	21.03	19.19			
	Year 12	%	22.64	25.02	18.45% (2014 epi study)	ns	2981
		SE	1.23	1.19			
		LCL	20.32	22.75			
		UCL	25.15	27.43			
Employment	Year 10 or less	%	18.77	18.45	38.98% (2014 epi study)	ns	4,533
		SE	1.01	0.90			
		LCL	16.86	16.76			
		UCL	20.84	20.27			
	Employed-works fulltime	%	41.88	38.98			
		SE	1.40	1.21			
		LCL	39.17	36.62			
		UCL	44.65	41.38			

Demographic/ characteristic	Response	Result	% Non-problem gamblers (N=8,953)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Employment	Employed - part-time	%	21.43	20.73	20.73% (2014 epi study)	ns	2,697
		SE	1.08	1.02			
		LCL	19.39	18.81			
	Looking for work	UCL	23.62	22.80	7.21% (2014 epi study)	ns	554
		%	4.77	7.21			
		SE	0.58	0.63			
	Not in labour force/not looking for work	LCL	3.76	6.08			
		UCL	6.04	8.54			
		%	31.92	33.08	33.08% (2014 epi study)	ns	5,643
Migration to Australia in past five years		SE	1.49	1.33			
		LCL	29.07	30.54			
		UCL	34.91	35.73	5.24% (2014 epi study)	ns	334
	Migrated	%	3.45	5.24			
		SE	0.57	0.68			
		LCL	2.49	4.07	45.84% (2014 epi study)	ns	4,012
	No or negative income to \$599 (\$0-\$31,199)	UCL	4.76	6.73			
		%	39.91	45.84			
		SE	1.81	1.61	10.92% (2014 epi study)	ns	989
Approximate total personal income	\$600-\$799 (\$31,200-\$41,599)	LCL	36.42	42.71			
		UCL	43.51	49.01			
		%	9.87	10.92	10.56% (2014 epi study)	ns	885
	\$800-\$999 (\$41,600-\$51,999)	SE	0.79	1.01			
		LCL	8.42	9.09			
		UCL	11.54	13.06	15.13% (2014 epi study)	ns	1,413
	\$1,000-\$1,499 (\$52,000-\$77,999)	%	11.21	10.56			
		SE	1.04	0.91			
		LCL	9.33	8.91	17.56% (2014 epi study)	ns	1,768
\$1,500 or over (\$78,000 or over)		UCL	13.41	12.47			
		%	18.17	15.13			
		SE	1.26	0.92	17.56% (2014 epi study)	ns	1,768
		LCL	15.82	13.41			
		UCL	20.77	17.02			
		%	20.84	17.56	17.56% (2014 epi study)	ns	1,768
		SE	1.27	0.93			
		LCL	18.46	15.81			
		UCL	23.44	19.45			

Demographic/ characteristic	Response	Result	% Non-problem gamblers (N=8,953)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Main type of phone line used by respondent for communications (Note - Dual users – use both landline and mobile, with main type of line reported)	Landline only	%	4.50	6.06	6.06% (2014 epi study)	ns	1,279
		SE	0.41	0.45			
		LCL	3.76	5.24			
		UCL	5.37	7.01			
	Mobile only	%	21.33	23.82	23.82% (2014 epi study)	ns	258
		SE	1.96	1.64			
		LCL	17.73	20.77			
		UCL	25.43	27.17			
	Dual user - landline mainly	%	33.81	34.79	34.79% (2014 epi study)	ns	4,486
		SE	1.21	1.17			
		LCL	31.47	32.55			
		UCL	36.22	37.11			
	Dual user - mobile mainly	%	40.37	35.32	35.32% (2014 epi study)	Significantly higher	7,531
		SE	1.21	0.96			
		LCL	38.02	33.47			
		UCL	42.76	37.21			
Housing or tenancy situation	Owned outright	%	38.66	37.27	37.27% (2014 epi study)	ns	4463
		SE	1.29	1.18			
		LCL	36.16	34.99			
		UCL	41.23	39.61			
	Owned with a mortgage	%	37.80	33.54	33.54% (2014 epi study)	ns	3093
		SE	1.44	1.18			
		LCL	35.02	31.27			
		UCL	40.67	35.90			
	Privately rented	%	17.83	21.01	21.01% (2014 epi study)	ns	970
		SE	1.32	1.24			
		LCL	15.38	18.68			
		UCL	20.57	23.53			
	Public or community housing	%	1.65	2.24	2.24% (2014 epi study)	ns	132
		SE	0.43	0.36			
		LCL	0.99	1.64			
		UCL	2.76	3.05			
	Other	%	0.40	0.23	0.23% (2014 epi study)	ns	8
		SE	0.23	0.13			
		LCL	0.13	0.07			
		UCL	1.24	0.72			
Retirement village /Aged care		%	0.11	0.68	0.68% (2014 epi study)	ns	31
		SE	0.03	0.53			
		LCL	0.07	0.15			
		UCL	0.18	3.10			

Demographic/ characteristic	Response	Result	% Non-problem gamblers (N=8,953)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Housing or tenancy situation	Live at home/with parents	%	0.55	0.64	0.64% (2014 epi study)	ns	25
		SE	0.15	0.20			
		LCL	0.32	0.34			
		UCL	0.92	1.18			
	Provided by work e.g. Church	%	0.10	0.10	0.10% (2014 epi study)	ns	8
		SE	0.05	0.03			
		LCL	0.04	0.05			
		UCL	0.25	0.18			
	Live with other family members	%	0.11	0.15	0.15% (2014 epi study)	ns	15
		SE	0.04	0.05			
		LCL	0.05	0.08			
		UCL	0.21	0.27			
	Life tenancy/ other tenancy	%	0.02	0.01	0.01% (2014 epi study)	ns	2
		SE	0.02	0.01			
		LCL	0.00	0.00			
		UCL	0.11	0.07			
	Caravan Park/Hostel	%	0.44	0.26	0.26% (2014 epi study)	ns	2
		SE	0.31	0.18			
		LCL	0.11	0.07			
		UCL	1.74	1.00			
	Don't know	%	0.57	1.56	1.56% (2014 epi study)	ns	32
		SE	0.16	0.37			
		LCL	0.32	0.98			
		UCL	1.00	2.48			
	Refusal	%	1.77	2.31	2.31% (2014 epi study)	ns	172
		SE	0.30	0.29			
		LCL	1.27	1.82			
		UCL	2.46	2.95			

Question: What is your age? (or closest age bracket if required); Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a landline number); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; Gender (recorded); What is your highest level of completed education? (Prompt); Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? Is your current place of residence? (Base: All Victorian adults) Weighted results without subsampling.

Table 61. Demographic profile of low risk gamblers (N=952, June-November 2014)

Demographic/ characteristic	Response	Result	% Low risk gamblers (N=952)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Age	18-24	%	13.00	12.73	12.73% (DPCD ERP)	ns	52
		SE	3.05				
		LCL	8.10				
		UCL	20.23				
	25-34	%	14.19	19.12	19.12% (DPCD ERP)	ns	79
		SE	2.81				
		LCL	9.53				
		UCL	20.62				
	35-44	%	15.02	18.28	18.28% (DPCD ERP)	ns	142
		SE	2.73				
		LCL	10.41				
		UCL	21.17				
	45-54	%	14.17	17.07	17.07% (DPCD ERP)	ns	183
		SE	2.86				
		LCL	9.43				
		UCL	20.75				
	55-64	%	15.89	14.35	14.35% (DPCD ERP)	ns	215
		SE	3.44				
		LCL	10.24				
		UCL	23.84				
	65 plus	%	27.72	18.44	18.44% (DPCD ERP)	ns	281
		SE	7.22				
		LCL	15.91				
		UCL	43.74				
Aboriginal, Torres Strait Islander or Australian South Sea Islander background	Identifies as Indigenous	%	2.03	1.15	1.15% (2014 epi study)	ns	100 (Indigenous)
		SE	1.54	0.28			
		LCL	0.45	0.71			
		UCL	8.61	1.86			
Speaks another language other than English (LOTE) at home	Speaks LOTE	%	22.91	21.75	23.1% (ABS Census 2011)	ns	2387 (LOTE speakers)
		SE	6.24	1.14			
		LCL	12.94	19.60			
		UCL	37.26	24.06			
Landlines in household	Number	Mean	0.66	0.78	0.78% (2014 epi study)	ns	13,554
		SE	0.08	0.02			
		LCL	0.51	0.75			
		UCL	0.81	0.82			

Demographic/ characteristic	Response	Result	% Low risk gamblers (N=952)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Adults in household	Number of people 18yrs or over who usually live in household	Mean	2.40	2.47	2.47% (2014 epi study)	ns	13,554
		SE	0.12	0.04			
		LCL	2.16	2.40			
		UCL	2.64	2.54			
Use of mobiles	Active mobiles personally used	Mean	1.19	1.19	1.19 (2014 study)	ns	13,554
		SE	0.07	0.02			
		LCL	1.06	1.15			
		UCL	1.33	1.24			
Gender	Number of adults using active mobiles	Mean	1.33	1.42	1.42 (2014 epi study)	ns	13,554
		SE	0.06	0.03			
		LCL	1.21	1.35			
		UCL	1.46	1.48			
	Male	%	42.45	48.66	48.7% males/ 51.3% females (DPCD ERP)	ns	5166
		SE	5.29	1.29			
		LCL	32.55	46.12			
		UCL	53.00	51.19			
	Female	%	57.55	51.34			8388
		SE	5.29	1.29			
		LCL	47.00	48.81			
		UCL	67.45	53.88			
Highest level of completed education	University degree	%	30.47	39.10	39.10% (2014 epi study)	ns	4942
		SE	5.70	1.28			
		LCL	20.54	36.61			
		UCL	42.62	41.64			
	TAFE or trade qualification	%	17.67	17.43	17.43% (2014 epi study)	ns	2389
		SE	3.09	0.86			
		LCL	12.40	15.80			
		UCL	24.55	19.19			
	Year 12	%	29.41	25.02	25.02% (2014 epi study)	ns	2911
		SE	6.32	1.19			
		LCL	18.66	22.75			
		UCL	43.07	27.43			
	Year 10 or less	%	22.45	18.45	18.45% (2014 epi study)	ns	2981
		SE	3.85	0.90			
		LCL	15.80	16.76			
		UCL	30.88	20.27			

Demographic/ characteristic	Response	Result	% Low risk gamblers (N=952)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Employment	Employed-works fulltime	%	34.51	38.98	38.98% (2014 epi study)	ns	4,533
		SE	4.66	1.21			
		LCL	26.02	36.62			
		UCL	44.12	41.38			
	Employed - part-time	%	16.30	20.73	20.73% (2014 epi study)	ns	2,697
		SE	2.96	1.02			
		LCL	11.29	18.81			
		UCL	22.95	22.80			
	Looking for work	%	7.01	7.21	7.21% (2014 epi study)	ns	554
		SE	2.82	0.63			
		LCL	3.12	6.08			
		UCL	14.98	8.54			
	Not in labour force/not looking for work	%	42.18	33.08	33.08% (2014 epi study)	ns	5,643
		SE	6.38	1.33			
		LCL	30.40	30.54			
		UCL	54.93	35.73			
Migration to Australia in past five years	Migrated	%	3.18	5.24	5.24% (2014 epi study)	ns	334
		SE	1.38	0.68			
		LCL	1.35	4.07			
		UCL	7.31	6.73			
	No or negative income to \$599 (\$0-\$31,199)	%	52.12	45.84	45.84% (2014 epi study)	ns	4,012
		SE	6.24	1.61			
		LCL	40.01	42.71			
		UCL	63.98	49.01			
	\$600-\$799 (\$31,200-\$41,599)	%	9.06	10.92	10.92% (2014 epi study)	ns	989
		SE	2.07	1.01			
		LCL	5.74	9.09			
		UCL	14.03	13.06			
	\$800-\$999 (\$41,600-\$51,999)	%	14.24	10.56	10.56% (2014 epi study)	ns	885
		SE	3.97	0.91			
		LCL	8.07	8.91			
		UCL	23.90	12.47			
Approximate total personal income	\$1,000-\$1,499 (\$52,000-\$77,999)	%	11.67	15.13	15.13% (2014 epi study)	ns	1,413
		SE	2.46	0.92			
		LCL	7.64	13.41			
		UCL	17.43	17.02			
	\$1,500 or over (\$78,000 or over)	%	12.91	17.56	17.56% (2014 epi study)	ns	1,768
		SE	2.34	0.93			
		LCL	8.97	15.81			
		UCL	18.22	19.45			

Demographic/ characteristic	Response	Result	% Low risk gamblers (N=952)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Main type of phone line used by respondent for communications (Note - Dual users – use both landline and mobile, with main type of line reported)	Landline only	%	6.04	6.06	6.06% (2014 epi study)	ns	1,279
		SE	1.30	0.45			
		LCL	3.94	5.24			
		UCL	9.15	7.01			
	Mobile only	%	37.28	23.82	23.82% (2014 epi study)	ns	258
		SE	7.01	1.64			
		LCL	24.84	20.77			
		UCL	51.68	27.17			
	Dual user - landline mainly	%	26.16	34.79	34.79% (2014 epi study)	ns	4,486
		SE	3.99	1.17			
		LCL	19.12	32.55			
		UCL	34.69	37.11			
	Dual user - mobile mainly	%	30.51	35.32	35.32% (2014 epi study)	ns	7,531
		SE	3.72	0.96			
		LCL	23.75	33.47			
		UCL	38.25	37.21			
Housing or tenancy situation	Owned outright	%	35.50	37.27	37.27% (2014 epi study)	ns	437
		SE	4.90	1.18			
		LCL	26.58	34.99			
		UCL	45.57	39.61			
	Owned with a mortgage	%	28.00	33.54	33.54% (2014 epi study)	ns	302
		SE	3.99	1.18			
		LCL	20.89	31.27			
		UCL	36.43	35.90			
	Privately rented	%	26.88	21.01	21.01% (2014 epi study)	ns	150
		SE	6.30	1.24			
		LCL	16.40	18.68			
		UCL	40.80	23.53			
	Public or community housing	%	1.44	2.24	2.24% (2014 epi study)	ns	23
		SE	0.76	0.36			
		LCL	0.51	1.64			
		UCL	4.01	3.05			
	Other	%	0.00	0.23	0.23% (2014 epi study)	ns	0
		SE	n/a	0.13			
		LCL	n/a	0.07			
		UCL	n/a	0.72			
	Retirement village/aged care	%	6.06	0.68	0.68% (2014 epi study)	ns	4
		SE	5.66	0.53			
		LCL	0.91	0.15			
		UCL	31.21	3.10			

Demographic/ characteristic	Response	Result	% Low risk gamblers (N=952)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Housing or tenancy situation	Live at home/with parents	%	0.36	0.64	0.64% (2014 epi study)	ns	6
		SE	0.16	0.20			
		LCL	0.15	0.34			
		UCL	0.87	1.18			
	Provided by work e.g. Church	%	0.13	0.10	0.10% (2014 epi study)	ns	3
		SE	0.08	0.03			
		LCL	0.04	0.05			
		UCL	0.44	0.18			
	Live with other family members	%	0.13	0.15	0.15% (2014 epi study)	ns	3
		SE	0.08	0.05			
		LCL	0.04	0.08			
		UCL	0.43	0.27			
	Life tenancy/other tenancy	%	0.00	0.01	0.01% (2014 epi study)	ns	0
		SE	n/a	0.01			
		LCL	n/a	0.00			
		UCL	n/a	0.07			
	Caravan Park/Hostel	%	0.00	0.26	0.26% (2014 epi study)	ns	0
		SE	n/a	0.18			
		LCL	n/a	0.07			
		UCL	n/a	1.00			
	Don't know	%	0.55	1.56	1.56% (2014 epi study)	ns	6
		SE	0.29	0.37			
		LCL	0.20	0.98			
		UCL	1.52	2.48			
	Refusal	%	0.95	2.31	2.31% (2014 epi study)	Significantly lower	18
		SE	0.30	0.29			
		LCL	0.51	1.82			
		UCL	1.74	2.95			

Question: What is your age? (or closest age bracket if required); Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a landline number); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; Gender (recorded); What is your highest level of completed education? (Prompt); Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? Is your current place of residence? (Base: All Victorian adults) Weighted results without subsampling.

Table 62. Demographic profile of moderate risk gamblers (N=320, June-November 2014)

Demographic/ characteristic	Response	Result	Moderate risk gamblers (N=320)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Age	18-24	%	12.90	12.73	12.73% (DPCD ERP)	ns	25
		SE	4.36				
		LCL	6.47				
		UCL	24.05				
	25-34	%	7.89	19.12	19.12% (DPCD ERP)	ns	18
		SE	2.91				
		LCL	3.77				
		UCL	15.81				
	35-44	%	19.17	18.28	18.28% (DPCD ERP)	ns	52
		SE	5.62				
		LCL	10.43				
		UCL	32.55				
	45-54	%	11.81	17.07	17.07% (DPCD ERP)	ns	65
		SE	3.22				
		LCL	6.81				
		UCL	19.69				
	55-64	%	7.84	14.35	14.35% (DPCD ERP)	Significantly lower	60
		SE	2.03				
		LCL	4.67				
		UCL	12.87				
	65 plus	%	40.40	18.44	18.44% (DPCD ERP)	Significantly higher	100
		SE	12.63				
		LCL	19.51				
		UCL	65.45				
Aboriginal, Torres Strait Islander or Australian South Sea Islander background	Identifies as Indigenous	%	2.21	1.15	1.15% (2014 epi study)	ns	100 (indigenous)
		SE	1.23	0.28			
		LCL	0.74	0.71			
		UCL	6.47	1.86			
	Speaks LOTE	%	31.56	21.75	23.1% (ABS Census 2011)	ns	2387 (LOTE speakers)
		SE	11.78	1.14			
		LCL	13.68	19.60			
		UCL	57.32	24.06			
Landlines in household	Number	Mean	0.65	0.78	0.78% (2014 epi study)	ns	13,554
		SE	0.14	0.02			
		LCL	0.38	0.75			
		UCL	0.92	0.82			

Demographic/ characteristic	Response	Result	Moderate risk gamblers (N=320)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Adults in household	Number of people 18yrs or over who usually live in household	Mean	2.38	2.47	2.47% (2014 epi study)	ns	13,554
		SE	0.23	0.04			
		LCL	1.94	2.40			
		UCL	2.82	2.54			
Use of mobiles	Active mobiles personally used	Mean	1.32	1.19	1.19 (2014 study)	ns	13,554
		SE	0.14	0.02			
		LCL	1.05	1.15			
		UCL	1.60	1.24			
Gender	Number of adults using active mobiles	Mean	1.37	1.42	1.42 (2014 epi study)	ns	13,554
		SE	0.12	0.03			
		LCL	1.13	1.35			
		UCL	1.60	1.48			
Highest level of completed education	Male	%	73.27	48.66	48.7% males/ 51.3% females (DPCD ERP)	Significantly higher	5166
		SE	6.59	1.29			
		LCL	58.63	46.12			
		UCL	84.13	51.19			
Gender	Female	%	26.73	51.34			8388
		SE	6.59	1.29			
		LCL	15.87	48.81			
		UCL	41.37	53.88			
Highest level of completed education	University degree	%	36.81	39.10	39.10% (2014 epi study)	ns	4942
		SE	11.61	1.28			
		LCL	17.97	36.61			
		UCL	60.77	41.64			
TAFE or trade qualification	TAFE or trade qualification	%	13.56	17.43	17.43% (2014 epi study)	Significantly lower	2389
		SE	3.59	0.86			
		LCL	7.92	15.80			
		UCL	22.24	19.19			
Year 12	Year 12	%	28.94	25.02	25.02% (2014 epi study)	ns	2911
		SE	11.06	1.19			
		LCL	12.42	22.75			
		UCL	53.89	27.43			
Year 10 or less	Year 10 or less	%	20.70	18.45	18.45% (2014 epi study)	ns	2981
		SE	5.75	0.90			
		LCL	11.61	16.76			
		UCL	34.15	20.27			

Demographic/ characteristic	Response	Result	Moderate risk gamblers (N=320)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Employment	Employed-works fulltime	%	28.21	38.98	38.98% (2014 epi study)	ns	4,533
		SE	6.86	1.21			
		LCL	16.82	36.62			
		UCL	43.29	41.38			
	Employed - part-time	%	12.92	20.73	20.73% (2014 epi study)	ns	2,697
		SE	3.95	1.02			
		LCL	6.94	18.81			
		UCL	22.79	22.80			
	Looking for work	%	9.81	7.21	7.21% (2014 epi study)	ns	554
		SE	3.90	0.63			
		LCL	4.38	6.08			
		UCL	20.51	8.54			
	Not in labour force/not looking for work	%	49.07	33.08	33.08% (2014 epi study)	ns	5,643
		SE	11.11	1.33			
		LCL	28.72	30.54			
		UCL	69.73	35.73			
Migration to Australia in past five years	Migrated	%	2.90	5.24	5.24% (2014 epi study)	ns	334
		SE	2.14	0.68			
		LCL	0.67	4.07			
		UCL	11.72	6.73			
Approximate total personal income	No or negative income to \$599 (\$0-\$31,199)	%	61.67	45.84	45.84% (2014 epi study)	ns	4,012
		SE	10.74	1.61			
		LCL	39.78	42.71			
		UCL	79.67	49.01			
	\$600-\$799 (\$31,200-\$41,599)	%	11.33	10.92	10.92% (2014 epi study)	ns	989
		SE	4.53	1.01			
		LCL	5.01	9.09			
		UCL	23.61	13.06			
	\$800-\$999 (\$41,600-\$51,999)	%	7.04	10.56	10.56% (2014 epi study)	ns	885
		SE	2.45	0.91			
		LCL	3.51	8.91			
		UCL	13.63	12.47			
	\$1,000-\$1,499 (\$52,000-\$77,999)	%	12.06	15.13	15.13% (2014 epi study)	ns	1,413
		SE	4.76	0.92			
		LCL	5.38	13.41			
		UCL	24.84	17.02			
	\$1,500 or over (\$78,000 or over)	%	7.90	17.56	17.56% (2014 epi study)	Significantly lower	1,768
		SE	2.79	0.93			
		LCL	3.89	15.81			
		UCL	15.38	19.45			

Demographic/ characteristic	Response	Result	Moderate risk gamblers (N=320)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Main type of phone line used by respondent for communications (Note - Dual users – use both landline and mobile, with main type of line reported)	Landline only	%	5.95	6.06	6.06% (2014 epi study)	ns	1,279
		SE	2.99	0.45			
		LCL	2.17	5.24			
		UCL	15.28	7.01			
	Mobile only	%	36.57	23.82	23.82% (2014 epi study)	ns	258
		SE	13.47	1.64			
		LCL	15.59	20.77			
		UCL	64.28	27.17			
	Dual user - landline mainly	%	20.95	34.79	34.79% (2014 epi study)	ns	4,486
		SE	5.59	1.17			
		LCL	12.03	32.55			
		UCL	33.93	37.11			
	Dual user - mobile mainly	%	36.52	35.32	35.32% (2014 epi study)	ns	7,531
		SE	8.17	0.96			
		LCL	22.39	33.47			
		UCL	53.44	37.21			
Housing or tenancy situation	Owned outright	%	45.44	37.27	37.27% (2014 epi study)	ns	144
		SE	11.05	1.18			
		LCL	25.80	34.99			
		UCL	66.61	39.61			
	Owned with a mortgage	%	35.92	33.54	33.54% (2014 epi study)	ns	113
		SE	10.82	1.18			
		LCL	18.24	31.27			
		UCL	58.48	35.90			
	Privately rented	%	13.20	21.01	21.01% (2014 epi study)	ns	42
		SE	4.14	1.24			
		LCL	6.97	18.68			
		UCL	23.59	23.53			
	Public or community housing	%	3.12	2.24	2.24% (2014 epi study)	ns	11
		SE	2.12	0.36			
		LCL	0.80	1.64			
		UCL	11.33	3.05			
	Other	%	0.07	0.23	0.23% (2014 epi study)	ns	1
		SE	0.07	0.13			
		LCL	0.01	0.07			
		UCL	0.50	0.72			
Retirement Village/ Aged care		%	0.00	0.68	0.68% (2014 epi study)	ns	0
		SE	n/a	0.53			
		LCL	n/a	0.15			
		UCL	n/a	3.10			

Demographic/ characteristic	Response	Result	Moderate risk gamblers (N=320)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Housing or tenancy situation	Live at home/with parents	%	1.46	0.64	0.64% (2014 epi study)	ns	3
		SE	0.94	0.20			
		LCL	0.41	0.34			
		UCL	5.08	1.18			
	Provided by work e.g. Church	%	0.00	0.10	0.10% (2014 epi study)	ns	0
		SE	n/a	0.03			
		LCL	n/a	0.05			
		UCL	n/a	0.18			
	Live with other family members	%	0.11	0.15	0.15% (2014 epi study)	ns	1
		SE	0.11	0.05			
		LCL	0.01	0.08			
		UCL	0.82	0.27			
	Life tenancy/other tenancy	%	0.00	0.01	0.01% (2014 epi study)	ns	0
		SE	n/a	0.01			
		LCL	n/a	0.00			
		UCL	n/a	0.07			
	Caravan Park/Hostel	%	0.00	0.26	0.26% (2014 epi study)	ns	0
		SE	n/a	0.18			
		LCL	n/a	0.07			
		UCL	n/a	1.00			
	Don't know	%	0.06	1.56	1.56% (2014 epi study)	ns	1
		SE	0.06	0.37			
		LCL	0.01	0.98			
		UCL	0.46	2.48			
	Refusal	%	0.62	2.31	2.31% (2014 epi study)	ns	4
		SE	0.39	0.29			
		LCL	0.18	1.82			
		UCL	2.11	2.95			

Question: What is your age? (or closest age bracket if required); Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a landline number); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; Gender (recorded); What is your highest level of completed education? (Prompt); Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? Is your current place of residence? (Base: All Victorian adults) Weighted results without subsampling.

Table 63. Demographic profile of problem gamblers (N=86, June-November 2014)

Demographic/ characteristic	Response	Result	% Problem gamblers (N=86)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Age	18-24	%	9.27	12.73	12.73% (DPCD ERP)	ns	4
		SE	6.49				
		LCL	2.20				
		UCL	31.70				
	25-34	%	10.74	19.12	19.12% (DPCD ERP)	ns	7
		SE	5.57				
		LCL	3.71				
		UCL	27.32				
	35-44	%	43.79	18.28	18.28% (DPCD ERP)	Significantly higher	15
		SE	14.51				
		LCL	19.70				
		UCL	71.21				
	45-54	%	18.49	17.07	17.07% (DPCD ERP)	ns	24
		SE	6.48				
		LCL	8.90				
		UCL	34.50				
	55-64	%	9.72	14.35	14.35% (DPCD ERP)	ns	19
		SE	3.72				
		LCL	4.47				
		UCL	19.83				
	65 plus	%	7.99	18.44	18.44% (DPCD ERP)	Significantly lower	17
		SE	3.21				
		LCL	3.56				
		UCL	16.97				
Aboriginal, Torres Strait Islander or Australian South Sea Islander background	Identifies as Indigenous	%	12.42	1.15	1.15% (2014 epi study)	Significantly higher	100 (indigenous)
		SE	8.94	0.28			
		LCL	2.76	0.71			
		UCL	41.51	1.86			
Speaks another language other than English (LOTE) at home	Speaks LOTE	%	25.61	21.75	23.1% (ABS Census 2011)	ns	2387 (LOTE speakers)
		SE	9.63	1.14			
		LCL	11.33	19.60			
		UCL	48.12	24.06			
Landlines in household	Number	Mean	0.69	0.78	0.78% (2014 epi study)	ns	13,554
		SE	0.16	0.02			
		LCL	0.38	0.75			
		UCL	1.01	0.82			

Demographic/ characteristic	Response	Result	% Problem gamblers (N=86)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Adults in household	Number of people 18yrs or over who usually live in household	Mean	2.78	2.47	2.47% (2014 epi study)	ns	13,554
		SE	0.50	0.04			
		LCL	1.80	2.40			
		UCL	3.75	2.54			
Use of mobiles	Active mobiles personally used	Mean	1.55	1.19	1.19% (2014 study)	ns	13,554
		SE	0.16	0.02			
		LCL	1.24	1.15			
		UCL	1.86	1.24			
	Number of adults using active mobiles	Mean	1.89	1.42	1.42% (2014 epi study)	ns	13,554
		SE	0.25	0.03			
		LCL	1.41	1.35			
		UCL	2.37	1.48			
Gender	Male	%	60.95	48.66	48.7% males/ 51.3% females (DPCD ERP)	ns	5166
		SE	14.39	1.29			
		LCL	32.30	46.12			
		UCL	83.62	51.19			
	Female	%	39.05	51.34	39.10% (2014 epi study)	ns	8388
		SE	14.39	1.29			
		LCL	16.38	48.81			
		UCL	67.70	53.88			
Highest level of completed education	University degree	%	20.64	39.10	17.43% (2014 epi study)	ns	2389
		SE	9.55	1.28			
		LCL	7.66	36.61			
		UCL	44.93	41.64			
	TAFE or trade qualification	%	19.39	17.43	25.02% (2014 epi study)	ns	2911
		SE	7.92	0.86			
		LCL	8.18	15.80			
		UCL	39.38	19.19			
	Year 12	%	35.11	25.02	18.45% (2014 epi study)	ns	2981
		SE	15.14	1.19			
		LCL	12.82	22.75			
		UCL	66.56	27.43			
	Year 10 or less	%	24.85	18.45			
		SE	9.91	0.90			
		LCL	10.47	16.76			
		UCL	48.34	20.27			

Demographic/ characteristic	Response	Result	% Problem gamblers (N=86)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Employment	Employed-works fulltime	%	52.78	38.98	38.98% (2014 epi study)	ns	4,533
		SE	13.69	1.21			
		LCL	27.58	36.62			
		UCL	76.64	41.38			
	Employed - part-time	%	6.81	20.73	20.73% (2014 epi study)	Significantly lower	2,697
		SE	2.94	1.02			
		LCL	2.86	18.81			
		UCL	15.35	22.80			
	Looking for work	%	2.23	7.21	7.21% (2014 epi study)	ns	554
		SE	1.37	0.63			
		LCL	0.67	6.08			
		UCL	7.22	8.54			
	Not in labour force/not looking for work	%	38.18	33.08	33.08% (2014 epi study)	ns	5,643
		SE	14.64	1.33			
		LCL	15.47	30.54			
		UCL	67.56	35.73			
Migration to Australia in past five years	Migrated	%	0.94	5.24	5.24% (2014 epi study)	ns	334
		SE	0.75	0.68			
		LCL	0.20	4.07			
		UCL	4.38	6.73			
	No or negative income to \$599 (\$0-\$31,199)	%	40.26	45.84	45.84% (2014 epi study)	ns	4,012
		SE	17.05	1.61			
		LCL	14.38	42.71			
		UCL	73.00	49.01			
	\$600-\$799 (\$31,200-\$41,599)	%	22.40	10.92	10.92% (2014 epi study)	ns	989
		SE	11.07	1.01			
		LCL	7.65	9.09			
		UCL	50.16	13.06			
	\$800-\$999 (\$41,600-\$51,999)	%	10.14	10.56	10.56% (2014 epi study)	ns	885
		SE	5.06	0.91			
		LCL	3.66	8.91			
		UCL	25.11	12.47			
	\$1,000-\$1,499 (\$52,000-\$77,999)	%	14.33	15.13	15.13% (2014 epi study)	ns	1,413
		SE	8.26	0.92			
		LCL	4.28	13.41			
		UCL	38.47	17.02			
	\$1,500 or over (\$78,000 or over)	%	12.87	17.56	17.56% (2014 epi study)	ns	1,768
		SE	6.75	0.93			
		LCL	4.34	15.81			
		UCL	32.46	19.45			

Demographic/ characteristic	Response	Result	% Problem gamblers (N=86)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Main type of phone line used by respondent for communications (Note - Dual users – use both landline and mobile, with main type of line reported)	Landline only	%	3.21	6.06	6.06% (2014 epi study)	ns	1,279
		SE	1.76	0.45			
		LCL	1.08	5.24			
		UCL	9.15	7.01			
	Mobile only	%	31.70	23.82	23.82% (2014 epi study)	ns	258
		SE	15.91	1.64			
		LCL	9.91	20.77			
		UCL	66.22	27.17			
	Dual user - landline mainly	%	32.14	34.79	34.79% (2014 epi study)	ns	4,486
		SE	11.74	1.17			
		LCL	14.15	32.55			
		UCL	57.64	37.11			
	Dual user - mobile mainly	%	32.94	35.32	35.32% (2014 epi study)	ns	7,531
		SE	9.42	0.96			
		LCL	17.56	33.47			
		UCL	53.12	37.21			
Tenancy or housing situation	Owned outright	%	36.41	37.27	37.27% (2014 epi study)	ns	29
		SE	11.98	1.18			
		LCL	17.19	34.99			
		UCL	61.23	39.61			
	Owned with a mortgage	%	29.49	33.54	33.54% (2014 epi study)	ns	32
		SE	9.82	1.18			
		LCL	14.22	31.27			
		UCL	51.34	35.90			
	Privately rented	%	28.27	21.01	21.01% (2014 epi study)	ns	16
		SE	15.76	1.24			
		LCL	7.91	18.68			
		UCL	64.39	23.53			
	Public or community housing	%	2.70	2.24	2.24% (2014 epi study)	ns	5
		SE	1.65	0.36			
		LCL	0.81	1.64			
		UCL	8.65	3.05			
	Other	%	0.00	0.23	0.23% (2014 epi study)	ns	0
		SE	n/a	0.13			
		LCL	n/a	0.07			
		UCL	n/a	0.72			
	Retirement village/aged care	%	0.00	0.68	0.68% (2014 epi study)	ns	0
		SE	n/a	0.53			
		LCL	n/a	0.15			
		UCL	n/a	3.10			

Demographic/ characteristic	Response	Result	% Problem gamblers (N=86)	% Victorian adults (N=13,554)	Estimate used for comparison (source of estimate)	Significant differences	N
Tenancy or housing situation	Live at home/ with parents	%	0.22	0.64	0.64% (2014 epi study)	ns	1
		SE	0.23	0.20			
		LCL	0.03	0.34			
		UCL	1.67	1.18			
	Provided by work e.g. Church	%	0.00	0.10	0.10% (2014 epi study)	ns	0
		SE	n/a	0.03			
		LCL	n/a	0.05			
		UCL	n/a	0.18			
	Live with other family members	%	0.00	0.15	0.15% (2014 epi study)	ns	0
		SE	n/a	0.05			
		LCL	n/a	0.08			
		UCL	n/a	0.27			
	Life tenancy/other tenancy	%	0.00	0.01	0.01% (2014 epi study)	ns	0
		SE	n/a	0.01			
		LCL	n/a	0.00			
		UCL	n/a	0.07			
	Caravan Park/Hostel	%	0.00	0.26	0.26% (2014 epi study)	ns	0
		SE	n/a	0.18			
		LCL	n/a	0.07			
		UCL	n/a	1.00			
	Don't know	%	0.15	1.56	1.56% (2014 epi study)	ns	1
		SE	0.16	0.37			
		LCL	0.02	0.98			
		UCL	1.14	2.48			
	Refusal	%	2.76	2.31	2.31% (2014 epi study)	ns	2
		SE	2.15	0.29			
		LCL	0.59	1.82			
		UCL	11.98	2.95			

Question: What is your age? (or closest age bracket if required); Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a landline number); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; Gender (recorded); What is your highest level of completed education? (Prompt); Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? Is your current place of residence? (Base: All Victorian adults) Weighted results without subsampling.

Table 64. Demographic comparison of non-problem gamblers and all gamblers (N=13,554, June-November 2014)

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	Gamblers (N=10,311)	Significant differences	N for characteristic - Non-gamblers	N for characteristic - Gamblers
Age	18-24	%	17.42	10.39	OR=0.55 p<.001	218	349
		SE	1.89	0.97			
		LCL	14.02	8.64			
		UCL	21.44	12.44			
	25-34	%	25.69	15.55	OR=0.53 p<.001	312	675
		SE	2.62	0.96			
		LCL	20.91	13.77			
		UCL	31.14	17.51			
	35-44	%	18.99	18.40	ns	509	1695
		SE	2.03	0.96			
		LCL	15.33	16.60			
		UCL	23.28	20.34			
	45-54	%	14.72	18.16	ns	539	2224
		SE	1.80	0.89			
		LCL	11.53	16.48			
		UCL	18.61	19.98			
	55-64	%	10.87	16.48	OR=1.62 p<.01	535	2261
		SE	1.51	1.02			
		LCL	8.24	14.57			
		UCL	14.21	18.57			
	65 plus	%	12.31	21.03	OR=1.90 p<.01	1130	3107
		SE	0.98	1.58			
		LCL	10.52	18.10			
		UCL	14.37	24.29			
Aboriginal, Torres Strait Islander or Australian South Sea Islander background	Identifies as Indigenous	%	0.91	1.25	ns	20	80
		SE	0.39	0.37			
		LCL	0.40	0.71			
		UCL	2.09	2.22			
Speaks another language other than English (LOTE) at home	Speaks LOTE	%	33.00	16.95	OR=0.42 p<.001	883	1504
		SE	2.43	1.24			
		LCL	28.42	14.65			
		UCL	37.92	19.53			
Landlines in household	Number	Mean	0.78	0.78	ns	4053	9501
		SE	0.03	0.02			
		LCL	0.73	0.74			
		UCL	0.84	0.83			
Adults in household	Number of people 18yrs or over who usually live in	Mean	2.66	2.39	t=-10.97 p<.001	4053	9501
		SE	0.10	0.03			
		LCL	2.47	2.33			

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	Gamblers (N=10,311)	Significant differences	N for characteristic - Non-gamblers	N for characteristic - Gamblers
Use of mobiles	household	UCL	2.84	2.45			
	Active mobiles personally used	Mean	1.12	1.22	t=7.69 p<.001	4053	9501
		SE	0.03	0.03			
		LCL	1.07	1.17			
		UCL	1.17	1.28			
Gender	Number of adults using active mobiles	Mean	1.48	1.39	t=-4.71 p<.001	3681	9051
		SE	0.09	0.03			
		LCL	1.31	1.34			
		UCL	1.65	1.45			
	Male	%	52.48	47.03	ns	1257	3909
		SE	2.54	1.46			
		LCL	47.50	44.18			
		UCL	57.41	49.91			
	Female	%	47.52	52.97		1986	6402
		SE	2.54	1.46			
		LCL	42.59	50.09			
		UCL	52.50	55.82			
Highest level of completed education	University degree	%	41.16	38.22	ns	1299	3643
		SE	2.62	1.28			
		LCL	36.13	35.42			
		UCL	46.38	41.09			
	TAFE or trade qualification	%	14.88	18.52	ns	472	1917
		SE	1.79	0.86			
		LCL	11.71	16.69			
		UCL	18.73	20.50			
	Year 12	%	27.68	23.89	ns	696	2215
		SE	2.30	1.40			
		LCL	23.41	21.26			
		UCL	32.41	26.73			
	Year 10 or less	%	16.27	19.38	ns	646	2335
		SE	1.91	0.99			
		LCL	12.86	17.51			
		UCL	20.37	21.39			

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	Gamblers (N=10,311)	Significant differences	N for characteristic - Non-gamblers	N for characteristic - Gamblers
Employment	Employed-works fulltime	%	35.35	40.52	ns	909	3624
		SE	2.52	1.37			
		LCL	30.58	37.86			
		UCL	40.42	43.24			
	Employed - part-time	%	21.82	20.27	ns	552	2145
		SE	2.47	0.99			
		LCL	17.37	18.39			
		UCL	27.04	22.29			
	Looking for work	%	11.87	5.23	OR=0.41 p<.001	228	326
		SE	1.51	0.61			
		LCL	9.21	4.15			
		UCL	15.17	6.57			
	Not in labour force/not looking for work	%	30.97	33.98	ns	1504	4139
		SE	2.23	1.62			
		LCL	26.78	30.89			
		UCL	35.49	37.22			
Migration to Australia in past five years	Migrated	%	9.65	3.37	OR=0.33 p<.001	159	175
		SE	1.87	0.51			
		LCL	6.56	2.50			
		UCL	13.98	4.52			
	No or negative income to \$599 (\$0-\$31,199)	%	55.10	42.36	ns	1045	2967
		SE	3.38	1.85			
		LCL	48.43	38.79			
		UCL	61.59	46.01			
	\$600-\$799 (\$31,200-\$41,599)	%	13.38	9.99	ns	192	797
		SE	3.06	0.74			
		LCL	8.43	8.63			
		UCL	20.59	11.54			
	\$800-\$999 (\$41,600-\$51,999)	%	8.36	11.38	ns	144	741
		SE	2.01	0.99			
		LCL	5.17	9.58			
		UCL	13.24	13.48			
	\$1,000-\$1,499 (\$52,000-\$77,999)	%	9.99	17.06	OR=2.07 p<.001	239	1174
		SE	1.49	1.12			
		LCL	7.43	14.97			
		UCL	13.30	19.37			
	\$1,500 or over (\$78,000 or over)	%	13.17	19.21	OR=1.76 p<.001	329	1439
		SE	1.52	1.13			
		LCL	10.46	17.09			
		UCL	16.45	21.51			

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	Gamblers (N=10,311)	Significant differences	N for characteristic - Non-gamblers	N for characteristic - Gamblers
Main type of phone line used by respondent for communications (Note - Dual users – use both landline and mobile, with main type of line reported)	Landline only	%	9.18	4.74	OR=0.49 p<.001	477	802
		SE	1.20	0.39			
		LCL	7.09	4.03			
		UCL	11.81	5.56			
	Mobile only	%	23.21	24.08	ns	80	178
		SE	2.79	2.00			
		LCL	18.20	20.38			
		UCL	29.11	28.23			
	Dual user - landline mainly	%	40.63	32.30	OR=0.70 p<.01	1091	3395
		SE	2.61	1.18			
		LCL	35.63	30.04			
		UCL	45.83	34.65			
	Dual user - mobile mainly	%	26.98	38.88	OR=1.72 p<.001	1595	5936
		SE	1.51	1.19			
		LCL	24.12	36.58			
		UCL	30.05	41.23			
Housing or tenancy situation	Owned outright	%	34.37	38.51	ns	1584	5073
		SE	2.45	1.33			
		LCL	29.74	35.94			
		UCL	39.32	41.14			
	Owned with a mortgage	%	26.88	36.39	OR=1.56 p<.001	838	3540
		SE	2.12	1.40			
		LCL	22.93	33.69			
		UCL	31.23	39.17			
	Privately rented	%	25.91	18.91	OR=0.67 p=.01	490	1178
		SE	2.49	1.41			
		LCL	21.34	16.31			
		UCL	31.08	21.83			
	Public or community housing	%	3.51	1.70	OR=0.47 p<.01	90	171
		SE	0.79	0.38			
		LCL	2.25	1.09			
		UCL	5.43	2.62			
	Other	%	0.00	0.33	ns	0	9
		SE	n/a	0.19			
		LCL	n/a	0.11			
		UCL	n/a	1.02			
Retirement village/Aged care		%	0.26	0.86	ns	22	35
		SE	0.10	0.76			
		LCL	0.13	0.15			
		UCL	0.54	4.69			

Demographic/ characteristic	Response	Result	Non-gamblers (N=3,243)	Gamblers (N=10,311)	Significant differences	N for characteristic - Non-gamblers	N for characteristic - Gamblers
Housing or tenancy situation	Live at home/ with parents	%	0.83	0.55	ns	9	35
		SE	0.60	0.13			
		LCL	0.20	0.35			
		UCL	3.35	0.87			
	Provided by work e.g. Church	%	0.10	0.10	ns	7	11
		SE	0.04	0.04			
		LCL	0.04	0.04			
		UCL	0.22	0.22			
	Live with other family members	%	0.24	0.11	ns	7	19
		SE	0.13	0.03			
		LCL	0.08	0.06			
		UCL	0.70	0.19			
	Life tenancy/ other tenancy	%	0.00	0.02	ns	0	2
		SE	n/a	0.02			
		LCL	n/a	0.00			
		UCL	n/a	0.09			
	Caravan Park/Hostel	%	0.02	0.36	OR=15.78 p<.01	2	2
		SE	0.02	0.25			
		LCL	0.01	0.09			
		UCL	0.10	1.44			
	Don't know	%	3.96	0.54	OR=0.13 p<.001	47	40
		SE	1.18	0.14			
		LCL	2.20	0.33			
		UCL	7.02	0.90			
	Refusal	%	3.92	1.63	OR=0.41 p<.001	147	196
		SE	0.75	0.25			
		LCL	2.68	1.20			
		UCL	5.69	2.20			

Question: What is your age? (or closest age bracket if required); Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a landline number); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; Gender (recorded); What is your highest level of completed education? (Prompt); Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? Is your current place of residence? (Base: All Victorian adults) Weighted results without subsampling.

Table 65. Demographic profile of all respondents for comparison purposes (N=13,554, June-November 2014)

Demographic/ characteristic	Response	Result	Non-problem gamblers (N=8953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Non- gamblers (N=3,243)	All Victorian adults (N=13,554)	N
Age	18-24yrs	%	9.88	13.00	12.90	9.27	17.42	12.49	567
		SE	1.06	3.05	4.36	6.49	1.89	0.88	
		LCL	7.99	8.10	6.47	2.20	14.02	10.86	
		UCL	12.16	20.23	24.05	31.70	21.44	14.32	
	25-34yrs	%	16.20	14.19	7.89	10.74	25.69	18.58	987
		SE	1.05	2.81	2.91	5.57	2.62	1.06	
		LCL	14.23	9.53	3.77	3.71	20.91	16.59	
		UCL	18.37	20.62	15.81	27.32	31.14	20.76	
	35-44yrs	%	18.53	15.02	19.17	43.79	18.99	18.58	2,204
		SE	1.00	2.73	5.62	14.51	2.03	0.90	
		LCL	16.66	10.41	10.43	19.70	15.33	16.87	
		UCL	20.56	21.17	32.55	71.21	23.28	20.41	
	45-54yrs	%	19.08	14.17	11.81	18.49	14.72	17.13	2,763
		SE	0.96	2.86	3.22	6.48	1.80	0.82	
		LCL	17.28	9.43	6.81	8.90	11.53	15.58	
		UCL	21.03	20.75	19.69	34.50	18.61	18.80	
	55-64yrs	%	17.08	15.89	7.84	9.72	10.87	14.80	2,796
		SE	1.10	3.44	2.03	3.72	1.51	0.85	
		LCL	15.02	10.24	4.67	4.47	8.24	13.21	
		UCL	19.35	23.84	12.87	19.83	14.21	16.54	
	65yrs and older	%	19.24	27.72	40.40	7.99	12.31	18.42	4,237
		SE	1.28	7.22	12.63	3.21	0.98	1.18	
		LCL	16.86	15.91	19.51	3.56	10.52	16.22	
		UCL	21.86	43.74	65.45	16.97	14.37	20.85	
Aboriginal, Torres Strait Islander or Australian South Sea Islander background	Identifies as Indigenous	%	0.93	2.03	2.21	12.42	0.91	1.15	100 (indigenous)
		SE	0.35	1.54	1.23	8.94	0.39	0.28	
		LCL	0.45	0.45	0.74	2.76	0.40	0.71	
		UCL	1.94	8.61	6.47	41.51	2.09	1.86	
	Speaks LOTE	%	15.20	22.91	31.56	25.61	33.00	21.75	2387 (LOTE speakers)
		SE	0.91	6.24	11.78	9.63	2.43	1.14	
		LCL	13.51	12.94	13.68	11.33	28.42	19.60	
		UCL	17.07	37.26	57.32	48.12	37.92	24.06	
	Landlines in household	Mean	0.81	0.66	0.65	0.69	0.78	0.78	13,554
		SE	0.02	0.08	0.14	0.16	0.03	0.02	
		LCL	0.77	0.51	0.38	0.38	0.73	0.75	
		UCL	0.85	0.81	0.92	1.01	0.84	0.82	

Demographic/ characteristic	Response	Result	Non-problem gamblers (N=8953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Non- gamblers (N=3,243)	All Victorian adults (N=13,554)	N
Adults in household	Number of people 18yrs or over who usually live in household	Mean	2.38	2.40	2.38	2.78	2.66	2.47	13,554
		SE	0.03	0.12	0.23	0.50	0.10	0.04	
		LCL	2.32	2.16	1.94	1.80	2.47	2.40	
		UCL	2.44	2.64	2.82	3.75	2.84	2.54	
Use of mobiles	Active mobiles personally used	Mean	1.22	1.19	1.32	1.55	1.12	1.19	13,554
		SE	0.03	0.07	0.14	0.16	0.03	0.02	
		LCL	1.15	1.06	1.05	1.24	1.07	1.15	
		UCL	1.28	1.33	1.60	1.86	1.17	1.24	
	Number of adults using active mobiles	Mean	1.40	1.33	1.37	1.89	1.48	1.42	13,554
		SE	0.03	0.06	0.12	0.25	0.09	0.03	
		LCL	1.33	1.21	1.13	1.41	1.31	1.35	
		UCL	1.46	1.46	1.60	2.37	1.65	1.48	
Gender	Male	%	46.27	42.45	73.27	60.95	52.48	48.66	5166
		SE	1.44	5.29	6.59	14.39	2.54	1.29	
		LCL	43.45	32.55	58.63	32.30	47.50	46.12	
		UCL	49.09	53.00	84.13	83.62	57.41	51.19	
	Female	%	53.74	57.55	26.73	39.05	47.52	51.34	8388
		SE	1.44	5.29	6.59	14.39	2.54	1.29	
		LCL	50.91	47.00	15.87	16.38	42.59	48.81	
		UCL	56.55	67.45	41.37	67.70	52.50	53.88	
Highest level of completed education	University degree	%	39.71	30.47	36.81	20.64	41.16	39.10	4942
		SE	1.41	5.70	11.61	9.55	2.62	1.28	
		LCL	36.98	20.54	17.97	7.66	36.13	36.61	
		UCL	42.51	42.62	60.77	44.93	46.38	41.64	
	TAFE or trade qualification	%	18.88	17.67	13.56	19.39	14.88	17.43	2389
		SE	1.05	3.09	3.59	7.92	1.79	0.86	
		LCL	16.90	12.40	7.92	8.18	11.71	15.80	
		UCL	21.03	24.55	22.24	39.38	18.73	19.19	
	Year 12	%	22.64	29.41	28.94	35.11	27.68	25.02	2911
		SE	1.23	6.32	11.06	15.14	2.30	1.19	
		LCL	20.32	18.66	12.42	12.82	23.41	22.75	
		UCL	25.15	43.07	53.89	66.56	32.41	27.43	
	Year 10 or less	%	18.77	22.45	20.70	24.85	16.27	18.45	2981
		SE	1.01	3.85	5.75	9.91	1.91	0.90	
		LCL	16.86	15.80	11.61	10.47	12.86	16.76	
		UCL	20.84	30.88	34.15	48.34	20.37	20.27	

Demographic/ characteristic	Response	Result	Non-problem gamblers (N=8953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Non- gamblers (N=3,243)	All Victorian adults (N=13,554)	N	
Employment	Employed-works fulltime	%	41.88	34.51	28.21	52.78	35.35	38.98	4,533	
		SE	1.40	4.66	6.86	13.69	2.52	1.21		
		LCL	39.17	26.02	16.82	27.58	30.58	36.62		
		UCL	44.65	44.12	43.29	76.64	40.42	41.38		
	Employed - part-time	%	21.43	16.30	12.92	6.81	21.82	20.73	2,697	
		SE	1.08	2.96	3.95	2.94	2.47	1.02		
		LCL	19.39	11.29	6.94	2.86	17.37	18.81		
		UCL	23.62	22.95	22.79	15.35	27.04	22.80		
	Looking for work	%	4.77	7.01	9.81	2.23	11.87	7.21	554	
		SE	0.58	2.82	3.90	1.37	1.51	0.63		
		LCL	3.76	3.12	4.38	0.67	9.21	6.08		
		UCL	6.04	14.98	20.51	7.22	15.17	8.54		
Migration to Australia in past five years	Not in labour force/hot looking for work	%	31.92	42.18	49.07	38.18	30.97	33.08	5,643	
		SE	1.49	6.38	11.11	14.64	2.23	1.33		
		LCL	29.07	30.40	28.72	15.47	26.78	30.54		
		UCL	34.91	54.93	69.73	67.56	35.49	35.73		
	Migrated	%	3.45	3.18	2.90	0.94	9.65	5.24	334	
		SE	0.57	1.38	2.14	0.75	1.87	0.68		
		LCL	2.49	1.35	0.67	0.20	6.56	4.07		
		UCL	4.76	7.31	11.72	4.38	13.98	6.73		
	Approximate total personal income	No or negative income to \$599 (\$0-\$31,199)	%	39.91	52.12	61.67	40.26	55.10	45.84	4,012
			SE	1.81	6.24	10.74	17.05	3.38	1.61	
			LCL	36.42	40.01	39.78	14.38	48.43	42.71	
			UCL	43.51	63.98	79.67	73.00	61.59	49.01	
\$600-\$799 (\$31,200-\$41,599)		%	9.87	9.06	11.33	22.40	13.38	10.92	989	
		SE	0.79	2.07	4.53	11.07	3.06	1.01		
		LCL	8.42	5.74	5.01	7.65	8.43	9.09		
		UCL	11.54	14.03	23.61	50.16	20.59	13.06		
\$800-\$999 (\$41,600-\$51,999)		%	11.21	14.24	7.04	10.14	8.36	10.56	885	
		SE	1.04	3.97	2.45	5.06	2.01	0.91		
		LCL	9.33	8.07	3.51	3.66	5.17	8.91		
		UCL	13.41	23.90	13.63	25.11	13.24	12.47		
	\$1,000-\$1,499 (\$52,000- \$77,999)	%	18.17	11.67	12.06	14.33	9.99	15.13	1,413	
		SE	1.26	2.46	4.76	8.26	1.49	0.92		
		LCL	15.82	7.64	5.38	4.28	7.43	13.41		
		UCL	20.77	17.43	24.84	38.47	13.30	17.02		
	\$1,500 or over (\$78,000 or over)	%	20.84	12.91	7.90	12.87	13.17	17.56	1,768	
		SE	1.27	2.34	2.79	6.75	1.52	0.93		
		LCL	18.46	8.97	3.89	4.34	10.46	15.81		
		UCL	23.44	18.22	15.38	32.46	16.45	19.45		

Demographic/ characteristic	Response	Result	Non-problem gamblers (N=8953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Non- gamblers (N=3,243)	All Victorian adults (N=13,554)	N
Main type of phone line used by respondent for communications (Note - Dual users – use both landline and mobile, with main type of line reported)	Landline only	%	4.50	6.04	5.95	3.21	9.18	6.06	1,279
		SE	0.41	1.30	2.99	1.76	1.20	0.45	
		LCL	3.76	3.94	2.17	1.08	7.09	5.24	
		UCL	5.37	9.15	15.28	9.15	11.81	7.01	
	Mobile only	%	21.33	37.28	36.57	31.70	23.21	23.82	258
		SE	1.96	7.01	13.47	15.91	2.79	1.64	
		LCL	17.73	24.84	15.59	9.91	18.20	20.77	
		UCL	25.43	51.68	64.28	66.22	29.11	27.17	
	Dual user - landline mainly	%	33.81	26.16	20.95	32.14	40.63	34.79	4,486
		SE	1.21	3.99	5.59	11.74	2.61	1.17	
		LCL	31.47	19.12	12.03	14.15	35.63	32.55	
		UCL	36.22	34.69	33.93	57.64	45.83	37.11	
	Dual user - mobile mainly	%	40.37	30.51	36.52	32.94	26.98	35.32	7,531
		SE	1.21	3.72	8.17	9.42	1.51	0.96	
		LCL	38.02	23.75	22.39	17.56	24.12	33.47	
		UCL	42.76	38.25	53.44	53.12	30.05	37.21	

Question: What is your age? (or closest age bracket if required); Are you of Aboriginal, Torres Strait or Australian South Sea Islander background?; Do you speak a language other than English at home?; What is the total number of land telephone lines in your household (not faxes, mobiles or internet phones without a landline number); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; How many active mobiles in total do you personally receive calls on? (don't include SIM cards you don't actively use); How many adults aged 18 years and over – including yourself – receive calls on your active mobiles?; Gender (recorded); What is your highest level of completed education? (Prompt); Do you currently work or are you looking for work? Full or part-time? What is your approximate total personal income? (Base: All Victorian adults) Weighted results without subsampling.

Data tables – Highest spend gambling activity

Table 66. Highest-spend gambling activities of gamblers – Results by risk for problem gambling and type of phones available
(N=10,311, June-November 2014)

Highest-spend gambling activity in past 12 months	Result	% Gamblers by risk for problem gambling				% Gamblers by type of phones available			Gamblers indicating activity as highest-spend activity (N)
		Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Landline access (N=10,133)	Mobile only (N=178)	% Gamblers (N=10,311)	
Informal private betting for money - like playing cards at home	%	0.73	0.44	0.09	2.98	0.82	0.30	0.69	
	SE	0.19	0.21	0.09	2.99	0.19	0.30	0.16	48
	LCL	0.44	0.17	0.01	0.40	0.52	0.04	0.44	
	UCL	1.21	1.12	0.65	18.96	1.29	2.11	1.09	
Gaming machines	%	6.45	17.67	38.67	50.64	9.14	11.33	9.67	
	SE	0.70	3.36	11.39	13.42	0.60	3.34	0.93	925
	LCL	5.20	12.01	19.74	26.37	8.02	6.24	8.00	
	UCL	7.96	25.24	61.77	74.62	10.39	19.70	11.64	
Betting on casino table games like blackjack, roulette and poker	%	1.83	6.99	5.54	3.88	2.21	4.07	2.66	
	SE	0.29	2.01	2.40	2.40	0.29	1.20	0.36	163
	LCL	1.34	3.94	2.33	1.13	1.70	2.27	2.04	
	UCL	2.50	12.11	12.60	12.46	2.86	7.20	3.46	
Race betting	%	9.42	14.30	12.11	31.01	9.57	13.01	10.40	
	SE	0.79	3.66	3.28	15.58	0.59	2.98	0.84	942
	LCL	7.99	8.50	7.00	9.73	8.48	8.20	8.87	
	UCL	11.09	23.06	20.14	65.21	10.79	20.03	12.16	
Betting on sports - such as sports like AFL or cricket, but excluding fantasy sports and novelty events	%	1.75	3.51	6.10	0.76	2.15	2.09	2.14	
	SE	0.31	1.05	2.22	0.79	0.26	0.92	0.30	143
	LCL	1.23	1.94	2.94	0.10	1.69	0.88	1.62	
	UCL	2.48	6.26	12.20	5.54	2.73	4.90	2.81	
Betting on events – including for instance, election results, current affairs and TV shows	%	0.05	0.00	0.00	0.00	0.05	0.00	0.04	
	SE	0.03	n/a	n/a	n/a	0.03	n/a	0.03	3
	LCL	0.01	n/a	n/a	n/a	.0132,	n/a	0.01	
	UCL	0.18	n/a	n/a	n/a	0.18	n/a	0.15	
Keno	%	0.53	0.28	0.06	0.00	0.44	0.55	0.47	
	SE	0.20	0.13	0.06	n/a	0.13	0.55	0.16	40
	LCL	0.25	0.11	0.01	n/a	0.26	0.08	0.24	
	UCL	1.09	0.71	0.43	n/a	0.77	3.79	0.92	
Lotto, Powerball or Pools	%	49.60	41.30	30.36	9.18	47.57	46.50	47.31	
	SE	1.45	6.35	11.02	6.32	0.91	5.50	1.49	5,163
	LCL	46.77	29.64	13.57	2.24	45.79	36.04	44.41	
	UCL	52.43	54.03	54.77	30.87	49.35	57.28	50.23	

Highest-spend gambling activity in past 12 months	Result	% Gamblers by risk for problem gambling				% Gamblers by type of phones available		% Gamblers (N=10,311)	Gamblers indicating activity as highest-spend activity (N)
		Non-problem gamblers (N=8,953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Landline access (N=10,133)	Mobile only (N=178)		
Scratch tickets	%	2.20	0.90	0.00	0.00	1.49	3.27	1.92	152
	SE	0.60	0.35	n/a	n/a	0.19	1.97	0.50	
	LCL	1.28	0.42	n/a	n/a	1.17	0.99	1.15	
	UCL	3.74	1.93	n/a	n/a	1.91	10.29	3.18	
Bingo	%	0.66	5.08	1.16	0.63	1.05	1.85	1.24	148
	SE	0.10	2.09	0.53	0.65	0.12	1.10	0.28	
	LCL	0.50	2.24	0.47	0.08	0.83	0.58	0.80	
	UCL	0.88	11.13	2.83	4.59	1.32	5.80	1.93	
Competitions where you pay money to enter by phone or leave an SMS to be in a prize draw	%	1.80	0.13	2.78	0.00	1.15	3.05	1.61	89
	SE	0.46	0.09	2.20	n/a	0.27	1.37	0.39	
	LCL	1.09	0.03	0.58	n/a	0.72	1.26	1.00	
	UCL	2.95	0.53	12.32	n/a	1.82	7.24	2.57	
Buying tickets in raffles sweeps and other competitions	%	24.85	9.22	2.92	0.43	24.26	13.69	21.71	2,481
	SE	1.16	1.94	1.45	0.44	0.76	3.40	1.04	
	LCL	22.64	6.06	1.09	0.06	22.79	8.29	19.75	
	UCL	27.21	13.79	7.58	3.19	25.79	21.80	23.82	
Other gambling activity	%	0.14	0.19	0.22	0.48	0.11	0.29	0.15	14
	SE	0.09	0.12	0.19	0.50	0.04	0.29	0.07	
	LCL	0.04	0.05	0.04	0.06	0.06	0.04	0.06	
	UCL	0.48	0.65	1.21	3.56	0.21	2.01	2.01	

Question: On which single activity did you spend the most money in the past 12mths? (only gambling activities played in the past 12mths were prompted) Weighted results without subsampling.

Data tables – Harms experienced from problem gambling

Table 67. Harms experienced because of someone else's gambling – Results by risk for problem gambling (N=1,866, July-November 2014)

Experienced problems because of someone else's gambling	Result	% Victorian adults by risk for problem gambling					% Victorian adults (N=1,866)
		Non-problem gamblers (N=896)	Low risk gamblers (N=239)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Non-gamblers (N=325)	
Has experienced problems because of someone else's gambling	%	1.90	7.38	7.73	10.52	1.50	2.79
	SE	0.45	2.97	2.39	4.64	0.65	0.46
	LCL	1.19	3.29	4.16	4.28	0.64	2.02
	UCL	3.03	15.73	13.91	23.60	3.46	3.84
Has not experienced problems because of someone else's gambling	%	98.03	92.11	91.82	89.48	98.44	97.08
	SE	0.46	3.01	2.46	4.64	0.65	0.46
	LCL	96.90	83.83	85.52	76.40	96.50	96.02
	UCL	98.75	96.34	95.52	95.72	99.31	97.86
Don't know	%	0.07	0.51	0.45	0.00	0.06	0.13
	SE	0.05	0.47	0.30	n/a	0.06	0.06
	LCL	0.01	0.09	0.12	n/a	0.01	0.05
	UCL	0.32	3.02	1.66	n/a	0.43	0.33

Question: In the last 12 months, have you experienced problems because of someone else's gambling? (Base: All Victorian Adults) Weighted results with subsampling.

Table 68. Severity of harms experienced because of someone else's gambling – Results by risk for problem gambling (N=105, July-November 2014)

Severity of problems experienced because of someone else's gambling	Result	% Victorian adults by risk for problem gambling					% Victorian adults (N=105)
		Non-problem gamblers (N=26)	Low risk gamblers (N=17)	Moderate risk gamblers (N=36)	Problem gamblers (N=18)	Non-gamblers (N=8)	
Minor	%	28.05	30.23	19.02	33.71	18.86	26.6
	SE	11.41	16.41	8.22	15.61	16.99	6.93
	LCL	11.28	8.47	7.54	11.29	2.51	15.2
	UCL	54.45	66.97	40.37	67.01	67.76	42.29
Moderate	%	28.73	55.87	33.48	13.4	28.69	35.91
	SE	10.07	19.31	10.94	7.38	22.46	8.50
	LCL	13.2	21.12	15.96	4.20	4.36	21.23
	UCL	51.67	85.68	57.15	35.31	78.02	53.81
Serious	%	43.22	13.9	47.5	52.9	52.45	37.49
	SE	11.55	10.32	12.76	16.27	21.72	7.279
	LCL	23.04	2.84	24.69	23.52	16.4	24.46
	UCL	65.93	47.14	71.4	80.4	86.12	52.61

Question: Were the problems? (minor, moderate or serious) (Base: All adults reporting they experienced problems because of someone else's gambling in the past 12mths) Weighted results with subsampling.

Table 69. Harms experienced because of gambler's own gambling – Results by risk for problem gambling (N=1,866, July-November 2014)

Experienced problems due to gambler's own gambling in the last 12 months	Result	% Victorian gamblers by risk for problem gambling				All gamblers (N=1,541)
		Non-problem gamblers (N=896)	Low risk gamblers (N=239)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	
Experienced problems due to gambler's own gambling	%	0.00	0.46	3.13	41.59	1.15
	SE	n/a	0.46	1.33	14.84	0.31
	LCL	n/a	0.06	1.35	17.69	0.67
	UCL	n/a	3.25	7.10	70.24	1.96
Did not experience problems due to gambler's own gambling	%	99.97	99.49	96.86	57.85	98.81
	SE	0.03	0.47	1.33	14.94	0.32
	LCL	99.75	96.97	92.89	29.21	98.00
	UCL	100.00	99.92	98.65	82.03	99.29
Don't know	%	0.00	0.05	0.01	0.55	0.02
	SE	n/a	0.05	0.01	0.38	0.01
	LCL	n/a	0.01	0.00	0.14	0.01
	UCL	n/a	0.35	0.06	2.11	0.05
Refused	%	0.03	0.00	0.00	0.00	0.03
	SE	0.03	n/a	n/a	n/a	0.03
	LCL	0.00	n/a	n/a	n/a	0.00
	UCL	0.25	n/a	n/a	n/a	0.19

Question: In the last 12 months, have you experienced problems because of your gambling? (Base: All gamblers) Weighted results with subsampling.

Table 70. Severity of harms experienced because of gambler's own gambling – Results by risk for problem gambling (N=70, July-November 2014)

Severity of problems caused by gambler's own gambling	Result	% Gamblers by risk for problem gambling			% Gamblers experiencing problems because of their own gambling (N=70)
		Low risk gamblers (N=1)	Moderate risk gamblers (N=17)	Problem gamblers (N=52)	
Minor	%	100.00	48.68	27.07	34.83
	SE	n/a	19.07	11.92	11.26
	LCL	n/a	17.14	10.01	16.57
	UCL	n/a	81.31	55.32	58.99
Moderate	%	0.00	17.27	26.63	23.54
	SE	n/a	10.22	10.58	8.04
	LCL	n/a	4.77	10.97	11.21
	UCL	n/a	46.52	51.68	42.88
Serious	%	0.00	1.56	44.85	34.95
	SE	n/a	1.66	17.94	16.07
	LCL	n/a	0.18	16.06	11.59
	UCL	n/a	12.03	77.57	68.76
Don't know	%	0.00	32.49	1.45	6.68
	SE	n/a	23.09	1.13	5.57
	LCL	n/a	5.57	0.30	1.19
	UCL	n/a	79.72	6.65	29.87

Question: Were the problems? (minor, moderate or serious) (Base: All adults reporting they experienced problems because of their own gambling in the past 12mths) Weighted results with subsampling.

Data tables - Attitudes and behaviours towards pre-commitment

Table 71. Methods used by gamblers in the past 12mths to work out how much to spend on gambling – Results by risk for problem gambling (N=1,541, June-November 2014)

Method used to work out how much to spend on gambling in the past 12 months	% Gamblers by risk for problem gambling					% Gamblers (N=1,541)
	Result	Non-problem gamblers (N=896)	Low risk gamblers (N=239)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	
You paid your bills and used what's left over for gambling	%	6.04	20.00	20.97	25.55	9.32
	SE	0.98	6.23	10.06	11.52	1.42
	LCL	4.38	10.43	7.46	9.47	6.88
	UCL	8.27	34.92	46.61	52.97	12.50
You just selected an amount that felt right	%	37.42	53.15	35.28	39.85	39.51
	SE	3.05	7.08	8.27	18.22	2.66
	LCL	31.65	39.39	21.12	12.98	34.43
	UCL	43.56	66.45	52.59	74.64	44.83
You didn't work out a budget at all	%	45.51	21.47	40.10	33.03	41.58
	SE	3.24	6.08	10.59	13.37	2.82
	LCL	39.26	11.87	21.99	13.09	36.17
	UCL	51.91	35.68	61.38	61.75	47.20
Don't know	%	9.96	4.72	3.60	1.57	8.66
	SE	1.46	1.52	1.50	1.31	1.16
	LCL	7.44	2.49	1.57	0.30	6.64
	UCL	13.22	8.77	8.02	7.72	11.23
Refused	%	1.07	0.66	0.06	0.00	0.93
	SE	0.35	0.46	0.06	n/a	0.28
	LCL	0.56	0.17	0.01	n/a	0.51
	UCL	2.04	2.55	0.46	n/a	1.68

Question: Which of the following best describes how you worked out how much to spend on gambling in the past 12mths? (Base: All gamblers) Weighted results with subsampling.

Table 72. Number of times per gambling session gamblers playing gaming machines accessed money for gambling through EFTPOS in the past 12mths – Results by risk for problem gambling (N=563, June-November 2014)

Number of times per gambling session gambler accessed money for gambling through EFTPOS	Result	% Gaming machine players by risk for problem gambling				% gaming machine players (N=563)
		Non-problem gamblers (N=169)	Low risk gamblers (N=107)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Not at all	%	85.03	65.42	33.64	14.49	52.58
	SE	2.78	4.63	3.17	4.24	2.12
	LCL	78.71	55.85	27.71	7.96	48.41
	UCL	89.72	73.88	40.12	24.93	56.71
Once	%	7.78	18.69	31.36	26.09	21.31
	SE	2.09	3.76	3.12	5.29	1.72
	LCL	4.55	12.39	25.58	17.07	18.13
	UCL	13.00	27.21	37.79	37.70	24.89
Two times	%	0.60	6.54	13.64	17.39	8.88
	SE	0.60	2.40	2.32	4.55	1.19
	LCL	0.08	3.14	9.69	10.15	6.81
	UCL	4.16	13.13	18.85	28.18	11.51
Three times	%	0.60	2.80	1.82	10.14	2.66
	SE	0.60	1.60	0.90	3.65	0.68
	LCL	0.08	0.90	0.68	4.89	1.61
	UCL	4.15	8.39	4.76	19.88	4.39
Four or more times	%	0.60	1.87	7.27	17.39	5.51
	SE	0.60	1.31	1.77	4.55	0.96
	LCL	0.08	0.47	4.47	10.15	3.90
	UCL	4.15	7.17	11.61	28.18	7.73
Don't know	%	4.79	2.80	10.91	14.49	7.99
	SE	1.66	1.60	2.12	4.25	1.15
	LCL	2.41	0.90	7.38	7.95	6.01
	UCL	9.31	8.38	15.83	24.96	10.56
Refused	%	0.60	1.87	1.36	0.00	1.07
	SE	0.60	1.31	0.78	n/a	0.44
	LCL	0.08	0.47	0.44	n/a	0.48
	UCL	4.16	7.19	4.16	n/a	2.37
Mean times (excluding don't know and refused)	Mean	0.14	0.98	1.55	3.46	1.22
	SE	0.04	0.51	0.30	0.86	0.19
	LCL	0.06	0.02	0.96	1.78	0.86
	UCL	0.22	1.98	2.15	5.14	1.59

Question: Over the past 12 months, how many times per gambling session did you typically get money for gambling through EFTPOS? N for means exclude don't know and refused responses were as follows - N=158 for non-problem gamblers, 102 for low risk gamblers, 193 for moderate risk gamblers, 59 for problem gamblers (Base: Adults playing gaming machines in the past 12mths) Unweighted results.

Table 73. Money withdrawn through EFTPOS per gambling session by gaming machine players in the past 12mths – Results by risk for problem gambling (N=267, June-November 2014)

Total money withdrawn from EFTPOS per gambling session in the past 12mths	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players withdrawing money through EFTPOS (N=267)
		Non-problem gamblers (N=25)	Low risk gambler (N=37)	Moderate risk gamblers (N=146)	Problem gamblers (N=59)	
\$1-\$50	%	68.00	40.54	38.36	16.95	36.70
	SE	9.35	8.09	4.03	4.89	2.96
	LCL	47.70	26.05	30.78	9.33	31.10
	UCL	83.20	56.89	46.54	28.81	42.69
\$51-\$100	%	20.00	24.32	25.34	16.95	22.85
	SE	8.02	7.07	3.61	4.89	2.57
	LCL	8.53	13.11	18.91	9.33	18.17
	UCL	40.13	40.63	33.07	28.81	28.30
\$101-150	%	4.00	10.81	6.16	3.39	5.99
	SE	3.93	5.11	1.99	2.36	1.46
	LCL	0.55	4.09	3.23	0.84	3.69
	UCL	23.78	25.62	11.47	12.67	9.59
\$151-200	%	4.00	13.51	20.55	25.42	19.10
	SE	3.93	5.63	3.35	5.68	2.41
	LCL	0.55	5.71	14.72	15.90	14.80
	UCL	23.78	28.75	27.92	38.08	24.30
\$201 and above	%	4.00	8.11	8.90	35.59	14.23
	SE	3.93	4.50	2.36	6.25	2.14
	LCL	0.55	2.62	5.22	24.43	10.51
	UCL	23.78	22.45	14.78	48.58	18.99
Refused	%	0.00	2.70	0.68	1.70	1.12
	SE	n/a	2.67	0.68	1.68	0.65
	LCL	n/a	0.37	0.10	0.24	0.36
	UCL	n/a	17.03	4.76	11.20	3.45
Means (excluding don't know and refused responses)	Mean (\$)	65.56	125.86	130.12	317.93	164.69
	SE (\$)	13.60	28.43	10.66	39.80	12.40
	LCL (\$)	38.79	69.89	109.13	239.56	140.27
	UCL (\$)	92.33	181.83	151.12	396.30	189.11

Question: In total, how much money did you withdraw from EFTPOS per gambling session? (Interviewer instruction - make sure this is per session and includes all EFTPOS withdrawals per session) Note N for means excluding don't know and refused responses - N=25 for non-problem gamblers, N=36 for low risk gamblers, N=145 for moderate risk gamblers, N=58 for problem gamblers (Base: gaming machine players who reported using EFTPOS to access money for gambling over the past 12 months) Unweighted results.

Table 74. How often gaming machine players lost track of time in past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)

How often gaming machines lost track of time during the past 12 months	Result	% gaming machine players by risk for problem gambling				% gaming machine players (N=2,298)
		Non-problem gamblers (N=1596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Never	%	86.40	66.10	45.45	20.29	76.85
	SE	0.86	2.33	3.36	4.85	0.88
	LCL	84.63	61.39	38.98	12.39	75.08
	UCL	88.00	70.51	52.08	31.42	78.53
Rarely	%	8.08	20.10	16.36	10.14	11.10
	SE	0.68	1.98	2.50	3.64	0.66
	LCL	6.84	16.50	12.03	4.91	9.87
	UCL	9.53	24.25	21.86	19.80	12.45
Sometimes	%	3.45	10.17	23.18	24.64	7.18
	SE	0.46	1.49	2.84	5.19	0.54
	LCL	2.65	7.60	18.08	15.90	6.19
	UCL	4.46	13.48	29.22	19.80	8.31
Often	%	0.56	1.45	7.73	30.43	2.31
	SE	0.19	0.59	1.80	5.54	0.31
	LCL	0.29	0.65	4.86	20.76	1.77
	UCL	1.08	3.20	12.07	42.22	3.01
Always	%	0.81	1.70	5.91	14.49	1.87
	SE	0.23	0.63	1.59	4.24	0.28
	LCL	0.47	0.81	3.47	7.97	1.39
	UCL	1.40	3.50	9.90	24.90	2.51
Don't know	%	0.56	0.24	0.91	0.00	0.52
	SE	0.19	0.24	0.64	n/a	0.15
	LCL	0.29	0.03	0.23	n/a	0.30
	UCL	1.08	1.70	3.57	n/a	0.92
Refused	%	0.13	0.24	0.45	0.00	0.17
	SE	0.09	0.24	0.45	n/a	0.09
	LCL	0.03	0.03	0.06	n/a	0.07
	UCL	0.50	1.70	3.16	n/a	0.46
Means (1=Never, 5=Always) (excluding don't know and refused responses)	Mean	1.20	1.52	2.11	3.09	1.40
	SE	0.02	0.04	0.08	0.16	0.02
	LCL	1.17	1.43	1.95	2.77	1.37
	UCL	1.23	1.60	2.28	3.40	1.44

Question – When playing pokies during the last 12 months, how often did you lose track of time? (Base: All adults playing gaming machines in the past 12 months) Unweighted results.

Table 75. How often gaming machine players lost track of money in past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)

How often gaming machine players lost track of money during the past 12 months	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=2,298)
		Non-problem gamblers (N=1,596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Never	%	95.86	84.26	60.91	21.74	88.21
	SE	0.50	1.79	3.29	4.97	0.67
	LCL	94.77	80.43	54.30	13.54	86.83
	UCL	96.74	87.46	67.14	33.01	89.46
Rarely	%	2.26	10.90	19.55	15.94	5.88
	SE	0.37	1.54	2.67	4.42	0.49
	LCL	1.63	8.23	14.83	9.04	4.98
	UCL	3.11	14.29	25.32	26.58	6.91
Sometimes	%	1.07	3.39	14.09	27.54	3.53
	SE	0.26	0.89	2.35	5.38	0.38
	LCL	0.66	2.02	10.08	18.30	2.85
	UCL	1.71	5.65	19.35	39.19	4.36
Often	%	0.06	0.24	1.82	21.74	0.91
	SE	0.06	0.24	0.90	4.97	0.20
	LCL	0.01	0.03	0.68	13.55	0.60
	UCL	0.44	1.70	4.75	32.99	1.40
Always	%	0.19	0.73	2.27	13.04	0.87
	SE	0.11	0.42	1.01	4.06	0.19
	LCL	0.06	0.23	0.95	6.92	0.56
	UCL	0.58	2.23	5.35	23.23	1.35
Don't know	%	0.31	0.24	0.45	0.00	0.30
	SE	0.14	0.24	0.45	n/a	0.12
	LCL	0.13	0.03	0.06	n/a	0.15
	UCL	0.75	1.70	3.16	n/a	0.64
Refused	%	0.25	0.24	0.91	0.00	0.30
	SE	0.13	0.24	0.64	n/a	0.11
	LCL	0.09	0.03	0.23	n/a	0.15
	UCL	0.67	1.70	3.57	n/a	0.64
Means (1=Never, 5=Always)	Mean	1.05	1.21	1.63	2.88	1.19
	SE	0.01	0.03	0.06	0.16	0.01
	LCL	1.04	1.16	1.50	2.57	1.17
	UCL	1.07	1.27	1.76	3.20	1.22

Question: When playing pokies during the last 12 months, how often did you lose track of your money? (Base: All adults playing gaming machines in the past 12 months)
Unweighted results.

Table 76. How often gaming machine players set a time limit in past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)

How often gaming machine players set a time limit even if they went over it in the past 12mths	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=2,298)
		Non-problem gamblers (N=1596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Never	%	76.13	62.47	50.00	46.38	70.28
	SE	1.07	2.38	3.38	6.00	0.95
	LCL	73.97	57.71	43.42	35.02	68.38
	UCL	78.16	67.00	56.58	58.12	72.11
Rarely	%	4.64	10.17	15.91	11.59	6.92
	SE	0.53	1.49	2.47	3.86	0.53
	LCL	3.71	7.60	11.64	5.90	5.95
	UCL	5.79	13.48	21.37	21.54	8.03
Sometimes	%	3.70	8.48	12.73	18.84	5.88
	SE	0.47	1.37	2.25	4.70	0.49
	LCL	2.88	6.14	8.93	11.27	4.98
	UCL	4.74	11.58	17.82	29.79	6.91
Often	%	2.07	5.81	10.91	10.14	3.83
	SE	0.36	1.15	2.10	3.63	0.40
	LCL	1.47	3.93	7.42	4.92	3.12
	UCL	2.90	8.52	15.76	19.77	4.70
Always	%	12.72	12.11	8.64	13.04	12.23
	SE	0.83	1.60	1.89	4.05	0.68
	LCL	11.17	9.30	5.58	6.93	10.95
	UCL	14.45	15.62	13.14	23.21	13.63
Don't know	%	0.63	0.73	1.36	0.00	0.70
	SE	0.20	0.42	0.78	n/a	0.17
	LCL	0.34	0.23	0.44	n/a	0.43
	UCL	1.16	2.23	4.14	n/a	1.13
Refused	%	0.13	0.24	0.45	0.00	0.17
	SE	0.09	0.24	0.45	n/a	0.09
	LCL	0.03	0.03	0.06	n/a	0.07
	UCL	0.50	1.70	3.16	n/a	0.46
Means (1=Never, 5=Always)	Mean	1.70	1.94	2.11	2.32	1.80
	SE	0.04	0.07	0.09	0.18	0.03
	LCL	1.63	1.80	1.92	1.97	1.74
	UCL	1.77	2.08	2.29	2.66	1.86

Question – When playing pokies during the last 12 months, how often did you set yourself a time limit – even if you went over it? (Base: All adults playing gaming machines in the past 12 months) Unweighted results.

Table 77. How often gaming machine players went over their time limit in past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)

How often gaming machine players went over their time limit in the past 12mths	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=2,298)
		Non-problem gamblers (N=1,596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Never	%	85.65	67.07	51.82	24.64	77.24
	SE	0.88	2.32	3.37	5.17	0.87
	LCL	83.84	62.38	45.22	15.92	75.48
	UCL	87.29	71.44	58.36	36.07	78.91
Rarely	%	7.46	16.22	18.64	13.04	10.27
	SE	0.66	1.81	2.63	4.06	0.63
	LCL	6.26	12.97	14.02	6.92	9.09
	UCL	8.86	20.10	24.34	23.23	11.58
Sometimes	%	2.38	10.41	19.55	26.09	6.18
	SE	0.38	1.51	2.68	5.30	0.50
	LCL	1.74	7.81	14.82	17.08	5.26
	UCL	3.26	13.76	25.33	37.68	7.24
Often	%	0.38	0.97	4.09	13.04	1.22
	SE	0.15	0.48	1.34	4.05	0.23
	LCL	0.17	0.36	2.14	6.93	0.84
	UCL	0.83	2.55	7.68	23.20	1.76
Always	%	0.50	0.73	3.18	20.29	1.39
	SE	0.18	0.42	1.18	4.85	0.24
	LCL	0.25	0.23	1.52	12.38	0.99
	UCL	1.00	2.23	6.53	31.43	1.96
Don't know	%	3.13	3.87	2.27	1.45	3.13
	SE	0.44	0.95	1.01	1.44	0.36
	LCL	2.38	2.39	0.95	0.20	2.50
	UCL	4.11	6.23	5.35	9.58	3.93
Refused	%	0.50	0.73	0.45	1.45	0.57
	SE	0.18	0.42	0.45	1.44	0.16
	LCL	0.25	0.23	0.06	0.20	0.33
	UCL	1.00	2.23	3.16	9.59	0.97
Means (1=Never, 5=Always)	Mean	1.16	1.45	1.85	2.91	1.33
	SE	0.01	0.04	0.07	0.18	0.02
	LCL	1.13	1.37	1.71	2.56	1.30
	UCL	1.19	1.53	2.00	3.26	1.36

Question: When playing pokies during the last 12 months, how often did you go over your time limit in the past 12mths? (Base: All adults playing gaming machines in the past 12 months) Unweighted results.

Table 78. How often gaming machine players set a spend or money limit in the past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)

How often gaming machine players set a spend or money limit – even if they went over it in the past 12mths	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=2,298)
		Non-problem gamblers (N=1596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Never	%	29.45	23.73	19.09	18.84	27.11
	SE	1.14	2.09	2.65	4.71	0.93
	LCL	27.26	19.87	14.43	11.26	25.33
	UCL	31.73	28.07	24.82	29.82	28.97
Rarely	%	4.20	8.23	13.18	4.35	5.79
	SE	0.50	1.35	2.28	2.46	0.49
	LCL	3.32	5.94	9.31	1.41	4.90
	UCL	5.30	11.30	18.34	12.64	6.82
Sometimes	%	3.26	8.23	16.82	27.54	6.18
	SE	0.44	1.36	2.53	5.38	0.50
	LCL	2.49	5.94	12.42	18.29	5.27
	UCL	4.25	11.31	22.37	39.21	7.24
Often	%	3.45	6.30	15.45	15.94	5.48
	SE	0.46	1.20	2.43	4.41	0.47
	LCL	2.65	4.32	11.26	9.05	4.62
	UCL	4.47	9.09	20.84	26.55	6.49
Always	%	59.09	52.54	33.64	31.88	54.66
	SE	1.23	2.46	3.19	5.62	1.04
	LCL	56.66	47.72	27.70	21.99	52.62
	UCL	61.47	57.32	40.14	43.73	56.68
Don't know	%	0.38	0.73	1.36	1.45	0.57
	SE	0.15	0.42	0.78	1.44	0.16
	LCL	0.17	0.23	0.44	0.20	0.33
	UCL	0.84	2.23	4.15	9.59	0.97
Refused	%	0.19	0.24	0.45	0.00	0.22
	SE	0.11	0.24	0.45	n/a	0.10
	LCL	0.06	0.03	0.06	n/a	0.09
	UCL	0.58	1.70	3.16	n/a	0.52
Means (1=Never, 5=Always)	Mean	3.59	3.56	3.32	3.38	3.55
	SE	0.05	0.08	0.10	0.18	0.04
	LCL	3.50	3.40	3.12	3.04	3.48
	UCL	3.68	3.73	3.52	3.73	3.62

Question: When playing pokies during the last 12 months, how often did you set yourself a spend or money limit – even if you went over it - in the past 12mths?
(Base: All adults playing gaming machines in the past 12 months) Unweighted results.

Table 79. How often gaming machine players went over their spend or money limit in the past 12mths – Results by risk for problem gambling (N=2,298, June-November 2014)

How often gaming machine players went over their spend or money limit in the past 12mths	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=2,298)
		Non-problem gamblers (N=1596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Never	%	77.57	52.54	30.00	14.49	66.62
	SE	1.05	2.46	3.09	4.24	0.98
	LCL	75.45	47.72	24.32	7.98	64.67
	UCL	79.55	57.32	36.37	24.89	68.52
Rarely	%	14.54	30.27	29.09	13.04	18.71
	SE	0.88	2.27	3.06	4.06	0.81
	LCL	12.89	26.02	23.47	6.93	17.17
	UCL	16.36	34.88	35.43	23.22	20.36
Sometimes	%	5.95	13.56	30.91	24.64	10.27
	SE	0.59	1.68	3.12	5.19	0.63
	LCL	4.89	10.59	25.15	15.89	9.10
	UCL	7.23	17.21	37.32	36.14	11.58
Often	%	0.13	1.21	4.09	15.94	1.18
	SE	0.09	0.54	1.34	4.40	0.23
	LCL	0.03	0.50	2.14	9.05	0.81
	UCL	0.50	2.88	7.68	26.54	1.71
Always	%	0.50	1.21	3.64	30.43	1.83
	SE	0.18	0.54	1.26	5.54	0.28
	LCL	0.25	0.50	1.83	20.75	1.35
	UCL	1.00	2.88	7.11	42.23	2.46
Don't know	%	1.13	0.97	1.82	0.00	1.13
	SE	0.26	0.48	0.90	n/a	0.22
	LCL	0.71	0.36	0.68	n/a	0.77
	UCL	1.78	2.55	4.75	n/a	1.65
Refused	%	0.19	0.24	0.45	1.45	0.26
	SE	0.11	0.24	0.45	1.44	0.11
	LCL	0.06	0.03	0.06	0.20	0.12
	UCL	0.58	1.70	3.16	9.59	0.58
Means (1=Never, 5=Always)	Mean	1.29	1.67	2.20	3.35	1.51
	SE	0.02	0.04	0.07	0.17	0.02
	LCL	1.26	1.58	2.07	3.02	1.47
	UCL	1.32	1.75	2.34	3.69	1.54

*Question: When playing pokies during the last 12 months, how often did you go over your spend or money limit in the past 12mths?
(Base: All adults playing gaming machines in the past 12 months) Unweighted results.*

Table 80. Whether gaming machine players would use pre-commitment if available – Results by risk for problem gambling (N=2,298, June-November 2014)

Whether gaming machine players would use pre-commitment if available	Result	% gaming machine players by risk for problem gambling				% gaming machine players (N=2,298)
		Non-problem gamblers (N=1596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Would use pre-commitment	%	27.26	35.35	41.36	52.17	30.81
	SE	1.12	2.35	3.32	6.02	0.96
	LCL	25.12	30.90	35.04	40.47	28.96
	UCL	29.50	40.08	47.99	63.65	32.73
Would maybe use pre-commitment	%	5.33	5.09	6.82	5.80	5.44
	SE	0.56	1.08	1.70	2.81	0.47
	LCL	4.33	3.34	4.15	2.19	4.58
	UCL	6.54	7.67	11.00	14.46	6.45
Would not use pre-commitment	%	65.66	58.35	49.09	40.58	62.01
	SE	1.19	2.42	3.37	5.92	1.01
	LCL	63.29	53.55	42.53	29.68	60.01
	UCL	67.96	63.01	55.68	52.49	63.97
Don't know	%	1.38	0.97	2.27	1.45	1.39
	SE	0.29	0.48	1.01	1.44	0.25
	LCL	0.91	0.36	0.95	0.20	0.99
	UCL	2.09	2.56	5.35	9.59	1.96
Refused	%	0.38	0.24	0.45	0.00	0.35
	SE	0.15	0.24	0.45	n/a	0.12
	LCL	0.17	0.03	0.06	n/a	0.17
	UCL	0.84	1.70	3.16	n/a	0.69

Question – Pre-commitment is a tool that allows players to set money and/or time limits on gaming machines and helps you keep track of the amount of money and time you spent on pokies. Players can voluntarily choose to use pre-commitment to track their play and to set their own limits (e.g., \$30 or 1hr) and receive reminders on the gaming machine when they reach their limits. If available today, would you use a voluntary tool that allowed you to track your play and set your limit for pokies? (Base: All adults playing gaming machines in the past 12 months) Unweighted results.

Table 81. Whether gaming machine players would use pre-commitment to set a money limit – Results by risk for problem gambling (N=2,298, June-November 2014)

Whether gaming machine players would use the tool to set a money limit	Result	% gaming machine players by risk for problem gambling				% gaming machine players (N=2,298)
		Non-problem gamblers (N=1596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Would use pre-commitment to set a money limit	%	34.84	39.95	46.82	52.17	37.42
	SE	1.19	2.41	3.37	6.02	1.01
	LCL	32.54	35.34	40.30	40.46	35.47
	UCL	37.21	44.75	53.45	63.65	39.42
Would maybe use pre-commitment to set a money limit	%	4.39	5.57	7.73	8.70	5.05
	SE	0.51	1.13	1.80	3.39	0.46
	LCL	3.49	3.73	4.86	3.96	4.22
	UCL	5.51	8.24	12.08	18.03	6.02
Would not use pre-commitment to set a money limit	%	58.33	52.06	42.73	37.68	55.09
	SE	1.23	2.45	3.34	5.85	1.03
	LCL	55.90	47.25	36.34	27.06	53.06
	UCL	60.73	56.83	49.36	49.63	57.11
Don't know	%	1.75	1.94	2.27	1.45	1.83
	SE	0.33	0.68	1.01	1.44	0.28
	LCL	1.22	0.97	0.95	0.20	1.35
	UCL	2.53	3.83	5.35	9.59	2.46
Refused	%	0.69	0.48	0.45	0.00	0.61
	SE	0.21	0.34	0.45	n/a	0.16
	LCL	0.38	0.12	0.06	n/a	0.36
	UCL	1.24	1.92	3.16	n/a	1.03

Question – For pokies play, would you use pre-commitment to set a money limit? (Base: All adults playing gaming machines in the past 12 months) Unweighted results.

Table 82. Whether gaming machine players would use pre-commitment to set a time limit – Results by risk for problem gambling (N=2,298, June-November 2014)

Whether gaming machine players would use the tool to set a time limit	Result	% gaming machine players by risk for problem gambling				% gaming machine players (N=2,298)
		Non-problem gamblers (N=1596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Would use pre-commitment to set a time limit	%	21.93	28.33	32.27	39.13	24.59
	SE	1.04	2.21	3.15	5.88	0.90
	LCL	19.97	24.20	26.43	28.38	22.87
	UCL	24.03	32.85	38.73	51.05	26.39
Would maybe use pre-commitment to set a time limit	%	5.76	5.33	8.18	5.80	5.92
	SE	0.58	1.11	1.85	2.82	0.49
	LCL	4.72	3.53	5.21	2.19	5.02
	UCL	7.02	7.96	12.62	14.47	6.96
Would not use pre-commitment to set a time limit	%	69.99	63.44	56.82	53.62	67.06
	SE	1.15	2.36	3.34	6.01	0.98
	LCL	67.69	58.69	50.19	41.85	65.11
	UCL	72.19	67.94	63.21	65.00	68.95
Don't know	%	1.63	2.42	2.27	1.45	1.83
	SE	0.32	0.76	1.01	1.44	0.28
	LCL	1.11	1.31	0.95	0.20	1.35
	UCL	2.38	4.45	5.35	9.59	2.46
Refused	%	0.69	0.48	0.45	0.00	0.61
	SE	0.21	0.34	0.45	n/a	0.16
	LCL	0.38	0.12	0.06	n/a	0.36
	UCL	1.24	1.92	3.16	n/a	1.03

Question: For pokies play, would you use pre-commitment to set a time limit? (Base: All adults playing gaming machines in the past 12 months) Unweighted results.

Table 83. Whether gaming machine players would use pre-commitment to track play – Results by risk for problem gambling (N=2,298, June-November 2014)

Whether gaming machine players would use the tool to track your play	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=2,298)
		Non-problem gamblers (N=1596)	Low risk gamblers (N=413)	Moderate risk gamblers (N=220)	Problem gamblers (N=69)	
Yes	%	24.50	31.96	37.73	53.62	27.98
	SE	1.08	2.28	3.26	6.01	0.93
	LCL	22.45	27.66	31.58	41.86	26.19
	UCL	26.67	36.60	44.30	64.99	29.85
Maybe	%	3.82	6.05	8.18	1.45	4.57
	SE	0.48	1.18	1.85	1.44	0.44
	LCL	2.98	4.12	5.22	0.20	3.79
	UCL	4.88	8.81	12.61	9.59	5.50
No	%	67.86	59.81	49.55	40.58	63.84
	SE	1.17	2.41	3.37	5.91	1.00
	LCL	65.53	55.01	42.99	29.68	61.86
	UCL	70.10	64.42	56.12	52.49	65.77
Don't know	%	3.13	1.70	4.09	4.35	3.00
	SE	0.44	0.64	1.33	2.46	0.36
	LCL	2.38	0.81	2.14	1.41	2.38
	UCL	4.11	3.51	7.67	12.64	3.79
Refused	%	0.69	0.48	0.45	0.00	0.61
	SE	0.21	0.34	0.45	n/a	0.16
	LCL	0.38	0.12	0.06	n/a	0.36
	UCL	1.24	1.92	3.16	n/a	1.03

Question: For pokies play, would you use pre-commitment to track your play? (Base: All adults playing gaming machines in the past 12 months) Unweighted results.

Table 84. Number of venues at which gaming machine players played gaming machines in the past 12mths – Results by risk for problem gambling (N=561, June-November 2014)

Total number of venues at which gaming machines were played in the past 12 months	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=561)
		Non-problem gamblers (N=167)	Low risk gamblers (N=106)	Moderate risk gamblers (N=219)	Problem gamblers (N=69)	
One venue	%	40.72	19.81	19.18	8.70	24.42
	SE	3.86	3.87	2.66	3.36	1.82
	LCL	33.41	13.28	14.49	3.98	21.03
Two venues	UCL	48.46	28.49	24.94	17.96	28.17
	%	31.14	32.08	22.83	18.84	26.56
	SE	3.61	4.56	2.84	4.71	1.87
Three venues	LCL	24.51	23.83	17.73	11.26	23.04
	UCL	38.63	41.61	28.88	29.82	30.40
	%	13.17	20.75	25.11	11.59	19.07
Four or more venues	SE	2.64	3.95	2.93	3.83	1.66
	LCL	8.79	14.05	19.81	5.92	16.03
	UCL	19.28	29.57	31.28	21.45	22.54
Don't know	%	12.57	25.47	26.94	52.17	25.49
	SE	2.56	4.19	2.97	6.04	1.82
	LCL	8.34	18.13	21.53	40.42	22.07
Refused	UCL	18.52	34.53	33.14	63.69	29.24
	%	2.40	1.89	5.02	8.70	4.10
	SE	1.18	1.32	1.48	3.40	0.84
Mean venues (excluding don't know and refused responses) (N=536)	LCL	0.90	0.47	2.80	3.95	2.73
	UCL	6.22	7.25	8.86	18.08	6.11
	%	0.00	0.00	0.91	0.00	0.36
Unweighted results	SE	n/a	n/a	0.64	n/a	0.25
	LCL	n/a	n/a	0.23	n/a	0.09
	UCL	n/a	n/a	3.60	n/a	1.42
Question: Excluding internet gambling, at how many venues did you play pokies in the past 12 months? (Base: Adults playing gaming machines in the past 12mths) Note means excluding don't know and refused responses - N=163 for non-problem gamblers, 104 for low risk gamblers, 206 for moderate risk gamblers, 63 for problem gamblers.	Mean	2.39	3.30	3.96	5.79	3.57
	SE	0.22	0.29	0.39	0.82	0.20
	LCL	1.95	2.73	3.20	4.18	3.17
	UCL	2.83	3.86	4.71	7.41	3.97

Question: Excluding internet gambling, at how many venues did you play pokies in the past 12 months? (Base: Adults playing gaming machines in the past 12mths) Note means excluding don't know and refused responses - N=163 for non-problem gamblers, 104 for low risk gamblers, 206 for moderate risk gamblers, 63 for problem gamblers. Unweighted results

Data tables - Special topics relating to gaming machine casino gambling

Table 85. Whether gaming machine players playing gaming machines at the casino were a member of the casino loyalty club – Results by risk for problem gambling (N=497, June-November 2014)

Whether gaming machine players were a member of the Crown Casino loyalty club in the past 12mths	Result	% Gaming machine players by risk for problem gambling				% gaming machine players (N=497)
		Non-problem gamblers (N=311)	Low risk gamblers (N=107)	Moderate risk gamblers (N=56)	Problem gamblers (N=23)	
A member	%	40.84	53.27	46.43	60.87	45.07
	SE	2.79	4.83	6.67	10.19	2.23
	LCL	35.49	43.78	33.85	40.17	40.73
	UCL	46.41	62.53	59.48	78.28	49.49
Not a member	%	57.88	44.86	50.00	39.13	53.32
	SE	2.80	4.81	6.69	10.19	2.24
	LCL	52.30	35.70	37.15	21.72	48.90
	UCL	63.27	54.39	62.85	59.83	57.68
Don't know	%	0.64	1.87	3.57	0.00	1.21
	SE	0.45	1.31	2.48	n/a	0.49
	LCL	0.16	0.47	0.89	n/a	0.54
	UCL	2.55	7.20	13.24	n/a	2.67
Refused	%	0.64	0.00	0.00	0.00	0.40
	SE	0.45	n/a	n/a	n/a	0.28
	LCL	0.16	n/a	n/a	n/a	0.10
	UCL	2.55	n/a	n/a	n/a	1.60

Question – In the past 12 months, were you a member of the Crown Casino loyalty club also known as the Signature Club? (Base: Adults playing gaming machines playing pokies at the casino in the past 12mths) Unweighted results

Table 86. Whether gaming machine players playing gaming machines at the casino had played in casino VIP areas in the past 12mths – Results by risk for problem gambling (N=497, June-November 2014)

Over the past 12 months, have you played in VIP gaming machine areas at Crown Casino	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=497)
		Non-problem gamblers (N=311)	Low risk gamblers (N=107)	Moderate risk gamblers (N=56)	Problem gamblers (N=23)	
Have played in VIP areas	%	4.82	11.21	10.71	30.43	8.05
	SE	1.22	3.05	4.14	9.60	1.22
	LCL	2.92	6.47	4.88	15.21	5.95
	UCL	7.86	18.75	21.92	51.61	10.80
Have not played in VIP areas	%	93.89	87.85	87.50	69.57	90.74
	SE	1.36	3.16	4.42	9.60	1.30
	LCL	90.61	80.16	75.97	48.39	87.85
	UCL	96.08	92.83	93.94	84.79	93.00
Don't know	%	0.96	0.93	1.79	0.00	1.01
	SE	0.55	0.93	1.77	n/a	0.45
	LCL	0.31	0.13	0.25	n/a	0.42
	UCL	2.96	6.37	11.68	n/a	2.40
Refused	%	0.32	0.00	0.00	0.00	0.20
	SE	0.32	n/a	n/a	n/a	0.20
	LCL	0.05	n/a	n/a	n/a	0.03
	UCL	2.26	n/a	n/a	n/a	1.42

Question: In the past 12 months, have you played in VIP gaming machine areas at Crown Casino? (Base: Adults playing gaming machines playing pokies at the casino in the past 12mths) Unweighted results

Table 87. Whether gaming machine players at the casino had played unrestricted gaming machines in the past 12mths – Results by risk for problem gambling (N=497, June-November 2014)

Whether gaming machine players have played an unrestricted machine at Crown Casino	Result	% Gaming machine players by risk for problem gambling				% Gaming machine players (N=497)
		Non-problem gamblers (N=311)	Low risk gamblers (N=107)	Moderate risk gamblers (N=56)	Problem gamblers (N=23)	
Yes	%	27.97	34.58	32.14	60.87	31.39
	SE	2.55	4.60	6.25	10.19	2.08
	LCL	23.25	26.17	21.25	40.17	27.45
	UCL	33.24	44.08	45.40	78.28	35.62
No	%	55.95	52.34	57.14	30.43	54.12
	SE	2.82	4.83	6.62	9.60	2.24
	LCL	50.36	42.87	43.94	15.21	49.71
	UCL	61.39	61.64	69.40	51.61	58.48
Don't know	%	15.76	13.08	10.71	8.70	14.29
	SE	2.07	3.26	4.14	5.88	1.57
	LCL	12.10	7.89	4.88	2.17	11.47
	UCL	20.26	20.92	21.92	28.99	17.66
Refused	%	0.32	0.00	0.00	0.00	0.20
	SE	0.32	n/a	n/a	n/a	0.20
	LCL	0.05	n/a	n/a	n/a	0.03
	UCL	2.26	n/a	n/a	n/a	1.42

Question: In the past 12 months, have you played a gaming machine at Crown Casino where you are not restricted in your bets? (Base: Adults playing gaming machines playing gaming machines at the casino in the past 12mths) Unweighted results

Table 88. Frequency gamblers consumed alcohol while gambling during the past 12mths - Results by risk for problem gambling (N=1,541, June-November 2014)

Frequency gamblers consumed alcohol while gambling during the past 12mths	Result	% Gamblers by risk for problem gambling				% Gamblers (N=1,541)
		Non-problem gamblers (N=896)	Low risk gamblers (N=239)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	
Never	%	75.18	61.57	39.50	62.70	70.80
	SE	2.48	6.75	9.88	14.10	2.33
	LCL	70.01	47.80	22.49	34.00	66.02
	UCL	79.71	73.71	59.49	84.59	75.15
Rarely	%	7.91	18.84	27.48	3.46	10.55
	SE	1.35	6.26	11.67	1.65	1.65
	LCL	5.63	9.42	10.72	1.34	7.73
	UCL	11.01	34.13	54.45	8.61	14.25
Sometimes	%	6.45	7.16	8.59	22.09	7.01
	SE	1.12	2.57	2.64	12.08	0.99
	LCL	4.57	3.48	4.63	6.68	5.30
	UCL	9.02	14.14	15.38	52.91	9.23
Often	%	3.05	5.53	9.38	7.21	3.88
	SE	1.02	2.45	3.66	4.30	0.89
	LCL	1.57	2.28	4.26	2.15	2.46
	UCL	5.82	12.82	19.40	21.51	6.06
Always	%	6.70	6.68	14.89	4.55	7.16
	SE	1.64	2.17	5.06	2.54	1.34
	LCL	4.12	3.50	7.40	1.49	4.94
	UCL	10.72	12.41	27.69	13.07	10.27
Don't know	%	0.58	0.17	0.17	0.00	0.49
	SE	0.28	0.17	0.12	n/a	0.22
	LCL	0.22	0.02	0.04	n/a	0.20
	UCL	1.49	1.24	0.71	n/a	1.17
Refused	%	0.13	0.05	0.00	0.00	0.11
	SE	0.08	0.05	n/a	n/a	0.06
	LCL	0.04	0.01	n/a	n/a	0.04
	UCL	0.40	0.36	n/a	n/a	0.31
Mean (1=Never, 5=Always)	Mean	1.57	1.77	2.33	1.87	1.65
	SE	0.07	0.13	0.22	0.32	0.06
	LCL	1.43	1.51	1.89	1.25	1.53
	UCL	1.72	2.02	2.76	2.50	1.77

Question – How often during the past 12 months did you drink alcohol while gambling? (Base: All gamblers) Weighted results with subsampling

Table 89. Signs of clinical alcohol abuse in gamblers who consumed alcohol during gambling in the past 12mths - Results by risk for problem gambling (N=480 June-November 2014)

Signs of clinical alcohol abuse in gamblers consuming alcohol during gambling	Result	% Gamblers consuming alcohol while gambling by risk for problem gambling				% Gamblers consuming alcohol during gambling (N=480)
		Non-problem gamblers (N=186)	Low risk gambler (N=91)	Moderate risk gamblers (N=161)	Problem gamblers (N=42)	
No signs of clinical alcohol abuse	%	72.09	80.90	59.35	68.67	71.94
	SE	5.49	5.79	11.85	13.88	4.01
	LCL	60.17	66.97	35.73	38.15	63.44
	UCL	81.53	89.85	79.31	88.62	79.11
At risk for clinical alcohol abuse	%	14.71	8.17	12.66	10.77	13.12
	SE	5.41	2.88	4.38	7.51	3.70
	LCL	6.88	4.02	6.24	2.53	7.39
	UCL	28.68	15.90	24.00	35.93	22.23
Signs of clinical alcohol abuse	%	8.87	8.04	16.69	15.93	9.94
	SE	2.53	4.22	6.91	9.98	2.00
	LCL	4.99	2.77	7.02	4.20	6.65
	UCL	15.27	21.17	34.72	45.04	14.63
Moderate levels of alcohol abuse	%	4.34	1.37	6.85	3.62	4.10
	SE	1.72	0.97	4.19	3.31	1.27
	LCL	1.97	0.33	1.99	0.58	2.22
	UCL	9.30	5.42	21.07	19.51	7.47
High levels of clinical alcohol abuse	%	0.00	1.52	4.45	1.01	0.90
	SE	n/a	1.23	4.00	1.06	0.57
	LCL	n/a	0.31	0.73	0.13	0.26
	UCL	n/a	7.17	22.82	7.63	3.10

Question – Administration of the four item CAGE Screen (Base: All gamblers reporting consuming alcohol during gambling) Weighted results with subsampling
The CAGE is a screening tool for alcoholism and alcohol use disorders. Four indicator items in the CAGE are - C - cut down on drinking - have tried repeatedly without success, A - annoyed by criticisms about drinking habits, G - Guilty feelings about drinking, and E - Eye opener drink needed in the morning (Ewing, 1984)

Table 90. Number of times gamblers have visited GPs in the past 12mths – Results by risk for problem gambling (N=406, June-November 2014)

How many times gamblers have visited a general practitioner in the past twelve months	Result	% Gamblers visiting GPs over the previous 12 months by risk for problem gambling		% Moderate risk and problem gamblers (N=406)
		Moderate risk gamblers (N=320)	Problem gamblers (N=86)	
Not at all	%	8.75	9.30	8.87
	SE	1.58	3.14	1.41
	LCL	6.10	4.71	6.46
	UCL	12.40	17.56	12.06
Once to three times per year	%	32.50	27.91	31.53
	SE	2.62	4.84	2.31
	LCL	27.57	19.43	27.17
	UCL	37.85	38.32	36.23
Four to six times per year	%	25.31	25.58	25.37
	SE	2.43	4.71	2.16
	LCL	20.83	17.45	21.36
	UCL	30.39	35.86	29.85
Seven to nine times per year	%	3.13	3.49	3.20
	SE	0.97	1.98	0.87
	LCL	1.69	1.12	1.86
	UCL	5.72	10.31	5.45
Ten to twelve times per year	%	15.00	10.47	14.04
	SE	2.00	3.31	1.73
	LCL	11.48	5.52	10.98
	UCL	19.37	18.95	17.79
Over 12 times per year	%	9.69	16.28	11.08
	SE	1.66	3.99	1.56
	LCL	6.89	9.86	8.37
	UCL	13.47	25.68	14.54
Don't know	%	4.69	6.98	5.17
	SE	1.18	2.75	1.10
	LCL	2.84	3.16	3.39
	UCL	7.64	14.71	7.82
Refused	%	0.94	0.00	0.74
	SE	0.54	n/a	0.43
	LCL	0.30	n/a	0.24
	UCL	2.88	n/a	2.28
Mean visits to GPs (1=Never, 5=Always)	Mean	7.20	7.96	7.36
	SE	0.56	1.17	0.51
	LCL	6.10	5.67	6.36
	UCL	8.30	10.26	8.35

Question – How many times have you visited a general practitioner (GP) in the past 12 months? (Base: Moderate risk and problem gamblers)
Unweighted results

Table 91. Whether gamblers have been medically diagnosed to have certain mental health conditions - Results by risk for problem gambling (N=406, June-November 2014)

Mental health conditions	Response	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=406)
			Moderate risk gamblers (N=320)	Problem gamblers (N=86)	
Depression	Has been diagnosed	%	24.06	41.86	27.83
		SE	2.39	5.33	2.23
		LCL	19.68	31.89	23.67
		UCL	29.07	52.54	32.41
	Has not been diagnosed	%	75.00	56.98	71.18
		SE	2.42	5.35	2.25
		LCL	69.94	46.31	66.56
		UCL	79.46	67.03	75.40
	Don't know	%	0.63	0.00	0.49
		SE	0.44	n/a	0.35
		LCL	0.16	n/a	0.12
		UCL	2.48	n/a	1.96
Anxiety disorders	Refused	%	0.31	1.16	0.49
		SE	0.31	1.16	0.35
		LCL	0.04	0.16	0.12
		UCL	2.20	7.85	1.96
	Has been diagnosed	%	20.00	39.53	24.14
		SE	2.24	5.28	2.13
		LCL	15.96	29.76	20.21
		UCL	24.76	50.23	28.56
	Has not been diagnosed	%	78.44	58.14	74.14
		SE	2.30	5.33	2.18
		LCL	73.57	47.46	69.64
		UCL	82.62	68.11	78.18
Question – Have you ever been diagnosed by a medical professional with any of the following conditions? (Base: Moderate risk and problem gamblers) Unweighted results	Don't know	%	1.25	1.16	1.23
		SE	0.62	1.16	0.55
		LCL	0.47	0.16	0.51
		UCL	3.30	7.85	2.94
	Refused	%	0.31	1.16	0.49
		SE	0.31	1.16	0.35
		LCL	0.04	0.16	0.12
		UCL	2.20	7.85	1.96

Table 92. Quality of life of gamblers – Results by risk for problem gambling (N=406, June-November 2014)

Quality of life in the past four weeks	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=406)
		Moderate risk gamblers (N=320)	Problem gamblers (N=86)	
Very poor	%	4.69	5.81	4.93
	SE	1.18	2.53	1.08
	LCL	2.84	2.43	3.19
	UCL	7.64	13.26	7.53
Poor	%	5.94	17.44	8.37
	SE	1.32	4.10	1.38
	LCL	3.81	10.77	6.04
	UCL	9.14	26.99	11.51
Neither poor nor good	%	13.13	15.12	13.55
	SE	1.89	3.87	1.70
	LCL	9.83	8.96	10.54
	UCL	17.31	24.36	17.25
Good	%	44.38	41.86	43.84
	SE	2.78	5.33	2.47
	LCL	39.00	31.89	39.07
	UCL	49.89	52.54	48.73
Very good	%	30.94	18.60	28.33
	SE	2.59	4.20	2.24
	LCL	26.09	11.70	24.14
	UCL	36.24	28.28	32.92
Don't know	%	0.94	1.16	0.99
	SE	0.54	1.16	0.49
	LCL	0.30	0.16	0.37
	UCL	2.88	7.85	2.61
Refused	%	0.00	0.00	0.00
Mean	Mean	3.92	3.51	3.83
(1=Very poor, 5=Very good)	SE	0.06	0.13	0.05
	LCL	3.80	3.26	3.72
	UCL	4.03	3.75	3.94

Question – How would you rate your quality of life in the past four weeks? (Base: Moderate risk and problem gamblers) Unweighted results

Data tables – Results relating to help seeking for problem gambling

Table 93. Whether gamblers EVER sought help for a gambling problem - Results by risk for problem gambling (N=406, June-November 2014)

Whether gamblers ever sought help for a gambling problem whether informally from a friend or formally from a help professional	Result	% Gamblers by risk for problem gambling		Overall (N=406)
		Moderate risk gamblers (N=320)	Problem gamblers (N=86)	
Sought help	%	6.56	44.19	14.53
	SE	1.39	5.36	1.75
	LCL	4.31	34.05	11.42
	UCL	9.87	54.83	18.32
Never sought help	%	92.81	55.81	84.98
	SE	1.45	5.36	1.78
	LCL	89.40	45.17	81.14
	UCL	95.19	65.95	88.14
Don't know	%	0.63	0.00	0.49
	SE	0.44	n/a	0.35
	LCL	0.16	n/a	0.12
	UCL	2.48	n/a	1.96
Refused	%	0.00	0.00	0.00

Question – Have you ever sought any help for a gambling problem – whether informally from a friend or more formally from a help professional? (Base: Moderate risk and problem gamblers) Unweighted results

Table 94. Whether gambler sought help in the past 12 months – Results by risk for problem gambling (N=406, June-November 2014)

Whether gambler sought any help for a gambling problem in past 12mths whether informally from a friend or formally from a help professional	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=406)
		Moderate risk gamblers (N=320)	Problem gamblers (N=86)	
Sought help in past 12mths	%	1.88	22.09	6.16
	SE	0.80	4.50	1.20
	LCL	0.84	14.53	[4.19
	UCL	4.12	32.11	8.97
Did not seek help in past 12mths	%	98.13	77.91	93.84
	SE	0.76	4.48	1.19
	LCL	95.88	67.89	91.03
	UCL	99.16	85.47	95.81
Don't know	%	0.00	0.00	0.00
Refused	%	0.00	0.00	0.00

Question – Have you sought any help for a gambling problem – whether informally from a friend or more formally from a help professional in the past 12mths? How long ago did you first try to seek help (response – past 12mths). Data combined to form table and then converted to the same base as in Table 93 (which examined the gamblers ever seeking help). A common base was used to assist with interpretation (Base: Moderate risk and problem gamblers) Unweighted results

Table 95. How long ago help for problem gambling was first sought – Results by risk for problem gambling
(N=59, June-November 2014)

How long ago help was first sought	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=59)
		Moderate risk gamblers (N=21)	Problem gamblers (N=38)	
In the last 12 months	%	9.52	21.05	16.95
	SE	6.46	6.67	4.93
	LCL	2.29	10.67	9.20
	UCL	32.07	37.32	29.14
1-2 years ago	%	23.81	13.16	16.95
	SE	9.37	5.53	4.93
	LCL	10.00	5.44	9.20
	UCL	46.79	28.53	29.14
3-4 years ago	%	19.05	23.68	22.03
	SE	8.64	6.96	5.44
	LCL	7.12	12.56	13.04
	UCL	41.95	40.14	34.76
5 or more years ago	%	47.62	42.11	44.07
	SE	10.99	8.08	6.52
	LCL	27.34	27.25	31.69
	UCL	68.71	58.54	57.22

Question – How long ago did you first try to get help? Would that be? (Base: Moderate risk and problem gamblers) Unweighted results

Table 96. Triggers for seeking help for problem gambling – Results by risk for problem gambling
(N=59, June-November 2014)

Triggers for seeking help for problem gambling	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=59)
		Moderate risk gamblers (N=21)	Problem gamblers (N=38)	
Financial problems	%	28.57	63.16	50.85
	SE	9.94	7.89	6.56
	LCL	13.11	37.95	37.95
	UCL	51.47	63.64	63.64
Relationship problems	%	42.86	28.95	33.90
	SE	10.89	7.42	6.22
	LCL	23.54	16.52	22.74
	UCL	64.62	45.62	47.19
Legal problems	%	9.52	2.63	5.08
	SE	6.46	2.62	2.89
	LCL	2.29	0.35	1.59
	UCL	32.07	17.29	15.05
Someone urged you	%	0.00	23.68	15.25
	SE	n/a	6.96	4.72
	LCL	n/a	12.56	7.97
	UCL	n/a	40.14	27.21
Felt depressed or worried	%	28.57	39.47	35.59
	SE	9.94	8.00	6.29
	LCL	13.11	25.02	24.19
	UCL	51.47	56.04	48.90
Problem recognition/recognition of addiction	%	0.00	10.53	6.78
	SE	n/a	5.02	3.30
	LCL	n/a	3.89	2.49
	UCL	n/a	25.49	17.14
Became ready to change	%	0.00	5.26	3.39
	SE	n/a	3.65	2.38
	LCL	n/a	1.27	0.81
	UCL	n/a	19.41	13.04
Don't know	%	9.52	2.63	5.08
	SE	6.46	2.62	2.89
	LCL	2.29	0.35	1.59
	UCL	32.07	17.29	15.05
Other	%	19.05	2.63	8.47
	SE	8.64	2.62	3.66
	LCL	7.12	0.35	3.48
	UCL	41.95	17.29	19.22

Question – What prompted you to seek help for a gambling problem? (Base: Moderate risk and problem gamblers who reported 'ever' seeking help for problem gambling) Unweighted results

Table 97. Who referred the person to help for problem gambling – Results by risk for problem gambling (N=9, June-November 2014)

Referral point for seeking help for problem gambling	Result	% Problem gamblers (N=9)
Spouse/partner	%	11.11
	SE	11.11
	LCL	0.93
	UCL	62.59
Female friend	%	11.11
	SE	11.11
	LCL	0.93
	UCL	62.59
Male relative	%	44.44
	SE	17.57
	LCL	13.42
	UCL	80.50
Female relative	%	22.22
	SE	14.70
	LCL	3.87
	UCL	67.00
Yourself	%	11.11
	SE	11.11
	LCL	0.93
	UCL	62.59

Question – Who mainly referred you to that help? (Base: Moderate risk and problem gamblers who reported being urged by someone to seek help for a gambling problem) Unweighted results (Only problem gamblers reported being urged to seek help)

Table 98. Main type of help sought for a gambling problem – Results by risk for problem gambling (N=25, June-November 2014)

Main type of help sought for a gambling problem where help was sought in the past 12 months	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=25)
		Moderate risk gamblers (N=6)	Problem gamblers (N=19)	
Face-to-face counselling	%	57.14	33.33	40.00
	SE	19.09	11.34	10.00
	LCL	21.06	14.85	22.00
	UCL	86.95	58.91	61.17
Phone counselling	%	28.57	5.56	12.00
	SE	17.43	5.51	6.63
	LCL	6.42	0.67	3.60
	UCL	69.97	33.95	33.27
Group support or counselling	%	0.00	5.56	4.00
	SE	n/a	5.51	4.00
	LCL	n/a	0.67	0.48
	UCL	n/a	33.95	26.34
Peer or friendship support	%	0.00	16.67	12.00
	SE	n/a	8.97	6.63
	LCL	n/a	5.01	3.60
	UCL	n/a	43.11	33.27
Internet counselling/support	%	0.00	11.11	8.00
	SE	n/a	7.56	5.54
	LCL	n/a	2.51	1.81
	UCL	n/a	37.76	29.12
Self help	%	0.00	5.56	4.00
	SE	n/a	5.51	4.00
	LCL	n/a	0.67	0.48
	UCL	n/a	33.95	26.34
Other	%	0.00	16.67	12.00
	SE	n/a	8.97	6.63
	LCL	n/a	5.01	3.60
	UCL	n/a	43.11	33.27
Don't know	%	14.29	5.56	8.00
	SE	13.50	5.51	5.54
	LCL	1.68	0.67	1.81
	UCL	61.86	33.95	29.12

Question – Which of the following best describes the main type of help you sought in the past 12 months? (Base: Moderate risk and problem gamblers seeking help for problem gambling in the past 12 months) Unweighted results

Table 99. Usefulness of help sought for problem gambling – Result by risk for problem gambling

Useful of help sought for problem gambling	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=25)
		Moderate risk gamblers (N=6)	Problem gamblers (N=19)	
Helpful	%	57.14	66.67	64.00
	SE	19.09	11.34	9.80
	LCL	21.06	41.09	42.50
	UCL	86.95	85.15	81.05
Neither helpful nor unhelpful	%	28.57	11.11	16.00
	SE	17.43	7.56	7.48
	LCL	6.42	2.51	5.69
	UCL	69.97	37.76	37.54
Not helpful	%	0.00	22.22	16.00
	SE	n/a	10.00	7.48
	LCL	n/a	7.97	5.69
	UCL	n/a	48.54	37.54
Refused	%	14.29	0.00	4.00
	SE	13.50	n/a	4.00
	LCL	1.68	n/a	0.48
	UCL	61.86	n/a	26.34

Question – How useful was the help overall? (Base: Moderate risk and problem gamblers seeking help in the past 12 months) Unweighted results

Table 100. Whether gamblers wanted help for a gambling problem in the past 12 months - Results by risk for problem gambling (N=381, June-November 2014)

Whether gamblers wanted help for a gambling problem in the past 12 months	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=381)
		Moderate risk gamblers (N=314)	Problem gamblers (N=67)	
Yes – wanted help	%	0.96	20.90	4.46
	SE	0.55	4.97	1.06
	LCL	0.31	12.75	2.79
	UCL	2.93	32.31	7.07
No – did not want help	%	98.41	79.10	95.01
	SE	0.71	4.97	1.12
	LCL	96.22	67.69	92.30
	UCL	99.34	87.25	96.80
Don't know	%	0.32	0.00	0.26
	SE	0.32	n/a	0.26
	LCL	0.04	n/a	0.04
	UCL	2.24	n/a	1.86
Refused	%	0.32	0.00	0.26
	SE	0.32	n/a	0.26
	LCL	0.04	n/a	0.04
	UCL	2.24	n/a	1.86

Question Have you wanted help for a gambling problem in the past 12 months? (Base: Moderate risk and problem gamblers who reported not seeking help for a gambling problem in the past 12mths or who never sought help) Unweighted results

Table 101. Why gamblers did not seek help for a gambling problem, but wanted help (N=17, June-November 2014)

Why gamblers didn't seek help in spite of wanting help for problem gambling	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=17)
		Moderate risk gamblers (N=3)	Problem gamblers (N=14)	
Didn't know where to get help	%	0.00	7.14	5.88
	SE	n/a	7.10	5.88
	LCL	n/a	0.79	0.65
	UCL	n/a	42.62	37.28
You thought you could solve it yourself	%	33.33	50.00	47.06
	SE	28.05	13.77	12.48
	LCL	3.33	23.72	23.51
	UCL	87.90	76.28	71.99
Didn't think it was serious enough/ or a problem	%	33.33	28.57	29.41
	SE	28.05	12.45	11.39
	LCL	3.33	9.89	11.52
	UCL	87.90	59.30	57.14
You were embarrassed/shy	%	33.33	28.57	29.41
	SE	28.05	12.45	11.39
	LCL	3.33	9.89	11.52
	UCL	87.90	59.30	57.14
It was inconvenient	%	33.33	28.57	29.41
	SE	28.05	12.45	11.39
	LCL	3.33	9.89	11.52
	UCL	87.90	59.30	57.14
You thought it would cost a lot	%	0.00	7.14	5.88
	SE	n/a	7.10	5.88
	LCL	n/a	0.79	0.65
	UCL	n/a	42.62	37.28
You don't have a gambling problem	%	0.00	0.00	0.00
	SE	n/a	7.10	5.88
	LCL	n/a	0.79	0.65
	UCL	n/a	42.62	37.28
Language barriers	%	0.00	7.14	5.88
	SE	n/a	7.10	5.88
	LCL	n/a	0.79	0.65
	UCL	n/a	42.62	37.28
Lack of time/busy with work	%	0.00	14.29	11.76
	SE	n/a	9.64	8.06
	LCL	n/a	3.05	2.51
	UCL	n/a	46.93	40.85

Why gamblers didn't seek help in spite of wanting help for problem gambling	Result	% Gamblers by risk for problem gambling		% Moderate risk and problem gamblers (N=17)
		Moderate risk gamblers (N=3)	Problem gamblers (N=14)	
Don't know	%	0.00	7.14	5.88
	SE	n/a	7.10	5.88
	LCL	n/a	0.79	0.65
	UCL	n/a	42.62	37.28
Other reason	%	0.00	7.14	5.88
	SE	n/a	7.10	5.88
	LCL	n/a	0.79	0.65
	UCL	n/a	42.62	37.28

Question – May I ask why did you not seek help? Was it because (responses prompted)? (Base: Moderate risk and problem gamblers who wanted help for a gambling problem in the past 12 months, but did not seek help) Unweighted results

Data tables – Detailed demographics of gambling risk categories

Table 102. Languages other than English spoken at home by LOTE speakers – Results by risk for problem gambling (N=2,387, June-November 2014)

Language spoken at home	Result	Risk for problem gambling				N
		Non-problem gamblers	Low risk gamblers	Moderate risk gamblers	Problem gamblers	Non-gamblers
Italian	%	60.49	7.65	2.40	0.10	29.35
	SE	6.84	1.73	0.97	0.08	7.21
	LCL	46.63	4.88	1.08	0.03	17.36
	UCL	72.85	11.82	5.27	0.43	45.11
Greek	%	57.21	4.62	3.30	0.80	34.07
	SE	6.80	1.43	1.83	0.51	7.03
	LCL	43.69	2.49	1.10	0.23	21.86
	UCL	69.73	8.40	9.49	2.79	48.84
Mandarin	%	24.59	16.54	1.21	4.42	53.24
	SE	6.93	7.95	0.74	3.81	9.15
	LCL	13.55	6.02	0.36	0.78	35.65
	UCL	40.44	38.01	3.96	21.32	70.06
Vietnamese	%	40.17	11.70	1.44	0.80	45.88
	SE	12.45	8.42	1.16	0.83	13.90
	LCL	19.56	2.61	0.29	0.11	22.05
	UCL	64.97	39.60	6.75	5.82	71.76
Cantonese	%	47.86	3.51	1.52	0.00	47.11
	SE	8.08	1.59	1.09	n/a	8.34
	LCL	32.74	1.43	0.37	n/a	31.60
	UCL	63.39	8.35	6.03	n/a	63.20
Arabic	%	16.81	6.76	0.00	0.07	76.36
	SE	5.26	4.68	n/a	0.08	6.99
	LCL	8.81	1.66	n/a	0.01	60.19
	UCL	29.71	23.72	n/a	0.55	87.34
Turkish	%	59.19	5.59	1.13	0.00	34.09
	SE	11.03	4.71	1.15	n/a	10.54
	LCL	37.20	1.02	0.15	n/a	17.09
	UCL	78.03	25.38	7.88	n/a	56.48
Hindi	%	55.40	4.81	2.25	0.00	37.54
	SE	12.20	2.62	1.29	n/a	11.41
	LCL	32.04	1.62	0.72	n/a	18.79
	UCL	76.59	13.42	6.80	n/a	60.95
Punjabi	%	12.74	2.70	1.13	0.00	83.43
	SE	7.59	2.02	1.26	n/a	9.45
	LCL	3.69	0.61	0.12	n/a	56.86

Language spoken at home	Result	Risk for problem gambling				N
		Non-problem gamblers	Low risk gamblers	Moderate risk gamblers	Problem gamblers	Non-gamblers
Macedonian	UCL	35.78	11.11	9.51	n/a	95.06
	%	61.77	7.64	5.99	2.40	22.21
	SE	10.41	4.07	5.52	2.40	7.88
	LCL	40.49	2.60	0.92	0.33	10.45
	UCL	79.32	20.39	30.34	15.56	41.12
Spanish	%	18.98	58.28	0.14	0.00	22.60
	SE	11.52	24.54	0.16	n/a	15.47
	LCL	5.11	16.18	0.01	n/a	4.90
	UCL	50.44	91.00	1.32	n/a	62.32
	%	71.85	7.98	5.61	0.00	14.57
Sinhalese	SE	9.16	3.50	3.66	n/a	6.10
	LCL	51.21	3.29	1.51	n/a	6.12
	UCL	86.12	18.09	18.75	n/a	30.83
	%	47.20	10.09	3.43	0.00	39.28
	SE	10.60	4.44	2.19	n/a	12.15
Croatian	LCL	27.97	4.12	0.96	n/a	19.23
	UCL	67.31	22.67	11.51	n/a	63.72
	%	31.96	4.91	0.00	0.00	63.13
	SE	12.55	2.52	n/a	n/a	14.04
	LCL	13.16	1.76	n/a	n/a	34.42
German	UCL	59.28	12.96	n/a	n/a	84.82
	%	31.78	5.42	9.78	0.95	52.07
	SE	4.58	2.10	6.76	0.54	5.84
	LCL	23.53	2.50	2.36	0.31	40.71
	UCL	41.36	11.35	32.73	2.86	63.22
Other	%	76.33	2.77	3.15	0.00	17.74
	SE	7.93	2.39	3.18	n/a	6.44
	LCL	57.69	0.50	0.42	n/a	8.32
	UCL	88.41	13.97	20.04	n/a	33.88
	%	65.31	4.63	1.01	3.38	25.68
Dutch	SE	7.45	3.06	1.01	3.32	6.48
	LCL	49.69	1.23	0.14	0.47	15.07
	UCL	78.20	15.92	6.91	20.45	40.22
	%	66.74	10.96	0.00	3.48	18.82
	SE	7.14	4.85	n/a	2.60	5.22
French	LCL	51.64	4.44	n/a	0.79	10.60
	UCL	79.04	24.60	n/a	14.09	31.18
	%	59.30	10.19	12.33	0.00	18.18
	SE	10.89	7.52	8.60	n/a	6.59
	LCL	37.56	2.21	2.87	n/a	8.52
Maltese	UCL	77.92	36.26	40.08	n/a	34.64
	%	66.74	10.96	0.00	3.48	18.82
	SE	7.14	4.85	n/a	2.60	5.22
	LCL	51.64	4.44	n/a	0.79	10.60
	UCL	79.04	24.60	n/a	14.09	31.18
Polish	%	59.30	10.19	12.33	0.00	18.18
	SE	10.89	7.52	8.60	n/a	6.59
	LCL	37.56	2.21	2.87	n/a	8.52
	UCL	77.92	36.26	40.08	n/a	34.64
	%	66.74	10.96	0.00	3.48	18.82

Language spoken at home	Result	Risk for problem gambling				N
		Non-problem gamblers	Low risk gamblers	Moderate risk gamblers	Problem gamblers	Non-gamblers
Russian	%	37.94	5.64	0.00	10.21	46.20
	SE	12.13	5.54	n/a	9.58	14.50
	LCL	18.22	0.77	n/a	1.44	21.48
	UCL	62.67	31.54	n/a	46.90	72.94
Serbian	%	79.11	5.34	0.00	0.00	15.54
	SE	10.90	5.53	n/a	n/a	8.49
	LCL	50.95	0.66	n/a	n/a	4.92
	UCL	93.25	32.53	n/a	n/a	39.55
Tamil	%	45.69	10.64	8.99	0.00	34.68
	SE	12.10	6.16	6.64	n/a	12.80
	LCL	24.43	3.24	1.97	n/a	14.92
	UCL	68.65	29.77	32.65	n/a	61.65
Filipino	%	52.58	4.80	0.00	4.95	37.67
	SE	11.19	3.39	n/a	4.86	10.75
	LCL	31.50	1.16	n/a	0.68	19.76
	UCL	72.77	17.78	n/a	28.26	59.73
Urdu	%	8.67	0.00	0.00	0.00	91.33
	SE	7.36	n/a	n/a	n/a	7.36
	LCL	1.51	n/a	n/a	n/a	62.98
	UCL	37.02	n/a	n/a	n/a	98.49
Indonesian	%	66.90	0.00	0.00	0.00	33.10
	SE	16.06	n/a	n/a	n/a	16.06
	LCL	32.77	n/a	n/a	n/a	10.66
	UCL	89.34	n/a	n/a	n/a	67.23
Speaks a language other than English at home	%	40.28	9.39	4.06	0.95	45.32
	SE	2.70	2.89	1.96	0.36	3.03
	LCL	35.12	5.06	1.56	0.45	39.47
	UCL	45.66	16.78	10.17	2.00	51.30
Does not speak a language other than English at home	%	62.44	8.78	2.45	0.77	25.57
	SE	1.46	0.95	0.53	0.26	1.34
	LCL	59.54	7.10	1.59	0.40	23.03
	UCL	65.24	10.82	3.73	1.47	28.29

Question – Do you speak a language other than English at home? (Base: All Victorian adults) Which single main language other than English do you speak at home? (Base: Adults reporting speaking a language other than English at home)

Table 103. Whether respondents are of Aboriginal, Torres Strait Islander or Australian South Sea Islander background – Results by risk for problem gambling (N=13,535, June-November 2014)

Aboriginal, Torres Strait Islander or Australian South Sea Islander background	Result	% Victorian adults by risk for problem gambling				N
		Non-problem gamblers (N=8953)	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	Non-gamblers (N=3,243)
Victorians who are Aboriginal, Torres Strait Islander or Australian South Sea Islander background	%	46.58	15.68	5.38	8.71	23.66
	SE	12.36	10.66	2.97	6.47	9.33
	LCL	24.77	3.69	1.78	1.90	10.11
	UCL	69.77	47.45	15.16	31.96	46.05
Victorians who are <u>not</u> Aboriginal, Torres Strait Islander or Australian South Sea Islander background	%	57.75	8.84	2.77	0.72	29.94
	SE	1.35	0.98	0.60	0.20	1.258
	LCL	55.08	7.101	1.8	0.41	27.53
	UCL	60.36	10.94	4.231	1.25	32.46

Question – Are you of Aboriginal, Torres Strait Islander or Australian South Sea Islander background? (Base: All Victorian adults)

Table 104. Country of migration – Results by risk for problem gambling (N=334, June-November 2014)

Country of migration	Result	% Victorian adults by risk for problem gambling					% Victorian adults migrating to Australia in the previous 5 years (N=334)		
		Non-problem gamblers (N=150)	Low risk gamblers (N=18)	Moderate risk gamblers (N=5)	Problem gamblers (N=2)	Non-gamblers (N=159)			
Great Britain/UK/ England	%	20.20	1.72	0.00	0.00	3.00	9.40		
	SE	6.23	1.85	n/a	n/a	1.57	2.73		
	LCL	10.58	0.20	n/a	n/a	1.06	5.24		
	UCL	35.14	13.08	n/a	n/a	8.20	16.31		
Malaysia	%	0.24	0.00	6.66	0.00	20.45	11.44		
	SE	0.17	n/a	7.37	n/a	13.13	7.95		
	LCL	0.06	n/a	0.69	n/a	4.99	2.68		
	UCL	1.00	n/a	42.36	n/a	55.71	37.70		
Sri Lanka	%	8.55	3.34	0.00	0.00	1.56	4.28		
	SE	5.56	2.72	n/a	n/a	0.87	2.26		
	LCL	2.26	0.66	n/a	n/a	0.51	1.49		
	UCL	27.48	15.33	n/a	n/a	4.63	11.68		
India	%	9.17	3.32	16.00	0.00	24.51	17.38		
	SE	3.86	3.52	17.62	n/a	7.12	4.06		
	LCL	3.90	0.40	1.42	n/a	13.22	10.77		
	UCL	20.07	22.86	71.51	n/a	40.90	26.83		
China	%	7.38	7.36	0.00	0.00	1.68	4.12		
	SE	3.57	7.51	n/a	n/a	0.75	1.52		
	LCL	2.78	0.90	n/a	n/a	0.69	1.98		
	UCL	18.21	40.96	n/a	n/a	4.02	8.39		
Thailand	%	0.09	0.00	0.00	0.00	0.32	0.21		
	SE	0.09	n/a	n/a	n/a	0.32	0.18		
	LCL	0.01	n/a	n/a	n/a	0.04	0.04		
	UCL	0.67	n/a	n/a	n/a	2.34	1.13		
Singapore	%	0.75	0.00	0.00	0.00	7.28	4.29		
	SE	0.54	n/a	n/a	n/a	6.86	3.85		
	LCL	0.18	n/a	n/a	n/a	1.05	0.70		
	UCL	3.07	n/a	n/a	n/a	36.71	22.13		
Philippines	%	0.62	24.46	0.00	0.00	1.42	2.34		
	SE	0.45	20.14	n/a	n/a	0.78	1.38		
	LCL	0.15	3.66	n/a	n/a	0.48	0.73		
	UCL	2.53	73.42	n/a	n/a	4.13	7.26		
South Africa	%	1.38	0.00	6.99	0.00	0.28	0.79		
	SE	0.81	n/a	8.25	n/a	0.21	0.35		
	LCL	0.43	n/a	0.62	n/a	0.06	0.33		
	UCL	4.32	n/a	47.72	n/a	1.24	1.88		

Country of migration	Result	% Victorian adults by risk for problem gambling				% Victorian adults migrating to Australia in the previous 5 years (N=334)		
		Non-problem gamblers (N=150)	Low risk gamblers (N=18)	Moderate risk gamblers (N=5)	Problem gamblers (N=2)	Non-gamblers (N=159)		
New Zealand	%	28.84	42.79	0.00	68.37	6.98	17.19	
	SE	9.18	22.41	n/a	30.63	4.09	4.93	
	LCL	14.39	11.00	n/a	11.76	2.13	9.51	
	UCL	49.42	81.92	n/a	97.23	20.56	29.08	
Indonesia	%	3.59	0.00	0.00	0.00	1.04	1.93	
	SE	3.12	n/a	n/a	n/a	0.70	1.26	
	LCL	0.63	n/a	n/a	n/a	0.27	0.53	
	UCL	17.99	n/a	n/a	n/a	3.86	6.81	
Hong Kong	%	0.89	0.00	0.00	0.00	4.04	2.56	
	SE	0.90	n/a	n/a	n/a	3.27	1.83	
	LCL	0.12	n/a	n/a	n/a	0.79	0.62	
	UCL	6.23	n/a	n/a	n/a	18.10	9.99	
Germany	%	0.74	0.00	0.00	0.00	0.10	0.33	
	SE	0.58	n/a	n/a	n/a	0.10	0.23	
	LCL	0.16	n/a	n/a	n/a	0.01	0.09	
	UCL	3.41	n/a	n/a	n/a	0.72	1.26	
Canada	%	0.50	0.00	0.00	0.00	0.14	0.26	
	SE	0.50	n/a	n/a	n/a	0.14	0.21	
	LCL	0.07	n/a	n/a	n/a	0.02	0.06	
	UCL	3.56	n/a	n/a	n/a	1.01	1.22	
Tonga	%	0.07	0.00	0.00	0.00	0.21	0.14	
	SE	0.07	n/a	n/a	n/a	0.21	0.12	
	LCL	0.01	n/a	n/a	n/a	0.03	0.03	
	UCL	0.49	n/a	n/a	n/a	1.53	0.74	
Sweden	%	0.17	0.00	0.00	0.00	0.21	0.18	
	SE	0.17	n/a	n/a	n/a	0.21	0.13	
	LCL	0.02	n/a	n/a	n/a	0.03	0.04	
	UCL	1.20	n/a	n/a	n/a	1.54	0.77	
Portugal	%	1.09	0.00	0.00	0.00	0.03	0.43	
	SE	1.10	n/a	n/a	n/a	0.03	0.42	
	LCL	0.15	n/a	n/a	n/a	0.00	0.06	
	UCL	7.53	n/a	n/a	n/a	0.24	2.84	
Serbia	%	0.34	0.00	0.00	0.00	0.00	0.13	
	SE	0.28	n/a	n/a	n/a	n/a	0.10	
	LCL	0.07	n/a	n/a	n/a	n/a	0.03	
	UCL	1.69	n/a	n/a	n/a	n/a	0.64	
Pakistan	%	0.29	1.24	0.00	31.63	2.58	1.64	
	SE	0.30	1.34	n/a	30.63	1.67	0.91	
	LCL	0.04	0.15	n/a	2.77	0.71	0.55	
	UCL	2.12	9.73	n/a	88.24	8.90	4.84	

Country of migration	Result	% Victorian adults by risk for problem gambling					% Victorian adults migrating to Australia in the previous 5 years (N=334)
		Non-problem gamblers (N=150)	Low risk gamblers (N=18)	Moderate risk gamblers (N=5)	Problem gamblers (N=2)	Non-gamblers (N=159)	
Mauritius	%	0.00	3.92	0.00	0.00	0.43	0.45
	SE	n/a	4.13	n/a	n/a	0.32	0.28
	LCL	n/a	0.47	n/a	n/a	0.10	0.13
	UCL	n/a	26.06	n/a	n/a	1.86	1.51
Malta	%	0.49	0.00	0.00	0.00	1.93	1.25
	SE	0.50	n/a	n/a	n/a	1.94	1.08
	LCL	0.07	n/a	n/a	n/a	0.26	0.23
	UCL	3.53	n/a	n/a	n/a	12.83	6.59
Macedonia	%	0.00	0.00	0.00	0.00	0.62	0.34
	SE	n/a	n/a	n/a	n/a	0.55	0.30
	LCL	n/a	n/a	n/a	n/a	0.11	0.06
	UCL	n/a	n/a	n/a	n/a	3.44	1.86
Italy	%	0.30	0.00	0.00	0.00	0.15	0.20
	SE	0.31	n/a	n/a	n/a	0.15	0.14
	LCL	0.04	n/a	n/a	n/a	0.02	0.05
	UCL	2.19	n/a	n/a	n/a	1.10	0.82
Iraq	%	0.95	0.00	0.00	0.00	0.31	0.53
	SE	0.96	n/a	n/a	n/a	0.24	0.39
	LCL	0.13	n/a	n/a	n/a	0.07	0.12
	UCL	6.62	n/a	n/a	n/a	1.41	2.21
Iran	%	0.00	0.00	0.00	0.00	3.22	1.77
	SE	n/a	n/a	n/a	n/a	2.41	1.32
	LCL	n/a	n/a	n/a	n/a	0.72	0.40
	UCL	n/a	n/a	n/a	n/a	13.25	7.40
Greece	%	0.34	0.48	0.00	0.00	0.30	0.32
	SE	0.21	0.52	n/a	n/a	0.30	0.19
	LCL	0.10	0.06	n/a	n/a	0.04	0.10
	UCL	1.15	3.94	n/a	n/a	2.17	1.00
Ghana	%	0.00	0.00	0.00	0.00	1.15	0.63
	SE	n/a	n/a	n/a	n/a	0.90	0.49
	LCL	n/a	n/a	n/a	n/a	0.25	0.14
	UCL	n/a	n/a	n/a	n/a	5.21	2.83
Fiji	%	0.00	0.00	0.00	0.00	0.63	0.35
	SE	n/a	n/a	n/a	n/a	0.40	0.21
	LCL	n/a	n/a	n/a	n/a	0.18	0.10
	UCL	n/a	n/a	n/a	n/a	2.19	1.16
Egypt	%	0.44	0.00	0.00	0.00	0.21	0.28
	SE	0.34	n/a	n/a	n/a	0.22	0.18
	LCL	0.09	n/a	n/a	n/a	0.03	0.08
	UCL	1.99	n/a	n/a	n/a	1.58	0.96

Country of migration	Result	% Victorian adults by risk for problem gambling				% Victorian adults migrating to Australia in the previous 5 years (N=334)		
		Non-problem gamblers (N=150)	Low risk gamblers (N=18)	Moderate risk gamblers (N=5)	Problem gamblers (N=2)	Non-gamblers (N=159)		
Croatia	%	0.31	0.00	0.00	0.00	0.09	0.17	
	SE	0.31	n/a	n/a	n/a	0.09	0.13	
	LCL	0.04	n/a	n/a	n/a	0.01	0.04	
	UCL	2.22	n/a	n/a	n/a	0.68	0.76	
Burma	%	1.94	0.00	70.35	0.00	0.00	1.83	
	SE	1.93	n/a	24.60	n/a	n/a	1.32	
	LCL	0.27	n/a	18.90	n/a	n/a	0.44	
	UCL	12.71	n/a	96.02	n/a	n/a	7.30	
Bangladesh	%	0.00	1.52	0.00	0.00	0.98	0.62	
	SE	n/a	1.63	n/a	n/a	0.54	0.30	
	LCL	n/a	0.18	n/a	n/a	0.33	0.24	
	UCL	n/a	11.67	n/a	n/a	2.87	1.60	
Afghanistan	%	2.55	0.00	0.00	0.00	1.94	2.04	
	SE	2.53	n/a	n/a	n/a	1.46	1.25	
	LCL	0.35	n/a	n/a	n/a	0.44	0.60	
	UCL	16.20	n/a	n/a	n/a	8.21	6.67	
UAE	%	0.00	0.00	0.00	0.00	0.42	0.23	
	SE	n/a	n/a	n/a	n/a	0.26	0.14	
	LCL	n/a	n/a	n/a	n/a	0.13	0.07	
	UCL	n/a	n/a	n/a	n/a	1.40	0.74	
Indonesia	%	0.50	0.00	0.00	0.00	0.00	0.19	
	SE	0.37	n/a	n/a	n/a	n/a	0.14	
	LCL	0.12	n/a	n/a	n/a	n/a	0.04	
	UCL	2.12	n/a	n/a	n/a	n/a	0.80	
USA	%	0.87	0.00	0.00	0.00	3.63	2.33	
	SE	0.52	n/a	n/a	n/a	3.23	1.79	
	LCL	0.27	n/a	n/a	n/a	0.61	0.50	
	UCL	2.82	n/a	n/a	n/a	18.81	10.08	
Other countries	%	6.41	9.85	0.00	0.00	8.17	7.46	
	SE	3.07	8.36	n/a	n/a	3.36	2.21	
	LCL	2.45	1.69	n/a	n/a	3.56	4.12	
	UCL	15.78	41.03	n/a	n/a	17.66	13.14	

Data tables – Canadian Problem Gambling Severity Index item results

Table 105. Item by item results from the nine-item Canadian Problem Gambling Severity Index – Results by risk for problem gambling (N=10,311, June-November 2014)
(Note that all non-problem gamblers respond 'Never' to each item so are not displayed)

PGSI item	Response	Result	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	PGSI item	Response	Result	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	PGSI item	Response	Result	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)
Thinking about the past 12 months, how often have you bet more than you could really afford to lose?	Never	%	56.61	36.34	7.83	Thinking about the past 12 months, how often have you borrowed money or sold anything to get money to gamble?	Never	%	98.65	77.21	38.59	Thinking about the past 12 months, how often have you felt guilty about the way you gamble, or what happens when you gamble?	Never	%	68.62	53.03	7.96
		SE	5.95	10.87	6.23			SE	0.78	12.69	11.40			SE	5.69	10.34	5.39
		LCL	44.81	18.52	1.54			LCL	95.87	45.18	19.67			LCL	56.58	33.35	2.01
		UCL	67.72	58.91	31.57			UCL	99.57	93.30	61.74			UCL	78.59	71.82	26.78
	Rarely	%	27.47	24.22	25.09		Rarely	%	1.27	6.97	27.34		Rarely	%	22.53	14.33	32.86
		SE	4.12	6.19	16.26			SE	0.77	3.56	15.88			SE	5.61	3.66	16.02
		LCL	20.16	14.16	5.79			LCL	0.38	2.49	7.28			LCL	13.41	8.53	10.54
		UCL	36.23	38.24	64.61			UCL	4.14	18.01	64.33			UCL	35.33	23.06	67.02
	Sometimes	%	15.76	34.65	16.21		Sometimes	%	0.08	15.75	13.75		Sometimes	%	7.93	23.99	15.36
		SE	6.59	11.60	5.51			SE	0.08	13.23	6.10			SE	2.34	6.27	8.27
		LCL	6.60	16.26	8.03			LCL	0.01	2.58	5.50			LCL	4.40	13.86	4.95
		UCL	33.12	59.14	30.00			UCL	0.60	56.90	30.42			UCL	13.89	38.24	38.72
	Often	%	0.16	1.88	25.66		Often	%	0.00	0.07	13.13		Often	%	0.92	1.54	11.16
		SE	0.07	0.98	9.95			SE	n/a	0.07	9.05			SE	0.77	0.63	3.92
		LCL	0.06	0.68	11.04			LCL	n/a	0.01	3.09			LCL	0.18	0.69	5.48
		UCL	0.39	5.14	48.98			UCL	n/a	0.51	41.73			UCL	4.63	3.40	21.41
	Always	%	0.00	2.91	25.21		Always	%	0.00	0.00	7.18		Always	%	0.00	7.12	32.67
		SE	n/a	1.08	9.90			SE	n/a	n/a	6.20			SE	n/a	2.24	10.11
		LCL	n/a	1.40	10.75			LCL	n/a	n/a	1.23			LCL	n/a	3.80	16.46
		UCL	n/a	5.97	48.53			UCL	n/a	n/a	32.39			UCL	n/a	12.94	54.43

PGSI item	Response	Result	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	PGSI item	Response	Result	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)
Thinking about the past 12 months, how often have you needed to gamble with larger amounts of money to get the same feeling of excitement?	Never	%	84.17	48.38	14.75	Thinking about the past 12 months, how often have you felt that you might have a problem with gambling?	Never	%	96.17	45.63	1.40
		SE	3.58	10.87	7.06			SE	1.54	10.15	0.84
		LCL	75.85	28.53	5.45			LCL	91.69	27.35	0.43
		UCL	90.00	68.75	34.20			UCL	98.28	65.17	4.47
	Rarely	%	8.88	22.62	6.57		Rarely	%	2.61	14.76	27.65
		SE	2.08	5.93	2.81			SE	1.49	3.75	15.88
		LCL	5.57	13.08	2.79			LCL	0.84	8.81	7.46
		UCL	13.89	36.21	14.71			UCL	7.80	23.68	64.44
	Sometimes	%	6.87	11.96	41.95		Sometimes	%	1.22	23.96	13.48
		SE	3.02	3.57	14.14			SE	0.37	12.37	5.11
		LCL	2.85	6.53	18.81			LCL	0.68	7.69	6.20
		UCL	15.67	20.90	69.28			UCL	2.20	54.39	26.87
	Often	%	0.07	16.46	21.48		Often	%	0.00	0.65	27.50
		SE	0.07	13.15	11.09			SE	n/a	0.38	11.30
		LCL	0.01	2.93	7.02			LCL	n/a	0.20	11.11
		UCL	0.51	56.22	49.81			UCL	n/a	2.05	53.54
	Always	%	0.00	0.58	15.24		Always	%	0.00	15.00	29.96
		SE	n/a	0.33	6.51			SE	n/a	11.85	9.94
		LCL	n/a	0.19	6.27			LCL	n/a	2.77	14.46
		UCL	n/a	1.78	32.56			UCL	n/a	52.19	51.98
Thinking about the past 12 months, how often has your gambling caused you any health problems, including stress or anxiety?	Never	%	96.26	77.47	10.90	Thinking about the past 12 months, how often has your gambling caused you any health problems, including stress or anxiety?	Never	%	96.26	77.47	10.90
		SE	1.75	6.10	4.95			SE	1.75	6.10	4.95
		LCL	90.86	63.41	4.31			LCL	90.86	63.41	4.31
		UCL	98.52	87.22	24.94			UCL	98.52	87.22	24.94
	Rarely	%	3.30	12.10	40.56		Rarely	%	3.30	12.10	40.56
		SE	1.73	4.12	14.75			SE	1.73	4.12	14.75
		LCL	1.17	6.05	17.06			LCL	1.17	6.05	17.06
		UCL	8.97	22.75	69.36			UCL	8.97	22.75	69.36
	Sometimes	%	0.42	9.57	19.65		Sometimes	%	0.42	9.57	19.65
		SE	0.26	3.54	9.16			SE	0.26	3.54	9.16
		LCL	0.13	4.53	7.27			LCL	0.13	4.53	7.27
		UCL	1.40	19.10	43.26			UCL	1.40	19.10	43.26
	Often	%	0.01	0.03	11.31		Often	%	0.01	0.03	11.31
		SE	0.01	0.04	4.21			SE	0.01	0.04	4.21
		LCL	0.00	0.00	5.31			LCL	0.00	0.00	5.31
		UCL	0.10	0.26	22.49			UCL	0.10	0.26	22.49
	Always	%	0.00	0.81	17.58		Always	%	0.00	0.81	17.58
		SE	n/a	0.69	7.63			SE	n/a	0.69	7.63
		LCL	n/a	0.15	7.06			LCL	n/a	0.15	7.06
		UCL	n/a	4.23	37.46			UCL	n/a	4.23	37.46

PGSI item	Response	Result	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)	PGSI item	Response	Result	Low risk gamblers (N=952)	Moderate risk gamblers (N=320)	Problem gamblers (N=86)
Thinking about the past 12 months, WHEN YOU GAMBLED, how often have you gone back another day to try to win back the money you lost?	Never	%	79.17	46.77	19.29	Thinking about the past 12 months, how often have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?	Never	%	90.66	70.77	16.38
		SE	5.64	10.82	7.97			SE	2.38	7.34	5.70
		LCL	66.03	27.25	8.06			LCL	84.83	54.72	7.98
		UCL	88.13	67.32	39.46			UCL	94.40	82.91	30.69
	Rarely	%	17.51	23.60	8.57	Thinking about the past 12 months, how often has your gambling caused any financial problems for you or your household?	Rarely	%	6.60	13.10	40.71
		SE	5.72	6.45	3.37			SE	2.03	4.25	14.71
		LCL	8.90	13.29	3.88			LCL	3.57	6.76	17.21
		UCL	31.58	38.37	17.88			UCL	11.86	23.86	69.40
	Sometimes	%	3.20	25.66	36.02	Thinking about the past 12 months, how often have you thought it was true?	Sometimes	%	2.70	13.46	34.37
		SE	0.71	12.27	14.90			SE	1.22	4.58	11.49
		LCL	2.07	8.90	13.69			LCL	1.11	6.71	16.17
		UCL	4.93	54.92	66.66			UCL	6.45	25.17	58.69
	Often	%	0.12	2.56	29.72	Thinking about the past 12 months, how often have you thought it was true?	Often	%	0.04	1.19	3.30
		SE	0.09	1.42	11.58			SE	0.04	0.55	2.11
		LCL	0.03	0.85	12.49			LCL	0.01	0.47	0.92
		UCL	0.49	7.43	55.63			UCL	0.27	2.95	11.11
	Always	%	0.00	1.41	6.39	Thinking about the past 12 months, how often have you thought it was true?	Always	%	0.00	1.48	5.25
		SE	n/a	0.65	2.73			SE	n/a	1.06	2.64
		LCL	n/a	0.57	2.72			LCL	n/a	0.36	1.92
		UCL	n/a	3.45	14.30			UCL	n/a	5.85	13.57
Thinking about the past 12 months, how often have you gone back another day to try to win back the money you lost?	Never	%	99.60	87.86	26.54	Thinking about the past 12 months, how often has your gambling caused any financial problems for you or your household?	Never	%	99.60	87.86	26.54
		SE	0.18	3.66	10.83			SE	0.18	3.66	10.83
		LCL	99.05	78.69	10.84			LCL	99.05	78.69	10.84
		UCL	99.84	93.42	51.77			UCL	99.84	93.42	51.77
	Rarely	%	0.27	6.93	27.06		Rarely	%	0.27	6.93	27.06
		SE	0.16	2.19	15.94			SE	0.16	2.19	15.94
		LCL	0.08	3.68	7.08			LCL	0.08	3.68	7.08
		UCL	0.88	12.67	64.36			UCL	0.88	12.67	64.36
	Sometimes	%	0.04	5.19	31.80	Thinking about the past 12 months, how often has your gambling caused any financial problems for you or your household?	Sometimes	%	0.04	5.19	31.80
		SE	0.03	2.49	10.72			SE	0.03	2.49	10.72
		LCL	0.01	1.99	15.04			LCL	0.01	1.99	15.04
		UCL	0.15	12.87	55.13			UCL	0.15	12.87	55.13
	Often	%	0.08	0.00	6.94	Thinking about the past 12 months, how often has your gambling caused any financial problems for you or your household?	Often	%	0.08	0.00	6.94
		SE	0.06	n/a	2.86			SE	0.06	n/a	2.86
		LCL	0.02	n/a	3.04			LCL	0.02	n/a	3.04
		UCL	0.34	n/a	15.07			UCL	0.34	n/a	15.07
	Always	%	0.00	0.02	7.65	Thinking about the past 12 months, how often has your gambling caused any financial problems for you or your household?	Always	%	0.00	0.02	7.65
		SE	n/a	0.02	3.06			SE	n/a	0.02	3.06
		LCL	n/a	0.00	3.42			LCL	n/a	0.00	3.42
		UCL	n/a	0.13	16.22			UCL	n/a	0.13	16.22

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Appendix H - Terminology used in the report

Terminology used in the report

CI	Abbreviation for 95 per cent confidence interval. This implies that there is a 95% probability that the true value obtained for a population lies within the calculated interval.
ATM	Automated Teller Machines.
CAGE	The CAGE is a screening tool for alcoholism and alcohol use disorders. Four indicator items in the CAGE are - C - cut down on drinking - have tried repeatedly without success, A - annoyed by criticisms about drinking habits, G - Guilty feelings about drinking, and E - Eye opener drink needed in the morning (Ewing, 1984).
CATI	Computer Assisted Telephone Interviewing.
Data weighting	This is the process where statistical adjustments are made in raw data prior to the analysis to ensure that data is representative at a Victorian population level. Different weighting approaches are presented in the report including an overall weight (weighted results without subsampling), weighted results with subsampling (for questions where respondents were subsampled) and unweighted results (where no weights were applied).
Department of Justice and Regulation	A department within the Victorian Government responsible for government policy to prevent gambling harm in Victoria. It was formerly called Department of Justice during conduct of the 2008 epidemiological study of problem gambling.
Dual frame sampling	This refers to use a Random Digit Dial Landline Sample and a Mobile sample for the CATI surveys undertaken as part of the study.
EFTPOS	Electronic Funds Transfer Point of Sale is a payment methodology that allows consumers to pay for goods without cash where money is debited from a consumer's bank account. It is also used for cash withdrawals by consumers.
Epidemiological study (2008)	This refers to the first large sample study of problem gambling in Victoria using an epidemiological methodology. See Hare (2009).
Gaming machines	Pokies, poker machines or electronic gambling machines (EGMs).
Imputation	This involves adding observations at random to missing data in weighting variables to allow all respondents to have a weight calculation.
ns or non-significant	Non-significant, in reference to a result where the probability of the result is not less than $<.05$.
Odds ratio	Odds ratios present a method for comparing the odds of an event between two groups (e.g., non-problem and problem gamblers). Non-problem gamblers are typically used as the reference population, given that the risk category gambles recreationally without significant risk or harm. An odds ratio of 1 implies that a result is equally likely in both groups. An odds ratio greater than one implies that the event is more likely in the second group compared to the 'reference group'. An odds ratio less than one implies that the result is less likely in the second group (compared to the reference group). Odds ratios in the current report have been presented to allow identification of general trends in data.
Past year participation (gambling participation)	Participation in gambling is measured based on the past 12 months. This was defined as having spent money on a set of gambling activities in the past 12 months.
PGSI	The Canadian Problem Gambling Severity Index (PGSI) was developed by Ferris and Wynne (2001) to measure risk for problem gambling at a population level. Respondents who gambled in the past 12 months are classified as non-problem gamblers (score of 0), low risk gamblers (score of 1-2), moderate risk gamblers (score of 3-7) and problem gamblers (score of 8-27).
Phone user groups	Four phone user groups were defined in the study to allow the results of each group to be weighted when forming overall study estimates. They were (1) landline only users (people with only a landline and no mobile), (2) mobile only users (people with only a mobile and not a landline), (3) dual users - landline mainly - people who used a mobile and a landline, but mainly relied on their landline for communication and (4) dual users - mobile mainly - people who used a mobile and landline, but mainly relied on their mobile for communication.
Pre-commitment	This refers to the setting of time, money or other limits by gamblers when gambling or the use of a system or tool that allows people to set these limits.
Prevalence	This refers to the percentage of Victorian adults or gamblers (as appropriate) that show a particular characteristic such as problem gambling.

Race betting	Betting on horse, harness racing or greyhounds including any bets at the Melbourne Cup, Spring Racing or on Trackside virtual racing, but excluding all sweeps
Random digit dial	This involves selection a respondent's number at random when conducting surveys.
Spring Racing	This is a racing carnival during Spring in Victoria.
SPSS	This is a statistical package by IBM.
Stata	This is a statistical package by Stata Corp.
Statistical significance	This refers to the chance of a result being due to chance alone. Anything where the probability is less than 0.05 is considered statistically significant.
Victorian Responsible Gambling Foundation	The foundation was established as an independent statutory authority in Victoria during July 2012. The organisation aims to reduce the prevalence and harms of problem gambling and to help people who choose to gamble, to do so responsibly. Further information is available at responsiblegambling.vic.gov.au .

