Queensland Gambling Survey

2023

Queensland Government

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Executive summary

Introduction

The purpose of this report is to outline the findings from the Queensland Gambling Survey 2023. The survey collected information on gambling activity and related issues in the Queensland adult population. This information can assist a range of stakeholders in better understanding the Queensland gambling environment. The survey provides an evidence-base for policy development and assists in focusing and assessing harm minimisation strategies. In particular, the survey provides an opportunity to gauge the prevalence of at-risk and problem gambling behaviour (as per the Problem Gambling Severity Index) and gambling harm in the Queensland adult population.

Methodology

Data collection

The Queensland Gambling Survey 2023 was conducted by the Queensland Government Statistician's Office between 22 March and 27 June 2023. A total of 14,879 Computer Assisted Telephone Interviews were completed.

Scope of survey

The in-scope population for the survey was adults aged 18 years or older who are Queensland residents that have either a landline or mobile telephone.

Sample design

A total of 51,609 Queensland adult residents were selected for the survey from a contact list constructed by the Queensland Government Statistician's Office from databases that are kept for official statistical purposes under the authority of the *Statistical Returns Act 1896*. Further, the frame has been geo-coded based on residential address, enabling sample selection from the frame to be based on geography.

The survey sample was designed to provide reliable information on the characteristics of adult residents of Queensland, at the whole-of-state and the regional level. To achieve this, adults were selected using a stratified sampling design. Queensland was stratified into four regions comprising Statistical Area Level 4 (SA4) (2021) boundaries: South East Queensland, Central/Inner West Queensland, North Queensland and Outback Queensland (see **Appendix A**). The 2023 survey targeted an equal number of completed interviews per region to allow for comparisons across regions. That is, smaller regions were oversampled in the 2023 survey. This differs from previous surveys where a proportional sampling approach was used, such that smaller samples were selected in smaller regions and larger samples selected in large regions, reflecting the geographical distribution of the Queensland resident population.

The results from the survey have been weighted to allow population estimates to be made from the sample. The total number of survey respondents included 3,839 from South East Queensland, 3,824 from Central/Inner West Queensland, 3,821 from North Queensland and 3,395 from Outback Queensland.

It is important to note that the sampling frame for the 2023 survey was based on individuals and not households as was the case in previous Queensland Gambling Surveys. This change, along with the change in regional samples, represents a significant break in the time series and as such comparisons with results published in previous survey reports should be interpreted with caution.

Questionnaire

The questionnaire covered a wide range of gambling activities and behaviours.

The problem gambling screening tool used in the survey was the Problem Gambling Severity Index (PGSI) [1]. This is a series of questions that is scored to identify the gambling group of each respondent — non-problem gambling [2], low risk, moderate risk or problem gambling. It is noted that the 2023 survey utilised the original four-point scale of the PGSI, compared to the modified five-point scale in previous Queensland gambling surveys. Again, this change represents a break in the time series and comparisons with previous surveys should be interpreted with caution.

It is important to note that while the terms "problem gambling" and "problem gambler" are generally considered to be stigmatising when used to describe those experiencing or at risk of experiencing gambling harm, the usage of "problem gambling" or "problem gambling group" in this report reflects the official terminology of the screening tool used and represents those respondents who scored 8 or more on the PGSI.

In addition to the problem gambling screening tool, respondents were asked basic demographic questions and about the gambling activities in which they had participated during the past 12 months. The full questionnaire (or long form survey) sought additional information on how respondents participated in those gambling activities including frequency and mode of gambling, as well collecting data on comorbidities, harm from gambling, help-seeking and awareness of harm minimisation tools. The long form survey was completed by all respondents in the low risk, moderate risk and problem gambling groups, and a subsample of non-problem and non-gamblers.

There were several key changes to the questionnaire representing further breaks in the time series from previous surveys. For example, the list of gambling activities has been updated and categories redefined in order to elicit more useful data for regulatory policy and program development (e.g. the single lottery category from previous surveys has been split into two categories: lotteries (Gold Lotto, Powerball etc) and instant scratch tickets). An additional focus has also been placed on enhancing the data collection for internet gambling, gambling harm and comorbidities.

Gambling participation

All survey respondents were asked whether they had participated in each of 14 gambling activities during the previous 12 months.

- Lottery products (including Gold Lotto, Powerball and other lotteries) were most popular, with 48.74% of the Queensland adult population having purchased such products in the previous 12 months.

- Instant scratch tickets rated second (26.30%), followed by art union tickets (23.29%) and gaming machines (21.07%) in terms of participation.

- 13.44% of Queensland adults had bet on horse, harness, or greyhound races and 11.82% had played keno in the previous 12 months.

- 9.60% of Queensland adults had bet on sporting events such as football, cricket, boxing or motorsports.

Males had significantly higher gambling participation rates than females for gaming machines, horse, harness or greyhound races, sports betting, keno, and casino table games. Similarly, gamblers aged 18-34 years had higher gambling participation rates in gaming machines, sports betting and casino table games compared to other age groups.

While gambling participation among First Nations respondents and non-First Nations respondents was generally comparable, First Nations respondents had significantly lower participation in betting on horse, harness or greyhound races (6.70% First Nations, 13.71% non-First Nations). More generally, First Nations respondents appeared to have lower levels of participation in purchasing lottery products and instant scratch tickets.

While comparisons with previous surveys should be interpreted with caution, and noting that not all gambling participation categories are directly comparable due to the changes mentioned earlier, the 2023 survey results indicate that the proportion of people playing gaming machines (21.07%) and keno (11.82%), as well as betting on horse, harness and greyhound races (13.44%) has significantly declined since the last survey in 2016-17 (gaming machines 24.7%, keno 15.2%, and horse, harness and greyhound races 18.3%), while

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[1] Ferris, J., & Wynne, H. (2001). The Canadian Problem Gambling Index: Final Report. Ottawa, Canada.

[2] This category was referred to as "recreational gambling" in previous surveys.

betting on sports (9.60%) has increased significantly since the last survey (6.9%). Betting on casino table games, purchasing art union tickets and playing bingo have remained relatively unchanged across that time.

Gambling group prevalence statistics

Prevalence figures from the 2023 survey are presented with findings from previous surveys in the following table. As noted earlier, comparisons with previous surveys should be interpreted with caution.

Data from the 2023 survey indicates that 0.64% of Queensland adults were in the problem gambling group, while 6.27% and 2.60%, were in the low risk and moderate risk gambling groups respectively. Notably, none of the observed marginal differences between the 2016-17 survey and 2023 survey are statistically significant.

Table 1: Time series of gambling group percentage estimates, Queensland adult population

	2001 (%)	2003-04 (%)	2006-07 (%)	2008-09 (%)	2011-12 (%)	2016-17 (%)	2023 (%)
Non-gambling	15.1	19.7	24.7	25.31	26.16	29.24	30.24
Non-problem	73.2	72.4	67.3	68.02	66.31	61.40	60.26
Low risk	8.2	5.3	5.7	4.71	5.16	6.35	6.27
Moderate risk	2.7	2.0	1.8	1.58	1.90	2.51	2.60
Problem	0.83	0.55	0.47	0.37	0.48	0.51	0.64
Total	100	100	100	100	100	100	100

NB: Results for 2001, 2003-04 and 2006-07 only available to one decimal place.

Males were significantly more likely to be in the low risk (7.71%) or moderate risk (3.32%) gambling groups compared to females (4.89% and 1.90%, respectively).

Around 6.21% of regular gamblers[3] and 8.58*%[4] of regular gaming machine gamblers[5] fell into the problem gambling group.

Those who gamble on the internet are around two to three times more likely than those who never gamble on the internet to be in an at-risk or problem gambling group.

No statistically significant differences were identified between First Nations respondents and non-First Nations respondents across the gambling groups.

Gambling behaviours

Those in the at-risk gambling groups were significantly more likely than the non-problem gambling group to have participated in:

- Gaming machines
- Horse, harness or greyhound races
- Sports betting
- Keno
- Casino table games
- private card games like poker, mahjong or dice games

The participation rates for were similar for lottery products, instant scratch tickets and the purchase of art union tickets across the non-problem and at-risk gambling groups.

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[3] A "regular gambler" is a person whose cumulative annual frequency of gambling across a range of gambling activities in the 12 months prior to the survey was 52 times per year or more.

[4] Sampling error is measured using relative standard error (RSE) and confidence intervals. Throughout this report, RSE scores of 25-50% are denoted by a single asterisk (*) and RSE scores exceeding 50% are denoted by a double asterisk (**). Users are advised to exercise caution when interpreting results marked with * or **.

[5] A "regular gaming machine gambler" is a respondent who played gaming machines 52 times or more in the 12 months prior to the survey.

Most gamblers reported that they infrequently played gaming machines, bought instant scratch tickets, keno, casino table games, bingo, e-sports, played private card or dice games, or bought art union tickets. For each of these gambling activities, over 60% of participants had played/bet fewer than six times in the previous year.

The survey results indicate a clear relationship between gambling group severity and how often people played gaming machines. Among those who had played gaming machines, most of the non-problem gambling group (70.48%) played gaming machines fewer than six times per year. In contrast, among those who played gaming machines, just 44.59% of the low risk gambling group, 25.14% of moderate risk gambling group and 21.60*% of the problem gambling group played gaming machines fewer than six times per year. However, among the non-problem gambling group who had played gaming machines, about 4.96*% played 52 times or more per year. In contrast, among those who played gaming machines, about 12.54% of the low risk gambling group, 25.86% of those in the moderate risk group and 39.64*% of the problem gambling group played gaming machines 52 times or more per year.

Only a small proportion (13.93%) of the non-problem gambling group participated in four or more activities. In contrast, 52.92% of the moderate risk gambling group and 61.03% of the problem gambling group had participated in four or more activities.

The most popular method of betting on horse, harness or greyhound races or sports or novelty events was using a website or mobile app (63.55% and 88.23%, respectively), with a significant majority of both groups using a mobile device for placing those bets.

At-risk and problem gambling groups were significantly more likely than the non-problem gambling group to have played gaming machines between midnight and 2AM, while the moderate risk and problem gambling groups were both significantly more likely than the non-problem gambling group to have played gaming machines between 2AM and 4AM.

With respect to awareness and utilisation of consumer protection tools, just over one-third of respondents who had played gaming machines in the last 12 months indicated they were aware of precommitment, although just 2.58% of that group had used such a scheme to limit the time or money they spent on gaming machines. While around 37.91% of respondents who had purchased lottery products, bet on horse, harness, or greyhound races, sports or novelty events, fantasy sports or e-sports, indicated they were aware of online deposit and/or spend limits, with 9.95% of that group having used at least one of these limits.

Around 7.39% of gamblers overall were members of a gaming player reward or loyalty scheme. However, a significantly higher proportion of the at-risk and problem gambling groups indicated they were members of such schemes compared to the non-problem gambling group.

Further analysis of PGSI responses

Across all gambling groups, the most highly endorsed items were feelings of guilt about their gambling (7.25%), betting more than they could afford to lose (5.43%) and needing to gamble with larger amounts to get the same feelings of excitement (4.21%).

As would be expected, the problem gambling group had high levels of endorsement across nearly all of the questions. In particular, the behaviours and issues that those in the problem gambling group most frequently indicated they experienced in the previous year were betting more than they could really afford to lose (97.02%), feeling guilty about the way they gamble or what happens when they gamble (91.48%), going back another day to try to win back the money they lost (89.33%), feeling they might have a problem with gambling (88.56%), and gambling causing health problems including stress or anxiety (87.22%)

Gambling harm

The prevalence of gambling harm in the community was ascertained through use of the Gambling Harm Measure developed by Delfabbro, Williams and Parke[6]. The measure examines various aspects of harm and severity across five harm domains: financial, psychological, relationship, physical health, and work/study. Severity is assessed at three levels: over-prioritisation, strains and pressures, and severe harms.

Across harm domains, psychological harm was the most strongly felt by respondents by way of feeling guilty or worried about time or money spent on gambling (felt by just over 3% of those who gambled in the previous 12 months).

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[6] Delfabbro, P.H., Williams, R., & Parke, J. (2020). *The gambling harm measure*. School of Psychology, University of Adelaide.

The prevalence of over-prioritisation of gambling was very low in the non-problem gambling group (1.42%) but increased in line with the severity of the at-risk and problem gambling groups, with 14.15% of the low risk gambling group, 36.97% of the moderate risk group and 82.52% of the problem gambling group over-prioritising gambling across one or more domains of harm. In particular, feeling guilty or worried about the time or money spent on gambling, or becoming preoccupied with gambling was the most commonly endorsed form of over-prioritisation for all gambling groups (low risk: 12.14%, moderate risk: 29.01%, problem gambling: 73.57%), while those in the moderate risk and problem gambling groups also indicated prioritising gambling ahead of important financial expenditures (moderate risk: 7.35*%, problem gambling: 55.86*%) and commitments with family, friends, or their partner (moderate risk: 4.07*%, problem gambling: 44.12%).

Both the non-problem gambling group and low risk gambling group reported a relatively low incidence of strains or pressures from gambling, however 17.98% of the moderate risk gambling group and 77.08% of the problem gambling group reported experiencing strains or pressures across one or more domains of harm. Further investigation of this data indicates that 7.09% of the moderate risk group and 56.08% of the problem gambling group reported experiencing psychological strain due to their gambling. While 4.13*% and 50.15*% of the moderate risk and problem gambling groups respectively, indicated experiencing financial pressures due to their gambling. Notably, among the moderate risk gambling group, the most commonly reported form of strains and pressures related to experiencing strains in their relationships due to their gambling (7.31*%). The comparable figure for the problem gambling group was 40.32%.

The prevalence of severe harm was very low across the non-problem, low risk and moderate risk gambling groups, however severe harm across one or more of the domains of harm was reported by 41.57% of those in the problem gambling group. In particular, 20.58*% of the problem gambling group had experienced serious relationship consequences because of their gambling. While 16.99*% and 16.64*% of the problem gambling group reported experiencing serious financial consequences and serious psychological consequences due to their gambling, respectively.

Comorbidities

The survey explored respondents' mental health, and drug and alcohol use. Central to the examination of mental health comorbidities was the Kessler Psychological Distress Scale (K6) scale. The K6 is designed to measure levels of psychological distress. It includes questions regarding the frequency of encountering six specific symptoms over the preceding 30-day period: feeling nervous, feeling hopeless, feeling restless or fidgety, feeling depressed, feeling that everything is an effort and feeling worthless.

Overall, around 70.69% of respondents were experiencing no, or low levels, of psychological distress, while just under one-quarter were experiencing moderate distress and just under 4.84% were experiencing high levels of distress.

Across the gambling groups, the non-problem and low risk gambling groups experienced similar levels of psychological distress to the broader population, however the moderate risk and problem gambling groups had a much higher incidence of moderate and high levels of distress. In particular, 39.02% of the moderate risk group and 49.18% of the problem gambling group were experiencing moderate distress, while 10.61% of the moderate risk group and 27.44% of the problem gambling group were experiencing high levels of distress.

Around 41.74*% of the problem gambling group indicated that they might have an alcohol or drug problem, significantly higher than the non-problem gambling group (7.49%) and the low risk gambling group (15.27%). Similarly, 56.25% of the problem gambling group indicated that an immediate family member has had an alcohol or drug problem, significantly higher than the non-problem gambling group (28.01%) and low risk gambling group (32.77%).

Awareness of help services and help seeking

Just under 75% of adult Queenslanders had heard, or read about, the Gambling Helpline phone number, while 45.36% and 21.64%, were aware of the Gambling Help Online website and face-to-face counselling services for gamblers in their area, respectively.

Respondents were also asked to indicate where they would go for help if they or a family member were experiencing a problem with gambling. Respondents were most likely to indicate the 'Gambling Helpline' (32.14%), followed by the 'Internet' (28.97%) and 'Doctors' (24.18%).

Similarly, respondents were asked to indicate a preference for how they might prefer to receive help if they had a problem with gambling. Just over two-thirds indicated they would prefer 'Face-to-Face Counselling', while just under 30% indicated they would prefer to receive help 'By Telephone'.

A very small proportion of gamblers overall (and in the non-problem, low risk and moderate risk gambling groups) had wanted help for problems related to their gambling in the last 12 months. However, over one-third of those in the problem gambling group indicated they wanted help for problems related to their gambling in the last 12 months.

Of those gamblers who had wanted help for problems related to their gambling in the last 12 months, 42.46*% indicated that they had sought help, with a majority of those gamblers (74.56*%) indicating they had sought professional help (e.g. counselling services).

Notably, the data indicates that just 14.89*% of the problem gambling group had sought help for gambling related problems in the last 12 months.

Overall, 61.91% of respondents were aware that people could ask to be excluded from gambling at a venue, and 31.86% were aware that people could ask to be excluded from an online gambling provider.

Gamblers who indicated they had wanted help were also asked about what prompted them to seek help for their gambling problems. A significant majority indicated 'financial problems' (82.87*%), while around one-fifth indicated feeling 'depressed or worried'.

Gambling in Queensland regions

While gambling participation was largely similar across the four Queensland regions, there were some significant results:

- Participating in lotteries was significantly higher in North Queensland (53.54%) compared to the other regions.

- Buying art union tickets was significantly more prevalent in South East Queensland (24.94%) compared to the other regions.

- Betting on horse, harness or greyhound races was significantly more popular in Outback Queensland (17.46%) compared to the other regions.

- Betting on sporting events was significantly more popular in South East Queensland (10.67%) compared to the Central/Inner West and North Queensland regions.

There were no significant differences found between regions in terms of at-risk and problem gambling prevalence.

Introduction

Gambling can be an enjoyable leisure and entertainment activity for many people. However, for some, participation in gambling can lead to significant adverse consequences for themselves, their family, and friends, and/or the broader community.

Population level data regarding the gambling behaviours of adult Queenslanders assists in monitoring the social and economic costs and benefits of gambling. Surveys of gambling activity and associated issues among Queensland's adult population (formally known as the Queensland Household Gambling Survey) have been previously conducted in 2001, 2003–04, 2006–07, 2008–09, 2011–12 and 2016-17. This report presents the results of the Queensland Gambling Survey 2023.

These surveys have been largely based on a consistent core set of questions and have been conducted by the Queensland Government Statistician's Office (QGSO).

As in past iterations, the survey results provide insight into the socio-demographic characteristics associated with gambling participation and gambling-related issues. This information can assist a range of stakeholders in better understanding the Queensland gambling environment. The survey provides an evidence-base for policy development and assists in focusing and assessing harm minimisation strategies.

Traditionally, the collective results from these surveys have provided a reliable time-series of information on the prevalence of gambling participation and gambling-related problems in the Queensland population. However, as detailed in the following sections, there have been a number of changes in the 2023 survey resulting in a break in this time series, and as such, comparisons with previous surveys should be interpreted with caution.

Methodology

This chapter provides:

- An overview of the methodology employed to conduct the Queensland Gambling Survey 2023.

- A guide to interpreting the results.

Survey methodology

The Queensland Gambling Survey 2023 was conducted by QGSO between 22 March and 27 June 2023. A total of 14,879 Computer Assisted Telephone Interviews (CATI) were completed.

The in-scope population for the survey was adults aged 18 years or older who are Queensland residents that have either a landline or mobile telephone.

A total of 51,609 Queensland adult residents were selected for the survey from a contact list constructed by the Queensland Government Statistician's Office from databases that are kept for official statistical purposes under the authority of the *Statistical Returns Act 1896*.

The survey sample was designed to provide reliable information on the characteristics of adult residents of Queensland, at the whole-of-state and the regional level. To achieve this, adults were selected using a stratified sampling design. Queensland was stratified into four regions comprising Statistical Area Level 4 (SA4) (2021) boundaries: South East Queensland, Central/Inner West Queensland, North Queensland and Outback Queensland (see **Appendix A**). The 2023 survey targeted an equal number of completed interviews per region to allow for comparisons across regions. That is, smaller regions were oversampled in the 2023 survey. This differs from previous surveys where a proportional sampling approach was used, such that smaller samples were selected in smaller regions and larger samples selected in large regions, reflecting the geographical distribution of the Queensland resident population.

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

It is important to note that the sampling frame for the 2023 survey was based on individuals and not households as was the case in previous Queensland Gambling Surveys. This change, along with the change in regional samples, represents a significant break in the time series and as such comparisons with results published in previous survey reports should be interpreted with caution.

The total number of survey respondents in each region are highlighted in Table 2.

Table 2: Completed interviews by region.

Region	Completed interviews
South East Queensland	3,839
Central/Inner West Queensland	3,824
North Queensland	3,821
Outback Queensland	3,395
Total	**14,879**

Further information about the sampling frame, data collection, weighting and the reliability of estimates can be found in **Appendix B**.

The questionnaire

A copy of the full questionnaire is provided in **Appendix C**.

The questionnaire covered a wide range of gambling activities and behaviours. Filter questions were used to ensure that respondents were asked only those questions which were relevant to their gambling involvement.

All respondents were asked basic demographic questions and about the gambling activities they had participated in during the past 12 months. All gamblers were asked the problem gambling screening tool, with the full questionnaire (or long form survey) completed by a sub-sample of respondents, which included all respondents categorised into the at-risk and problem gambling groups, as well those in the non-problem gambling group who participated in 4 or more gambling activities. Additionally, a randomly selected sub-sample of 9% of non-gamblers and 9% of those in the non-problem gambling group who participated in less than 4 gambling activities were included into the long form sample. Further details of the sub-sampling procedure can be found in **Appendix B**.

The long form survey sought additional information on how respondents participated in gambling activities including frequency and mode of gambling, as well collecting data on comorbidities, harm from gambling, help-seeking and awareness of harm minimisation tools.

It is important to note that there were several key changes to the questionnaire representing further breaks in the time series from previous surveys. For example, the list of gambling activities has been updated and categories redefined in order to elicit more useful data for regulatory policy and program development (e.g. the single lottery category from previous surveys has been split into two categories: lotteries (Gold Lotto, Powerball etc) and instant scratch tickets. An additional focus has also been placed on enhancing the data collection for internet gambling, gambling harm and comorbidities.

The problem gambling screening tool and gambling groups

The problem gambling screening tool used in the survey was the Problem Gambling Severity Index (PGSI) [7]. This is a series of questions that is scored to identify the gambling group of each respondent — non-problem gambling [8], low risk, moderate risk or problem gambling. It is noted that the 2023 survey utilised the original four-point scale of the PGSI, compared to the modified five-point scale in previous Queensland gambling surveys. Again, this change represents a break in the time series and comparisons with previous surveys should be interpreted with caution.

Respondents were asked whether they had participated in each of 14 gambling activities in the previous 12 months.

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[7] Ferris, J., & Wynne, H. (2001). The Canadian Problem Gambling Index: Final Report. Ottawa, Canada.

[8] This category was referred to as "recreational gambling" in previous surveys.

Those who had gambled in the previous 12 months were then asked the nine PGSI questions, which are listed below:

Thinking about the past 12 months, how often have (has)…

L1   … you bet more than you could really afford to lose?

L2   … you needed to gamble with larger amounts to get the same feeling of excitement?

L3   … you gone back another day to try to win back the money you lost?

L4   … you borrowed money, or sold anything to get money to gamble?

L5   … you felt that you might have a problem with gambling?

L6   … people criticised your betting, or told you that you had a gambling problem, regardless of whether or not you thought it was true?

L7   … you felt guilty about the way you gamble, or what happens when you gamble?

L8   … your gambling caused you any health problems, including stress or anxiety?

L9   … your gambling caused you any financial problems for you or your household?

Each of the nine questions was scored as Never = 0, Sometimes = 1, Most of the time = 2, and Almost always = 3. Total scores ranged from a minimum of 0 to a maximum of 27, which is then used to determine each respondent's gambling group, according to Table 3.

Table 3: Gambling group scores and characteristics

Gambling group	Characteristics
Non-problem gambling - Score: 0	Respondents had gambled in the previous 12 months and had answered 'Never' to all nine PGSI questions.
Low risk gambling - Score: 1–2	Respondents had answered 'Sometimes' or 'Most of the time' to one or two PGSI questions. They were not likely to have experienced adverse consequences from gambling but may have been at risk of experiencing problems.
Moderate risk gambling - Score: 3–7	These respondents may have experienced adverse consequences from gambling or may have been at risk of problems occurring.
Problem gambling - Score: 8 or above	These respondents reported having experienced adverse consequences from their gambling and may have lost control of their behaviour.

It is important to note that while the terms "problem gambling" and "problem gambler" are generally considered to be stigmatising when used to describe those experiencing or at risk of experiencing gambling harm, the usage of "problem gambling" or "problem gambling group" in this report reflects the official terminology of the screening tool used and as noted in Table 3, represents those respondents who scored 8 or more on the PGSI.

Response rate

The response rate is the number of completed interviews that can be used in the analysis as a percentage of all attempted in-scope sample. The response rate for the Queensland Gambling Survey 2023 was 29.3%.

The reasons for non-participation include sentiment towards the topic, interviewer skill level, motivation of the respondent, and failure to make contact after several attempts.

The survey scope and the impact of non-response meant that the composition of the sample is different from the Queensland population. 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 (see **Appendix B**). 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 have occurred if there was a correlation between the measure of interest (e.g. gambling participation) and the likelihood of participating in 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.

Reliability and confidence intervals

The estimates in this report are based on a sample of Queensland adults and as such are subject to two forms of error:

- Sampling error: estimates based on information 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:

    o inadequacies in reporting/recall by respondents
    o unwillingness to answer sensitive questions
    o non-response to the survey
    o inadequacies in the survey frame
    o interviewer or processing errors.

Non-sampling errors are difficult to quantify. However, several statistical techniques measure sampling error, including standard error, relative standard error (RSE) and confidence intervals. Throughout this report, RSE scores of 25-50% are denoted by a single asterisk (*) and RSE scores exceeding 50% are denoted by a double asterisk (**). Users are advised to exercise caution when interpreting results marked with * or **. In this report, data with high relative standard errors usually occurred when analysing small sub-populations.

Gambling participation

Survey respondents were asked whether they had participated in each of 14 different gambling activities over the previous 12 months. Respondents could provide more than one response.

Lottery products were the most popular by a significant margin, with 48.74% of the sample reporting having purchased such products in the previous 12 months. Instant scratch tickets were the second most popular, with 26.30% participation, followed by purchasing Art union tickets (23.29%) and playing gaming machines (21.07%).

Participation in the remaining activities were each less than 15% during the previous 12 months. These included horse harness or greyhound racing (13.44%), Keno (11.82%), sports betting (9.60%), casino table games (5.31%), bingo (2.70%), other private games (1.95%), bets on elections, TV shows or other novelty events (0.56%), E-sports betting (0.55%), and fantasy sports (0.21%).

While comparisons with previous surveys should be interpreted with caution, and noting that not all gambling participation categories are directly comparable due to the changes mentioned earlier, the 2023 survey results indicate that the proportion of people playing gaming machines (21.07%) and keno (11.82%), as well as betting on horse, harness and greyhound races (13.44%) has significantly declined since the last survey in 2016-17 (gaming machines 24.7%, keno 15.2%, and horse, harness and greyhound races 18.3%), while betting on sports (9.60%) has increased significantly since the last survey (6.9%). Betting on casino table games, purchasing art union tickets and playing bingo have remained relatively unchanged across that time.

Figure 1 presents the Queensland adult population's participation rates in various types of gambling.

Figure 1: Participation in gambling activities in the last 12 months (Queensland adult population)
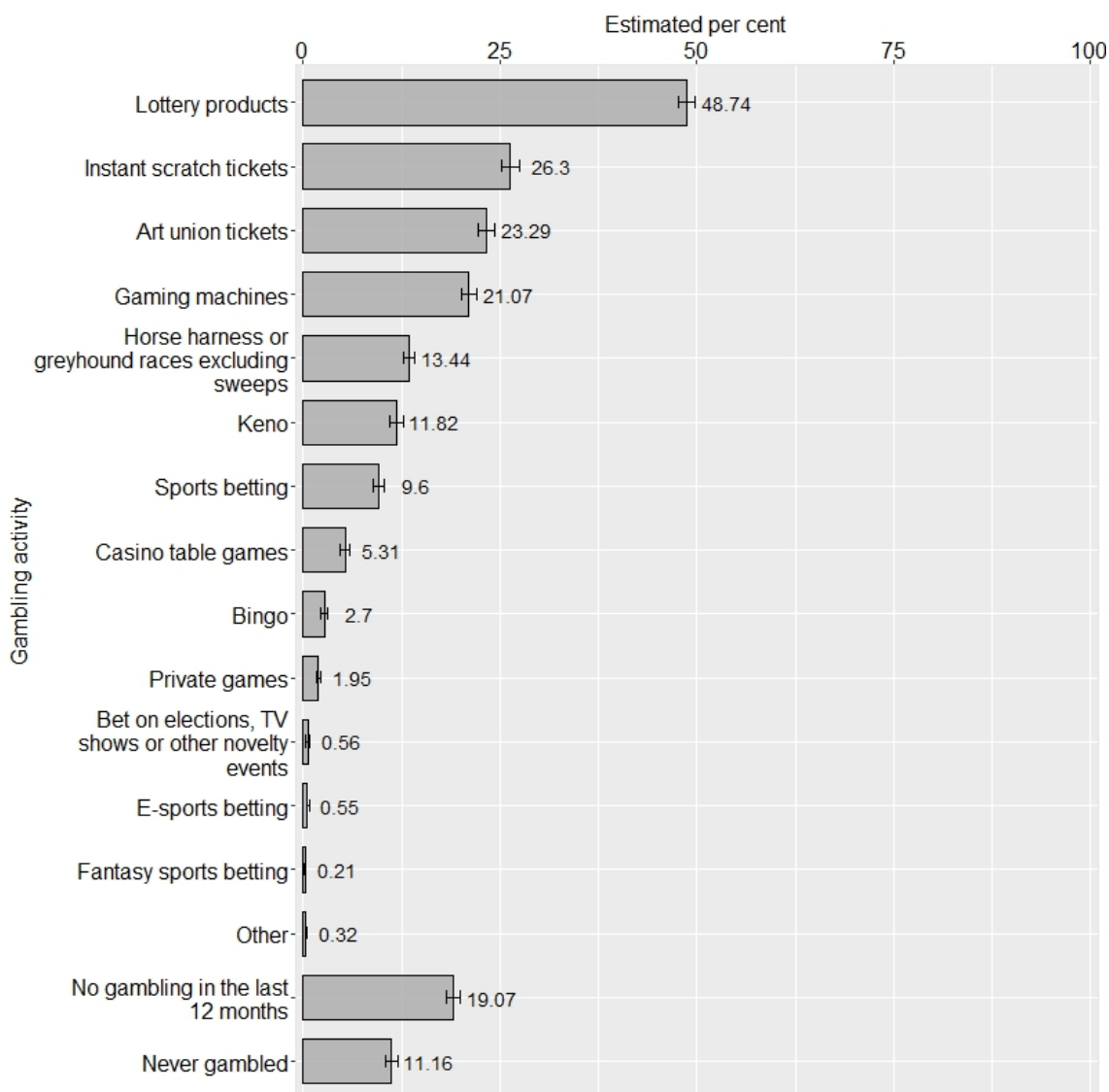
Participation in each activity by sex

Figure 2 shows the participation rates over the last 12 months for males and females in each gambling activity.

Similar proportions of males and females purchased lottery products and art union tickets.

Females had a significantly higher participation rates than males for:

- Instant scratch tickets (30.72% for females, 21.71% for males)
- Bingo (4.00% for females, 1.34% for males).

Males had significantly higher participation rates than females for:

- Gaming machines (23.30% for males, 18.92% for females)
- Horse, harness or greyhound races (17.38% for males, 9.65% for females)
- Sports betting (15.07% for males, 4.35% for females)
- Keno (13.74% for males, 9.97% for females)
- Casino table games (8.22% for males, 2.50% for females)
- Private card games (3.15% for males, 0.80% for females).

Figure 2: Participation in gambling activities in the last 12 months by sex (Queensland adult population)
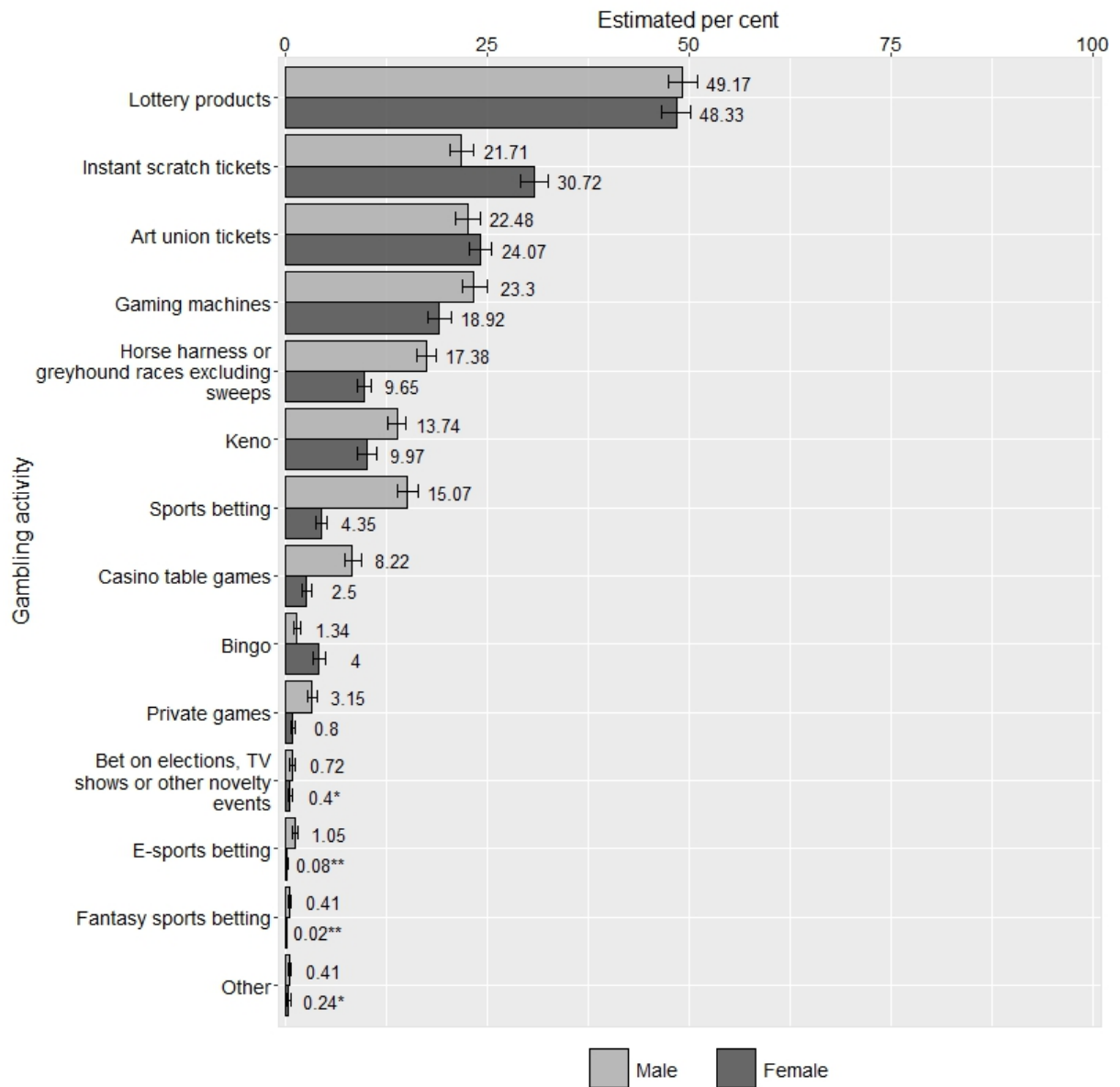
Participation in each activity by age group

The survey results showed some clear relationships between a person's age and their gambling choices (Figure 3).

Notably, those aged 18-34 years had higher participation in gaming machines (28.21%), sports betting (17.05%), casino table games (10.71%), and private games (3.62%) compared to other age groups.

Conversely, those aged 55+ years were significantly more likely to participate in lotteries (59.39%) and purchasing of art union tickets (31.40%) compared to other age groups.

In terms of those aged 35-54 years, the only activities where this group indicated greater participation than the other groups was in Keno (13.16%) and horse, harness or greyhound races (14.45%), although the observed differences are not statistically significant.

Figure 3: Participation in gambling activities in the last 12 months by age group (Queensland adult population)
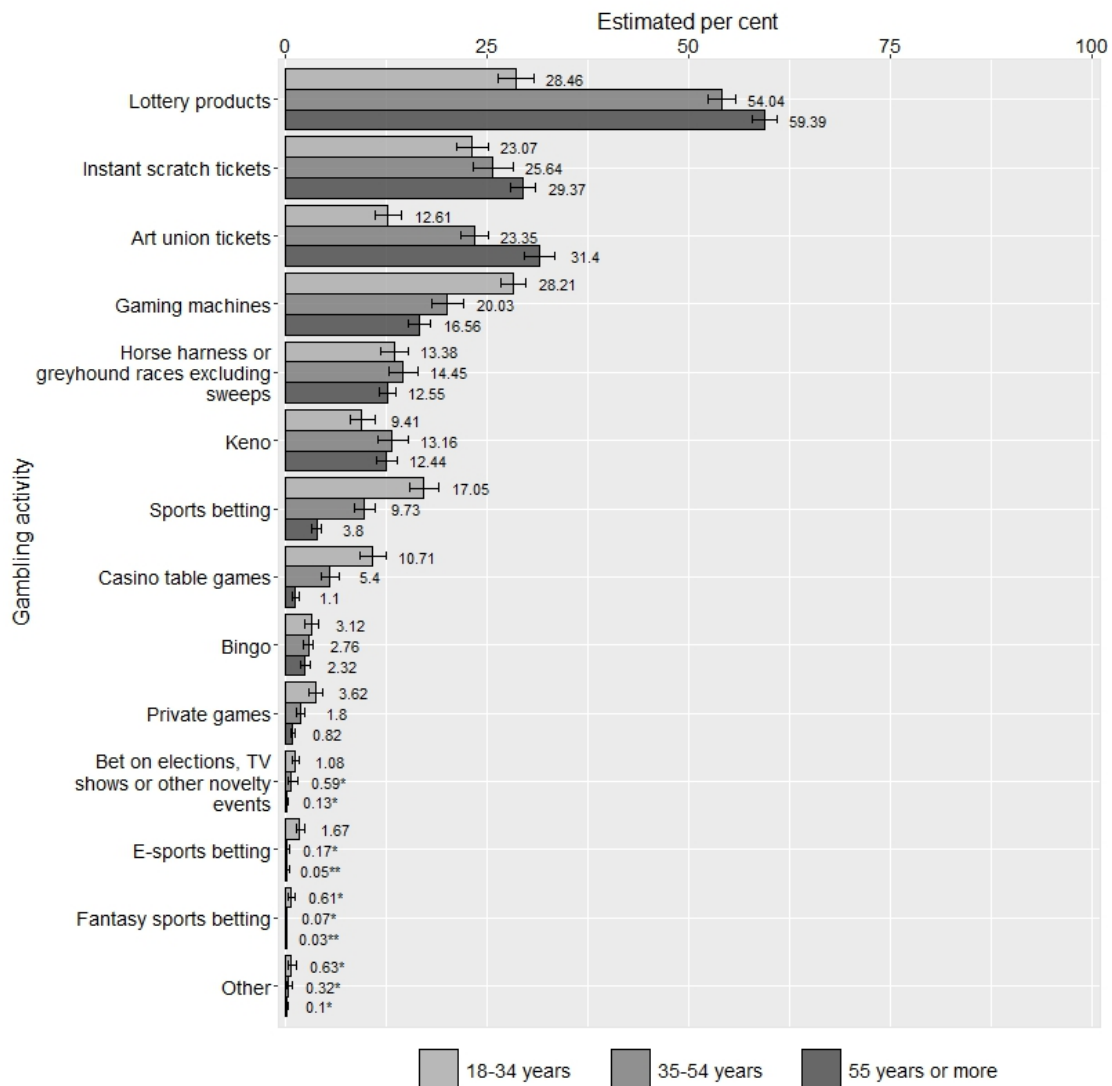
Participation in each activity by sex and age group

Figure 4 displays the results of participation in gambling activities across both sex and age group.

Notable findings include males aged 18-34 years had significantly higher rates of participation than the rest of the population across several activities including:

- Playing gaming machines (34.81%)
- Betting on sporting events (25.56%)
- Playing casino table games (17.32%).

Males aged 55+ years also indicated significantly higher participation in lotteries (62.43%) than the rest of the population.

Figure 4: Participation in gambling activities in the last 12 months by sex and age group (Queensland adult population)
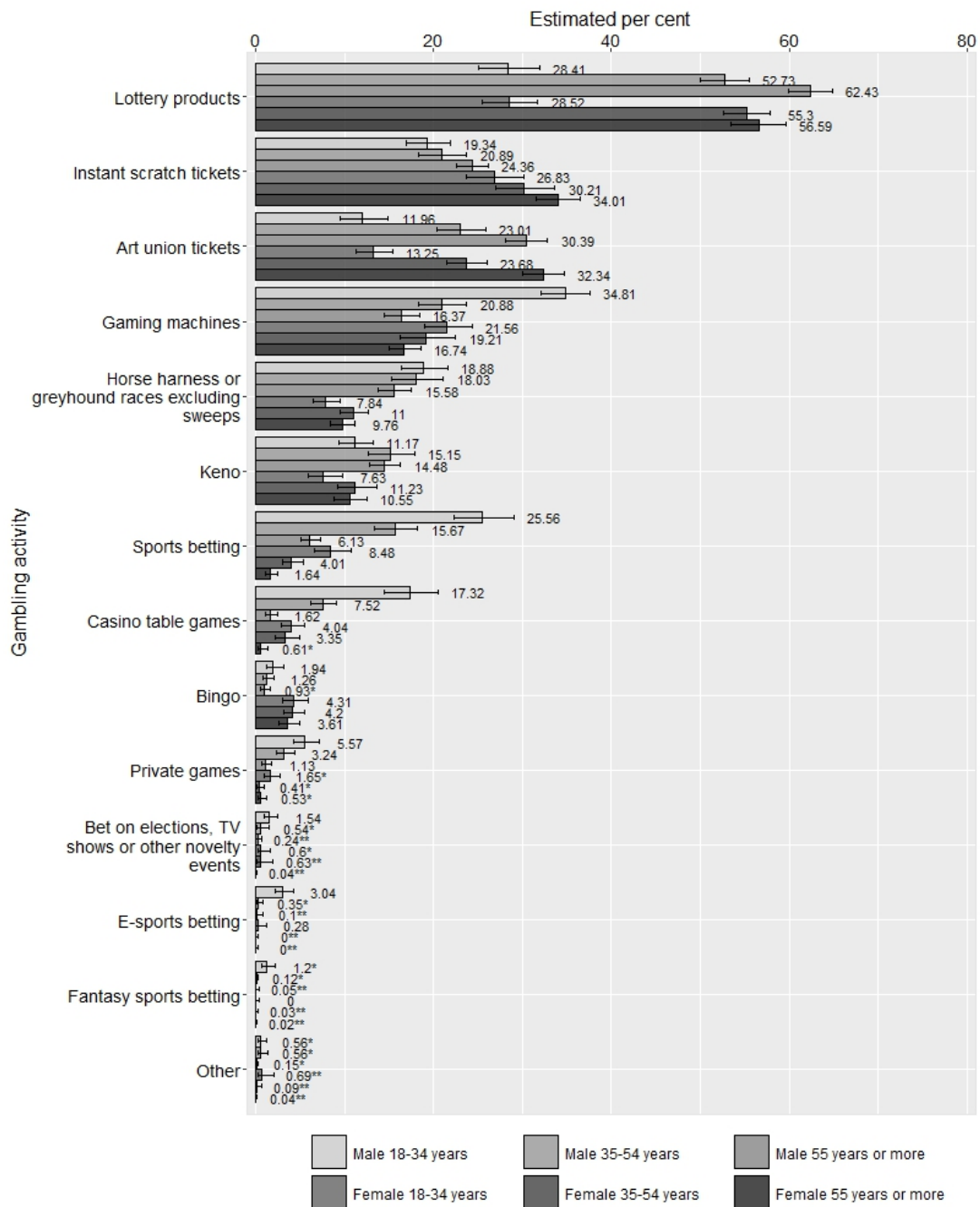
Participation in each activity by educational attainment

Figure 5 shows how gambling participation varies according to a person's highest level of educational attainment.

The results indicate that purchasing lottery products is significantly higher among those with a lower educational attainment (Year 9 or below: 58.54%, Year 10: 57.19%), while playing gaming machines is generally lower among those with university based qualifications (bachelor's degree: 14.71%, post-graduate qualification: 10.05%)

Figure 5: Participation in gambling activities in the last 12 months by highest educational attainment (Queensland adult population)
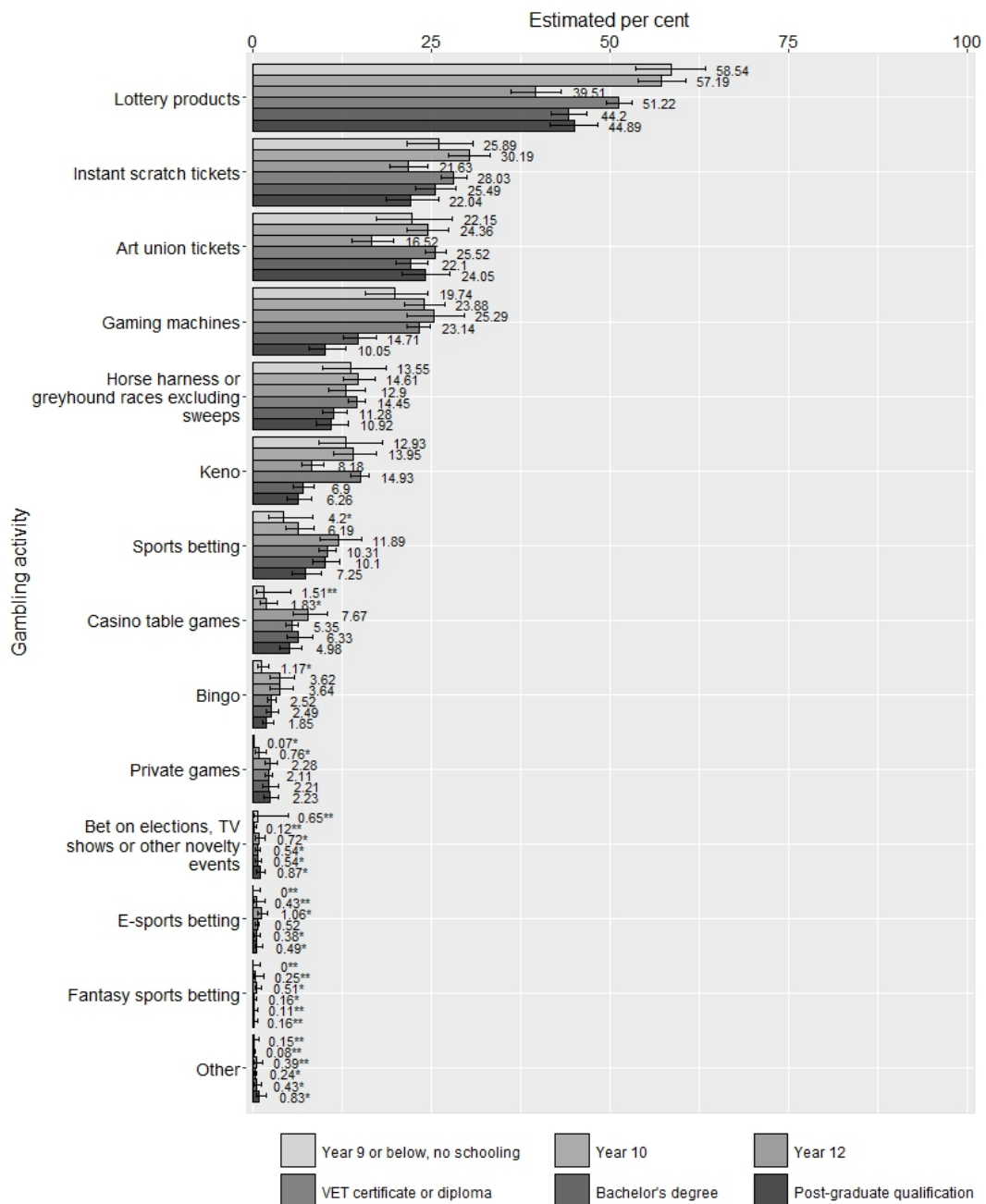
Participation in each activity by work status

Figure 6 compares the gambling participation of those who were working full-time or self-employed, those who were working part-time or casual, and those who were not working. Notably, those working full-time or self-employed had a significantly higher rate of participation in sports betting (12.66%) than those not working (4.30%).

Figure 6: Participation in gambling activities in the last 12 months by work status (Queensland adult population)
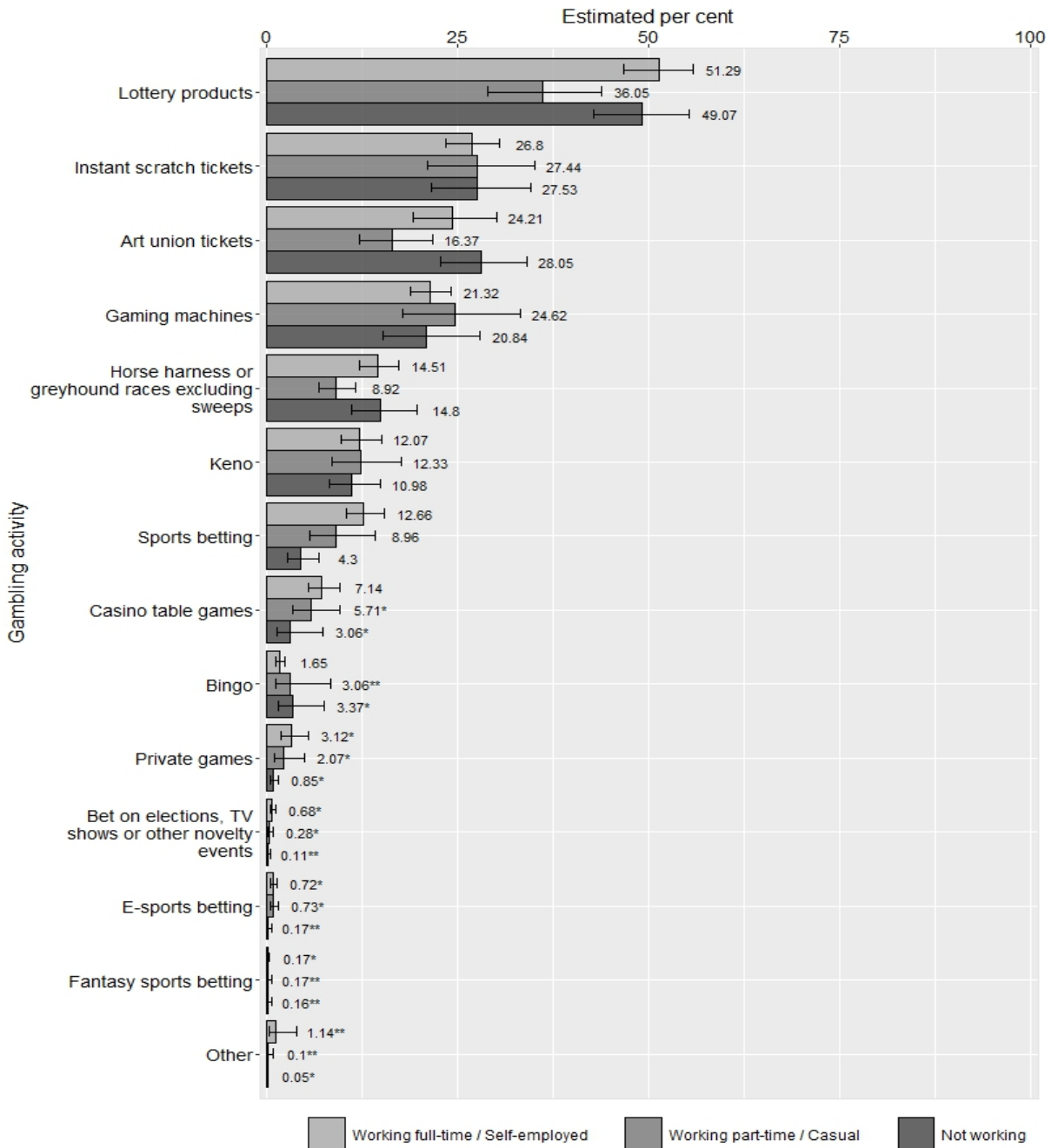
Participation in each activity by personal income

Figure 7 shows gambling participation by personal annual income.

Results appear to indicate that those earning '$156,000 or more' have higher participation rates for horse, harness or greyhound racing (21.66%) and sports betting (19.26*%), however as indicated by the very wide confidence intervals (displayed as error bars in the graph) these results must be interpreted with caution. More generally, participation rates for purchasing lottery products and art union tickets, and betting on horse, harness or greyhound racing or sports appear to increase as income increases.

Figure 7: Participation in gambling activities in the last 12 months by personal income (Queensland adult population)
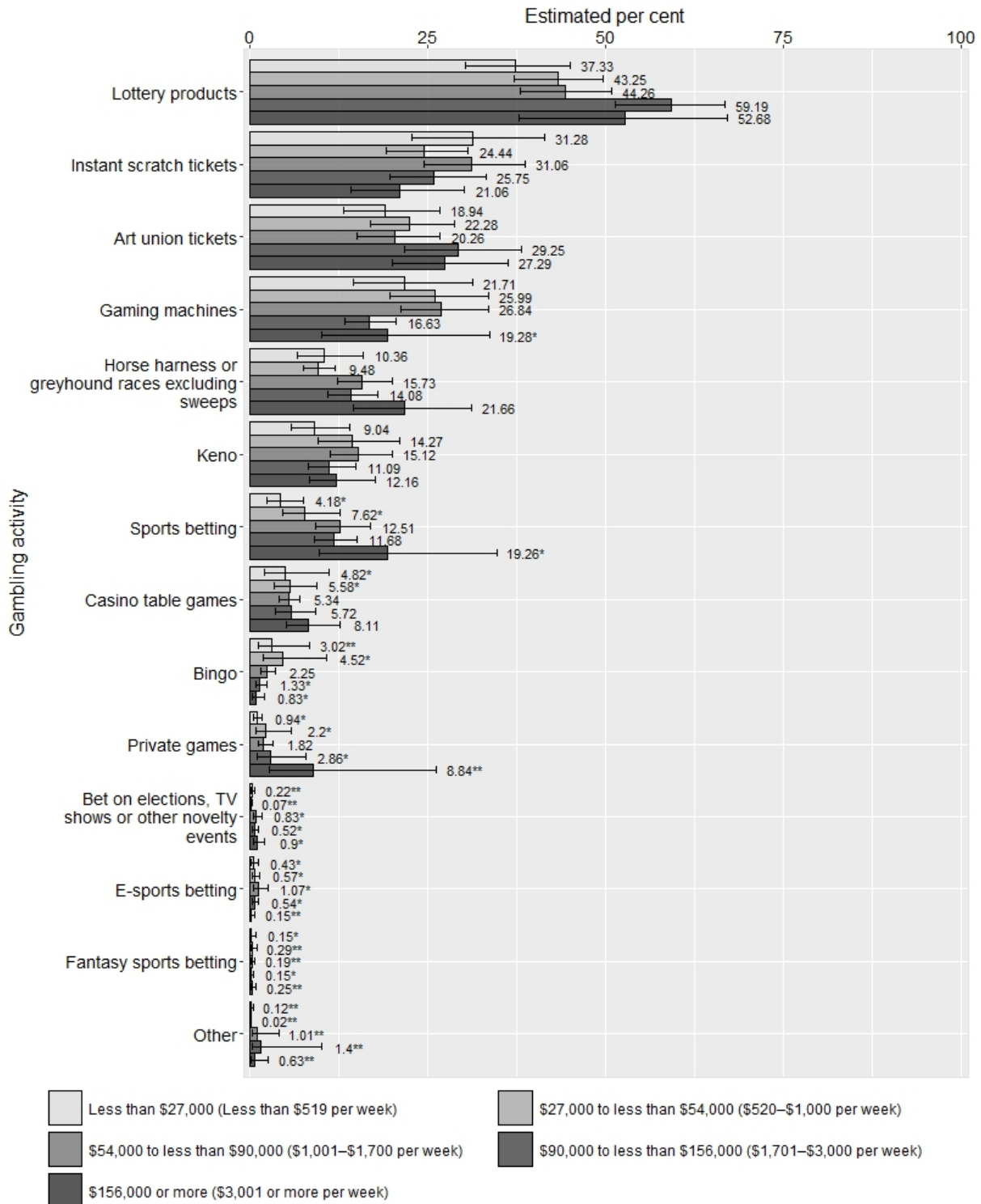
Participation in each activity by country of birth

In general, rates of participation in gambling appeared somewhat higher for those born in Australia than for those born overseas (Figure 8). The gambling activities for which those born in Australia had significantly higher rates of participation than those born in other countries were:

- Instant scratch tickets (28.59% for those born in Australia compared to 19.82% for those born overseas)

- Art union tickets (24.68% for those born in Australia compared to 19.38% for those born overseas)

- Gaming machines (22.96% for those born in Australia compared to 15.77% for those born overseas)

- Horse, harness or greyhound races (15.15% for those born in Australia compared to 8.61% for those born overseas)

- Keno (13.42% for those born in Australia compared to 7.31% for those born overseas)

- Casino table games (5.80% for those born in Australia compared to 3.92% for those born overseas).

Figure 8: Participation in gambling activities in the last 12 months by country of birth (Queensland adult population)
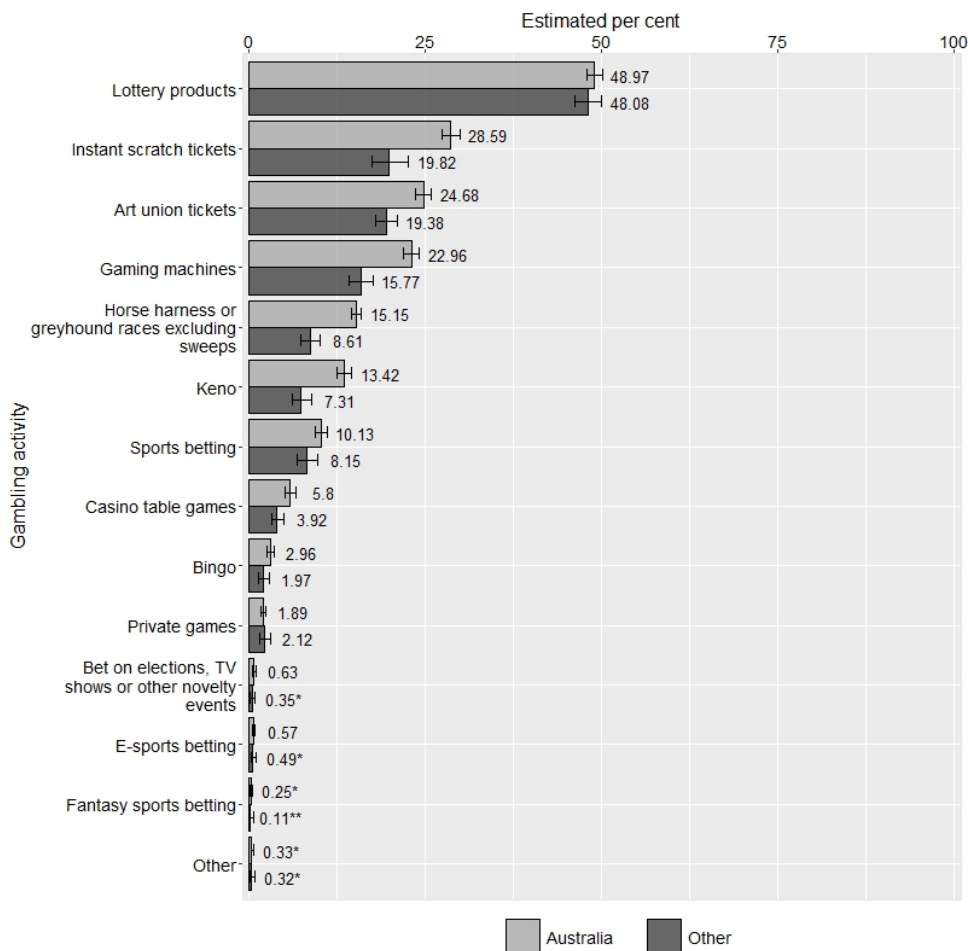
Participation in each activity by LOTE Status

Respondents were asked whether they speak a language other than English at home.

Figure 9 displays the percentage of those who indicated they spoke a language other than English at home (LOTE) versus those who only speak English at home. LOTE respondents were generally less likely than those respondents who only spoke English at home to indicate they participated in gambling activities. This difference was statistically significant for the following activities:

- Lottery products (41.54% for LOTE respondents, 49.86% for English only respondents)

- Instant scratch tickets (15.56% for LOTE respondents, 27.96% for English only respondents)

- Art union tickets (12.43% for LOTE respondents, 24.97% for English only respondents)

- Gaming machines (13.68% for LOTE respondents, 22.21% for English only respondents)

- Horse harness or greyhound races (6.62% for LOTE respondents, 14.49% for English only respondents)

- Keno (4.85% for LOTE respondents, 12.89% for English only respondents).

Figure 9: Participation in gambling activities in the last 12 months by answering 'yes' to speaking a language other than English at home (Queensland adult population)
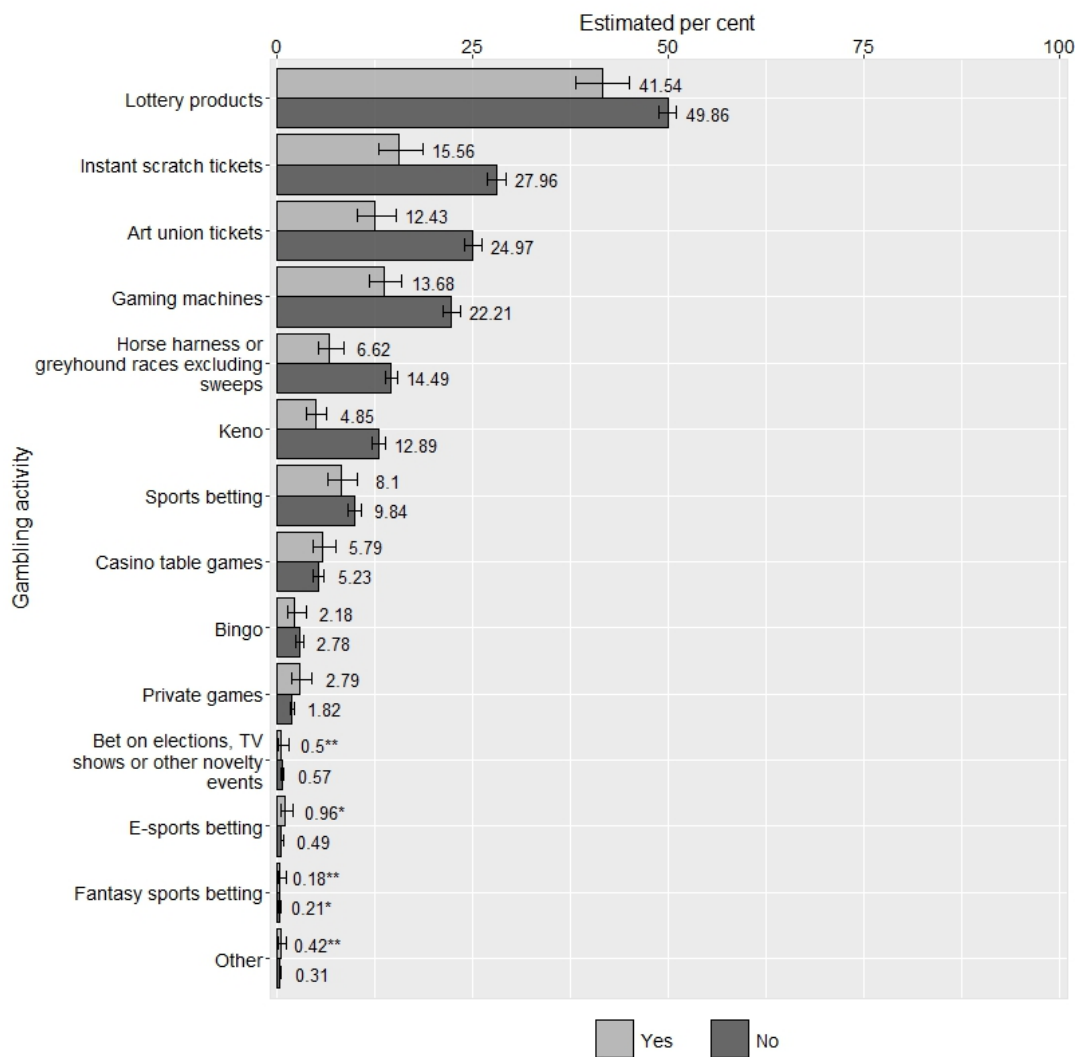
Participation in each activity by First Nations status

The comparatively low number of respondents identifying as a First Nations person in the survey sample is generally reflective of the population demographics of Queensland more broadly, however the small sample of respondents has resulted in wider confidence intervals and higher relative standard error levels in most categories. As such, caution must be exercised in interpreting the results for participation among First Nations respondents.

The data suggests that First Nations people had a significantly lower participation in betting on horse, harness or greyhound races (6.70% First Nations, 13.71% non-First Nations). More generally, First Nations respondents appeared to have lower levels of participation in purchasing lottery products and instant scratch tickets. Figure 10 displays the participation in gambling activities among those who indicated they identified as belonging to a First Nations group and those who did not.

Figure 10: Participation in gambling activities in the last 12 months by First Nations People (Queensland adult population)
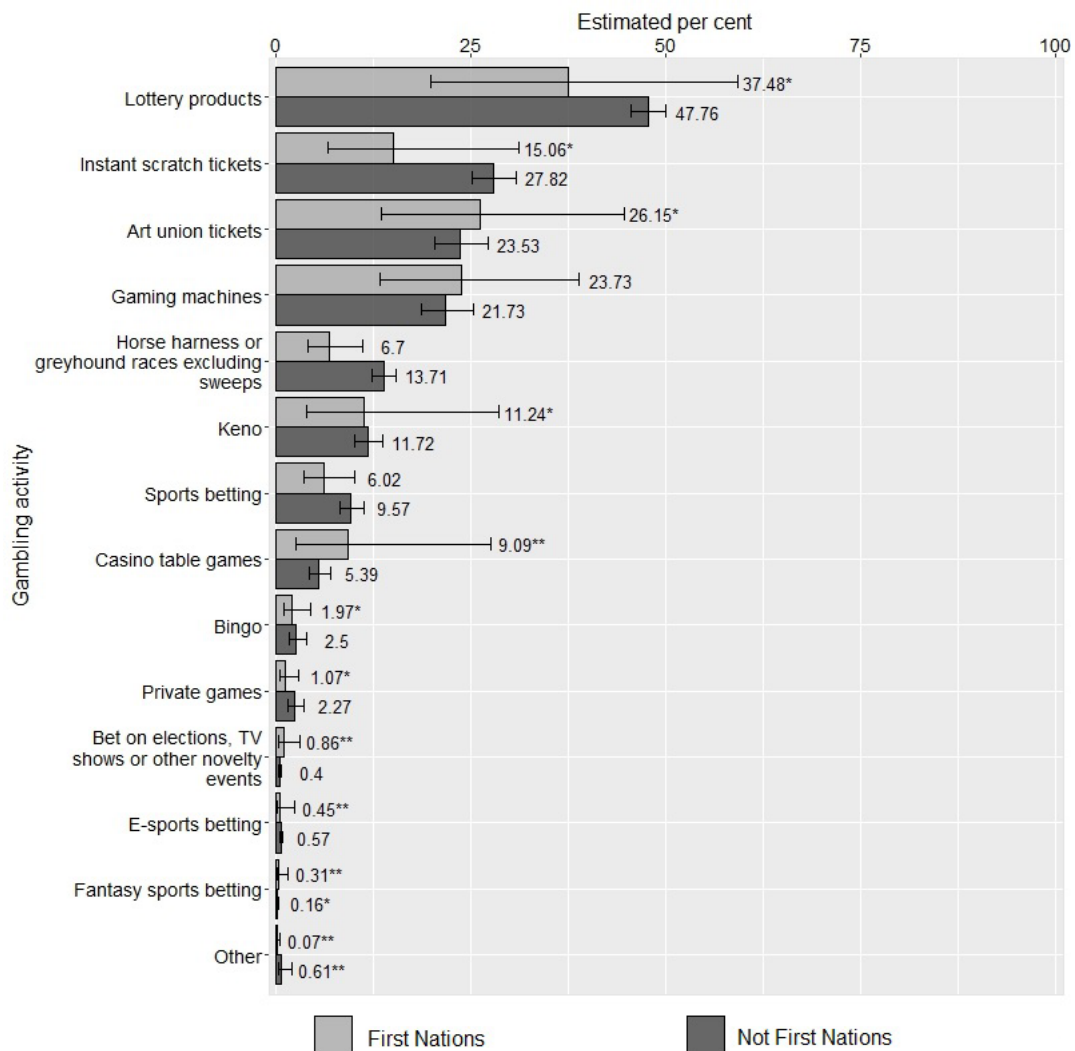
Gambling group prevalence

As outlined in the methodology section, the survey used the PGSI to categorise gamblers into one of four gambling groups: non-problem gambling, low risk gambling, moderate risk gambling and problem gambling.

This section outlines the prevalence of the gambling groups in the Queensland population, in subgroups of the population which are defined by demographic characteristics and in subgroups of the population which are defined by levels of gambling participation.

Overall gambling group prevalence

The estimated proportion of Queensland adults in each gambling group is presented in Figure 11. The non-gambling group accounted for the second largest proportion of the Queensland adult population (30.24%), while the non-problem gambling group accounted for just over 60%. The low risk, moderate risk and problem gambling groups accounted for 6.27%, 2.60% and 0.64% of adult Queenslanders respectively.

Figure 11: Prevalence of the gambling groups in the Queensland adult population
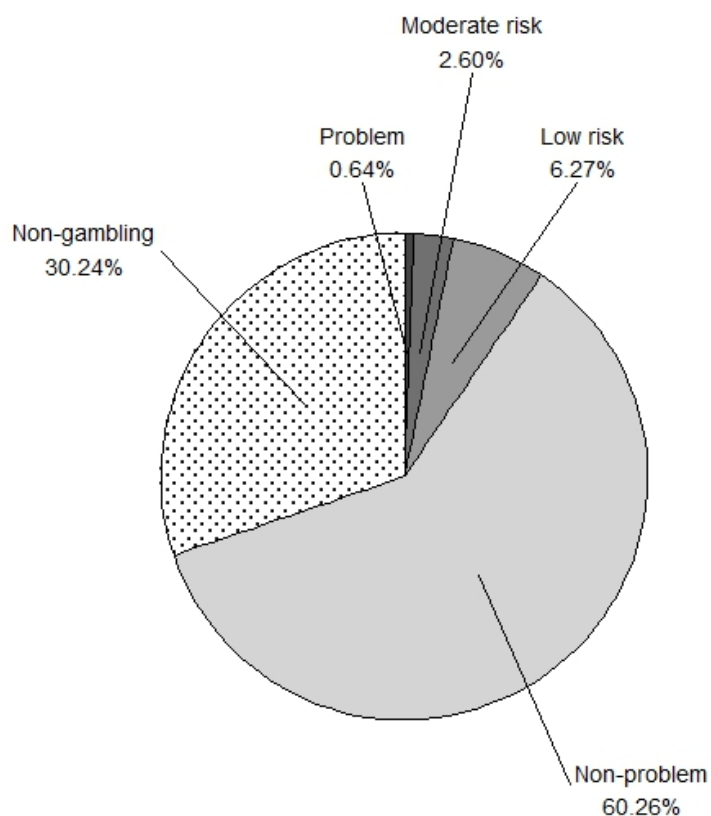
Gambling group prevalence by sex

The gambling group prevalence by sex is displayed on Figure 12. Notably, males were significantly more likely to belong to the following groups compared to females:

- low risk (7.71% for males, compared to 4.89% for females)

- moderate risk (3.32% for males, compared to 1.90% for females)

Males also appeared more likely to be classified into the problem gambling group (0.87% for males, compared to 0.41% for females), although this was not a statistically significant difference.

Figure 12: Prevalence of the gambling groups by sex (Queensland adult population)
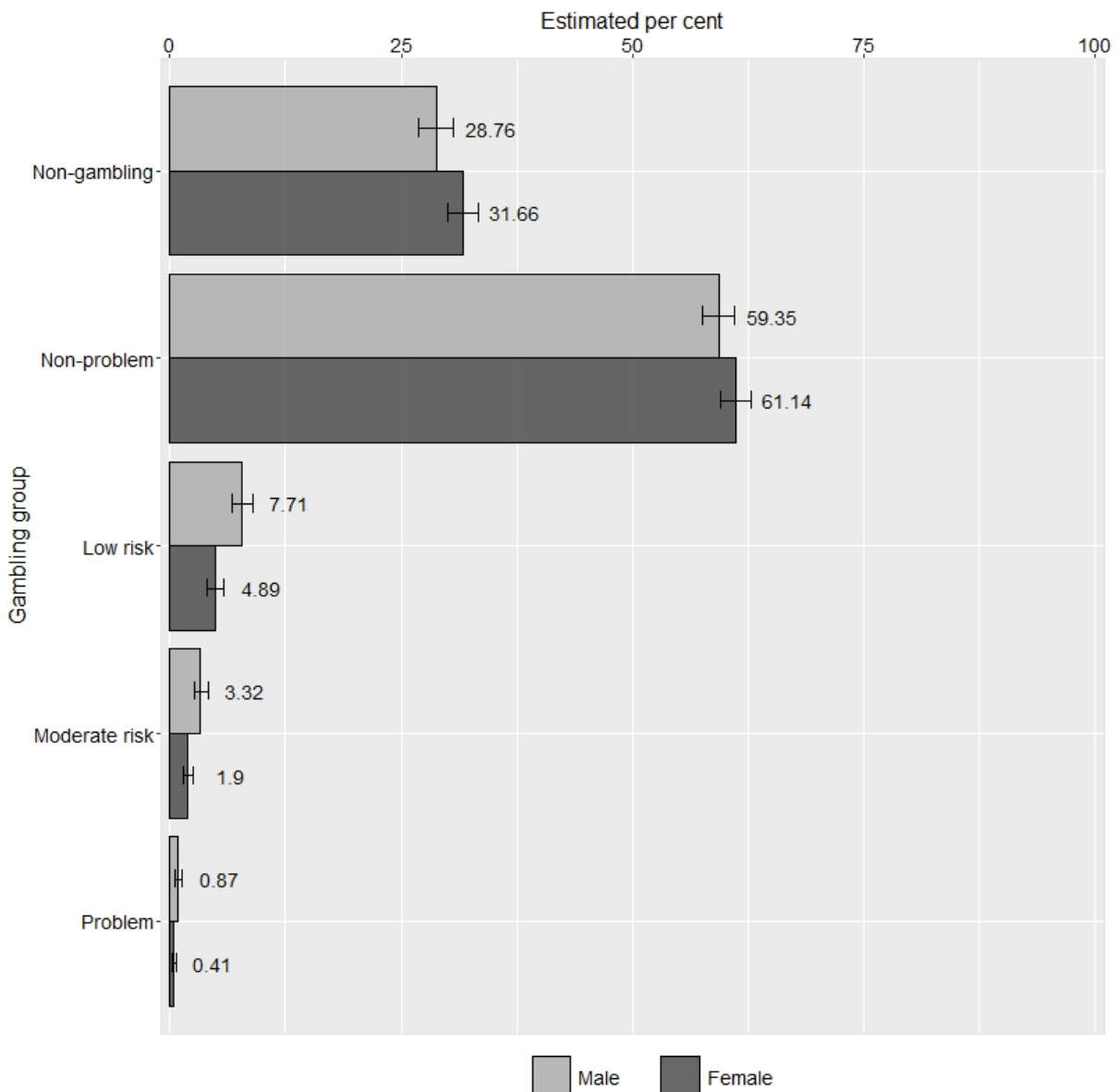
Gambling group prevalence by age group

Figure 13 displays the results of gambling group prevalence by age.

The 18-34 years age group was significantly more likely than the other age groups to fall into the non-gambling group (36.96%), and comparatively less likely to fall into the non-problem gambling group (50.20%).

With respect to the at-risk gambling groups, those aged 18-34 years were significantly more likely to fall into the low risk gambling group (8.37%) than those aged 55 years or more (4.53%). Similarly, those aged 18-34 years were significantly more likely to fall into the moderate risk gambling group (3.64%) than those aged 34-54 years (2.12%). However, no significant differences were found across age groups in the problem gambling group.

Figure 13: Prevalence of the gambling groups by age group (Queensland adult population)
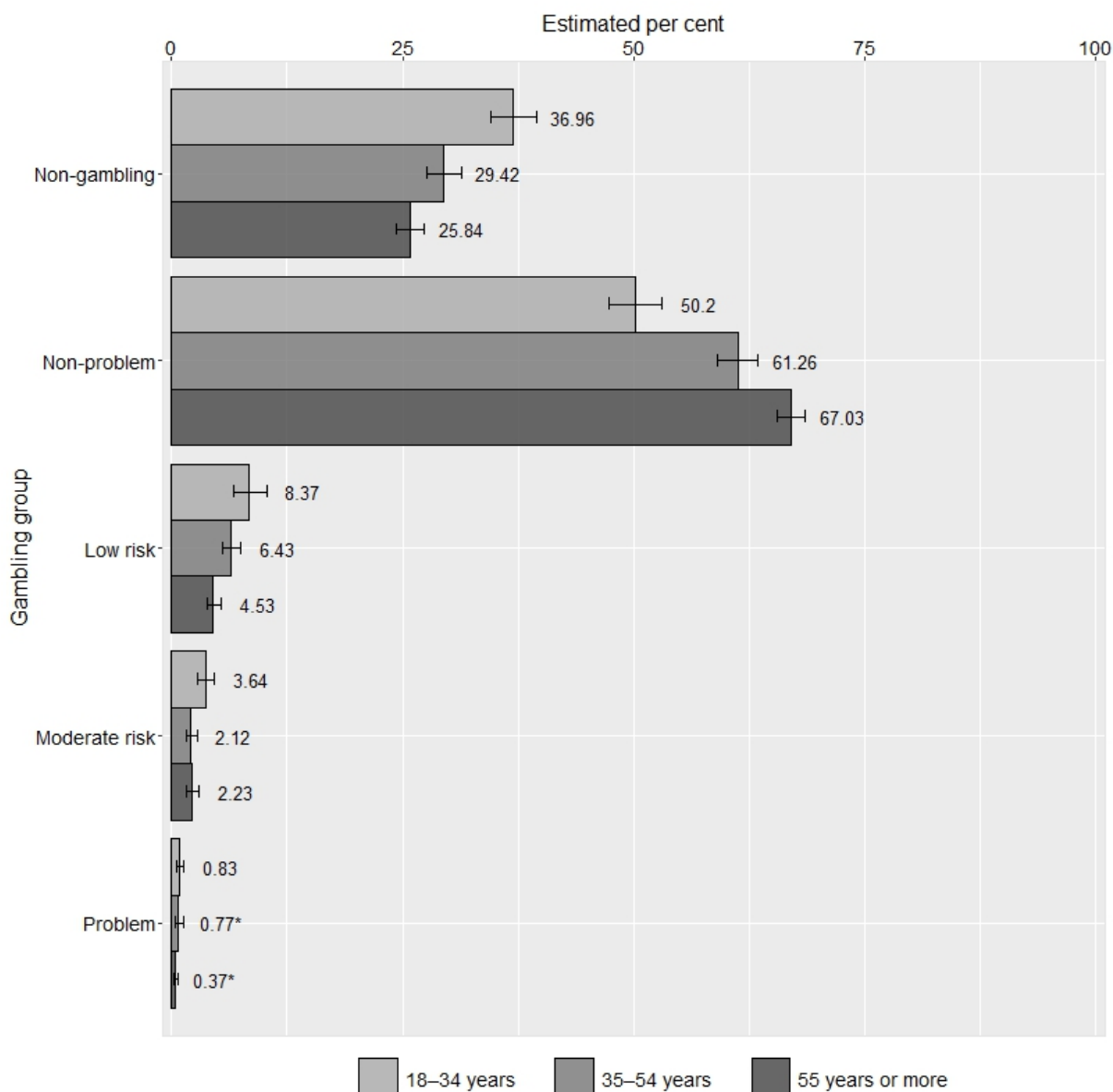
Gambling group prevalence by sex and age group

Figure 14 displays the gambling group prevalence across sex and age.

Females aged 18-34 years were significantly more likely than the other age groups to fall into the non-gambling group (41.06%), and comparatively less likely to fall into the non-problem gambling group compared to older males or females.

Males aged 18-34 years were significantly more likely to be in the moderate risk gambling group compared (5.76%) compared to the other sex and age groups.

No significant differences were found across sex and age groups in the problem gambling group.

Figure 14: Prevalence of the gambling groups by sex and age group (Queensland adult population)
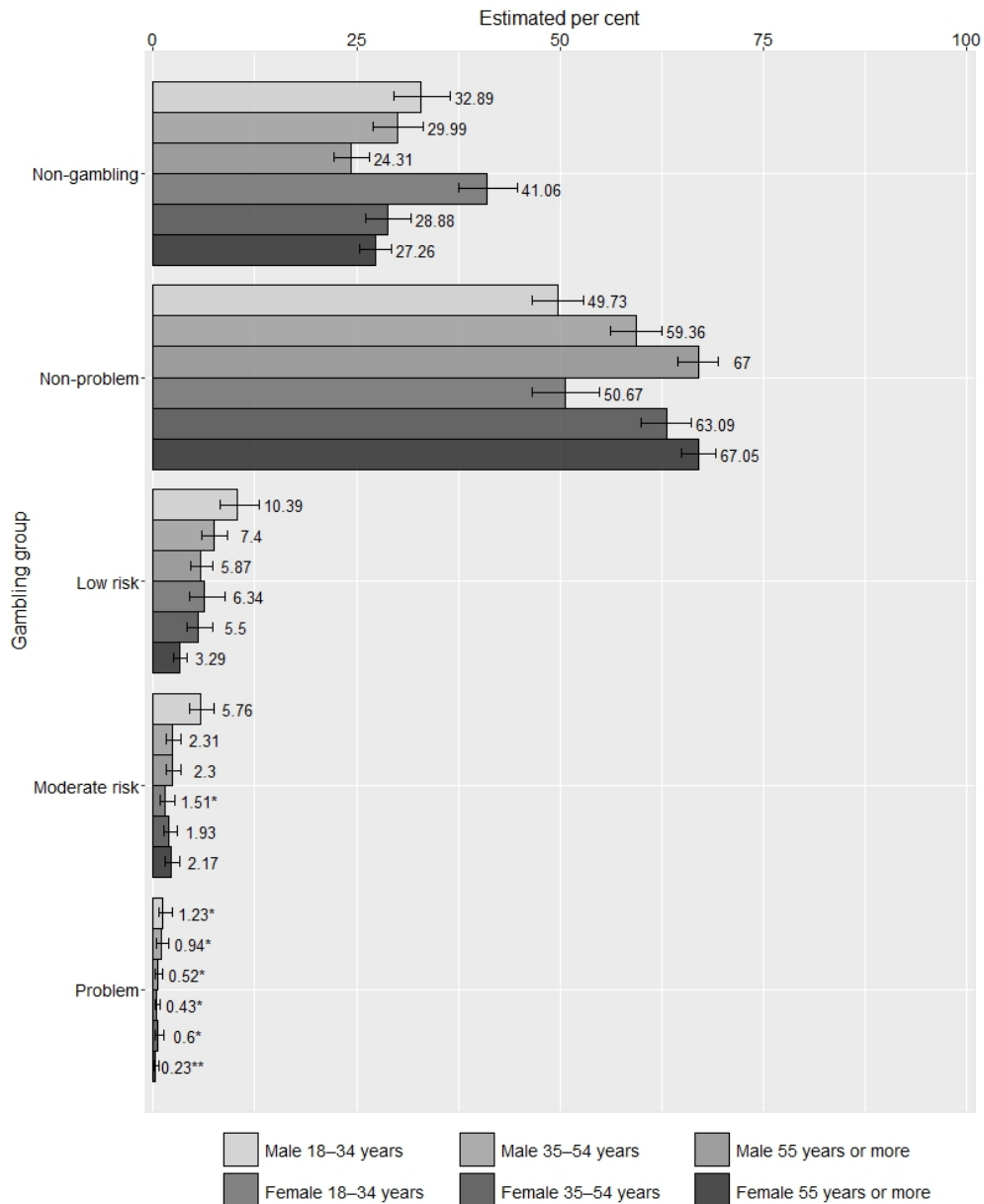
Gambling group prevalence by educational attainment

Figure 15 displays gambling group prevalence by highest educational attainment level.

Those who indicated a highest educational attainment of year 10 or below were significantly less likely to be in the non-gambling group compared to those who had university qualifications, but comparatively more likely to be in the non-problem gambling group than those with university qualifications.

Representation across the low risk, moderate risk, and problem gambling groups was largely similar for each level of educational attainment. Only one significant difference among the gambling groups was indicated from the data. Those with a highest educational attainment of a VET certificate or diploma were significantly more likely to be in the low risk gambling group (7.09%) compared to those with a post-graduate qualification (4.24%).

Figure 15: Prevalence of the gambling groups by educational attainment (Queensland adult population)
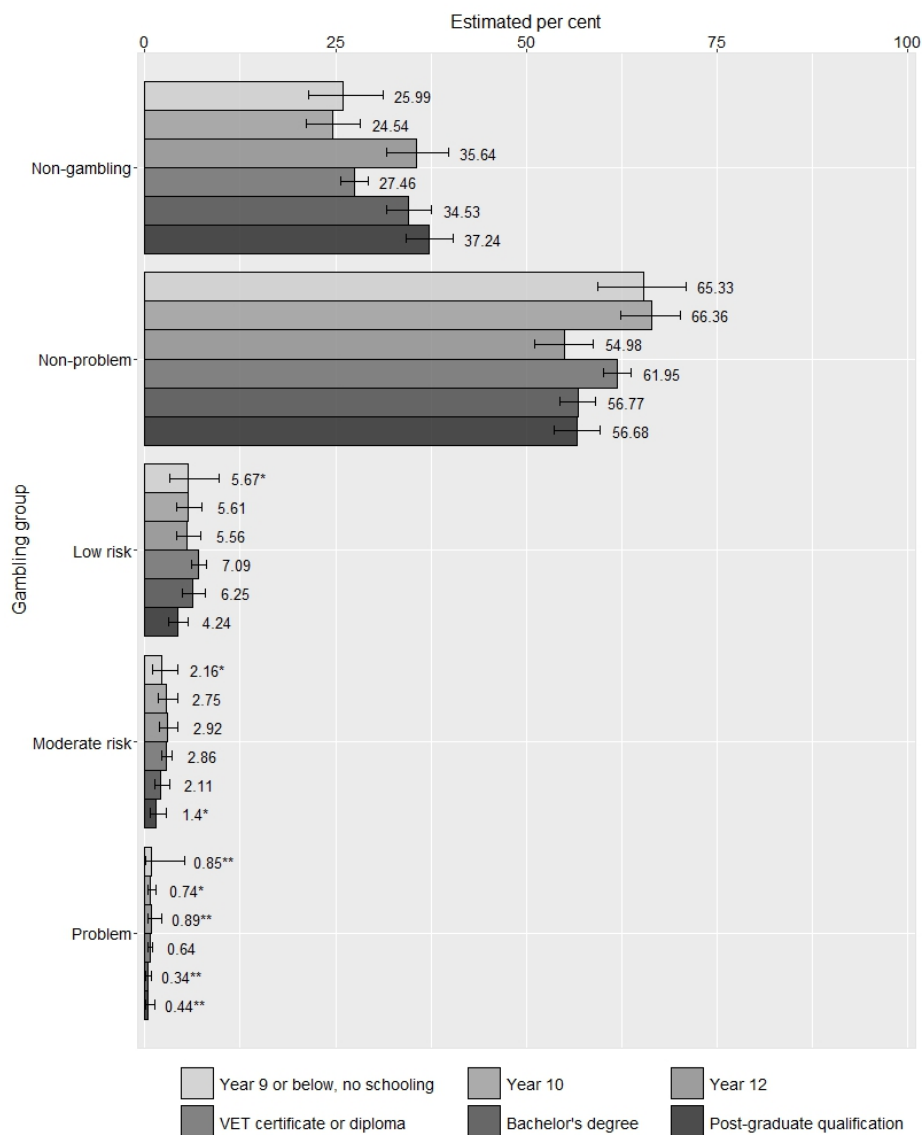
Gambling group prevalence by work status

The likelihood of being in the low risk, moderate risk or problem gambling group was similar across the three work status groups studied — working full-time or self-employed, working part-time or casual and not working (Figure 16).

There were no significant differences observed across any gambling groups in terms of work status.

Figure 16: Prevalence of the gambling groups by work status (Queensland adult population)
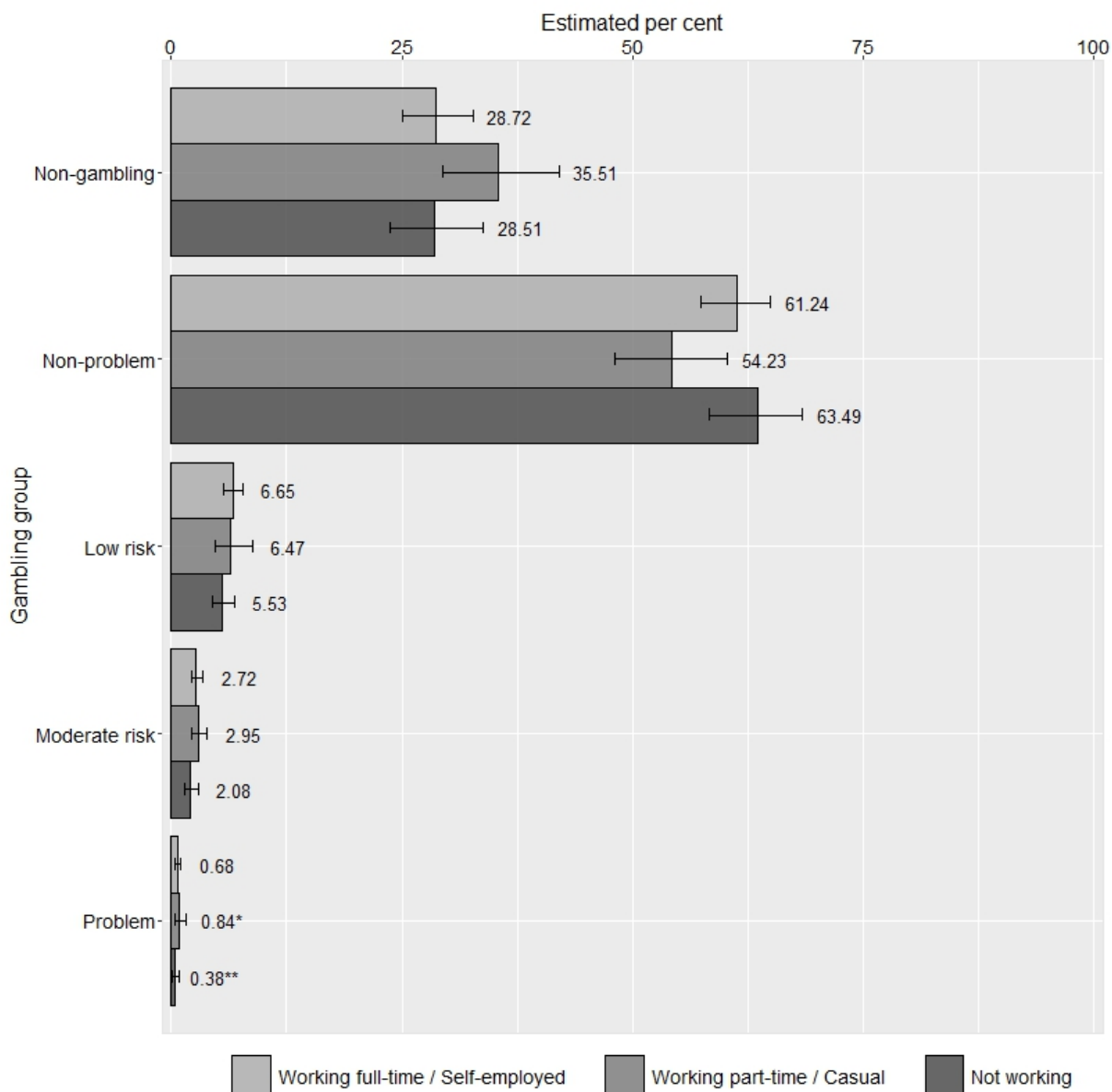
Gambling group prevalence by personal income

Figure 17 displays the proportion of people in each gambling group according to their income bracket.

The data suggests there is little evidence of a relationship between personal income and the gambling groups.

Perhaps the only result of note is that those earning between $54,000 and $90,000 per year were significantly more likely to fall into the low risk gambling group (8.27%) compared to those earning less than $27,000 per year (5.36%).

Figure 17: Prevalence of the gambling groups by personal income (Queensland adult population)
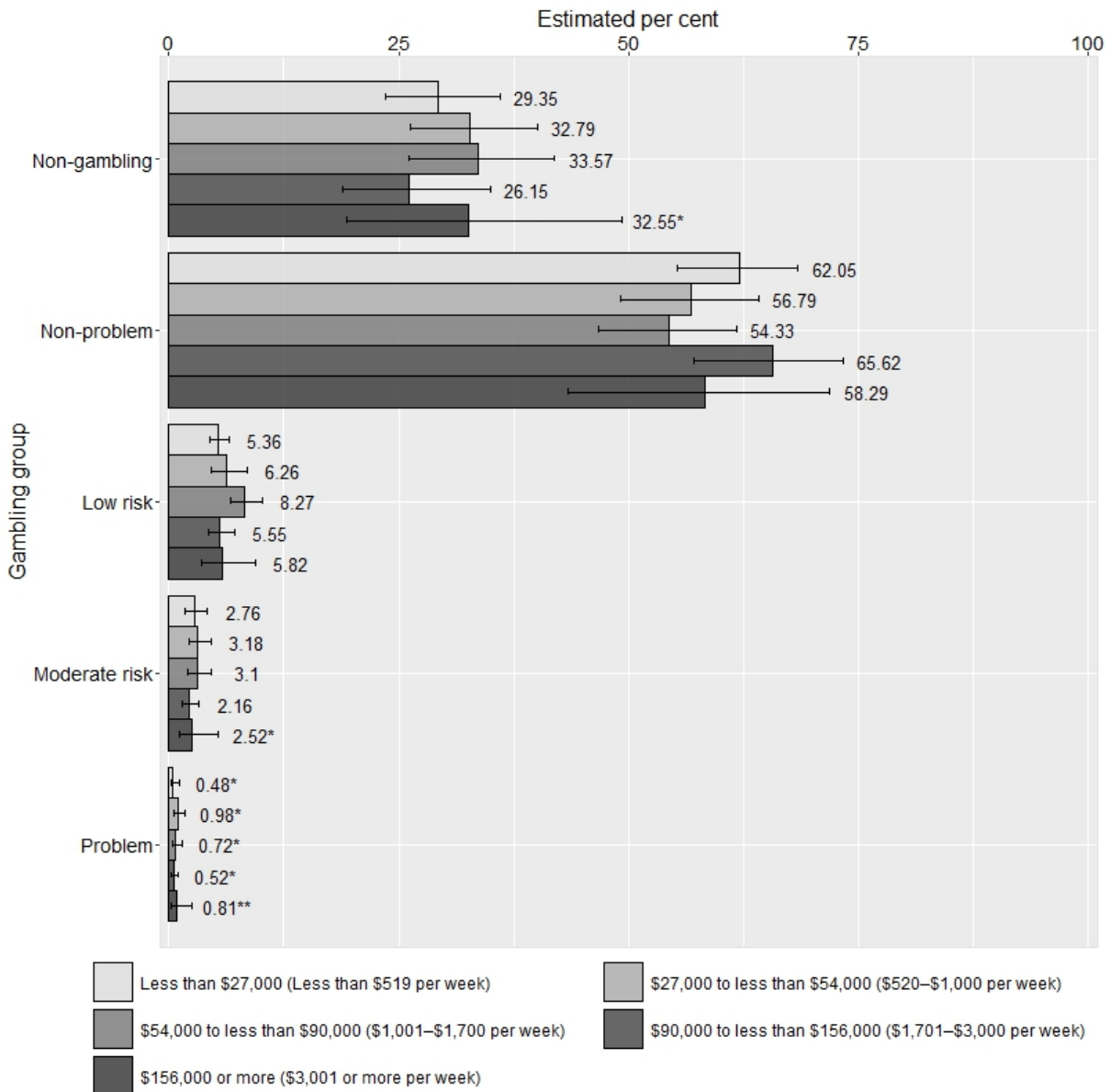
Gambling group prevalence by country of birth

As shown in Figure 18, the prevalence of low risk, moderate risk and problem gambling was similar between those born in Australia and those born overseas. However, those born in Australia were significantly more likely to be classified into the non-problem gambling group (62.65%) compared to those born overseas (53.49%) and comparatively less likely to be in the non-gambling group (27.94% for those born in Australia, compared to 36.70% for those born overseas).

Figure 18: Prevalence of the gambling groups by country of birth (Queensland adult population)
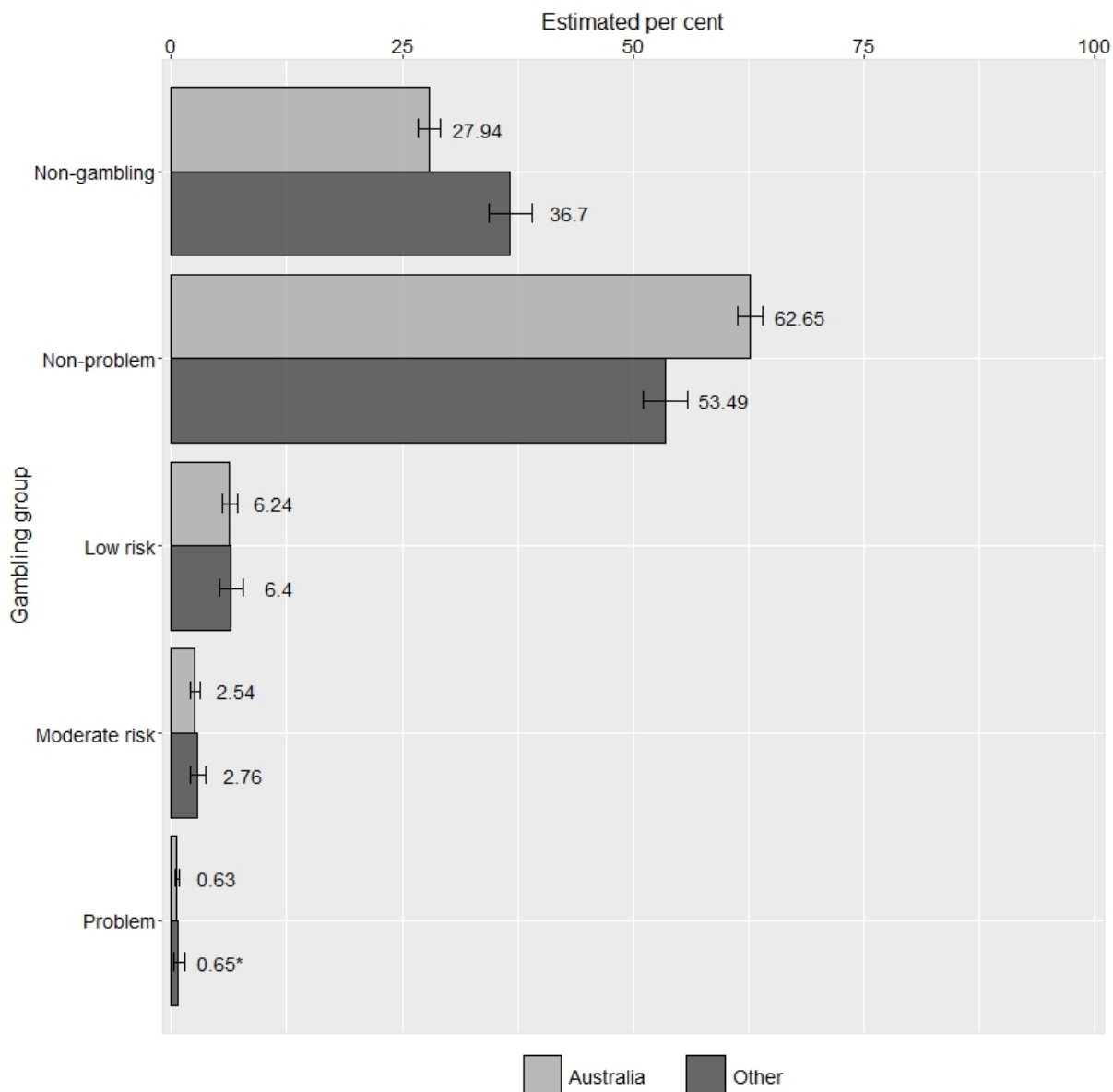
Gambling group prevalence by LOTE status

Respondents were asked 'do you speak a language other than English at home?', Figure 19 compares the gambling group prevalence for those who answered 'yes' to those who only speak English at home.

Those who indicated they spoke a language other than English at home (LOTE) were more likely (42.76%) than those who only spoke English at home (28.29%) to indicate they had not gambled during the previous 12 months, and comparatively less likely to fall into the non-problem gambling category.

Among 'at-risk' categories, the only significant difference was found among low risk respondents, where LOTE respondents were significantly more likely to be classified into the low risk category (8.36%) than those who only speak English at home (5.95%).

Figure 19: Gambling group prevalence among those answering 'yes' to speaking a language other than English (LOTE) at home (Queensland adult population).
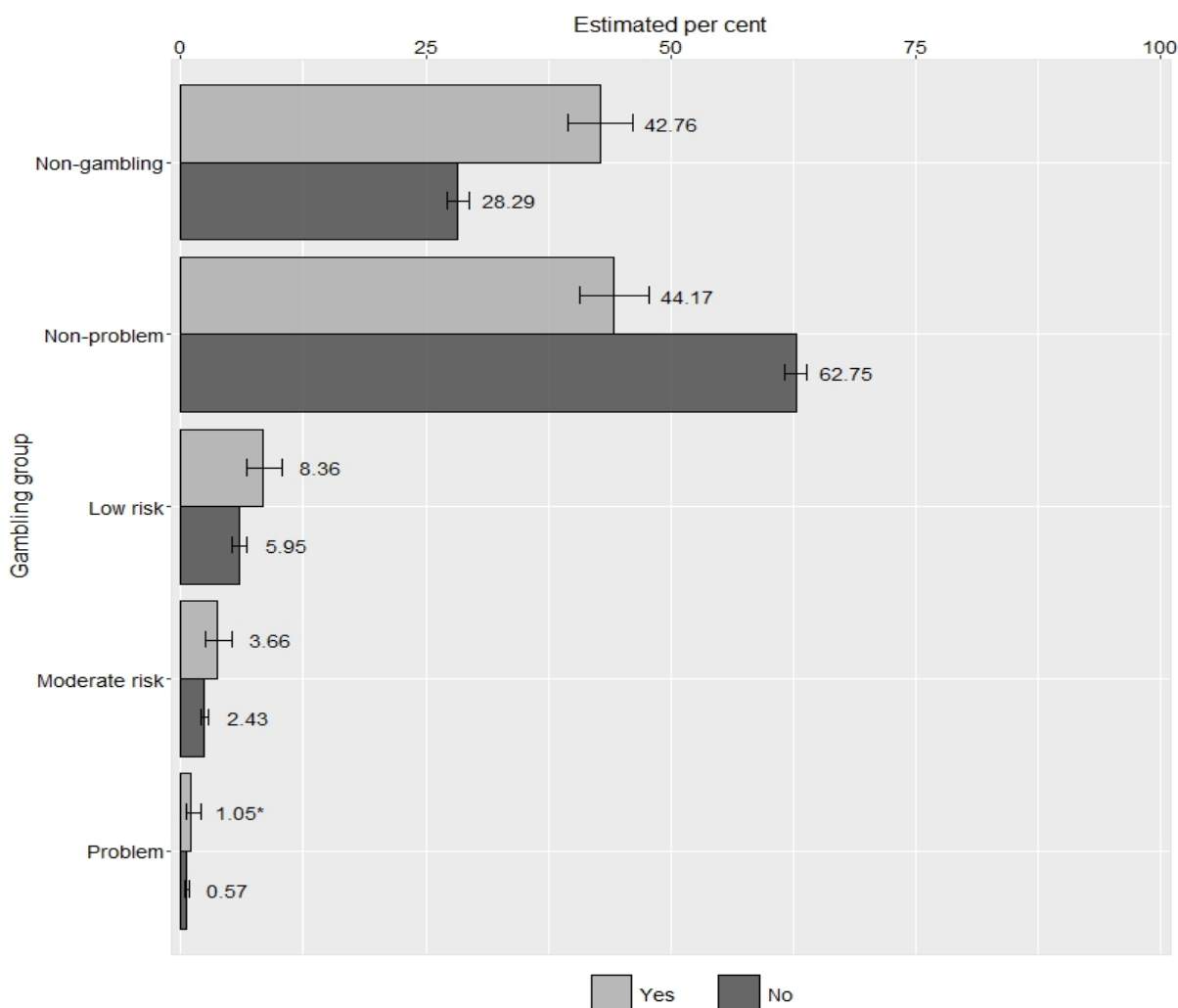
Gambling group prevalence by First Nations status

Figure 20 compares gambling group prevalence between those respondents who identified as a First Nations person compared to those respondents who did not.

As noted previously, the relatively small sample size of First Nations respondents results in less reliable estimates (as indicated by wider confidence intervals and higher relative standard errors). As such, caution must be exercised in interpreting the results for the gambling group prevalence for First Nations respondents.

No statistically significant differences were identified between First Nations respondents and non-First Nations respondents across the gambling groups.

Figure 20: Prevalence of the gambling groups by First Nations Status (Queensland adult population)
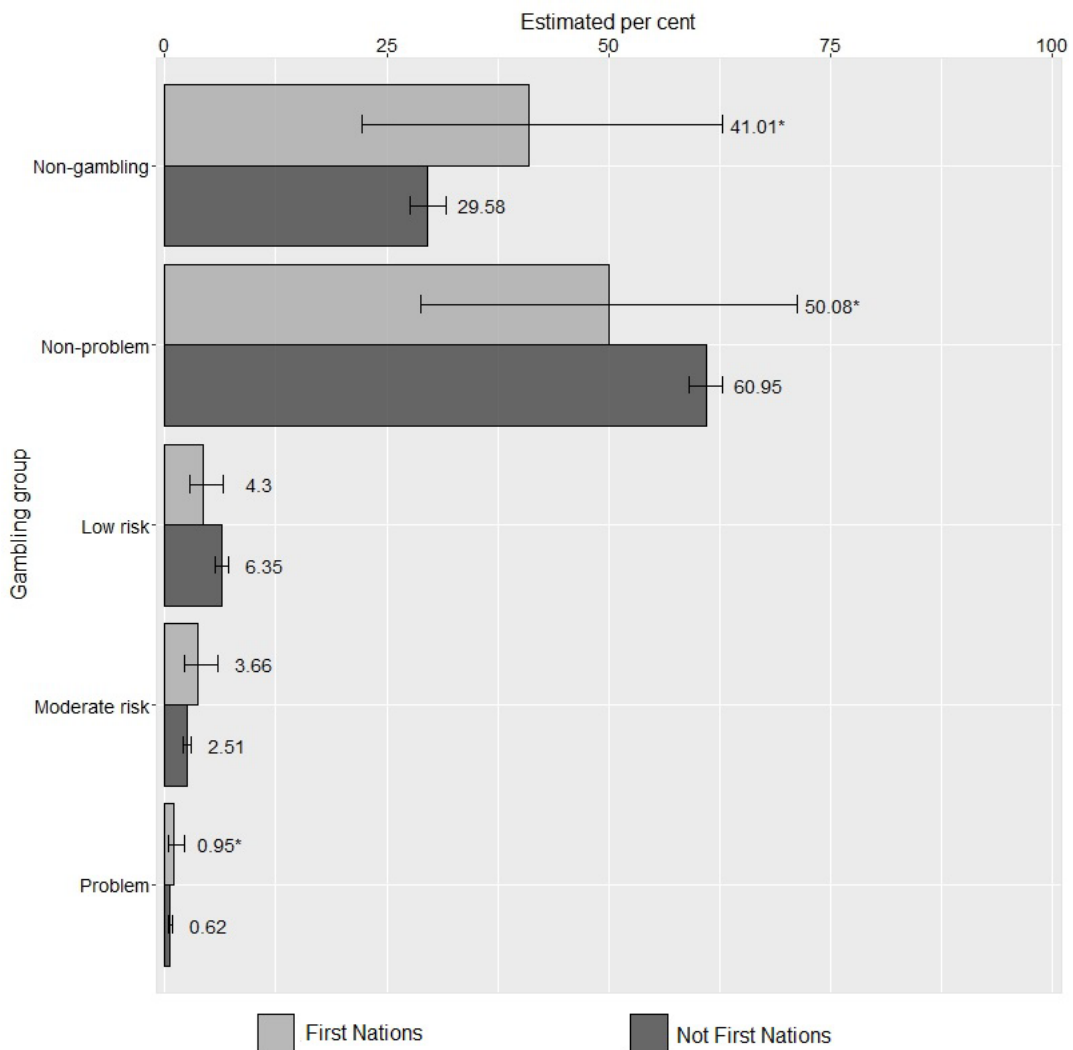
Gambling group prevalence for regular gamblers and regular gaming machine gamblers

Figure 21 displays the gambling group prevalence by those in the regular and non-regular gambling groups.

A "regular gambler" is a person whose cumulative annual frequency of gambling across the following gambling activities in the 12 months prior to the survey was 52 times per year or more: gaming machines; horse, harness or greyhound races; keno; table games such as blackjack or roulette; bingo; sporting or novelty events; fantasy sports; e-sports; and private card games like poker, mahjong or dice games.

Notably, regular gamblers were significantly more likely than non-regular gamblers to be in the:

- low risk gambling group (regular gamblers 20.72%, non-regular gamblers 7.78%)

- moderate risk gambling group (regular gamblers 16.15%, non-regular gamblers 2.43%) and

- problem gambling group (regular gamblers 6.21%, non-regular gamblers 0.36%).

Figure 21: Gambling regularity by gambling group (people who had gambled in the last 12 months)
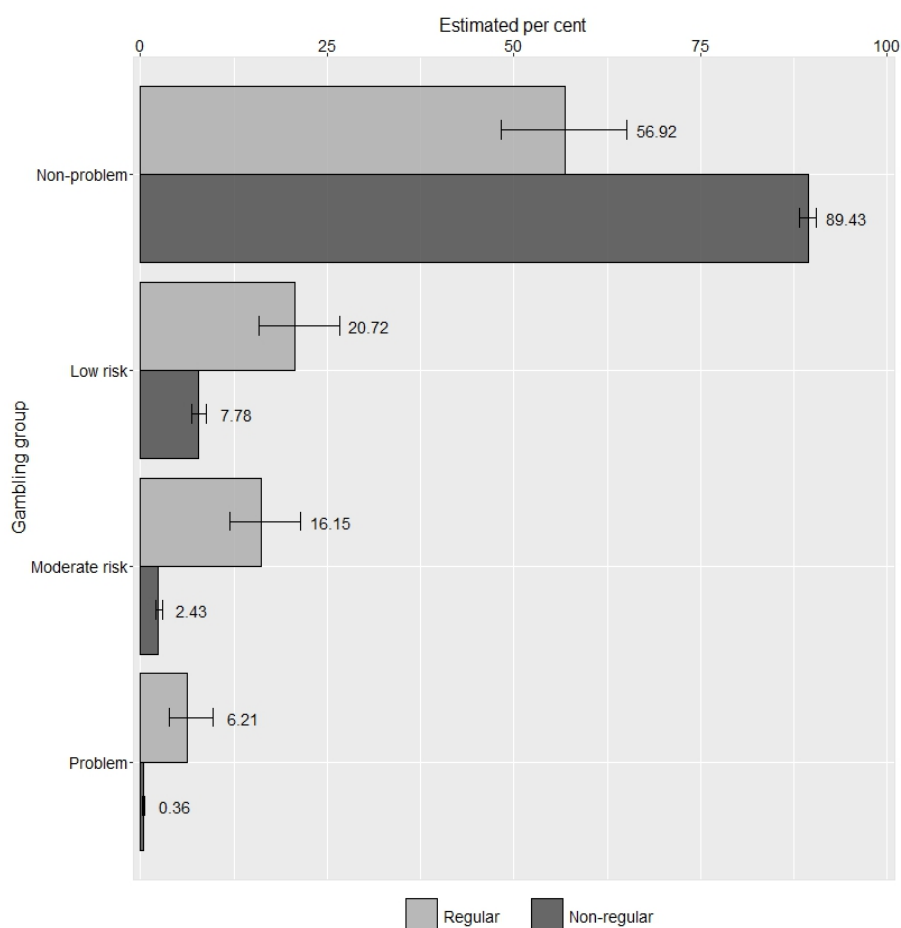
Figure 22 displays the gambling group prevalence by those in the regular and non-regular gaming machine gambling groups.

A "regular gaming machine gambler" is a respondent who played gaming machines 52 times or more in the 12 months prior to the survey. A "non-regular gaming machine gambler" is a respondent who played poker machines or gaming machines less than 52 times in the 12 months prior to the survey.

While both groups were highly represented in the at-risk and problem gambling groups, regular gaming machine gamblers are significantly more likely than non-regular gaming machine gamblers to be in the:

- moderate risk gambling group (regular gaming machine gamblers 26.01%, non-regular gaming machine gamblers 7.18%) and

- problem gambling group (regular gaming machine gamblers 8.58*%, non-regular gaming machine gamblers 1.24*%).

Figure 22: Gaming machine gambling regularity by gambling group (people who had gambled on gaming machines in the last 12 months)
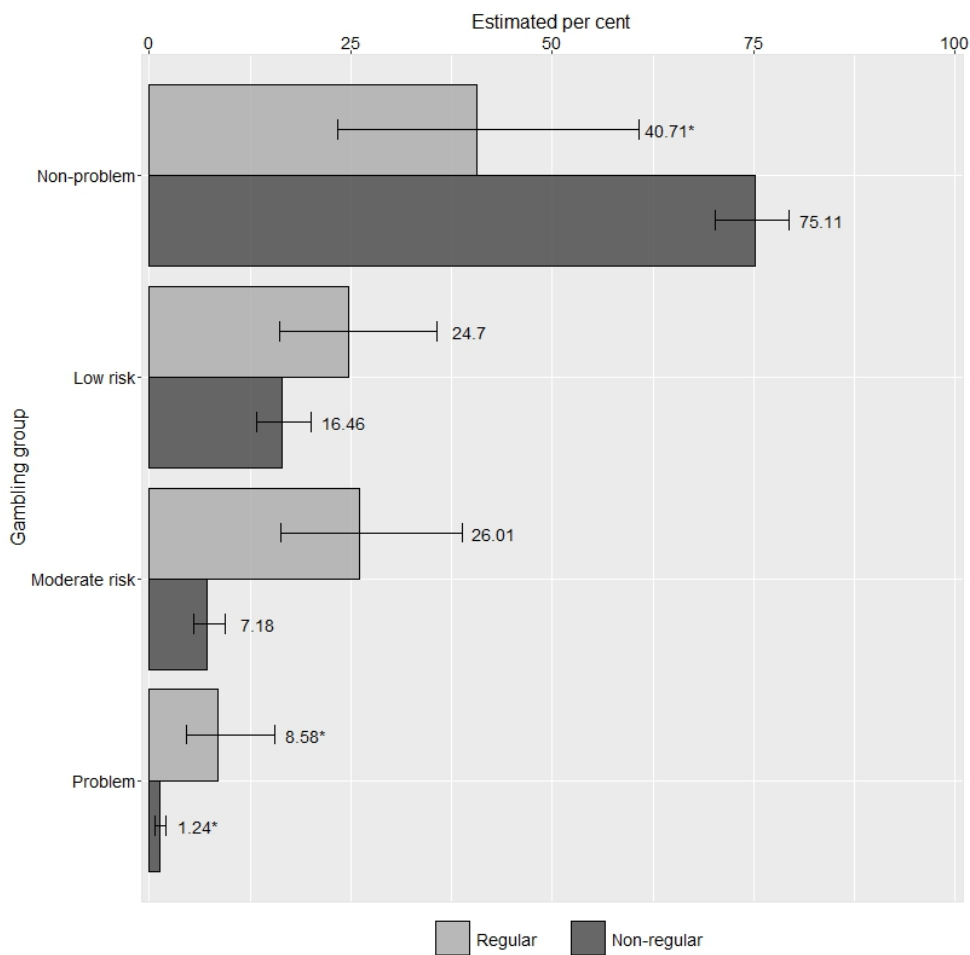
Gambling group prevalence by internet gambler status

An "internet gambler" is a respondent who participated in one or more of the following:

- played poker machines or gaming machines via the internet for money
- placed bets on horse, harness or greyhound races via the internet using a website or mobile app
- used the internet to purchase lottery products
- played Keno via the internet for money
- played table games via the internet for money
- used the internet to play bingo for money
- placed bets on sporting or novelty events via the internet using a website or mobile app
- used the internet to bet on fantasy sports
- used the internet to bet on e-sports
- used the internet to purchase an Art Union ticket.

It is important to note that internet gamblers may also have participated in land-based forms of gambling.

Notably, those who gamble on the internet are around two to three times more likely than those who never gamble on the internet to be in an at-risk or problem gambling group (see Table 4).

Table 4: Internet gambling status by gambling group (people who had gambled in the last 12 months).

Gambling Group	Non-internet gambler (%)	Internet gambler (%)
Non-problem	90.99	79.87
Low risk	6.10	13.07
Moderate risk	2.45	5.50
Problem	0.46	1.55
Total	100	100

Gambling behaviours

The earlier chapter 'Gambling participation' presented information about the percentage of Queensland adults who had participated in each of the gambling activities in the previous 12 months.

This chapter presents more detailed information about the gambling behaviours of the non-problem, low risk, moderate risk and problem gambling groups. Some of these behaviours, such as frequency of gambling, provide some indication of the extent and intensity of participation in gambling. Other behaviours, such as where people place their bets, indicate how gamblers are accessing gambling.

Gambling participation in each gambling group

The proportion of each gambling group that participated in each of the gambling activities is presented in Figure 23. For some forms of gambling, the participation rates for the non-problem gambling group and the at-risk gambling groups differed significantly.

For example, those in the at-risk gambling groups were significantly more likely than the non-problem gambling group to have participated in:

- Gaming machines
- Horse, harness or greyhound races
- Sports betting
- Keno
- Casino table games
- private card games like poker, mahjong or dice games.

The participation rates for were similar for lottery products, instant scratch tickets and the purchase of art union tickets across the non-problem and at-risk gambling groups.

Figure 23: Participation in gambling activities by gambling group (people who had gambled in the last 12 months)

Estimated per cent

Non-problem | Low risk | Moderate risk | Problem
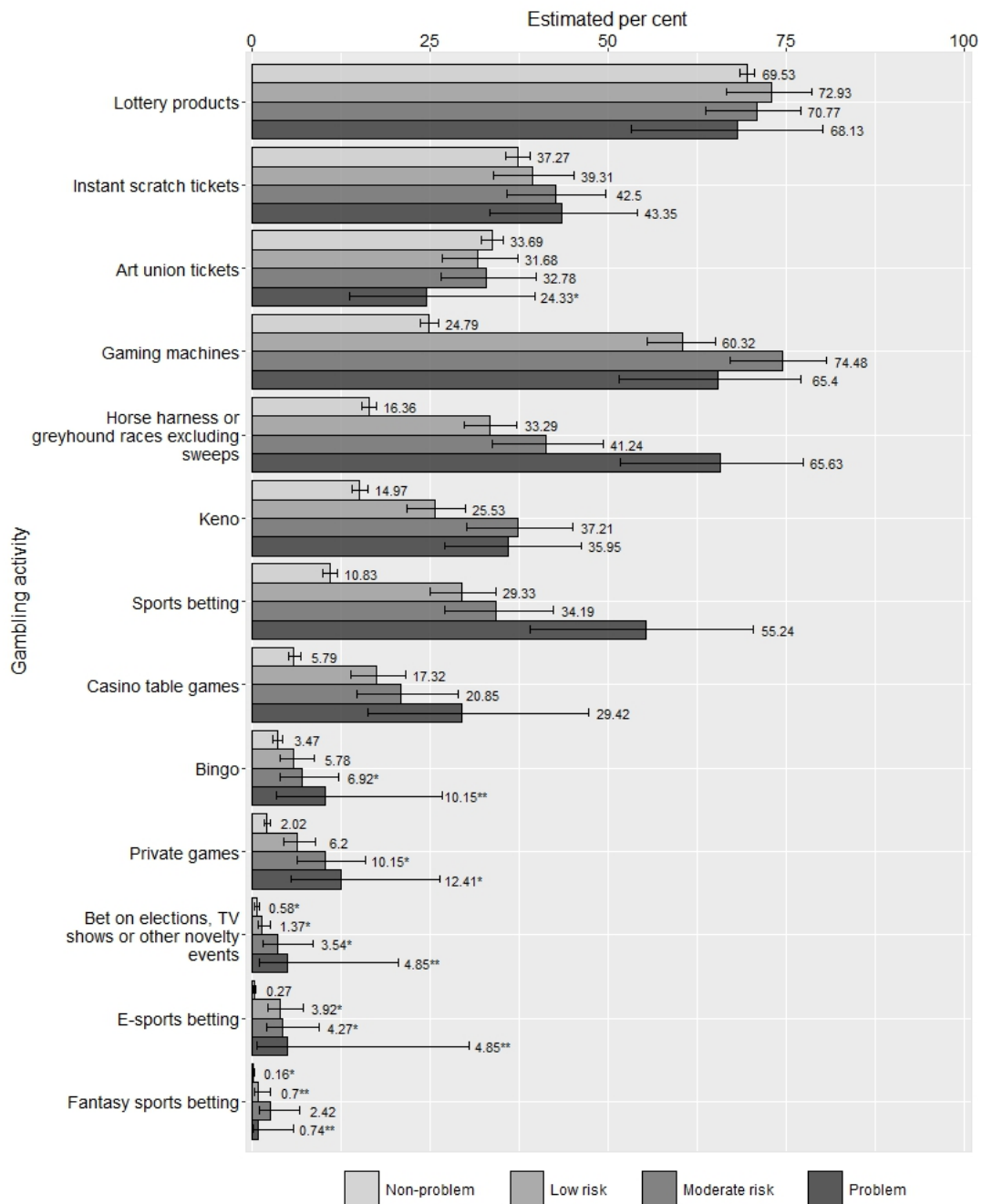
Number of gambling activities in each gambling group

The previous section highlighted higher participation rates in the at-risk gambling groups for many of the gambling activities. The tendency for higher participation rates in the higher risk gambling groups is also reflected in Figure 24. This graph outlines the number of gambling activities in which gamblers had participated. Only a small proportion (13.93%) of the non-problem gambling group participated in four or more activities. In contrast, 52.92% of the moderate risk gambling group and 61.03% of the problem gambling group had participated in four or more activities.

Figure 24: Number of gambling activities by gambling group (people who had gambled in the last 12 months)
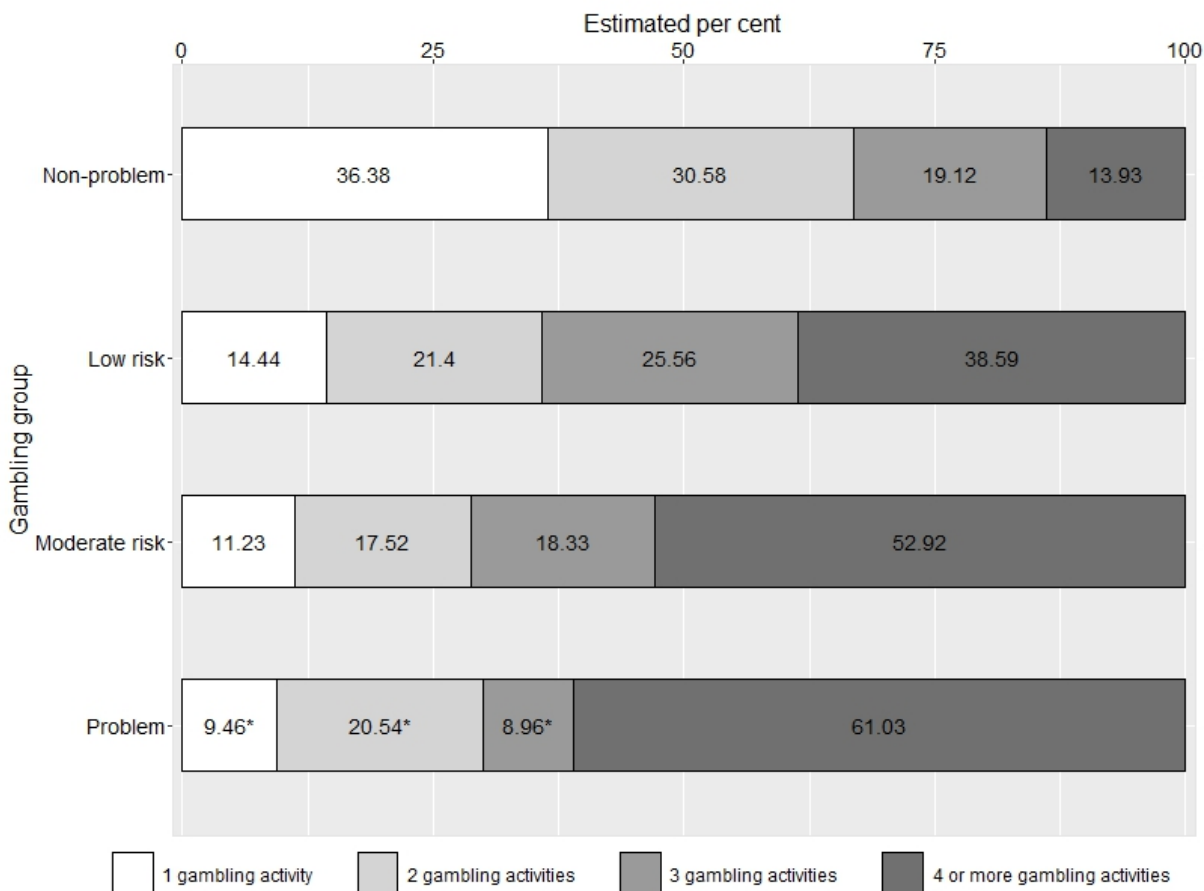
Frequency of gambling

In the initial section of the survey, all respondents were asked about their participation in each of 14 gambling activities over the previous 12 months. Participants in each activity were subsequently asked how often they had participated. Figure 25 outlines how frequently adult Queenslanders participated in gambling activities in the previous 12 months.

Queensland adults tended to bet on horse, harness, or greyhound races, to purchase lottery products, and to participate in sports betting on a more frequent basis than the other gambling products. Around one-quarter of those who had bet on horse, harness, or greyhound races had participated more than 52 times during the previous year, as did those purchasing lottery products (25.22%), with sports betting participation being slightly lower (18.05%).

For most other gambling activities, gamblers reported participating on an infrequent basis. For example, the proportion of gamblers that participated fewer than six times over the previous 12 months was:

- 61.08% for gaming machines
- 67.98% for instant scratch tickets
- 65.61% for keno
- 89.15% for casino table games
- 78.55*% for bingo
- 61.67% for art union tickets

Figure 25: Frequency of participating in gambling activities (people who had participated in that activity in the last 12 months)
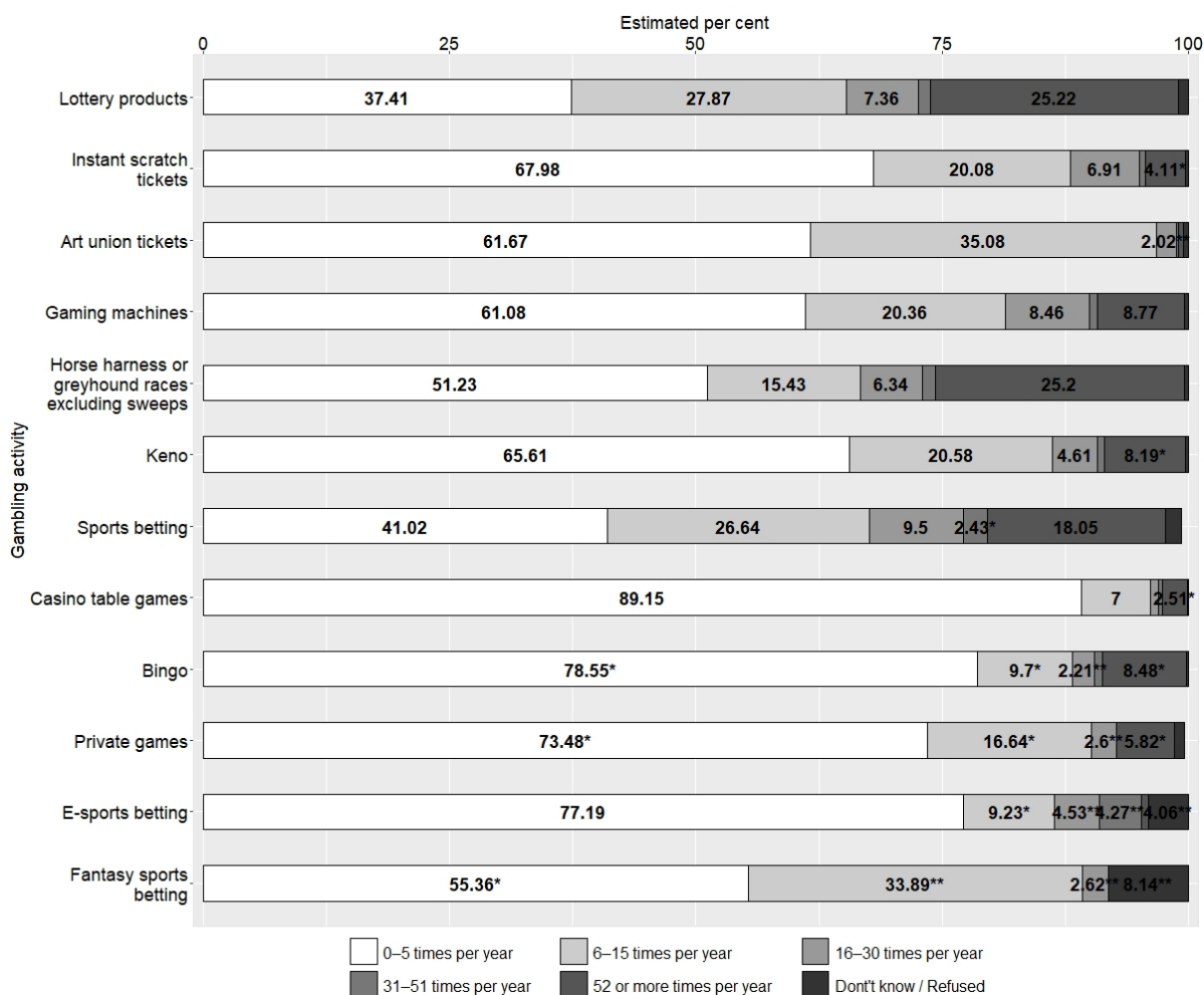
Frequency of playing gaming machines

The survey results indicate a clear relationship between gambling group severity and how often people played gaming machines (Figure 26). Among those who had played gaming machines, most of the non-problem gambling group (70.48%) played gaming machines fewer than six times per year. In contrast, among those who played gaming machines, just 44.59% of the low risk gambling group, 25.14% of moderate risk gambling group and 21.60*% of the problem gambling group played gaming machines fewer than six times per year. However, among the non-problem gambling group who had played gaming machines, about 4.96*% played 52 times or more per year. In contrast, among those who played gaming machines, about 12.54% of the low risk gambling group, 25.86% of those in the moderate risk group and 39.64*% of the problem gambling group played gaming machines 52 times or more per year.

Females who played gaming machines were more likely to play infrequently, with 71.65% playing one to five times per year, compared to males (51.89%).

Among different age groups, those aged 55 years or more tended to play gaming machines more frequently than the younger age groups. Notably, of those aged 55 years or more who had played gaming machines in the last 12 months, 18.03% had played 52 times or more, compared to just 6.15% in the 35-54 years age group and 4.34% in the 18-34 years age group.

Figure 26: Frequency of playing gaming machines by gambling group, sex and age group (people who had played gaming machines in the last 12 months)
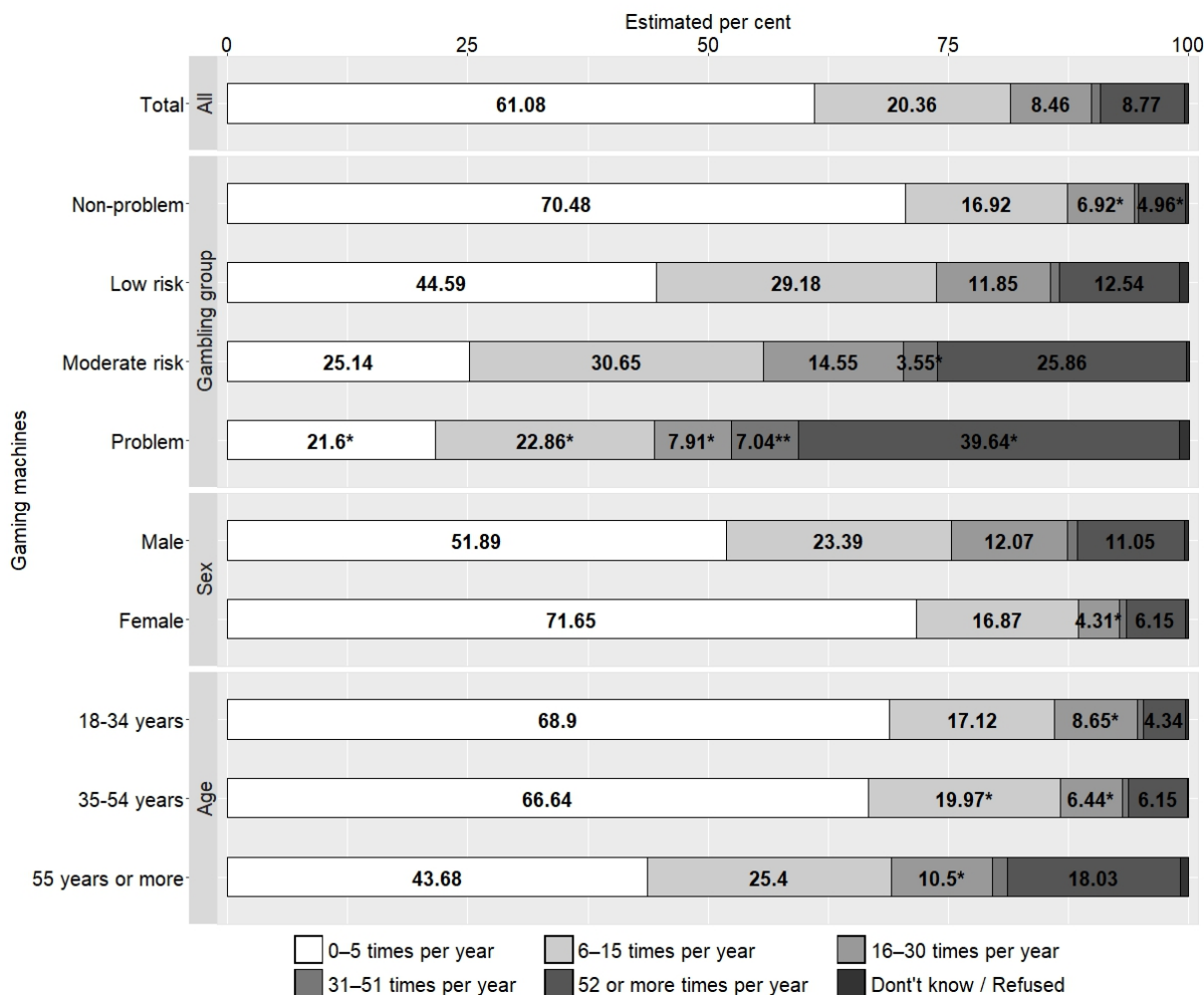
Frequency of purchasing lottery products

Among those who had purchased lottery products (Figure 27), frequency of play was similar across gambling group categories.

Males were significantly more likely to purchase lottery products 52 times or more per year (30.96%) compared to females (18.86%).

Among different age groups, those aged 55 years or more tended to purchase lottery products more frequently than the younger age groups. Notably, of those aged 55 years or more who had purchased lottery products in the last 12 months, 37.19% had done so 52 times or more, compared to just 18.68% in the 35-54 years age group and 6.78*% in the 18-34 years age group.

Figure 27: Frequency of purchasing lottery products by gambling group, sex, and age group (people who had purchased lottery products in the last 12 months)
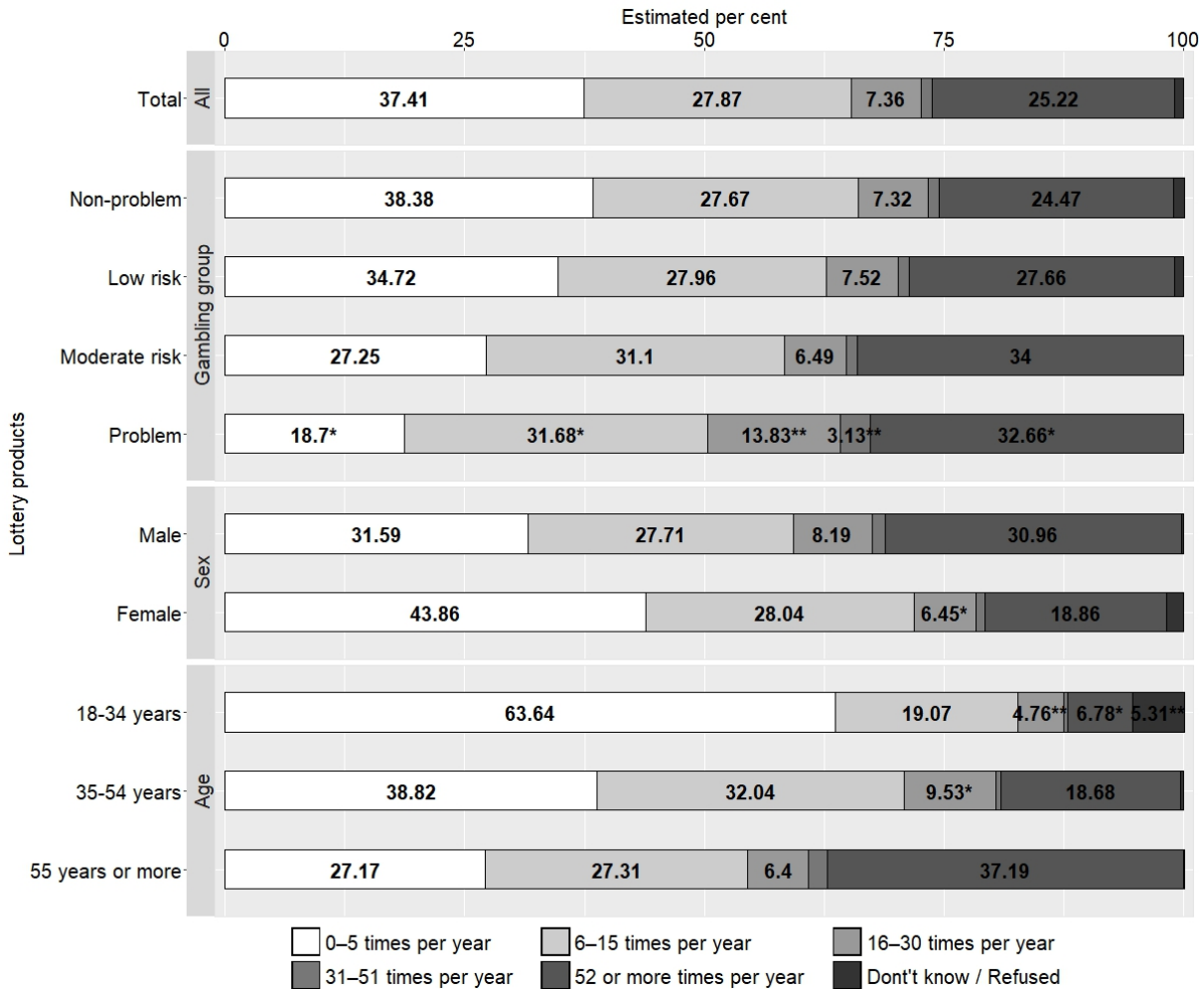
Frequency of purchasing instant scratch tickets

In terms of purchasing instant scratch tickets (Figure 28), higher relative standard errors were observed in the problem gambling group and in the higher frequency categories. As such comparisons must be interpreted with caution.

Among those in the non-problem gambling group who had purchased instant scratch tickets in the last 12 months, 69.99% did so fewer than six times per year, significantly higher than those in the moderate risk group (49.80%).

Frequency of purchase of instant scratch tickets was similar across both males and females, and across the age groups.

Figure 28: Frequency of purchasing instant scratch tickets by gambling group, sex and age group (people who had purchased instant scratch tickets in the last 12 months)
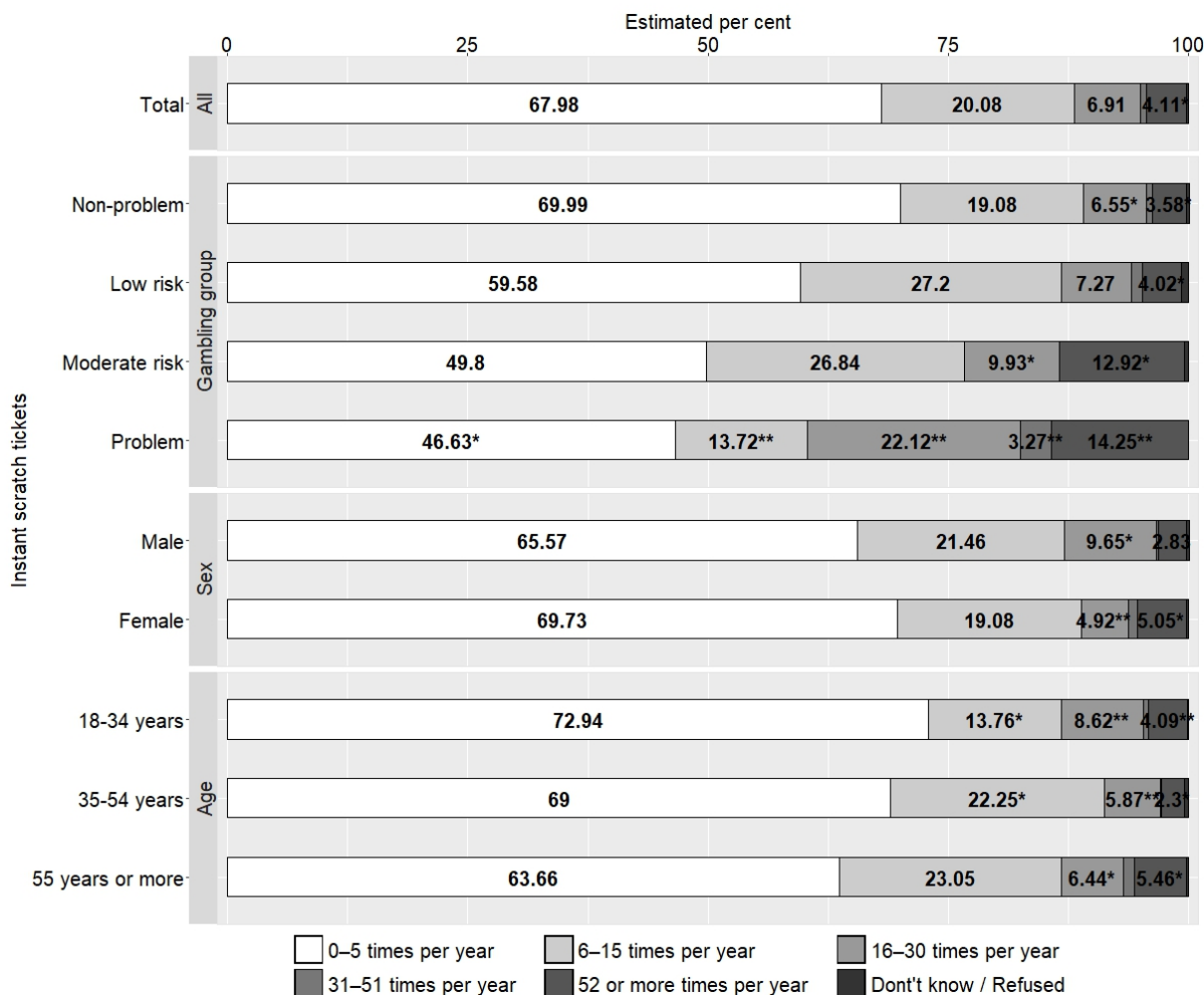
Frequency of wagering on horse, harness or greyhound races

Among those who had bet on horse, harness or greyhound races (Figure 29), a majority of the non-problem gambling group (56.41%) had placed these bets fewer than six times in the previous year, compared to just 9.35*% of the problem gambling group. While higher relative standard errors were observed in the problem gambling group and in some higher frequency categories, hindering comparisons, it does appear to be the case that those betting more frequently on horse, harness or greyhound races in the last 12 months, are more likely to be in the at-risk or problem gambling groups.

Females who had bet on horse, harness or greyhound races were significantly more likely to place bets fewer than six times in the previous year (67.23%), compared to males (41.21%).

The frequency of betting on horse, harness or greyhound races in the last 12 months is relatively similar across the age groups, although those aged 55 years or more who had placed bets in the last 12 months, appeared more likely to do so 52 or more times per year compared to the other age groups (although this result is not statistically significant).

Figure 29: Frequency of wagering on horse, harness or greyhound races by gambling group, sex and age group (people who had placed bets on horse, harness or greyhound races in the last 12 months)
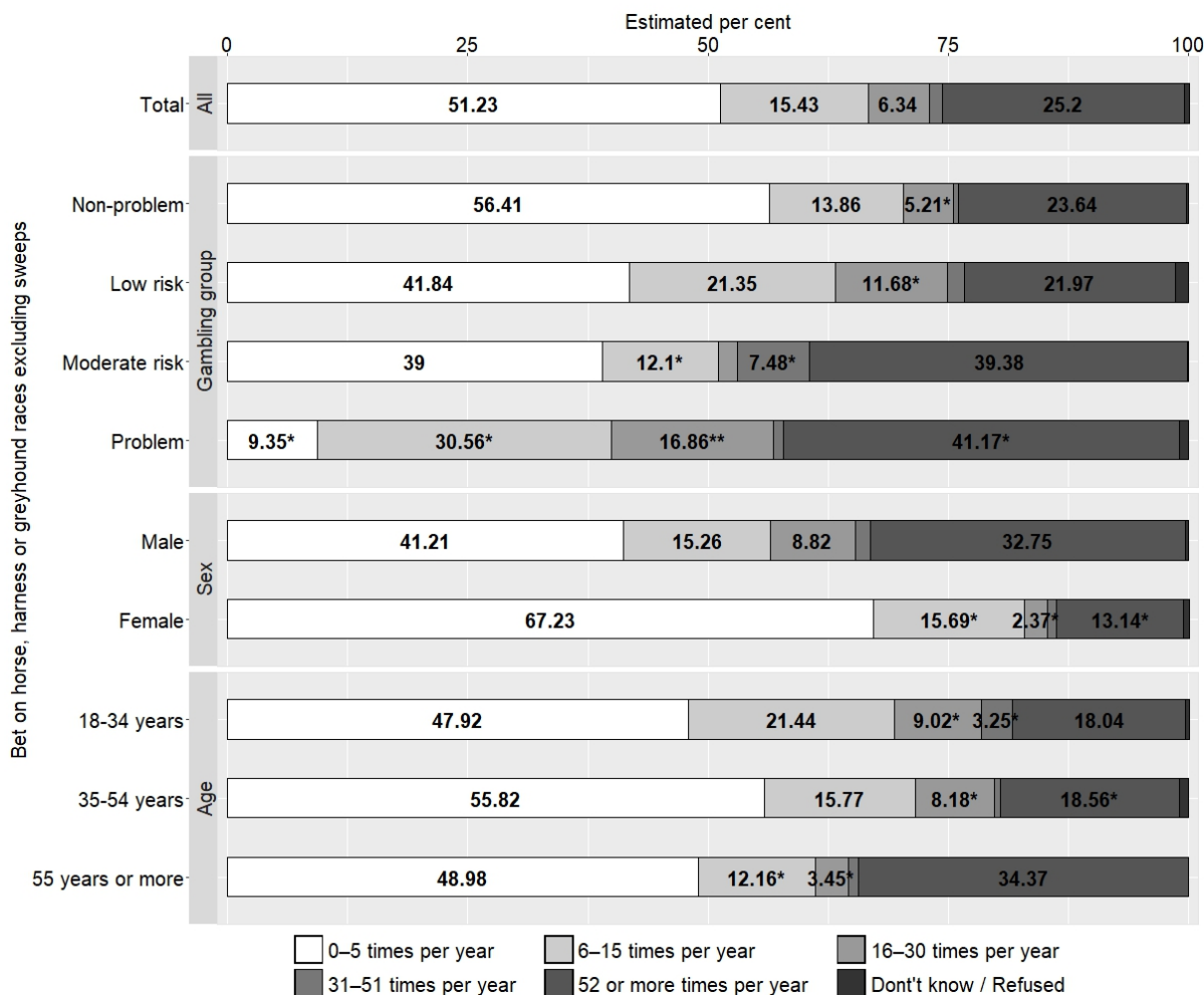
Frequency of playing keno

Figure 30 displays the frequency of keno play by gambling group, sex, and age.

The non-problem gambling group tended to play keno less frequently than those in the low risk, moderate risk and problem gambling groups. Among keno players in the non-problem gambling group, 71.09% played keno fewer than six times in the previous 12 months. In contrast, 54.50% of keno players in the low risk gambling group, 39.10% of keno players in the moderate risk gambling group and 39.86*% of keno players in the problem gambling group had played fewer than six times in the previous year.

Males who had played keno in the last 12 months were significantly more likely to have played 52 or more times per year (12.04*%), compared to females (2.8*%).

The frequency of playing keno over the last 12 months is relatively similar across the age groups.

Figure 30: Frequency of playing keno by gambling group, sex, and age group (people who had played keno in the last 12 months)
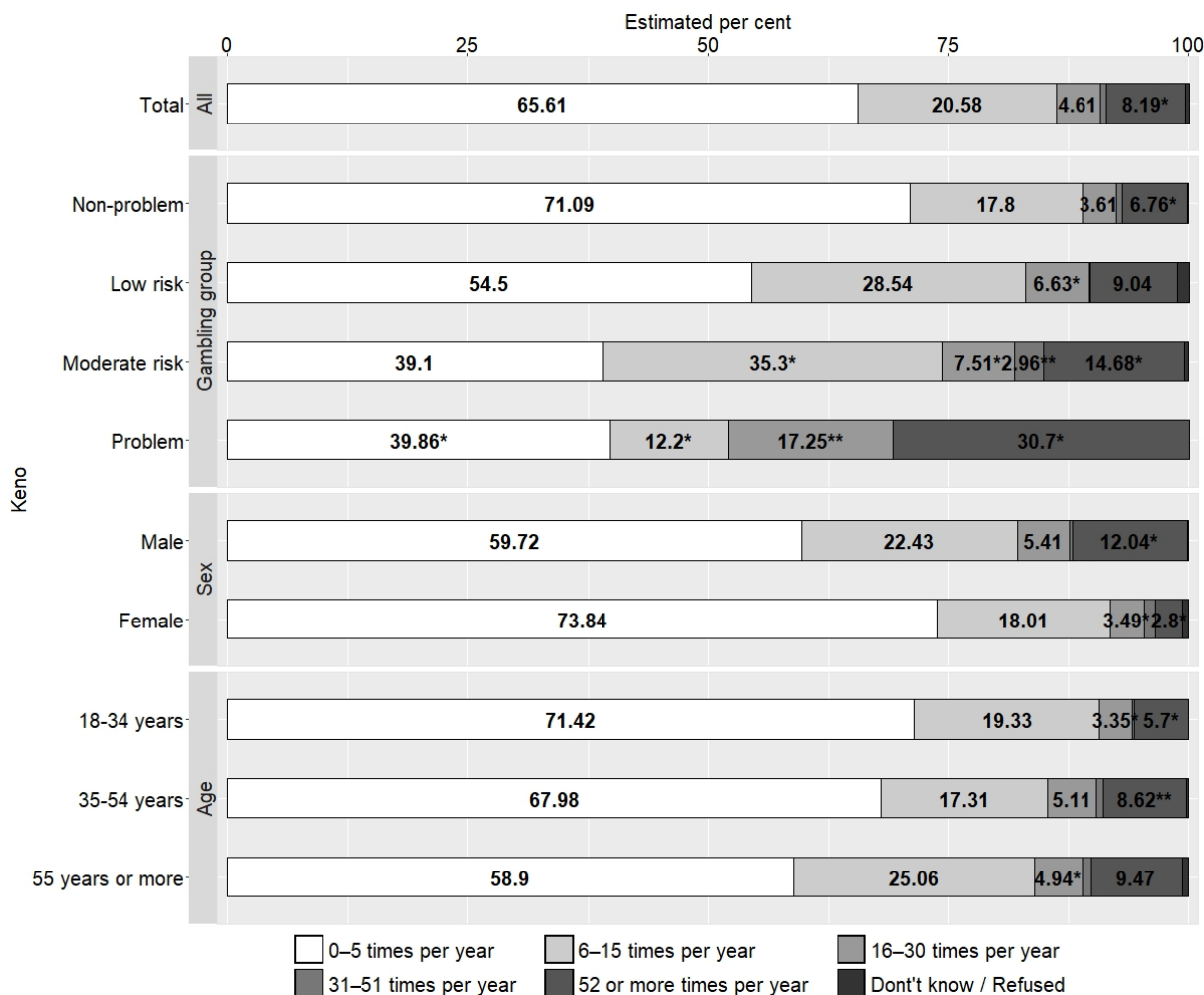
Frequency of betting on sports or novelty events

Figure 31 displays the frequency of betting on sports or novelty events by gambling group, sex, and age.

Of particular interest among those engaged in sports/novelty betting was the considerably higher frequency of betting among the problem gambling group with 46.28*% indicating they participated in sports/novelty betting 52 times or more in the previous year. While not statistically significant, this was more than double the observed percentages in the other gambling groups.

It is also noteworthy that females who had placed bets on sports or novelty events in the last 12 months were significantly more likely to limit these bets to fewer than six time per year (72.27*%), compared to males (31.01%).

There did not appear to be a significant pattern in the frequency of sports/novelty betting by age group.

Figure 31: Frequency of betting on sports or novelty events by gambling group, sex, and age group (people who had bet on sports or novelty events in the last 12 months)
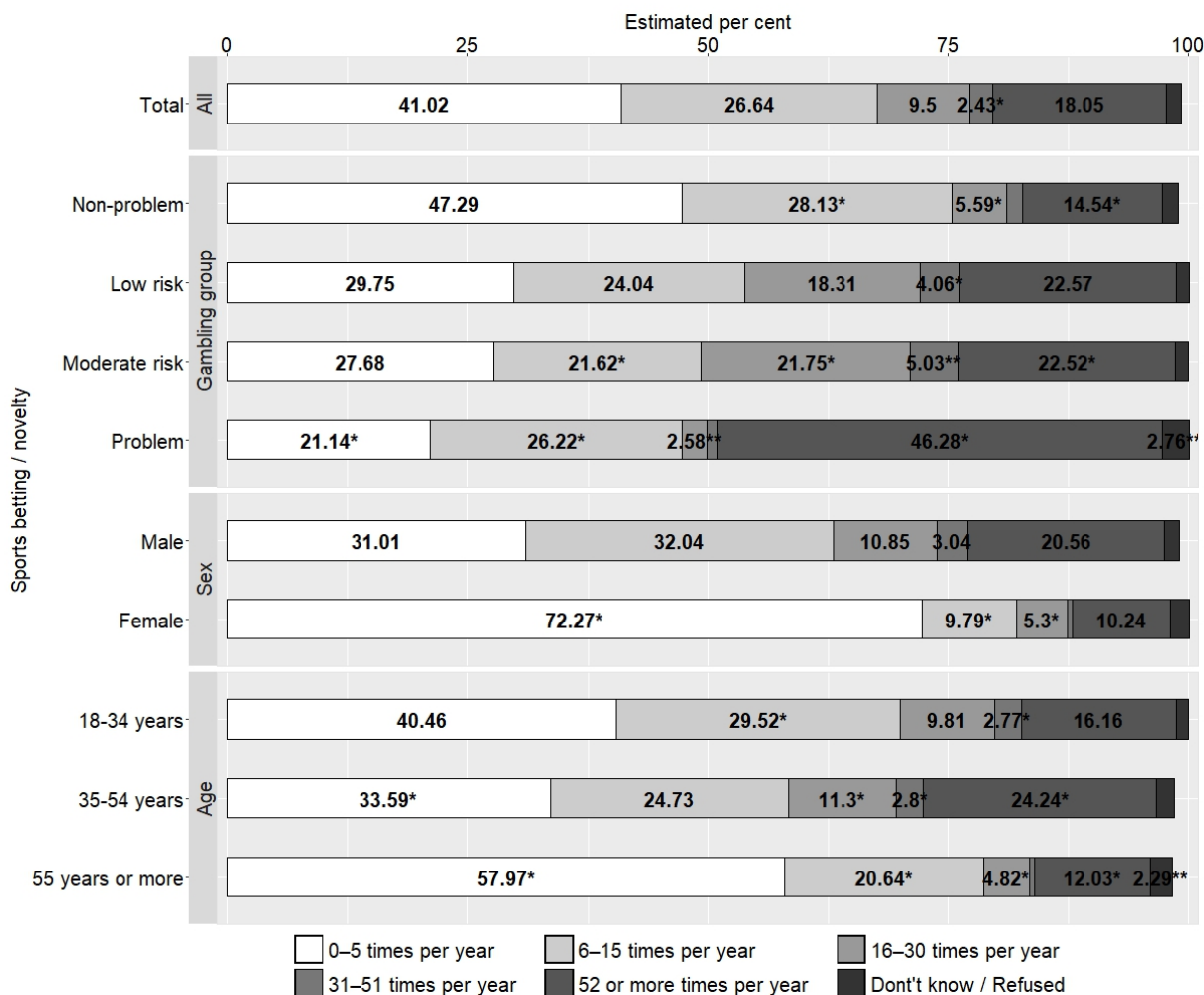
Location of betting

Respondents who had played gaming machines in the last 12 months were asked where they played: at a club, at a hotel, at the casino, or via the internet. They could provide more than one response.

Figure 32 presents this data by gambler type, sex and age.

Overall, a majority of gaming machine players played at a club (55.07%) or at a pub or hotel (59.11%), with about one-quarter indicating they had played at a casino in the previous 12 months.

Notable findings include:

- Those in the moderate risk (75.42%) and problem gambling (87.40%) groups were significantly more likely than the non-problem gambling group (54.42%) to indicate they had played gaming machines in a hotel or pub.

- Those in the problem gambling group (60.38%) were significantly more likely than the other gambling groups to indicate they had played gaming machines in a casino.

- Those aged 55 years or more were significantly more likely than those in the younger age groups to indicate they had played gaming machines in a club (81.02%), and conversely, those in the 18-34 years age group were significantly more likely to indicate they had played gaming machines in a pub or hotel (75.07%) than those aged 55 years or more (45.34%).

Figure 32: Responses to the question 'Over the last 12 months, have you played poker or gaming machines: At a club, a pub or hotel, a casino, or via the internet for money?' by gambling group, sex and age (people who had played gaming machines in the last 12 months)
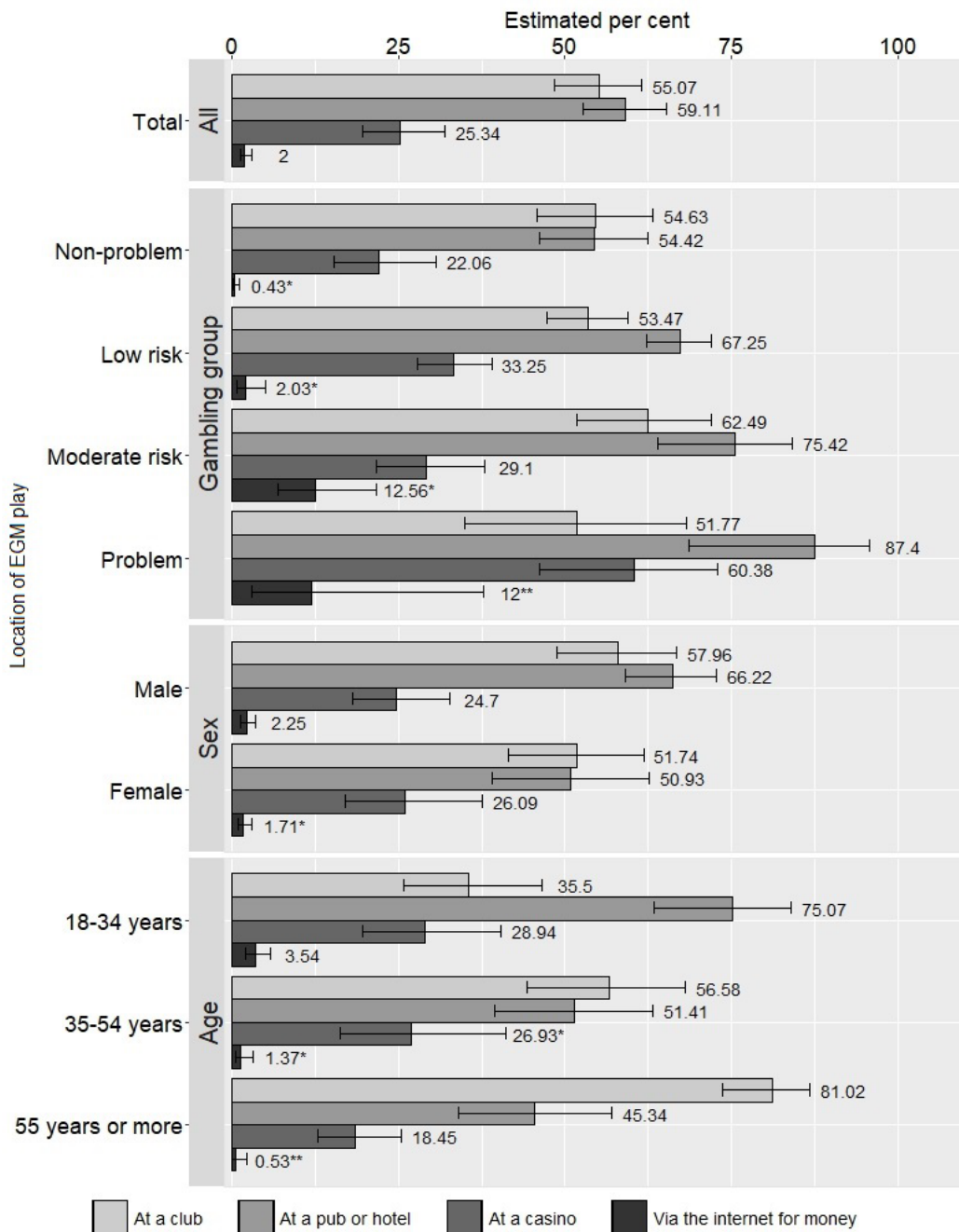
Respondents who had bet on horse, harness or greyhound races, or on sports or novelty events in the last 12 months were asked where they placed those bets. They could provide more than one response.

Figure 33 presents how gamblers placed bets by gambler type, sex and age.

Overall, among those who had bet on horse, harness or greyhound races in the last 12 months, the most popular methods for placing bets were using a website or mobile app (63.55%), at a club or hotel (25.24%) and at a racetrack (21.43%).

Respondents were generally more likely to have placed bets using a website or mobile app, a club or hotel, and at a racetrack regardless of gambling group, sex or age. However, within these categories:

- The non-problem gambling group (59.00%) was significantly less likely to have placed bets via the internet, using a website or mobile app, compared to the moderate risk gambling group (79.51%).

- Male gamblers (72.60%) were more significantly more likely than female gamblers (49.12%) to have placed bets over the internet, using a website or mobile app.

- A significantly lower proportion of those aged 55 years or more (46.86%) had placed bets via the internet, using a website or mobile app, compared to those aged 18–34 years (83.42%) and those aged 35–54 years (71.64%).

- A significantly lower proportion of those aged 18-34 years (11.54%) had placed bets at a club or hotel, compared to those aged 35-54 years (26.85%) and those aged 55 years or more (30.65%).

Figure 33: 'Over the last 12 months, when you have bet on horse, harness or greyhound races, how have you placed your bets?' by gambling group, sex and age (people who had bet on horse, harness or greyhound races in the last 12 months)
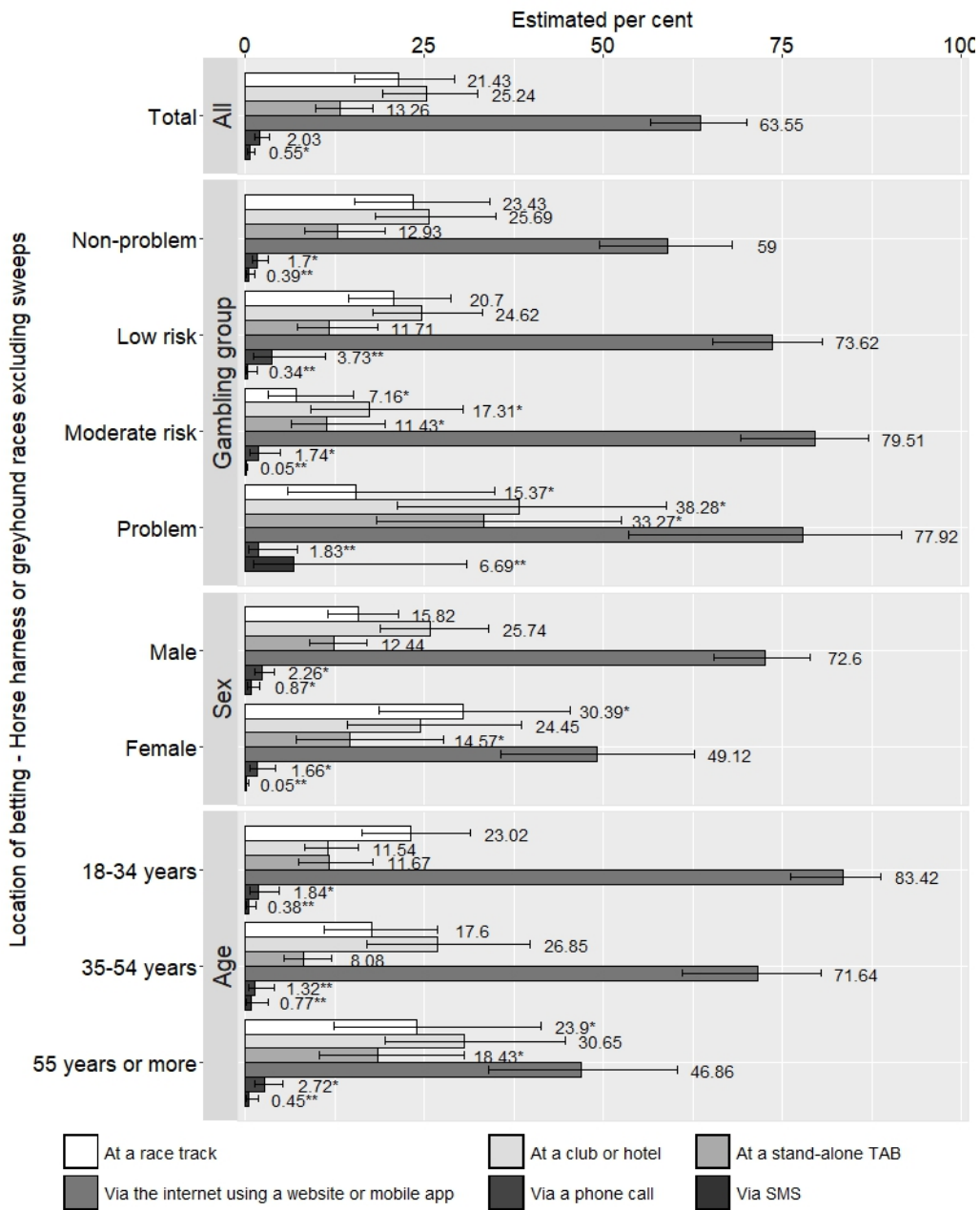
As highlighted in Figure 34, among those who had bet on sports or novelty events in the last 12 months the most popular method for placing bets, regardless of gambling group, sex or age was via the internet, using a website or mobile app (88.23%).

Those aged 55 years or more who had bet on sports or novelty events in the last 12 months were significantly more likely to bet at a club or a hotel (18.88*%) than the younger age groups, although it is worth noting that those aged 55 years or more were still significantly more likely to use the internet (76.16%) for their sports betting than any other option.

Figure 34: Responses to the question 'Over the last 12 months, when you have placed bets on sports or novelty events, how have you placed your bets?' by gambling group, sex and age (people who had bet on sports or novelty events in the last 12 months)
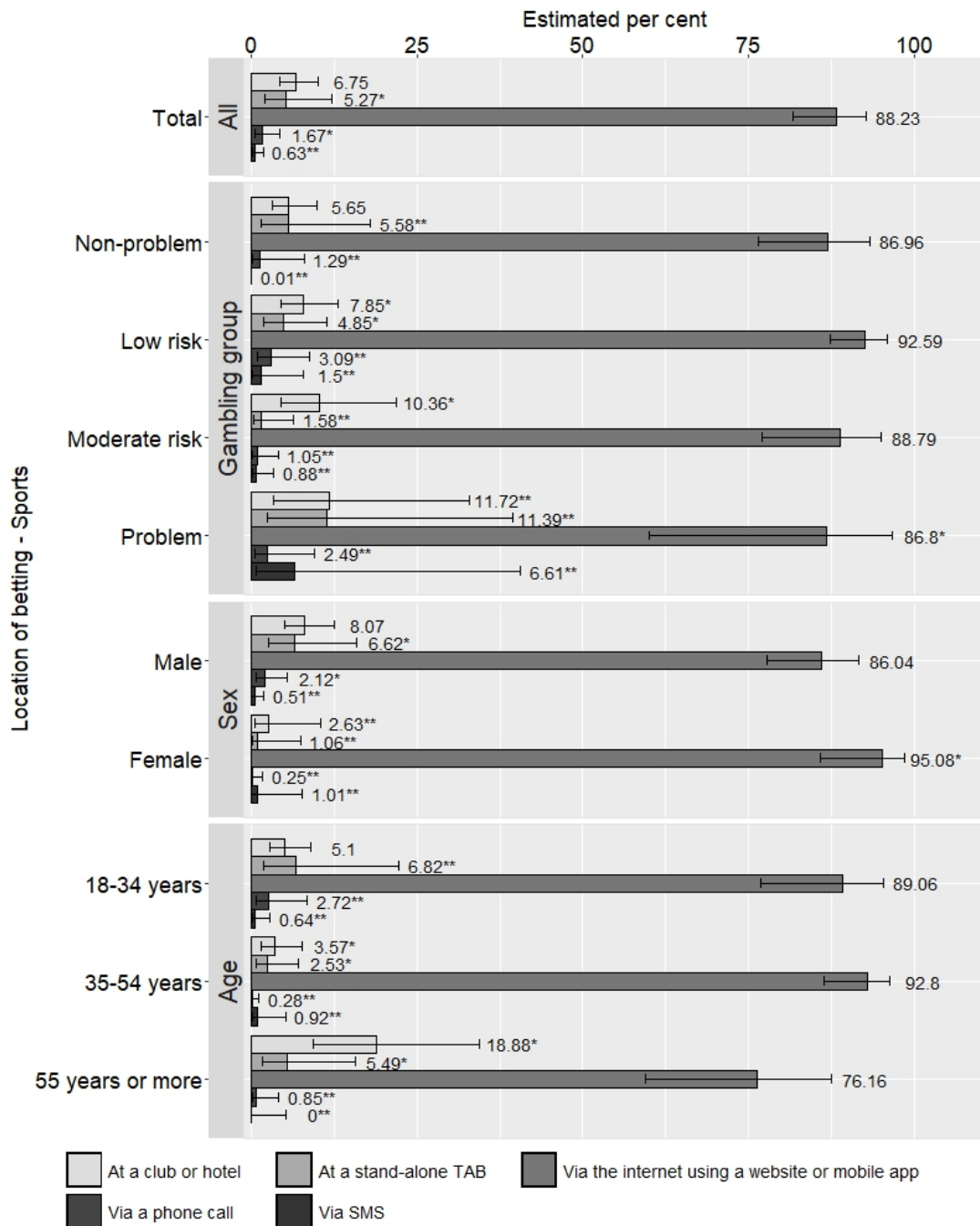
Gambling using the internet

An "internet gambler" is a respondent who participated in one or more of the following:

- played poker machines or gaming machines via the internet for money
- placed bets on horse, harness or greyhound races via the internet using a website or mobile app
- used the internet to purchase lottery products
- played Keno via the internet for money
- played table games via the internet for money
- used the internet to play bingo for money
- placed bets on sporting or novelty events via the internet using a website or mobile app
- used the internet to bet on fantasy sports
- used the internet to bet on e-sports
- used the internet to purchase an Art Union ticket.

It is important to note that internet gamblers may also have participated in land-based forms of gambling.

Overall, 28.95% of adult Queenslanders had gambled using the internet. However, as highlighted in Table 5, a much higher percentage of the at-risk and problem gambling groups had gambled using the internet over the last 12 months, with participation rates over double the population figure.

Table 5: Internet gambling participation by gambling group (people who had gambled in the last 12 months).

Gambling Group	Internet gambling participation (%)
Non-problem	38.37
Low risk	60.30
Moderate risk	61.39
Problem	70.73

Table 6 highlights the level of internet gambling participation across several major gambling activities. Not surprisingly, participation is highest among the legal forms of online gambling in Queensland, namely betting on horses, harness and greyhound races, betting on sports and novelty events or purchasing lottery or Art Union products.

Table 6: Select gambling activities by internet gambling participation (people who had gambled in that activity in the last 12 months).

Select Gambling Activities	Internet gambling participation (%)
played poker machines or gaming machines via the internet for money	2.00
placed bets on horse, harness or greyhound races via the internet using a website or mobile app	63.55
used the internet to purchase lottery products	34.49
played Keno via the internet for money	0.55
played table games via the internet for money	1.63
placed bets on sporting or novelty events via the internet using a website or mobile app	88.23
used the internet to purchase an Art Union ticket.	38.79

Respondents who had gambled via the internet on horse, harness and greyhound racing, and sports or novelty events, were asked a follow up question to ascertain whether they "most often" use a computer, a mobile device or both when placing these bets. As highlighted in Table 7, a significant majority use a mobile device for placing bets on horse, harness and greyhound races and betting on sports or novelty events.

Table 7: Device used most often when betting on horse, harness or greyhound, or sports or novelty events via the internet (people who had bet via the internet on horse, harness or greyhound, or sports or novelty events in the last 12 months).

Device	Horse, harness or greyhound (%)	Sports or novelty events (%)
Computer	8.91*	2.39*
Mobile device	82.71	95.35
Both	7.72*	2.15*

The following table provides internet gambling participation for a range of demograhic characteristics. While the data suggests the prevalance of internet gambling participation is largely comparable across the characteristics there were some signficant differences:

- those employed full time/self employed were significantly more likely to gamble on the internet than those not working

- those earning more than $90,000 per year were significantly more likey to gamble on the internet than those earning less than $27,000 per year.

Table 8: Internet gambling participation by demographic characteristics (people who used the internet to gamble in the last 12 months).

Characteristic		Internet gambling participation (%)
All		28.95
Sex	Male	32.25
	Female	25.77
Age	18-34	29.68
	35-54	32.96
	55+	24.73
Highest educational attainment	Year 9 or below, no schooling	21.97
	Year 10	25.92
	Year 12	24.21
	VET certificate or diploma	30.25
	Bachelor's degree	35.02
	Post-graduate qualification	27.98
Work status	Working full-time / Self-employed	35.76
	Working part-time / Casual	24.93
	Not working	20.35
Personal income	Less than $27,000 (Less than $519 per week)	16.44
	$27,000 to less than $54,000 ($520–$1,000 per week)	25.42
	$54,000 to less than $90,000 ($1,001–$1,700 per week)	33.71
	$90,000 to less than $156,000 ($1,701–$3,000 per week)	37.53
	$156,000 or more ($3,001 or more per week)	41.77
Country of birth	Australia	31.56
	Other	21.75
First Nations	Yes	22.70
	No	29.30
Language other than English at home	Yes	20.02
	No, English only	30.45

Gaming machine: time of play

Those who had played gaming machines in the last 12 months were asked two follow up questions relating to the time of the day they usually play gaming machines and whether they had ever played gaming machines during select hours in the last 12 months.

As highlighted in Table 9, a significant majority of respondents (71.67%) indicated they usually play gaming machines between the hours of 6PM and midnight, while 25.08% indicated they usually play between the hours of 10AM and 6PM. The usual time of play was relatively consistent across the gambling groups, although the data does suggest a tendency to gamble earlier in the day across the at-risk and problem gambling groups (although these differences are not statistically significant).

Table 9: Usual time of gaming machine play by gambling group (people who had played gaming machines in the last 12 months).

Usual time of play	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
10AM to 6PM	22.38	32.79	29.36	37.50*	25.08
6PM to midnight	75.08	64.19	63.51	48.32*	71.67
Any other time period	2.54**	3.02**	7.14**	14.18**	3.25**

NB: All other time periods had RSEs of greater than 50% and as such this data is presented for completeness only.

Table 10 summarises responses to the question "Over the last 12 months, did you ever play gaming machines between: midnight to 2AM, 2AM to 4AM, 4AM to 8AM, or None of the above." While many of the data points have higher standard errors and should be interpreted with caution, it is clear that the likelihood of playing gaming machines during the early hours of the morning increases in the at-risk and problem gambling groups. For example:

- the at-risk and problem gambling groups were all significantly more likely than the non-problem gambling group to have played gaming machines between midnight and 2AM

- the moderate risk and problem gambling groups were both significantly more likely than the non-problem gambling group to have played gaming machines between 2AM and 4AM.

Table 10: "Over the last 12 months, did you ever play gaming machines between: midnight to 2AM, 2AM to 4AM, 4AM to 8AM, or None of the above" by gambling group (people who had played gaming machines in the last 12 months).

Over the last 12 months, did you ever play gaming machines between:	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
Midnight to 2AM	6.64*	17.40	33.34	42.92	11.54
2AM to 4AM	0.62*	1.95*	10.28	26.05*	2.19
4AM to 8AM	0.63**	0.57**	4.56*	12.14**	1.19*
None of the above	92.82	80.53	63.05	54.77*	87.35

Consumer protection tools

Precommitment

Respondents who had played gaming machines in the last 12 months were asked about their awareness and use of precommitment to set limits on the time or money spent on gaming machines.

As summarised in Table 11, just over one-third of respondents who had played gaming machines in the last 12 months indicated they were aware of precommitment. The level of awareness was largely consistent across the gambling groups.

Table 11: Precommitment awareness gambling group (people who had played gaming machines in the last 12 months).

Gambling group	Aware of precommitment (%)
Non-problem	36.11
Low risk	33.12
Moderate risk	35.70
Problem	38.20*
Overall	35.60

Notably, of those respondents who were aware of precommitment, just 2.58% had used such a scheme to limit the time or money they spent on gaming machines.

Online consumer protection tools – limit setting

Respondents who purchased lottery products or who have bet on horse, harness or greyhound races, sports or novelty events, fantasy sports or e-sports in the last 12 months were asked if they were aware of the ability to set limits on deposits and/or spend. Overall, 37.91% of respondents indicated they were aware of one or both of the limits. At-risk and problem gambling groups appeared to have a higher level of awareness, with the problem gambling group, in particular, significantly more likely than the non-problem gambling group to be aware of both deposit and spend limits.

Table 12: Online consumer protection tools awareness by gambling group (people who had purchased lottery products or who have bet on horse, harness or greyhound races, sporting or novelty events or fantasy or e-sports in the last 12 months).

Gambling group	Aware of deposit/spend limits (%)
Non-problem	36.02
Low risk	45.91
Moderate risk	49.52
Problem	64.52
Overall	37.91

Of those respondents who were aware of the ability to set deposit/spend limits, just under one in ten had used at least one of these limits. In line with greater levels of awareness, the at-risk and problem gambling groups were significantly more likely than the non-problem gambling group to have used these tools to limit the amount the wanted to deposit and spend (see Table 13).

Table 13: Use of online consumer protection tools awareness by gambling group (people who had purchased lottery products or who have bet on horse, harness or greyhound races, sporting or novelty events or fantasy or e-sports in the last 12 months).

Gambling group	Used deposit/spend limits (%)
Non-problem	5.94*
Low risk	21.01
Moderate risk	28.91*
Problem	52.91*
Overall	9.95

Player reward or loyalty schemes

All survey respondents who had gambled in the 12 months prior to the survey were asked: 'Are you a member of a gaming player reward or loyalty scheme?'. As outlined in Table 14, 7.39% of gamblers overall were members of a gaming player reward or loyalty scheme. However, a significantly higher proportion of the at-risk and problem gambling groups indicated they were members of such schemes compared to the non-problem gambling group.

Table 14: Gaming player reward or loyalty scheme membership by gambling group (people who had gambled in the last 12 months).

Gambling group	Reward/Loyalty Member (%)
Non-problem	5.42
Low risk	18.79
Moderate risk	20.76
Problem	26.40*
Overall	7.39

Of those gamblers who indicated membership of a gaming player reward or loyalty scheme, a majority indicated they were members at a club (70.14%), followed by casino (31.54%) and hotel (14.86%), with no significant differences across gambling groups. In addition, a significant majority noted that it did not affect the amount they spent on gambling (88.67%), again, with no significant differences across the gambling groups.

Wagering advertising

Respondents who indicated they had bet on horse, harness and greyhound races, or sports in the last 12 months were asked about the effects of advertising on race and sports betting on their wagering expenditure. While the response data in Tables 15 and 16 is associated with higher relative standard errors and should be interpreted with caution, the moderate risk and problem gambling groups were more likely to indicate that advertising increased their wagering expenditure.

Table 15: Effect of race wagering advertising on wagering expenditure by gambling group (people who had bet on horse, harness or greyhound races in last 12 months)

Effect on race wagering expenditure	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
Decrease your spending	0.73*	1.74**	8.71*	11.65**	1.88*
Have no effect	93.20	89.12	79.14	51.44*	90.11
Increase your spending	5.83**	7.94*	12.15*	31.40*	7.48*

Table 16: Effect of sports wagering advertising on wagering expenditure by gambling group (people who had bet on sports in last 12 months)

Effect on expenditure	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
Decrease your spending	6.91**	5.89*	7.81**	6.36**	6.77*
Have no effect	84.47	83.38	68.14	43.67*	81.18
Increase your spending	7.51**	10.60*	22.69*	48.55*	11.10*

Participation in other activities

All survey respondents were asked if they had participated in other "gambling like" activities.

While participation in these activities was low in the general population, those in the at-risk gambling groups were significantly more likely than those in the non-problem gambling groups to have played casino style games via social media or mobile app; purchased a loot box[9] with real money while playing computer games; and used skins[10] won or purchased within computer games to gamble to win more skins and/or money.

Table 17: Participation in other "gambling like" activities by gambling group (Queensland adult population).

Activity	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
Played casino style games via social media or mobile app, that don't involve money	6.12	14.01	27.71	25.02*	6.27
Purchased a loot box with real money while playing computer games	3.16	8.70	10.50	10.96**	3.61
Used skins won or purchased within computer games to gamble to win more skins and/or money	0.81	5.28	5.59*	5.38**	1.37
None of the above	91.06	78.93	66.66	65.47	90.52

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[9] Loot boxes are virtual 'boxes' that can be opened within a video game and which contain a randomly determined virtual item for use in-game. This use can be functional (e.g., weapon) or cosmetic (e.g., skins). Loot boxes can be acquired in the game as a reward for achievement, offered during play and opened with a key (another virtual item), or purchased outright and opened.

[10] Skins are video game items (e.g. weapon, avatar, equipment) that offer cosmetic differences to the base models of these items. Skins have a monetary value in that they are purchased with cash, won, and/or traded, and may be exchanged for cryptocurrency or cash, or used to gamble on certain 3rd party websites.

Further analysis of PGSI responses

This section presents a further analysis of gambling-related problems, with a focus on the low risk, moderate risk and problem gambling groups. This section outlines the proportion of gamblers who report behaviours that are associated with problem gambling and who experience adverse consequences from their gambling.

PGSI screening questions

The PGSI consists of nine questions. Responses to the PGSI questions ('never', 'sometimes', 'most of the time', and 'almost always') are scored to determine in which gambling group each respondent belongs: non-problem, low risk, moderate risk or problem gambling.

Overall endorsement

Table 18 displays the items which comprise the PGSI scale and their overall endorsement across all groups.

In terms of the results across all gambling groups, the most highly endorsed items were feelings of guilt about their gambling (7.25%), betting more than they could afford to lose (5.43%) and needing to gamble with larger amounts to get the same feelings of excitement (4.21%).

Table 18:PGSI items and overall endorsement.

	Thinking about the past 12 months, how often have (has)…	Percentage of 'some of the time'/'most of the time'/'almost always' responses combined (%)
1	… you bet more than you could really afford to lose?	5.43
2	… you needed to gamble with larger amounts to get the same feeling of excitement?	4.21
3	… you gone back another day to try to win back the money you lost?	4.02
4	… you borrowed money, or sold anything to get money to gamble?	0.65
5	… you felt that you might have a problem with gambling?	3.41
6	… people criticised your betting, or told you that you had a gambling problem, regardless of whether or not you thought it was true?	2.29
7	… you felt guilty about the way you gamble, or what happens when you gamble?	7.25
8	… your gambling caused you any health problems, including stress or anxiety?	2.24
9	… your gambling caused you any financial problems for you or your household?	1.20

Low risk

Those in the low risk gambling group were not likely to have experienced adverse consequences from gambling but may have been at risk of experiencing problems. The PGSI items most frequently endorsed by the low risk gambling group in the last 12 months were feelings of guilt towards their gambling (40.75%), betting more than they could really afford to lose (27.11%) and needing to gamble with larger amounts to get the same feelings of excitement (20.16%) (see Table 19).

Table 19: PGSI items and endorsement by those in the low risk gambling group.

	Thinking about the past 12 months, how often have (has)…	**Percentage of 'some of the time'/'most of the time'/'almost always' responses combined** **(%)**
1	… you bet more than you could really afford to lose?	27.11
2	… you needed to gamble with larger amounts to get the same feeling of excitement?	20.16
3	… you gone back another day to try to win back the money you lost?	16.63
4	… you borrowed money, or sold anything to get money to gamble?	0.47
5	… you felt that you might have a problem with gambling?	8.21
6	… people criticised your betting, or told you that you had a gambling problem, regardless of whether or not you thought it was true?	7.60
7	… you felt guilty about the way you gamble, or what happens when you gamble?	40.75
8	… your gambling caused you any health problems, including stress or anxiety?	4.73
9	… your gambling caused you any financial problems for you or your household?	1.85

Moderate risk

Those in the moderate risk gambling group may have experienced adverse consequences from gambling or may have been at risk of problems occurring. The behaviours and issues that those in the moderate risk gambling group most commonly experienced in the previous year were feeling guilty about the way they gamble or what happens when they gamble (74.05%), betting more than they could really afford to lose (56.52%) and feeling they might have a problem with their gambling (50.38%) (see Table 20).

Table 20: PGSI items and endorsement by those in the moderate risk gambling group.

	Thinking about the past 12 months, how often have (has)…	Percentage of 'some of the time'/'most of the time'/'almost always' responses combined (%)
1	… you bet more than you could really afford to lose?	56.52
2	… you needed to gamble with larger amounts to get the same feeling of excitement?	44.26
3	… you gone back another day to try to win back the money you lost?	46.04
4	… you borrowed money, or sold anything to get money to gamble?	6.96
5	… you felt that you might have a problem with gambling?	50.38
6	… people criticised your betting, or told you that you had a gambling problem, regardless of whether or not you thought it was true?	26.83
7	… you felt guilty about the way you gamble, or what happens when you gamble?	74.05
8	… your gambling caused you any health problems, including stress or anxiety?	27.23
9	… your gambling caused you any financial problems for you or your household?	10.58

Problem gambling

Those in the problem gambling group reported having experienced adverse consequences from their gambling and may have lost control of their behaviour. As would be expected, the problem gambling group had high levels of endorsement across nearly all of the questions. In particular, the behaviours and issues that those in the problem gambling group most frequently indicated they experienced in the previous year were betting more than they could really afford to lose (97.02%), feeling guilty about the way they gamble or what happens when they gamble (91.48%), going back another day to try to win back the money they lost (89.33%), feeling they might have a problem with gambling (88.56%), and gambling causing health problems including stress or anxiety (87.22%) (see Table 21).

Table 21: PGSI items and endorsement by those in the problem gambling group.

	Thinking about the past 12 months, how often have (has)…	Percentage of 'some of the time'/'most of the time'/'almost always' responses combined (%)
1	… you bet more than you could really afford to lose?	97.02
2	… you needed to gamble with larger amounts to get the same feeling of excitement?	82.32
3	… you gone back another day to try to win back the money you lost?	89.33
4	… you borrowed money, or sold anything to get money to gamble?	38.77
5	… you felt that you might have a problem with gambling?	88.56
6	… people criticised your betting, or told you that you had a gambling problem, regardless of whether or not you thought it was true?	65.81
7	… you felt guilty about the way you gamble, or what happens when you gamble?	91.48
8	… your gambling caused you any health problems, including stress or anxiety?	87.22
9	… your gambling caused you any financial problems for you or your household?	70.08

Gambling harm

The prevalence of gambling harm in the community was ascertained through use of the Gambling Harm Measure developed by Delfabbro, Williams and Parke[11]. The measure examines various aspects of harm and severity across five harm domains: financial, psychological, relationship, physical health, and work/study. Severity is assessed at three levels: over-prioritisation, strains and pressures, and severe harms.

The measure consists of 10 questions focusing on over-prioritisation, strains and pressures, which is administered to all respondents who had gambled in the last 12 months. Only individuals endorsing strains and pressures proceed to the additional severe harm questions within each harm category.

Prevalence of gambling harm domains

The following sections provide an overview of gambling harm prevalence by harm domains, an explanation of what each harm domain entails, and the survey items utilised in the instrument to measure them.

Financial

Financial harm items explored negative financial impacts resulting from gambling including a reduced ability to afford important expenses, increased debt, or needing to borrow money. Among those who gambled in the previous 12 months, 1.07% indicated prioritising gambling above other expenditures, while 0.68% indicated

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[11] Delfabbro, P.H., Williams, R., & Parke, J. (2020). The gambling harm measure. School of Psychology, University of Adelaide.

they had experienced strains or pressures because of their gambling, and 0.19% indicated experiencing severe financial harm as a result of their gambling (see Figure 35).

Figure 35: Prevalence of financial harm
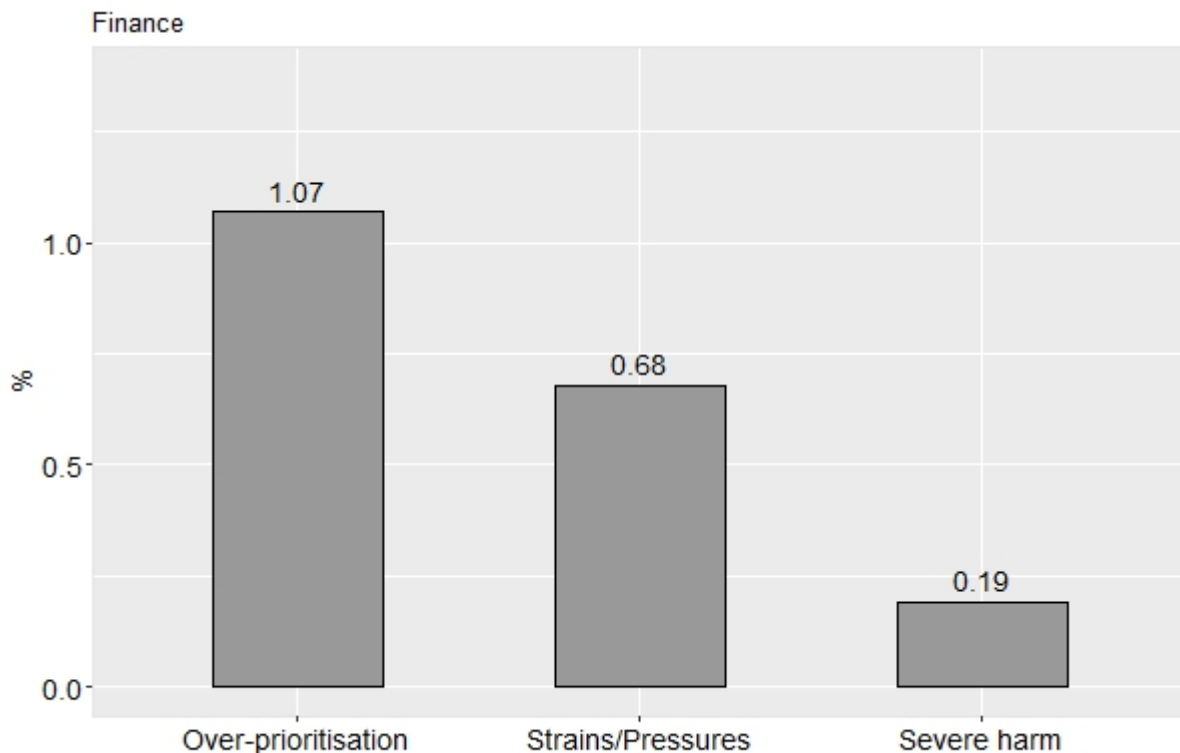
Survey item (Over the last 12 months…)	
Over-prioritisation	… has gambling led you to prioritise or put gambling ahead of other important financial expenditures? For example, has your gambling reduced money available for household or other important expenses?
Strains / pressures	… have you experienced any financial pressures due to your gambling? For example, have you been building up debt; or found it hard to pay bills; or had to borrow money; or taken on extra work to finance gambling?
Severe harm	… have you experienced any serious financial consequences because of your gambling? For example, have you had to sell important assets; or been unable to pay rent or meet essential daily expenses; or had utilities disconnected; or listed your home; or filed for bankruptcy?

Psychological

Psychological harm measures consisted of items exploring respondent feelings of guilt or anxiety, preoccupation with gambling, loss of control, and general distress. Over-prioritisation of gambling ahead of other things leading to feelings of guilt and worry, and/or preoccupation was reported by 3.18% of respondents. Psychological strains and pressures were reported by 0.85% of respondents, and severe psychological harms were reported by 0.20% of respondents. Figure 36 displays prevalence of psychological harms among those who gambled in the previous 12 months.

Figure 36: Prevalence of psychological harm
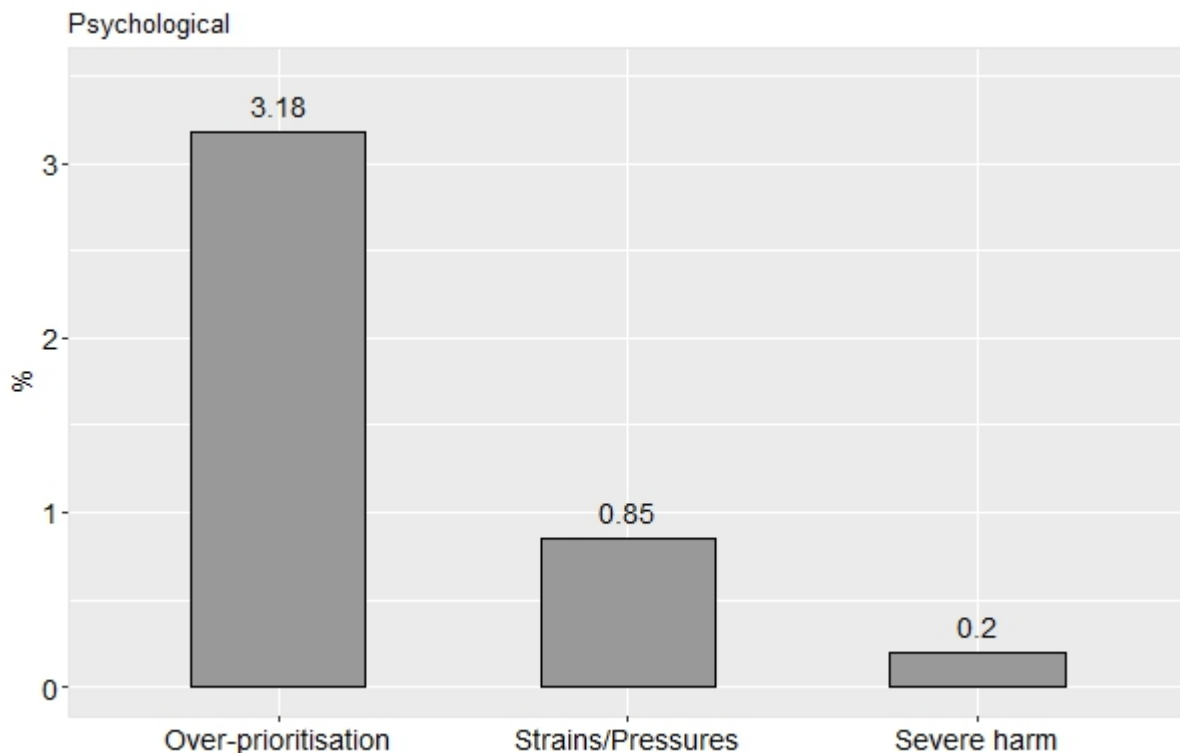
Survey item (Over the last 12 months…)	
Over-prioritisation	… have you felt guilty or worried about the time or money you are spending on gambling, or become preoccupied with gambling?
Strains / pressures	… have you experienced any psychological strain due to your gambling? For example, have you felt like you've lost control of things; or become quite distressed or unhappy; or felt like a failure?
Severe harm	… have you experienced any serious psychological consequences due to your gambling? For example, have you become severely depressed or suicidal; or developed panic attacks; or needed to seek treatment?

Relationship

Items measuring relationship harm explored respondent gambling in the context of interpersonal and family relationships, including impacts on family commitments, arguments due to gambling, and relationship failures as a result of gambling. Among those who gambled in the previous 12 months, 0.67% indicated they prioritised gambling above relationship commitments. Relationship strains and pressures were experienced by 0.73% of respondents, and 0.20% of respondents experienced severe relationship harm as a result of the gambling. Figure 37 displays prevalence of relationship harms for those who gambled over the previous 12 months.

Figure 37: Prevalence of relationship harms
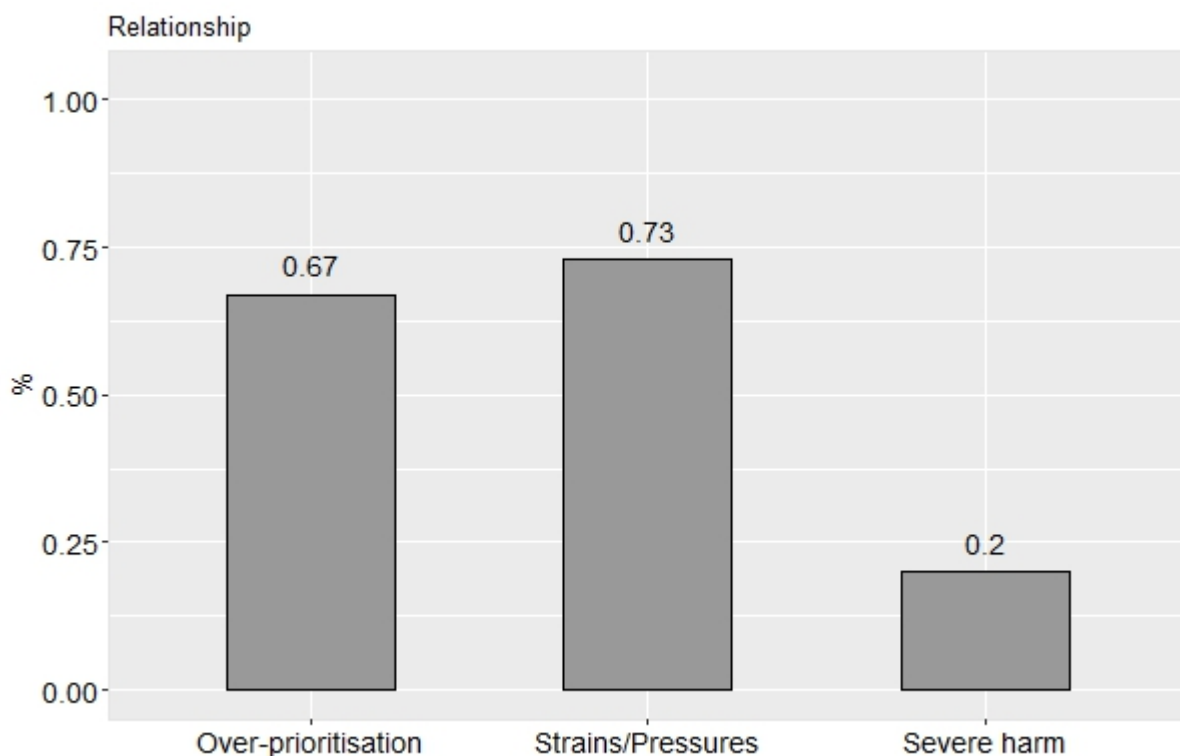
Survey item (Over the last 12 months…)	
Over-prioritisation	… have you put gambling ahead of commitments with family, friends, or your partner?
Strains / pressures	… have you experienced any strain in your relationships due to your gambling? For example, has your gambling led to arguments; or having to hide your gambling; or resulted in reduced contact with others?
Severe harm	… have you experienced any serious relationship consequences because of your gambling? For example, have you lost friends or family; or experienced separation or divorce; or engaged in physically violent arguments?

Physical health

The physical health domain included items exploring respondent loss of sleep, neglect of personal hygiene, excessive smoking or drinking, and general worsening of physical health as a result of gambling. Among those who gambled in the previous 12 months, 0.49% of respondents indicated they had prioritised gambling above their physical health. Physical health strains and pressures were experienced by 0.68% of respondents, with 0.14% of respondents indicating they had experienced severe harm to their physical health as a result of their gambling. Figure 38 displays the prevalence of physical health harms among gamblers over the previous 12 months.

Figure 38: Prevalence of physical health harms

Survey item (Over the last 12 months…)	
Over-prioritisation	… have you prioritised or put gambling ahead of your physical health? For example, has gambling caused you to get less sleep; or eat more unhealthy food; or exercise less; or neglect personal hygiene?
Strains / pressures	… has your physical health declined due to your gambling? For example, has gambling led to excessive smoking, drinking or medication use; or problems sleeping; or feeling unwell more often; or missing important health appointments?
Severe harm	… have you experienced any serious physical health consequences due to your gambling? For example, has gambling led to a significant worsening of any existing physical health problems; or caused any accidents, injuries or physical illnesses; or resulted in your going to hospital or seeking physical health treatment?

Work/study

Work and study related gambling harm was measured using items which explored impacts on employment and schooling including poor performance, reduced attendance, and being fired or failing assessments. Among those who gambled in the previous 12 months, 1.31% of respondents indicated they had prioritised gambling above their work or studies. Strains and pressures related to work or studies were experienced by 0.28% of respondents, and severe harms were experienced by 0.09% of respondents in the previous 12 months. Figure 39 displays the prevalence of work/study harms.

Figure 39: Prevalence of work/study harms
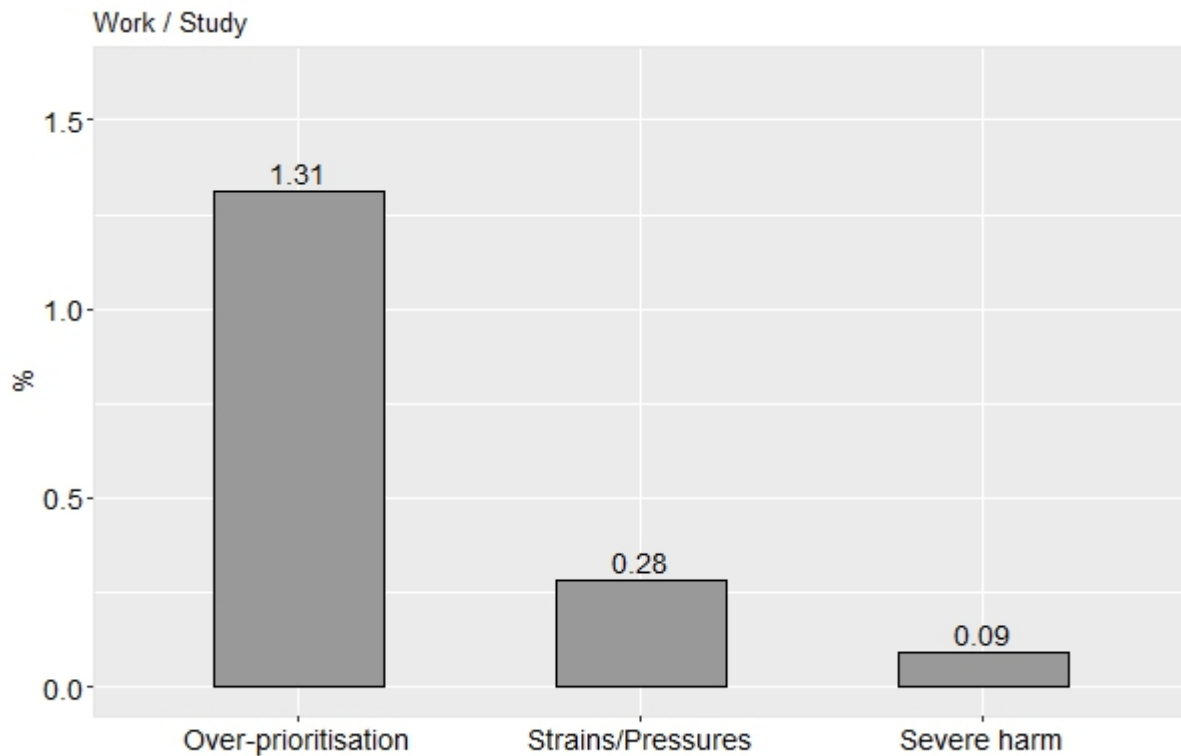
	Survey item (Over the last 12 months…)
Over-prioritisation	… have you prioritised or put gambling ahead of your work or school commitments? For example, have you gambled when you knew you had work or study or have you gambled while at work or school?
Strains / pressures	… have you experienced any work or study related pressures due to your gambling? For example, has gambling led to poorer performance or reprimands at work or school; or less attendance; or conflicts?
Severe harm	… have you experienced any serious work or study consequences due to your gambling? For example, has gambling led to being demoted at work; or lose a job; or fail courses; or drop out of school?

Illegal activities

Illegal activities were measured by one severe harm item, however only seven respondents (0.14%) indicated they had experienced severe harm by engaging in illegal activity as a result of their gambling in the previous 12 months.

	Survey item (Over the last 12 months…)
Severe harm	… have you done anything illegal due to your gambling? For example, have you stolen money or valuables, or committed fraud or embezzlement, etc.?

Prevalence of gambling harm by PGSI categories

Table 22 displays the percentage of each gambling group who reported over-prioritising, strains or pressures, or severe harm across one or more of the five domains of harm.

The prevalence of over-prioritisation of gambling was very low in the non-problem gambling group (1.42%) but increased in line with the severity of the at-risk and problem gambling groups, with 14.15% of the low risk gambling group, 36.97% of the moderate risk group and 82.52% of the problem gambling group over-prioritising gambling across one or more domains of harm. In particular, feeling guilty or worried about the time or money spent on gambling, or becoming preoccupied with gambling was the most commonly endorsed form of over-prioritisation for all gambling groups (low risk: 12.14%, moderate risk: 29.01%, problem gambling: 73.57%), while those in the moderate risk and problem gambling groups also indicated prioritising gambling ahead of important financial expenditures (moderate risk: 7.35*%, problem gambling: 55.86*%) and commitments with family, friends, or their partner (moderate risk: 4.07*%, problem gambling: 44.12%).

Both the non-problem gambling group and low risk gambling group reported a relatively low incidence of strains or pressures from gambling, however 17.98% of the moderate risk gambling group and 77.08% of the problem gambling group reported experiencing strains or pressures across one or more domains of harm. Further investigation of this data indicates that 7.09% of the moderate risk group and 56.08% of the problem gambling group reported experiencing psychological strain due to their gambling. While 4.13*% and 50.15*% of the moderate risk and problem gambling groups respectively, indicated experiencing financial pressures due to their gambling. Notably, among the moderate risk gambling group, the most commonly reported form of strains and pressures related to experiencing strains in their relationships due to their gambling (7.31*%). The comparable figure for the problem gambling group was 40.32%.

The prevalence of severe harm was very low across the non-problem, low risk and moderate risk gambling groups, however severe harm across one or more of the domains of harm was reported by 41.57% of those in the problem gambling group. In particular, 20.58*% of the problem gambling group had experienced serious relationship consequences because of their gambling. While 16.99*% and 16.64*% of the problem gambling group reported experiencing serious financial consequences and serious psychological consequences due to their gambling, respectively.

Table 22: Harm by gambling group (people who had gambled in the last 12 months).

Gambling group	Over-prioritisation (%)	Strains/Pressures (%)	Severe (%)
Non-problem	1.42	0.03	0.08
Low risk	14.15	3.23	0.79
Moderate risk	36.97	17.98	2.14
Problem	82.52	77.08	41.57

Comorbidities

This section broadly covers comorbidity in terms of mental health and alcohol and drug use. Specifically, this section presents mental health findings from the Kessler Psychological Distress Scale (Kessler-6 / K6) across PGSI gambling group categories. This section also presents results related to alcohol and drug use by both the respondent and their family.

Mental health

The K6 is a tool created for the assessment of psychological distress levels. It includes questions regarding the frequency of encountering six specific symptoms over the preceding 30-day period: feeling nervous, feeling hopeless, feeling restless or fidgety, feeling depressed, feeling that everything is an effort and feeling worthless. Each symptom within the K6 is evaluated on a five-point scale ranging from zero to four. The scoring procedure for the K6 entails attributing a value of zero for responses indicating absence of the symptom and a value of four for responses indicating its constant presence. Summation of these scores

within a range of 0 - 24 enables the categorisation of respondents into three distinct levels of distress: 'no or low distress' (0-4 points), 'moderate distress' (5-12 points), and 'high distress' (13 points or higher).

Overall, around 70.69% of respondents were experiencing no, or low levels, of psychological distress, while just under one-quarter were experiencing moderate distress and just under 4.84% were experiencing high levels of distress.

Across the gambling groups, the non-problem and low risk gambling groups experienced similar levels of psychological distress to the broader population, however the moderate risk and problem gambling groups had a much higher incidence of moderate and high levels of distress. In particular, 39.02% of the moderate risk group and 49.18% of the problem gambling group were experiencing moderate distress, while 10.61% of the moderate risk group and 27.44% of the problem gambling group were experiencing high levels of distress (see Table 23).

Table 23: Level of psychological distress (K6) by gambling group (all long form respondents).

Level of psychological distress (K6)	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
No, or low, distress (0-4)	71.57	65.13	49.67	23.38	70.69
Moderate distress (5-12)	22.89	28.13	39.02	49.18	23.55
High distress (13+)	4.87	6.22	10.61	27.44	4.84

Alcohol and drug use

All long form respondents were asked whether or not they believe they have an alcohol or drug problem, and whether anyone in their immediate family had ever had an alcohol or drug problem.

As outlined in Table 24, around 8.66% of respondents believe they may have an alcohol or drug problem and around 27.87% have had a family member with an alcohol or drug problem.

Around 41.74% of the problem gambling group indicated that they might have an alcohol or drug problem, significantly higher than the non-problem gambling group (7.49%) and the low risk gambling group (15.27%). Similarly, 56.25% of the problem gambling group indicated that an immediate family member has had an alcohol or drug problem, significantly higher than the non-problem gambling group (28.01%) and low risk gambling group (32.77%).

Table 24: Percentage of respondents who believe they may have an alcohol or drug problem or had an immediate family member with an alcohol or drug problem (all long form respondents).

Alcohol or drug problem	Non-problem (%)	Low risk (%)	Moderate risk (%)	Problem (%)	Overall (%)
Respondent believes they may have an alcohol or drug problem	7.49	15.27	25.55	41.74*	8.66
Respondent has had a family member with alcohol or drug problem	28.01	32.77	46.30	56.25	27.87

Awareness of help services and help seeking

The survey included a number of items that explored respondent awareness and preferences for different help service types, as well respondent attempts and reasons for seeking help for problems related to gambling. Further questions explored awareness and utilisation of gambling self-exclusion.

Awareness of help services

Respondents were asked whether or not they had heard of, or had read about, the three primary components of Queensland's Gambling Help Service System, namely face-to-face counselling, the gambling helpline phone number and the gambling help online website. Just under 75% of adult Queenslanders had heard, or read about, the Gambling Helpline phone number, while 45.36% and 21.64%, were aware of the Gambling Help Online website and face-to-face counselling services for gamblers in their area, respectively. As indicated in Table 25, awareness is largely comparable across the gambling groups.

Table 25: Awareness of GHSS by gambling group (all long form respondents).

Gambling group	Gambling Helpline (%)	Gambling Help Online (%)	Face-to-Face Counselling (%)
Non-problem	78.84	48.12	22.73
Low risk	84.08	55.75	23.47
Moderate risk	84.63	56.68	24.96
Problem	86.62	46.39	30.24
Overall	74.71	45.36	21.64

Preferences for help services

Respondents were also asked to indicate where they would go for help if they or a family member were experiencing a problem with gambling. Respondents were most likely to indicate the 'Gambling Helpline' (32.14%), followed by the 'Internet' (28.97%) and 'Doctors' (24.18%), with little variation across the gambling groups (see Figure 40). Notably, the at-risk and problem gambling groups were significantly more likely to indicate that they would seek help from 'Family or Friends' than the non-problem gambling group.

Figure 40: If you or a member of your family were experiencing a problem with gambling, where would you go for help with that problem? (All long form respondents).
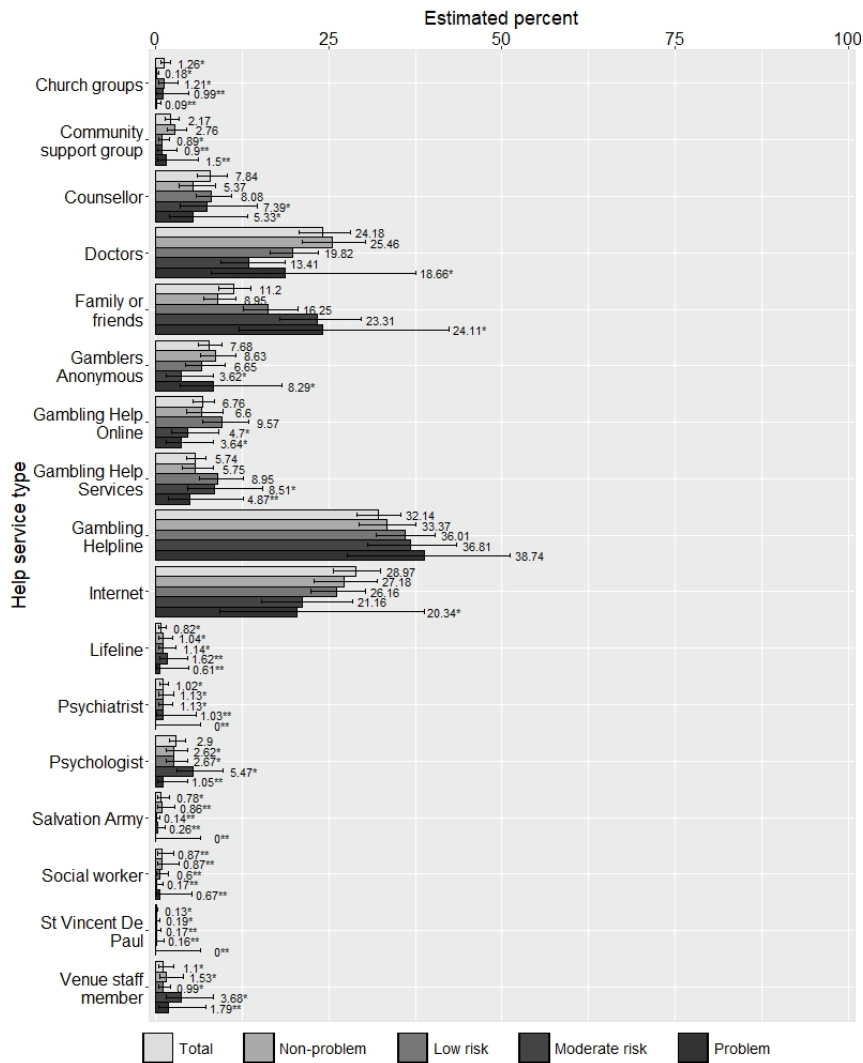
Respondents were also asked to indicate a preference for how they might prefer to receive help if they had a problem with gambling. Just over two-thirds indicated they would prefer 'Face-to-Face Counselling', while just under 30% indicated they would prefer to receive help 'By Telephone'. These preferences were largely similar across all gambling groups (see Figure 41).

Figure 41: 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? (All long form respondents).

Estimated per cent
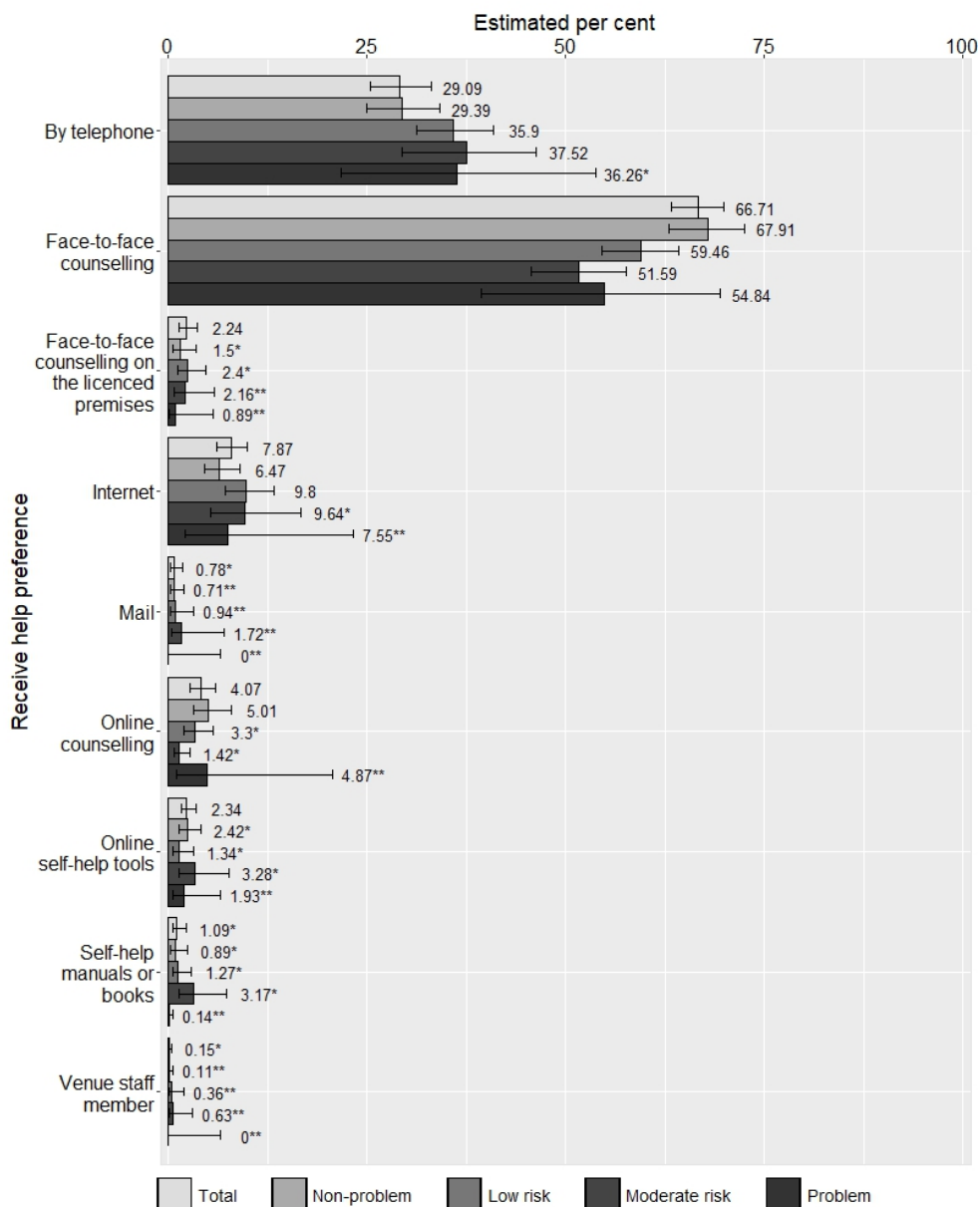
Help seeking

Respondents who had gambled in the last 12 months were asked a series of questions about help seeking.

As indicated in Table 26, a very small proportion of gamblers overall (and in the non-problem, low risk and moderate risk gambling groups) had wanted help for problems related to their gambling in the last 12 months. However, over one-third of those in the problem gambling group indicated they wanted help for problems related to their gambling in the last 12 months.

Table 26: Wanted help for problems related to their gambling in the last 12 months by gambling group (people who had gambled in the last 12 months).

Gambling group	Wanted help for problems related to their gambling (%)
Non-problem	0.01**
Low risk	0.02**
Moderate risk	1.31*
Problem	35.85
Overall	0.38

Gamblers who indicated that they had wanted help were asked a number of follow up questions, such as whether they had tried to get help, and if so, what type of help did they seek. However, due to the very small sample sizes, this data is associated with high relative standard errors and should be interpreted with caution.

Of those gamblers who had wanted help for problems related to their gambling in the last 12 months, 42.46*% indicated that they had sought help, with a majority of those gamblers (74.56*%) indicating they had sought professional help (e.g. counselling services).

Notably, the data indicates that just 14.89*% of the problem gambling group had sought help for gambling related problems in the last 12 months.

Gamblers who indicated they had wanted help were also asked about what prompted them to seek help for their gambling problems. A significant majority indicated 'financial problems' (82.87*%), while around one-fifth indicated feeling 'depressed or worried'.

Self-exclusion

The survey asked a series of questions that explored awareness and utilisation of gambling self-exclusion.

In particular, long form respondents were asked whether they were aware that people can ask to be excluded from gambling at a venue and online gambling providers.

Overall, 61.91% of respondents were aware that people could ask to be excluded from gambling at a venue, and 31.86% were aware that people could ask to be excluded from an online gambling provider. The moderate risk gambling group was significantly more likely to indicate awareness of venue based self-exclusion (79.45%) than the non-problem (63.75%) and low risk (66.66%) gambling groups. The problem gambling group was significantly more likely to indicate awareness of online self-exclusion (62.17%), than the non-problem (33.34%) and low risk (40.76%) gambling groups.

Table 27: Awareness of self-exclusion at venues and/or online by gambling group (all long form respondents).

Gambling group	Venue exclusion (%)	Online exclusion (%)
Non-problem	63.75	33.34
Low risk	66.66	40.76
Moderate risk	79.45	42.36
Problem	76.63	62.17
Overall	61.91	31.86

Respondents who had gambled in the last 12 months were asked if they had tried to exclude themselves from a gambling venue (e.g. club, hotel or casino) through a formal self-exclusion process in the last 12 months. Overall, just 1.55% of gamblers had tried to exclude themselves from a gambling venue in the last 12 months, with the moderate risk gambling group (10.49*%) and problem gambling group (25.15*%) significantly more likely than the other groups to indicate that they had tried to exclude themselves from a gambling venue in the last 12 months.

Table 28: Have you tried to exclude yourself from a gambling venue in the last 12 months by gambling group (people who have gambled in last 12 months).

Gambling group	Venue exclusion (%)
Non-problem	0.70**
Low risk	3.64
Moderate risk	10.49*
Problem	25.15*
Overall	1.55

Gamblers who indicated that they tried to exclude themselves from a gambling venue in the last 12 months were asked two follow questions to ascertain whether the exclusion helped and whether the process to exclude themselves was straightforward. However, due to the small sample sizes, this data is associated with high relative standard errors and should be interpreted with caution.

Of those gamblers who had tried to exclude themselves from a gambling venue in the last 12 months, 86.80*% indicated that that the exclusion had helped 'a little' or 'a lot', and 73.68% agreed or strongly agreed that the process was straightforward.

Respondents who had gambled in the last 12 months were asked if they had tried to exclude themselves from an online gambling provider in the last 12 months. Overall, just 2.16% of gamblers had tried to exclude themselves from an online gambling provider in the last 12 months, with the moderate risk gambling group (11.86%) and problem gambling group (35.23%) significantly more likely than the other groups to indicate that they had tried to exclude themselves from an online gambling provider in the last 12 months.

Table 29: Have you tried to exclude yourself from an online gambling provider in the last 12 months by gambling group (people who have gambled in last 12 months).

Gambling group	Online exclusion (%)
Non-problem	1.15*
Low risk	4.54
Moderate risk	11.86
Problem	35.23
Overall	2.16

Gamblers who indicated that they tried to exclude themselves from an online gambling provider in the last 12 months were asked two follow questions to ascertain whether the exclusion helped and whether the process to exclude themselves was straightforward. However, due to the small sample sizes, this data is associated with high relative standard errors and should be interpreted with caution.

Of those gamblers who had tried to exclude themselves from an online gambling provider in the last 12 months, 69.40*% indicated that that the exclusion had helped 'a little' or 'a lot', and 86.38% agreed or strongly agreed that the process was straightforward.

Participation and prevalence in Queensland regions

The 14,879 completed interviews for the Queensland Gambling Survey were randomly selected throughout Queensland across four regions. The four regions: South East Queensland, Central/Inner West Queensland, North Queensland and Outback Queensland were derived from Statistical Area Level 4 (SA4) (2021) boundaries (see **Appendix A**). The 2023 survey targeted an equal number of completed interviews per region to allow for comparisons across regions. The total number of survey respondents included 3,839 from South East Queensland, 3,824 from Central/Inner West Queensland, 3,821 from North Queensland and 3,395 from Outback Queensland. This chapter presents information about gambling participation and gambling group prevalence across the Queensland regions.

Participation in each activity by region

While gambling participation was largely similar across the four Queensland regions, there were some significant results:

- Participating in lotteries was significantly higher in North Queensland (53.54%) compared to the other regions.

- Buying art union tickets was significantly more prevalent in South East Queensland (24.94%) compared to the other regions.

- Betting on horse, harness or greyhound races was significantly more popular in Outback Queensland (17.46%) compared to the other regions.

- Betting on sporting events was significantly more popular in South East Queensland (10.67%) compared to the Central/Inner West and North Queensland regions.

Figure 42 displays participation in gambling activities by region among the adult Queensland population.

Figure 42: Participation in gambling activities by region (Queensland adult population)

Estimated per cent

Gambling activity				
Lottery products	47.81	48.86	53.54	50.07
Instant scratch tickets	25.47	29.15	27.39	26.05
Art union tickets	24.94	20.77	17.71	20.26
Gaming machines	20.76	21.54	22.17	21.17
Horse harness or greyhound races excluding sweeps	13.74	11.45	13.78	17.46
Keno	10.57	13.97	15.68	14.75
Sports betting	10.67	6.03	8.27	8.68
Casino table games	5.93	2.47	5.47	4.46
Bingo	2.67	3.08	2.32	3.05
Private games	2.19	1.11	1.7	1.88
Bet on elections, TV shows or other novelty events	0.56*	0.42	0.73	0.25*
E-sports betting	0.64	0.31*	0.38*	0.22*
Fantasy sports betting	0.19*	0.31*	0.2*	0.15*
Other	0.35*	0.31*	0.21*	0.31*
No gambling in the last 12 months	19.28	18.71	18.47	18.18

Legend:
- South East Queensland
- Central/Inner West Queensland
- North Queensland
- Outback Queensland

Gambling group prevalence by region

The prevalence of the gambling groups by regions is presented in Figure 43. There were no significant differences found between regions in terms of at-risk and problem gambling prevalence. In particular, the observed rate of problem gambling prevalence in the Outback region of 1.22% is not statistically significantly different to those rates found in the other regions.

Figure 43: Prevalence of the gambling groups by region (Queensland adult population)
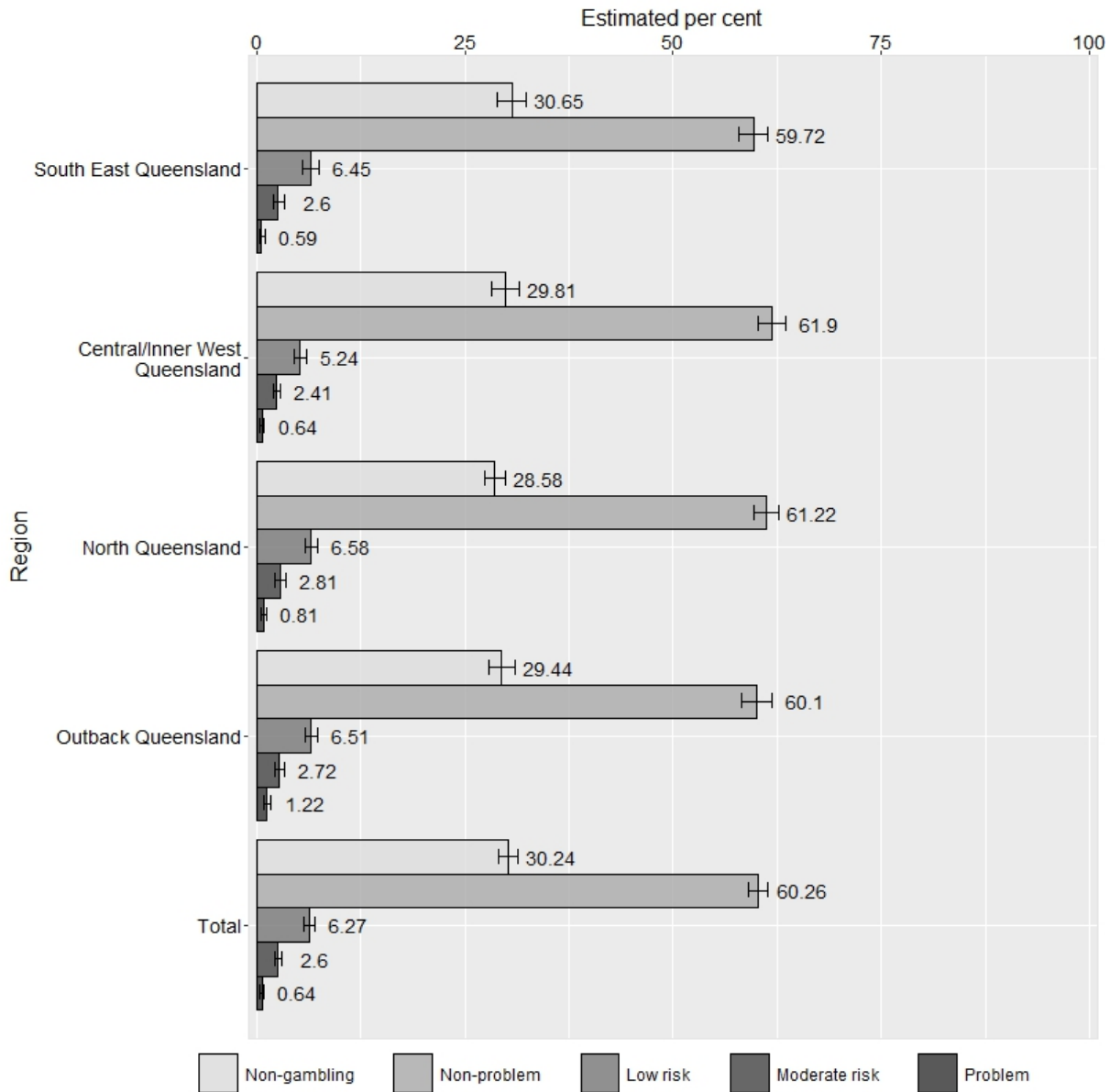
Appendix A: Regions

Queensland Government Statistician's Office, Queensland Treasury, Queensland Gambling Survey 2023, Survey Review.
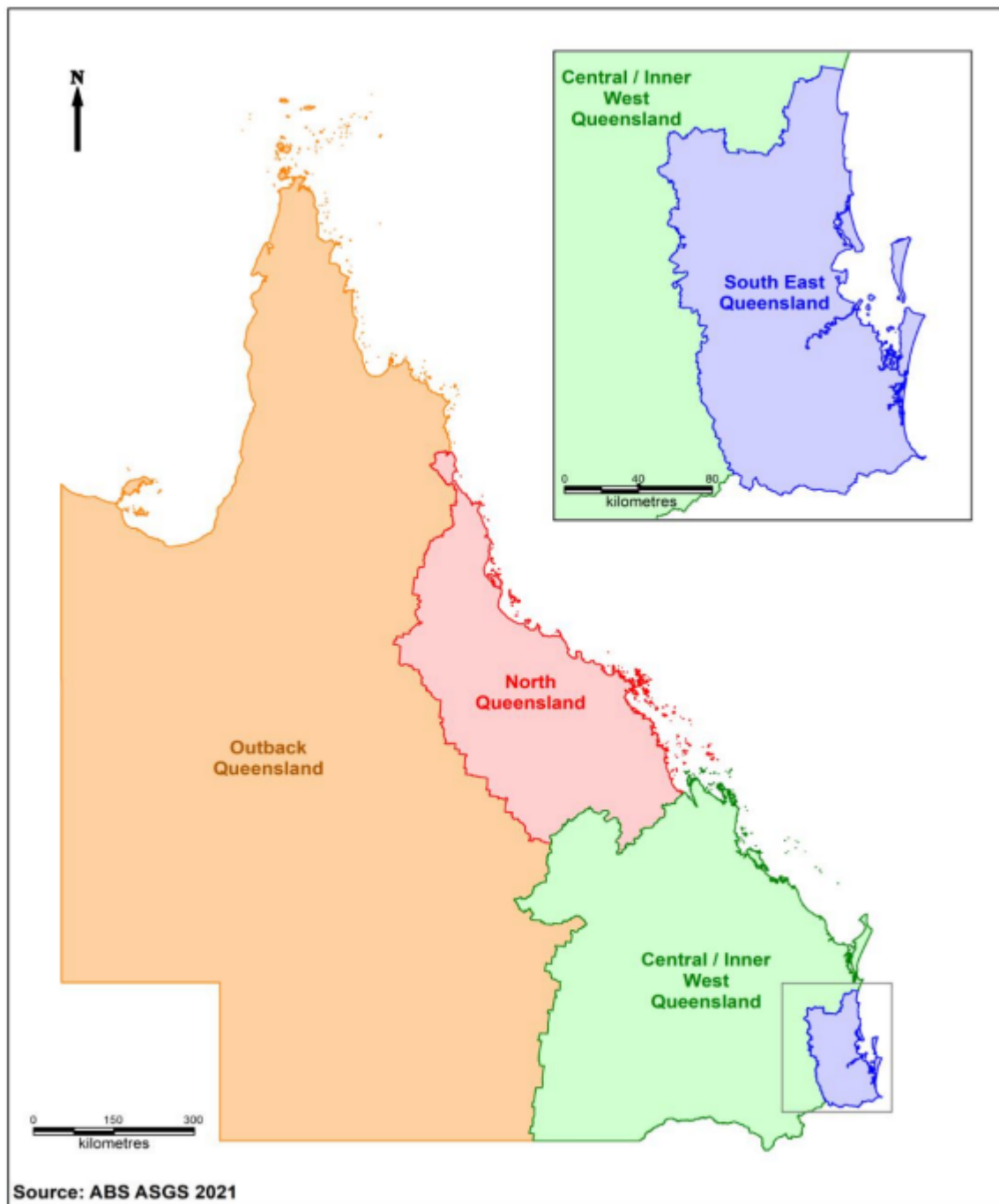
Source: ABS ASGS 2021

South East Queensland region includes: Brisbane - East, Brisbane - North, Brisbane - South, Brisbane - West, Brisbane Inner City, Gold Coast, Ipswich, Logan - Beaudesert, Moreton Bay - North, Moreton Bay - South and Sunshine Coast SA4.

Central/Inner West Queensland includes: Toowoomba, Darling Downs - Maranoa, Central Queensland and Wide Bay SA4.

North Queensland includes: Cairns, Mackay - Isaac - Whitsunday and Townsville SA4.

Outback Queensland includes: Queensland - Outback SA4.

Appendix B: Survey design, method and administration

Queensland Government Statistician's Office, Queensland Treasury, Queensland Gambling Survey 2023, Survey Review.

SURVEY OVERVIEW

This survey review for the Queensland Gambling Survey 2023 contains key information relating to survey design, methods and administration, as well as key challenges and opportunities for improvement.

Background

The Queensland Gambling Survey (QGS) 2023 (the survey) contributes to monitoring of the social and economic costs and benefits of gambling. The survey provides an evidence-base for policy development and assists in focusing and assessing harm minimisation strategies. The QGS was conducted by the Queensland Government Statistician's Office (QGSO) on behalf of the Office of Regulatory Policy (ORP), Department of Justice and Attorney-General (DJAG).

The QGS replaces the Queensland Household Gambling Survey (QHGS), which was conducted by QGSO on behalf of ORP in 2001, 2003-04, 2006-07, 2008-09, 2011-12 and 2016-17.

Two surveys were conducted as part of the QGS 2023:

- the main survey which was conducted by computer assisted telephone interviewing (CATI) only
- a second, smaller scale, mixed mode survey which was conducted by combining a CATI and web survey.

This survey review provides details of the CATI only survey. Results and methodological details for the mixed mode survey will be provided separately.

Objectives

The main objectives of the QGS are to:

- collect information on gambling activity and related issues in the Queensland adult population
- assist a range of stakeholders to better understand the Queensland gambling environment
- provide an opportunity to gauge the prevalence of problem or potentially problem gambling behaviour in the Queensland adult population.

- provide insight into the socio-demographic characteristics associated with gambling participation and gambling-related issues.

Summary

The QGS 2023 was conducted by QGSO between 22 March to 29 May 2023 and 10 June to 27 June 2023.

The survey achieved 14,879 completed interviews for the short form questionnaire, including 3,715 completed interviews for the long form questionnaire. The overall response rate was 29.3% and the overall cooperation rate was 69.7% (see Table 1).

Table 1 Survey design and operations summary

Survey design	
In-scope population	Queensland adult residents (aged 18 years and over) who are contactable by landline or mobile phone number
Sample size	51,609
Data collection	
Mode	Computer Assisted Telephone Interviewing
Timing	22 March to 29 May 2023 and 10 June to 27 June 2023
Average interview length	8.95 minutes
In-scope completed surveys	14,879 short form (including 3,715 long form)
Response rate/ Cooperation rate	29.3%/69.7%

SURVEY METHODOLOGY

Survey design

The in-scope population for the survey was Queensland adult residents (aged 18 years and over) who were contactable by landline or mobile phone.

A total of 51,609 Queensland adult residents were selected for the survey from a contact list constructed from databases that are kept for official statistical purposes under the authority of the *Statistical Returns Act 1896*.

The survey sample was designed to provide reliable information on the characteristics of adult residents of Queensland, at the whole-of-state and the regional level. To achieve this, adults were selected using a stratified sampling design.

Queensland was stratified by four regions following composited Statistical Area Level 4 (SA4) (2021) boundaries: South East Queensland, Central/Inner West Queensland, North Queensland and Outback Queensland.

With this stratified sample design, the probability of selecting an adult varied across regions. For example, adults in the Queensland Outback region had a higher probability of being selected than adults in the more populous region of South East Queensland. Statistical methods used to analyse survey data account for these different selection probabilities.

The sample was designed to achieve a target of 15,000 completed interviews. Prior to commencing fieldwork, an equal number of 3,755 completes per region was targeted to allow for comparisons across regions.

However, during sample selection limited information was available regarding Outback Queensland's expected response rate and a rate similar to the expected whole-of-state rate was used for sample selection. Compared to other regions, Outback Queensland had a lower response rate and higher population movement out of the region. Therefore the target number of completed interviews could not be achieved. The target number of completed interviews was increased in the remaining regions to obtain approximately the same number of interviews overall.

For operational reasons, it is not possible to ensure that the exact targeted number of respondents is achieved in all regions. See Table 2 for achieved completed interviews by region.

Table 2 Completed interviews by region

Region	Completed interviews
South East Queensland1	3,839
Central/Inner West Queensland2	3,824
North Queensland3	3,821
Outback Queensland4	3,395
Total	14,879

Notes:

South East Queensland region includes: Brisbane - East, Brisbane - North, Brisbane - South, Brisbane - West, Brisbane Inner City, Gold Coast, Ipswich, Logan - Beaudesert, Moreton Bay - North, Moreton Bay - South and Sunshine Coast SA4.

Central/Inner West Queensland includes: Toowoomba, Darling Downs - Maranoa, Central Queensland and Wide Bay SA4.

North Queensland includes: Cairns, Mackay - Isaac - Whitsunday and Townsville SA4.

Outback Queensland includes: Queensland – Outback SA4.

Questionnaire design

The questionnaire followed a similar structure to previous questionnaires from the QHGS however, questions were designed to meet current policy needs. Some questions were added or removed in accordance with ORP's research and policy objectives, and with technical advice offered by specialists in QGSO.

New modules of questions were added to align with gambling surveys conducted by other jurisdictions and included Comorbidities (Kessler6), help seeking, and gambling harm.

Some changes were made to the list of gambling types played by the respondent at Question P1:

- instant scratch tickets and lotto tickets were split into two categories
- card games like poker and any other games such as mah-jong or dice games were merged into one category
- the category of 'Used the internet, via a website or a mobile app, to play casino games or poker for money' was removed.

In previous surveys, questions in the PGSI section (Question I1 to I9) used a 5-point scale consisting of the categories 'never', 'rarely', 'sometimes', 'often' and 'always'. For greater consistency with other jurisdictions, the QGS 2023 used a 4-point

scale with the categories 'never', 'sometimes', ''most of the time' and 'almost always'.

The questionnaire was piloted with 489 respondents to test whether the questions were clear and sequenced appropriately. Data from the pilot were not combined with data collected in the survey.

Sub sampling

The prevalence of types of gambler in the in scope population is highly skewed. A relatively small proportion of the Queensland adult population can be classified as higher risk gamblers, with relatively large numbers in the non-gambler and non-problem gambling group. Due to the distribution in the population, the number of non-gamblers and in the low risk gambling group who respond to the survey was expected to be larger than required. In addition, some gambling activities are played by relatively few gamblers. To manage this, the survey design used a sub sampling approach, where a subset of respondents was asked all questions. This approach aimed to improve survey efficiency, reduce survey costs and respondent burden, while collecting sufficiently representative data as much as possible.

The questionnaire asked respondents to:

- identify gambling activities they had played for money in the last 12 months (Question P1)
- respond to the PGSI section (Question I1 to I9) if they had participated in one or more gambling activities in the previous 12 months.
- A respondent was classified as into non-problem, low risk, moderate risk or problem gambling group based on their PGSI score. Respondents who indicated that they had not gambled in the last 12 months or had never gambled (Question P1) were classified as non-gamblers.

After responding to the PGSI section, a sub sample of survey respondents was selected based on the gambler type classification and the count of different gambling activities played. Respondents either went on to be asked all relevant questions in the survey, defined as the 'long form' of the survey, or only the demographic questions required for weighting, defined as the 'short form' of the survey.

The long form sub sample included all gamblers who were classified into low risk, moderate risk or problem gambling groups and all those in the non-problem gambling group who participated in 4 or more gambling activities in the last 12 months.

The latter group was selected for completion of the long form to boost the number of responses to questions about relatively rare gambling activities. A percentage of non-gamblers and the non-problem gambling group who participated in less than 4 gambling activities were also selected for the long form.

See Table 3 for a detailed breakdown of long form subsampling rates.

Table 3 Long form subsampling rates by gambler type

Subpopulation	Percentage subsampled
Non-gamblers	9%
Non-problem gambling group who participated in less than 4 gambling activities in the 12 months prior to the survey	9%
Non-problem gambling group who participated in 4 or more gambling activities in the 12 months prior to the survey	100%
Low risk gambling group	100%
Moderate risk gambling group	100%
Problem gambling group	100%

Break in time series

Results from the QGS 2023 are not comparable to results from previous surveys due to the significant changes made to the survey design. These changes have resulted in a major break in series and are discussed below.

The sample selection approach differed from previous surveys. The QHGS 2016-17 used a contact list of households, with a single adult within each household randomly selected for participation once contact was made. The QGS 2023 contact list allowed direct targeting of Queensland adult residents for participation in the survey. The change to the contact list used for sample selection reduced costs associated with conducting the survey and was expected to improve coverage in the 18 to 35 year age group.

The 2023 survey targeted an equal number of completes per region to allow for comparisons across regions. That is, smaller regions were oversampled in the 2023 survey. This differs from previous surveys where a proportional sampling approach was used, such that smaller samples were selected in smaller regions and larger

samples selected in large regions, reflecting the geographical distribution of the Queensland resident population.

In the 2023 survey, the PGSI questions were changed to a 4-point scale with different labels on question options (see 2.2) These changes may have affected the classification of respondents into gambler types, and hence may have affected population estimates for these groups.

The change in categories of gambling activities at Question P1 may have changed which respondents were selected for the long form of the survey. For example, in previous surveys, the purchase of instant scratch tickets and lotto tickets would have been counted as one gambling activity. In the QGS 2023, these were counted as two separate activities and hence may have led to some respondents being selected for the long form where they would not have been selected in previous years.

SURVEY ADMINISTRATION

The survey was administered using CATI between 22 March to 29 May 2023 and 10 June to 27 June 2023. Technical issues led to a short stop in fieldwork between these time frames.

Survey responses are strictly confidential and were collected under the Statistical Returns Act, which does not allow the unauthorised release of information that identifies an individual.

A pre-approach letter was sent to randomly selected adults to alert them of the upcoming survey and to request their participation.

Assigning scope

At completion of the survey, the sample was classified according to the criteria:

In-scope responding (n = 14,879) – if the interview resulted in a completed or usable partially completed survey.

In-scope non-responding (n = 35,874) – if the interview resulted in one of the following:

- an unusable partially completed survey
- the selected person did not know or refused to say whether they had participated in any gambling activities in the last 12 months
- a refusal to participate in the survey
- the selected person could not be interviewed due to absence, illness or disability
- a non-contact
- a call-back appointment that did not take place

Out-of-scope (n = 856) – if:

- the selected person was under 18 years of age
- the selected person was deceased
- the contact telephone number was for a person whose usual residence was outside Queensland
- the contact telephone number was found to belong to a person who had already been contacted.

See Table 4 for detailed breakdown of in-scope residents.

Table 4 Status of survey sample by scope

Status	Number	Per cent
In-scope responding		
Complete	14,557	28.2%
Usable partial complete	322	0.6%
In-scope non-responding		
Unusable partial complete	413	0.8%
Refused	6,044	11.7%
Unable to interview	6,211	12.0%
No contact	23,206	45.0%
Out-of-scope		
Out-of-scope	856	1.7%
Total	51,609	100%

Survey response rate

One measure of the quality of response is the response rate, which is the number of completed surveys that can be used in analysis as a percentage of all attempted in-scope sample.

The estimated overall response rate of 29.3% was derived as follows:

$$\frac{total\ in\text{-}scope\ responding\ [14{,}879]}{total\ in\text{-}scope\ responding\ [14{,}879]\ +\ total\ in\text{-}scope\ non\text{-}responding\ [35{,}874]} \times 100\%$$

Cooperation rate

The cooperation rate indicates the extent to which contacted individuals cooperate with requests to

participate in a survey. This can be a function of the interviewer's skills, pre-survey communication effects, sentiment towards the survey topic and motivation of a potential respondent to participate.

The cooperation rate is the number of interviews that can be used in analysis, as a percentage of the number of persons contacted who were capable of participating in the survey.

The estimated overall cooperation rate of 69.7% was derived as follows:

$total\ in\text{-}scope\ responding\ [14,879]$

$total\ in\text{-}scope\ responding\ [14,879]\ +$

$partially\ completed\ unusable\ interviews\ [413]\ +$

$refusals\ [6,044]$

$\times\ 100\%$

ESTIMATION AND PRECISION

QGSO surveyed 14,879 Queensland adults.

However, interest lies in the entire population of Queensland adults, estimated to be 4,175,487 as at 20 March 2023. Each subset of respondents sharing similar characteristics is assumed to be representative of a segment of the entire population sharing those same characteristics.

For example, responses of 18–24 year old males from the sample may be representative of all 18–24 year old males in the population, including those who were not invited, or chose not to respond, to the survey. Accordingly, population totals and percentages have been estimated from the achieved sample using methods aimed at minimising bias related to sample design, the survey contact list, non-response and refusals.

Although the survey was designed to maximize the representativeness of the results, it is not possible to be perfectly representative. Estimation of population characteristics from a random sample entails some imprecision because of sampling and non-sampling error.

Sampling errors occur because estimates based on information obtained from a sample of Queensland adults may differ from statistics that would have been produced if all Queensland adults had been included in the survey.

The size of the sampling error is determined by the sampling scheme used, the method used to calculate a value for the estimate, and the size of the sample. Other factors being equal, sampling error may be reduced arbitrarily by increasing the sample size.

Non-sampling errors may occur due to non-response to the survey, inadequacies of the

sampling contact list, inaccuracies in reporting by respondents and processing errors.

Strategies designed to minimise non-sampling errors include:

- using a contact list that is as up-to-date and accurate as possible
- testing the questionnaire for ease of understanding and completion
- communicating with invited participants about the survey prior to interviewing
- providing clear interviewer instructions, appropriate training and field supervision
- emphasising the legal provisions for protecting confidentiality under the Statistical Returns Act with respondents.

An additional strategy used by QGSO that may reduce sampling error is calibration to population benchmarks. Calibration is a process that makes use of variables collected in the survey and for which population level totals (benchmarks) are known. Where suitable additional information about the population of interest is known, calibration can reduce non-response bias and/or increase precision.

The source of population totals for calibration variables used in this survey is Queensland

Treasury estimates from the ABS, Census of Population and Housing 2021, unpublished data.

The benchmarks were:

- region (four regions based on composited SA4s) (see Table 5)
- age (six categories) by sex (see Table 6)
- education (degree/no degree) by region (see Table 7).

The calibration process produces weights that sum to the benchmarks provided. These weights are used in the calculation of population estimates. This process is discussed in more detail below.

Short Form Weighting

The short form survey was completed by all in scope respondents (14,879). These responses were calibrated to population total benchmarks (see Table 5, Table 6 and Table 7) to give the weights for the short form.

Long Form Weighting

The long form survey was completed by 3,715 respondents. Factors that determined a respondent's progression from a short form survey to a long form survey are described in 2.3.

Long form responses were calibrated to the same population benchmarks as the short form (see

Table 5, Table 6 and Table 7). In addition, a fourth set of pseudo population benchmarks for gambler type (see Table 8) was applied to the long form data. This involved passing information obtained from the calibration of the short form to the calibration process for the long form, ensuring that estimates of gambler type from the long form survey were consistent with estimates from the short form.

When calibrating the long form survey, a lower bound for each response was set so that the long form weight was constrained to be greater than or equal to the short form weight.

Table 5 Benchmarks – Region

Region	Frequency
South East Queensland	2,923,439
Central/Inner West Queensland	658,056
North Queensland	532,941
Outback Queensland	61,051
Total	4,175,487

Notes:

Table 6 Benchmarks – Sex by age

Sex by age	Frequency
Male 18–24 years	234,896
Male 25–34 years	363,462
Male 35–44 years	357,479
Male 45–54 years	340,704
Male 55–64 years	310,151
Male 65 years or more	439,771
Female 18–24 years	224,971
Female 25–34 years	368,403
Female 35–44 years	371,604
Female 45–54 years	352,612
Female 55–64 years	324,030
Female 65 years or more	487,404
Total	4,175,487

Table 7 Benchmarks – Education by region

Education by region	Frequency
No Degree - South East Queensland	2,147,311
No Degree - Central/Inner West Queensland	566,806
No Degree - North Queensland	447,306
No Degree - Outback Queensland	54,175
Degree - South East Queensland	776,128
Degree - Central/Inner West Queensland	91,250
Degree - North Queensland	85,635
Degree - Outback Queensland	6,876
Total	4,175,487

Table 8 Benchmarks – Gambler type

Gambler type	Estimated Frequency
Non gambler	1,262,482
Non-problem gambling group with less than 4 types of gambling	2,165,637
Non-problem gambling group with 4 or more types of gambling	350,463
Low risk gambling group	261,979
Moderate risk gambling group	108,366
Problem gambling group	26,559
Total	4,175,487

Confidence intervals and reliability of estimates

QGSO expresses the degree of sampling error associated with an estimate using confidence intervals. Confidence intervals included with results of the survey consist of a range of values within which the true value for the population is likely to fall. A 95% confidence interval, for example, represents the range of values within which there is a 95% chance the true population value lies. Hence the size of the confidence interval about an estimate provides guidance on

the precision of the estimate, with smaller intervals representing more precise estimates.

Judgement is required to determine whether an estimate is appropriate for use. Relevant factors include the size of the estimate, the size of the confidence interval, and the context of the research objective for that estimate. One estimate with a confidence interval of a given size may be considered reliable in the context of the research, while another estimate with a confidence interval of the same size may not. QGSO is not fully aware of the context necessary to make this judgement and hence QGSO is unable to indicate the reliability of estimates based on this approach.

To give some indication of the reliability of estimates reported in output tables, QGSO has used the relative standard error (RSE). The standard error is a measure of the extent to which an estimate may vary by chance because only a sample of Queensland adults were included in the survey.

The RSE is the standard error of an estimate expressed as a fraction of the estimate – the larger the standard error relative to the size of the estimate, the larger the RSE.

Following ABS convention, typically estimates with an RSE:

- of 50% or greater should be considered unreliable and not used
- greater than or equal to 25% and less than 50% should be used with caution.

QGSO recommends that judgement be used when interpreting the results.

Appendix C: Questionnaire

Queensland Department of Justice and Attorney-General
Queensland Gambling Survey 2023 - Main

_____

Frame Variables Key

_____

"LongForm"   – randomly assigned to do the long form of the survey on the frame
0 = Short Form
1 = Long Form

"FirstName"   – personalised interview greeting using respondent's name

"LastName"   – used with "FirstName" to personalise the interview greeting

"FramePostcode" – frame "Postcode" used to determine whether need to ask suburb in demographics

"QldRes"   – output whether Queensland resident

"Postcode"   – output postcode

"Locality"   – output locality

"ProvideLocality" – output locality text

_____

Introduction

_____

CATI intro

Good morning/afternoon/evening, my name is _____ and I work for the Queensland Government Statistician's Office.

Could I please speak to <FirstName> <LastName>?

We are talking to adults across Queensland about trends in gambling and recreational activities; you should have received a letter about this. This information will be used by the Department of Justice and Attorney-General for research purposes to help inform government policy.

All responses are strictly confidential and will only be used for research purposes.

(INTERVIEWER: If clarification on topics of questions is requested, then say "Adults are asked about things like gambling activities and frequency and general health. It takes around 10 minutes."

If clarification on how this number was selected, then say "You were selected randomly, and participation is completely confidential and voluntary."

If more information is requested about the purpose, then say "It is an important survey to examine the impact of gambling on health and other gambling harms on individuals and their families."

If the person states that they don't gamble, then say "We're just as interested in people who don't gamble, as this study is also exploring why some people prefer not to gamble")

Continue	1
Refusal	2
Schedule appointment (callback)	3
Unable	4
Duplicate respondent	5
Extra	6
Deceased	7
Wrong number	8)

Screening module

_____

S1   Can I just check – is Queensland your usual place of residence?

(Yes	1
No	2
Refused	99)

_____

If S1 (QldRes) = 2 or 99 go to Out-of-scope

_____

S2   So we can establish the boundaries of our study, can you give me the postcode of your usual place of residence?

(Enter postcode	1

(Numeric response [s002_num] (Postcode) {range 1–9999}

Don't know...	98
Refused	99)

_____

If s002_num (Postcode) in QLD and FramePostcode = s002_num (Postcode) go to Intro_Supp

If s002_num (Postcode) not in QLD go to Out-of-scope

_____

S3   What is the name of the suburb, town or community that you usually live in?

{<<Display Lookup list for Postcode>>}

(Enter suburb number	1

Text response [s003_1] (Locality)

Other (please specify)	90

Text response [s003_text] (ProvideLocality)

Don't know...	98
Refused	99)

_____

Intro_Supp

Before we begin, I should stress that all of your responses are strictly confidential and are collected under the Queensland Government Statistical Returns Act which does not allow the unauthorised release of information that identifies you.

If there are any questions you would rather not answer, just say so.

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

You may have received a letter from us advising of the survey.

We can stop the survey at any time and call you back if needed.

___

Main questionnaire

___

Gambling Participation

For the first section of this survey we will be asking some questions about gambling. I am going to start by reading a list of popular gambling activities and ask if you have played them for money in the last 12 months.

P1   Over the last 12 months, have you?

(INTERVIEWER: If respondent has not participated in options 1 to 14, prompt for options 15 or 16.

(Do not read out unless asked): e-sports means betting on competitive video game tournaments, especially among professional or pro gamers, and is also known as electronic sports. Footy tipping competitions are not considered to be gambling. Fantasy sports is a type of online game, where participants assemble virtual teams of real sports players. Betting on fantasy sports involves spending money and includes placing bets on Draftstars and Moneyball.

(Select all that apply))

Played poker machines or gaming machines	1
Bet on horse, harness or greyhound races excluding sweeps	2
Bought instant scratch tickets..	3
Bought lotto, or any other lottery game like Gold Lotto, Powerball, Oz Lotto, the Pools, or bought lottery products (not including instant scratch tickets) .	4
Played keno..	5
Played table games such as blackjack or roulette	6
Played bingo...	7
Bet on a sporting event such as football, cricket, boxing or motorsports, but excluding fantasy sports and e-sports...	8
Bet on fantasy sports...	9
Bet on e-sports	10
Bet on elections, TV shows or other novelty events	11
Played card games like poker, or other games such as mahjong or dice games privately for money	12
Bought an Art Union ticket, which is a ticket in a draw for a house, car, boat or other major prize	13
Played any other gambling activity excluding sweeps and raffle tickets (please specify)	97
(No gambling in the last 12 months...	15
Never gambled	16
Don't know..	98
Refused	99)

___

If P1 = 98 or 99 go to Out-of-scope – Gambling Type

___

Participation in other gambling type activities

P2   Over the last 12 months, can you tell me whether you have participated in the following activities:

(INTERVIEWER: Loot boxes are virtual 'boxes' that can be opened within a video game and which contain a randomly determined virtual item for use in-game. This use can be functional (e.g., weapon) or cosmetic

___

(e.g., skins). Loot boxes can be acquired in the game as a reward for achievement, offered during play and opened with a key (another virtual item), or purchased outright and opened.

Skins are video game items (e.g. weapon, avatar, equipment) that offer cosmetic differences to the base models of these items. Skins have a monetary value in that they are purchased with cash, won, and/or traded, and may be exchanged for cryptocurrency or cash, or used to gamble on certain 3rd party websites.

(Select all that apply))

Played casino style games via social media or mobile app, that don't involve money	1
Purchased a loot box with real money while playing computer games	2
Used skins won or purchased within computer games to gamble to win more skins and/or money	3
(None of the above	4
Don't know..	98
Refused	99)

_____

If (P1 = 15 or 16) and LongForm = 0 go to Demographic Questions

If (P1 = 15 or 16) and LongForm = 1 go to Comorbidities

_____

Problem Gambling Severity Index

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

I1   Thinking about the past 12 months, how often have you bet more than you could really afford to lose? Would you say:

Never	1
Sometimes..	2
Most of the time..	3
Almost always...	4
(Don't know...	98
Refused	99)

_____

I2   Thinking about the past 12 months, how often have you needed to gamble with larger amounts to get the same feeling of excitement?

Never	1
Sometimes..	2
Most of the time..	3
Almost always...	4
(Don't know...	98
Refused	99)

_____

I3   Thinking about the past 12 months, how often have you gone back another day to try to win back the money you lost?

Never	1
Sometimes..	2
Most of the time	3
Almost always...	4
(Don't know..	98
Refused	99)

I4   Thinking about the past 12 months, how often have you borrowed money, or sold anything to get money to gamble?

Never	1
Sometimes..	2
Most of the time	3
Almost always...	4
(Don't know..	98
Refused	99)

I5   Thinking about the past 12 months, how often have you felt that you might have a problem with gambling?

Never	1
Sometimes..	2
Most of the time	3
Almost always...	4
(Don't know..	98
Refused	99)

I6   Thinking about the past 12 months, how often have people criticised your betting, or told you that you had a gambling problem, regardless of whether or not you thought it was true?

Never	1
Sometimes..	2
Most of the time	3
Almost always...	4
(Don't know..	98
Refused	99)

I7   Thinking about the past 12 months, how often have you felt guilty about the way you gamble, or what happens when you gamble?

Never	1
Sometimes..	2
Most of the time	3
Almost always...	4
(Don't know..	98
Refused	99)

I8   Thinking about the past 12 months, how often has your gambling caused you any health problems, including stress or anxiety?

Never	1
Sometimes..	2
Most of the time	3
Almost always..	4
(Don't know..	98
Refused	99)

_____

I9   Thinking about the past 12 months, how often has your gambling caused you any financial problems for you or your household?

Never	1
Sometimes..	2
Most of the time	3
Almost always..	4
(Don't know..	98
Refused	99)

_____

Programming note:

Problem Gambling Severity Index classification:

Non-problem Gambling group, Low Risk Gambling group Moderate Risk Gambling group and Problem Gambling group are defined using the following scores for each of the responses to I1 to I9:

(Never	0
Sometimes..	1
Most of the time	2
Almost always..	3
Don't know..	0
Refused)	0

problem_gambling_score = sum of score of questions I1 to I9 as above.

Score of 0: Non-problem Gambling group

Score of 1 or 2: Low Risk Gambling group

Score of 3 to 7: Moderate Risk Gambling group

Score of 8 or more: Problem Gambling group

gcount is the number of different gambling types played in the last 12 months i.e. sum of P1 responses 1 to 14.

Update the long form to include Low Risk Gambling group or those who gamble 4 or more game types.

If problem_gambling_score >= 1 OR gcount > 3 Then

   LongForm = 1

End If

_____

If LongForm = 0 go to Demographic Questions

_____

Programming note:

Start of long form questionnaire.

Comorbidities (Kessler-6)

_____

The following questions are about your mental health and apply to all aspects of your life.

K1   How often during the last 30 days did you feel nervous?

None of the time 1
A little of the time 2
Some of the time 3
Most of the time 4
All of the time 5
(Don't know.. 98
Refused) .... 99)

K2   How often during the last 30 days did you feel hopeless?

None of the time 1
A little of the time 2
Some of the time 3
Most of the time 4
All of the time 5
(Don't know.. 98
Refused) .... 99)

K3   How often during the last 30 days did you feel restless or fidgety?

None of the time 1
A little of the time 2
Some of the time 3
Most of the time 4
All of the time 5
(Don't know.. 98
Refused) .... 99)

K4   How often during the last 30 days did you feel so depressed that nothing could cheer you up?

None of the time 1
A little of the time 2
Some of the time 3
Most of the time 4
All of the time 5
(Don't know.. 98
Refused) .... 99)

K5   How often during the last 30 days did you feel that everything was an effort?

        None of the time 1

        A little of the time 2

        Some of the time 3

        Most of the time 4

        All of the time.. 5

        (Don't know... 98

        Refused) .... 99)

_____

K6   How often during the last 30 days did you feel worthless?

        None of the time 1

        A little of the time 2

        Some of the time 3

        Most of the time 4

        All of the time.. 5

        (Don't know... 98

        Refused) .... 99)

_____

Other Comorbidities

C1   Have you ever felt you might have an alcohol or drug problem?

        (Yes 1

        No 2

        Have never drunk alcohol or used drugs 3

        Don't know 98

        Refused .... 99)

_____

C2   Has anyone in your immediate family ever had an alcohol or drug problem?

(INTERVIEWER: Immediate family includes a spouse or former spouse, de facto partner or former de facto partner, child, parent, grandparent, grandchild or sibling, or a child, parent, grandparent, grandchild or sibling of a spouse or de facto partner. It includes step-relations (e.g. step-parents and step-children) as well as adoptive relations)

        (Yes 1

        No 2

        Don't know 98

        Refused .... 99)

_____

Awareness of Gambling Help and Exclusions

The following questions are about services related to gambling.

A1   Have you heard, or read about, the "Gambling Helpline" phone number?

        (Yes 1

        No 2

        Don't know 98

        Refused .... 99)

_____

A2 Have you heard, or read about, the "Gambling Help Online" website?

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

A3 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)

A4 Did you know that people can ask to be excluded or banned from gambling at a venue?

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

A5 Did you know that people can ask to be excluded or banned from an online gambling provider?

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

A6 Have you seen any of the following?

(INTERVIEWER: Select all that apply)

   Gambling Help Queensland website 1
   QLD Government advertising promoting safer gambling 2
   Gambling Help print ads 3
   Gambling Help internet ads 4
   Gambling Help pamphlet or cards 5
   Gambling Help signage in gambling venues 6
   Gambling Help brochure in general practice or doctor surgeries 7
   (None of the above 8
   Don't know 98
   Refused .... 99)

If P1 = 15 or 16 go to Help Seeking

Loyalty Programs

A7a Are you a member of a gaming player reward or loyalty scheme?

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

If A7a = 2 or 98 or 99 go to Gambling Behaviour

A7b   Is this at a:

(INTERVIEWER: Select all that apply)

Club	1
Hotel	2
Casino	3
(Don't know..	98
Refused	99)

A8   Does being a member of a gaming player reward or loyalty scheme increase, decrease, or not change the amount of money you spend on gambling?

(Increase...	1
Decrease	2
Stays the same..	3
Don't know...	98
Refused	99)

Gambling Behaviour

The following questions are about your gambling activities.

If P1 = 1 go to G1a (Poker machines)

If P1 = 2 go to G7a (Horse racing)

If P1 = 3 go to G11a (Scratch-its)

If P1 = 4 go to G12a (Lottery)

If P1 = 5 go to G14a (Keno)

If P1 = 6 go to G16a (Table games)

If P1 = 7 go to G18a (Bingo)

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (eSport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

Else go to G33

G1a   Over the last 12 months, how often have you usually played poker machines or gaming machines?

(Enter number...   1

Numeric response {min 0}

No answer (QGSO use only).. 96)

G1b(INTERVIEWER: Record value by either week/month/year)

(Per week   1

Per month   2

Per year   3

Don't know... 98

Refused .... 99)

_____

G2   Over the last 12 months, have you played poker machines or gaming machines:

(INTERVIEWER: Select all that apply)

At a club..   1

At a pub or hotel   2

At a casino..   3

Via the internet for money   4

(Don't know... 98

Refused .... 99)

_____

G3   Is the time of day you usually play poker machines or gaming machines between:

(INTERVIEWER: If a respondent answers across multiple time periods ask them which of those times they most often gamble. For example: if they say they gamble from 5PM to 7PM ask whether they gamble most often 10AM to 6PM or 6PM to midnight?)

8AM to 10AM...   1

10AM to 6PM..   2

6PM to midnight..   3

Midnight to 2AM..   4

2AM to 4AM...   5

4AM to 8AM...   6

(Don't know... 98

Refused .... 99)

_____

G4   Over the last 12 months, did you ever play poker machines or gaming machines between:

(INTERVIEWER: If a respondent answers exactly on the hour. Ask them whether they were gambling up to 2AM or from 2AM onwards and select the appropriate category.

If the respondent answers 1AM to 3AM select both Midnight to 2AM AND 2AM to 4AM.

Select all that apply)

Midnight to 2AM..   1

2AM to 4AM...   2

4AM to 8AM...   3

(None of the above...   4

Don't know.. 98

Refused .... 99)

_____

G5   Are you aware that some venues offer pre-commitment schemes for people who play poker machines or gaming machines that allows them to set limits on the times and money they spend gambling?

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

_____

If G5 = 1 go to G6

If P1 = 2 go to G7a (Horse racing)

If P1 = 3 go to G11a (Scratch-its)

If P1 = 4 go to G12a (Lottery)

If P1 = 5 go to G14a (Keno)

If P1 = 6 go to G16a (Table games)

If P1 = 7 go to G18a (Bingo)

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

Else go to G33

_____

G6   Have you used a pre-commitment scheme to allow you to set limits on the time and money you spend on poker machines or gaming machines?

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

_____

If P1 = 2 go to G7a (Horse racing)

If P1 = 3 go to G11a (Scratch-its)

If P1 = 4 go to G12a (Lottery)

If P1 = 5 go to G14a (Keno)

If P1 = 6 go to G16a (Table games)

If P1 = 7 go to G18a (Bingo)

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

Else go to G33

_____

G7a   Over the last 12 months, how often have you usually bet on horse, harness or greyhound races excluding sweeps?

(Enter number... 1

Numeric response {min 0}

No answer (QGSO use only).. 96)

G7b(INTERVIEWER: Record value by either week/month/year)

(Per week 1

Per month 2

Per year 3

Don't know.. 98

Refused .... 99)

_____

G8   Over the last 12 months, when you have placed bets on horse, harness or greyhound races, how have you placed your bets? Would that be …

(INTERVIEWER: Select all that apply – PROMPT Anywhere else?)

At a race track 1

At a club or hotel.. 2

At a stand-alone TAB 3

Via the internet using a website or mobile app 4

Via a phone call 5

Via SMS.. 6

Other (please specify) 97

(Don't know.. 98

Refused .... 99)

_____

If G8 = 4 go to G9

Else go to G10

_____

G9   When placing bets on horse, harness or greyhound races over the internet, what do you most often use to place your bets:

(INTERVIEWER: A laptop should be classified as a computer.)

Computer 1

Mobile device... 2

Both 3

(Don't know.. 98

Refused) .... 99)

_____

G10   What effect does advertising on race betting have on how much you usually spend? Does it…

Decrease your spending 1

Have no effect 2

Increase your spending 3

(Don't know.. 98

Refused .... 99)

_____

If P1 = 3 go to G11a (Scratch-its)

If P1 = 4 go to G12a (Lottery)

If P1 = 5 go to G14a (Keno)

If P1 = 6 go to G16a (Table games)

If P1 = 7 go to G18a (Bingo)

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 go to Internet betting

Else go to G33

_____

G11a   Over the last 12 months, how often have you usually bought scratch-its tickets?

(Enter number.. 1

Numeric response {min 0}

No answer (QGSO use only)... 96)

G11b   (INTERVIEWER: Record value by either week/month/year)

(Per week 1
Per month 2
Per year 3
Don't know.. 98
Refused .... 99)

_____

If P1 = 4 go to G12a (Lottery)

If P1 = 5 go to G14a (Keno)

If P1 = 6 go to G16a (Table games)

If P1 = 7 go to G18a (Bingo)

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 go to Internet betting

Else go to G33

_____

G12a   Over the last 12 months, how often have you usually bet on lottery products such as, lotto draws or lottery tickets?

(Enter number   1

Numeric response {min 0}

No answer (QGSO use only)   96)

G12b   (INTERVIEWER: Record value by either week/month/year)

(Per week 1
Per month 2
Per year 3
Don't know.. 98
Refused .... 99)

G13   Over the last 12 months, have you used the internet to purchase lottery products?

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

If P1 = 5 go to G14a (Keno)

If P1 = 6 go to G16a (Table games)

If P1 = 7 go to G18a (Bingo)

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 go to Internet betting

     Else go to G33

G14a   Over the last 12 months, how often have you usually played keno?

(Enter number   1

Numeric response {min 0}

No answer (QGSO use only)   96)

G14b   (INTERVIEWER: Record value by either week/month/year)

(Per week 1
Per month 2
Per year 3
Don't know.. 98
Refused .... 99)

G15   Over the last 12 months, have you played keno:

(INTERVIEWER: Select all that apply)

At a club..	1
At a pub or hotel	2
At a casino	3
At a TAB outlet	4
Via the internet for money	5
(Don't know...	98
Refused	99)

If P1 = 6 go to G16a (Table games)

If P1 = 7 go to G18a (Bingo)

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 go to Internet betting

Else go to G33

G16a   Over the last 12 months, how often have you usually played table games such as blackjack or roulette?

(Enter number...	1
Numeric response {min 0}	
No answer (QGSO use only)....................................	96)

G16b   (INTERVIEWER: Record value by either week/month/year)

(Per week	1
Per month	2
Per year	3
Don't know..	98
Refused	99)

G17   Over the last 12 months, have you played table games:

(INTERVIEWER: Select all that apply)

At a casino..	1
Via the internet for money	2
(Don't know...	98
Refused	99)

If P1 = 7 go to G18a (Bingo)

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 go to Internet betting

Else go to G33

_____

G18a   Over the last 12 months, how often have you usually played bingo?

        (Enter number..   1

Numeric response {min 0}

        No answer (QGSO use only)....................................   96)

G18b   (INTERVIEWER: Record value by either week/month/year)

        (Per week   1
        Per month   2
        Per year   3
        Don't know...   98
        Refused ....   99)

_____

G19   Over the last 12 months, have you used the internet to play bingo for money?

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

_____

If P1 = 8 or 11 go to G20a (Sporting & novelty)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 go to Internet betting

Else go to G33

_____

G20a   Over the last 12 months, how often have you usually bet on sporting events or novelty events?

        (Enter number..   1

Numeric response {min 0}

        No answer (QGSO use only)....................................   96)

G20b   (INTERVIEWER: Record value by either week/month/year)

        (Per week   1
        Per month   2
        Per year   3
        Don't know...   98
        Refused ....   99)

_____

G21   Over the last 12 months, when you have placed bets on sporting or novelty events, how have you placed your bets? Would that be …

(INTERVIEWER: Select all that apply – PROMPT Anywhere else?)

At a club or hotel... 1
At a stand-alone TAB 2
Via the internet using a website or mobile app 3
Via a phone call 4
Via SMS... 5
Other (please specify) 97
(Don't know.. 98
Refused .... 99)

_____

If G21 = 3 go to G22

If P1 = 8 go to G23 (Sport)
If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 or 11 go to Internet betting

Else go to G33

_____

G22   When placing bets on sporting or novelty events over the internet, what do you most often use to place your bets – a computer or a mobile device, such as a mobile phone or tablet?

(INTERVIEWER: A laptop should be classified as a computer.)

(Computer.. 1
Mobile device.. 2
Both 3
Don't know... 98
Refused .... 99)

_____

If P1 = 8 go to G23 (Sport)
If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 or 11 go to Internet betting

Else go to G33

_____

G23   What effect does advertising on sports betting have on how much you usually spend? Does it…

>   Decrease your spending 1
>   Have no effect 2
>   Increase your spending 3
>   (Don't know... 98
>   Refused .... 99)

If P1 = 9 go to G24a (Fantasy)

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 or 8 or 11 go to Internet betting

Else go to G33

G24a   Over the last 12 months, how often have you usually bet on fantasy sports?

>   (Enter number... 1

Numeric response {min 0}

>   No answer (QGSO use only)... 96)

G24b   (INTERVIEWER: Record value by either week/month/year)

>   (Per week 1
>   Per month 2
>   Per year 3
>   Don't know.. 98
>   Refused .... 99)

G25   Over the last 12 months, have you used the internet to bet on fantasy sports?

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

If P1 = 10 go to G26a (ESport)

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 or 8 or 9 or 11 go to Internet betting

Else go to G33

G26a   Over the last 12 months, how often have you usually bet on e-sports?

(Enter number..   1

Numeric response {min 0}

No answer (QGSO use only)....................................   96)

G26b   (INTERVIEWER: Record value by either week/month/year)

(Per week   1
Per month   2
Per year   3
Don't know...   98
Refused ....   99)

_____

G27   Over the last 12 months, have you used the internet to bet on e-sports?

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

_____

If P1 = 12 go to G28a (Card games)

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 or 8 or 9 or 10 or 11 go to Internet betting

Else go to G33

_____

G28a   Over the last 12 months, how often have you usually played card games like poker, or other games such as mahjong or dice games privately for money?

(Enter number..   1

Numeric response {min 0}

No answer (QGSO use only)....................................   96)

G28b   (INTERVIEWER: Record value by either week/month/year)

(Per week   1
Per month   2
Per year   3
Don't know...   98
Refused ....   99)

_____

If P1 = 13 go to G29a (Art Union)

If P1 = 2 or 4 or 8 or 9 or 10 or 11 go to Internet betting

Else go to G33

_____

G29a   Over the last 12 months, how often have you usually bought an Art Union ticket?

(Enter number... 1

Numeric response {min 0}

No answer (QGSO use only)... 96)

G29b   (INTERVIEWER: Record value by either week/month/year)

(Per week 1
Per month 2
Per year 3
Don't know.. 98
Refused .... 99)

_____

G30   Over the last 12 months, have you used the internet to purchase an Art Union ticket?

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

_____

If P1 = 2 or 4 or 8 or 9 or 10 or 11 go to Internet betting

Else go to G33

_____

Internet betting

The following two questions are about using the internet to bet.

G31   Are you aware of online consumer protection tools that allow you to limit the amount you deposit and/or limit the amount you want to spend?

(INTERVIEWER: 'Loss limit' is the same as a 'spend limit'.

If respondent says Yes – ask "Is that deposit limits, spend limits or both?")
(Yes – Deposit limits... 1
Yes – Spend limits... 2
Yes – Both deposit and spend limits 3
No 4
Don't know.. 98
Refused .... 99)

_____

If G31 = 1 or 2 or 3 go to G32

Else go to G33

_____

G32   Have you used these tools to limit the amount you want to deposit and/or spend?

([(G31=3) INTERVIEWER: If respondent says Yes – ask "Is that deposit limits, spend limits or both?"])

_____

(Yes – Deposit Limits 1

Yes – Spend Limits 2

Yes – Both deposit and spend limits 3

No 4

Don't know... 98

Refused .... 99)

Programming note:

If (G31=1) suppress (G32=2,3)

If (G31=2) suppress (G32=1,3)

_____

Overall gambling

Programming note:

If gcount = 1 Then G33 = P1 and go to G34

G33   Over the last 12 months, on which single gambling activity did you spend the most money?

Programming note:

show options selected at P1 (1 to 14) only.

(Please specify from the answers chosen In P1   1)

_____

G34   Over the last 12 months, has the overall amount you have spent on gambling:

Increased.. 1

Decreased 2

Stayed the same... 3

(Don't know... 98

Refused .... 99)

_____

G35   Over an average month, how much money do you usually spend on gambling?

(INTERVIEWER: Spend is out of pocket expenses and excludes betting winnings)

(Enter number... 1

(Numeric response {min $0}

Don't know.. 98

Refused .... 99)

_____

COVID

The COVID-19 pandemic started about three years ago in early 2020, with public health responses such as lockdowns having different impacts on people's usual behaviour.

G36   Over the last three years, did the COVID-19 pandemic have an impact on the amount you spent on gambling?

(INTERVIEWER: If respondent says they first started gambling during the pandemic – select option 3)

(Yes 1

No 2

I didn't gamble before the pandemic or started gambling during the pandemic   3

Don't know 98

Refused .... 99)

_____

If G36 = 2 or 98 or 99 go to Help Seeking

G37   Over this time period, did the amount you spent on gambling:

Increase 1
Decrease 2
Both increased and decreased over time............................. 3
Neither or stayed the same 4
(Don't know.. 98
Refused .... 99)

If G37 = 4 or 98 or 99 go to Help Seeking

G38   Compared to before the start of the pandemic at the beginning of 2020, would you say that the amount you spend on gambling now is:

Higher 1
Lower... 2
The same.. 3
(Don't know/can't remember 98
Refused .... 99)

Help Seeking

The following questions are about seeking help with gambling.

W1   If you or a member of your family were experiencing a problem with gambling, where would you go for help with that problem?

(INTERVIEWER: Select all that apply – PROMPT Anywhere else?)

(Gambling Help Services... 1
Gambling Helpline 2
Gamblers Anonymous... 3
Salvation Army 4
St Vincent De Paul 5
Doctors 6
Counsellor 7
Social worker 8
Family or friends 9
Internet 10
Psychologist 11
Psychiatrist 12
Church groups 13
Community support group 14
Gambling Help Online 15
Venue staff member 16
Other (please specify) 97
Don't know.. 98
Refused .... 99)

W2   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?

(INTERVIEWER: Select all that apply – PROMPT Anywhere else?)

(By telephone	1
Face-to-face counselling	2
Internet	3
Mail	4
Self-help manuals or books......................................	5
Online counselling	6
Online self-help tools...	7
Venue staff member	8
Face-to-face counselling on the licenced premises	9
Anywhere else (please specify)...............................	97
No help required	10
Don't know...	98
Refused	99)

_____

If P1 = 15 or 16 go to H18

_____

W3   In the last 12 months, have you wanted help for problems related to your gambling?

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

_____

If W3 = 2 or 98 or 99 go to W12

_____

W4   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	98
Refused	99)

_____

If W4 = 2 or 98 or 99 go to W12

_____

W5   What kind of help did you seek?

(INTERVIEWER: Select all that apply – PROMPT Anywhere else?)

Professional (including counselling service or social worker)..	1
Personal (such as speaking with family, friends, or a work colleague)	2
Self-help (such as online tools, manuals, or books)................	3
(Other (please specify)...	97
Don't know...	98
Refused	99)

_____

If W5 = 2 go to W6

If W5 = 3 go to W8

If W5 = 1 go to W10

Else go to W12

_____

W6   What type of personal help did you mainly seek?

Talking to family members   1

Talking to religious or community leader   2

Talking to friends or a work colleague   3

(Don't know   98

Refused   99)

_____

W7   And would you say that [If W6=1: talking to family members] [If W6=2: talking to a religious or community leader] [If W6=3: talking to friends or a work colleague] [If W6=98 or 99: talking to your personal network] helped:

A lot 1
A little.. 2
Not at all 3
(Don't know... 98
Refused .... 99)

_____

If W5 = 3 go to W8

If W5 = 1 go to W10

Else go to W12

_____

W8   What type of self-help did you mainly utilise?

Online tools... 1
Self-help manuals or books...................................... 2
Other (please specify) 97
(Don't know... 98
Refused .... 99)

_____

W9   And would you say that [If W8=1: online tools] [If W8=2: self-help manuals or books] [If W8=97: other self-help types] [If W8=98 or 99: self-help] helped:

A lot 1
A little.. 2
Not at all 3
(Don't know... 98
Refused .... 99)

_____

If W5 = 1 go to W10

Else go to W12

_____

W10   How did you find out about the professional service?

    (Referral from other professional service 1
    Gambling Help Queensland website 2
    Gambling Helpline 3
    National Gambling Help Online website................................. 4
    QLD Government Social Media Channels 5
    Directly contacting independent counsellor............................ 6
    Advertising material or sign at a pub, hotel, club or casino...... 7
    Through an online wagering providers website........................ 8
    Staff member at a pub, hotel, club or casino.......................... 9
    Television or radio advertisement from a wagering operator... 10
    Anywhere else (please specify).. 97
    Don't know.. 98
    Refused .... 99)

_____

W11   And would you say that the professional service helped:

    A lot 1
    A little.. 2
    Not at all 3
    (Don't know... 98
    Refused .... 99)

_____

W12   In the last 12 months, have you tried to exclude yourself from gambling venues such as a hotel, pub, club, or casino through a formal self-exclusion process?

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

_____

If W12 = 2 or 98 or 99 go to W15

_____

W13   And would you say that excluding yourself from the venues helped:

    A lot 1
    A little.. 2
    Not at all 3
    (Don't know... 98
    Refused .... 99)

_____

W14   Would you say the process to exclude yourself from the venues was straight-forward? Do you…

Strongly agree 1

Agree 2

Neither agree nor disagree... 3

Disagree 4

Strongly disagree 5

(Don't know... 98

Refused .... 99)

_____

W15   In the last 12 months, have you tried to exclude yourself from an online gambling provider such as a website or mobile app?

(Yes 1

No 2

Don't know 98

Refused .... 99)

_____

If W15 = 2 or 98 or 99 and W4 = 1 go to W18

If W15 = 2 or 98 or 99 go to W19

_____

W16   And would you say that excluding yourself from the online gambling provider helped:

A lot 1

A little... 2

Not at all 3

(Don't know... 98

Refused .... 99)

_____

W17   Would you say the process to exclude yourself from the online gambling provider was straight-forward? Do you…

Strongly agree 1

Agree 2

Neither agree nor disagree... 3

Disagree 4

Strongly disagree 5

(Don't know... 98

Refused .... 99)

_____

If W4 = 1 go to W18

Else go to W19

_____

W18   What prompted you to seek help for your gambling problems?

(INTERVIEWER: Select all that apply – PROMPT anything else?)

(Financial problems 1

Relationship problems.. 2

Legal problems 3

Work or employment problems 4

Someone urged you to go 5

Felt depressed or worried... 6

Fraud 7

Referral from other counsellors 8

Anything else (please specify)... 97

Don't know.. 98

Refused .... 99)

Go to Gambling Harm

W19   Is there any reason you didn't seek help for problems related to gambling?

(INTERVIEWER: Select all that apply – PROMPT anything else?)

(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

Concerns around personal safety if problem disclosed 6

Anything else (please specify)... 97

Don't know.. 98

Refused .... 99)

Gambling Harm

The following questions are about the impacts gambling can have on some people and those who are close to them.

H1   Over the last 12 months, has gambling led you to prioritise or put gambling ahead of other important financial expenditures? For example, has your gambling reduced money available for household or other important expenses?

(Yes 1

No 2

Don't know.. 98

Refused) 99

H2   Over the last 12 months, have you experienced any financial pressures due to your gambling? For example, have you been building up debt; or found it hard to pay bills; or had to borrow money; or taken on extra work to finance gambling?

(Yes 1

No 2

Don't know.. 98

Refused) .... 99)

If H2 = 2 or 98 or 99 go to H4

H3   Over the last 12 months, have you experienced any serious financial consequences because of your gambling? For example, have you had to sell important assets; or been unable to pay rent or meet essential daily expenses; or had utilities disconnected; or listed your home; or filed for bankruptcy?

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

H4   Over the last 12 months, have you felt guilty or worried about the time or money you are spending on gambling, or become preoccupied with gambling?

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

H5   Over the last 12 months, have you experienced any psychological strain due to your gambling? For example, have you felt like you've lost control of things; or become quite distressed or unhappy; or felt like a failure?

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

If H5 = 2 or 98 or 99 go to H7

H6   Over the last 12 months, have you experienced any serious psychological consequences due to your gambling? For example, have you become severely depressed or suicidal; or developed panic attacks; or needed to seek treatment?

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

H7   Over the last 12 months, have you put gambling ahead of commitments with family, friends, or your partner?

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

H8   Over the last 12 months, have you experienced any strain in your relationships due to your gambling? For example, has your gambling led to arguments; or having to hide your gambling; or resulted in reduced contact with others?

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

_____

If H8 = 2 or 98 or 99 go to H10

_____

H9   Over the last 12 months, have you experienced any serious relationship consequences because of your gambling? For example, have you lost friends or family; or experienced separation or divorce; or engaged in physically violent arguments?

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

_____

H10   Over the last 12 months, have you prioritised or put gambling ahead of your physical health? For example, has gambling caused you to get less sleep; or eat more unhealthy food; or exercise less; or neglect personal hygiene?

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

_____

H11   Over the last 12 months, has your physical health declined due to your gambling? For example, has gambling led to excessive smoking, drinking or medication use; or problems sleeping; or feeling unwell more often; or missing important health appointments?

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

_____

If H11 = 2 or 98 or 99 go to H13

_____

H12   Over the last 12 months, have you experienced any serious physical health consequences due to your gambling? For example, has gambling led to a significant worsening of any existing physical health problems;
or caused any accidents, injuries or physical illnesses; or resulted in your going to hospital or seeking physical health treatment?

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

_____

H13   Over the last 12 months, have you prioritised or put gambling ahead of your work or school commitments? For example, have you gambled when you knew you had work or study or have you gambled while at work or school?

        (Yes 1

        No 2

        Don't know.. 98

        Refused) .... 99)

_____

H14   Over the last 12 months, have you experienced any work or study related pressures due to your gambling? For example, has gambling led to poorer performance or reprimands at work or school; or less attendance; or conflicts?

        (Yes 1

        No 2

        Don't know.. 98

        Refused) .... 99)

_____

If H14 = 2 or 98 or 99 go to H16

_____

H15   Over the last 12 months, have you experienced any serious work or study consequences due to your gambling? For example, has gambling led to being demoted at work; or lose a job; or fail courses; or drop out of school?

        (Yes 1

        No 2

        Don't know.. 98

        Refused) .... 99)

_____

H16   Over the last 12 months, have you done anything illegal due to your gambling? For example, have you stolen money or valuables, or committed fraud or embezzlement, etc.?

(INTERVIEWER: If person is reluctant: Your responses are strictly confidential and are collected under the Queensland Government Statistical Returns Act, which does not allow the unauthorised release of information that identifies you)

        (Yes 1

        No 2

        Don't know.. 98

        Refused) .... 99)

_____

H17   In the last 12 months, have you gambled while under the influence of alcohol, or legal or illegal drugs?

        (Yes 1

        No 2

        Don't know 98

        Refused .... 99)

_____

H18   Has anyone in your immediate family ever had a gambling problem?

(INTERVIEWER: Immediate family includes a spouse or former spouse, de facto partner or former de facto partner, child, parent, grandparent, grandchild or sibling, or a child, parent, grandparent, grandchild or sibling of a spouse or de facto partner. It includes step-relations (e.g. step-parents and step-children) as well as adoptive relations)

(Yes 1

No 2

Don't know 98

Refused 99

_____

Demographic questions

The following questions are for statistical purposes only.

D1   In which country were you born?

(Australia 1

Other.. 2

Don't know.. 98

Refused .... 99)

_____

D2   Do you speak a language other than English at home?

(No – English only 1

Yes 2

Refused .... 99)

_____

D3   What is the highest year of primary or secondary school you completed?

(INTERVIEWER: If respondent indicates that they completed secondary education at a TAFE secondary college code as "'Year 12 or equivalent'."

Select 'Year 9 or below' if highest year of schooling is in primary school.)

Year 12 or equivalent 1

Year 11 or equivalent 2

Year 10 or equivalent 3

Year 9 or below 4

Did not go to school.. 5

(Don't know/can't remember 98

Refused (CATI).. 99)

_____

D4   Have you completed any other educational qualification (including trade certificates)?

(Yes 1

No 2

No, still studying for first qualification 3

Don't know/can't remember.. 98

Refused .... 99)

_____

If D4 = 1 go to D5

If D4 > 1 & LongForm = 1 go to D6

If D4 > 1 & LongForm = 0 go to End Survey

_____

D5   What is the level of the highest qualification you have completed?

    Postgraduate Degree Level (e.g. Masters, PhD) 1
    Graduate Diploma and Graduate Certificate Level 2
    Bachelor Degree (incl. Honours) Level 3
    Advanced Diploma and Diploma Level 4
    Certificate Level.. 5
    (Don't know/can't remember 98
    Refused .... 99)

_____

If LongForm = 0 go to End Survey

_____

D6   Are you currently studying?

(INTERVIEWER: If respondent says Yes – ask "Is that full-time or part-time?")

    (Yes - full-time 1
    Yes – part-time 2
    No 3
    Don't know.. 98
    Refused) 99

_____

D7   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

_____

D8   Do you identify yourself as Aboriginal or Torres Strait Islander?

    (Yes – Aboriginal 1
    Yes – Torres Strait Islander....................................... 2
    Both 3
    Neither 4
    Refused) 99

_____

D9   Are you currently…

(INTERVIEWER: If respondent says Volunteer Work, Studying/Training etc. – ask "Are you looking for paid work?")

In paid work full-time	1
In paid work part-time..	2
Self-employed..	3
Unemployed and seeking paid work	4
Not seeking paid work	5
Retired	6
(Other (please specify)	97
Refused)	99

_____

If D9 = 3 or 4 or 5 or 6 or 97 or 99 go to D11

_____

D10   Is your job a casual job?

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

_____

D11   What is your personal annual income, before tax, including pensions, income from investments and family allowances? Is it…

(INTERVIEWER: Equivalent weekly amounts appear in brackets. If asked, annual income refers to financial year.)

Less than $27,000 (Less than $519)..	1
$27,000 to less than $54,000 ($520–$1000)	2
$54,000 to less than $90,000 ($1001–$1700)	3
$90,000 to less than $156,000 ($1701–$3000)	4
$156,000 or more ($3001 or more)	5
(Don't know..	98
Refused	99)

_____

End survey

_____

Out-of-scope

This study requires us to speak to people who live in Queensland. Thanks anyway for your time.

Goodbye!

_____

Out-of-scope – Gambling Type

Unfortunately to continue with this survey, we need to know the forms of gambling you may have participated in over the past 12 months. Thank you for your time.

Goodbye!

_____

CATI end survey

Thanks. That concludes the survey.

If you have any additional questions regarding this survey, you can ring our freecall number 1800 068 587.

Your survey responses are strictly confidential and are collected under the Queensland Government Statistical Returns Act, which does not allow the unauthorised release of information that identifies you. Your responses will be combined with those of other participants to compile aggregate information.

Thank you very much for your assistance.

(INTERVIEWER: If the selected person is distressed or asks for help, provide them with helpline numbers where appropriate:

National Gambling Helpline: 1800 858 858

Beyond Blue: 1300 224 636

Lifeline: 13 11 14

Legal Aid Queensland Gambling Helpline: 1800 222 050).