



Queensland Household Gambling Survey 2008-09

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Contents

Contents	1
Executive summary	1
Introduction	1
Methodology	1
Data collection	1
Sample design	1
Questionnaire	1
Gambling activity	2
Gambling group prevalence estimates	2
Gambling behaviour	3
Demographic profile of low risk and moderate risk gambling groups	3
Gambling in Queensland regions	3
Introduction	4
Methodology and interpretation	5
Survey methodology	5
The questionnaire	5
The problem gambling screening tool and gambling groups	6
Response rate	6
Reliability and confidence intervals	7
Gambling participation and prevalence	8
Gambling Activity	8
Total population gambling activity	8
Gender	10
Age	11
Educational qualification	12
Work status	13
Personal income	14
Country of birth	15
Language usually spoken at home	16
Gambling Groups	17
Gender	18
Age	19
Age/gender combined	20
Educational qualification	21
Work status	22
Personal income	23
Country of birth	24
Language spoken at home	25
Comparisons with 2001, 2003–04 and 2006–07	26
Gambling activities 2001, 2003–04, 2006–07 and 2008–09	26
Gambling groups 2001, 2003–04, 2006–07 and 2008–09	28
Gambling behaviours	30
Participation in gambling activities	30
Number of gambling activities	31

Frequency of gambling	32
Duration of Gambling Sessions	35
Problem gambling behaviours and consequences	37
Activities that simulate gambling	39
Help-seeking behaviour	42
Profiles of gambling groups	44
Non-gambling group	44
Recreational gambling group	46
Low risk gambling group	47
Moderate risk gambling group	49
Problem gambling group	50
Regional data analysis	51
Gambling activity	51
Gambling groups	56
Appendix 1 – detailed tables	58
Appendix 2 – technical report	86
Overview	86
Survey methodology	86
Collection method	86
Scope of the survey	86
Survey frame	86
Sample design and selection	87
Sub-sampling	87
Operational results	90
Status of sample at completion of survey	90
Survey response	93
Interview time	95
Monitoring of interviewers	95
Respondent queries	95
Checking, editing and data processing	95
Weighting procedure	97
Reliability of estimates	99
Calculation of standard errors	99
Variability of estimates	99
Appendix 3 – questionnaire	101

Executive summary

Introduction

The purpose of this report is to outline the findings from the Queensland Household Gambling Survey 2008–09 (the survey). The survey collected information on gambling activity and related issues amongst the Queensland adult population. This information can assist a range of stakeholders in better understanding the Queensland gambling environment. In particular, the survey provides an opportunity to gauge the level of problematic or potentially problematic gambling behaviour occurring in the Queensland adult population.

Methodology

Data collection

The survey was conducted in two waves. Each wave consisted of 7,500 computer assisted telephone interviews for a total sample of 15,000 persons. The first wave of the survey occurred between 10 November 2008 and 19 December 2008, and was followed by the second wave between 9 February 2009 and 12 March 2009.

Sample design

The sample was designed to provide results for 11 Queensland regions. The regions are based on Statistical Divisions from the Australian Standard Geographical Classification. The sample size in each region was determined proportional to its population. The regional sample sizes ranged from 2,300 in Brisbane to 1,000 in the Western region.

The in-scope population was comprised of all people aged 18 years or over who were usually resident in private dwellings with telephones in Queensland. Phone numbers were randomly selected from ranges of numbers which include all connected telephone numbers (Random Digit Dialling). A randomised process was used to select one adult from each household for interview.

The results from the survey have been weighted to allow population estimates to be made from the sample.

Questionnaire

The questionnaire covered a wide range of gambling activities and behaviours. The problem gambling screening tool used in the survey was the Canadian Problem Gambling Index. This is a series of questions that are scored to identify the gambling group of each respondent—non-gambling, recreational, low risk, moderate risk and problem gambling.

All low risk, moderate risk and problem gamblers completed the full questionnaire. Random samples of non-gamblers and recreational gamblers completed a shortened form of the questionnaire.

Gambling activity

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

- Lottery products (including instant scratch-its, lotto and other lottery games) are clearly the most popular with 60% of the adult population reporting having purchased such products in the previous 12 months.
- Gaming machines rate second in terms of participation with about half the participation rate of lottery products (31%).
- Art union tickets (24%), wagering on horse or greyhound races (19%) and keno (15%) are next most popular.

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

Gambling group prevalence estimates

Prevalence figures from the 2008–09 survey are compared with the findings from the 2001, 2003–04 and 2006–07 surveys in the table below. Data from the 2008-09 survey indicate that approximately 0.37% of the Queensland adult population are in the problem gambling group. This is a slight decline from the 0.83% reported in the 2001 survey and is similar to the figure of 0.55% reported in the 2003-04 survey and the figure of 0.47% reported in the 2006-07 survey. Changes from previous surveys however are not statistically significant.

The proportion of Queenslanders who are low risk gamblers has declined from 8.2% in 2001 to 4.7% in 2008–09. This decline is statistically significant.

The proportion of Queensland adults who are moderate risk gamblers has fallen slightly from 2.7% in 2001 to 1.6% in 2008–09. Again, this is a statistically significant decline.

Table 1 Gambling group prevalence rates: 2001, 2003–04, 2006–07 and 2008–09

	Percentage estimates			
	2001	2003–04	2006–07	2008–09
Non-gambling	15.1%	19.7%	24.7%	25.3%
Recreational gambling	73.2%	72.4%	67.3%	68.0%
Low risk gambling	8.2%	5.3%	5.7%	4.7%
Moderate risk gambling	2.7%	2.0%	1.8%	1.6%
Problem gambling	0.83%	0.55%	0.47%	0.37%
Total	100%	100%	100%	100%

The data in this table should be interpreted in conjunction with Table T1 in Appendix 1.

Gambling behaviour

Most gamblers report that they have infrequently played gaming machines, played keno or wagered on horse/dog races. Over half (57%) of gaming machine users had played less than seven times in the previous 12 months. For keno and wagering on horse/dog races, about two thirds of gamblers had participated less than seven times in the previous year.

People in the higher risk gambling groups tend to play gaming machines more often. Approximately half of the problem gambling group used gaming machines more than 52 times per year. This compares to just 18% of moderate risk gamblers, 3% of low risk gamblers and 2% of recreational gamblers.

Respondents who played gaming machines were asked how many hours and minutes they normally spent each time they played. Across all gaming machine players, 22% usually played for 10 minutes or less and a further 41% played for between 11 and 30 minutes.

Of those in the problem gambling group who play gaming machines, about two thirds usually play for sessions lasting longer than one hour. In contrast, only 16% of recreational gamblers usually play gaming machines for longer than an hour.

Demographic profile of low risk and moderate risk gambling groups

Compared with the overall Queensland population, the low risk and moderate risk gambling groups have an over-representation of males. Males make up 49% of the Queensland adult population, but represent 55% of the low risk gambling group and 62% of the moderate risk gambling group.

Younger people are also over-represented in the low risk and moderate risk gambling groups. People aged 18–34 years make up 31% of the Queensland population, 37% of the low risk gambling group and 39% of the moderate risk gambling group.

Overall, about 20% of the Queensland adult population are smokers. In contrast, the rates of smoking in the low risk and moderate risk gambling groups are twice as high.

Gambling in Queensland regions

There are some small differences when gambling activities are considered across three broad regional areas (South East Queensland, Regional cities, Rest of Queensland).

- In South East Queensland, 59% of residents had purchased lottery products in the last 12 months. These were purchased by a slightly higher proportion of residents in regional cities (62%) and the rest of Queensland (62%).
- Approximately 32% of residents in South East Queensland and regional cities had played gaming machines in the last 12 months. A lower proportion (26%) of residents in the rest of Queensland played gaming machines.
- Keno appears to be most popular in regional cities, where 19% of residents had participated in the previous 12 months. Keno participation rates were 15% in South East Queensland and 16% in the rest of Queensland.

The proportion of people in each gambling group is very similar in South East Queensland, regional cities and the rest of Queensland. When Queensland is considered as 11 separate regions, the survey results indicate that no regions had markedly higher or lower rates of problem gambling than Queensland as a whole. Further, no Queensland region has a substantially higher level of moderate risk or problem gambling than any other region.

Introduction

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

A key element of this approach is the collection of population level data regarding the gambling behaviours of Queenslanders. Surveys of gambling activity and associated issues amongst Queensland's adult population are an integral part of this research program. Such surveys have been previously conducted in 2001, 2003–04 and 2006–7. This report presents the results of the most recent Queensland Household Gambling Survey, conducted in 2008–09.

Results from this series of surveys will continue to improve understanding of gambling activity and gambling-related harm, and to assist in focusing and assessing harm minimisation strategies.

The series of survey reports provides reliable information on gambling activities for key stakeholders, including those in the Gambling Help services, the gambling industry, government agencies and external researchers.

Methodology and interpretation

This chapter provides:

- an overview of the methodology employed to conduct the Queensland Household Gambling Survey 2008–09
- a guide to interpreting the results.

Further detail relating to the survey methodology is provided in Appendix 2.

Survey methodology

The Queensland Household Gambling Survey 2008–09 was conducted in two waves. Each wave consisted of 7,500 computer assisted telephone interviews for a total sample of 15,000 persons.

The first wave of the 2008–09 survey occurred between November 2008 and December 2008, and was followed by the second wave between February 2009 and March 2009. Although the survey was conducted in two waves, the results are reported as a unified survey.

The sample was designed to provide results for 11 Queensland regions. These regions are listed in Appendix 2. The sample size in each region was determined proportional to its population. The regional sample sizes ranged from 2,300 in Brisbane to 1,000 in the Mt Isa region.

The in-scope population was comprised of all people aged 18 years or over who were usually a resident in private dwellings with telephones throughout Queensland. By definition this excludes some sub-groups of the Queensland population, such as people who live in households that only have mobile phones and no longer use a fixed-line service.

A randomised process was used to select one adult from each household for interview. Further information on data collection, weighting and the reliability of estimates is contained in Appendix 2.

The questionnaire

A copy of the full questionnaire is contained in Appendix 3. The questionnaire covered a wide range of gambling activities and behaviours. A series of demographic questions was included at the end of the questionnaire. Filter questions were used to ensure that respondents were asked only those questions that were relevant to their gambling involvement.

All low risk, moderate risk and problem gamblers completed the full questionnaire. Random samples of non-gamblers and recreational gamblers completed a shortened form of the questionnaire.

The problem gambling screening tool and gambling groups

The problem gambling screening tool used in the survey was the Canadian Problem Gambling Index (CPGI).ⁱ The same screening tool was used in the 2001, 2003–04 and 2006–07 Queensland Household Gambling Surveys. Nine CPGI questions were scored to determine the gambling group of each survey respondent. These questions are listed below:

In the last twelve months ...

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

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

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

Response rate

The response rate is the number of interviews that can be used in the analysis expressed as a percentage of all possible interviews that could have been achieved, had every selected in-scope person responded. The best estimate of the overall response rate for the survey is 39.2%. The reasons for non-response include refusal to participate and failure to make contact after several attempts (eg no answer).

ⁱ Canadian Centre on Substance Abuse 2001. *The Canadian Problem Gambling Index: Final Report* Ferris J. and Wynne H

The survey scope and the impact of non-response mean that the composition of the sample is different from the Queensland population (see Table T2 in Appendix 1). The data have been weighted to reflect the regional distribution and demographic characteristics of the population. Weighting corrects the impact of different response rates in key demographic groups.

Even though the results presented in this report have been weighted, non-response may mean that there is still bias in the survey results. Bias will only be occurring if there is a correlation between the measure of interest (eg gambling prevalence) and the likelihood of responding to the survey, and if this has not been corrected by weighting. It is not possible to measure the impact of non-response bias on the survey results. It is possible that the extent of any bias is small and lies within sampling variation.

Further information about the calculation of the response rate and the weighting process can be found in Appendix 2.

Reliability and confidence intervals

The estimates in this report are based on a sample of Queensland adults. As such, the estimates in this report are subject to two forms of error:

- Sampling error: estimates based on information obtained from a sample may differ from figures that would have been produced if all Queensland adults had been included in the survey
- Non-sampling error: errors may also occur due to a range of other reasons including:
 - inadequacies in reporting/recall by respondents
 - unwillingness to answer sensitive questions
 - non-response to the survey
 - inadequacies in the survey frame
 - processing errors.

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

To assist with the interpretation of all data in this report, the 95% confidence intervals for all survey results have been included in the graphs and in the tables in Appendix 1. These intervals represent the range within which there is a 95% chance that the population value falls. Upper and lower intervals close to the value indicate the value is a relatively accurate representation of the population. Upper and lower intervals widely distributed around the value indicate the value is less accurate.

Confidence intervals provide a more secure means of claiming differences between two populations. Where two sets of confidence intervals are not overlapping, it is considered a statistically significant difference. Unless stated otherwise, this report only highlights differences between two results where the difference is statistically significant.

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

Gambling participation and prevalence

This chapter outlines the major findings from the Queensland Household Gambling Survey 2008–09. These findings relate to participation in different gambling activities (such as lottery products and gaming machines) and the gambling groups (non-gambling, recreational, low risk, moderate risk and problem gambling). These findings are presented in three sections:

- rates of participation in various gambling activities
- prevalence of the gambling groups
- comparisons with the results from the Queensland Household Gambling Surveys conducted in 2001, 2003–04 and 2006–07.

Gambling Activity

Survey respondents were prompted about their participation in a range of gambling activities over the past 12 months. Gambling activities were grouped into 12 categories, as shown in Figure 1. This section presents information about how participation in different types of gambling is associated with a range of demographic characteristics.

Total population gambling activity

Figure 1 presents the Queensland adult population's participation rates in various types of gambling. Lottery products (including instant scratch-its, lotto and other lottery games) are clearly most popular with 60% of the adult population reporting having purchased such products in the previous 12 months. Gaming machines rate second in terms of participation (31%), and have about half the participation rate of lottery products.

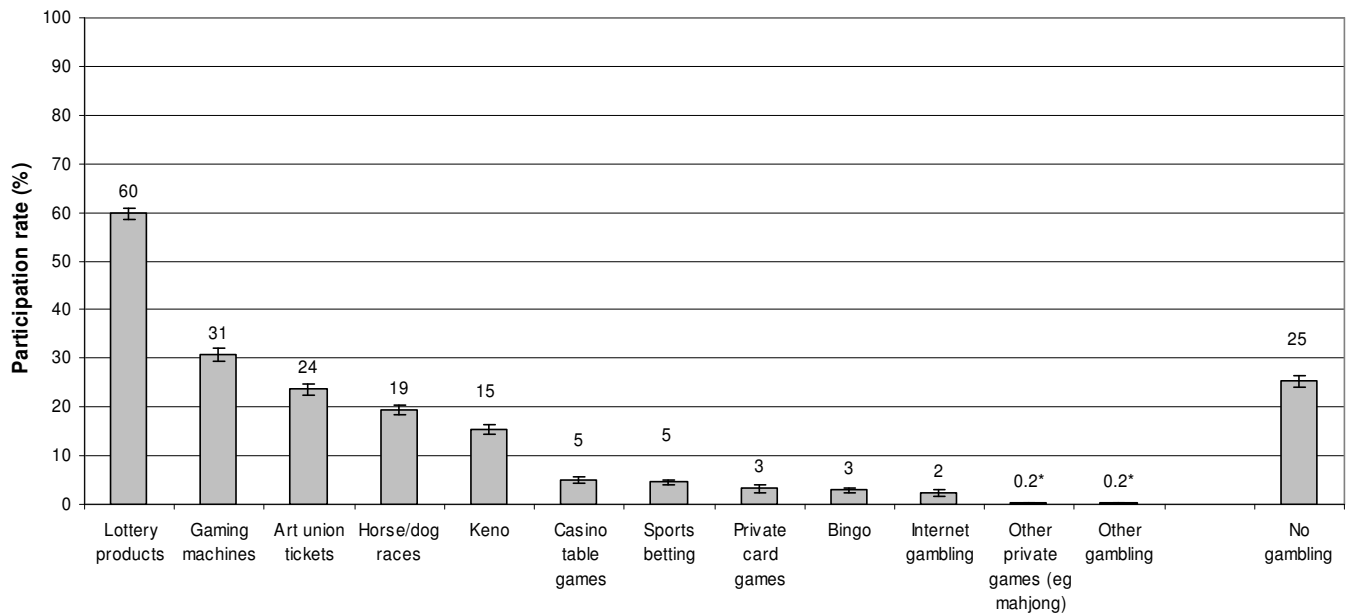
The next most popular gambling activities were art union tickets (24%), wagering on horse or greyhound races (19%) and keno (15%).

The timing of the survey interviews has had some impact on the participation rate for wagering on horse and greyhound racing. The survey interviews were conducted in two separate periods, called 'waves'. The proportion of people who had participated in betting on horse/dog races was higher in the first wave (22%) than in the second wave (17%). The first wave of interviews took place in November 2008–December 2008, immediately following the Melbourne Cup. The second wave of interviews took place in February 2009–March 2009. Respondents who only place bets once a year during November may have been more likely to recall these bets in wave 1 than in wave 2.

Other forms of gambling such as casino table games, sports betting, private card games and bingo were less popular. Each of these forms of gambling was played by less than 6% of the population.

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

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



* Relative standard error exceeds 25%.

Note: Sweeps and raffle tickets were not included as gambling activities in this survey.

This graph should be interpreted in conjunction with the data presented in Table F1 in Appendix 1.

Gender

Figure 2 shows the participation rates for males and females in each gambling activity. Similar proportions of men and women played gaming machines and purchased art union tickets.

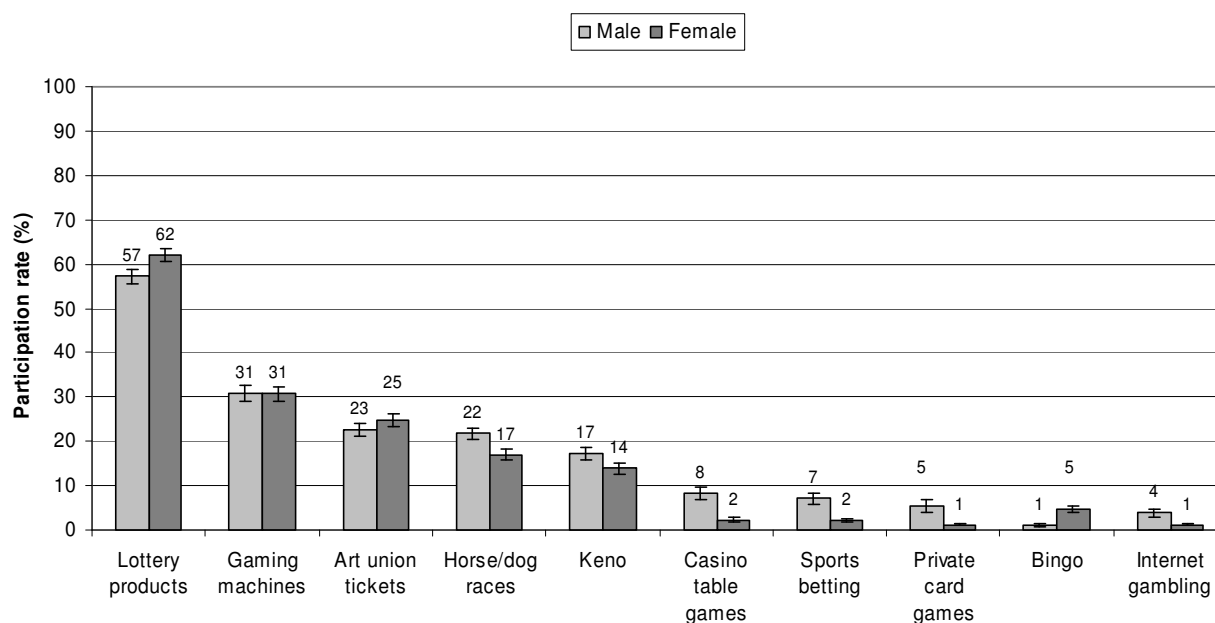
Females had higher participation rates for:

- lottery products (57% of males and 62% of females)
- bingo (1% of males and 5% of females).

Males had higher participation rates than females for:

- horse/dog races (22% of males and 17% of females)
- keno (17% of males and 14% of females)
- casino table games (8% of males and 2% of females)
- sports betting (7% of males and 2% of females)
- private card games (5% of males and 1% of females)
- internet gambling (4% of males and 1% of females).

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



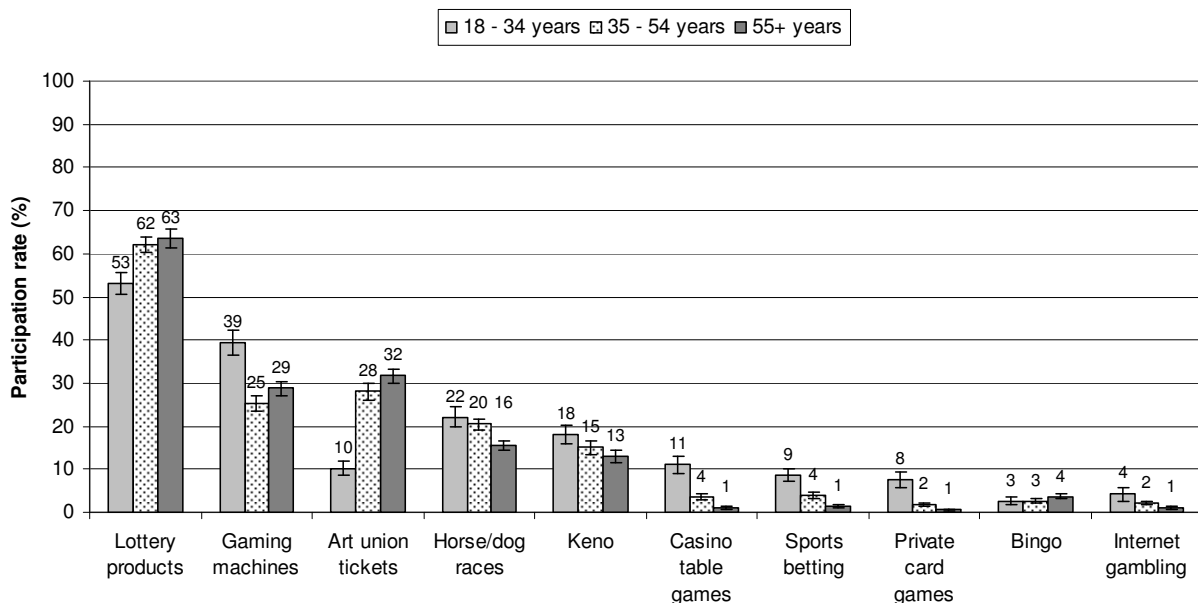
This graph should be interpreted in conjunction with the data presented in Table F2 in Appendix 1.

Age

There are some clear relationships between a person's age and the choices they make about gambling activities. In looking at the participation rates for different types of gambling by age group (Figure 3), some key patterns are evident:

- Those aged 18–34 years are less likely than those in older age groups to have purchased lottery products or art union tickets. In all other gambling activities, 18–34 year olds have similar or higher rates of participation than older age groups.
- For gaming machines, casino table games, sports betting, private card games and internet gambling the participation rate of those aged 18–34 years is higher than in the older age brackets.
- For wagering on horse or dog races, the participation rates in the 18–34 years and 35–54 years age brackets are just over 20%. Among those aged 55 years or more, the participation rate is slightly lower (16%).

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



This graph should be interpreted in conjunction with the data presented in Table F3 in Appendix 1.

Educational qualification

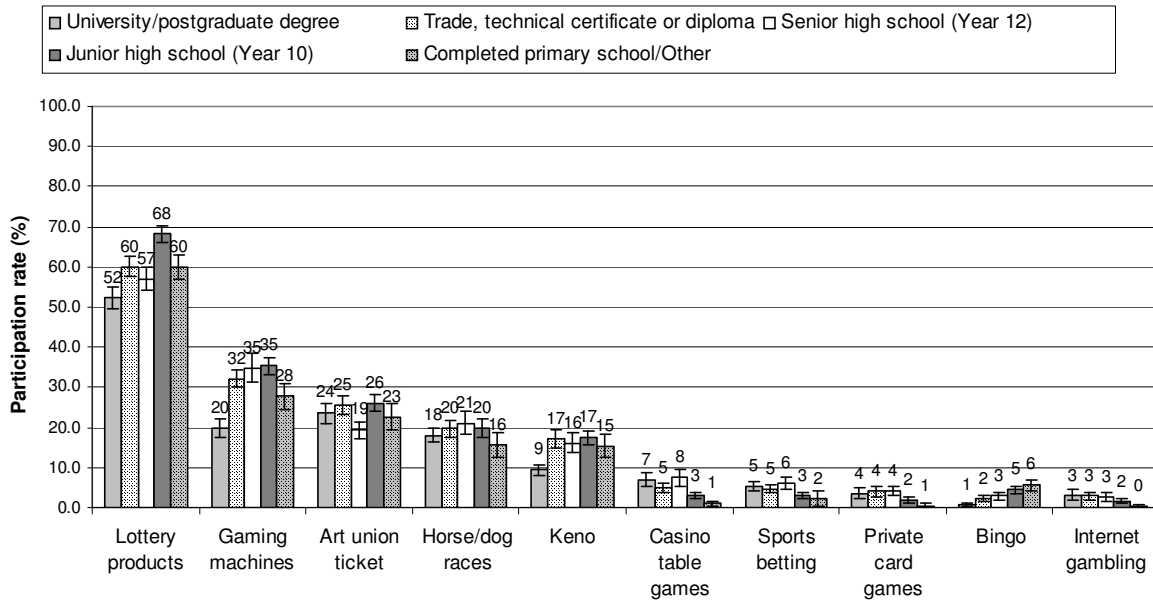
Figure 4 shows gambling activity participation rates by highest level of educational qualification. For some gambling activities, such as betting on horse or greyhound races, there was little difference between the educational attainment groups.

For Keno and gaming machines, the participation of those with a university degree or postgraduate qualifications was much lower than the participation of other groups.

- Only 20% of those who had attained a university/postgraduate degree had played gaming machines in the last 12 months. In contrast, gaming machines were played by about one third of those whose highest educational qualification was a trade, technical certificate or diploma, senior high school or junior high school.
- Only 9% of those who had attained a university/postgraduate degree had played Keno in the last 12 months. In contrast, Keno was played by over 16% of those whose highest educational qualification was a trade, technical certificate or diploma, senior high school or junior high school.

Lottery products were most popular among those whose highest level of educational qualification was junior high school (Year 10). Some 68% of those whose highest educational qualification was junior high school had purchased a lottery product, compared with 52% of those who had completed a university/postgraduate degree.

Figure 4 Participation in gambling activities in the last 12 months, by highest educational qualification



Note: 'Completed primary school/Other' includes those whose highest level of educational qualification was 'Completed primary school', 'Did not complete primary school', 'No schooling' and 'Other'. Approximately 9% of the Queensland adult population is in this group.

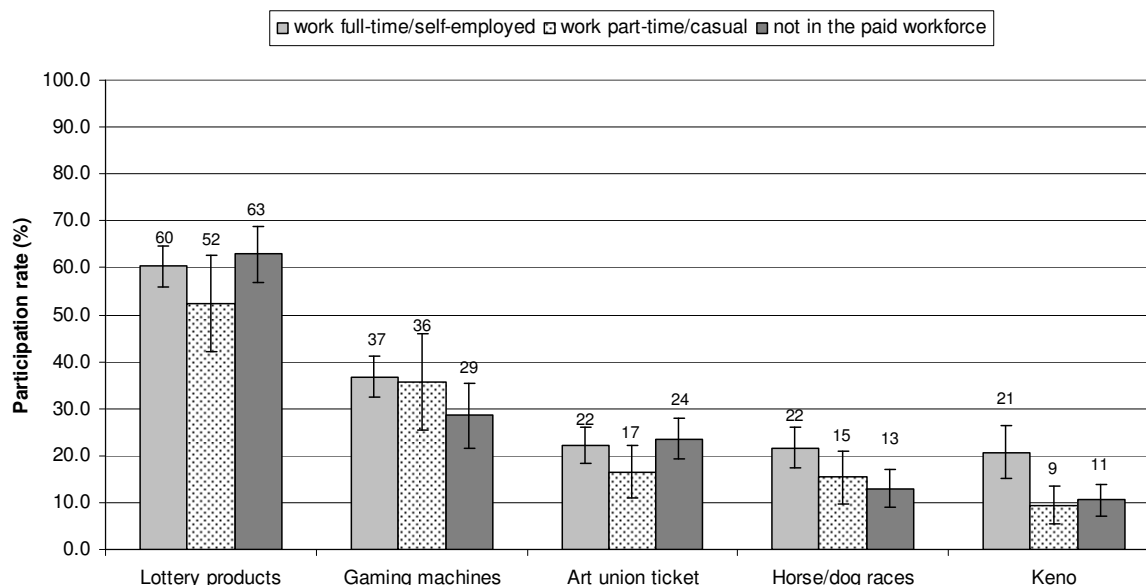
This graph should be interpreted in conjunction with the data presented in Table F4 in Appendix 1.

Work status

Figure 5 compares the gambling participation of those who worked full-time or were self employed, those who worked part-time or casual and those who were not in the paid workforce. Only the five most popular gambling activities are shown, as these had sufficient numbers of participants to produce reliable statistics.

Approximately 21% of full-time and self-employed workers had played Keno in the last 12 months. This was approximately twice the rate of participation of part-time and casual workers (9%) and those not in the paid workforce (11%).

Figure 5 Participation in gambling activities in the last 12 months, by work status



This graph should be interpreted in conjunction with the data presented in Table F5 in Appendix 1.

This was the first Queensland Household Gambling Survey in which employed people were also asked about the industry and occupation of their employment. Each of the industry and occupation groups has a small sample size. Because of the small sample sizes, the full results have not been presented in a graph and the results need to be interpreted with caution.

However, despite the small sample sizes, the survey results indicate some variation in participation in gaming machine gambling. Certain groups of employed people appear to have significantly higher participation in gaming machine gambling than the overall Queensland population participation rate of 31%.

- The gaming machine gambling participation rates in the following three industries were higher than in the overall population: accommodation and food services (58%); transport, postal and warehousing (57%) and retail trade (50%).
- In terms of occupation, the participation in gaming machine gambling was high among sales and service related workers (55%).

Personal income

Figure 6 shows gambling participation by personal annual income.

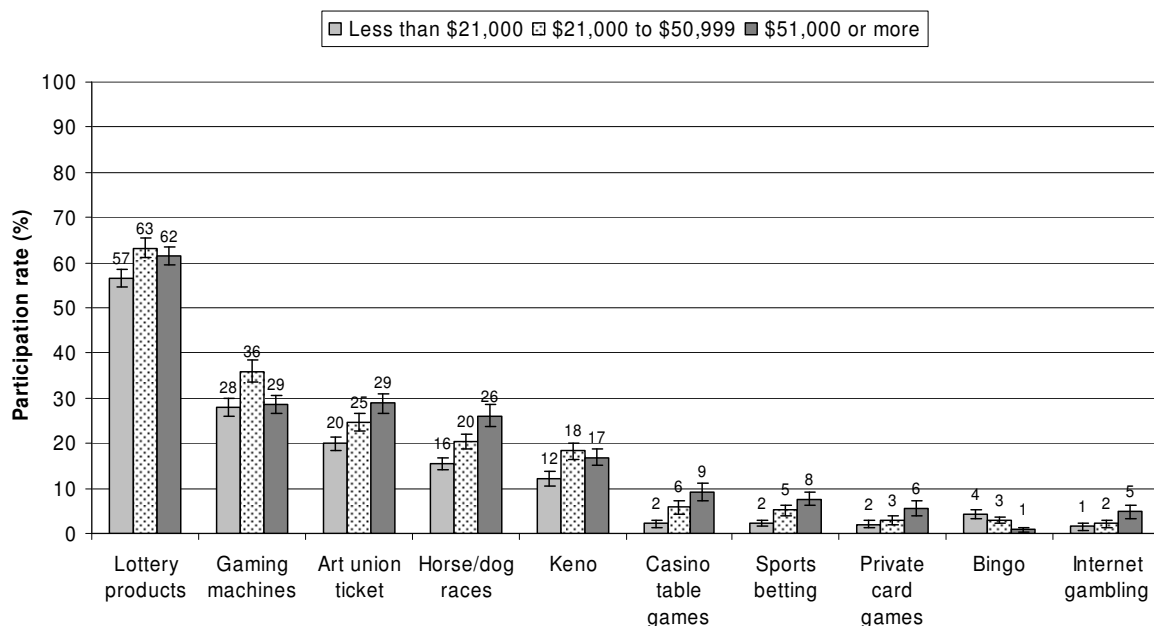
For several gambling activities, the likelihood of participating increases with a person's income. For example, casino table games were played by 2% of those with incomes less than \$21,000; 6% of those with incomes between \$21,000 and \$50,999 and 9% of those with incomes over \$51,000. Other gambling activities where participation increased with income were art union tickets, horse/dog races, sports betting, private card games and internet gambling.

Lottery products and Keno were less popular among those with incomes less than \$21,000. Some 57% of this lower income group had purchased a lottery ticket in the last 12 months, compared with over 62% of those on incomes greater than \$21,000. Only 12% of people with incomes less than \$21,000 had played Keno, compared with about 17% of those in higher income groups.

Gaming machine participation was highest (36%) among those with income between \$21,000 and \$51,000.

Bingo was the only gambling activity with highest level of participation in the lower income group. Some 4% of those with incomes less than \$21,000 had played bingo in the last 12 months, compared with only 1% of those with incomes greater than \$51,000.

Figure 6 Participation in gambling activities in the last 12 months, by personal income



Note: Approximately 10% of respondents either did not know their income or refused to provide this information in the survey. These respondents are not represented in Figure 6.

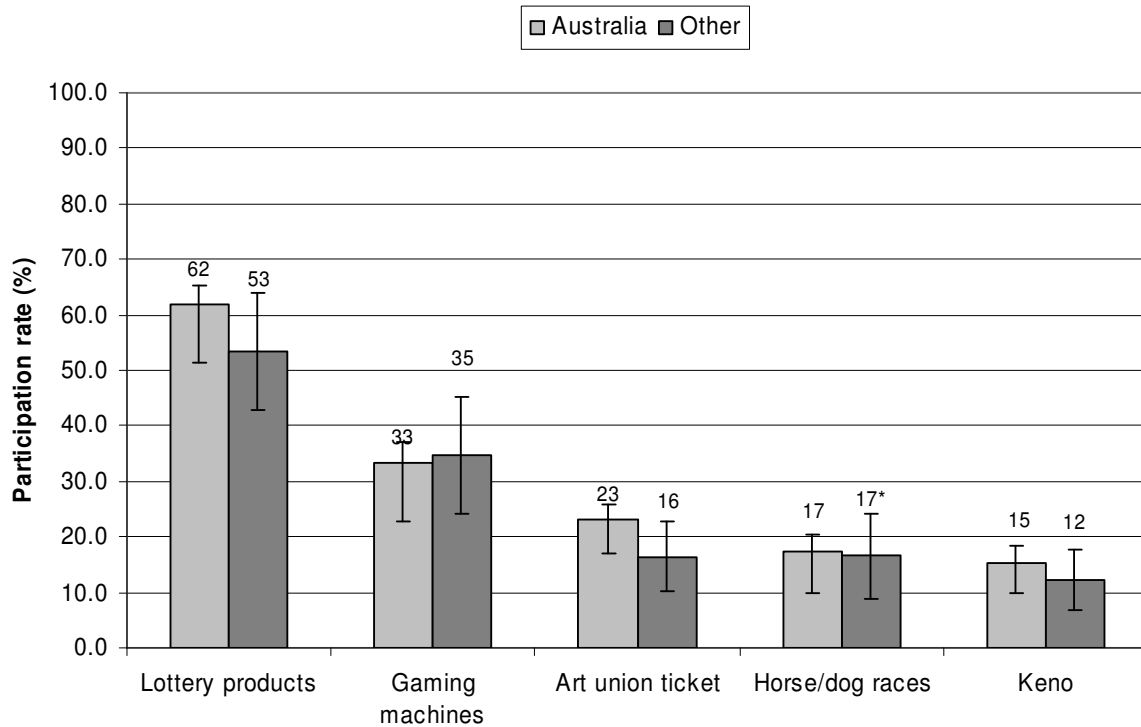
This graph should be interpreted in conjunction with the data presented in Table F6 in Appendix 1.

Country of birth

Figure 7 shows gambling activity participation by country of birth. Only the five most popular gambling activities are shown, as small sample sizes mean that the results for other gambling activities are less reliable.

In general, those who were born in Australia and those who were born overseas have similar participation in gambling.

Figure 7 Participation in gambling activities in the last 12 months, by country of birth



* Relative standard error exceeds 25%.

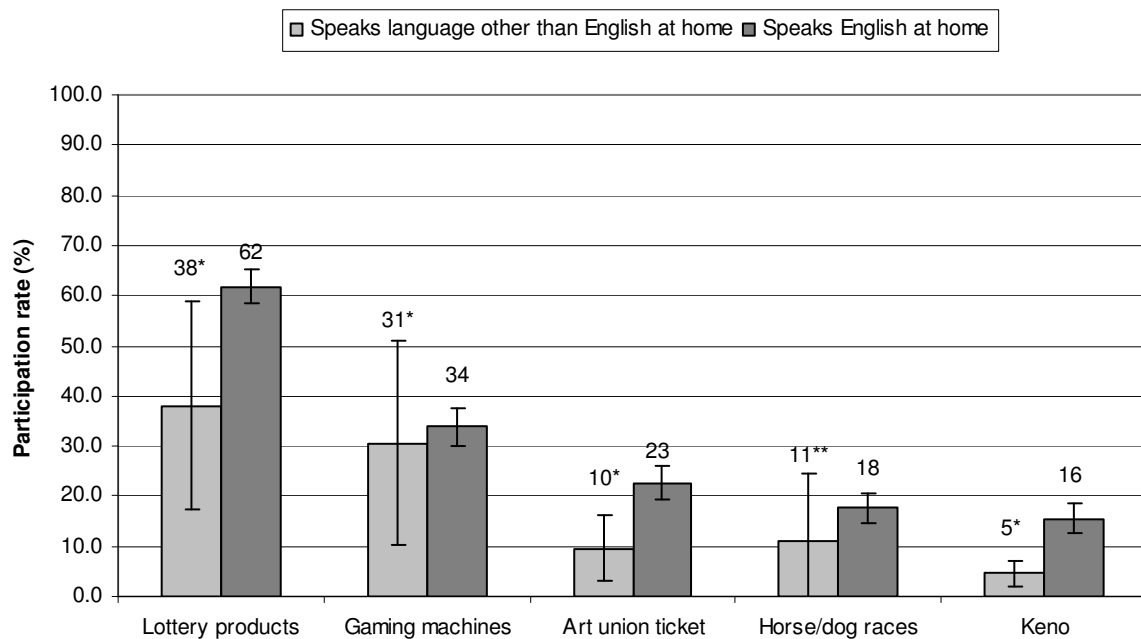
This graph should be interpreted in conjunction with the data presented in Table F7 in Appendix 1.

Language usually spoken at home

Figure 8 shows gambling activity participation by language usually spoken at home. Even for the five most popular gambling activities, these results need to be interpreted with caution because of the small sample numbers of people who speak a language other than English.

Lottery products, art union tickets and Keno appear to be more popular among those who speak English at home than among those who speak a language other than English.

Figure 8 Participation in gambling activities in the last 12 months, by language usually spoken at home



* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F8 in Appendix 1.

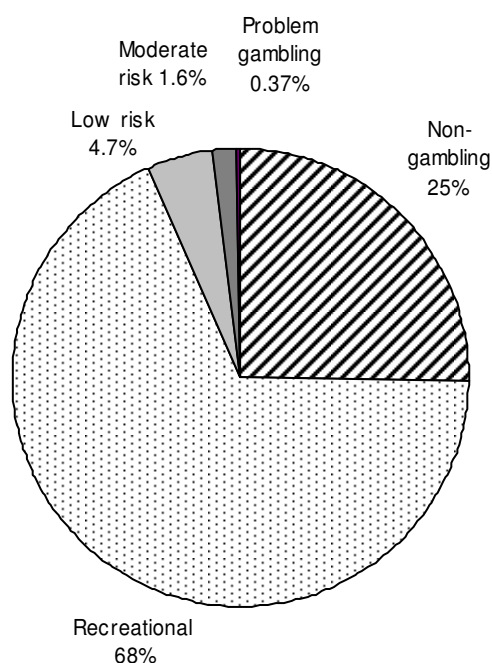
Gambling Groups

Like the previous surveys, the 2008–09 survey used the Canadian Problem Gambling Index (CPGI) to determine the gambling group of each survey respondent. The CPGI is described in the methodology section.

This section presents information about the prevalence of these gambling groups for the Queensland adult population. The estimated proportion of adults in each gambling group is presented in Figure 9.

This graph indicates that just over two thirds (68%) of adult Queenslanders fall into the recreational gambling group. The non-gambling group accounts for the second largest proportion of the population (25%). The low risk, moderate risk and problem gambling groups make up the balance of approximately 7% of the adult population. Some 0.37% of adult Queenslanders are problem gamblers.

Figure 9 Adult gambling group estimates: Queensland Household Gambling Survey

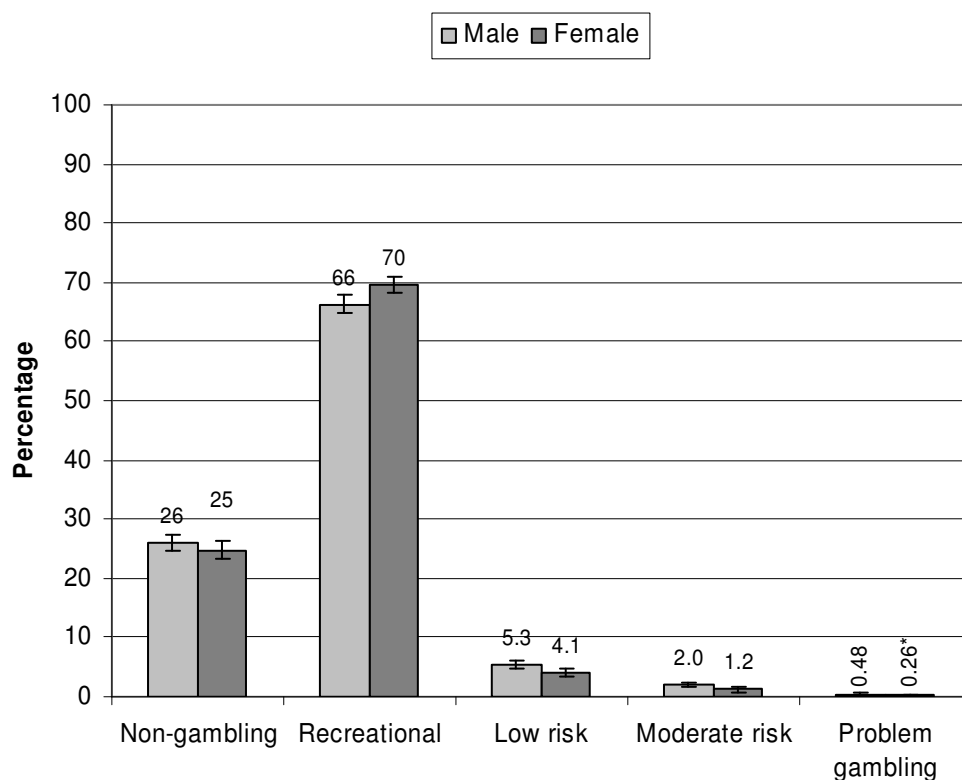


This graph should be interpreted in conjunction with the data presented in Table F9 in Appendix 1.

Gender

As outlined in Figure 10, there is little difference between males and females in terms of the prevalence of the gambling groups.

Figure 10 Gambling group prevalence by gender



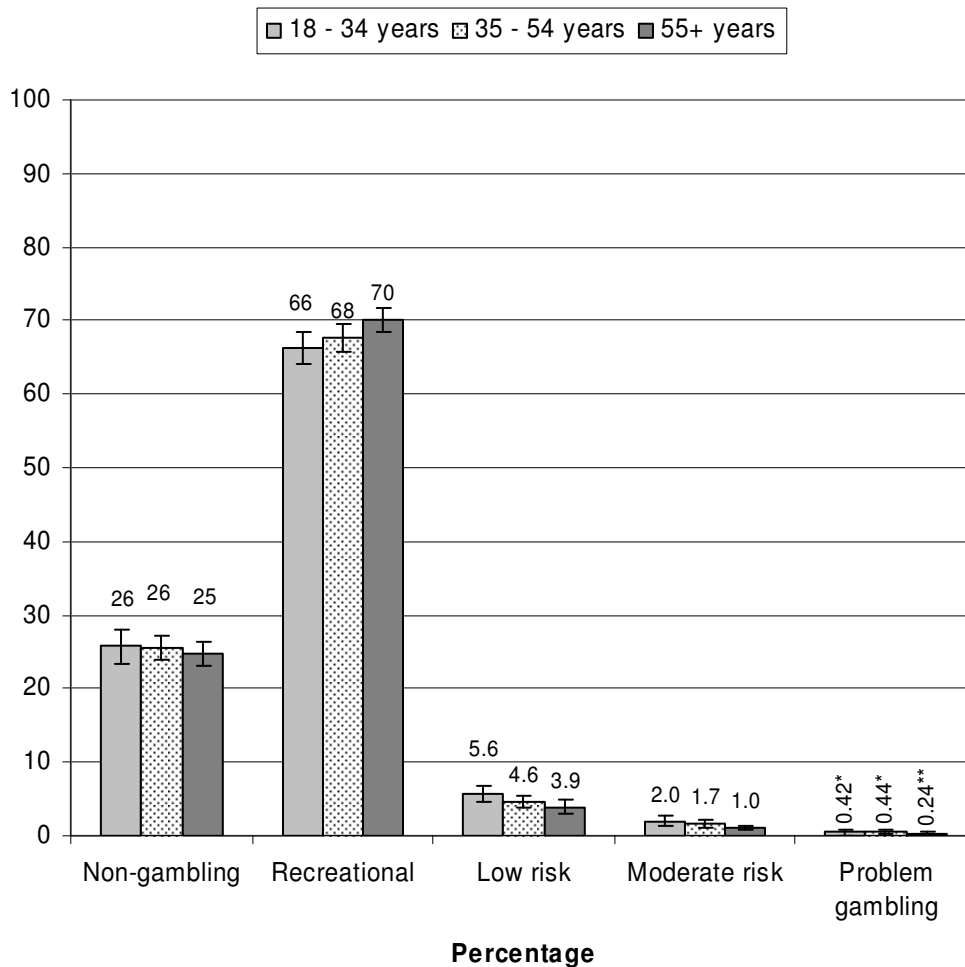
* Relative standard error exceeds 25%.

This graph should be interpreted in conjunction with the data presented in Table F10 in Appendix 1.

Age

Figure 11 shows the distribution across the gambling groups for three age groups. In all three age groups, the majority of people were recreational gamblers (66% of those aged 18–34 years, 68% of those aged 35–54 years and 70% of those aged 55 years or more).

Figure 11 Gambling group prevalence by age



* Relative standard error exceeds 25%.

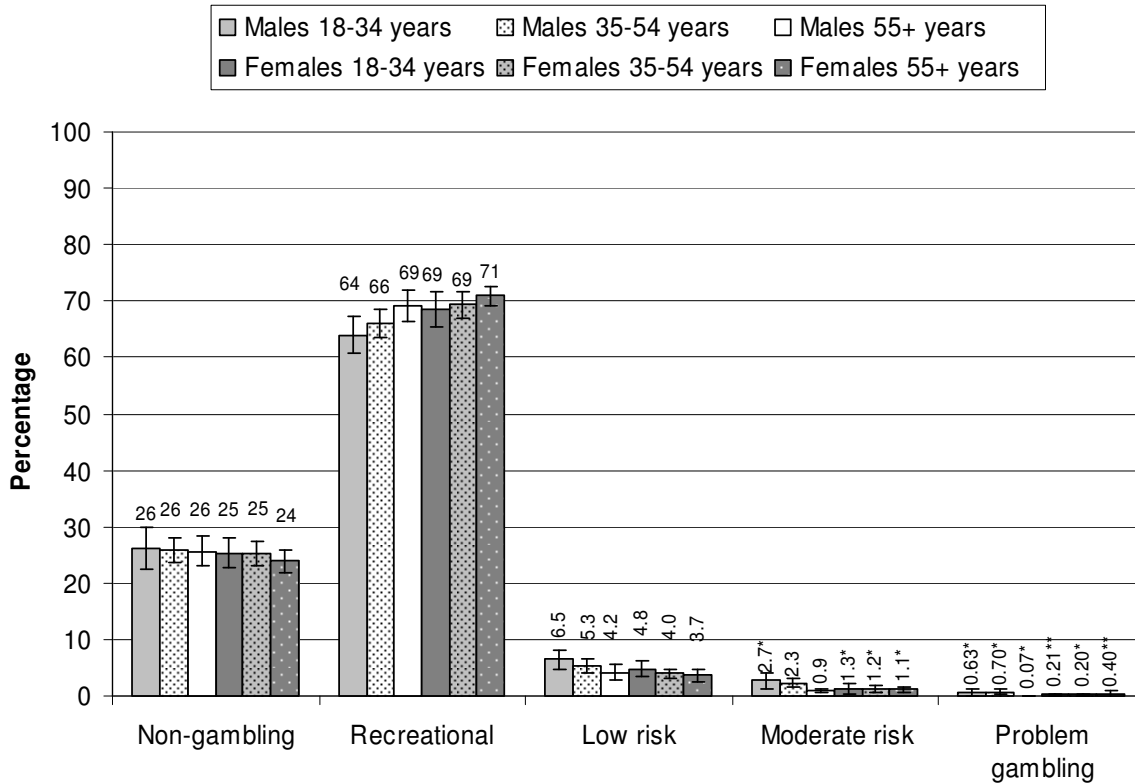
** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F11 in Appendix 1.

Age/gender combined

Figure 12 shows the prevalence of the gambling groups when the population is divided by both age and gender. The proportion of people in each of the gambling groups was generally similar among men and women of each age group.

Figure 12 Gambling group prevalence by age/gender



*

Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F12 in Appendix 1.

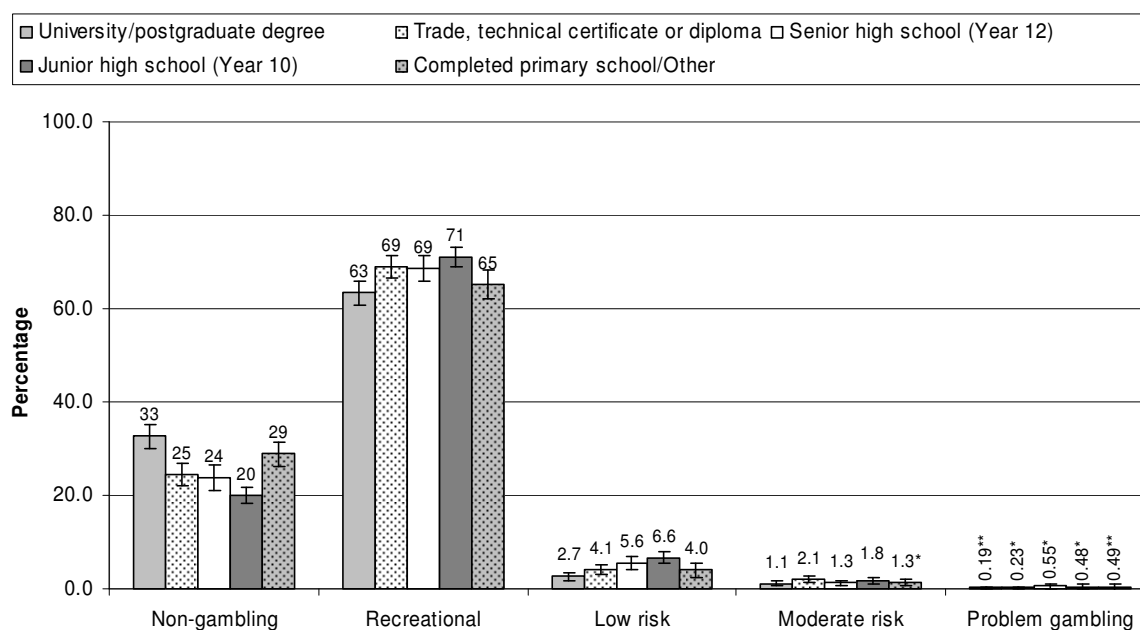
Educational qualification

Among those whose highest level of educational qualification is a university or postgraduate degree, about 63% were recreational gamblers. Recreational gamblers are a higher proportion (about 70%) of those whose highest educational qualification was a trade, technical certificate or diploma, senior high school or junior high school.

About 2.7% of those who have attained a university or postgraduate degree are low risk gamblers. There is a higher prevalence of low risk gambling among those whose highest level of educational qualification is senior high school or junior high school, among whom the prevalence rates of low risk gambling are 5.6% and 6.6% respectively.

A person's educational qualifications do not appear to have a significant bearing on their likelihood of being a moderate risk or problem gambler.

Figure 13 Gambling group prevalence by highest educational qualification



* Relative standard error exceeds 25%.

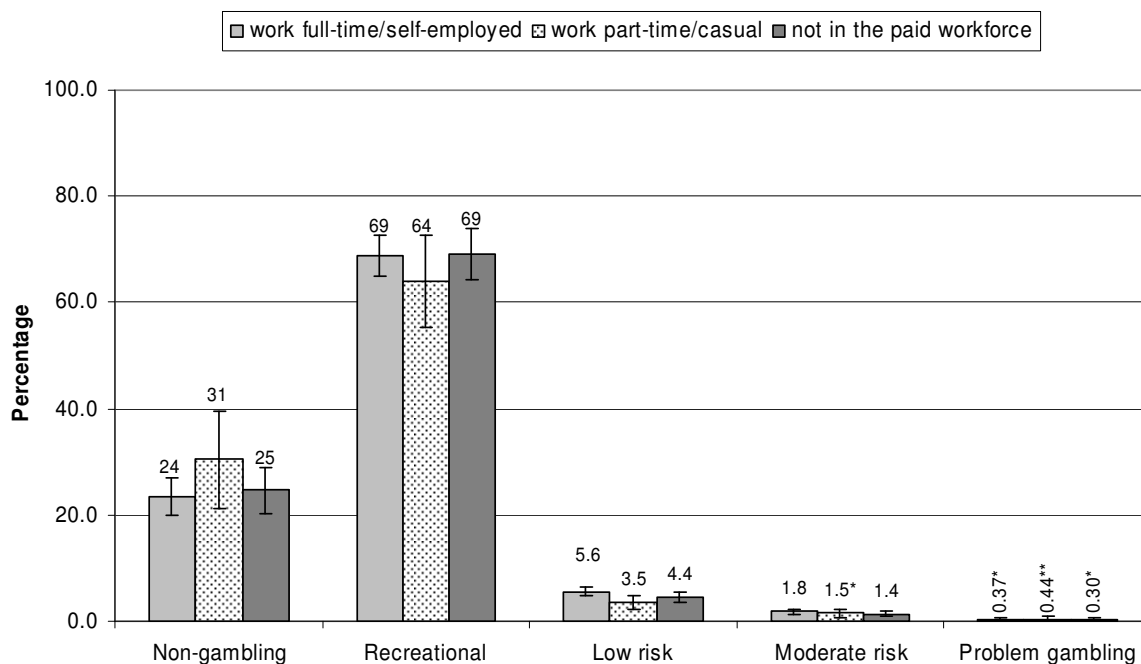
** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F13 in Appendix 1.

Work status

The likelihood of being in the low risk, moderate risk or problem gambling group is similar across the three workforce groups studied—working full-time/self employed, working part-time/casual and not in the paid workforce. Although those who are working part-time/casual appear to be somewhat less likely to gamble, this difference is not statistically significant.

Figure 14 Gambling group prevalence by work status



* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

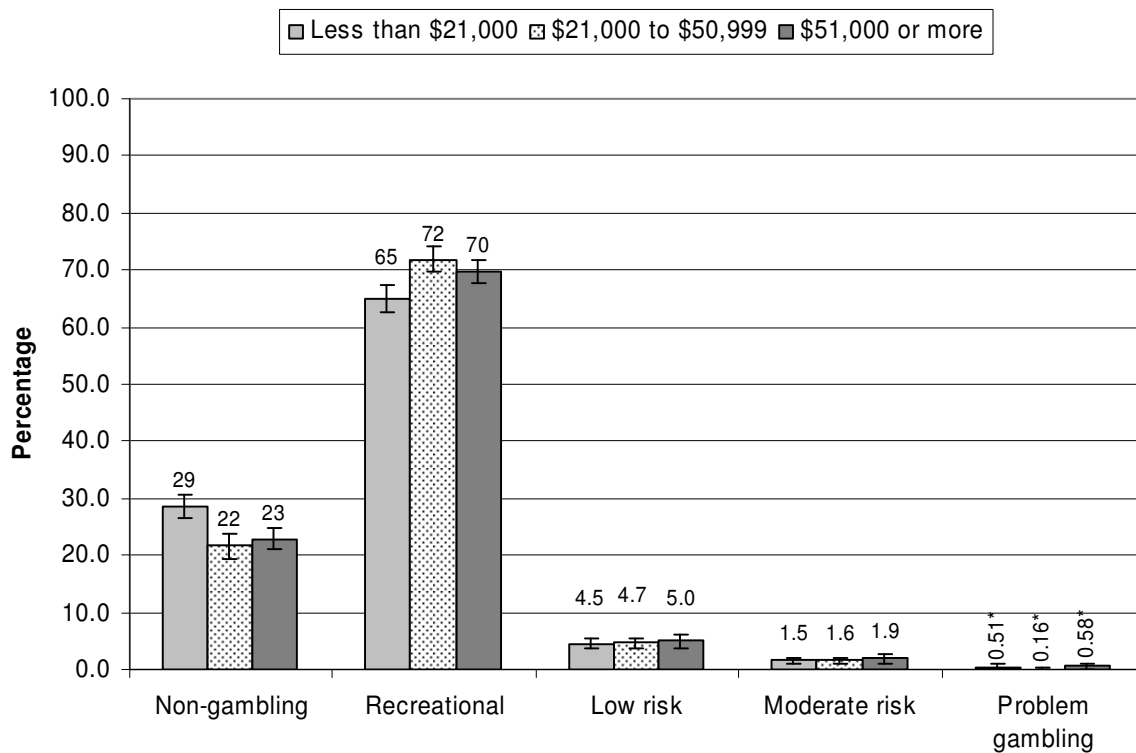
This graph should be interpreted in conjunction with the data presented in Table F14 in Appendix 1.

Personal income

Figure 15 provides a simple depiction of the relationship between a person's income and their likelihood of being in each of the gambling groups. In each of the three income groups studied, similar proportions of people are low risk, moderate risk and problem gamblers.

People whose personal annual income is less than \$21,000 are less likely to be recreational gamblers. Some 65% of those who earn less than \$21,000 are recreational gamblers, compared with 72% of those earning \$21,000–\$50,999 and 70% of those earning \$51,000 or more. Conversely, a higher proportion of those earning less than \$21,000 had not gambled in the last 12 months.

Figure 15 Gambling group prevalence by personal annual income



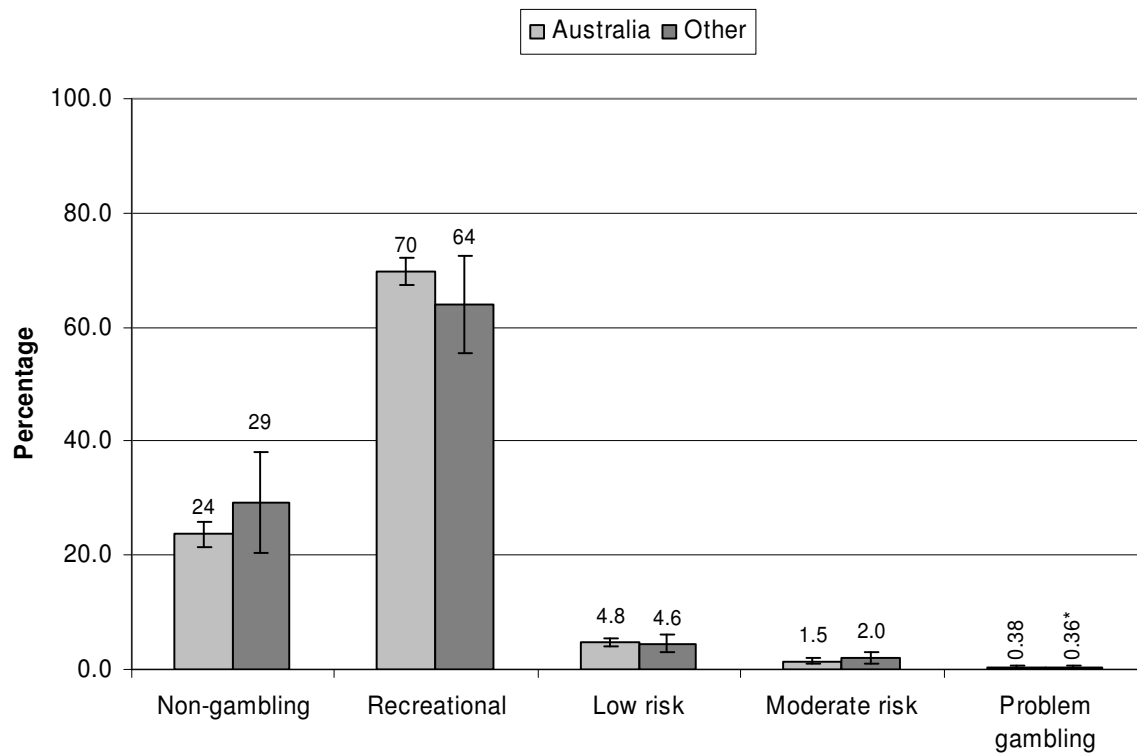
Note: Approximately 10% of respondents either did not know their income or refused to provide this information in the survey. These respondents are not represented in Figure 15.

This graph should be interpreted in conjunction with the data presented in Table F15 in Appendix 1.

Country of birth

As shown in Figure 16, the prevalence of each of the gambling groups is similar among those born in Australia and those born overseas.

Figure 16 Gambling group prevalence by country of birth



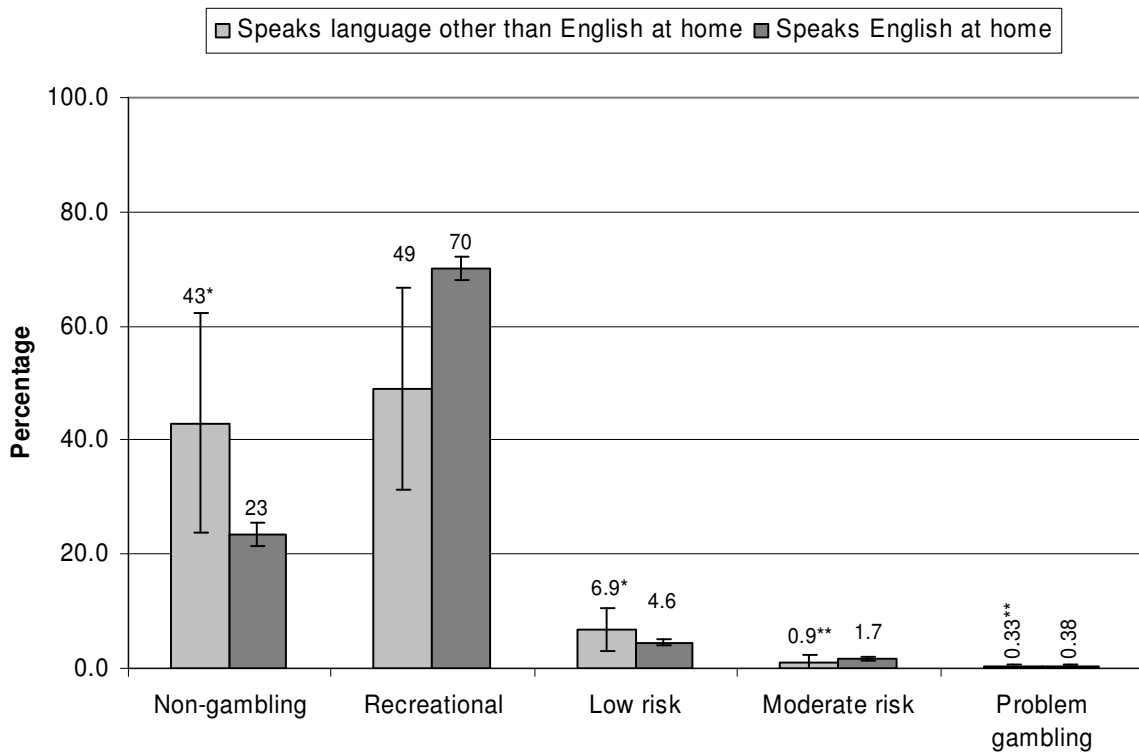
* Relative standard error exceeds 25%.

This graph should be interpreted in conjunction with the data presented in Table F16 in Appendix 1.

Language spoken at home

As shown in Figure 17, the survey indicates that those who speak English at home are more likely to be recreational gamblers than those who speak another language at home.

Figure 17 Gambling group prevalence by language spoken at home



* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F17 in Appendix 1.

Comparisons with 2001, 2003–04 and 2006–07

Gambling activities 2001, 2003–04, 2006–07 and 2008–09

The 2001 survey estimated that 85% of Queenslanders had gambled in the preceding 12 month period. In this survey, raffle tickets were included as a form of gambling and people who had only purchased raffle tickets were counted as 'gamblers'.

In 2003–04, 2006–07 and 2008–09 the definition of 'gambling' remained the same, and did not include raffle tickets. The percentage of people who had gambled in the preceding 12 months fell from 80% in 2003–04 to 75% in both 2006–07 and 2008–09.

For 2001, 2003–04, 2006–07 and 2008–09, Figure 18 shows the participation rates of adult Queenslanders in various gambling activities. In each survey, lottery products (including instant scratch-its, lotto and other lottery games) were the activity on which most Queensland adults gambled. The survey results indicate that the proportion of Queenslanders who purchased lottery products has fallen from 71% in 2001 to 60% in 2008–09.

Participation in gaming machine gambling has remained unchanged at approximately 30% of the adult population.

Art union tickets were purchased by approximately one quarter of Queenslanders in 2003–04, 2006–07 and 2008–09. In 2001, a single question asked about purchases of art union and/or raffle tickets, and so a comparable figure for the purchase of art union tickets is not available.

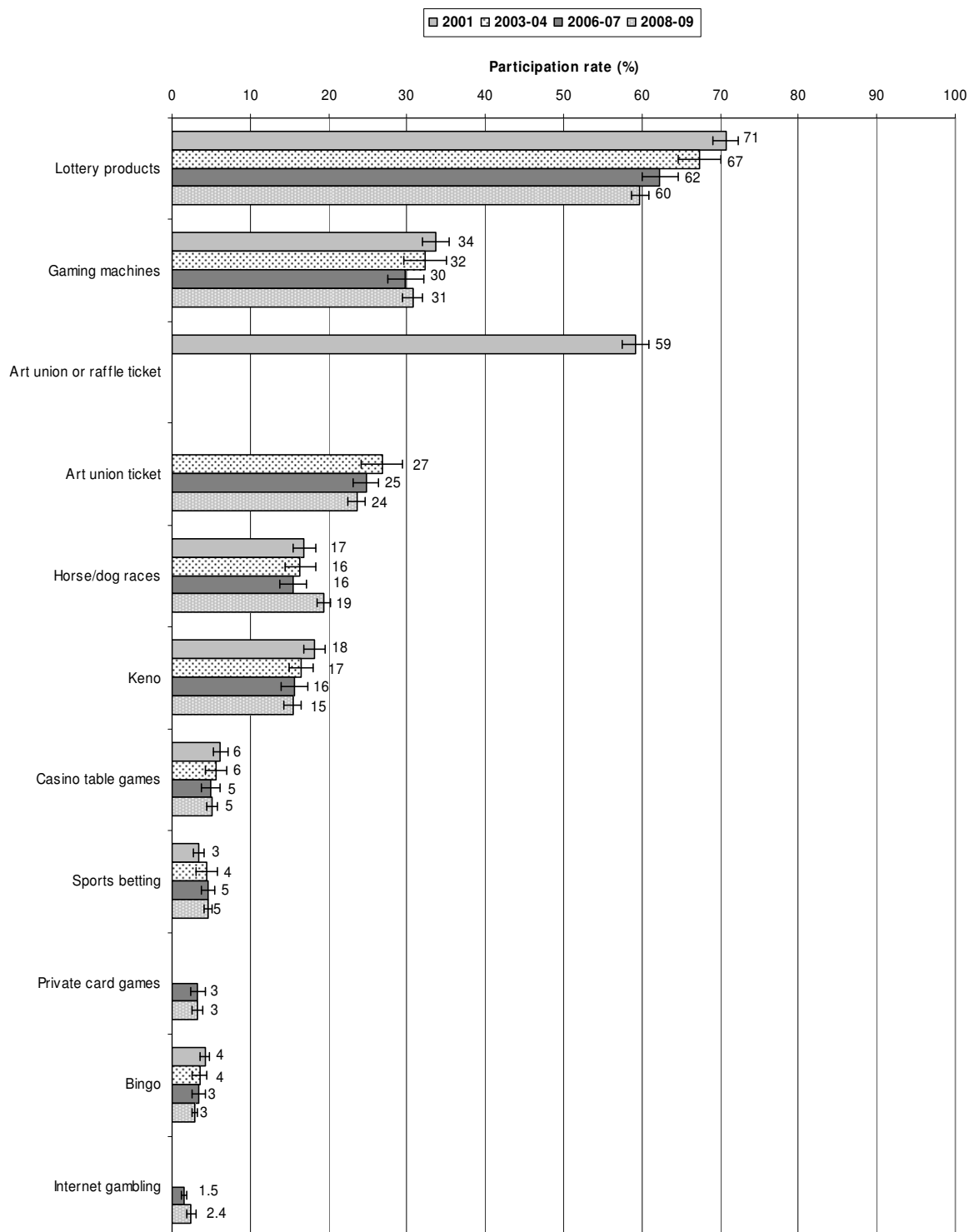
Because of the timing of the survey interviews in 2008–09, the participation rate for wagering on horse and greyhound racing may not be directly comparable with previous years. The 2008–09 survey interviews were conducted in two separate periods, called 'waves'. The proportion of people who had participated in betting on horse/dog races was higher in the first wave (22%) than in the second wave (17%). The first wave of interviews took place in November–December 2008, immediately following the Melbourne Cup. The second wave of interviews took place in February–March 2009. Respondents who only place bets once a year during November may have been more likely to recall these bets in wave 1 than in wave 2. The timing of the interviews in previous years means that an impact from seasonal betting is less likely.

Queenslanders' participation in keno has fallen slightly from 18% of the adult population in 2001 to 15% in 2008–09.

The results of the four surveys show that participation levels in casino table games, sports betting and bingo have remained unchanged at less than 6% of the Queensland adult population.

The survey questions about private card games and internet gambling were consistent in the 2006–07 and 2008–09 surveys. In both surveys approximately 3% of the population had played private card games for money. While the proportion of people who gamble on the internet has remained low, there was a small increase from 1.5% in 2006–07 to 2.4% in 2008–09.

Figure 18 Participation in gambling activities in the least 12 months, Queensland adult population, 2001, 2003–04, 2006–07 and 2008–09



This graph should be interpreted in conjunction with the data presented in Table 18 in Appendix 1.

Gambling groups 2001, 2003–04, 2006–07 and 2008–09

Data from the 2008–09 survey (Figure 19) indicate that approximately 0.37% of the Queensland adult population are in the problem gambling group. This is a slight decline from the 0.83% reported in the 2001 survey and is similar to the figure of 0.55% reported in the 2003–04 survey and the figure of 0.47% reported in the 2006–07 survey. Changes from previous surveys however are not statistically significantⁱⁱ.

The proportion of Queenslanders who are low risk gamblers has declined from 8.2% in 2001 to 4.7% in 2008–09.

The proportion of Queensland adults who are moderate risk gamblers has fallen slightly across all survey periods from 2.7% in 2001 to 1.6% in 2008–09.

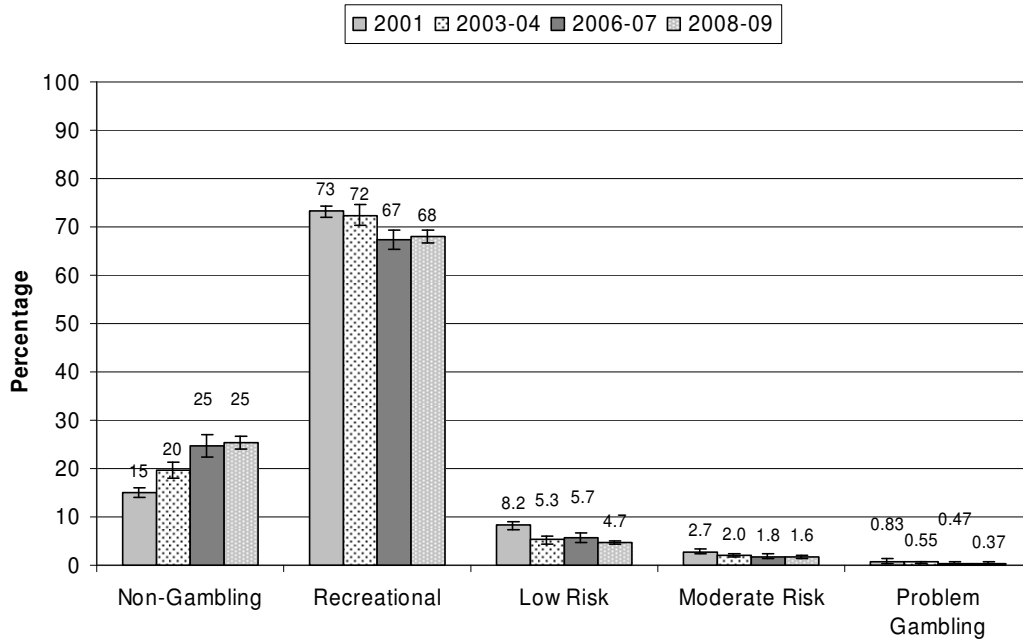
Between 2003–04 and 2006–07 there was a statistically significant change in the proportion of non-gamblers and recreational gamblers in the Queensland adult population. The proportion of Queensland adults in the non-gambling group increased from 20% in 2003–04 to 25% in both 2006–07 and 2008–09.

The increase in the proportion of non-gamblers from 2001 to 2003–04 should be interpreted with caution as the definition changed between 2001 and 2003–04. In 2001 people who had only purchased raffle tickets were identified as gamblers whereas in 2003–04, 2006–07 and 2008–09 those that had purchased only raffle tickets were identified as non-gamblers.

While there was no difference in the proportion of recreational gamblers between 2001 and 2003–04, the proportion had declined by the 2006–07 survey. The proportion of recreational gamblers reported in the 2001 survey was 73%, and in the 2003–04 survey was 72%. This has fallen to 67% in the 2006–07 survey and 68% in the 2008–09 survey.

ⁱⁱ Statistical significance is discussed in the methodology section.

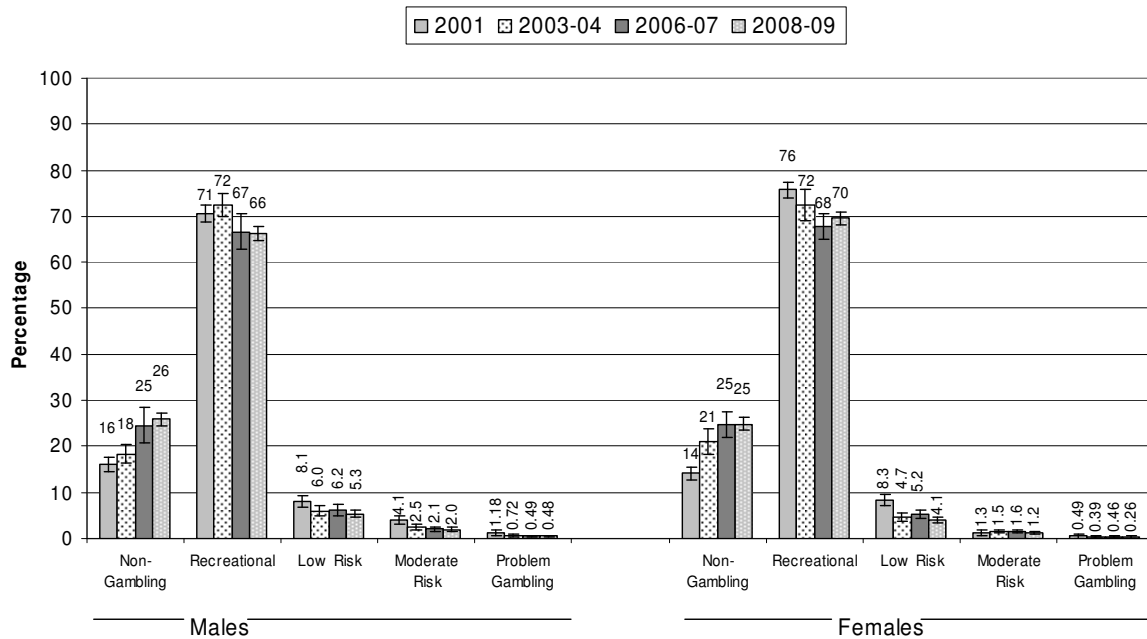
Figure 19 Comparison of gambling group prevalence, 2001, 2003–04, 2006–07 and 2008–09



This graph should be interpreted in conjunction with the data presented in Table F19 in Appendix 1.

For the 2001, 2003–04, 2006–07 and 2008–09 surveys, Figure 20 shows the prevalence of the gambling groups for males and females. In general, the changes over time have been similar for males and females.

Figure 20 Comparison of gambling group prevalence by gender - 2001, 2003–04, 2006–07 and 2008–09



This graph should be interpreted in conjunction with the data presented in Table F20 in Appendix 1.

Gambling behaviours

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

Participation in gambling activities

The proportion of each gambling group participating in each gambling activity is presented in Figure 21. Respondents were asked about their gambling participation in each activity over the previous 12 months.

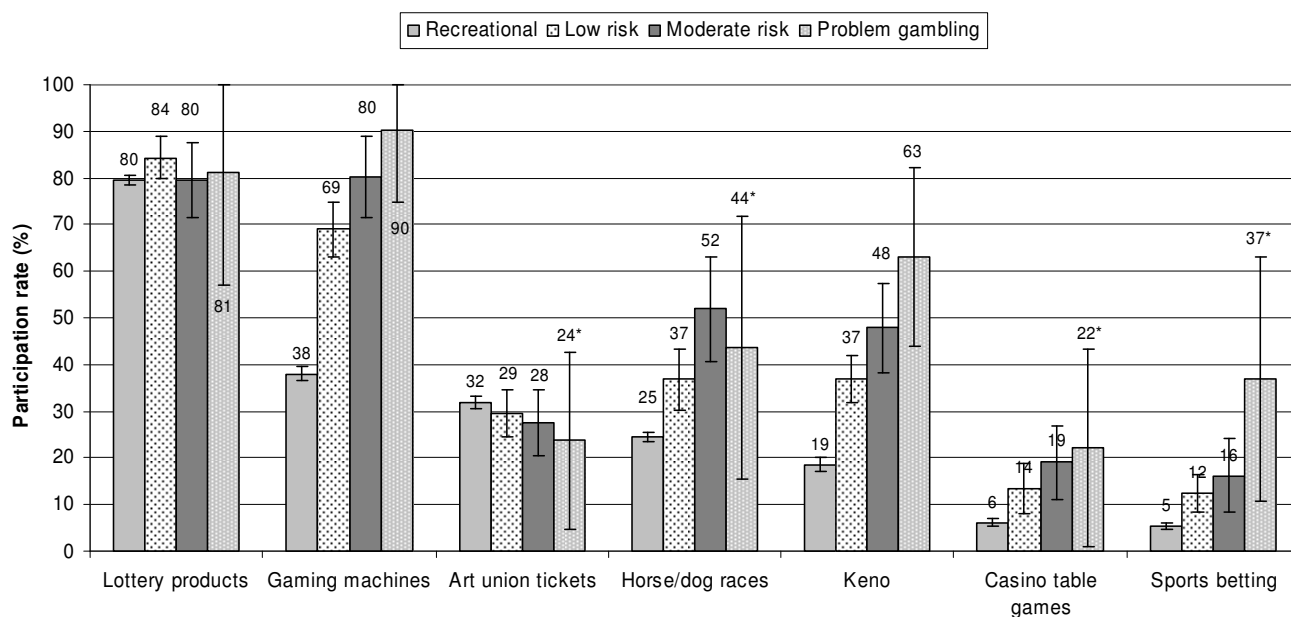
The participation rates in lottery products and art union tickets are similar across the recreational, low risk, moderate risk and problem gambling groups.

The most notable observation from Figure 21 is that for many gambling activities there are higher levels of participation among low risk, moderate risk and problem gamblers. Also, the small sample numbers in the problem gambling group have meant that the estimates for this group need to be interpreted with cautionⁱⁱⁱ.

High proportions of low risk (69%), moderate risk (80%) and problem gamblers (90%) had played gaming machines, compared with 38% of recreational gamblers. Participation rates for keno and sports betting were also higher for low risk, moderate risk and problem gamblers than for recreational gamblers.

In terms of wagering on horse or dog races and playing casino table games, participation was lower in the recreational gambling group than in the low risk and moderate risk gambling groups. The estimates for the problem gambling group are associated with a high level of sampling error and need to be interpreted with caution.

Figure 21 Participation rates for different gambling activities by gambling group



* Relative standard error exceeds 25%.

This graph should be interpreted in conjunction with the data presented in Table F21 in Appendix 1.

ⁱⁱⁱ See the methodology section for more information about statistical significance and sampling error.

Number of gambling activities

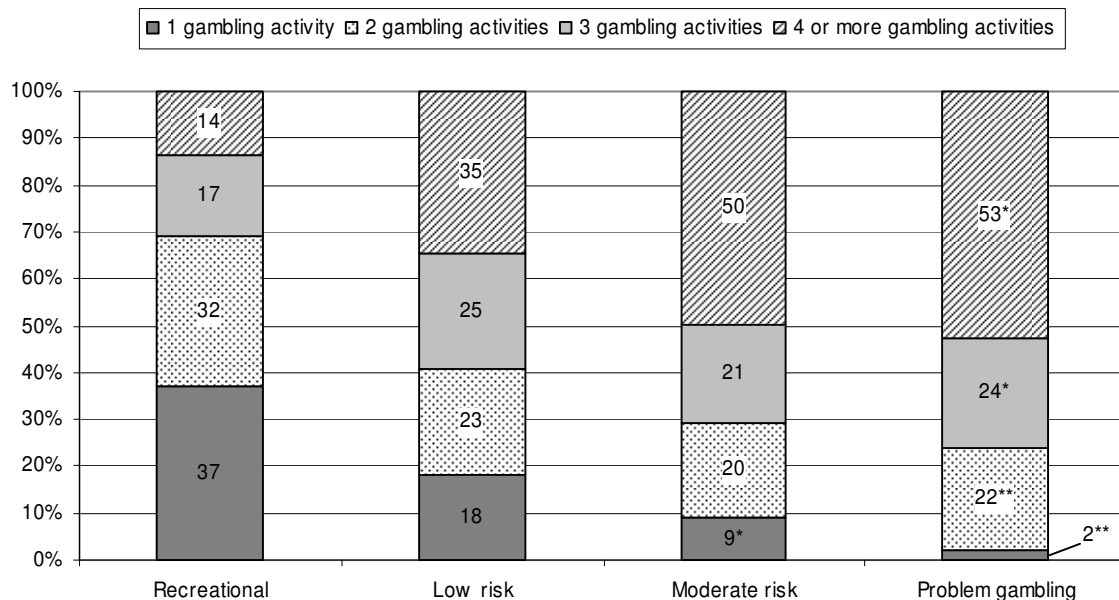
The tendency for higher participation rates in different types of gambling by the higher risk gambling groups is also reflected in Figure 22. This figure outlines the number of different types of gambling activities that gamblers have participated in.

About two thirds of recreational gamblers had participated in *more than one gambling activity*, compared with almost all moderate risk (91%) and problem gamblers (98%).

Only 31% of recreational gamblers had participated in *three or more gambling activities*, compared with more than 70% of moderate risk and problem gamblers.

Only a small proportion (14%) of the recreational gambling group participated in *four or more gambling activities*. In contrast, about half of moderate risk and problem gamblers had participated in four or more gambling activities.

Figure 22 Number of different gambling activities participated in by gambling groups



* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F22 in Appendix 1.

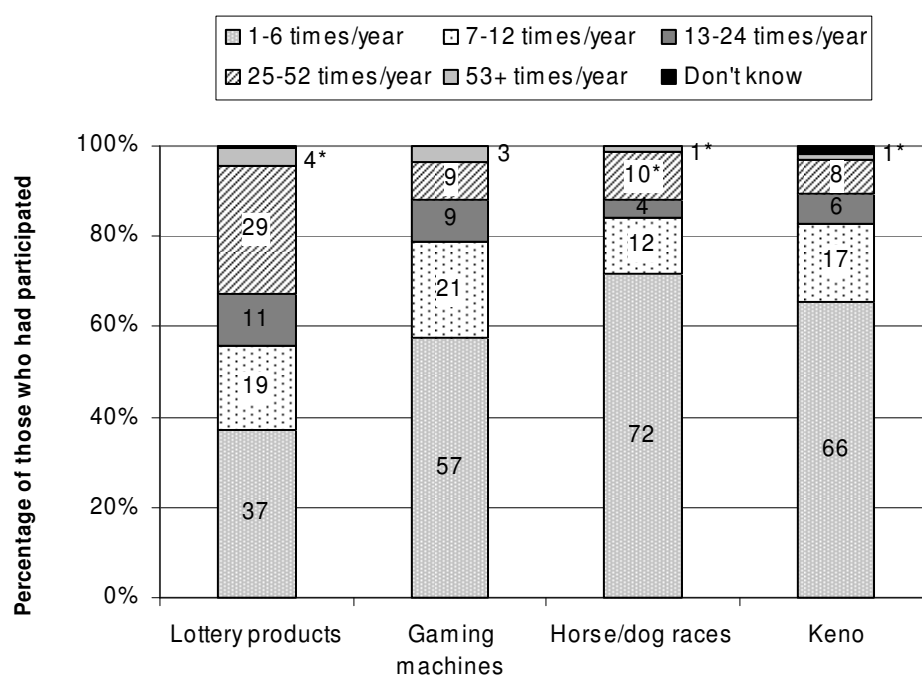
Frequency of gambling

Figure 23 outlines how frequently Queenslanders participated in gambling activities in the previous 12 months.

Most gamblers report that they have infrequently played gaming machines, played keno or wagered on horse or dog races. Over half (57%) of gaming machine users had played less than seven times in the previous 12 months. For keno and wagering on horse/dog races, about two thirds of gamblers had participated less than seven times in the previous year.

People tend to play lottery products on a more frequent basis than other major gambling activities. About 62% of lottery players had participated seven or more times during the year.

Figure 23 Frequency of participating in gambling activities during the last 12 months



* Relative standard error exceeds 25%.

Survey respondents were not asked to nominate their frequency of purchasing art union tickets. Small sample sizes prevented the publication of the frequency of participation in other forms of gambling. This graph should be interpreted in conjunction with the data presented in Table F21 in Appendix 1.

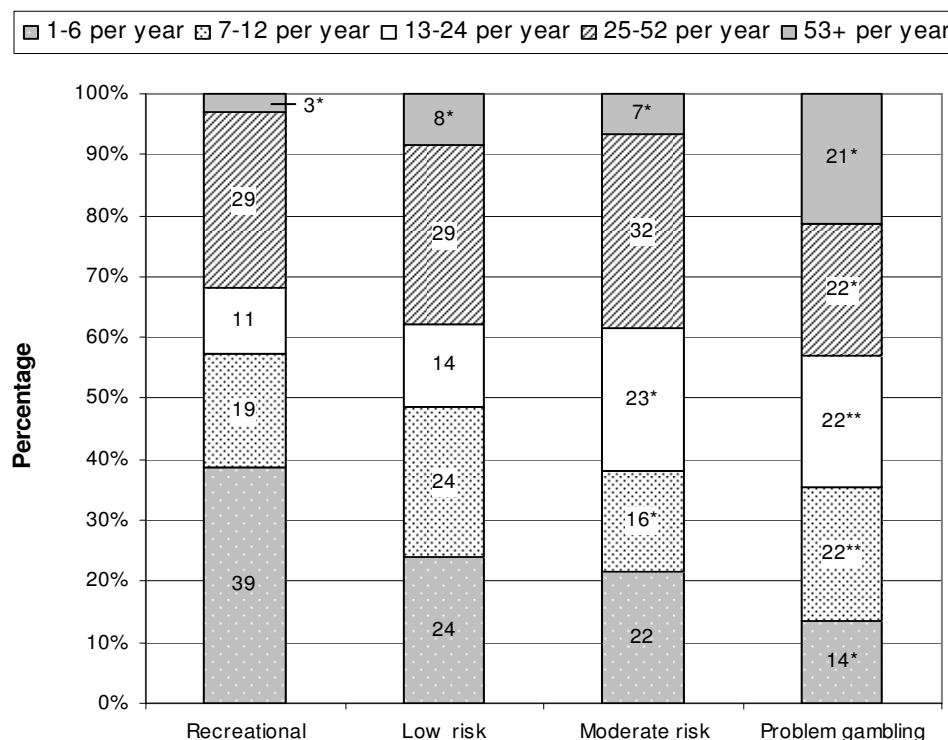
Frequency of participation in lottery products and gaming machines by the gambling groups is presented in Figures 24a and 24b. These two forms of gambling had sufficient sample sizes to produce reliable figures.

In terms of the frequency of purchasing lottery products, the gambling groups are generally fairly similar. As shown in Figure 24a, less than a quarter of low risk, moderate risk and problem gamblers purchase lottery products less than seven times per year. A higher proportion of recreational gamblers (39%) purchased lottery products less than seven times per year.

Of particular interest is the tendency for higher frequency of participation in gaming machines in the higher risk gambling groups. This is demonstrated in Figure 24b. Approximately half of the problem gambling group used gaming machines more than 52 times per year. This compares to just 18% of moderate risk gamblers, 3% of low risk gamblers and 2% of recreational gamblers.

Although not shown in a graph, the results indicate similar patterns for wagering on horse and greyhound races. Of those recreational gamblers that had bet on races, about three quarters had placed bets less than seven times in the year. In contrast, of the moderate risk gamblers who had placed bets, only 39% had placed bets less than seven times in the year.

Figure 24a Lottery products: Frequency of session by gambling group and gambling activity

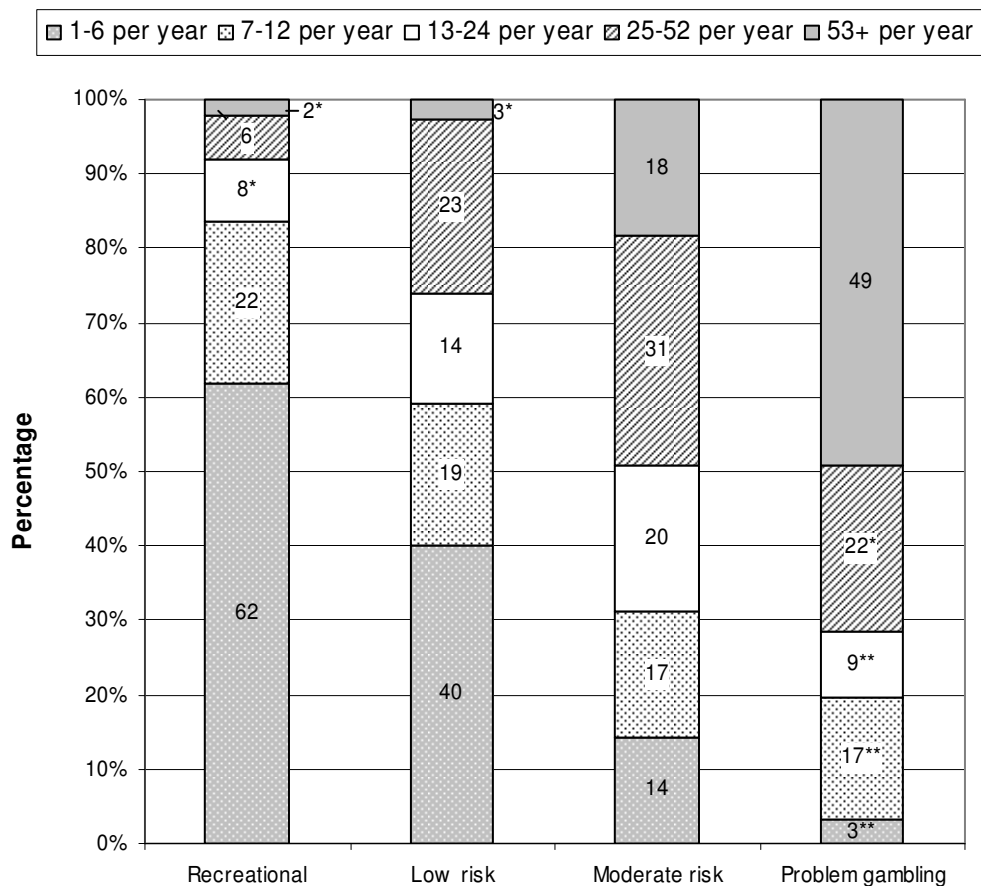


* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F24 in Appendix 1.

Figure 24b Gaming machines: Frequency of session by gambling group and gambling activity



* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F24 in Appendix 1.

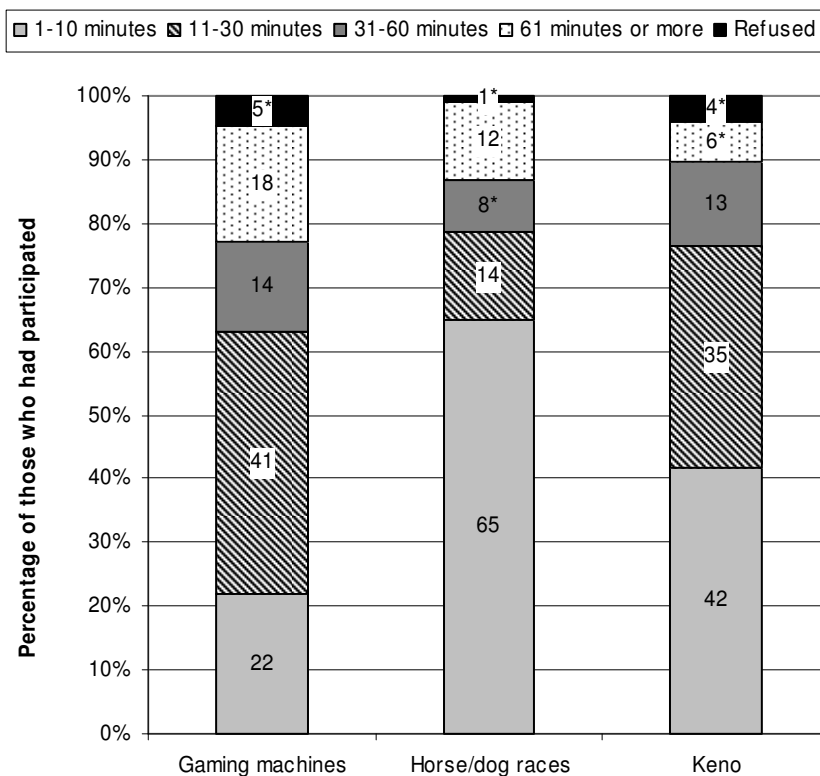
Duration of Gambling Sessions

Respondents who played gaming machines were asked how many hours and minutes they normally spent each time they played. As shown in Figure 25, 22% usually played for 10 minutes or less and a further 41% played for between 11 and 30 minutes.

Of those who had wagered on horse or greyhound races, almost two thirds (65%) normally spent 10 minutes or less preparing and placing their bets.

Some 42% of Keno players normally played for 10 minutes or less, and 35% played for between 11 and 30 minutes.

Figure 25 Usual duration of session by gambling activity



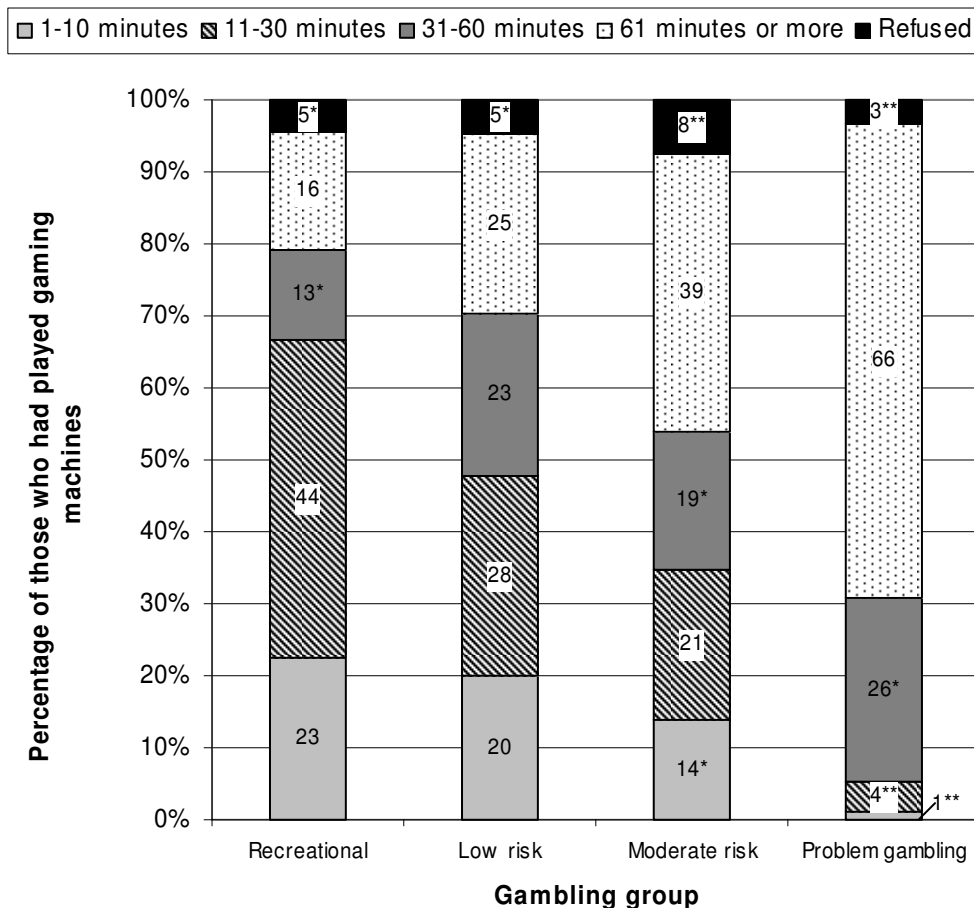
* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F25 in Appendix 1.

Figure 26 shows that of those in the problem gambling group who play gaming machines, about two thirds usually play for sessions lasting longer than one hour. Also, 39% of moderate risk gamblers usually play gaming machines for sessions of more than one hour. In contrast, only 16% of recreational gamblers usually play gaming machines for longer than an hour.

Figure 26 Usual duration of gaming machine session by gambling group



* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F26 in Appendix 1.

Problem gambling behaviours and consequences

The Canadian Problem Gambling Index (CPGI) screening tool consists of nine questions. The first five questions are about gambling behaviours that may be associated with problem gambling. The remaining four questions are about possible consequences of problem gambling.

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

In Figure 27, the distribution of responses by each gambling group is presented. This presentation provides a good picture of the different ways in which the various groups responded to the nine CPGI questions. By definition all recreational gamblers answered never to all questions.

Examination of the responses reveals that almost all problem gamblers (99%) had felt guilty about their gambling at some time in the previous 12 months. Indeed, about two thirds of problem gamblers reported feeling guilty 'often' or 'always'.

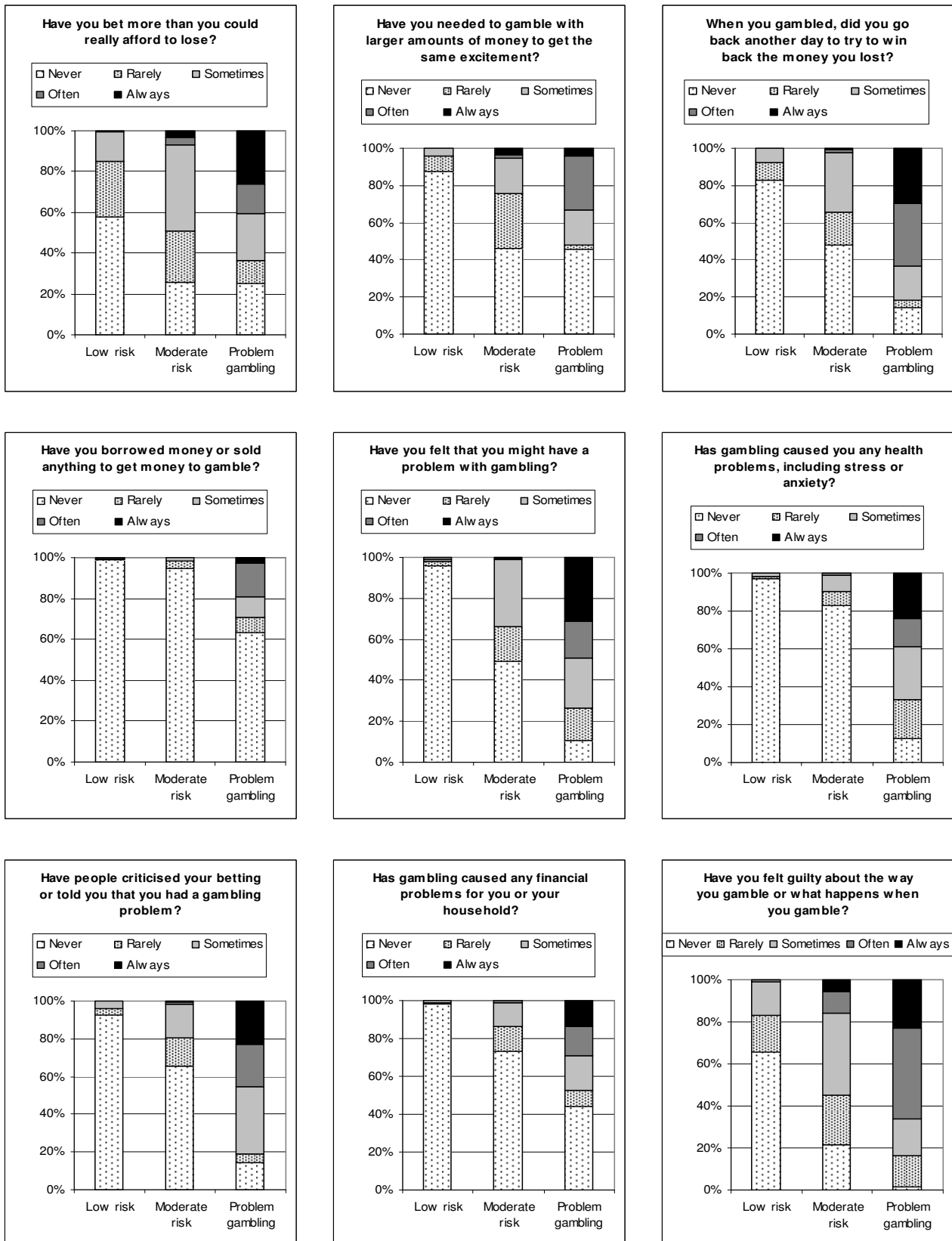
Five other gambling issues had been experienced by a large majority of the problem gambling group. Some 89% of problem gamblers had felt that they had a problem with gambling and 86% had been either told by others they had a gambling problem or been criticised for their gambling. In terms of gambling behaviours, about three quarters of problem gamblers had bet more than they could afford to lose. Chasing losses, or going back the next day to win back money they had lost, was reported by 86% of problem gamblers. As a consequence of their gambling, 88% of problem gamblers had experienced health problems.

The gambling issues more likely to be reported by moderate risk gamblers were betting more than they could really afford to lose (74%) and feeling guilty about their gambling (78%). Also, about half of moderate risk gamblers had needed to gamble larger amounts of money to get the same feeling of excitement, gone back the next day to win back money they had lost and felt that they had a problem with gambling.

Most of the gambling issues had only been experienced by a small minority of low risk gamblers. The gambling issues most likely to be reported by low risk gamblers were betting more than they could really afford to lose (42%) and feeling guilty about their gambling (34%).

Figure 27 Frequency of gambling issues in the last 12 months, by gambling group – Canadian Problem Gambling Index (CPGI) screening questions

Each question begins with ‘In the last 12 months, have you ...’



This graph should be interpreted in conjunction with the data presented in Table F27 in Appendix 1.

Activities that simulate gambling

The survey included questions about participation in three types of games that don't involve spending money, but are similar to popular forms of gambling:

- gambling simulation or free casino games on the internet
- gambling simulation games on a Play Station, X-box, computer or similar device
- poker at a pub or club.

Respondents were asked how often they had played each of these three types of game in the last 12 months. Overall, less than one in 10 adults had played each of these games. Of those who had played these games, most reported participating 'rarely' or 'sometimes'.

Table 3: Participation in activities that simulate gambling: Queensland adult population

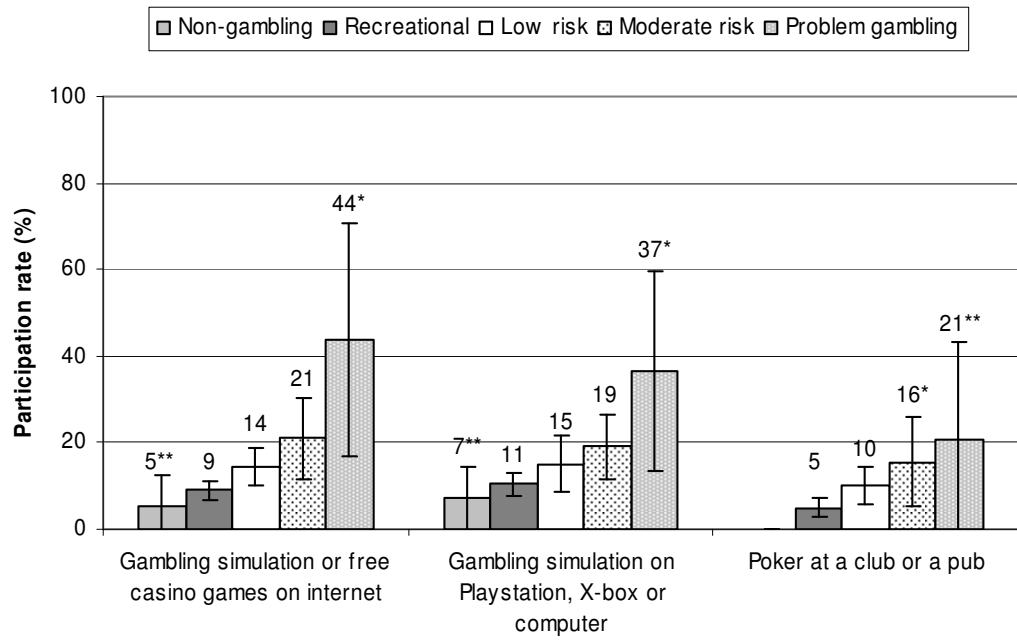
Activity that simulates gambling	Participation rate Total Queensland adult population
Gambling simulation or free casino games on the internet	9%
Gambling simulation games on a Play Station, X-box, computer or similar device	10%
Poker at a pub or club	4%

This graph should be interpreted in conjunction with the data presented in Table T3 in Appendix 1.

As the participation in these activities is generally low, participation rates in particular population subgroups are associated with high levels of sampling variability and need to be interpreted with caution. However, the survey results do provide some indication about how participation in these activities may be related to a person's gambling group and their age/gender.

As shown in Figure 28, the survey results indicate that participation in these simulated gambling games may be related to participation in gambling. For example, less than 10% of non-gamblers and recreational gamblers had played gambling simulation or free casino games on the internet. In contrast, 44% of problem gamblers had played this type of game.

Figure 28 Participation in activities that simulate gambling, by gambling group



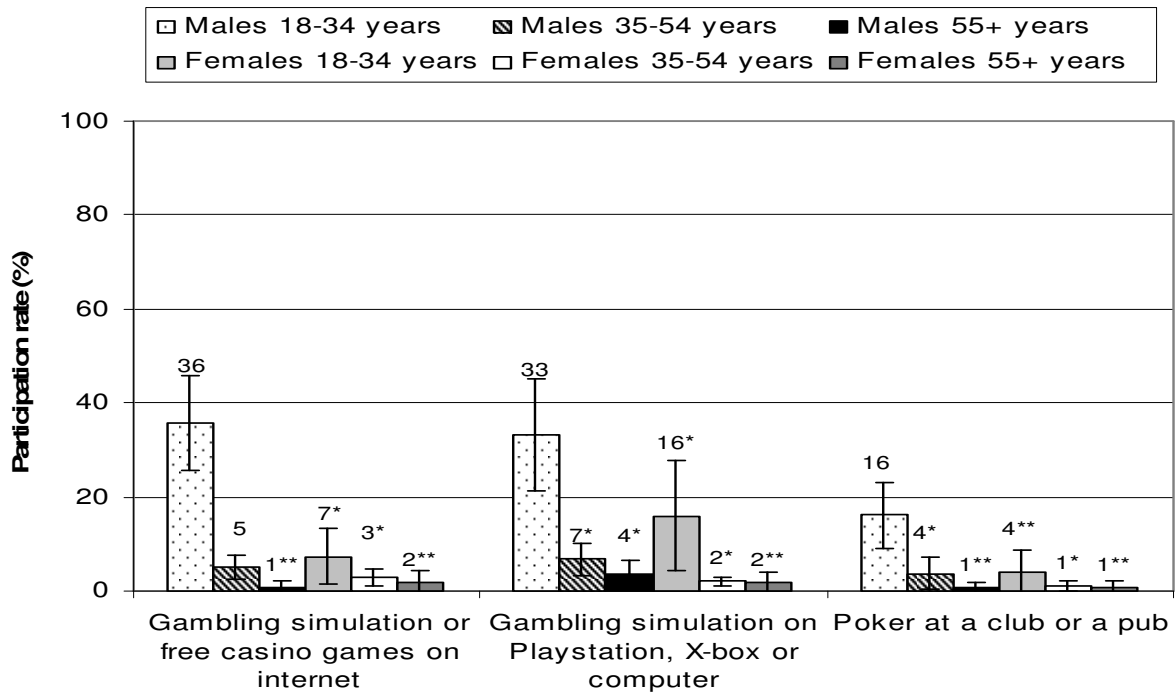
* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F28 in Appendix 1.

Younger men are more likely than others in the Queensland adult population to participate in activities that simulate gambling. Approximately one third of men aged 18-34 years have played gambling simulation or free casino games on the internet—a much higher participation rate than for men aged 35 years or more, or for women in any age group. Also, about 16% of men aged 18-34 years played poker at a pub or club. Again, this was higher than the level of participation in other groups.

Figure 29 Participation in activities that simulate gambling, by age and gender



* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

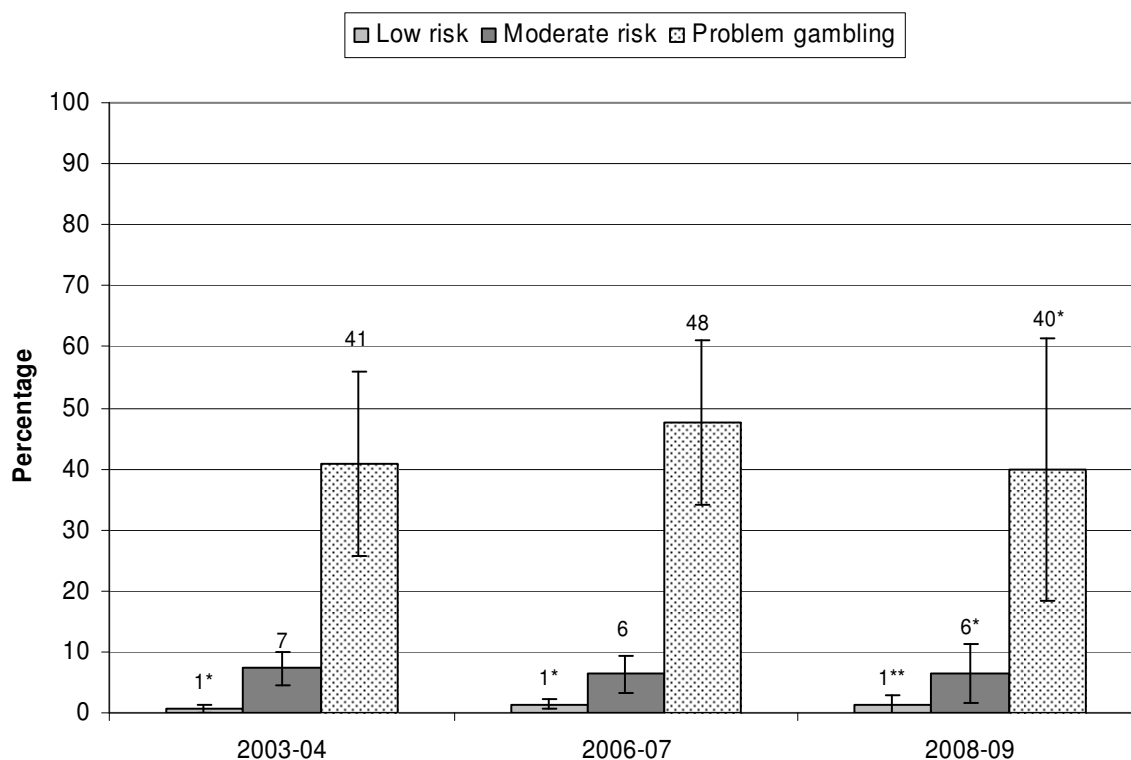
This graph should be interpreted in conjunction with the data presented in Table F29 in Appendix 1.

Help-seeking behaviour

A number of questions in the 2008–09 survey asked low risk, moderate risk and problem gamblers about help-seeking for gambling-related problems. Figure 30 outlines the proportion of each group who had wanted help for problems related to gambling and Figure 31 outlines the proportion of each group who had actually tried to get help.

As the sample size in 2008–09 was smaller than in previous years, the 2008–09 estimates need to be interpreted with caution. However, the 2003–04 and 2006–07 results have been included in order to show that the 2008–09 results are consistent with those found previously. Across the three survey periods, the problem gambling group has had the highest levels of wanting help for gambling related problems. Also, the proportion of problem gamblers who have wanted help for gambling problems has been higher than the proportion who had actually sought any form of help.

Figure 30 Proportion of people who had wanted help for problems related to their gambling in the last 12 months, 2003–04, 2006–07 and 2008–09

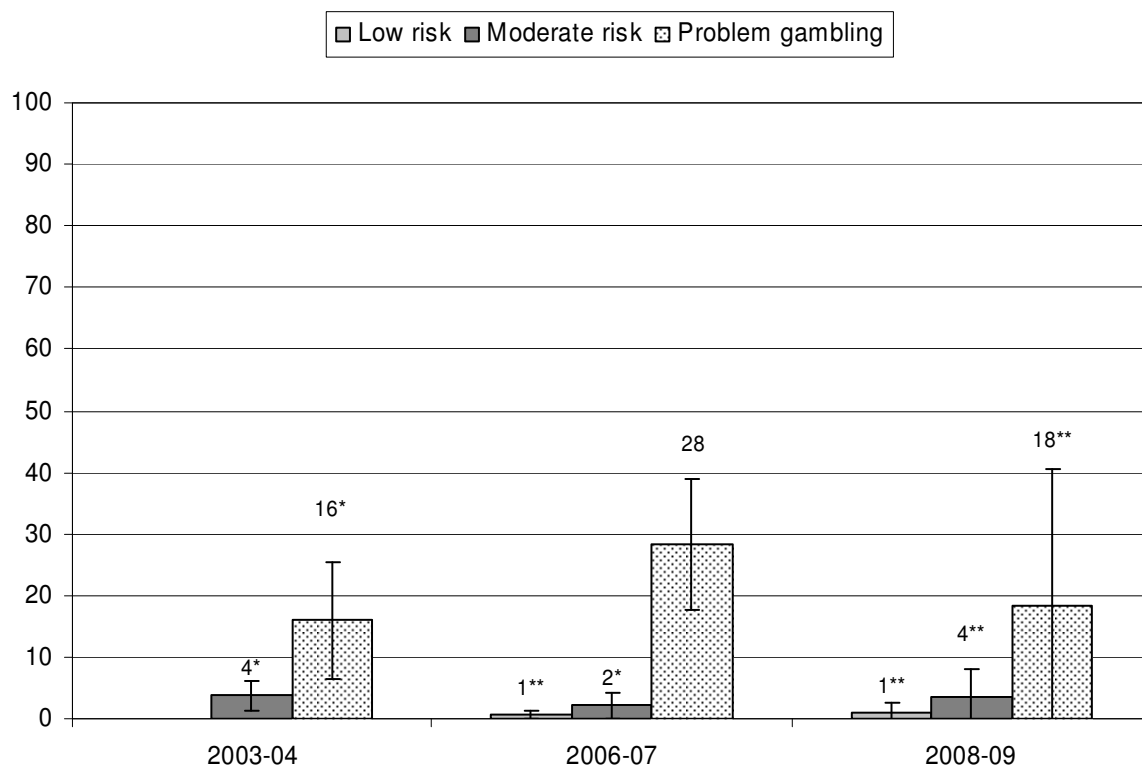


* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F30 in Appendix 1.

Figure 31 Proportion of people who had tried to get any sort of help for problems related to their gambling in the last 12 months, 2003–04, 2006–07 and 2008–09



* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

This graph should be interpreted in conjunction with the data presented in Table F31 in Appendix 1.

Profiles of gambling groups

This chapter provides a demographic profile for each of the five gambling groups. For comparative purposes, the profiles of each group are presented alongside Queensland adult population data.

Non-gambling group

After the recreational gambling group, the non-gambling group is the second largest portion of the adult population. Approximately one quarter of the Queensland adult population (798,000 persons) had not gambled in the last 12 months.

The characteristics of the non-gambling group are profiled in Table 4.

- In terms of age and gender, the composition of the non-gambling group is very similar to the Queensland adult population as a whole.
- People with a university/postgraduate degree made up about one quarter of the non-gambling group, compared with 19% of the overall population.
- Junior high school (Year 10) was the highest level of educational attainment of 18% of the non-gambling group. A slightly higher proportion of the overall population (22%) said that their highest level of attainment was Year 10.
- Compared with the overall population, people earning less than \$21,000 were slightly over-represented in the non-gambling group, and people earning between \$21,000 and \$50,999 were slightly under-represented.
- Smoking was much less prevalent in the non-gambling group (12%) than in the overall adult population (20%).

Table 4 Key demographic characteristics of the non-gambling group compared to the total adult population

	Demographic characteristics	Non-gambling group	Adult population estimates	Statistically significant difference
Gender	male	50.1%	49.0%	No
	female	49.9%	51.0%	No
	TOTAL	100.0%	100.0%	
Age	18–34 years	31.5%	31.0%	No
	35–54 years	38.1%	37.8%	No
	55+ years	30.4%	31.1%	No
	TOTAL	100.0%	100.0%	
Work Status	work full-time	38.8%	41.8%	No
	work part-time or on a casual basis	23.9%	19.8%	No
	not in the paid workforce	37.3%	38.3%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	university/postgraduate degree	24.9%	19.3%	Yes
	trade, technical certificate or diploma	27.0%	27.9%	No
	senior high school (Year 12)	20.5%	21.8%	No
	junior high school (Year 10)	17.6%	22.3%	Yes
	completed primary school/other ^a	10.0%	8.7%	No
TOTAL	100.0%	100.0%		
Personal Annual Income	less than \$21,000	38.7%	34.3%	Yes
	\$21,000 to \$50,999	28.4%	33.1%	Yes
	\$51,000 or more	20.6%	22.7%	No
	don't know/refused	12.3%	9.8%	
TOTAL	100.0%	100.0%		
Smoking	smoker	11.8%	19.7%	Yes
	non-smoker	88.2%	80.3%	Yes
	TOTAL	100.0%	100.0%	

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

The data in this table should be interpreted in conjunction with Table T4 in Appendix 1 which provides an expanded demographic profile of the non-gambling group.

Recreational gambling group

The survey indicates that 68% of the adult Queensland population (2.14 million people) are recreational gamblers. This group of people are those who score zero in the CPGI questionnaire. They are unlikely to have experienced any negative impacts from their gambling activity.

Since the recreational gambling group represents about two thirds of the Queensland adult population, it is not surprising that this group very closely reflects the population overall. While there are some statistically significant differences between the recreational gambling group and the overall population, the sizes of the differences are generally small.

Table 5 Demographic characteristics of the recreational gambling group compared to the total adult population

	Demographic characteristics	Recreational gambling group	Adult population estimates	Statistically significant difference
Gender	male	47.8%	49.0%	Yes
	female	52.2%	51.0%	Yes
	TOTAL	100.0%	100.0%	
Age	18–34 years	30.2%	31.0%	Yes
	35–54 years	37.7%	37.8%	No
	55 + years	32.1%	31.1%	Yes
	TOTAL	100.0%	100.0%	
Work Status	work full-time	42.3%	41.8%	No
	work part-time or on a casual basis	18.7%	19.8%	No
	not in the paid workforce	39.0%	38.3%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	university/postgraduate degree	18.0%	19.3%	Yes
	trade, technical certificate or diploma	28.3%	27.9%	No
	senior high school (Year 12)	22.0%	21.8%	No
	junior high school	23.4%	22.3%	No
	completed primary school/other ^a	8.4%	8.7%	No
	TOTAL	100.0%	100.0%	
Personal Annual Income	less than \$21,000	32.7%	34.3%	Yes
	\$21,000 to \$50,999	35.1%	33.1%	Yes
	\$51,000 or more	23.2%	22.7%	No
	don't know/refused	9.0%	9.8%	
TOTAL	100.0%	100.0%		
Smoking	smoker	20.5%	19.7%	No
	non-smoker	79.5%	80.3%	No
	TOTAL	100.0%	100.0%	

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

The data in this table should be interpreted in conjunction with Table T5 in Appendix 1 which provides an expanded demographic profile of the recreational gambling group.

Low risk gambling group

There are approximately 148,000 Queenslanders (4.7% of the adult population) who can be described as low risk gamblers. These are people who are not likely to have experienced adverse consequences of gambling, but may be at risk of experiencing problems. In response to the CPGI questions, they responded 'never' to most of the adverse consequences of gambling and problem gambling behaviours. They had one or two 'rarely', 'sometimes' or 'often' responses.

There are some differences between the low risk group and the Queensland adult population.

- Some 55% of low risk gamblers were males, compared with 49% of the overall population.
- Low risk gamblers are younger than the overall population. About 37% of low risk gamblers were aged 18–34, compared with 31% of the overall population.
- A university or postgraduate degree was the highest level of educational attainment of 11% of low risk gamblers. In the overall population, about 19% of people had a university or postgraduate degree.
- Junior high school (Year 10) was the highest level of educational attainment of almost one third of the low risk gambling group. A slightly lower proportion of the overall population (22%) said that their highest level of attainment was Year 10.
- Almost 40% of low risk gamblers were smokers. This was about twice the prevalence rate of the overall population.

Table 6 Demographic characteristics of the low risk gambling group compared to the total adult population

	Demographic characteristics	Low risk gambling group	Adult population estimates	Statistically significant difference
Gender	male	55.3%	49.0%	Yes
	female	44.7%	51.0%	Yes
	TOTAL	100.0%	100.0%	
Age	18–34 years	37.1%	31.0%	Yes
	35–54 years	37.0%	37.8%	No
	55+ years	25.9%	31.1%	No
	TOTAL	100.0%	100.0%	
Work Status	work full-time	49.7%	41.8%	No
	work part-time or on a casual basis	14.7%	19.8%	No
	not in the paid workforce	35.6%	38.3%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	university/postgraduate degree	11.1%	19.3%	Yes
	trade, technical certificate or diploma	24.6%	27.9%	No
	senior high school (Year 12)	25.8%	21.8%	No
	junior high school	31.2%	22.3%	Yes
	completed primary school/other ^a	7.4%	8.7%	No
	TOTAL	100.0%	100.0%	
Personal Annual Income	less than \$21,000	32.8%	34.3%	No
	\$21,000 to \$50,999	32.8%	33.1%	No
	\$51,000 or more	24.2%	22.7%	No
	don't know/refused	10.3%	9.8%	
	TOTAL	100.0%	100.0%	
Smoking	smoker	39.5%	19.7%	Yes
	non-smoker	60.5%	80.3%	Yes
	TOTAL	100.0%	100.0%	

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

The data in this table should be interpreted in conjunction with Table T6 in Appendix 1 which provides an expanded demographic profile of the low risk gambling group.

Moderate risk gambling group

The moderate risk gambling group accounts for some 1.6% of adult Queenslanders or approximately 50,000 persons. This group was identified in the survey as those persons who scored between 3 and 7 on the CPGI. Included are persons who engage in gambling to a degree at which they may be at a moderate risk of experiencing gambling-related problems. Table 7 presents a profile of demographic characteristics of the moderate risk gambling group.

- Some 62% of moderate risk gamblers are male.
- Only 20% of moderate risk gamblers are aged 55 years or more. In contrast, 31% of the Queensland adult population are aged 55 years or more.
- A university or postgraduate degree was the highest level of educational attainment of 13% of moderate risk gamblers. In the overall population, about 19% of people had a university or postgraduate degree.
- Moderate risk gamblers are much more likely to smoke (46%) than the general population (20%).

Table 7 Demographic characteristics of the moderate risk gambling group compared to the total adult population

	Demographic characteristics	Moderate risk gambling group	Adult population estimates	Statistically significant difference
Gender	male	61.6%	49.0%	Yes
	female	38.4%	51.0%	Yes
	TOTAL	100.0%	100.0%	
Age	18–34 years	38.7%	31.0%	No
	35–54 years	41.5%	37.8%	No
	55+ years	19.7%	31.1%	Yes
	TOTAL	100.0%	100.0%	
Work Status	work full-time	47.2%	41.8%	No
	work part-time or on a casual basis	18.8%*	19.8%	No
	not in the paid workforce	34.0%	38.3%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	university/postgraduate degree	13.2%	19.3%	Yes
	trade, technical certificate or diploma	36.7%	27.9%	No
	senior high school (Year 12)	17.3%	21.8%	No
	junior high school (Year 10)	25.5%	22.3%	No
	completed primary school/other ^a	7.3%*	8.7%	No
TOTAL	100.0%	100.0%		
Personal Annual Income	less than \$21,000	33.4%	34.3%	No
	\$21,000 to \$50,999	33.9%	33.1%	No
	\$51,000 or more	27.0%	22.7%	No
	don't know/refused	5.7%*	9.8%	
TOTAL	100.0%	100.0%		
Smoking	smoker	45.6%	19.7%	Yes
	non-smoker	54.4%	80.3%	Yes
	TOTAL	100.0%	100.0%	

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

The data in this table should be interpreted in conjunction with Table T7 in Appendix 1 which provides an expanded demographic profile of the moderate risk gambling group.

Problem gambling group

Problem gamblers account for approximately 12,000 Queenslanders or 0.37% of the total adult population. The problem gambling group includes adults who may be gambling to an extent that problems have emerged which are affecting either themselves or others around them. They are identified from the survey as scoring eight or more in the CPGI questions.

As the problem gambling group is a small sub-population of adult Queenslanders, the estimates for this group are based on a small sample. For this reason the results in Table 8 are associated with high relative standard errors and should be interpreted with caution. As the sampling errors are large, the results reveal few statistically significant differences between the problem gambling group and the overall population. One notable difference between problem gamblers and the overall population is smoking. About one half of problem gamblers smoke, compared with 20% of the general population.

Table 8 Demographic characteristics of the problem gambling group compared to the total adult population

	Demographic characteristics	Problem gambling group	Adult population estimates	Statistically significant difference
Gender	male	63.7%	49.0%	No
	female	36.3%*	51.0%	No
	TOTAL	100.0%	100.0%	
Age	18–34 years	34.9%	31.0%	No
	35–54 years	45.2%*	37.8%	No
	55+ years	19.8%**	31.1%	No
	TOTAL	100.0%	100.0%	
Work Status	work full-time	41.8%*	41.8%	No
	work part-time or on a casual basis	23.4%**	19.8%	No
	not in the paid workforce	34.8%*	38.3%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	university/postgraduate degree	10.1%**	19.3%	No
	trade, technical certificate or diploma	17.1%*	27.9%	No
	senior high school (Year 12)	32.4%*	21.8%	No
	junior high school (Year 10)	29.0%*	22.3%	No
	completed primary school/other ^a	11.4%**	8.7%	No
	TOTAL	100.0%	100.0%	
Personal Annual Income	Less than \$21,000	46.8%*	34.3%	No
	\$21,000 to \$50,999	14.6%*	33.1%	Yes
	\$51,000 or more	35.6%*	22.7%	No
	don't know/refused	2.9%**	9.8%	
	TOTAL	100.0%	100.0%	
Smoking	smoker	53.4%*	19.7%	Yes
	non-smoker	46.6%*	80.3%	Yes
	TOTAL	100.0%	100.0%	

a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

The data in this table should be interpreted in conjunction with Table T8 in Appendix 1 which provides an expanded demographic profile of the problem gambling group.

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Regional data analysis

The 15,000 telephone interviews for the 2008–09 survey were randomly selected from across 11 regions throughout Queensland. The regions are based on Statistical Divisions from the Australian Standard Geographical Classification. The sample size in each region was determined proportional to its population. The regional sample sizes ranged from 2,300 in Brisbane to 1,000 in the Western region. This sample design was intended to provide information on variations in gambling activity across the state.

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

In this chapter the following broad regional groupings have been used.

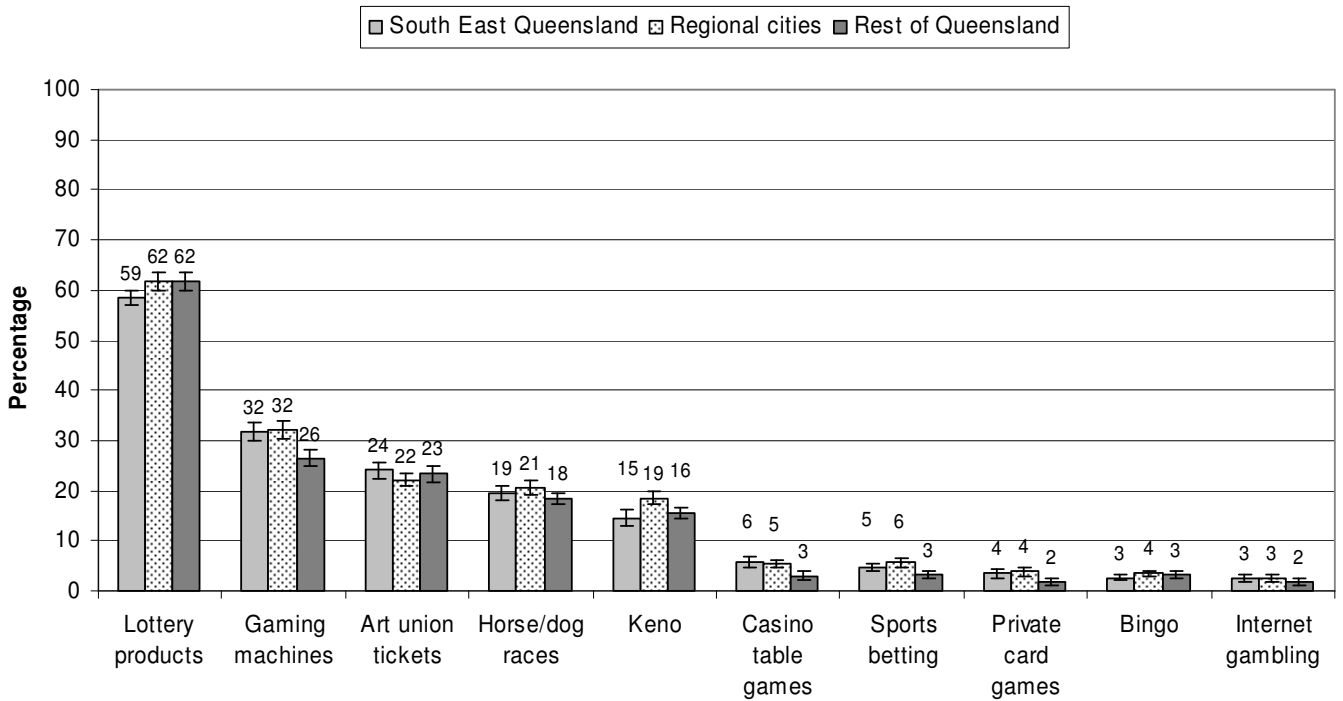
- South East Queensland comprises Greater Brisbane (as defined by the Statistical Division), the Gold Coast and the Sunshine Coast.
- Regional Cities comprises Toowoomba, Bundaberg, Gladstone, Rockhampton, Mackay, Townsville-Thuringowa, Cairns and Mt Isa.
- Rest of Queensland comprises all remaining locations in Queensland.

Gambling activity

As shown in Figure 32, gambling participation rates are generally similar in South East Queensland, regional cities and the rest of Queensland. There were some differences between these three regions:

- In South East Queensland, 59% of residents had purchased lottery products in the last 12 months. In comparison, purchases of lottery products in regional cities (62%) and the rest of Queensland (62%) were slightly higher.
- Approximately 32% of residents in South East Queensland and regional cities had played gaming machines in the last 12 months. A lower proportion (26%) of residents in the rest of Queensland has played gaming machines in the same period.
- Keno appears to be most popular in regional cities, where 19% of residents had participated in the previous 12 months. The Keno participation rates were 15% in South East Queensland and 16% in the rest of Queensland.
- The participation rates in casino table games, sports betting and private card games were slightly higher in South East Queensland and the regional cities than in the rest of Queensland.

Figure 32 Participation rates for gambling activities in the last 12 months in South East Queensland, Regional cities and the Rest of Queensland



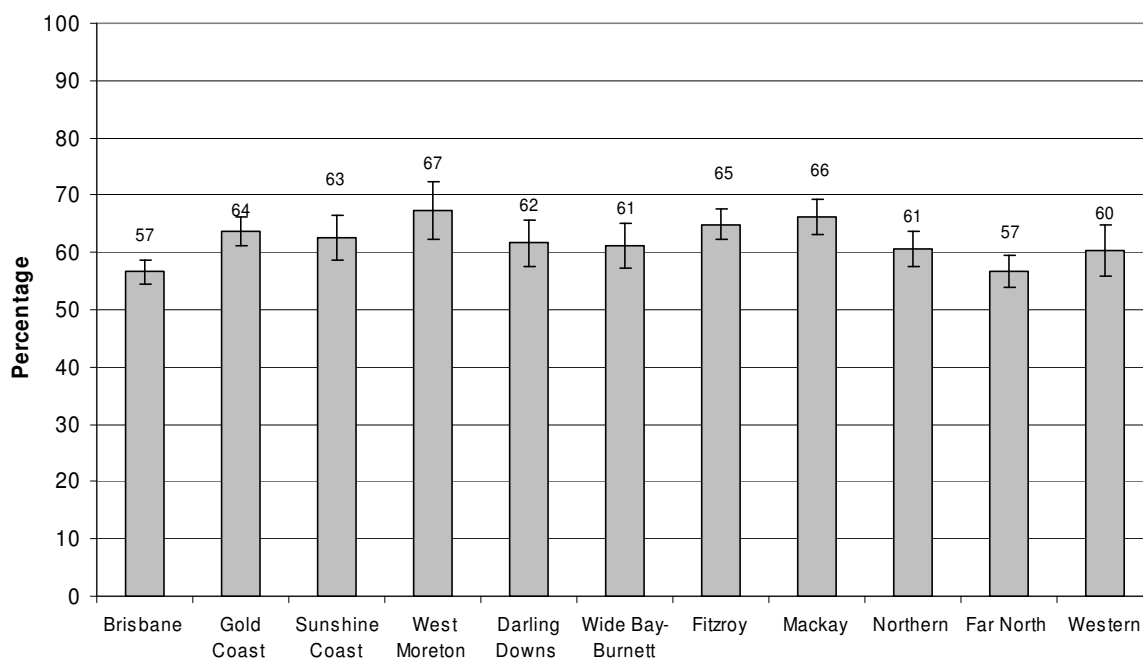
This graph should be interpreted in conjunction with the data presented in Table F32 in Appendix 1.

The remainder of this section focuses on the five most popular gambling activities – lottery products, gaming machines, horse/dog racing, art union tickets and keno.

In all 11 Queensland regions, between 57% and 67% of residents had purchased lottery products in the last 12 months (Figure 33).

In Brisbane and the Far North, approximately 57% of residents had purchased lottery tickets. This was a lower participation rate than in the Sunshine Coast (63%), Gold Coast (64%), Fitzroy (65%), Mackay (66%) or West Moreton (67%).

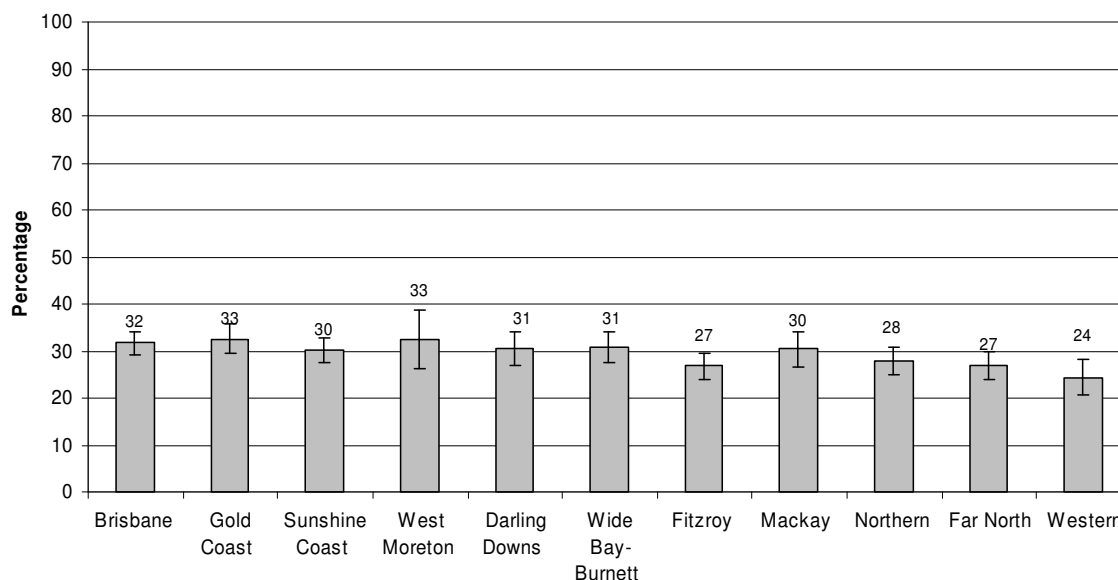
Figure 33 Participation rates for lottery products in the last 12 months, by region



This graph should be interpreted in conjunction with the data presented in Table F33 in Appendix 1.

Similar proportions of people played gaming machines across all 11 Queensland regions, ranging from 24% to 33% (Figure 34). The participation rate was lower in the Western region (24%) than in Brisbane (32%) or the Gold Coast (33%).

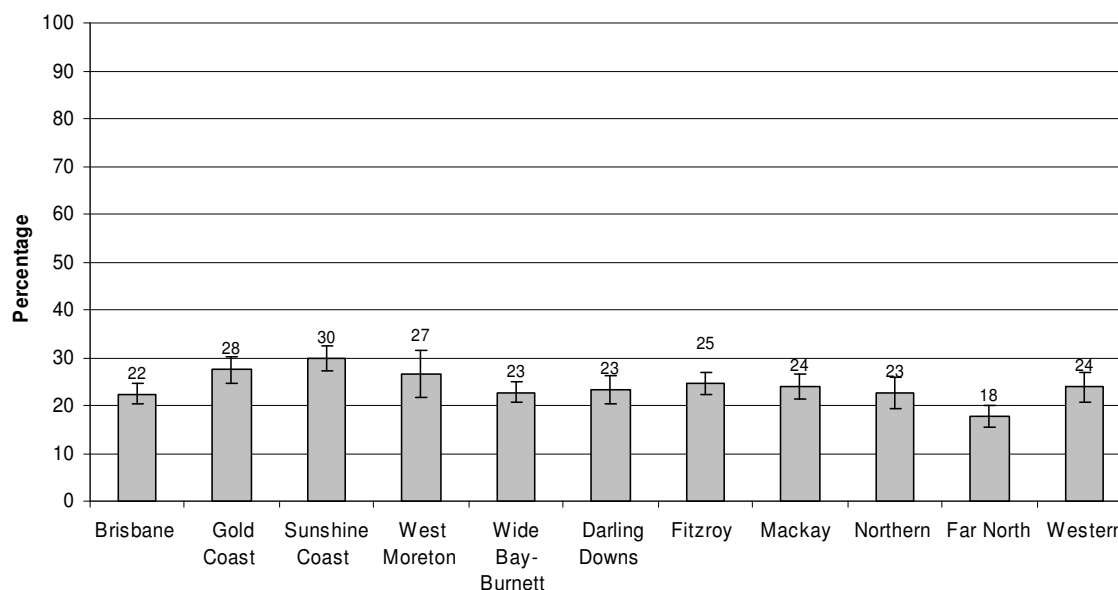
Figure 34 Participation rates for gaming machines in the last 12 months, by region



This graph should be interpreted in conjunction with the data presented in Table 34 in Appendix 1.

Across the Queensland regions, between 18% and 30% of residents had purchased art union tickets in the previous 12 months (Figure 35). Participation in the Far North (18%) and Brisbane (22%) were lower than in the Gold Coast (28%) or Sunshine Coast (30%).

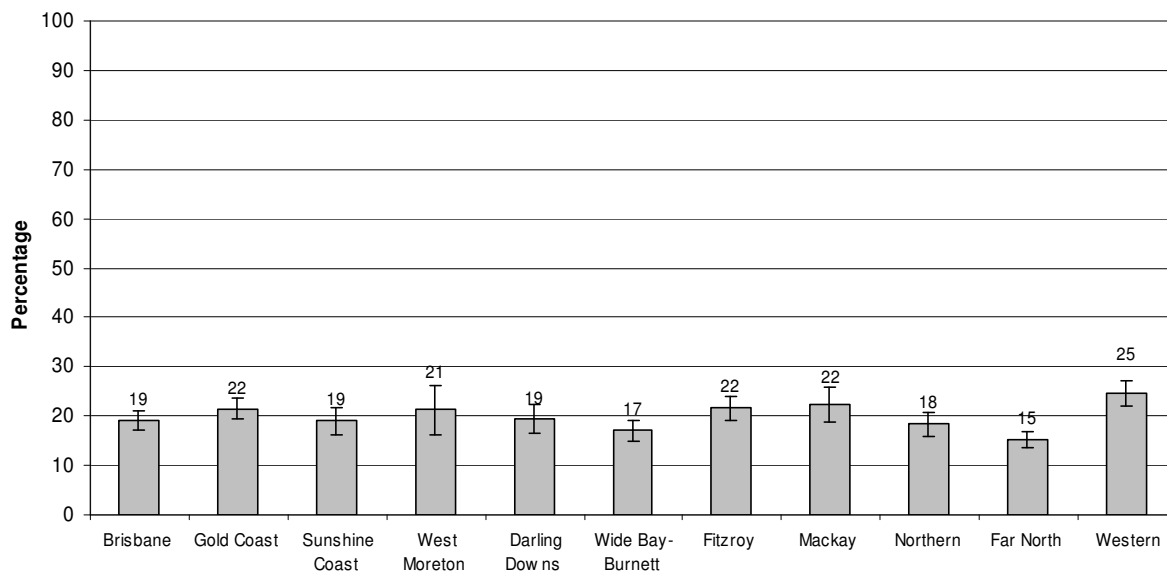
Figure 35 Participation rates for art union tickets in the last 12 months, by region



This graph should be interpreted in conjunction with the data presented in Table 35 in Appendix 1.

Across the Queensland regions, between 15% and 25% of residents had wagered on horse or dog races in the previous 12 months. In the Gold Coast, Fitzroy, Mackay and Western regions more than 21% of residents had wagered on horse or dog races. This was higher than in the Far North (15%) or Wide Bay–Burnett (17%).

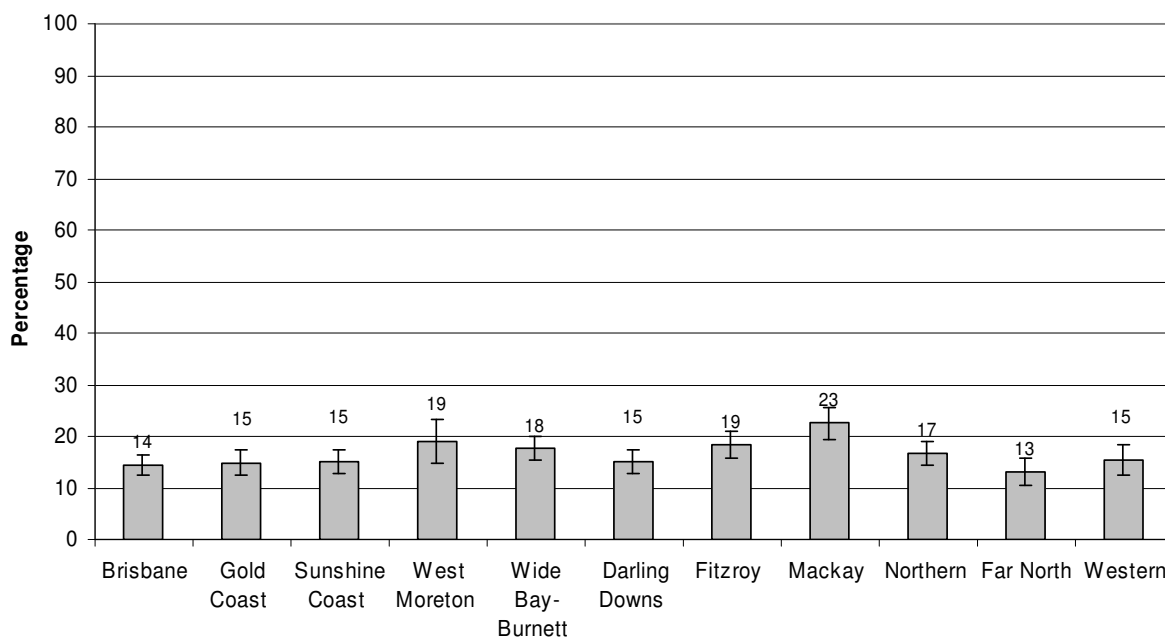
Figure 36 Participation rates for wagering on horse/dog races in the last 12 months, by region



This graph should be interpreted in conjunction with the data presented in Table 36 in Appendix 1.

In Mackay, 23% of residents had played Keno in the previous 12 months. In the other regions of Queensland, between 13% and 19% of residents had played Keno over the same period.

Figure 37 Participation rates for Keno in the last 12 months, by region

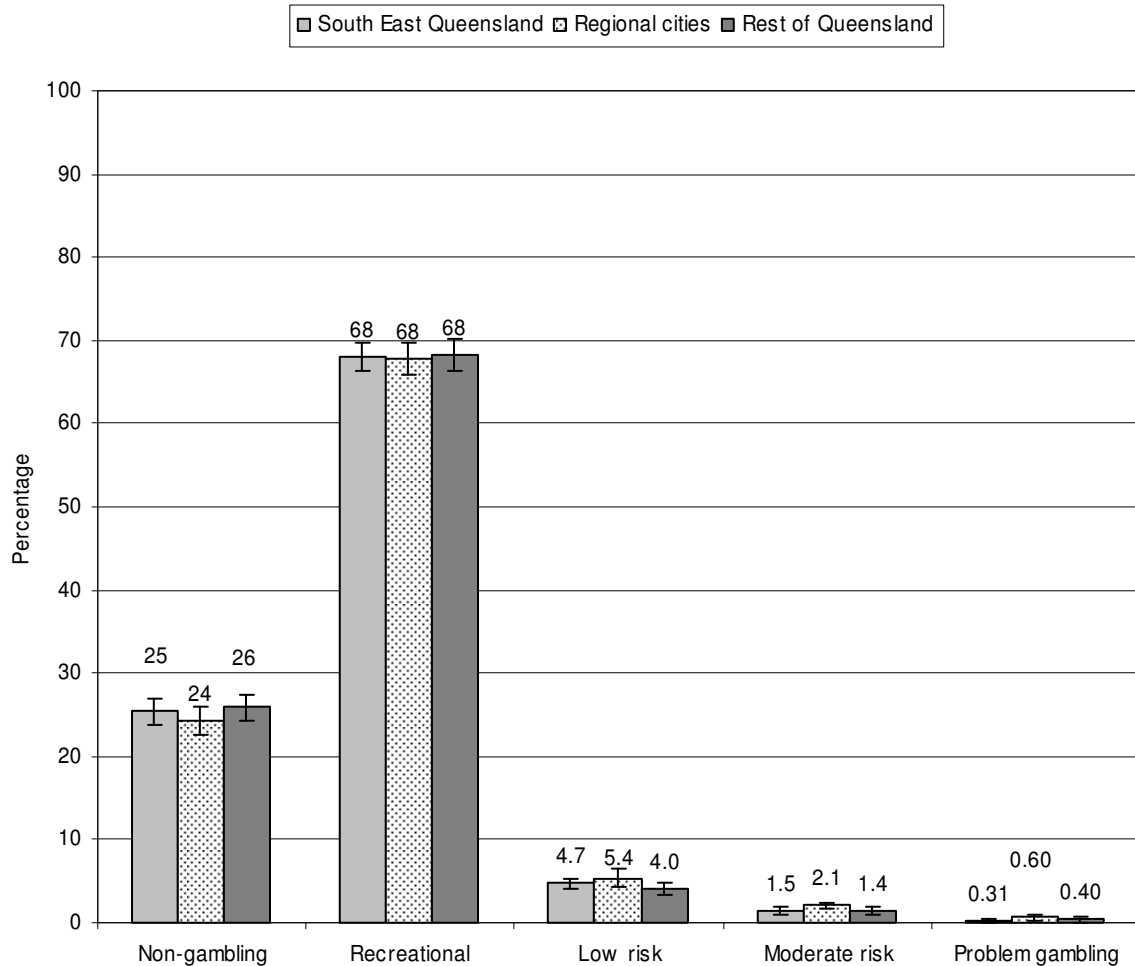


This graph should be interpreted in conjunction with the data presented in Table F37 in Appendix 1.

Gambling groups

Figure 38 shows that the proportion of the people in each gambling group is very similar across the Queensland regions.

Figure 38 Gambling group prevalence by South East Queensland, Regional cities and Rest of Queensland



This graph should be interpreted in conjunction with the data presented in Table F38 in Appendix 1.

Table 9 lists the gambling group prevalence rates in the 11 Queensland regions. As there are small sample numbers in the high risk groups, this data needs to be interpreted with caution.

The prevalence of each of the gambling groups is generally very similar across Queensland. The survey results indicate that no Queensland regions had markedly higher or lower rates of problem gambling than Queensland as a whole. Further, no Queensland region has a substantially higher level of moderate risk or problem gambling than any other region.

Approximately 2.6% of the adult population in Far North Queensland were low risk gamblers. Compared with Far North Queensland, the proportion of low risk gamblers was slightly higher in Queensland as a whole (4.7%), and in the regions of Brisbane (4.8%) and Wide Bay–Burnett (5.7%).

In Far North Queensland, some 28% of the population had not gambled in the last 12 months. This was higher than in the Gold Coast, Mackay or Fitzroy, where only 22% of the population had not gambled in the same period.

Table 9 Gambling group prevalence rate by region

Region	Non-gambling	Recreational	Low risk	Moderate risk	Problem gambling	Total
Brisbane	26.5	66.9	4.8	1.5	0.34**	100
Gold Coast	22.0	71.0	5.2	1.5*	0.21**	100
Sunshine Coast	23.7	70.1	4.4	1.4*	0.22**	100
West Moreton	22.1	70.2	5.1*	2.1*	0.55**	100
Darling Downs	25.9	67.6	4.6	1.6*	0.31*	100
Wide Bay–Burnett	26.1	66.3	5.7	1.2*	0.78**	100
Fitzroy	21.7	70.9	5.0	2.2*	0.19**	100
Mackay	21.7	71.4	4.7	1.8*	0.49*	100
Northern	27.2	66.0	4.6	2.0	0.21**	100
Far North	28.3	66.4	2.6	1.7	0.92*	100
Western	24.4	70.6	3.5	1.4*	0.08**	100
Queensland	25.3	68.0	4.7	1.6	0.37	100

The data in this table should be interpreted in conjunction with the data presented in Table T9 in Appendix 1.

* Relative standard error exceeds 25%

** Relative standard error exceeds 50%

Appendix 1 – detailed tables

Table T1: Gambling group prevalence rates: 2001, 2003–04, 2006–07 and 2008–09

	Non-gambling			Recreational gambling			Low risk		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
2001	15.1	14.0	16.1	73.2	72.1	74.4	8.2	7.4	9.0
2003–04	19.7	18.0	21.5	72.4	70.2	74.6	5.3	4.6	6.1
2006–07	24.7	22.5	26.9	67.3	65.2	69.4	5.7	4.7	6.7
2008–09	25.3	24.1	26.5	68.0	66.8	69.2	4.7	4.3	5.1

	Moderate risk			Problem gambling		
	Est.	LCL	UCL	Est.	LCL	UCL
2001	2.7	2.2	3.2	0.83	0.5	1.2
2003–04	2.0	1.6	2.4	0.55	0.4	0.7
2006–07	1.8	1.5	2.2	0.47	0.3	0.6
2008–09	1.6	1.2	1.9	0.37	0.2	0.5

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table 2: Survey sample composition

This table provides an overview of the age, sex and region characteristics of the sample. As part of the weighting process, the survey sample was benchmarked to ABS population estimates. This means that the survey estimates for these variables are equal to the ABS estimates, and that the survey results are representative of the true population distribution.

- This table shows that males and persons aged 18–34 are under-represented in the sample. This under-representation has been corrected in the weighting process.
- In order to produce regional estimates, small regions have been over-represented in the sample. The weighting process has ensured that the overall survey results for Queensland are representative of the actual population distribution.
- The survey results were also weighted to income and education benchmarks (not shown).

	Sample composition		Weighted survey estimates (ABS population estimates)		
	Number	%	Number	%	
Gender	Male	6182	41.3	1544096	49.0
	Female	8780	58.7	1607196	51
	Total	14962	100	3151292	100.0
Age	18–34 years	2875	19.2	977814	31.0
	35–54 years	5841	39.0	1192430	37.8
	55+ years	6246	41.8	981048	31.1
	Total	14962	100	3151292	100
Region	Brisbane	2327	15.6	1434076	45.5
	Gold Coast	1429	9.6	377901	12.0
	Sunshine Coast	1391	9.3	233591	7.4
	West Moreton	1037	6.9	65241	2.1
	Wide Bay–Burnett	1391	9.3	203890	6.5
	Darling Downs	1308	8.7	165847	5.3
	Fitzroy	1249	8.3	151783	4.8
	Mackay	1192	8.0	121532	3.9
	Northern	1295	8.7	158656	5.0
	Far North	1340	9.0	187844	6.0
	Western Statistical Divisions	1003	6.7	50930	1.6
	Total	14962	100.0	3151292	100.0

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table T3: Participation in activities that simulate gambling: Total Queensland adult population

Activity that simulates gambling	Est	LCL	UCL
Gambling simulation or free casino games on the internet	8.6	6.7	10.5
Gambling simulation games on a Play Station, X-box, computer or similar device	10.0	7.8	12.3
Poker at a pub or club	4.2	2.7	5.7

Table T4: Key demographic characteristics of the non-gambling group compared to the total adult population

		Non-gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	male	50.1	48.6	51.5	49.0	49.0	49.0
	female	49.9	48.5	51.4	51.0	51.0	51.0
	Total	100.0			100.0		
Age	18–34 years	31.5	29.7	33.4	31.0	31.0	31.0
	35–54 years	38.1	36.2	40.0	37.8	37.8	37.8
	55+ years	30.4	28.3	32.4	31.1	31.1	31.1
	Total	100.0			100.0		
Work Status	work full-time	38.8	32.6	45.0	41.8	39.4	44.3
	work part-time or on a casual basis	23.9	15.2	32.5	19.8	16.9	22.7
	not in the paid workforce	37.3	30.0	44.7	38.3	35.7	41.0
	Total	100.0			100.0		
Highest educational qualification	university/postgraduate degree	24.9	23.1	26.6	19.3	19.3	19.3
	trade, technical certificate or diploma	27.0	24.4	29.6	27.9	26.7	29.0
	senior high school (Year 12)	20.5	18.3	22.8	21.8	20.8	22.7
	junior high school (Year 10)	17.6	16.0	19.2	22.3	21.3	23.3
	completed primary school/other ^a	10.0	9.1	10.9	8.7	8.4	9.1
	Total	100.0			100.0		
Personal Annual Income	less than \$21,000	38.7	36.7	40.6	34.3	34.3	34.3
	\$21,000 to \$50,999	28.4	26.1	30.6	33.2	32.7	33.7
	\$51,000 or more	20.6	18.9	22.3	22.7	22.2	23.2
	don't know	8.1	7.0	9.2	6.5	6.2	6.8
	refused	4.2	3.6	4.8	3.3	3.1	3.6
	Total	100.0			100.0		
Smoking	smoker	11.8	8.0	15.6	19.7	16.5	22.9
	non-smoker	88.2	84.4	92.0	80.3	77.1	83.5
	TOTAL	100.0			100.0		

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table T5: Key demographic characteristics of the recreational gambling group compared to the total adult population

		Recreational gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	male	47.8	47.2	48.4	49.0	49.0	49.0
	female	52.2	51.6	52.8	51.0	51.0	51.0
	Total	100.0			100.0		
Age	18–34 years	30.2	29.5	30.9	31.0	31.0	31.0
	35–54 years	37.7	36.9	38.5	37.8	37.8	37.8
	55+ years	32.1	31.4	32.8	31.1	31.1	31.1
	Total	100.0			100.0		
Work Status	work full-time	42.3	38.8	45.8	41.8	39.4	44.3
	work part-time or on a casual basis	18.7	15.6	21.8	19.8	16.9	22.7
	not in the paid workforce	39.0	35.3	42.8	38.3	35.7	41.0
	Total	100.0			100.0		
Highest educational qualification	university/postgraduate degree	18.0	17.3	18.7	19.3	19.3	19.3
	trade, technical certificate or diploma	28.3	26.9	29.7	27.9	26.7	29.0
	senior high school (Year 12)	22.0	20.8	23.2	21.8	20.8	22.7
	junior high school (Year 10)	23.4	22.1	24.6	22.3	21.3	23.3
	completed primary school/other ^a	8.4	7.9	8.9	8.7	8.4	9.1
Total	100.0			100.0			
Personal Annual Income	less than \$21,000	32.7	31.8	33.5	34.3	34.3	34.3
	\$21,000 to \$50,999	35.1	34.1	36.1	33.2	32.7	33.7
	\$51,000 or more	23.2	22.4	24.1	22.7	22.2	23.2
	don't know	5.9	5.4	6.4	6.5	6.2	6.8
	refused	3.1	2.8	3.5	3.3	3.1	3.6
Total	100.0			100.0			
Smoking	smoker	20.5	15.6	25.4	19.7	16.5	22.9
	non-smoker	79.5	74.6	84.4	80.3	77.1	83.5
	Total	100.0			100.0		

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

Totals for work status add to just less than 100% because less than one per cent of respondents responded 'other' or refused to answer this question.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table T6: Key demographic characteristics of the low risk gambling group compared to the total adult population

		Low risk gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	male	55.3	49.7	61.0	49.0	49.0	49.0
	female	44.7	39.0	50.3	51.0	51.0	51.0
	Total	100.0			100.0		
Age	18–34 years	37.1	31.4	42.7	31.0	31.0	31.0
	35–54 years	37.0	31.3	42.7	37.8	37.8	37.8
	55+ years	25.9	20.5	31.4	31.1	31.1	31.1
	Total	100.0			100.0		
Work Status	work full-time	49.7	42.1	57.3	41.8	39.4	44.3
	work part-time or on a casual basis	14.7	9.8	19.5	19.8	16.9	22.7
	not in the paid workforce	35.6	28.3	42.8	38.3	35.7	41.0
	Total	100.0			100.0		
Highest educational qualification	university/postgraduate degree	11.1	7.5	14.7	19.3	19.3	19.3
	trade, technical certificate or diploma	24.6	18.2	30.9	27.9	26.7	29.0
	senior high school (Year 12)	25.8	20.5	31.0	21.8	20.8	22.7
	junior high school (Year 10)	31.2	25.6	36.7	22.3	21.3	23.3
	completed primary school/other ^a	7.4	4.5	10.3	8.7	8.4	9.1
	Total	100.0			100.0		
Personal Annual Income	less than \$21,000	32.8	26.6	39.0	34.3	34.3	34.3
	\$21,000 to \$50,999	32.8	28.4	37.2	33.2	32.7	33.7
	\$51,000 or more	24.2	18.5	29.8	22.7	22.2	23.2
	don't know	7.8	4.6	10.9	6.5	6.2	6.8
	refused	2.5*	1.3	3.7	3.3	3.1	3.6
	Total	100.0			100.0		
Smoking	smoker	39.5	34.0	44.9	19.7	16.5	22.9
	non-smoker	60.5	55.1	66.0	80.3	77.1	83.5
	Total	100.0			100.0		

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

Totals for work status add to just less than 100% because less than one per cent of respondents responded 'other' or refused to answer this question.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table T7: Key demographic characteristics of the moderate risk gambling group compared to the total adult population

		Moderate risk gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	male	61.6	50.7	72.5	49.0	49.0	49.0
	female	38.4	27.5	49.3	51.0	51.0	51.0
	Total	100.0			100.0		
Age	18–34 years	38.7	28.6	48.8	31.0	31.0	31.0
	35–54 years	41.5	32.1	50.9	37.8	37.8	37.8
	55+ years	19.7	13.4	26.1	31.1	31.1	31.1
	Total	100.0			100.0		
Work Status	work full-time	47.2	38.6	55.7	41.8	39.4	44.3
	work part-time or on a casual basis	18.8*	10.9	26.8	19.8	16.9	22.7
	not in the paid workforce	34.0	27.3	40.8	38.3	35.7	41.0
	Total	100.0			100.0		
Highest educational qualification	university/postgraduate degree	13.2	7.4	19.1	19.3	19.3	19.3
	trade, technical certificate or diploma	36.7	28.8	44.6	27.9	26.7	29.0
	senior high school (Year 12)	17.3	9.9	24.7	21.8	20.8	22.7
	junior high school (Year 10)	25.5	17.3	33.8	22.3	21.3	23.3
	completed primary school/other ^a	7.3*	3.1	11.4	8.7	8.4	9.1
Total	100.0			100.0			
Personal Annual Income	less than \$21,000	33.4	27.2	39.7	34.3	34.3	34.3
	\$21,000 to \$50,999	33.9	24.2	43.6	33.2	32.7	33.7
	\$51,000 or more	27.0	17.7	36.3	22.7	22.2	23.2
	don't know	4.9*	0.4	9.4	6.5	6.2	6.8
	refused	0.8**	0.0	1.7	3.3	3.1	3.6
Total	100.0			100.0			
Smoking	smoker	45.6	32.0	59.1	19.7	16.5	22.9
	non-smoker	54.4	40.9	68.0	80.3	77.1	83.5
	Total	100.0			100.0		

* Relative standard error exceeds 25%.

** Relative standard error exceeded 50%.

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

Totals for work status add to just less than 100% because less than one per cent of respondents responded 'other' or refused to answer this question.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table T8: Key demographic characteristics of the problem gambling group compared to the total adult population

		Problem gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	male	63.7	42.7	84.7	49.0	49.0	49.0
	female	36.3*	15.3	57.3	51.0	51.0	51.0
	Total	100.0			100.0		
Age	18–34 years	34.9	10.5	59.4	31.0	31.0	31.0
	35–54 years	45.2*	23.0	67.4	37.8	37.8	37.8
	55+ years	19.8**	0.0	42.8	31.1	31.1	31.1
	Total	100.0			100.0		
Work Status	work full-time	41.8*	19.0	64.7	41.8	39.4	44.3
	work part-time or on a casual basis	23.4**	2.3	44.4	19.8	16.9	22.7
	not in the paid workforce	34.8*	13.6	55.9	38.3	35.7	41.0
	Total	100.0			100.0		
Highest educational qualification	university/postgraduate degree	10.1**	0.0	22.7	19.3	19.3	19.3
	trade, technical certificate or diploma	17.1*	2.8	31.3	27.9	26.7	29.0
	senior high school (Year 12)	32.4*	10.7	54.0	21.8	20.8	22.7
	junior high school (Year 10)	29.0*	7.9	50.2	22.3	21.3	23.3
	completed primary school/other ^a	11.4**	0.0	28.4	8.7	8.4	9.1
	Total	100.0			100.0		
Personal Annual Income	less than \$21,000	46.8*	23.1	70.6	34.3	34.3	34.3
	\$21,000 to \$50,999	14.6*	2.9	26.2	33.2	32.7	33.7
	\$51,000 or more	35.6*	13.5	57.7	22.7	22.2	23.2
	don't know	2.1**	0.0	5.0	6.5	6.2	6.8
	refused	0.8**	0.0	2.6	3.3	3.1	3.6
	Total	100.0			100.0		
Smoking	smoker	53.4*	26.5	80.3	19.7	16.5	22.9
	non-smoker	46.6*	19.7	73.5	80.3	77.1	83.5
	Total	100.0			100.0		

* Relative standard error exceeds 25%.

** Relative standard error exceed 50%.

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

Totals for work status add to just less than 100% because less than one per cent of respondents responded 'other' or refused to answer this question.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table T9: Gambling group prevalence by region

	Non-gambling			Recreational			Low risk		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Brisbane	26.5	24.2	28.8	66.9	64.8	68.9	4.8	4.0	5.5
Gold Coast	22.0	19.8	24.3	71.0	68.4	73.6	5.2	3.5	6.9
Sunshine Coast	23.7	20.9	26.6	70.1	66.8	73.5	4.4	2.8	6.1
West Moreton	22.1	16.5	27.7	70.2	64.4	76.0	5.1*	1.6	8.6
Wide Bay–Burnett	26.1	22.8	29.4	66.3	62.6	69.9	5.7	3.9	7.4
Darling Downs	25.9	22.8	29.0	67.6	64.4	70.7	4.6	3.4	5.9
Fitzroy	21.7	19.3	24.1	70.9	68.0	73.9	5.0	3.9	6.2
Mackay	21.7	19.0	24.3	71.4	68.5	74.2	4.7	3.3	6.0
Northern	27.2	24.2	30.2	66.0	62.7	69.2	4.6	3.5	5.7
Far North	28.3	25.8	30.9	66.4	63.5	69.3	2.6	1.6	3.6
Western	24.4	20.6	28.3	70.6	67.0	74.3	3.5	2.3	4.7
Total	25.3	24.1	26.5	68.0	66.8	69.2	4.7	4.3	5.1

	Moderate risk			Problem gambling			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Brisbane	1.5	0.8	2.2	0.34**	0.0	0.7	100.0
Gold Coast	1.5*	0.7	2.3	0.21**	0.0	0.5	100.0
Sunshine Coast	1.4*	0.6	2.3	0.22**	0.0	0.4	100.0
West Moreton	2.1*	0.9	3.3	0.55**	0.0	1.2	100.0
Wide Bay–Burnett	1.2*	0.5	2.0	0.78**	0.0	1.6	100.0
Darling Downs	1.6*	0.5	2.7	0.31*	0.0	0.6	100.0
Fitzroy	2.2*	0.9	3.4	0.19**	0.0	0.4	100.0
Mackay	1.8*	0.8	2.7	0.49*	0.0	0.9	100.0
Northern	2.0	1.2	2.9	0.21**	0.0	0.6	100.0
Far North	1.7	1.0	2.4	0.92*	0.2	1.6	100.0
Western	1.4*	0.5	2.2	0.08**	0.0	0.2	100.0
Total	1.6	1.2	1.9	0.37	0.2	0.5	100.0

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

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

	Est. %	LCL %	UCL %
Lottery products	59.7	58.6	60.8
Gaming machines	30.7	29.3	32.0
Art union tickets	23.6	22.6	24.7
Horse/dog races	19.4	18.4	20.3
Keno	15.4	14.2	16.5
Casino table games	5.1	4.5	5.8
Sports betting	4.6	4.0	5.1
Private card games (eg poker)	3.2	2.5	3.9
Bingo	2.9	2.5	3.3
Internet gambling	2.4	1.9	3.0
Other private games (eg mahjong)	0.2*	0.1	0.4
Other gambling	0.2*	0.1	0.3
No gambling	25.3	24.1	26.5

* Relative standard error exceeds 25%.

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

	Males			Females		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	57.2	55.8	58.7	62.1	60.6	63.5
Gaming machines	30.7	28.9	32.5	30.7	29.1	32.3
Art union tickets	22.5	21.1	24.0	24.7	23.2	26.2
Horse/ dog races	21.8	20.5	23.1	17.0	15.7	18.3
Keno	17.1	15.5	18.6	13.8	12.7	14.9
Casino table games	8.2	7.0	9.5	2.2	1.7	2.7
Sports betting	7.0	6.0	8.1	2.2	1.7	2.6
Private card games (eg poker)	5.3	4.0	6.7	1.2	0.9	1.5
Bingo	1.1	0.8	1.5	4.6	3.9	5.4
Internet gambling	3.8	2.8	4.7	1.2	0.8	1.5

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

	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	53.1	50.5	55.7	62.1	60.3	63.9	63.4	61.2	65.6
Gaming machines	39.3	36.6	42.1	25.1	23.3	26.9	28.8	27.3	30.4
Art union tickets	10.2	8.6	11.9	28.1	26.1	30.1	31.6	30.2	33.1
Horse/dog races	22.1	19.6	24.5	20.4	19.0	21.7	15.5	14.2	16.7
Keno	18.1	15.9	20.2	15.0	13.5	16.5	13.1	11.7	14.6
Casino table games	11.1	9.1	13.1	3.6	2.9	4.3	1.1	0.8	1.4
Sports betting	8.6	7.0	10.1	3.9	3.0	4.7	1.4	1.1	1.8
Bingo	2.6	1.6	3.5	2.6	1.9	3.2	3.7	3.2	4.3
Private card games (eg poker)	7.5	5.7	9.3	1.8	1.3	2.3	0.7	0.4	0.9
Internet gambling	4.3	2.8	5.9	2.1	1.6	2.5	1.0	0.7	1.4

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F4: Participation in gambling activities in the last 12 months, by highest educational qualifications

	University/postgraduate			Trade/Technical Certificate/Diploma			Completed senior high school (Year 12)		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	52.3	49.8	54.9	60.1	57.5	62.6	57.0	54.2	59.9
Gaming machines	19.8	17.7	22.0	32.2	30.0	34.4	34.8	31.1	38.5
Art union tickets	23.5	21.1	25.9	25.5	23.1	27.8	19.3	17.3	21.3
Horse/dog races	18.0	16.3	19.8	19.7	17.6	21.8	21.2	18.3	24.0
Keno	9.4	8.0	10.8	17.3	14.9	19.6	16.2	13.7	18.6
Casino table games	7.0	5.3	8.7	4.9	3.8	6.1	7.6	5.5	9.6
Sports betting	5.4	4.2	6.6	4.7	3.8	5.6	6.1	4.5	7.8
Private card games (eg poker)	3.6	2.4	4.9	4.1	2.6	5.5	4.2	2.9	5.4
Bingo	0.8*	0.3	1.3	2.3	1.6	2.9	3.0	2.1	3.9
Internet gambling	3.2	2.1	4.4	2.9	1.9	3.9	2.8	1.6	4.0

	Completed junior high school (Year 10)			Completed primary school/other ^a		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	68.2	65.9	70.4	59.9	56.7	63.0
Gaming machines	35.3	33.4	37.3	27.8	24.5	31.1
Art union tickets	26.1	24.2	28.1	22.6	19.3	25.9
Horse/ dog races	19.8	17.5	22.1	15.8	12.8	18.8
Keno	17.4	15.7	19.2	15.3	12.4	18.2
Casino table games	3.1	2.1	4.0	1.0*	0.3	1.6
Sports betting	3.0	2.3	3.8	2.2*	0.3	4.1
Private card games (eg poker)	2.0	1.2	2.7	0.5*	0.0	1.0
Bingo	4.5	3.5	5.5	5.6	4.3	6.9
Internet gambling	1.6	1.2	2.1	0.5*	0.1	0.8

* Relative standard error exceeds 25%.

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

Table F5: Participation in gambling activities in the last 12 months, by work status

	Work full-time/ Self-employed			Work part-time/ Casual			Not in the paid workforce		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	60.3	55.9	64.7	52.4	42.3	62.6	62.7	56.4	68.9
Gaming machines	36.8	32.5	41.1	35.6	25.3	46.0	28.5	21.8	35.3
Art union tickets	22.2	18.2	26.1	16.5	10.8	22.3	23.6	19.2	28.1
Horse/dog races	21.7	17.4	26.0	15.3	9.7	20.9	12.9	8.8	16.9
Keno	20.7	15.1	26.4	9.4	5.3	13.5	10.5	7.1	13.8

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F6: Participation in gambling activities in the last 12 months, by personal annual income

	Less than \$21,000			\$21,000 to 50,999			\$51,000 or more		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	56.6	54.7	58.5	63.3	61.3	65.3	61.6	59.6	63.5
Gaming machines	28.0	26.0	30.0	36.0	33.6	38.4	28.5	26.5	30.6
Art union tickets	19.9	18.4	21.5	24.8	22.8	26.7	28.8	26.6	31.0
Horse/dog races	15.5	14.1	16.9	20.4	18.7	22.2	26.1	23.6	28.7
Keno	12.2	10.5	13.9	18.3	16.5	20.1	16.9	15.2	18.6
Casino table games	2.2	1.5	3.0	5.8	4.4	7.2	9.1	7.1	11.1
Sports betting	2.3	1.6	3.1	5.2	4.1	6.3	7.7	6.2	9.1
Bingo	4.3	3.3	5.2	3.1	2.4	3.7	0.9	0.5	1.4
Private card games (eg poker)	2.1	1.3	2.9	3.1	2.1	4.0	5.6	3.9	7.3
Internet gambling	1.5	0.8	2.2	2.2	1.4	3.0	4.8	3.4	6.2

Note: Approximately 10% of respondents either did not know their income or refused to provide this information in the survey. These respondents are not represented in Table F6.

Table F7: Participation in gambling activities in the last 12 months, by country of birth

	Australia			Other		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	61.9	58.5	65.2	53.3	42.8	63.8
Gaming machines	33.3	29.3	37.2	34.7	24.2	45.2
Art union tickets	23.2	20.5	25.9	16.5	10.2	22.7
Horse/ dog races	17.3	14.1	20.5	16.5*	9.0	24.1
Keno	15.3	12.2	18.3	12.3	6.9	17.7

* Relative standard error exceeds 25%.

Table F8: Participation in gambling activities in the last 12 months, by language usually spoken at home

	English			Language other than English		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	61.8	58.5	65.1	38.1*	17.4	58.8
Gaming machines	33.8	30.2	37.4	30.6*	10.2	50.9
Art union tickets	22.7	19.5	26.0	9.6*	3.2	16.1
Horse/ dog races	17.6	14.8	20.4	11.2**	0.0	24.5
Keno	15.5	12.5	18.4	4.6*	2.0	7.2

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F9: Adult gambling group estimates

	Est.	LCL	UCL
Non-gambling	25.3	24.1	26.5
Recreational	68.0	66.8	69.2
Low risk	4.7	4.3	5.1
Moderate risk	1.6	1.2	1.9
Problem gambling	0.37	0.21	0.54
Total	100.0		

Table F10: Gambling group prevalence by gender

	Male			Female		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	25.9	24.4	27.3	24.8	23.4	26.2
Recreational	66.3	64.8	67.9	69.6	68.3	71.0
Low risk	5.3	4.5	6.1	4.1	3.6	4.7
Moderate risk	2.0	1.4	2.5	1.2	0.8	1.6
Problem gambling	0.5	0.2	0.7	0.3*	0.1	0.5
Total	100.0			100.0		

* Relative standard error exceeds 25%.

Table F11: Gambling group prevalence by age

	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	25.7	23.5	28.0	25.5	23.7	27.2	24.7	22.9	26.4
Recreational	66.3	64.1	68.4	67.7	65.8	69.6	70.1	68.6	71.7
Low risk	5.6	4.5	6.7	4.6	3.8	5.4	3.9	3.1	4.8
Moderate risk	2.0	1.2	2.7	1.7	1.2	2.3	1.0	0.7	1.3
Problem gambling	0.42*	0.1	0.7	0.44*	0.2	0.7	0.24**	0.0	0.5
Total	100.0			100.0			100.0		

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F12: Gambling group prevalence by age/gender

	Male 18–34 years			Male 35–54 years			Male 55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	26.2	22.5	29.9	25.8	23.6	28.0	25.6	23.0	28.2
Recreational	64.0	60.7	67.2	66.0	63.5	68.5	69.2	66.4	72.1
Low risk	6.5	4.7	8.2	5.3	4.0	6.5	4.2	2.8	5.6
Moderate risk	2.7*	1.3	4.1	2.3	1.5	3.1	0.9	0.6	1.3
Problem gambling	0.63*	0.0	1.2	0.70*	0.2	1.2	0.07*	0.0	0.1
Total	100.0			100.0			100.0		

	Female 18–34 years			Female 35–54 years			Female 55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	25.3	22.6	27.9	25.2	22.9	27.5	23.9	21.8	25.9
Recreational	68.5	65.5	71.5	69.4	67.2	71.7	71.0	69.3	72.7
Low risk	4.8	3.4	6.1	4.0	3.1	4.8	3.7	2.5	4.8
Moderate risk	1.3*	0.4	2.2	1.2*	0.6	1.9	1.1*	0.5	1.6
Problem gambling	0.21**	0.0	0.4	0.20*	0.1	0.3	0.40**	0.0	1.0
Total	100.0			100.0			100.0		

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F13: Gambling group prevalence by highest educational qualification

	University/postgraduate			Trade/Technical Certificate/Diploma			Completed senior high school (Year 12)		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	32.6	29.9	35.3	24.5	22.0	27.0	23.9	21.2	26.6
Recreational	63.4	60.8	66.0	69.0	66.5	71.5	68.7	66.0	71.4
Low risk	2.7	1.8	3.6	4.1	3.0	5.3	5.6	4.3	6.9
Moderate risk	1.1	0.6	1.6	2.1	1.4	2.7	1.3	0.7	1.8
Problem gambling	0.19**	0.0	0.4	0.23*	0.1	0.4	0.55*	0.1	1.0
Total	100.0			100.0			100.0		

	Completed junior high school (Year 10)			Completed primary school/Other ^a		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	20.0	18.2	21.8	28.9	26.4	31.5
Recreational	71.2	69.1	73.2	65.3	62.2	68.4
Low risk	6.6	5.4	7.8	4.0	2.4	5.6
Moderate risk	1.8	1.1	2.5	1.3*	0.6	2.1
Problem gambling	0.48*	0.1	0.9	0.49**	0.0	1.2
Total	100.0			100.0		

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

^a 'Completed primary school/other' includes those whose highest educational qualification is 'completed primary school', 'did not complete primary school', 'no schooling' or 'other'.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F14: Gambling group prevalence by work status

	Work full-time/ self-employed			Work part- time/casual			Not in the paid workforce		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	23.5	19.9	27.1	30.5	21.3	39.7	24.6	20.3	29.0
Recreational	68.8	64.9	72.7	64.1	55.4	72.8	69.2	64.4	74.1
Low risk	5.6	4.7	6.5	3.5	2.3	4.7	4.4	3.3	5.4
Moderate risk	1.8	1.3	2.3	1.5*	0.7	2.3	1.4	1.0	1.8
Problem gambling	0.37*	0.1	0.6	0.44**	0.0	0.9	0.34*	0.1	0.6
Total	100.0			100.0			100.0		

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F15: Gambling group prevalence by personal annual income

	Less than \$21,000			\$21,000 to \$50,999			\$51,000 or more		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	28.6	26.7	30.5	21.7	19.5	23.8	23.0	21.0	24.9
Recreational	64.9	62.6	67.2	71.9	69.6	74.2	69.6	67.6	71.6
Low risk	4.5	3.7	5.3	4.7	3.8	5.5	5.0	3.8	6.2
Moderate risk	1.5	1.1	2.0	1.6	1.1	2.1	1.9	1.0	2.7
Problem gambling	0.51*	0.1	0.9	0.16*	0.1	0.3	0.58*	0.2	1.0
Total	100.0			100.0			100.0		

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Note: Approximately 10% of respondents either did not know their income or refused to provide this information in the survey. These respondents are not represented in Table F15.

Table F16: Gambling group prevalence by country of birth

	Australia			Other		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	23.6	21.4	25.9	29.2	20.4	38.0
Recreational	69.7	67.3	72.1	63.9	55.5	72.3
Low risk	4.8	4.1	5.4	4.6	3.0	6.1
Moderate risk	1.5	1.1	1.9	2.0	1.1	2.9
Problem gambling	0.38	0.2	0.6	0.36*	0.0	0.7
Total	100.0			100.0		

* Relative standard error exceeds 25%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F17: Gambling group prevalence by language usually spoken at home

	English			Other		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	23.4	21.4	25.4	42.9*	23.6	62.1
Recreational	70.0	68.0	72.0	49.1	31.4	66.8
Low risk	4.6	4.1	5.0	6.9*	3.1	10.6
Moderate risk	1.7	1.3	2.0	0.9**	0.0	2.3
Problem gambling	0.38	0.2	0.6	0.33**	0.0	0.7
Total	100.0			100.0		

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F18: Participation in gambling activities in the last 12 months, Queensland adult population, 2001, 2003–04, 2006–07 and 2008–09

	2001			2003–04			2006–07			2008–09		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	70.7	69.1	72.3	67.3	64.7	70.0	62.3	60.1	64.6	59.7	58.6	60.8
Gaming machines	33.6	31.9	35.3	32.3	29.3	35.0	29.8	27.6	32.1	30.7	29.3	32.0
Art union or raffle ticket	59.2	57.5	60.9									
Art union ticket				26.8	24.0	29.5	24.8	23.1	26.4	23.6	22.6	24.7
Horse/dog races	16.9	15.4	18.4	16.4	14.5	18.3	15.5	13.7	17.2	19.4	18.4	20.3
Keno	18.2	16.8	19.6	16.5	14.8	18.1	15.6	13.9	17.3	15.4	14.2	16.5
Casino table games	6.2	5.2	7.2	5.6	4.4	6.9	5.0	3.9	6.2	5.1	4.5	5.8
Sports betting	3.4	2.7	4.1	4.4	3.0	5.8	4.6	3.8	5.5	4.6	4.0	5.1
Private card games							3.3	2.4	4.2	3.2	2.5	3.9
Bingo	4.2	3.6	4.8	3.5	2.6	4.4	3.4	2.5	4.2	2.9	2.5	3.3
Internet gambling							1.5	1.2	1.8	2.4	1.9	3.0

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F19: Comparison of gambling group prevalence, 2001, 2003–04, 2006–07 and 2008–09

	2001			2003–04			2006–07			2008–09		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	15.1	14.0	16.1	19.7	18	21.5	24.7	22.5	26.9	25.3	24.1	26.5
Recreational	73.2	72.1	74.4	72.4	70.2	74.6	67.3	65.2	69.4	68.0	66.8	69.2
Low risk	8.2	7.4	9	5.3	4.6	6.1	5.7	4.7	6.7	4.7	4.3	5.1
Moderate risk	2.7	2.2	3.2	2.0	1.6	2.4	1.8	1.5	2.2	1.6	1.2	1.9
Problem gambling	0.83	0.5	1.2	0.55	0.4	0.7	0.47	0.3	0.6	0.37	0.2	0.5

Table F20: Comparison of gambling group prevalence by gender, 2001, 2003–04, 2006–07 and 2008–09

		2001			2003–04			2006–07			2008–09		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Males	Non-gambling	16.1	14.5	17.6	18.4	16.5	20.4	24.6	20.5	28.6	25.9	24.4	27.3
	Recreational	70.6	68.8	72.4	72.4	69.8	74.9	66.7	62.9	70.5	66.3	64.8	67.9
	Low risk	8.1	6.8	9.3	6.0	4.9	7.1	6.2	4.8	7.5	5.3	4.5	6.1
	Moderate risk	4.1	3.1	5.1	2.5	1.7	3.2	2.1	1.6	2.5	2.0	1.4	2.5
	Problem gambling	1.18	0.6	1.8	0.72	0.4	1.0	0.49	0.3	0.7	0.48	0.2	0.7
Females	Non-gambling	14.1	12.6	15.6	21.0	18.2	23.8	24.8	22.0	27.6	24.8	23.4	26.2
	Recreational	75.8	74.1	77.5	72.4	69.1	75.7	67.9	65.1	70.7	69.6	68.3	71.0
	Low risk	8.3	7.1	9.5	4.7	3.7	5.6	5.2	4.3	6.1	4.1	3.6	4.7
	Moderate risk	1.3	0.7	2.0	1.5	1.2	1.9	1.6	1.3	1.9	1.2	0.8	1.6
	Problem gambling	0.49	0.1	0.9	0.39	0.2	0.6	0.46	0.3	0.6	0.26*	0.1	0.5

* Relative standard error exceeds 25%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F21: Participation rates for different gambling activities by gambling group

	Recreational			Low risk			Moderate risk			Problem gambling		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	79.6	78.6	80.7	84.3	79.8	88.8	79.5	71.4	87.6	81.1	57.0	100.0
Gaming machines	38.0	36.4	39.5	69.0	63.1	74.9	80.2	71.5	88.8	90.3	74.7	100.0
Art union tickets	32.0	30.6	33.3	29.4	24.4	34.4	27.5	20.6	34.5	23.7*	4.8	42.6
Horse/dog races	24.5	23.3	25.6	36.8	30.3	43.3	51.9	40.6	63.1	43.7*	15.5	71.9
Keno	18.6	17.1	20.0	36.9	32.0	41.8	47.9	38.4	57.4	63.0	43.8	82.1
Casino table games	6.1	5.2	6.9	13.5	8.2	18.8	19.0	11.0	27.0	22.1*	0.9	43.4
Sports betting	5.3	4.6	6.0	12.3	8.3	16.3	16.2	8.4	24.1	37.0*	10.9	63.2

* Relative standard error exceeds 25%.

Table F22: Number of gambling activities played in the last 12 months, by gambling group

	1 activity			2 activities			3 activities			4 or more activities			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est
Recreational	37.1	35.7	38.5	32.1	30.5	33.7	17.2	15.9	18.4	13.6	12.6	14.6	100.0
Low risk	18.0	12.5	23.4	22.9	18.7	27.2	24.6	19.4	29.8	34.5	27.5	41.6	100.0
Moderate risk	8.9*	3.4	14.4	20.4	13.8	27.0	21.1	12.3	29.9	49.6	39.4	59.8	100.0
Problem gambling	2.0**	0.0	5.5	21.7**	0.0	52.6	23.7*	5.3	42.2	52.6*	24.9	80.4	100.0

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F23: Frequency of participating in gambling activities during the last 12 months

	1–6 per year			7–12 per year			13–24 per year			25–52 per year		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	37.0	31.4	42.6	18.8	15.7	21.9	11.2	7.6	14.9	28.7	24.3	33.0
Gaming machines	57.3	48.0	66.7	21.2	12.6	29.8	9.3	5.1	13.5	8.7	6.2	11.2
Horse/dog races	71.7	64.4	79.0	12.1	7.1	17.1	4.3	2.7	5.9	10.4*	3.8	17.0
Keno	65.7	57.0	74.4	17.2	11.7	22.7	6.4*	2.0	10.8	7.7*	2.6	12.7

	53+ per year			Don't know			Refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	3.6*	1.8	5.5	0.2**	0.0	0.2	0.4**	0.0	0.3
Gaming machines	3.2	1.7	4.8	0.1**	0.0	0.2	0.1**	0.0	0.3
Horse/dog races	1.3*	0.6	2.0	0.1**	0.0	0.4	0.0	0.0	0.1
Keno	1.1*	0.4	1.9	1.6**	0.0	4.0	0.3**	0.0	0.7

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F24: Frequency of participating in gambling activities during the last 12 months by gambling group and gambling activity

		1–6 per year			7–12 per year			13–24 per year			25–52 per year		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	Recreational	61.9	50.6	73.2	21.7	11.8	31.6	8.3*	3.3	13.3	5.9	3.3	8.6
	Low risk	39.5	30.9	48.0	19.0	12.2	25.8	14.4	9.3	19.5	23.1	16.0	30.2
	Moderate risk	14.3	8.0	20.6	16.7*	7.9	25.4	19.6	10.2	28.9	30.9	17.4	44.3
	Problem gambling	3.2**	0.0	8.9	16.5**	0.0	44.9	8.7**	0.0	17.4	22.3*	2.0	42.6
Lottery products	Recreational	38.5	32.4	44.6	18.5	14.9	22.0	10.7	6.7	14.8	28.6	23.9	33.3
	Low risk	23.7	17.4	29.9	24.2	19.5	29.0	13.5	8.1	18.8	29.0	22.3	35.8
	Moderate risk	21.6	11.1	32.1	16.4*	6.7	26.0	23.4*	11.6	35.1	31.6	22.3	40.8
	Problem gambling	13.6*	3.8	23.3	21.8**	0.0	45.1	21.6**	0.0	44.3	21.7*	2.6	40.8

		53+ per year			Don't know			Refused		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines	Recreational	2.1*	0.2	3.9	.	.	.	0.1**	0.0	0.2
	Low risk	2.7*	0.7	4.8	0.7**	0.0	1.6	0.7**	0.0	2.0
	Moderate risk	18.3	10.6	26.1	.	.	.	0.2**	0.0	0.7
	Problem gambling	49.3	25.7	73.0
Lottery products	Recreational	3.1*	1.1	5.2	0.2**	0.0	0.4	0.4**	0.0	1.3
	Low risk	8.2*	3.5	13.0	0.8**	0.0	1.8	0.5**	0.0	1.6
	Moderate risk	6.5*	1.0	12.1	0.5**	0.0	1.6	.	.	.
	Problem gambling	21.3*	0.8	41.9

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F25: Usual duration of session by gambling activity

		1–10 minutes			11–30 minutes			31–60 minutes			61 minutes or more			Don't know / Refused		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Gaming machines		21.8	15.4	28.2	41.3	33.0	49.6	13.9	8.7	19.0	18.4	13.2	23.5	4.6*	0.6	8.6
Horse/dog races		64.7	58.5	71.0	13.8	9.3	18.3	8.2*	3.5	12.9	12.4	7.3	17.6	0.8*	0.1	1.5
Keno		41.8	34.4	49.2	34.7	24.6	44.8	13.3	7.5	19.2	6.2*	2.6	9.7	4.0*	0.4	7.6

* Relative standard error exceeds 25%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F26: Amount of time normally spent playing gaming machines by gambling group

	1–10 minutes			11–30 minutes			31–60 minutes			61 minutes or more			Don't know / Refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	22.6	15.6	29.7	44.2	34.8	53.6	12.5*	6.1	18.8	16.2	10.1	22.2	4.5*	0.1	8.9
Low risk	19.9	12.2	27.6	27.9	20.6	35.2	22.6	17.0	28.2	25.0	18.9	31.1	4.6*	1.3	7.9
Moderate risk	13.9*	4.6	23.2	20.9	12.8	29.0	19.2*	9.2	29.2	38.5	26.3	50.8	7.5**	0.0	16.4
Problem gambling	1.1**	0.0	3.1	4.1**	0.0	12.5	25.6*	5.6	45.7	66.0	40.3	91.8	3.2**	0.0	20.2

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F27: Frequency of gambling issues in the last 12 months, by gambling group – Canadian Problem Gambling Index (CPGI) screening questions

Note: each question begins with 'In the last 12 months, have you ...'

		Never			Rarely			Sometimes			Often			Always		
		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LC L	UCL
Q7 bet more than you could really afford to lose?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	57.7	52.0	63.3	27.2	22.4	31.9	14.6	9.2	20.0	0.6**	0.0	1.7	-	-	-
	Moderate risk	25.8	18.8	32.9	25.0	18.8	31.2	42.4	32.7	52.2	3.3**	0.0	7.1	3.4**	0.0	7.4
	Problem gambling	25.2*	3.0	47.4	11.4**	0.0	29.3	22.6*	7.0	38.2	14.7**	0.0	29.6	26.1**		
Q8 needed to gamble with larger amounts of money to get the same excitement?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	87.8	83.8	91.9	8.1	4.3	11.9	4.0*	1.7	6.2	0.1**	0.0	0.3	-	-	-
	Moderate risk	45.9	34.2	57.6	29.4	21.7	37.0	19.3*	8.7	30.0	1.4**	0.0	3.9	3.7**	0.0	8.8
	Problem gambling	45.0*	19.7	70.2	2.1**	0.0	6.3	19.1*	1.7	36.4	28.3*	6.1	50.6	4.3**	0.0	8.8
Q9 gone back another day to win back the money you lost?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	82.7	79.0	86.3	9.7	6.7	12.6	7.6	4.4	10.9	-	-	-	-	-	-
	Moderate risk	48.0	37.7	58.2	17.7	11.6	23.8	31.9	21.4	42.3	2.0*	0.3	3.8	0.4*	0.0	0.8
	Problem gambling	13.6**	0.0	31.5	4.4*	0.5	8.4	17.6*	3.7	31.4	33.0*	13.5	52.5	28.6*	5.8	51.4
Q10 borrowed money or sold anything to get money to gamble?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	99.0	97.8	100.0	0.4**	0.0	0.9	0.6**	0.0	1.7	-	-	-	-	-	-
	Moderate risk	94.7	89.7	99.7	3.7**	0.0	8.3	1.6**	0.0	4.1	-	-	-	-	-	-
	Problem gambling	63.1	43.2	83.1	7.6**	0.0	15.6	9.9**	0.0	23.4	16.4**	0.0	34.4	2.9**	0.0	7.3
Q11 felt that you might have a problem with gambling?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	95.5	93.6	97.5	2.5*	1.1	3.9	1.0*	0.4	1.6	0.9**	0.0	2.5	-	-	-
	Moderate risk	49.2	37.5	60.9	16.8	9.9	23.7	32.8	21.3	44.3	0.9**	0.0	1.8	0.3**	0.0	0.8
	Problem gambling	10.7**	0.0	28.9	16.0**	0.0	36.1	24.2*	6.8	41.6	17.7*	5.0	30.5	31.4*	11.5	51.3
Q12 has gambling caused you any health problems, including stress or anxiety?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	96.7	94.1	99.3	1.3**	0.0	2.7	1.5**	0.0	3.6	0.1**	0.0	0.4	-	-	-
	Moderate risk	82.7	74.6	90.8	7.4*	3.0	11.9	8.4*	2.0	14.8	1.0**	0.0	2.2	0.1**	0.0	0.3
	Problem gambling	12.3*	1.3	23.3	21.0**	0.0	43.6	28.0*	8.7	47.4	15.0*	0.5	29.4	23.8*	2.2	45.3

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F27: Frequency of gambling issues in the last 12 months, by gambling group – Canadian Problem Gambling Index (CPGI) screening questions (cont.)

Note: each question begins with 'In the last 12 months, have you ...'

		Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LC L	UCL
Q13 have people criticised your betting or thought you had a gambling problem?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	92.8	89.8	95.8	3.2*	1.6	4.8	3.8*	1.2	6.3	0.2**	0.0	0.5	-	-	-
	Moderate risk	65.4	56.1	74.7	14.8	8.1	21.4	17.8*	8.6	27.1	1.6**	0.0	3.7	0.4**	0.0	1.1
	Problem gambling	14.4*	4.0	24.7	4.7**	0.0	10.2	35.6*	17.4	53.9	22.2*	1.8	42.5	23.1*	1.8	44.3
Q14 has your gambling caused any financial problems for you or your household?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	98.1	96.6	99.6	0.9**	0.0	1.9	0.8**	0.0	1.9	0.2**	0.0	0.7	-	-	-
	Moderate risk	72.9	61.7	84.1	13.2*	4.9	21.5	12.8*	3.6	22.0	1.1**	0.0	2.3	-	-	-
	Problem gambling	43.8	23.4	64.2	8.5**	0.0	17.3	18.6*	7.4	29.8	15.5**	0.0	31.2	13.6**	0.0	31.1
Q15 felt guilty about gambling?	Recreational	100.0	100.0	100.0	-	-	-	-	-	-	-	-	-	-	-	-
	Low risk	65.7	60.2	71.2	17.5	13.8	21.2	15.7	11.5	19.9	1.0**	0.0	2.5	-	-	-
	Moderate risk	21.6	15.2	28.0	23.3	15.1	31.4	39.1	29.3	48.9	10.3*	4.1	16.5	5.7*	2.4	9.0
	Problem gambling	1.3**	0.0	3.8	15.0**	0.0	34.6	17.6*	0.0	35.4	43.2*	20.0	66.3	23.0*	6.9	39.1

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F28a: Whether played gambling simulation or free casino games on the internet in the last 12 months, by gambling group

	Never played these types of games			Had played gambling simulation or free casino games on the internet			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Non-gambling	94.8	87.5	100.0	5.2**	0.0	12.5	100.0
Recreational	91.0	88.8	93.3	9.0	6.7	11.2	100.0
Low risk	85.7	81.4	89.9	14.3	10.1	18.6	100.0
Moderate risk	78.4	68.5	88.3	20.9	11.6	30.3	100.0
Problem gambling	56.2*	29.1	83.4	43.8*	16.6	70.9	100.0

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F28b: Whether used a playstation, X-box, computer or similar device to play gambling simulation games in the last 12 months, by gambling group

	Never played these types of games			Had used a playstation, X-box, computer or similar device to play gambling simulation games			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Non-gambling	93.0	85.4	100.0	7.0**	0.0	14.6	100.0
Recreational	89.5	86.8	92.2	10.5	7.8	13.2	100.0
Low risk	85.0	78.4	91.5	14.9	8.4	21.5	100.0
Moderate risk	81.0	73.6	88.4	19.0	11.6	26.4	100.0
Problem gambling	63.3*	40.2	86.5	36.7*	13.5	59.8	100.0

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F28c: Whether played poker at a pub or a club in the last 12 months, by gambling group

	Never played these types of games			Had played poker at a pub or a club			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Non-gambling	100.0						100.0
Recreational	95.0	92.8	97.2	5.0	2.8	7.2	100.0
Low risk	89.9	85.6	94.1	10.1	5.9	14.4	100.0
Moderate risk	84.4	74.1	94.7	15.6*	5.3	25.9	100.0
Problem gambling	79.1*	56.7	100.0	20.9**	0.0	43.3	100.0

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F29a: Whether played gambling simulation or free casino games on the internet in the last 12 months, by age and gender

	Never played these types of games			Had played gambling simulation or free casino games on the internet			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Male: 18-34 years	64.3	54.3	74.3	35.7	25.7	45.7	100.0
Male: 35-54 years	94.9	92.5	97.3	5.1	2.7	7.5	100.0
Male: 55+ years	99.1	97.9	100.0	0.8**	0.0	2.0	100.0
Female: 18-34 years	92.6	86.6	98.6	7.4*	1.4	13.4	100.0
Female: 35-54 years	97.1	95.3	98.9	2.9*	1.1	4.7	100.0
Female: 55+ years	98.1	95.8	100.0	1.9**	0.0	4.2	100.0

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F29b: Whether used a playstation, X-box, computer or similar device to play gambling simulation games in the last 12 months, by age and gender

	Never played these types of games			Had used a playstation, X-box, computer or similar device to play gambling simulation games			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Male: 18-34 years	66.8	54.8	78.7	33.2	21.3	45.2	100.0
Male: 35-54 years	93.3	90.0	96.6	6.7*	3.4	10.0	100.0
Male: 55+ years	96.5	93.4	99.6	3.5*	0.4	6.6	100.0
Female: 18-34 years	84.0	72.3	95.7	16.0*	4.3	27.7	100.0
Female: 35-54 years	98.0	97.0	99.0	2.0*	1.0	3.0	100.0
Female: 55+ years	98.2	96.0	100.0	1.8**	0.0	4.0	100.0

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F29c: Whether played poker at a pub or a club in the last 12 months, by age and gender

	Never played these types of games			Had played poker at a pub or a club			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Male: 18-34 years	83.9	76.9	91.0	16.1	9.0	23.1	100.0
Male: 35-54 years	96.3	92.9	99.7	3.7*	0.3	7.1	100.0
Male: 55+ years	99.2	98.1	100.0	0.8**	0.0	1.9	100.0
Female: 18-34 years	96.2	91.3	100.0	3.8**	0.0	8.7	100.0
Female: 35-54 years	98.8	97.7	100.0	1.2*	0.0	2.3	100.0
Female: 55+ years	99.1	98.0	100.0	0.9**	0.0	2.0	100.0

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F30: Proportion of people who had wanted help for problems related to their gambling in the last 12 months, 2003–04, 2006–07 and 2008–09

	2003–04			2006–07			2008–09		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	0.65*	0.1	1.2	1.4*	0.4	2.3	1.2**	0.0	2.8
Moderate risk	7.2	4.4	10.1	6.3	3.2	9.3	6.4*	1.6	11.2
Problem gambling	41.0	25.8	56.1	47.6	34.0	61.2	39.8*	18.2	61.4

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F31: Proportion of people who had tried to get any sort of help for problems related to their gambling in the last 12 months, 2003–04, 2006–07 and 2008–09

	2003–04			2006–07			2008–09		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk				0.7**	0.0	1.4	1.0**	0.0	2.5
Moderate risk	3.75*	1.4	6.1	2.2*	0.1	4.3	3.5**	0.0	8.0
Problem gambling	15.9*	6.5	25.3	28.4	17.8	39.0	18.3**	0.0	40.5

* Relative standard error exceeds 25%.

** Relative standard error exceeds 50%.

Table F32: Participation in gambling activities in the last 12 months, by South East Queensland, Regional cities and the Rest of Queensland

	South East Queensland			Regional cities			Rest of Queensland		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	58.5	57.2	59.9	61.9	60.1	63.7	61.8	59.9	63.7
Gaming machines	31.7	29.7	33.6	32.1	30.4	33.9	26.4	24.8	28.0
Art union tickets	24.1	22.4	25.8	22.2	20.9	23.4	23.3	21.9	24.8
Horse/dog races	19.4	18.0	20.8	20.5	19.2	21.9	18.3	17.2	19.4
Keno	14.6	12.9	16.3	18.5	17.3	19.7	15.5	14.4	16.5
Casino table games	5.8	4.7	6.8	5.3	4.5	6.0	3.0	2.3	3.8
Sports betting	4.7	3.9	5.5	5.7	4.8	6.6	3.3	2.7	3.9
Bingo	2.7	2.1	3.3	3.5	2.8	4.1	3.2	2.4	3.9
Private card games (eg poker)	3.5	2.4	4.5	3.9	3.1	4.8	1.9	1.3	2.6
Internet gambling	2.6	1.9	3.4	2.5	1.7	3.2	1.8	1.2	2.4

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F33: Participation in lottery products in the last 12 months, by region

	Est.	LCL	UCL
	%	%	%
Brisbane	56.6	54.6	58.6
Gold Coast	63.7	61.1	66.2
Sunshine Coast	62.6	58.8	66.5
West Moreton	67.3	62.2	72.4
Wide Bay–Burnett	61.2	57.5	65.0
Darling Downs	61.6	57.4	65.7
Fitzroy	64.9	62.2	67.6
Mackay	66.2	63.0	69.4
Northern	60.7	57.5	63.8
Far North	56.7	54.0	59.4
Western	60.3	55.9	64.7
Total Queensland adult population	59.7	58.6	60.8

Table F34: Participation in gaming machines in the last 12 months, by region

	Est.	LCL	UCL
	%	%	%
Brisbane	31.7	29.2	34.1
Gold Coast	32.5	29.4	35.6
Sunshine Coast	30.2	27.7	32.8
West Moreton	32.5	26.3	38.7
Wide Bay–Burnett	30.8	27.7	34.0
Darling Downs	30.6	27.0	34.2
Fitzroy	26.8	23.9	29.6
Mackay	30.4	26.5	34.2
Northern	27.9	25.0	30.9
Far North	26.9	23.9	29.8
Western	24.4	20.5	28.3
Total Queensland adult population	30.7	29.3	32.0

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F35: Participation in art union tickets in the last 12 months, by region

	Est. %	LCL %	UCL %
Brisbane	22.4	20.2	24.5
Gold Coast	27.5	24.8	30.3
Sunshine Coast	29.9	27.3	32.5
West Moreton	26.5	21.6	31.5
Wide Bay–Burnett	23.3	20.4	26.2
Darling Downs	22.7	20.7	24.8
Fitzroy	24.7	22.4	27.0
Mackay	24.0	21.5	26.6
Northern	22.7	19.4	25.9
Far North	17.7	15.4	19.9
Western	23.8	20.8	26.8
Total Queensland adult population	23.6	22.6	24.7

Table F36: Participation in wagering on horse or greyhound races in the last 12 months, by region

	Est. %	LCL %	UCL %
Brisbane	19.1	17.1	21.1
Gold Coast	21.5	19.3	23.7
Sunshine Coast	19.0	16.2	21.8
West Moreton	21.3	16.3	26.3
Wide Bay–Burnett	17.0	15.0	19.0
Darling Downs	19.3	16.4	22.2
Fitzroy	21.6	19.2	24.1
Mackay	22.4	19.0	25.9
Northern	18.3	15.9	20.7
Far North	15.2	13.5	16.9
Western	24.7	22.1	27.3
Total Queensland adult population	19.4	18.4	20.3

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Table F37: Participation in keno in the last 12 months, by region

	Est. %	LCL %	UCL %
Brisbane	14.4	12.2	16.5
Gold Coast	14.9	12.5	17.3
Sunshine Coast	15.2	12.8	17.5
West Moreton	19.0	14.5	23.4
Wide Bay–Burnett	15.1	12.9	17.3
Darling Downs	17.7	15.2	20.1
Fitzroy	18.5	16.0	21.1
Mackay	22.5	19.4	25.5
Northern	16.7	14.4	18.9
Far North	13.1	10.6	15.6
Western	15.4	12.3	18.4
Total Queensland adult population	15.4	14.2	16.5

Table F38: Gambling group prevalence by South East Queensland, Regional cities and the Rest of Queensland

	South East Queensland			Regional cities			Rest of Queensland		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	25.4	23.7	27.0	24.2	22.5	25.9	25.9	24.2	27.5
Recreational	68.0	66.5	69.6	67.7	65.8	69.6	68.3	66.4	70.2
Low risk	4.7	4.2	5.3	5.4	4.5	6.4	4.0	3.4	4.7
Moderate risk	1.5	1.0	2.0	2.1	1.6	2.5	1.4	1.0	1.9
Problem gambling	0.31*	0.1	0.6	0.60*	0.3	0.9	0.40*	0.1	0.7
Total	100.0			100.0			100.0		

* Relative standard error exceeds 25%.

Key to tables:

Est: Estimate

LCL, UCL: Lower and upper confidence limits of a 95% confidence interval (see Appendix 2 for more information about the meaning and use of confidence intervals)

Appendix 2 – technical report

Overview

The Queensland Household Gambling Survey was conducted by the Office of the Government Statistician within the Office of Economic and Statistical Research (OESR). The survey was conducted on behalf of the Office of Regulatory Policy.

The survey was tested in three separate pilot tests^{iv}. The first pilot test was conducted from 7 October 2008 to 15 October 2008. The second pilot test was conducted on 15 October 2008 and the third pilot test was conducted from 29 October 2008 to 31 October 2008. Three pilot tests were carried out for the following reasons:

- to test changes made to the survey questionnaire;
- to test the functionality and length of the survey questionnaire following these changes; and
- to ensure the survey questionnaire effectively obtained information sought by the Office of Regulatory Policy.

The main survey was conducted in two waves of interviewing. The first stage was conducted from 10 November 2008 to 19 December 2008. The second stage was conducted from 9 February 2009 to 12 March 2009.

Survey methodology

Collection method

The survey was conducted by Computer Assisted Telephone Interviewing (CATI). Three pilot tests and a main survey (performed in two stages) were completed.

Survey responses were collected under the *Statistical Returns Act 1896*. This Act prohibits the disclosure of identifiable information relating to an individual without their consent.

Scope of the survey

The in-scope survey population consisted of people aged 18 years and over who usually reside in private dwellings with telephones in Queensland.

Survey frame

A Random Digit Dialling (RDD) sampling frame was used to ensure the in-scope population was adequately covered in the survey. This frame was constructed using the November 2004 version of the International Phone Book Company's White Pages. This is the latest version available.

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

Broadly, the frame was constructed by identifying valid ranges for telephone numbers. For each valid four-digit prefix, the maximum and minimum telephone numbers were identified, providing a range for that prefix. The frame comprised the collection of all numbers within those ranges. Of the telephone numbers on the frame, about 45% were expected to be private dwelling numbers.

^{iv} Completed interviews from the pilot test were included in analyses and sample quotas for the two stages of the survey.

Sample design and selection

A total sample of 3,760 telephone numbers was selected for the three pilot tests. A total sample of 89,836 telephone numbers was selected for the first stage of the main survey and a total sample of 82,538 telephone numbers was selected for the second stage of the main survey.

Each sample of the main survey was designed to achieve 7,500 completed interviews from 11 regions; a total of 15,000 completed interviews. These 11 regions are listed in Table 1. Quotas for each region were determined on a population proportional basis. This selection procedure was implemented to increase the probability of selection in the Brisbane and Gold Coast regions.

Table 1 Sample design – regional quotas

Region	Stage One	Stage Two	Overall
Brisbane	1,150	1,150	2,300
Gold Coast	750	750	1,500
Sunshine Coast	700	700	1,400
West Moreton	500	500	1,000
Wide Bay Burnett	700	700	1,400
Darling Downs	650	650	1,300
Fitzroy	625	625	1,250
Mackay	600	600	1,200
Northern	650	650	1,300
Far North	675	675	1,350
Western	500	500	1,000
TOTAL	7,500	7,500	15,000

Sub-sampling

As part of the survey process, the Canadian Problem Gambling Index (CPGI) was employed to determine respondents' gambler types.^v A respondent could be ascertained to be a recreational, low risk, moderate risk or problem gambler based upon their CPGI score.

Subsequent to determining CPGI status, sub-sampling of non-gamblers and recreational gamblers was undertaken. This procedure further allowed for an increase in the probability of obtaining more low risk, moderate risk and problem gamblers by increasing the number of surveys which could be attempted within the specified budget. All low risk, moderate risk and problem gamblers completed the full questionnaire, enabling more gambling-related issues to be explored with each of these gambling groups.

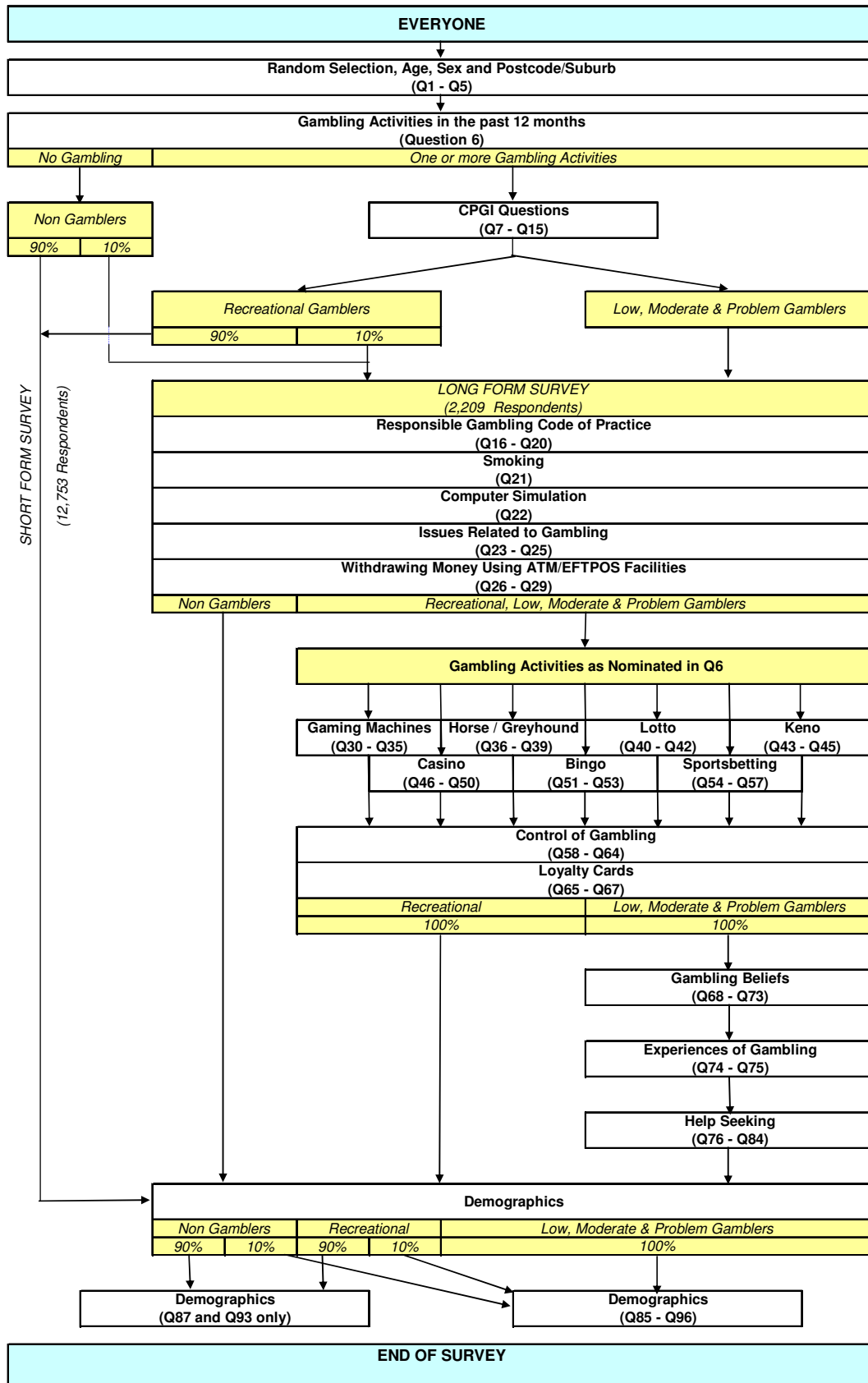
Figure 1 demonstrates the structure of the sub-sampling process used in the survey. The definitions of the completed statuses are as follows:

- *Completed – Non-Gambler – Short* – Nine in ten respondents who identified in Question 6 as not having undertaken some form of gambling activity in the last 12 months or never having gambled were only asked Questions 1 to 6, Question 87 and Question 93.

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

- *Completed – Non-Gambler – Long* – One in ten respondents who identified in Question 6 as not having undertaken some form of gambling activity in the last 12 months or never having gambled was asked all questions relevant to non-gamblers: Questions 1 to 6, Questions 16 to 29 and Questions 85 to 96.
- *Completed – Recreational Gambler – Short* – Nine in ten respondents who identified in Question 6 as having undertaken some form of gambling activity in the last 12 months, but classified as a recreational gambler, were only asked Questions 1 to 15, Question 87 and Question 93.
- *Completed – Recreational Gambler – Long* – One in ten respondents who identified in Question 6 as having undertaken some form of gambling activity in the last 12 months, but classified as a recreational gambler, was asked all questions relevant to recreational gamblers: Questions 1 to 67, Questions 85 to 96.
- *Completed – Low Risk Gambler – Long* – This group consisted of those respondents who indicated in Question 6 as having undertaken some form of gambling activity in the last 12 months, but who had scored a CPGI index score of 1 or 2 in Questions 7 to 15. This group of respondents were asked the following questions relevant to low risk gamblers: Questions 1 to 96.
- *Completed – Moderate Risk Gamblers – Long* – This group consisted of those respondents who had scored a CPGI index score 3 to 7 in Questions 7 to 15. This group of respondents were asked the following questions relevant to moderate risk gamblers: Questions 1 to 96.
- *Completed – Problem Gamblers – Long* – This group consisted of those respondents who had scored a CPGI index score of 8 or more in Questions 7 to 15. This group of respondents were asked the following questions relevant to problem gamblers: Questions 1 to 96.

Figure 1 Sub-sampling in the Queensland Household Gambling Survey 2008–09



Operational results

Status of sample at completion of survey

A sample unit (telephone number) was deemed to be finalised and assigned a final status when:

- an adult in a sampled household completed the survey;
- an adult in a sampled household refused the survey;
- the sample unit was found to be out-of-scope;
- the predetermined number of attempts to contact a household was reached; or
- the sample quota was reached and the survey was closed.

Of the 172,374 sample units allocated to the main sample (Wave 1 and Wave 2 combined), only 79,774 sample units needed to be attempted to achieve the main sample. The sample units were randomly ordered on the queue to ensure that no bias was introduced by not attempting all sample units. From those that were attempted, 13,088 fully completed interviews were achieved. The final status of the sample units used in the main sample is shown in Table 2 using the following categories.

- Final status categories of '*no answer*', '*answering machine*', '*FAX*' and '*engaged*' indicate that no contact had been made after a predetermined number of attempts.
- Seven categories of '*unable survey*' status were used to describe the reason that a selected person in the household could not be interviewed.
- A '*call-back status*' means that a call-back was arranged for interviewing the selected person, but that the interview could not be undertaken before the interviewing period closed.
- A '*partially completed*' interview occurred when a respondent refused to answer one or more questions. A partially completed interview was deemed to be usable and the data used in tabulations if a respondent answered those questions in the survey considered essential for weighting to population estimates^{vi}, and had refused no more than ten per cent of the questions in the survey. Partial interviews that did not meet these criteria were excluded from analysis.
- The unit was an '*out-of-scope business*' if the person who answered the phone advised that this was a business telephone number only.
- The unit was an '*out-of-scope household*' if there were no usual residents aged 18 years or more.
- Some refusals occurred after the interviewer determined that they were a household ('*refused survey*'). Other refusals occurred before the interviewer was able to determine if they were a household ('*refused survey – phone slam*').
- When a respondent's gambling group could not be established as a result of failing to complete the survey, this is described as an '*unknown gambler*'.

^{vi} Questions considered to be essential for weighting to population estimates include Questions 4 to 15 and Questions 85, 87, 88, 91 and 92.

Table 2 Final status of sample units (Waves 1 and 2 combined)

Status	Total	Percentage (%)
No answer	8,456	10.6
Engaged	730	0.9
Answering machine	4,557	5.7
FAX machine	843	1.1
Unable survey – away (eg holidays)	1,518	1.9
Unable survey – illness	500	0.6
Unable survey – hearing	402	0.5
Unable survey - other disability	40	0.1
Unable survey – speech	17	0.0
Unable survey – intellectual	96	0.1
Unable survey - language problem	363	0.5
Call-back	978	1.2
Partially completed	1,917	2.4
Completed	13,088	16.4
Out-of-scope household	258	0.3
Out-of-scope business	7,788	9.8
Out-of-scope extra	4	0.0
Refused survey - phone slam	1,228	1.5
Refused survey	6,817	8.5
Unknown gambler	140	0.2
Disconnected	25,729	32.3
Multiple	4	0.0
FAX max	4,301	5.4
Total	79,774	100.0
Not attempted	96,360	

Table 3 shows the final status of the sample units using the following classifications:

- In-scope responding, if the interview resulted in a completed or partially completed (usable) survey;
- In-scope non-responding, if:
 - the interview resulted in an unusable partially completed survey
 - the respondent was unable to be surveyed
 - the respondent refused or
 - a call-back appointment was made, but did not eventuate.
- Out-of-scope, if the sample unit was:
 - a business or other non-private dwelling
 - a household outside of the target geography
 - the contact phone number was disconnected or
 - a duplicate.

For sample units where no contact was made, it was not possible to determine whether the sample unit was in-scope or out-of-scope. The categories affected included:

- no answer
- engaged
- answering machine
- fax machine and
- refused survey – phone slam.

These sample units were apportioned between in-scope and out-of-scope using the proportions of in-scope and out-of-scope for other sample units in the survey as a guide.

Table 3 Final status of sample units by scope (Waves 1 and 2 combined)

Status	In-scope responding	In-scope non-responding	Out-of-scope	Total
No answer	0	6,778	1,678	8,456
Engaged	0	368	362	730
Answering machine	0	4,126	431	4,557
FAX machine	0	0	843	843
Unable survey – away (eg holidays)	0	1,518	0	1,518
Unable survey - illness	0	500	0	500
Unable survey - hearing	0	402	0	402
Unable survey - other disability	0	40	0	40
Unable survey - speech	0	17	0	17
Unable survey - intellectual	0	96	0	96
Unable survey - language problem	0	363	0	363
Call-back	0	978	0	978
Partially completed	1,874	43	0	1,917
Completed	13,088	0	0	13,088
Out-of-scope household	0	0	258	258
Out-of-scope business	0	0	7,788	7,788
Out-of-scope extra	0	0	4	4
Refused survey - phone slam	0	989	239	1,228
Refused survey	0	6,817	0	6,817
Unknown gambler	0	140	0	140
Disconnected	0	0	25,729	25,729
Multiple	0	0	4	4
FAX max	0	0	4,301	4,301
Total	14,962	23,175	41,637	79,774

Survey response

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

The response rate for the Queensland Household Gambling Survey 2008–09 can be looked at in terms of both the willingness or *consent* of someone to participate in the survey, as well as a percentage of completed surveys achieved from all possible in-scope sample units selected for the survey.

Consent rate

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

- the number of in-scope responding (completed & useable partials) 14,962 by
- the number of in-scope responding 14,962 + partially complete (not useable) 43 + refused survey 6,817 + phone slam deemed in-scope 989 = 22,811.

Therefore the estimated overall **consent rate** for the survey was $14,962 / 22,811 = 65.6\%$

Response rate

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

The best estimate of the overall **response rate** for the survey is **39.2%**. This has been calculated by excluding the categories 'Disconnected', 'FAX machine', 'Out-of-scope business', and 'Out-of-scope household', and a proportion of sample units coded as 'Answering machine', 'No answer', 'Refused survey - phone slam', and 'Engaged' that should be considered as out-of-scope, from the combined data in the previous section.

Table 4 presents the status of the sample units considered to be in the scope of the survey. Table 5 presents the response rates by region.

Table 4 Final status of in-scope sample units

Status	Number	Percentage (%)
No answer	6,778	17.8
Engaged	368	1.0
Answering machine	4,126	10.8
Unable survey - away	1,518	4.0
Unable survey - illness	500	1.3
Unable survey - hearing	402	1.1
Unable survey - other disability	40	0.1
Unable survey - speech	17	0.0
Unable survey - intellectual	96	0.3
Unable survey - language problems	363	1.0
Call-back	978	2.6
Partially Complete	1,917	5.0
Completed	13,088	34.3
Refused survey - phone slam	989	2.6
Refused survey	6,817	17.9
Unknown gambler	140	0.4
Total	38,137	100.0

Table 5 Response rate by region

Region	In-scope responding	In-scope non-responding	In-scope total	Response rate (%)
Brisbane Statistical Division	2,294	3,678	5,972	38.4%
Gold Coast Statistical Division	1,494	2,921	4,415	33.8%
Sunshine Coast Statistical Division	1,394	2,012	3,406	40.9%
West Moreton Statistical Division	1,001	1,319	2,320	43.1%
Wide Bay–Burnett Statistical Division	1,397	1,765	3,162	44.2%
Darling Downs Statistical Division	1,296	1,510	2,806	46.2%
Fitzroy Statistical Division	1,247	1,925	3,172	39.3%
Mackay Statistical Division	1,197	1,879	3,076	38.9%
Northern Statistical Division	1,294	2,003	3,297	39.2%
Far North Statistical Division	1,349	2,210	3,559	37.9%
Western Statistical Divisions	999	1,953	2,952	33.8%
Total	14,962	23,175	38,137	39.2%

Interview time

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

Table 6 Average interview time by gambler type and form type^{vii}

Gambler Type	Form Type	Average Time (mins)
Completed - Non-gambler	Short	3.8
Completed - Non-gambler	Long	4.8
Completed - Recreational gambler	Short	7.7
Completed - Recreational gambler	Long	11.6
Completed - Low risk gambler	Long	17.8
Completed - Moderate risk gambler	Long	19.2
Completed – Problem gambler	Long	21.4
Average time for all interviews		5.9

Monitoring of interviewers

Daily monitoring and/or observations of interviewers were carried out for the duration of the Queensland Household Gambling Survey 2008–09 to validate the accuracy of the data collected. Productivity was closely monitored as part of the OESR's field quality control system. Interviewers were found to be conducting the surveys in a professional manner, in line with standard procedures.

Respondent queries

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

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

Checking, editing and data processing

OESR performed checking and editing of responses throughout the survey and upon the completion of the survey.

The following actions were undertaken to check and edit the data collected in the survey process.

- The dataset was checked to ensure that all skips and sequencing instructions had been applied correctly in the CATI/Web system. The dataset was also checked to ensure there were no erroneous skips that had resulted in missing data. No problems were found to have occurred with the questionnaire.
- Responses that were recorded by interviewers into the "other specify" categories were checked and validated to ensure that they did not match an existing category. Where it was found that the information recorded in the "other specify" option was congruent with an existing category, the response was recoded into this category (or multiple categories if it was a multiple response question).

^{vii} Pilot tests 1 and 2 were excluded from the calculation of average interview times due to many changes in the survey questionnaire markedly changing the duration of the survey questionnaire overall and by form type.

Regions

Respondents were sampled from one of 11 regions. In some cases, their place of residence was in a different region to that indicated in the sample frame. This may have been due to imprecision of the sampling frame (especially for unlisted numbers, which are assumed to be in the same general area as the listed numbers), or to respondents moving and taking their telephone number with them.

To confirm what region respondents were located in, they were asked to specify their postcode or suburb in Question 3a or 3b. The region based on the information reported by respondents was compared with the region based on the telephone number in the sampling frame to see if there was a difference.

Due to the possibility of postcodes being misremembered or mistyped, the postcode reported by respondents was used to define their region only if:

- their reported postcode was different to the postcode on the frame; and
- their region based on their reported postcode was adjacent to the region based on information in the sampling frame; and
- their reported postcode was 100% inside a region (some postcodes overlap regions).

In all other instances, the region was defined according to the information contained on the sampling frame.

Several respondents who did not remember or refused to provide their postcode in Question 3a were asked to state their suburb in Question 3b. Some respondents did not report their postcode in Question 3a and did not specify their suburb in Question 3b. The region for these respondents was allocated based on the information contained in the sampling frame.

Weighting procedure

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

There are two main reasons for using a weighted variable:

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

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

Stage 1: Initial household weight

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

A small number of records were found to be in regions other than the region indicated in the sampling file. While these records had their initial weight determined based on the information in the sampling file, these were readjusted so that weights were based on the region reported by the respondent where appropriate.

The initial household weights (w1h) were calculated at the stratum level for each of the 11 regional strata. This weight (w1h) reflects the probability of selecting a given telephone number in the sample, and the response rate of a stratum. The response rate is the proportion of the selected sample which responds to the survey (providing a useable response).

$$w1h = \text{BigNh} / \text{totsamp} * (\text{insc_resp} + \text{insc_nonresp}) / \text{insc_resp}$$

where:

BigNh	=	total stratum population size (as per the RDD frame)
totsamp	=	total stratum sample size (telephone numbers sampled from the RDD)
insc_resp	=	the number of in-scope responding units in the stratum
insc_nonresp	=	the number of in-scope non-responding units in the stratum

Stage 2: Initial person weight

Next an initial person weight (w1p) was calculated. This weight reflects the probability of selecting the respondent from the household, and their likelihood of completing the survey and providing a useable response. It was calculated as the initial household weight, multiplied by the number of people in the household and by a factor that accounted for different rates of survey completion in each of the population gambling groups for each form type.

$$w1p = w1h * (\text{number of people in the household}) * (\text{dropout factor})$$

where:

w1h	=	the initial household weight based on probability of selection
dropout factor	=	the rate of completion based on questionnaire administered, the type of gambler and the number of games played

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

- Gambler type (Non-gambler, Recreational gambler, Low risk gambler, Moderate risk gambler, Problem gambler)
- Form Type (Short Form / Long Form)
- Number of Games Played (Less than 4 Games / 4 or more Games)
dropout factor = $(\text{insec_resp} + \text{insec_nonresp}) / \text{insec_resp}$

Stage 3: Adjusted person weight

The weights were then 'adjusted' or 'calibrated' to add to population numbers from the 2006 Census of Population and Housing conducted by the Australian Bureau of Statistics (ABS). The calibration of the weights was carried out using the ABS produced SAS macro 'GREGWT'. The program used generalised regression techniques.

The adjustment was made for all in-scope respondents (14,962), all of whom had completed the short form. Using the initial person weights (w1p), all records were weighted to four sets of benchmarks to give the person weight for the short form.

- region (11 Statistical Division based regions)
- age (6 categories) by sex
- education (degree vs no degree) by grouped region (South East Queensland / Regional Cities / Rest of Queensland)
- personal income (5 categories)

The benchmarks used for the short form were drawn from the number of people aged 18 or over in the 2006 Census, adjusted first for growth from the time of the Census to 31 December 2008, then for the proportion living in private dwellings. Proportions in the categories of education and income also made use of results of the 2006 Census, adjusted for growth since that time.

A lower bound of 50% of the initial weight and an upper bound of 200% of the initial weight were applied in the adjustment to match the benchmarks in order to limit the variation of final weights as far as possible.

Stage 4: Long form

A subset of respondents continued on to complete the long form survey (2,209). The respondent's gambling group determined whether they progressed to the long form of the survey. A randomly selected subsample of 10% of non-gamblers and 10% of recreational gamblers progressed to the long form. All low risk, moderate risk and problem gamblers progressed to the long form.

Firstly, the initial value of the long form weight (w3p) was calculated by dividing the short form weight (w2p) by the fraction of the sample that was asked the long form. That is, the weight was adjusted for the likelihood of progressing from the short form survey to the long form survey.

Using the initial long form person weight (w3p), all long form records were then adjusted to achieve consistency with five sets of benchmarks. This gave the person weight for the long form. The five sets of benchmarks were:

- region (11 SD based regions)
- age (6 categories) and sex
- education (degree vs no degree) by grouped region (South East Queensland / Regional Cities / Rest of Queensland)
- personal income (5 categories)
- gambling group (proportions as determined in the short form).

The first four sets of benchmarks were the same as applied to the short form data. The fifth set was applied so as to make the distribution of gambler type conform to that estimated from the short

form (the sample in the latter case being larger, the estimate would be expected to be more accurate).

A lower bound for each unit was set as the greater of the short form weight (w2p) and 65% of the initial long form person weight (w3p) and an upper bound as 200% of the initial long form person weight. Again, this restraint was imposed to ensure weights did not vary too greatly from their initial estimates.

Reliability of estimates

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

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

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

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

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

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

where SE stands for the standard error of the estimate.

Calculation of standard errors

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

Variability of estimates

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

The general formula for a confidence interval is:

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

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

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

- Example 1: Two estimates that are not significantly different, because the two confidence intervals overlap.
 - The proportion of males who purchased art union tickets in the last 12 months was estimated to be 22.5% with a 95% confidence interval of (21.1%, 24.0%).

- The proportion of females who purchased art union tickets in the last 12 months was estimated to be 24.7% with a 95% confidence interval of (23.2%, 26.2%).
- Example 2: Two estimates that are significantly different, because the two confidence intervals do not overlap:
 - The proportion of males who purchased lottery products in the last 12 months was estimated to be 57.2% with a 95% confidence interval of (55.8%, 58.7%).
 - The proportion of females who purchased lottery products in the last 12 months was estimated to be 62.1% with a 95% confidence interval of (60.6%, 63.5%).

Appendix 3 – questionnaire

Office of the Government Statistician 2008/2009 Queensland Household Gambling Survey

Good morning/afternoon/evening, my name is _____ and I work for the Office of the Government Statistician. We are conducting important research for the Qld Government about social activities and attitudes. Your responses are strictly confidential and are collected under the Queensland Government Statistical Returns Act. The information you provide will only be used for research purposes to help improve Government services.

- Q. 1** To ensure that we obtain a representative sample of all people aged 18 years or over, we need to randomly select a person from your household to complete the survey. Could you please tell me the number of people aged 18 years or over who usually live in this household?

.....

To the randomly selected person:

Some calls are monitored by my supervisor for training and quality purposes.

- Q. 2** Could I please speak to the **Randomly Selected Person**?
(If Callback - select ALT S and book appointment time)

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

- Q. 3a** (Reintroduce if necessary)
What is your postcode?

.....

(Don't know/can't remember 9998

Refused)..... 9999

**If Q3a is 9998 or 9999 then go to Q3b
Otherwise Go To Q4**

Q. 3b What is your suburb?

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

**If Q3b is 9998 or 9999 then END SURVEY
Otherwise Go To Q4**

Q. 4 Could you please tell me your age?

.....
(Refused) 99 *End survey*

Q. 5 (Record if known, otherwise ask) Are you male or female?

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

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

Q. 6 In the last 12 months, which of the following gambling activities have you participated in:

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

IF NONE OF THE ABOVE, PROMPT FOR:

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

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

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

**The next few questions relate to all gambling activities which you participate in
Canadian Problem Gambling Index**

Q. 7 In the last 12 months, have you bet more than you could really afford to lose, would you say never, rarely, sometimes, often or always?

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

Q. 8 In the last 12 months, have you needed to gamble with larger amounts of money to get the same feeling of excitement, would you say never, rarely, sometimes, often or always?

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

Q. 9 In the last 12 months, when you gambled, did you go back another day to try to win back the money you lost, would you say never, rarely, sometimes, often or always?

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

Q. 10 In the last 12 months, have you borrowed money or sold anything to get money to gamble, would you say never, rarely, sometimes, often or always?

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

Q. 11 In the last 12 months, have you felt that you might have a problem with gambling, would you say never, rarely, sometimes, often or always?

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

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

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

Q. 13 In the last 12 months, have people criticised your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true, would you say never, rarely, sometimes, often or always?

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

Q. 14 In the last 12 months, has your gambling caused any financial problems for you or your household, would you say never, rarely, sometimes, often or always?

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

Q. 15 In the last 12 months, have you felt guilty about the way you gamble or what happens when you gamble, would you say never, rarely, sometimes, often or always?

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

End of CPGI (Scored Section)

CANADIAN PROBLEM GAMBLING INDEX

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

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

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

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

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

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

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

SUB-SAMPLING:

If Q6 = 13 or 14 and code > 0 goto Q87

Otherwise if Recreational Gambler and code > 0 goto Q87

Otherwise go to Q16

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

Q. 16 Are you aware that there is a Code of Practice that covers gambling in Queensland?

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

Q. 17 Have you seen or heard any advertising encouraging people to gamble responsibly?

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

If Q17 = 1 go to Q18

Otherwise go to Q21

Q. 18 Where have you seen or heard these messages?
(Allow more than one)

(Billboards	1
Buses	2
Cinema.....	3
Radio.....	4
Sports stadium	5
Newspaper	6
Taxis.....	7
Trains/train stations.....	8
Gambling venue – on a coaster	9
Gambling venue – in a brochure.....	10
Television	11
Gaming Venue Toilets	12
Gambling venue.....	13
Gambling venue – posters	14
Word of mouth.....	15
Work.....	16
Other <i>(please specify)</i>	17
Don't know/can't remember	98
Refused).....	99

If Q18 = 98 or 99 go to Q21
Otherwise go to Q19

Q. 19 Which of the following statements about the advertisements would you agree with? (*Allow more than one*)

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

Q. 20 Who do you think this advertising is trying to target? (*Allow more than one*)

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

Q. 21 Do you smoke?

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

The following questions are about games you may have played that don't involve spending money, but are similar to popular forms of gambling.

Q.22 In the last 12 months, can you tell me whether you have never, rarely, sometimes, often or very often -

	Never	Rarely	Sometimes	Often	Very Often	DK/CR	Refused
Played gambling simulation or free casino games on the Internet	1	2	3.....	4.....	5.....	98.....	99
Used a Play Station, X-box, computer or similar device to play gambling simulation games?	1	2	3.....	4.....	5.....	98.....	99
Played poker at a pub or a club?	1	2	3.....	4.....	5.....	98.....	99

The following questions are about issues related to gambling.

Q.23 Have you seen or read any signs promoting the Gambling Help services which use the phrase "Wanna Bet"?

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

Q. 24 Have you heard or read about the "Gambling helpline phone number"?

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

Q. 25 Have you heard or read about face to face counselling services for gamblers in your area?

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

Q. 26 Thinking about the last 12 months, would you say that you never, rarely, sometimes, often or very often withdraw money from an ATM in a pub or a club?

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

**If Q26 = 1, 98 or 99 goto Q28
Otherwise goto Q27**

Q. 27 What do you use the money for?
(Allow more than one – Don't read out)

- (Gambling at that pub or club..... 1
- Food or meals at that pub or club 2
- Drinks at that pub or club 3
- Other expenses at that pub or club..... 4
- Spending outside that pub or club 5
- Other (*please specify*) 6
- Don't know/can't remember 98
- Refused)..... 99

Q. 28 Thinking about the last 12 months, would you say that you never, rarely, sometimes, often or very often withdraw money using EFTPOS in a pub or a club?

- (Never 1
- Rarely..... 2
- Sometimes 3
- Often 4
- Very often..... 5

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

If Q28 = 2,3,4 or 5 goto Q29

Otherwise If Q6 = 13 or 14 then goto Q85
Otherwise If Q6 includes 1 go to Q30
Otherwise if Q6 includes 2 go to Q36
Otherwise if Q6 includes 3 go to Q40
Otherwise if Q6 includes 4 go to Q43
Otherwise if Q6 includes 5 go to Q46
Otherwise if Q6 includes 6 go to Q51
Otherwise if Q6 includes 7 go to Q54
Otherwise go to Q58

Q. 29 What do you use the money for?
(Allow more than one – Don't read out)

(Gambling at that pub or club.....	1
Food or meals at that pub or club	2
Drinks at that pub or club	3
Other expenses at that pub or club.....	4
Spending outside that pub or club	5
Other <i>(please specify)</i>	6
Don't know/can't remember	98
Refused).....	99

Otherwise If Q6 includes 1 go to Q30
Otherwise if Q6 includes 2 go to Q36
Otherwise if Q6 includes 3 go to Q40
Otherwise if Q6 includes 4 go to Q43
Otherwise if Q6 includes 5 go to Q46
Otherwise if Q6 includes 6 go to Q51
Otherwise if Q6 includes 7 go to Q54
Otherwise go to Q58

The following questions are about your gambling activities.

Q. 30 Over the last 12 months, how often have you usually **played poker machines or gaming machines?**

(Record either week/month/year).....	<input type="text"/>
(Don't know/can't remember	9998
Refused).....	9999

Q. 31 How many hours and minutes do you normally spend each time you play poker machines or gaming machines?

(Hours)

Minutes.....

Don't know/can't remember 9998

Refused)..... 9999

Q. 32 Thinking about the last time you played **poker machines or gaming machines**, approximately how much did you spend on that occasion?

(Don't know/can't remember 98

Refused)..... 99

Q. 33 What kind of gaming machine do you **usually** play?

1 cent machine..... 1

2 cent machine..... 2

5 cent machine..... 3

10 cent machine..... 4

20 cent machine..... 5

50 cent machine..... 6

\$1 machine..... 7

\$2 machine..... 8

Higher than \$2 machine..... 9

(Combination of the above..... 10

Don't know/can't remember 98

Refused)..... 99

Q. 34 Would you use a system that allowed you to set limits on the **time** you spend playing gaming machines?

(Yes..... 1

No..... 2

Don't know 98

Refused)..... 99

Q. 35 Would you use a system that allowed you to set limits on the **money** you spend playing gaming machines?

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

If Q6 includes 2 go to Q36
Otherwise if Q6 includes 3 go to Q40
Otherwise if Q6 includes 4 go to Q43
Otherwise if Q6 includes 5 go to Q46
Otherwise if Q6 includes 6 go to Q51
Otherwise if Q6 includes 7 go to Q54
Otherwise go to Q58

Q.36 Over the last 12 months, how often have you usually **bet on horse or greyhound races excluding sweeps?**

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

Q.37 How many hours and minutes do you normally spend preparing for and placing your bets each time you gamble on horse or greyhound racing?

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

Q. 38 Do you **usually** bet on horse or greyhound races:

At a race track.....	1
At a hotel.....	2
At a club.....	3
At a stand alone TAB.....	4
Via the Internet.....	5
Via the phone.....	6
With SMS.....	7
Other (<i>please specify</i>).....	8
(Don't know/can't remember.....	98
Refused).....	99

Q. 39 Thinking about the last time you placed bets on horses or greyhounds, approximately how much did you spend on that occasion?

(Don't know/can't remember..... <input type="text"/>	98
Refused).....	99

If Q6 includes 3 go to Q40
Otherwise if Q6 includes 4 go to Q43
Otherwise if Q6 includes 5 go to Q46
Otherwise if Q6 includes 6 go to Q51
Otherwise if Q6 includes 7 go to Q54
Otherwise go to Q58

Q.40 In the last 12 months, how often have you usually **bought lottery products such as scratch-its, lotto draws or lottery tickets?**

(Record either week/month/year)..... <input type="text"/>	
(Don't know/can't remember.....	9998
Refused).....	9999

Q. 41 Thinking about the last time you purchased lottery products, approximately how much did you spend on that occasion?

(Don't know/can't remember..... <input type="text"/>	98
Refused).....	99

Q.42 Do you buy lottery type tickets on the Internet would you say never, rarely sometimes, often or always.

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

If Q6 includes 4 go to Q43
Otherwise if Q6 includes 5 go to Q46
Otherwise if Q6 includes 6 go to Q51
Otherwise if Q6 includes 7 go to Q54
Otherwise go to Q58

Q. 43 Over the last 12 months, how often have you usually **played keno at a club, hotel, casino or other place?**

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

Q. 44 How many hours and minutes do you normally spend each time you play keno at a club, hotel or casino?

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

Q. 45 Thinking about the last time you played **Keno**, approximately how much did you spend on that occasion?

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

If Q6 includes 5 go to Q46
Otherwise if Q6 includes 6 go to Q51
Otherwise if Q6 includes 7 go to Q54
Otherwise go to Q58

Q.46 In the last 12 months, how often have you usually **played table games at a casino such as blackjack or roulette?**

(Record either week/month/year).....

(Don't know/can't remember 9998

Refused)..... 9999

Q.47 How many hours and minutes do you normally spend gambling on table games at a casino?

(Hours

Minutes.....

Don't know/can't remember 9998

Refused)..... 9999

Q.48 I am now going to read out a list of games on offer at Queensland Casinos and I'd like you tell me whether you play these games never, rarely, sometimes, often or always.

	Never	Rarely	Sometimes	Often	Always	DK/CR	Refused
Gaming Machines 1 2 3 4 5 98 99
Black Jack or Spanish Black Jack 1 2 3 4 5 98 99
Roulette 1 2 3 4 5 98 99
Money Wheel 1 2 3 4 5 98 99
Sic Bo 1 2 3 4 5 98 99
Baccaratt or Mini Baccaratt 1 2 3 4 5 98 99
Carribbean Stud Poker 1 2 3 4 5 98 99
Texas Hold-em Poker or Texas Hold-em Bonus Poker 1 2 3 4 5 98 99
Three Card or Four Card Poker 1 2 3 4 5 98 99
Other <input type="text"/> 1 2 3 4 5 98 99

Q. 49 Thinking about the last time you played **Casino table games**, approximately how much did you spend on that occasion?

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

Q.50 Do you use the internet to play casino style table games would you say never, rarely sometimes, often or always.

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

If Q6 includes 6 go to Q51
Otherwise if Q6 includes 7 go to Q54
Otherwise go to Q58

Q.51 In the last 12 months, how often have you usually **played bingo at a club or hall or other place?**

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

Q. 52 How many hours and minutes do you normally spend each time you play bingo at a club or hall or other place?

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

Q. 53 Thinking about the last time you played **Bingo**, approximately how much did you spend on that occasion?

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

**If Q6 includes 7 go to Q54
Otherwise go to Q58**

Q.54 In the last 12 months, how often have you usually **gambled on a sporting event like football, cricket or tennis?**

(Record either week/month/year).....

(Don't know/can't remember 9998

Refused)..... 9999

Q. 55 How many hours and minutes do you normally spend preparing and placing bets each time you gamble on a sporting event like football, cricket or tennis?

(Hours

Minutes.....

Don't know/can't remember 9998

Refused)..... 9999

Q. 56 Do you **mainly** bet on sporting events via a -

Club 1

Hotel..... 2

TAB 3

TV channel 4

Phone..... 5

Internet..... 6

SMS 7

Other (*please specify*) 8

Don't know/can't remember 98

Refused)..... 99

Q. 57 Thinking about the last time you placed bets on sporting events, approximately how much did you spend on that occasion?

(Don't know/can't remember 98

Refused)..... 99

Control of gambling

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

Q. 58 You have difficulty resisting the opportunity to gamble would you say never, rarely, sometimes, often or always?

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

Q. 59 You have difficulty limiting the size of the bets you place, would you say never, rarely, sometimes, often or always?

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

Q. 60 You continue to gamble after you have reached your limit, would you say never, rarely, sometimes, often or always?

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

Q. 61 You have difficulty limiting the amount of money you spend, would you say never, rarely, sometimes, often or always?

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

Q. 62 You have difficulty stopping play, would you say never, rarely, sometimes, often or always?

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

Q. 63 You have difficulty limiting the amount of time you spend gambling, would you say never, rarely, sometimes, often or always?

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

Q. 64 Your desire to gamble is too strong to control, would you say never, rarely, sometimes, often or always?

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

Q. 65 Do you have any loyalty cards for the venues at which you gamble?

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

If Q65= 1 go to Q66
If Low, Moderate or Problem Gambler go to Q68
Otherwise go to Q85

Q.66 How many player loyalty schemes do you have cards for?

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

Q. 67 When you are at these venues do you use your loyalty card -

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

**If Low, Moderate or Problem Gambler go to Q68
Otherwise go to Q85**

Gambling Beliefs

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

Q. 68 Even if you are losing, you should continue because you don't want to miss a win.

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

Q. 69 "Near misses" remind you that a win is just around the corner.

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

Q.70 When you lose money, you try to win it back.

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

Q.71 You get the most excitement from gambling.

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

Q.72 After losing many times in a row, you are more likely to win

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

Q. 73 You could win more if you used a certain system or strategy.

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

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

Q.74 Do you usually take breaks when you are gambling?

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

Q.75 I am now going to read out some statements about accessing cash for gambling and I'd like you to tell me whether they never, rarely sometimes, often or always apply for you.

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

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

Q. 76 If you or a member of your family were experiencing a problem with gambling where would you go for help with that problem?
(Allow more than one - Don't read out)

(Gambling Help Services	1
Gambling Helpline.....	2
Centacare.....	3
Relationships Australia	4
Lifeline.....	5
An alcohol and drug service/an addictions service.....	6
Gamblers Anonymous	7
Salvation Army.....	8
St Vincent De Paul.....	9
Doctors.....	10
Counsellor	11
Social worker.....	12
Family or friends.....	13
Internet.....	14
Psychologist.....	15
Psychiatrist.....	16
Church groups.....	17
Community support group.....	18
Other <i>(please specify)</i>	19
Don't know	98
Refused).....	99

Q.77 If you were to have a problem with gambling or someone you knew had a problem with gambling, how would you prefer to receive help?
(Allow more than one)

By telephone	1
Face to face counselling	2
Internet	3
Mail.....	4
Self help manuals.....	5
On-line counselling	6
Other <i>(please specify)</i>	7
(No help required	8
Don't know	98
Refused).....	99

Q.78 In the last 12 months, have you wanted help for problems related to your gambling?

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

Q.79 In the last 12 months, have you tried to get any sort of help for problems related to your gambling, such as professional or personal help?

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

If Q79 = 1 go to Q80
If Q79 = 2 go to Q81
Otherwise go to Q82

Q. 80 What prompted you to seek help for your gambling problems?
(Allow more than one)

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

Go to Q82

Q. 81 Why didn't you seek help for problems related to gambling?
(Allow more than one)

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

Q.82 In the last 12 months, have you ever tried to ban yourself from a gaming venue because of gambling related problems?

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

If Q82 = 1 go to Q83
Otherwise go to Q85

Q.83 What steps did you take to ban yourself from a gaming venue?
(Allow more than one – don't read out)

(Spoke to someone at a venue	1
Spoke to my counsellor.....	2
Asked my partner for help.....	3
Asked my friends for help	4
Asked my family for help.....	5
Other (please specify)	6
Don't know/can't remember	98
Refused).....	99

Q.84 Were you successfully able to ban yourself from the venue?

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

Q. 85 The following questions are for statistical purposes only.

In which country were you born?

(Australia	1
Canada.....	2
China	3
UK (England, Scotland, Wales, Northern Ireland)	4
Fiji.....	5
Germany	6
Greece	7
Hong Kong	8
India	9
Indonesia.....	10
Ireland	11
Italy.....	12
Malaysia	13
Netherlands (Holland)	14
New Zealand	15
Philippines.....	16
Poland	17
Singapore.....	18
South Africa.....	19
Sri Lanka (Ceylon)	20
United States of America	21
Vietnam	22
Other (<i>please specify</i>)	23
Refused).....	99

Q. 86 Do you usually speak a language other than English at home?

Yes - Mandarin	1
Yes - Cantonese	2
Yes - Vietnamese	3
Yes - Japanese.....	4
Yes - Italian.....	5
Yes - German	6
Yes - Spanish	7
Yes - Greek.....	8
Yes - Samoan.....	9
Yes - Australian Indigenous languages	10
Yes - Other (please specify)	11
Refused)	99

**If Q6 = 13 or 14 and code > 0 OR
Recreational Gambler and code > 0**

READ OUT: The following questions are for statistical purposes only.

Q. 87 What is your highest educational qualification?

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

**If Q6 = 13 or 14 and code > 0 go to Q93
Otherwise if Recreational Gambler and code > 0 go to Q93
Otherwise go to Q88**

Q. 88 Which of the following best describes what you currently do?

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

If Q88 = 1, 2, 3, or 4 goto Q89
Otherwise goto Q91

Q. 89 What is your occupation?
(If more than one job, ask occupation for MAIN job – DON'T READ OUT)

Agriculture and horticultural worker	1
Business, information, administration professional/associate prof	2
Cleaner.....	3
Clerical workers.....	4
Education professional.....	5
Factory labourers	6
Farmer/farm manager	7
Health and welfare professional/associate professional.....	8
Labourer – other.....	9
Machinery operator	10
Manager	11
Plant operator.....	12
Production and transport worker.....	13
Sales and service related worker.....	14
Science, building, engineering professional/associate prof.....	15
Secretary, personal assistant,	16
Social, arts and miscellaneous professional.....	17
Supervisor (sales and service).....	18
Tradesperson.....	19
Transport driver.....	20
(Other <i>(please specify)</i>)._____	21
Refused).....	99

Q. 90 Can you describe the industry you work in?
(If more than one job, ask industry for MAIN job – DON'T READ OUT)

Retail trade.....	1
Accommodation and food services.....	2
Construction.....	3
Manufacturing.....	4
Health care and social assistance.....	5
Agriculture, forestry and fishing.....	6
Education and training.....	7
Electricity, gas, water and waste services.....	8
Rental, hiring and real estate.....	9
Information media and telecommunications.....	10
Transport, postal and warehousing.....	11
Financial and insurance services.....	12
Wholesale trade.....	13
Public administration and safety.....	14
Administration and support services.....	15
Mining.....	16
Arts and recreation services.....	17
Professional, scientific and technical services.....	18
Personal and Other services.....	19
(Other <i>(please specify)</i>)	20
Refused).....	99

Q. 91 How would you describe your current marital status?

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

Q. 92 Do you identify yourself as an Aboriginal, Torres Strait Islander or Australian South Sea Islander?
(Allow more than one)

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

Q.93 What is your **personal** annual income before tax including pensions, income from investments and family allowances? (Note: If the respondent asks, this does not include gambling winnings)

- Zero 1
- Less than \$11,000 2
- \$11,000 to \$20,999..... 3
- \$21,000 to \$30,999..... 4
- \$31,000 to \$40,999..... 5
- \$41,000 to \$50,999..... 6
- \$51,000 to \$60,999..... 7
- \$61,000 to \$70,999..... 8
- \$71,000 or more 9
- (Don't know..... 98
- Refused) 99

If Q6 = 13 or 14 and code > 0 then go to Q95
Otherwise if Recreational Gambler and code > 0 End Survey
Otherwise goto Q94

Q.94 What is your **household** annual income before tax including pensions, income from investments and family allowances? (Note: If the respondent asks, this does not include gambling winnings)

Zero	1
Less than \$11,000	2
\$11,000 to \$30,999.....	3
\$31,000 to \$50,999.....	4
\$51,000 to \$70,999.....	5
\$71,000 to \$90,999.....	6
\$91,000 to \$110,999.....	7
\$111,000 to \$150,999.....	8
\$151,000 and above.....	9
(Don't know.....	98
Refused).....	99

Q. 95 Our research design includes conducting another survey in about 12 months time to see whether there have been any changes over time. Would you be prepared to be interviewed again?

(Yes (please specify name).....	1
No.....	2
Don't know	98
Refused).....	99

**If Q95 = 1 go to Q96
Otherwise End Survey**

Q. 96 Do you have another phone number such as a mobile phone on which we could contact you?

.....	<input type="text"/>
Refused).....	99

That concludes the survey.

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

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

Thank you very much for your assistance.