

# Queensland Household Gambling Survey

2011–12

The material presented in this publication is distributed by the Queensland Government for information only and is subject to change without notice. The Queensland Government disclaims all responsibility and liability (including liability in negligence) for all expenses, losses, damages and costs incurred as a result of the information being inaccurate or incomplete in any way and for any reason.

© Copyright State of Queensland (Department of Justice and Attorney-General) 2012.

## Contents

Executive summary.....	6
Introduction.....	6
Methodology.....	6
Data collection.....	6
Scope of the survey.....	6
Sample design.....	6
Questionnaire.....	6
Gambling participation.....	7
Gambling group prevalence statistics.....	7
Gambling behaviours.....	8
Correlates of problem gambling.....	8
Help-seeking.....	8
Demographic profile of low risk, moderate risk and problem gamblers.....	8
Opinions about gambling-related issues.....	9
Awareness of help services.....	9
Gambling in Queensland regions.....	9
Introduction.....	10
Methodology.....	11
Survey methodology.....	11
The questionnaire.....	11
The problem gambling screening tool and gambling groups.....	12
Response rate.....	13
Reliability and confidence intervals.....	13
Gambling participation.....	15
Participation in each activity, by gender.....	17
Participation in each activity, by age group.....	18
Participation in each activity, by gender and age group.....	19
Participation in each activity, by educational attainment.....	21
Participation in each activity, by work status.....	22
Participation in each activity, by personal income.....	23
Participation in each activity, by country of birth.....	25
Time series of participation in each activity.....	26
Gambling group prevalence.....	28
Overall gambling group prevalence.....	28
Gambling group prevalence, by gender.....	29
Gambling group prevalence, by age group.....	30
Gambling group prevalence, by gender and age group.....	31
Gambling group prevalence, by educational attainment.....	32
Gambling group prevalence, by work status.....	33
Gambling group prevalence, by personal income.....	34
Gambling group prevalence, by country of birth.....	35
Time series of gambling group prevalence.....	36
Gambling group prevalence among gamblers.....	38
Gambling behaviours.....	40
Participation in gambling activities, by gambling group.....	40
Number of gambling activities, by gambling group.....	42
Frequency of gambling.....	43
Frequency of playing gaming machines.....	45
Frequency of purchasing lottery products.....	46

Frequency of wagering on horse, harness or greyhound races .....	47
Frequency of playing keno.....	48
Location of betting.....	49
Gambling using the internet.....	50
Accessing cash for gambling .....	52
ATMs and EFTPOS in clubs and hotels .....	52
Withdrawing cash for gambling.....	55
Withdrawing cash before gambling .....	55
Withdrawing cash during a gambling session.....	57
Cash advances .....	58
Gaming machine play .....	59
Loyalty cards.....	63
Age first gambled.....	64
Problem gambling behaviours and correlates .....	65
Problem gambling behaviours and consequences.....	65
Impact of gambling by others .....	67
Control of gambling.....	70
Faulty cognitions.....	71
Life events.....	73
Adverse outcomes of gambling.....	75
Health correlates .....	76
Alcohol and other drugs.....	76
Mental health.....	77
Help-seeking .....	79
Profiles of gambling groups.....	81
Non-gambling group.....	81
Recreational gambling group.....	82
Low risk gambling group.....	83
Moderate risk gambling group.....	84
Problem gambling group.....	85
Opinions about gambling-related issues .....	86
Sports and gambling.....	87
Interventions in gambling venues .....	89
Pre-commitment.....	91
Awareness of help services .....	93
Support services .....	98
Participation and prevalence in Queensland regions .....	100
Gambling participation, by region .....	100
Gambling group prevalence, by region.....	104
Appendix one – detailed tables .....	106
Appendix two – technical report.....	155
Survey methodology .....	155
Scope of the survey.....	155
Survey frame.....	155
Sample design and selection .....	156
Sub-sampling .....	156
Operational results .....	158
Status of sample units at completion of survey.....	158
Interview time .....	160
Survey response .....	160

Consent rate.....	160
Response rate .....	160
Respondent queries .....	161
Interviewer feedback.....	161
Editing.....	162
Weighting procedure.....	162
Initial weights.....	163
Calibration.....	163
Short form weighting .....	163
Long form weighting .....	164
Reliability of estimates.....	165
Variability of estimates .....	165
Appendix three – Questionnaire .....	166

## **Executive summary**

### ***Introduction***

The purpose of this report is to outline the findings from the *Queensland Household Gambling Survey 2011–12*. 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. In particular, the survey provides an opportunity to gauge the prevalence of problematic or potentially problematic gambling behaviour in the Queensland adult population.

### ***Methodology***

#### **Data collection**

The survey was conducted by the Office of Economic and Statistical Research.

The survey was conducted in two waves. Each wave consisted of 7 500 computer-assisted telephone interviews for a total sample of 15 000 people. The first wave of the 2011–12 survey was conducted in October and November 2011. The second wave was conducted from the end of January to mid-March 2012.

#### **Scope of the survey**

The in-scope population for the 2011–12 Queensland Household Gambling Survey was all people aged 18 years or older who were usually resident in private dwellings with telephones throughout Queensland. The sample was selected from a household-based frame (list) which included both landline and mobile telephone numbers.

#### **Sample design**

The 15 000 telephone interviews for the 2011–12 Queensland Household Gambling Survey were randomly selected across 10 Queensland regions. The regions were derived from the SA4 regions of the Australian Statistical Geography Standard. Sample quotas for each region were based on population size and previous survey performance. The sample achieved in each region ranged from 6 837 in Brisbane to 240 in the Queensland Outback.

One adult was randomly selected from each household to complete the questionnaire.

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

#### **Questionnaire**

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

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

## **Gambling participation**

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

- Lottery products (including lotto, instant scratch tickets and other lotteries) were clearly the most popular, with about 59 per cent of the Queensland adult population having purchased such products in the previous 12 months.
- Gaming machines rated second in terms of participation, with about 30 per cent of Queensland adults having played gaming machines in the previous 12 months.
- About 21 per cent of Queensland adults had purchased art union tickets, 19 per cent had bet on horse, harness or greyhound races and 16 per cent had played keno in the previous 12 months.

In terms of their participation in gambling activities, there were some clear differences between men and women, and between those in different age groups.

## **Gambling group prevalence statistics**

Prevalence figures from the 2011–12 survey are compared with findings from previous surveys in the table below. When comparing the results of the 2011–12 survey with previous years, it must be noted that the sampling methodology used in the 2011–12 survey was more representative than in previous years. Comparisons with previous surveys should therefore be made with caution. For example, any variation in results may be influenced by the improved reach of the new sampling methodology and may not be the result of actual variation in the population.

Data from the 2011–12 survey indicate that 0.48 per cent of Queensland adults were in the problem gambling group. The prevalence of problem gambling has not changed significantly over time. In particular, the small change from 2008–09 to 2011–12 was not statistically significant. Also, while there may appear to have been a slight decline from 2001 to 2008–09, this change was not statistically significant.

The results of the 2006–07, 2008–09 and 2011–12 surveys were very similar. There were no statistically significant differences between the 2011–12 survey and the gambling group estimates from the previous two surveys.

**Table 1: Time series of gambling group estimates (Queensland adult population)**

	Percentage estimates				
	2001	2003–04	2006–07	2008–09	2011–12
Non-gambling	15.1%	19.7%	24.7%	25.3%	26.2%
Recreational gambling	73.2%	72.4%	67.3%	68.0%	66.3%
Low risk gambling	8.2%	5.3%	5.7%	4.7%	5.2%
Moderate risk gambling	2.7%	2.0%	1.8%	1.6%	1.9%
Problem gambling	0.83%	0.55%	0.47%	0.37%	0.48%
<b>Total</b>	<b>100%</b>	<b>100%</b>	<b>100%</b>	<b>100%</b>	<b>100%</b>

Source: *Queensland Household Gambling Surveys 2001, 2003–04, 2006–07, 2008–09 and 2011–12*

Note: The definition of gambling used in the 2001 survey included raffle tickets. Raffle tickets were not included in the definition of gambling in the subsequent surveys.

## ***Gambling behaviours***

Most gamblers reported that they infrequently played gaming machines, played keno, bet on sporting events or bet on horse, harness or greyhound races. For each of these gambling activities, over 60 per cent of participants had played/bet less than seven times in the previous year.

Less than 10 per cent of those recreational gamblers who had played gaming machines had done so more than 24 times during the previous year. However, among those who had played gaming machines, about 40 per cent of moderate risk gamblers and about half of problem gamblers had done so more than 24 times during the previous year.

In this survey, an internet gambler was defined as a person who had used the internet to gamble on one or more of the following activities: online casino games or poker; lotteries; horse, harness or greyhound races; or sporting events. Overall about 7.5 per cent of adult Queenslanders had gambled using the internet.

## ***Correlates of problem gambling***

About 20 per cent of low risk gamblers, 32 per cent of moderate risk gamblers and 47 per cent of problem gamblers had felt seriously depressed in the last 12 months.

All survey respondents were asked whether they had experienced problems because of someone else's gambling. Overall, 9 per cent of Queensland adults had experienced emotional problems because of someone else's gambling, 8 per cent had experienced financial problems and 7 per cent had experienced relationship problems. The results indicated that about a quarter of problem gamblers had experienced each of these kinds of problems because of someone else's gambling.

## ***Help-seeking***

Approximately 1 per cent of low risk gamblers, 6 per cent of moderate risk gamblers and 40\* per cent of problem gamblers had wanted help for problem gambling.

Approximately 1 per cent of low risk gamblers, 3 per cent of moderate risk gamblers and 17\* per cent of problem gamblers had tried to get help for problems related to their gambling.

## ***Demographic profile of low risk, moderate risk and problem gamblers***

Young men aged 18–34 years were over-represented in the low risk, moderate risk and problem gambling groups. While 16 per cent of the Queensland adult population were 18–34 year-old males, this group made up:

- 27 per cent of the low risk gambling group
- 30 per cent of the moderate risk gambling group
- 44 per cent of the problem gambling group.

---

\* Relative standard error greater than 25 per cent. See page 13 for more information on reliability and relative standard errors.



## **Opinions about gambling-related issues**

In relation to sports and gambling:

- 51 per cent of adult Queenslanders agreed that ‘there should be a national ban on advertising gambling at sports grounds’.
- 44 per cent of adult Queenslanders agreed that ‘there should be a national ban on sporting team sponsorship by gambling companies (e.g. betting agencies)’.

In relation to interventions in gambling venues (hotels, clubs and casinos):

- 69 per cent of adult Queenslanders agreed that ‘if a person is concerned that a close family member is having problems with gambling, they should be able to have that family member banned from a gambling venue’.
- 83 per cent of adult Queenslanders agreed that ‘if a patron in a gambling venue is showing signs of gambling problems, it is appropriate for a staff member to approach them and offer help’.

## **Awareness of help services**

The results indicated the following levels of awareness of help services:

- 72 per cent of Queensland adults had seen or heard advertising encouraging people to gamble responsibly.
- 71 per cent of Queensland adults were aware of the gambling helpline telephone number.
- 22 per cent of Queensland adults were aware of face-to-face counselling services for gamblers in their area.
- 34 per cent of Queensland adults were aware of gambling help online.
- 38 per cent of Queensland adults were aware that people can ask to be excluded from gambling at a venue.

In general, levels of awareness of these services were higher for gamblers than for non-gamblers.

## **Gambling in Queensland regions**

For each of the major gambling activities, there were some regions where participation was slightly higher than others. For example, on the Gold Coast, about 33 per cent of adults had played gaming machines in the previous 12 months. This was somewhat higher participation than at the Sunshine Coast (26 per cent), Darling Downs (26 per cent) or Cairns (25 per cent).

There was some evidence that gambling is a more popular activity in some regional areas than in Brisbane. In Brisbane, about 28 per cent of adults had *not* gambled in the previous 12 months. Gambling was more popular in Gold Coast, Fitzroy, Townsville and Mackay where the percentages of people who had not gambled were: Gold Coast (24 per cent), Fitzroy (22 per cent), Townsville (21 per cent) and Mackay (19 per cent).

The prevalence of each of the gambling groups was otherwise very similar across Queensland. The survey results indicate that no Queensland regions had measurably higher or lower rates of problem gambling than Queensland as a whole.

## **Introduction**

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

Population level data regarding the gambling behaviours of Queenslanders assists in monitoring the social and economic costs and benefits of gambling. Surveys of gambling activity and associated issues amongst Queensland's adult population have been previously conducted in 2001, 2003–04, 2006–07 and 2008–09. This report presents the results of the most recent Queensland Household Gambling Survey, conducted in 2011–12.

The Queensland Household Gambling Surveys have been based on a consistent core set of questions, and have been conducted by the Office of Economic and Statistical Research. As such, the reports from these surveys provide a reliable time-series of information on the prevalence of gambling participation and gambling-related problems in the Queensland population. The survey results also provide insight into the socio-demographic characteristics associated with gambling participation and gambling-related issues. Results from this series of surveys will continue to improve understanding of gambling activity and gambling-related harm, and to assist in focusing and assessing harm minimisation strategies.

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

## **Methodology**

This chapter provides:

- an overview of the methodology employed to conduct the Queensland Household Gambling Survey 2011–12
- a guide to interpreting the results.

While this section provides an overview, further details about the survey methodology, response rate and weighting methodology are provided in Appendix Two.

### ***Survey methodology***

The Queensland Household Gambling Survey 2011–12 was conducted by the Office of Economic and Statistical Research.

The survey was conducted in two waves. Each wave consisted of 7 500 computer-assisted interviews for a total sample of 15 000 people.

The first wave of the 2011–12 survey was conducted in October and November 2011. The second wave was conducted from the end of January to mid-March 2012. Although the survey was conducted in two waves, the results are reported as a unified survey.

The sample was designed to provide results for 10 Queensland regions. These regions are listed in Appendix 2. The regional sample sizes ranged from 6 782 in Brisbane to 216 in Queensland Outback.

The in-scope population for the survey was all people aged 18 years or older who were usually resident in private dwellings with telephones (including landline and mobile phones) throughout Queensland.

The sample was selected from a household-based frame (list) which included both landline and mobile telephone numbers. The sampling frame used in the 2011–12 survey was different from the frames used in previous Queensland Household Gambling Surveys, which only included landline telephone numbers. It is likely that the 2011–12 survey is more representative of the Queensland population than previous surveys. Comparisons with previous surveys should therefore be made with caution. For example, any variation in results may be influenced by the improved reach of the new sampling methodology and may not be the result of actual variation in the population.

A randomised process was used to select one adult from each household for interview.

Further information about data collection, weighting and the reliability of estimates can be found in Appendix Two.

### ***The questionnaire***

A copy of the full questionnaire is provided in Appendix Three. The questionnaire covered a range of gambling activities and behaviours. A series of demographic questions was included at the end of the questionnaire. Filter questions were used to ensure that respondents were asked only those questions 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. The full questionnaire was completed by a subsample of respondents, which comprised:

- all low risk, moderate risk and problem gamblers
- recreational gamblers who had participated in four or more gambling activities

- a randomly selected subsample of 10 per cent of recreational gamblers who had participated in fewer than four gambling activities
- a randomly selected subsample of 10 per cent of non-gamblers.

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

The problem gambling screening tool used in the survey was the Canadian Problem Gambling Index (CPGI)<sup>1</sup>. The same screening tool was used in the same form in the 2001, 2003–04, 2006–07 and 2008–09 Queensland Household Gambling Surveys.

First, respondents were asked whether they had participated in each of 12 gambling activities in the previous 12 months. Those who had gambled in the previous 12 months were then asked nine CPGI questions, which are listed below:

In the last 12 months...

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

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

Gambling group	Characteristics
Non-gambling	Respondents had not gambled in the previous 12 months so were not asked the nine CPGI questions.
Recreational gambling	Score of zero on the CPGI. Respondents had gambled in the previous 12 months and had answered 'Never' to all nine CPGI questions.
Low risk gambling	Score of one or two on the CPGI. Respondents had answered 'Rarely', 'Sometimes' or 'Often' to one or two CPGI 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 of three to seven on the CPGI. These people may have experienced adverse consequences from gambling or may have been at risk of problems occurring.
Problem gambling	Score of eight or more on the CPGI. These people reported having experienced adverse consequences from their gambling and may have lost control of their behaviour.

<sup>1</sup> Canadian Centre for Substance Abuse 2001. *The Canadian Problem Gambling Index: Final Report* Ferris J and Wynne H

## **Response rate**

The response rate is the number of interviews that can be used in the analysis as a percentage of all possible interviews that could have been achieved, had every in-scope person approached responded. The best estimate of the overall response rate for the survey was 44.6%. The reasons for non-response included refusal to participate 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 (see table T2 in Appendix One). The data have been weighted to reflect the regional distribution and demographic characteristics of the population. Weighting corrects the impact of different response rates in key demographic groups.

Even though the results presented in this report have been weighted, non-response may mean that there is still bias in the survey results. Bias will only 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. As such, the estimates in this report 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:
  - inadequacies in reporting/recall by respondents
  - unwillingness to answer sensitive questions
  - non-response to the survey
  - inadequacies in the survey frame
  - interviewer or processing errors.

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

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

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

The relative standard error is another measure of sampling variability. Relative standard error is defined as the ratio of the standard error to the survey estimate. To identify data which are less reliable, figures with a relative standard error between 25 per cent and 50 per cent are marked with an asterisk (\*), and figures which have a relative standard error exceeding 50 per cent are marked with a double asterisk (\*\*). Users are advised to exercise caution when interpreting results marked

with \* or \*\*. In this report, data with high relative standard errors usually occurred when analysing small sub-populations, such as regions or the problem gambling group.

## Gambling participation

Survey respondents were asked whether they had participated in each of 12 different gambling activities over the previous 12 months.

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

Lottery products (including lotto, instant scratch tickets and other lottery products) were clearly the most popular, with about 59 per cent of the adult population reporting having purchased such products in the previous 12 months.

Gaming machines rated second in terms of participation, with about 30 per cent of Queensland adults having played gaming machines in the previous 12 months.

The next most popular gambling activities were art union tickets (21 per cent), betting on horse, harness or greyhound races (19 per cent) and keno (16 per cent).

The timing of the survey interviews has had some impact on the participation rate for wagering on horse, harness and greyhound races. The survey interviews were conducted in two separate periods called 'waves'. The proportion of people who had participated in wagering on horse, harness or greyhound races was higher in the first wave (20.5 per cent) than in the second wave (17.1 per cent). The first wave of interviews took place in October–November 2011, around the time of the Melbourne Cup. The second wave of interviews took place in late January–March 2012.

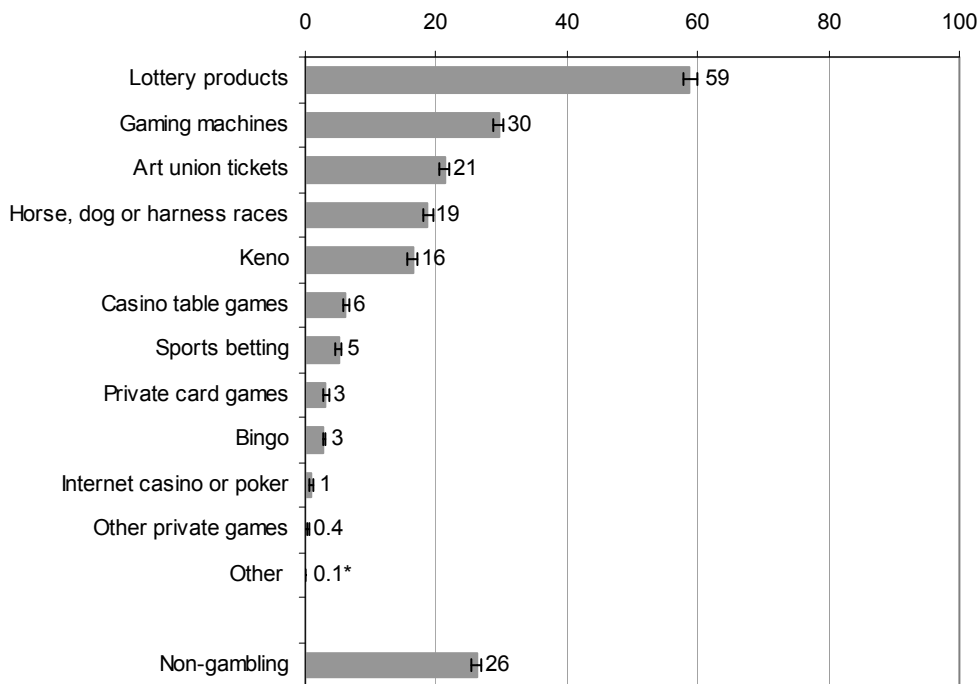
Respondents who only place bets once each year during November may have been more likely to recall these bets in the first wave than the second wave.

Casino table games were played by about 6 per cent of Queensland adults. About 5 per cent of Queensland adult had bet on sporting events.

Forms of gambling that had participation rates of 3 per cent or less were: bingo, card games played privately for money, other games played privately for money (e.g. dice games) and internet casino games or poker.

Those who responded that they had not gambled during the past 12 months were categorised as members of the non-gambling group. About one in four adult Queenslanders (26 per cent) had not gambled in the previous 12 months.

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



\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F1 in Appendix One.



### Participation in each activity, by gender

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

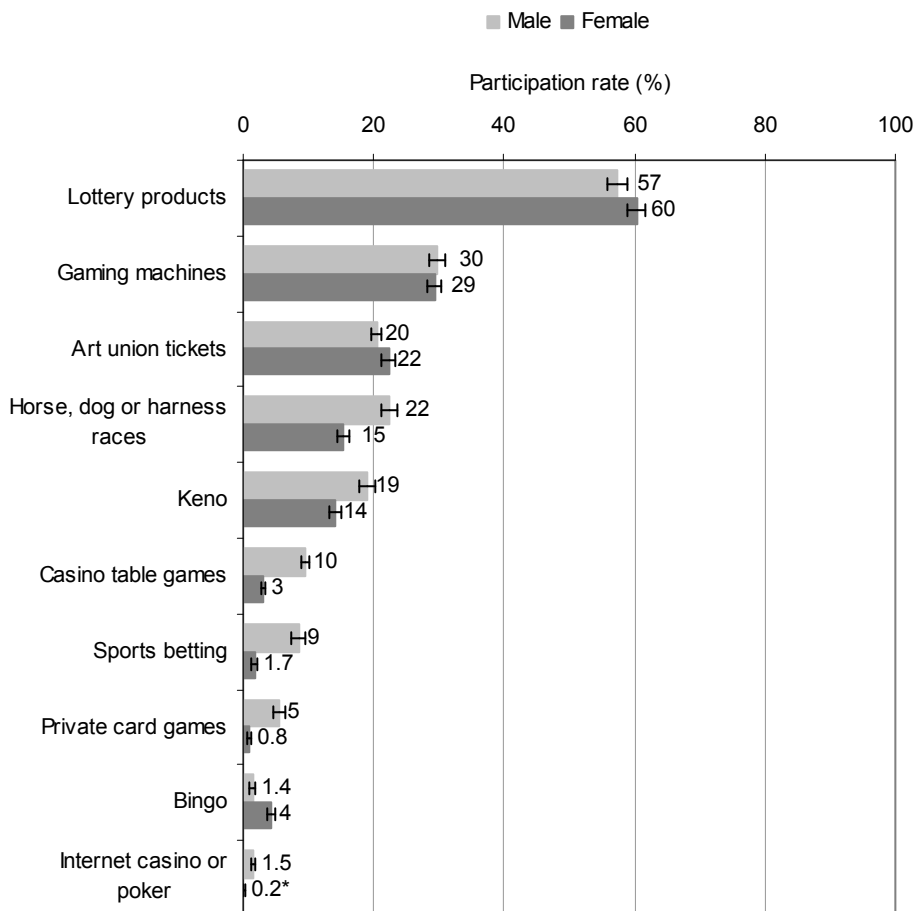
Women had higher participation rates than men for:

- purchasing lottery products (57 per cent of men and 60 per cent of women)
- playing bingo (1 per cent of men and 4 per cent of women)

Men had higher participation rates than women for:

- betting on horse, harness and greyhound races (22 per cent of men and 15 per cent of women)
- playing keno (19 per cent of men and 14 per cent of women)
- playing table games at a casino (10 per cent of men and 4 per cent of women)
- betting on sporting events (9 per cent of men and 2 per cent of women)
- playing card games privately for money (5 per cent of men and 1 per cent of women)
- using the internet to play casino games or poker (1.5 per cent of men and 0.2\* per cent of women).

**Figure 2: Participation in gambling activities in the last 12 months Queensland adult population, by gender**



\* Relative standard error greater than 25 per cent.

The full data for this graph is presented in Table F2 in Appendix One.

### 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):

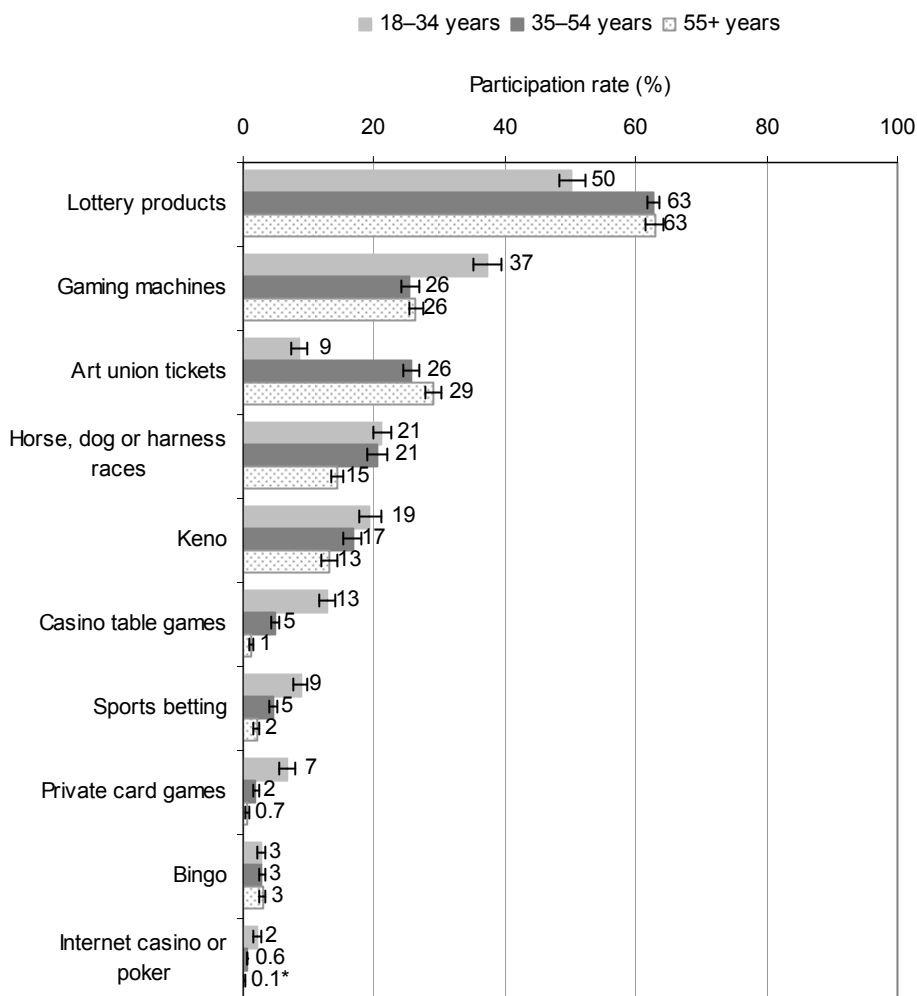
The 18–34 years age bracket had the highest participation rates for:

- playing gaming machines
- playing casino table games
- betting on sporting events
- playing card games privately for money
- using the internet to play casino games or poker.

Those aged 18–34 years were less likely than those in older age groups to purchase lottery products or art union tickets.

Participation rates for keno and for betting on horse, harness or greyhound races were lower among those aged 55 years or more than among those in younger age groups.

**Figure 3: Participation in gambling activities in the last 12 months Queensland adult population, by age group**



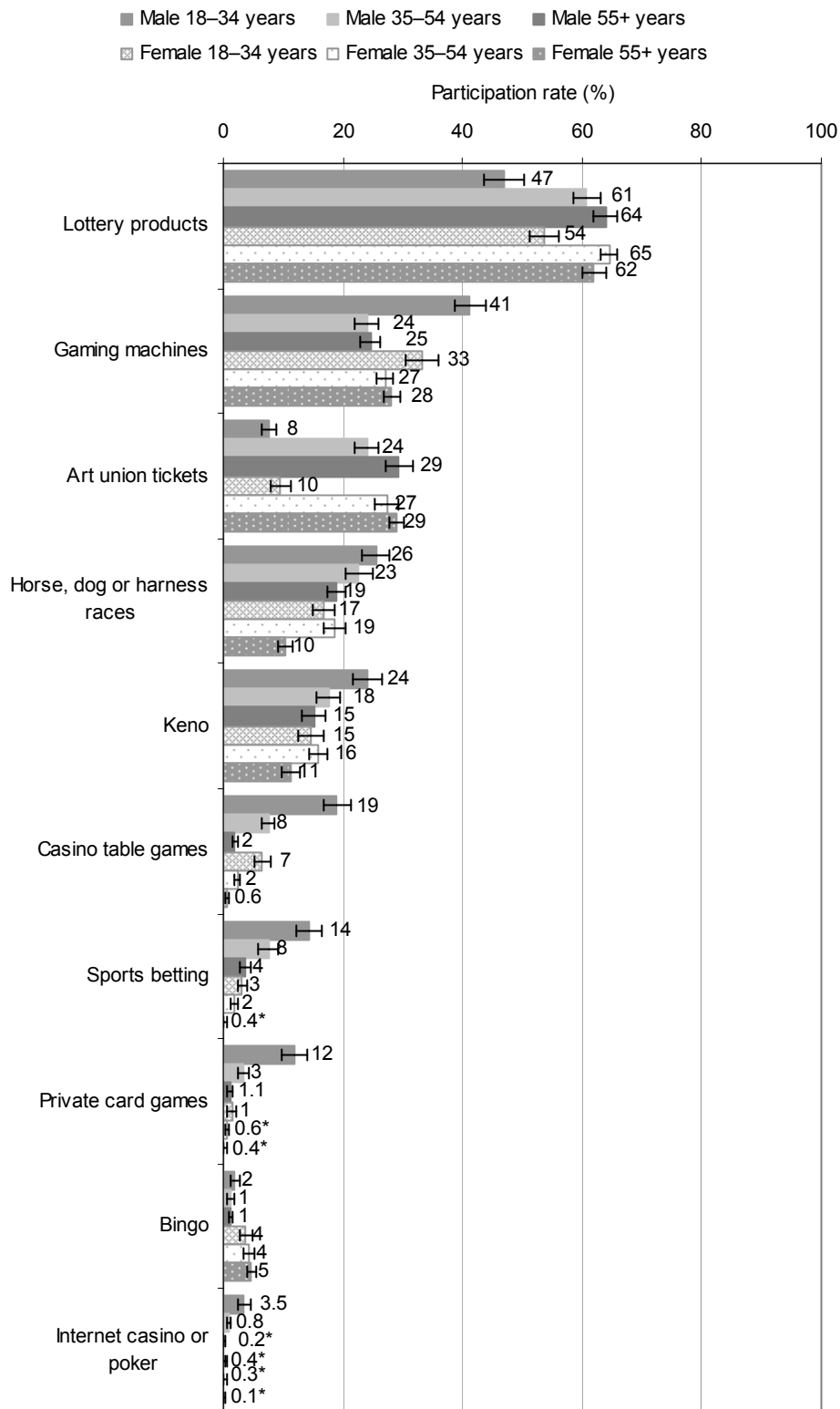
\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F3 in Appendix One.

### ***Participation in each activity, by gender and age group***

As shown in Figure 4 on the following page, there were several gambling activities for which men aged 18–34 years had significantly higher rates of participation than the rest of the Queensland population. These were:

- playing gaming machines (41 per cent of males aged 18–34 years)
- playing keno (24 per cent of males aged 18–34 years)
- playing casino table games (19 per cent of males aged 18–34 years)
- betting on sporting events (14 per cent of males aged 18–34 years)
- playing card games privately for money (12 per cent of males aged 18–34 years)
- using the internet to play casino games or poker (4 per cent of males aged 18–34 years).

**Figure 4: Participation in gambling activities in the last 12 months  
Queensland adult population, by gender and age group**



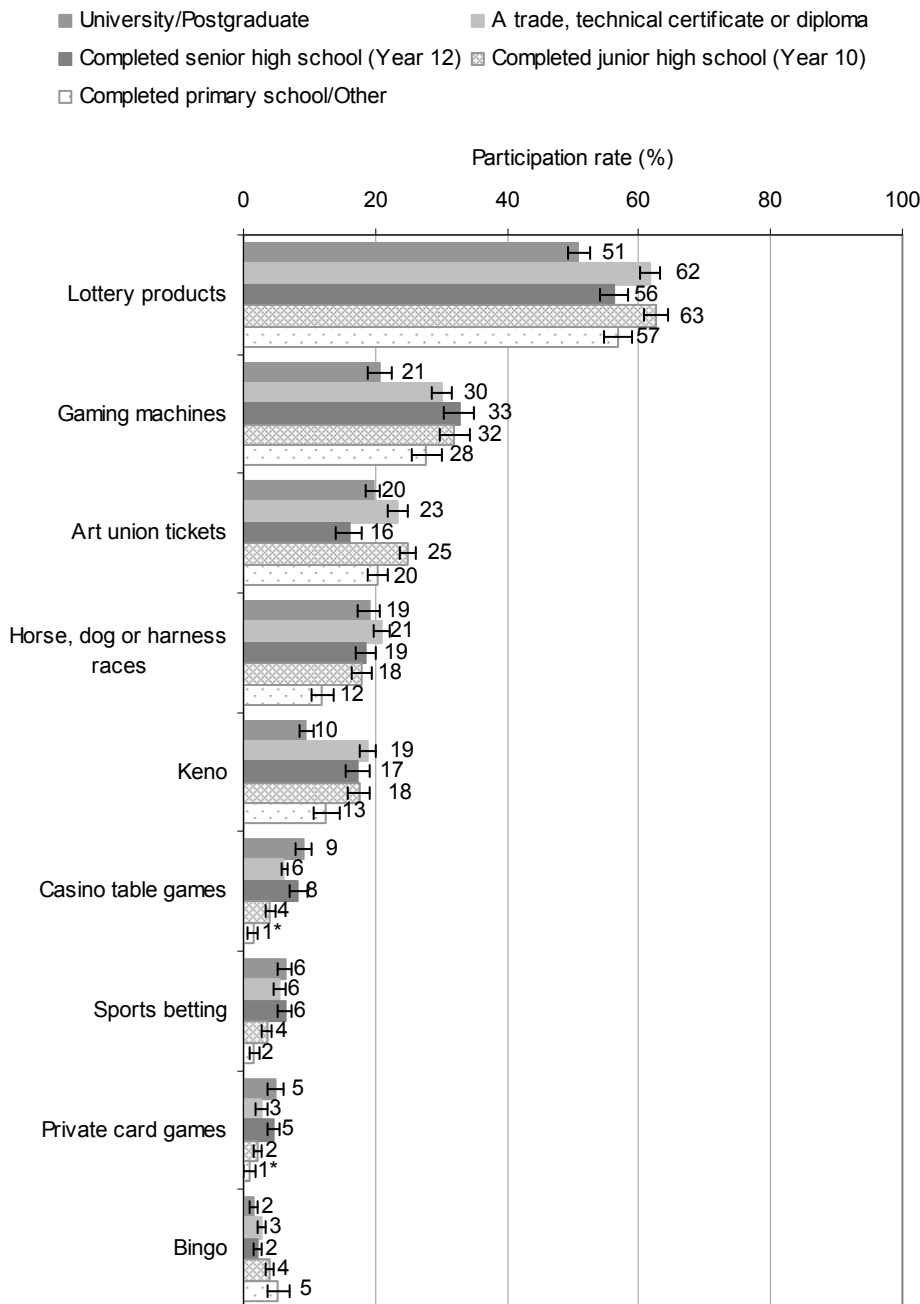
\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F4 in Appendix One.

### Participation in each activity, by educational attainment

Figure 5 shows how gambling participation varies according to a person's highest level of educational attainment. For purchasing lottery products, playing gaming machines and for playing keno, the participation of those with a university degree or postgraduate qualifications was significantly lower than the participation of other groups.

For playing casino table games, betting on sporting events and wagering on horse, harness or greyhound races, the lowest rates of participation were amongst those whose highest educational attainment was completing primary school.

**Figure 5: Participation in gambling activities in the last 12 months Queensland adult population, by educational attainment**



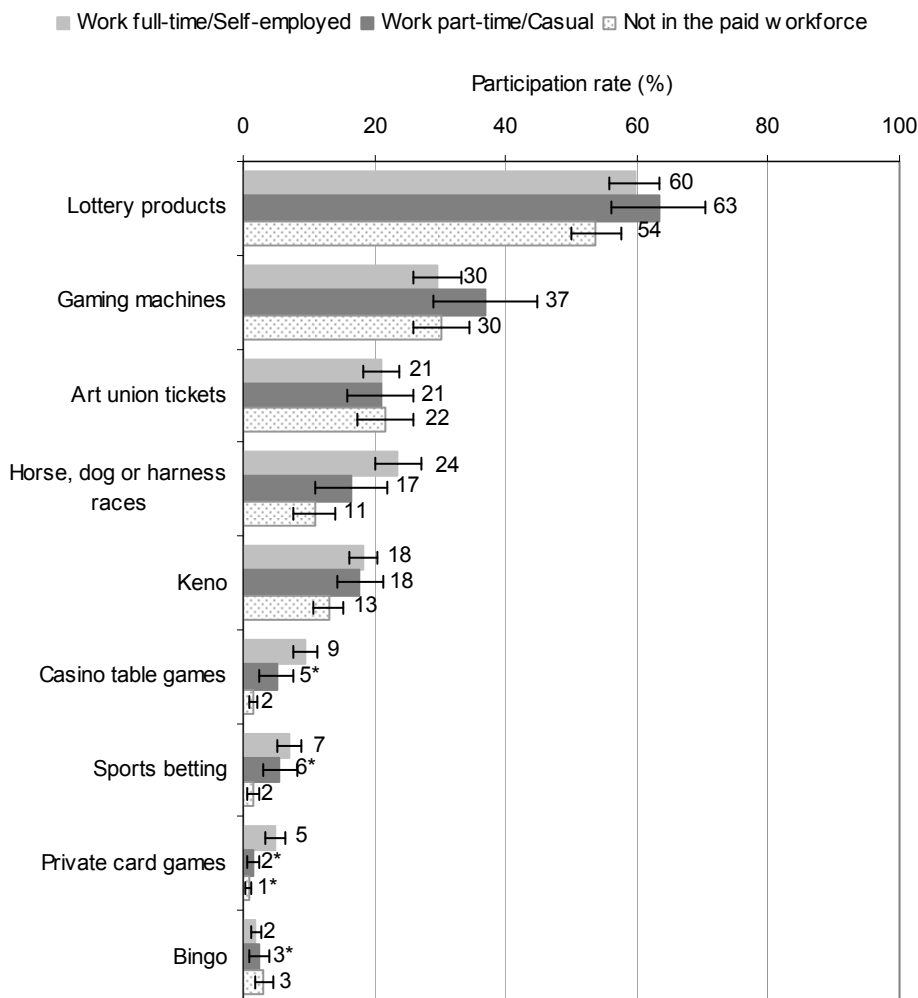
\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F5 in Appendix One.

## 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 in the paid workforce. For some gambling activities, the participation rates of those who were working full-time or self-employed were higher than for those who were not in the paid workforce:

- wagering on horse, harness or greyhound races (24 per cent of those working full-time or self-employed, 11 per cent of those not in the paid workforce)
- playing keno (18 per cent of those working full-time or self-employed, 13 per cent of those not in the paid workforce)
- playing casino table games (9 per cent of those working full-time or self-employed, 2 per cent of those not in the paid workforce)
- betting on sporting events (7 per cent of those working full-time or self-employed, 2 per cent of those not in the paid workforce)
- playing card games privately for money (5 per cent of those working full-time or self-employed, 1 per cent of those not in the paid workforce)

**Figure 6: Participation in gambling activities in the last 12 months  
Queensland adult population, by work status**



\* Relative standard error greater than 25 per cent.

The full data for this graph is presented in Table F6 in Appendix One.

### ***Participation in each activity, by personal income***

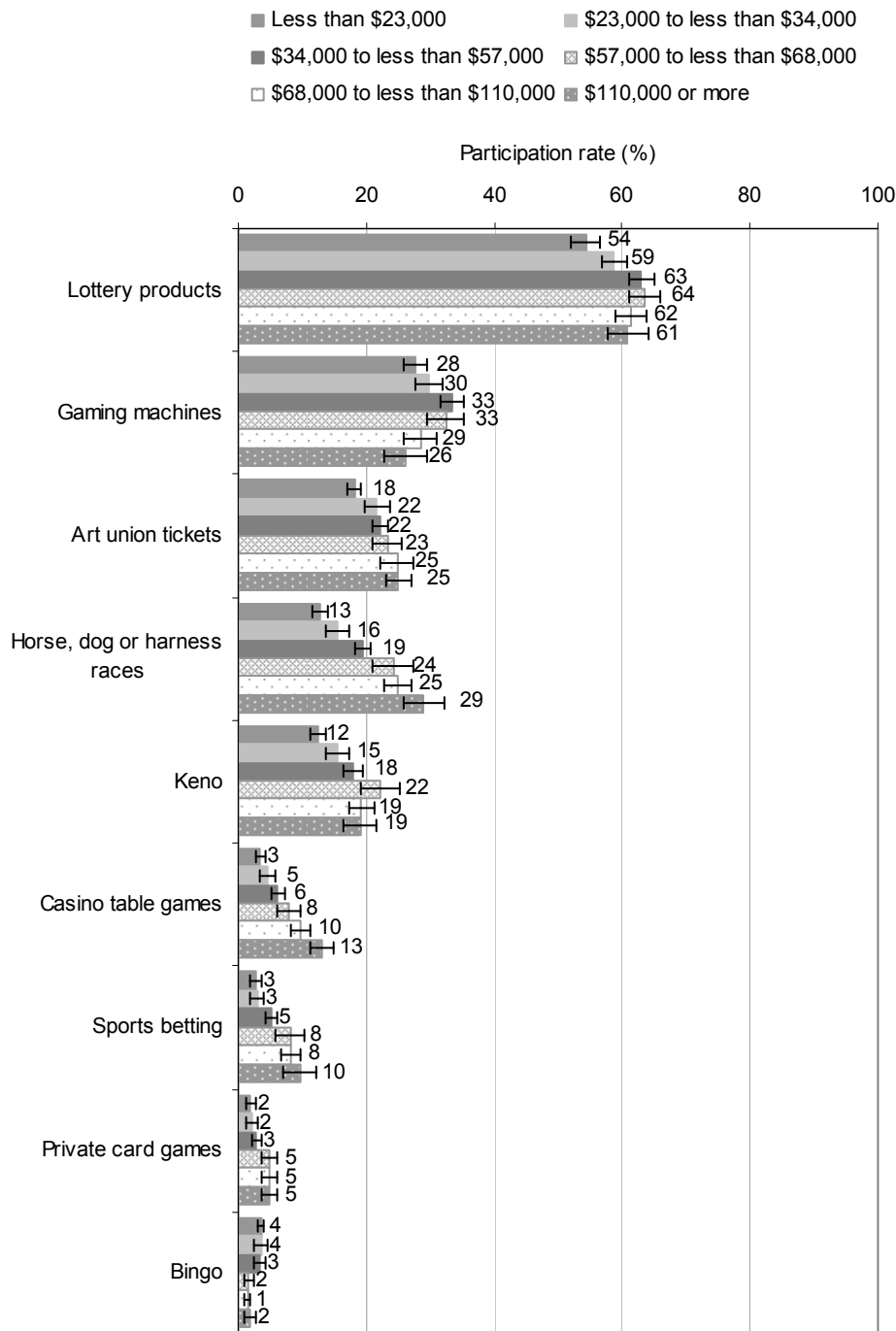
Figure 7 shows gambling participation by personal annual income. When reviewing the results presented in this graph, it is important to note that about 10 per cent of respondents either did not know their income or refused to answer the question about their income. Overall, those who did not provide information about their income were somewhat less likely to have gambled in the last 12 months.

There were three gambling activities for which rates of participation rose steadily with income, and had the highest participation rates among those in the highest income bracket:

- wagering on horse, harness or greyhound races (13 per cent of those who earned less than \$23,000 and 29 per cent of those who earned \$110,000 or more)
- playing casino table games (3 per cent of those who earned less than \$23,000 and 13 per cent of those who earned \$110,000 or more)
- betting on sporting events (3 per cent of those who earned less than \$23,000 and 10 per cent of those who earned \$110,000 or more).

For gaming machines, the highest rate of participation was among those earning between \$34,000 and \$68,000. In this income bracket, about 33 per cent of people had played gaming machines. In contrast, among those earning less than \$23,000 about 28 per cent had played gaming machines and among those earning \$110,000 or more about 26 per cent had played gaming machines.

**Figure 7: Participation in gambling activities in the last 12 months  
Queensland adult population, by personal annual income**



\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F7 in Appendix One.

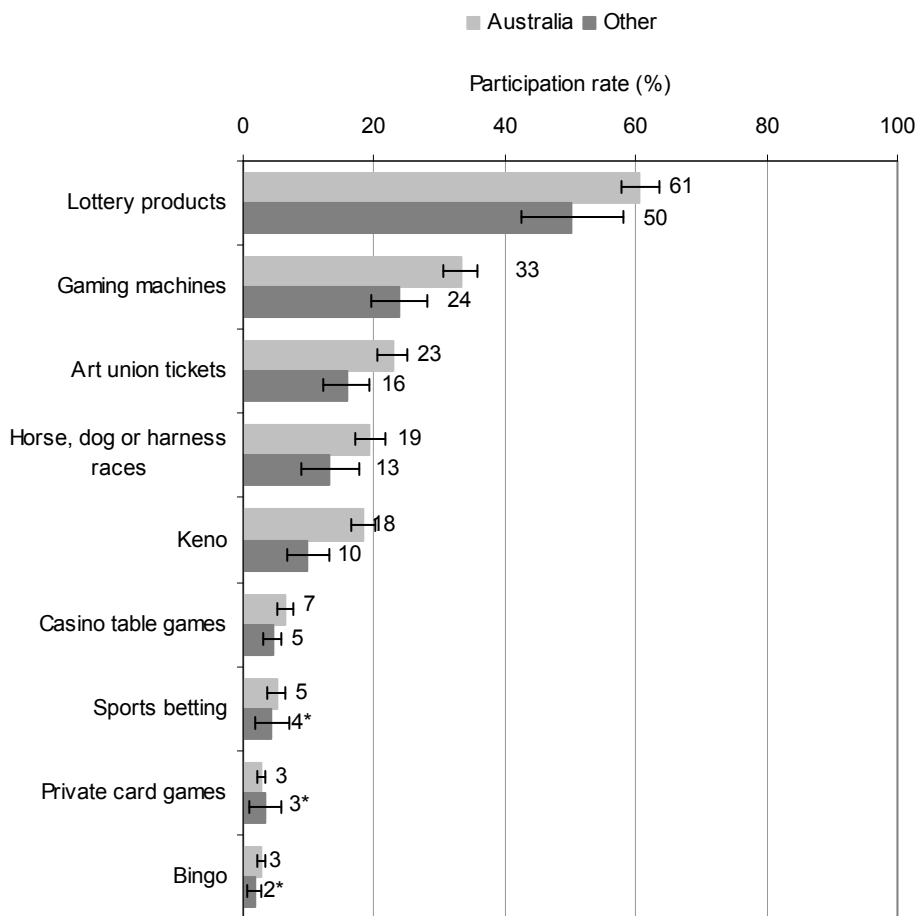


### Participation in each activity, by country of birth

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:

- gaming machines (33 per cent of those born in Australia and 24 per cent of those born overseas)
- art union tickets (23 per cent of those born in Australia and 16 per cent of those born overseas)
- keno (18 per cent of those born in Australia and 10 per cent of those born overseas).

**Figure 8: Participation in gambling activities in the last 12 months Queensland adult population, by country of birth**



\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F8 in Appendix One.

### ***Time series of participation in each activity***

Figure 9 shows the participation rates in each gambling activity for adult Queenslanders as estimated from the Queensland Household Gambling Surveys in 2001, 2003–04, 2006–07, 2008–09 and 2011–12.

Changes in sampling methodology mean that comparisons between the 2011–12 survey and previous surveys should be made with caution.

The results indicate that the proportion of adult Queenslanders who purchased lottery products fell steadily from 71 per cent in 2001 to 59 per cent in 2011–12.

In 2001, respondents were asked a single question about whether they had purchased raffle or art union tickets. For this particular data item, the 2001 survey is not comparable with later surveys, which asked about art union tickets only. The percentage of Queenslanders who purchased an art union ticket fell from 27 per cent in 2003–04 to 21 per cent in 2011–12.

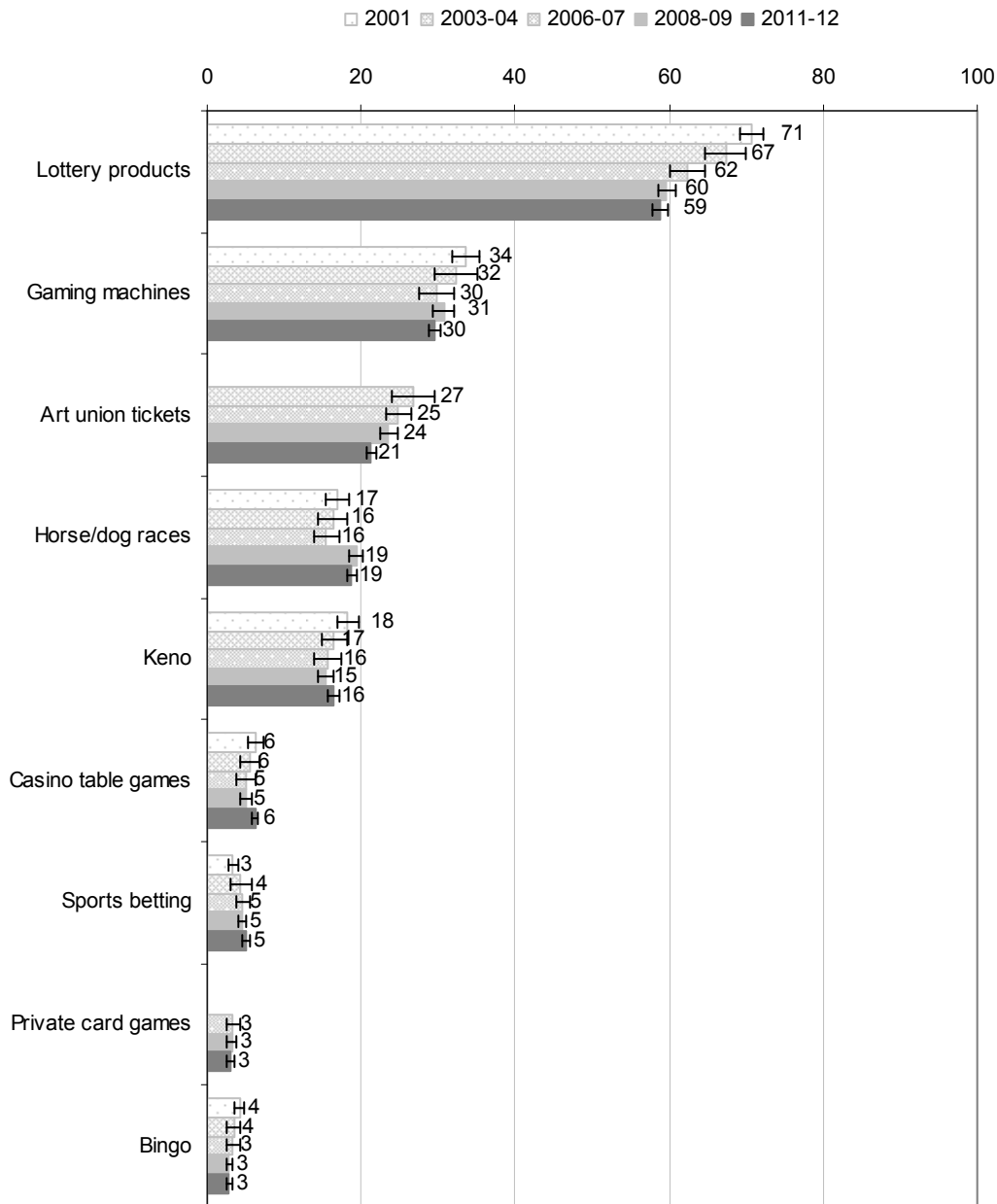
The percentage of adult Queenslanders who played gaming machines and who played keno has not changed significantly since the 2003–04 survey.

The results from the 2008–09 and 2011–12 surveys indicate that about 19 per cent of adult Queenslanders had wagered on horse, harness or greyhound races in the previous 12 months. This appears to be a slight increase from the 2006–07 survey, when it was estimated that about 16 per cent of Queensland adults had wagered on horse or greyhound races.

In each year that the survey has been conducted, it was estimated that 5 or 6 per cent of Queensland adults had played casino table games. This has not changed significantly over time.

In the 2006–07, 2008–09 and 2011–12 surveys, sports betting participation remained stable at 5 per cent, private card games participation has remained stable at 3 per cent and bingo participation has remained stable at 3 per cent.

**Figure 9: Participation in gambling activities in the last 12 months  
Queensland adult population  
2001, 2003–04, 2006–07, 2008–09 and 2011–12**



Note: The survey question about playing private card games privately for money has been consistent in the 2006–07, 2008–09 and 2011–12 surveys. In the 2003–04 survey, there was a single question about all types of games played privately for money, including card games and mahjong.

The full data for this graph is presented in Table F9 in Appendix One.

## Gambling group prevalence

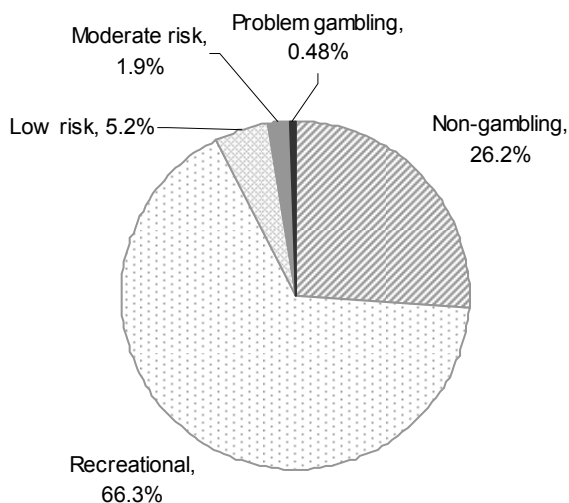
The gambling groups are: non-gambling, recreational gambling, low risk gambling, moderate risk gambling and problem gambling. This section outlines the prevalence of the gambling groups in the Queensland population, in subgroups of the population which are defined by demographic characteristics and in subgroups of the population which are defined by levels of gambling participation.

Like the previous Queensland Household Gambling Surveys, the 2011–12 survey used the Canadian Problem Gambling Index (CPGI) to determine the gambling group of each survey respondent. The CPGI is explained in the methodology section.

### Overall gambling group prevalence

The estimated proportion of Queensland adults in each gambling group is presented in Figure 10. These results indicate that two-thirds of Queensland adults were recreational gamblers (66 per cent). The non-gambling group accounted for the second largest proportion of the population (26 per cent). The low risk, moderate risk and problem gambling groups made up the balance of approximately 8 per cent of the population. Some 0.48 per cent of adult Queenslanders were problem gamblers.

**Figure 10: Prevalence of the gambling groups Queensland adult population**



The full data for this graph is presented in Table F10 in Appendix One.

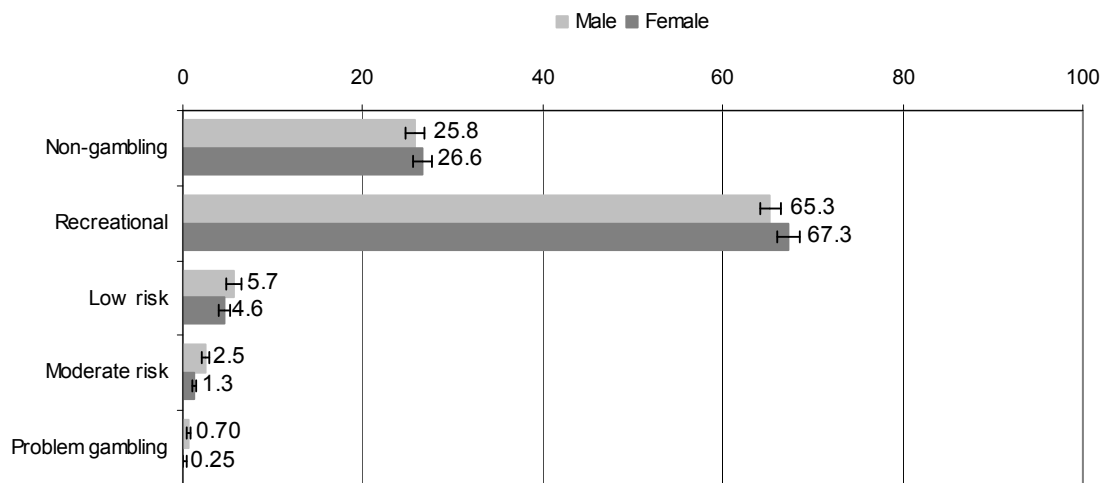
### **Gambling group prevalence, by gender**

There were no significant differences between men and women in terms of the proportion who were non-gamblers, recreational gamblers or low risk gamblers (Figure 11).

Men were more likely than women to be in the moderate risk gambling group. Some 2.5 per cent of men were moderate risk gamblers, compared with 1.3 per cent of women.

Also, men were more likely than women to be in the problem gambling group. Approximately 0.70 per cent of men were problem gamblers compared with 0.25 per cent of women.

**Figure 11: Prevalence of the gambling groups Queensland adult population, by gender**



The full data for this graph is presented in Table F11 in Appendix One.

## Gambling group prevalence, by age group

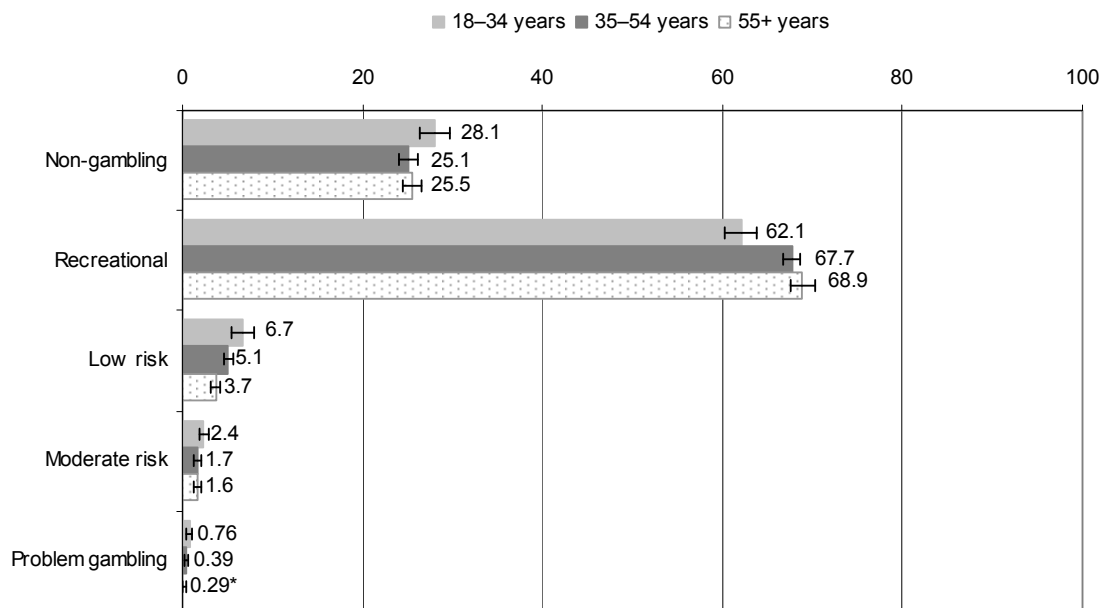
Compared with those aged 35 years or more, a lower proportion of younger adults were recreational gamblers (Figure 12). The prevalence of recreational gambling was 62 per cent for those aged 18–34 years, 68 per cent for those aged 35–54 years and 69 per cent for those aged 55 years or more.

Among those aged 18–34 years, the comparatively low rate of recreational gambling was related to comparatively high rates of both non-gambling and low risk gambling. Compared with those aged 35 years or more, those aged 18–34 years were more likely to be either non-gamblers or low risk gamblers:

- About 28 per cent of 18–34 year olds had not gambled in the last 12 months, compared with 25 per cent of those aged 35–54 years.
- About 7 per cent of those aged 18–34 years were low risk gamblers, compared with 4 per cent of those aged 55 years or more.

The differences between the age groups in terms of moderate risk gambling and problem gambling were not statistically significant.

**Figure 12: Prevalence of the gambling groups  
Queensland adult population, by age group**



\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F12 in Appendix One.

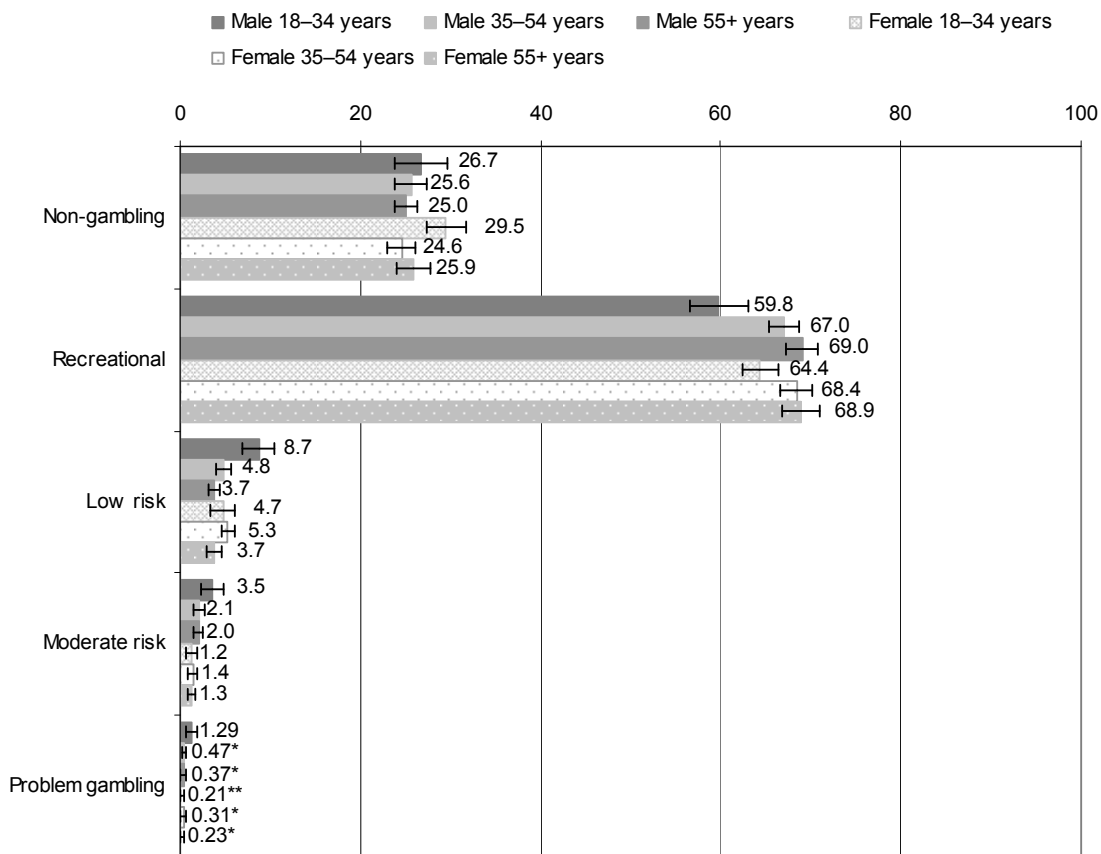
### Gambling group prevalence, by gender and age group

When comparing across age and gender groups, similar proportions had stated that they had not gambled in the last 12 months (Figure 13).

However, the survey results show that men aged 18–34 years were comparatively less likely to be recreational gamblers and were comparatively more likely to be low risk, moderate risk or problem gamblers.

- 60 per cent of men aged 18–34 years were recreational gamblers (compared with 66 per cent of the total population).
- 8.7 per cent of men aged 18–34 years were low risk gamblers (compared with 5.2 per cent of the total population).
- 3.5 per cent of men aged 18–34 years were moderate risk gamblers (compared with 1.9 per cent of the total population).
- 1.3 per cent of men aged 18–34 years were problem gamblers (compared with 0.48 per cent of the total population).

**Figure 13: Prevalence of the gambling groups  
Queensland adult population, by gender and age group**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

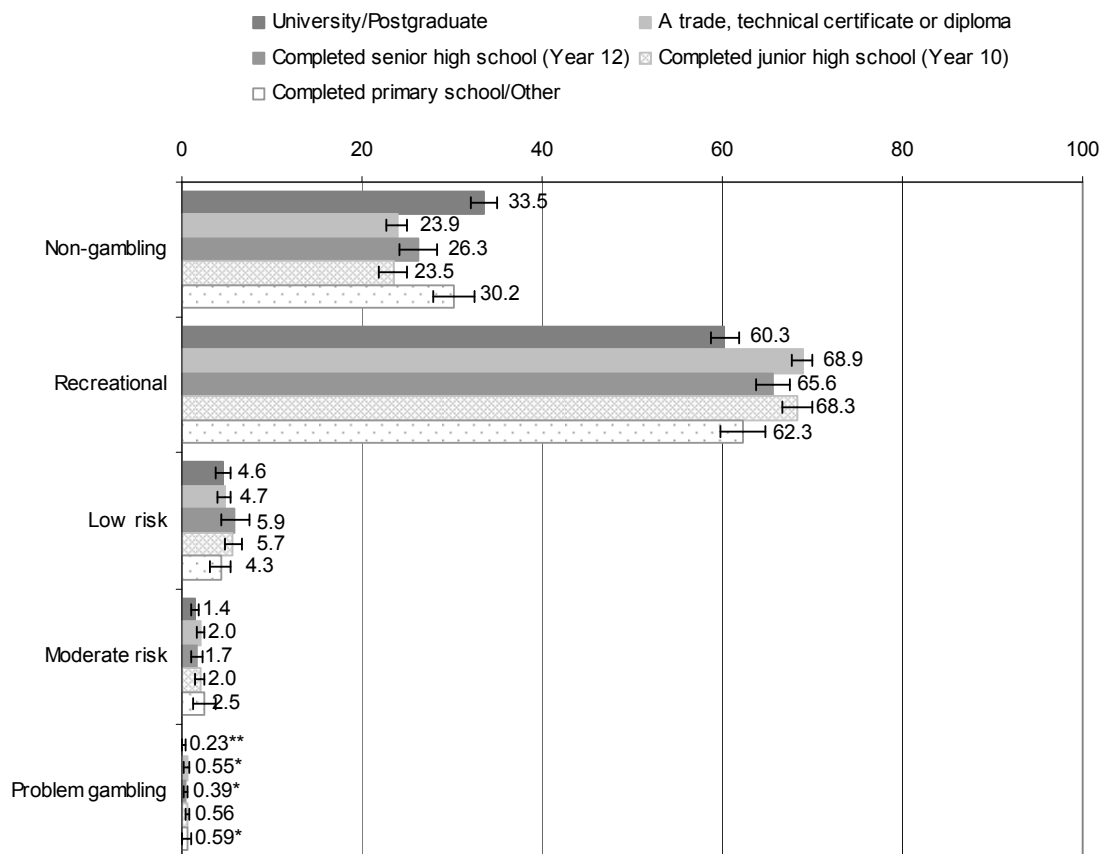
The full data for this graph is presented in Table F13 in Appendix One.

## Gambling group prevalence, by educational attainment

Among those whose highest level of education is a university or postgraduate degree, about 60 per cent were classified as recreational gamblers (Figure 14). Recreational gamblers represented a higher proportion of those whose highest level of educational attainment was a trade, technical certificate or diploma (69 per cent recreational gamblers); senior high school (64 per cent recreational gamblers); or junior high school (68 per cent recreational gamblers).

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

**Figure 14: Prevalence of the gambling groups  
Queensland adult population, by educational attainment**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F14 in Appendix One.

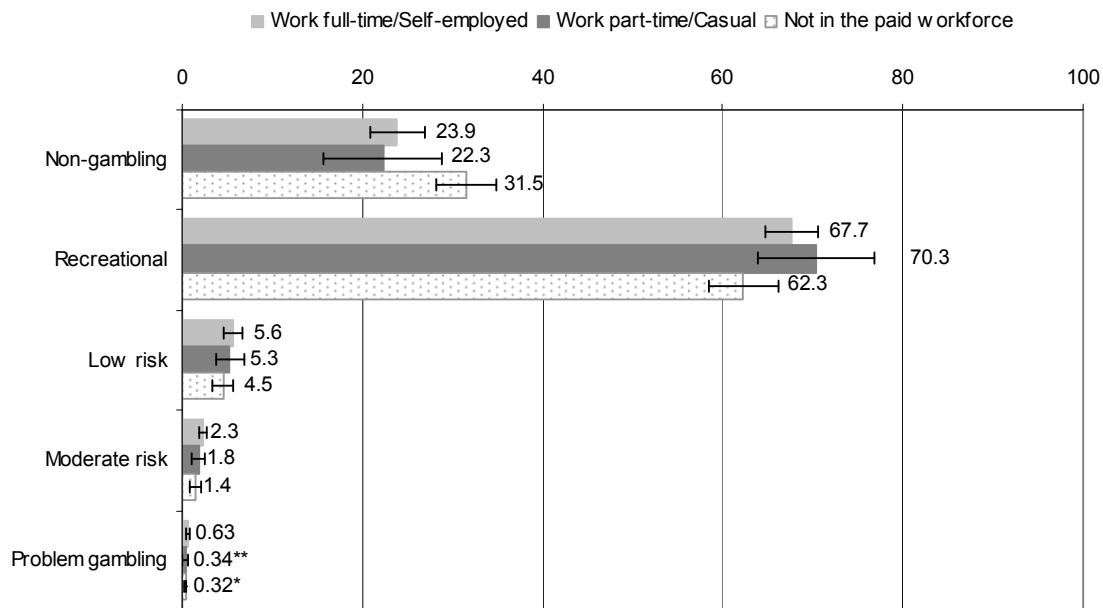


### Gambling group prevalence, by work status

The likelihood of being a low risk, moderate risk or problem gambler was similar across the three work status groups studied — working full-time or self-employed, working part-time or casual and not in the paid workforce (Figure 15).

Among those not in the paid workforce, about 32 per cent had not gambled in the 12 months prior to the survey. A lower percentage of those who worked full time or were self-employed had not gambled in the previous 12 months (24 per cent).

**Figure 15: Prevalence of the gambling groups Queensland adult population, by work status**



\* Relative standard error greater than 25%

\*\* Relative standard error greater than 50%

The full data for this graph is presented in Table F15 in Appendix One.

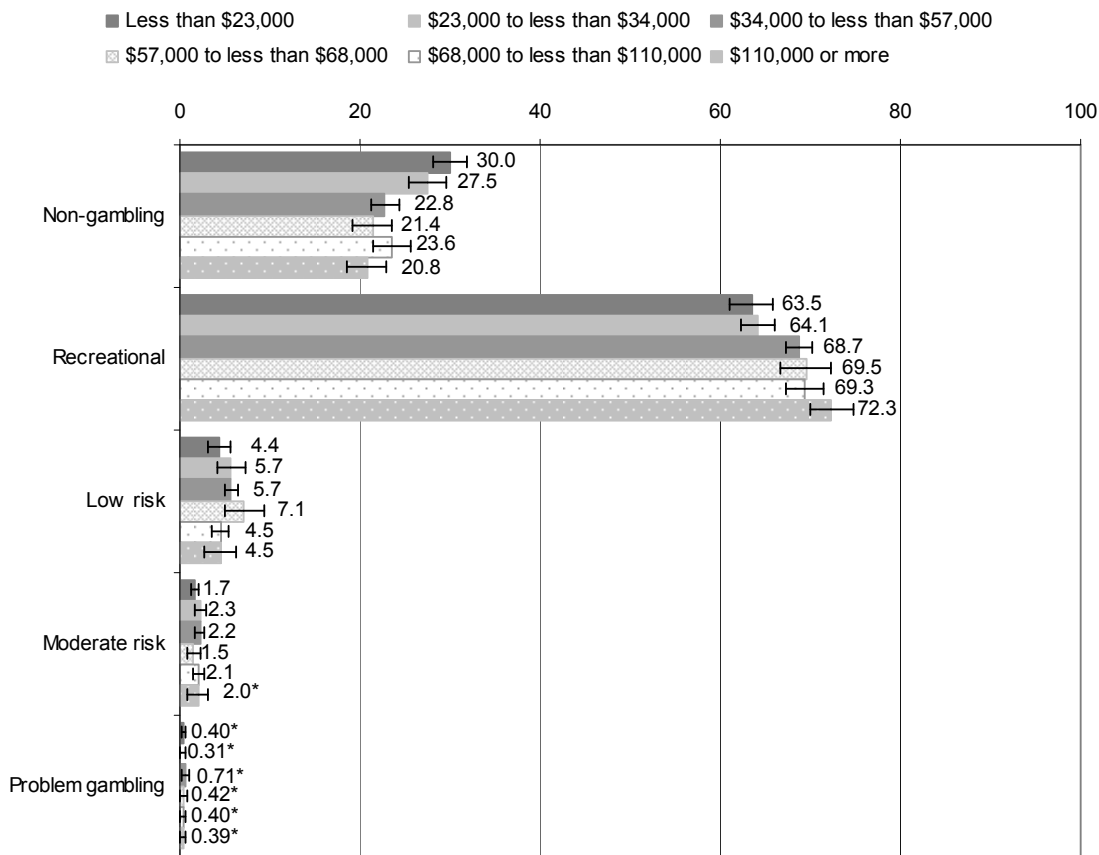
## Gambling group prevalence, by personal income

Figure 16 depicts the proportion of people in each gambling group according to their income bracket.

The proportion of people who were recreational gamblers rose with income. About 64 per cent of those with incomes less than \$34,000 were recreational gamblers. In contrast, among those with incomes of \$110,000 or more, about 72 per cent were recreational gamblers. Conversely, those with incomes of less than \$34,000 were more likely to be non-gamblers than those whose income was \$110,000 or more.

There is no evidence from the survey results that there was a relationship between income and low risk, moderate risk or problem gambling.

**Figure 16: Prevalence of the gambling groups  
Queensland adult population, by personal income**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F16 in Appendix One.

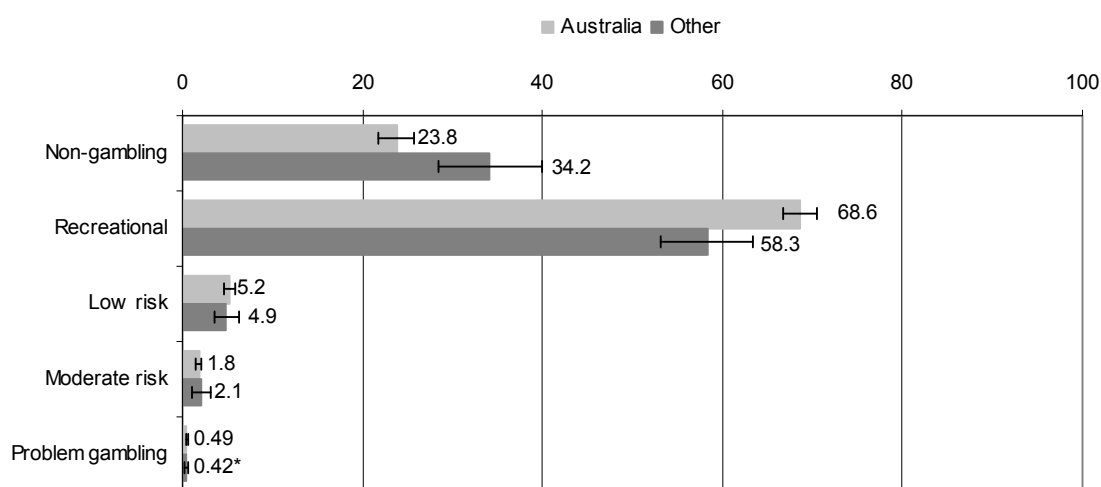
### Gambling group prevalence, by country of birth

As shown in Figure 17, the prevalence of low risk, moderate risk and problem gambling was similar among those born in Australia and those born overseas.

However, those born in Australia were more likely to be recreational gamblers and less likely not to have gambled in the last 12 months.

- Among those born in Australia, 69 per cent were recreational gamblers and 24 per cent had not gambled in the last 12 months.
- Among those born in other countries, 58 per cent were recreational gamblers and 34 per cent had not gambled in the last 12 months.

**Figure 17: Prevalence of the gambling groups  
Queensland adult population, by country of birth**



\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F17 in Appendix One.

### ***Time series of gambling group prevalence***

Figure 18 shows the prevalence of the gambling groups among adult Queenslanders as estimated from the Queensland Household Gambling Surveys in 2001, 2003–04, 2006–07, 2008–09 and 2011–12.

Changes in sampling methodology mean that comparisons between the 2011–12 survey and previous surveys should be made with caution.

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

In 2003–04, 2006–07, 2008–09 and 2011–12 the definition of gambling remained the same and did not include raffle tickets.

Between 2003–04 and 2006–07 there was a significant change in the proportion of non-gamblers and recreational gamblers in the Queensland adult population. The percentage of people who had *not* gambled in the preceding 12 months was 20 per cent in 2003–04. The percentage of people who had *not* gambled in the preceding 12 months has since remained stable at 25 per cent in 2006–07, 25 per cent in 2008–09 and 26 per cent in 2011–12.

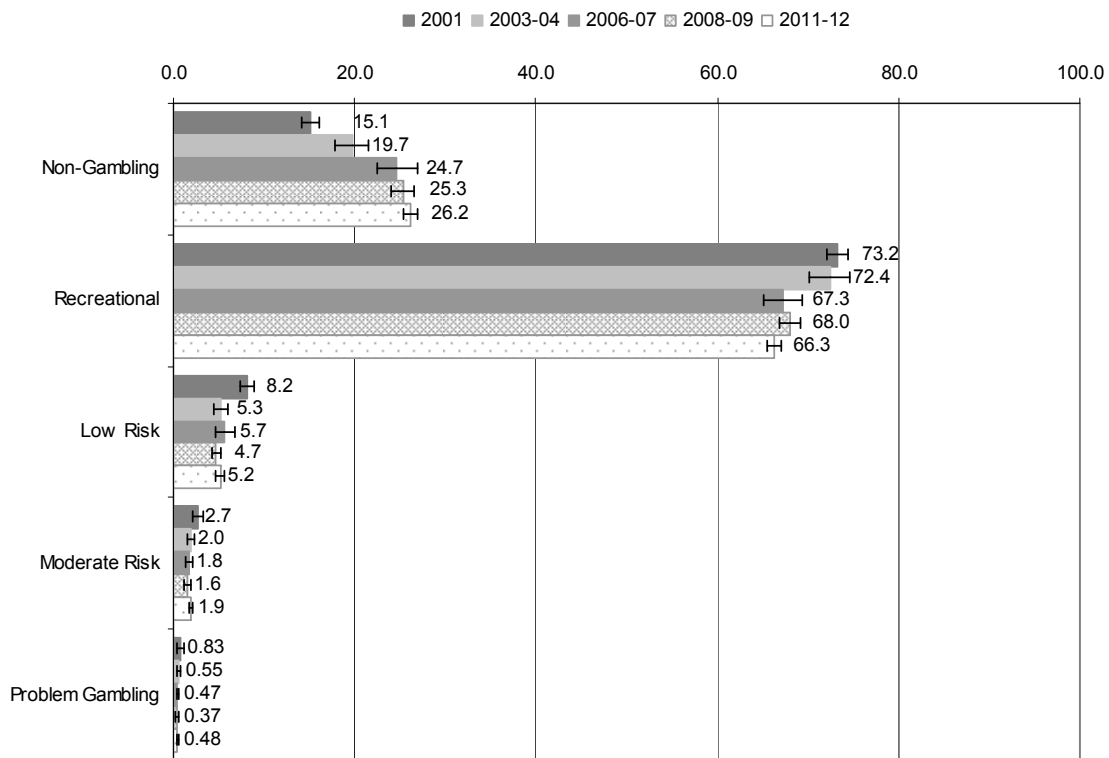
In 2003–04, 72 per cent of the Queensland adult population were recreational gamblers. The percentage of recreational gamblers in the Queensland adult population has been similar in the last three surveys — 67 per cent in 2006–07, 68 per cent in 2008–09 and 66 per cent in 2011–12.

The results from the 2001 survey indicated that about 8 per cent of the Queensland adult population were low risk gamblers. Subsequent surveys have estimated that about 5 per cent of Queensland adults are low risk gamblers. The estimate from the 2011–12 survey was that 5.2 per cent of Queensland adults are low risk gamblers.

The four most recent Queensland Household Gambling Surveys indicated that about 2 per cent of Queensland adults were moderate risk gamblers. The 2011–12 estimate of the prevalence of moderate risk gambling (1.9 per cent) is lower than the estimate for 2001 (2.7 per cent) but similar to the results from the 2003–04, 2006–07 and 2008–09 surveys.

The estimated prevalence of problem gambling in the 2011–12 survey (0.48 per cent) is similar to the prevalence of problem gambling estimates from recent surveys (0.47 per cent in 2006–07 and 0.37 per cent in 2008–09). Indeed, the prevalence of problem gambling has not changed significantly over time. In particular, the small change from 2008–09 to 2011–12 was not statistically significant. Also, while there may appear to have been a slight decline from 2001 to 2008–09, this change was not statistically significant.

**Figure 18: Prevalence of the gambling groups  
Queensland adult population  
2001, 2003-04, 2006-07, 2008-09 and 2011-12**



The full data for this graph is presented in Table F18 in Appendix One.

## **Gambling group prevalence among gamblers**

This section presents the prevalence of the gambling groups for different sectors of the Queensland population, as defined by their participation in gambling in the 12 months prior to the survey. This is a different perspective from the previous sections of this chapter, which described the prevalence of the gambling groups for demographic subgroups within the Queensland population.

In its 2010 report on *Gambling*<sup>2</sup>, the Productivity Commission argued that ‘the adult prevalence rate is not the only policy-relevant measure of harm’<sup>3</sup> and ‘the measures of prevalence relevant to regulation or community awareness relate to those people who participate in an activity, with a need for different prevalence measures based on the form and frequency of people’s exposure to that activity’<sup>4</sup>.

The Productivity Commission report presented four measures of problem gambling prevalence:

- prevalence in the total adult population
- prevalence among gamblers
- prevalence among regular gamblers (defined as those who gambled at least 52 times in the previous year on any combination of non-lottery gambling activities)
- prevalence among regular gaming machine gamblers (defined as those who have played gaming machines at least 52 times in the previous year).<sup>5</sup>

The following four tables present these prevalence statistics from the 2011–12 Queensland Household Gambling Survey.

Table 3 below shows the prevalence of the gambling groups in the total population. (This is the same data as presented in Figure 10).

**Table 3: Prevalence of the gambling groups in the Queensland adult population**

<b>Gambling group</b>	<b>Percentage</b>
Non-gambling	26.2
Recreational	66.3
Low risk	5.2
Moderate risk	1.9
Problem gambling	0.48
Total	100.0

The full data for this table is presented in Table T3 in Appendix One.

Almost three-quarters of Queensland adults (74 per cent) had gambled in the 12 months prior to the survey. Table 4 below shows the prevalence of the gambling groups among those who had gambled in the last 12 months. Recreational gamblers were about 90 per cent of all gamblers. The prevalence of problem gambling among gamblers was 0.64 per cent.

**Table 4: Prevalence of the gambling groups among those who had gambled in the last 12 months**

<b>Gambling group</b>	<b>Percentage</b>
Recreational	89.8
Low risk	7.0
Moderate risk	2.6
Problem gambling	0.64
Total	100.0

The full data for this table is presented in Table T4 in Appendix One.

<sup>2</sup> Productivity Commission 2010, *Gambling*, Report No. 50, Canberra.

<sup>3</sup> Productivity Commission 2010, p 5.21

<sup>4</sup> Productivity Commission 2010, p 5.21

<sup>5</sup> Productivity Commission 2010, pp 5.17–5.26

Among those who gambled in the last 12 months, about 8.5 per cent were classified as ‘regular gamblers’. Here, regular gamblers are defined as:

a person whose cumulative annual frequency of gambling across the following gambling activities is 52 times or more: electronic gaming machines, betting on horse or greyhound racing, keno, casino table games, bingo, sports betting, private card games, other private games, internet casino games and poker.

Table 5 below shows the prevalence of the gambling groups among regular gamblers. Among regular gamblers, about 59 per cent were recreational gamblers. Almost one-quarter of regular gamblers were low risk gamblers (23 per cent). Among regular gamblers, 15 per cent were moderate risk gamblers and 4 per cent were problem gamblers.

**Table 5: Prevalence of the gambling groups among regular gamblers**

<b>Gambling group</b>	<b>Percentage</b>
Recreational	58.6
Low risk	22.5
Moderate risk	15.0
Problem gambling	3.9
Total	100.0

The full data for this table is presented in Table T5 in Appendix One.

Among those who had gambled in the last 12 months, about 4 per cent were classified as ‘regular gaming machine gamblers’. A ‘regular gaming machine gambler’ is a person who played gaming machines 52 times or more in the 12 months prior to the survey.

Table 6 below shows the prevalence of the gambling groups among *regular gaming machine gamblers*. Among regular gaming machine gamblers, about 56 per cent were recreational gamblers. Almost a quarter of regular gaming machine gamblers were low risk gamblers (24 per cent). Among regular gaming machine gamblers, 14 per cent were moderate risk gamblers and 6 per cent were problem gamblers.

**Table 6: Prevalence of the gambling groups among regular gaming machine gamblers**

<b>Gambling group</b>	<b>Percentage</b>
Recreational	55.9
Low risk	24.0
Moderate risk	13.9
Problem gambling	6.2
Total	100.0

The full data for this table is presented in Table T6 in Appendix One.

## **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 recreational, low risk, moderate risk and problem gamblers. Some of these behaviours, such as frequency and expenditure, provide some indication of the extent and intensity of participation in gambling. Other behaviours, such as how gamblers withdraw cash and where people place their bets, indicate how gamblers are accessing gambling.

### ***Participation in gambling activities, by gambling group***

The proportion of each gambling group that participated in each of the gambling activities is presented in Figure 19. For some forms of gambling, the participation rates for recreational gamblers were significantly lower than for low risk, moderate risk and problem gamblers.

Low risk, moderate risk and problem gamblers were more likely than recreational gamblers to have:

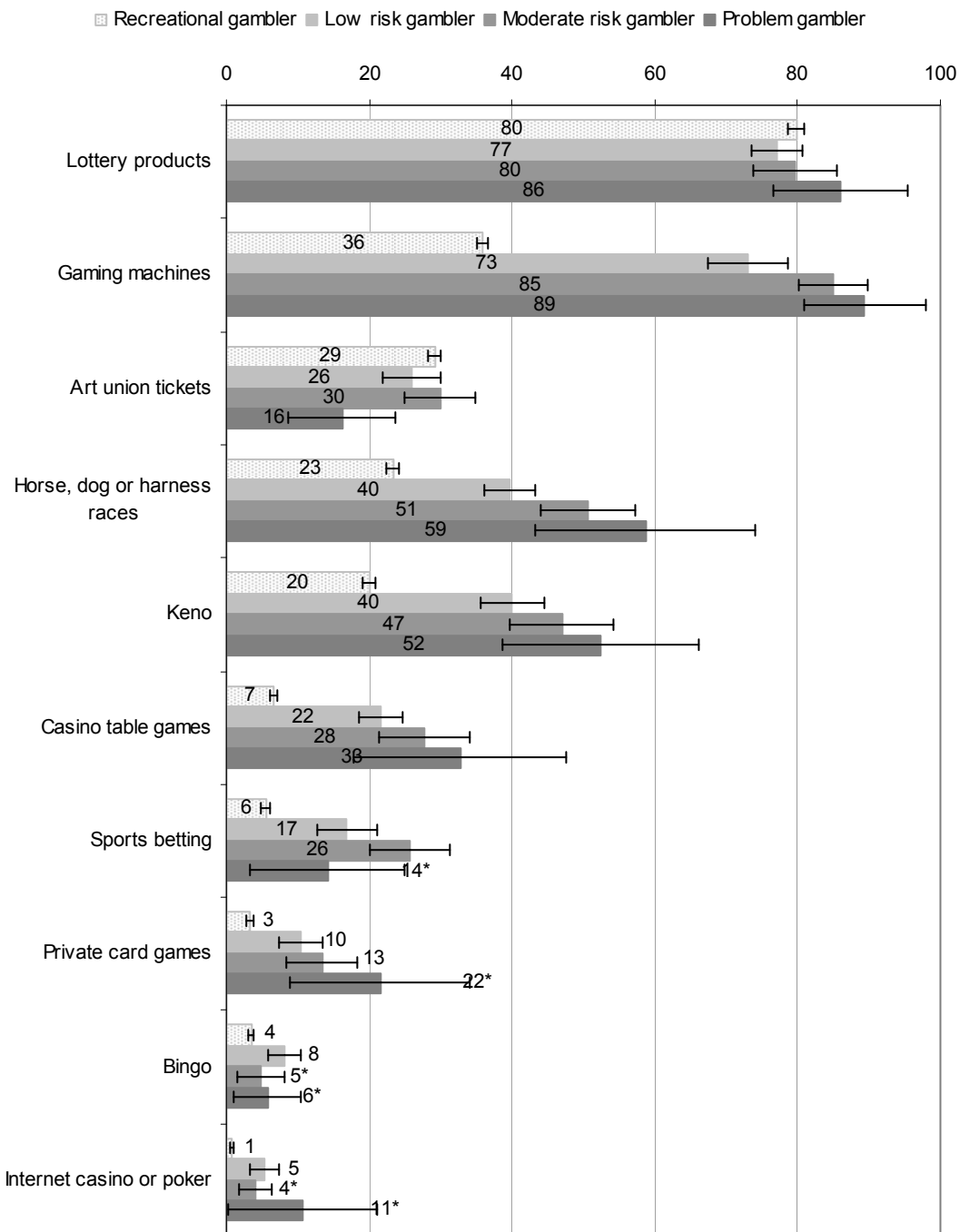
- played gaming machines
- bet on horse, harness or greyhound races
- played keno
- played casino table games
- played card games privately for money.

Some 6 per cent of recreational gamblers had bet on sporting events. This was lower than the participation rate for low risk gamblers (17 per cent) and moderate risk gamblers (26 per cent). The estimate of sports betting participation for the problem gambling group was associated with a high level of sampling error.

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



**Figure 19: Participation in gambling activities in the last 12 months**  
**People who had gambled in the last 12 months, by gambling group**



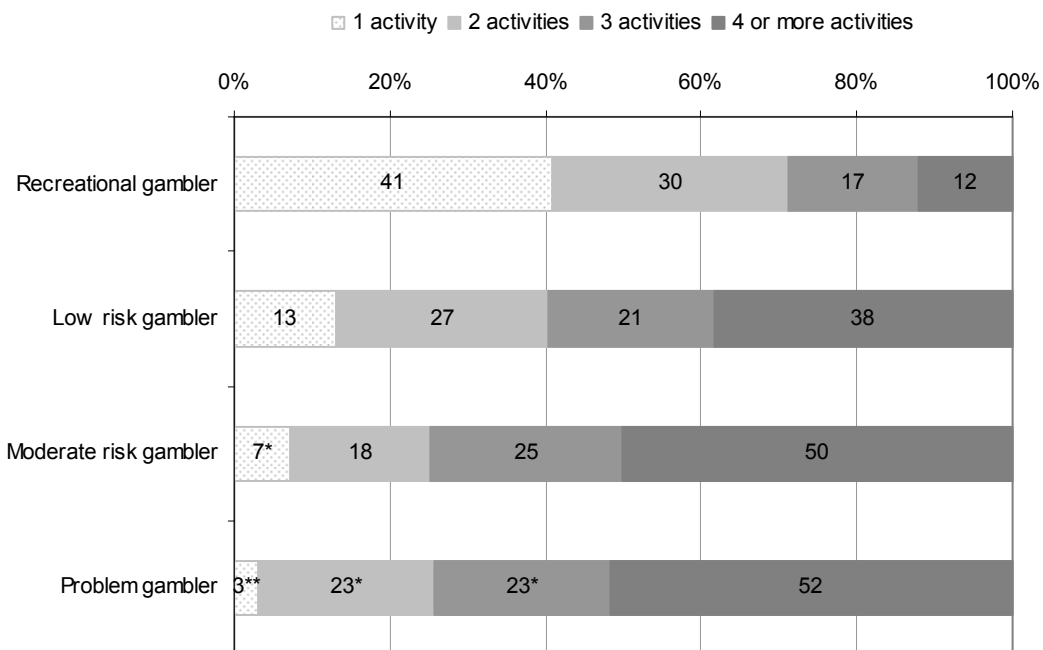
\* Relative standard error greater than 25 per cent.  
 The full data for this graph is presented in Table F19 in Appendix One.

## Number of gambling activities, by 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 20. This graph outlines the number of gambling activities in which gamblers have participated.

Only a small proportion (12 per cent) of recreational gamblers participated in four or more activities. In contrast, about half of moderate risk gamblers (50 per cent) and problem gamblers (52 per cent) had participated in four or more activities.

**Figure 20: Number of gambling activities in the last 12 months**  
**People who had gambled in the last 12 months, by gambling group**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F20 in Appendix One.

## ***Frequency of gambling***

In the initial section of the survey, all respondents were asked about their participation in each of 12 gambling activities over the previous 12 months. Participants in each activity were subsequently asked how often they had participated. Figure 21 outlines how frequently Queenslanders participated in gambling activities in the previous 12 months.

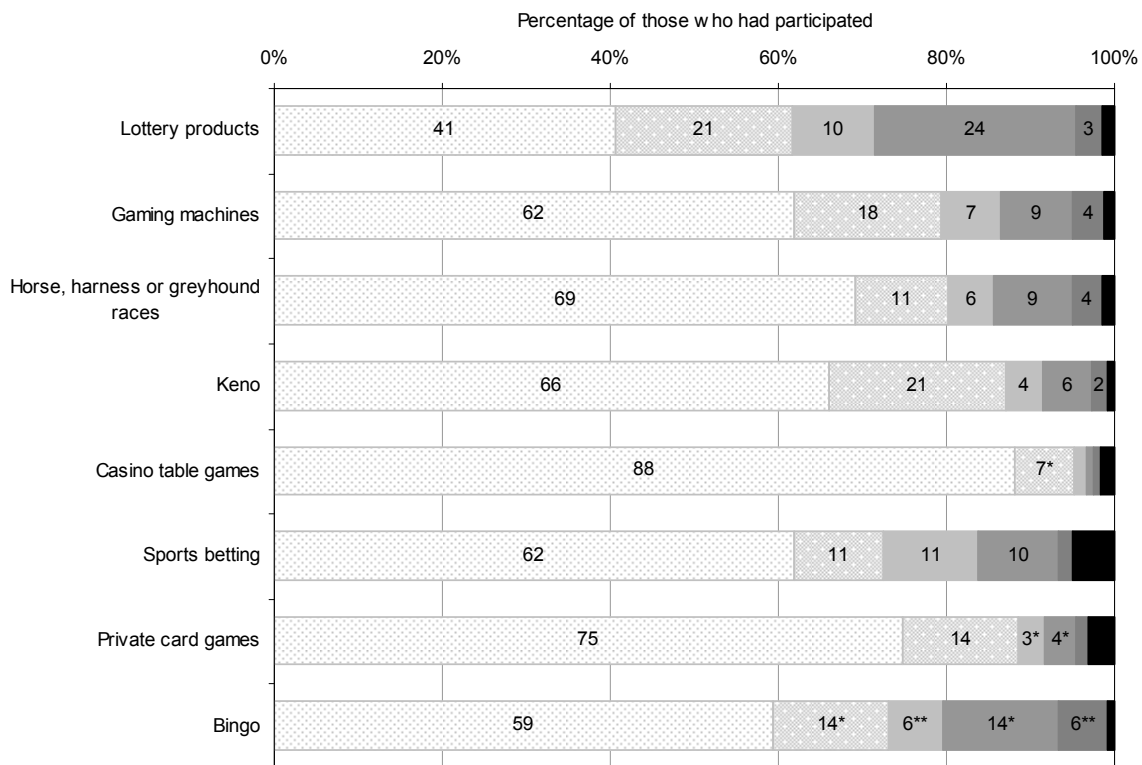
Queensland adults tended to purchase lottery products (including lotto, instant scratch tickets and other lotteries) on a more frequent basis than other gambling products. Over a quarter of lottery participants (27 per cent) had participated more than 24 times during the previous year. Less than half of lottery participants (41 per cent) had participated between one and six times during the previous year.

For all other gambling activities, most gamblers reported participating on an infrequent basis. The proportion of gamblers that participated between one and six times over the previous 12 months was:

- 88 per cent for casino table games
- 75 per cent for playing card games privately for money
- 69 per cent for betting on horse, harness or greyhound races
- 66 per cent for keno
- 62 per cent for gaming machines
- 62 per cent for sports betting
- 59 per cent for bingo.

**Figure 21: Frequency of participating in gambling activities in the previous 12 months**  
**People who had participated in that activity in the last 12 months**

□ 1-6 times per year   ■ 7-12 times per year   ■ 13-24 times per year   ■ 25-52 times per year   ■ 53+ times per year   ■ Don't know / Refused



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. For the full data, see Table F21 in Appendix One.

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The following sections further analyse the frequency of participation in the most popular gambling activities—lottery products, gaming machines, keno and betting on horse, harness and greyhound races.

For all four of these gambling activities, recreational gamblers tended to play less frequently. That is, compared with low risk, moderate risk and problem gamblers, higher proportions of recreational gamblers had played less than seven times in the previous 12 months.

## Frequency of playing gaming machines

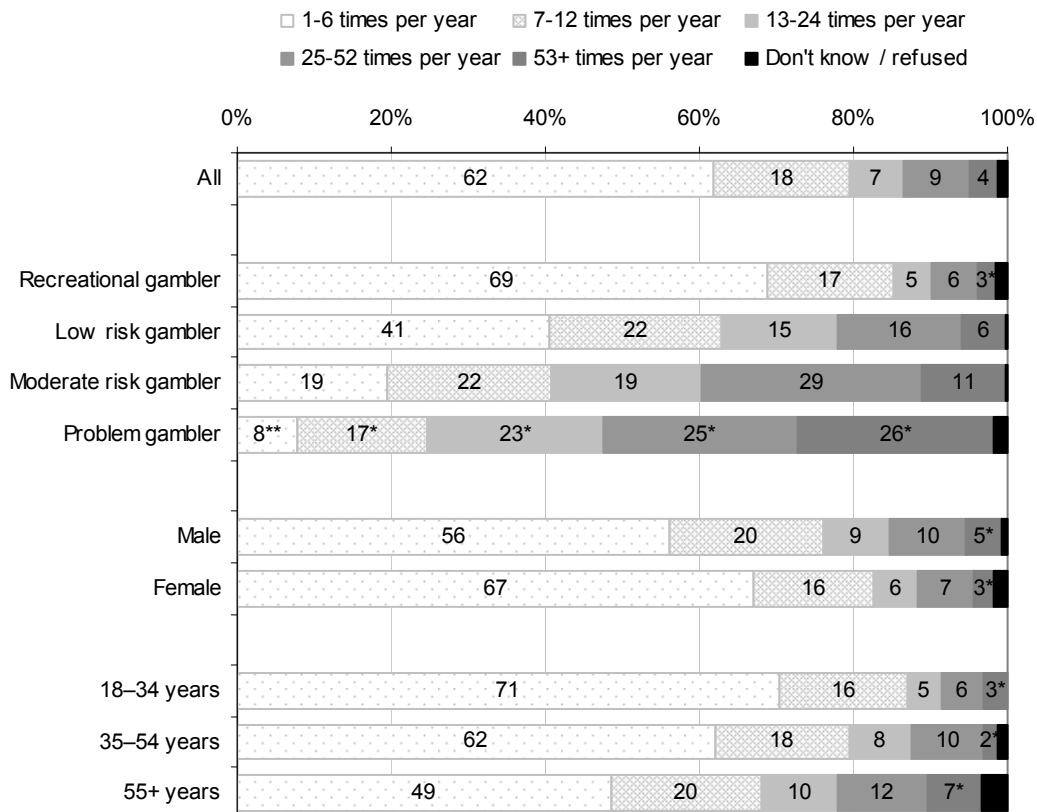
There were clear differences between the gambling groups in terms of how often they played gaming machines (Figure 22). Among those who had played gaming machines, most recreational gamblers (69 per cent) played gaming machines between one and six times per year. In contrast, among those who played gaming machines, 41 per cent of low risk gamblers, 19 per cent of moderate risk gamblers and less than 10 per cent of problem gamblers played gaming machines between one and six times per year.

The same differences between recreational gamblers and the at-risk groups can also be seen in the proportion of gamblers who played on a more frequent basis. Among recreational gamblers who had played gaming machines, about 10 per cent played 25 times or more per year. In contrast, among those who had played, about 40 per cent of moderate risk gamblers and 50 per cent of problem gamblers have played gaming machines 25 times or more per year.

There were no significant differences between men and women in terms of how often they played gaming machines.

Most gaming machine players aged 18–34 years played gaming machines between one and six times per year (71 per cent). A lower percentage of gaming machine players aged 55 years or more played gaming machines between one and six times per year (49 per cent).

**Figure 22: Frequency of playing gaming machines in the previous 12 months**  
**People who had played gaming machines in the last 12 months**  
**By gambling group, gender and age group**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F22 in Appendix One.

## Frequency of purchasing lottery products

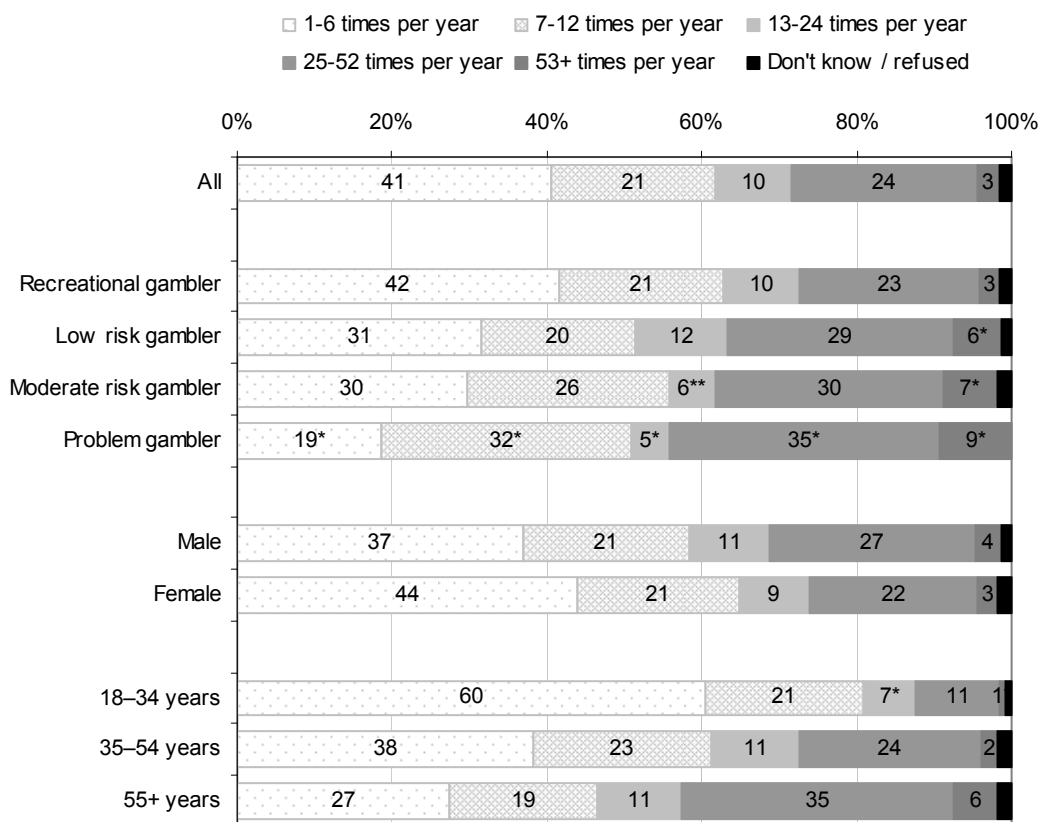
Among those who had purchased lottery products, about 42 per cent of recreational gamblers, 31 per cent of low risk gamblers and 19 per cent of problem gamblers had purchased lottery products less than seven times in the previous year.

There were no significant differences between men and women in terms of how often they purchased lottery products.

Lottery players aged 18–34 years tended to play less frequently than lottery players aged 55 years or more:

- Among lottery players aged 18–34 years, 60 per cent had purchased lottery products between one and six times in the previous year and 12 per cent had purchased lottery products 25 times or more.
- Among lottery players aged 55 years or more, 27 per cent had purchased lottery products between one and six times in the previous year and 41 per cent had purchased these products 25 times or more.

**Figure 23: Frequency of purchasing lottery products in the previous 12 months**  
**People who had purchased lottery tickets in the last 12 months**  
**By gambling group, gender and age group**



\* Relative standard error greater than 25%

\*\* Relative standard error greater than 50%

The full data for this graph is presented in Table F23 in Appendix One.

## Frequency of wagering on horse, harness or greyhound races

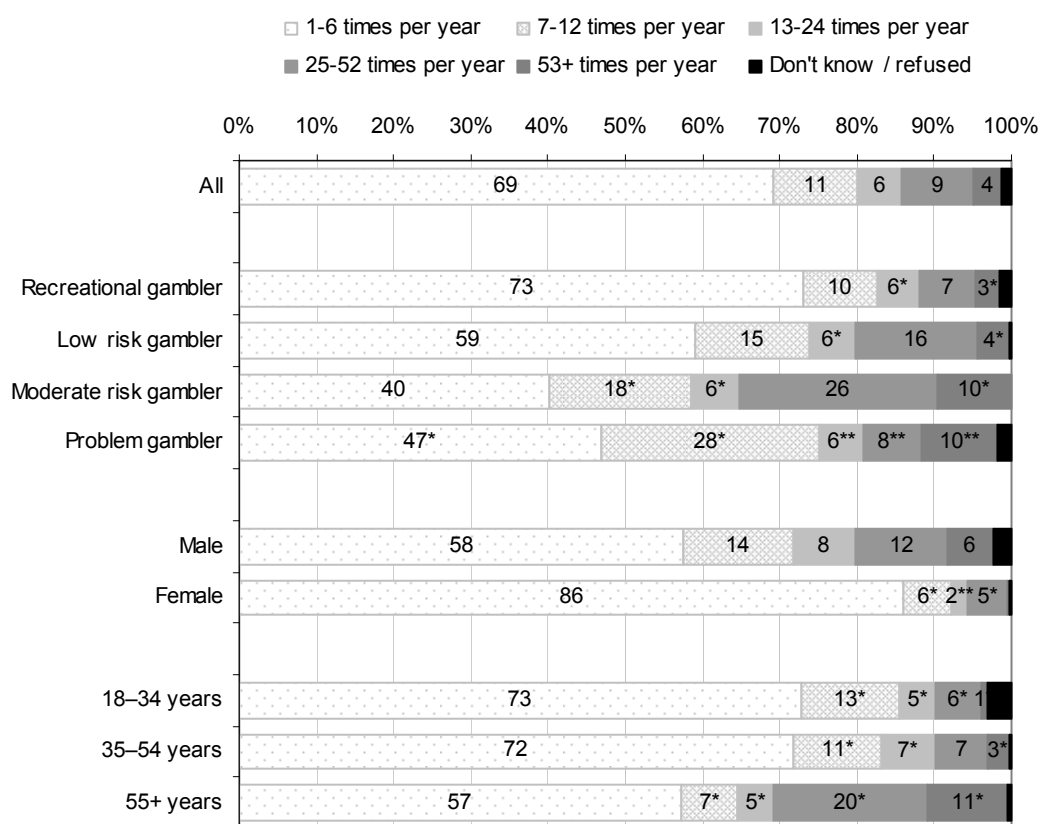
Among those who had bet on horse, harness or greyhound races, most recreational gamblers (73 per cent) had placed these bets between one and six times in the previous year. Among recreational gamblers who had placed bets, about 10 per cent had placed bets 25 times or more in that year.

Compared with recreational gamblers, moderate risk gamblers placed bets on a more frequent basis. Among moderate risk gamblers who had bet on races, about 40 per cent had placed these bets between one and six times during the year and about 35 per cent had placed bets 25 times or more. (There were high relative standard errors associated with the frequency of betting results for problem gamblers. This makes it difficult to reliably compare the betting behaviours of recreational and problem gamblers).

Among women who had bet on horse, harness or greyhound races, most (86 per cent) had placed bets between one and six times in the previous year. In contrast, among men who had placed bets, a smaller percentage (58 per cent) had placed these bets between one and six times in the previous year.

People aged 55 years or more were more likely to place bets on a more frequent basis. Among those aged 55 years or more who had placed bets, about 30 per cent had done so 25 times or more in the previous year. Among those aged less than 55 years who had placed bets, less than 10 per cent had placed bets 25 times or more.

**Figure 24: Frequency of wagering on horse, harness or greyhound races in the previous 12 months**  
**People who had placed bets on horse, harness or greyhound races in the last 12 months**  
**By gambling group, gender and age group**



\* Relative standard error greater than 25 per cent.

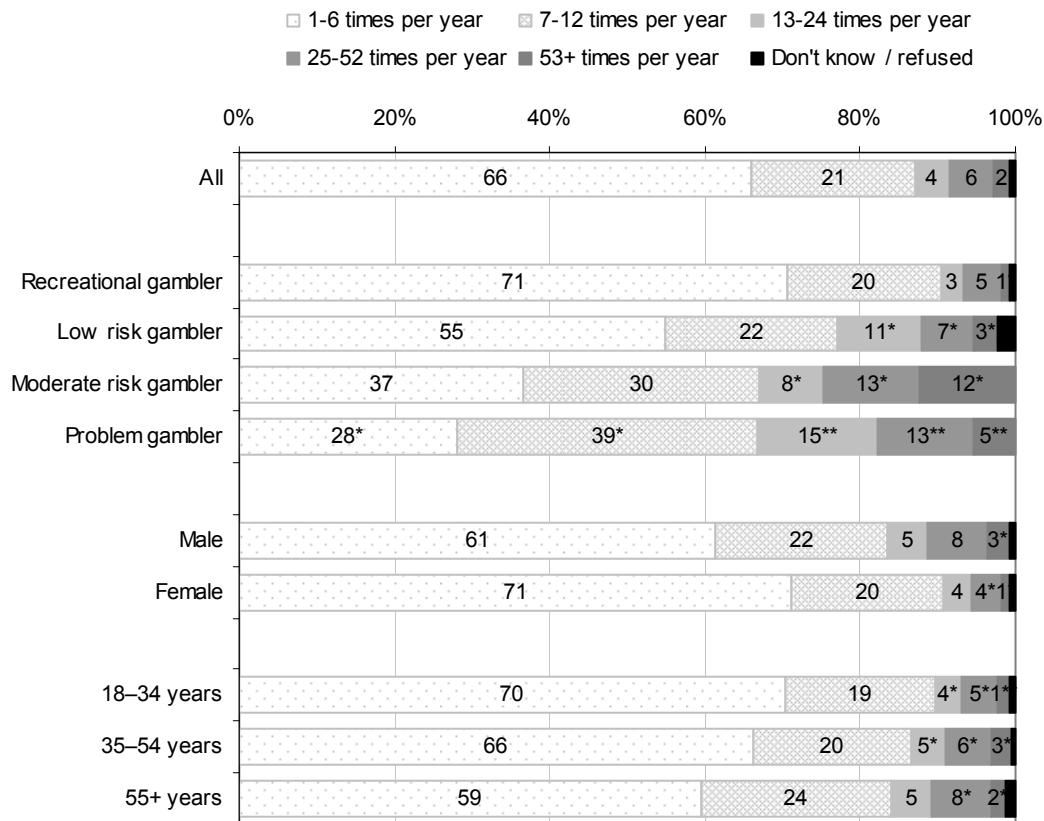
\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F24 in Appendix One.

## Frequency of playing keno

Recreational gamblers tended to play keno on a less frequent basis than those in the low risk, moderate risk and problem gambling groups. Among keno players in the recreational gambling group, 71 per cent played keno between one and six times in the previous 12 months. In contrast, 55 per cent of keno players in the low risk gambling group, 37 per cent of keno players in the moderate risk gambling group and 28 per cent of keno players in the problem gambling group had played between one and six times in the previous year.

**Figure 25: Frequency of playing keno in the previous 12 months**  
**People who had played keno in the last 12 months**  
**By gambling group, gender and age group**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F25 in Appendix One.

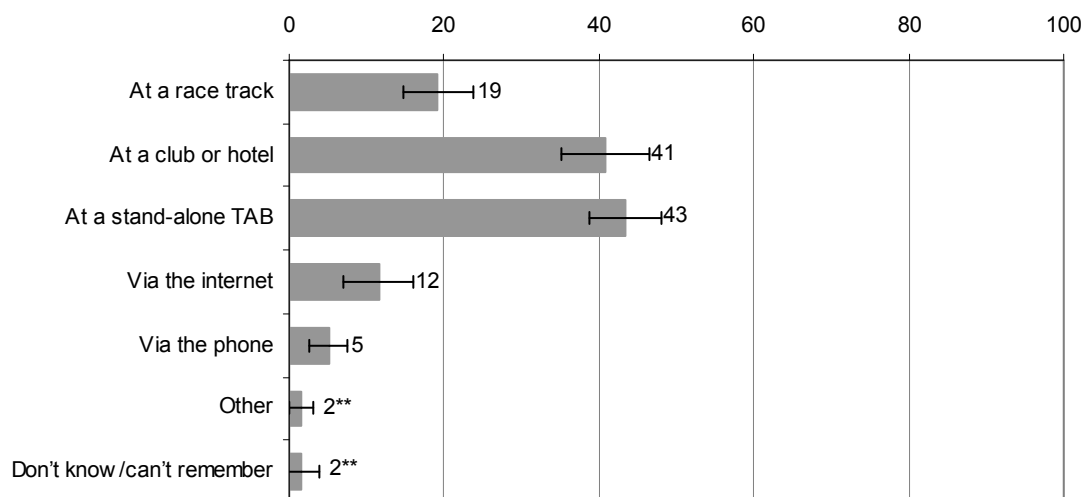


## Location of betting

Gamblers who had bet on horse, harness or greyhound races or bet on sporting events were asked how they had placed those bets. They could provide more than one response. Among those who had bet on horse, harness or greyhound races in the last 12 months, the most popular places for placing bets were a stand-alone TAB (43 per cent) and a club or hotel (41 per cent). (Figure 26).

**Figure 26: Responses to the question ‘Over the last 12 months, when you have bet on horse, harness or greyhound races, how have you placed your bets?’**

**People who had bet on horse, harness or greyhound races in the last 12 months**



\* Relative standard error greater than 25 per cent.

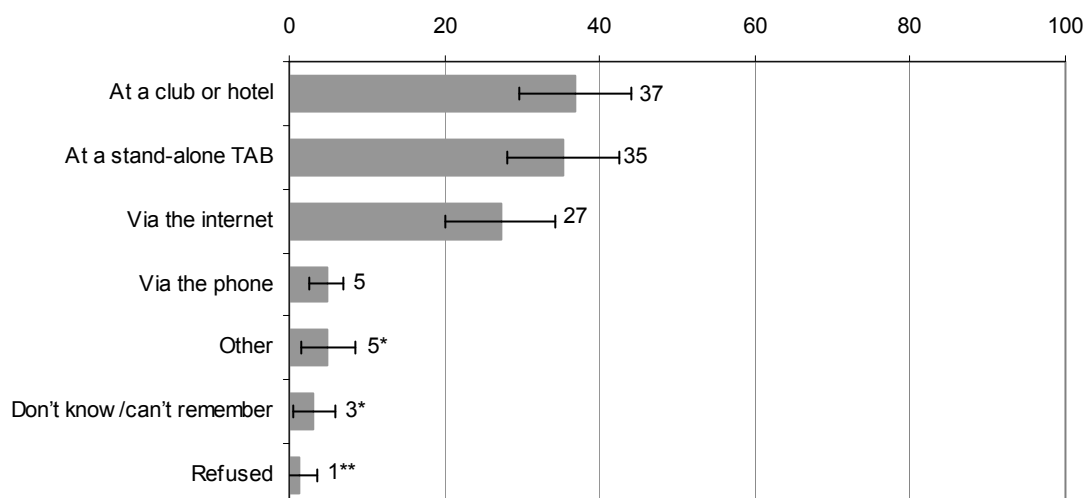
\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F26 in Appendix One.

Among those who had bet on sporting events, the most popular places for placing bets were a club or hotel (37 per cent), a stand-alone TAB (35 per cent) and the internet (27 per cent). (Figure 27).

**Figure 27: Responses to the question ‘Over the last 12 months, when you have placed bets on sporting events, how have you placed your bets?’**

**People who had bet on sporting events in the last 12 months**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F27 in Appendix One.

## ***Gambling using the internet***

The 2011–12 Queensland Household Gambling Survey included four questions about gambling using the internet.

- All survey respondents were asked: ‘In the last 12 months, which of the following gambling activities have you participated in...used the internet to play casino table games or poker for money’. Some 0.9 per cent of the adult population had used the internet to play casino games or poker for money.
- Those who had purchased lottery products in the last 12 months were asked: ‘In the last 12 months, have you used the internet to purchase lottery products?’ Among those who had purchased lottery products, 8 per cent had used the internet to purchase those products.
- Those who had bet on horse, harness or greyhound races were asked ‘Over the last 12 months, when you have placed bets on horse, harness or greyhound races, how have you placed your bets?’ Among those who had placed bets, 12 per cent had done so ‘via the internet’.
- Those who had bet on sporting events were asked ‘Over the last 12 months, when you have placed bets on sporting events, how have you placed your bets?’ Among those who had placed bets, 27 per cent had done so ‘via the internet’.

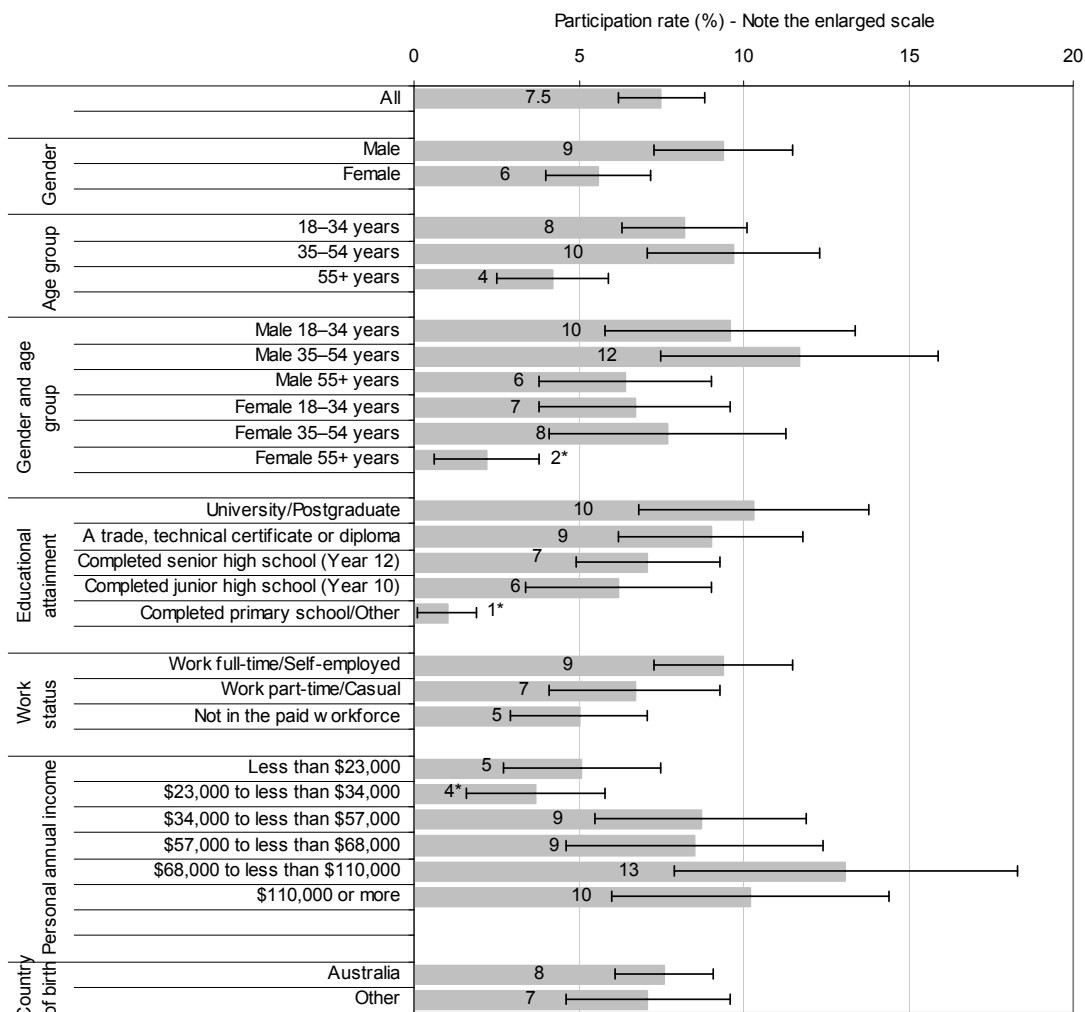
The responses to all of these questions have been used to derive an overall measure of participation in internet gambling. That is, an internet gambler is defined as a person who has used the internet to gamble on one or more of the following activities: online casino games or poker; lotteries; horse, harness or greyhound races; or sporting events.

Overall, about 7.5 per cent of the adult Queensland population had gambled using the internet. Figure 28 shows internet participation by a range of demographic variables. Note that this graph uses an enlarged scale to show the differences in rates of participation in gambling using the internet. The results showed:

- Men were more likely to have gambled using the internet than women (9 per cent of men and 6 per cent of women)
- Those aged less than 55 years were more likely to have gambled using the internet than those aged 55 years or more (8 per cent of those aged 18–34 years, 10 per cent of those aged 35–54 years and 4 per cent of those aged 55 years or more).
- About 1 per cent of those whose highest educational attainment was primary school had gambled using the internet. The rate of participation in internet gambling was higher in other educational attainment groups.
- Those who are full-time workers or self-employed were more likely to have gambled using the internet than those who were not in the paid workforce (9 per cent of those working full-time or self-employed, 5 per cent of those not in the paid workforce).

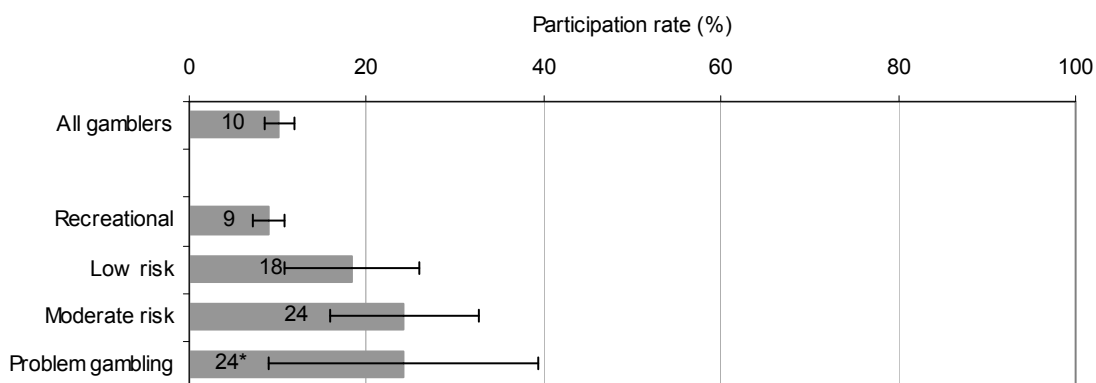
Figure 29 shows participation in internet gambling by gamblers. Among those who had gambled in the last 12 months, about 9 per cent had gambled using the internet. Usage of the internet for gambling was particularly high among moderate risk gamblers. About 24 per cent of moderate gamblers had used the internet to gamble, which was higher than the rate of participation for recreational gamblers (9 per cent). The results for problem gamblers were associated with high levels of sampling error, but indicate that about one-quarter of problem gamblers had used the internet to gamble in the last 12 months.

**Figure 28: Participation in gambling using the internet in the last 12 months**  
**Queensland adult population, by age, gender, educational attainment, work status, personal income**  
**and country of birth**  
**Enlarged scale**



\* Relative standard error greater than 25 per cent.  
 The full data for this graph is presented in Table F28 in Appendix One.

**Figure 29: Participation in gambling using the internet in the last 12 months**  
**Gamblers, by gambling group**



\* Relative standard error greater than 25 per cent.  
 The full data for this graph is presented in Table F29 in Appendix One.

## Accessing cash for gambling

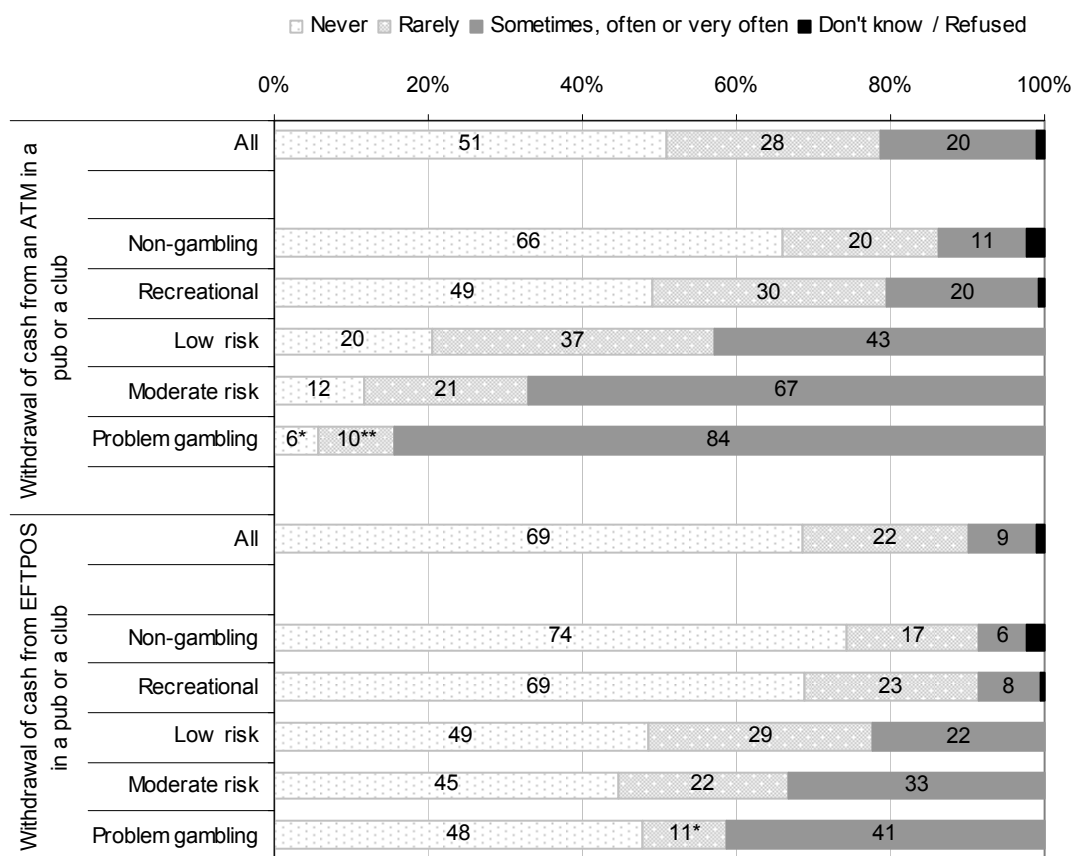
### ATMs and EFTPOS in clubs and hotels

During the survey interview, all respondents were asked how often they used automatic teller machines (ATMs) and EFTPOS in clubs and hotels (Figure 30).

About 11 per cent of non-gamblers and 20 per cent of recreational gamblers stated that they ‘sometimes’, ‘often’ or ‘very often’ used ATMs in a club or hotel. The usage of club or hotel ATMs was much more common among low risk, moderate risk and problem gamblers. About 43 per cent of low risk gamblers, 67 per cent of moderate risk gamblers and 84 per cent of problem gamblers stated that they ‘sometimes’, ‘often’ or ‘very often’ used a venue ATM.

While fewer people used club and hotel EFTPOS, the survey results show the same pattern of relatively low usage among non-gamblers and recreational gamblers. Less than 10 per cent of non-gamblers and recreational gamblers stated that they ‘sometimes’, ‘often’ or ‘very often’ used EFTPOS in a club or hotel. About 22 per cent of low risk, 33 per cent of moderate risk and 41 per cent of problem gamblers stated that they ‘sometimes’, ‘often’ or ‘very often’ used EFTPOS in a club or hotel.

**Figure 30: Responses to the questions ‘Thinking about the last 12 months, would you say that you never, rarely, sometimes, often or very often withdraw money from an ATM in a pub or a club?’ and ‘Thinking about the last 12 months, would you say that you never, rarely, sometimes, often or very often withdraw money using EFTPOS in a pub or a club?’ Queensland adult population, by gambling group**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F30 in Appendix One.

All those who had used ATMs or EFTPOS in clubs or hotels were subsequently asked what they had used that money for. The results from these questions are presented in Figures 31 and 32. Note that the responses add to more than 100 per cent because cash could have been used for multiple purposes.

Most commonly, cash was withdrawn from club and hotel ATMs for food or meals (60 per cent of ATM users) or for drinks (69 per cent of ATM users). Similar proportions of club and hotel EFTPOS users reported spending that cash for food and drinks.

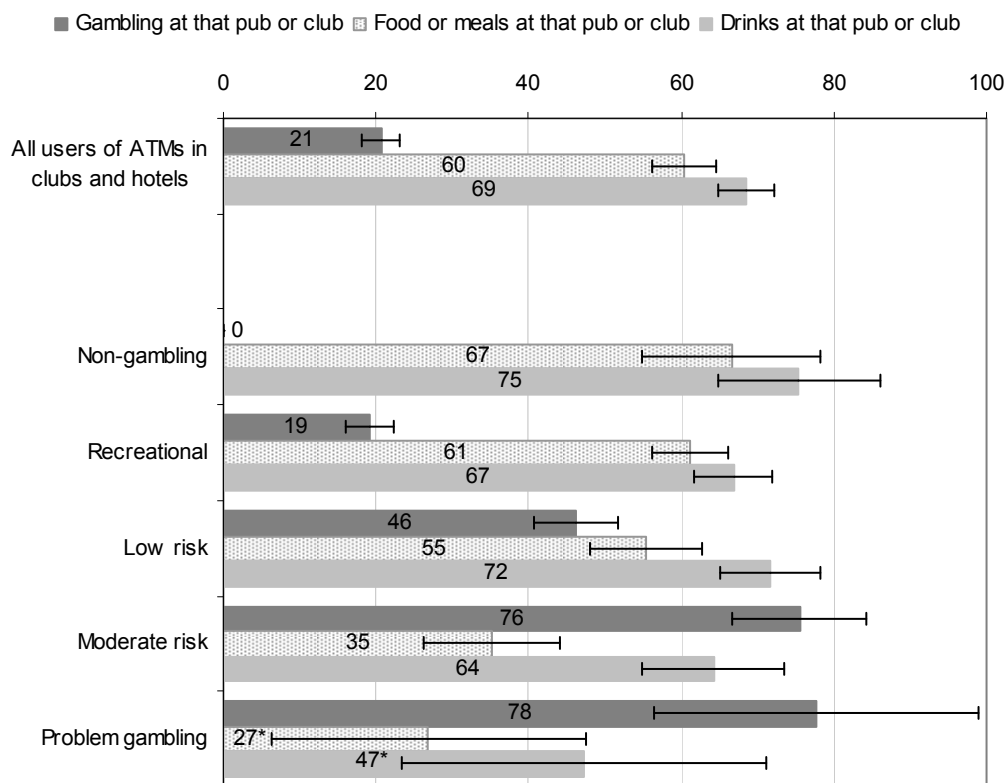
By definition, none of the non-gamblers had used cash from ATMs or EFTPOS to gamble.

Among recreational gamblers who had withdrawn cash in a club or hotel, 19 per cent of ATM users had used that cash for gambling and 13 per cent of EFTPOS users had used that cash for gambling.

Low risk, moderate risk and problem gamblers who had withdrawn cash in a club or hotel were more likely to use that cash for gambling. Among moderate risk and problem gamblers who had used club or hotel ATMs, about three-quarters had used that cash for gambling.

Among those who had withdrawn cash using ATMs or EFTPOS in clubs or hotels, a small percentage had used this cash for other purposes.

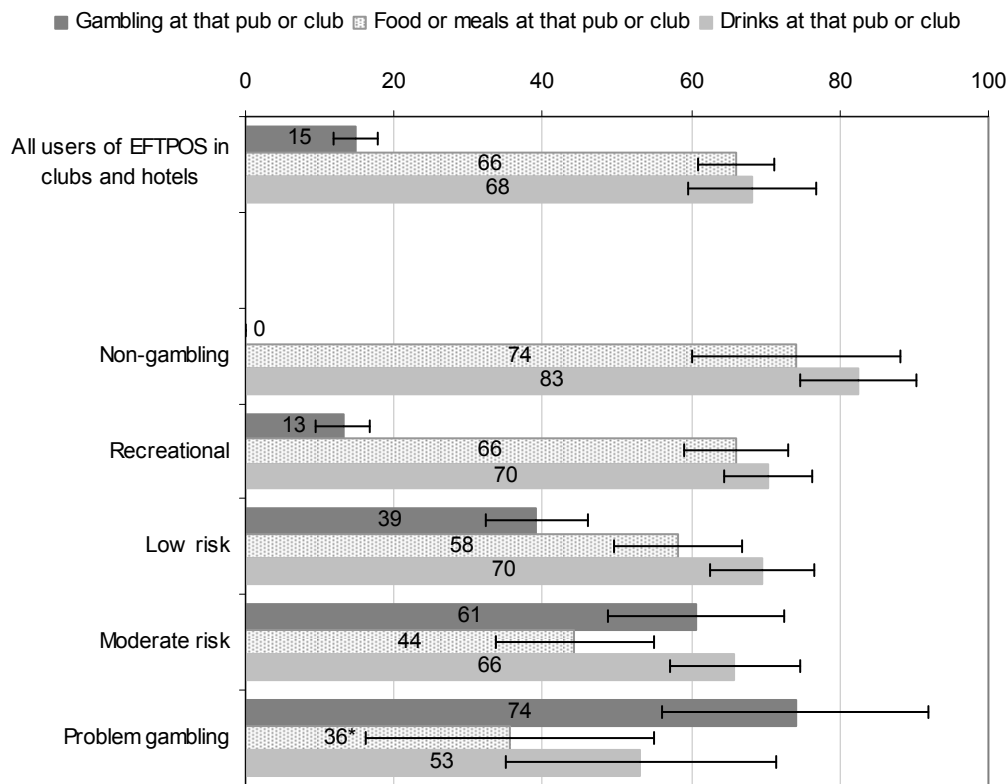
**Figure 31: Responses to the question ‘What do you use the money for?’ (in reference to money withdrawn from an ATM in a club or hotel)  
People who had withdrawn cash from club or hotel ATMs in the last 12 months, by gambling group**



\* Relative standard error greater than 25 per cent.

Note: Responses add to more than 100 per cent because respondents could nominate multiple uses. Also, about 5 per cent of ATM users had spent that money on other expenses inside the club or hotel, and about 9 per cent of ATM users had spent that money on other expenses outside the club or hotel. These results have not been included in the graph because of high sampling errors. The full data for this graph is presented in Table F31 in Appendix One.

**Figure 32: Responses to the question ‘What do you use the money for?’ (in reference to money withdrawn using EFTPOS in a club or hotel)  
People who had withdrawn cash from club or hotel EFTPOS in the last 12 months, by gambling group**



\* Relative standard error greater than 25 per cent.

Note: Responses add to more than 100 per cent because respondents could nominate multiple uses. Also, about 3 per cent of EFTPOS users had spent that money on other expenses inside the club or hotel, and about 9 per cent of EFTPOS users had spent that money on other expenses outside the club or hotel. These results have not been included in the graph because of high sampling errors. The full data for this graph is presented in Table F32 in Appendix One.

## Withdrawing cash for gambling

The survey included a series of questions that specifically asked about when and how gamblers withdrew the cash that they used for gambling. The questions applied to those who, in the last 12 months, had played gaming machines, played keno, played casino table games or placed bets in a club, hotel or stand-alone TAB. For the purposes of describing the data, gamblers who had participated in any of these activities are referred to in this section as ‘in-venue gamblers’.

### Withdrawing cash before gambling

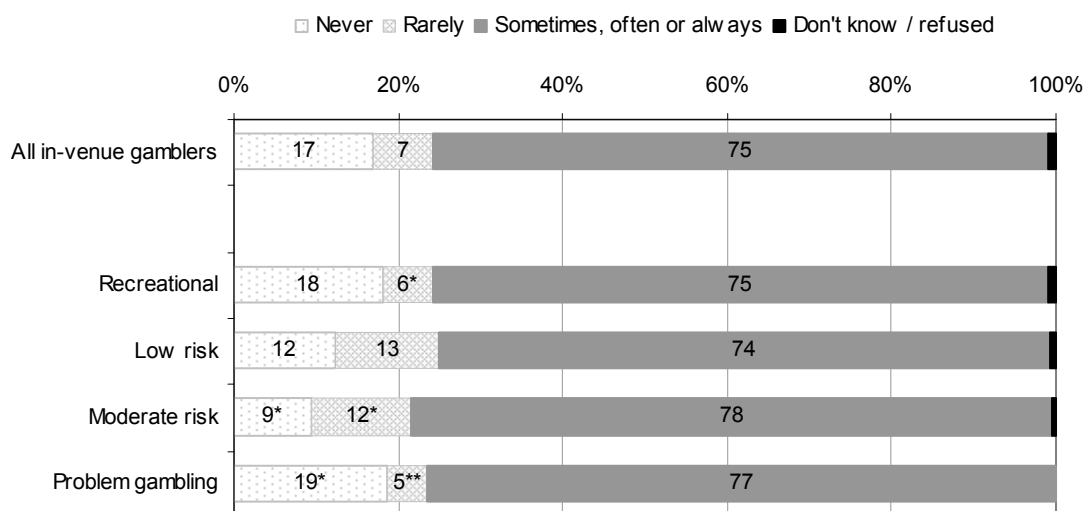
In-venue gamblers were asked how frequently they withdrew their cash before they started to gamble. They were asked separately about bringing cash to the venue, withdrawing money from an ATM inside the venue and withdrawing money from EFTPOS within the venue. (Venues were defined as clubs, hotels, casinos and TAB outlets).

As shown in Figure 33, about three-quarters of in-venue gamblers either sometimes, often or always obtained their cash before they arrived at the gambling venue. This proportion was similar across recreational, low risk, moderate risk and problem gamblers.

Among in-venue recreational gamblers, about 22 per cent either sometimes, often or always withdrew cash from a venue ATM before they started gambling. Higher proportions of in-venue low risk (51 per cent), moderate risk (66 per cent) and problem gamblers (75 per cent) reported that they sometimes, often or always withdrew money from a venue ATM before they started gambling. (Figure 34).

Similarly, recreational gamblers were less likely than low risk, moderate risk or problem gamblers to have used in-venue EFTPOS facilities before they started gambling (Figure 35). Among recreational gamblers, about 12 per cent either sometimes, often or always withdrew cash from in-venue EFTPOS before they started gambling. Higher proportions of low risk (26 per cent), moderate risk (32 per cent) and problem gamblers (37 per cent) reported that they sometimes, often or always withdrew money from in-venue EFTPOS before they started gambling.

**Figure 33: Responses to the statement ‘You obtain your cash before you arrive at the venue’**  
**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**  
**By gambling group**

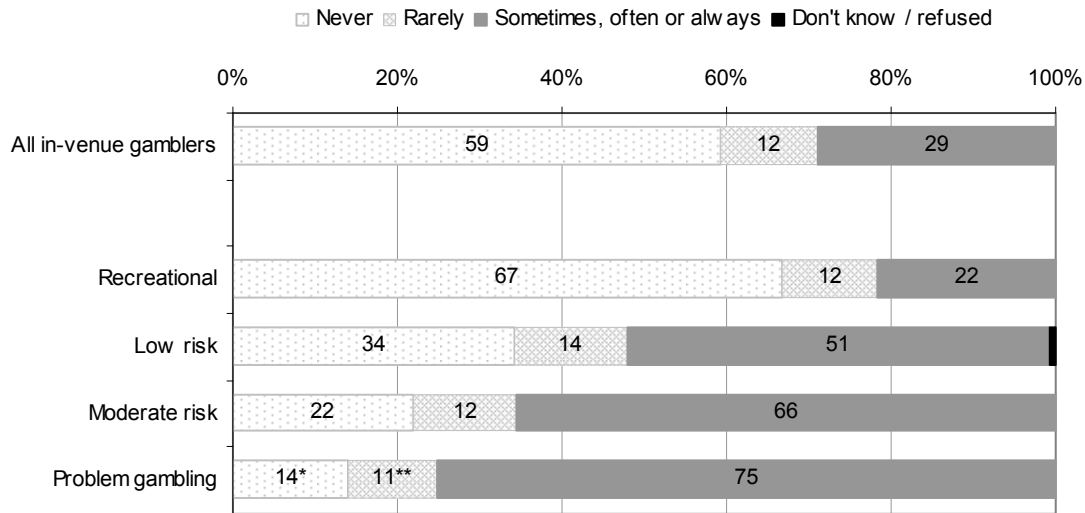


\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

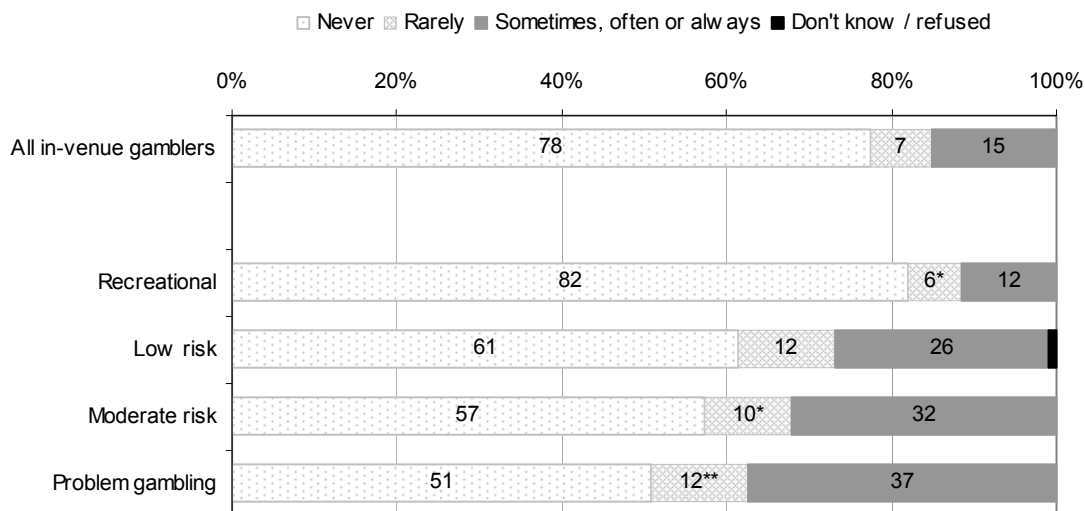
The full data for this graph is presented in Table F33 in Appendix One.

**Figure 34: Responses to the statement 'You withdraw your money at a venue ATM before you start gambling'**  
**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**  
**By gambling group**



\* Relative standard error greater than 25 per cent.  
 \*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F34 in Appendix One.

**Figure 35: Responses to the statement 'You obtain cash using EFTPOS facilities at the venue before you start gambling'**  
**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**  
**By gambling group**



\* Relative standard error greater than 25 per cent.  
 \*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F35 in Appendix One.



## Withdrawing cash during a gambling session

In-venue gamblers were also asked how frequently they withdrew their cash during a gambling session. They were asked separately about withdrawing money from an ATM inside the venue and withdrawing money from EFTPOS within the venue. (Venues were defined as clubs, hotels, casinos and TAB outlets). The results from these two questions are shown in Figures 36 and 37.

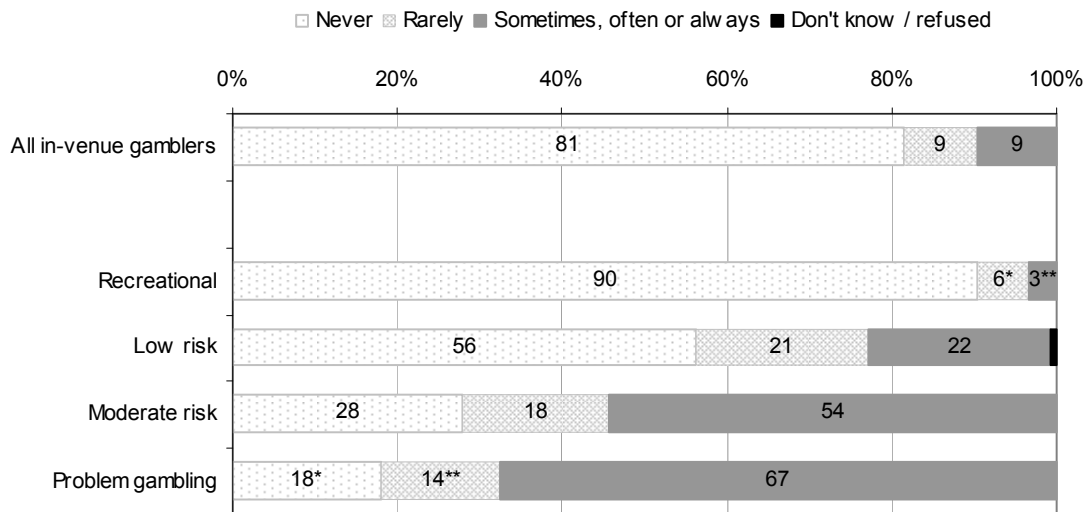
The results show that only a very small percentage of in-venue recreational gamblers sometimes, often or always withdrew extra cash during a gambling session. Significantly higher proportions of low risk, moderate risk and problem gamblers withdrew money during gambling sessions.

Among recreational gamblers, less than 5 per cent either sometimes, often or always withdrew cash from a venue ATM during a gambling session. Higher proportions of low risk (22 per cent), moderate risk (54 per cent) and problem gamblers (67 per cent) reported that they sometimes, often or always withdrew money from a venue ATM during a gambling session.

Among recreational gamblers, about less than 5 per cent either sometimes, often or always withdrew cash from in-venue EFTPOS during gambling sessions. Higher proportions of low risk (14 per cent), moderate risk (29 per cent) and problem gamblers (39 per cent) reported that they sometimes, often or always withdrew money from in-venue EFTPOS before they started gambling.

**Figure 36: Responses to the statement ‘You withdraw extra money at a venue ATM during a gambling session’**

**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**  
**By gambling group**

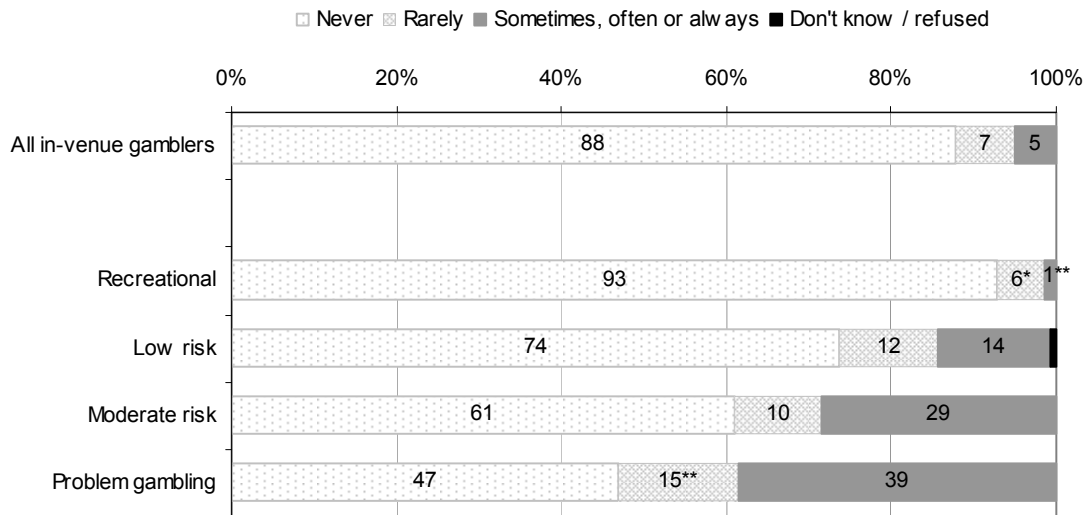


\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F36 in Appendix One.

**Figure 37: Responses to the statement 'You withdraw extra cash using EFTPOS facilities at the venue during a gambling session'**  
**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**  
**By gambling group**

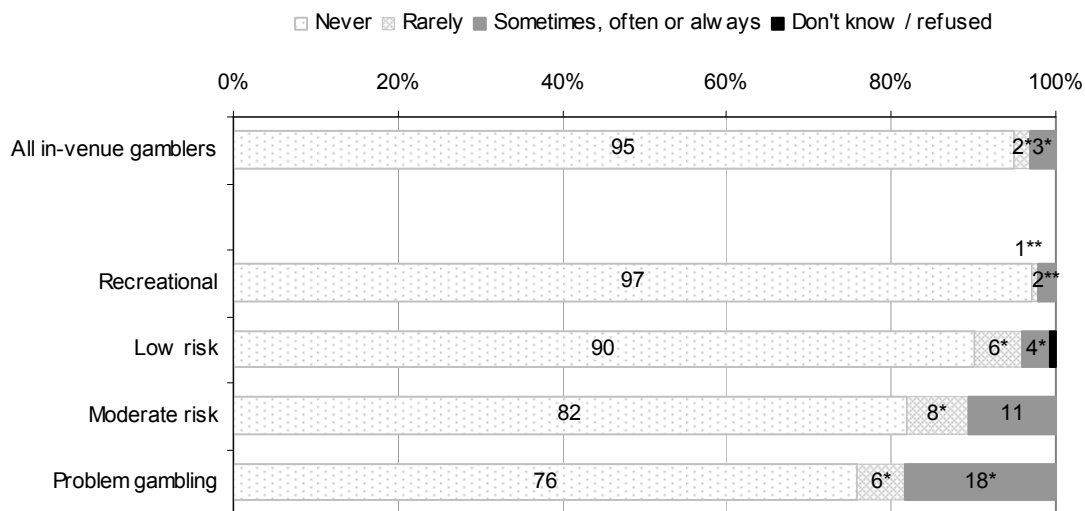


\* Relative standard error greater than 25 per cent.  
 \*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F37 in Appendix One.

### Cash advances

Overall, about 5 per cent of in-venue gamblers stated that they had used their credit card to get cash advances for gambling. However, moderate risk and problem gamblers were more likely to have used their credit card to obtain cash for gambling. About 18 per cent of moderate risk and 24 per cent of problem gamblers had gambled using cash obtained from a credit card cash advances.

**Figure 38: Responses to the statement 'You use your credit card to get cash advances'**  
**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**  
**By gambling group**



\* Relative standard error greater than 25 per cent.  
 \*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F38 in Appendix One.

## Gaming machine play

Those who had played gaming machines in the 12 months prior to the survey were asked a series of follow-up questions about the way they play.

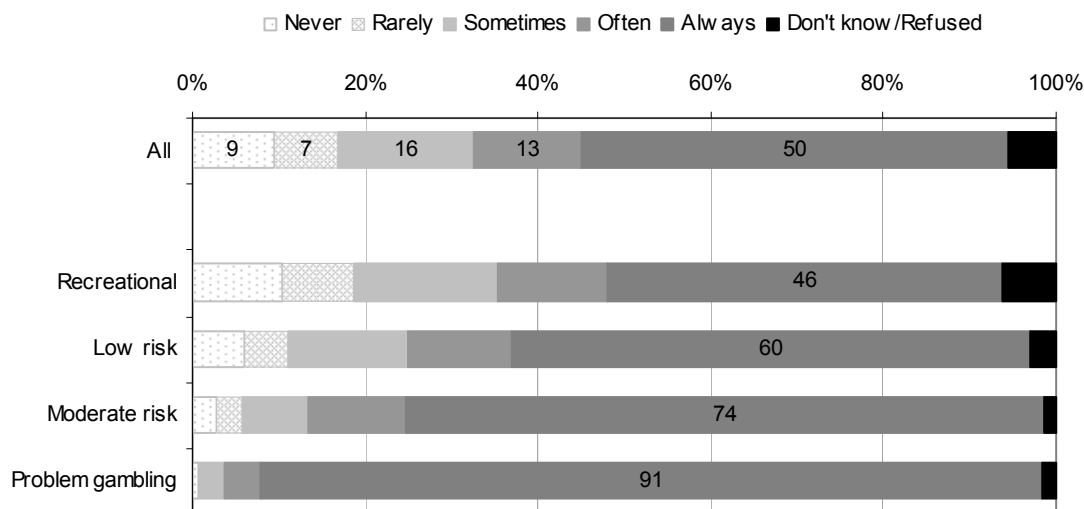
The first question was the type of machine that they usually play. About three-quarters of gaming machine gamblers usually played a one cent machine (72 per cent). The next most common responses were a two cent machine (6 per cent) or a combination of machine types (7 per cent).

There were some differences between the gambling groups in terms of the type of machine that they usually played. Among those who had played gaming machines in the last 12 months, about 74 per cent of recreational gamblers usually played a one cent machine. A lower proportion of problem gamblers (47 per cent) usually played a one cent machine.

Those who had played gaming machines were asked how often they bet more than one line at each press of the button. As shown in Figure 39, about half of all gaming machine gamblers ‘always’ bet more than one line at each press of the button.

While a large proportion of players in all gambling groups ‘always’ bet more than one line at each press of the button, this choice was made by a higher proportion of gamblers in the at-risk gambling groups. About 46 per cent of recreational gaming machine gamblers ‘always’ bet more than one line at each press of the button, compared with 91 per cent of gaming machine players in the problem gambling group.

**Figure 39: Responses to the question ‘Do you bet more than one line at each press of the button, would you say never, rarely, sometimes, often or always?’**  
**People who had played gaming machines in the last 12 months, by gambling group**



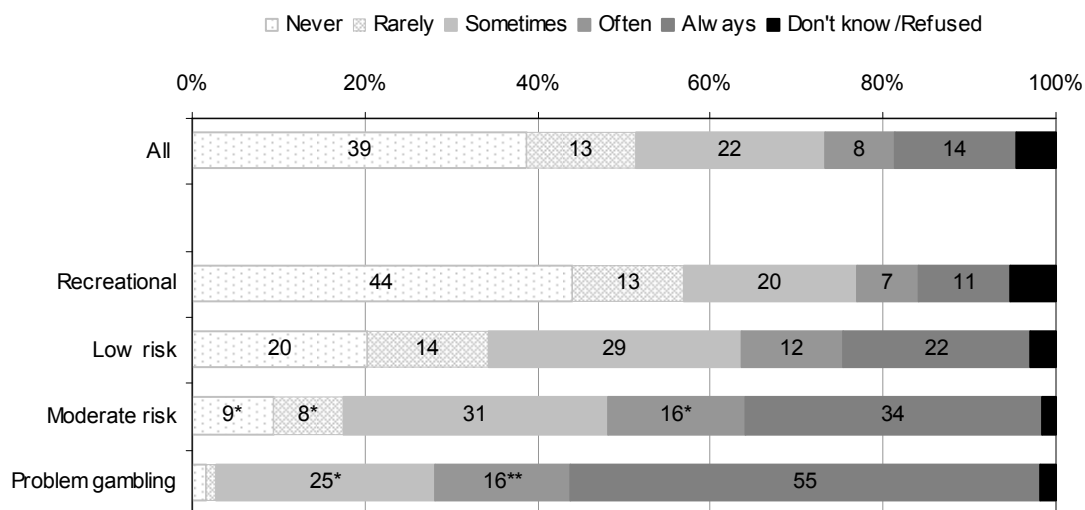
Note: The full data for each of the gambling groups has not been labelled in this graph because of high sampling errors. The full data for this graph is presented in Table F39 in Appendix One.

Those who had played gaming machines in the last 12 months were also asked how often they played more than one credit per line. The responses to this question are presented in Figure 40. Amongst all gaming machine players, about half (52 per cent) stated that they ‘never’ or ‘rarely’ bet more than one credit per line. About 22 per cent of gaming machine players ‘sometimes’ bet more than one credit per line, 8 per cent ‘often’ bet more than one credit per line and 14 per cent ‘always’ bet more than one credit per line.

There were clear differences between the gambling groups in terms of how often gaming machine players bet more than one credit per line. Among gaming machine players in the recreational gambling group, about 57 per cent ‘never’ or ‘rarely’ bet more than one credit per line. In contrast, among problem gamblers who play gaming machines, fewer than 5 per cent ‘never’ or ‘rarely’ bet more than one credit per line.

Among recreational gaming machine gamblers, about 11 per cent ‘always’ bet more than one credit per line. Comparatively high proportions of gaming machine players in the moderate risk gambling group (34 per cent) and problem gambling group (55 per cent) ‘always’ bet more than one credit per line.

**Figure 40: Responses to the question ‘Do you ever bet more than one credit per line, would you say never, rarely, sometimes, often or always?’ People who had played gaming machines in the last 12 months, by gambling group**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F40 in Appendix One.

Those who had played gaming machines in the last 12 months were asked whether they would use a system that allowed them to set limits on the time they spend playing gaming machines and whether they would use a system that allowed them to set limits on the money they spend playing gaming machines.

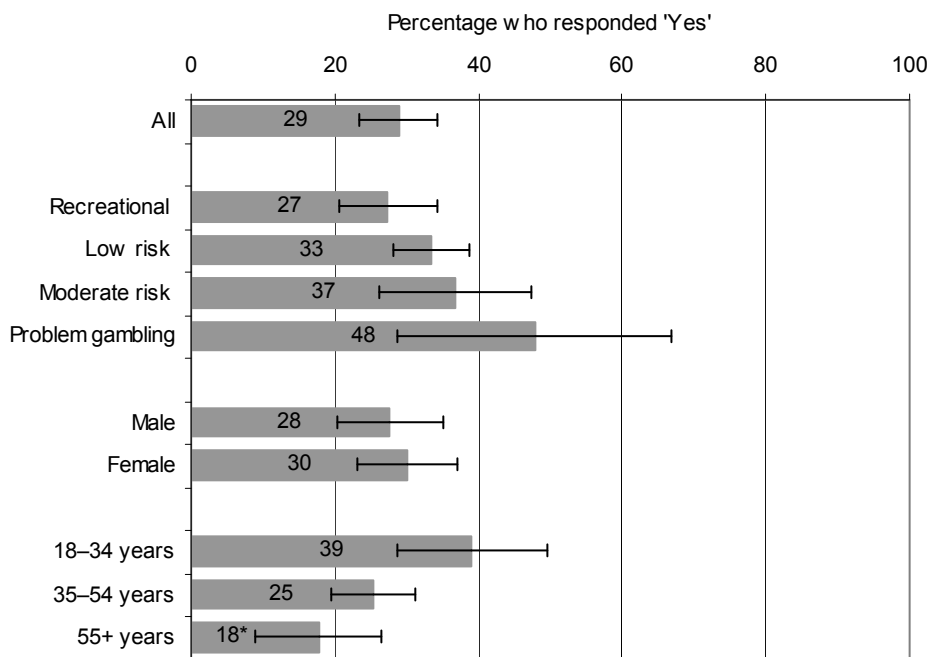
Amongst all gaming machine players, a system to set limits on time appeared to be less popular than a system to set limits on money. About 29 per cent of all gaming machine players said that they would use a system to set limits on time (Figure 41) and about 46 per cent said they would use a system to set limits on money (Figure 42).

Among problem gamblers who played gaming machines, 48 per cent said they would use a system to set limits on time and 69 per cent said they would use a system to set limits on money.

The data indicates that systems to set limits on time or money would be less popular among gaming machine players aged 55 years or more. Among gaming machine players aged 55 years or more, about 31 per cent would use a system to set limits on money, compared with about 61 per cent of gaming machine players aged 18–34 years.

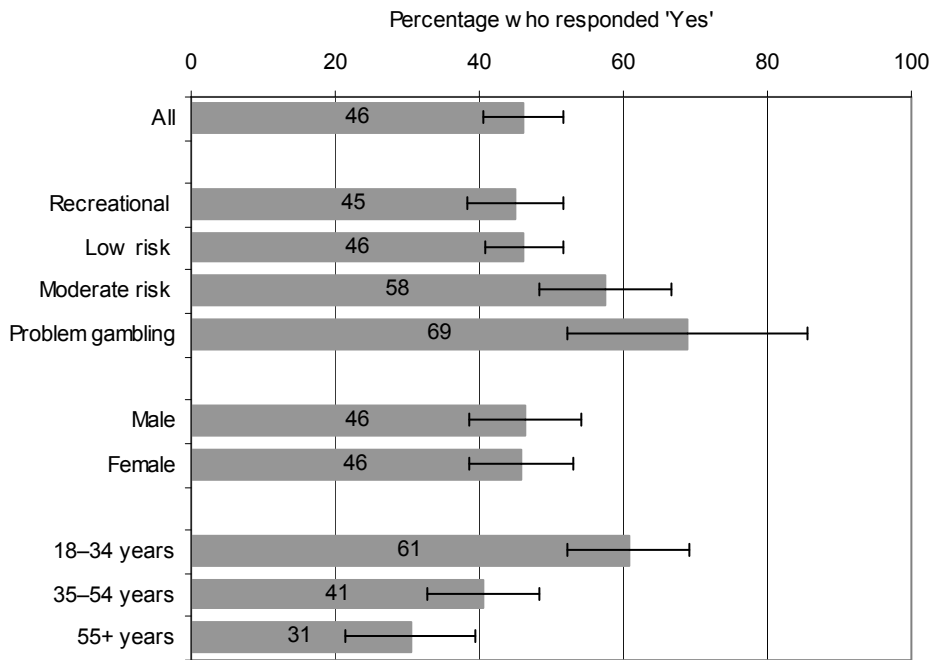
**Figure 41: Responses to the question ‘Would you use a system to set limits on the time you spend playing gaming machines?’**

**People who had played gaming machines in the last 12 months, by gambling group, by gender and by age group**



The full data for this graph is presented in Table F41 in Appendix One.

**Figure 42: Responses to the question 'Would you use a system to set limits on the money you spend playing gaming machines?'**  
**People who had played gaming machines in the last 12 months, by gambling group, by gender and by age group**



The full data for this graph is presented in Table F42 in Appendix One.

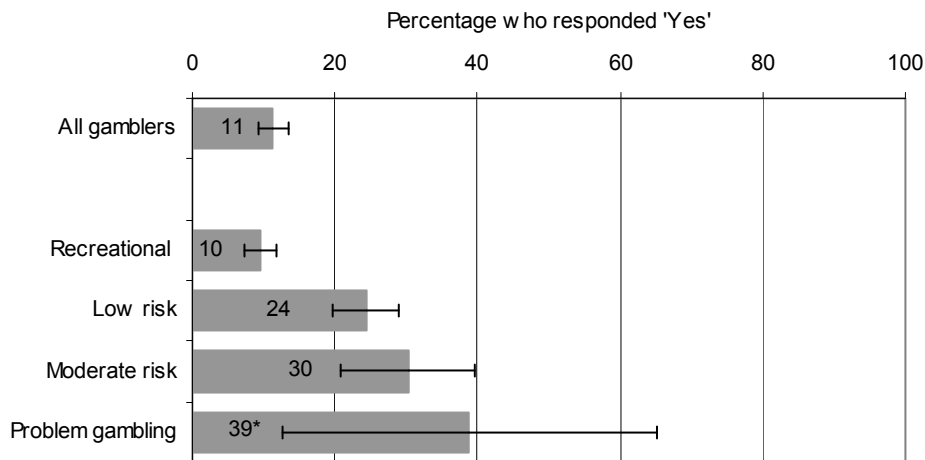
## Loyalty cards

All survey respondents who had gambled in the 12 months prior to the survey were asked: 'Do you have any loyalty cards for the venues at which you gamble?'

As shown in Figure 43, about 11 per cent of gamblers had a loyalty card for venue/s at which they gambled. Low risk gamblers, moderate risk gamblers and problem gamblers were more likely to have a loyalty card than recreational gamblers. About 10 per cent of recreational gamblers had a loyalty card, compared with 24 per cent of low risk gamblers, 30 per cent of moderate risk gamblers and 39\* per cent of problem gamblers.

**Figure 43: Responses to the question 'Do you have any loyalty cards for the venues at which you gamble?'**

**People who had gambled in the last 12 months, by gambling group**



\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F43 in Appendix One.

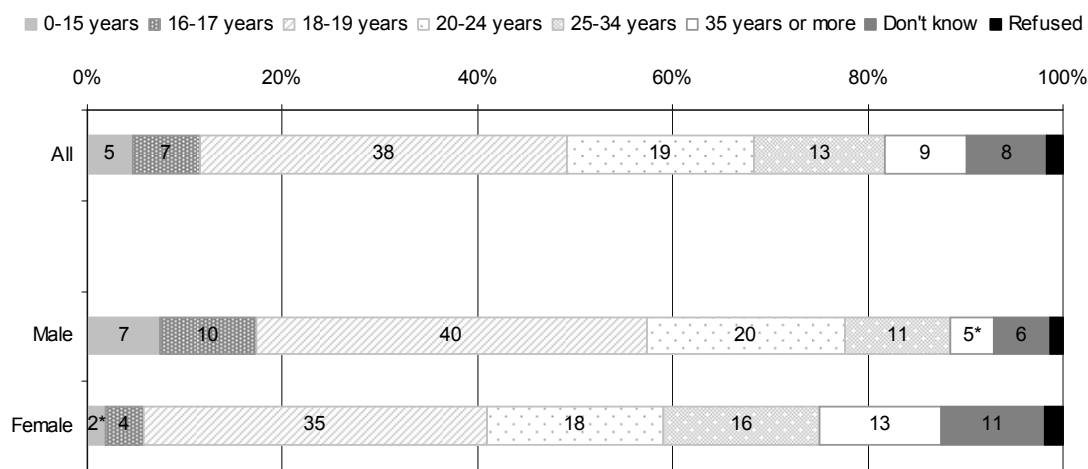
## Age first gambled

All respondents who had ever gambled were asked ‘at what age did you first gamble using your own money?’ Figure 44 shows overall responses to this question and responses by gender.

- For about 10 per cent of people who had gambled, the age at which they first gambled is not known because of ‘don’t know’ responses and refusals to answer this question. Closer analysis of this result showed that ‘don’t know’ responses and refusals were most common among those aged 55 years or more, and among those who had not gambled in the last 12 months but had previously gambled.
- About 12 per cent of people who had gambled had started gambling when they were under 18 years of age. A further 38 per cent of the people who had gambled had started gambling when aged 18 years or 19 years.
- Men were significantly more likely to have started gambling when they were under 18 years of age. Among those who had gambled, some 17 per cent of males and 6 per cent of females reported that they started gambling when less than 18 years of age.
- The responses of each of the gambling groups to the question about when they had first gambled are not shown in this report because there were no significant differences between the groups. Also, the results for the problem gambling group were associated with high levels of sampling error.

**Figure 44: Responses to the question ‘At what age did you first start gambling with your own money?’**

**People who had ever gambled, by gender**



\* Relative standard error greater than 25 per cent.

Note: ‘People who had ever gambled’ includes those that had gambled in the last 12 months, and those who had not gambled in the last 12 months but had gambled previously.

The full data for this graph is presented in Table F44 in Appendix One.



## **Problem gambling behaviours and correlates**

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. This section also explores factors associated with problem gambling, such as health issues and faulty cognitions (erroneous beliefs about chance or gambling).

### ***Problem gambling behaviours and consequences***

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

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

In Figure 45, the distributions of responses for the low risk, moderate risk and problem gambling groups are presented. By definition, all recreational gamblers responded ‘never’ to all nine questions.

#### **Low risk gamblers**

By definition, each low risk gambler experienced one or two of the issues and behaviours covered by the nine CPGI questions. The problem gambling behaviours and issues most commonly reported by low risk gamblers were betting more than they could really afford to lose (44 per cent of low risk gamblers), going back another day to win back losses (23 per cent of low risk gamblers) and feeling guilty about gambling (24 per cent of low risk gamblers).

#### **Moderate risk gamblers**

In order to be classified as moderate risk, gamblers had to have experienced more than two behaviours and consequences associated with problem gambling and/or have experienced these behaviours often or always. The behaviours and issues that moderate risk gamblers most commonly experienced were betting more than they could really afford to lose (73 per cent of moderate risk gamblers) and feeling guilty about gambling (81 per cent of moderate risk gamblers). Interestingly, about half of moderate risk gamblers had felt that they had problems with gambling.

#### **Problem gamblers**

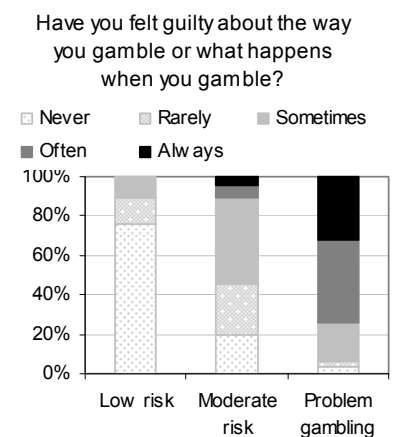
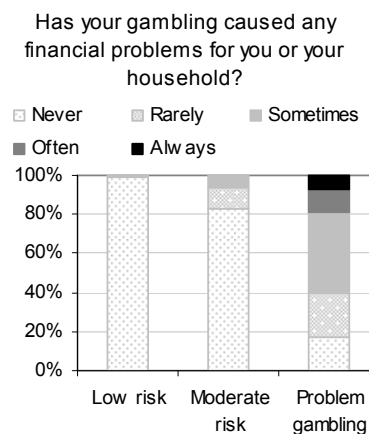
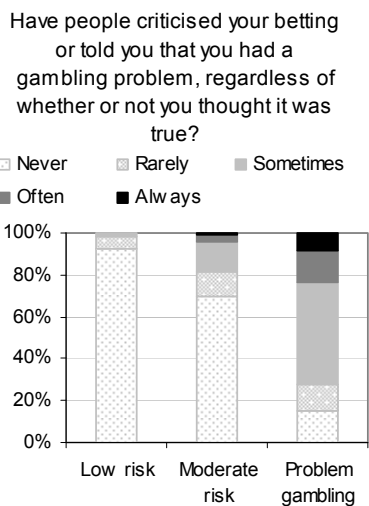
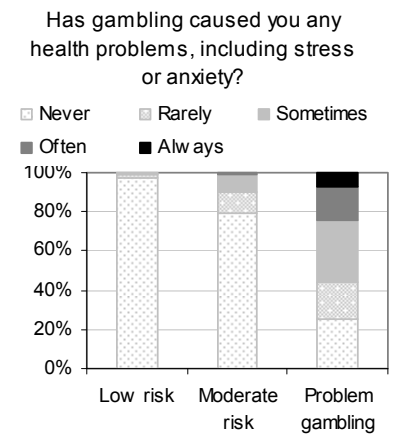
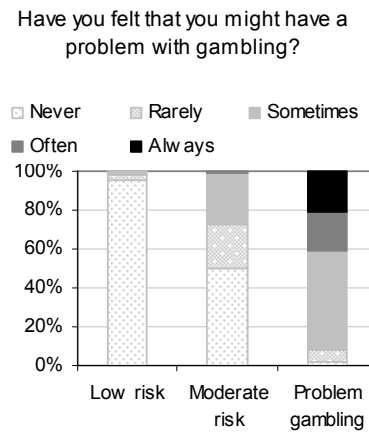
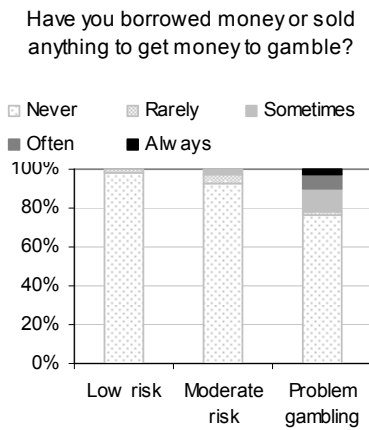
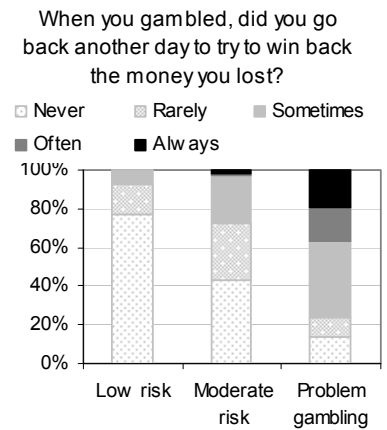
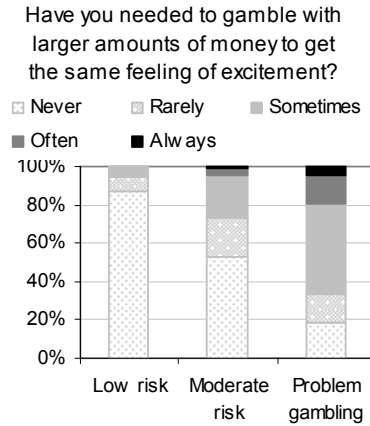
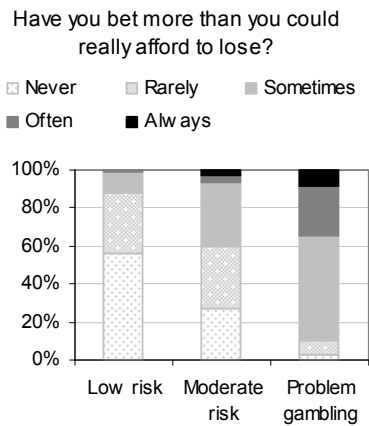
In order to be classified as problem gambling, gamblers had to have experienced multiple behaviours and consequences associated with problem gambling and/or have experienced these behaviours often or always.

Almost all problem gamblers had bet more than they could really afford to lose, felt they had a problem with gambling and felt guilty about their gambling. Indeed, over 90 per cent of problem gamblers had ‘sometimes’, ‘often’ or ‘always’ experienced these three issues with their gambling.

In terms of problems arising from their gambling, 75 per cent of problem gamblers had experienced gambling-related health problems and 83 per cent of problem gamblers had experienced gambling-related financial problems.

About one-quarter of problem gamblers had borrowed money or sold something to get money to gamble.

**Figure 45: Responses to the nine scored questions in the Canadian Problem Gambling Index  
Low risk, moderate risk and problem gamblers  
By gambling group**



The full data for this graph is presented in Table F45 in Appendix One.

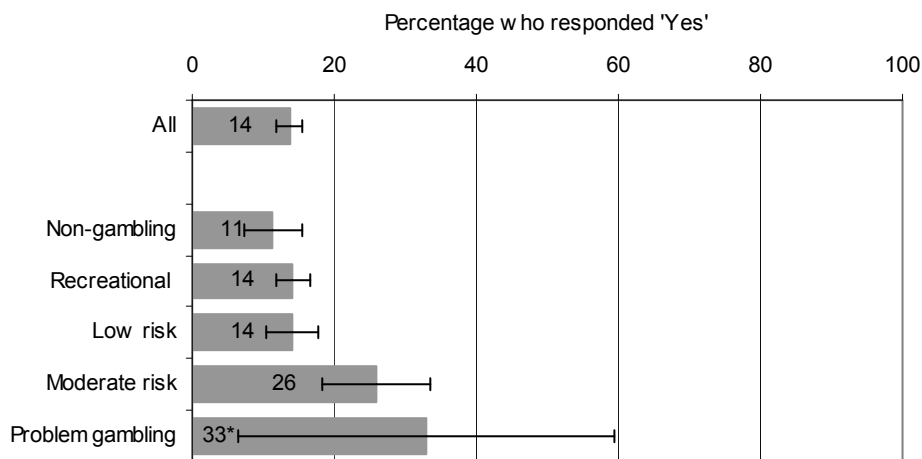
### **Impact of gambling by others**

All respondents to the survey were asked ‘has anyone in your immediate family ever had a gambling problem?’ Overall, about 14 per cent of Queensland adults said that a member of their immediate family had, at some stage, had a gambling problem (Figure 46).

Interestingly, 26 per cent of moderate risk gamblers said that a member of their immediate family had experienced problems with gambling. This was higher than the proportion of non-gamblers, recreational gamblers and low risk gamblers who had reported gambling problems within their immediate family.

High levels of relative standard error were associated with the percentage of problem gamblers who had reported gambling problems within their immediate family.

**Figure 46: Responses to the question ‘Has anyone in your immediate family ever had a gambling problem?’ Queensland adult population, by gambling group**

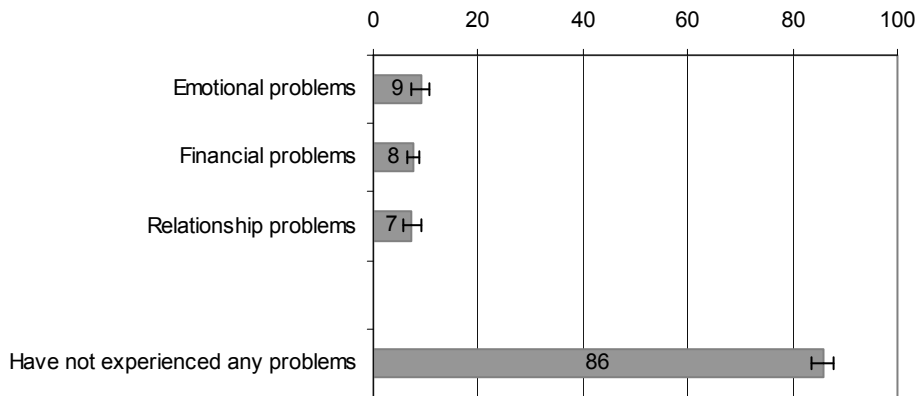


\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F46 in Appendix One.

The survey also included a question about any problems experienced because of someone else's gambling. As shown in Figure 47, the overall results for this question were:

- 86 per cent of adult Queenslanders had never experienced problems because of someone else's gambling.
- 9 per cent of Queensland adults had experienced emotional problems because of someone else's gambling.
- 8 per cent of Queensland adults had experienced financial problems because of someone else's gambling.
- 7 per cent of Queensland adults had experienced relationship problems because of someone else's gambling.

**Figure 47: Responses to the question 'Have you experienced any of the following problems because of someone else's gambling?'**  
Queensland adult population



The full data for this graph is presented in Table F47 in Appendix One.

Note: Responses add to more than 100 per cent because some respondents had experienced more than one type of problem.

Figure 48 shows the proportion of people in each gambling group who had experienced problems because of someone else's gambling. Moderate risk gamblers were more likely than non-gamblers, recreational gamblers and low risk gamblers to have experienced problems because of someone else's gambling.

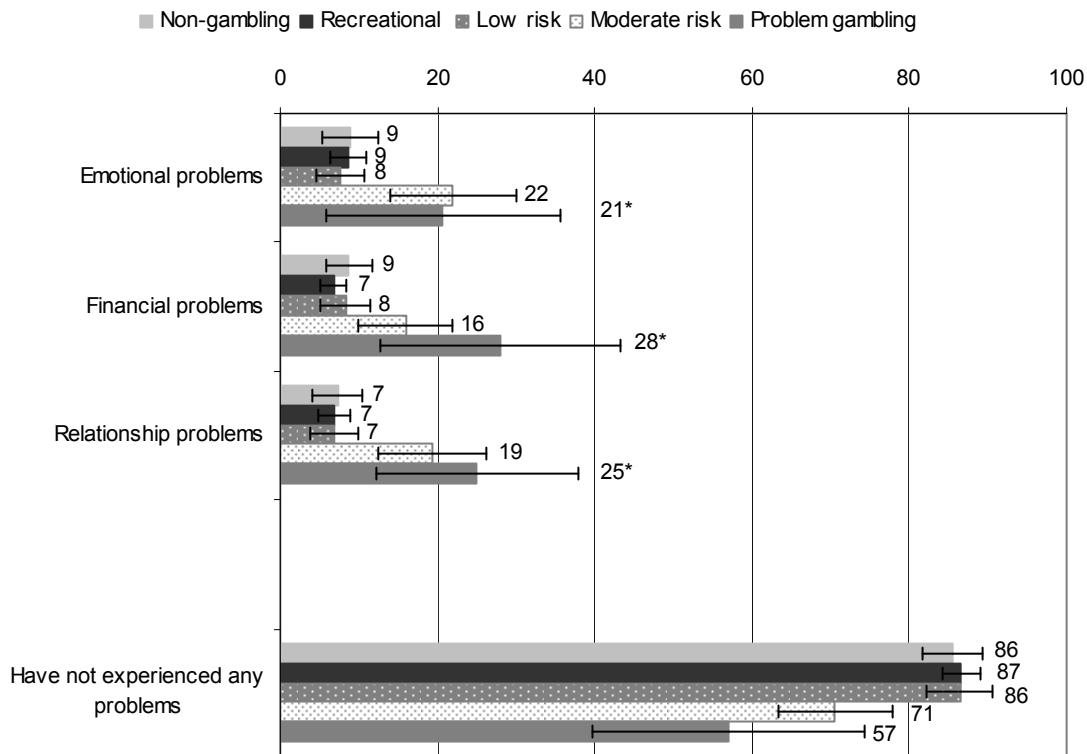
About 86 per cent of non-gamblers, recreational gamblers and low risk gamblers had never experienced problems because of someone else's gambling. In contrast, about 71 per cent of moderate risk gamblers had not experienced problems because of someone else's gambling.

In the moderate risk group, 22 per cent had experienced emotional problems, 16 per cent had experienced financial problems and 19 per cent had experienced relationship problems because of someone else's gambling.

About 57 per cent of problem gamblers had not experienced problems because of someone else's gambling. The results indicate that about a quarter of problem gamblers had experienced each of emotional, financial and relationship problems because of someone else's gambling.

**Figure 48: Responses to the question 'Have you experienced any of the following problems because of someone else's gambling?'**

**Queensland adult population, by gambling group**



\* Relative standard error greater than 25 per cent.

The full data for this graph is presented in Table F48 in Appendix One.

Note: For each gambling group, responses add to more than 100 per cent because some respondents had experienced more than one type of problem.

## Control of gambling

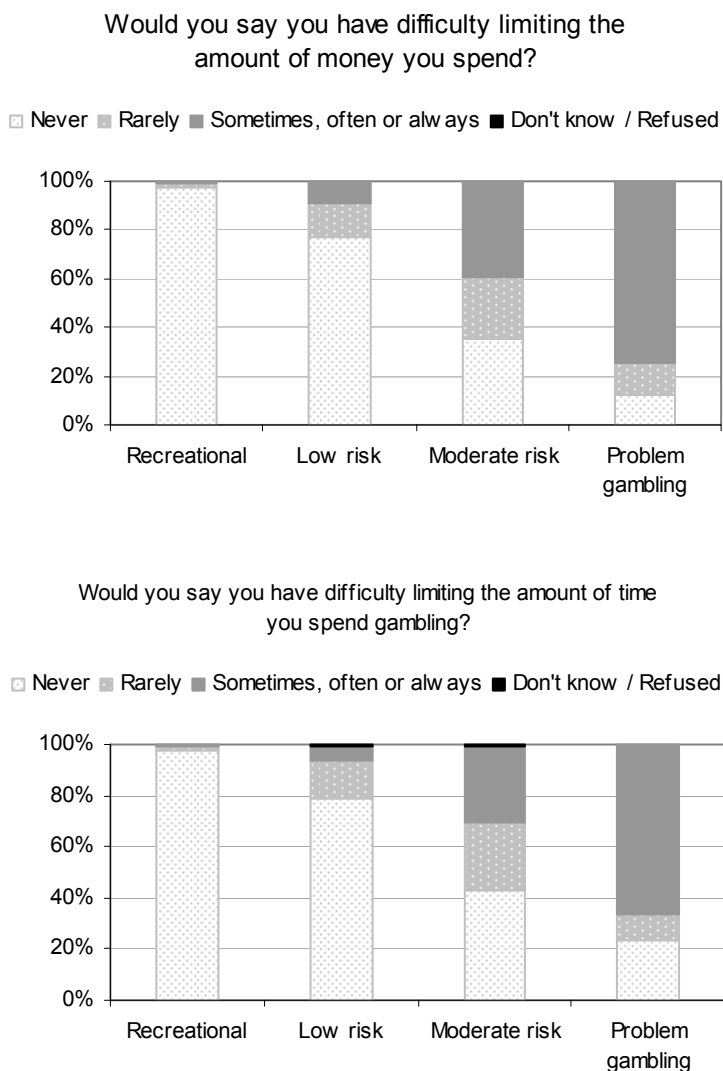
The survey included a series of questions which asked gamblers how often they had experienced problems with controlling their gambling. There was a similar pattern of responses for each of these questions. The distributions of responses for two of the questions about control of gambling are highlighted in Figure 49. Tables of results for all of the control of gambling questions can be found in the Table F49 in Appendix One.

Although they were classified as recreational gamblers, about 2 per cent of recreational gamblers had experienced difficulty limiting the time or limiting the money that they spend gambling.

The proportion of gamblers who ‘sometimes’, ‘often’ or ‘always’ had difficulty limiting the amount of money that they spend was 8 per cent for the low risk gambling group, 39 per cent for the moderate risk gambling group and 74 per cent for the problem gambling group.

The proportion of gamblers who ‘sometimes’, ‘often’ or ‘always’ had difficulty limiting the amount of time that they spend was 6 per cent for the low risk gambling group, 30 per cent for the moderate risk gambling group and 66 per cent for the problem gambling group.

**Figure 49: Responses to questions about control of gambling Gamblers, by gambling group**



The full data for this graph and for other questions about control of gambling are presented in Table F49 in Appendix One.

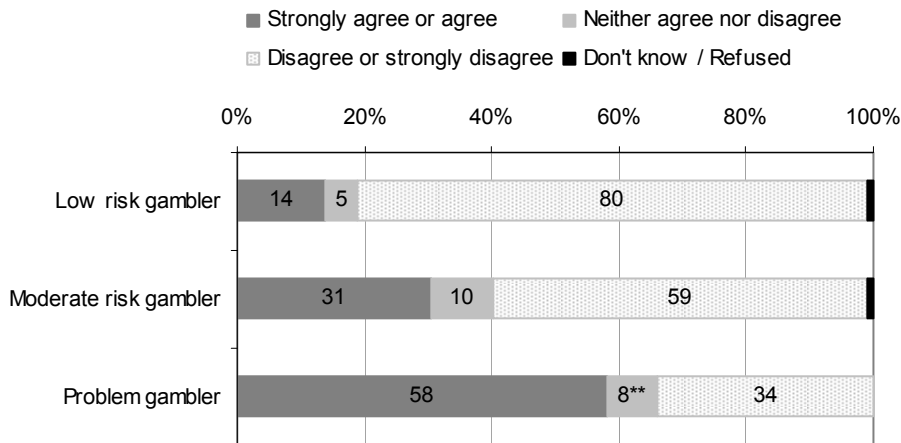
## Faulty cognitions

A gambler with a ‘faulty cognition’ holds an irrational or counter-factual belief about gambling.

Some at-risk gamblers believed that even if they are losing, they should continue because they do not want to miss a win. The proportion of gamblers who held this belief was 14 per cent for low risk gamblers, 31 per cent for moderate risk gamblers and 58 per cent for problem gamblers (Figure 50).

**Figure 50: Responses to the statement ‘Even if you are losing, you should continue because you don’t want to miss a win.’**

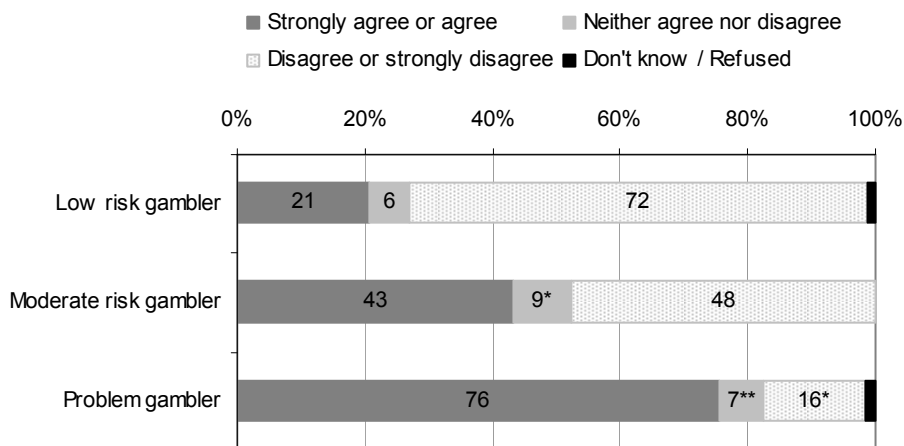
**Low risk, moderate risk and problem gamblers**  
**By gambling group**



\*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F50 in Appendix One.

The proportion of gamblers who felt that near misses remind them that a win is just around the corner was 21 per cent for low risk gamblers, 43 per cent for moderate risk gamblers and 76 per cent for problem gamblers.

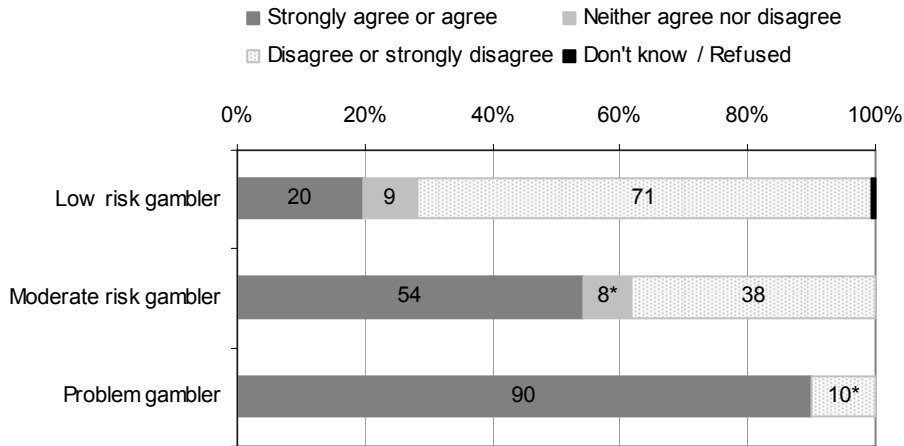
**Figure 51: Responses to the statement ‘Near misses remind you that a win is just around the corner.’**  
**Low risk, moderate risk and problem gamblers**  
**By gambling group**



\* Relative standard error greater than 25 per cent.  
 \*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F51 in Appendix One.

Almost all problem gamblers (90 per cent) stated that when they lost money, they tried to win it back. About half of the moderate risk gambling group (54 per cent) also agreed that they chased losses by trying to win them back.

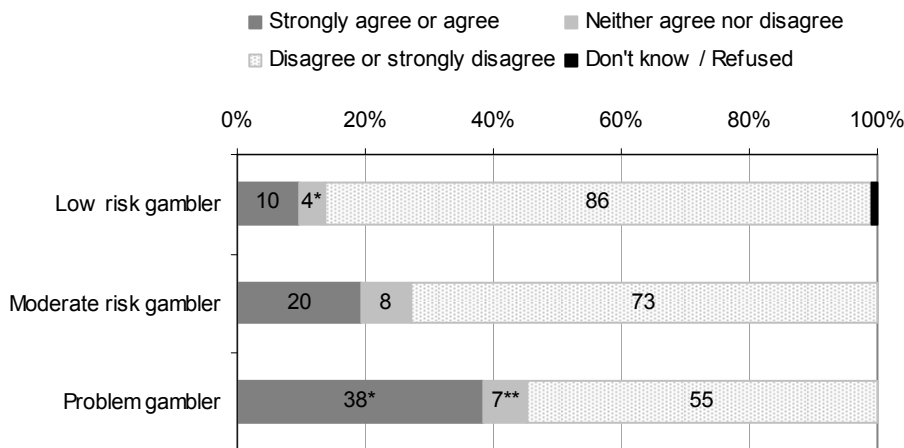
**Figure 52: Responses to the statement ‘When you lose money, you try to win it back.’  
Low risk, moderate risk and problem gamblers  
By gambling group**



\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F52 in Appendix One.

The fallacy about chance that ‘after losing many times in a row, you are more likely to win’ was held by 10 per cent of low risk gamblers, 20 per cent of moderate risk gamblers and 38\* per cent of problem gamblers.

**Figure 53: Responses to the statement ‘After losing many times in a row, you are more likely to win.’  
Low risk, moderate risk and problem gamblers  
By gambling group**

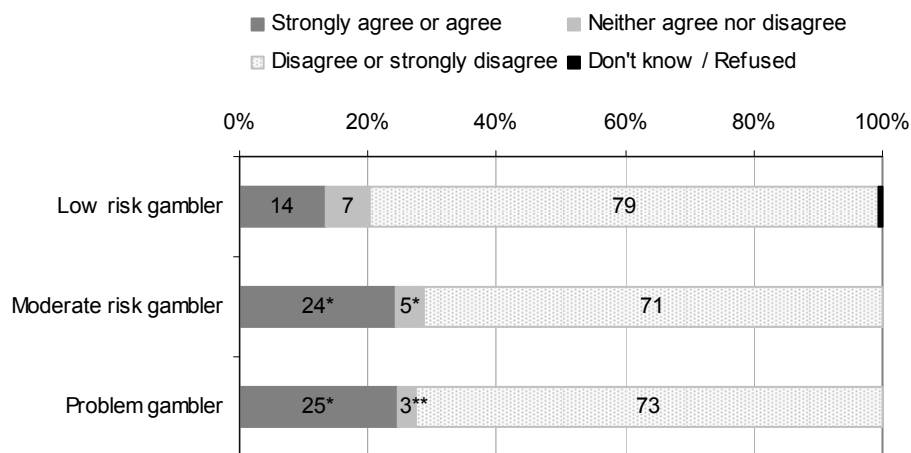


\* Relative standard error greater than 25 per cent.  
\*\* Relative standard error greater than 50 per cent.  
The full data for this graph is presented in Table F53 in Appendix One.



About a quarter of moderate risk and problem gamblers believed that ‘you could win more if you used a certain system or strategy’.

**Figure 54: Responses to the statement ‘You could win more if you used a certain system or strategy.’  
Low risk, moderate risk and problem gamblers  
By gambling group**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F54 in Appendix One.

## Life events

Survey respondents in all five gambling groups were asked about life events that they had experienced in the last 12 months. Some of these life events were experienced by larger proportions of low risk, moderate risk or problem gamblers, when compared with the overall population. This apparent association between life events and at-risk gambling does not on its own provide any information about causal relationships. To explore these factors further, respondents were asked a follow-up question about whether the life events they had experienced had triggered an increase in their gambling.

For the problem gambling group, the percentage figures for those who had experienced each life event were associated with high levels of sampling error, making it difficult to reliably compare the problem gambling group with the rest of the population.

## Natural disasters

The survey asked each respondent whether they had experienced a natural disaster such as a flood or cyclone in the last 12 months. In Queensland, the major recent natural disasters were the Queensland floods which occurred in January 2011 and Cyclone Yasi which crossed the Queensland coast on 3 February 2011. For participants in the first wave of the survey (late 2011) the question about natural disasters in the last 12 months would have encompassed these major natural disasters. However, for most of those who participated in the second wave of the survey (February–March 2012), the natural disasters at the beginning of 2011 would not have been included within timeframe of the last 12 months.

Overall, the survey found that about one-third of adult Queenslanders (32 per cent) had experienced a natural disaster in the 12 months prior to the survey. Not surprisingly, there were large differences between the regions in terms of the percentage of the population who reported having experienced a natural disaster — from 76 per cent in the Townsville region and 69 per cent in the Cairns region, to 7 per cent in the Gold Coast region.

There were no significant differences between the five gambling groups in terms of the percentage of people who had experienced a natural disaster in the 12 months prior to the survey.

### **Death of someone close**

About one-quarter of adult Queenslanders (24 per cent) had experienced the death of someone close to them in the 12 months prior to the survey. Across the five gambling groups, there were no differences in the percentage that had experienced the death of someone close to them.

### **Separation or divorce**

About 5 per cent of adult Queenslanders had been through a separation or divorce in the 12 months prior to the survey. The results indicate that, compared with the population as a whole, problem gamblers were more likely to have been through a separation or divorce (18\* per cent).

### **Legal difficulties**

About 4 per cent of Queensland adults had experienced legal difficulties in the 12 months prior to the survey. Compared with non-gamblers and recreational gamblers, moderate risk gamblers were significantly more likely to have experienced legal difficulties. About 12 per cent of moderate risk gamblers experienced legal difficulties in the 12 months prior to the survey.

### **Injuries and illness**

Respondents were asked whether they had experienced major illness or injury in the last 12 months, either to themselves or to someone close to them. Overall, about 20 per cent of adult Queenslanders had experienced major illness or injury. A somewhat higher percentage of moderate risk gamblers (33 per cent) had experienced major illness or injury.

### **Marriage and finding a partner**

About 7 per cent of Queensland adults had married or found a relationship partner in the 12 months prior to the survey. Across the five gambling groups, there were no significant differences in the percentage who had married or found a partner.

### **Troubles at work**

Overall, about 8 per cent of Queensland adults reported troubles at work, with their boss or with their superiors in the 12 months prior to the survey. A somewhat higher percentage of moderate risk gamblers (22 per cent) had experienced this type of trouble at work.

### **Financial situation**

Some 15 per cent of non-gamblers and 16 per cent of recreational gamblers had experienced a major change in their financial situation in the previous 12 months. Changes to their financial situation were reported by larger proportions of low risk gamblers (24 per cent), moderate risk gamblers (36 per cent) and problem gamblers (46\* per cent).

### **Arguments**

About 6 per cent of non-gamblers and 6 per cent of recreational gamblers reported an increase in arguments with someone close to them in the 12 months prior to the survey. In contrast, those in the at-risk gambling groups were more likely to report that they had increasingly argued with someone close to them. About 14 per cent of low risk gamblers, 23 per cent of moderate risk gamblers and 37 per cent of problem gamblers reported increasing arguments with someone close to them.

---

\* Relative standard error greater than 25 per cent.

## **Living and work conditions**

Overall, about 21 per cent of adult Queenslanders reported major changes in their living or work conditions over the 12 months prior to the survey. Among moderate risk gamblers, 35 per cent had experienced this type of major change.

## **Life events and gambling**

All gamblers who had experienced at least one of the listed life events were asked a follow-up question: ‘Did any one particular life event trigger an increase in your gambling in the last 12 months, even if only temporarily?’ Among those gamblers who had experienced at least one of the listed life events, 92 per cent said that none of these life events had triggered an increase in their gambling. However, there were differences between the gambling groups:

- Among recreational gamblers and low risk gamblers who had experienced a major life event in the last 12 months, more than 90 per cent said that none of the life events had triggered an increase in gambling.
- Among moderate risk gamblers who had experienced a major life event in the last 12 months, about 74 per cent said that none of the life events had triggered an increase in gambling.
- Among problem gamblers who had experienced a major life event in the last 12 months, about 36\* per cent said that none of the life events had triggered an increase in gambling.

## **Adverse outcomes of gambling**

As part of the survey interview, low risk, moderate risk and problem gamblers were asked whether they had experienced, in the last year, any of the following adverse outcomes from gambling:

- poorer job performance
- changing jobs
- dismissal from work
- not enough time to look after your family’s interests
- being declared bankrupt
- break-up of an important relationship, divorce or separation
- obtaining money illegally
- trouble with the police.

Overall, the percentages of each gambling group who said that they had experienced none of these as a result of their gambling in the last 12 months were:

- 98 per cent for low risk gamblers
- 92 per cent for moderate risk gamblers
- 68 per cent for problem gamblers.

The percentage estimates of problem gamblers who had experienced each of these adverse outcomes are associated with high standard errors. However, the adverse outcomes of gambling most commonly reported by problem gamblers were: poorer job performance (18\* per cent); not having enough time to look after the family’s interests (18\* per cent); and the break-up of an important relationship, divorce or separation (14\* per cent).

---

\* Relative standard error greater than 25 per cent.

## Health correlates

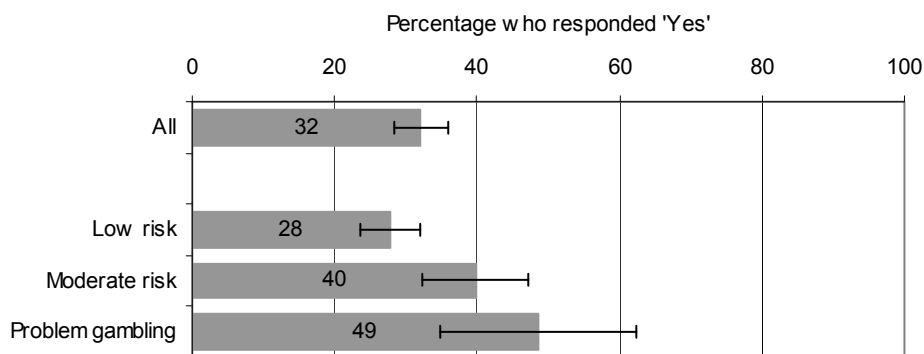
Low risk, moderate risk and problem gamblers were asked several questions about health issues that may be related to problem gambling. As shown in Figures 58 to 63, the results indicated that for some of these health correlates there were higher rates among problem gamblers than among low risk gamblers.

## Alcohol and other drugs

- About 28 per cent of low risk gamblers and 49 per cent of problem gamblers reported that a member of their immediate family had at some stage had an alcohol or drug problem. (Figure 55)
- About 9 per cent of low risk gamblers, 19 per cent of moderate risk gamblers and almost 40 per cent of problem gamblers had felt that they themselves may have had an alcohol or drug problem. (Figure 56)
- Overall, almost half of all low risk, moderate risk and problem gamblers had gambled while under the influence of alcohol or other drugs. The percentage of people who had gambled while under the influence was similar in these three gambling groups. (Figure 57)

**Figure 55: Responses to the question ‘Has anyone in your immediate family ever had an alcohol or drug problem?’**

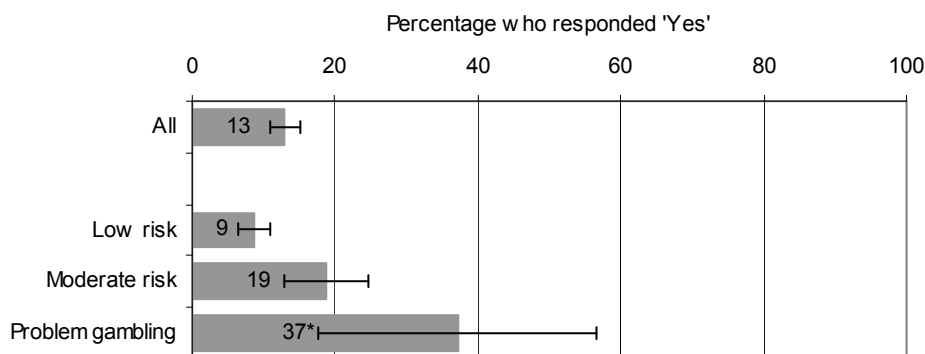
**Low risk, moderate risk and problem gamblers  
By gambling group**



The full data for this graph is presented in Table F55 in Appendix One.

**Figure 56: Responses to the question ‘Have you felt you might have an alcohol or drug problem?’**

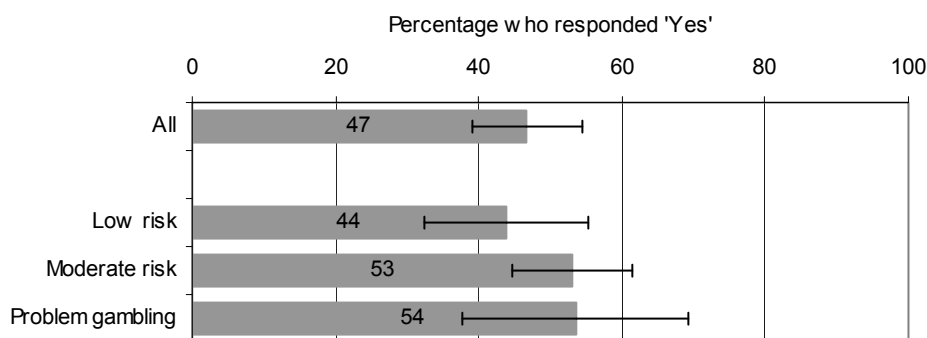
**Low risk, moderate risk and problem gamblers  
By gambling group**



\* Relative standard error greater than 25 per cent.

The full data for this graph is presented in Table F56 in Appendix One.

**Figure 57: Responses to the question 'In the last 12 months, have you gambled while under the influence of alcohol or legal or illegal drugs?'  
Low risk, moderate risk and problem gamblers  
By gambling group**

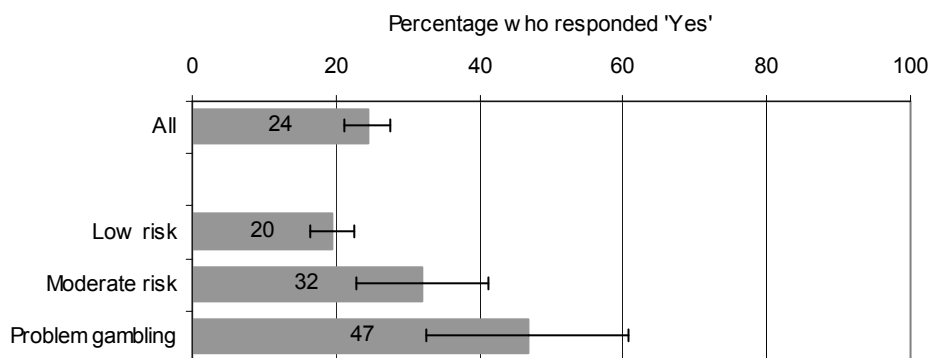


The full data for this graph is presented in Table F57 in Appendix One.

## Mental health

- About 20 per cent of low risk gamblers and 47 per cent of problem gamblers had felt seriously depressed in the last twelve months. (Figure 58)
- In the last 12 months, about 16 per cent of all low risk, moderate risk and problem gamblers had been under a doctor's care for depression or stress-related issues. (Figure 59)
- About 1\* per cent of all low risk, moderate risk and problem gamblers had thought about suicide as a result of their gambling. (Figure 60). Of those low risk, moderate risk and problem gamblers who had thought about suicide as a result of their gambling, about 60 per cent had thought like that in the last 12 months.
- Among problem gamblers, about 14\* per cent had thought about suicide as a result of their gambling. (Figure 60)

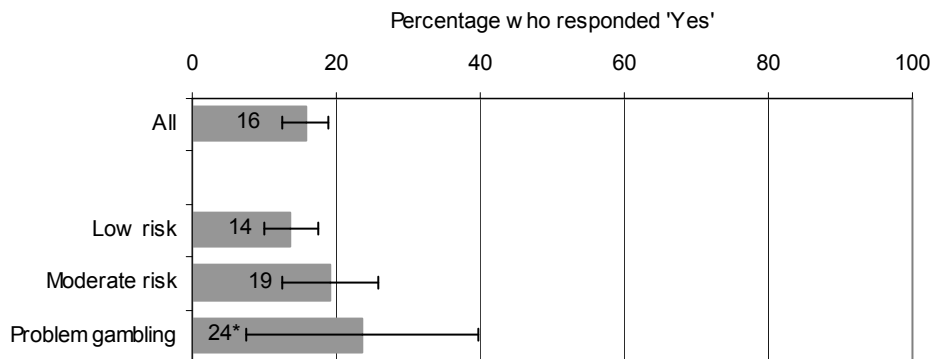
**Figure 58: Responses to the question 'In the last 12 months, have you felt seriously depressed?'  
Low risk, moderate risk and problem gamblers  
By gambling group**



The full data for this graph is presented in Table F58 in Appendix One.

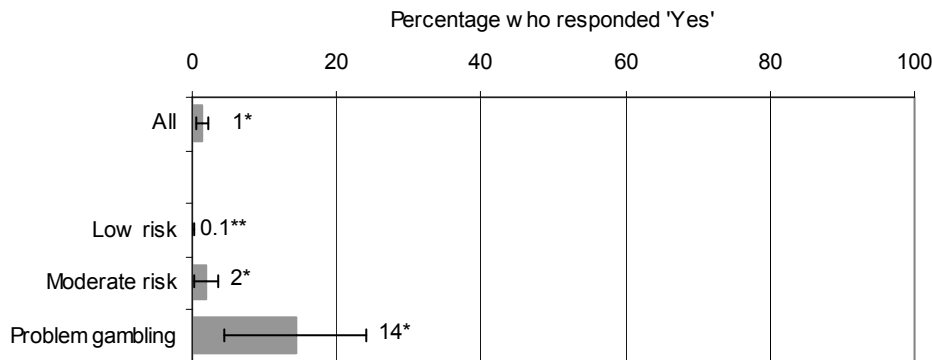
\* Relative standard error greater than 25 per cent.

**Figure 59: Responses to the question 'In the last 12 months, have you been under a doctor's care because of depression or stress-related issues?'**  
**Low risk, moderate risk and problem gamblers**  
**By gambling group**



\* Relative standard error greater than 25 per cent.  
 The full data for this graph is presented in Table F59 in Appendix One.

**Figure 60: Responses to the question 'Have you ever seriously thought about or attempted suicide as a result of your gambling?'**  
**Low risk, moderate risk and problem gamblers**  
**By gambling group**



\* Relative standard error greater than 25 per cent.  
 \*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F60 in Appendix One.

## Help-seeking

A number of questions in the 2011–12 survey asked low risk, moderate risk and problem gamblers about help-seeking for gambling-related problems. Figure 61 outlines the proportion of each group who had wanted help for problems related to gambling and Figure 62 outlines the proportion of each group that had actually tried to get help.

As the sample number of people who had sought help was small, the estimates for 2011–12 are associated with high sampling errors and need to be interpreted with caution. However, the results from previous surveys have also been included to show that the proportion of gamblers seeking help has been consistent over time.

In 2011–12, approximately 1\*\* per cent of low risk gamblers, 4\* per cent of moderate risk gamblers and 40\* per cent of problem gamblers had wanted help for problem gambling.

In 2011–12, less than 1 per cent of low risk gamblers, approximately 3\* per cent of moderate risk gamblers and approximately 17\* per cent of problem gamblers had tried to get help for problems related to their gambling.

Those who had tried to get help for problems related to their gambling were asked a follow-up question about what had prompted them to seek help. The percentage estimates from this question are associated with very high sampling errors, but generally indicate that the most common triggers for seeking help included being urged to seek help by another person, feeling depressed or worried and experiencing financial problems.

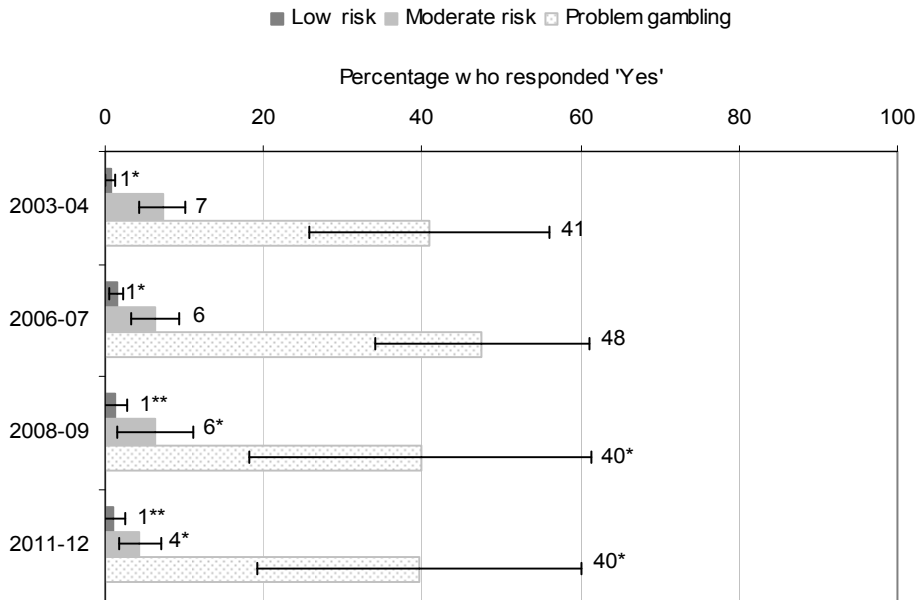
Those who had not tried to get help for problems related to their gambling were asked why they did not seek help. Almost all low risk gamblers (95 per cent) and moderate risk gamblers (87 per cent) stated that they did not seek help because they did not consider that they had a problem. Among problem gamblers who had not sought help, about 53 per cent said that this was because they did not consider themselves to have a problem. About one-third of problem gamblers felt that they could beat the problem on their own.

---

\* Relative standard error greater than 25 per cent.

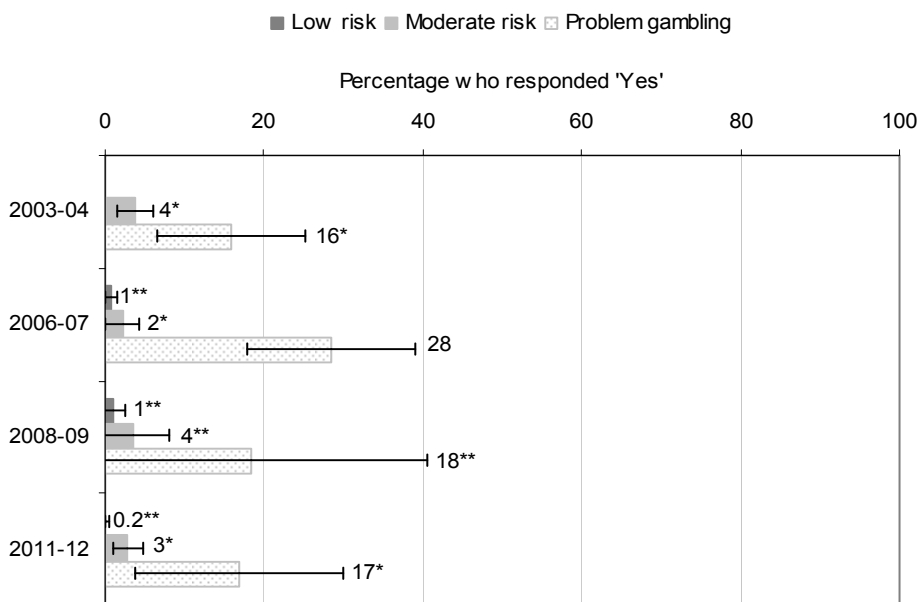
\*\* Relative standard error greater than 50 per cent.

**Figure 61: Responses to the question 'In the last 12 months have you wanted help for problems related to your gambling?'**  
**Low risk, moderate risk and problem gamblers**  
**By gambling group**  
**Queensland Household Gambling Surveys 2003-04, 2006-07, 2008-09 and 2011-12**



\* Relative standard error greater than 25 per cent.  
 \*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F61 in Appendix One.

**Figure 62: Responses to the question '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?'**  
**Low risk, moderate risk and problem gamblers**  
**By gambling group**  
**Queensland Household Gambling Surveys 2003-04, 2006-07, 2008-09 and 2011-12**



\* Relative standard error greater than 25 per cent.  
 \*\* Relative standard error greater than 50 per cent.  
 The full data for this graph is presented in Table F62 in Appendix One.



## Profiles of gambling groups

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

### *Non-gambling group*

Approximately 26 per cent of the Queensland adult population did not gamble in the 12 months prior to the survey and were classified as ‘non-gamblers’. The demographic characteristics of the non-gambling group were generally similar to the Queensland adult population as a whole. Although there were several statistically significant differences between the composition of the non-gambling group and the adult population, these differences were typically only a couple of percentage points. The most distinctive feature of the non-gambling group was that people with a university/postgraduate degree made up about 18 per cent of non-gamblers, compared with 14 per cent of the overall population.

**Table 7: Comparisons between the demographic characteristics of the non-gambling group and the Queensland adult population**

	Demographic characteristic	Non-gambling group	Adult population estimate	Statistically significant difference
Gender	Male	48.8%	49.5%	No
	Female	51.2%	50.5%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group	18–34 years	34.1%	31.8%	Yes
	35–54 years	34.7%	36.1%	Yes
	55+ years	31.2%	32.1%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group and gender	Male 18–34 years	16.4%	16.1%	No
	Male 35–54 years	17.5%	17.9%	No
	Male 55+ years	14.8%	15.5%	No
	Female 18–34 years	17.7%	15.7%	Yes
	Female 35–54 years	17.2%	18.2%	No
	Female 55+ years	16.4%	16.5%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Work status	Work full-time or self-employed	45.0%	49.3%	No
	Work part-time or casual	14.6%	17.2%	No
	Not in the paid workforce	40.3%	33.5%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Highest educational qualification	University/postgraduate degree	17.7%	13.8%	Yes
	Trade, technical certificate or diploma	31.3%	34.2%	Yes
	Senior high school (Year 12)	22.6%	22.4%	No
	Junior high school (Year 10)	19.5%	21.8%	Yes
	Primary school/other	8.9%	7.7%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	

The full data for this graph is presented in Table T7 in Appendix One.

## Recreational gambling group

The survey indicated that 66 per cent of adult Queenslanders were recreational gamblers. This group of people scored zero in the Canadian Problem Gambling Index (CPGI). They were unlikely to have experienced negative impacts from their gambling.

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

**Table 8: Comparisons between the demographic characteristics of the recreational gambling group and the Queensland adult population**

	Demographic characteristic	Recreational gambling group	Adult population estimate	Statistically significant difference
Gender	Male	48.8%	49.5%	No
	Female	51.2%	50.5%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group	18–34 years	29.8%	31.8%	Yes
	35–54 years	36.9%	36.1%	Yes
	55+ years	33.4%	32.1%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group and gender	Male 18–34 years	14.5%	16.1%	Yes
	Male 35–54 years	18.1%	17.9%	No
	Male 55+ years	16.2%	15.5%	Yes
	Female 18–34 years	15.2%	15.7%	Yes
	Female 35–54 years	18.8%	18.2%	Yes
	Female 55+ years	17.2%	16.5%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Work status	Work full-time or self-employed	50.3%	49.3%	No
	Work part-time or casual	18.2%	17.2%	No
	Not in the paid workforce	31.5%	33.5%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Highest educational qualification	University/postgraduate degree	12.6%	13.8%	Yes
	Trade, technical certificate or diploma	35.6%	34.2%	No
	Senior high school (Year 12)	22.2%	22.4%	No
	Junior high school (Year 10)	22.4%	21.8%	No
	Primary school/other	7.3%	7.7%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	

The full data for this graph is presented in Table T8 in Appendix One.

## Low risk gambling group

Approximately 5.2 per cent of the Queensland adult population were described as low risk gamblers. These were people who were not likely to have experienced adverse consequences of their gambling, but may have been at risk of experiencing problems. In their responses to the CPGI questions, they answered ‘never’ to most of the adverse consequences and problem gambling behaviours. They had one or two ‘rarely’, ‘sometimes’ or ‘often’ responses.

About 55 per cent of low risk gamblers were male.

Low risk gamblers were younger than the general population:

- About 42 per cent of low risk gamblers were aged 18–34 years compared with 32 per cent of the adult population.
- About 23 per cent of low risk gamblers were aged 55 years or more, compared with 32 per cent of the adult population.

Young men aged 18–34 years were over-represented among low risk gamblers. While 16 per cent of the adult population were 18–34 year-old males, this group made up 27 per cent of the low risk gambling group.

**Table 9: Comparisons between the demographic characteristics of the low risk gambling group and the Queensland adult population**

	Demographic characteristic	Low risk gambling group	Adult population estimate	Statistically significant difference
Gender	Male	55.1%	49.5%	Yes
	Female	44.9%	50.5%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group	18–34 years	41.5%	31.8%	Yes
	35–54 years	35.5%	36.1%	No
	55+ years	22.9%	32.1%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group and gender	Male 18–34 years	27.2%	16.1%	Yes
	Male 35–54 years	16.8%	17.9%	No
	Male 55+ years	11.0%	15.5%	Yes
	Female 18–34 years	14.3%	15.7%	No
	Female 35–54 years	18.7%	18.2%	No
	Female 55+ years	11.9%	16.5%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Work status	Work full-time or self-employed	53.2%	49.3%	No
	Work part-time or casual	17.5%	17.2%	No
	Not in the paid workforce	29.1%	33.5%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Highest educational qualification	University/postgraduate degree	12.3%	13.8%	No
	Trade, technical certificate or diploma	31.5%	34.2%	No
	Senior high school (Year 12)	25.8%	22.4%	No
	Junior high school (Year 10)	24.0%	21.8%	No
	Primary school/other	6.5%	7.7%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	

The full data for this graph is presented in Table T9 in Appendix One.

## **Moderate risk gambling group**

The moderate risk gambling group accounted for about 1.9 per cent of the Queensland adult population. This group was identified in the survey as those people who scored between three and seven on the CPGI, and included those who were gambling to a degree at which they may have been at a moderate risk of experiencing gambling-related problems.

About 66 per cent of moderate risk gamblers were male.

Young men aged 18–34 years were over-represented among moderate risk gamblers. While 16 per cent of the adult population were 18–34 year-old males, this group made up 30 per cent of the moderate risk gambling group.

**Table 10: Comparisons between the demographic characteristics of the moderate risk gambling group and the Queensland adult population**

	Demographic characteristic	Moderate risk gambling group	Adult population estimate	Statistically significant difference
Gender	Male	65.8%	49.5%	Yes
	Female	34.2%	50.5%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group	18–34 years	39.8%	31.8%	No
	35–54 years	32.8%	36.1%	No
	55+ years	27.4%	32.1%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group and gender	Male 18–34 years	29.7%	16.1%	Yes
	Male 35–54 years	19.6%	17.9%	No
	Male 55+ years	16.5%	15.5%	No
	Female 18–34 years	10.1%	15.7%	No
	Female 35–54 years	13.3%	18.2%	Yes
	Female 55+ years	10.9%	16.5%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Work status	Work full-time or self-employed	58.6%	49.3%	No
	Work part-time or casual	16.1%	17.2%	No
	Not in the paid workforce	25.2%	33.5%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Highest educational qualification	University/postgraduate degree	10.4%	13.8%	Yes
	Trade, technical certificate or diploma	35.8%	34.2%	No
	Senior high school (Year 12)	20.5%	22.4%	No
	Junior high school (Year 10)	23.1%	21.8%	No
	Primary school/other	10.2%*	7.7%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	

\* Relative standard error greater than 25 per cent.

The full data for this graph is presented in Table T10 in Appendix One.

## Problem gambling group

Problem gamblers were approximately 0.48 per cent of the total adult population. The problem gambling group included adults who may have been gambling to an extent that problems had emerged which were affecting themselves or other round them. They were identified in the survey with scores of eight or more on the CPGI.

Approximately 73 per cent of problem gamblers were male.

Problem gamblers were younger than the general population:

- About 51 per cent of problem gamblers were aged 18–34 years (32 per cent of the population).
- About 20 per cent of problem gamblers were aged 55 years or more (32 per cent of the population).

Young men aged 18–34 years were over-represented among problem gamblers. While 16 per cent of the adult population were 18–34 year-old males, this group made up 44 per cent of the problem gambling group.

**Table 11: Comparisons between the demographic characteristics of the problem gambling group and the Queensland adult population**

	Demographic characteristic	Problem gambling group	Adult population estimate	Statistically significant difference
Gender	Male	73.3%	49.5%	Yes
	Female	26.7%	50.5%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group	18–34 years	50.5%	31.8%	Yes
	35–54 years	29.7%	36.1%	No
	55+ years	19.8%	32.1%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Age group and gender	Male 18–34 years	43.7%	16.1%	Yes
	Male 35–54 years	17.6%*	17.9%	No
	Male 55+ years	11.9%*	15.5%	No
	Female 18–34 years	6.8%**	15.7%	**
	Female 35–54 years	12.0%*	18.2%	No
	Female 55+ years	7.9%*	16.5%	Yes
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Work status	Work full-time or self-employed	65.2%	49.3%	No
	Work part-time or casual	12.2%**	17.2%	**
	Not in the paid workforce	22.5%*	33.5%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	
Highest educational qualification	University/postgraduate degree	6.7%*	13.8%	Yes
	Trade, technical certificate or diploma	39.3%	34.2%	No
	Senior high school (Year 12)	18.6%*	22.4%	No
	Junior high school (Year 10)	25.9%	21.8%	No
	Primary school/other	9.6%*	7.7%	No
	<b>TOTAL</b>	<b>100.0%</b>	<b>100.0%</b>	

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table T11 in Appendix One.

## Opinions about gambling-related issues

Survey respondents were asked their opinions in relation to three gambling-related topics—sports and gambling, interventions in gambling venues and pre-commitment schemes.

In relation to sports and gambling:

- 51 per cent of adult Queenslanders agreed that ‘there should be a national ban on advertising gambling at sports grounds’.
- 44 per cent of adult Queenslanders agreed that ‘there should be a national ban on sporting team sponsorship by gambling companies (e.g. betting agencies)’.

There was stronger support for interventions in gambling venues (hotels, clubs and casinos):

- 69 per cent of adult Queenslanders agreed that ‘if a person is concerned that a close family member is having problems with gambling, they should be able to have that family member banned from a gambling venue’.
- 83 per cent of adult Queenslanders agreed that ‘if a patron in a gambling venue is showing signs of gambling problems, it is appropriate for a staff member to approach them and offer help’.

The survey also included a question about awareness of pre-commitment schemes, and found that 58 per cent of adult Queenslanders were aware of such a scheme. Of those who were aware of the scheme:

- 49 per cent thought that a pre-commitment scheme would assist ‘people who play poker machines and have experienced problems because of their gambling’.
- 41 per cent thought that a pre-commitment scheme would assist ‘people who sometimes spend more time and money than they had planned’.
- 23 per cent thought that a pre-commitment scheme would assist ‘all people who play poker machines’
- 20 per cent thought that a pre-commitment scheme would not assist anyone.

The remainder of this section discusses how opinions on these gambling-related issues varied across gambling groups, between men and women, and across age groups.

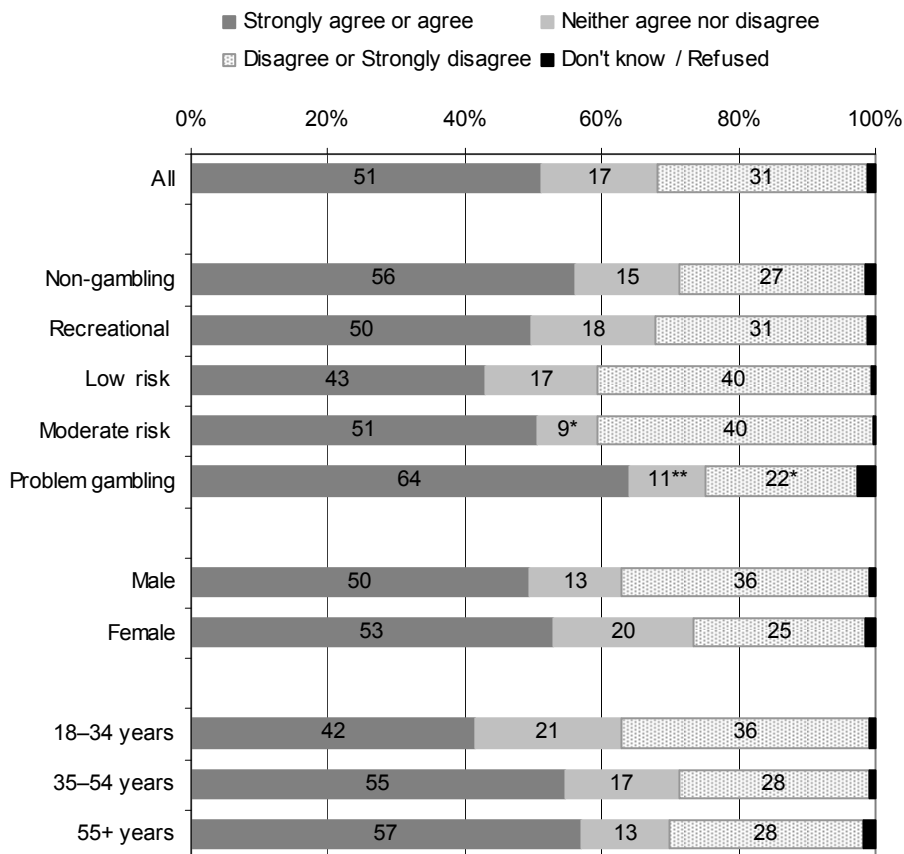
## Sports and gambling

The survey questionnaire included two questions about promotion of gambling in the context of sport. The responses to these questions did not show significant differences of opinion between the gambling groups.

Figure 63 presents the responses to the statement ‘there should be a national ban on advertising gambling at sports grounds’.

- Overall, 51 per cent of Queenslanders agreed with this statement, 31 per cent disagreed and 17 per cent neither agreed nor disagreed.
- About half of men and of women agreed with the idea of a national ban on advertising gambling at sporting venues. However, some 36 per cent of men disagreed with the statement, compared with 25 per cent of women. Correspondingly, 20 per cent of women neither agreed nor disagreed, compared with only 13 per cent of men.
- The proposal of a ban on gambling advertising at sports grounds was more popular with those aged over 35 years than with those aged less than 35 years.

**Figure 63: Responses to the statement ‘there should be a national ban on advertising gambling at sports grounds’  
Queensland adult population, by gambling group, by gender and by age group**



\* Relative standard error greater than 25 per cent.

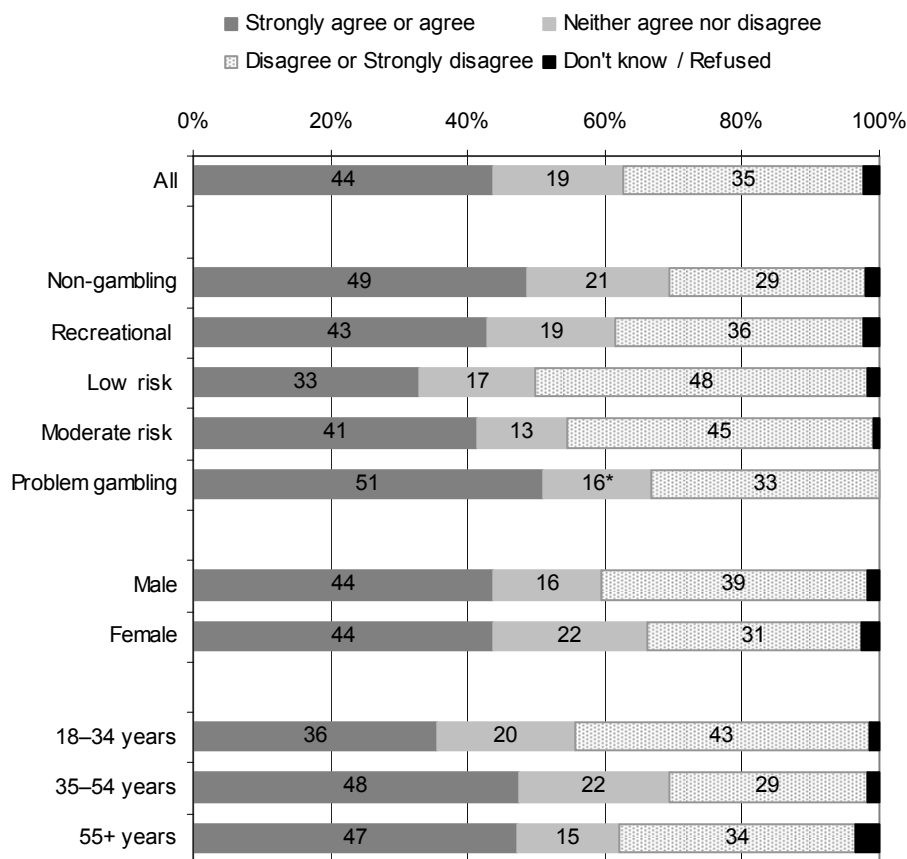
\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F63 in Appendix One.

Figure 64 presents responses to the statement: ‘There should be a national ban on sporting team sponsorship by gambling companies (e.g. betting agencies)’.

- Overall, 44 per cent of Queensland adults agreed with this statement, 35 per cent disagreed and 19 per cent neither agreed nor disagreed.
- Comparing the opinions of men and women, both 44 per cent of men and 44 per cent of women agreed with a national ban on sporting team sponsorship by gambling companies. However, men were more likely to disagree with the national ban (39 per cent of men and 31 per cent of women). Correspondingly, women were more likely neither agree nor disagree (16 per cent of men and 22 per cent of women).
- About 48 per cent of those aged over 34 years agreed that there should be a national ban on sporting team sponsorship by gambling companies. The proposal of a national ban was less popular among younger people. Some 36 per cent of those aged 18–34 years agreed that there should be a national ban on sporting team sponsorship by gambling companies.

**Figure 64: Responses to the statement ‘there should be a national ban on sporting team sponsorship by gambling companies (e.g. betting agencies)’**  
**Queensland adult population, by gambling group, by gender and by age group**



\* Relative standard error greater than 25 per cent.  
 The full data for this graph is presented in Table F64 in Appendix One.



## Interventions in gambling venues

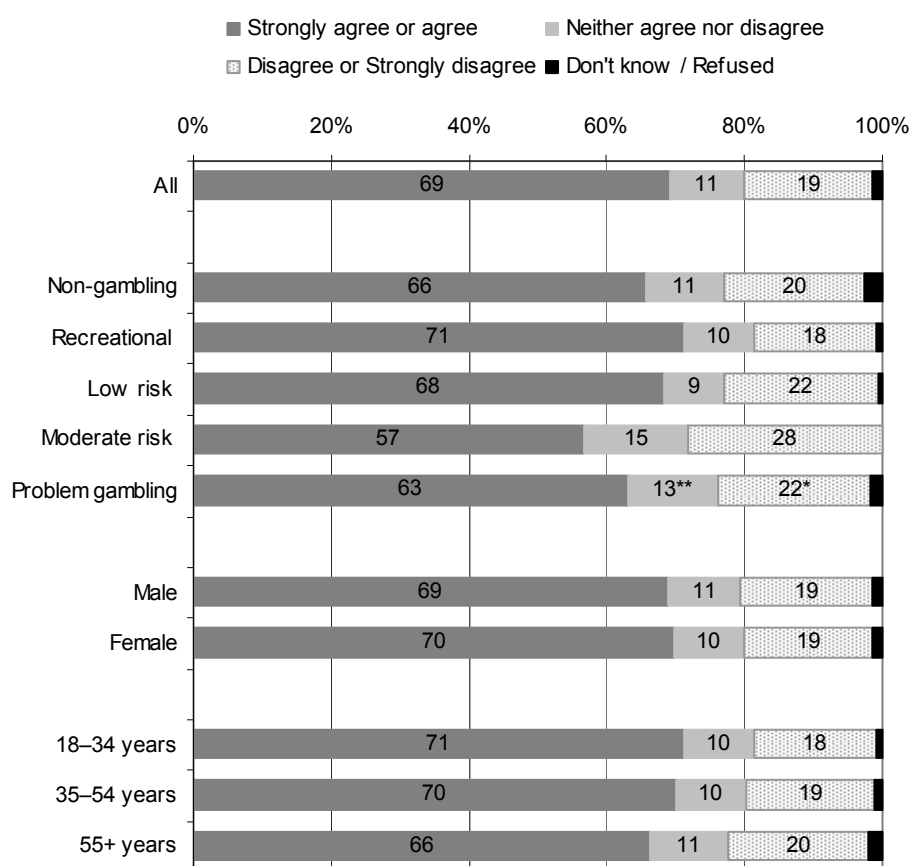
As part of their survey interview, respondents were asked their opinions about two potential types of problem gambling interventions in pubs, clubs and casinos.

The results indicate that 69 per cent of Queensland adults agreed that ‘if a person is concerned that a close family member is having problems with gambling, they should be able to have that family member banned from a gambling venue’. Some 19 per cent disagreed with this statement and 11 per cent neither agreed nor disagreed (Figure 65).

Responses to this statement were similar across the gambling groups, between men and women, and across age groups.

**Figure 65: Responses to the statement ‘if a person is concerned that a close family member is having problems with gambling, they should be able to have that family member banned from a gambling venue’**

Queensland adult population, by gambling group, by gender and by age group



\* Relative standard error greater than 25 per cent.

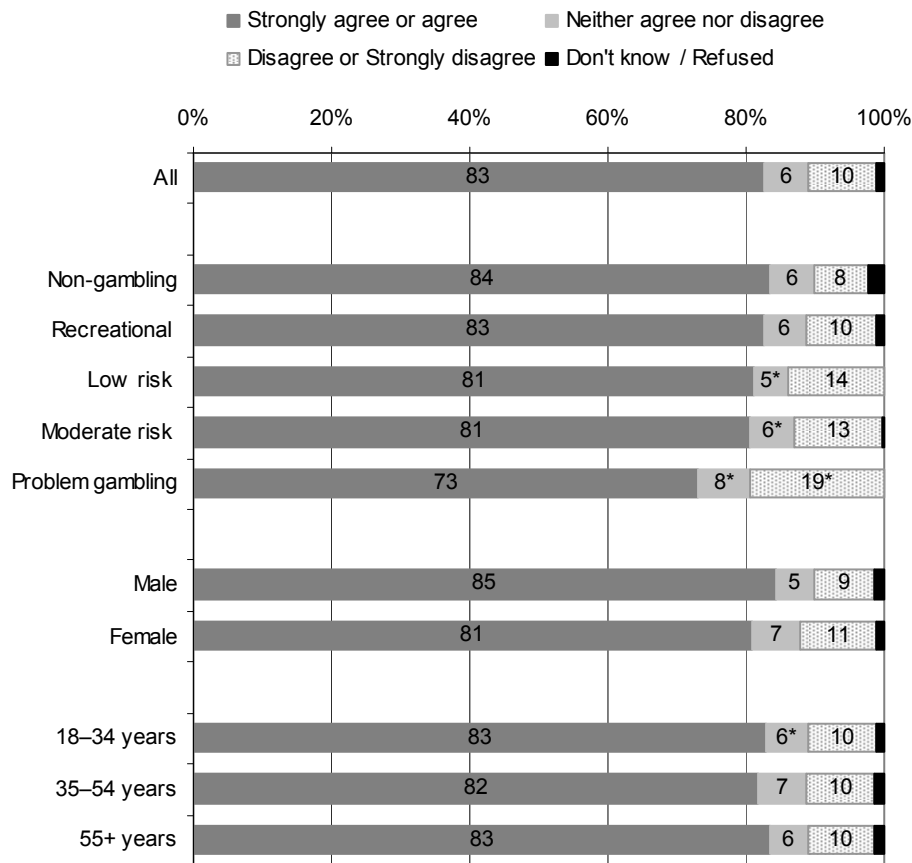
\*\* \* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F65 in Appendix One.

Most adult Queenslanders (83 per cent) agreed that ‘if a patron in a gambling venue is showing signs of gambling problems, it is appropriate for a staff member to approach them and offer help’. Overall, 10 per cent disagreed with this type of intervention and 6 per cent neither agreed nor disagreed.

Responses to this statement were similar across the gambling groups, between men and women, and across age groups (Figure 66).

**Figure 66: Responses to the statement ‘if a patron in a gambling venue is showing signs of gambling problems, it is appropriate for a staff member to approach them and offer help’ Queensland adult population, by gambling group, by gender and by age group**



\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F66 in Appendix One.

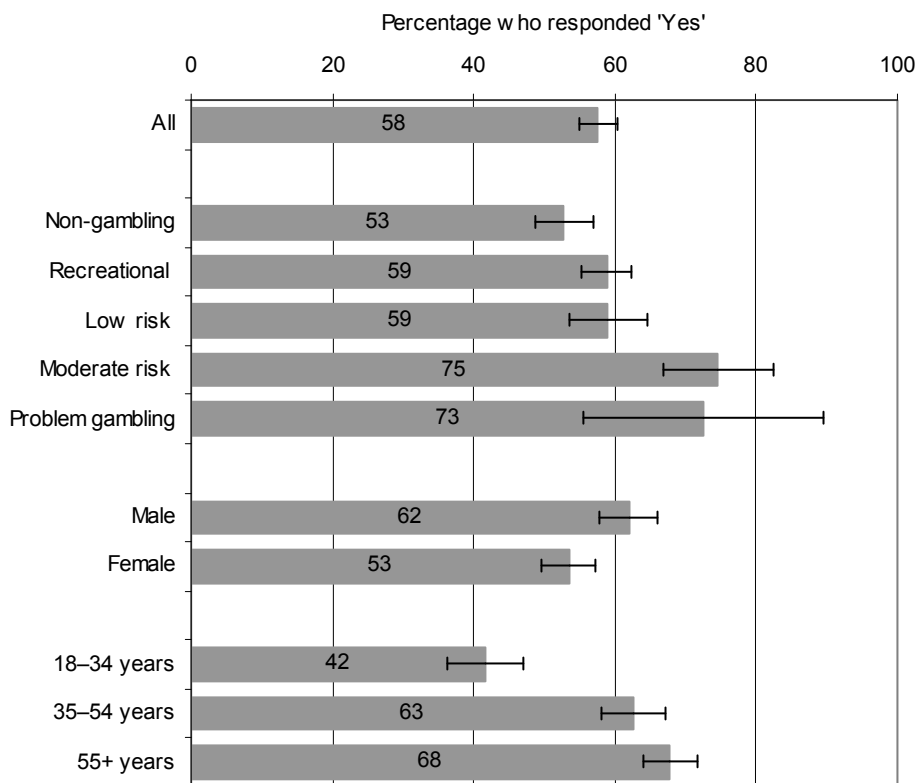
## Pre-commitment

Figure 67 outlines responses to the survey question ‘Have you heard or read about a pre-commitment scheme for people who play poker machines, that allows them to set limits on the time and money they spend gambling?’.

- Overall, 58 per cent of Queenslanders were aware of a pre-commitment scheme.
- Moderate risk gamblers were more likely than the general population to be aware of a pre-commitment scheme. (Some 75 per cent of moderate risk gamblers were aware of such a scheme). The results also indicate that about three-quarters of problem gamblers were aware of a pre-commitment scheme, however this estimate was associated with a high level of relative standard error.
- Some 62 per cent of men were aware of a pre-commitment scheme, compared with 53 per cent of women.
- About 42 per cent of those aged less than 35 years were aware of a pre-commitment scheme. This was significantly lower than the levels of awareness of those aged 35–54 years (63 per cent) and 55 years or more (68 per cent).

**Figure 67: Responses to the question ‘Have you heard or read about a pre-commitment scheme for people who play poker machines, that allows them to set limits on the time and money they spend gambling?’**

**Queensland adult population, by gambling group, by gender and by age group**



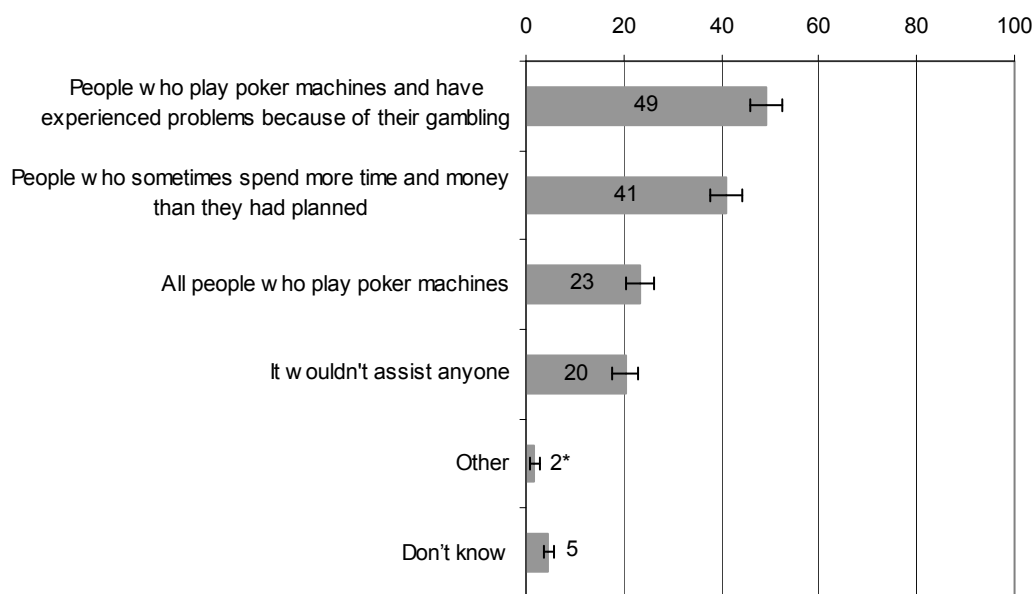
The full data for this graph is presented in Table F67 in Appendix One.

Those respondents who were aware of a pre-commitment scheme for gaming machines were asked a follow-up question about who they thought that such a scheme would assist. The survey respondents could give more than one answer to this question. As shown in Figure 68, of those who were aware of the scheme:

- 49 per cent thought that a pre-commitment scheme would assist ‘people who play poker machines and have experienced problems because of their gambling’.
- 41 per cent thought that a pre-commitment scheme would assist ‘people who sometimes spend more time and money than they had planned’.
- 23 per cent thought that a pre-commitment scheme would assist ‘all people who play poker machines’
- 20 per cent thought that a pre-commitment scheme would not assist anyone.

Generally, opinions about those who might be assisted by a pre-commitment scheme were similar across the gambling groups, between men and women, and across age groups. However, those aged 55 years or more were somewhat more likely to think that a pre-commitment scheme would not assist anyone. Some 29 per cent of those aged 55 years thought that a pre-commitment scheme would not assist anyone, compared with 14 per cent of those aged 18–34 years and 16 per cent of those aged 35–54 years.

**Figure 68: Responses to the question ‘Who do you think a pre-commitment scheme would assist?’ Queensland adult population**



\* Relative standard error greater than 25 per cent.

Note: Percentages add to more than 100 per cent because respondents could provide more than one response. The full data for this graph is presented in Table F68 in Appendix One.

## Awareness of help services

The results from the survey indicate the following levels of awareness of services to help with gambling-related problems:

- 72 per cent of Queensland adults had seen or heard advertising encouraging people to gamble responsibly.
- 71 per cent of Queensland adults were aware of the gambling helpline telephone number.
- 22 per cent of Queensland adults were aware of face-to-face counselling services for gamblers in their area.
- 34 per cent of Queensland adults were aware of gambling help online.
- 38 per cent of Queensland adults were aware that people can ask to be excluded from gambling at a venue.

In general, levels of awareness of these services were higher for gamblers than for non-gamblers.

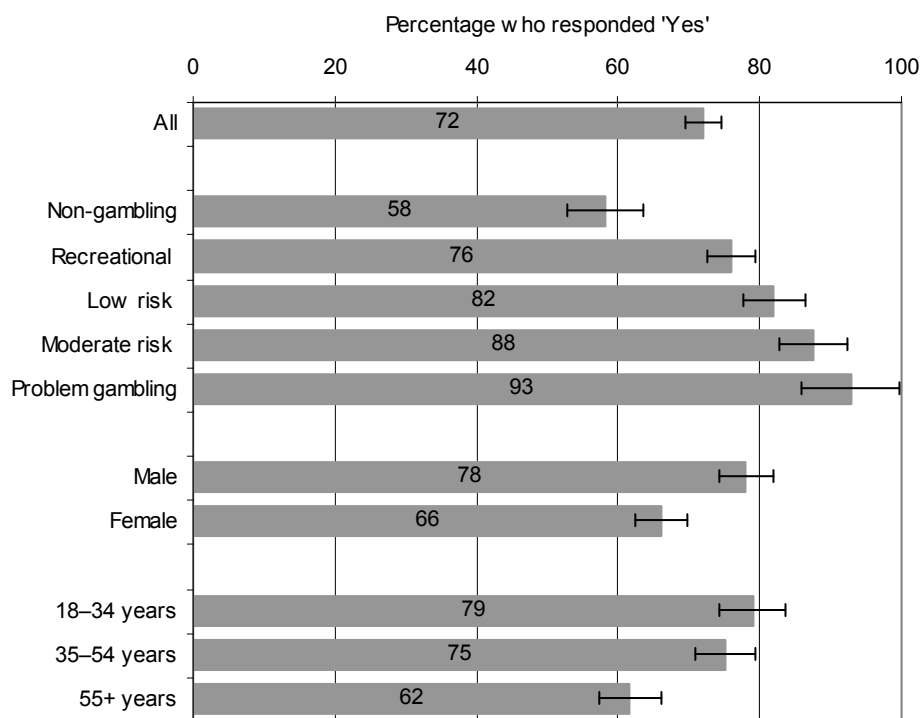
Low risk, moderate risk and problem gamblers were also asked hypothetically about where they would go if they wanted help for gambling problems. Most commonly, low risk, moderate risk and problem gamblers said that they would turn to gambling helpline (39 per cent) or to family and friends (18 per cent). When asked how they would prefer to receive help for gambling problems, 72 per cent said that they would prefer to receive help by face-to-face counselling and 29 per cent would prefer help by telephone.

Figure 69 shows the proportion of Queensland adults who had seen or heard advertising that encouraged responsible gambling.

- Overall, 72 per cent of Queensland adults had seen or heard advertising encouraging people to gamble responsibly.
- Among non-gamblers, 58 per cent had seen or heard responsible gambling advertising. There were higher levels of awareness among gamblers – 76 per cent of recreational gamblers, 82 per cent of low risk gamblers, 88 per cent of moderate risk gamblers and 93 per cent of problem gamblers.
- A greater percentage of men than women had seen or heard responsible gambling advertising (78 per cent of men and 66 per cent of women).
- About 62 per cent of those aged 55 years or more had seen or heard responsible gambling advertising. Awareness of this advertising was higher for those aged 18–34 years (79 per cent) and those aged 35–54 years (75 per cent).

**Figure 69: Responses to the question ‘Have you seen or heard any advertising encouraging people to gamble responsibly?’**

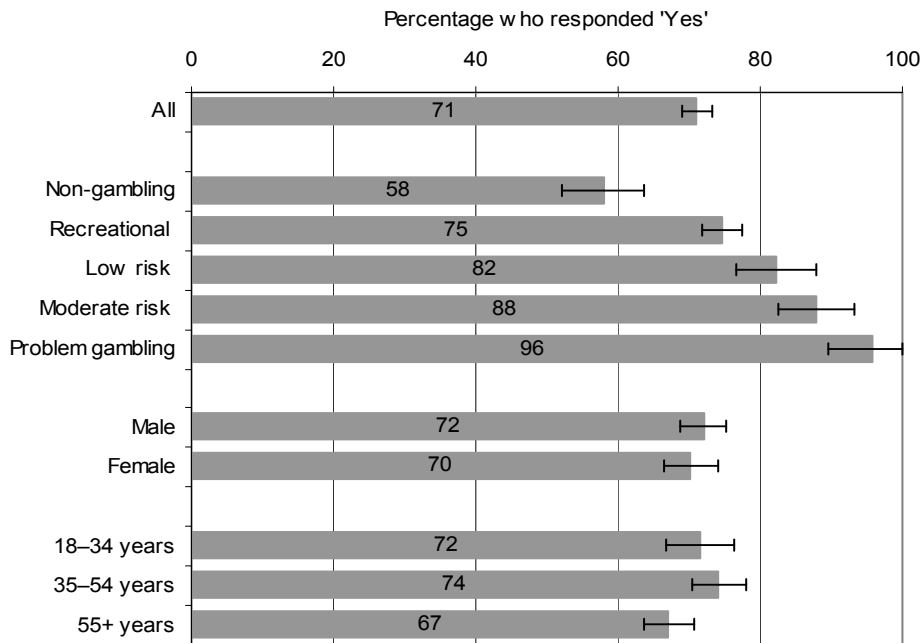
**Queensland adult population, by gambling group, by gender and by age group**



The full data for this graph is presented in Table F69 in Appendix One.

As shown in Figure 70, 71 per cent of Queensland adults were aware of the gambling helpline telephone number. Almost all problem gamblers (96 per cent) and moderate risk gamblers (88 per cent) were aware of the gambling helpline telephone number.

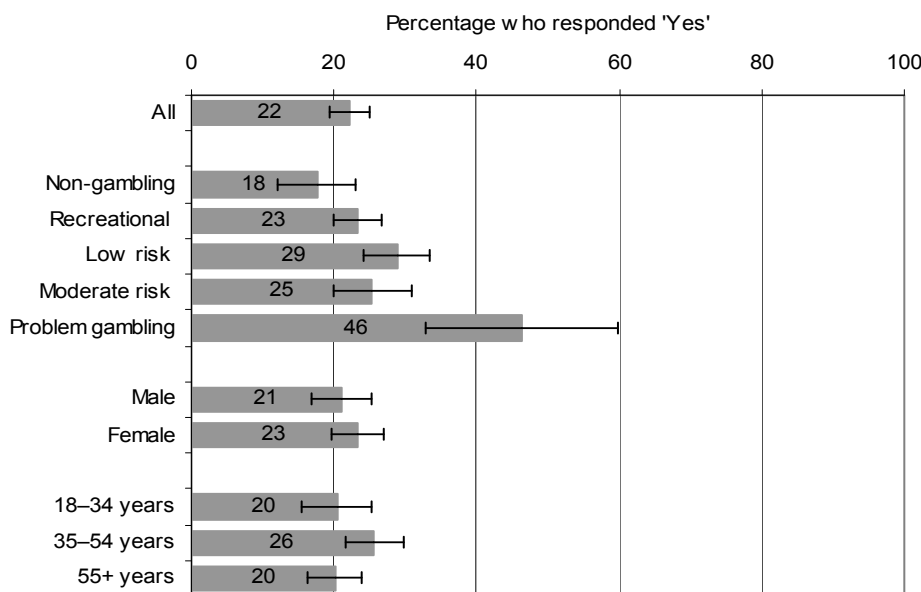
**Figure 70: Responses to ‘Have you heard or read about the gambling helpline phone number?’ Queensland adult population, by gambling group, by gender and by age group**



The full data for this graph is presented in Table F70 in Appendix One.

As shown in Figure 71, about 22 per cent of Queensland adults had heard or read about local face-to-face counselling for gamblers. However, awareness of these services was higher among low risk gamblers (29 per cent) and problem gamblers (46 per cent) than among non-gamblers.

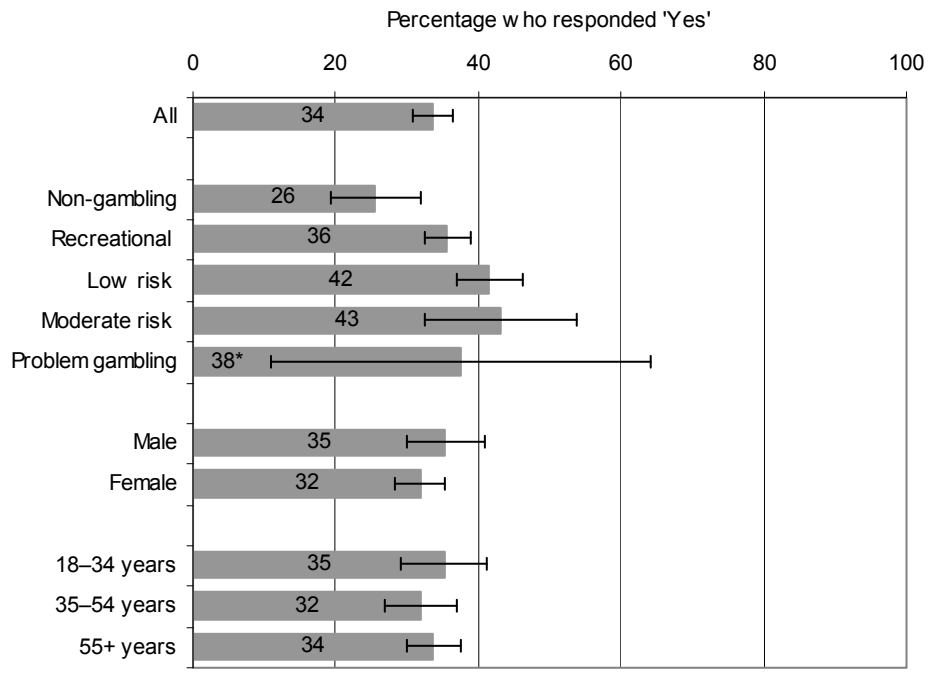
**Figure 71: Responses to the question ‘Have you heard or read about face-to-face counselling services for gamblers in your area?’ Queensland adult population, by gambling group, by gender and by age group**



The full data for this graph is presented in Table F71 in Appendix One.

About one-third of Queensland adults (34 per cent) had heard or read about gambling help online. Awareness of this service was higher among recreational, low risk and moderate risk gamblers than among non-gamblers (Figure 72).

**Figure 72: Responses to the question ‘Have you heard or read about gambling help online?’ Queensland adult population, by gambling group, by gender and by age group**



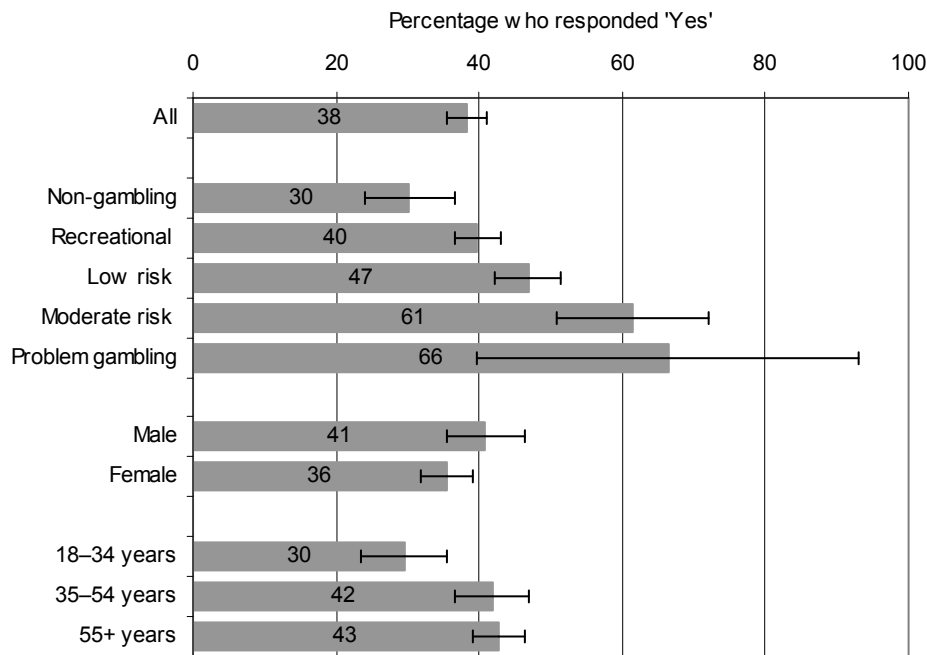
\* Relative standard error greater than 25 per cent.  
The full data for this graph is presented in Table F72 in Appendix One.



About 38 per cent of Queensland adults were aware that people could be excluded (banned) from gambling at a venue (Figure 73). Awareness of exclusions was higher among low risk gamblers (47 per cent), moderate risk gamblers (61 per cent) and problem gamblers (66 per cent).

Younger people were less likely to be aware of exclusions. Some 30 per cent of those aged 18–34 were aware that people could be excluded from gambling at a venue. In contrast, about 42 per cent of those aged 35 years or more were aware that people can be excluded.

**Figure 73: Responses to the question ‘Did you know that people can ask to be excluded/banned from gambling at a venue?’ Queensland adult population, by gambling group, by gender and by age group**



The full data for this graph is presented in Table F73 in Appendix One.

## Support services

Low risk, moderate risk and problem gamblers were also asked two questions about help for problems with gambling:

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

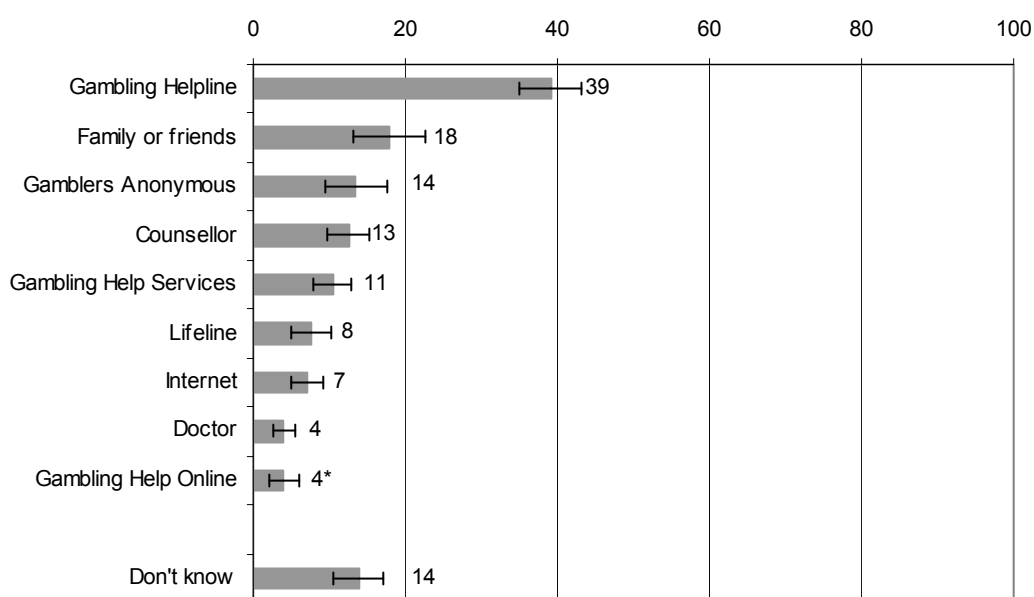
Respondents could provide more than one response to each of these questions.

Figure 74 presents the most common responses to the question about where people would go to for help. The Gambling Helpline was clearly the most common choice—nominated by 39 per cent of low risk, moderate risk and problem gamblers. Other common responses included family and friends (18 per cent), Gamblers Anonymous (14 per cent), a counsellor (13 per cent) and Gambling Help Services (12 per cent).

About 14 per cent of low risk, moderate risk and problem gamblers did not know where they would go for help.

A small percentage of low risk, moderate risk and problem gamblers nominated each of a number of other specific support services (not shown in Figure 74).

**Figure 74: Responses to the question ‘If you or a member of your family were experiencing a problem with gambling, where would you go for help with that problem?’**  
**Low risk, moderate risk and problem gamblers**

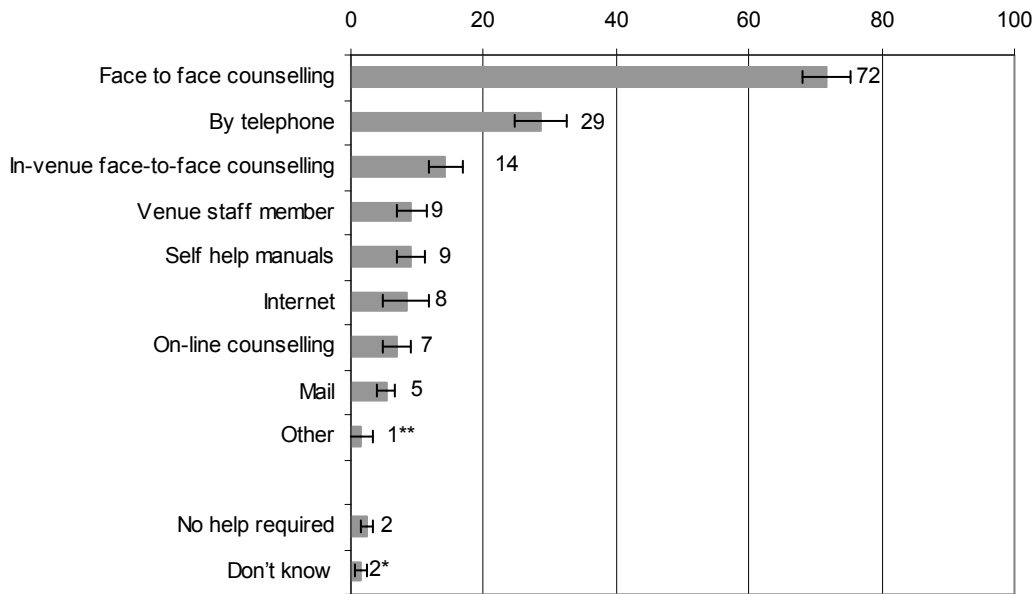


\* Relative standard error greater than 25 per cent.

Note: Percentages add to more than 100 per cent because respondents could provide more than one response. The full data for this graph is presented in Table F74 in Appendix One.

Figure 75 shows the responses to the survey question about how low risk, moderate risk and problem gamblers would prefer to receive help for gambling-related problems. Face-to-face counselling was the most commonly preferred method—preferred by 72 per cent of low risk, moderate risk and problem gamblers. Other preferred methods included telephone counselling (29 per cent) and in-venue counselling (14 per cent).

**Figure 75: Responses to the question ‘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?’  
Low risk, moderate risk and problem gamblers**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note: Percentages add to more than 100 per cent because respondents could provide more than one response. The full data for this graph is presented in Table F75 in Appendix One.

## Participation and prevalence in Queensland regions

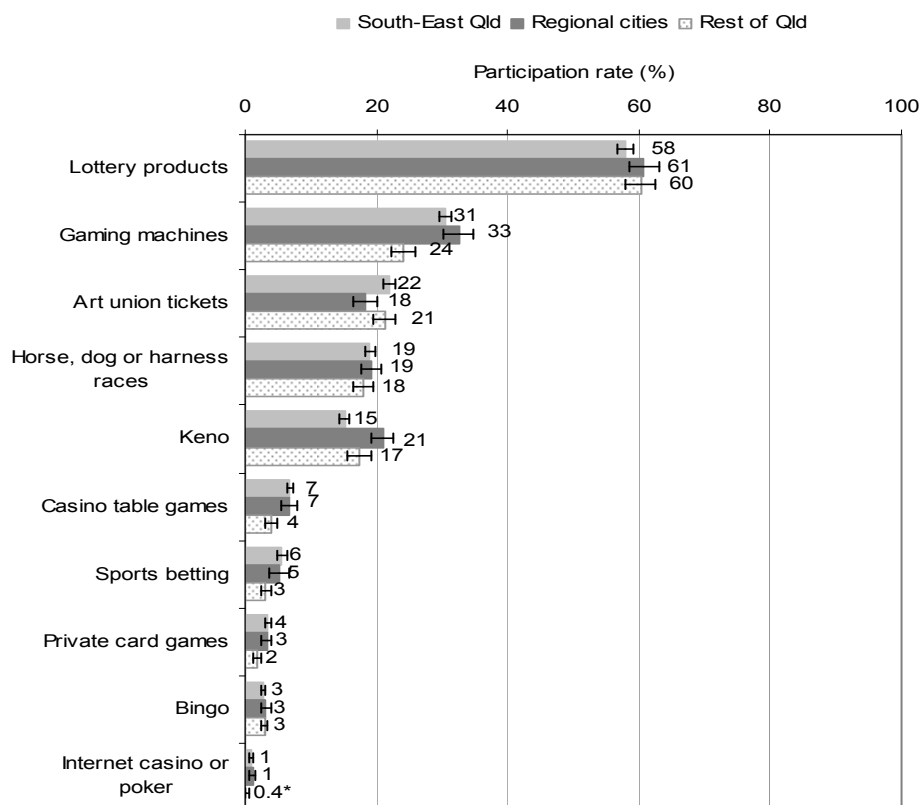
The 15,000 telephone interviews for the 2011–12 Queensland Household Gambling Survey were randomly selected throughout Queensland across ten regions. The regions were derived from SA4 regions of the Australian Statistical Geography Standard. Sample quotas for each region were based on population size and previous survey performance. The sample achieved in each region ranged from 6 837 in Brisbane to 240 in the Queensland Outback. This chapter presents information about gambling participation and gambling group prevalence across the Queensland regions.

### Gambling participation, by region

As shown in Figure 76, gambling participation rates were generally similar for South-East Queensland, regional cities and the rest of Queensland. At this very broad level, there were no significant regional differences in the participation rates for: purchasing lottery tickets; playing bingo; betting on horse, harness or greyhound races and using the internet to play casino games or poker. Some differences in gambling participation at the broad regional level were:

- The participation rates for gaming machines were 31 per cent in South-East Queensland and 33 per cent in regional cities, and somewhat lower in the rest of Queensland (24 per cent).
- Participation in keno was highest in regional cities (21 per cent). The participation rates for keno were 15 per cent in South-East Queensland and 17 per cent in the rest of Queensland.
- The participation rates in casino table games, sports betting and private card games were slightly higher in South-East Queensland and regional cities than in the rest of Queensland.

**Figure 76: Participation in gambling activities in the last 12 months Queensland adult population, by South-East Queensland, regional cities and rest of Queensland**



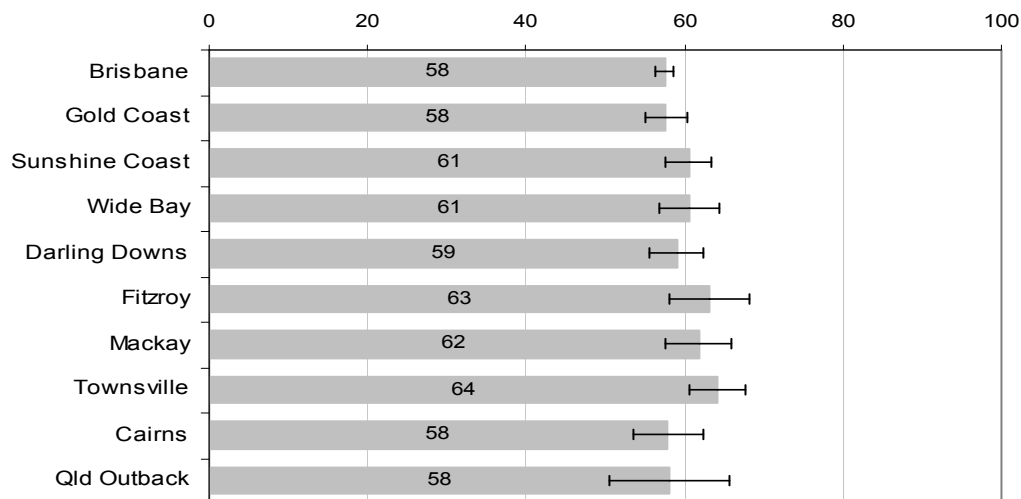
\* Relative standard error greater than 25 per cent.

The full data for this graph is presented in Table F76 in Appendix One.

The remainder of this section focuses on the five most popular gambling activities—lottery products; gaming machines; art union tickets; betting on horse, harness or greyhound races and keno.

Across the ten Queensland regions, the percentage of people who had purchased lottery tickets in the preceding 12 months was generally similar, ranging from 58 per cent to 64 per cent. In the Townsville region, 64 per cent of adults had purchased lottery tickets. This was higher than the percentage of people who had purchased lottery tickets in Brisbane (58 per cent) and the Gold Coast (58 per cent).

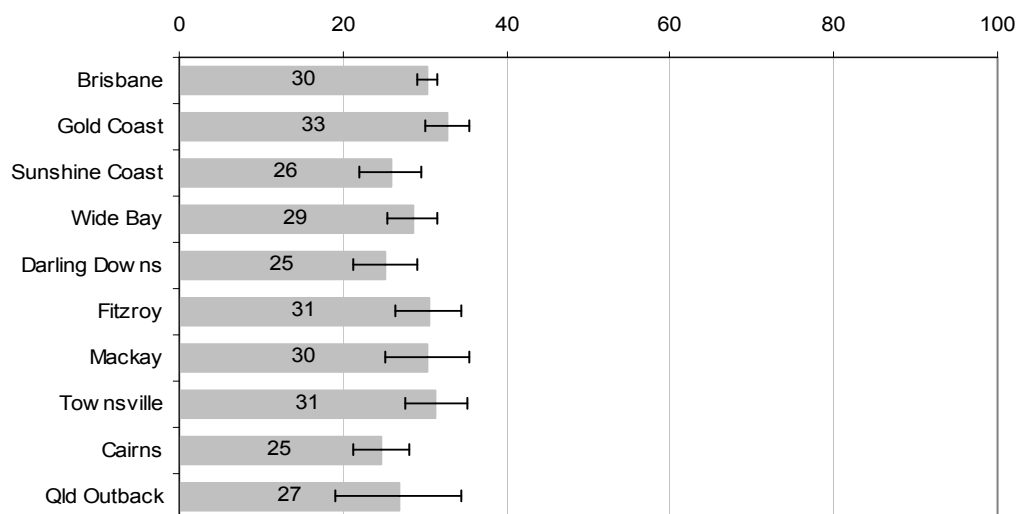
**Figure 77: Participation in lottery products in the last 12 months Queensland adult population, by region**



The full data for this graph is presented in Table F77 in Appendix One.

Similar proportions of people played gaming machines across all 10 Queensland regions, ranging from 25 per cent to 33 per cent. On the Gold Coast, about 33 per cent of adults had played gaming machines in the last 12 months. This was a higher rate of participation than in the Sunshine Coast (26 per cent), Darling Downs (25 per cent) or Cairns (25 per cent).

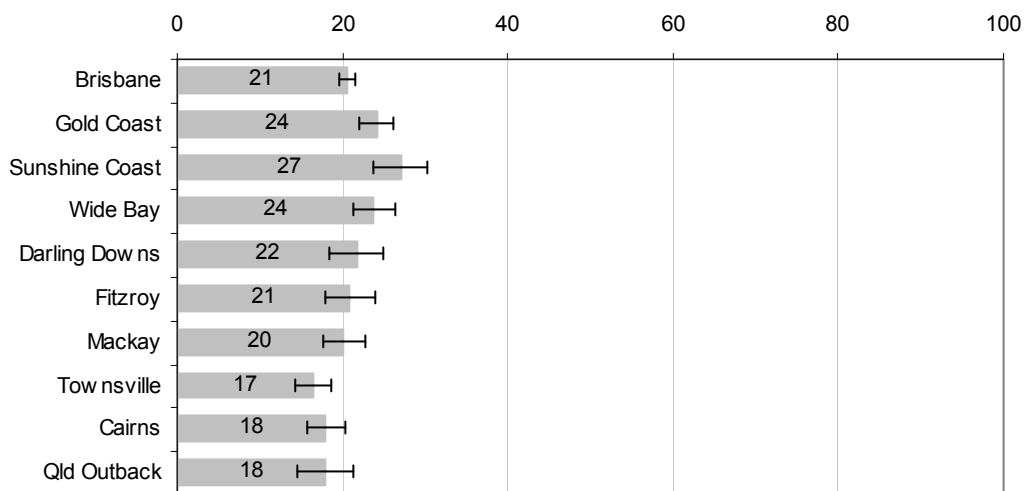
**Figure 78: Participation in gaming machines in the last 12 months Queensland adult population, by region**



The full data for this graph is presented in Table F78 in Appendix One.

Across the Queensland regions, between 17 per cent and 27 per cent of residents had purchased art union tickets in the previous 12 months. The percentage estimates of people who had purchased an art union ticket were higher for the Sunshine Coast (27 per cent) and Gold Coast (24 per cent) than for Townsville (17 per cent), Cairns (18 per cent) and the Queensland Outback region (18 per cent).

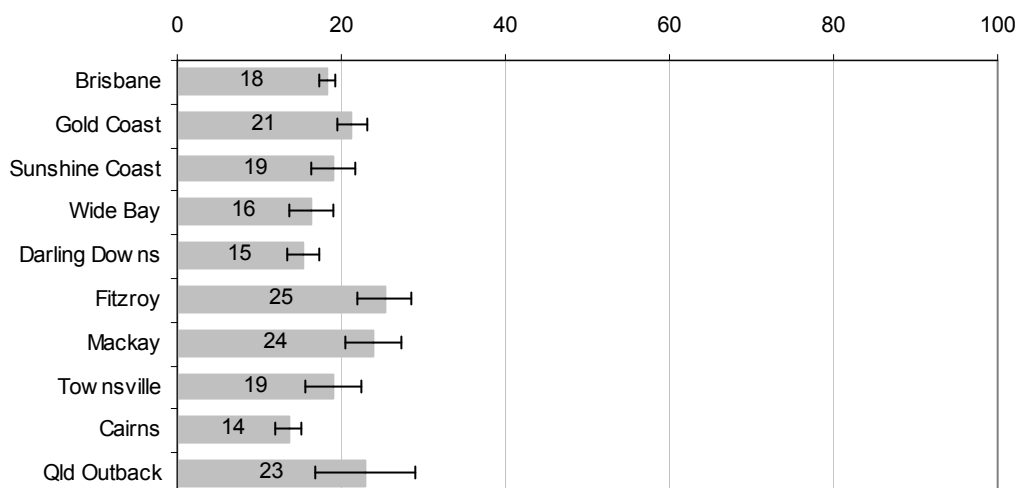
**Figure 79: Participation in purchasing art union tickets in the last 12 months Queensland adult population, by region**



The full data for this graph is presented in Table F79 in Appendix One.

Across the Queensland regions, the percentage of people who had bet on horse, harness or greyhound races in the 12 months prior to the survey ranged from 14 per cent to 25 per cent. The regions with the highest rates of participation were Fitzroy (25 per cent) and Mackay (24 per cent). These two regions had significantly higher participation rates than Brisbane (18 per cent), Wide Bay (16 per cent) and the Darling Downs (17 per cent).

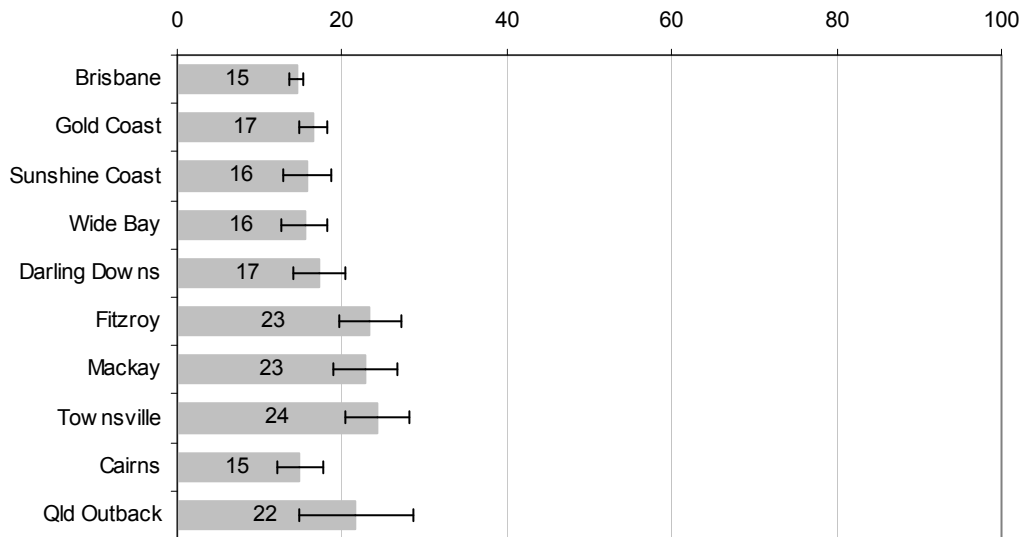
**Figure 80: Participation in betting on horse, harness or greyhound races in the last 12 months Queensland adult population, by region**



The full data for this graph is presented in Table F80 in Appendix One.

In terms of the percentage of people who had played keno in the 12 months prior to the survey, participation was highest in Fitzroy (23 per cent), Mackay (23 per cent) and Townsville (24 per cent). Compared with these three regions, participation was significantly lower in Brisbane (15 per cent), Gold Coast (17 per cent), Sunshine Coast (16 per cent), Wide Bay (16 per cent) and Cairns (15 per cent).

**Figure 81: Participation in keno in the last 12 months Queensland adult population, by region**



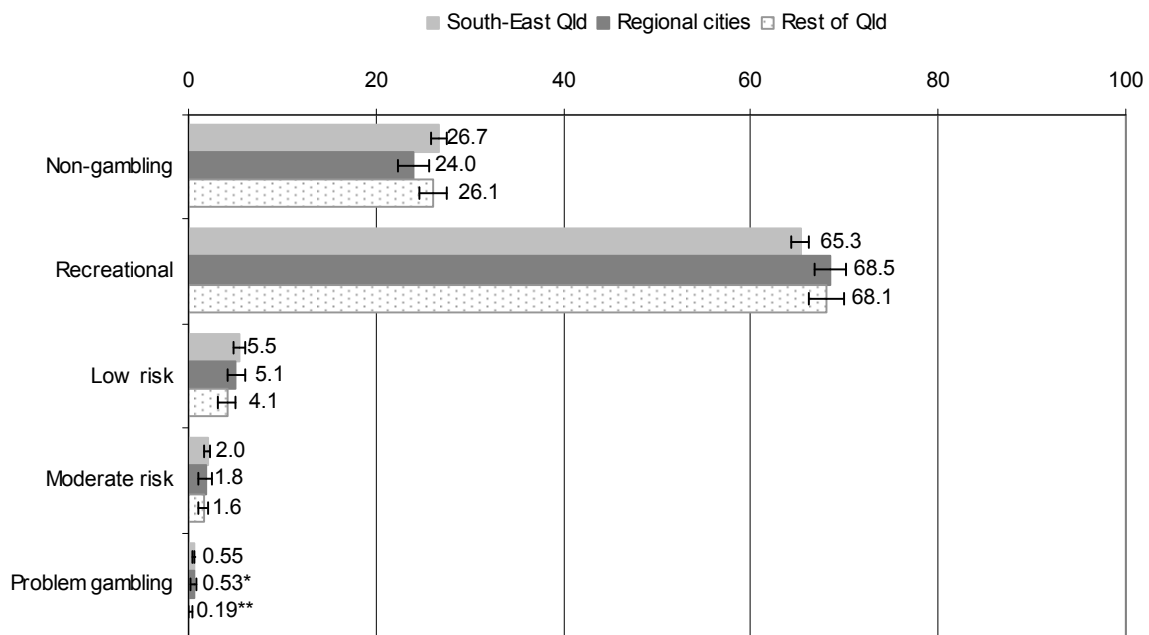
The full data for this graph is presented in Table F81 in Appendix One.

## Gambling group prevalence, by region

Figure 82 shows that at a broad regional level, the proportions of people in the low risk, moderate risk and problem gambling groups were very similar across Queensland.

In regional cities, approximately 69 per cent of adults were in the recreational gambling group. This was slightly higher than the proportion in South-East Queensland, where approximately 65 per cent of adults were recreational gamblers. Correspondingly, the proportion of non-gamblers in regional cities (24 per cent) was slightly lower than in South-East Queensland (27 per cent).

**Figure 82: Gambling group prevalence  
Queensland adult population  
By South-East Queensland, regional cities and rest of Queensland**



\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F82 in Appendix One.



Table 12 lists the gambling group prevalence rates in the 10 Queensland regions. As there were small sample numbers in the moderate risk and problem gambling groups, this data needs to be interpreted with caution. The survey results did not indicate any differences between the regions in terms of the prevalence of problem gambling.

Gambling appeared to be a particularly popular activity in the Mackay region, where approximately 75 per cent of adults were in the recreational gambling group. This was significantly higher than the prevalence of recreational gambling for Queensland as a whole (66 per cent) and higher than the prevalence of recreational gambling than in most other regions. Mackay had a correspondingly low percentage of adults in the non-gambling group.

Gambling was also relatively popular in the Townsville region, where approximately 72 per cent of adults were in the recreational gambling group.

**Table 12: Gambling group prevalence  
Queensland adult population, by region**

Region	Non-gambling (%)	Recreational (%)	Low risk (%)	Moderate risk (%)	Problem gambling (%)	Total (%)
Brisbane	27.7	64.7	5.1	1.9	0.6	100.0
Gold Coast	23.7	66.5	6.9	2.5	0.4**	100.0
Sunshine Coast	25.8	66.8	5.4	1.8	0.3**	100.0
Wide Bay	26.1	68.2	3.6	2.1	0.0	100.0
Darling Downs	27.5	66.8	4.6	0.8*	0.3*	100.0
Fitzroy	22.3	69.6	5.8	2.1*	0.2**	100.0
Mackay	18.8	74.7	4.3	1.7*	0.5**	100.0
Townsville	21.3	71.9	4.4	2.3*	0.1**	100.0
Cairns	29.3	63.9	4.8	1.4*	0.6**	100.0
Queensland Outback	30.2	61.8	5.1*	1.8**	1.2**	100.0
<b>Queensland</b>	<b>26.2</b>	<b>66.3</b>	<b>5.2</b>	<b>1.9</b>	<b>0.48</b>	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table T12 in Appendix One.

## Appendix one – detailed tables

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

	Non-gambling			Recreational gambling			Low risk		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
2001	15.1	14.0	16.1	73.2	72.1	74.4	8.2	7.4	9.0
2003–04	19.7	18.0	21.5	72.4	70.2	74.6	5.3	4.6	6.1
2006–07	24.7	22.5	26.9	67.3	65.2	69.4	5.7	4.7	6.7
2008–09	25.3	24.1	26.5	68.0	66.8	69.2	4.7	4.3	5.1
2011–12	26.2	25.4	26.9	66.3	65.5	67.1	5.2	4.7	5.7

	Moderate risk			Problem gambling			<b>Total</b>
	Est.	LCL	UCL	Est.	LCL	UCL	
2001	2.7	2.2	3.2	0.83	0.5	1.2	<b>100.0</b>
2003–04	2.0	1.6	2.4	0.55	0.4	0.7	<b>100.0</b>
2006–07	1.8	1.5	2.2	0.47	0.3	0.6	<b>100.0</b>
2008–09	1.6	1.2	1.9	0.37	0.2	0.5	<b>100.0</b>
2011–12	1.9	1.7	2.1	0.48	0.3	0.6	<b>100.0</b>

**Key to tables:**

Est: Estimate

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

Table 2 provides an overview of the age, sex and region characteristics of the sample. As part of the weighting process, the survey sample was benchmarked to ABS population estimates. This means that the survey estimates for these variables are equal to the ABS estimates, and that the survey results are representative of the true population distribution.

This table shows that males and people aged 18–34 are under-represented in the sample. This under-representation has been corrected in the weighting process.

The survey results were also weighted to education benchmarks (not shown).

**Table T2: Survey sample composition**

	Sample composition		Weighted survey estimates (ABS population estimates)		
	Number	Per cent	Number	Per cent	
Gender	Male	6 709	44.5	1 741 890	49.5
	Female	8 379	55.5	1 774 100	50.5
	<b>Total</b>	<b>15 088</b>	<b>100.0</b>	<b>3 515 990</b>	<b>100.0</b>
Age	18–34 years	3 216	21.3	1 118 385	31.8
	35–54 years	5 662	37.5	1 269 845	36.1
	55+ years	6 210	41.2	1 127 760	32.1
	<b>Total</b>	<b>15 088</b>	<b>100.0</b>	<b>3 515 990</b>	<b>100.0</b>
Region	Brisbane	6 837	45.3	1 644 832	46.8
	Gold Coast	1 692	11.2	438 537	12.5
	Sunshine Coast	1 017	6.7	263 995	7.5
	Wide Bay	1 134	7.5	229 137	6.5
	Darling Downs	920	6.1	211 137	6.0
	Fitzroy	803	5.3	166 093	4.7
	Mackay	644	4.3	136 237	3.9
	Townsville	852	5.6	176 788	5.0
	Cairns	949	6.3	187 046	5.3
	Queensland Outback	240	1.6	62 188	1.8
<b>Total</b>	<b>15 088</b>	<b>100.0</b>	<b>3 515 990</b>	<b>100.0</b>	

**Key to tables:**

Est: Estimate

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

**Table T3: Prevalence of the gambling groups in the Queensland adult population**

	Est.	LCL	UCL
Non-gambling	26.2	25.4	26.9
Recreational	66.3	65.5	67.1
Low risk	5.2	4.7	5.7
Moderate risk	1.9	1.7	2.1
Problem gambling	0.48	0.3	0.6
<b>Total</b>	<b>100.0</b>		

**Table T4: Prevalence of the gambling groups among those who had gambled in the last 12 months**

	Est.	LCL	UCL
Recreational	89.8	89.1	90.5
Low risk	7.0	6.3	7.7
Moderate risk	2.6	2.3	2.9
Problem gambling	0.64	0.5	0.8
<b>Total</b>	<b>100.0</b>		

**Table T5: Prevalence of the gambling groups among regular gamblers**

	Est.	LCL	UCL
Recreational	58.6	51.6	65.6
Low risk	22.5	17.8	27.3
Moderate risk	15.0	11.6	18.32
Problem gambling	3.9	2.7	5.2
<b>Total</b>	<b>100.0</b>		

**Table T6: Prevalence of the gambling groups among regular gaming machine gamblers**

	Est.	LCL	UCL
Recreational	55.9	45.2	66.7
Low risk	24.0	15.9	32.0
Moderate risk	13.9	8.5	19.2
Problem gambling	6.2	3.8	8.6
<b>Total</b>	<b>100.0</b>		

**Key to tables:**

**Est:** Estimate

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

**Table T7: Comparisons between the demographic characteristics of the non-gambling group and the Queensland adult population**

		Non-gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	Male	48.8	47.2	50.3	49.5	49.5	49.5
	Female	51.2	49.7	52.8	50.5	50.5	50.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group	18–34 years	34.1	32.5	35.8	31.8	31.8	31.8
	35–54 years	34.7	33.4	36.0	36.1	36.1	36.1
	55+ years	31.2	30.1	32.4	32.1	32.1	32.1
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group and gender	Male 18–34 years	16.4	14.8	18.1	16.1	16.1	16.1
	Male 35–54 years	17.5	16.4	18.6	17.9	17.9	17.9
	Male 55+ years	14.8	14.1	15.5	15.5	15.5	15.5
	Female 18–34 years	17.7	16.5	18.9	15.7	15.7	15.7
	Female 35–54 years	17.2	16.0	18.3	18.2	18.2	18.2
	Female 55+ years	16.4	15.3	17.4	16.5	16.5	16.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Work Status	Work full-time/self-employed	45.0	40.0	50.1	49.3	46.5	52.1
	Work part-time or on a casual basis	14.6	10.0	19.3	17.2	15.1	19.3
	Not in the paid workforce	40.3	35.6	45.0	33.5	30.7	36.3
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Highest educational qualification	University/postgraduate degree	17.7	16.8	18.6	13.8	13.8	13.8
	Trade, technical certificate or diploma	31.3	29.9	32.6	34.2	33.4	35.1
	Senior high school (Year 12)	22.6	20.9	24.3	22.4	21.7	23.2
	Junior high school (Year 10)	19.5	18.3	20.8	21.8	21.0	22.5
	Completed primary school/other <sup>a</sup>	8.9	8.0	9.8	7.7	7.3	8.2
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		

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

**Key to tables:**

**Est:** Estimate

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

**Table T8: Comparisons between the demographic characteristics of the recreational gambling group and the Queensland adult population**

		Recreational gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	Male	48.8	48.1	49.5	49.5	49.5	49.5
	Female	51.2	50.5	51.9	50.5	50.5	50.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group	18–34 years	29.8	29.1	30.5	31.8	31.8	31.8
	35–54 years	36.9	36.4	37.4	36.1	36.1	36.1
	55+ years	33.4	32.8	33.9	32.1	32.1	32.1
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group and gender	Male 18–34 years	14.5	13.8	15.3	16.1	16.1	16.1
	Male 35–54 years	18.1	17.6	18.5	17.9	17.9	17.9
	Male 55+ years	16.2	15.8	16.5	15.5	15.5	15.5
	Female 18–34 years	15.2	14.8	15.6	15.7	15.7	15.7
	Female 35–54 years	18.8	18.3	19.3	18.2	18.2	18.2
	Female 55+ years	17.2	16.7	17.7	16.5	16.5	16.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Work Status	Work full-time/self-employed	50.3	46.0	54.6	49.3	46.5	52.1
	Work part-time or on a casual basis	18.2	15.4	21.1	17.2	15.1	19.3
	Not in the paid workforce	31.5	27.5	35.5	33.5	30.7	36.3
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Highest educational qualification	University/postgraduate degree	12.6	12.3	12.9	13.8	13.8	13.8
	Trade, technical certificate or diploma	35.6	34.5	36.6	34.2	33.4	35.1
	Senior high school (Year 12)	22.2	21.3	23.0	22.4	21.7	23.2
	Junior high school (Year 10)	22.4	21.5	23.3	21.8	21.0	22.5
	Completed primary school/other <sup>a</sup>	7.3	6.8	7.7	7.7	7.3	8.2
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		

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

**Key to tables:**

**Est:** Estimate

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

**Table T9: Comparisons between the demographic characteristics of the low risk gambling group and the Queensland adult population**

		Low risk gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	Male	55.1	50.9	59.3	49.5	49.5	49.5
	Female	44.9	40.7	49.1	50.5	50.5	50.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group	18–34 years	41.5	37.2	45.9	31.8	31.8	31.8
	35–54 years	35.5	32.4	38.7	36.1	36.1	36.1
	55+ years	22.9	19.4	26.4	32.1	32.1	32.1
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group and gender	Male 18–34 years	27.2	23.2	31.2	16.1	16.1	16.1
	Male 35–54 years	16.8	14.2	19.5	17.9	17.9	17.9
	Male 55+ years	11.0	8.9	13.2	15.5	15.5	15.5
	Female 18–34 years	14.3	10.7	17.9	15.7	15.7	15.7
	Female 35–54 years	18.7	16.0	21.4	18.2	18.2	18.2
	Female 55+ years	11.9	9.4	14.3	16.5	16.5	16.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Work Status	Work full-time/self-employed	53.2	45.2	61.3	49.3	46.5	52.1
	Work part-time or on a casual basis	17.5	12.8	22.2	17.2	15.1	19.3
	Not in the paid workforce	29.1	23.5	34.7	33.5	30.7	36.3
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Highest educational qualification	University/postgraduate degree	12.3	9.8	14.8	13.8	13.8	13.8
	Trade, technical certificate or diploma	31.5	27.3	35.6	34.2	33.4	35.1
	Senior high school (Year 12)	25.8	20.6	30.9	22.4	21.7	23.2
	Junior high school (Year 10)	24.0	20.4	27.6	21.8	21.0	22.5
	Completed primary school/other <sup>a</sup>	6.5	4.3	8.7	7.7	7.3	8.2
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		

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

**Key to tables:**

**Est:** Estimate

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

**Table T10: Comparisons between the demographic characteristics of the moderate risk gambling group and the Queensland adult population**

		Moderate risk gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	Male	65.8	59.2	72.4	49.5	49.5	49.5
	Female	34.2	27.6	40.8	50.5	50.5	50.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group	18–34 years	39.8	31.5	48.0	31.8	31.8	31.8
	35–54 years	32.8	25.3	40.3	36.1	36.1	36.1
	55+ years	27.4	21.9	32.9	32.1	32.1	32.1
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group and gender	Male 18–34 years	29.7	21.2	38.2	16.1	16.1	16.1
	Male 35–54 years	19.6	13.5	25.6	17.9	17.9	17.9
	Male 55+ years	16.5	12.2	20.9	15.5	15.5	15.5
	Female 18–34 years	10.1	5.6	14.5	15.7	15.7	15.7
	Female 35–54 years	13.3	8.4	18.1	18.2	18.2	18.2
	Female 55+ years	10.9	7.3	14.5	16.5	16.5	16.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Work Status	Work full-time/self-employed	58.6	47.1	70.2	49.3	46.5	52.1
	Work part-time or on a casual basis	16.1	10.7	21.6	17.2	15.1	19.3
	Not in the paid workforce	25.2	14.3	36.1	33.5	30.7	36.3
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Highest educational qualification	University/postgraduate degree	10.4	7.5	13.2	13.8	13.8	13.8
	Trade, technical certificate or diploma	35.8	28.6	43.1	34.2	33.4	35.1
	Senior high school (Year 12)	20.5	14.0	27.0	22.4	21.7	23.2
	Junior high school (Year 10)	23.1	16.2	30.0	21.8	21.0	22.5
	Completed primary school/other <sup>a</sup>	10.2*	5.1	15.2	7.7	7.3	8.2
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			

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

\* Relative standard error greater than 25 per cent.

**Key to tables:**

**Est:** Estimate

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



**Table T11: Comparisons between the demographic characteristics of the problem gambling group and the Queensland adult population**

		Problem gambling group			Adult population estimates		
		Est	LCL	UCL	Est	LCL	UCL
Gender	Male	73.3	64.3	82.3	49.5	49.5	49.5
	Female	26.7	17.7	35.7	50.5	50.5	50.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group	18–34 years	50.5	34.3	66.7	31.8	31.8	31.8
	35–54 years	29.7	16.5	42.8	36.1	36.1	36.1
	55+ years	19.8	10.3	29.3	32.1	32.1	32.1
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Age group and gender	Male 18–34 years	43.7	28.5	58.9	16.1	16.1	16.1
	Male 35–54 years	17.6*	8.3	27.0	17.9	17.9	17.9
	Male 55+ years	11.9*	2.1	21.8	15.5	15.5	15.5
	Female 18–34 years	6.8**	0.0	14.2	15.7	15.7	15.7
	Female 35–54 years	12.0*	3.1	20.9	18.2	18.2	18.2
	Female 55+ years	7.9*	3.0	12.8	16.5	16.5	16.5
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Work Status	Work full-time/self-employed	65.2	46.3	84.2	49.3	46.5	52.1
	Work part-time or on a casual basis	12.2**	0.1	24.3	17.2	15.1	19.3
	Not in the paid workforce	22.5*	8.2	36.9	33.5	30.7	36.3
	<b>Total</b>	<b>100.0</b>			<b>100.0</b>		
Highest educational qualification	University/postgraduate degree	6.7*	0.3	13.0	13.8	13.8	13.8
	Trade, technical certificate or diploma	39.3	23.6	54.9	34.2	33.4	35.1
	Senior high school (Year 12)	18.6*	8.9	28.3	22.4	21.7	23.2
	Junior high school (Year 10)	25.9*	11.7	40.0	21.8	21.0	22.5
	Completed primary school/other <sup>a</sup>	9.6*	2.0	17.2	7.7	7.3	8.2
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			

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

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

**Table T12: Gambling group prevalence  
Queensland adult population, by region**

	Non-gambling			Recreational			Low risk		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Brisbane	27.7	26.7	28.8	64.7	63.6	65.7	5.1	4.5	5.7
Gold Coast	23.7	21.6	25.8	66.5	64.1	68.9	6.9	5.3	8.4
Sunshine Coast	25.8	22.9	28.7	66.8	63.3	70.2	5.4	3.4	7.4
Wide Bay	26.1	23.4	28.7	68.2	65.3	71.1	3.6	2.6	4.6
Darling Downs	27.5	24.4	30.6	66.8	63.9	69.7	4.6	3.2	6.0
Fitzroy	22.3	19.3	25.4	69.6	66.0	73.2	5.8	3.6	7.9
Mackay	18.8	15.8	21.7	74.7	71.4	77.9	4.3	2.2	6.4
Townsville	21.3	18.2	24.5	71.9	68.6	75.1	4.4	2.7	6.0
Cairns	29.3	25.4	33.2	63.9	60.2	67.6	4.8	3.2	6.3
Queensland Outback	30.2	22.7	37.6	61.8	54.5	69.1	5.1*	2.0	8.1
Queensland	26.2	25.4	26.9	66.3	65.5	67.1	5.2	4.7	5.7

	Moderate risk			Problem gambling			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Brisbane	1.9	1.6	2.2	0.6	0.4	0.8	<b>100.0</b>
Gold Coast	2.5	1.6	3.5	0.4**	0.0	0.8	<b>100.0</b>
Sunshine Coast	1.8	1.0	2.6	0.3**	0.0	0.5	<b>100.0</b>
Wide Bay	2.1	1.2	3.1	0.0	0.0	0.0	<b>100.0</b>
Darling Downs	0.8*	0.1	1.4	0.3*	0.0	0.7	<b>100.0</b>
Fitzroy	2.1*	1.0	3.3	0.2**	0.0	0.4	<b>100.0</b>
Mackay	1.7*	0.7	2.7	0.5**	0.0	1.2	<b>100.0</b>
Townsville	2.3*	0.9	3.7	0.1**	0.0	0.3	<b>100.0</b>
Cairns	1.4*	0.5	2.4	0.6**	0.0	1.2	<b>100.0</b>
Queensland Outback	1.8**	0.0	3.6	1.2**	0.0	2.5	<b>100.0</b>
Queensland	1.9	1.7	2.1	0.48	0.3	0.6	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

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

	Est. Per cent	LCL Per cent	UCL Per cent
Lottery products	58.8	57.9	59.8
Gaming machines	29.6	28.8	30.4
Art union tickets	21.3	20.6	22.0
Horse/harness/dog races	18.8	18.1	19.5
Keno	16.4	15.7	17.2
Casino table games	6.2	5.8	6.6
Sports betting	5.1	4.6	5.6
Private card games (e.g. poker)	3.1	2.6	3.6
Bingo	2.9	2.5	3.2
Internet casino or poker	0.9	0.7	1.1
Other private games (e.g. mahjong)	0.4	0.2	0.5
Other gambling <sup>1</sup>	0.1*	0.0	0.1
No gambling in the last 12 months	26.2	25.4	26.9

\* Relative standard error greater than 25 per cent.

1: Other gambling activities, excluding sweeps and raffle tickets

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

	Males			Females		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	57.3	55.8	58.8	60.3	59.1	61.6
Gaming machines	29.8	28.5	31.0	29.3	28.2	30.5
Art union tickets	20.4	19.4	21.3	22.3	21.2	23.4
Horse/harness/dog races	22.4	21.3	23.5	15.3	14.4	16.2
Keno	18.9	17.6	20.1	14.1	13.1	15.0
Casino table games	9.5	8.7	10.2	3.1	2.7	3.5
Sports betting	8.5	7.5	9.5	1.7	1.3	2.1
Private card games (e.g. poker)	5.4	4.5	6.3	0.8	0.5	1.1
Bingo	1.4	1.0	1.8	4.2	3.7	4.8
Internet casino or poker	1.5	1.1	1.9	0.2*	0.1	0.4

\* Relative standard error greater than 25 per cent.

**Table F3: Participation in gambling activities in the last 12 months  
Queensland adult population, by age group**

	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	50.3	48.4	52.3	62.7	61.6	63.7	62.9	61.6	64.2
Gaming machines	37.3	35.2	39.3	25.5	24.3	26.8	26.4	25.5	27.4
Art union tickets	8.6	7.4	9.8	25.7	24.5	26.9	29.1	27.9	30.3
Horse/harness/dog races	21.2	19.7	22.6	20.6	19.1	22.1	14.5	13.5	15.4
Keno	19.4	17.8	21.0	16.7	15.5	18.0	13.2	11.9	14.4
Casino table games	12.8	11.6	14.1	4.9	4.3	5.5	1.2	0.9	1.5
Sports betting	8.8	7.6	9.9	4.6	3.8	5.3	2.0	1.6	2.4
Private card games (e.g. poker)	6.7	5.5	7.9	1.9	1.4	2.4	0.7	0.5	1.0
Bingo	2.8	2.1	3.5	2.8	2.2	3.3	3.0	2.5	3.5
Internet casino or poker	2.0	1.4	2.6	0.6	0.4	0.7	0.1*	0.1	0.2

\* Relative standard error greater than 25 per cent.

**Key to tables:**

Est: Estimate

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

**Table F4: Participation in gambling activities in the last 12 months  
Queensland adult population, by gender and age group**

	Males								
	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	47.0	43.8	50.3	60.8	58.6	63.0	63.9	61.9	65.8
Gaming machines	41.2	38.5	43.8	24.0	22.1	26.0	24.6	22.9	26.3
Art union tickets	7.6	6.4	8.9	24.0	22.0	26.0	29.4	27.1	31.6
Horse/harness/dog races	25.5	23.1	27.8	22.7	20.4	25.0	18.9	17.3	20.4
Keno	24.0	21.4	26.5	17.6	15.7	19.5	15.1	13.2	17.0
Casino table games	19.0	16.7	21.2	7.5	6.4	8.6	1.9	1.3	2.4
Sports betting	14.3	12.2	16.4	7.5	6.0	9.1	3.7	2.8	4.6
Private card games (e.g. poker)	11.9	9.7	14.1	3.3	2.3	4.2	1.1	0.6	1.5
Bingo	1.9	1.0	2.7	1.2	0.6	1.8	1.2	0.9	1.6
Internet casino or poker	3.5	2.4	4.7	0.8	0.5	1.1	0.2*	0.1	0.3

	Females								
	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	53.7	51.3	56.2	64.5	63.0	66.0	62.0	60.0	64.0
Gaming machines	33.3	30.6	36.0	27.0	25.4	28.5	28.2	26.8	29.6
Art union tickets	9.6	7.7	11.4	27.3	25.3	29.2	28.9	27.7	30.1
Horse/harness/dog races	16.7	14.9	18.6	18.5	16.8	20.3	10.3	9.1	11.6
Keno	14.7	12.7	16.8	15.9	14.4	17.4	11.3	10.0	12.7
Casino table games	6.5	5.3	7.8	2.3	1.8	2.8	0.6	0.3	0.9
Sports betting	3.1	2.3	3.9	1.7	1.1	2.3	0.4*	0.1	0.7
Private card games (e.g. poker)	1.4	0.8	2.1	0.6*	0.3	0.9	0.4*	0.2	0.7
Bingo	3.7	2.6	4.8	4.3	3.4	5.2	4.7	3.8	5.5
Internet casino or poker	0.4*	0.1	0.6	0.3*	0.1	0.5	0.1**	0.0	0.2

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

**Table F5: Participation in gambling activities in the last 12 months  
Queensland adult population, by educational attainment**

	University/postgraduate			Trade/Technical Certificate/Diploma			Completed senior high school (Year 12)		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	50.9	49.2	52.6	61.7	60.3	63.2	56.3	54.1	58.5
Gaming machines	20.7	18.9	22.5	30.0	28.5	31.5	32.7	30.4	34.9
Art union tickets	19.7	18.6	20.8	23.4	22.0	24.8	16.0	14.1	17.9
Horse/harness/dog races	19.1	17.3	20.8	21.0	19.9	22.1	18.5	16.9	20.1
Keno	9.5	8.5	10.5	18.8	17.6	20.1	17.2	15.5	19.0
Casino table games	9.1	7.8	10.4	6.2	5.6	6.7	8.3	7.0	9.6
Sports betting	6.3	5.2	7.4	5.6	4.7	6.5	6.3	5.2	7.3
Private card games (e.g. poker)	4.8	3.7	6.0	2.6	1.7	3.5	4.5	3.4	5.5
Bingo	1.5	1.0	2.0	2.7	2.3	3.2	2.0	1.4	2.6

	Completed junior high school (Year 10)			Completed primary school/other <sup>a</sup>		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	62.6	60.6	64.5	56.9	54.8	59.0
Gaming machines	32.0	29.7	34.2	27.7	25.3	30.0
Art union tickets	25.0	23.7	26.2	20.4	18.8	22.0
Horse/harness/dog races	18.0	16.5	19.5	11.9	10.1	13.6
Keno	17.6	16.0	19.3	12.6	10.4	14.7
Casino table games	4.1	3.2	5.0	1.4*	0.6	2.2
Sports betting	3.5	2.8	4.2	1.6	0.9	2.3
Private card games (e.g. poker)	2.1	1.3	2.8	1.0*	0.1	1.9
Bingo	3.9	3.2	4.6	5.3	3.7	7.0

\* Relative standard error greater than 25 per cent.

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

**Table F6: Participation in gambling activities in the last 12 months  
Queensland adult population, by work status**

	Work full-time/ Self-employed			Work part-time/ Casual			Not in the paid workforce		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	59.7	55.9	63.5	63.3	56.2	70.5	53.8	50.0	57.7
Gaming machines	29.6	26.0	33.2	36.9	29.1	44.7	30.2	25.8	34.6
Art union tickets	21.1	18.4	23.8	20.9	16.0	25.8	21.6	17.3	25.8
Horse/harness/dog races	23.5	19.9	27.0	16.5	11.0	22.0	10.9	7.7	14.1
Keno	18.3	16.2	20.4	17.8	14.2	21.4	13.0	10.7	15.3
Casino table games	9.4	7.5	11.3	5.1*	2.4	7.7	1.5	1.0	2.1
Sports betting	7.0	5.3	8.7	5.6	2.9	8.3	1.6*	0.8	2.5
Private card games (e.g. poker)	4.8	3.4	6.3	1.5*	0.6	2.4	0.8*	0.4	1.2
Bingo	1.9	1.1	2.7	2.5*	1.1	4.0	3.2	1.8	4.7

\* Relative standard error greater than 25 per cent.

**Key to tables:**

Est: Estimate

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

**Table F7: Participation in gambling activities in the last 12 months  
Queensland adult population, by personal annual income**

	Less than \$23,000			\$23,000 to less than \$34,000			\$34,000 to less than \$57,000		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	54.3	52.0	56.6	58.8	56.8	60.7	63.0	61.1	64.9
Gaming machines	27.6	25.8	29.4	29.8	27.7	31.8	33.4	31.6	35.2
Art union tickets	18.1	17.0	19.2	21.7	19.9	23.6	22.2	20.9	23.5
Horse/harness/dog races	12.7	11.4	14.0	15.5	13.7	17.3	19.4	18.1	20.7
Keno	12.4	11.1	13.7	15.4	13.6	17.2	18.0	16.5	19.6
Casino table games	3.4	2.5	4.2	4.6	3.2	5.9	6.2	5.2	7.2
Sports betting	2.6	1.8	3.5	3.0	1.9	4.1	5.2	4.5	6.0
Private card games (e.g. poker)	1.9	1.2	2.6	2.1	1.1	3.0	2.8	2.1	3.5
Bingo	3.5	2.9	4.1	3.5	2.6	4.5	3.3	2.4	4.2

	\$57,000 to less than \$68,000			\$68,000 to less than \$110,000			\$110,000 or more		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	63.6	61.2	66.0	61.5	59.0	63.9	60.9	57.5	64.2
Gaming machines	32.5	29.7	35.4	28.5	25.9	31.1	26.2	22.9	29.6
Art union tickets	23.3	21.0	25.6	24.8	22.2	27.4	25.0	23.0	27.0
Horse/harness/dog races	24.2	21.2	27.3	25.0	22.9	27.2	29.0	25.8	32.2
Keno	22.2	19.3	25.2	19.3	17.2	21.3	19.0	16.4	21.6
Casino table games	7.9	6.0	9.7	9.7	8.2	11.2	13.1	11.1	15.0
Sports betting	8.1	6.0	10.3	8.2	6.7	9.7	9.7	7.2	12.3
Private card games (e.g. poker)	4.8	3.4	6.1	4.8	3.5	6.1	4.9	3.7	6.1
Bingo	1.6*	0.8	2.4	1.4	0.9	1.9	1.8*	0.9	2.8

\* Relative standard error greater than 25 per cent.

**Table F8: Participation in gambling activities in the last 12 months  
Queensland adult population, by country of birth**

	Australia			Other		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	60.7	57.6	63.7	50.3	42.6	58.0
Gaming machines	33.2	30.5	35.8	23.8	19.4	28.1
Art union tickets	22.8	20.3	25.2	15.8	12.3	19.3
Horse/harness/dog races	19.4	17.3	21.6	13.3	9.0	17.7
Keno	18.3	16.5	20.1	9.9	6.6	13.1
Casino table games	6.5	5.3	7.7	4.5	3.2	5.8
Sports betting	5.1	3.9	6.4	4.4*	1.7	7.0
Private card games (e.g. poker)	2.8	2.0	3.5	3.4*	1.0	5.8
Bingo	2.7	1.9	3.4	1.7*	0.7	2.7

\* Relative standard error greater than 25 per cent.

**Key to tables:**

Est: Estimate

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

**Table F9: Participation in gambling activities in the last 12 months  
Queensland adult population  
2001, 2003–04, 2006–07, 2008–09 and 2011–12**

	2001			2003–04			2006–07		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	70.7	69.1	72.3	67.3	64.7	70.0	62.3	60.1	64.6
Gaming machines	33.6	31.9	35.3	32.3	29.3	35.0	29.8	27.6	32.1
Art union tickets				26.8	24.0	29.5	24.8	23.1	26.4
Horse/harness/dog races	16.9	15.4	18.4	16.4	14.5	18.3	15.5	13.7	17.2
Keno	18.2	16.8	19.6	16.5	14.8	18.1	15.6	13.9	17.3
Casino table games	6.2	5.2	7.2	5.6	4.4	6.9	5.0	3.9	6.2
Sports betting	3.4	2.7	4.1	4.4	3.0	5.8	4.6	3.8	5.5
Private card games (e.g. poker)							3.3	2.4	4.2
Bingo	4.2	3.6	4.8	3.5	2.6	4.4	3.4	2.5	4.2

	2008–09			2011–12		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	59.7	58.6	60.8	58.8	57.9	59.8
Gaming machines	30.7	29.3	32.0	29.6	28.8	30.4
Art union tickets	23.6	22.6	24.7	21.3	20.6	22.0
Horse/harness/dog races	19.4	18.4	20.3	18.8	18.1	19.5
Keno	15.4	14.2	16.5	16.4	15.7	17.2
Casino table games	5.1	4.5	5.8	6.2	5.8	6.6
Sports betting	4.6	4.0	5.1	5.1	4.6	5.6
Private card games (e.g. poker)	3.2	2.5	3.9	3.1	2.6	3.6
Bingo	2.9	2.5	3.3	2.9	2.5	3.2

**Table F10: Prevalence of the gambling groups  
Queensland adult population**

	Est.	LCL	UCL
Non-gambling	26.2	25.4	26.9
Recreational	66.3	65.5	67.1
Low risk	5.2	4.7	5.7
Moderate risk	1.9	1.7	2.1
Problem gambling	0.48	0.34	0.61
<b>Total</b>	<b>100.0</b>		

**Table F11: Prevalence of the gambling groups  
Queensland adult population, by gender**

	Male			Female		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	25.8	24.6	26.9	26.6	25.5	27.6
Recreational	65.3	64.0	66.5	67.3	66.2	68.5
Low risk	5.7	5.0	6.5	4.6	4.0	5.2
Moderate risk	2.5	2.1	3.0	1.3	1.0	1.5
Problem gambling	0.70	0.5	0.9	0.25	0.1	0.4
<b>Total</b>	<b>100.0</b>			<b>100.0</b>		

**Key to tables:**

Est: Estimate

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

**Table F12: Prevalence of the gambling groups  
Queensland adult population, by age group**

	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	28.1	26.4	29.8	25.1	24.0	26.2	25.5	24.3	26.6
Recreational	62.1	60.2	63.9	67.7	66.7	68.7	68.9	67.5	70.3
Low risk	6.7	5.5	7.9	5.1	4.5	5.6	3.7	3.2	4.2
Moderate risk	2.4	1.8	3.0	1.7	1.3	2.1	1.6	1.3	2.0
Problem gambling	0.76	0.4	1.1	0.39	0.2	0.6	0.29*	0.1	0.5
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

**Table F13: Prevalence of the gambling groups  
Queensland adult population, by gender and age group**

	Male 18–34 years			Male 35–54 years			Male 55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	26.7	23.8	29.6	25.6	23.7	27.4	25.0	23.7	26.3
Recreational	59.8	56.6	63.0	67.0	65.4	68.6	69.0	67.2	70.7
Low risk	8.7	6.9	10.5	4.8	4.0	5.7	3.7	3.0	4.3
Moderate risk	3.5	2.3	4.7	2.1	1.4	2.8	2.0	1.5	2.6
Problem gambling	1.29	0.7	1.9	0.47*	0.2	0.7	0.37*	0.0	0.7
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

	Female 18–34 years			Female 35–54 years			Female 55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	29.5	27.2	31.7	24.6	23.1	26.2	25.9	24.1	27.7
Recreational	64.4	62.5	66.3	68.4	66.6	70.1	68.9	66.8	71.0
Low risk	4.7	3.3	6.1	5.3	4.5	6.1	3.7	2.9	4.5
Moderate risk	1.2	0.7	1.8	1.4	0.9	1.9	1.3	0.8	1.7
Problem gambling	0.21**	0.0	0.4	0.31*	0.1	0.6	0.23*	0.1	0.4
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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



**Table F14: Prevalence of the gambling groups  
Queensland adult population, by educational attainment**

	University/ postgraduate			Trade/Technical Certificate/Diploma			Completed senior high school (Year 12)		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	33.5	31.9	35.0	23.9	22.8	25.0	26.3	24.2	28.4
Recreational	60.3	58.8	61.8	68.9	67.6	70.1	65.6	63.8	67.4
Low risk	4.6	3.7	5.4	4.7	4.0	5.5	5.9	4.4	7.5
Moderate risk	1.4	1.1	1.8	2.0	1.5	2.4	1.7	1.1	2.3
Problem gambling	0.23**	0.0	0.5	0.55*	0.2	0.9	0.39*	0.2	0.6
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

	Completed junior high school (Year 10)			Completed primary school/other <sup>a</sup>		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	23.5	21.9	25.1	30.2	28.1	32.4
Recreational	68.3	66.7	69.9	62.3	59.8	64.8
Low risk	5.7	4.7	6.6	4.3	3.2	5.5
Moderate risk	2.0	1.4	2.6	2.5*	1.2	3.8
Problem gambling	0.56	0.3	0.8	0.59*	0.1	1.1
<b>Total</b>	<b>100.0</b>			<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

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

**Table F15: Prevalence of the gambling groups  
Queensland adult population, by work status**

	Work full-time/ self-employed			Work part- time/casual			Not in the paid workforce		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	23.9	20.9	26.9	22.3	15.7	28.9	31.5	28.0	34.9
Recreational	67.7	64.7	70.6	70.3	63.8	76.8	62.3	58.4	66.2
Low risk	5.6	4.6	6.6	5.3	3.6	6.9	4.5	3.3	5.6
Moderate risk	2.3	1.8	2.7	1.8	1.0	2.5	1.4	0.8	2.0
Problem gambling	0.63	0.4	0.9	0.34**	0.0	0.7	0.32*	0.1	0.5
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F16: Prevalence of the gambling groups  
Queensland adult population, by personal income**

	Less than \$23,000			\$23,000 to less than \$34,000			\$34,000 to less than \$57,000		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	30.0	28.0	31.9	27.5	25.6	29.5	22.8	21.1	24.4
Recreational	63.5	61.1	65.9	64.1	62.1	66.0	68.7	67.2	70.2
Low risk	4.4	3.2	5.6	5.7	4.2	7.3	5.7	4.8	6.5
Moderate risk	1.7	1.2	2.1	2.3	1.6	3.0	2.2	1.6	2.8
Problem gambling	0.40*	0.1	0.7	0.31*	0.0	0.6	0.71*	0.3	1.1
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

	\$57,000 to less than \$68,000			\$68,000 to less than \$110,000			\$110,000 or more		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	21.4	19.2	23.6	23.6	21.6	25.7	20.8	18.7	23.0
Recreational	69.5	66.7	72.3	69.3	67.2	71.4	72.3	69.8	74.7
Low risk	7.1	5.0	9.3	4.5	3.6	5.4	4.5	2.9	6.2
Moderate risk	1.5	0.8	2.2	2.1	1.4	2.8	2.0*	0.9	3.1
Problem gambling	0.42*	0.0	0.8	0.40*	0.1	0.7	0.39*	0.0	0.7
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

**Table F17: Prevalence of the gambling groups  
Queensland adult population, by country of birth**

	Australia			Other		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	23.8	21.9	25.8	34.2	28.5	39.9
Recreational	68.6	66.8	70.5	58.3	53.2	63.4
Low risk	5.2	4.6	5.8	4.9	3.5	6.3
Moderate risk	1.8	1.6	2.1	2.1	1.2	3.1
Problem gambling	0.49	0.3	0.6	0.42*	0.1	0.7
<b>Total</b>	<b>100.0</b>			<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

**Key to tables:**

Est: Estimate

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

**Table F18: Prevalence of the gambling groups  
Queensland adult population  
2001, 2003–04, 2006–07, 2008–09 and 2011–12**

	2001			2003–04			2006–07		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	15.1	14.0	16.1	19.7	18.0	21.5	24.7	22.5	26.9
Recreational	73.2	72.1	74.4	72.4	70.2	74.6	67.3	65.2	69.4
Low risk	8.2	7.4	9.0	5.3	4.6	6.1	5.7	4.7	6.7
Moderate risk	2.7	2.2	3.2	2.0	1.6	2.4	1.8	1.5	2.2
Problem gambling	0.83	0.5	1.2	0.55	0.4	0.7	0.47	0.3	0.6
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

	2008–09			2011–12		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	25.3	24.1	26.5	26.2	25.4	26.9
Recreational	68.0	66.8	69.2	66.3	65.5	67.1
Low risk	4.7	4.3	5.1	5.2	4.7	5.7
Moderate risk	1.6	1.2	1.9	1.9	1.7	2.1
Problem gambling	0.37	0.2	0.5	0.48	0.34	0.61
<b>Total</b>	<b>100.0</b>			<b>100.0</b>		

**Table F19: Participation in gambling activities in the last 12 months  
People who had gambled in the last 12 months, by gambling group**

	Lottery products			Gaming machines			Art union tickets		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	79.8	78.8	80.9	35.8	35.0	36.6	29.2	28.3	30.1
Low risk	77.1	73.5	80.7	73.0	67.4	78.6	26.0	21.9	30.0
Moderate risk	79.6	73.7	85.5	85.0	80.1	89.9	29.9	24.9	34.9
Problem gambling	86.0	76.5	95.5	89.4	80.9	97.9	16.2	8.6	23.7

	Horse/harness/dog races			Keno			Casino table games		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	23.4	22.5	24.3	20.0	19.0	20.9	6.7	6.2	7.2
Low risk	39.7	36.0	43.3	40.0	35.6	44.5	21.6	18.4	24.7
Moderate risk	50.6	44.0	57.3	47.0	39.7	54.2	27.8	21.5	34.1
Problem gambling	58.7	43.3	74.1	52.4	38.5	66.2	32.7	17.8	47.5

	Sports betting			Private card games			Bingo		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	5.5	4.9	6.1	3.3	2.7	3.8	3.5	3.1	3.9
Low risk	16.9	12.9	21.0	10.4	7.4	13.5	8.2	5.9	10.5
Moderate risk	25.7	20.2	31.3	13.4	8.5	18.4	4.8*	1.4	8.2
Problem gambling	14.2*	3.5	25.0	21.6*	9.0	34.2	5.8*	1.1	10.5

	Internet casino or poker		
	Est.	LCL	UCL
Recreational	0.7	0.5	0.9
Low risk	5.3	3.3	7.3
Moderate risk	4.0*	1.6	6.3
Problem gambling	10.7*	0.2	21.2

\* Relative standard error greater than 25 per cent.

**Key to tables:**

Est: Estimate

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

**Table F20: Number of gambling activities in the last 12 months**  
**People who had gambled in the last 12 months, by gambling group**

	1 game			2 games			3 games		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	40.9	36.8	45.0	30.2	26.6	33.8	16.7	14.2	19.3
Low risk	13.2	8.5	18.0	27.0	23.4	30.7	21.4	15.8	27.0
Moderate risk	7.3*	3.3	11.3	18.0	10.7	25.3	24.5	19.1	30.0
Problem gambling	3.2**	0.0	7.6	22.6*	6.3	39.0	22.5*	5.2	39.9

	4 or more games			Total
	Est.	LCL	UCL	
Recreational	12.1	11.3	13.0	<b>100.0</b>
Low risk	38.3	34.2	42.5	<b>100.0</b>
Moderate risk	50.2	40.4	60.0	<b>100.0</b>
Problem gambling	51.6	37.8	65.5	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F21: Frequency of participating in gambling activities in the previous 12 months**  
**People who had participated in that activity in the last 12 months**

	Lottery products			Gaming machines			Horse/dog races		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
1-6 times per year	40.6	37.4	43.7	61.9	57.3	66.6	69.2	63.6	74.8
7-12 times per year	21.1	18.2	24.1	17.6	14.4	20.8	11.0	7.1	14.8
13-24 times per year	9.8	8.2	11.5	7.1	5.5	8.7	5.6	3.3	7.9
25-52 times per year	24.0	21.1	26.9	8.5	6.7	10.2	9.3	6.5	12.0
53+ times per year	3.0	2.2	3.8	3.7	2.0	5.3	3.6	2.1	5.1
Don't know	0.7*	0.2	1.2	0.9**	0.0	2.0	1.3**	0.0	3.6
Refused	0.8**	0.0	1.7	0.4**	0.0	1.0	0.1**	0.0	0.2
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

	Keno			Casino table games			Sports betting		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
1-6 times per year	66.0	61.1	70.9	88.0	83.4	92.6	61.9	52.1	71.7
7-12 times per year	21.0	17.0	25.0	7.1*	2.9	11.2	10.6	6.8	14.5
13-24 times per year	4.4	2.9	5.8	1.5*	0.4	2.6	11.1	6.3	16.0
25-52 times per year	5.8	3.8	7.8	0.8*	0.1	1.6	9.7	6.3	13.0
53+ times per year	1.9	1.0	2.9	0.8**	0.0	2.2	1.6*	0.4	2.9
Don't know	0.6*	0.2	1.0	0.3**	0.0	0.7	3.4*	0.3	6.5
Refused	0.3**	0.0	0.5	1.4**	0.0	3.7	1.6**	0.0	3.9
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

	Private card games			Bingo		
	Est.	LCL	UCL	Est.	LCL	UCL
1-6 times per year	74.8	64.8	84.8	59.4	45.4	73.4
7-12 times per year	13.6*	3.2	24.1	13.7*	4.3	23.1
13-24 times per year	3.2*	0.7	5.7	6.4**	0.0	12.8
25-52 times per year	3.7*	1.4	6.1	13.7*	4.5	22.9
53+ times per year	1.4**	0.0	3.0	5.9**	0.0	12.0
Don't know	1.6**	0.0	3.3	0.4**	0.0	1.1
Refused	1.6*	0.1	3.2	0.4**	0.0	1.0
<b>Total</b>	<b>100.0</b>			<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F22: Frequency of playing gaming machines in the previous 12 months**  
**People who had played gaming machines in the last 12 months**  
**By gambling group, gender and age group**

	1–6 per year			7–12 per year			13–24 per year			25–52 per year		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	61.9	57.3	66.6	17.6	14.4	20.8	7.1	5.5	8.7	8.5	6.7	10.2
Recreational	68.8	63.2	74.3	16.6	12.6	20.7	4.9	3.3	6.5	5.8	3.6	7.9
Low risk	40.5	35.2	45.7	22.4	12.4	32.5	15.1	10.2	20.0	16.0	10.8	21.1
Moderate risk	19.4	11.1	27.7	21.5	14.2	28.7	19.4	10.7	28.1	28.5	17.7	39.2
Problem gambling	7.7**	0.0	31.2	16.9*	3.6	30.2	22.9*	3.4	42.4	25.3*	10.5	40.2
Male	56.1	51.0	61.1	20.0	15.4	24.6	8.5	5.9	11.1	9.9	7.6	12.2
Female	67.0	59.9	74.1	15.5	11.3	19.8	5.9	3.6	8.2	7.2	4.5	9.8
18–34 years	70.5	64.2	76.8	16.4	11.1	21.8	4.6	2.4	6.8	5.5	4.2	6.9
35–54 years	62.1	55.4	68.7	17.5	12.5	22.5	8.0	5.3	10.7	9.5	5.8	13.2
55+ years	48.6	40.5	56.8	19.5	13.7	25.3	9.8	5.8	13.9	11.8	7.3	16.3

	53+ per year			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	3.7	2.0	5.3	0.9**	0.0	2.0	0.4**	0.0	1.0	<b>100.0</b>
Recreational	2.5*	0.6	4.4	1.1**	0.0	2.4	0.4**	0.0	1.1	<b>100.0</b>
Low risk	5.7	3.1	8.4	0.1**	0.0	0.3	0.2**	0.0	0.5	<b>100.0</b>
Moderate risk	11.1	6.0	16.2	0.2**	0.0	0.6	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	25.5*	7.9	43.0	0.0	0.0	0.0	1.8**	0.0	5.3	<b>100.0</b>
Male	4.7*	1.8	7.6	0.1**	0.0	1.0	0.7**	0.0	1.9	<b>100.0</b>
Female	2.7*	1.0	4.4	1.6**	0.0	3.4	0.1**	0.0	0.2	<b>100.0</b>
18–34 years	2.9*	0.9	4.8	0.1**	0.0	1.1	0.0	0.0	0.0	<b>100.0</b>
35–54 years	1.8*	0.9	2.8	1.1**	0.0	3.0	0.1**	0.0	0.2	<b>100.0</b>
55+ years	7.0*	1.8	12.2	2.0**	0.0	4.9	1.3**	0.0	3.4	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F23: Frequency of purchasing lottery products in the previous 12 months**  
**People who had purchased lottery tickets in the last 12 months**  
**By gambling group, gender and age group**

	1–6 per year			7–12 per year			13–24 per year			25–52 per year		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	40.6	37.4	43.7	21.1	18.2	24.1	9.8	8.2	11.5	24.0	21.1	26.9
Recreational	41.7	38.2	45.2	21.0	17.7	24.3	9.8	8.0	11.6	23.4	20.2	26.5
Low risk	31.4	26.6	36.3	20.1	15.9	24.3	11.7	8.6	14.7	29.2	24.5	33.9
Moderate risk	29.8	19.0	40.5	25.9	18.3	33.6	6.0**	0.0	15.4	29.6	18.2	41.0
Problem gambling	18.5*	4.7	32.3	32.3*	11.7	53.0	5.1*	0.3	9.9	34.8*	17.4	52.1
Male	37.1	32.8	41.3	21.3	16.4	26.2	10.5	7.8	13.2	26.5	22.5	30.5
Female	43.8	39.6	48.0	21.0	18.0	24.0	9.2	6.7	11.6	21.7	17.7	25.7
18–34 years	60.4	54.9	65.9	20.6	16.1	25.1	6.7*	3.0	10.4	10.8	6.8	14.8
35–54 years	38.2	31.8	44.5	23.1	18.1	28.2	11.2	7.5	14.8	23.6	19.1	28.0
55+ years	27.4	22.1	32.7	19.2	13.6	24.8	10.7	7.7	13.7	35.2	29.5	40.9

	53+ per year			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	3.0	2.2	3.8	0.7*	0.2	1.2	0.8**	0.0	1.7	<b>100.0</b>
Recreational	2.5	1.7	3.4	0.7*	0.1	1.3	0.9**	0.0	1.8	<b>100.0</b>
Low risk	6.4*	1.7	11.1	0.4**	0.0	1.1	0.8**	0.0	1.5	<b>100.0</b>
Moderate risk	6.8*	3.0	10.7	1.1**	0.0	2.7	0.8**	0.0	2.3	<b>100.0</b>
Problem gambling	9.3*	1.2	17.4	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Male	3.5	2.2	4.7	0.3**	0.0	0.7	0.9**	0.0	2.4	<b>100.0</b>
Female	2.5	1.6	3.5	1.0*	0.1	2.0	0.8**	0.0	1.8	<b>100.0</b>
18–34 years	0.8*	0.3	1.4	0.6**	0.0	1.6	0.1**	0.0	0.3	<b>100.0</b>
35–54 years	2.0	1.1	3.0	0.3**	0.0	0.8	1.6**	0.0	3.7	<b>100.0</b>
55+ years	5.8	3.4	8.3	1.2**	0.0	2.5	0.6**	0.0	1.4	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F24: Frequency of wagering on horse, harness or greyhound races in the previous 12 months**  
**People who had placed bets on horse, harness or greyhound races in the last 12 months**  
**By gambling group, gender and age group**

	1–6 per year			7–12 per year			13–24 per year			25–52 per year		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	69.2	63.6	74.8	11.0	7.1	14.8	5.6	3.3	7.9	9.3	6.5	12.0
Recreational	72.9	66.6	79.2	9.6	5.0	14.2	5.5*	2.6	8.3	7.3	4.2	10.4
Low risk	59.0	51.0	67.1	14.8	7.9	21.6	6.0*	2.3	9.7	15.8	10.9	20.8
Moderate risk	40.1	29.3	51.0	18.3*	6.1	30.6	6.4*	1.1	11.7	25.6	15.5	35.8
Problem gambling	46.8*	17.5	76.1	28.4*	2.4	54.5	5.5**	0.0	16.5	7.7**	0.0	33.8
Male	57.5	49.6	65.4	14.3	8.9	19.6	8.1	4.4	11.7	12.0	9.0	15.1
Female	85.9	80.8	91.1	6.2*	2.0	10.4	2.1**	0.0	4.1	5.3*	2.1	8.6
18–34 years	73.0	64.6	81.4	12.7*	6.1	19.2	4.5*	1.3	7.6	6.0*	3.0	9.0
35–54 years	71.9	62.7	81.0	11.3*	3.6	19.0	7.0*	1.8	12.1	6.9	3.8	10.0
55+ years	57.2	46.8	67.6	7.2*	3.5	10.9	4.9*	2.1	7.7	19.7*	10.0	29.5

	53+ per year			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	3.6	2.1	5.1	1.3**	0.0	3.6	0.1**	0.0	0.2	<b>100.0</b>
Recreational	3.0*	1.3	4.8	1.5**	0.0	4.4	0.1**	0.0	0.2	<b>100.0</b>
Low risk	4.2*	1.6	6.7	0.0	0.0	0.0	0.2**	0.0	0.6	<b>100.0</b>
Moderate risk	9.5*	4.0	15.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	9.9**	0.0	21.2	1.7**	0.0	5.0	0.0	0.0	0.0	<b>100.0</b>
Male	5.9	3.2	8.6	2.2**	0.0	6.1	0.1**	0.0	0.2	<b>100.0</b>
Female	0.3*	0.0	0.6	0.0	0.0	0.0	0.2**	0.0	0.4	<b>100.0</b>
18–34 years	0.7*	0.1	1.4	3.2**	0.0	9.5	0.0	0.0	0.0	<b>100.0</b>
35–54 years	2.7*	0.5	4.9	0.1**	0.0	0.2	0.2**	0.0	0.4	<b>100.0</b>
55+ years	10.6*	4.4	16.7	0.2**	0.0	0.5	0.2**	0.0	0.4	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

**Table F25: Frequency of playing keno in the previous 12 months**  
**People who had played keno in the last 12 months**  
**By gambling group, gender and age group**

	1–6 per year			7–12 per year			13–24 per year			25–52 per year		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	66.0	61.1	70.9	21.0	17.0	25.0	4.4	2.9	5.8	5.8	3.8	7.8
Recreational	70.5	64.2	76.7	19.9	14.7	25.0	2.9	1.7	4.1	5.0	3.0	7.1
Low risk	55.0	46.7	63.3	22.1	12.1	32.1	10.7*	4.9	16.6	6.9*	3.0	10.8
Moderate risk	36.7	25.7	47.6	30.2	16.8	43.6	8.3*	2.7	14.0	12.5*	4.5	20.6
Problem gambling	28.2*	12.7	43.7	38.7*	12.8	64.5	15.4**	0.0	33.6	12.5**	0.0	25.2
Male	61.3	54.2	68.5	22.3	16.3	28.3	5.1	2.8	7.3	7.6	4.5	10.7
Female	71.0	63.7	78.3	19.6	13.2	25.9	3.6	2.1	5.1	3.9*	1.7	6.1
18–34 years	70.4	62.1	78.7	19.2	11.3	27.1	3.5*	1.0	6.1	4.6*	1.3	7.9
35–54 years	66.2	58.4	74.0	20.3	13.7	27.0	4.5*	2.3	6.8	5.8*	2.7	8.9
55+ years	59.4	49.2	69.7	24.4	15.3	33.6	5.3	3.5	7.2	7.5*	3.2	11.9

	53+ per year			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	1.9	1.0	2.9	0.6*	0.2	1.0	0.3**	0.0	0.5	<b>100.0</b>
Recreational	1.0*	0.4	1.6	0.5*	0.2	0.9	0.2**	0.0	0.6	<b>100.0</b>
Low risk	3.0*	0.8	5.2	1.5**	0.0	3.3	0.8**	0.0	1.7	<b>100.0</b>
Moderate risk	12.3*	2.5	22.1	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	5.3**	0.0	13.2	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Male	2.8*	1.1	4.5	0.7**	0.0	1.4	0.2**	0.0	0.8	<b>100.0</b>
Female	1.0*	0.4	1.7	0.5*	0.1	1.0	0.3*	0.0	0.6	<b>100.0</b>
18–34 years	1.4**	0.0	2.8	0.9*	0.1	1.7	0.0	0.0	0.0	<b>100.0</b>
35–54 years	2.5*	0.8	4.2	0.3**	0.0	0.7	0.3**	0.0	1.2	<b>100.0</b>
55+ years	2.0*	0.9	3.1	0.7**	0.0	1.4	0.5**	0.0	1.1	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F26: Responses to the question 'Over the last 12 months, when you have bet on horse, harness or greyhound races, how have you placed your bets?'**  
**People who had bet on horse, harness or greyhound races in the last 12 months**

	Est.	LCL	UCL
At a race track	19.2	14.8	23.7
At a club or hotel	40.9	35.1	46.6
At a stand-alone TAB	43.4	38.8	48.0
Via the internet	11.5	7.0	16.0
Via the phone	5.1	2.8	7.5
With SMS	0.0**	0.0	0.1
Other	1.5**	0.0	3.0
Don't know/can't remember	1.5**	0.0	3.8
Refused	0.1**	0.0	0.2

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Key to tables:**

**Est:** Estimate

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



**Table F27: Responses to the question ‘Over the last 12 months, when you have placed bets on sporting events, how have you placed your bets?’**

**People who had bet on sporting events in the last 12 months**

	Est.	LCL	UCL
At a club or hotel	36.9	29.7	44.2
At a stand-alone TAB	35.3	27.9	42.6
Via the internet	27.2	20.2	34.2
Via the phone	4.8	2.7	7.0
With SMS	0.0	0.0	0.0
Other	5.0*	1.6	8.4
Don't know/can't remember	3.2*	0.4	6.0
Refused	1.4**	0.0	3.7

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Table F28: Participation in gambling using the internet in the last 12 months**

**Queensland adult population, by age, gender, educational attainment, work status, personal income and country of birth**

	Est.	LCL	UCL
All	7.5	6.2	8.8
Male	9.4	7.2	11.5
Female	5.6	4.0	7.2
18–34 years	8.2	6.2	10.1
35–54 years	9.7	7.1	12.3
55+ years	4.2	2.5	5.9
Work full-time	9.4	7.4	11.5
Work part-time or on a casual basis	6.7	4.1	9.3
Not in the paid workforce	5.0	2.9	7.1
University/postgraduate degree	10.3	6.7	13.8
Trade, technical certificate or diploma	9.0	6.2	11.8
Senior high school (Year 12)	7.1	4.9	9.3
Junior high school (Year 10)	6.2	3.5	9.0
Completed primary school/other <sup>a</sup>	1.0*	0.2	1.9
Less than \$23,000	5.1	2.6	7.5
\$23,000 to less than \$34,000	3.7*	1.7	5.8
\$34,000 to less than \$57,000	8.7	5.6	11.9
\$57,000 to less than \$68,000	8.5	4.6	12.4
\$68,000 to less than \$110,000	13.1	7.9	18.3
\$110,000 or more	10.2	6.0	14.4
Australia	7.6	6.0	9.1
Other	7.1	4.6	9.6

\* Relative standard error greater than 25 per cent.

a: ‘Completed primary school/other’ includes those whose highest educational attainment is ‘completed primary school’, ‘did not complete primary school’, ‘no schooling’ and ‘other’.

**Key to tables:**

**Est:** Estimate

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

**Table F29: Participation in gambling using the internet in the last 12 months  
Gamblers, by gambling group**

	Est.	LCL	UCL
Recreational	9.0	7.1	10.8
Low risk	18.3	10.7	25.9
Moderate risk	24.2	15.8	32.6
Problem gambling	24.2*	9.0	39.4
<b>All gamblers</b>	<b>10.1</b>	<b>8.4</b>	<b>11.8</b>

\* Relative standard error greater than 25 per cent.

**Table F30: Responses to the questions 'Thinking about the last 12 months, would you say that you never, rarely, sometimes, often or very often withdraw money from an ATM in a pub or a club?' and 'Thinking about the last 12 months, would you say that you never, rarely, sometimes, often or very often withdraw money using EFTPOS in a pub or a club'**

**Queensland adult population, by gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
<b>Frequency of withdrawing cash from an ATM in a pub or club</b>												
Non-gambling	65.9	60.3	71.5	20.4	15.6	25.2	7.0	3.9	10.1	3.3*	1.0	5.5
Recreational	49.0	45.6	52.4	30.4	28.0	32.8	11.7	9.8	13.6	6.6	4.3	8.8
Low risk	20.4	15.9	24.8	36.7	32.3	41.1	21.0	17.3	24.8	15.6	9.3	22.0
Moderate risk	11.6	7.7	15.6	21.4	14.5	28.2	24.4*	12.3	36.6	31.3	24.3	38.2
Problem gambling	5.7*	0.8	10.6	9.9**	0.0	31.4	13.5*	1.5	25.4	40.7*	18.6	62.9
All	51.0	48.8	53.3	27.8	25.7	29.9	11.2	9.9	12.5	6.8	5.3	8.4
<b>Frequency of withdrawing cash using EFTPOS in a pub or club</b>												
Non-gambling	74.2	68.1	80.2	17.3	12.3	22.3	5.5	2.9	8.1	0.7**	0.0	1.5
Recreational	68.8	66.1	71.4	22.7	20.0	25.4	5.1	3.5	6.7	2.0*	1.0	3.0
Low risk	48.7	45.4	51.9	28.9	25.3	32.5	13.6	10.7	16.5	7.1	4.1	10.0
Moderate risk	44.8	31.4	58.1	21.9	15.0	28.8	16.3	9.0	23.5	12.9	6.7	19.2
Problem gambling	47.8	26.7	68.9	10.9*	2.7	19.1	12.1*	2.5	21.6	17.9*	6.7	29.1
All	68.6	66.3	70.9	21.5	19.3	23.8	5.9	4.8	7.0	2.2	1.4	3.0

	Very often			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
<b>Frequency of withdrawing cash from an ATM in a pub or club</b>										
Non-gambling	1.2**	0.0	2.6	0.0	0.0	0.0	2.3*	1.0	3.6	<b>100.0</b>
Recreational	1.6*	0.5	2.6	0.1**	0.0	0.3	0.6**	0.0	1.4	<b>100.0</b>
Low risk	6.1	3.9	8.3	0.2**	0.0	0.5	0.0	0.0	0.0	<b>100.0</b>
Moderate risk	11.3	6.0	16.6	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	30.2	16.9	43.5	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
All	2.0	1.3	2.8	0.1**	0.0	0.2	1.0*	0.4	1.6	<b>100.0</b>
<b>Frequency of withdrawing cash using EFTPOS in a pub or club</b>										
Non-gambling	0.0	0.0	0.0	0.0	0.0	0.0	2.3*	1.0	3.6	<b>100.0</b>
Recreational	0.8*	0.2	1.3	0.0**	0.0	0.1	0.6**	0.0	1.4	<b>100.0</b>
Low risk	1.6*	0.5	2.8	0.1**	0.0	0.2	0.1**	0.0	0.3	<b>100.0</b>
Moderate risk	4.1*	0.8	7.4	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	11.4*	2.0	20.7	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
All	0.7*	0.3	1.1	0.0**	0.0	0.0	1.0*	0.4	1.6	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F31: Responses to the question ‘What do you use the money for?’ (in reference to money withdrawn from an ATM in a club or hotel)**

**People who had withdrawn cash from club or hotel ATMs in the last 12 months, by gambling group**

	Gambling at that pub or club			Food or meals at that pub or club			Drinks at that pub or club			Other expenses at that pub or club		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	0.0	0.0	0.0	66.6	54.9	78.3	75.4	64.7	86.1	2.5**	0.0	6.0
Recreational	19.1	15.9	22.3	61.2	56.2	66.2	66.9	61.8	72.0	4.9*	2.4	7.3
Low risk	46.2	40.9	51.6	55.4	48.0	62.7	71.7	65.1	78.3	7.2*	3.6	10.8
Moderate risk	75.5	66.8	84.3	35.2	26.2	44.2	64.2	55.0	73.5	4.7*	1.7	7.7
Problem gambling	77.7	56.5	99.0	26.9*	6.3	47.4	47.3*	23.4	71.2	2.7**	0.0	6.3
All	20.7	18.1	23.2	60.4	56.2	64.6	68.5	64.7	72.3	4.6	2.8	6.4

	Spending outside that pub or club			Other			Don't know			Refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	8.7*	0.7	16.8	0.0	0.0	0.0	0.6**	0.0	1.8	0.0	0.0	0.0
Recreational	9.6	6.3	12.8	0.2**	0.0	0.5	0.0	0.0	0.0	0.0	0.0	0.0
Low risk	9.3	6.2	12.4	0.4**	0.0	0.9	0.1**	0.0	0.7	0.0	0.0	0.0
Moderate risk	8.2*	4.1	12.2	0.5**	0.0	1.3	0.3**	0.0	0.9	1.2**	0.0	2.9
Problem gambling	3.6**	0.0	9.3	0.9**	0.0	2.8	0.0	0.0	0.0	0.0	0.0	0.0
All	9.3	6.4	12.2	0.2*	0.0	0.4	0.1**	0.0	0.3	0.0**	0.0	0.1

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Table F32: Responses to the question ‘What do you use the money for?’ (in reference to money withdrawn using EFTPOS in a club or hotel)**

**People who had withdrawn cash from club or hotel EFTPOS in the last 12 months, by gambling group**

	Gambling at that pub or club			Food or meals at that pub or club			Drinks at that pub or club			Other expenses at that pub or club		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	0.0	0.0	0.0	74.1	60.1	88.1	82.5	74.7	90.3	2.6**	0.0	7.8
Recreational	13.1	9.4	16.8	66.0	59.0	73.0	70.3	64.3	76.3	3.1*	1.0	5.2
Low risk	39.2	32.4	46.0	58.3	49.7	66.9	69.5	62.4	76.6	4.5*	2.0	7.1
Moderate risk	60.7	48.8	72.6	44.3	33.8	54.9	65.9	57.2	74.7	3.9*	1.0	6.9
Problem gambling	74.0	56.0	92.0	35.6*	16.3	55.0	53.2	35.2	71.3	4.8**	0.0	11.7
All	14.8	11.9	17.8	66.0	60.8	71.1	72.4	68.2	76.7	3.2*	1.5	4.9

	Spending outside that pub or club			Other			Don't know			Refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	5.7**	0.0	11.9	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0
Recreational	10.2	6.2	14.1	0.0	0.0	0.0	0.2**	0.0	0.6	0.0	0.0	0.0
Low risk	8.8	4.5	13.0	0.3**	0.0	0.6	0.0	0.0	0.0	0.0	0.0	0.0
Moderate risk	8.6*	3.0	14.2	0.0	0.0	0.0	0.5**	0.0	1.4	1.2**	0.0	3.5
Problem gambling	3.5**	0.0	8.5	0.0	0.0	0.0	2.4**	0.0	7.0	0.0	0.0	0.0
All	9.0	6.2	11.9	0.0**	0.0	0.1	0.2**	0.0	0.4	0.0**	0.0	0.1

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Key to tables:**

Est: Estimate

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

**Table F33: Responses to the statement ‘You obtain your cash before you arrive at the venue’  
People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet  
By gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	18.2	12.4	24.1	6.1*	2.7	9.5	12.9*	6.2	19.5	14.2	8.8	19.6
Low risk	12.4	8.8	16.1	12.6	7.4	17.7	22.0	13.1	30.9	16.4	12.2	20.7
Moderate risk	9.4*	4.6	14.3	12.1*	5.7	18.6	37.4	29.0	45.8	14.2	8.4	20.0
Problem gambling	18.7*	5.3	32.1	4.7**	0.0	26.7	35.5*	17.6	53.3	24.1*	8.3	39.9
All in-venue gamblers	17.0	12.3	21.7	7.3	4.8	9.8	15.7	10.2	21.3	14.7	10.5	18.9

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	47.6	40.5	54.7	0.9**	0.0	2.7	0.0	0.0	0.0	<b>100.0</b>
Low risk	35.7	30.0	41.5	0.1**	0.0	0.3	0.7**	0.0	1.6	<b>100.0</b>
Moderate risk	26.5	19.5	33.4	0.4**	0.0	1.1	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	17.1*	0.9	33.3	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
All in-venue gamblers	44.5	38.9	50.1	0.8**	0.0	2.2	0.1**	0.0	0.2	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F34: Responses to the statement ‘You withdraw your money at a venue ATM before you start gambling’  
People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet  
By gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	66.8	58.6	75.0	11.5	6.4	16.6	15.4	8.6	22.3	1.3**	0.0	2.9
Low risk	34.1	24.0	44.3	13.8	8.9	18.7	36.6	29.4	43.8	5.9*	3.0	8.8
Moderate risk	22.0	12.6	31.4	12.4	7.3	17.6	38.0	30.0	46.1	15.4	9.8	21.1
Problem gambling	13.9*	5.1	22.8	10.9**	0.0	21.9	38.3	21.6	55.0	17.1*	2.9	31.3
All in-venue gamblers	59.3	52.8	65.9	11.8	7.7	16.0	19.8	14.0	25.5	2.9*	1.4	4.3

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	5.0*	0.6	9.4	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Low risk	8.9	5.9	11.8	0.0	0.0	0.0	0.7**	0.0	1.6	<b>100.0</b>
Moderate risk	12.1*	3.3	20.8	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	19.8*	4.8	34.8	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
All in-venue gamblers	6.1*	2.5	9.7	0.0	0.0	0.0	0.1**	0.0	0.2	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F35: Responses to the statement ‘You obtain cash using EFTPOS facilities at the venue before you start gambling’**

**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**

**By gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	82.0	76.1	88.0	6.4*	2.4	10.4	11.5	6.2	16.9	0.0	0.0	0.0
Low risk	61.3	56.0	66.5	11.8	6.7	16.9	20.3	14.0	26.6	2.5*	0.6	4.4
Moderate risk	57.4	46.2	68.5	10.4*	4.7	16.1	23.2	16.3	30.1	6.3*	2.5	10.2
Problem gambling	50.7	34.0	67.4	11.9**	0.0	33.0	24.8*	11.0	38.6	7.7*	0.8	14.5
All in-venue gamblers	77.5	72.5	82.6	7.4	4.0	10.8	13.5	9.1	17.9	0.8*	0.4	1.2

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Low risk	3.1*	1.3	4.9	0.3**	0.0	0.8	0.7**	0.0	1.6	<b>100.0</b>
Moderate risk	2.7**	0.0	7.1	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	4.9**	0.0	11.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
All in-venue gamblers	0.6*	0.3	0.9	0.0**	0.0	0.1	0.1**	0.0	0.2	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F36: Responses to the statement ‘You withdraw extra money at a venue ATM during a gambling session’**

**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**

**By gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	90.3	85.9	94.7	6.4*	2.6	10.2	3.3**	0.0	6.8	0.0	0.0	0.0
Low risk	56.3	48.5	64.1	20.8	16.4	25.3	20.5	13.4	27.7	0.9*	0.0	1.8
Moderate risk	27.9	19.2	36.7	17.7	11.7	23.6	40.2	31.3	49.1	11.5*	4.2	18.7
Problem gambling	18.1*	3.5	32.8	14.4**	0.0	34.6	33.3*	16.9	49.8	13.7**	0.0	28.1
All in-venue gamblers	81.4	77.5	85.3	9.1	5.9	12.2	8.0	5.1	10.9	0.9	0.5	1.3

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Low risk	0.7**	0.0	1.4	0.0	0.0	0.0	0.7**	0.0	1.6	<b>100.0</b>
Moderate risk	2.7**	0.0	5.4	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	20.4*	7.5	33.2	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
All in-venue gamblers	0.5*	0.2	0.8	0.0	0.0	0.0	0.1**	0.0	0.2	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

**Table F37: Responses to the statement ‘You withdraw extra cash using EFTPOS facilities at the venue during a gambling session’**  
**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**  
**By gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	92.8	88.7	96.8	5.9*	1.9	9.8	1.4**	0.0	2.9	0.0	0.0	0.0
Low risk	73.5	68.7	78.3	12.1	8.7	15.6	12.1	7.5	16.7	1.1**	0.0	2.6
Moderate risk	61.0	49.8	72.2	10.4	5.3	15.5	23.6	15.3	31.9	4.0*	0.5	7.5
Problem gambling	46.9	27.0	66.9	14.6**	0.0	36.1	22.4*	7.1	37.6	15.2*	1.5	28.9
All in-venue gamblers	87.9	84.6	91.1	7.1	3.9	10.3	4.3	2.6	5.9	0.6	0.3	0.8

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Low risk	0.4**	0.0	0.9	0.1**	0.0	0.2	0.7**	0.0	1.6	<b>100.0</b>
Moderate risk	1.0**	0.0	2.1	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	0.9**	0.0	2.7	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
All in-venue gamblers	0.1*	0.0	0.2	0.0**	0.0	0.0	0.1**	0.0	0.2	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F38: Responses to the statement ‘You use your credit card to get cash advances’**  
**People who had played gaming machines, keno or casino tables games or who had placed bets in a club, hotel or TAB outlet**  
**By gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	97.0	94.4	99.6	0.9**	0.0	2.1	1.3**	0.0	3.1	0.6**	0.0	1.7
Low risk	90.1	85.5	94.7	5.7*	2.4	9.0	2.8*	1.2	4.3	0.1**	0.0	0.3
Moderate risk	81.7	74.7	88.7	7.6*	2.4	12.9	7.6*	2.7	12.5	1.6*	0.1	3.2
Problem gambling	75.8	62.3	89.3	5.8*	1.2	10.4	11.5*	1.0	21.9	3.9**	0.0	10.3
All in-venue gamblers	95.0	92.6	97.3	2.0*	0.8	3.2	2.0*	0.5	3.4	0.6**	0.0	1.7

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	0.3**	0.0	0.8	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Low risk	0.6**	0.0	2.1	0.0	0.0	0.0	0.7**	0.0	1.6	<b>100.0</b>
Moderate risk	1.4**	0.0	4.4	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	3.1**	0.0	7.3	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>
All in-venue gamblers	0.4**	0.0	1.0	0.0	0.0	0.0	0.1**	0.0	0.2	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

**Table F39: Responses to the question ‘Do you bet more than one line at each press of the button, would you say never, rarely, sometimes, often or always?’**

**People who had played gaming machines in the last 12 months, by gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	10.5	7.0	14.1	8.1*	3.9	12.4	16.7	12.5	20.9	12.8	9.2	16.4
Low risk	5.9*	2.4	9.4	5.3*	2.5	8.0	13.8	9.2	18.5	12.0	8.0	16.0
Moderate risk	2.8**	0.0	6.7	3.0**	0.0	6.2	7.7*	2.5	13.0	11.3*	5.7	16.9
Problem gambling	0.7**	0.0	1.9	0.0	0.0	0.0	2.9**	0.0	5.9	4.2**	0.0	8.8
All gaming machine gamblers	9.4	6.5	12.4	7.4	3.9	10.9	15.7	12.3	19.1	12.5	9.4	15.7

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	45.7	40.5	50.9	5.7*	2.4	9.0	0.4**	0.0	1.1	<b>100.0</b>
Low risk	59.9	54.5	65.3	2.3*	0.5	4.0	0.9**	0.0	2.2	<b>100.0</b>
Moderate risk	73.8	65.2	82.3	1.3**	0.0	3.3	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	90.5	82.5	98.4	1.8**	0.0	5.3	0.0	0.0	0.0	<b>100.0</b>
All gaming machine gamblers	49.5	44.9	54.1	5.0*	2.4	7.6	0.5**	0.0	1.0	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F40: Responses to the question ‘Do you ever bet more than one credit per line, would you say never, rarely, sometimes, often or always?’**

**People who had played gaming machines in the last 12 months, by gambling group**

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	44.0	38.8	49.2	12.8	9.1	16.6	20.2	15.2	25.2	7.0	4.0	10.0
Low risk	20.2	13.6	26.9	14.2	10.5	17.9	29.3	18.7	39.9	11.7	8.3	15.1
Moderate risk	9.4*	2.5	16.2	8.2*	4.0	12.4	30.6	23.6	37.7	15.8*	5.9	25.6
Problem gambling	1.5**	0.0	3.6	1.3**	0.0	3.4	25.2*	9.6	40.9	15.7**	0.0	37.0
All gaming machine gamblers	38.7	34.3	43.1	12.6	9.6	15.6	21.9	18.0	25.9	8.2	5.5	10.9

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	10.8	7.8	13.8	4.6*	2.0	7.3	0.5**	0.0	1.2	<b>100.0</b>
Low risk	21.7	17.9	25.5	2.0*	0.3	3.6	0.9**	0.0	2.2	<b>100.0</b>
Moderate risk	34.4	21.6	47.2	1.6**	0.0	3.7	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	54.5	36.6	72.4	1.8**	0.0	5.3	0.0	0.0	0.0	<b>100.0</b>
All gaming machine gamblers	13.9	11.2	16.6	4.1*	2.0	6.3	0.5**	0.0	1.1	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F41: Responses to the question ‘Would you use a system to set limits on the time you spend playing gaming machines?’**

**People who had played gaming machines in the last 12 months, by gambling group, by gender and by age group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All gaming machine gamblers	28.9	23.5	34.4
Recreational	27.4	20.6	34.3
Low risk	33.4	28.1	38.8
Moderate risk	36.8	26.3	47.4
Problem gambling	47.8	28.7	66.8
Male	27.6	20.1	35.0
Female	30.1	23.3	37.0
18–34 years	39.1	28.6	49.6
35–54 years	25.3	19.3	31.2
55+ years	17.7*	9.0	26.4

\* Relative standard error greater than 25 per cent.

**Table F42: Responses to the question ‘Would you use a system to set limits on the money you spend playing gaming machines?’**

**People who had played gaming machines in the last 12 months, by gambling group, by gender and by age group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All gaming machine gamblers	46.1	40.6	51.6
Recreational	45.0	38.3	51.6
Low risk	46.2	40.8	51.7
Moderate risk	57.6	48.4	66.8
Problem gambling	68.8	52.1	85.5
Male	46.4	38.7	54.1
Female	45.9	38.7	53.1
18–34 years	60.7	52.0	69.3
35–54 years	40.5	32.8	48.2
55+ years	30.5	21.5	39.5

**Table F43: Responses to the question ‘Do you have any loyalty cards for the venues at which you gamble?’**

**People who had gambled in the last 12 months, by gambling group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All gamblers	11.3	9.2	13.4
Recreational	9.6	7.3	11.8
Low risk	24.4	19.8	29.0
Moderate risk	30.3	20.9	39.7
Problem gambling	38.8*	12.5	65.1

\* Relative standard error greater than 25 per cent.

**Key to tables:**

**Est:** Estimate

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



**Table F44: Responses to the question ‘At what age did you first start gambling with your own money?’**

**People who had ever gambled, by gender**

	Male			Female			All		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
0–15 years	7.4	5.4	9.3	1.8*	0.9	2.8	4.6	3.6	5.6
16–17 years	10.0	8.0	12.0	3.9	2.3	5.4	6.9	5.6	8.3
18–19 years	39.9	36.0	43.7	35.3	32.6	38.1	37.6	35.4	39.8
20–24 years	20.4	17.4	23.5	18.0	14.7	21.4	19.2	17.1	21.4
25–34 years	10.7	8.0	13.4	15.9	13.6	18.3	13.3	11.6	15.1
35+ years	4.5*	2.3	6.7	12.5	10.1	14.9	8.5	6.8	10.1
Don't know	5.8	3.4	8.2	10.6	8.2	13.1	8.2	6.6	9.8
Refused	1.3*	0.4	2.3	1.9	1.0	2.8	1.6	0.9	2.3
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

Note: ‘People who had ever gambled’ includes those that had gambled in the last 12 months, and those who had not gambled in the last 12 months but had gambled previously.

\* Relative standard error greater than 25 per cent.

**Table F45: Responses to the nine scored questions in the Canadian Problem Gambling Index**  
**Low risk, moderate risk and problem gamblers**

**By gambling group**

Figure 45 – Q1: In the last 12 months, have you bet more often than you could really afford to lose, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	56.1	52.3	59.9	31.8	27.7	35.9	11.3	8.3	14.3	0.7**	0.0	1.5
Moderate risk	26.8	21.2	32.3	32.9	26.5	39.3	34.0	27.7	40.3	4.0*	0.8	7.1
Problem gambling	2.7**	0.0	6.9	7.2*	1.2	13.2	55.6	39.1	72.1	25.8	13.5	38.1
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.1**	0.0	0.4	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	2.4**	0.0	5.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	8.7*	2.6	14.7	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 45 – Q2: In the last 12 months, have you needed to gamble with larger amounts to get the same feeling of excitement, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	86.9	84.1	89.8	7.9	5.6	10.2	4.8	3.2	6.3	0.4**	0.0	1.1
Moderate risk	52.7	44.6	60.8	20.8	15.1	26.6	22.3	14.4	30.1	3.4*	1.0	5.7
Problem gambling	18.3	10.8	25.8	14.6*	4.8	24.4	45.7	28.6	62.7	14.6*	2.4	26.9
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	0.9**	0.0	2.3	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	4.8**	0.0	10.8	2.0**	0.0	4.7	0.0	0.0	0.0	<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

Figure 45 – Q3: In the last 12 months, when you gambled, did you go back another day to try to win back the money you lost, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	77.4	72.7	82.0	15.1	11.9	18.3	7.1	4.5	9.7	0.3**	0.0	0.7
Moderate risk	43.4	36.9	49.8	29.0	23.8	34.2	24.9	19.3	30.5	0.6**	0.0	1.2
Problem gambling	13.8*	3.5	24.2	10.4*	2.6	18.2	39.1	24.4	53.9	17.4*	7.9	26.9
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.2**	0.0	0.4	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	1.8*	0.3	3.3	0.4**	0.0	1.2	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	19.2*	6.5	31.9	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 45 – Q4: In the last 12 months, have you borrowed money or sold anything to get money to gamble, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	98.5	97.2	99.8	1.5*	0.2	2.8	0.0	0.0	0.0	0.0	0.0	0.0
Moderate risk	92.8	88.6	97.0	4.7*	1.1	8.4	2.5*	0.4	4.6	0.0	0.0	0.0
Problem gambling	75.9	64.3	87.5	1.8**	0.0	5.5	12.0*	4.6	19.4	7.7*	1.3	14.1
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	2.5**	0.0	7.6	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 45 – Q5: In the last 12 months, have you felt that you might have a problem with gambling, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	94.9	92.6	97.3	2.9*	1.1	4.7	1.8*	0.9	2.8	0.0	0.0	0.0
Moderate risk	50.2	43.1	57.3	22.8	14.6	30.9	26.0	19.1	32.9	1.0*	0.2	1.8
Problem gambling	1.8**	0.0	4.3	6.0**	0.0	12.6	51.5	38.3	64.6	19.4	10.1	28.8
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.3**	0.0	1.0	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	21.3	11.2	31.4	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 45 – Q6: In the last 12 months, has gambling caused you any health problems, including stress or anxiety, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	97.5	96.2	98.8	1.7*	0.6	2.8	0.8**	0.0	1.6	0.0	0.0	0.0
Moderate risk	79.0	73.1	84.9	11.3	6.9	15.7	8.9*	4.0	13.9	0.8**	0.0	2.0
Problem gambling	24.9	15.2	34.6	19.4*	8.2	30.7	31.0	17.0	45.1	17.7*	8.3	27.0
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	7.0*	1.3	12.7	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

Figure 45 – Q7: In the last 12 months, have people criticised your betting or told you that you had a gambling problem, regardless of whether or not you thought that was true, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	92.2	89.6	94.8	6.1	3.8	8.3	1.7*	0.6	2.8	0.0**	0.0	0.1
Moderate risk	69.8	62.1	77.4	11.4	6.9	15.9	14.8	9.6	20.0	2.9**	0.0	6.2
Problem gambling	14.9*	7.0	22.8	12.5*	3.3	21.8	49.1	36.0	62.2	15.2*	4.2	26.1
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	1.1**	0.0	2.5	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	8.3*	1.4	15.1	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 45 – Q8: In the last 12 months, has your gambling caused any financial problems for you or your household, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	99.0	98.3	99.7	1.0*	0.3	1.7	0.0	0.0	0.0	0.0	0.0	0.0
Moderate risk	82.7	77.8	87.6	10.9	6.8	14.9	6.2*	3.0	9.5	0.0	0.0	0.0
Problem gambling	16.7	9.4	24.0	22.9*	8.9	36.9	41.2	26.8	55.6	12.3*	2.8	21.8
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	0.2**	0.0	0.6	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	7.0*	2.2	11.7	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 45 – Q9: In the last 12 months, have you felt guilty about the way you gamble or what happens when you gamble, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	76.2	73.0	79.3	13.0	10.6	15.4	10.7	8.2	13.2	0.1**	0.0	0.4
Moderate risk	19.5	14.8	24.2	26.2	19.4	32.9	43.5	35.7	51.3	6.4*	2.5	10.2
Problem gambling	3.3**	0.0	8.0	2.7**	0.0	8.1	20.0*	8.6	31.5	41.5	25.1	57.9
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Moderate risk	4.4*	1.1	7.7	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	32.4	19.3	45.5	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Table F46: Responses to the question 'Has anyone in your immediate family ever had a gambling problem?'

**Queensland adult population, by gambling group**

	Percentage who responded 'Yes'		
	Est.	LCL	UCL
Non-gambling	11.3	7.1	15.4
Recreational	14.2	11.9	16.5
Low risk	14.0	10.3	17.7
Moderate risk	25.9	18.5	33.4
Problem gambling	32.9*	6.4	59.4
All	13.7	12.0	15.5

\* Relative standard error greater than 25 per cent.

**Key to tables:**

Est: Estimate

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

**Table F47: Responses to the question ‘Have you experienced any of the following problems because of someone else’s gambling?’  
Queensland adult population**

	Est.	LCL	UCL
Emotional problems	9.0	7.2	10.8
Financial problems	7.6	6.4	8.8
Relationship problems	7.3	5.7	9.0
Other problems	0.8*	0.0	1.5
Had not experienced any problems	85.8	83.8	87.9
Don’t know	0.8*	0.4	1.3
Refused	0.2**	0.0	0.4

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Table F48: Responses to the question ‘Have you experienced any of the following problems because of someone else’s gambling?’  
Queensland adult population, by gambling group**

	Emotional			Financial			Relationship			Other		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	8.9	5.5	12.4	8.7	5.7	11.6	7.3	4.2	10.5	0.9**	0.0	1.9
Recreational	8.7	6.3	11.0	6.8	5.2	8.4	6.9	4.8	9.0	0.8**	0.0	1.6
Low risk	7.6	4.7	10.6	8.3	5.2	11.4	6.9	3.9	9.9	0.0	0.0	0.0
Moderate risk	22.0	14.1	30.0	16.0	9.9	22.0	19.3	12.5	26.2	0.8**	0.0	2.0
Problem gambling	20.7*	5.9	35.5	28.0*	12.8	43.2	25.0*	12.2	37.8	1.0**	0.0	2.9
All	9.0	7.2	10.8	7.6	6.4	8.8	7.3	5.7	9.0	0.8*	0.0	1.5

	Have not experienced any problems			Don’t know			Refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	85.5	81.5	89.4	0.3**	0.0	0.9	0.6**	0.0	1.3
Recreational	86.6	84.0	89.1	1.1*	0.4	1.7	0.0	0.0	0.0
Low risk	86.4	82.2	90.5	0.6*	0.1	1.2	0.0	0.0	0.0
Moderate risk	70.6	63.4	77.9	0.6**	0.0	1.4	0.0	0.0	0.0
Problem gambling	57.1	39.8	74.4	0.9**	0.0	2.7	0.0	0.0	0.0
All	85.8	83.8	87.9	0.8*	0.4	1.3	0.2**	0.0	0.4

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Key to tables:**

Est: Estimate

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

**Table F49: Responses to questions about control of gambling  
Gamblers, by gambling group**

Figure 49 – Q1: You have difficulty limiting the amount of money you spend, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	97.3	96.4	98.2	2.0	1.3	2.7	0.5*	0.1	0.9	0.0**	0.0	0.0
Low risk	77.4	72.9	81.9	13.9	10.3	17.5	7.8	5.0	10.6	0.0	0.0	0.0
Moderate risk	35.0	26.0	44.1	25.6	19.3	31.9	31.5	22.2	40.9	3.6**	0.0	7.6
Problem gambling	12.5*	1.8	23.1	13.1**	0.0	33.5	34.1*	15.4	52.9	18.7*	5.0	32.5
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.1**	0.0	0.2	0.2**	0.0	0.4	0.0**	0.0	0.1	<b>100.0</b>		
Low risk	0.6**	0.0	1.7	0.1**	0.0	0.2	0.2**	0.0	0.5	<b>100.0</b>		
Moderate risk	4.3*	0.7	7.8	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	21.5*	7.4	35.6	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 49 – Q2: You have difficulty limiting the amount of time you spend gambling, would you say never, rarely, sometimes, often or always?

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	97.6	96.5	98.6	1.3*	0.5	2.1	0.8*	0.3	1.3	0.0	0.0	0.0
Low risk	79.1	75.4	82.7	14.7	11.5	17.8	5.5	3.2	7.7	0.2**	0.0	0.4
Moderate risk	43.0	29.2	56.8	26.2	16.3	36.1	23.0	17.0	29.0	6.2*	1.3	11.2
Problem gambling	23.6*	8.3	38.9	10.0*	2.3	17.8	43.6	28.7	58.6	6.9**	0.0	21.8
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.0**	0.0	0.0	0.3**	0.0	0.6	0.0**	0.0	0.1	<b>100.0</b>		
Low risk	0.2**	0.0	0.4	0.2**	0.0	0.5	0.2**	0.0	0.5	<b>100.0</b>		
Moderate risk	0.8**	0.0	2.5	0.7**	0.0	1.8	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	15.8*	4.5	27.1	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 49 – Q3: You have difficulty resisting the opportunity to gamble, would you say never, rarely, sometimes, often or always?

(Note: the results for this question do not appear on the figure in the report).

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	93.9	92.0	95.8	3.7	2.2	5.2	1.7*	0.7	2.7	0.3**	0.0	0.6
Low risk	68.8	64.6	72.9	17.4	13.9	20.9	11.2	8.0	14.5	1.7*	0.3	3.0
Moderate risk	30.8	18.0	43.6	18.8	10.8	26.8	38.4	31.2	45.5	6.8*	2.9	10.6
Problem gambling	11.8**	0.0	25.0	1.8**	0.0	4.4	37.1	23.0	51.3	26.2*	12.1	40.2
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.1**	0.0	0.3	0.2**	0.0	0.4	0.1**	0.0	0.1	<b>100.0</b>		
Low risk	0.7*	0.1	1.2	0.0**	0.0	0.1	0.2**	0.0	0.5	<b>100.0</b>		
Moderate risk	4.0*	1.2	6.8	1.0**	0.0	2.4	0.2**	0.0	0.5	<b>100.0</b>		
Problem gambling	23.0*	8.5	37.6	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

Figure 49 – Q4: You have difficulty limiting the size of the bets you place, would you say never, rarely, sometimes, often or always?

(Note: the results for this question do not appear on the figure in the report).

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	97.0	95.8	98.3	1.6*	0.7	2.4	1.1*	0.3	1.9	0.0**	0.0	0.1
Low risk	80.4	75.6	85.1	14.8	8.7	20.8	4.5	2.4	6.7	0.0	0.0	0.0
Moderate risk	43.0	33.4	52.5	27.1	19.0	35.2	21.4	14.8	28.0	6.2*	2.8	9.5
Problem gambling	27.8*	11.4	44.2	14.4**	0.0	34.9	25.4*	12.2	38.6	16.9*	3.0	30.7
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.0	0.0	0.0	0.2**	0.0	0.6	0.0**	0.0	0.1	<b>100.0</b>		
Low risk	0.1**	0.0	0.3	0.0	0.0	0.0	0.2**	0.0	0.5	<b>100.0</b>		
Moderate risk	2.3**	0.0	6.6	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	15.6*	5.4	25.7	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 49 – Q5: You continue to gamble after you have reached your limit, would you say never, rarely, sometimes, often or always?

(Note: the results for this question do not appear on the figure in the report).

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	94.9	93.6	96.1	2.9	1.9	3.8	1.9	1.0	2.9	0.0**	0.0	0.0
Low risk	67.8	63.5	72.2	17.4	12.8	22.0	13.3	9.2	17.4	0.3**	0.0	0.8
Moderate risk	30.8	16.4	45.1	27.2	20.1	34.3	34.4	24.1	44.7	3.9*	1.2	6.6
Problem gambling	15.8*	2.0	29.6	6.7**	0.0	28.0	36.9	19.8	54.0	16.4*	3.7	29.1
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.2**	0.0	0.6	0.1**	0.0	0.2	0.0**	0.0	0.1	<b>100.0</b>		
Low risk	0.7**	0.0	1.4	0.2**	0.0	1.1	0.2**	0.0	0.5	<b>100.0</b>		
Moderate risk	3.6*	0.2	6.9	0.2**	0.0	0.4	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	24.2*	10.6	37.9	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

Figure 49 – Q6: You have difficulty stopping play, would you say never, rarely, sometimes, often or always?

(Note: the results for this question do not appear on the figure in the report).

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	97.4	96.4	98.4	1.3*	0.6	2.0	0.8*	0.3	1.3	0.0**	0.0	0.1
Low risk	76.5	72.1	80.9	12.5	8.8	16.2	10.1	7.2	13.1	0.5**	0.0	1.0
Moderate risk	39.9	29.8	50.0	21.6	13.7	29.4	31.0	24.8	37.2	5.5*	1.4	9.6
Problem gambling	11.8*	3.3	20.3	3.3**	0.0	7.0	37.0*	17.9	56.0	28.3*	1.1	55.5
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.0**	0.0	0.1	0.4**	0.0	0.9	0.0**	0.0	0.1	<b>100.0</b>		
Low risk	0.1**	0.0	0.3	0.0	0.0	0.0	0.2**	0.0	0.5	<b>100.0</b>		
Moderate risk	2.0**	0.0	4.1	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	19.7*	7.8	31.5	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

Figure 49 – Q7: Your desire to gamble is too strong, would you say never, rarely, sometimes, often or always? (Note: the results for this question do not appear on the figure in the report).

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	99.3	98.8	99.7	0.6*	0.2	1.0	0.1*	0.0	0.2	0.0	0.0	0.0
Low risk	91.3	88.0	94.7	7.7	4.4	11.0	0.7*	0.1	1.3	0.0**	0.0	0.1
Moderate risk	62.4	55.5	69.4	21.5	15.6	27.5	13.0	8.1	17.9	1.9*	0.2	3.5
Problem gambling	18.9*	8.7	29.1	17.3*	4.2	30.4	38.5	22.3	54.6	8.9*	1.6	16.2
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.0	0.0	0.0	0.0	0.0	0.0	0.0**	0.0	0.1	<b>100.0</b>		
Low risk	0.0	0.0	0.0	0.0	0.0	0.0	0.2**	0.0	0.5	<b>100.0</b>		
Moderate risk	1.0**	0.0	2.0	0.2**	0.0	0.6	0.0	0.0	0.0	<b>100.0</b>		
Problem gambling	16.4**	0.2	32.7	0.0	0.0	0.0	0.0	0.0	0.0	<b>100.0</b>		

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F50: Responses to the statement ‘Even if you are losing, you should continue because you don’t want to miss a win.’**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	13.7	10.2	17.2	5.1	3.0	7.2	80.3	76.3	84.2	0.9*	0.1	1.8 <b>100.0</b>
Moderate risk	30.5	22.2	38.7	9.7	5.8	13.6	59.0	48.8	69.2	0.9**	0.0	2.0 <b>100.0</b>
Problem gambling	58.3	33.8	82.8	7.6**	0.0	29.0	34.1	17.7	50.5	0.0	0.0	0.0 <b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F51: Responses to the statement ‘Near misses remind you that a win is just around the corner.’**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	20.6	16.0	25.3	6.4	3.3	9.4	71.9	66.3	77.5	1.1*	0.2	1.9 <b>100.0</b>
Moderate risk	43.2	34.1	52.2	9.2*	3.7	14.6	47.7	38.2	57.1	0.0	0.0	0.0 <b>100.0</b>
Problem gambling	75.7	61.3	90.2	6.8**	0.0	16.4	15.9*	6.7	25.0	1.6**	0.0	4.7 <b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F52: Responses to the statement ‘When you lose money, you try to win it back.’**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	19.6	15.7	23.6	8.7	6.1	11.2	71.2	66.1	76.3	0.5**	0.0	1.2 <b>100.0</b>
Moderate risk	54.2	47.4	60.9	7.6*	3.1	12.0	38.3	30.7	45.8	0.0	0.0	0.0 <b>100.0</b>
Problem gambling	89.9	81.0	98.8	0.1**	0.0	0.2	10.0*	1.1	19.0	0.0	0.0	0.0 <b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F53: Responses to the statement ‘After losing many times in a row, you are more likely to win.’  
Low risk, moderate risk and problem gamblers  
By gambling group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused			
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Low risk	9.8	6.5	13.1	3.8*	1.5	6.1	85.6	82.0	89.1	0.8**	0.0	1.7	<b>100.0</b>
Moderate risk	19.5	13.3	25.8	7.8	4.0	11.5	72.7	66.3	79.2	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	38.4*	15.7	61.1	7.0**	0.0	28.5	54.6	36.4	72.8	0.0	0.0	0.0	<b>100.0</b>

**Table F54: Responses to the statement ‘You could win more if you used a certain system or strategy.’**

**Low risk, moderate risk and problem gamblers  
By gambling group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused			
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Low risk	13.5	9.5	17.6	6.7	4.5	8.9	79.2	75.1	83.2	0.6**	0.0	1.2	<b>100.0</b>
Moderate risk	24.2*	11.1	37.3	4.5*	1.2	7.7	71.3	59.4	83.3	0.0	0.0	0.0	<b>100.0</b>
Problem gambling	24.7*	8.6	40.9	2.7**	0.0	6.0	72.6	56.0	89.1	0.0	0.0	0.0	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F55: Responses to the question ‘Has anyone in your immediate family ever had an alcohol or drug problem?’**

**Low risk, moderate risk and problem gamblers  
By gambling group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
Low risk	27.8	23.7	31.9
Moderate risk	39.8	32.4	47.3
Problem gambling	48.6	35.0	62.3
All low risk, moderate risk and problem gamblers	32.1	28.4	35.9

**Table F56: Responses to the question ‘Have you felt you might have an alcohol or drug problem?’**

**Low risk, moderate risk and problem gamblers  
By gambling group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
Low risk	8.7	6.4	11.0
Moderate risk	18.7	12.7	24.6
Problem gambling	37.2*	17.7	56.7
All low risk, moderate risk and problem gamblers	13.0	10.8	15.2

\* Relative standard error greater than 25 per cent.

**Key to tables:**

Est: Estimate

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



**Table F57: Responses to the question ‘In the last 12 months, have you gambled while under the influence of alcohol or legal or illegal drugs?’**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
Low risk	43.8	32.5	55.2
Moderate risk	53.0	44.5	61.4
Problem gambling	53.5	37.6	69.4
All low risk, moderate risk and problem gamblers	46.7	39.0	54.4

**Table F58: Responses to the question ‘In the last 12 months, have you felt seriously depressed?’**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
Low risk	19.5	16.6	22.5
Moderate risk	32.0	22.9	41.2
Problem gambling	46.7	32.7	60.8
All low risk, moderate risk and problem gamblers	24.4	21.1	27.7

**Table F59: Responses to the question ‘In the last 12 months, have you been under a doctor’s care because of depression or stress-related issues?’**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
Low risk	13.7	10.0	17.4
Moderate risk	19.1	12.3	25.8
Problem gambling	23.7*	7.7	39.8
All low risk, moderate risk and problem gamblers	15.7	12.5	18.9

\* Relative standard error greater than 25 per cent.

**Table F60: Responses to the question ‘Have you ever seriously thought about or attempted suicide as a result of your gambling?’**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
Low risk	0.1**	0.0	0.2
Moderate risk	1.9*	0.2	3.6
Problem gambling	14.3*	4.4	24.1
All low risk, moderate risk and problem gamblers	1.4*	0.6	2.3

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

**Table F61: Responses to the question 'In the last 12 months have you wanted help for problems related to your gambling?'**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

**Queensland Household Gambling Surveys 2003–04, 2006–07, 2008–09 and 2011–12**

	Percentage who responded 'Yes'											
	2003–04			2006–07			2008–09			2011–12		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	0.65*	0.1	1.2	1.4*	0.4	2.3	1.2**	0.0	2.8	1.1**	0.0	2.4
Moderate risk	7.2	4.4	10.1	6.3	3.2	9.3	6.4*	1.6	11.2	4.4*	1.7	7.1
Problem gambling	41.0	25.8	56.1	47.6	34.0	61.2	39.8*	18.2	61.4	39.6*	19.2	60.0

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F62: Responses to the question '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?'**

**Low risk, moderate risk and problem gamblers**

**By gambling group**

**Queensland Household Gambling Surveys 2003–04, 2006–07, 2008–09 and 2011–12**

	Percentage who responded 'Yes'											
	2003–04			2006–07			2008–09			2011–12		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk				0.7**	0.0	1.4	1.0**	0.0	2.5	0.2**	0.0	0.5
Moderate risk	3.75*	1.4	6.1	2.2*	0.1	4.3	3.5**	0.0	8.0	2.8*	0.9	4.7
Problem gambling	15.9*	6.5	25.3	28.4	17.8	39.0	18.3**	0.0	40.5	17.0*	3.9	30.1

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F63: Responses to the statement 'there should be a national ban on advertising gambling at sports grounds'**

**Queensland adult population, by gambling group, by gender and by age group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused			
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
	All	51.2	48.6	53.9	16.9	15.0	18.9	30.6	28.1	33.1	1.2	0.7	
Non-gambling	56.1	51.0	61.2	15.1	11.1	19.2	27.4	22.6	32.1	1.4*	0.2	2.6	<b>100.0</b>
Recreational	49.9	46.4	53.4	18.0	15.5	20.4	31.0	27.8	34.1	1.2*	0.6	1.9	<b>100.0</b>
Low risk	42.9	38.1	47.7	16.5	11.9	21.1	40.1	34.2	46.1	0.5*	0.0	0.9	<b>100.0</b>
Moderate risk	50.6	37.2	64.0	8.8*	3.4	14.2	40.4	24.4	56.4	0.2**	0.0	0.6	<b>100.0</b>
Problem gambling	63.9	43.3	84.4	11.3**	0.0	24.9	22.2*	9.7	34.7	2.6**	0.0	7.6	<b>100.0</b>
Male	49.5	45.4	53.6	13.4	10.3	16.6	36.1	32.2	39.9	1.0*	0.3	1.7	<b>100.0</b>
Female	52.9	48.7	57.1	20.4	17.2	23.6	25.3	21.6	28.9	1.4*	0.6	2.1	<b>100.0</b>
18–34 years	41.6	37.0	46.2	21.2	17.1	25.3	36.4	31.4	41.3	0.8**	0.0	1.7	<b>100.0</b>
35–54 years	54.7	49.4	60.0	16.7	14.3	19.1	27.7	23.2	32.2	0.9*	0.1	1.7	<b>100.0</b>
55+ years	56.9	52.6	61.1	13.0	10.0	16.0	28.2	24.7	31.7	1.9*	0.7	3.2	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

**Est:** Estimate

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

**Table F64: Responses to the statement ‘there should be a national ban on sporting team sponsorship by gambling companies (e.g. betting agencies)’  
Queensland adult population, by gambling group, by gender and by age group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused			
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	43.8	40.3	47.3	19.0	16.1	22.0	35.0	33.1	36.9	2.2	1.4	3.0	<b>100.0</b>
Non-gambling	48.5	42.0	55.1	20.9	16.4	25.4	28.5	24.0	33.1	2.0*	0.6	3.5	<b>100.0</b>
Recreational	42.8	38.9	46.7	18.6	15.1	22.1	36.2	33.5	39.0	2.4	1.4	3.4	<b>100.0</b>
Low risk	32.8	29.1	36.5	17.1	13.3	20.8	48.3	43.1	53.6	1.8*	0.1	3.5	<b>100.0</b>
Moderate risk	41.4	27.2	55.5	13.2	7.8	18.6	44.6	27.8	61.4	0.8**	0.0	1.8	<b>100.0</b>
Problem gambling	50.9	27.6	74.3	16.0*	2.4	29.5	33.1	17.5	48.7	0.0	0.0	0.0	<b>100.0</b>
Male	43.8	40.2	47.5	15.6	11.8	19.4	38.9	35.9	41.8	1.7*	0.6	2.8	<b>100.0</b>
Female	43.7	39.0	48.4	22.3	18.3	26.4	31.2	27.7	34.7	2.7*	1.3	4.2	<b>100.0</b>
18–34 years	35.7	29.8	41.6	19.9	14.3	25.4	42.8	37.2	48.5	1.6*	0.2	2.9	<b>100.0</b>
35–54 years	47.6	43.5	51.7	21.9	18.5	25.4	28.7	25.4	31.9	1.8*	0.5	3.1	<b>100.0</b>
55+ years	47.4	41.6	53.2	14.9	10.7	19.0	34.4	30.5	38.2	3.4*	1.6	5.1	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F65: Responses to the statement ‘if a person is concerned that a close family member is having problems with gambling, they should be able to have that family member banned from a gambling venue’  
Queensland adult population, by gambling group, by gender and by age group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused			
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	69.3	66.1	72.5	10.5	8.5	12.5	18.8	16.3	21.4	1.4	0.8	2.0	<b>100.0</b>
Non-gambling	65.7	60.0	71.3	11.4	7.1	15.7	20.3	15.6	24.9	2.7*	0.9	4.4	<b>100.0</b>
Recreational	71.2	67.3	75.0	10.1	8.1	12.1	17.7	15.0	20.5	1.0*	0.4	1.5	<b>100.0</b>
Low risk	68.3	64.7	71.8	8.7	6.1	11.2	22.4	19.3	25.4	0.7*	0.2	1.3	<b>100.0</b>
Moderate risk	56.5	44.5	68.6	15.1	10.7	19.6	28.2	17.0	39.4	0.1**	0.0	0.4	<b>100.0</b>
Problem gambling	63.2	45.9	80.5	13.0**	0.0	33.6	22.2*	8.2	36.3	1.6**	0.0	4.7	<b>100.0</b>
Male	68.9	65.5	72.3	10.5	7.6	13.5	19.1	15.6	22.7	1.4*	0.4	2.4	<b>100.0</b>
Female	69.6	64.2	75.0	10.4	7.6	13.3	18.5	14.8	22.3	1.4*	0.7	2.2	<b>100.0</b>
18–34 years	71.2	65.5	76.9	10.1	6.2	14.0	17.8	13.4	22.3	0.9**	0.0	2.0	<b>100.0</b>
35–54 years	70.2	66.3	74.0	10.0	7.3	12.8	18.6	15.3	21.8	1.2*	0.3	2.1	<b>100.0</b>
55+ years	66.4	61.7	71.1	11.4	8.1	14.7	20.2	16.6	23.7	2.1	1.1	3.1	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Key to tables:**

Est: Estimate

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

**Table F66: Responses to the statement ‘if a patron in a gambling venue is showing signs of gambling problems, it is appropriate for a staff member to approach them and offer help’  
Queensland adult population, by gambling group, by gender and by age group**

	Strongly agree or agree			Neither agree nor disagree			Disagree or strongly disagree			Don't know / refused			
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	82.7	80.0	85.4	6.2	4.6	7.7	9.8	7.8	11.9	1.3	0.7	1.9	<b>100.0</b>
Non-gambling	83.6	78.2	89.0	6.2	3.3	9.2	7.9	4.4	11.4	2.3*	1.0	3.6	<b>100.0</b>
Recreational	82.6	79.6	85.6	6.2	4.3	8.2	10.2	7.6	12.8	1.1*	0.3	1.8	<b>100.0</b>
Low risk	81.2	75.7	86.7	4.9*	1.5	8.3	13.8	10.5	17.1	0.1**	0.0	0.2	<b>100.0</b>
Moderate risk	80.7	75.6	85.9	6.3*	3.2	9.4	12.6	8.9	16.3	0.4**	0.0	1.0	<b>100.0</b>
Problem gambling	73.0	57.2	88.8	7.6*	0.9	14.2	19.4*	6.0	32.8	0.0	0.0	0.0	<b>100.0</b>
Male	84.5	81.4	87.6	5.3	3.3	7.3	8.9	6.5	11.3	1.4*	0.4	2.3	<b>100.0</b>
Female	80.9	76.8	85.0	7.0	4.7	9.4	10.8	8.2	13.4	1.3*	0.6	1.9	<b>100.0</b>
18–34 years	83.1	78.1	88.0	5.9*	2.9	8.8	10.0	6.3	13.7	1.1**	0.0	2.4	<b>100.0</b>
35–54 years	81.7	77.6	85.8	7.0	4.6	9.5	9.9	6.7	13.1	1.4*	0.4	2.3	<b>100.0</b>
55+ years	83.4	80.5	86.4	5.5	3.7	7.2	9.7	7.3	12.0	1.4	0.7	2.1	<b>100.0</b>

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

**Table F67: Responses to the question ‘Have you heard or read about a pre-commitment scheme for people who play poker machines, that allows them to set limits on the time and money they spend gambling?’**

**Queensland adult population, by gambling group, by gender and by age group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All	57.6	55.0	60.2
Non-gambling	52.8	48.7	56.9
Recreational	58.8	55.2	62.4
Low risk	59.0	53.5	64.5
Moderate risk	74.6	66.8	82.4
Problem gambling	72.6	55.5	89.6
Male	61.9	57.7	66.0
Female	53.4	49.6	57.2
18–34 years	41.7	36.2	47.1
35–54 years	62.6	58.2	67.0
55+ years	67.8	63.9	71.7

**Key to tables:**

Est: Estimate

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

**Table F68: Responses to the question ‘Who do you think a pre-commitment scheme would assist?’  
Queensland adult population**

	Est.	LCL	UCL
People who play poker machines and have experienced problems because of their gambling	49.1	45.6	52.5
People who sometimes spend more time and money than they had planned	41.0	37.6	44.4
All people who play poker machines	23.3	20.4	26.2
It wouldn't assist anyone	20.3	17.4	23.1
Other	1.8*	0.8	2.8
Don't know	4.7	3.6	5.8
Refused	0.0**	0.0	0.0

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Table F69: Responses to the question ‘Have you seen or heard any advertising encouraging people to gamble responsibly?’**

**Queensland adult population, by gambling group, by gender and by age group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All	72.1	69.5	74.6
Non-gambling	58.2	52.9	63.5
Recreational	76.1	72.8	79.5
Low risk	82.0	77.7	86.3
Moderate risk	87.6	82.9	92.4
Problem gambling	92.8	85.8	99.8
Male	78.1	74.4	81.8
Female	66.1	62.6	69.7
18–34 years	79.0	74.5	83.6
35–54 years	75.1	70.9	79.3
55+ years	61.7	57.5	66.0

**Table F70: Responses to ‘Have you heard or read about the gambling helpline phone number?’  
Queensland adult population, by gambling group, by gender and by age group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All	71.1	69.0	73.2
Non-gambling	58.0	52.2	63.8
Recreational	74.7	72.0	77.5
Low risk	82.3	76.7	87.9
Moderate risk	87.9	82.5	93.3
Problem gambling	95.9	89.7	100.0
Male	72.0	68.8	75.2
Female	70.2	66.3	74.0
18–34 years	71.5	66.7	76.3
35–54 years	74.2	70.4	78.1
55+ years	67.1	63.7	70.6

**Key to tables:**

Est: Estimate

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

**Table F71: Responses to the question ‘Have you heard or read about face-to-face counselling services for gamblers in your area?’**

**Queensland adult population, by gambling group, by gender and by age group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All	22.2	19.6	24.9
Non-gambling	17.6	12.3	23.0
Recreational	23.3	20.0	26.6
Low risk	28.8	24.1	33.5
Moderate risk	25.4	19.9	30.8
Problem gambling	46.4	32.9	59.9
Male	21.1	16.9	25.4
Female	23.3	19.7	26.9
18–34 years	20.4	15.5	25.3
35–54 years	25.7	21.7	29.7
55+ years	20.1	16.3	23.9

**Table F72: Responses to the question ‘Have you heard or read about gambling help online?’**

**Queensland adult population, by gambling group, by gender and by age group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All	33.5	30.8	36.3
Non-gambling	25.6	19.5	31.8
Recreational	35.7	32.5	38.9
Low risk	41.5	37.0	46.1
Moderate risk	43.2	32.7	53.8
Problem gambling	37.6*	11.1	64.2
Male	35.4	29.9	40.8
Female	31.8	28.2	35.4
18–34 years	35.2	29.3	41.2
35–54 years	32.0	26.8	37.1
55+ years	33.7	29.9	37.4

\* Relative standard error greater than 25 per cent.

**Key to tables:**

**Est:** Estimate

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

**Table F73: Responses to the question ‘Did you know that people can ask to be excluded/banned from gambling at a venue?’**

**Queensland adult population, by gambling group, by gender and by age group**

	Percentage who responded ‘Yes’		
	Est.	LCL	UCL
All	38.2	35.8	40.6
Non-gambling	30.3	25.7	35.0
Recreational	39.7	37.0	42.5
Low risk	46.9	42.0	51.8
Moderate risk	61.4	54.6	68.2
Problem gambling	66.4	49.3	83.5
Male	40.9	36.8	45.1
Female	35.5	32.8	38.2
18–34 years	29.6	24.7	34.4
35–54 years	41.8	37.9	45.6
55+ years	42.7	38.9	46.5

**Table F74: Responses to the question ‘If you or a member of your family were experiencing a problem with gambling, where would you go for help with that problem?’**

**Low risk, moderate risk and problem gamblers**

	Est.	LCL	UCL
Gambling Helpline	39.1	35.2	43.1
Family or friends	17.9	13.2	22.6
Gamblers Anonymous	13.5	9.5	17.5
Counsellor	12.5	9.7	15.3
Gambling Help Services	10.5	7.9	13.0
Lifeline	7.6	4.8	10.3
Internet	7.1	5.0	9.3
Doctor	4.0	2.5	5.5
Gambling Help Online	4.0*	2.0	6.0
Don't know	13.9	10.6	17.2

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Key to tables:**

**Est:** Estimate

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

**Table F75: Responses to the question '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?'**

**Low risk, moderate risk and problem gamblers**

	Est.	LCL	UCL
By telephone	28.5	24.6	32.4
Face to face counselling	71.7	68.0	75.4
Internet	8.3	4.9	11.7
Mail	5.3	3.9	6.7
Self help manuals	9.0	6.9	11.0
On-line counselling	6.9	5.0	8.9
Venue staff member	9.1	6.9	11.3
In-venue face-to-face counselling	14.2	11.6	16.8
Other	1.4**	0.0	3.2
No help required	2.4	1.4	3.3
Don't know	1.6*	0.8	2.5
Refused	0.4**	0.0	1.0

\* Relative standard error greater than 25 per cent.

\*\* Relative standard error greater than 50 per cent.

Note that percentages add to more than 100 per cent because multiple responses were allowed.

**Table F76: Participation in gambling activities in the last 12 months**

**Queensland adult population**

**By South-East Queensland, regional cities and rest of Queensland**

	South-East Queensland			Regional cities			Rest of Queensland		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	57.9	56.7	59.1	60.8	58.5	63.2	60.3	58.0	62.6
Gaming machines	30.5	29.5	31.5	32.5	30.3	34.8	24.1	22.3	25.9
Art union tickets	22.0	21.1	23.0	18.4	16.5	20.2	21.3	19.6	23.0
Horse/harness/dog races	19.0	18.2	19.8	19.2	17.7	20.7	18.0	16.6	19.4
Keno	15.1	14.3	15.9	21.0	19.3	22.7	17.3	15.5	19.1
Casino table games	6.8	6.3	7.3	6.7	5.4	8.0	4.0	3.1	5.0
Sports betting	5.6	5.0	6.3	5.2	3.8	6.6	3.1	2.4	3.9
Private card games (e.g. poker)	3.5	2.9	4.0	3.3	2.5	4.1	1.7	1.1	2.3
Bingo	2.8	2.4	3.2	3.1	2.3	3.9	2.9	2.4	3.5
Internet casino or poker	1.0	0.7	1.3	1.1	0.6	1.5	0.4*	0.1	0.7

\* Relative standard error greater than 25 per cent.

**Table F77: Participation in lottery products in the last 12 months**

**Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	57.5	56.2	58.7
Gold Coast	57.7	55.0	60.3
Sunshine Coast	60.5	57.5	63.5
Wide Bay	60.6	56.9	64.3
Darling Downs	59.0	55.7	62.4
Fitzroy	63.1	58.1	68.1
Mackay	61.8	57.6	65.9
Townsville	64.2	60.8	67.7
Cairns	57.9	53.5	62.3
Queensland Outback	58.0	50.3	65.6

**Key to tables:**

Est: Estimate

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



**Table F78: Participation in gaming machines in the last 12 months  
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	30.3	29.1	31.6
Gold Coast	32.7	30.0	35.4
Sunshine Coast	25.9	22.2	29.7
Wide Bay	28.5	25.4	31.6
Darling Downs	25.1	21.1	29.0
Fitzroy	30.5	26.5	34.5
Mackay	30.3	25.2	35.4
Townsville	31.4	27.7	35.1
Cairns	24.6	21.1	28.0
Queensland Outback	26.8	19.1	34.5

**Table F79: Participation in purchasing art union tickets in the last 12 months  
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	20.5	19.5	21.5
Gold Coast	24.1	22.0	26.1
Sunshine Coast	27.0	23.7	30.3
Wide Bay	23.8	21.2	26.3
Darling Downs	21.7	18.6	24.9
Fitzroy	20.9	17.7	24.0
Mackay	20.2	17.6	22.8
Townsville	16.5	14.3	18.7
Cairns	18.0	15.7	20.3
Queensland Outback	18.0	14.6	21.4

**Table F80: Participation in betting on horse, harness or greyhound races in the last 12 months  
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	18.2	17.3	19.2
Gold Coast	21.3	19.6	23.1
Sunshine Coast	19.1	16.3	21.8
Wide Bay	16.4	13.7	19.1
Darling Downs	15.4	13.4	17.4
Fitzroy	25.3	22.0	28.6
Mackay	23.8	20.4	27.2
Townsville	19.0	15.6	22.4
Cairns	13.6	12.0	15.2
Queensland Outback	22.9	16.8	29.0

**Key to tables:**

Est: Estimate

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

**Table F81: Participation in keno in the last 12 months  
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	14.5	13.5	15.4
Gold Coast	16.5	14.7	18.3
Sunshine Coast	15.8	13.0	18.7
Wide Bay	15.5	12.6	18.3
Darling Downs	17.2	14.1	20.3
Fitzroy	23.4	19.6	27.2
Mackay	22.8	18.9	26.7
Townsville	24.3	20.5	28.1
Cairns	14.9	12.1	17.7
Queensland Outback	21.7	14.6	28.7

**Table F82: Gambling group prevalence  
Queensland adult population  
By South-East Queensland, regional cities and rest of Queensland**

	South-East Queensland			Regional cities			Rest of Queensland		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	26.7	25.8	27.6	24.0	22.5	25.6	26.1	24.5	27.6
Recreational	65.3	64.3	66.2	68.5	66.8	70.1	68.1	66.2	70.0
Low risk	5.5	4.9	6.1	5.1	4.2	6.1	4.1	3.2	5.0
Moderate risk	2.0	1.7	2.3	1.8	1.2	2.5	1.6	1.1	2.1
Problem gambling	0.55	0.4	0.7	0.53*	0.2	0.9	0.19**	0.0	0.4
<b>Total</b>	<b>100.0</b>			<b>100.0</b>			<b>100.0</b>		

**Key to tables:**

Est: Estimate

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

## **Appendix two – technical report**

The 2011–2012 Queensland Household Gambling Survey was conducted by the Office of the Government Statistician within the Office of Economic and Statistical Research (OESR) on behalf of the Office of Regulatory Policy, Department of Justice and Attorney-General.

The 2011–2012 Queensland Household Gambling Survey was the fifth survey undertaken by OESR to gather information about issues relating to gambling.

### ***Survey methodology***

The 2011–12 Queensland Household Gambling Survey was conducted by computer-assisted telephone interviewing. The main survey was collected in two waves from Monday 10 October 2011 to Monday 28 November 2011 and from Friday 27 January 2012 to Saturday 18 March 2012.

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

### **Scope of the survey**

The in-scope population for the Queensland Household Gambling Survey was all people aged 18 years or older who were usually resident in private dwellings with telephones throughout Queensland.

### **Survey frame**

The sample was selected from a household-based frame consisting of both landline and mobile telephone numbers obtained from databases which are either publicly available or kept for official statistical purposes under the authority of the Statistical Returns Act. In addition to providing access to mobile telephone information, this frame also enabled OESR to send pre-approach letters to potential respondents to reassure them of the legitimacy of the survey and encourage their participation. In previous Queensland Household Gambling Surveys, OESR relied on a random digit dialling methodology to select potential respondents. This methodology was based on landline telephone numbers only and provided no opportunity to invite those living in mobile only households to participate in the survey. It is likely that the available sample frame is now more representative of the Queensland population; however, comparisons with previous implementations of this survey should be undertaken with caution. Users of this data should be aware that any variation in results may be influenced by the improved reach of the new survey frame and may not be the result of actual variation in the population.

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

## Sample design and selection

The target population was stratified into 10 geographic regions following composited SA4 (2011) boundaries<sup>6</sup>: Brisbane, Sunshine Coast, Gold Coast, Wide Bay Burnett, Darling Downs, Fitzroy, Mackay, Townsville, Cairns and Queensland Outback. These 10 regions are listed in Table 2.1. Quotas for each region were determined on a population proportion and previous survey performance basis. The selection procedure was implemented to increase the probability of selection in the Brisbane and Gold Coast regions. The sample achieved for each region is found in Table 2.2. A total of 15 088 completed interviews were achieved, from a total sample of 35 225 viable contacts.

**Table 2.1 Sample design**

Region	Wave 1	Wave 2	Overall
Brisbane	3 391	3 391	6 782
Gold Coast	857	857	1 714
Sunshine Coast	528	528	1 056
Wide Bay	563	563	1 126
Darling Downs	449	449	898
Fitzroy	396	396	792
Mackay	319	319	638
Townsville	423	423	846
Cairns	466	466	932
Queensland Outback	108	108	216
<b>TOTAL</b>	<b>7 500</b>	<b>7 500</b>	<b>15 000</b>

**Table 2.2 Sample achieved, by region**

Region	Sample number
Brisbane	6 837
Sunshine Coast	1 692
Gold Coast	1 017
Wide Bay Burnett	1 134
Darling Downs	920
Fitzroy	803
Mackay	644
Townsville	852
Cairns	949
Queensland Outback	240
<b>Queensland total</b>	<b>15 088</b>

## Sub-sampling

As part of the survey process, the Canadian Problem Gambling Index (CPGI) was employed to determine respondents' gambling groups<sup>7</sup>. A respondent was classified as a recreational, low risk, moderate risk or problem gambler from their CPGI score.

Preceding the nine questions comprising the CPGI (Q7 to Q15), all respondents were asked to identify gambling activities they had participated in over the past 12 months. Respondents that either didn't know, couldn't remember or refused to answer this question were classified out of scope and their surveys terminated.

Approximately 90 per cent of those who indicated they either never gamble or had not gambled in the past 12 months were asked demographics required for weighting only, with the remaining 10

<sup>6</sup> Australian Bureau of Statistics, *Australian Statistical Geography Standard*, ABS Cat No 1270.0.55.001

<sup>7</sup> Respondents who indicated that they had not gambled in the last 12 months or had never gambled in Question 6 were classified as non-gamblers. These respondents were not required to complete the CPGI (Questions 7 to 15) (See Appendix three for 2011–12 Queensland Household Gambling Survey questionnaire).

per cent automatically directed to the questions immediately following the CPGI section (beginning at question 16).

Those that indicated they had participated in one or more gambling activities in the 12 months prior to the survey were all asked to respond to the CPGI section.

Following the CPGI section of the survey, sub-sampling of recreational, low risk, moderate risk and problem gamblers was performed. This method enabled more gambling-related issues to be explored with each of these gambler types.

Respondents allocated to the long form of the survey included:

- all low risk, moderate risk and problem gamblers (CPGI > 0)
- all recreational gamblers playing more than three gambling activities (Q6)
- a random 10 per cent of the remaining recreational gamblers
- a random 10 per cent of all non-gamblers.

Respondents relegated to the short form of the survey included:

- ninety per cent of non-gamblers (Q6 = 'no gambling in the past 12 months' or 'never gambled')
- ninety per cent of recreational gamblers (CPGI = 0) who played less than four gambling activities in the 12 months prior to the survey.

The definitions of the respondent classifications are as follows:

- *Non-gambler – short form*: Approximately 90 per cent of respondents that either had not gambled in the 12 months prior to the survey or had never gambled (Q6) were asked Questions 1 to 6, 4, 95 and 99 only.
- *Non-gambler – long form*: Approximately 10 per cent of respondents that either had not gambled in the 12 months prior to the survey or had never gambled (Q6) were asked all relevant questions in the survey (post CPGI screening questions), including the full suite of demographic questions (Q4 and Q93 to Q100).
- *Recreational gambler – short form*: Approximately 90 per cent of those that engaged in less than four gambling activities in the last 12 months, but classified as a recreational gambler by the CPGI, were asked Q1-15, Q4, Q95 and Q99 only.
- *Recreational gambler – long form*: Approximately 10 per cent of those classified as a recreational gambler by the CPGI who had engaged in less than four gambling activities in the 12 months prior to the survey, and all of those classified as a recreational gambler by the CPGI who had engaged in four or more gambling activities in the past 12 months, were asked all questions relevant to recreational gamblers, such as, Q1-70, Q76 (if their indicated gambling activities included clubs/hotels/casinos/TABs), Q4, and Q93 to Q100.
- *Low risk gambler – long form*: Respondents who engaged in some gambling activity in the last 12 months, with a CPGI score of 1-2, were asked all questions relevant to gamblers: Q1-100.
- *Moderate risk gambler – long form*: Respondents who engaged in some gambling activity in the last 12 months, with a CPGI score of 3-7, were asked all questions relevant to gamblers: Q1-100.
- *Problem gambler – long form*: Respondents who engaged in some gambling activity in the last 12 months, with a CPGI score of 8 or more, were asked all questions relevant to gamblers: Q1-100.

## **Operational results**

Operational results reported in this section apply to the full sample.

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

Although 38 808 sample units were allocated to the Queensland Household Gambling Survey main frame, only 35 225 needed to be attempted to achieve the main sample required. As the sample units were randomly ordered on the queue, no bias results from this extraction. From those that were attempted, 15 088 completed interviews were achieved. The results of all sample units attempted in the survey appear in Table 2.3.

A sample unit was deemed to be finalised and assigned a final status when:

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

To be considered useable, a survey had to have responses to most questions, including age, gender and education (used in benchmarking) and Q6 (gambling activities engaged in the 12 months prior to the survey). In the case of the 2011–12 Queensland Household Gambling Survey all partially completed surveys (230) were not used in the analysis as they did not meet the above criteria. Some of these were respondents who terminated the survey part way through the survey due to lack of time, interest, fatigue or difficulty in continuing.

In the 2011–12 Queensland Household Gambling Survey, sample units (such as telephone numbers) were classified according to the following criteria:

- in-scope responding, if the interview resulted in a completed survey
- in-scope non-responding, if the interview resulted in:
  - no answer/engaged/answering machine/fax machine
  - unable to be surveyed because respondent was away/ill, problems hearing, speech/intellectual/other disability, language problems, deceased
  - a call-back appointment was made but did not eventuate
  - a partially completed survey
  - respondent refused outright
  - disconnected landline, off/out of range mobile
- out-of-scope if:
  - the sample unit was a duplicate phone number
  - the household was classified out of scope (e.g. interstate)
  - the sample unit was found to be a business.

The final status of all sample units by scope is shown in Table 2.3.

**Table 2.3: Final status of sample units by scope (Waves 1 and 2 combined)**

<b>Status</b>	<b>In-scope responding</b>	<b>In-scope non-responding</b>	<b>Out of scope</b>	<b>Total</b>	<b>Percent in-scope</b>
No answer <sup>1</sup>	-	2,150	-	2,150	6.1%
Engaged <sup>1</sup>	-	323	-	323	0.9%
Answering machine <sup>1</sup>	-	3,578	-	3,578	10.2%
FAX machine	-	117	-	117	0.3%
Unable survey – away <sup>2</sup>	-	1,701	-	1,701	4.8%
Unable survey – illness <sup>2</sup>	-	345	-	345	1.0%
Unable survey – hearing <sup>2</sup>	-	231	-	231	0.7%
Unable survey – other disability <sup>2</sup>	-	26	-	26	0.1%
Unable survey – speech <sup>2</sup>	-	18	-	18	0.1%
Unable survey – intellectual <sup>2</sup>	-	55	-	55	0.2%
Unable survey – language problems <sup>2</sup>	-	430	-	430	1.2%
Unable survey – deceased <sup>2</sup>	-	40	-	40	0.1%
Callback <sup>3</sup>	-	1,479	-	1,479	4.2%
Partially completed – unusable <sup>4</sup>	-	230	-	230	0.6%
Completed	15,088	-	-	15,088	42.8%
Out of scope – household <sup>5</sup>	-	-	443	443	1.3%
Out of scope – business <sup>6</sup>	-	-	916	916	2.6%
Refused survey – phone slam <sup>7</sup>	-	511	-	511	1.5%
Refused survey	-	4,119	-	4,119	11.7%
Disconnected	-	2,938	-	2,938	8.3%
Wrong phone number	-	24	-	24	0.1%
Multiple/duplicate <sup>8</sup>	-	-	27	27	0.1%
Mobile – switched off/not in range	-	160	-	160	0.5%
No valid contact information <sup>9</sup>	-	276	-	276	0.8%
<b>Total</b>	<b>15,088</b>	<b>18,751</b>	<b>1,386</b>	<b>35,225</b>	<b>100.0%</b>

Note: Percentages may not add to exactly 100.0 due to rounding.

1. Six attempts were made to contact the household. This is the status for the sixth attempt.

2. The selected person could not undertake the survey because they were away, ill, had hearing difficulties, had some form of disability, speech difficulties, had intellectual difficulties, had language problems or had passed away.

3. A call-back was arranged to interview the selected person but interviewers were unable to conduct the interview before the interviewing period closed.

4. The respondent failed to reach the end of the survey or did not provide information needed to weight their response.

5. The person who answered the phone indicated that there were no usual residents aged 18 or more years.

6. The person who answered the phone advised it was a business number and not a private dwelling.

7. The person who answered the phone hung up without the interviewer being able to provide an explanation for the call.

8. The person informed the interviewer that they had already been interviewed on a previous occasion for the survey.

9. Contact information in the sample frame is missing, incomplete or unsuitable for the respondent population required (e.g. interstate).

## Interview time

Table 2.4 shows the average interview time by waves, with the overall average time for a completed interview being 7.96 minutes.

**Table 2.4: Average interview time by wave**

Wave	Average Time (minutes)
Wave 1 (October/November 2011)	7.84
Wave 2 (February/March 2012)	8.07
<b>Average time for all interviews</b>	<b>7.96</b>

## Survey response

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

## Consent rate

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

- the number of in-scope responding completed (15 088) by
- the number of in-scope responding, all partial completed and those that refused (19 437).

The estimated overall consent rate for the 2011–12 Queensland Household Gambling Survey is:  $15,088/19,437 = 77.6$  per cent.

Table 2.5 shows the consent rates in each of the 10 regions. Consent rates ranged from 73.3 per cent in the Gold Coast region to 82.2 per cent in the Queensland Outback.

**Table 2.5: Consent rate by region**

Region	In-scope responding	Gave up or refused	Contacted total	Consent rate
Brisbane	6,837	1,917	8,754	78.1%
Gold Coast	1,692	617	2,309	73.3%
Sunshine Coast	1,017	307	1,324	76.8%
Wide Bay	1,134	280	1,414	80.2%
Darling Downs	920	246	1,166	78.9%
Fitzroy	803	233	1,036	77.5%
Mackay	644	189	833	77.3%
Townsville	852	248	1,100	77.5%
Cairns	949	260	1,209	78.5%
Queensland Outback	240	52	292	82.2%
<b>Queensland</b>	<b>15,088</b>	<b>4,349</b>	<b>19,437</b>	<b>77.6%</b>

## Response rate

An alternative measure of the quality of response is the response rate. This is the number of interviews that can be used in the analysis as a percentage of all possible interviews that could have been achieved, had every in-scope person approached responded.

Response rate calculations only exclude sample cases identified as duplicates. The overall response rate for the 2011–12 Queensland Household Gambling Survey is:  $15,088/33,839 = 44.6$  per cent.



Table 2.6 describes the response rates achieved in each of the 10 regions. The regional response rates vary from 41.4 per cent (Cairns region) to 48.4 per cent (Darling Downs region).

**Table 2.6: Response rate by region**

<b>Region</b>	<b>In-scope Responding</b>	<b>In-scope Non-responding</b>	<b>In-scope Total</b>	<b>Response Rate</b>
Brisbane	6,837	8,160	14,997	45.6%
Gold Coast	1,692	2,334	4,026	42.0%
Sunshine Coast	1,017	1,204	2,221	45.8%
Wide Bay	1,134	1,390	2,524	44.9%
Darling Downs	920	981	1,901	48.4%
Fitzroy	803	1,109	1,912	42.0%
Mackay	644	895	1,539	41.8%
Townsville	852	1,031	1,883	45.2%
Cairns	949	1,344	2,293	41.4%
Queensland Outback	240	303	543	44.2%
<b>Queensland</b>	<b>15,088</b>	<b>18,751</b>	<b>33,839</b>	<b>44.6%</b>

### **Respondent queries**

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

- queries into the legitimacy of the survey after respondents received the pre-approach letter/SMS
- respondents who declined to complete the survey when initially called, but conceded once having spoken to Survey Operations staff.

### **Interviewer feedback**

Interviewers provided the following comments on respondent reactions to the survey:

- Sending pre-approach letters/SMS had real impact, with very positive feedback received from respondents about them.
- Most respondents who did not receive a letter/SMS were less responsive and unwilling to participate as they were unsure of the legitimacy of the survey.
- Some respondents who purchased one/occasional lotto ticket/scratch-it, felt they had to answer too many questions.
- Some respondents found areas of the questionnaire confronting/insensitive (such as, ATM withdrawals/suicide).
- Some respondents were confused by the difference between withdrawing money from an ATM and withdrawing money by EFTPOS, they consider them to be the same thing (questions 30 and 32).
- Some respondents who purchased scratch-its or lotto tickets do not consider their purchases gambling and did not like being referred to as gamblers.
- A few respondents complained about the length of the survey.
- A few respondents questioned whether the survey was of national significance or relevant to new gambling laws/media.
- Several did not want to participate in the survey as they were non-gamblers.
- Some respondents were confused by the selection process, especially if they were being interviewed on another person's mobile.

- Some respondents found income too personal to answer (Q99 and Q100).
- Some respondents wanted to know whether staff in gambling venues are qualified to offer assistance (Q21).
- The control of gambling question seemed irrelevant for people who were low level gamblers (such as, spent \$10 for the year) (Q63).

## ***Editing***

Editing of data occurred only in the following situations:

- when responses required recoding from the ‘other specify’ to a new or existing category
- where recoding from ‘other specify’ into a category meant that it was then necessary to make minor adjustments to be consistent with the questionnaire skipping
- when changes to the questionnaire mid-field resulted in discrepancies in survey logic requiring correction of already collected responses
- when responses were found to be inconsistent (e.g. Age = 18-34 yrs old and ‘at what age did you first start gambling using your own money?’ = 35+).

## ***Weighting procedure***

Use of weighting variables is a standard statistical technique that allows population estimates to be made based on responses from a sample. If 10 people are sampled from a population of 120, then those 10 people ‘represent’, in the sampling sense, the population of 120 they were selected from. In numerical terms, each of them represents  $120/10 = 12$  people. If three of the sample of 10 are found to have a certain characteristic, and each of them represent 12 from the original population, then an estimate of the total number of people in the population with that characteristic is  $3 * 12 = 36$ . The ‘12’ is called the sampling weight, and in this case it is the same for all respondents.

In more complex survey designs sampling weights may vary considerably across people sampled.

To reduce bias and decrease sampling error, these sampling weights may be further adjusted so that they add up across the sample to population totals for variables known to be correlated with non-response and/or key variables of interest. This process of calibration or benchmarking is only possible where population summary information is available for such variables, and the degree of bias and variance reduction depends on the degree to which these variables reliably predict non-response and/or outcome variables.

The Queensland Household Gambling Survey was a stratified, cluster-randomised two-stage sample where the strata were Queensland regions, clusters were private households and one respondent was selected from each contacted, sampled household. Respondents were further selected, probabilistically, to receive one of two sets of questions according to their gambling status and/or participation in gambling activities.

Sampling weights were calibrated to the population of Queensland by location, age, sex and tertiary qualification status. Other calibrations were performed for those respondents who were administered the ‘long’ form of the survey questionnaire.

As a result of asking respondents to validate their location, a small number of respondents were found to be residing in a region other than the region indicated in the sampling file. The location information provided by the respondent was considered more accurate (current) than the sampling file and so reported location was given preference.

## Initial weights

The **initial household weights (w1h)** were calculated at the stratum level for each of the 10 strata:

$$w1h = \text{BigNh} / \text{nrh} = (\text{BigNh}/\text{nrs}) * (\text{nrs}/\text{nrh})$$

where:

BigNh = total stratum population size as per the Queensland Household Frame

nrs = number of units selected in stratum

nrh = number of in-scope responding units in the stratum

This weight (w1h) reflects the probability of selecting a given telephone number in the sample, adjusted for uniform non-response.

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

$$w1p = w1h * \text{NumPers}$$

where:

w1h = the initial household weight based on probability of selection

NumPers = the number of in-scope people in the household

This weight (w1p) reflects the probability of selecting the respondent from the household.

## Calibration

The process of calibrating weights to benchmarks was carried out using the SAS macro “GREGWT”, which was obtained from the Australian Bureau of Statistics. This program used a technique of generalised regression to adjust initial weights so that they sum to all various marginal benchmarks provided.

## Short form weighting

All in-scope responding records (15 088) completed the short form. Using the initial person weights (w1p), all records (short form and long form) were weighted to three sets of benchmarks to give the person weight for the short form (w2s).

- region (10 regions based on aggregated SA4s)
- age (6 categories) by sex
- education (degree/postgraduate qualification vs no tertiary qualification) by grouped region (South East Queensland / Regional cities / Rest of Queensland).

The benchmarks used for the short form were drawn from the number of people aged 18 or over in the 2006 Census, adjusted first for growth from the time of the Census to 31 December 2011, then for the proportion living in private dwellings. Proportions in the categories of education made use of proportions from the 2006 Census, applied to the current adjusted estimates of resident population.

## Long form weighting

A subset of respondents continued on to complete the long form survey (3 343). Factors that determined a respondent's progression from a short form survey to a long form survey included:

- non-gambler ( $Q6 = 13$  or  $14$ ): 90 per cent short form
- non-gambler ( $Q6 = 13$  or  $14$ ): 10 per cent long form
- recreational gambler ( $CPGI = 0$  and  $Q6 > 3$  game types): 100 per cent long form
- recreational gambler ( $CPGI = 0$  and  $Q6 < 4$ ): approximately 90 per cent short form
- recreational gambler ( $CPGI = 0$  and  $Q6 < 4$ ): approximately 10 per cent long form
- low risk gambler ( $CPGI > 0$  and  $< 3$ ): 100 per cent long form
- moderate risk gambler ( $CPGI \geq 3$  and  $< 8$ ): 100 per cent long form
- problem gambler ( $CPGI \geq 8$ ): 100 per cent long form.

Using the calibrated weights from the short form ( $w2s$ ) and the corresponding replicate weights, all long form records were calibrated to four sets of benchmarks to give the person weight for the long form ( $w2l$ ):

- region (10 regions based on aggregated SA4s)
- age (6 categories) by sex
- education (degree/postgraduate qualification vs no tertiary qualification) by grouped region (South East Queensland / Regional cities / Rest of Queensland).
- gambling group (proportions as determined in the short form).

The first three sets of benchmarks were the same as applied to the short form data. The fourth set was applied so as to make the distribution of gambler type conform to that estimated from the short form (the sample in the latter case being larger, the estimate would be expected to be more accurate). A lower bound for each unit was set so that  $w2l$  was constrained to be greater than or equal to  $w2s$ .

## **Reliability of estimates**

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

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

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

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

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

$RSE = (SE/Estimate) \times 100$  (where SE stands for the standard error of the estimate).

The standard errors for each estimate were calculated using a jackknife standard error estimation technique with 30 replicates. Across the three priority level output tables a single and double starred system is applied to denote varying levels of estimate reliability where:

- “\*” indicates that RSE is  $\geq 25\%$  and  $< 50\%$ : use estimate with caution
- “\*\*” indicates that RSE is  $\geq 50\%$ : no reliance should be placed on this estimate.

## **Variability of estimates**

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

The general formula for a confidence interval is:  $CI = Estimate + Z \times SE$

where  $Z$  is the appropriate value from the standard normal table. For example, for a 95 per cent confidence interval (which is what is used in this survey report),  $Z = 1.96$ .

# Appendix three – Questionnaire

Office of the Government Statistician

3/02/2012 Final

## 2011/2012 Queensland Household Gambling Survey

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

---

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

.....

---

**To the randomly selected person:**

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

---

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

(Yes ..... 1 Go to Q3  
No - Language Problems Person ..... 2 End survey  
No - Unable Person Away ..... 3 End survey  
No - Unable Person Illness ..... 4 End survey  
No - Unable Person Hearing ..... 5 End survey  
No - Unable Person Other Disability ..... 6 End survey  
No - Unable Person Speech ..... 7 End survey  
No - Unable Person Intellectual ..... 8 End survey  
Refused Person ..... 9 End survey

---

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

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

---

**If postcode differs from frame go to Q3b**

**Else go to Q5**

---

**Q. 3b** What is your suburb?

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

---

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

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

---

**The first few questions are about activities you may participate in. (READ OUT 1 - 12)**

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

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

---

**IF NONE OF THE ABOVE, PROMPT FOR:**

No gambling in last 12 months .....	13
Never Gambled .....	14
(Don't know/can't remember .....	15
Refused) .....	16

---

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

**If Q6 is 15 or 16 then END SURVEY**

**If Q6 = 13 or 14 and code > 0 go to Q4a**

**If Q6 = 13 or 14 and code = 0 go to Q16**

**Otherwise Go To Q7**

---

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

**Canadian Problem Gambling Index**

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

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

---

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

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

---

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

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

---

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

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

---

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

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

---

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

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

---

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

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

---

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

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



---

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

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

**End of CPGI (Scored Section)**

**CANADIAN PROBLEM GAMBLING INDEX**

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

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

<input type="checkbox"/> Never .....	0
<input type="checkbox"/> Rarely .....	1
<input type="checkbox"/> Sometimes .....	1
<input type="checkbox"/> Often .....	2
<input type="checkbox"/> Always .....	3
<input type="checkbox"/> Don't know/can't remember .....	0
<input type="checkbox"/> Refused .....	0

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

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

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

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

---

**SUB-SAMPLING:**

**If Q6 = 13 or 14 and code > 0 go to Q4a**

**Otherwise if Recreational Gambler and code > 0 go to Q4a**

**Otherwise go to next question**

---

**Q.16** Now I'd like you to think about things that happened in your life during the past 12 months. Which of the following life events did you experience in the last 12 months?

*(Allow more than one – read out 1 - 10) PROMPT: Anything else?*

Natural disaster such as flood or cyclone .....	1
Death of someone close to you .....	2
Separation and/or Divorce .....	3
Legal difficulties .....	4
Major injuries or illness to either yourself or someone close to you .....	5
Marriage or finding a relationship partner.....	6
Troubles with your work, boss or superiors .....	7
Major change to your financial situation .....	8
Increase in the number of arguments with someone you are close to .....	9
Major change in living or work conditions (eg new house, new job) .....	10
(Other 1 (Specify _____) .....	11
(Other 2 (Specify _____) .....	12
None of the above .....	13
Refused) .....	14

---

**If the respondent has responded said yes to any of 1-12 above AND they have gambled in the last 12 months, then go to Q17.**

**Otherwise go to Q18**

---

**Q.17** Considering that/those life event/s you mentioned, did any one particular life event trigger an increase in your gambling in the last 12 months, even if only temporarily? *(If more than one, record the biggest trigger)*

(Natural disaster such as flood or cyclone .....	1
Death of someone close to you .....	2
Separation and/or Divorce .....	3
Legal difficulties .....	4
Major injuries or illness to either yourself or someone close to you .....	5
Marriage or finding a relationship partner.....	6
Troubles with your work, boss or superiors .....	7
Major change to your financial situation .....	8
Increase in the number of arguments with someone you are close to .....	9
Major change in living or work conditions (e.g. renovations, new job) .....	10
((Other 1 _____) .....	11
(Other 2 _____) .....	12
None of the above .....	13
Refused) .....	99

**I am now going to read some statements about gambling on sporting events which I'd like you to tell me whether you strongly agree, agree, disagree, strongly disagree or neither agree or disagree. ROTATE Q18 AND Q19**

**Q.18** There should be a national ban on advertising gambling at sports grounds.

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

**Q.19** There should be a national ban on sporting team sponsorship by gambling companies (e.g. betting agencies).

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

**I am now going to read some statements about gambling in pubs, clubs and casinos which I'd like you to tell me whether you strongly agree, agree, disagree, strongly disagree or neither agree or disagree. (ROTATE Q20 AND Q21)**

**Q.20** If a person is concerned that a close family member is having problems with gambling, they should be able to have that family member banned from a gambling venue.

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

**Q.21** If a patron in a gambling venue is showing signs of gambling problems, it is appropriate for a staff member to approach them and offer help.

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

---

**Q.22** Have you heard or read about a pre-commitment scheme for people who play poker machines that allows them to set limits on the time and money they spend gambling?

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

---

**If Q22 =1 go to Q23 Otherwise go to Q24**

---

**Q.23** Who do you think a pre-commitment scheme would assist? (*Allow more than one – read out 1 - 4*)

People who play poker machines and have experienced problems because of their gambling .....	1
People who sometimes spend more time and money than they had planned .....	2
All people who play poker machines .....	3
It wouldn't assist anyone .....	4
(Other (Specify .....	5
Don't know) .....	6
(Refused) .....	7

---

**Q.24** Have you seen or heard any advertising encouraging people to gamble responsibly?

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

---

**Q. 25** Have you heard or read about the "Gambling helpline phone number"?

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

---

**Q. 26** Have you heard or read about face to face counselling services for gamblers in your area?

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

---

**Q.27** Have you heard or read about gambling help online?  
 (Yes ..... 1  
 No ..... 2  
 Don't know ..... 98  
 Refused) ..... 99

**Q.28** Did you know that people can ask to be excluded/banned from gambling at a venue?  
 (Yes ..... 1  
 No ..... 2  
 Don't know ..... 98  
 Refused) ..... 99

**If Q6=14 go to Q30**

**Q.29** At what age did you first start gambling using your own money?  
 (Record age ..... \_\_\_\_\_  
 Don't know/can't remember ..... 998  
 Refused) ..... 999

**Q. 30** Thinking about the last 12 months, would you say that you never, rarely, sometimes, often or very often withdraw money from an ATM in a pub or a club?  
 (Never ..... 1  
 Rarely ..... 2  
 Sometimes ..... 3  
 Often ..... 4  
 Very often ..... 5  
 Don't know/can't remember ..... 98  
 Refused) ..... 99

**If Q30 = 1, 98 or 99 go to Q32  
 Otherwise go to Q31**

**Q. 31** What do you use the money for? (*Allow more than one – Don't read out*)  
 (Gambling at that pub or club ..... 1  
 Food or meals at that pub or club ..... 2  
 Drinks at that pub or club ..... 3  
 Other expenses at that pub or club ..... 4  
 Spending outside that pub or club ..... 5  
 Other (*please specify*) ..... 6  
 Don't know/can't remember ..... 7  
 Refused) ..... 8

**Q. 32** Thinking about the last 12 months, would you say that you never, rarely, sometimes, often or very often withdraw money using EFTPOS in a pub or a club?  
 (Never ..... 1  
 Rarely ..... 2  
 Sometimes ..... 3  
 Often ..... 4  
 Very often ..... 5  
 Don't know/can't remember ..... 98  
 Refused) ..... 99

If Q32 = 2,3,4 or 5 go to Q33  
 Otherwise if Q6 = 13 or 14 then go to Q91  
 Otherwise if Q6 includes 1 go to Q34  
 Otherwise if Q6 includes 2 go to Q43  
 Otherwise if Q6 includes 3 go to Q47  
 Otherwise if Q6 includes 4 go to Q51  
 Otherwise if Q6 includes 5 go to Q53  
 Otherwise if Q6 includes 6 go to Q55  
 Otherwise if Q6 includes 7 go to Q56  
 Otherwise if Q6 includes 8 go to Q60  
 Otherwise if Q6 includes 9 go to Q61  
 Otherwise if Q6 includes 11 go to Q62  
 Otherwise go to Q63

**Q. 33** What do you use the money for? (*Allow more than one – Don't read out*)

(Gambling at that pub or club .....	1
Food or meals at that pub or club .....	2
Drinks at that pub or club .....	3
Other expenses at that pub or club .....	4
Spending outside that pub or club .....	5
Other ( <i>please specify</i> ) .....	6
Don't know/can't remember .....	7
Refused) .....	8

If Q6 = 13 or 14 then go to Q91  
 Otherwise If Q6 includes 1 go to Q34  
 Otherwise if Q6 includes 2 go to Q43  
 Otherwise if Q6 includes 3 go to Q47  
 Otherwise if Q6 includes 4 go to Q51  
 Otherwise if Q6 includes 5 go to Q53  
 Otherwise if Q6 includes 6 go to Q55  
 Otherwise if Q6 includes 7 go to Q56  
 Otherwise if Q6 includes 8 go to Q60  
 Otherwise if Q6 includes 9 go to Q61  
 Otherwise if Q6 includes 11 go to Q62  
 Otherwise go to Q63

**The following questions are about your gambling activities.**

**Q. 34** Over the last 12 months, how often have you usually **played poker machines or gaming machines?**

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

**Q. 35** Thinking about the last time you played **poker machines or gaming machines**, approximately how much did you spend on that occasion?

(Record spend) .....	
(Don't know/can't remember .....	999998
Refused) .....	999999

**Q. 36** What kind of gaming machine do you **usually** play?

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

**Q. 37** Do you bet more than 1 line at each press of the button, would you say never, rarely, sometimes, often or always?  
(INTERVIEWER NOTE: for example most gaming machines allow you to be multiple lines such as 5, 10, 15, 25 lines on a single press of the button)

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

---

**If Q37 includes 2, 3, 4 or 5 go to Q38**  
**If Q37 is 1, 98 or 99 then go to Q39**

**Q. 38** How many lines do you usually play on those occasions?  
(Record lines) .....

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

**Q. 39** Do you ever bet more than 1 credit per line, would you say never, rarely, sometimes, often or always?

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

---

**If Q39 includes 2, 3, 4 or 5 go to Q40**  
**If Q39 is 1, 98 or 99 then go to Q41**

**Q. 40** How many credits do you usually play on those occasions?  
(Record credits) .....

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

**Q. 41** Would you use a system that allowed you to set limits on the **time** you spend playing gaming machines?

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

---

**Q. 42** Would you use a system that allowed you to set limits on the **money** you spend playing gaming machines?

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

---

**If Q6 includes 2 go to Q43**  
**Otherwise if Q6 includes 3 go to Q47**  
**Otherwise if Q6 includes 4 go to Q51**  
**Otherwise if Q6 includes 5 go to Q53**  
**Otherwise if Q6 includes 6 go to Q55**  
**Otherwise if Q6 includes 7 go to Q56**  
**Otherwise if Q6 includes 8 go to Q60**  
**Otherwise if Q6 includes 9 go to Q61**  
**Otherwise if Q6 includes 11 go to Q62**  
**Otherwise go to Q63**

---

**Q.43** Over the last 12 months, how often have you usually **bet on horse, harness or greyhound races excluding sweeps?**  
(Record either week/month/year) .....

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

---

**Q.44** 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: (*MULTIPLE RESPONSE – read out 1-6*)  
PROMPT: Anywhere else?

At a race track .....	1
At a club or hotel .....	2
At a stand-alone TAB .....	3
Via the internet .....	4
Via the phone .....	5
With SMS .....	6
Other (please specify) .....	7
(Don't know/can't remember .....	8
Refused) .....	9

---

**If above question includes 4 AND another option go to Q45**  
**If above question is ONLY 4 go to Q46**  
**If above question does not include 4 go to Q46**

---

**Q. 45** Over the last 12 months, how often have you used the internet to bet on horse, harness or greyhound races?  
(Record either week/month/year) .....

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

---

**Q. 46** Thinking about the last time you placed bets on horse, harness or greyhound racing, approximately how much did you spend on that occasion?  
(Record spend) .....

(Don't know/can't remember .....	999998
Refused) .....	999999

---

If Q6 includes 3 go to Q47  
Otherwise if Q6 includes 4 go to Q51  
Otherwise if Q6 includes 5 go to Q53  
Otherwise if Q6 includes 6 go to Q55  
Otherwise if Q6 includes 7 go to Q56  
Otherwise if Q6 includes 8 go to Q60  
Otherwise if Q6 includes 9 go to Q61  
Otherwise if Q6 includes 11 go to Q62  
Otherwise go to Q63

---

**Q.47** In the last 12 months, how often have you usually **bought lottery products such as scratch-its, lotto draws or lottery tickets?**

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

---

**Q.48** In the last 12 months, have you used the internet to purchase lottery products?

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

---

**If Q48 = 1 go to Q49 Otherwise go to Q50**

---

**Q.49** In the last 12 months, how often have you used the internet to purchase lottery products?

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

---

**Q.50** Thinking about the last time you purchased lottery products, approximately how much did you spend on that occasion?

(Record spend) .....  
(Don't know/can't remember ..... 999998  
Refused) ..... 999999

---

If Q6 includes 4 go to Q51  
Otherwise if Q6 includes 5 go to Q53  
Otherwise if Q6 includes 6 go to Q55  
Otherwise if Q6 includes 7 go to Q56  
Otherwise if Q6 includes 8 go to Q60  
Otherwise if Q6 includes 9 go to Q61  
Otherwise if Q6 includes 11 go to Q62  
Otherwise go to Q63

---

**Q. 51** Over the last 12 months, how often have you usually **played keno at a club, hotel, casino or other place?**

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

---

**Q. 52** Thinking about the last time you played **Keno**, approximately how much did you spend on that occasion?

(Record spend) .....  
(Don't know/can't remember ..... 999998  
Refused) ..... 999999

---



If Q6 includes 5 go to Q53  
Otherwise if Q6 includes 6 go to Q55  
Otherwise if Q6 includes 7 go to Q56  
Otherwise if Q6 includes 8 go to Q60  
Otherwise if Q6 includes 9 go to Q61  
Otherwise if Q6 includes 11 go to Q62  
Otherwise go to Q63

---

**Q.53** In the last 12 months, how often have you usually **played table games at a casino such as blackjack or roulette?**  
(Record either week/month/year) .....  
(Don't know/can't remember ..... 9998  
Refused) ..... 9999

---

**Q. 54** Thinking about the last time you played **table games at a casino**, approximately how much did you spend on that occasion?  
(Record spend) .....  
(Don't know/can't remember ..... 9999998  
Refused) ..... 9999999

---

If Q6 includes 6 go to Q55  
Otherwise if Q6 includes 7 go to Q56  
Otherwise if Q6 includes 8 go to Q60  
Otherwise if Q6 includes 9 go to Q61  
Otherwise if Q6 includes 11 go to Q62  
Otherwise go to Q63

---

**Q.55** In the last 12 months, how often have you usually **played bingo at a club or hall or other place?**  
(Record either week/month/year) .....  
Don't know/can't remember ..... 9998  
Refused) ..... 9999

---

If Q6 includes 7 go to Q56  
Otherwise if Q6 includes 8 go to Q60  
Otherwise if Q6 includes 9 go to Q61  
Otherwise if Q6 includes 11 go to Q62  
Otherwise go to Q63

---

**Q.56** In the last 12 months, how often have you usually **gambled on a sporting event like football, cricket or tennis?**  
(Record either week/month/year) .....  
(Don't know/can't remember ..... 9998  
Refused) ..... 9999

---

**Q.57** Over the last 12 months, when you have placed bets on sporting events, how have you placed your bets? Would that be: (*MULTIPLE RESPONSE – read out 1-5*) PROMPT; Anywhere else?  
At a club or hotel ..... 1  
At a stand-alone TAB ..... 2  
Via the internet ..... 3  
Via the phone ..... 4  
With SMS ..... 5  
Other (please specify) ..... 6  
(Don't know/can't remember ..... 7  
Refused) ..... 8

---

If Q57 includes 3 AND another option go to Q58  
If above question is ONLY 3 go to Q59  
If above question does not include 3 go to Q59

---

**Q.58** Over the last 12 months, how often have you used the internet to bet on sporting events?

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

---

**Q. 59** Thinking about the last time you placed bets on sporting events, approximately how much did you spend on that occasion?

(Record spend) .....  
(Don't know/can't remember ..... 999998  
Refused) ..... 999999

---

**If Q6 includes 8 go to Q60**  
**Otherwise if Q6 includes 9 go to Q61**  
**Otherwise if Q6 includes 11 go to Q62**  
**Otherwise go to Q63**

---

**Q.60** In the last 12 months, how often have you usually played card games like poker privately for money?

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

---

**If Q6 includes 9 go to Q61**  
**Otherwise if Q6 includes 11 go to Q62**  
**Otherwise go to Q63**

---

**Q.61** In the last 12 months, how often have you usually **played mahjong, dice or other games privately for money?**

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

---

**If Q6 includes 11 go to Q62**  
**Otherwise go to Q63**

---

**Q.62** In the last 12 months, how often have you **used the internet to play casino games or poker for money?**

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

---

**Control of gambling**

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

**Q. 63** You have difficulty resisting the opportunity to gamble would you say never, rarely, sometimes, often or always?

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

---

**Q. 64** You have difficulty limiting the size of the bets you place, would you say never, rarely, sometimes, often or always?

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

---

**Q. 65** You continue to gamble after you have reached your limit, would you say never, rarely, sometimes, often or always?

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

---

**Q. 66** You have difficulty limiting the amount of money you spend, would you say never, rarely, sometimes, often or always?

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

---

**Q. 67** You have difficulty stopping play, would you say never, rarely, sometimes, often or always?

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

---

**Q. 68** You have difficulty limiting the amount of time you spend gambling, would you say never, rarely, sometimes, often or always?

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

---

**Q. 69** Your desire to gamble is too strong to control, would you say never, rarely, sometimes, often or always?

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

---

**Q. 70** Do you have any loyalty cards for the venues at which you gamble?

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

---

**If Low, Moderate or Problem Gambler go to Q71**  
**Otherwise if Q6=1 or Q6=4 or Q6=5**  
**Or Q44 includes 2 or 3**  
**Or Q57 includes 1 or 2 GO TO QUESTION 76**  
**Otherwise go to Q91.**

---

**Gambling Beliefs**

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

**Q. 71** Even if you are losing, you should continue because you don't want to miss a win.

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

---

**Q. 72** "Near misses" remind you that a win is just around the corner.

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

---

**Q.73** When you lose money, you try to win it back.

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

---

**Q.74** After losing many times in a row, you are more likely to win

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

---

**Q. 75** You could win more if you used a certain system or strategy.

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

---

If Q6=1 or Q6=4 or Q6=5 or

Q44 includes 2 or 3

Or Q57 includes 1 or 2 GO TO QUESTION 76

Otherwise go to question 77.

---

**Q.76 The following questions are about gambling venues, which include clubs, hotels, casinos and TAB outlets.**

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

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

---

**If Low, Moderate or Problem Gambler go to Q77  
Otherwise go to Q91**

---

**Q.77** These next questions are about how gambling can adversely affect people. I'm going to read out some statements and I'd like you to tell me whether any of these outcomes have resulted from your gambling over the last 12 months. (Read out 1 – 8. Allow more than one.)  
(Each is a yes/no question)

Poorer job performance	1
Resulted in you changing jobs	2
Resulted in your dismissal from work	3
Left you with not enough time to look after your family's interests	4
Resulted in you being declared bankrupt	5
Led to the breakup of an important relationship in your life, in divorce or separation	6
Led you to obtain money illegally, even if you intended to pay it back	7
Led to trouble with the police	8
(None of the above	9
Refused)	10

---

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

**Q. 78** If you or a member of your family were experiencing a problem with gambling where would you go for help with that problem? (*Allow more than one – Don't read out*)

(Gambling Help Services .....	1
Gambling Helpline .....	2
Centacare .....	3
Relationships Australia .....	4
Lifeline .....	5
An alcohol and drug service/an addictions service .....	6
Gamblers Anonymous .....	7
Salvation Army .....	8
St Vincent De Paul .....	9
Doctors .....	10
Counsellor .....	11
Social worker .....	12
Family or friends .....	13
Internet .....	14
Psychologist .....	15
Psychiatrist .....	16
Church groups .....	17
Community support group .....	18
Gambling help online .....	19
Other ( <i>please specify</i> ).....	20
(Don't know .....	21
Refused) .....	22

**Q. 79** 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? (*Read out 1 – 8. Allow more than one.*)

By telephone .....	1
Face to face counselling .....	2
Internet .....	3
Mail .....	4
Self help manuals .....	5
On-line counselling .....	6
Venue staff member .....	7
In-venue face-to-face counselling .....	8
Other ( <i>please specify</i> ) .....	9
(No help required .....	10
Don't know .....	11
Refused) .....	12

**Q.80** In the last 12 months, have you wanted help for problems related to your gambling?

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

**Q.81** In the last 12 months, have you tried to get any sort of help for problems related to your gambling, such as professional or personal help?

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

**If Q81 = 1 go to Q82**

**If Q81 = 2 go to Q83**

**Otherwise go to Q84**

**Q. 82** What prompted you to seek help for your gambling problems? (*Allow more than one.*)

(Financial problems .....	1
Relationship problems .....	2
Legal problems .....	3
Work/employment problems .....	4
Someone urged you to go .....	5
Felt depressed/worried .....	6
Fraud .....	7
Referral from other counsellors .....	8
Other ( <i>please specify</i> ) .....	9
Don't know/can't remember .....	10
Refused) .....	11

---

**Skip to Q84**

---

**Q. 83** Is there any reason you didn't seek help for problems related to gambling? (*Allow more than one.*)

(Didn't know where to go .....	1
Too embarrassed to see a counsellor .....	2
The kind of help I wanted wasn't available locally .....	3
Thought I could beat the problem on my own .....	4
I don't consider I have a problem .....	5
Other ( <i>please specify</i> ) .....	6
Don't know/can't remember .....	7
Refused) .....	8

---

**Q. 84** Has anyone in your immediate family ever had an alcohol or drug problem?

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

---

**Q. 85** Have you felt you might have an alcohol or drug problem?

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

---

**Q. 86** In the last 12 months, have you gambled while under the influence of alcohol or legal or illegal drugs?

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

---

**Q. 87** In the last 12 months, have you felt seriously depressed?

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

---

**Q. 88** In the last 12 months, have you been under a doctor's care because of depression or stress related issues?

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

---

**Q. 89** Have you ever seriously thought about or attempted suicide as a result of your gambling?  
(Yes ..... 1  
No ..... 2  
Don't know/can't remember ..... 98  
Refused) ..... 99

---

**If Q89=1 go to Q90  
Otherwise go to Q91**

---

**Q. 90** Have you thought like that in the last 12 months?  
(Yes ..... 1  
No ..... 2  
Don't know/can't remember ..... 98  
Refused) ..... 99

---

**IF YES ABOVE CONTINUE, OTHERWISE SKIP TO Q91**

---

**Q. 90a** Would you like the contact details of someone that you can talk to?  
(Yes ..... 1  
No ..... 2  
Unsure) ..... 99

---

**IF YES ABOVE CONTINUE, OTHERWISE SKIP TO Q91**

---

**Q. 90b** Would you like the contact details of someone that you can talk to?  
 Gambling Helpline 1800 858 858 (which can also link the person to their nearest face-to-face Gambling Help service)  
 [www.gamblinghelponline.org.au](http://www.gamblinghelponline.org.au), which offers 24 hour, 7 day a week email and chat based support  
 Lifeline 13 11 14  
 Note that Gambling Help Online is email/chat based so they don't physically talk to someone; Lifeline is an appropriate organisation for a crisis response.

---

**Q. 91** Has anyone in your immediate family ever had a gambling problem?  
(Yes ..... 1  
No ..... 2  
Don't know/can't remember ..... 98  
Refused) ..... 99

---

**Q. 92** Have you ever experienced any of the following problems because of someone else's gambling? (READ OUT 1 – 3 and 5, allow more than one)  
Emotional ..... 1  
Financial ..... 2  
Relationships ..... 3  
(Other (Specify) ..... 4  
Haven't experienced any problems ..... 5  
Don't know/can't remember ..... 6  
Refused) ..... 7

---



The following questions are for statistical purposes only.

**Q. 4a** Can I have your date of birth?

Gives date of birth ..... 1

Refuses/reluctant) ..... 99

---

**If Q4a = 1 go to Q4b If Q4a = 99 go to Q4c**

---

**Q. 4b** Day/Month/Year? (*Prompt for year of birth only if respondent is uneasy*)

Gives date of birth .....

---

**IF Q.4a = 99, otherwise Go to Q93**

---

**Q. 4c** Would you mind giving me your age in years?

Records age ..... 1

Refuses/reluctant) ..... 99

---

**IF Q4c = 1, go to Q4d**

**IF Q4c = 99, do to Q4e**

---

Q. 4d Gives age in years .....

---

**IF Q.4c = 99, otherwise Go to Q93**

---

**Q. 4e** Would you be willing to say which of the following categories your age is in?

18 – 24..... 1

25 – 34..... 2

35 – 44..... 3

45 – 54..... 4

55 – 64..... 5

65 years or over ..... 6

(Refused) ..... 7

---

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

**Recreational Gambler and code > 0 Skip to 95**

**Otherwise go to Q93.**

---

**Q. 93** In which country were you born?

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

---

**Q. 95** What is your highest educational qualification?

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

---

**If Q6 = 13 or 14 and code > 0 go to Q99**

**Otherwise if Recreational Gambler and code > 0 go to Q99**

**Otherwise go to Q96**

---

**Q. 96** Which of the following best describes what you currently do? (**Read out 1-10**)

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

---

**Q. 97** How would you describe your current marital status?

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

**Q. 98** Do you identify yourself as Aboriginal or Torres Strait Islander? (*Allow more than one*)

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

**Q. 99a** Is your **personal** annual income, before tax, including pensions, income from investments and family allowances under \$57,000, or \$57,000 or more?

(Under \$57,000 .....	1
\$57,000 or more .....	2
Don't know .....	98
Refused) .....	99

**If Q99a = 1 go to Q99b**  
**If Q99a = 2 go to Q99d**  
**If Q6 = 13 or 14 and code > 0 OR**  
**Recreational Gambler and code > 0, END SURVEY**  
**Otherwise go to Q100.**  
**Q99a = 98 or 99 go to Q100**  
**Otherwise go to Q100**

**Q. 99b** Is your **personal** annual income under \$34,000, or \$34,000 or more?

(Under \$34,000 .....	1
\$34,000 or more .....	2
Don't know .....	98
Refused) .....	99

**If Q99b = 1 go to Q99c**  
**If Q6 = 13 or 14 and code > 0 OR**  
**Recreational Gambler and code > 0, END SURVEY**  
**Otherwise go to Q100.**  
**Q99b = 2, 98 or 99 go to Q100**  
**Otherwise go to Q100**

**Q. 99c** Is your **personal** annual income under \$23,000, or \$23,000 or more?

(Under \$23,000 .....	1
\$23,000 or more .....	2
Don't know .....	98
Refused) .....	99

**If Q6 = 13 or 14 and code > 0 OR**  
**Recreational Gambler and code > 0, END SURVEY**  
**Otherwise go to Q100.**

**Q. 99d** Is your **personal** annual income under \$68,000, or \$68,000 or more?

(Under \$68,000 .....	1
\$68,000 or more .....	2
Don't know .....	98
Refused) .....	99

If Q99d = 2 go to Q99e  
 If Q6 = 13 or 14 and code > 0 OR  
 Recreational Gambler and code > 0, END SURVEY  
 Otherwise go to Q100.  
 Q99d = 1, 98 or 99 go to Q100  
 Otherwise go to Q100

**Q. 99e** Is your **personal** annual income under \$110,000, or \$110,000 or more?  
 (Under \$110,000 ..... 1  
 \$110,000 or more ..... 2  
 Don't know ..... 98  
 Refused) ..... 99

If Q6 = 13 or 14 and code > 0 OR  
 Recreational Gambler and code > 0, END SURVEY  
 Otherwise go to Q100.

**Q. 100** Are you the only income earner in the household?  
 (Yes ..... 1  
 No ..... 2  
 Don't know ..... 98  
 Refused) ..... 99

If Q100 = 2 and Q99c = 1 go to Q100a  
 If Q100 = 2 and Q99c = 2 go to Q100b  
 If Q100 = 2 and Q99b = 2 go to Q100c  
 If Q100 = 2 and Q99d = 1 go to Q100d  
 If Q100 = 2 and Q99e = 1 go to Q100e  
 If Q100 = 2 and Q99e = 2, END SURVEY  
 If Q100 = 1, 98 or 99, END SURVEY

**Q. 100a** Is your annual **household** income, before tax, including pensions, income from investments and family allowances, under \$23,000, or \$23,000 or more?  
 (Under \$23,000 ..... 1  
 \$23,000 or more ..... 2  
 Don't know ..... 98  
 Refused) ..... 99

If Q100a = 1, 98 or 99, END SURVEY  
 If Q100a = 2 go to Q100b

**Q. 100b** Is your annual **household** income, before tax, including pensions, income from investments and family allowances, under \$34,000, or \$34,000 or more?  
 (Under \$34,000 ..... 1  
 \$34,000 or more ..... 2  
 Don't know ..... 98  
 Refused) ..... 99

If Q100b = 1, 98 or 99, END SURVEY  
 If Q100b = 2 go to Q100c

**Q. 100c** Is your annual **household** income, before tax, including pensions, income from investments and family allowances under \$57,000, or \$57,000 or more?  
 (Under \$57,000 ..... 1  
 \$57,000 or more ..... 2  
 Don't know ..... 98  
 Refused) ..... 99

If Q100c = 1, 98 or 99, END SURVEY  
 If Q100c = 2 go to Q100d

---

**Q. 100d** Is your annual **household** income, before tax, including pensions, income from investments and family allowances under \$68,000, or \$68,000 or more?

(Under \$68,000 ..... 1  
\$68,000 or more ..... 2  
Don't know ..... 98  
Refused) ..... 99

---

**If Q100d = 1, 98 or 99, END SURVEY**

**If Q100d = 2 go to Q100e**

---

**Q. 100e** Is your annual **household** income under \$110,000, or \$110,000 or more?

(Under \$110,000 ..... 1  
\$110,000 or more ..... 2  
Don't know ..... 98  
Refused) ..... 99

---

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

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

**Thank you very much for your assistance.**

