

Office of Regulatory Policy

Queensland Household Gambling Survey

2016-17



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Executive summary

Introduction

The purpose of this report is to outline the findings from the *Queensland Household Gambling Survey 2016–17*. 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 Queensland Government Statistician's Office.

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 2016–17 survey was conducted from the end of October to early December 2016. The second wave was conducted from mid-February to early April 2017.

Scope of the survey

The in-scope population for the 2016–17 Queensland Household Gambling Survey was adults aged 18 years or older who were residents in occupied private dwellings across Queensland that have either a landline or mobile telephone. 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 2016–17 Queensland Household Gambling Survey were randomly selected across 10 Queensland regions. The sample was designed to provide results for 10 Queensland regions. The regions were derived from the SA4 (2011) regions of the Australian Statistical Geography Standard. Sample sizes for each region were proportional to the population estimates of each region. The sample achieved in each region ranged from 7 355 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 (CPGI). 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.

In addition to the problem gambling screening tool, all respondents were asked basic demographic questions and the gambling activities they had participated during the past 12 months. The full questionnaire was completed by all low risk, moderate risk and problem gamblers, and a subsample of recreational gamblers and non-gamblers.

Gambling participation

All survey respondents were asked whether they had participated in each of 16 gambling activities during the previous 12 months.

- Lottery products (including lotto, instant scratch tickets and other lotteries) were clearly the most popular, with 54.9 per cent of the Queensland adult population having purchased such products in the previous 12 months.
- Art union tickets rated second, followed closely by gaming machines, in terms of participation. About 25 per cent of Queensland adults had either purchased art union tickets or played gaming machines in the previous 12 months.
- About 18 per cent of Queensland adults had bet on horse, harness or greyhound races and 15 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 the different age groups.

Gambling group prevalence statistics

Prevalence figures from the 2016–17 survey are compared with findings from previous surveys in the table below. When comparing the results of the 2011–12 and 2016–17 surveys with previous years, it must be noted that the sampling methodology used in those surveys 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 2016–17 survey indicate that 0.51 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.

Comparing the results of the two most recent surveys, there appears to be some small but significant changes from 2011–12 to 2016–17. The prevalence of non-gambling, low risk and moderate risk gambling have slightly increased, whereas the prevalence of recreational gambling has slightly declined.

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

	Percentage estimates					
	2001	2003–04	2006–07	2008–09	2011–12	2016–17
Non-gambling	15.1%	19.7%	24.7%	25.3%	26.2%	29.2%
Recreational gambling	73.2%	72.4%	67.3%	68.0%	66.3%	61.4%
Low risk gambling	8.2%	5.3%	5.7%	4.7%	5.2%	6.4%
Moderate risk gambling	2.7%	2.0%	1.8%	1.6%	1.9%	2.5%
Problem gambling	0.83%	0.55%	0.47%	0.37%	0.48%	0.51%
Total	100%	100%	100%	100%	100%	100%

Source: *Queensland Household Gambling Surveys 2001, 2003–04, 2006–07, 2008–09, 2011–12 and 2016–17.*

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.

Approximately 6 per cent of recreational gamblers who had played gaming machines had done so more than 24 times during the previous year. However, among the at-risk gamblers who had played gaming machines, about 31 per cent of moderate risk gamblers and 64* per cent¹ 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 or novelty events. Overall about 12.3 per cent of adult Queenslanders had gambled using the internet.

Gamblers were overall more likely to have placed bets on horse, harness or greyhound races at a club or hotel (37.7 per cent), a stand-alone TAB (31.0 per cent) and the internet, using a website or mobile app (28.2 per cent) in the previous year. Among those who had placed bets on horse, harness or greyhound races, women and those aged 55 years or more were significantly less likely to have placed bets via the internet, using a website or mobile app in the last 12 months.

Overall, gamblers most often used a mobile device (over 70 per cent) when placing bets on horse, harness or greyhound races, or on sporting or novelty events over the internet during the previous year. Interestingly, over 50 per cent of those aged 55 years or more most often used a computer (rather than a mobile device) to place bets on sporting or novelty events over the internet in the last 12 months.

Sportsbet was the most often used bookmaker for placing bets on horse, harness or greyhound races, or on sporting or novelty events over the internet in the previous year. Among those who had placed bets over the internet, about one in two people had used Sportsbet in the last 12 months.

Playing gambling-type games over the internet has become a form of socialisation for Queensland adults. Among those who had played this type of games over the internet in the previous 12 months, almost all adult Queenslanders (over 90 per cent) 'never' or 'rarely' played gambling-simulation games that can be played via the internet or a mobile app. There were however some differences between the at-risk gambling groups and between the different age groups in terms of how often people played simulated gambling games in the previous year.

Problem gambling behaviours and correlates

Among low risk, moderate risk and problem gamblers, the most commonly reported problems associated with gambling were betting more than they could really afford to lose, going back another day to win back losses and feeling guilty about gambling. Interestingly, almost 60 per cent of moderate risk gamblers had felt that they might have a problem with gambling in the last 12 months. Over three quarters of problem gamblers reported that they had 'sometimes', 'often' or 'always' experienced a problem with gambling in the previous year.

Almost all problem gamblers (over 90 per cent) had experienced gambling-related health problems, and about three quarters of them had experienced financial problems associated with their gambling during the previous year.

All survey respondents were asked whether they had experienced problems because of someone else's gambling. Overall, about 7 per cent of Queensland adults had experienced emotional problems because of someone else's gambling, 6 per cent had experienced financial problems and 5 per cent had experienced relationship problems. The results also indicated that about 14* per cent

¹ 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 **.

of problem gamblers had experienced each of these kinds of problems because of someone else's gambling.

Almost half of all low risk, moderate risk and problem gamblers had gambled while under the influence of alcohol or other drugs. About 19 per cent of low risk gamblers, 22 per cent of moderate risk gamblers and 52 per cent of problem gamblers had felt seriously depressed in the last 12 months.

Help-seeking and awareness of help services

Approximately 1** per cent of low risk gamblers, 2* per cent of moderate risk gamblers and 30 per cent of problem gamblers had wanted help for problem gambling.

Approximately 2* per cent of moderate risk gamblers and 20* per cent of problem gamblers had tried to get help for problems related to their gambling.

Among those in the at-risk groups, the most common choices for help with gambling-related problems were Gambling Helpline (almost 40 per cent), followed by Gamblers Anonymous (14.4 per cent), family and friends (13.8 per cent), internet (10.5 per cent) and a counsellor (10.0 per cent).

Face-to-face counselling was the most popular method for gamblers to receive help with gambling-related problems—preferred by two-thirds of all low risk, moderate risk and problem gamblers. The other preferred method was telephone counselling (32.2 per cent).

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

- 70.3 per cent of Queensland adults were aware of the gambling helpline telephone number.
- 22.8 per cent of Queensland adults were aware of face-to-face counselling services for gamblers in their area.
- 56.8 per cent of Queensland adults were aware that people can ask to be excluded or banned from gambling at a venue.

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

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 15 per cent of the Queensland adult population were 18–34 year-old males, this group made up:

- 30 per cent of the low risk gambling group
- 25 per cent of the moderate risk gambling group
- 29* per cent of the problem gambling group.

Gambling in Queensland regions

For each of the major gambling activities, there were some regions where participation was significantly higher than others. For example, on the Fitzroy region, about 33 per cent of adults had played gaming machines in the previous 12 months. This was higher participation than at Brisbane (23 per cent) and Townsville (22 per cent).

There was some evidence that gambling is a more popular activity in some regional areas than in Brisbane. In Brisbane, about 32 per cent of adults had *not* gambled in the previous 12 months. Gambling was more popular in the Gold Coast, Sunshine Coast, Wide Bay, Fitzroy, Mackay and Queensland Outback regions where the percentages of people who had *not* gambled in the previous year ranged from 22 to 26 per cent.

The survey results also show that Fitzroy (10.8 per cent) had a slightly higher prevalence of low risk gambling than Queensland as a whole (6.4 per cent), and higher than Brisbane (6.3 per cent), Wide Bay (5.2 per cent) and Sunshine Coast (4.4 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, 2008–09 and 2011–12. This report presents the results of the most recent Queensland Household Gambling Survey, conducted in 2016–17.

The Queensland Household Gambling Surveys have been based on a consistent core set of questions, and have been conducted by the Queensland Government Statistician's Office (QGSO). 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. In the 2016–17 survey, some additional information were collected that are of policy interest. This relates to new questions on location of betting and gambling using the internet, as well as poker/gaming machine and gambling-simulation games.

The survey results 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 2016–17
- 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 2016–17 was conducted by the Queensland Government of Statistician's Office.

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 2016–17 survey was conducted from the end of October to early December 2016. The second wave was conducted from mid-February to early April 2017. 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 7 268 in Brisbane to 266 in Queensland Outback.

The in-scope population for the survey was adults (aged 18+) who reside in occupied private dwellings in Queensland that have either a landline or mobile telephone.

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 and 2016–17 survey were different from the frames used in previous Queensland Household Gambling Surveys, which only included landline telephone numbers. It is likely that the 2011–12 and 2016–17 surveys are 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
- all recreational gamblers who had participated in four or more gambling activities in the 12 months prior to the survey
- all recreational gamblers who had participated in casino table games, sports betting, fantasy sports, e-sports and novelty events in the 12 months prior to the survey
- a randomly selected subsample of 10 per cent of recreational gamblers who had participated in less than four gambling activities (excluding casino table games, sports betting, fantasy sports, e-sports and novelty events)
- 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)². The same screening tool was used in the same form in the 2001, 2003–04, 2006–07, 2008–09, 2011–12 and 2016–17 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.

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 36.6%. 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

² Canadian Centre for Substance Abuse 2001. *The Canadian Problem Gambling Index: Final Report* Ferris J and Wynne H

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 that the value is a relatively accurate representation of the population. Upper and lower intervals, which are widely distributed, indicate that 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 16 different gambling activities over the previous 12 months. They could provide more than one response.

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 54.9 per cent of the adult population reporting having purchased such products in the previous 12 months.

Art union tickets and gaming machines both rated second in terms of participation, with about 25 per cent of Queensland adults having purchased art union tickets or played gaming machines in the previous 12 months.

The next most popular gambling activities were betting on horse, harness or greyhound races (18.3 per cent) and keno (15.2 per cent).

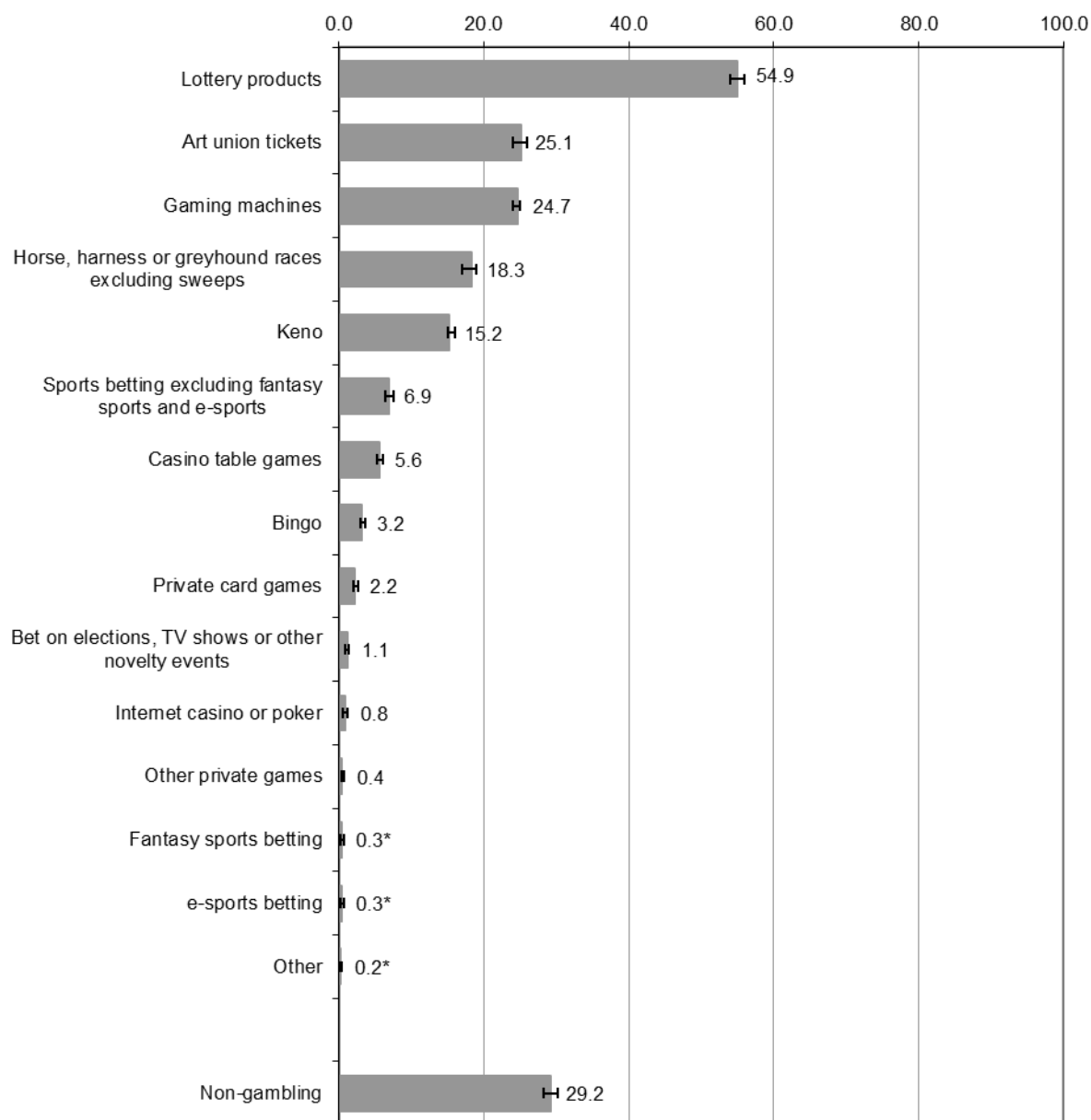
The timing of the survey interviews has had some impact on the participation rate for wagering on horse, harness and greyhound races (excluding sweeps). The survey interviews were conducted in two separate periods called 'waves'. The proportion of people who had participated in wagering on horse, harness or greyhound races was higher in the first wave (20.6 per cent) than in the second wave (15.8 per cent). The first wave of interviews took place from the end of October to early December 2016, around the time of the Melbourne Cup. The second wave of interviews took place from mid-February to early April 2017. 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.

Betting on sports (excluding fantasy sports and e-sports) was closely followed by casino table games played by the respondents, with participation rates of about 6.9 per cent and 5.6 per cent respectively.

Gambling activities that had participation rates of 3 per cent or less were: bingo, card games played privately for money, betting on events (e.g. elections, TV shows), internet casino games or poker, other games played privately for money (e.g. dice games). Betting on fantasy sports and e-sports were also among the least popular choices of gambling, both with participation rates of about 0.3* per cent.

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 three adult Queenslanders (29.2 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.

Note: Responses 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 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 purchased lottery products and art union tickets, and played gaming machines.

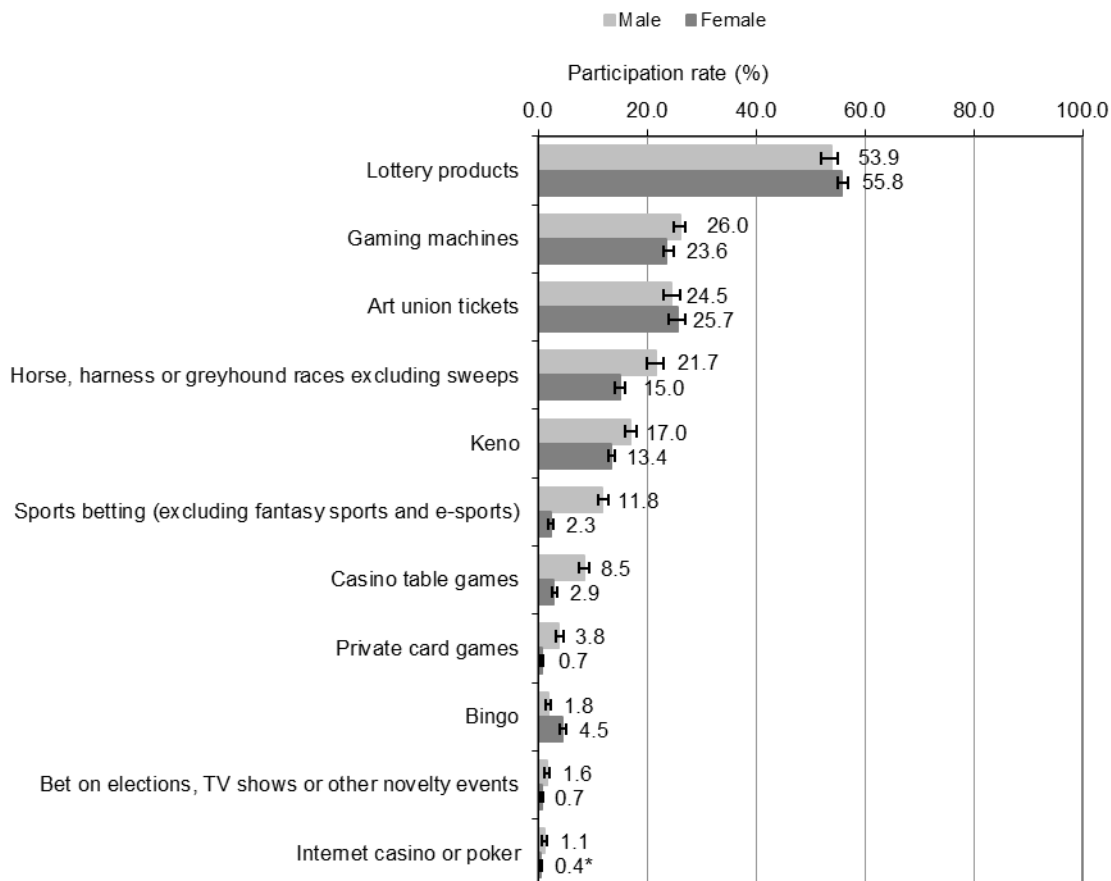
Women had higher participation rates than men for:

- playing bingo (4.5 per cent of women and 1.8 per cent of men)

Men had higher participation rates than women for:

- betting on horse, harness and greyhound races excluding sweeps (21.7 per cent of men and 15.0 per cent of women)
- playing keno (17.0 per cent of men and 13.4 per cent of women)
- betting on sporting events (11.8 per cent of men and 2.3 per cent of women)
- playing table games at a casino (8.5 per cent of men and 2.9 per cent of women)
- playing card games privately for money (3.8 per cent of men and 0.7 per cent of women)
- betting on elections, TV shows or other novelty events (1.6 per cent of men and 0.7 per cent of women)
- using the internet to play casino games or poker (1.1 per cent of men and 0.4* 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.

Note: Responses 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 F2 in Appendix One, including activities where participation was very small which are not shown on the graph.

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:

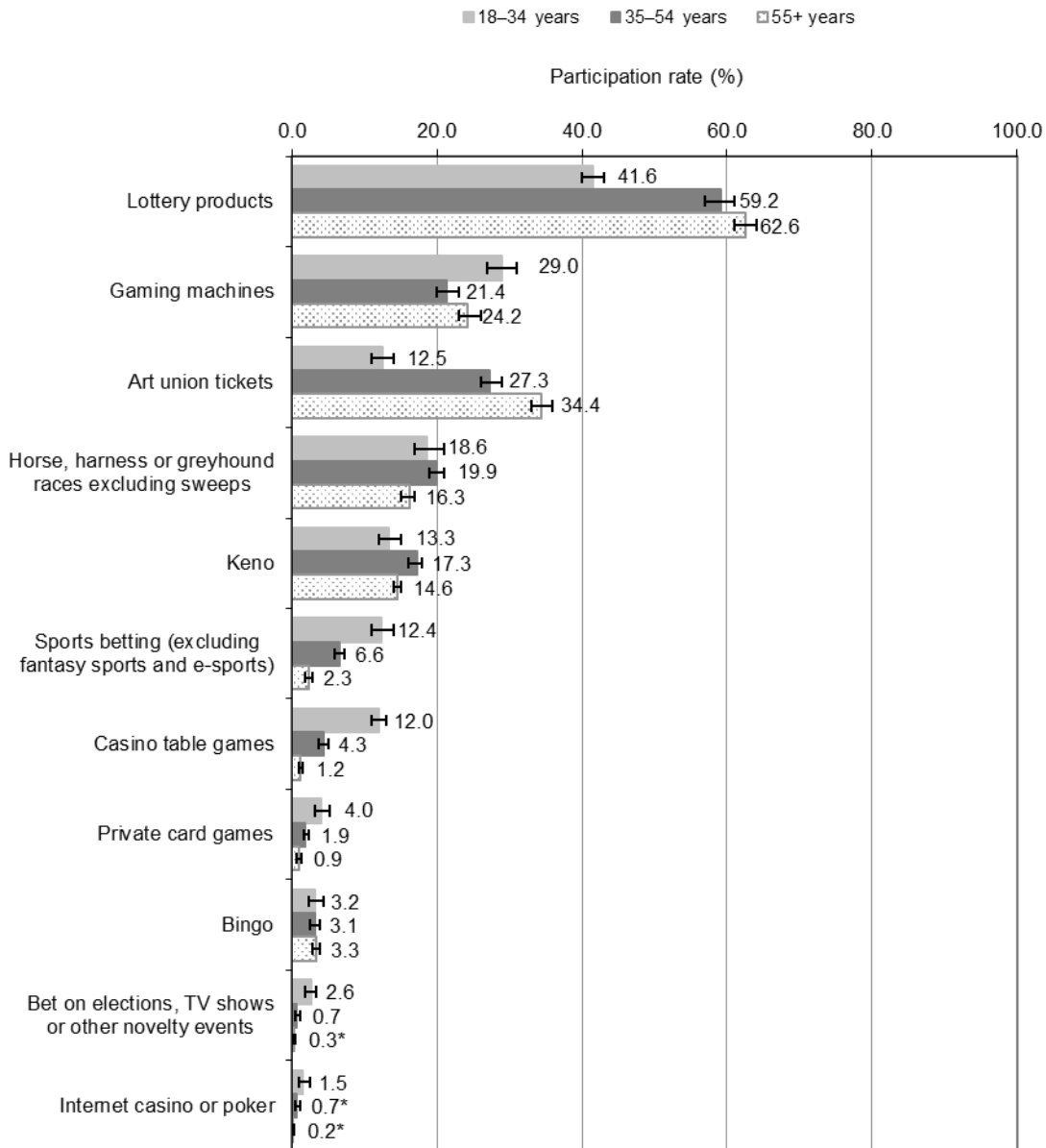
- playing gaming machines
- playing casino table games
- betting on sporting events (excluding fantasy sports and e-sports)
- playing card games privately for money
- betting on elections, TV shows and other novelty events

However, those aged 18–34 years were less likely than those aged 35 years or more to have purchased lottery products and art union tickets.

Participation rate for keno was higher among those aged 35–54 years than the other two age groups.

Compared to the younger age groups, those aged 55 years or more were less likely to have placed bets on sporting events (excluding fantasy sports and e-sports).

**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.

Note: Responses 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 F3 in Appendix One, including activities where participation was very small which are not shown on the graph.

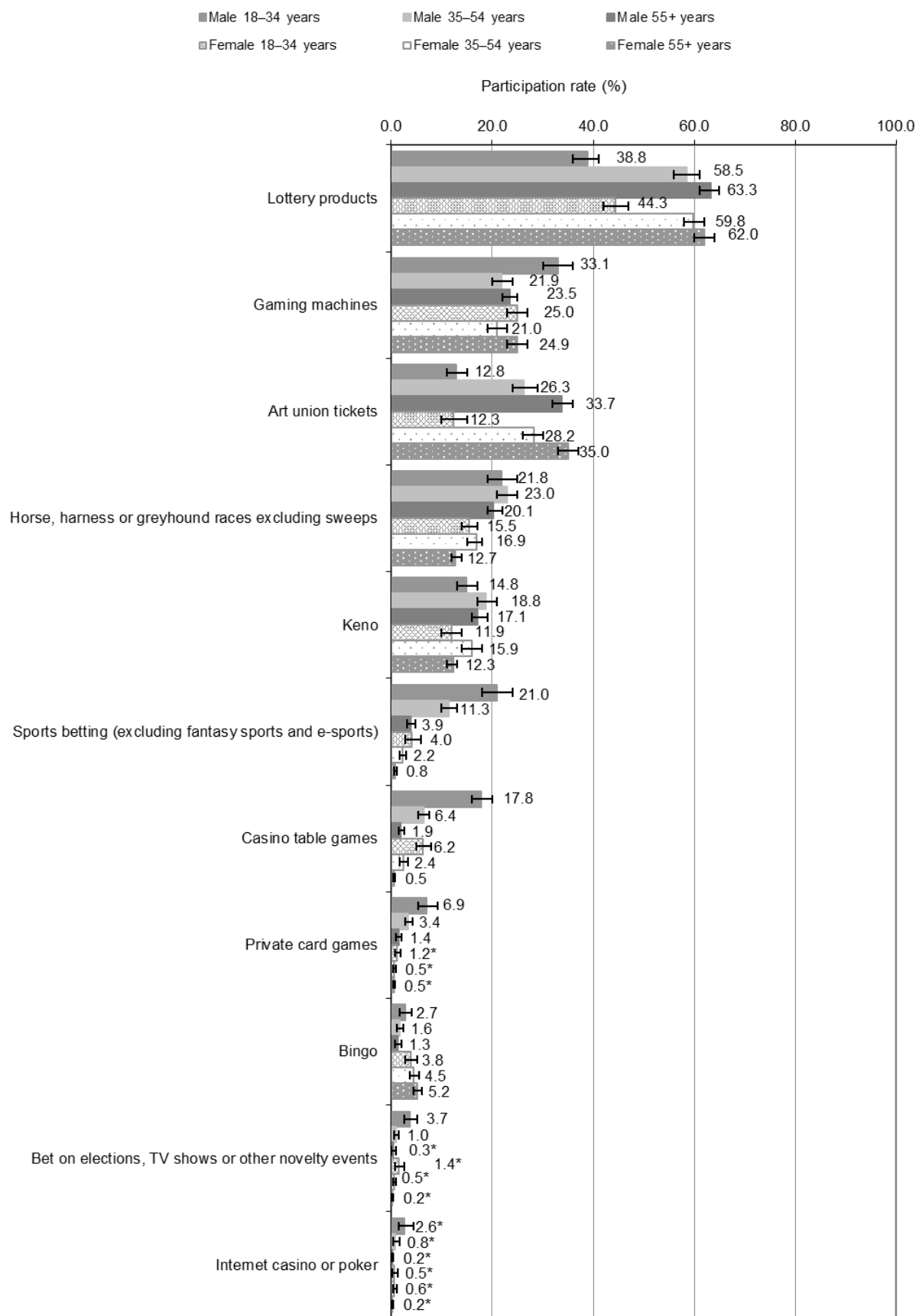
Participation in each activity, by gender and age group

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 (33.1 per cent of males aged 18–34 years)
- betting on sporting events (21.0 per cent of males aged 18–34 years)
- playing casino table games (17.8 per cent of males aged 18–34 years)
- playing card games privately for money (6.9 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.

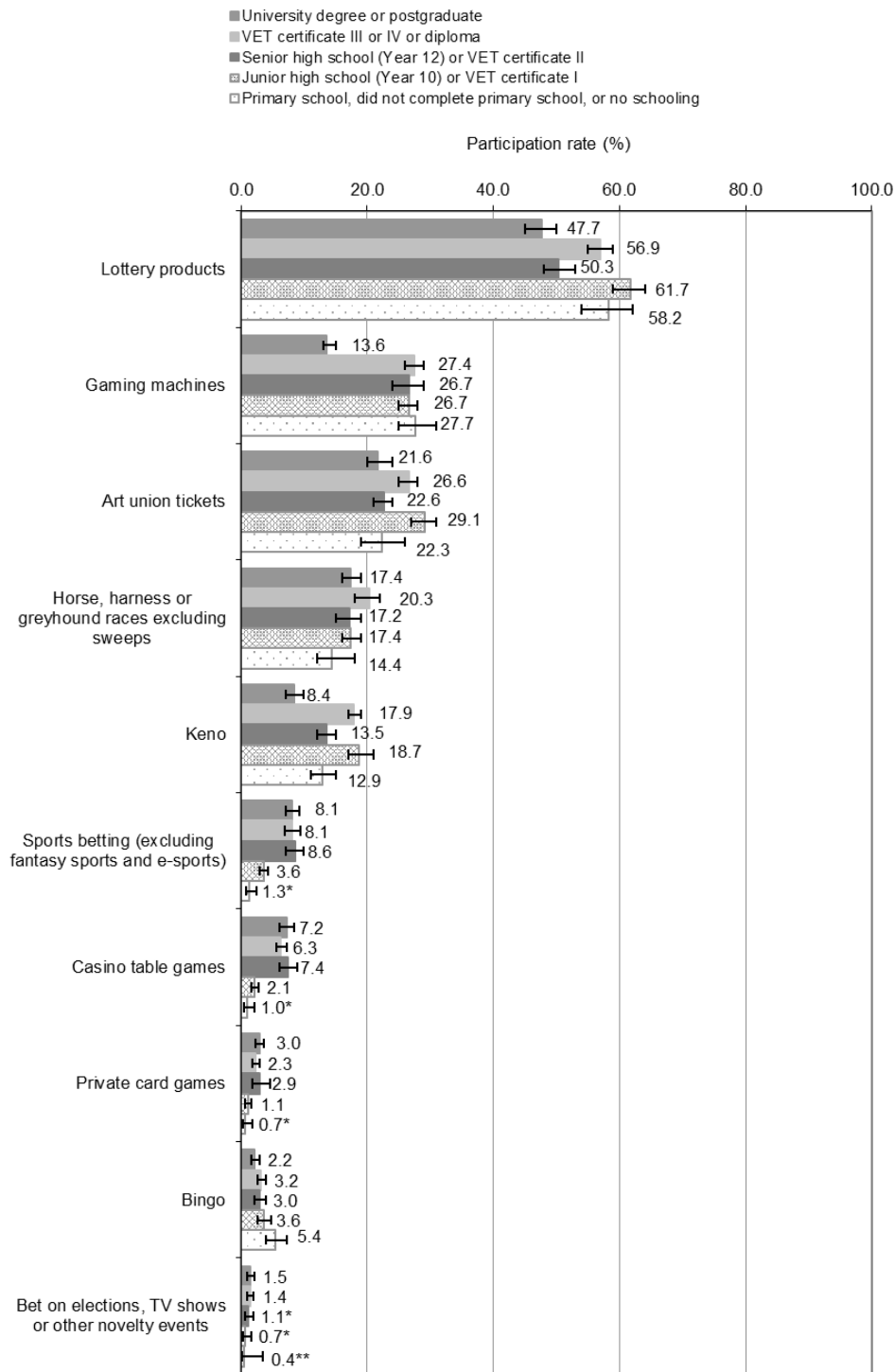
Note: Responses add to more than 100 per cent because respondents could provide more than one response. The full data for this graph is presented in Table F4 in Appendix One, including activities where participation was very small which are not shown on the graph.

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 playing gaming machines and for playing keno, the participation rates of those with a university degree or postgraduate qualifications was significantly lower than those with the other level of qualifications.

For betting on sporting events (excluding fantasy sports and e-sports), the rate of participation was lower amongst those with junior high school (Year 10) or VET certificate I.

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.

** Relative standard error greater than 50 per cent.

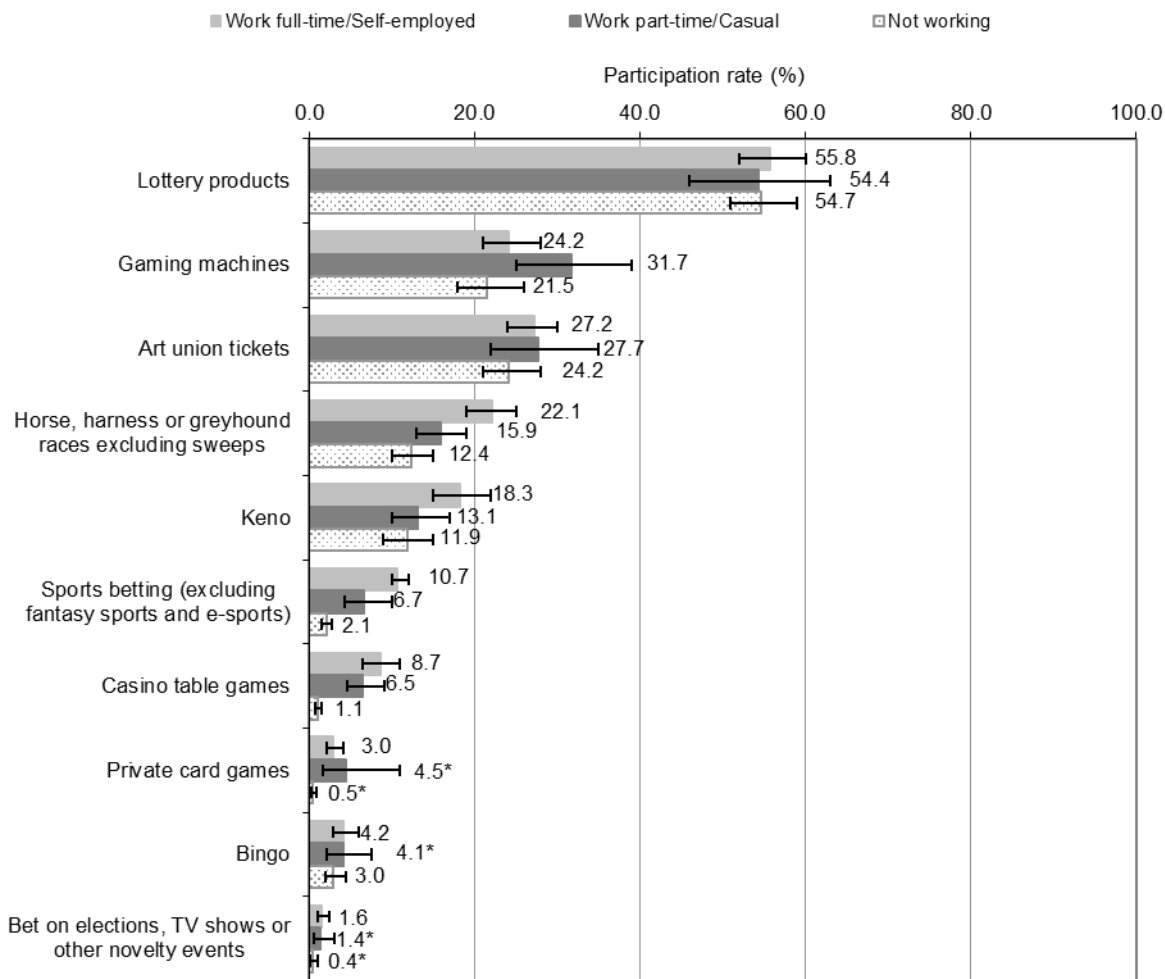
Note: Responses add to more than 100 per cent because respondents could provide more than one response. The full data for this graph is presented in Table F5 in Appendix One, including activities where participation was very small which are not shown on the graph.

Participation in each activity, by work status

Figure 6 compares the gambling participation of those who were working full-time or self-employed, those who were working part-time or casual, and those who were not working. For some gambling activities, the participation rates of those who were working full-time or self-employed were higher than those who were not working:

- wagering on horse, harness or greyhound races (22.1 per cent of those working full-time or self-employed, 12.4 per cent of those not working)
- betting on sporting events (10.7 per cent of those working full-time or self-employed, 2.1 per cent of those not working)
- playing casino table games (8.7 per cent of those working full-time or self-employed, 1.1 per cent of those not working).

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.

Note: Responses 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 F6 in Appendix One, including activities where participation was very small which are not shown on the graph.

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 12 per cent of respondents either did not know their income or refused to answer the question about their income. Among those who did not provide information about their income, the results showed that about 36 per cent had purchased lottery products in the last 12 months, 24 per cent had never gambled previously, and 16 per cent had played gaming machines in the last 12 months.

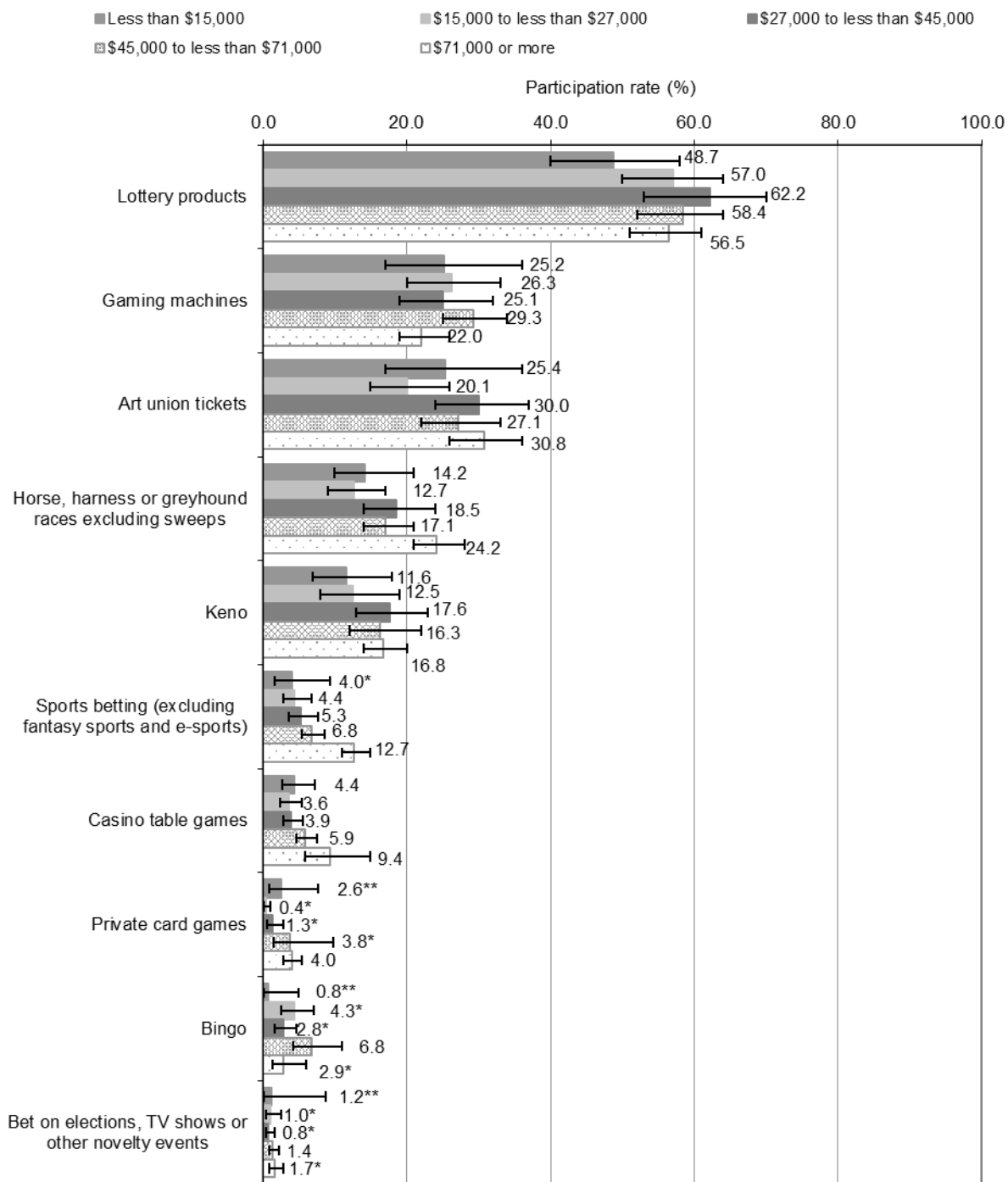
There were three gambling activities that clearly had the highest participation rates among those in the highest income bracket (\$71,000 or more):

- wagering on horse, harness or greyhound races excluding sweeps (24.2 per cent)
- betting on sporting events excluding fantasy sports and e-sports (12.7 per cent)
- playing casino table games (9.4 per cent).

Purchasing lottery products appeared to be most popular among those earning between \$27,000 and \$45,000 in the last 12 months.

For gaming machines, the highest rate of participation was among those earning between \$45,000 and \$71,000. In this income bracket, about 29.3 per cent of people had played gaming machines. In contrast, among those earning less than \$15,000 about a quarter had played gaming machines, and among those earning \$71,000 or more about 22.0 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.

**Relative standard error greater than 50 per cent.

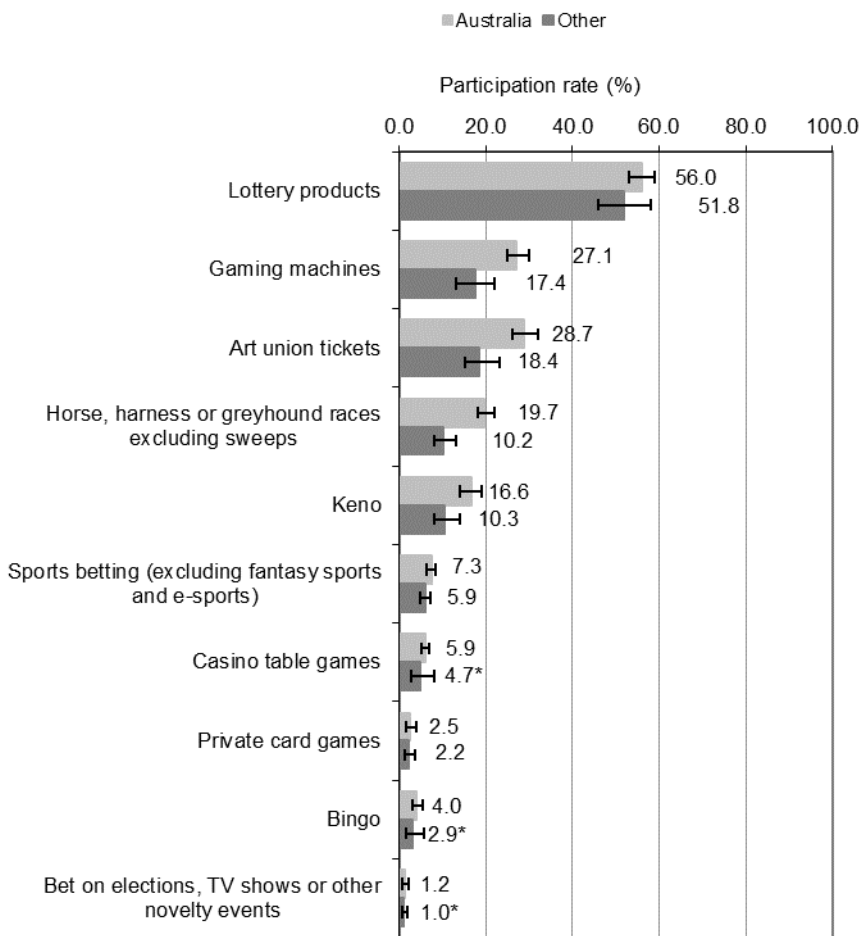
Note: Responses add to more than 100 per cent because respondents could provide more than one response. The full data for this graph is presented in Table F7 in Appendix One, including activities where participation was very small which are not shown on the graph.

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 (27.1 per cent of those born in Australia and 17.4 per cent of those born overseas)
- art union tickets (28.7 per cent of those born in Australia and 18.4 per cent of those born overseas)
- horse, harness or greyhound races excluding sweeps (19.7 per cent of those born in Australia and 10.2 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.

Note: Responses 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 F8 in Appendix One, including activities where participation was very small which are not shown on the graph.

Time series of participation over time

Figure 9 shows the participation rates in each gambling activity for adult Queenslanders as estimated from the Queensland Household Gambling Surveys conducted since 2001.

Changes in sampling methodology mean that comparison between the two most recent surveys (2011–12 and 2016–17) and previous surveys should be made with caution.

The results indicate that the proportion of adult Queenslanders who purchased lottery products fell steadily from 70.7 per cent in 2001 to 54.9 per cent in 2016–17.

The percentage of adult Queenslanders who played gaming machines has not changed significantly between 2001 and 2011–12. However a significant shift occurred in 2016–17, when the participation rate dropped to 24.7 per cent.

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 slightly increased from 21.3 per cent in 2011–12 to 25.1 per cent in 2016–17 following a steady fall between 2003–04 and 2011–12.

The results from the three most recent surveys (2008–09, 2011–12 and 2016–17) indicated that about 18 per cent of adult Queenslanders had wagered on horse, harness or greyhound races in the previous 12 months. This was slightly higher compared to the previous surveys, when approximately 16 per cent of Queensland adults had wagered on horse or greyhound races.

The percentage of Queensland adults who played keno has not changed significantly since 2003–04. A change came in 2016–17, when the participation rate dropped to 15.2 per cent in 2016–17.

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

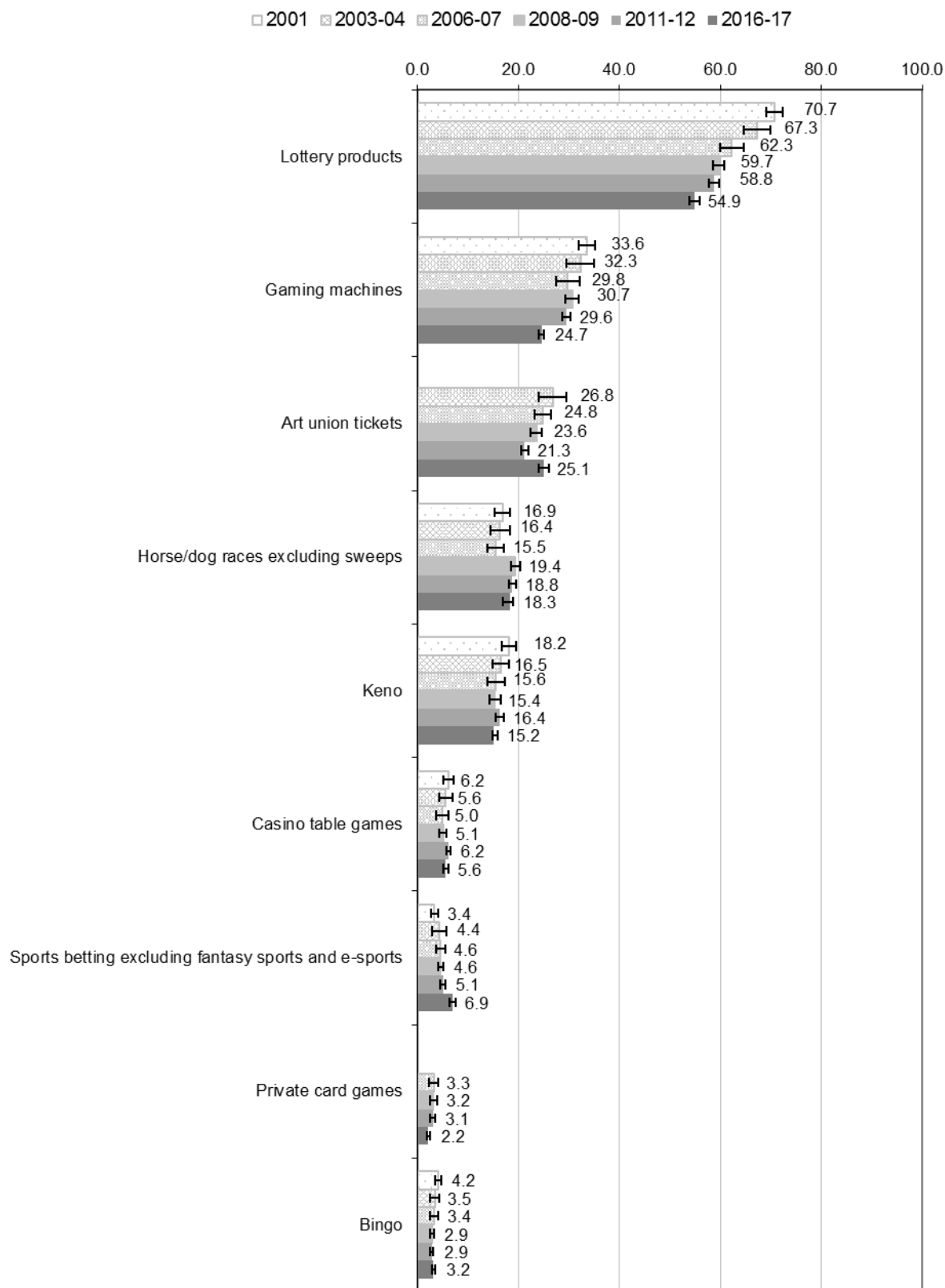
In the 2016–17 survey, respondents were asked if they had bet on fantasy sports³ or e-sports⁴ as two separate activities, which were excluded from the question about betting on sporting events in the last 12 months. For this particular data item, the 2016–17 survey is not comparable with previous surveys, which surveyed fantasy sports and e-sports as part of the question about betting on sporting events in the last 12 months.

In the later surveys, participation in private card games slightly decreased from 3.1 per cent in 2011–12 to 2.2 per cent in 2016–17; whereas bingo participation has remained stable at approximately 3 per cent.

³ Fantasy sports is a type of online game, where participants assemble virtual teams of real sports players. Betting on fantasy sports involves spending money and includes placing bets on Draftstars and Moneyball.

⁴ E-sports means betting on competitive video game tournaments, especially among professional or pro gamers, and is also known as electronic sports.

**Figure 9: Participation in gambling activities in the last 12 months
Queensland adult population
2001, 2003–04, 2006–07, 2008–09, 2011–12 and 2016–17**



Note: The survey question about playing card games privately for money has been consistent in the 2006–07, 2008–09, 2011–12 and 2016–17 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. In the 2016–17 survey, gambling activities related to betting on sporting events excluded fantasy sports and e-sports. Fantasy sports and e-sports were reported as two separate activities.

Note: Responses 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 F9 in Appendix One.

Gambling group prevalence

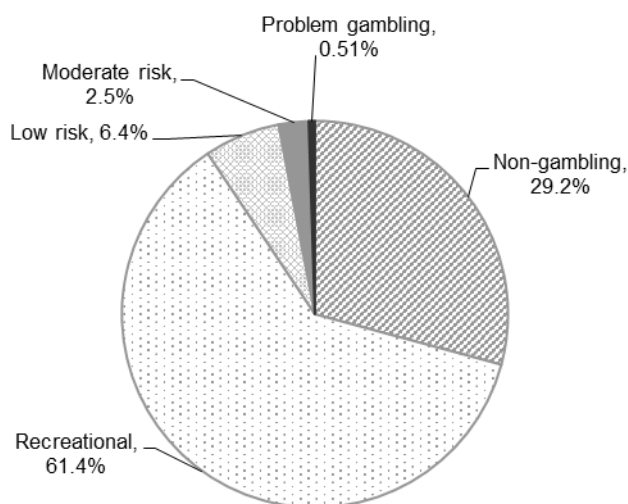
The gambling groups are: non-gambling, recreational gambling, low risk gambling, moderate risk gambling and problem gambling. This section outlines the prevalence of the gambling groups in the Queensland population, in subgroups of the population which are defined by demographic characteristics and in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

Like the previous Queensland Household Gambling Surveys, the 2016–17 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 a large proportion of Queensland adults were recreational gamblers (61.4 per cent). The non-gambling group accounted for the second largest proportion of the population (29.2 per cent). The low risk, moderate risk and problem gambling groups made up the balance of approximately 9.4 per cent of the population. Some 0.51 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

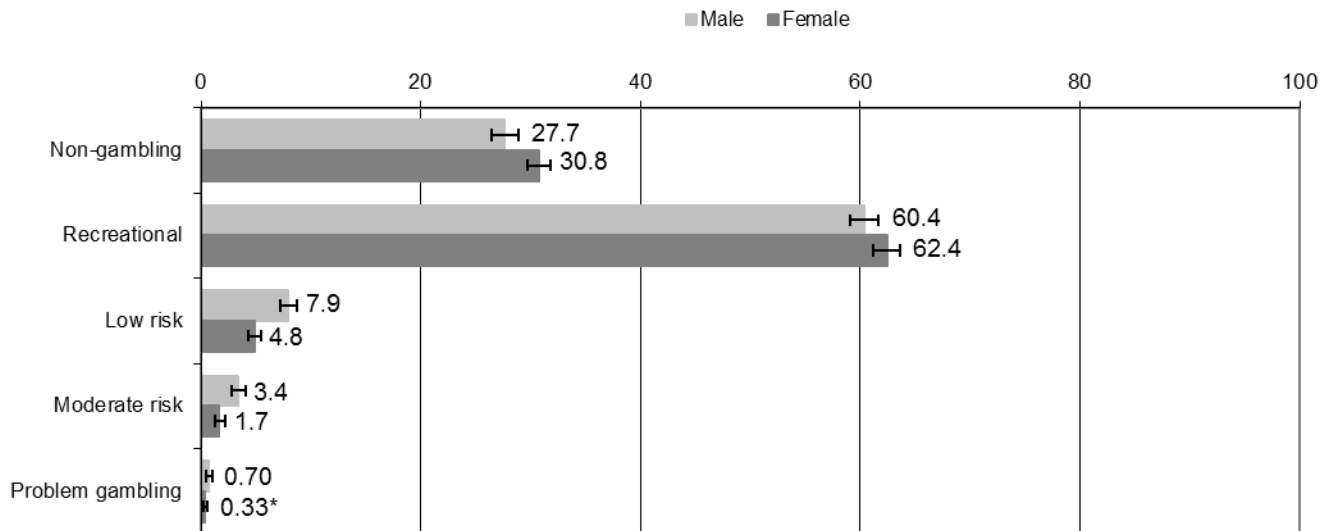
The proportion of recreational and problem gamblers was similar between men and women (Figure 11).

Women were more likely than men to be in the non-gambling group. Approximately 30.8 per cent of women were non-gamblers, compared with 27.7 per cent of men.

Men were more likely than women to be in the low risk gambling group. Approximately 7.9 per cent of men were low risk gamblers, compared with 4.8 per cent of women.

Also, men were more likely than women to be in the moderate risk gambling group. Some 3.4 per cent of men were moderate risk gamblers, compared with 1.7 per cent of women.

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



* Relative standard error greater than 25 per cent.
The full data for this graph is presented in Table F11 in Appendix One.

Gambling group prevalence, by age group

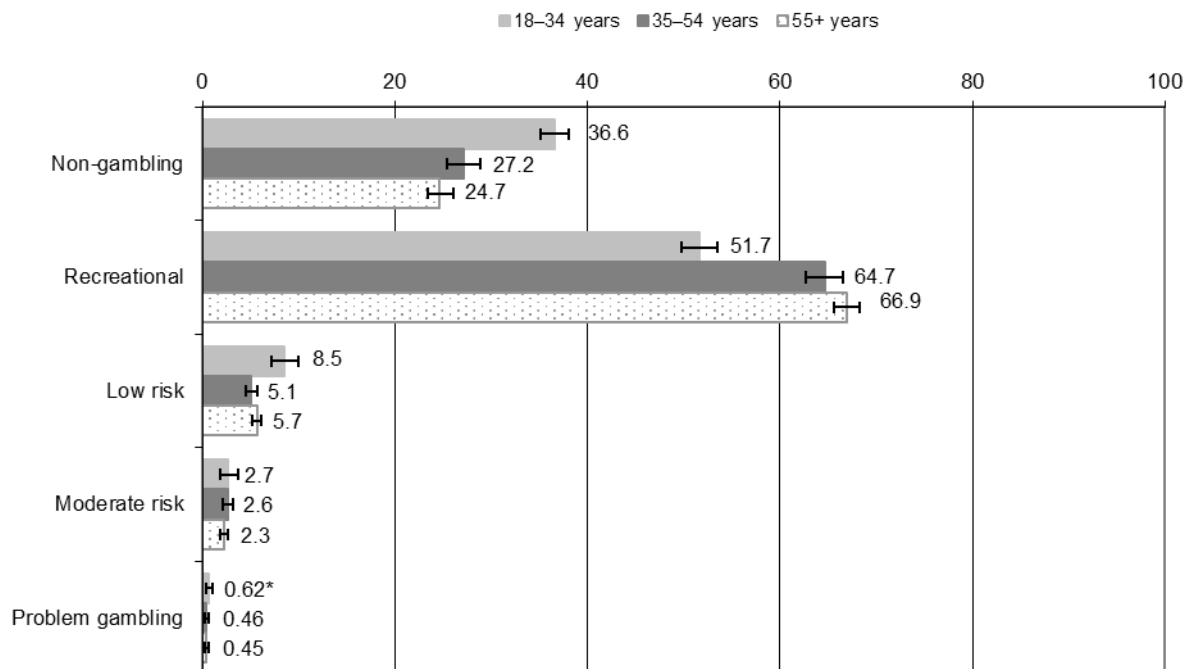
Compared with those aged 35 years or more, a significantly lower proportion of younger adults were recreational gamblers (Figure 12). The prevalence of recreational gambling was 51.7 per cent for those aged 18–34 years, 64.7 per cent for those aged 35–54 years and 66.9 per cent for those aged 55 years or more.

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

- Approximately 36.6 per cent of 18–34 year olds had not gambled in the last 12 months, compared with 27.2 per cent of those aged 35–54 years and 24.7 per cent of those aged 55 years or more.
- About 8.5 per cent of 18–34 year olds were low risk gamblers, compared with 5.1 per cent of those aged 35–54 years and 5.7 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

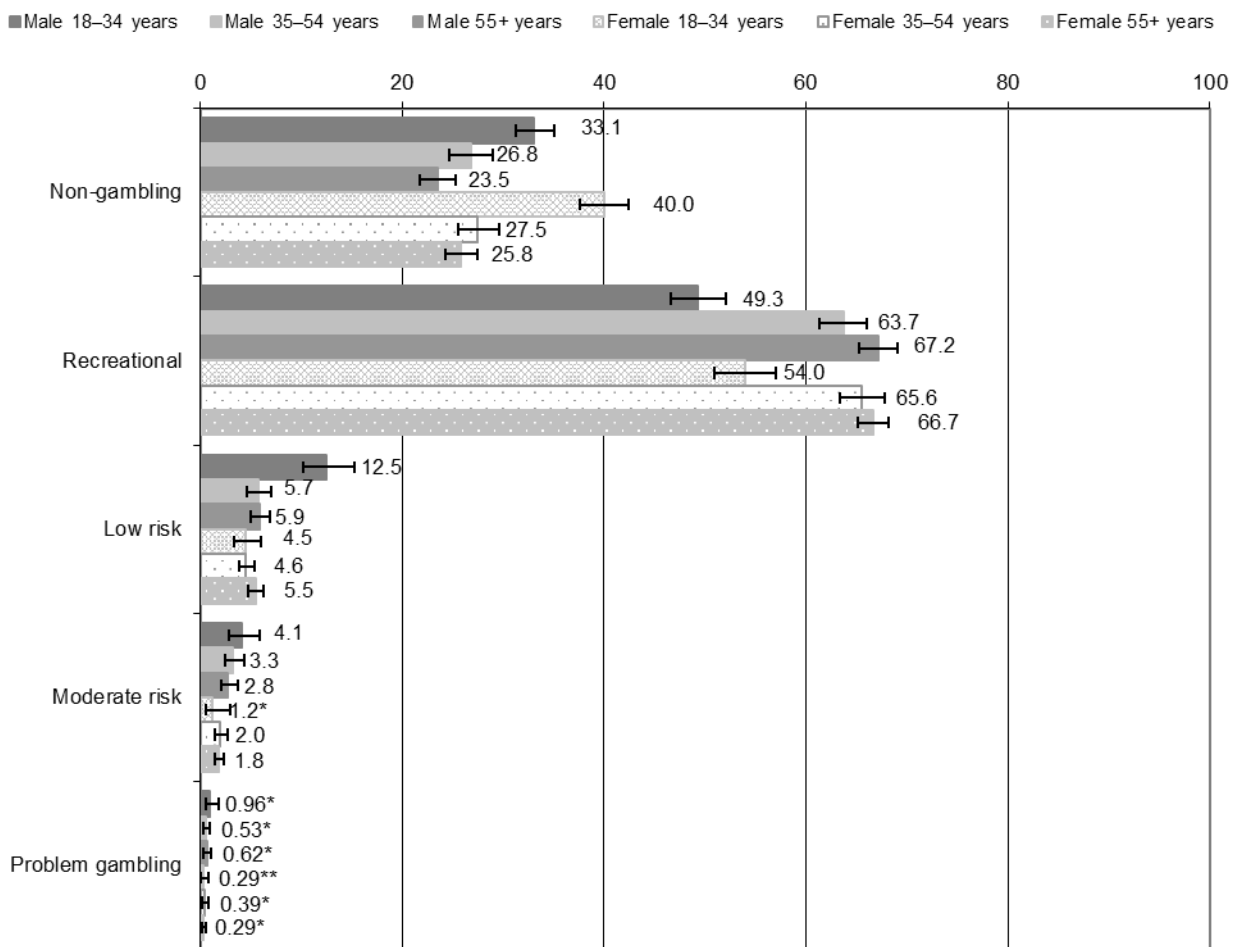
When comparing across the different age and gender groups, similar proportions of men and women observed in the moderate risk gambling group. (Figure 13).

However, women aged 18–34 years (40.0 per cent) were significantly more likely to state that they had not gambled in the last 12 months.

The survey results also show that men aged 18–34 years were comparatively less likely to be recreational gamblers and were comparatively more likely to be low risk gamblers.

- 49.3 per cent of men aged 18–34 years were recreational gamblers (compared with 61.4 per cent of the total population).
- 12.5 per cent of men aged 18–34 years were low risk gamblers (compared with 6.4 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.

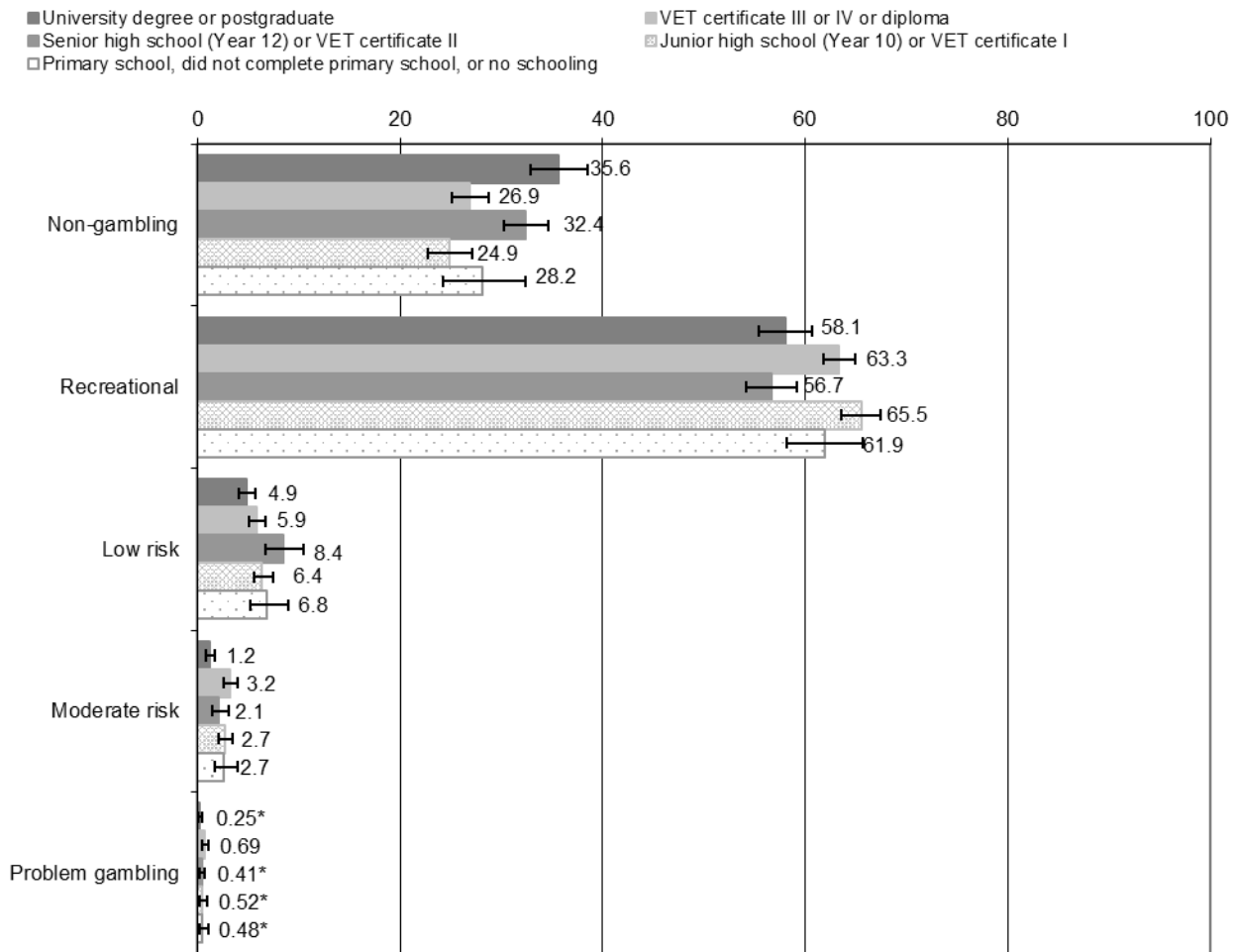
The full data for this graph is presented in Table F13 in Appendix One.

Gambling group prevalence, by educational attainment

Among those whose highest level of education is a university or postgraduate degree, about 58.1 per cent were classified as recreational gamblers (Figure 14). Recreational gamblers made up a slightly higher proportion among those whose highest educational attainment was VET certificate III or IV or diploma (63.3 per cent recreational gamblers); junior high school (Year 10) or VET certificate I (65.5 per cent recreational gamblers); or primary school, did not complete primary school, or no schooling (61.9 per cent recreational gamblers).

While the prevalence of low risk, moderate risk and problem gambling was lowest among those with a university or postgraduate degree, a person's educational qualification did not appear to have a significant effect 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



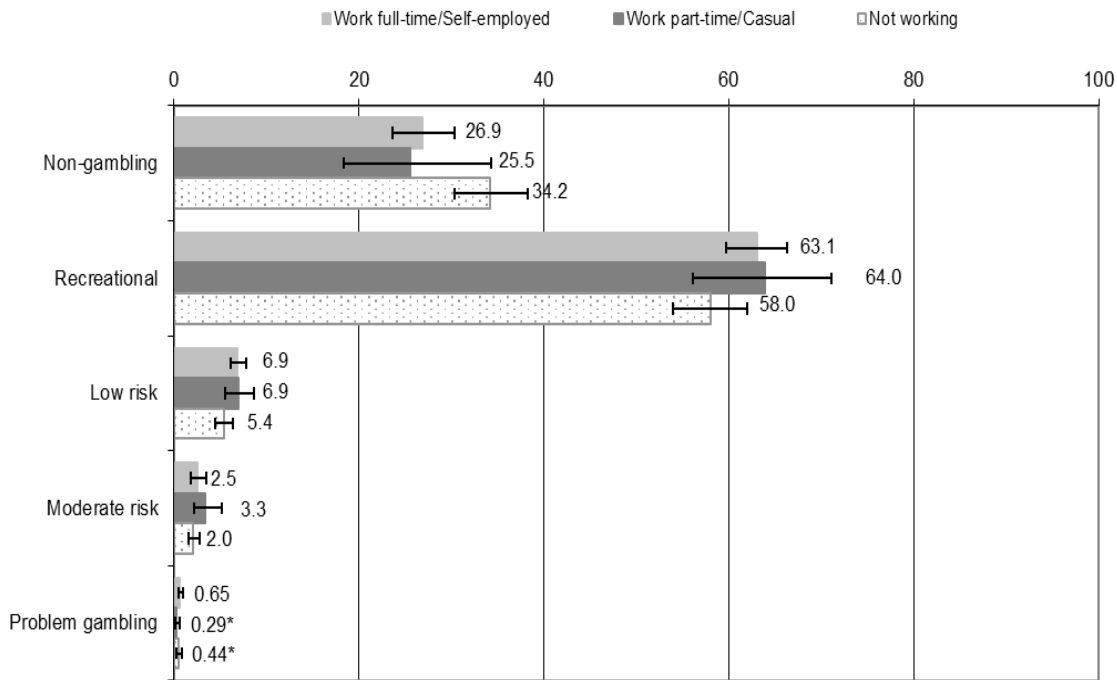
* Relative standard error greater than 25 per cent.
The full data for this graph is presented in Table F14 in Appendix One.

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 working (Figure 15).

Among those who were not working, about 34.2 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 (26.9 per cent).

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



* Relative standard error greater than 25%

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

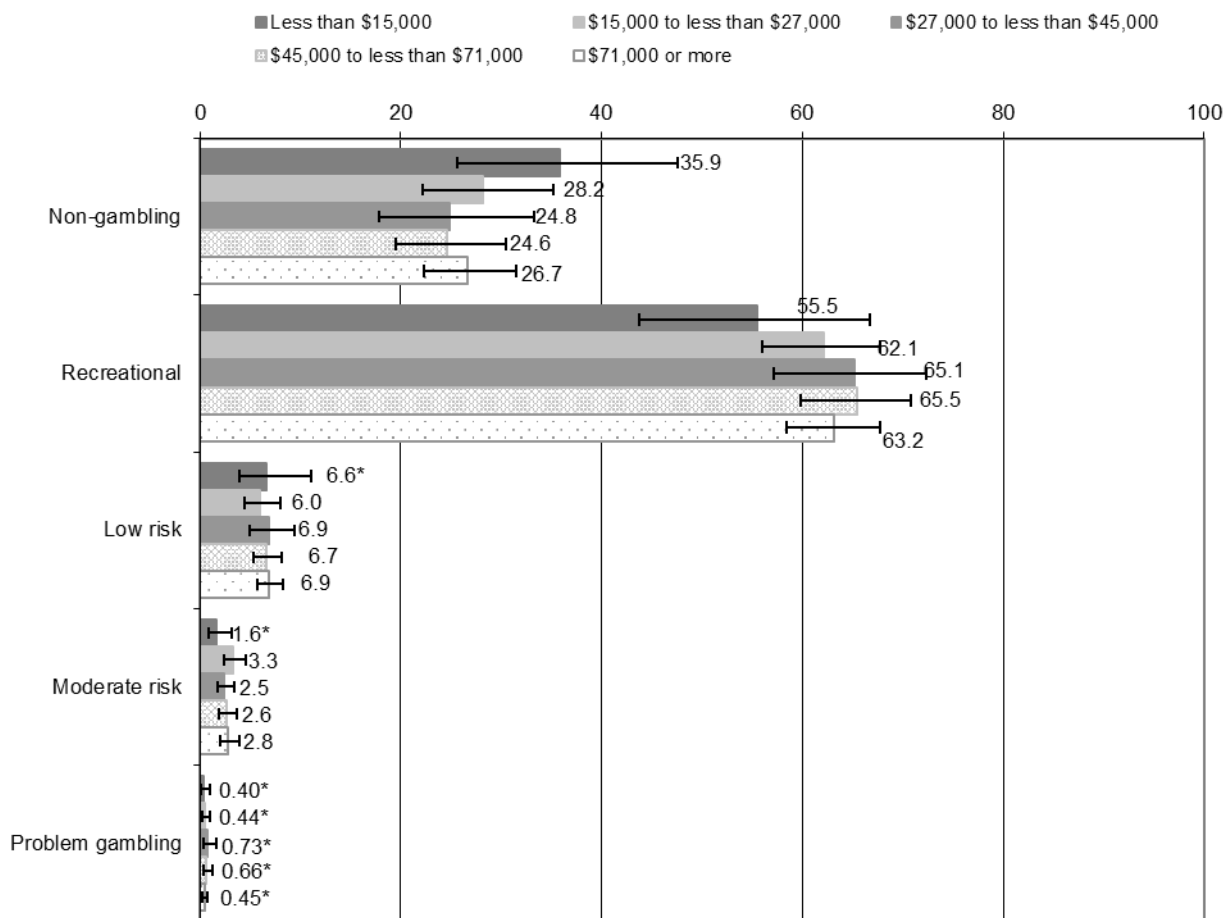
Gambling group prevalence, by personal income

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

The survey results indicated that the proportion of recreational gamblers somewhat rose with their income. About 55.5 per cent of those with income less than \$15,000 were recreational gamblers. In contrast, among those with income of \$71,000 or more, about 63.2 per cent were recreational gamblers. Conversely, the results seemed to suggest that those with income of less than \$15,000 were more likely to be non-gamblers (35.9 per cent) than those with income of \$71,000 or more (26.7 per cent).

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.

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

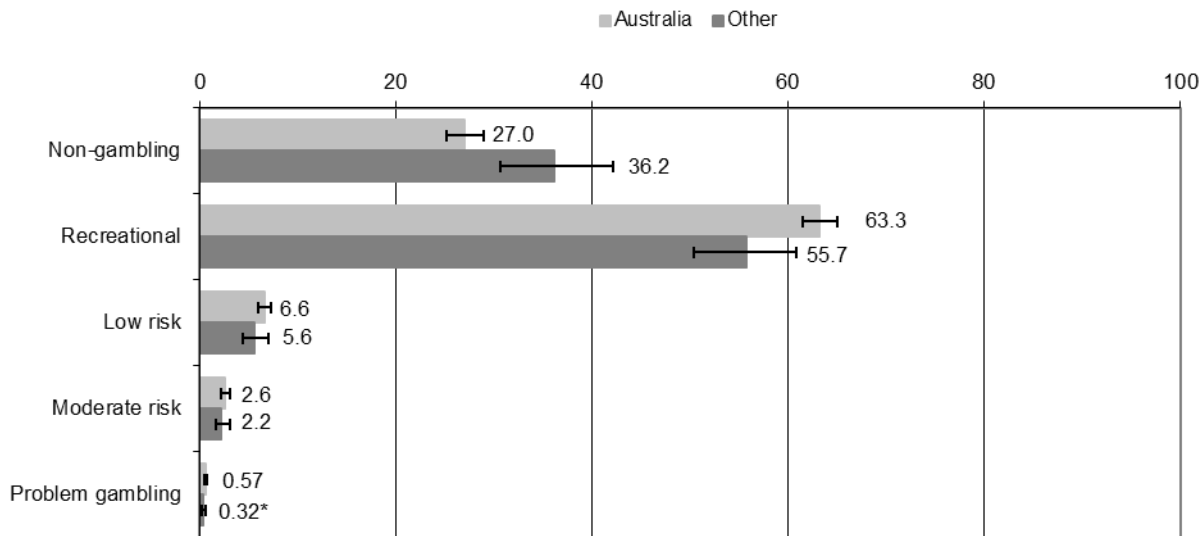
Gambling group prevalence, by country of birth

As shown in Figure 17, the prevalence of low risk, moderate risk and problem gambling was similar between 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, 63.3 per cent were recreational gamblers and 27.0 per cent had not gambled in the last 12 months.
- Among those born in other countries, 55.7 per cent were recreational gamblers and 36.2 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 conducted since 2001.

Changes in sampling methodology mean that comparisons between the two most recent surveys (2011–12 and 2016–17) and previous surveys should be made with caution.

The 2001 survey estimated that about 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.

After the 2001 survey, the definition of gambling remained the same and did not include raffle tickets in the later surveys.

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 about 20 per cent in 2003–04. For the next three surveys, the percentage of people who had *not* gambled in the preceding 12 months remained stable at about 25 or 26 per cent. The results from the latest 2016–17 survey showed a slight increase of people who had *not* gambled in the previous 12 months (29.2 per cent).

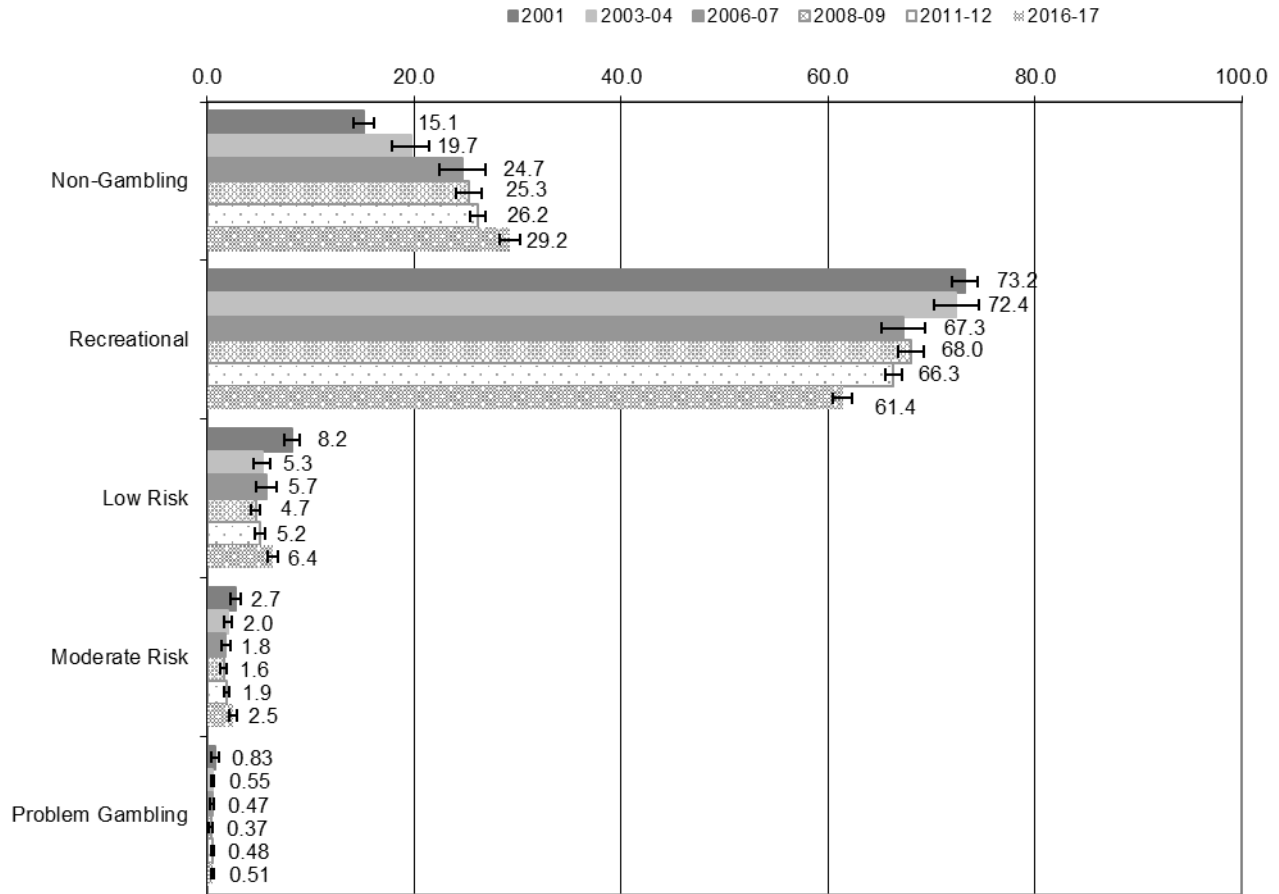
In 2003–04, approximately 72 per cent of the Queensland adult population were recreational gamblers. The percentage of recreational gamblers in the Queensland adult population has been similar in the following three surveys — about 67 per cent in 2006–07, 68 per cent in 2008–09 and 66 per cent in 2011–12. The latest 2016–17 survey estimated that the proportion of recreational gamblers (61.4 per cent) was significantly lower compared to the previous surveys.

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 were low risk gamblers. The 2016–17 estimate of low risk gamblers was about 6 per cent of Queensland adult population.

Based on the four surveys conducted between 2003–04 and 2011–12, the results 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) was 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. From the 2016–17 survey, the prevalence of moderate risk gamblers (2.5 per cent) appeared to have risen slightly compared to the previous four surveys, trending closer to the prevalence estimated in 2001 (2.7 per cent).

The prevalence of problem gambling from the 2016–17 survey (0.51 per cent) was similar to that from the recent surveys (0.47 per cent in 2006–07, 0.37 per cent in 2008–09 and 0.48 per cent in 2011–12). Indeed, the prevalence of problem gambling has not changed significantly over time. 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, 2011–12 and 2016–17**



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

Gambling group prevalence for gamblers, regular gamblers and regular EGM 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*⁵, the Productivity Commission argued that ‘the adult prevalence rate is not the only policy-relevant measure of harm’⁶ 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’⁷.

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).⁸

The following four tables present these prevalence statistics from the 2016–17 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

Gambling group	Percentage
Non-gambling	29.2
Recreational	61.4
Low risk	6.4
Moderate risk	2.5
Problem gambling	0.51
Total	100.0

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

About one in three Queensland adults (70 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 86.8 per cent of all gamblers. The prevalence of problem gambling among gamblers was 0.72 per cent.

⁵ Productivity Commission 2010, *Gambling*, Report No. 50, Canberra.

⁶ Productivity Commission 2010, p 5.21

⁷ Productivity Commission 2010, p 5.21

⁸ Productivity Commission 2010, pp 5.17–5.26

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

Gambling group	Percentage
Recreational	86.8
Low risk	9.0
Moderate risk	3.5
Problem gambling	0.72
Total	100.0

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

Among those who gambled in the last 12 months, about 8.4 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 55.2 per cent were recreational gamblers. About one in five regular gamblers were low risk gamblers (20.8 per cent). Among regular gamblers, 18.1 per cent were moderate risk gamblers and 5.87 per cent were problem gamblers.

Table 5: Prevalence of the gambling groups among regular gamblers

Gambling group	Percentage
Recreational	55.2
Low risk	20.8
Moderate risk	18.1
Problem gambling	5.87
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 2.9 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 42.7 per cent were recreational gamblers. About one in five regular gaming machine gamblers were low risk gamblers (20.8 per cent). Among regular gaming machine gamblers, 25.4 per cent were moderate risk gamblers and 11.10 per cent were problem gamblers.

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

Gambling group	Percentage
Recreational	42.7
Low risk	20.8
Moderate risk	25.4
Problem gambling	11.10
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 of gambling, provide some indication of the extent and intensity of participation in gambling. Other behaviours, such as where people place their bets, indicate how gamblers are accessing gambling. This chapter also presents new information about simulated gambling games that was collected in 2016–17 but not in the previous surveys.

Gambling participation in each gambling group

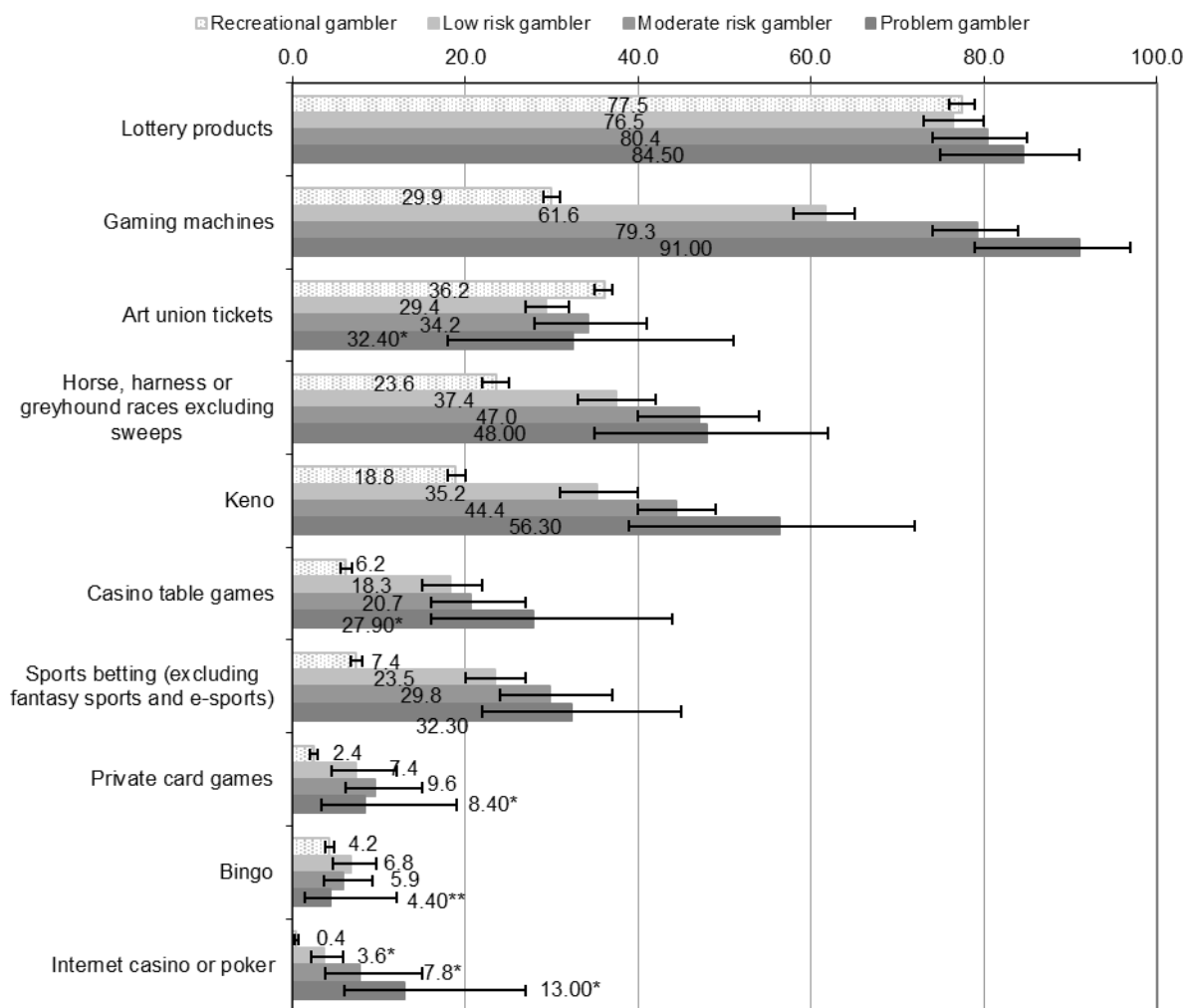
The proportion of each gambling group that participated in each of the gambling activities is presented in Figure 19. For some forms of gambling, the participation rates for recreational gamblers were significantly lower than for low risk, moderate risk and problem gamblers.

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 (excluding sweeps)
- played keno
- played casino table games
- bet on sporting events (excluding fantasy sports and e-sports)
- played card games privately for money
- played casino games or poker using the internet.

The participation rates for 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.

** Relative standard error greater than 50 per cent.

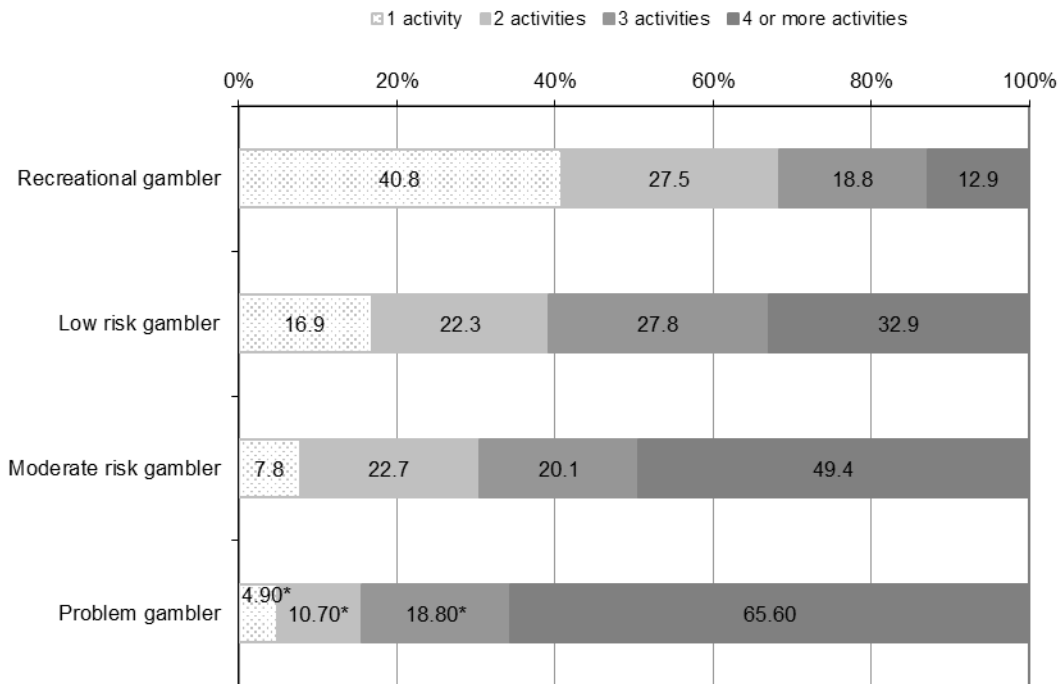
The full data for this graph is presented in Table F19 in Appendix One.

Number of gambling activities in each gambling group

The previous section highlighted higher participation rates in the at-risk gambling groups for many of the gambling activities. The tendency for higher participation rates in the higher risk gambling groups is also reflected in Figure 20. This graph outlines the number of gambling activities in which gamblers had participated.

Only a small proportion (12.9 per cent) of recreational gamblers participated in four or more activities. In contrast, about 50 per cent of moderate risk gamblers and 66 per cent of problem gamblers 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.
 The full data for this graph is presented in Table F20 in Appendix One.

Frequency of gambling

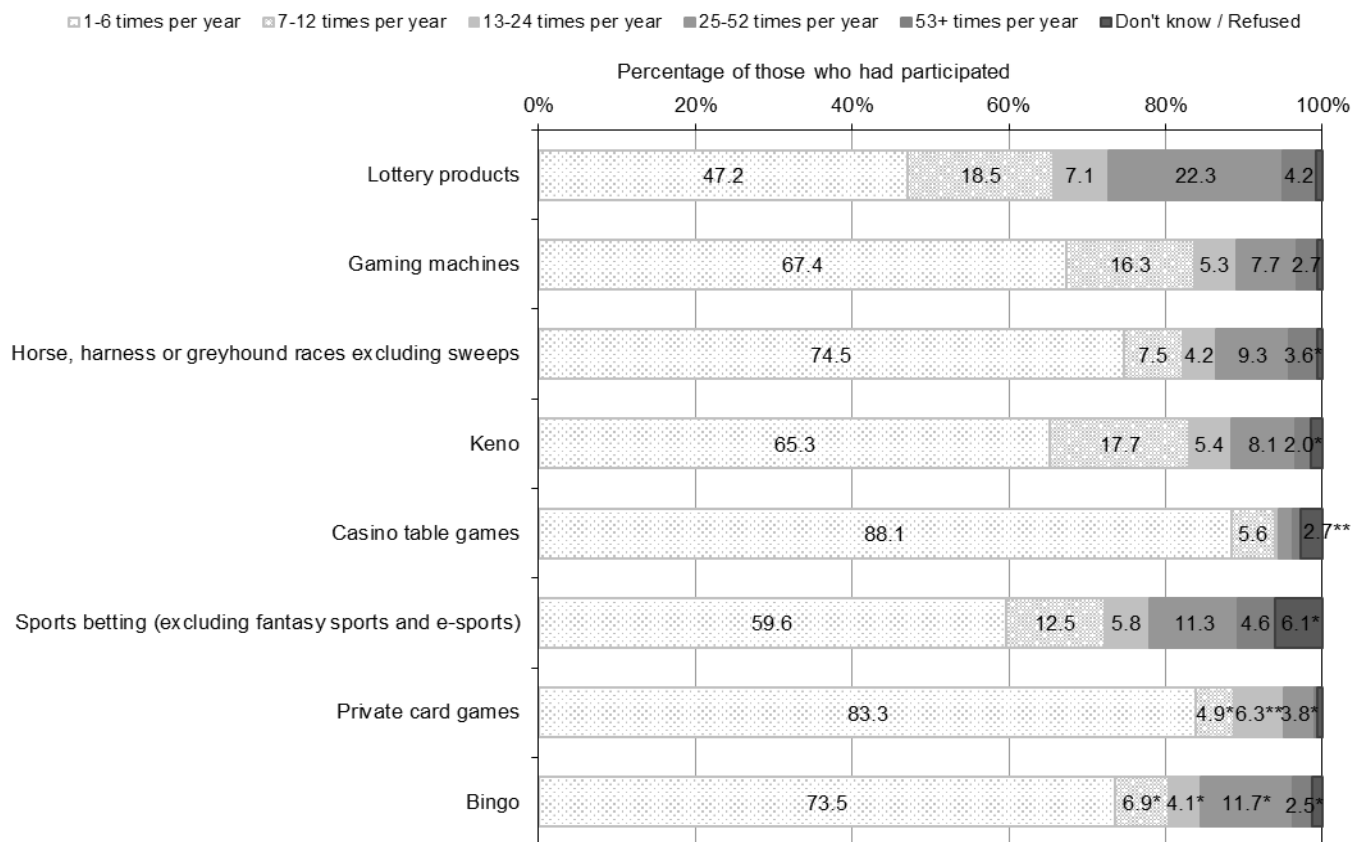
In the initial section of the survey, all respondents were asked about their participation in each of 12 gambling activities over the previous 12 months. Participants in each activity were subsequently asked how often they had participated. Figure 21 outlines how frequently adult Queenslanders participated 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 the other gambling products. Over a quarter of lottery participants (about 27 per cent) had participated more than 24 times during the previous year. Less than half of lottery participants (47.2 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:

- 88.1 per cent for casino table games
- 83.3 per cent for playing card games privately for money
- 74.5 per cent for betting on horse, harness or greyhound races
- 73.5 per cent for bingo
- 67.4 per cent for gaming machines
- 65.3 per cent for keno
- 59.6 per cent for sports betting

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



* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

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.

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

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 (77.1 per cent) played gaming machines between one and six times per year. In contrast, among those who played gaming machines, 50.1 per cent of low risk gamblers and 25.7 per cent of moderate risk gamblers played gaming machines between one and six times per year.

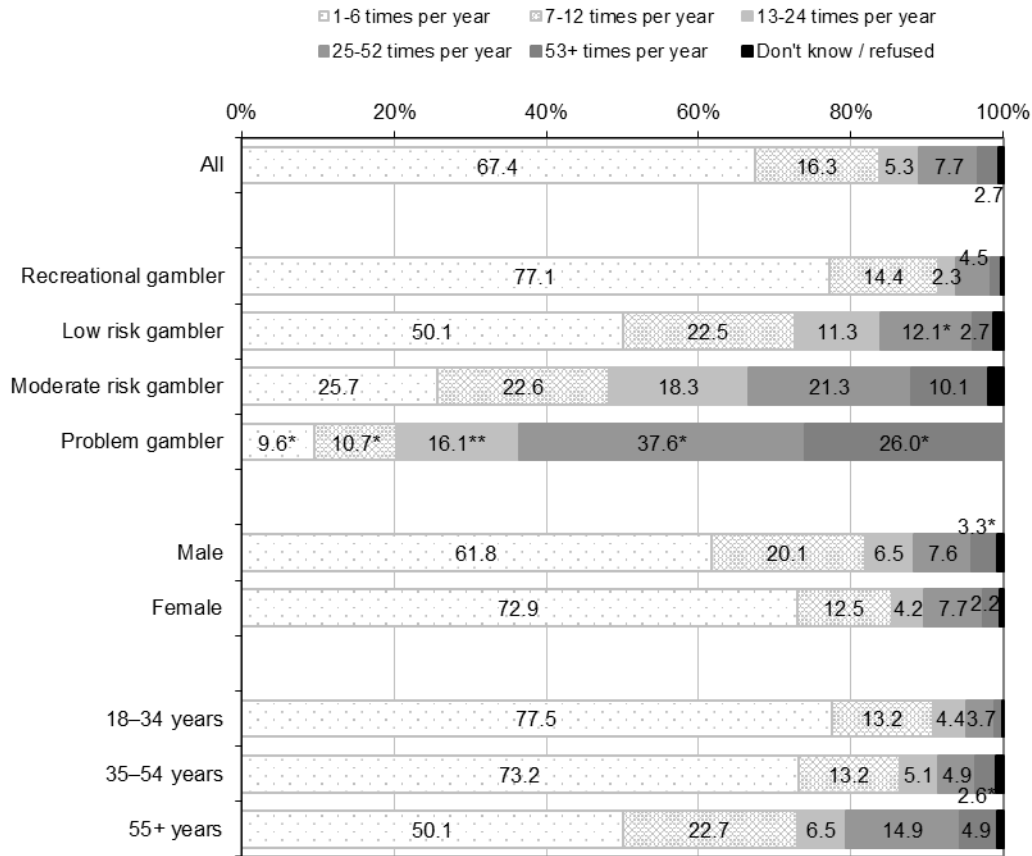
The differences between recreational gamblers and the at-risk groups can also be seen in the proportion of gamblers who played on a more frequent basis. Among recreational gamblers who had played gaming machines, about 5.9* per cent played 25 times or more per year. In contrast, among those who had played, about 31.4 per cent of moderate risk played gaming machines 25 times or more per year.

There were high relative standard errors associated with the frequency of playing gaming machines for problem gamblers. This makes it difficult to reliably compare gaming machine behaviours of recreational and problem gamblers.

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 (77.5 per cent). A lower percentage of gaming machine players aged 55 years or more played gaming machines between one and six times per year (50.1 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



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. For the full data, see Table F22 in Appendix One.

* 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

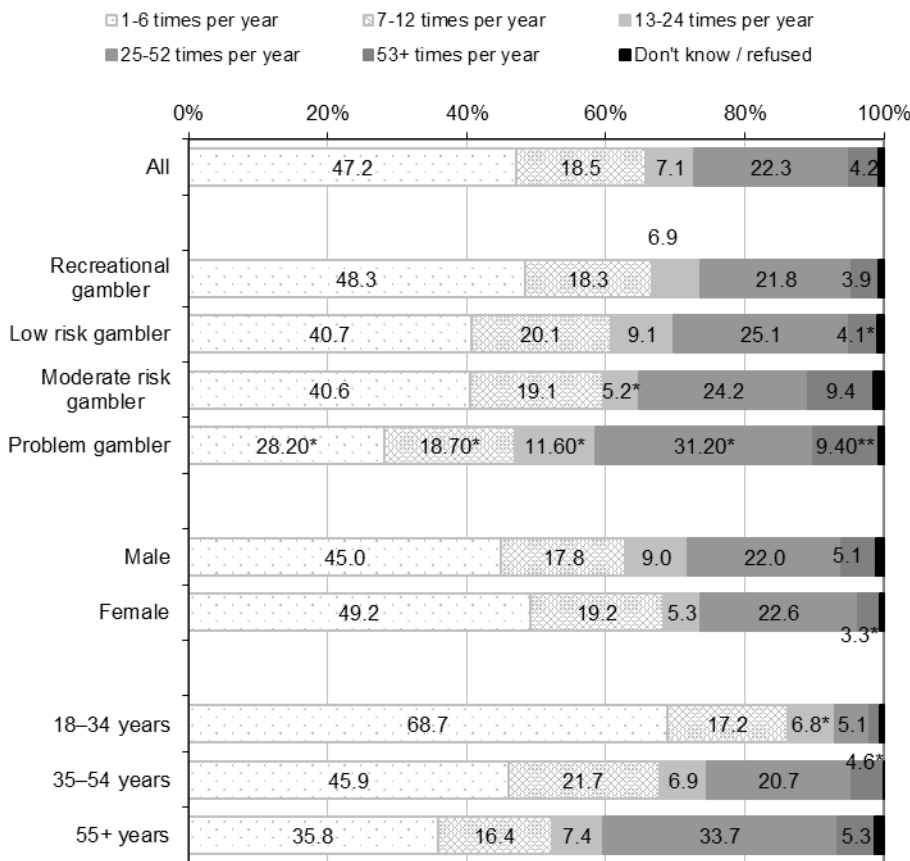
Among those who had purchased lottery products, about 48 per cent of recreational gamblers, 41 per cent of low risk gamblers and moderate risk gamblers had purchased lottery products less than seven times in the previous year.

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, 68.7 per cent had purchased lottery products between one and six times in the previous year.
- Among lottery players aged 55 years or more, 35.8 per cent had purchased lottery products between one and six times in the previous year and 39.0 per cent had purchased these products 25 times or more during the 12 months period.

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



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. For the full data, see Table F23 in Appendix One.

* 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

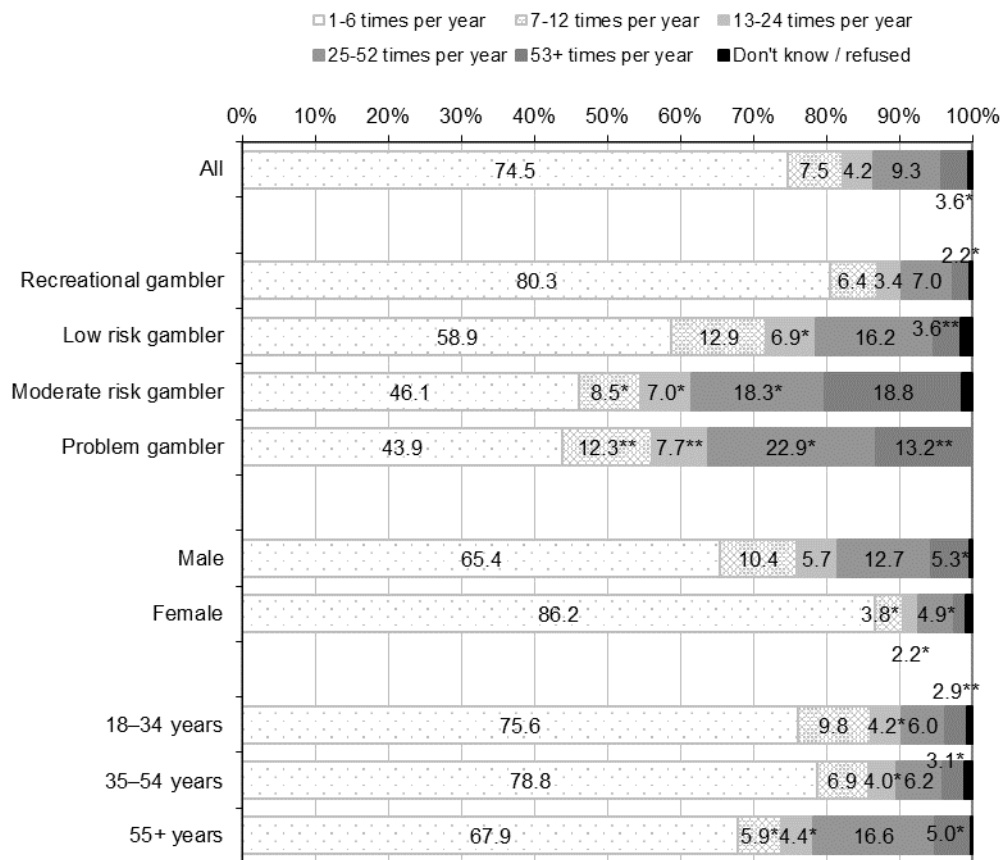
Among those who had bet on horse, harness or greyhound races, most recreational gamblers (80.3 per cent) had placed these bets between one and six times in the previous year. Among recreational gamblers who had placed bets, about 9* per cent had placed bets 25 times or more in that year.

Compared with recreational gamblers, moderate risk gamblers placed bets on a more frequent basis. Among moderate risk gamblers who had bet on races, about 46 per cent had placed these bets between one and six times during the year and almost 20 per cent had placed bets 53 times or more. (There were high relative standard errors associated with the frequency of wagering for the at-risk gamblers. This makes it difficult to reliably compare the wagering behaviours between recreational gamblers and the at-risk gamblers).

Among women who had bet on horse, harness or greyhound races, a majority of them (86.2 per cent) had placed bets between one and six times in the previous year. In contrast, among men who had placed bets, a smaller proportion (65.4 per cent) had placed these bets between one and six times in the previous year.

Of those aged 55 years or more who had placed bets in the last 12 months, about 17 per cent having done so between 25 and 52 times in that year. In contrast, among those aged 54 years or younger, about 6 per cent had placed bets between 25 and 52 times during the previous year.

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



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. For the full data, see Table F24 in Appendix One.

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

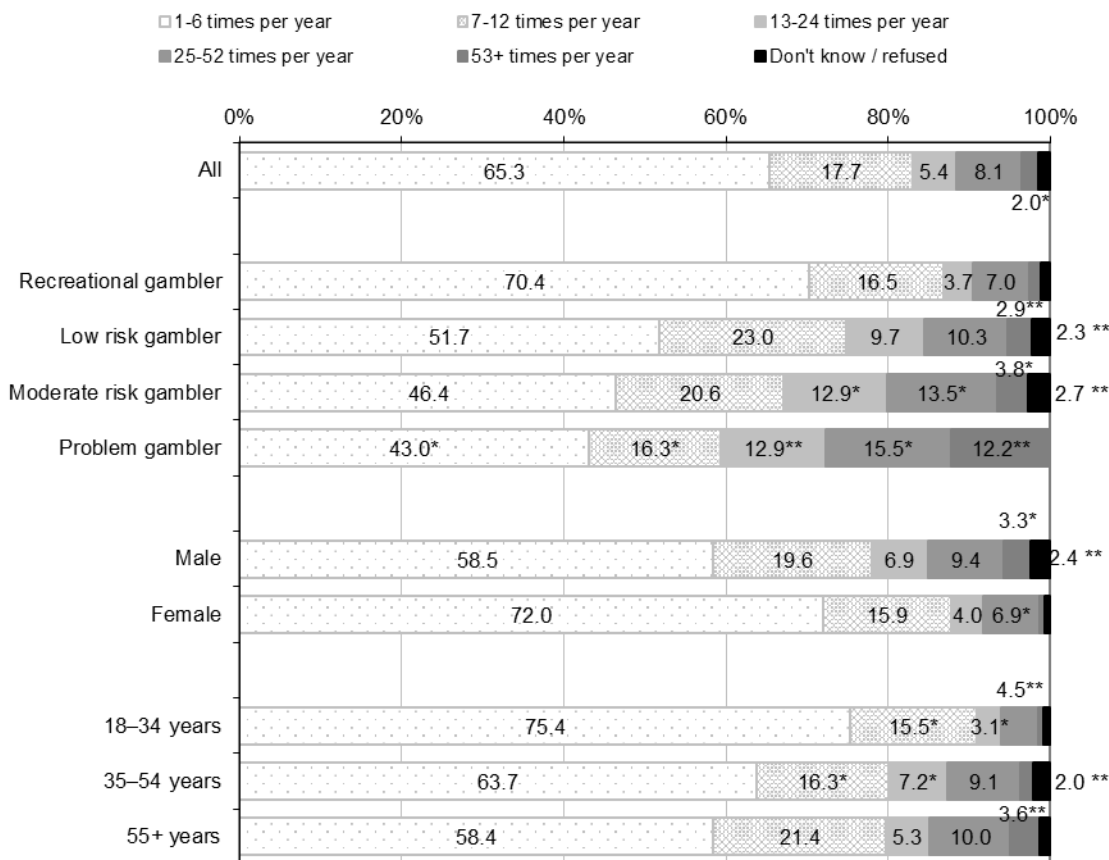
The full data for this graph is presented in Table F24 in Appendix One.

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, 70.4 per cent played keno between one and six times in the previous 12 months. In contrast, 51.7 per cent of keno players in the low risk gambling group, 46.4 per cent of keno players in the moderate risk gambling group and 43.0* per cent of keno players in the problem gambling group had played between one and six times in the previous year.

Among women who had played keno, most (72.0 per cent) had played between one and six times in the previous year. In contrast, among men who had played keno, a smaller proportion (58.5 per cent) 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



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. For the full data, see Table F25 in Appendix One.

* 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

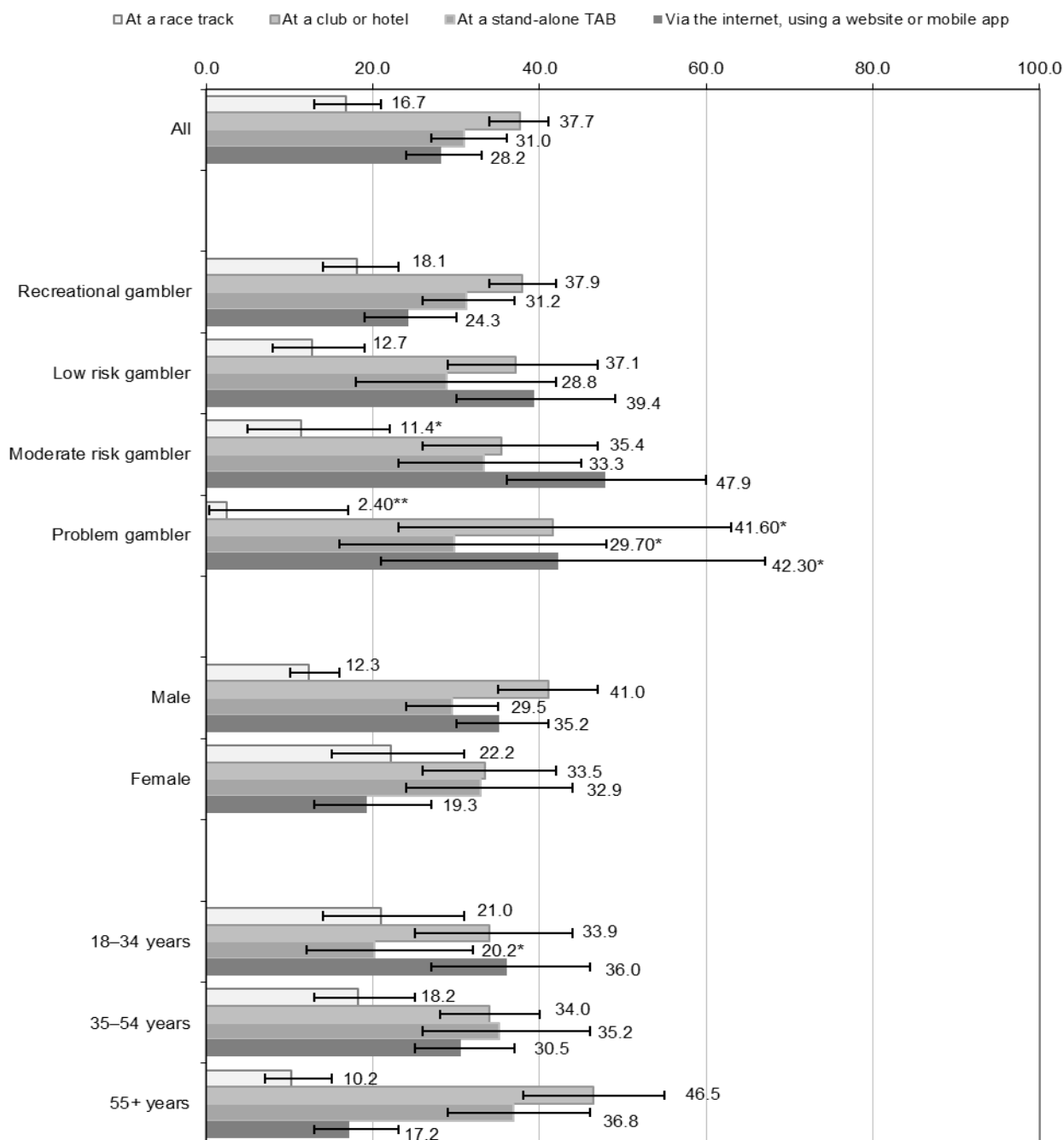
Gamblers who had bet on horse, harness or greyhound races, or on sporting or novelty events were asked how they placed those bets in the last 12 months. They could provide more than one response.

Overall, 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 club or hotel (37.7 per cent), a stand-alone TAB (31.0 per cent) and the internet, using a website or mobile app (28.2 per cent). Figure 26 presents how gamblers placed bets by gambler type, gender and age. The results showed:

- Gamblers generally were more likely to have placed bets at a club or hotel, a stand-alone TAB or via the internet, using a website or mobile app regardless of their gambler type, gender or age.
- Recreational gamblers (24.3 per cent) were less likely to have placed bets via the internet, using a website or mobile app, compared to moderate risk gamblers (47.9 per cent).
- Male gamblers (35.2 per cent) were more likely than female gamblers (19.3 per cent) to have placed bets over the internet, using a website or mobile app.
- A lower proportion of those aged 55 years or more (17.2 per cent) had placed bets via the internet, using a website or mobile app, compared to those aged 18–34 years (36.0 per cent) and those aged 35–54 years (30.5 per cent).

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, by gambling group, gender and age



* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Note: Responses add to more than 100 per cent because respondents could provide more than one response. Also, some of the results have not been included in the graph because of high samplings errors.

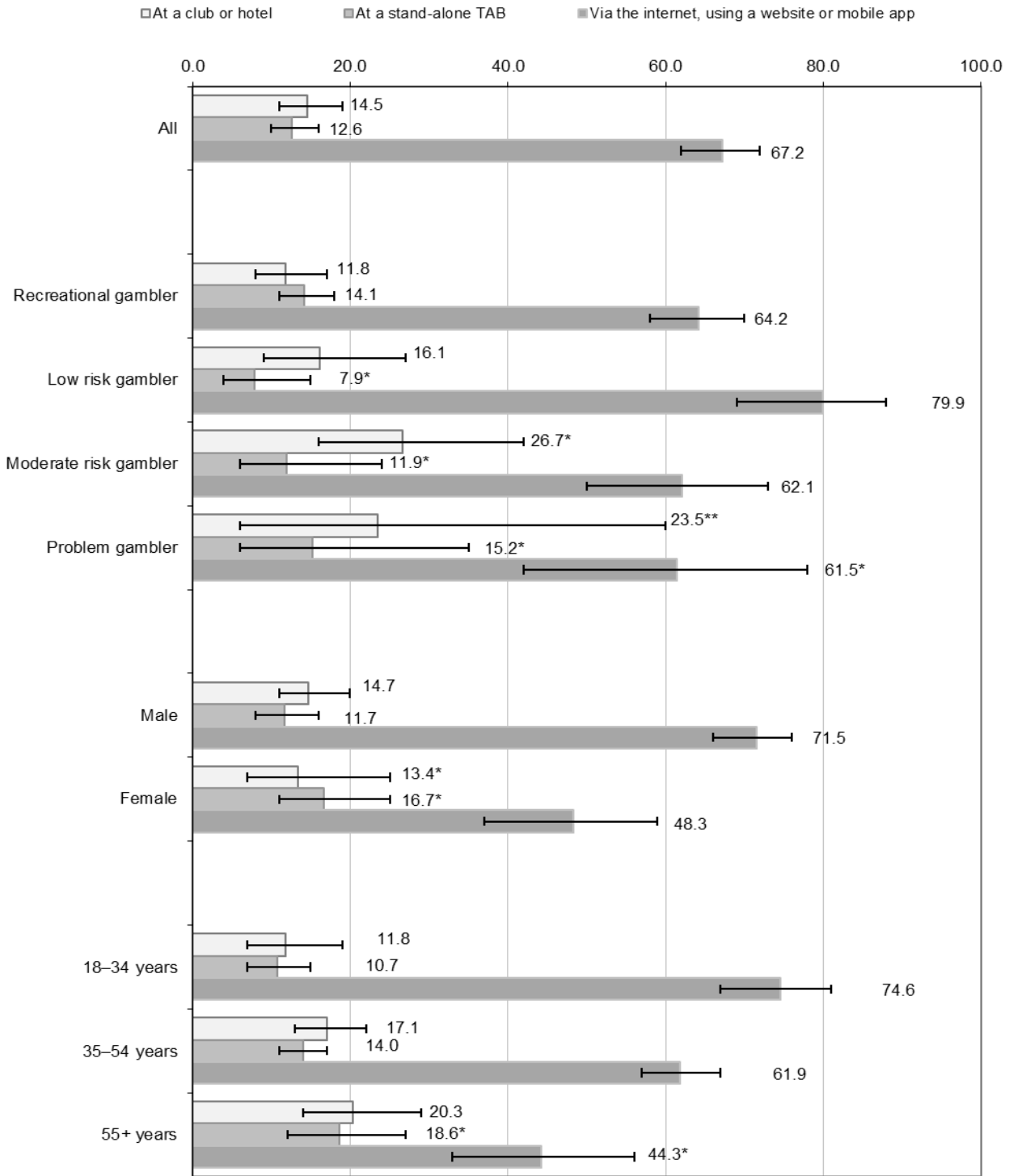
The full data for this graph is presented in Table F26 in Appendix One.

As highlighted in Figure 27, all those who had bet on sporting or novelty events, the most popular places for placing bets were the internet, using a website or mobile app (67.2 per cent), followed by a club or hotel (14.5 per cent) and a stand-alone TAB (12.6 per cent). The results also showed:

- Gamblers were generally prefer to place bets via the internet, using a website or mobile app despite their gambler type, gender and age.
- The percentage of people who had placed bets at a club or hotel, a stand-alone TAB or via the internet, using a website or mobile app was similar across the four gambling groups.

- Male gamblers (71.5 per cent) were more likely than female gamblers (48.3 per cent) to have placed bets via the internet, using a website or mobile app.
- About three quarters of those aged 18–34 years (74.6 per cent) had placed bets over the internet, using a website or mobile app in the previous 12 months.

Figure 27: Responses to the question ‘Over the last 12 months, when you have placed bets on sporting or novelty events, how have you placed your bets?’
People who had bet on sporting or novelty events in the last 12 months, by gambler type, gender and age



Note: Responses add to more than 100 per cent because respondents could provide more than one response. Also, some of the results have not been included in the graph because of high samplings errors.

* 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.

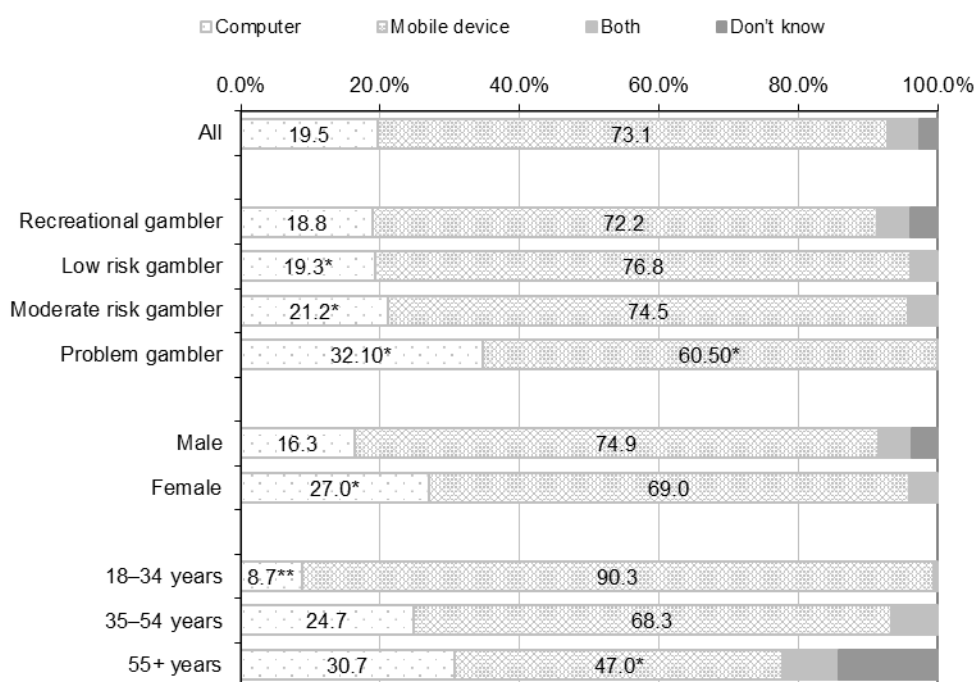
Gambling using the internet

In the 2016–17 Queensland Household Gambling Survey, gamblers who had placed bets on horse, harness or greyhound races and who had bet on sporting or novelty events over the internet were asked about what they most often used to place bets – a computer or a mobile device, such as a mobile phone or tablet.

Among those who had used the internet to bet on horse, harness or greyhound races, gamblers were in general most often used a mobile device when placing bets over the internet regardless of their gambling group, gender and age. (Figure 28).

Figure 28: Responses to the question ‘When placing bets on horse, harness or greyhound races over the internet, what do you MOST OFTEN use to place your bets – a computer or mobile device, such as a mobile phone or tablet?’

People who had used the internet to place bets on horse, harness or greyhound races in the last 12 months, by gambling group, gender and age



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. Also, some of the results have not been included in this graph due to high sampling errors. For the full data, see Table F28 in Appendix One.

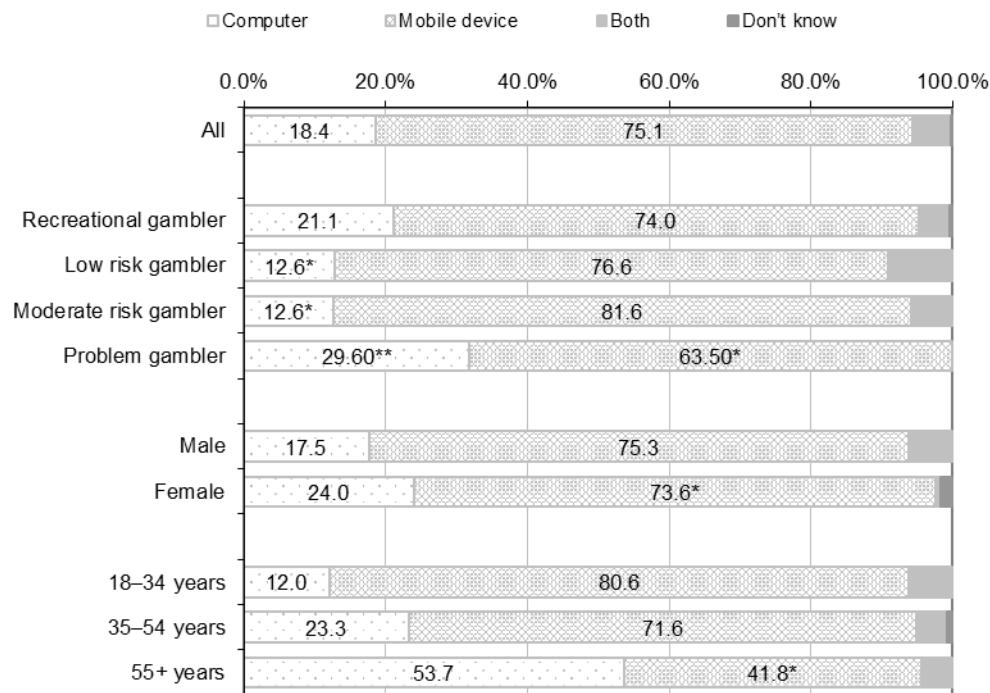
* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

The full data for this graph is presented in Table F28 in Appendix One.

As Figure 29 shows, among those who had used the internet to place bets on sporting or novelty events, the percentage of gamblers using a computer or mobile device was similar across the different groups of gambling, gender and age. However, there was one exception – a significantly higher proportion of those aged 55 or more (53.7 per cent) most often used a computer (rather than a mobile device) to place bets compared to the younger age groups (23.3 per cent of those aged 35–54 years and 12.0 per cent of those aged 18–34 years).

Figure 29: Responses to the question ‘When placing bets on sporting or novelty events over the internet, what do you MOST OFTEN use to place your bets – a computer or mobile device, such as a mobile phone or tablet?’
People who had used the internet to place bets on sporting or novelty events in the last 12 months, by gambling group, gender and age



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. Also, some of the results have not been included in this graph because of high sampling errors. For the full data, see Table F29 in Appendix One.

* 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 F29 in Appendix One.

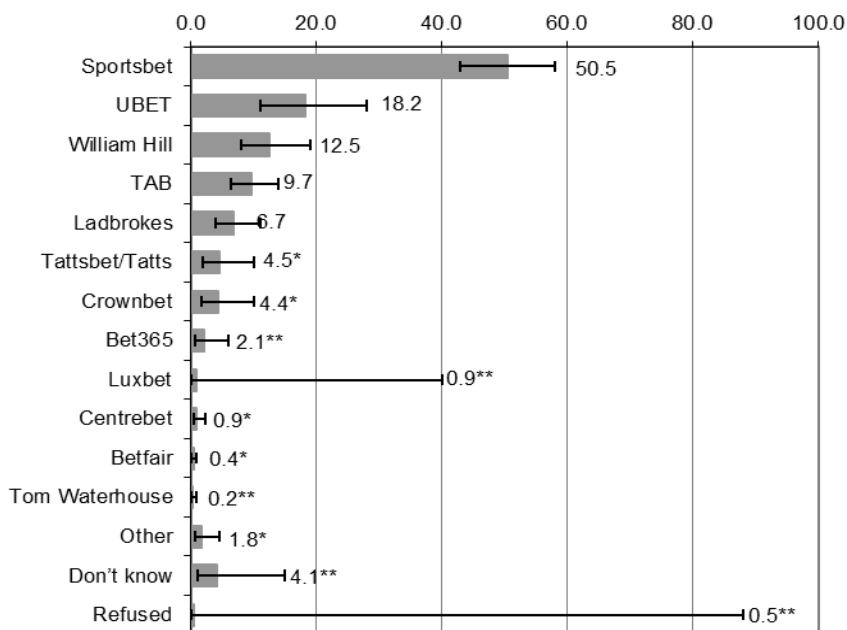
Of those who had placed bets on horse, harness or greyhound races, and who had bet on sporting or novelty events over the internet, gamblers in the 2016–17 survey were also asked about which bookmakers they bet with most often in the last 12 months. They could provide more than one response.

Among those who had used the internet to place bets on horse, harness or greyhound races, the most often used bookmaker for betting was Sportsbet (50.5 per cent). (Figure 30).

Similar results found among those who had bet on sporting or novelty events over the internet, Sportsbet (54.2 per cent) was most often used for betting compared to the other bookmakers. (Figure 31).

Figure 30: Responses to the question ‘When placing bets on horse, harness or greyhound races over the internet, which bookmakers do you bet with most often?’

People who had used the internet to place bets on horse, harness or greyhound races in the last 12 months



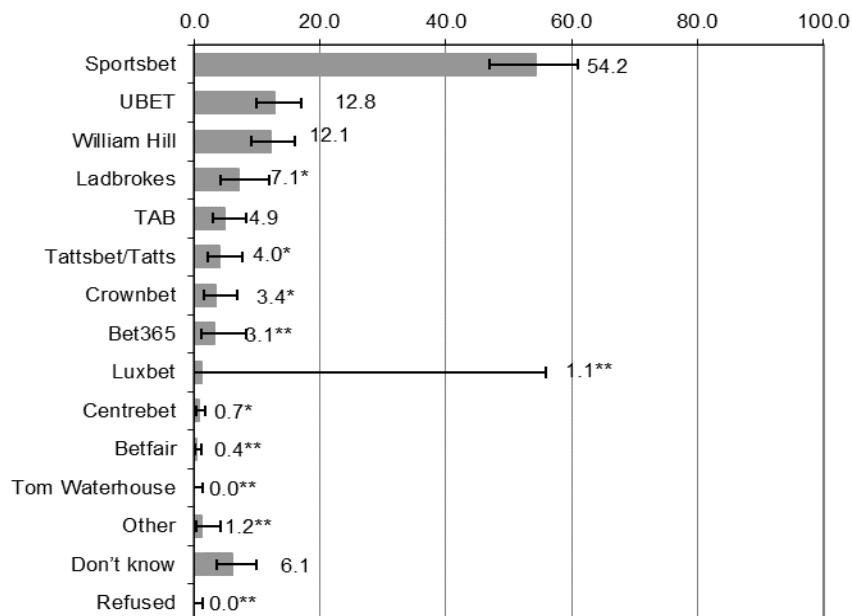
* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

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

Figure 31: Responses to the question ‘When placing bets on sporting or novelty events, which bookmakers do you bet with most often?’

People who had used the internet to place bets on sporting or novelty 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 F31 in Appendix One.

In the 2016–17 survey, there were four questions about gambling using the internet including:

- 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 0.8 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, 11.1 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, 28.2 per cent had done so 'via the internet, using a website or mobile app'.
- Those who had bet on sporting or novelty events were asked 'Over the last 12 months, when you have placed bets on sporting or novelty events, how have you placed your bets?' Among those who had placed bets, 67.2 per cent had done so 'via the internet, using a website or mobile app'.

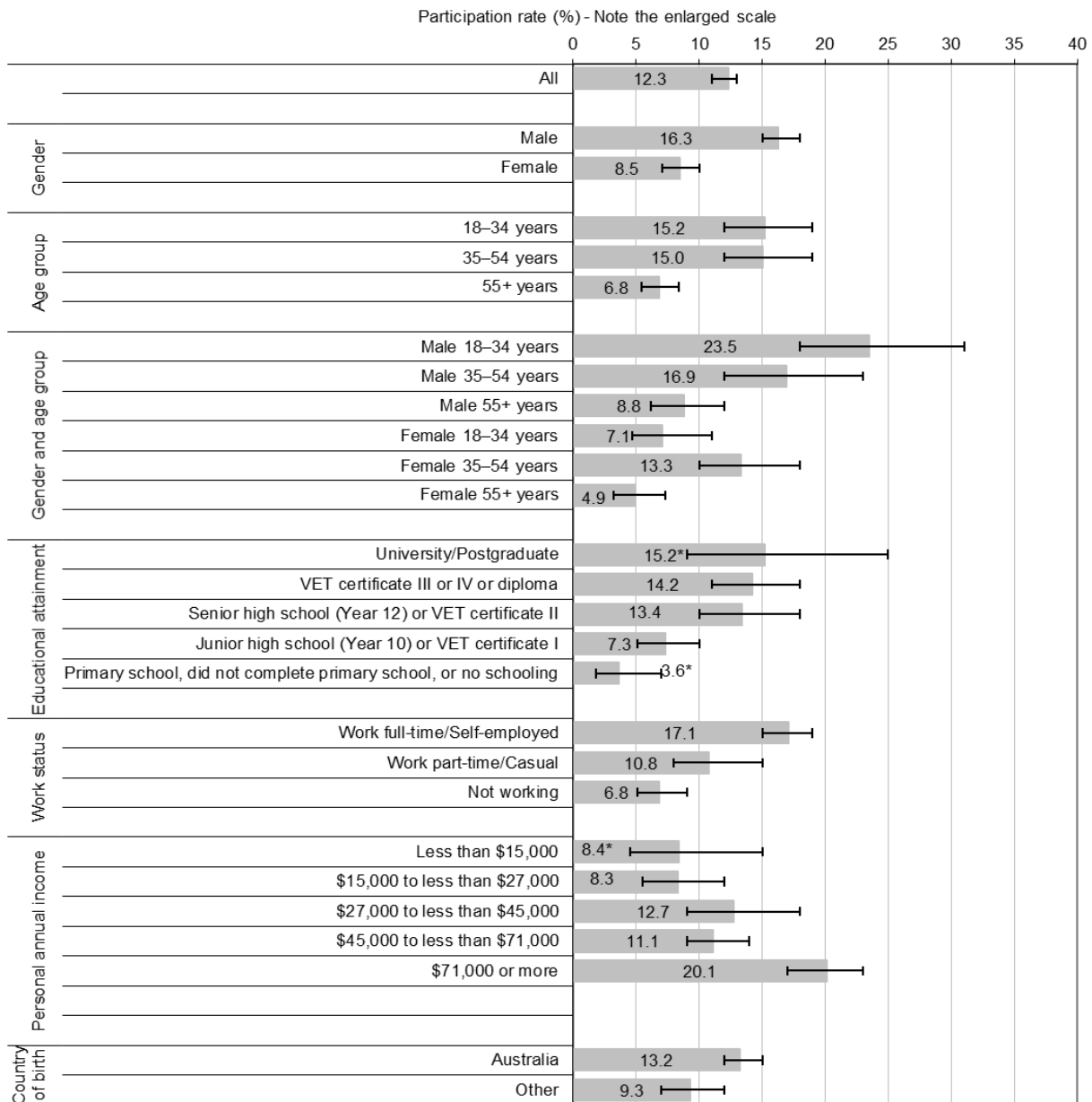
The responses to all of these questions have been used to derive an overall measure of participation in internet gambling. That is, an internet gambler is defined as a person who has used the internet to gamble on one or more of the following activities: online casino games or poker; lotteries; horse,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

Overall, about 12.3 per cent of the adult Queensland population had gambled using the internet. Figure 32 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 (16.3 per cent of men and 8.5 per cent of women).
- Adults in the younger age groups were more likely to have gambled using the internet than those aged 55 years or more (about 15 per cent for those aged 18–34 years and 35–54 years and 7 per cent for those aged 55 years or more).
- The rate of participation in internet gambling was somewhat higher among those VET certificate III or IV or diploma (14.2 per cent), or senior high school (Year 12) or VET certificate II (13.4 per cent). Some of the results were associated with high levels of sampling error, thus making it difficult to reliably compare the internet gambling behaviours across the qualification groups.
- Those who were full-time workers or self-employed were more likely to have gambled using the internet than those who were not working (17.1 per cent of those working full-time or self-employed, 6.8 per cent of those not working).
- Among those who were born in Australia, the rate of participation in internet gambling was somewhat higher than those born overseas (13.2 per cent of those born in Australia, 9.3 per cent of those born overseas).

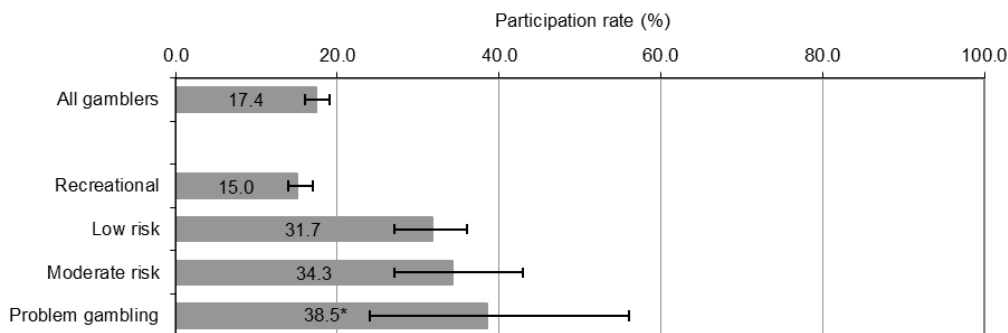
Figure 33 shows participation in internet gambling by gamblers. Among those who had gambled in the last 12 months, about 17.4 per cent had gambled using the internet. While the percentage of problem gamblers was associated with high relative standard errors, the results indicated that usage of the internet gambling was significantly higher among the at-risk group of gamblers. About 31.7 per cent of low risk, 34.3 per cent of moderate risk, and 38.5* per cent of problem gamblers had used the internet to gamble.

Figure 32: 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 F32 in Appendix One.

Figure 33: 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 F33 in Appendix One.

Gaming machine play

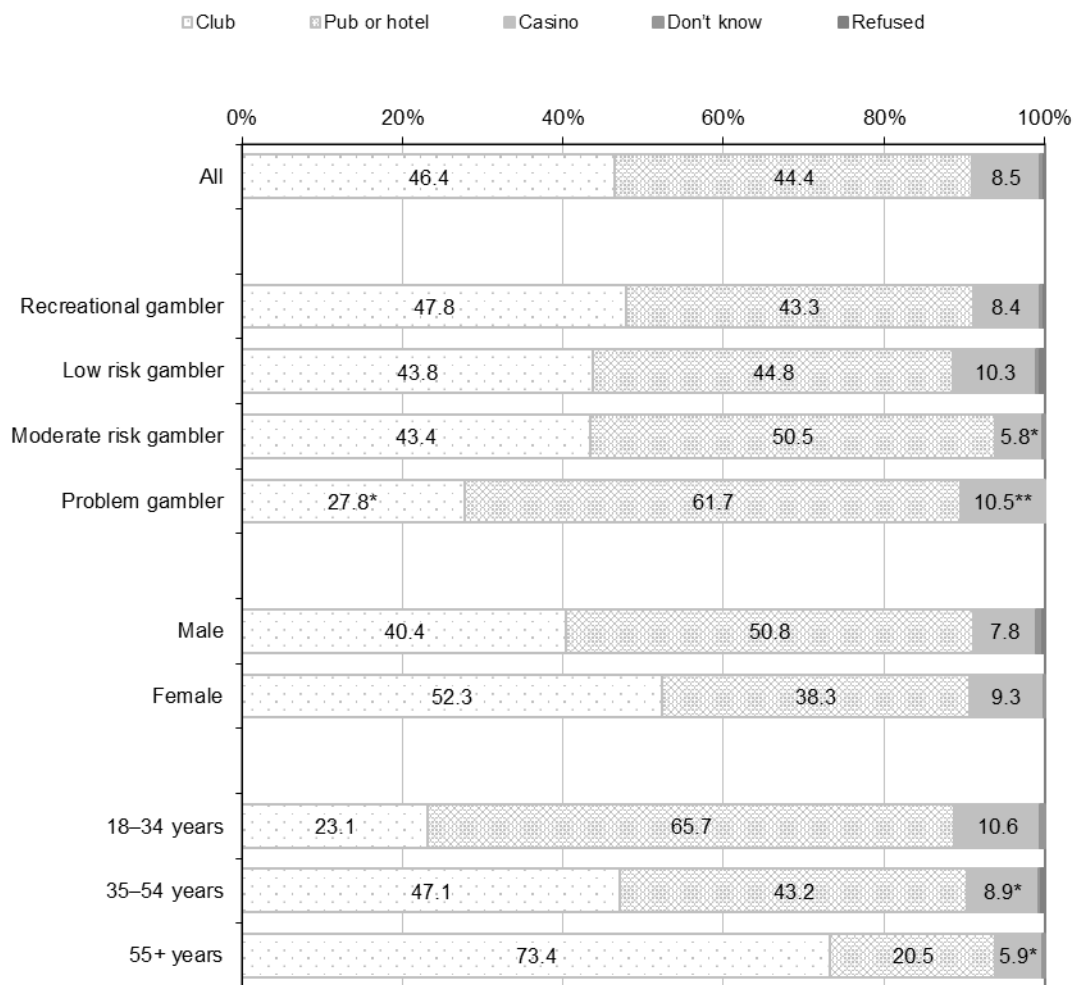
Those who had played poker machines or gaming machines in the 12 months prior to the survey were asked a series of follow-up questions about the way they play.

The first question was about where they most often play poker or gaming machines. Overall, Figure 34 shows that almost all gaming machine players most often played at a club or at a pub or hotel (about 91 per cent). Less than 10 per cent of gaming machine players most often played at a casino.

There were no significant differences among the gambling groups, and between male and female, in terms of where they most often played.

The proportion of gaming machine players most often played at a club consistently increased with age (about 23 per cent of those aged 18–34 years, 47 per cent of those aged 35–54 years and 73 per cent of those aged 55 or more). In contrast, the proportion of players who most often played at a pub or hotel fell steadily with age (about 66 per cent of those aged 18–34 years, 43 per cent of those aged 35–54 years and 21 per cent of those aged 55 years or more).

Figure 34: Responses to the question ‘Where do you most often play poker machines or gaming machines? At a club, a pub or hotel, or a casino?’
People who had played gaming machines in the last 12 months, by gambling group, gender and age



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. The full data for this graph is presented in Table F34 in Appendix One.

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

In addition, gamblers were also asked about the type of machine they most often played. About 70 per cent of gaming machine gamblers most often played a one cent machine. The next most common responses were a two cent machine (8.1 per cent) or a combination of machine types (5.7* per cent).

There were some differences among the gambling groups, gender and age in terms of the type of machine that they most often played. Among those who had played gaming machines in the last 12 months:

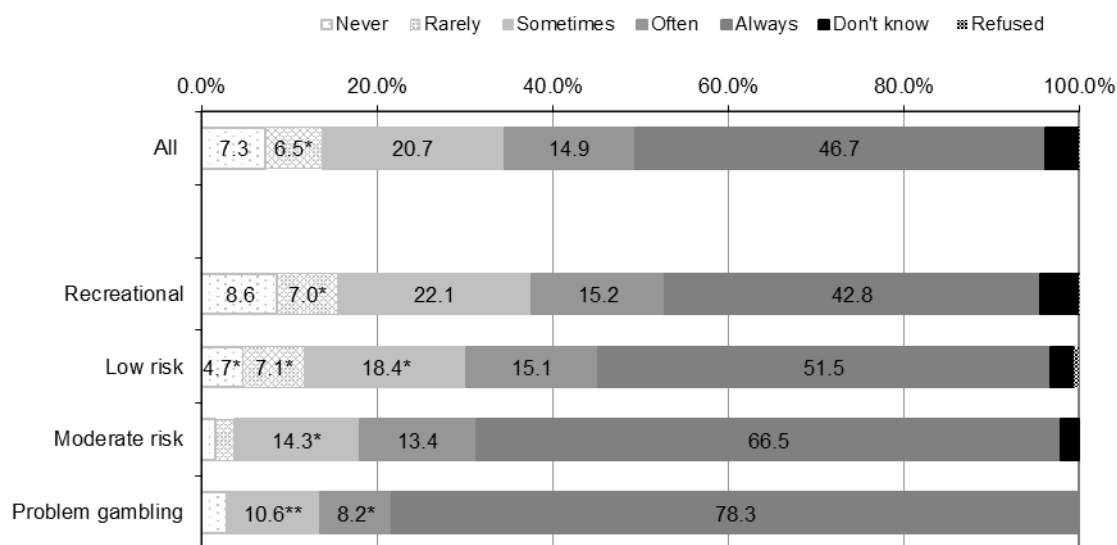
- About 74 per cent of recreational gamblers most often played a one cent machine. A lower proportion of problem gamblers (43.7* per cent) most often played a one cent machine.
- A higher proportion of female players (77.9 per cent) most often played a one cent machine, compared to male players (62.1 per cent).
- About 57 per cent of those aged 18–34 years most often played a one cent machine. The percentage of those who most often played a one cent machine was higher among the older age groups (79 per cent of those aged 35–54 years and 78 per cent of those aged 55 years or more).

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 35, 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 largely made by a higher proportion of gamblers in the moderate risk and problem gambling groups. About 43 per cent of recreational gaming machine gamblers ‘always’ bet more than one line at each press of the button, compared with 67 per cent in the moderate risk gambling group and 78 per cent in the problem gambling group.

Figure 35: 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 F35 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 36. Amongst all gaming machine players, about 41 per cent stated that they ‘never’ or ‘rarely’ bet more than one credit per line. About 31 per cent of gaming machine players ‘sometimes’ bet more than one credit per line, 10 per cent ‘often’ bet more than one credit per line and 12 per cent ‘always’ bet more than one credit per line.

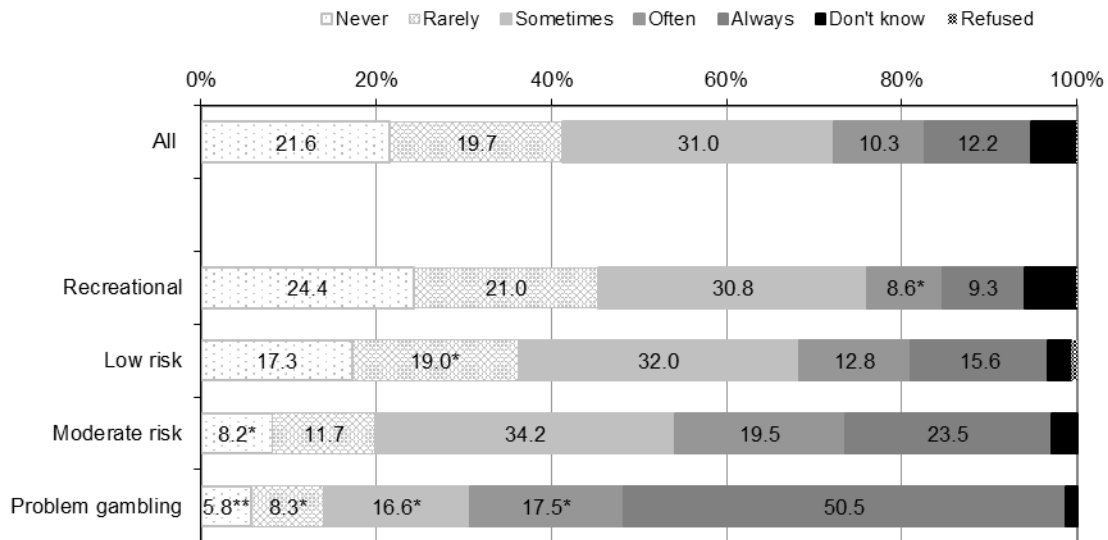
There were some differences between the gambling groups in terms of how often gaming machine players bet more than one credit per line. Among recreational gambling group, about 9 per cent of gaming machine players ‘always’ bet more than one credit per line. Comparatively high proportions

of gaming machine players in the moderate risk gambling group (about 24 per cent) and problem gambling group (about 51 per cent) 'always' bet more than one credit per line.

Some percentage estimates of the gambling groups are associated with high sampling errors hence it is difficult to reliably compare all the responses across the gambling groups.

Figure 36: 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



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 F36 in Appendix One.

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

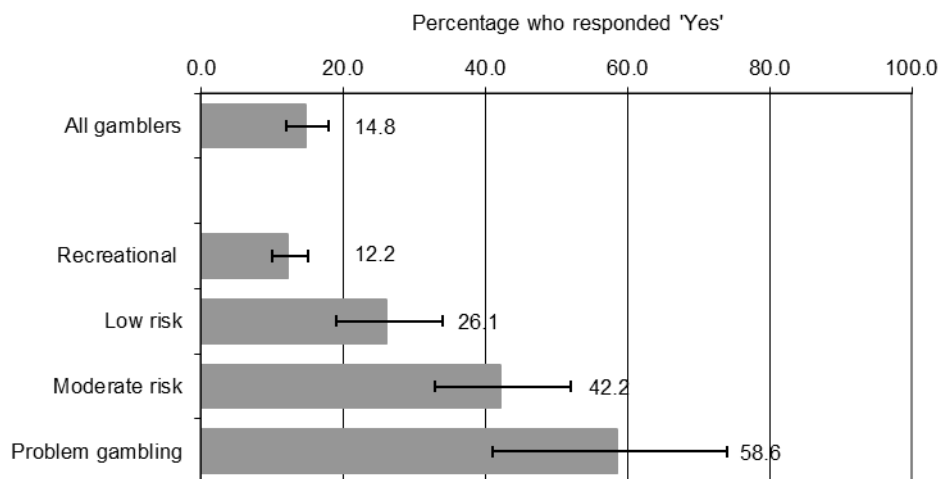
Loyalty cards

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 37, about 15 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 12 per cent of recreational gamblers had a loyalty card, compared with 26 per cent of low risk gamblers, 42 per cent of moderate risk gamblers and 59 per cent of problem gamblers.

Figure 37: 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



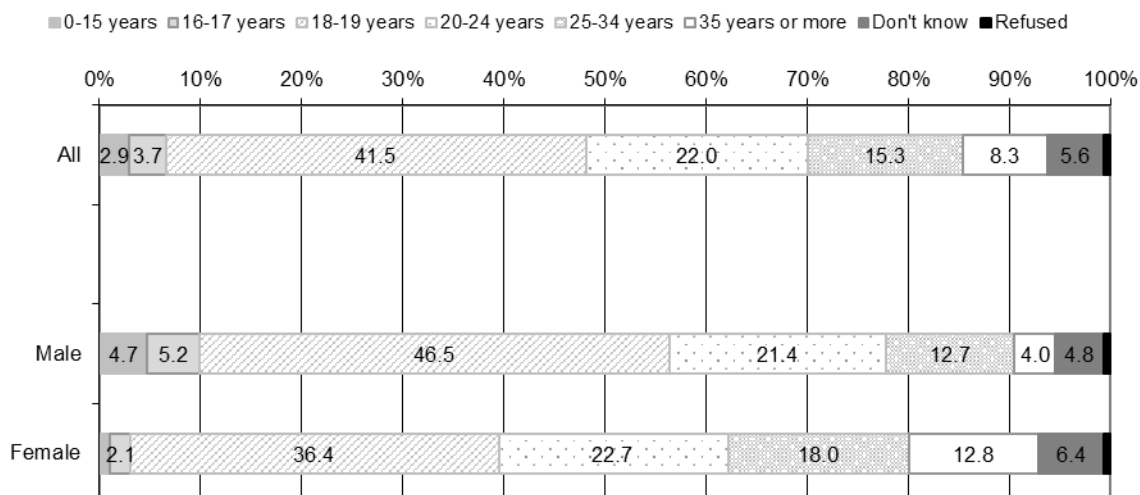
The full data for this graph is presented in Table F37 in Appendix One.

Age first gambled

All respondents who had ever gambled were asked 'at what age did you first gamble using your own money?' Figure 38 shows overall responses to this question and responses by gender. There were no significant differences between the gambling groups in terms of the age at which they first gambled. Also the percentage estimates of the gambling groups were associated with high levels of sampling error.

- For about 6 per cent of people who had gambled, the age at which they first gambled is not known because of 'don't know' responses. Closer analysis of this result showed that 'don't know' responses 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.
- Overall about 7 per cent of people who had gambled had started gambling when they were under 18 years of age. A further 42 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 20 years of age. Among those who had gambled, about 56 per cent of males and 40 per cent of females reported that they started gambling when less than 20 years of age.

Figure 38: Responses to the question 'At what age did you first start gambling with your own money?' People who had ever gambled, by gender



Note: Percentage estimates of two percentage points or less have not been labelled on this graph. '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 F38 in Appendix One.

Participation in simulated gambling games

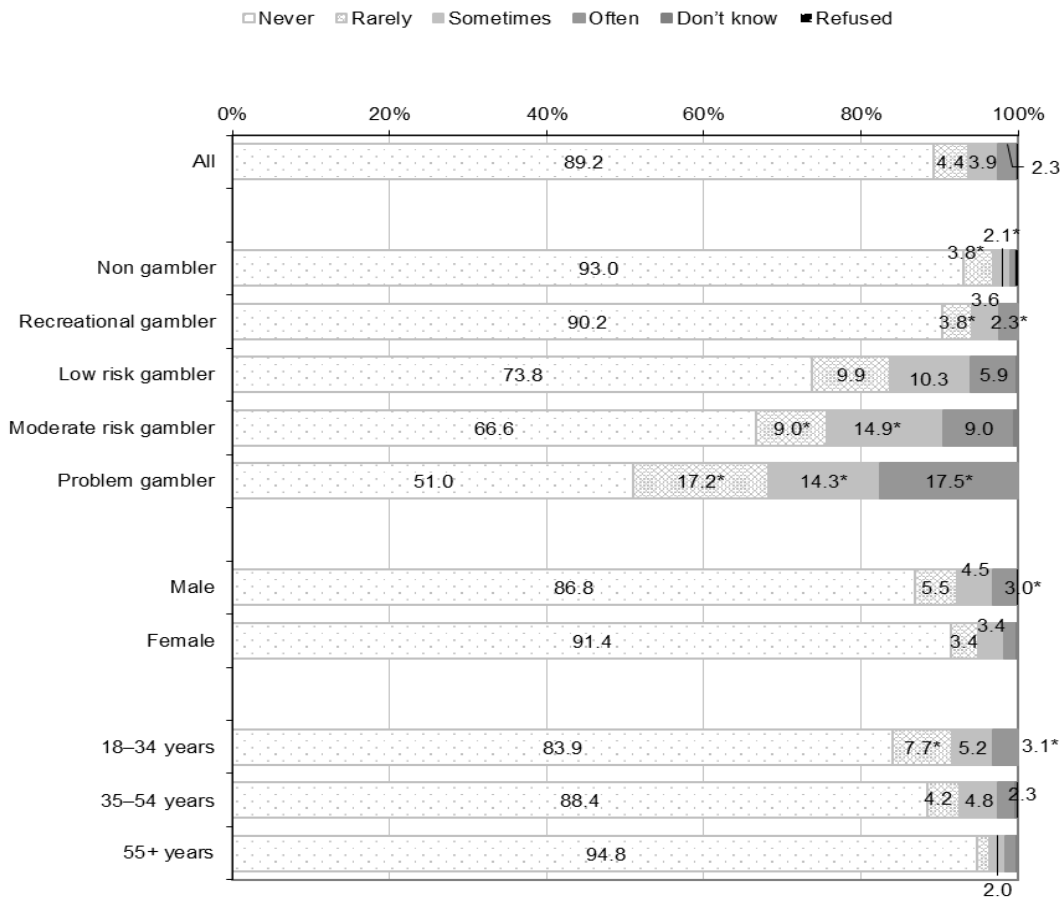
The 2016–17 Queensland Household Gambling Survey asked survey participants about gambling-simulation games that can be played via the internet or a mobile app. These games do not necessarily involve spending money, but are similar to casino games played over the internet.

Overall, Figure 39 shows that almost all Queensland adults (over 90 per cent) ‘never’ or ‘rarely’ played social gambling-type games over the internet in the last 12 months. There was a similar pattern of responses between male and female populations in terms of how often they played this type of games. The results also indicated that:

- A lower proportion of the at-risk gamblers (ranging from 51 per cent to 74 per cent) reported ‘never’ played simulated gambling games over the previous year. About 10 per cent of low risk gamblers having responded ‘sometimes’ and 9 per cent of moderate risk gamblers having responded ‘often’ played gambling-simulation games in the last 12 months.
- A slightly higher proportion of those aged 55 years or more (94.8 per cent) ‘never’ played gambling-simulation games compared to the younger age groups (83.9 per cent of those aged 18–34 years and 88.4 per cent of those aged 35–54 years). In contrast, about 5 per cent of those aged 54 years and younger reported they ‘sometimes’ played simulated gambling games compared with 2 per cent of those aged 55 years or more.

Figure 39: Responses to the question ‘In the last 12 months, can you tell me whether you have never, rarely, sometimes or often played online social gambling-type games that don’t necessarily involve money?’

Queensland adult population, by gambling group, gender and age



* Relative standard error greater than 25 per cent.

Note: Percentage estimates of two percentage points or less have not been labelled on this graph. The full data for this graph is presented in Table F39 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).

CPGI screening questions

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 that tend to characterise the members of the gambling groups.

Figure 40 presented the distributions of responses for the low risk, moderate risk and problem gambling groups. 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 in the last 12 months were betting more than they could really afford to lose (34.9 per cent of low risk gamblers), going back another day to win back losses (28.8 per cent of low risk gamblers) and feeling guilty about gambling (28.0 per cent of low risk gamblers).

Moderate risk gamblers

In order to be classified as moderate risk gambling, 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 in the previous year were betting more than they could really afford to lose (62.1 per cent of moderate risk gamblers), going back another day to win back losses (56.7 per cent of moderate risk gamblers) and feeling guilty about gambling (78.5 per cent of moderate risk gamblers). Interestingly, almost 60 per cent of moderate risk gamblers had felt that they had a problem with gambling in the last 12 months.

Problem gamblers

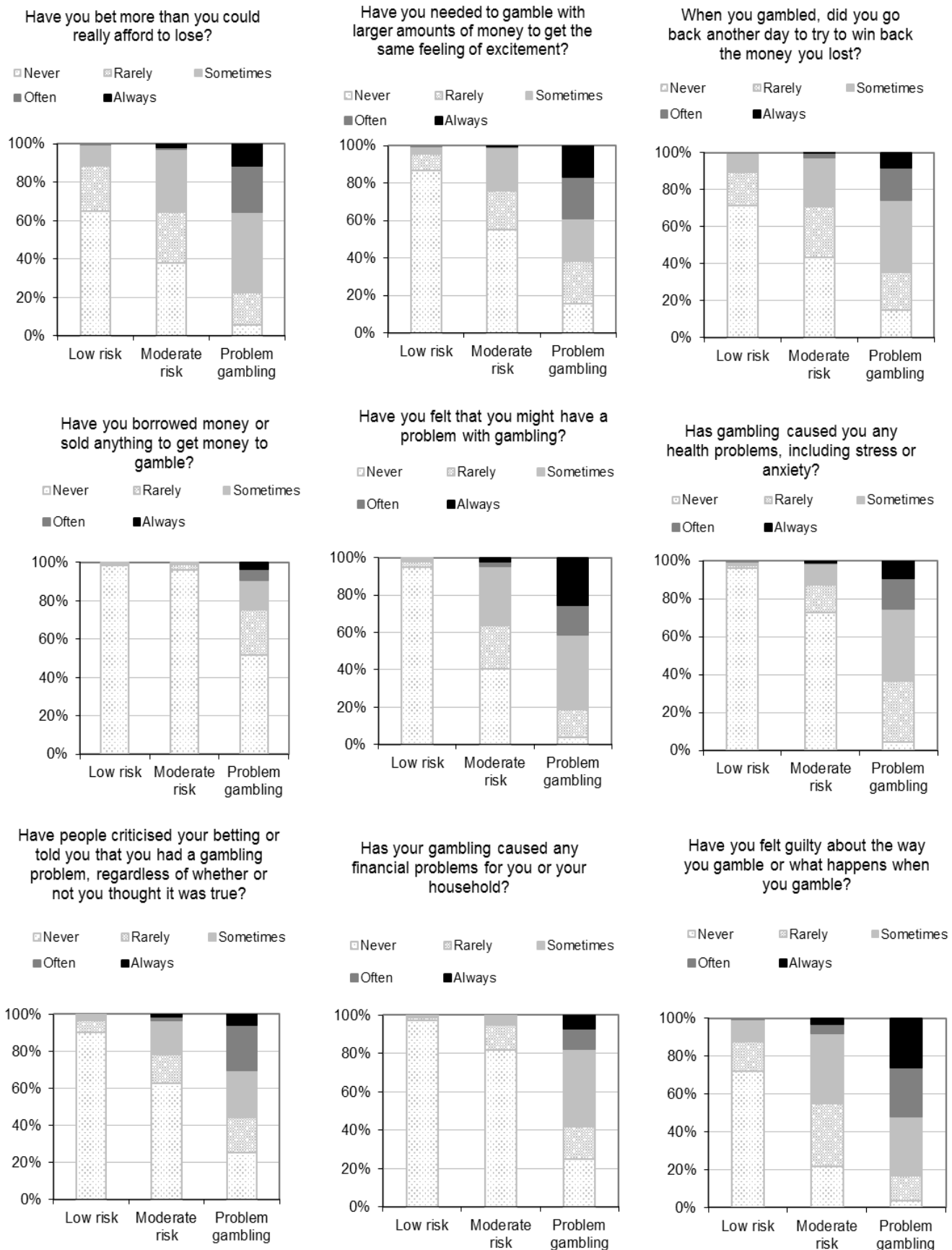
In order to be classified as problem gambling, gamblers had to have experienced multiple behaviours and consequences associated with problem gambling and/or have experienced these behaviours often or always.

A large proportion of 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 three quarters of problem gamblers had 'sometimes', 'often' or 'always' experienced these three issues with their gambling.

In terms of problems arising from their gambling, about 95 per cent of problem gamblers had experienced gambling-related health problems and about 75 per cent of them had experienced financial problems associated with gambling.

Almost half of problem gamblers had borrowed money or sold something to get money to gamble.

Figure 40: 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 F40 in Appendix One.

Adverse consequences of gambling

As part of the survey interview, low risk, moderate risk and problem gamblers were asked:

- Q72: Have you ever experienced family or relationship problems because of your gambling?
- Q73: Have you experienced these family or relationship problems in the last 12 months? (Only for those who responded 'Yes' to Q72.)
- Q74: In the last 12 months, has your work performance been diminished because of your gambling?

The percentage estimates of those who had experienced family or relationship problems, and those who felt that their work performance had been diminished because of gambling are largely associated with high relative standard errors. However, the results also highlighted that:

- Almost all low risk (98.1 per cent) and moderate risk gamblers (94.8 per cent) said that they had never experienced family or relationship problems because of their gambling. In contrast, about half of problem gamblers had experienced these problems because of gambling.
- Almost all gamblers in the low and moderate risk groups said that their work performance had not been diminished because of gambling in the last 12 months (99.7 per cent of low risk gamblers and 98.2 per cent of moderate risk gamblers).
- Among those in the problem gambling group, a large proportion of gamblers (86.1 per cent) responded that their work performance had not been diminished in the last 12 months whereas about 14* per cent of them reported otherwise.

Impact of gambling by others

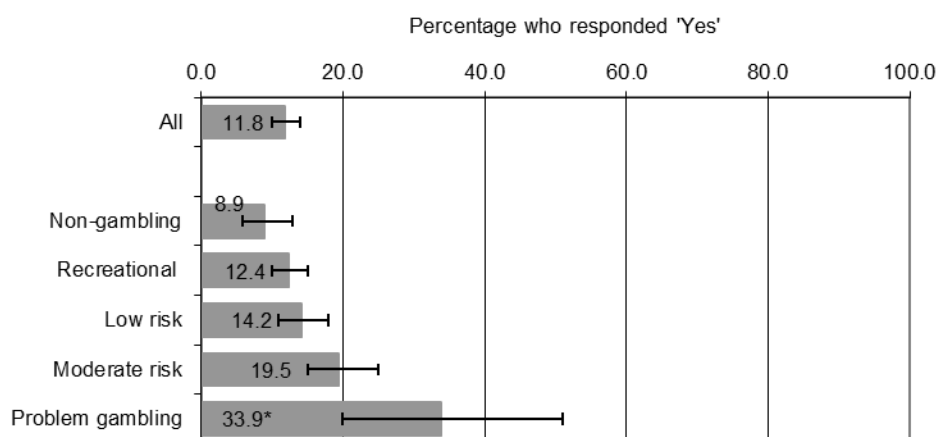
All respondents to the survey were asked 'has anyone in your immediate family ever had a gambling problem?' Overall, about 12 per cent of Queensland adults said that a member of their immediate family had, at some stage, had a gambling problem (Figure 41).

Interestingly, about one in five moderate risk gamblers reported that a member of their immediate family had experienced problems with gambling. This was somewhat higher than the proportion of non-gamblers and recreational gamblers who reported gambling problems within their immediate family.

High levels of relative standard error were associated with the percentage of problem gamblers who reported gambling problems within their immediate family. Nevertheless, the results indicated that about one-third of problem gamblers said that a member of their immediate family had experienced problems with gambling.

Figure 41: Responses to the question 'Has anyone in your immediate family ever had a gambling problem?'

Queensland adult population, by gambling group



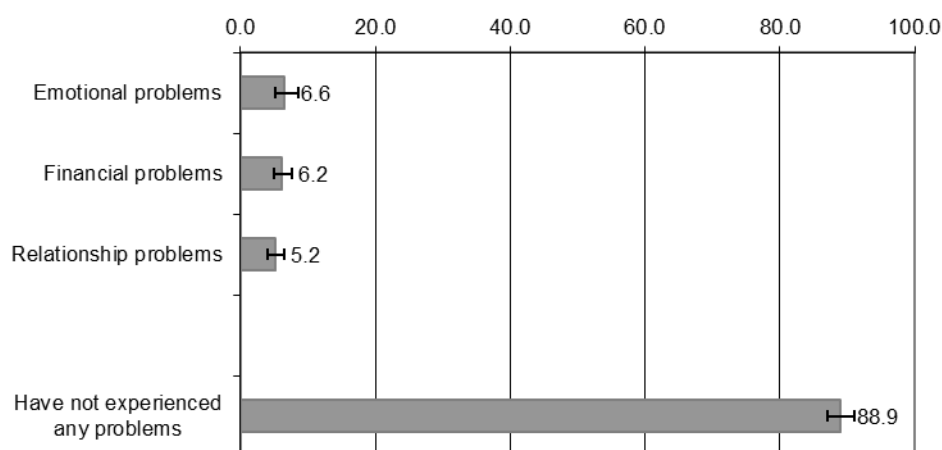
* Relative standard error greater than 25 per cent.

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

The survey also included a question about any problems experienced because of someone else's gambling. As shown in Figure 42, the overall results for this question were:

- 88.9 per cent of adult Queenslanders had never experienced problems because of someone else's gambling.
- 6.6 per cent of Queensland adults had experienced emotional problems because of someone else's gambling.
- 6.2 per cent of Queensland adults had experienced financial problems because of someone else's gambling.
- 5.2 per cent of Queensland adults had experienced relationship problems because of someone else's gambling.

Figure 42: Responses to the question 'Have you ever 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 F42 in Appendix One.

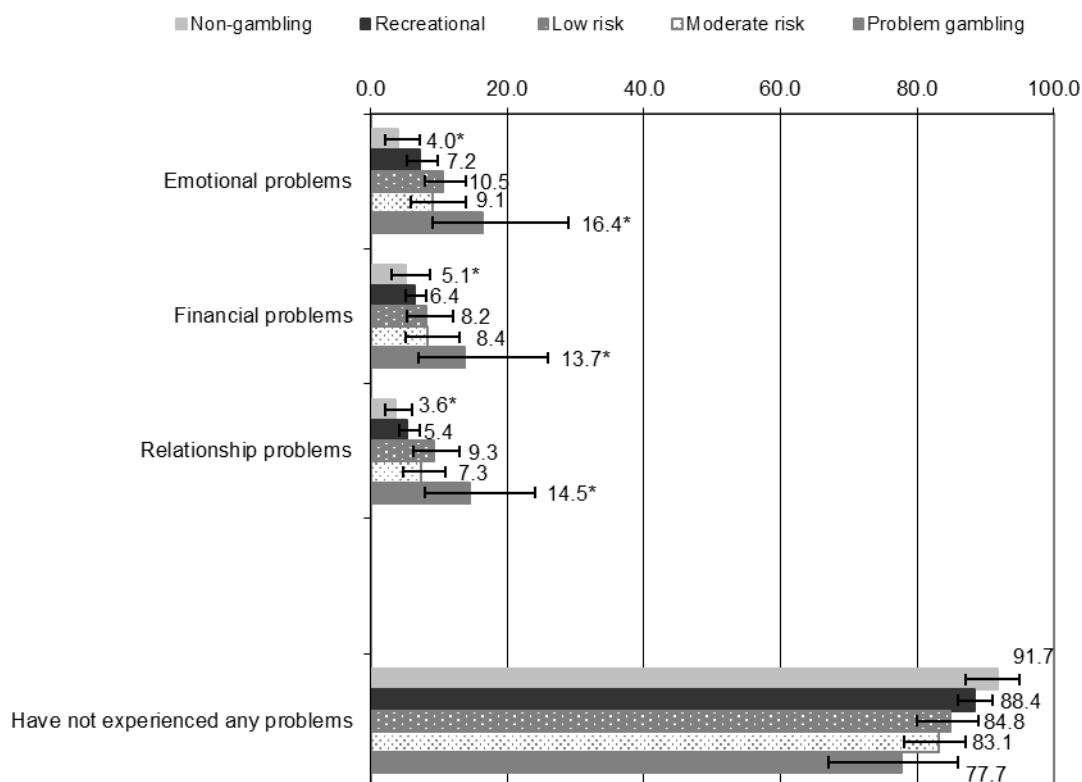
Note: Responses add to more than 100 per cent because some respondents had experienced more than one type of problem.

Figure 43 shows the proportion of people in each gambling group who had experienced problems because of someone else's gambling.

When reviewing the results across the gambling groups, more than three quarters of people in each gambling group had never experienced problems because of someone else's gambling.

The proportion of people who had experienced problems because of someone else's gambling was similar across the five gambling groups. However, the results also indicated that low risk gamblers were slightly more likely than non-gamblers to have experienced emotional and relationship problems because of someone else's gambling. About 14* per cent of problem gamblers had experienced each of emotional, financial and relationship problems because of someone else's gambling.

Figure 43: Responses to the question 'Have you ever 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.

Note: For each gambling group, responses add to more than 100 per cent because some respondents had experienced more than one type of problem. The full data for this graph is presented in Table F43 in Appendix One.

Control of gambling

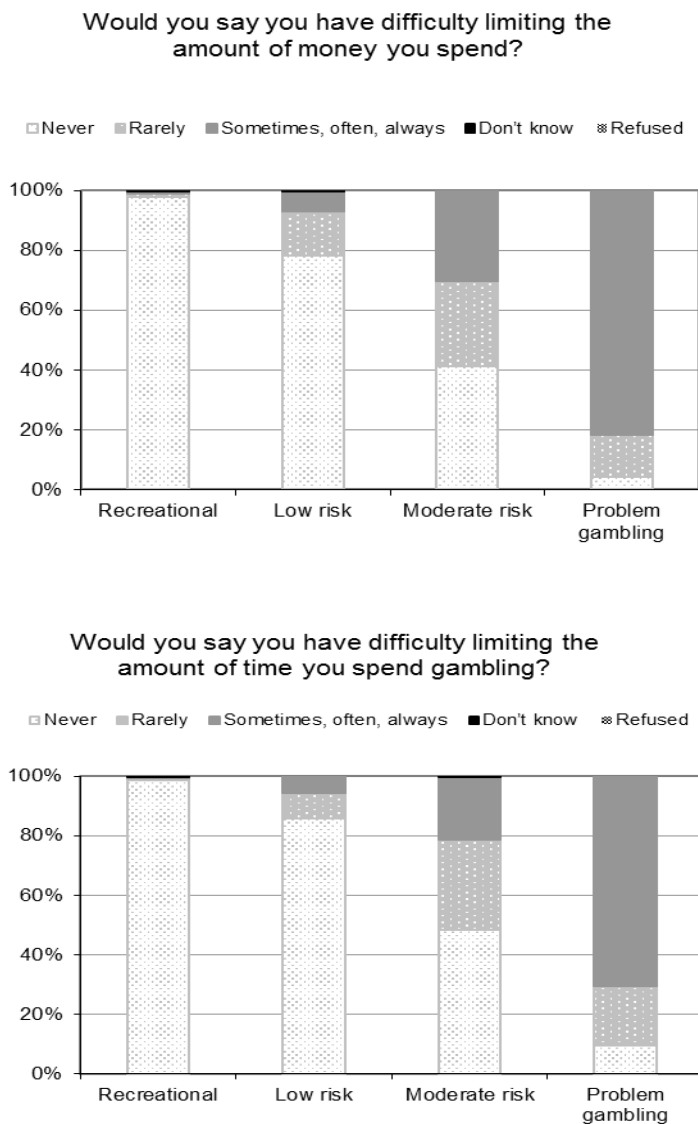
The survey included a series of questions which asked gamblers how often they had experienced problems with controlling their gambling. There was a similar pattern of responses for each of these questions. The distributions of responses for two of the questions about control of gambling are highlighted in Figure 44. Tables of results for all of the control of gambling questions can be found in the Table F44 in Appendix One.

Although they were classified as recreational gamblers, about 1 per cent of recreational gamblers had experienced difficulty limiting the time, and about 2 per cent of them had experienced difficulty 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 about 7 per cent for the low risk gambling group, 30 per cent for the moderate risk gambling group and 82 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 about 6 per cent for the low risk gambling group, 21 per cent for the moderate risk gambling group and 70 per cent for the problem gambling group.

Figure 44: 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 F44 in Appendix One.

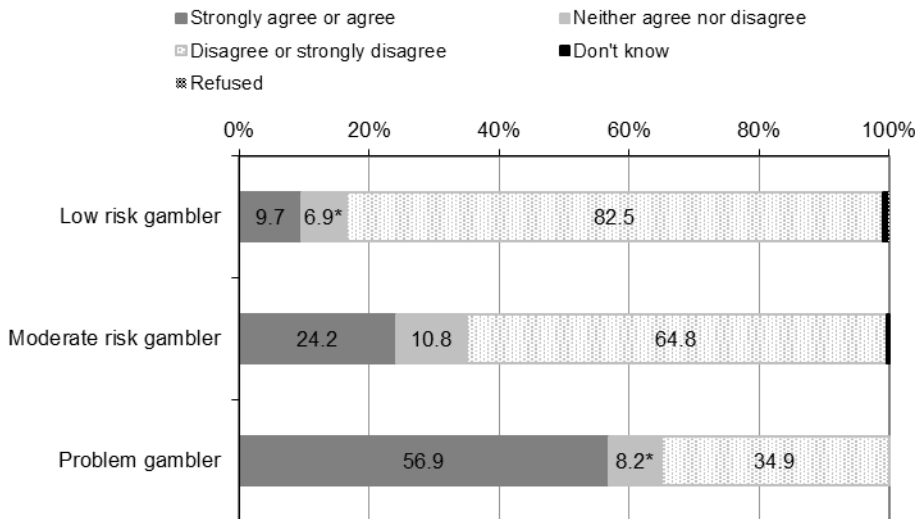
Faulty cognitions

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 about 10 per cent for low risk gamblers, 24 per cent for moderate risk gamblers and 57 per cent for problem gamblers (Figure 45).

Figure 45: 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

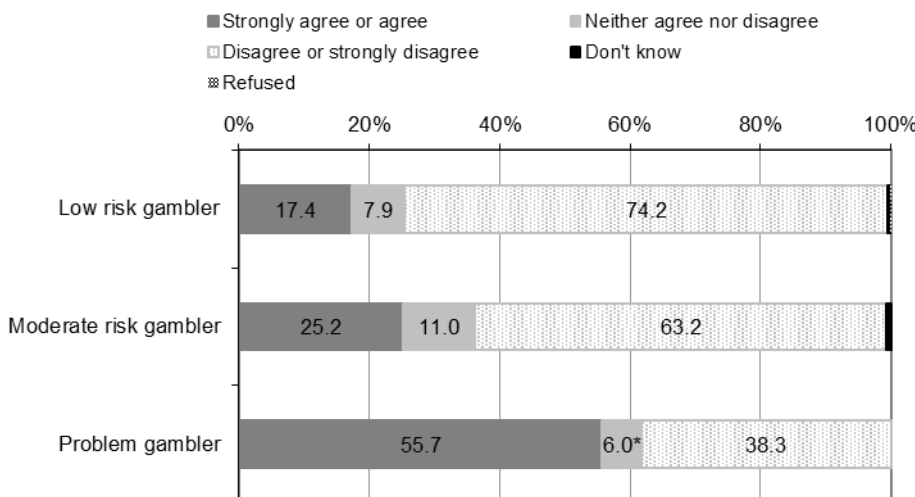


* Relative standard error greater than 25 per cent.
The full data for this graph is presented in Table F45 in Appendix One.

Figure 46 shows that almost 56 per cent of problem gamblers who felt that near misses remind them that a win is just around the corner. About 17 per cent of low risk gamblers also agreed that near misses remind them that a win is just around the corner.

Figure 46: Responses to the statement 'Near misses remind you that a win is just around the corner.'

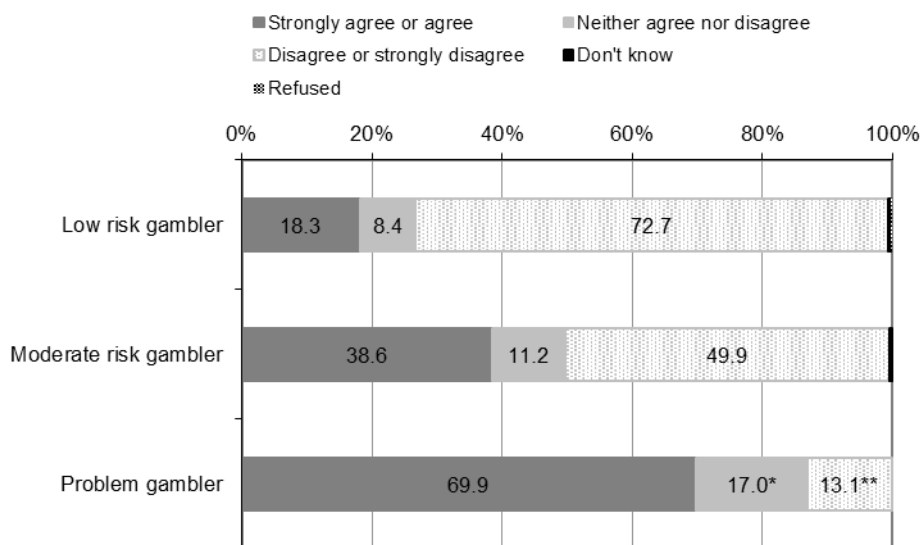
Low risk, moderate risk and problem gamblers, by gambling group



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

Some at-risk gamblers agreed that when they lost money, they tried to win it back. The proportion of gamblers who held this belief was about 18 per cent for low risk gamblers, 39 per cent for moderate risk gamblers and 70 per cent for problem gamblers.

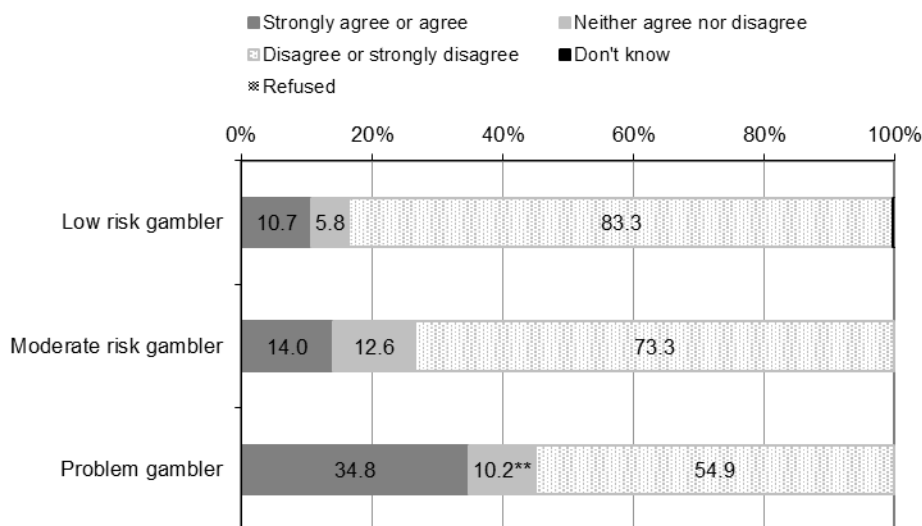
**Figure 47: Responses to the statement ‘When you lose money, you try to win it back.’
Low risk, moderate risk and problem gamblers
By gambling group**



* Relative standard error greater than 25 per cent.
 ** Relative standard error greater than 50 per cent.
 The full data for this graph is presented in Table F47 in Appendix One.

The fallacy about chance that ‘after losing many times in a row, you are more likely to win’ was held by about 35 per cent of problem gamblers. There were no significant differences in the proportion of low risk gamblers and moderate risk gamblers who believed in chance of winning.

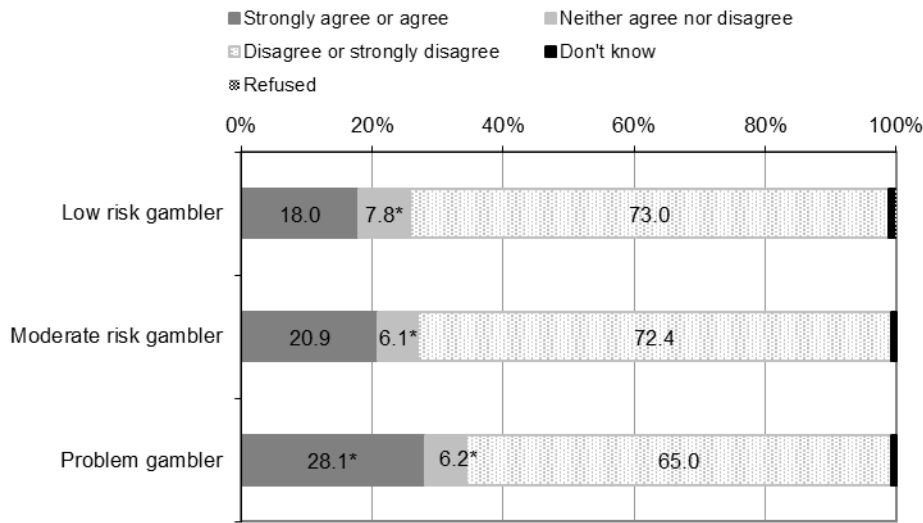
**Figure 48: Responses to the statement ‘After losing many times in a row, you are more likely to win.’
Low risk, moderate risk and problem gamblers
By gambling group**



* 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 F48 in Appendix One.

Figure 49 shows the proportion of the at-risk gamblers who agreed that 'you could win more if you used a certain system or strategy'. The percentage of people who believed that they could win more if they used a certain system or strategy was similar for the at-risk and problem gambling groups.

Figure 49: 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.
 The full data for this graph is presented in Table F49 in Appendix One.

Health correlates

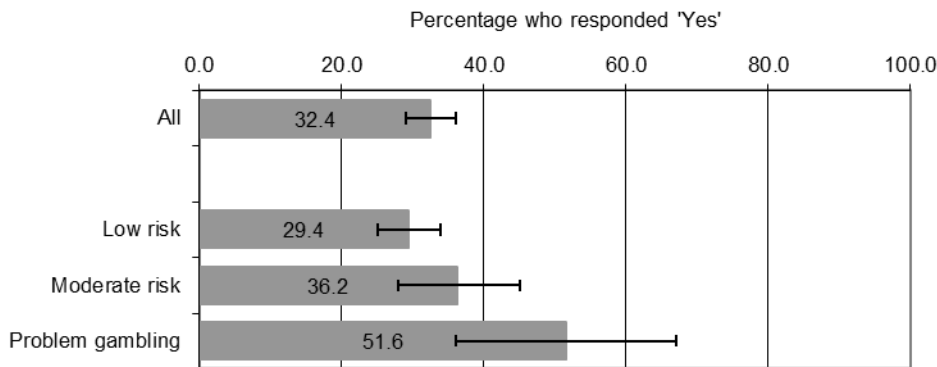
Low risk, moderate risk and problem gamblers were asked several questions about health issues that may be related to problem gambling. As shown in Figures 50 to 54, the results highlighted that for some of these health correlates there were higher rates among problem gamblers than among low risk gamblers.

Alcohol and other drugs

- About 29 per cent of low risk gamblers, 36 per cent of moderate risk gamblers and 52 per cent of problem gamblers reported that a member of their immediate family had at some stage had an alcohol or drug problem. (Figure 50)
- About 10 per cent of low risk gamblers, 14 per cent of moderate risk gamblers and 35* per cent of problem gamblers had felt that they themselves might have had an alcohol or drug problem. (Figure 51)
- Overall, about 45 per cent of all low risk, moderate risk and problem gamblers had gambled while under the influence of alcohol or other drugs. (Figure 52)

Figure 50: Responses to the question ‘Has anyone in your immediate family ever had an alcohol or drug problem?’

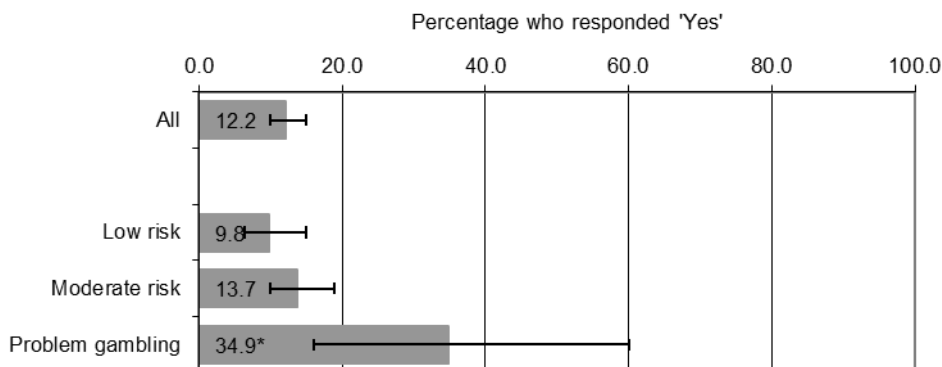
Low risk, moderate risk and problem gamblers
By gambling group



The full data for this graph is presented in Table F50 in Appendix One.

Figure 51: 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

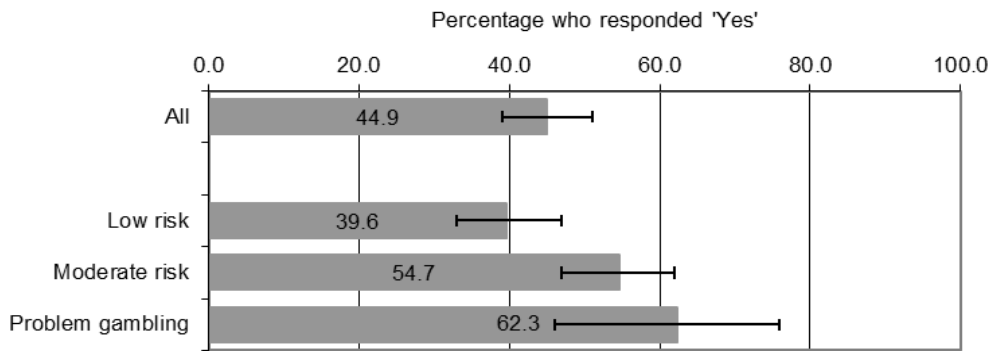


* Relative standard error greater than 25 per cent.

The full data for this graph is presented in Table F51 in Appendix One.

Figure 52: 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**



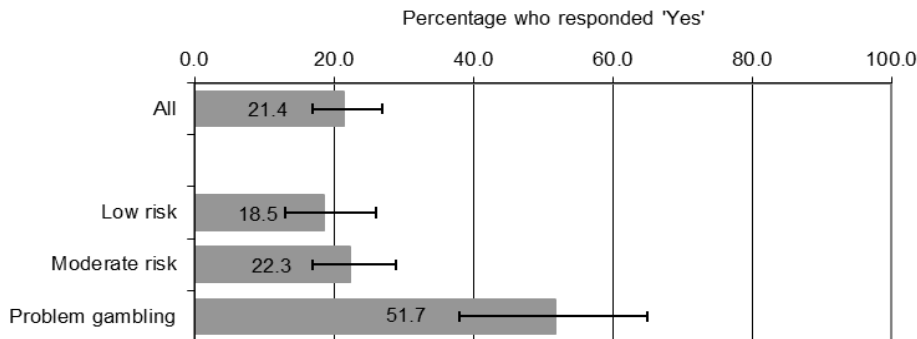
The full data for this graph is presented in Table F52 in Appendix One.

Mental health

- Overall, about one in five people in the at-risk gambling groups had felt seriously depressed in the last 12 months. About 19 per cent of low risk gamblers, 22.3 per cent of moderate risk gamblers and 52 per cent of problem gamblers had felt seriously depressed in the last 12 months. (Figure 53)
- In the last 12 months, about 14 per cent of low risk gamblers, 20 per cent of moderate risk gamblers and 34 per cent of problem gamblers had been under a doctor’s care for depression or stress-related issues. (Figure 54)

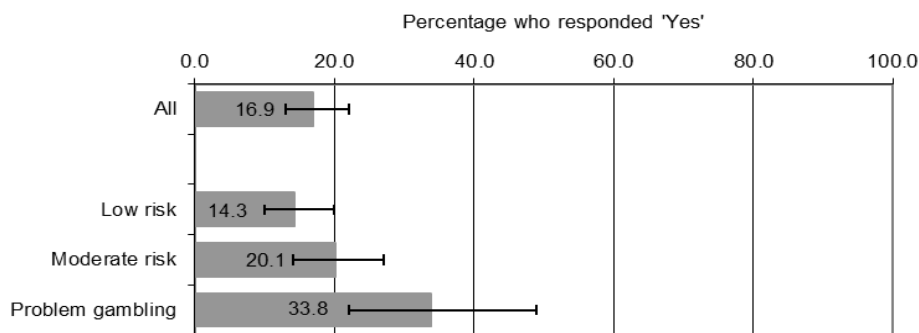
Figure 53: Responses to the question ‘In the last 12 months, have you felt seriously depressed?’

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



The full data for this graph is presented in Table F53 in Appendix One.

**Figure 54: 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 F54 in Appendix One.

Help-seeking and awareness of help services

A number of questions in the 2016–17 survey asked low risk, moderate risk and problem gamblers about help-seeking and counselling support services for gambling-related problems. The survey also asked the at-risk and problem gamblers about their awareness of services related to gambling.

Help-seeking rates and preferences (at-risk and problem gamblers)

Figure 55 outlines the proportion of each group who had wanted help for problems related to gambling and Figure 56 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 2016–17 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 2016–17, approximately 1** per cent of low risk gamblers, 2* per cent of moderate risk gamblers and 30 per cent of problem gamblers had wanted help for problem gambling.

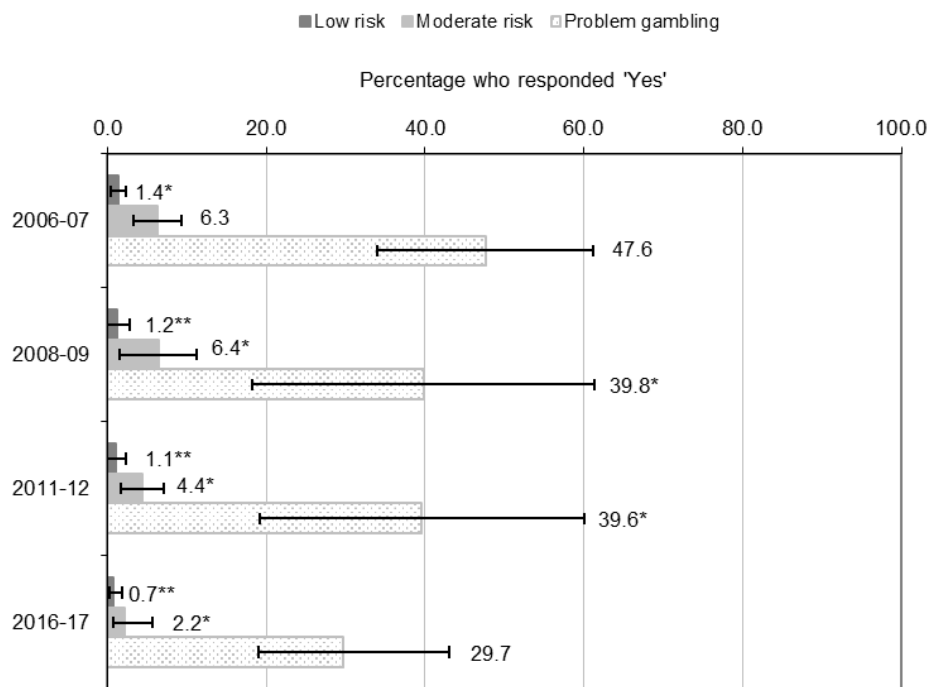
In 2016–17, approximately 2* per cent of moderate risk gamblers and approximately 20* per cent of problem gamblers had tried to get help for problems related to their gambling.

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 feeling depressed or worried and experiencing financial or relationship 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 (93 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 59 per cent said that this was because they did not consider themselves to have a problem. About one in six problem gamblers felt that they could beat the problem on their own.

Figure 55: 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 2006–07, 2008–09, 2011–12 and 2016–17



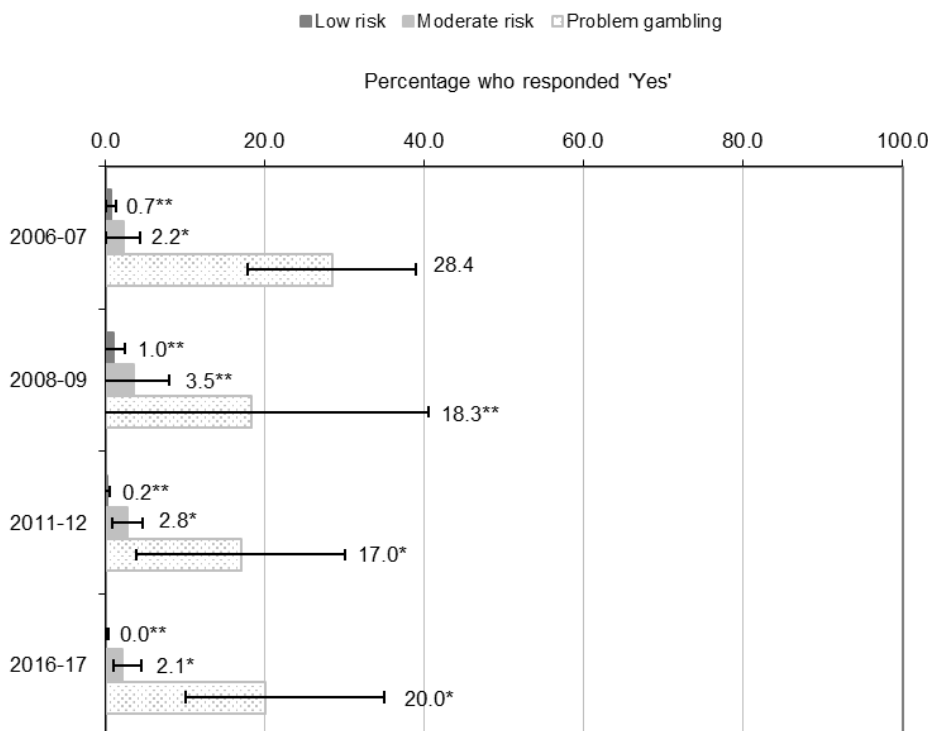
* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

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

Figure 56: 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 2006–07, 2008–09, 2011–12 and 2016–17



* 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 F56 in Appendix One.

Low risk, moderate risk and problem gamblers were also asked two questions about counselling support services 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.

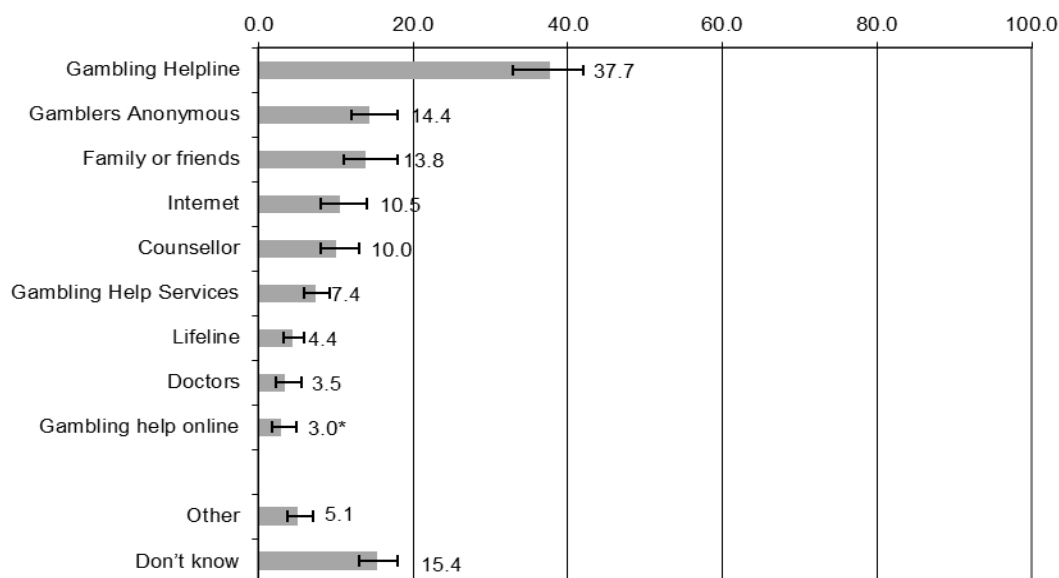
Figure 57 presents the most common responses to the question about where people would go for help. The Gambling Helpline was clearly the most common choice—nominated by about 38 per cent of all low risk, moderate risk and problem gamblers. Other common responses included Gamblers Anonymous (14.4 per cent), family and friends (13.8 per cent), internet (10.5 per cent), a counsellor (10.0 per cent) and Gambling Help Services (7.4 per cent).

About 15 per cent of all low risk, moderate risk and problem gamblers did not know where they would go for help.

A small percentage of all low risk, moderate risk and problem gamblers nominated each of a number of other specific support services (not shown in Figure 57).

Figure 57: 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 gambler

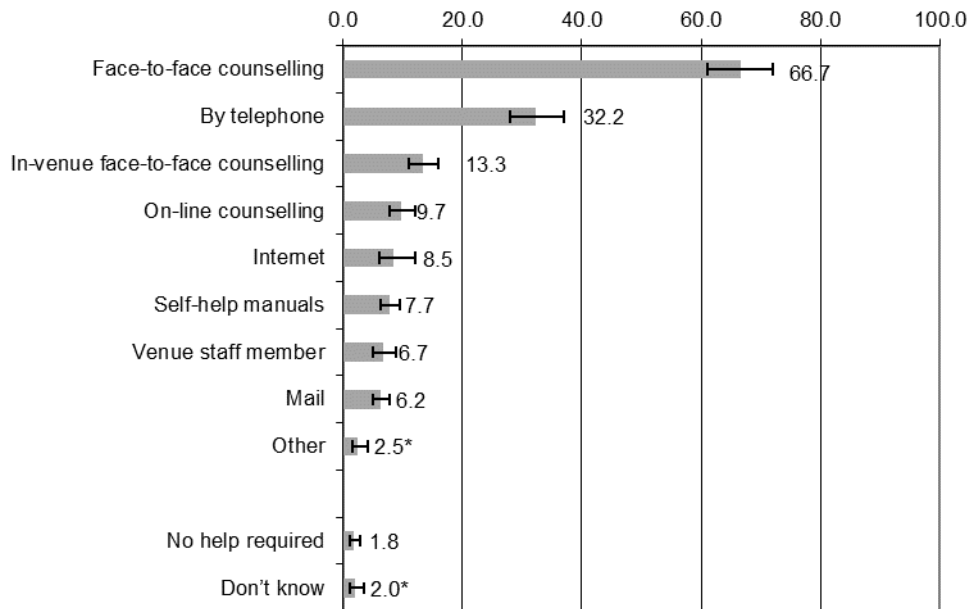


* Relative standard error greater than 25 per cent.

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 F57 in Appendix One.

Figure 58 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 popular method—preferred by two-thirds of all low risk, moderate risk and problem gamblers. Other preferred methods included telephone counselling (32.2 per cent) and in-venue counselling (13.3 per cent).

**Figure 58: 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.

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 F58 in Appendix One.

Awareness of help services

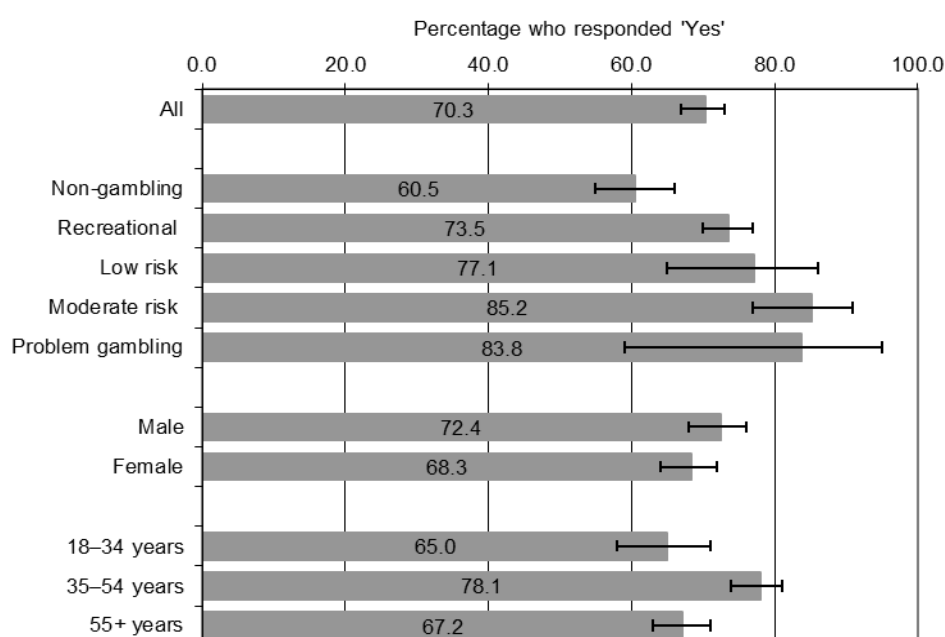
The results from the survey indicate the following levels of awareness of services for help with gambling-related problems:

- 70.3 per cent of Queensland adults were aware of the gambling helpline telephone number.
- 22.8 per cent of Queensland adults were aware of face-to-face counselling services for gamblers in their area.
- 56.8 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.

As shown in Figure 59, recreational gamblers (73.5 per cent) and moderate risk gamblers (85.2 per cent) appeared to be more aware of this helpline phone number than non-gamblers (60.5 per cent). Also, awareness of this phone number was higher among those aged 35–54 years (78.1 per cent) than among the other age groups.

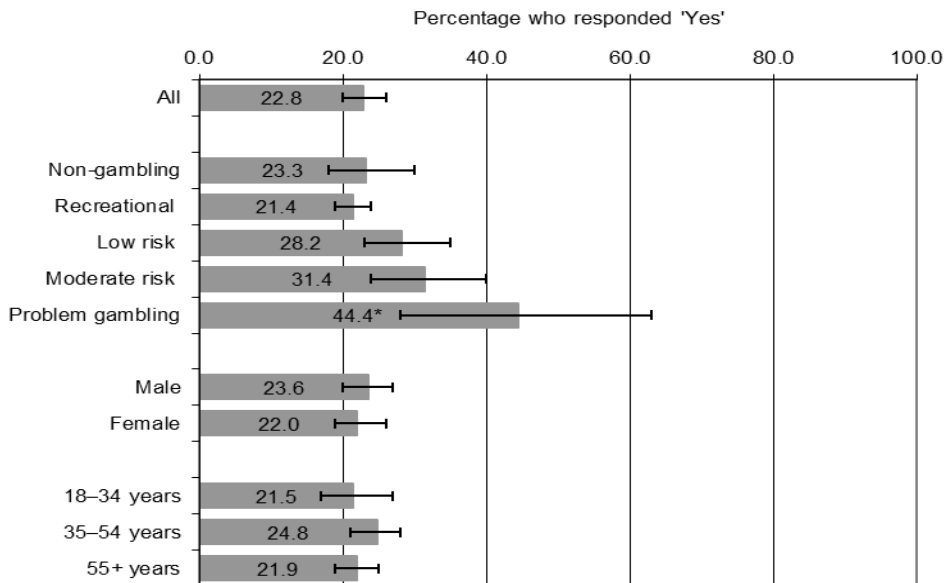
Figure 59: Responses to ‘Have you heard or read about the “Gambling helpline phone number”?’ Queensland adult population, by gambling group, gender and age



The full data for this graph is presented in Table F59 in Appendix One.

The percentage of problem gamblers who were aware of these services was associated with high relative standard error. However, Figure 60 indicates that awareness of face-to-face counselling services was higher for problem gamblers (44.4* per cent) than for recreational gamblers (21.4 per cent).

Figure 60: 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, gender and age



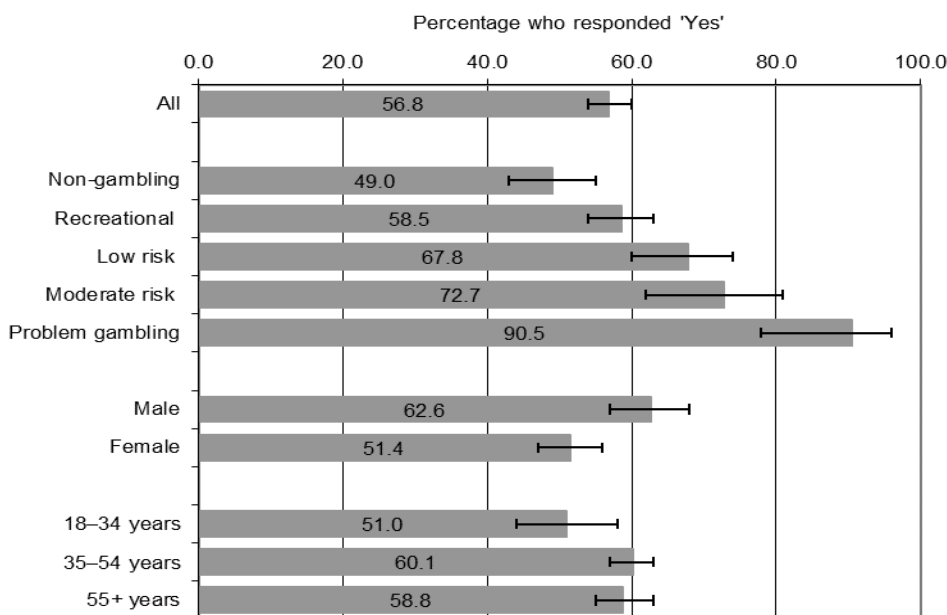
* Relative standard error greater than 25 per cent.
 The full data for this graph is presented in Table F60 in Appendix One.

About 57 per cent of Queensland adults were aware that people could be excluded (banned) from gambling at a venue (Figure 61). Awareness of exclusions was higher among low risk gamblers (67.8 per cent), moderate risk gamblers (72.7 per cent) and problem gamblers (90.5 per cent).

Men (62.6 per cent) were more aware that people can ask to be excluded from gambling at a venue than women (51.4 per cent).

Awareness of exclusions was slightly lower among those aged 18–34 years. About 51 per cent of those aged 18–34 years, compared with 59 per cent of those aged 35 years or more, were aware that people could be excluded from gambling at a venue.

Figure 61: 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, gender and age



The full data for this graph is presented in Table F61 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 29 per cent of the Queensland adult population did not gamble in the 12 months prior to the survey and were classified as 'non-gamblers'. While there were statistically significant differences between the composition of the non-gambling group and the Queensland adult population, the size of these differences were generally small.

About 54 per cent of non-gamblers were female.

Non-gamblers were younger than the general population:

- About 39 per cent of non-gamblers were aged 18–34 years compared with 31 per cent of the adult population.
- About 29 per cent of non-gamblers were people aged 55 years compared with 34 per cent of the overall population.

While about 16 per cent of the adult population were men aged 35–54 years, this group made up about 22 per cent of the non-gambling group.

Approximately 21 per cent of non-gamblers whose highest educational attainment was a university or postgraduate degree, compared with 17 per cent of the adult 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	46.1%	48.8%	Yes
	Female	53.9%	51.2%	Yes
	TOTAL	100.0%	100.0%	
Age group	18–34 years	38.9%	31.1%	Yes
	35–54 years	32.2%	34.7%	Yes
	55+ years	28.9%	34.2%	Yes
	TOTAL	100.0%	100.0%	
Age group and gender	Male 18–34 years	17.4%	15.4%	Yes
	Male 35–54 years	15.4%	16.8%	Yes
	Male 55+ years	13.3%	16.5%	Yes
	Female 18–34 years	21.5%	15.7%	Yes
	Female 35–54 years	16.8%	17.9%	No
	Female 55+ years	15.6%	17.6%	Yes
	TOTAL	100.0%	100.0%	
Work status	Work full-time or self-employed	41.7%	45.4%	No
	Work part-time or casual	17.4%	19.9%	No
	Not working	39.3%	33.6%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	University/postgraduate degree	20.6%	16.9%	Yes
	VET certificate III or IV or diploma	34.5%	37.5%	No
	Senior high school (Year 12) or VET certificate II	23.0%	20.7%	No
	Junior high school (Year 10) or VET certificate I	15.6%	18.3%	Yes
	Primary school, did not complete primary school, or no schooling	5.1%	5.3%	No
	TOTAL	100.0%	100.0%	

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

Recreational gambling group

The survey indicated that 61.4 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.

Based on the survey results, about three in five Queensland adults were classified as ‘recreational gamblers’. Although there were significant differences between the composition of recreational gambling group and the overall adult population, these differences were typically a couple of percentage points. The most distinctive feature of the recreational gambling group was that young people aged 18–34 years made up about 26 per cent of recreational gamblers, compared with about 31 per cent of the overall population.

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	47.9%	48.8%	No
	Female	52.1%	51.2%	No
	TOTAL	100.0%	100.0%	
Age group	18–34 years	26.2%	31.1%	Yes
	35–54 years	36.5%	34.7%	Yes
	55+ years	37.3%	34.2%	Yes
	TOTAL	100.0%	100.0%	
Age group and gender	Male 18–34 years	12.4%	15.4%	Yes
	Male 35–54 years	17.4%	16.8%	Yes
	Male 55+ years	18.1%	16.5%	Yes
	Female 18–34 years	13.8%	15.7%	Yes
	Female 35–54 years	19.1%	17.9%	Yes
	Female 55+ years	19.1%	17.6%	Yes
	TOTAL	100.0%	100.0%	
Work status	Work full-time or self-employed	46.6%	45.4%	No
	Work part-time or casual	20.8%	19.9%	No
	Not working	31.8%	33.6%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	University/postgraduate degree	16.0%	16.9%	No
	VET certificate III or IV or diploma	38.7%	37.5%	No
	Senior high school (Year 12) or VET certificate II	19.1%	20.7%	No
	Junior high school (Year 10) or VET certificate I	19.6%	18.3%	No
	Primary school, did not complete primary school, or no schooling	5.3%	5.3%	No
	TOTAL	100.0%	100.0%	

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

Low risk gambling group

Approximately 6.4 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 61 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 31 per cent of the adult population.
- About 58 per cent of low risk gamblers were aged 35 years or more, compared with 69 per cent of the adult population.

Young men aged 18–34 years were over-represented among low risk gamblers. While approximately 15 per cent of the adult population were 18–34 year-old males, this group made up about 30 per cent of the low risk gambling group.

In terms of the highest educational attainment, about 28 per cent of people in low risk gambling group whose highest educational qualification was senior high school (Year 12) or VET certificate II, compared with 21 per cent of the adult population.

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	60.9%	48.8%	Yes
	Female	39.1%	51.2%	Yes
	TOTAL	100.0%	100.0%	
Age group	18–34 years	41.6%	31.1%	Yes
	35–54 years	27.9%	34.7%	Yes
	55+ years	30.5%	34.2%	Yes
	TOTAL	100.0%	100.0%	
Age group and gender	Male 18–34 years	30.4%	15.4%	Yes
	Male 35–54 years	15.1%	16.8%	No
	Male 55+ years	15.3%	16.5%	No
	Female 18–34 years	11.1%	15.7%	Yes
	Female 35–54 years	12.8%	17.9%	Yes
	Female 55+ years	15.2%	17.6%	Yes
	TOTAL	100.0%	100.0%	
Work status	Work full-time or self-employed	49.2%	45.4%	No
	Work part-time or casual	21.7%	19.9%	No
	Not working	28.3%	33.6%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	University/postgraduate degree	13.0%	16.9%	Yes
	VET certificate III or IV or diploma	34.6%	37.5%	No
	Senior high school (Year 12) or VET certificate II	27.6%	20.7%	Yes
	Junior high school (Year 10) or VET certificate I	18.5%	18.3%	No
	Primary school, did not complete primary school, or no schooling	5.7%	5.3%	No
	TOTAL	100.0%	100.0%	

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 2.5 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.

There was a higher proportion of young men aged 18–34 years in the moderate risk gambling group. While approximately 15 per cent of the adult population were 18–34 year-old men, this group made up about 25 per cent of the moderate risk gambling group.

In terms of the highest qualification attained:

- About 8 per cent of moderate risk gamblers completed a university or postgraduate degree, compared with 17 per cent of the adult population.
- About 48 per cent of moderate risk gamblers completed VET certificate III or IV or diploma, compared with 38 per cent of the adult population.

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	65.6%	48.8%	Yes
	Female	34.4%	51.2%	Yes
	TOTAL	100.0%	100.0%	
Age group	18–34 years	33.2%	31.1%	No
	35–54 years	36.1%	34.7%	No
	55+ years	30.8%	34.2%	No
	TOTAL	100.0%	100.0%	
Age group and gender	Male 18–34 years	25.4%	15.4%	Yes
	Male 35–54 years	22.0%	16.8%	Yes
	Male 55+ years	18.3%	16.5%	No
	Female 18–34 years	7.8%*	15.7%	No
	Female 35–54 years	14.1%	17.9%	No
	Female 55+ years	12.5%	17.6%	Yes
TOTAL	100.0%	100.0%		
Work status	Work full-time or self-employed	45.7%	45.4%	No
	Work part-time or casual	26.6%	19.9%	No
	Not working	27.4%	33.6%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	University/postgraduate degree	8.1%	16.9%	Yes
	VET certificate III or IV or diploma	48.0%	37.5%	Yes
	Senior high school (Year 12) or VET certificate II	17.5%	20.7%	No
	Junior high school (Year 10) or VET certificate I	19.8%	18.3%	No
	Primary school, did not complete primary school, or no schooling	5.6%	5.3%	No
TOTAL	100.0%	100.0%		

* 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 0.51 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 67 per cent of problem gamblers were male.

Although there were some significant differences in the composition of demographic characteristics between the problem gambling group and the adult population, these results were associated with high relative standard errors.

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	66.9%	48.8%	Yes
	Female	33.1%*	51.2%	Yes
	TOTAL	100.0%	100.0%	
Age group	18–34 years	38.1%*	31.1%	No
	35–54 years	31.4%	34.7%	No
	55+ years	30.4%	34.2%	No
	TOTAL	100.0%	100.0%	
Age group and gender	Male 18–34 years	29.1%*	15.4%	Yes
	Male 35–54 years	17.6%*	16.8%	No
	Male 55+ years	20.2%*	16.5%	No
	Female 18–34 years	9.1%**	15.70%	**
	Female 35–54 years	13.8%*	17.90%	No
	Female 55+ years	10.2%*	17.60%	No
	TOTAL	100.0%	100.0%	
Work status	Work full-time or self-employed	57.9%	45.4%	No
	Work part-time or casual	11.3%*	19.9%	No
	Not working	28.9%*	33.6%	No
	TOTAL	100.0%	100.0%	
Highest educational qualification	University/postgraduate degree	8.3%*	16.9%	Yes
	VET certificate III or IV or diploma	50.8%	37.5%	No
	Senior high school (Year 12) or VET certificate II	16.5%*	20.7%	No
	Junior high school (Year 10) or VET certificate I	18.8%*	18.3%	No
	Primary school, did not complete primary school, or no schooling	5.0%*	5.3%	No
	TOTAL	100.0%	100.0%	

* 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.

Participation and prevalence in Queensland regions

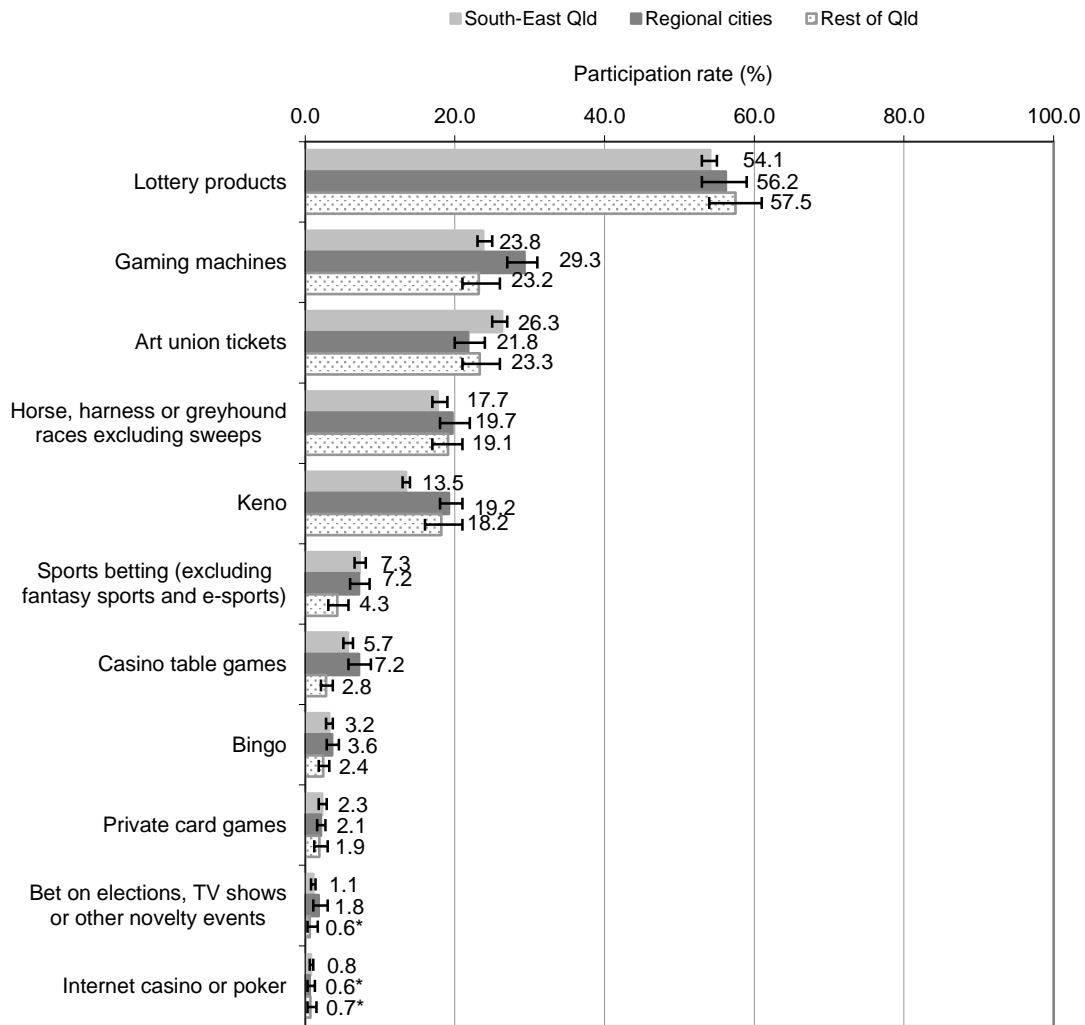
The 15 000 telephone interviews for the 2016–17 Queensland Household Gambling Survey were randomly selected throughout Queensland across ten regions. The regions were derived from SA4 (2011) regions of the Australian Statistical Geography Standard. Sample sizes for each region were proportional to the population estimates of each region. The sample achieved in each region ranged from 7 355 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 62, 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; playing private card games; betting on elections, TV shows or other novelty events 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 23.8 per cent in South-East Queensland and 23.2 per cent in the rest of Queensland, and slightly higher in the regional cities (29.3 per cent).
- Participation in art union ticket was slightly higher in South-East Queensland (26.3 per cent) than in regional cities (21.8 per cent).
- Participation in keno was slightly higher in regional cities (19.2 per cent) and the rest of Queensland (18.2 per cent) than in South-East Queensland (13.5 per cent).
- The participation rates for sports betting (excluding fantasy sports and e-sports) and casino table games were slightly higher in South-East Queensland and regional cities than in the rest of Queensland.

**Figure 62: Participation in gambling activities in the last 12 months
Queensland adult population, by South-East Queensland, regional cities and rest of Queensland**

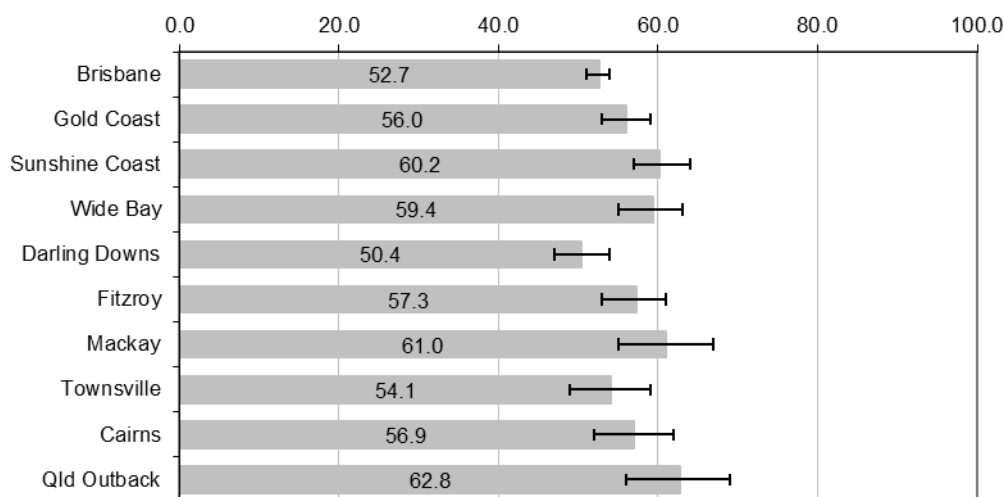


* Relative standard error greater than 25 per cent. The full data for this graph is presented in Table F62 in Appendix One.

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 50.4 per cent to 62.8 per cent. The rate of participation was significantly higher in the Sunshine Coast (60.2 per cent), Wide Bay (59.4 per cent), Mackay (61.0 per cent) and Queensland Outback (62.8 per cent) regions than in Brisbane (52.7 per cent) and Darling Downs (50.4 per cent).

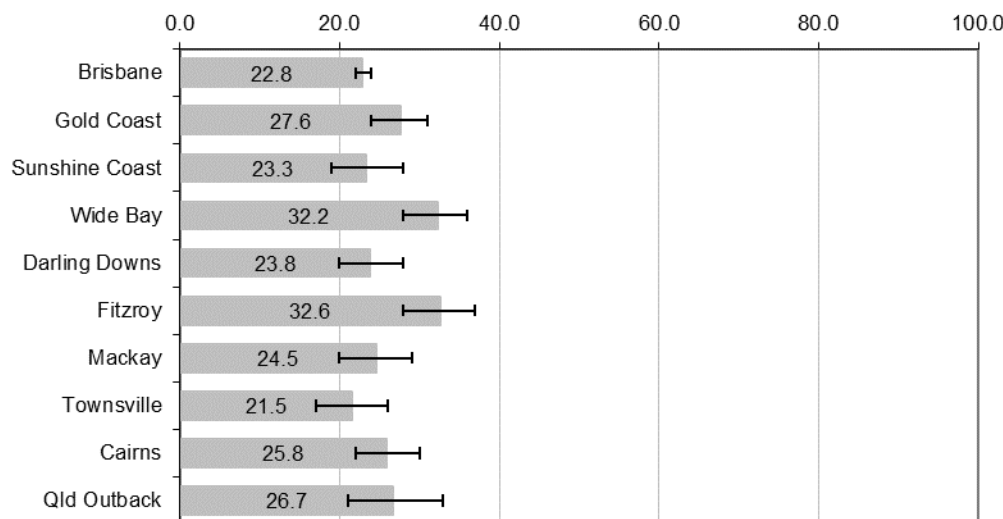
Figure 63: Participation in lottery products in the last 12 months Queensland adult population, by region



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

Similar proportions of people played gaming machines across all 10 Queensland regions, ranging from 21.5 per cent to 32.6 per cent. About 32.6 per cent of adults in Fitzroy and 32.2 per cent of adults in Wide Bay had played gaming machines in the last 12 months. These rates of participation were significantly higher than in Brisbane (22.8 per cent) and Townsville (21.5 per cent).

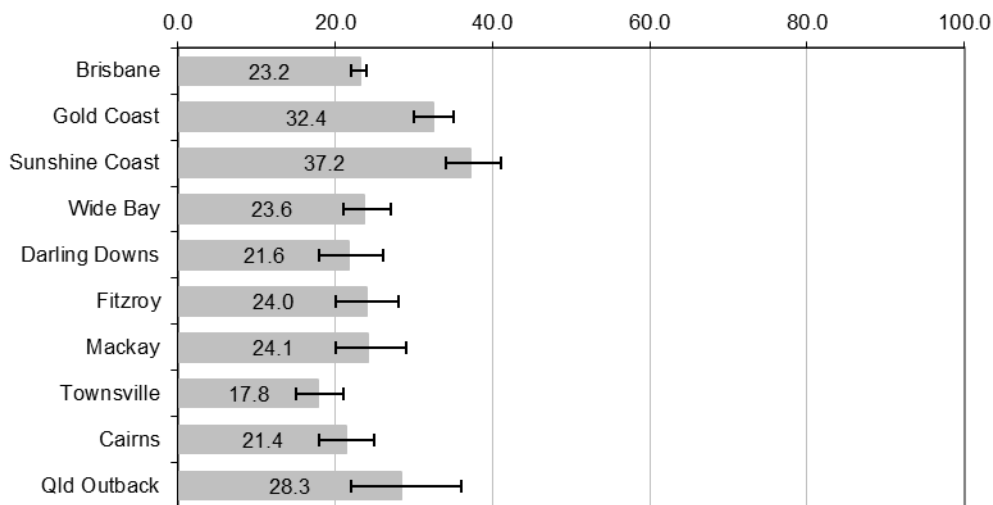
Figure 64: Participation in gaming machines in the last 12 months Queensland adult population, by region



The full data for this graph is presented in Table F64 in Appendix One.

Across the Queensland regions, between 18 per cent and 28 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 significantly higher for the Sunshine Coast (37.2 per cent) and Gold Coast (32.4 per cent) regions than for all the other regions, except the Queensland Outback.

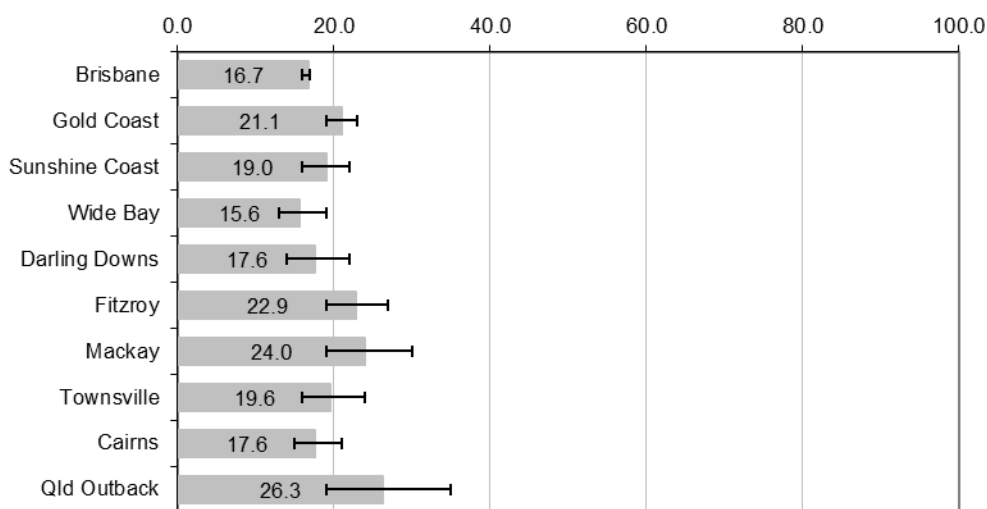
Figure 65: Participation in purchasing art union tickets in the last 12 months Queensland adult population, by region



The full data for this graph is presented in Table F65 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 16 per cent to 26 per cent. The regions with the highest rates of participation were Queensland Outback (26.3 per cent), Mackay (24.0 per cent), Fitzroy (22.9 per cent) and Gold Coast (21.1 per cent). These regions had higher participation rates than Brisbane (16.7 per cent).

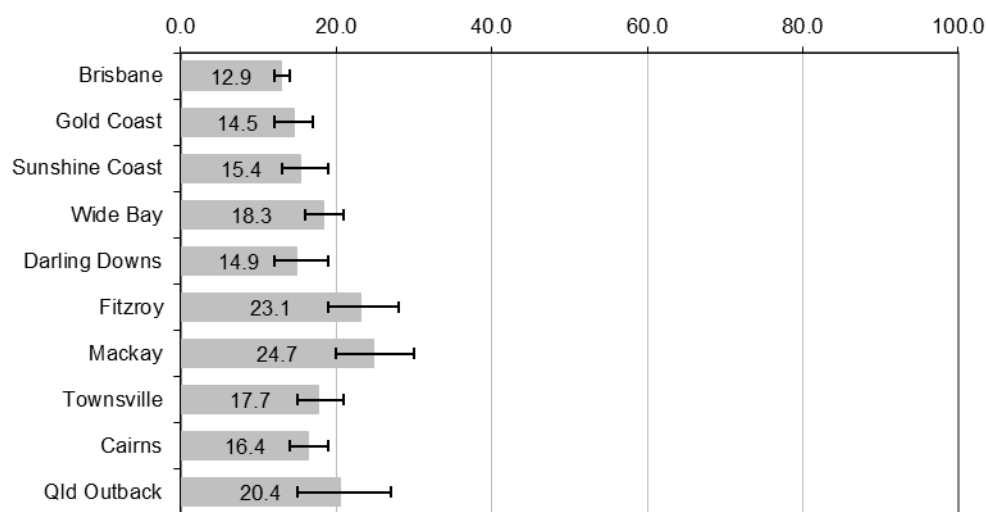
Figure 66: Participation in betting on horse, harness or greyhound races in the last 12 months Queensland adult population, by region



The full data for this graph is presented in Table F66 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 (23.1 per cent) and Mackay (24.7 per cent). Compared with these two regions, participation was significantly lower in Brisbane (12.9 per cent) and Gold Coast (14.5 per cent).

**Figure 67: Participation in keno in the last 12 months
Queensland adult population, by region**



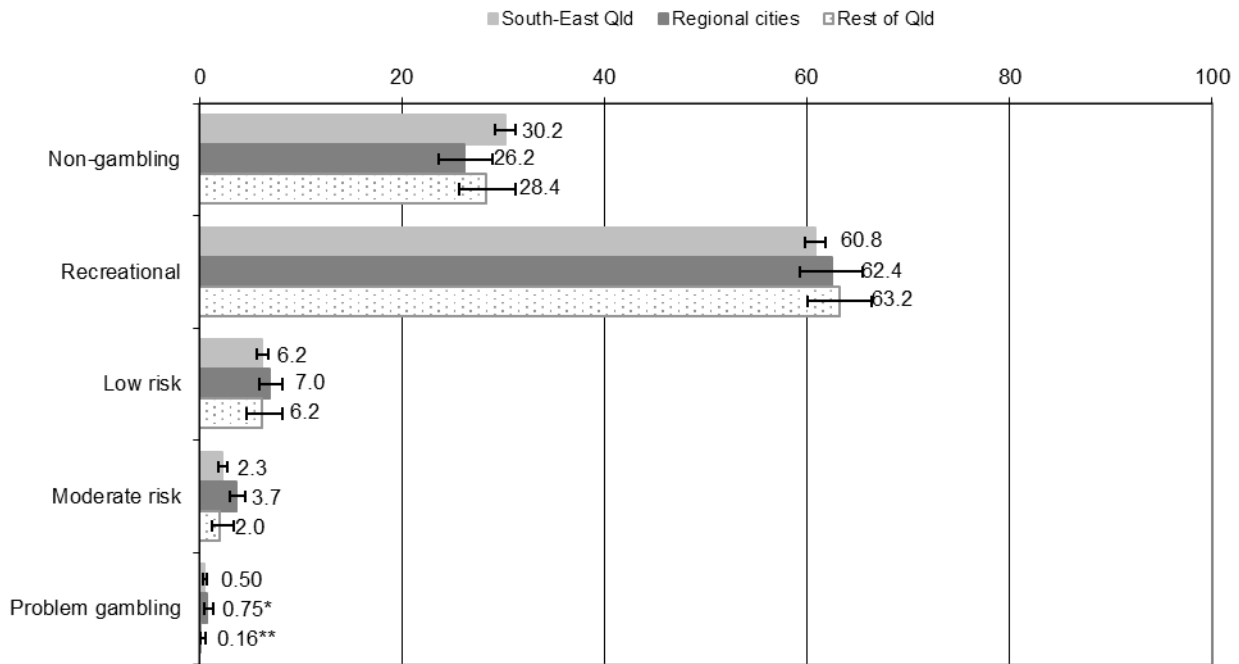
The full data for this graph is presented in Table F67 in Appendix One.

Gambling group prevalence, by region

Figure 68 shows that at a broad regional level, the proportion of people in the recreational, low risk, moderate risk and problem gambling groups was very similar across Queensland.

Across the Queensland regions, a significantly high proportion of adults (about 61 per cent) were in the recreational gambling group than in the other gambling groups. The proportion of non-gamblers in regional cities (26.2 per cent) was slightly lower than in South-East Queensland (30.2 per cent).

**Figure 68: 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 F68 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 moderate risk and problem gambling.

About 10.8 per cent of adults in Fitzroy were low risk gamblers. This rate was slightly higher than for Queensland as a whole (6.4 per cent), and higher than for Wide Bay (5.2 per cent), Sunshine Coast (4.4 per cent) and the Queensland Outback region (3.0* per cent).

Gambling appeared to be a particularly popular activity in the Queensland Outback region, where almost three quarters of adults were in the recreational gambling group. The prevalence of recreational gambling was significantly lower for Queensland as a whole (61.4 per cent), and for Brisbane (58.6 per cent) and Darling Downs (57.3 per cent). Correspondingly, the percentage of adults in the non-gambling group was quite low in the Queensland Outback region (21.6 per cent).

Gambling was also relatively popular in the Sunshine Coast, Wide Bay and Gold Coast regions, where between 65 and 68 per cent of adults were in the recreational gambling group.

Brisbane (32.1 per cent) and Darling Downs (32.7 per cent) had the highest percentage of adults in the non-gambling group compared to all the other Queensland regions.

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

Region	Non-gambling (%)	Recreational (%)	Low risk (%)	Moderate risk (%)	Problem gambling (%)	Total (%)
Brisbane	32.1	58.6	6.3	2.4	0.6	100.0
Gold Coast	25.9	65.2	6.8	1.8	0.3*	100.0
Sunshine Coast	25.3	67.9	4.4	2.1*	0.3**	100.0
Wide Bay	25.2	66.3	5.2	2.8*	0.4*	100.0
Darling Downs	32.7	57.3	7.3	2.6*	0.1**	100.0
Fitzroy	24.6	60.7	10.8	3.3	0.7**	100.0
Mackay	24.2	64.7	6.7	4.0*	0.5**	100.0
Townsville	28.6	62.9	5.5	2.5	0.5*	100.0
Cairns	27.1	62.1	6.2	3.3	1.3**	100.0
Queensland Outback	21.6	72.8	3.0*	2.6*	0.0**	100.0
Queensland	29.2	61.4	6.4	2.5	0.51	100.0

* 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

(Queensland Government Statistician's Office, Queensland Treasury, *Queensland Household Gambling Survey 2016-17, Output Tables*)

Key to tables:

Est: Estimate

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

Table T1: Gambling group prevalence rates: 2001, 2003–04, 2006–07, 2008–09 and 2016-17

	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
2016–17	29.2	28.3	30.2	61.4	60.4	62.4	6.4	5.9	6.9

	Moderate risk			Problem gambling			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
2001	2.7	2.2	3.2	0.83	0.5	1.2	100.0
2003–04	2.0	1.6	2.4	0.55	0.4	0.7	100.0
2006–07	1.8	1.5	2.2	0.47	0.3	0.6	100.0
2008–09	1.6	1.2	1.9	0.37	0.2	0.5	100.0
2011–12	1.9	1.7	2.1	0.48	0.3	0.6	100.0
2016–17	2.5	2.2	2.9	0.51	0.4	0.7	100.0

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	6 849	45.6	1 743 650	48.8
	Female	8 160	54.4	1 832 177	51.2
	Total	15 009	100.0	3 575 827	100.0
Age	18–34 years	2 537	16.9	1 113 335	31.1
	35–54 years	4 990	33.2	1 240 464	34.7
	55+ years	7 482	49.9	1 222 028	34.2
	Total	15 009	100.0	3 575 827	100.0
Region	Brisbane	7 355	49.0	1 753 988	49.1
	Gold Coast	1 733	11.5	443 187	12.4
	Sunshine Coast	1 098	7.3	261 911	7.3
	Wide Bay	930	6.2	216 019	6.0
	Darling Downs	869	5.8	201 530	5.6
	Fitzroy	691	4.6	167 474	4.7
	Mackay	552	3.7	125 384	3.5
	Townsville	762	5.1	170 870	4.8
	Cairns	779	5.2	176 743	4.9
	Queensland Outback	240	1.6	58 721	1.6
	Total	15 009	100.0	3 575 827	100.0

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

	Est.	LCL	UCL
Non-gambling	29.2	28.3	30.2
Recreational	61.4	60.4	62.4
Low risk	6.4	5.9	6.9
Moderate risk	2.5	2.2	2.9
Problem gambling	0.51	0.4	0.7
Total	100.0		

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

	Est.	LCL	UCL
Recreational	86.8	85.8	87.7
Low risk	9.0	8.3	9.7
Moderate risk	3.5	3.0	4.1
Problem gambling	0.72	0.5	1.0
Total	100.0		

Table T5: Prevalence of the gambling groups among regular gamblers

	Est.	LCL	UCL
Recreational	55.2	48.3	62.0
Low risk	20.8	16.2	26.2
Moderate risk	18.1	13.8	23.5
Problem gambling	5.87	4.0	8.5
Total	100.0		

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

	Est.	LCL	UCL
Recreational	42.7	33.3	52.7
Low risk	20.8	16.1	26.3
Moderate risk	25.4	18.4	34.0
Problem gambling	11.10	7.8	15.6
Total	100.0		

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	46.1	45	47	48.8	48.8	48.8
	Female	53.9	53	55	51.2	51.2	51.2
	Total	100.0			100.0		
Age group	18–34 years	38.9	38	40	31.1	31.1	31.1
	35–54 years	32.2	31	34	34.7	34.7	34.7
	55+ years	28.9	28	30	34.2	34.2	34.2
	Total	100.0			100.0		
Age group and gender	Male 18–34 years	17.4	17	18	15.4	15.4	15.4
	Male 35–54 years	15.4	14	16	16.8	16.8	16.8
	Male 55+ years	13.3	12	14	16.5	16.5	16.5
	Female 18–34 years	21.5	20	23	15.7	15.7	15.7
	Female 35–54 years	16.8	16	18	17.9	17.9	17.9
	Female 55+ years	15.6	15	16	17.6	17.6	17.6
	Total	100.0			100.0		
Work Status	Work full-time/self-employed	41.7	36	47	45.4	43	48
	Work part-time or on a casual basis	17.4	12	25	19.9	18	23
	Not in the paid workforce	39.3	33	46	33.6	31	36
	Total	100.0			100.0		
Highest educational qualification	University/postgraduate degree	20.6	19	22	16.9	16.9	16.9
	Trade, technical certificate or diploma	34.5	32	37	37.5	37	38
	Senior high school (Year 12)	23.0	21	25	20.7	20	22
	Junior high school (Year 10)	15.6	14	17	18.3	18	19
	Completed primary school/other ^a	5.1	4.3	6.0	5.3	4.9	5.7
Total	100.0			100.0			

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

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	47.9	47	49	48.8	48.8	48.8
	Female	52.1	51	53	51.2	51.2	51.2
	Total	100.0			100.0		
Age group	18–34 years	26.2	25	27	31.1	31.1	31.1
	35–54 years	36.5	36	37	34.7	34.7	34.7
	55+ years	37.3	36	38	34.2	34.2	34.2
	Total	100.0			100.0		
Age group and gender	Male 18–34 years	12.4	12	13	15.4	15.4	15.4
	Male 35–54 years	17.4	17	18	16.8	16.8	16.8
	Male 55+ years	18.1	18	19	16.5	16.5	16.5
	Female 18–34 years	13.8	13	15	15.7	15.7	15.7
	Female 35–54 years	19.1	19	20	17.9	17.9	17.9
	Female 55+ years	19.1	19	20	17.6	17.6	17.6
	Total	100.0			100.0		
Work Status	Work full-time/self-employed	46.6	44	50	45.4	43	48
	Work part-time or on a casual basis	20.8	18	24	19.9	18	23
	Not in the paid workforce	31.8	29	35	33.6	31	36
	Total	100.0			100.0		
Highest educational qualification	University/postgraduate degree	16.0	15	17	16.9	16.9	16.9
	Trade, technical certificate or diploma	38.7	38	40	37.5	37	38
	Senior high school (Year 12)	19.1	18	20	20.7	20	22
	Junior high school (Year 10)	19.6	19	21	18.3	18	19
	Completed primary school/other ^a	5.3	4.9	5.8	5.3	4.9	5.7
	Total	100.0			100.0		

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

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	60.9	57	64	48.8	48.8	48.8
	Female	39.1	36	43	51.2	51.2	51.2
	Total	100.0			100.0		
Age group	18–34 years	41.6	37	46	31.1	31.1	31.1
	35–54 years	27.9	25	32	34.7	34.7	34.7
	55+ years	30.5	28	33	34.2	34.2	34.2
	Total	100.0			100.0		
Age group and gender	Male 18–34 years	30.4	26	35	15.4	15.4	15.4
	Male 35–54 years	15.1	12	19	16.8	16.8	16.8
	Male 55+ years	15.3	13	18	16.5	16.5	16.5
	Female 18–34 years	11.1	9	14	15.7	15.7	15.7
	Female 35–54 years	12.8	11	15	17.9	17.9	17.9
	Female 55+ years	15.2	13	17	17.6	17.6	17.6
	Total	100.0			100.0		
Work Status	Work full-time/self-employed	49.2	44	54	45.4	43	48
	Work part-time or on a casual basis	21.7	18	26	19.9	18	23
	Not in the paid workforce	28.3	24	33	33.6	31	36
	Total	100.0			100.0		
Highest educational qualification	University/postgraduate degree	13.0	11	15	16.9	16.9	16.9
	Trade, technical certificate or diploma	34.6	30	39	37.5	37	38
	Senior high school (Year 12)	27.6	23	33	20.7	20	22
	Junior high school (Year 10)	18.5	16	21	18.3	18	19
	Completed primary school/other ^a	5.7	4.3	7.6	5.3	4.9	5.7
Total	100.0			100.0			

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

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	65.6	58	73	48.8	48.8	48.8
	Female	34.4	27	42	51.2	51.2	51.2
	Total	100.0			100.0		
Age group	18–34 years	33.2	26	41	31.1	31.1	31.1
	35–54 years	36.1	30	43	34.7	34.7	34.7
	55+ years	30.8	25	37	34.2	34.2	34.2
	Total	100.0			100.0		
Age group and gender	Male 18–34 years	25.4	19	33	15.4	15.4	15.4
	Male 35–54 years	22.0	17	28	16.8	16.8	16.8
	Male 55+ years	18.3	14	24	16.5	16.5	16.5
	Female 18–34 years	7.8*	3.3	17.0	15.7	15.7	15.7
	Female 35–54 years	14.1	11	19	17.9	17.9	17.9
	Female 55+ years	12.5	9	17	17.6	17.6	17.6
	Total	100.0			100.0		
Work Status	Work full-time/self-employed	45.7	34	57	45.4	43	48
	Work part-time or on a casual basis	26.6	19	37	19.9	18	23
	Not in the paid workforce	27.4	20	36	33.6	31	36
	Total	100.0			100.0		
Highest educational qualification	University/postgraduate degree	8.1	5.9	11.0	16.9	16.9	16.9
	Trade, technical certificate or diploma	48.0	42	54	37.5	37	38
	Senior high school (Year 12)	17.5	13	24	20.7	20	22
	Junior high school (Year 10)	19.8	15	25	18.3	18	19
	Completed primary school/other ^a	5.6	3.6	8.6	5.3	4.9	5.7
Total	100.0			100.0			

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

* Relative standard error greater than 25 per cent.

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	66.9	50	81	48.8	48.8	48.8
	Female	33.1*	19	50	51.2	51.2	51.2
	Total	100.0			100.0		
Age group	18–34 years	38.1*	24	54	31.1	31.1	31.1
	35–54 years	31.4	21	44	34.7	34.7	34.7
	55+ years	30.4	20	44	34.2	34.2	34.2
	Total	100.0			100.0		
Age group and gender	Male 18–34 years	29.1*	16	46	15.4	15.4	15.4
	Male 35–54 years	17.6*	10	30	16.8	16.8	16.8
	Male 55+ years	20.2*	12	33	16.5	16.5	16.5
	Female 18–34 years	9.1**	3.1	24.0	15.7	15.7	15.7
	Female 35–54 years	13.8*	8	24	17.9	17.9	17.9
	Female 55+ years	10.2*	5	19	17.6	17.6	17.6
	Total	100.0			100.0		
Work Status	Work full-time/self-employed	57.9	42	72	45.4	43	48
	Work part-time or on a casual basis	11.3*	5	22	19.9	18	23
	Not in the paid workforce	28.9*	16	47	33.6	31	36
	Total	100.0			100.0		
Highest educational qualification	University/postgraduate degree	8.3*	4.4	15.0	16.9	16.9	16.9
	Trade, technical certificate or diploma	50.8	37	65	37.5	37	38
	Senior high school (Year 12)	16.5*	10	25	20.7	20	22
	Junior high school (Year 10)	18.8*	10	32	18.3	18	19
	Completed primary school/other ^a	5.0*	2.1	11.0	5.3	4.9	5.7
	Total	100.0			100.0		

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

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

**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	32.1	30.6	33.7	58.6	57.1	60.0	6.3	5.6	7.1
Gold Coast	25.9	23.6	28.4	65.2	62.5	67.8	6.8	5.5	8.5
Sunshine Coast	25.3	22.1	28.8	67.9	65.0	70.7	4.4	2.9	6.6
Wide Bay	25.2	22.0	28.8	66.3	62.1	70.4	5.2	3.7	7.3
Darling Downs	32.7	28.8	37.0	57.3	52.8	61.8	7.3	5.0	10.6
Fitzroy	24.6	20.0	29.9	60.7	55.1	65.9	10.8	7.7	14.9
Mackay	24.2	20.2	28.6	64.7	59.7	69.4	6.7	4.6	9.7
Townsville	28.6	24.6	33.1	62.9	57.3	68.1	5.5	3.5	8.5
Cairns	27.1	23.2	31.4	62.1	57.4	66.6	6.2	4.3	9.0
Queensland Outback	21.6	15.9	28.7	72.8	65.7	78.9	3.0*	1.3	6.6
Queensland	29.2	28.3	30.2	61.4	60.4	62.4	6.4	5.9	6.9

	Moderate risk			Problem gambling			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
Brisbane	2.4	1.9	3.1	0.6	0.4	0.9	100.0
Gold Coast	1.8	1.2	2.7	0.3*	0.1	0.6	100.0
Sunshine Coast	2.1*	1.2	3.7	0.3**	0.1	1.5	100.0
Wide Bay	2.8*	1.6	4.9	0.4*	0.2	0.9	100.0
Darling Downs	2.6*	1.3	4.8	0.1**	0.0	0.4	100.0
Fitzroy	3.3	2.0	5.5	0.7**	0.2	2.0	100.0
Mackay	4.0*	2.3	6.7	0.5**	0.1	3.2	100.0
Townsville	2.5	1.6	4.0	0.5*	0.2	1.2	100.0
Cairns	3.3	2.1	5.0	1.3**	0.5	3.7	100.0
Queensland Outback	2.6*	1.1	5.9	0.0**	0.0	3.0	100.0
Queensland	2.5	2.2	2.9	0.51	0.4	0.7	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

**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	54.9	54	56
Gaming machines	24.7	24	25
Art union tickets	25.1	24	26
Horse/harness/dog races	18.3	17	19
Keno	15.2	15	16
Casino table games	5.6	5.2	6.1
Sports betting	6.9	6.3	7.6
Private card games (e.g. poker)	2.2	1.9	2.6
Bingo	3.2	2.9	3.6
Internet casino or poker	0.8	0.5	1.1
Other private games (e.g. mahjong)	0.4	0.3	0.6
Elections, TV shows, novelty events	1.1	0.9	1.4
E-sports	0.3*	0.2	0.6
Fantasy sports	0.3*	0.2	0.6
Other gambling ¹	0.2	0.1	0.3
Non-gambling	29.2	28.3	30.2

* 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	53.9	52	55	55.8	55	57
Gaming machines	26.0	25	27	23.6	23	25
Art union tickets	24.5	23	26	25.7	24	27
Horse/harness/dog races	21.7	20	23	15.0	14	16
Keno	17.0	16	18	13.4	13	14
Casino table games	8.5	7.6	9.4	2.9	2.5	3.5
Sports betting	11.8	11	13	2.3	1.8	2.8
Private card games (e.g. poker)	3.8	3.2	4.6	0.7	0.5	0.9
Bingo	1.8	1.4	2.4	4.5	4.0	5.1
Internet casino or poker	1.1	0.8	1.7	0.4*	0.2	0.7
Other private games (e.g. mahjong)	0.6	0.4	1.0	0.1	0.1	0.2
Elections, TV shows, novelty events	1.6	1.2	2.2	0.7	0.5	1.0
E-sports	0.5*	0.3	1.0	0.1**	0.0	0.5
Fantasy sports	0.7*	0.4	1.1	0.0**	0.0	0.1

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 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	41.6	40	43	59.2	57	61	62.6	61	64
Gaming machines	29.0	27	31	21.4	20	23	24.2	23	26
Art union tickets	12.5	11	14	27.3	26	29	34.4	33	36
Horse/harness/dog races	18.6	17	21	19.9	19	21	16.3	15	17
Keno	13.3	12	15	17.3	16	18	14.6	14	15
Casino table games	12.0	11	13	4.3	3.7	5.0	1.2	0.9	1.5
Sports betting	12.4	11	14	6.6	5.9	7.3	2.3	1.9	2.8
Private card games (e.g. poker)	4.0	3.1	5.2	1.9	1.6	2.3	0.9	0.6	1.3
Bingo	3.2	2.4	4.3	3.1	2.5	3.9	3.3	2.9	3.8
Internet casino or poker	1.5	0.9	2.5	0.7*	0.4	1.1	0.2*	0.1	0.3
Other private games (e.g. mahjong)	0.7*	0.4	1.3	0.2*	0.1	0.5	0.2*	0.1	0.4
Elections, TV shows, novelty events	2.6	1.9	3.4	0.7	0.5	1.1	0.3*	0.1	0.5
E-sports	0.9*	0.5	1.6	0.1*	0.0	0.2	0.0**	0.0	0.1
Fantasy sports	0.9*	0.5	1.7	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.

**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	38.8	36	41	58.5	56	61	63.3	61	65
Gaming machines	33.1	30	36	21.9	20	24	23.5	22	25
Art union tickets	12.8	11	15	26.3	24	29	33.7	32	36
Horse/harness/dog races	21.8	19	25	23.0	21	25	20.1	19	22
Keno	14.8	13	17	18.8	17	21	17.1	16	19
Casino table games	17.8	16	20	6.4	5.3	7.6	1.9	1.4	2.5
Sports betting	21.0	18	24	11.3	10	13	3.9	3.2	4.7
Private card games (e.g. poker)	6.9	5.3	9.1	3.4	2.7	4.2	1.4	0.9	2.0
Bingo	2.7	1.7	4.1	1.6	1.1	2.4	1.3	0.8	2.0
Internet casino or poker	2.6*	1.5	4.4	0.8*	0.4	1.6	0.2*	0.1	0.4
Other private games (e.g. mahjong)	1.2*	0.6	2.4	0.4*	0.2	0.9	0.3**	0.1	0.8
Elections, TV shows, novelty events	3.7	2.6	5.2	1.0	0.6	1.5	0.3*	0.1	0.9
E-sports	1.5*	0.8	2.9	0.1*	0.1	0.4	0.0**	0.0	0.2
Fantasy sports	1.7*	0.9	3.3	0.3*	0.1	0.6	0.0**	0.0	0.3

	Females								
	18–34 years			35–54 years			55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	44.3	42	47	59.8	58	62	62.0	60	64
Gaming machines	25.0	23	27	21.0	19	23	24.9	23	27
Art union tickets	12.3	10	15	28.2	26	30	35.0	33	37
Horse/harness/dog races	15.5	14	17	16.9	15	18	12.7	12	14
Keno	11.9	10	14	15.9	14	18	12.3	11	13
Casino table games	6.2	4.9	7.9	2.4	1.7	3.3	0.5	0.3	0.8
Sports betting	4.0	2.8	5.8	2.2	1.6	2.9	0.8	0.6	1.1
Private card games (e.g. poker)	1.2*	0.7	1.9	0.5*	0.3	0.9	0.5*	0.3	0.8
Bingo	3.8	2.8	5.1	4.5	3.6	5.6	5.2	4.5	6.0
Internet casino or poker	0.5*	0.2	1.3	0.6*	0.3	1.2	0.2*	0.1	0.4
Other private games (e.g. mahjong)	0.2*	0.1	0.5	0.1**	0.0	0.4	0.2*	0.1	0.3
Elections, TV shows, novelty events	1.4*	0.8	2.5	0.5*	0.3	0.9	0.2*	0.1	0.3
E-sports	0.3**	0.1	1.8	0.1**	0.0	0.3	0.0**	0.0	0.1
Fantasy sports	0.1**	0.0	0.5	0.0**	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.

**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	47.7	45	50	56.9	55	59	50.3	48	53
Gaming machines	13.6	13	15	27.4	26	29	26.7	24	29
Art union tickets	21.6	20	24	26.6	25	28	22.6	21	24
Horse/harness/dog races	17.4	16	19	20.3	18	22	17.2	15	19
Keno	8.4	7.1	9.9	17.9	17	19	13.5	12	15
Casino table games	7.2	6.1	8.5	6.3	5.6	7.2	7.4	6.1	9.0
Sports betting	8.1	7.1	9.2	8.1	7.0	9.4	8.6	7.1	10.0
Private card games (e.g. poker)	3.0	2.3	3.7	2.3	1.8	3.0	2.9	1.8	4.7
Bingo	2.2	1.6	2.9	3.2	2.6	4.0	3.0	2.2	4.0
Internet casino or poker	0.5*	0.3	1.0	0.8*	0.5	1.4	1.0*	0.6	1.8
Other private games (e.g. mahjong)	0.3*	0.2	0.6	0.4*	0.2	0.9	0.8*	0.4	1.5
Elections, TV shows, novelty events	1.5	1.0	2.1	1.4	1.0	1.9	1.1*	0.6	1.9
E-sports	0.2*	0.1	0.4	0.3*	0.2	0.5	0.7*	0.3	1.6
Fantasy sports	0.4*	0.2	0.6	0.4	0.2	0.9	0.5**	0.1	1.5

	Completed junior high school (Year 10)			Completed primary school/other ^a		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	61.7	59	64	58.2	54	62
Gaming machines	26.7	25	28	27.7	25	31
Art union tickets	29.1	27	31	22.3	19	26
Horse/harness/dog races	17.4	16	19	14.4	12	18
Keno	18.7	17	21	12.9	11	15
Casino table games	2.1	1.6	2.8	1.0*	0.5	2.1
Sports betting	3.6	2.9	4.3	1.3*	0.8	2.4
Private card games (e.g. poker)	1.1	0.7	1.7	0.7*	0.3	1.8
Bingo	3.6	2.7	4.8	5.4	4.0	7.3
Internet casino or poker	0.7*	0.4	1.2	0.8**	0.3	2.1
Other private games (e.g. mahjong)	0.0**	0.0	0.3	0.0**	0.0	0.7
Elections, TV shows, novelty events	0.7*	0.3	1.6	0.4**	0.1	3.4
E-sports	0.2**	0.0	1.2	0.0**	0.0	3.4
Fantasy sports	0.2**	0.0	1.2	0.0**	0.0	0.7

* 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 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	55.8	52	60	54.4	46	63	54.7	51	59
Gaming machines	24.2	21	28	31.7	25	39	21.5	18	26
Art union tickets	27.2	24	30	27.7	22	35	24.2	21	18
Horse/harness/dog races	22.1	19	25	15.9	13	19	12.4	10	15
Keno	18.3	15	22	13.1	10	17	11.9	9	15
Casino table games	8.7	6.5	11.0	6.5	4.7	9.1	1.1	0.7	1.6
Sports betting	10.7	10	12	6.7	4.3	10.0	2.1	1.6	2.7
Private card games (e.g. poker)	3.0	2.2	4.1	4.5*	1.7	11.0	0.5*	0.3	0.9
Bingo	4.2	2.9	6.0	4.1*	2.2	7.6	3.0	2.0	4.4
Internet casino or poker	0.8*	0.5	1.4	1.0*	0.5	2.3	0.6*	0.2	1.4
Other private games (e.g. mahjong)	0.5*	0.3	0.9	0.2**	0.0	1.0	0.3**	0.1	1.2
Elections, TV shows, novelty events	1.6	1.1	2.4	1.4*	0.6	3.1	0.4*	0.2	1.0
E-sports	0.2*	0.1	0.5	0.9*	0.4	2.0	0.1**	0.0	0.3
Fantasy sports	0.3*	0.2	0.6	0.8*	0.3	2.2	0.1**	0.0	1.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

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

	Less than \$15,000			\$15,000 to less than \$27,000			\$27,000 to less than \$45,000		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	48.7	40	58	57.0	50	64	62.2	53	70
Gaming machines	25.2	17	36	26.3	20	33	25.1	19	32
Art union tickets	25.4	17	36	20.1	15	26	30.0	24	37
Horse/harness/dog races	14.2	10	21	12.7	9	17	18.5	14	24
Keno	11.6	7	18	12.5	8	19	17.6	13	23
Casino table games	4.4	2.7	7.3	3.6	2.4	5.4	3.9	2.8	5.5
Sports betting	4.0*	1.7	9.3	4.4	2.8	6.7	5.3	3.6	7.7
Private card games (e.g. poker)	2.6**	0.9	7.7	0.4*	0.2	1.0	1.3*	0.6	2.8
Bingo	0.8**	0.1	5.0	4.3*	2.6	7.1	2.8*	1.7	4.6
Internet casino or poker	0.7**	0.1	4.6	0.4*	0.2	1.1	1.0**	0.3	2.9
Other private games (e.g. mahjong)	0.4**	0.1	2.0	0.1**	0.0	0.6	0.3**	0.1	1.1
Elections, TV shows, novelty events	1.2**	0.2	8.7	1.0*	0.4	2.5	0.8*	0.4	1.7
E-sports	0.4**	0.1	2.1	0.7*	0.2	1.8	0.7**	0.2	2.5
Fantasy sports	0.3**	0.0	1.9	0.2**	0.0	1.2	0.3**	0.1	2.0

	\$45,000 to less than \$71,000			\$71,000 or more		
	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	58.4	52	64	56.5	51	61
Gaming machines	29.3	25	34	22.0	19	26
Art union tickets	27.1	22	33	30.8	26	36
Horse/harness/dog races	17.1	14	21	24.2	21	28
Keno	16.3	12	22	16.8	14	20
Casino table games	5.9	4.6	7.5	9.4	5.9	15.0
Sports betting	6.8	5.4	8.6	12.7	11	15
Private card games (e.g. poker)	3.8*	1.5	9.8	4.0	2.9	5.4
Bingo	6.8	4.2	11.0	2.9*	1.4	6.0
Internet casino or poker	0.9*	0.5	1.7	1.0*	0.5	2.0
Other private games (e.g. mahjong)	0.5**	0.1	1.6	0.6*	0.3	1.1
Elections, TV shows, novelty events	1.4	0.9	2.2	1.7*	0.9	2.9
E-sports	0.1**	0.0	0.4	0.2*	0.1	0.5
Fantasy sports	0.5*	0.2	1.4	0.3*	0.2	0.7

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 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	56.0	53	59	51.8	46	58
Gaming machines	27.1	25	30	17.4	13	22
Art union tickets	28.7	26	32	18.4	15	23
Horse/harness/dog races	19.7	18	22	10.2	8	13
Keno	16.6	14	19	10.3	8	14
Casino table games	5.9	5.0	6.9	4.7*	2.7	8.1
Sports betting	7.3	6.3	8.4	5.9	4.9	7.1
Private card games (e.g. poker)	2.5	1.6	4.0	2.2	1.3	3.7
Bingo	4.0	3.0	5.4	2.9*	1.4	5.6
Internet casino or poker	0.7	0.5	1.2	0.9*	0.4	1.9
Other private games (e.g. mahjong)	0.3*	0.1	0.5	0.6**	0.2	1.7
Elections, TV shows, novelty events	1.2	0.7	2.0	1.0*	0.5	1.8
E-sports	0.3*	0.2	0.6	0.3**	0.1	1.2
Fantasy sports	0.3*	0.1	0.6	0.5*	0.2	1.4

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

**Table F9: Participation in gambling activities in the last 12 months
Queensland adult population
2001, 2003–04, 2006–07, 2008–09, 2011–12 and 2016–17**

	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			2016–17		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Lottery products	59.7	58.6	60.8	58.8	57.9	59.8	54.9	54	56
Gaming machines	30.7	29.3	32.0	29.6	28.8	30.4	24.7	24	25
Art union tickets	23.6	22.6	24.7	21.3	20.6	22.0	25.1	24	26
Horse/harness/dog races	19.4	18.4	20.3	18.8	18.1	19.5	18.3	17	19
Keno	15.4	14.2	16.5	16.4	15.7	17.2	15.2	15	16
Casino table games	5.1	4.5	5.8	6.2	5.8	6.6	5.6	5.2	6.1
Sports betting	4.6	4.0	5.1	5.1	4.6	5.6	6.9	6.3	7.6
Private card games (e.g. poker)	3.2	2.5	3.9	3.1	2.6	3.6	2.2	1.9	2.6
Bingo	2.9	2.5	3.3	2.9	2.5	3.2	3.2	2.9	3.6

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

	Est.	LCL	UCL
Non-gambling	29.2	28.3	30.2
Recreational	61.4	60.4	62.4
Low risk	6.4	5.9	6.9
Moderate risk	2.5	2.2	2.9
Problem gambling	0.51	0.4	0.7
Total	100.0		

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

	Male			Female		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	27.7	26.5	28.9	30.8	29.8	31.8
Recreational	60.4	59.0	61.7	62.4	61.2	63.6
Low risk	7.9	7.2	8.8	4.8	4.3	5.5
Moderate risk	3.4	2.8	4.1	1.7	1.3	2.2
Problem gambling	0.70	0.5	1.0	0.33*	0.2	0.6
Total	100.0			100.0		

* Relative standard error greater than 25 per cent.

**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	36.6	35.1	38.0	27.2	25.5	28.9	24.7	23.4	26.1
Recreational	51.7	49.8	53.5	64.7	62.8	66.6	66.9	65.6	68.2
Low risk	8.5	7.1	10.0	5.1	4.5	5.8	5.7	5.2	6.1
Moderate risk	2.7	1.9	3.7	2.6	2.1	3.2	2.3	1.9	2.7
Problem gambling	0.62*	0.4	1.1	0.46	0.3	0.7	0.45	0.3	0.7
Total	100.0			100.0			100.0		

* 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	33.1	31.2	35.0	26.8	24.6	29.0	23.5	21.8	25.3
Recreational	49.3	46.6	52.0	63.7	61.3	66.1	67.2	65.3	69.1
Low risk	12.5	10.3	15.2	5.7	4.6	7.0	5.9	5.0	6.9
Moderate risk	4.1	2.9	5.9	3.3	2.5	4.3	2.8	2.0	3.7
Problem gambling	0.96*	0.5	1.8	0.53*	0.3	1.0	0.62*	0.4	1.1
Total	100.0			100.0			100.0		

	Female 18–34 years			Female 35–54 years			Female 55+ years		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	40.0	37.6	42.4	27.5	25.5	29.6	25.8	24.3	27.4
Recreational	54.0	51.0	57.0	65.6	63.3	67.8	66.7	65.1	68.2
Low risk	4.5	3.4	6.0	4.6	3.8	5.4	5.5	4.8	6.2
Moderate risk	1.2*	0.5	2.9	2.0	1.4	2.7	1.8	1.4	2.3
Problem gambling	0.29**	0.1	0.9	0.39*	0.2	0.8	0.29*	0.2	0.5
Total	100.0			100.0			100.0		

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

**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	35.6	32.9	38.5	26.9	25.1	28.8	32.4	30.2	34.6
Recreational	58.1	55.4	60.6	63.3	61.8	64.9	56.7	54.2	59.1
Low risk	4.9	4.1	5.8	5.9	5.1	6.7	8.4	6.8	10.5
Moderate risk	1.2	0.8	1.7	3.2	2.6	4.0	2.1	1.5	3.0
Problem gambling	0.25*	0.1	0.5	0.69	0.5	1.0	0.41*	0.2	0.7
Total	100.0			100.0			100.0		

	Completed junior high school (Year 10)			Completed primary school/other ^a		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	24.9	22.8	27.1	28.2	24.3	32.4
Recreational	65.5	63.5	67.5	61.9	58.2	65.4
Low risk	6.4	5.5	7.4	6.8	5.2	9.0
Moderate risk	2.7	2.1	3.5	2.7	1.7	4.0
Problem gambling	0.52*	0.3	1.0	0.48*	0.2	1.1
Total	100.0			100.0		

* 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 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	26.9	23.7	30.3	25.5	18.4	34.3	34.2	30.3	38.3
Recreational	63.1	59.8	66.3	64.0	56.1	71.1	58.0	53.9	62.0
Low risk	6.9	6.1	7.8	6.9	5.5	8.7	5.4	4.5	6.4
Moderate risk	2.5	1.8	3.4	3.3	2.2	5.1	2.0	1.5	2.8
Problem gambling	0.65	0.4	1.0	0.29*	0.1	0.6	0.44*	0.2	0.8
Total	100.0			100.0			100.0		

* Relative standard error greater than 25 per cent.

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

	Less than \$15,000			\$15,000 to less than \$27,000			\$27,000 to less than \$45,000		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	35.9	25.6	47.6	28.2	22.2	35.2	24.8	17.9	33.3
Recreational	55.5	43.8	66.7	62.1	56.0	67.8	65.1	57.1	72.4
Low risk	6.6*	3.9	11.0	6.0	4.4	8.1	6.9	4.9	9.5
Moderate risk	1.6*	0.8	3.2	3.3	2.4	4.6	2.5	1.8	3.4
Problem gambling	0.40*	0.2	1.0	0.44*	0.2	1.0	0.73*	0.3	1.7
Total	100.0			100.0			100.0		

	\$45,000 to less than \$71,000			\$71,000 or more		
	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	24.6	19.5	30.5	26.7	22.3	31.5
Recreational	65.5	59.8	70.7	63.2	58.5	67.7
Low risk	6.6	5.4	8.2	6.9	5.7	8.3
Moderate risk	2.6	1.9	3.7	2.8	2.0	3.9
Problem gambling	0.66*	0.4	1.2	0.45*	0.3	0.8
Total	100.0			100.0		

* 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	27.0	25.2	29.0	36.2	30.7	42.1
Recreational	63.3	61.5	65.0	55.7	50.4	60.8
Low risk	6.6	6.0	7.3	5.6	4.4	7.0
Moderate risk	2.6	2.2	3.1	2.2	1.6	3.1
Problem gambling	0.57	0.4	0.8	0.32*	0.2	0.7
Total	100.0			100.0		

* Relative standard error greater than 25 per cent.

**Table F18: Prevalence of the gambling groups
Queensland adult population
2001, 2003–04, 2006–07, 2008–09, 2011–12 and 2016–17**

	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
Total	100.0			100.0			100.0		

	2008–09			2011–12			2016–17		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	25.3	24.1	26.5	26.2	25.4	26.9	29.2	28.3	30.2
Recreational	68.0	66.8	69.2	66.3	65.5	67.1	61.4	60.4	62.4
Low risk	4.7	4.3	5.1	5.2	4.7	5.7	6.4	5.9	6.9
Moderate risk	1.6	1.2	1.9	1.9	1.7	2.1	2.5	2.2	2.9
Problem gambling	0.37	0.2	0.5	0.48	0.34	0.61	0.51	0.4	0.7
Total	100.0			100.0			100.0		

**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	77.5	76	79	29.9	29	31	36.2	35	37
Low risk	76.5	73	80	61.6	58	65	29.4	27	32
Moderate risk	80.4	74	85	79.3	74	84	34.2	28	41
Problem gambling	84.5	75	91	91.0	79	97	32.4*	18	51

	Horse/harness/dog races			Keno			Casino table games		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	23.6	22	25	18.8	18	20	6.2	5.6	6.9
Low risk	37.4	33	42	35.2	31	40	18.3	15	22
Moderate risk	47.0	40	54	44.4	40	49	20.7	16	27
Problem gambling	48.0	35	62	56.3	39	72	27.9*	16	44

	Sports betting			Private card games			Bingo		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	7.4	6.7	8.1	2.4	2.0	2.9	4.2	3.8	4.8
Low risk	23.5	20	27	7.4	4.6	12.0	6.8	4.7	9.7
Moderate risk	29.8	24	37	9.6	6.2	15.0	5.9	3.7	9.2
Problem gambling	32.3	22	45	8.4*	3.4	19.0	4.4**	1.5	12.0

	Internet casino or poker			Elections, TV shows, novelty events			E-sports		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Recreational	0.4	0.3	0.7	1.1	0.8	1.5	0.4*	0.2	0.7
Low risk	3.6*	2.2	5.9	4.7	3.1	7.2	1.3*	0.5	3.4
Moderate risk	7.8*	3.8	15.0	5.3*	2.9	9.5	0.3**	0.0	2.5
Problem gambling	13.0*	6	27	6.7*	2.9	15.0	0.5**	0.1	4.1

	Fantasy sports		
	Est.	LCL	UCL
Recreational	0.2*	0.1	0.5
Low risk	2.1*	0.9	5.2
Moderate risk	2.0**	0.5	7.7
Problem gambling	4.3**	1.0	17.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

**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	40.8	37	45	27.5	24	32	18.8	16	22
Low risk	16.9	13	21	22.3	16	29	27.8	24	32
Moderate risk	7.8	4.8	12.0	22.7	17	29	20.1	14	28
Problem gambling	4.9*	2.0	11.0	10.7*	5	21	18.8*	10	32

	4 or more games			Total
	Est.	LCL	UCL	
Recreational	12.9	11	16	100.0
Low risk	32.9	24	43	100.0
Moderate risk	49.4	43	56	100.0
Problem gambling	65.6	52	77	100.0

* Relative standard error greater than 25 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	47.2	44	50	67.4	63	71	74.5	69	79
7-12 times per year	18.5	16	21	16.3	13	20	7.5	5.6	10.0
13-24 times per year	7.1	5.4	9.2	5.3	4.1	6.8	4.2	2.8	6.2
25-52 times per year	22.3	20	25	7.7	6.2	9.4	9.3	7.1	12.0
53+ times per year	4.2	3.0	5.7	2.7	2.0	3.7	3.6*	1.8	7.1
Don't know	0.7*	0.3	1.6	0.5*	0.2	1.1	0.5**	0.2	1.6
Refused	0.1**	0.0	0.2	0.1**	0.0	0.5	0.1**	0.0	0.5
Total	100.0			100.0			100.0		

	Keno			Casino table games			Sports and novelty event betting		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
1-6 times per year	65.3	61	70	88.1	83	92	59.6	55	64
7-12 times per year	17.7	15	21	5.6	3.4	8.8	12.5	10	16
13-24 times per year	5.4	4.0	7.3	0.5**	0.1	2.9	5.8	3.8	8.8
25-52 times per year	8.1	6.2	11.0	1.8*	0.8	3.7	11.3	9	14
53+ times per year	2.0*	1.0	3.9	1.0**	0.3	3.5	4.6	3.0	6.8
Don't know	0.9*	0.5	1.6	2.3**	0.8	6.5	3.8	2.4	6.0
Refused	0.6**	0.1	4.8	0.4**	0.1	1.9	2.3*	1.3	4.0
Total	100.0			100.0			100.0		

	Private card games			Bingo			Internet casino or poker		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
1-6 times per year	83.3	68	92	73.5	65	81	59.2*	42	74
7-12 times per year	4.9*	2.3	9.9	6.9*	3.2	15.0	7.2*	2.5	19.0
13-24 times per year	6.3**	1.1	28.0	4.1*	1.5	10.0	13.3*	4	34
25-52 times per year	3.8*	1.4	10.0	11.7*	7	20	1.3**	0.3	5.6
53+ times per year	0.4**	0.1	2.1	2.5*	1.3	4.7	7.9*	3.3	18.0
Don't know	0.6**	0.1	4.1	0.8**	0.2	2.9	8.1**	2.2	25.0
Refused				0.5**	0.1	2.0	2.5**	0.3	20.0
Total	100.0			100.0			100.0		

	Other private games		
	Est.	LCL	UCL
1-6 times per year	52.7*	24	80
7-12 times per year	26.0**	6	68
13-24 times per year	2.1**	0.2	15.0
25-52 times per year	0.8**	0.1	6.5
53+ times per year	0.6**	0.0	100.0
Don't know	17.0**	4	52
Refused	0.9**	0.1	6.9
Total	100.0		

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

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	67.4	63	71	16.3	13	20	5.3	4.1	6.8	7.7	6.2	9.4
Recreational	77.1	72	81	14.4	11	19	2.3	1.4	3.8	4.5	3.0	6.8
Low risk	50.1	43	57	22.5	16	30	11.3	8	17	12.1*	6	23
Moderate risk	25.7	19	34	22.6	16	32	18.3	13	25	21.3	15	29
Problem gambling	9.6*	3.6	23.0	10.7*	5	23	16.1**	5	41	37.6*	23	55
Male	61.8	55	68	20.1	16	25	6.5	4.8	8.6	7.6	5.2	11.0
Female	72.9	65	79	12.5	9	18	4.2	2.7	6.2	7.7	5.3	11.0
18–34 years	77.5	68	85	13.2	8	22	4.4	2.7	7.3	3.7*	1.3	9.7
35–54 years	73.2	65	80	13.2	9	18	5.1	3.3	7.6	4.9	3.5	6.9
55+ years	50.1	44	56	22.7	17	29	6.5	4.9	8.7	14.9	11	20

	53+ per year			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	2.7	2.3	3.7	0.5*	0.2	1.1	0.1**	0.0	0.5	100.0
Recreational	1.4*	0.7	2.7	0.3*	0.1	0.7	0.0**	0.0	0.4	100.0
Low risk	2.7*	1.5	4.7	0.7*	0.3	1.8	0.6**	0.1	2.8	100.0
Moderate risk	10.1	6	16	1.9**	0.3	11.0	0.1**	0.0	1.1	100.0
Problem gambling	26.0*	15	42	0.0**	0.0	9.9	0.0**	0.0	9.9	100.0
Male	3.3*	1.9	5.5	0.5**	0.1	1.8	0.3**	0.1	0.9	100.0
Female	2.2	1.4	3.4	0.5*	0.2	1.0	0.0**	0.0	0.2	100.0
18–34 years	0.9**	0.3	2.6	0.2**	0.0	4.0	0.0**	0.0	1.7	100.0
35–54 years	2.6*	1.6	4.2	0.7*	0.3	1.5	0.3**	0.1	1.5	100.0
55+ years	4.9	3.3	7.3	0.6*	0.3	1.3	0.2**	0.0	0.8	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

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	47.2	44	50	18.5	16	21	7.1	5.4	9.2	22.3	20	25
Recreational	48.3	45	52	18.3	16	21	6.9	5.0	9.5	21.8	19	25
Low risk	40.7	34	48	20.1	17	24	9.1	6.8	12.0	25.1	20	31
Moderate risk	40.6	31	51	19.1	15	24	5.2*	2.2	12.0	24.2	18	32
Problem gambling	28.2*	14	48	18.7*	10	33	11.6*	5	27	31.2*	17	50
Male	45.0	40	50	17.8	14	22	9.0	6.2	13.0	22.0	18	27
Female	49.2	45	54	19.2	16	23	5.3	3.7	7.6	22.6	19	27
18–34 years	68.7	60	76	17.2	12	25	6.8*	2.7	16.0	5.1	3.5	7.5
35–54 years	45.9	40	52	21.7	17	27	6.9	4.9	9.7	20.7	16	26
55+ years	35.8	30	42	16.4	13	20	7.4	5.4	10.0	33.7	29	39

	53+ per year			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	4.2	3.0	5.7	0.7*	0.3	1.6	0.1**	0.0	0.2	100.0
Recreational	3.9	2.7	5.7	0.6**	0.2	1.8	0.1**	0.0	0.3	100.0
Low risk	4.1*	2.4	6.8	0.8**	0.3	2.1	0.2**	0.1	1.0	100.0
Moderate risk	9.4	6.0	14.0	1.6**	0.3	9.8	0.0**	0.0	2.6	100.0
Problem gambling	9.4**	2.9	26.0	0.0**	0.0	10.0	0.8**	0.1	6.0	100.0
Male	5.1	3.7	7.1	1.0**	0.3	2.9	0.1**	0.0	0.5	100.0
Female	3.3*	1.8	6.0	0.4*	0.2	0.8	0.1**	0.0	0.3	100.0
18–34 years	1.4**	0.4	4.7	0.5**	0.2	1.5	0.1**	0.0	0.8	100.0
35–54 years	4.6*	2.7	8.0	0.1**	0.0	0.3	0.0**	0.0	0.2	100.0
55+ years	5.3	3.8	7.4	1.3**	0.4	3.6	0.1**	0.0	0.5	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

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	74.5	69	79	7.5	5.6	10.0	4.2	2.8	6.2	9.3	7.1	12.0
Recreational	80.3	75	85	6.4	4.4	9.2	3.4	1.9	5.8	7.0	4.8	10.0
Low risk	58.9	46	71	12.9	8	19	6.9*	3.7	12.0	16.2	11	24
Moderate risk	46.1	37	56	8.5*	4.4	16.0	7.0*	3.4	14.0	18.3*	11	29
Problem gambling	43.9	26	63	12.3**	3	42	7.7**	1.8	28.0	22.9*	10	44
Male	65.4	59	71	10.4	8	14	5.7	3.8	8.4	12.7	10	17
Female	86.2	81	90	3.8*	2.3	6.0	2.2*	0.9	5.5	4.9*	2.4	9.7
18–34 years	75.6	65	84	9.8	6.4	15.0	4.2*	2.3	7.5	6.0	3.9	9.0
35–54 years	78.8	73	83	6.9	4.9	9.6	4.0*	2.5	6.4	6.2	4.1	9.2
55+ years	67.9	61	74	5.9*	3.2	11.0	4.4*	1.9	9.6	16.6	11	24

	53+ per year			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	3.6*	1.8	7.1	0.5**	0.2	1.6	0.1**	0.0	0.5	100.0
Recreational	2.2*	1.0	4.6	0.3**	0.1	1.7	0.1**	0.0	0.7	100.0
Low risk	3.6**	0.0	84.0	1.6**	0.5	4.6	0.0**	0.0	2.4	100.0
Moderate risk	18.8	11	31	1.4**	0.0	49.0	0.0**	0.0	4.4	100.0
Problem gambling	13.2**	5	30	0.0**	0.0	17.0	0.0**	0.0	17.0	100.0
Male	5.3*	2.6	10.0	0.3**	0.0	2.8	0.1**	0.0	1.0	100.0
Female	1.5**	0.4	5.2	0.8**	0.2	2.9	0.1**	0.0	0.7	100.0
18–34 years	2.9**	0.2	29.0	0.7**	0.1	4.5	0.0**	0.0	2.2	100.0
35–54 years	3.1*	1.5	6.4	0.8**	0.2	3.1	0.2**	0.0	1.5	100.0
55+ years	5.0*	2.6	9.3	0.0**	0.0	0.2	0.1**	0.0	1.0	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

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	65.3	61	70	17.7	15	21	5.4	4.0	7.3	8.1	6.2	11.0
Recreational	70.4	65	76	16.5	13	20	3.7	2.3	5.9	7.0	4.5	10.0
Low risk	51.7	45	59	23.0	16	31	9.7	6.7	14.0	10.3	7	16
Moderate risk	46.4	36	57	20.6	14	29	12.9*	8	21	13.5*	8	22
Problem gambling	43.0*	28	59	16.3*	6	36	12.9**	5	30	15.5*	6	34
Male	58.5	51	65	19.6	16	24	6.9	4.8	9.9	9.4	6.5	13.0
Female	72.0	65	78	15.9	12	22	4.0	2.6	6.1	6.9*	3.9	12.0
18–34 years	75.4	64	84	15.5*	8	27	3.1*	1.5	6.4	4.5**	1.3	14.0
35–54 years	63.7	54	73	16.3*	10	25	7.2*	4.4	12.0	9.1	5.5	15.0
55+ years	58.4	52	65	21.4	17	27	5.3	3.7	7.5	10.0	6.3	15.0

	53+ per year			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
All	2.0*	1.3	3.9	0.9*	0.5	1.6	0.6**	0.1	4.8	100.0
Recreational	1.3**	0.4	4.0	0.4*	0.2	1.0	0.8**	0.1	6.2	100.0
Low risk	2.9**	0.5	14.0	2.3*	1.1	5.0	0.0**	0.0	2.6	100.0
Moderate risk	3.8*	1.6	8.9	2.7**	0.2	26.0	0.0**	0.0	4.4	100.0
Problem gambling	12.2**	4	35	0.0**	0.0	15.0	0.0**	0.0	15.0	100.0
Male	3.3*	1.5	7.2	1.2*	0.5	2.9	1.2**	0.1	9.3	100.0
Female	0.7*	0.3	1.6	0.6*	0.3	1.3	0.0**	0.0	1.2	100.0
18–34 years	0.7**	0.0	8.6	0.8**	0.1	5.9	0.0**	0.0	3.2	100.0
35–54 years	1.6*	0.8	3.0	0.5**	0.2	1.4	1.5**	0.2	12.0	100.0
55+ years	3.6**	1.3	9.7	1.3*	0.6	3.1	0.0**	0.0	1.3	100.0

* 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, by gambling group, gender and age**

	At a race track			At a club or hotel			At a stand-alone TAB			Via the internet		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	16.7	13	21	37.7	34	41	31.0	27	36	28.2	24	33
Recreational	18.1	14	23	37.9	34	42	31.2	26	37	24.3	19	30
Low risk	12.7	8	19	37.1	29	47	28.8	18	42	39.4	30	49
Moderate risk	11.4*	5	22	35.4	26	47	33.3	23	45	47.9	36	60
Problem gambling	2.4**	0.3	17.0	41.6*	23	63	29.7*	16	48	42.3*	21	67
Male	12.3	10	16	41.0	35	47	29.5	24	35	35.2	30	41
Female	22.2	15	31	33.5	26	42	32.9	24	44	19.3	13	27
18–34 years	21.0	14	31	33.9	25	44	20.2*	12	32	36.0	27	46
35–54 years	18.2	13	25	34.0	28	40	35.2	26	46	30.5	25	37
55+ years	10.2	7	15	46.5	38	55	36.8	29	46	17.2	13	23

	Via a phone call			With SMS			Other			Don't know		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	2.4	1.7	3.4	0.3**	0.0	1.3	0.1**	0.0	0.4	0.3**	0.1	1.3
Recreational	1.6*	0.9	2.9	0.0**	0.0	0.8	0.2**	0.1	0.5	0.3**	0.1	1.7
Low risk	4.9*	2.4	9.8	0.5**	0.1	2.8	0.0**	0.0	2.4	0.1**	0.0	0.7
Moderate risk	6.2*	2.9	13.0	2.8**	0.3	20.0	0.0**	0.0	4.4	0.0**	0.0	4.4
Problem gambling	3.0**	0.3	23.0	0.0**	0.0	17.0	0.0**	0.0	17.0	0.0**	0.0	17.0
Male	3.1	1.9	5.1	0.5**	0.1	2.3	0.0**	0.0	0.8	0.0**	0.0	0.8
Female	1.5*	0.8	2.8	0.0**	0.0	1.3	0.3**	0.1	1.0	0.6**	0.1	2.9
18–34 years	1.6*	0.6	4.2	0.6**	0.1	4.9	0.0**	0.0	2.2	0.2**	0.0	1.6
35–54 years	2.1*	1.3	3.6	0.2**	0.0	1.1	0.2**	0.0	0.9	0.5**	0.1	3.9
55+ years	3.6*	1.9	6.7	0.0**	0.0	0.2	0.2**	0.0	1.1	0.0**	0.0	1.3

	Refused		
	Est.	LCL	UCL
All	0.0**	0.0	0.4
Recreational	0.0**	0.0	0.8
Low risk	0.3**	0.0	2.8
Moderate risk	0.0**	0.0	4.4
Problem gambling	0.0**	0.0	17.0
Male	0.1**	0.0	0.7
Female	0.0**	0.0	1.3
18–34 years	0.1**	0.0	1.2
35–54 years	0.0**	0.0	1.3
55+ years	0.0**	0.0	1.3

* 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 F27: Responses to the question ‘Over the last 12 months, when you have placed bets on sporting or novelty events, how have you placed your bets?’
People who had bet on sporting or novelty events in the last 12 months, by gambler type, gender and age

	At a club or hotel			At a stand-alone TAB			Via the internet			Via a phone call		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	14.5	11	19	12.6	10	16	67.2	62	72	2.9**	1.0	8.1
Recreational	11.8	8	17	14.1	11	18	64.2	58	70	2.5**	0.4	13.0
Low risk	16.1	9	27	7.9*	3.9	15.0	79.9	69	88	3.4**	1.0	11.0
Moderate risk	26.7*	16	42	11.9*	6	24	62.1	50	73	3.9**	1.3	11.0
Problem gambling	23.5**	6	60	15.2*	6	35	61.5*	42	78	5.5**	1.1	23.0
Male	14.7	11	20	11.7	8	16	71.5	66	76	2.8**	0.7	11.0
Female	13.4*	7	25	16.7*	11	25	48.3	37	59	3.2*	1.1	9.1
18–34 years	11.8	7	19	10.7	7	15	74.6	67	81	2.0**	0.2	16.0
35–54 years	17.1	13	22	14.0	11	17	61.9	57	67	3.2*	1.7	5.8
55+ years	20.3	14	29	18.6*	12	27	44.3*	33	56	6.5**	2.4	17.0
	With SMS			Other			Don't know			Refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	1.4*	0.6	2.9	1.5**	0.4	5.5	3.7	2.2	6.2	1.8*	1.0	3.1
Recreational	1.6*	0.8	3.3	2.0**	0.4	8.8	5.2	3.0	8.6	2.1*	1.3	3.6
Low risk	1.3**	0.0	35.0	0.4**	0.1	3.0	1.2**	0.3	5.4	0.0**	0.0	4.8
Moderate risk	0.0**	0.0	8.4	0.3**	0.0	2.3	0.3**	0.0	2.4	3.3**	0.6	16.0
Problem gambling	0.0**	0.0	22.0	3.4**	0.4	23.0	0.0**	0.0	22.0	0.0**	0.0	22.0
Male	0.3**	0.1	1.1	1.0**	0.3	2.7	2.6*	1.3	5.0	1.7*	0.8	3.4
Female	6.1*	2.6	14.0	4.0**	0.6	23.0	8.9*	4.4	17.0	2.1*	0.8	5.6
18–34 years	1.2**	0.4	4.2	0.4**	0.0	99.0	3.3*	1.3	8.1	1.2**	0.4	3.9
35–54 years	1.6*	0.7	3.8	2.5*	1.1	5.6	3.5*	2.0	6.0	1.4*	0.6	3.2
55+ years	1.3**	0.4	4.9	4.5*	1.6	12.0	6.9*	3.2	14.0	5.7*	2.2	14.0

* 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 F28: Responses to the question ‘When placing bets on horse, harness or greyhound races over the internet, what do you MOST OFTEN use to place your bets – a computer or mobile device, such as a mobile phone or tablet?’

People who had used the internet to place bets on horse, harness or greyhound races in the last 12 months, by gambling group, gender and age

	Computer			Mobile device			Both			Don't know		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	19.5	14	26	73.1	66	79	4.5*	2.1	9.6	2.6**	0.3	18.0
Recreational	18.8	12	28	72.2	62	81	4.9**	1.6	14.0	3.8**	0.5	25.0
Low risk	19.3*	11	31	76.8	64	86	3.9*	1.6	9.2	0.0**	0.0	6.4
Moderate risk	21.2*	11	36	74.5	61	85	4.3**	1.3	13.0	0.0**	0.0	11.0
Problem gambling	32.1**	10	66	60.5*	25	88	0.0**	0.0	41.0	0.0**	0.0	41.0
Male	16.3	12	21	74.9	67	82	4.7*	7.8	12.0	3.7**	0.5	24.0
Female	27.0*	15	45	69.0	51	83	4.0**	1.0	15.0	0.0**	0.0	5.5
18–34 years	8.7**	2.9	24.0	90.3	73	97	0.6**	0.1	6.4	0.0**	0.0	4.8
35–54 years	24.7	17	35	68.3	56	78	6.6**	1.9	21.0	0.0**	0.0	3.5
55+ years	30.7	17	49	47.0*	24	71	8.1**	2.7	22.0	14.1**	2	64

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F29: Responses to the question ‘When placing bets on sporting or novelty events over the internet, what do you MOST OFTEN use to place your bets – a computer or mobile device, such as a mobile phone or tablet?’

People who had used the internet to place bets on sporting or novelty events in the last 12 months, by gambling group, gender and age

	Computer			Mobile device			Both			Don't know		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	18.4	14	24	75.1	69	80	5.5*	3.1	9.4	0.2**	0.0	1.8
Recreational	21.1	16	28	74.0	66	81	4.4*	1.9	9.5	0.4**	0.0	2.7
Low risk	12.6*	7	23	76.6	66	84	8.9**	2.6	27.0	0.0**	0.0	6.5
Moderate risk	12.6*	5	27	81.6	59	93	5.8**	1.3	22.0	0.0**	0.0	14.0
Problem gambling	29.6**	10	61	63.5*	24	90	0.0**	0.0	41.0	0.0**	0.0	41.0
Male	17.5	13	23	75.3	69	80	6.2*	3.5	11.0	0.0**	0.0	1.7
Female	24.0	13	40	73.6*	5.7	85	0.6**	0.1	4.7	1.8**	0.2	13.0
18–34 years	12.0	8	18	80.6	73	86	6.2*	3.3	11.0	0.0**	0.0	3.0
35–54 years	23.3	17	31	71.6	64	78	4.3*	2.2	8.2	0.8**	0.1	6.0
55+ years	53.7	32	74	41.8*	21	65	4.5**	0.9	19.0	0.0**	0.0	9.7

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F30: Responses to the question ‘When placing bets on horse, harness or greyhound races over the internet, which bookmakers do you bet with most often?’

People who had used the internet to place bets on horse, harness or greyhound races in the last 12 months

	Est.	LCL	UCL
UBET	18.2	11	28
TAB	9.7	6.3	14.0
Tattsbet/Tatts	4.5*	1.9	10.0
Sportsbet	50.5	43	58
William Hill	12.5	8	19
Luxbet	0.9**	0.0	40.0
Betfair	0.4*	0.1	0.9
Crownbet	4.4*	1.8	10.0
Ladbrokes	6.7	4.0	11.0
Bet365	2.1**	0.7	6.0
Tom Waterhouse	0.2**	0.0	0.9
Centrebet	0.9*	0.4	2.3
Other	1.8*	0.7	4.6
Don't know	4.1**	1.1	15.0
Refused	0.5**	0.0	88.0

Table F31: Responses to the question ‘When placing bets on sporting or novelty events, which bookmakers do you bet with most often?’

People who had used the internet to place bets on sporting or novelty events in the last 12 months

	Est.	LCL	UCL
UBET	12.8	10	17
TAB	4.9	2.9	8.2
Tattsbet/Tatts	4.0*	2.1	7.7
Sportsbet	54.2	47	61
William Hill	12.1	9	16
Luxbet	1.1**	0.0	56.0
Betfair	0.4**	0.1	1.2
Crownbet	3.4*	1.6	6.8
Ladbrokes	7.1*	4.2	12.0
Bet365	3.1**	1.1	8.2
Tom Waterhouse	0.0**	0.0	1.4
Centrebet	0.7*	0.3	1.7
Other	1.2**	0.3	4.2
Don't know	6.1	3.5	10.0
Refused	0.0**	0.0	1.4

**Table F32: 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	12.3	11	13
Male	16.3	15	18
Female	8.5	7.1	10.0
18–34 years	15.2	12	19
35–54 years	15.0	12	19
55+ years	6.8	5.4	8.4
Male 18-34 years	23.5	18	31
Male 35-54 years	16.9	12	23
Male 55+ years	8.8	6.2	12.0
Female 18-34 years	7.1	4.7	11.0
Female 35-54 years	13.3	10	18
Female 55+ years	4.9	3.2	7.3
University/postgraduate degree	15.2*	9	25
Trade, technical certificate or diploma	14.2	11	18
Senior high school (Year 12)	13.4	10	18
Junior high school (Year 10)	7.3	5.1	10.0
Completed primary school/other ^a	3.6*	1.8	7.0
Work full-time	17.1	15	19
Work part-time or on a casual basis	10.8	8	15
Not in the paid workforce	6.8	5.1	9.0
Less than \$15,000	8.4*	4.5	15.0
\$15,000 to less than \$27,000	8.3	5.5	12.0
\$27,000 to less than \$45,000	12.7	9	18
\$45,000 to less than \$71,000	11.1	9	14
\$71,000 or more	20.1	17	23
Australia	13.2	12	15
Other	9.3	7.0	12.0

* 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 F33: Participation in gambling using the internet in the last 12 months
Gamblers, by gambling group**

	Est.	LCL	UCL
Recreational	15.0	14	17
Low risk	31.7	27	36
Moderate risk	34.3	27	43
Problem gambling	38.5*	24	56
All gamblers	17.4	16	19

* Relative standard error greater than 25 per cent.

Table F34: Responses to the question ‘Where do you most often play poker machines or gaming machines? At a club, a pub or hotel, or a casino?’

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

	Club			Pub or hotel			Casino			Don't know		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	46.4	41	52	44.4	39	50	8.5	6.8	11.0	0.4**	0.1	2.1
Recreational	47.8	40	55	43.3	36	51	8.4	6.4	11.0	0.4**	0.1	1.5
Low risk	43.8	33	56	44.8	36	54	10.3	7	16	0.5**	0.0	89.0
Moderate risk	43.4	36	51	50.5	42	59	5.8*	3.0	11.0	0.3**	0.0	2.1
Problem gambling	27.8*	14	48	61.7	40	79	10.5**	3	31	0.0**	0.0	9.9
Male	40.4	35	46	50.8	45	56	7.8	5.1	12.0	0.7**	0.3	2.1
Female	52.3	44	60	38.3	31	46	9.3	6.8	13.0	0.1**	0.0	70.0
18–34 years	23.1	17	31	65.7	58	73	10.6	7	16	0.6**	0.0	8.0
35–54 years	47.1	37	57	43.2	33	54	8.9*	5.4	14.0	0.3**	0.1	1.1
55+ years	73.4	66	79	20.5	16	26	5.9*	3.2	10.0	0.3**	0.1	1.9

	Refused		
	Est.	LCL	UCL
All	0.1**	0.0	0.5
Recreational	0.1**	0.0	0.4
Low risk	0.6**	0.1	2.8
Moderate risk	0.0**	0.0	2.6
Problem gambling	0.0**	0.0	9.9
Male	0.3**	0.1	0.9
Female	0.0**	0.0	0.8
18–34 years	0.0**	0.0	1.7
35–54 years	0.4**	0.1	1.6
55+ years	0.0**	0.0	0.9

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F35: 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	8.6	5.4	13.0	7.0*	3.6	13.0	22.1	16	29	15.2	10	21
Low risk	4.7*	2.1	10.0	7.1*	4.2	12.0	18.4*	8	36	15.1	10	21
Moderate risk	1.6**	0.5	4.9	2.1*	1.1	4.1	14.3*	8	25	13.4	9	20
Problem gambling	2.9**	0.2	36.0	0.0**	0.0	9.9	10.6**	3	28	8.2*	3.8	17.0
All gaming machine gamblers	7.3	4.8	11.0	6.5*	3.8	11.0	20.7	16	26	14.9	11	20

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	42.8	36	50	4.3*	2.2	8.2	0.1**	0.0	0.4	100.0
Low risk	51.5	37	65	2.6*	1.1	5.9	0.7**	0.2	2.7	100.0
Moderate risk	66.5	56	76	2.1**	0.2	19.0	0.0**	0.0	2.6	100.0
Problem gambling	78.3	56	91	0.0**	0.0	9.9	0.0**	0.0	9.9	100.0
All gaming machine gamblers	46.7	41	52	3.8*	2.1	6.6	0.1**	0.0	0.5	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F36: 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	24.4	20	30	21.0	14	29	30.8	24	38	8.6*	5.0	14.0
Low risk	17.3	14	21	19.0*	9	36	32.0	24	41	12.8	9	18
Moderate risk	8.2*	4.3	15.0	11.7	7	19	34.2	26	44	19.5	13	28
Problem gambling	5.8**	1.2	24.0	8.3*	3.2	20.0	16.6*	7	36	17.5*	8	33
All gaming machine gamblers	21.6	18	26	19.7	15	26	31.0	26	37	10.3	7	14

	Always			Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Recreational	9.3	6.4	13.0	5.9*	3.3	10.0	0.1**	0.0	0.4	100.0
Low risk	15.6	10	23	2.6*	1.0	6.4	0.7**	0.2	2.7	100.0
Moderate risk	23.5	18	31	2.9**	0.6	13.0	0.0**	0.0	2.6	100.0
Problem gambling	50.5	35	66	1.2**	0.2	8.8	0.0**	0.0	9.9	100.0
All gaming machine gamblers	12.2	10	15	5.1	3.1	8.1	0.1**	0.0	0.5	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F37: 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	14.8	12	18
Recreational	12.2	10	15
Low risk	26.1	19	34
Moderate risk	42.2	33	52
Problem gambling	58.6	41	74

* Relative standard error greater than 25 per cent.

Table F38: 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	4.7	3.5	6.4	1.0	0.6	1.7	2.9	2.2	3.8
16–17 years	5.2	3.6	7.3	2.1	1.3	3.3	3.7	2.7	4.9
18–19 years	46.5	43	50	36.4	33	40	41.5	38	45
20–24 years	21.4	18	25	22.7	20	26	22.0	20	24
25–34 years	12.7	10	16	18.0	15	21	15.3	13	18
35+ years	4.0	2.8	5.7	12.8	10	16	8.3	6.9	9.9
Don’t know	4.8	3.8	6.0	6.4	4.5	9.0	5.6	4.4	7.0
Refused	0.7*	0.3	1.6	0.7*	0.3	1.7	0.7*	0.4	1.2
Total	100.0			100.0			100.0		

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 F39: Responses to the question ‘In the last 12 months, can you tell me whether you have never, rarely, sometimes or often played online social gambling-type games that don’t necessarily involve money?’

Queensland adult population, by gambling group, gender and age

	Never			Rarely			Sometimes			Often		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
All	89.2	87	91	4.4	3.1	6.2	3.9	3.1	5.0	2.3	1.6	3.3
Non-gambler	93.0	89	96	3.8*	1.9	7.5	2.1*	0.9	5.0	0.6**	0.2	2.1
Recreational	90.2	87	92	3.8*	2.3	6.4	3.6	2.5	5.3	2.3*	1.3	4.1
Low risk	73.8	69	78	9.9	6.3	15.0	10.3	7	15	5.9	3.9	8.7
Moderate risk	66.6	58	74	9.0*	5.3	15.0	14.9*	9	23	9.0	5.9	13.0
Problem gambling	51.0	34	68	17.2*	7	37	14.3*	6	31	17.5*	8	34
Male	86.8	84	89	5.5	3.5	8.6	4.5	3.3	6.3	3.0*	1.6	5.4
Female	91.4	89	93	3.4	2.1	5.4	3.4	2.5	4.6	1.6	1.1	2.5
18–34 years	83.9	78	88	7.7*	4.4	13.0	5.2	3.3	8.1	3.1*	1.3	7.2
35–54 years	88.4	86	91	4.2	2.7	6.6	4.8	3.2	7.1	2.3	1.4	3.7
55+ years	94.8	93	96	1.6*	0.9	2.9	2.0	1.3	3.0	1.5	1.0	2.2

	Don't know			Refused			Total
	Est.	LCL	UCL	Est.	LCL	UCL	
All	0.1**	0.0	0.2	0.1**	0.0	0.4	100.0
Non-gambler	0.1**	0.0	0.8	0.3**	0.1	1.2	100.0
Recreational	0.0**	0.0	0.1	0.0**	0.0	0.3	100.0
Low risk	0.1**	0.0	0.7	0.0**	0.0	0.9	100.0
Moderate risk	0.5**	0.1	3.2	0.0**	0.0	2.1	100.0
Problem gambling	0.0**	0.0	8.8	0.0**	0.0	8.8	100.0
Male	0.0**	0.0	0.2	0.2**	0.0	0.7	100.0
Female	0.1**	0.0	0.4	0.0**	0.0	0.4	100.0
18–34 years	0.0**	0.0	0.3	0.0**	0.0	0.9	100.0
35–54 years	0.1**	0.0	0.2	0.2**	0.1	1.0	100.0
55+ years	0.1**	0.0	0.6	0.0**	0.0	0.4	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

**Table F40: Responses to the nine scored questions in the Canadian Problem Gambling Index
Low risk, moderate risk and problem gamblers
By gambling group**

Figure 40 – 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	65.2	61	69	23.5	20	27	11.0	8	15	0.4**	0.1	1.3
Moderate risk	38.0	32	44	26.5	21	33	33.0	27	39	0.9**	0.3	2.7
Problem gambling	5.7*	2.3	13.0	16.9*	9	30	41.7	28	57	24.2*	14	39
	Always			Total								
	Est.	LCL	UCL	Est.	LCL	UCL						
Low risk	0.0**	0.0	0.9	100.0								
Moderate risk	1.7**	0.4	7.2	100.0								
Problem gambling	11.6*	7	19	100.0								

Figure 40 – 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	86.7	83	90	9.0	6.7	12.0	4.2	2.9	5.8	0.2**	0.0	1.2
Moderate risk	55.4	49	62	20.4	16	26	23.3	18	29	0.4**	0.1	1.5
Problem gambling	15.3*	6	32	22.7*	14	35	22.3	13	36	22.2*	12	37
	Always			Don't know			Total					
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0**	0.0	0.9	0.0**	0.0	0.9	100.0					
Moderate risk	0.6**	0.1	2.4	0.0**	0.0	2.1	100.0					
Problem gambling	16.4*	8	29	1.2**	0.3	4.9	100.0					

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Figure 40 – 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	71.2	68	75	18.3	15	22	10.1	8	13	0.4**	0.1	1.2
Moderate risk	43.3	37	50	27.3	22	33	26.6	22	32	2.4*	1.1	5.2
Problem gambling	14.6*	8	25	20.7*	10	39	38.6	27	52	17.5*	9	30
	Always			Don't know			Total					
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Low risk	0.0**	0.0	0.9	0.0**	0.0	0.9	100.0					
Moderate risk	0.4**	0.1	1.5	0.0**	0.0	2.1	100.0					
Problem gambling	7.9*	3.5	17.0	0.7**	0.1	5.1	100.0					

Figure 40 – 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	98.6	97	99	1.0*	0.4	2.2	0.4**	0.1	1.7	0.0**	0.0	0.9
Moderate risk	95.9	93	98	2.8*	1.4	5.5	1.2*	0.5	2.9	0.0**	0.0	2.1
Problem gambling	51.6	39	64	23.7*	13	40	15.7*	8	29	3.2**	1.0	10.0
	Always			Total								
Low risk	0.0**	0.0	0.9	100.0								
Moderate risk	0.0**	0.0	2.1	100.0								
Problem gambling	3.2**	1.0	10.0	100.0								

Figure 40 – 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	94.8	93	93	3.1	2.1	4.7	2.0*	1.1	3.7	0.0**	0.0	0.9
Moderate risk	40.6	34	47	22.8	17	29	32.0	27	37	2.2*	1.0	4.7
Problem gambling	3.9**	0.9	15.0	14.6*	7	28	40.2	26	57	15.8*	7	33
	Always			Don't know			Total					
Low risk	0.0**	0.0	0.9	0.0	0.0	0.9	100.0					
Moderate risk	2.2*	0.8	5.7	0.3	0.0	2.3	100.0					
Problem gambling	25.6	16	39	0.0	0.0	8.8	100.0					

Figure 40 – 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	96.1	94	97	1.8	1.1	2.8	1.8*	0.9	3.7	0.4**	0.1	1.3
Moderate risk	72.3	66	78	14.9	11	20	11.1	8	16	0.4**	0.1	1.8
Problem gambling	4.4**	1.2	16.0	31.9*	19	48	38.0*	24	55	15.8*	9	28
	Always			Don't know			Total					
Low risk	0.0**	0.0	0.9	0.0**	0.0	0.9	100.0					
Moderate risk	0.9**	0.2	3.7	0.4**	0.1	2.0	100.0					
Problem gambling	9.3*	4.6	18.0	0.5**	0.1	3.9	100.0					

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Figure 40 – 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	90.1	87	93	6.5	4.1	10.0	3.3	2.1	5.2	0.0**	0.0	0.4
Moderate risk	62.5	56	68	15.7	11	21	18.4	14	23	1.9**	0.6	6.3
Problem gambling	25.5*	14	41	18.6*	10	32	25.6*	16	39	24.7*	13	42
	Always			Refused			Total					
Low risk	0.0**	0.0	0.9	0.0**	0.0	0.4	100.0					
Moderate risk	1.4*	0.5	3.9	0.0**	0.0	2.1	100.0					
Problem gambling	5.6*	1.9	15.0	0.0**	0.0	8.8	100.0					

Figure 40 – 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	97.5	95	99	1.3*	0.5	3.8	1.2*	0.5	2.7	0.0**	0.0	0.9
Moderate risk	82.1	77	86	12.7	9	17	5.2	3.4	7.8	0.0**	0.0	2.1
Problem gambling	24.8*	14	41	17.3*	10	28	40.3	26	56	10.7*	6	20
	Always			Refused			Total					
	Est.	LCL	UCL	Est.	LCL	UCL						
Low risk	0.0**	0.0	0.9	0.0**	0.0	0.4	100.0					
Moderate risk	0.0**	0.0	2.1	0.0**	0.0	2.1	100.0					
Problem gambling	6.9*	3.1	15.0	0.0**	0.0	8.8	100.0					

Figure 40 – 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	71.9	68	76	15.7	13	19	11.8	9	15	0.5**	0.1	2.2
Moderate risk	21.6	17	28	33.6	27	41	36.9	30	44	5.0*	3.0	8.1
Problem gambling	3.6**	1.1	11.0	13.1**	4	34	31.3*	19	47	26.0	17	37
	Always			Total								
	Est.	LCL	UCL									
Low risk	0.0**	0.0	0.9	100.0								
Moderate risk	3.0*	1.5	5.7	100.0								
Problem gambling	26.0	15	41	100.0								

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F41: 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	8.9	5.9	13.0
Recreational	12.4	10	15
Low risk	14.2	11	18
Moderate risk	19.5	15	25
Problem gambling	33.9*	20	51
All	11.8	10	14

* Relative standard error greater than 25 per cent.

Table F42: 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	6.6	5.1	8.6
Financial problems	6.2	5.0	7.7
Relationship problems	5.2	4.1	6.6
Other problems	0.1*	0.0	0.3
Had not experienced any problems	88.9	87	91
Don’t know	0.6*	0.3	1.1
Refused	0.1*	0.0	0.3

* Relative standard error greater than 25 per cent.

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

Table F43: 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	4.0*	2.2	7.1	5.1*	3.0	8.6	3.6*	2.1	6.1	0.1**	0.0	1.1
Recreational	7.2	5.3	9.8	6.4	5.1	8.1	5.4	4.1	7.1	0.1**	0.0	0.2
Low risk	10.5	8	14	8.2	5.4	12.0	9.3	6.3	13.0	0.1**	0.0	0.8
Moderate risk	9.1	5.9	14.0	8.4	5.2	13.0	7.3	4.8	11.0	0.8**	0.2	3.1
Problem gambling	16.4*	9	29	13.7*	7	26	14.5*	8	24	0.0**	0.0	8.8
All	6.6	5.1	8.6	6.2	5.0	7.7	5.2	4.1	6.6	0.1*	0.0	0.3

	Have not experienced any problems			Don't know			Refused		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Non-gambling	91.7	87	95	0.5**	0.2	1.7	0.2**	0.0	0.9
Recreational	88.4	86	91	0.6*	0.3	1.5	0.1**	0.0	0.4
Low risk	84.8	80	89	0.4*	0.1	1.0	0.2**	0.0	0.9
Moderate risk	83.1	78	87	0.4**	0.1	1.7	0.2**	0.0	1.1
Problem gambling	77.7	67	86	0.7**	0.1	8.4	0.5**	0.1	4.0
All	88.9	87	91	0.6*	0.3	1.1	0.1*	0.0	0.3

* 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 F44: Responses to questions about control of gambling Gamblers, by gambling group

Figure 44 – 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	98.0	97	99	1.0	0.6	1.5	0.8*	0.3	1.8	0.0**	0.0	0.1
Low risk	78.1	70	84	15.0	10	21	5.7	3.6	8.9	0.5*	0.2	1.1
Moderate risk	41.3	35	48	28.4	23	34	26.7	20	35	2.6*	1.3	5.3
Problem gambling	4.1**	1.4	12.0	26.7	20	35	41.3*	26	58	22.2*	9	44
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.0**	0.0	0.2	0.1**	0.0	1.0	0.1*	0.0	0.2	100.0		
Low risk	0.5**	0.2	1.4	0.2**	0.1	0.8	0.0*	0.0	0.9	100.0		
Moderate risk	0.9	0.3	2.8	0.0**	0.0	2.1	0.0**	0.0	2.1	100.0		
Problem gambling	18.4	10	30	0.0**	0.0	8.8	0.0**	0.0	8.8	100.0		

Figure 44 – 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	98.5	98	99	0.9	0.6	1.5	0.3*	0.1	0.9	0.0**	0.0	0.1
Low risk	85.7	81	89	8.7	6.1	12.0	4.8*	2.8	8.2	0.4**	0.1	2.1
Moderate risk	48.3	41	56	30.5	25	37	17.4	13	23	2.8*	1.2	6.2
Problem gambling	9.3*	3.3	24.0	20.3*	9	39	31.1*	19	46	22.8*	11	41
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.0**	0.0	0.0	0.1**	0.0	1.0	0.1**	0.0	0.2	100.0		
Low risk	0.4**	0.1	1.7	0.0**	0.0	0.9	0.0**	0.0	0.9	100.0		
Moderate risk	0.8**	0.2	3.5	0.3**	0.0	2.2	0.0**	0.0	2.1	100.0		
Problem gambling	16.5*	8	31	0.0**	0.0	8.8	0.0**	0.0	8.8	100.0		

Figure 44 – 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	96.5	96	97	1.8	1.3	2.4	1.0*	0.6	1.7	0.3**	0.1	0.8
Low risk	71.7	65	78	18.8	14	24	7.9	5.9	11.0	1.1*	0.5	2.3
Moderate risk	29.0	22	37	33.4	27	41	32.7	26	40	3.1**	0.9	10.0
Problem gambling	6.2*	2.5	14.0	14.8*	7	29	36.2*	23	52	26.3*	13	45
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.3**	0.1	1.0	0.0**	0.0	0.0	0.1**	0.0	0.2	100.0		
Low risk	0.4**	0.2	1.2	0.1**	0.0	0.5	0.0**	0.0	0.9	100.0		
Moderate risk	1.8*	0.9	3.8	0.0**	0.0	2.1	0.0**	0.0	2.1	100.0		
Problem gambling	16.5*	8	31	0.0**	0.0	8.8	0.0**	0.0	8.8	100.0		

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Figure 44 – 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	98.4	97	99	0.8*	0.4	1.4	0.3*	0.1	0.8	0.1**	0.0	0.4
Low risk	81.1	74	86	11.7	8	17	5.5*	3.3	9.0	1.1**	0.3	3.5
Moderate risk	50.9	43	58	28.4	21	37	17.1	12	25	2.1**	0.7	6.6
Problem gambling	20.0*	12	33	20.9*	11	37	29.9*	18	46	17.6*	6	40
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.2**	0.1	0.8	0.2**	0.1	0.9	0.1**	0.0	0.2	100.0		
Low risk	0.7*	0.3	1.6	0.0**	0.0	0.9	0.0**	0.0	0.9	100.0		
Moderate risk	1.5**	0.5	4.5	0.0**	0.0	2.1	0.0**	0.0	2.1	100.0		
Problem gambling	11.3*	6	22	0.0**	0.0	8.8	0.0**	0.0	8.8	100.0		

Figure 44 – 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	96.1	94	98	2.4	1.5	3.9	1.3*	0.7	2.5	0.0**	0.0	0.1
Low risk	71.8	65	77	17.6	14	22	9.9	6.9	14.0	0.4**	0.1	1.2
Moderate risk	41.2	33	49	28.5	23	35	26.4	19	35	2.8*	1.2	6.7
Problem gambling	12.6*	6	25	7.1**	2.4	20.0	36.0*	25	51	25.3*	12	47
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.0**	0.0	0.1	0.0**	0.0	0.2	0.1**	0.0	0.2	100.0		
Low risk	0.2**	0.0	1.6	0.1**	0.0	0.7	0.0**	0.0	0.9	100.0		
Moderate risk	1.0**	0.3	3.2	0.1**	0.0	1.3	0.0**	0.0	2.1	100.0		
Problem gambling	18.9*	10	32	0.0**	0.0	8.8	0.0**	0.0	8.8	100.0		

Figure 44 – 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	98.0	97	99	1.3	0.8	2.1	0.5*	0.3	1.0	0.0**	0.0	0.3
Low risk	78.5	73	83	13.8	11	18	6.7	4.4	10.0	0.5**	0.2	1.5
Moderate risk	37.9	31	45	30.6	24	38	25.6	19	34	3.5*	1.4	8.3
Problem gambling	7.2*	3.0	16.0	16.3**	6	39	35.9*	21	54	20.1*	10	36
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.1**	0.0	0.4	0.1**	0.0	1.0	0.1**	0.0	0.2	100.0		
Low risk	0.4**	0.1	1.7	0.1**	0.0	0.8	0.0**	0.0	0.9	100.0		
Moderate risk	2.3*	1.1	4.7	0.0**	0.0	2.1	0.0**	0.0	2.1	100.0		
Problem gambling	20.5*	12	33	0.0**	0.0	8.8	0.0**	0.0	8.8	100.0		

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Figure 44 – 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	99.4	99	100	0.4*	0.2	1.1	0.1**	0.0	0.2	0.0**	0.0	0.1
Low risk	90.9	87	94	6.0	3.6	9.7	2.2*	1.1	4.6	0.1**	0.0	0.4
Moderate risk	61.4	54	69	20.6	16	26	14.2	10	19	1.9*	0.7	4.6
Problem gambling	15.4*	8	28	30.8*	17	50	23.8*	14	37	16.9**	5	44
	Always			Don't know			Refused			Total		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL			
Recreational	0.0**	0.0	0.2	0.0**	0.0	0.3	0.1**	0.0	0.2	100.0		
Low risk	0.6**	0.0	17.0	0.2**	0.0	1.3	0.0**	0.0	0.4	100.0		
Moderate risk	1.6**	0.6	4.6	0.3**	0.0	1.9	0.0**	0.0	2.1	100.0		
Problem gambling	11.7*	5	25	0.6**	0.1	4.6	0.7**	0.1	5.1	100.0		

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F45: 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			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Low risk	9.7	7.3	13.0	6.9*	3.0	15.0	82.5	76	87	100.0
Moderate risk	24.2	18	32	10.8	7	17	64.8	57	72	100.0
Problem gambling	56.9	40	73	8.2*	3.0	20.0	34.9	23	50	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F46: 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			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Low risk	17.4	14	22	7.9	5.4	12.0	74.2	68	80	100.0
Moderate risk	25.2	19	33	11.0	7	16	63.2	54	72	100.0
Problem gambling	55.7	39	71	6.0*	2.3	15.0	38.3	23	56	100.0

* Relative standard error greater than 25 per cent.

Table F47: 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			Total
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Low risk	18.3	14	23	8.4	5.8	12.0	72.7	67	78	100.0
Moderate risk	38.6	31	46	11.2	8	16	49.9	43	57	100.0
Problem gambling	69.9	49	85	17.0*	8	33	13.1**	5	33	100.0

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

**Table F48: 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			
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Low risk	10.7	7	15	5.8	3.9	8.6	83.3	78	88	100.0
Moderate risk	14.0	10	20	12.6	8	19	73.3	67	79	100.0
Problem gambling	34.8	24	48	10.2**	2	36	54.9	39	70	100.0

** Relative standard error greater than 50 per cent.

**Table F49: 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			
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	
Low risk	18.0	13	24	7.8*	3.8	16.0	73.0	65	80	100.0
Moderate risk	20.9	15	29	6.1*	3.6	10.0	72.4	63	80	100.0
Problem gambling	28.1*	14	48	6.2*	2.2	16.0	65.0	47	80	100.0

* Relative standard error greater than 25 per cent.

**Table F50: 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	29.4	25	34
Moderate risk	36.2	28	45
Problem gambling	51.6	36	67
All low risk, moderate risk and problem gamblers	32.4	29	36

**Table F51: 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	9.8	6.4	15.0
Moderate risk	13.7	10	19
Problem gambling	34.9*	16	60
All low risk, moderate risk and problem gamblers	12.2	10	15

* Relative standard error greater than 25 per cent.

Table F52: 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	39.6	33	47
Moderate risk	54.7	47	62
Problem gambling	62.3	46	76
All low risk, moderate risk and problem gamblers	44.9	39	51

Table F53: 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	18.5	13	26
Moderate risk	22.3	17	29
Problem gambling	51.7	38	65
All low risk, moderate risk and problem gamblers	21.4	17	27

Table F54: 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	14.3	10	20
Moderate risk	20.1	14	27
Problem gambling	33.8	22	49
All low risk, moderate risk and problem gamblers	16.9	13	22

Table F55: 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 2006–07, 2008–09, 2011–12 and 2016-17

	Percentage who responded ‘Yes’											
	2006–07			2008–09			2011–12			2016–17		
	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL	Est.	LCL	UCL
Low risk	1.4*	0.4	2.3	1.2**	0.0	2.8	1.1**	0.0	2.4	0.7**	0.3	1.9
Moderate risk	6.3	3.2	9.3	6.4*	1.6	11.2	4.4*	1.7	7.1	2.2*	0.8	5.6
Problem gambling	47.6	34.0	61.2	39.8*	18.2	61.4	39.6*	19.2	60.0	29.7	19	43

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F56: 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 2006–07, 2008–09, 2011–12 and 2016-17

	Percentage who responded 'Yes'											
	2006–07			2008–09			2011–12			2016–17		
	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	0.0**	0.0	0.4
Moderate risk	2.2*	0.1	4.3	3.5**	0.0	8.0	2.8*	0.9	4.7	2.1*	1.0	4.5
Problem gambling	28.4	17.8	39.0	18.3**	0.0	40.5	17.0*	3.9	30.1	20.0*	10	35

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

Table F57: 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	37.7	33	42
Family or friends	13.8	11	18
Gamblers Anonymous	14.4	12	18
Counsellor	10.0	8	13
Gambling Help Services	7.4	6.0	9.2
Lifeline	4.4	3.2	5.9
Internet	10.5	8	14
Doctors	3.5	2.2	5.6
Gambling Help Online	3.0*	1.8	5.0
Other	5.1	3.7	7.1
Don't know	15.4	13	18

* Relative standard error greater than 25 per cent.

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

Table F58: 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	32.2	28	37
Face to face counselling	66.7	61	72
Internet	8.5	6.1	12.0
Mail	6.2	4.9	7.7
Self-help manuals	7.7	6.2	9.5
On-line counselling	9.7	7.8	12.0
Venue staff member	6.7	5.1	8.9
In-venue face-to-face counselling	13.3	11	16
Other	2.5*	1.5	4.2
No help required	1.8	1.1	2.9
Don't know	2.0*	1.2	3.4
Refused	0.3*	0.1	0.7

* Relative standard error greater than 25 per cent.

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

**Table F59: 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	70.3	67	73
Non-gambling	60.5	55	66
Recreational	73.5	70	77
Low risk	77.1	65	86
Moderate risk	85.2	77	91
Problem gambling	83.8	59	95
Male	72.4	68	76
Female	68.3	64	72
18–34 years	65.0	58	71
35–54 years	78.1	74	81
55+ years	67.2	63	71

Table F60: 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	22.8	20	26
Non-gambling	23.3	18	30
Recreational	21.4	19	24
Low risk	28.2	23	35
Moderate risk	31.4	24	40
Problem gambling	44.4*	28	63
Male	23.6	20	27
Female	22.0	19	26
18–34 years	21.5	17	27
35–54 years	24.8	21	28
55+ years	21.9	19	25

* Relative standard error greater than 25 per cent.

Table F61: 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	56.8	54	60
Non-gambling	49.0	43	55
Recreational	58.5	54	63
Low risk	67.8	60	74
Moderate risk	72.7	62	81
Problem gambling	90.5	78	96
Male	62.6	57	68
Female	51.4	47	56
18–34 years	51.0	44	58
35–54 years	60.1	57	63
55+ years	58.8	55	63

Table F62: 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	54.1	53	55	56.2	53	59	57.5	54	61
Gaming machines	23.8	23	25	29.3	27	31	23.2	21	26
Art union tickets	26.3	25	27	21.8	20	24	23.3	21	26
Horse/harness/dog races	17.7	17	19	19.7	18	22	19.1	17	21
Keno	13.5	13	14	19.2	18	21	18.2	16	21
Casino table games	5.7	5.1	6.4	7.2	5.8	8.8	2.8	2.1	3.7
Sports betting	7.3	6.6	8.1	7.2	6.0	8.6	4.3	3.1	5.8
Private card games (e.g. poker)	2.3	1.8	2.9	2.1	1.6	2.7	1.9	1.2	3.0
Bingo	3.2	2.8	3.7	3.6	2.9	4.5	2.4	1.8	3.2
Internet casino or poker	0.8	0.6	1.1	0.6*	0.3	1.3	0.7*	0.3	1.5
Other private games (e.g. mahjong)	0.4	0.3	0.7	0.3*	0.1	0.7	0.4**	0.1	1.1
Elections, TV shows, novelty events	1.1	0.8	1.4	1.8	1.1	3.0	0.6*	0.3	1.7
E-sports	0.2*	0.1	0.5	0.7*	0.3	1.7	0.1**	0.0	0.7
Fantasy sports	0.5*	0.3	0.8	0.1**	0.0	0.4	0.0**	0.0	0.2

* Relative standard error greater than 25 per cent.

** Relative standard error greater than 50 per cent.

**Table F63: Participation in lottery products in the last 12 months
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	52.7	51	4
Gold Coast	56.0	53	59
Sunshine Coast	60.2	57	64
Wide Bay	59.4	55	63
Darling Downs	50.4	47	54
Fitzroy	57.3	53	61
Mackay	61.0	55	67
Townsville	54.1	49	59
Cairns	56.9	52	62
Queensland Outback	62.8	56	69

**Table F64: Participation in gaming machines in the last 12 months
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	22.8	22	24
Gold Coast	27.6	24	31
Sunshine Coast	23.3	19	28
Wide Bay	32.2	28	36
Darling Downs	23.8	20	28
Fitzroy	32.6	28	37
Mackay	24.5	20	29
Townsville	21.5	17	26
Cairns	25.8	22	30
Queensland Outback	26.7	21	33

**Table F65: Participation in purchasing art union tickets in the last 12 months
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	23.2	22	24
Gold Coast	32.4	30	35
Sunshine Coast	37.2	34	41
Wide Bay	23.6	21	27
Darling Downs	21.6	18	26
Fitzroy	24.0	20	28
Mackay	24.1	20	29
Townsville	17.8	15	21
Cairns	21.4	18	25
Queensland Outback	28.3	22	36

**Table F66: Participation in betting on horse, harness or greyhound races in the last 12 months
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	16.7	16	17
Gold Coast	21.1	19	23
Sunshine Coast	19.0	16	22
Wide Bay	15.6	13	19
Darling Downs	17.6	14	22
Fitzroy	22.9	19	27
Mackay	24.0	19	30
Townsville	19.6	16	24
Cairns	17.6	15	21
Queensland Outback	26.3	19	35

**Table F67: Participation in keno in the last 12 months
Queensland adult population, by region**

	Est.	LCL	UCL
Brisbane	12.9	12	14
Gold Coast	14.5	12	17
Sunshine Coast	15.4	13	19
Wide Bay	18.3	16	21
Darling Downs	14.9	12	19
Fitzroy	23.1	19	28
Mackay	24.7	20	30
Townsville	17.7	15	21
Cairns	16.4	14	19
Queensland Outback	20.4	15	27

**Table F68: 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	30.2	29.2	31.2	26.2	23.6	29.0	28.4	25.6	31.3
Recreational	60.8	59.8	61.8	62.4	59.3	65.5	63.2	60.0	66.3
Low risk	6.2	5.7	6.8	7.0	5.9	8.2	6.2	4.7	8.2
Moderate risk	2.3	1.9	2.8	3.7	3.0	4.5	2.0	1.2	3.4
Problem gambling	0.5	0.4	0.7	0.8*	0.4	1.4	0.2**	0.0	0.6
Total	100.0			100.0			100.0		

Appendix Two: Survey Review

(Source: Queensland Government Statistician's Office, Queensland Treasury, *Queensland Household Gambling Survey 2016-17, Survey Review*)

1. SURVEY OVERVIEW

The Queensland Household Gambling Survey (QHGS) collects information on gambling activity and related issues in the Queensland adult population. This information assists a range of stakeholders to better understand 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.

The QHGS is designed to provide an evidence-base for policy development and to assist in focusing and assessing harm minimisation strategies. The survey contributes to monitoring of the social and economic costs and benefits of gambling.

The surveys have been conducted by the Office of Regulatory Policy (ORP), Department of Justice and Attorney-General in conjunction with the Queensland Government Statistician's Office (QGSO). The first major survey was conducted in 2001. The survey was repeated in 2003-04, 2006-07, 2008-09 and 2011-12. The survey has provided a time series of data about gambling participation and the prevalence of gambling groups in Queensland. Reports from each survey have been made public on the Queensland Government publications website, providing insight into the socio-demographic characteristics associated with gambling participation and gambling-related issues.

The information presented in this review comes from the Queensland Household Gambling Survey 2016-17. The survey was conducted in two waves; the first from 31 October to 6 December 2016 and the second from 15 February to 6 April 2017.

The overall response rate was 36.6% and the overall cooperation rate was 68.5% (Table 2.1). A total of 15,009 completed interviews were obtained. See Section 3 on Survey Administration for further details.

Table 2.1 Survey methodology and operations summary

Survey design	In-scope population	Adults (aged 18+) who reside in occupied private dwellings in Queensland that have either a landline or mobile telephone
	Sample size	Attempts were made to contact 41,939 households over two waves
Data collection	Mode	Computer assisted telephone interviewing
	Timing	Wave 1 – 31 October to 6 December 2016 Wave 2 – 15 February to 6 April 2017
	In-scope completed responses	15,009
	Response rate	36.6%
	Cooperation rate	68.5%

2. SURVEY METHOD

Survey design

The in-scope population for the Queensland Household Gambling Survey 2016-17 (referred to as 'the survey' from this point on) was adults (aged 18+) who reside in occupied private dwellings in Queensland that have either a landline or mobile telephone.

The *Statistical Returns Act 1896* allows QGSO to request information from organisations to create frames for official surveys. As such, QGSO has developed and maintains a representative frame of Queensland households. This frame includes contact details such as residential address and telephone number, including mobile telephone numbers, allowing QGSO to contact households through a variety of means which in turn increases survey response rates. Further, the frame has been geo-coded based on residential address, enabling sample selection to be based on geography.

A sample of eligible Queensland households was selected from this frame using stratified random sampling. ORP determined that a sample size designed to achieve 15,000 completed interviews would be appropriate to conduct the survey, and that the survey would be conducted in two waves (7,500 completed interviews from each wave).

One adult was randomly selected from each contacted household and asked to complete the questionnaire. Random selection within the household, rather than interviewing whoever answered the phone, was required to avoid introducing bias into the survey sample. This is because some demographic groups are less likely to be at home than others or are less likely to answer the telephone.

The survey sample was designed to produce regional estimates. Queensland was stratified by 10 geographic regions following composited SA4 (2011) boundaries: Brisbane; Sunshine Coast; Gold Coast; Wide Bay Burnett; Darling Downs; Fitzroy; Mackay; Townsville; Cairns; and Queensland Outback. Sample sizes for each region were proportional to the population estimates of each region. Targeted numbers of respondents for each wave and region are listed in Table 2.2 below.

Table 2.2 Interview targets by wave and region

Region	Wave 1	Wave 2	Overall
Brisbane	3,634	3,634	7,268
Gold Coast	914	914	1,828
Sunshine Coast	545	545	1,090
Wide Bay	458	458	916
Darling Downs	431	431	862
Fitzroy	359	359	718
Mackay	282	282	564
Townsville	368	368	736
Cairns	376	376	752
Queensland Outback	133	133	266
Total	7,500	7,500	15,000

With this survey sample design, the probability of selecting a household varied across region. For example, households in Brisbane had a higher probability of being selected than households in Townsville. Statistical methods used to analyse the survey data account for these different selection probabilities.

For operational reasons it is not possible to ensure that the targeted number of respondents is achieved in each region without that total being exceeded; hence a policy of meeting the targets 'on average' is pursued. This is why the number of surveyed households in some strata differed slightly from survey targets (Table 2.3). In addition, attempts to contact households in regions affected by Cyclone Debbie and related extreme weather were ceased prior to targets being achieved.

Table 2.3 Completed interviews by region

Region	Frequency
Brisbane	7,355
Gold Coast	1,733
Sunshine Coast	1,098
Wide Bay	930
Darling Downs	869
Fitzroy	691
Mackay	552
Townsville	762
Cairns	779
Queensland Outback	240
Total	15,009

Sub-sampling

Due to the prevalence of certain types of gambling activities and types of gambler in the in-scope population, it was only necessary to ask a subset of respondents all questions to achieve adequately representative data from the survey sample.

All respondents were asked to identify gambling activities they had participated in over the last 12 months (Q1). The interviews of those that either did not know whether they had participated in any gambling activities over the last 12 months or refused to answer this question were deemed unusable and were not continued.

The Canadian Problem Gambling Index (CPGI) was employed to determine respondents' gambler types (Q2 to Q10). A respondent was classified as a recreational, low risk, moderate risk or problem gambler based on their CPGI score. All respondents who indicated that they had participated in one or more gambling activities in the 12 months prior to the survey were asked to respond to the CPGI section¹.

Following the CPGI questions, sub-sampling of non-gamblers, recreational gamblers, low risk gamblers, moderate risk gamblers and problem gamblers was performed. Respondents either went on to be asked all relevant questions in the survey, defined as the 'long form' of the survey, or only the demographic questions required for weighting, defined as the 'short form' of the survey. The subset of respondents allocated to the long form of the survey is described in Table 2.4 below.

¹ Respondents who indicated that they had not gambled in the last 12 months or had never gambled (Q1) were classified as non gamblers. These respondents were not required to complete the CPGI section (Q2 to Q10) (See Appendix Three for the QHGS 2016-17 Questionnaire).

Table 2.4 Long-form subsampling rates for different gambler types

Subpopulation	Percentage subsampled
Non gamblers	10%
Recreational gamblers (CPGI = 0) who participated in less than 4 gambling activity types (Q1) in the 12 months prior to the survey (excluding casino table games, sports betting, fantasy sports, e-sports and novelty events)	10%
Recreational gamblers (CPGI = 0) who participated in casino table games, sports betting, fantasy sports, e-sports and novelty events in the 12 months prior to the survey	100%
Recreational gamblers (CPGI = 0) who participated in 4 or more gambling activity types (Q1) in the 12 months prior to the survey	100%
Low risk gamblers	100%
Medium risk gamblers	100%
Problem gamblers	100%

Questionnaire design

Questions were developed in accordance with ORP's research and policy objectives, with technical advice offered by survey specialists in QGSO. It was based on the questionnaire used in the Queensland Household Gambling Survey 2011-12.

The questionnaire was designed to capture information in the following areas:

- participation in gambling activities
- Canadian Problem Gambling Index
- details of gambling activities (e.g. frequency, amount spent)
- control over gambling
- gambling beliefs
- counselling support services
- demographics (e.g. age, sex, region, employment, country of birth).

The questionnaire was piloted with 490 respondents to test whether the questions were clear and sequenced appropriately. Data from the pilot were not combined with data collected in the main survey.

A copy of the questionnaire is attached as Appendix Three.

3. SURVEY ADMINISTRATION

The survey was administered using computer assisted telephone interviewing in two waves. Wave 1 was conducted between 31 October and 6 December 2016, and Wave 2 between 15 February and 6 April 2017.

All households were sent a pre-approach letter seeking their cooperation to participate in the survey.

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

Status of contact attempts

Attempts were made to contact 41,393 households in order to achieve the requisite number of useable responses. As the households were randomly ordered on the queue, no bias resulted from this action.

A household was assigned a final contact outcome status when:

- the selected person completed the survey
- they refused the survey
- they were found to be out of scope of the survey
- the predetermined number of contact attempts was reached
- the target number of responses within that region was reached
- the target of 15,000 responses was reached and the survey was closed.

A survey response was deemed useable if:

- the respondent was able and willing to identify gambling activities they had participated in over the last 12 months
- the respondent provided answers to the CPGI questions that facilitated classification into one of the five gambling types²
- the respondent provided answers to the demographic questions used in weighting.

From all contact attempts, 15,009 useable interviews were achieved. Most of the partially completed survey responses deemed unusable came from respondents who gave up part-way through due to the personal nature of the questions, lack of time, lack of interest, or difficulty in continuing.

Table 2.5 shows the final number and percentage of contacted households by contact outcome status for the survey.

² A small number of respondents could potentially have been classified as a different gambler type had they not answered some of the CPGI questions with "Don't know" or "Refused" and hence were deemed unusable.

Table 2.5 Final contact outcome

Contact outcome status	Frequency	Per cent (%)
No contact ^(a)	12,302	29.3
Unable to interview ^(b)	6,764	16.1
Partially completed – not useable	236	0.6
Partially completed – useable	1,570	3.7
Completed	13,439	32.0
Refused survey	6,672	15.9
Out of scope ^(c)	956	2.3
Total	41,939	100.0

Note that percentages may not sum to exactly 100 due to rounding

a) Comprises: No answer, engaged, answering machine, fax machine, disconnected, letter sent to a deceased person, person believing they had already completed the survey, contact only made with a person who is not a Queensland resident.

b) Comprises: Illness, hearing problems, other disability, not available during survey period, communication problems.

c) Comprises: No resident aged 18 years or over, non-private dwelling (e.g. a business).

In the survey, households were classified according to the following criteria:

1. In-scope responding, if the interview resulted in a completed or partially completed – useable survey.
2. In-scope non-responding:
 - if the interview resulted in a partially completed – not useable survey
 - if the household was unable to be surveyed, or refused
 - if a call-back appointment was made but did not eventuate.
3. Out of scope, if there were no residents aged 18 years or over, or the household was a non-private dwelling (e.g. a business).

Table 2.6 shows the number of households by final contact outcome status by scope.

Table 2.6 Final contact outcome by scope

Contact outcome status	In-scope responding	In-scope non-responding	Out of scope	Total
No contact ^(a)	0	12,302	0	12,302
Unable to interview ^(b)	0	6,764	0	6,764
Partially completed – not useable	0	236	0	236
Partially completed – useable	1,570	0	0	1,570
Completed	13,439	0	0	13,439
Refused survey	0	6,672	0	6,672
Out of scope ^(c)	0	0	956	956
Total	15,009	25,974	956	41,939

a) Comprises: No answer, engaged, answering machine, fax machine, disconnected, letter sent to a deceased person, person believing they had already completed the survey, contact only made with a person who is not a Queensland resident.

b) Comprises: Illness, hearing problems, other disability, not available during survey period, communication problems.

c) Comprises: No resident aged 18 years or over, non-private dwelling (e.g. a business).

Survey response rate

One measure of the quality of response is the response rate which is the number of completed surveys that can be used in the analysis as a percentage of all attempted in-scope sample. Only those 'Complete' or 'Partial complete – useable' interviews were used in the analysis. The response rate was derived as follows:

$$\frac{\text{total in-scope responding [15,009]}}{\text{total in-scope responding [15,009] + total in-scope non-responding [25,974]}} \times 100\% = 36.6\%$$

The estimated overall response rate for the survey was 36.6%.

Cooperation rate

The cooperation rate indicates the extent to which contacted individuals cooperate with requests to participate in a survey. This can be a function of the interviewer's skills, pre-survey communication effects, sentiment towards the survey topic and motivation of a potential respondent to participate.

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

The cooperation rate is derived as follows:

$$\frac{\text{completed [13,439] + partially completed – useable [1,570]}}{\text{completed [13,439] + partially completed – useable [1,570] + partially completed – unuseable [236] + refused survey [6,672]}} \times 100\% = 68.5\%$$

The estimated overall cooperation rate for the survey was 68.5%.

This means that once an in-scope household was actually contacted, the individual selected for the survey was likely to participate.

4. SURVEY EVALUATION

Interviewer feedback

All interviewers were asked to provide feedback on respondent reactions to the survey.

The following comments on the overall survey were received from the interviewers.

- Generally the reaction was positive, particularly when respondents remembered receiving the pre-approach communication. Respondents were interested in the topic and understood its importance. Most people were happy to participate.
- The questionnaire flowed well and was easy to follow.
- Many respondents who purchased an occasional lottery product for themselves or as a gift, or whose only gambling had been to bet on the Melbourne Cup, felt they had to answer too many inappropriate questions. This caused frustration and occasionally led to refusals.
- The tone of some questions can be confronting for some respondents, particularly the questions about problems related to their gambling (e.g. Q62 to Q67). Some respondents considered these questions to be judgemental or accusatory. This was especially the case when respondents did not gamble very much or did not consider themselves to be gamblers, or to have a gambling problem.
- Some respondents were concerned about the gambling industry's involvement in sport and the amount of gambling advertising on television, particularly during sporting broadcasts.

Changes to survey outputs

Editing of data occurs only in the following situations:

- when responses are recoded from an 'other specify' to a category that more closely reflects their answer
- where, as a consequence of any such recoding from 'other specify', it is then necessary to make minor adjustments to be consistent with the questionnaire skipping
- when responses are found to be inconsistent (e.g. "Q20. Do you bet more than 1 line at each press of the button, would you say never, rarely, sometimes, often or always?" = "Rarely", "Sometimes", "Often" or "Always" and "Q21. How many lines do you usually play on those occasions?" = 1).

Use of derived variables

For the purpose of generating results to meet the objectives of this survey a number of derived variables were created by combining responses to multiple questions.

Limitations of the data

The following limitations were identified during the conduct of the survey.

Questions of the form, "Over the last 12 months, how often have you usually <participated in gambling activity>?" are open to varying interpretations by respondents. Some may have responded with the number of bets they place, whereas others may have responded with the number of occasions they place bets. QGSO identified that a small number of responses to these questions were large outliers, which could be explained by this issue.

The computer assisted telephone interviewing system allowed respondents to provide contradictory responses across some questions.

Approximately 1% of respondents who have bet more than one line at each press of the button when playing poker machines or gaming machines in the 12 months prior to the survey (Q20), answered that they usually bet one line on those occasions (Q21). In order to remove this inconsistency, QGSO recoded their response to Q21 to "Don't know".

Similarly, approximately 6% of respondents who have bet more than one credit per line when playing poker machines or gaming machines in the 12 months prior to the survey (Q22), answered that they usually bet

one credit on those occasions (Q23). In order to remove this inconsistency, QGSO recoded their response to Q23 to “Don’t know”.

Half of respondents who have used the internet and at least one other method to place bets on horse, harness or greyhound races in the 12 months prior to the survey (Q26), reported a frequency of internet usage to place bets (Q29) equal to the total frequency of usage across all methods (Q22). As this issue was so prevalent among respondents and the true response was unknown, QGSO made no edits to their responses. This result is consistent with data collected in the Queensland Household Gambling Survey 2011-12.

Two fifths of respondents who have used the internet and at least one other method to place bets on sporting events or novelty events in the 12 months prior to the survey (Q41), reported a frequency of internet usage to place bets (Q44) equal to the total frequency of usage across all methods (Q39). As this issue was so prevalent among respondents and the true response was unknown, QGSO made no edits to their responses. This result is consistent with data collected in the Queensland Household Gambling Survey 2011-12.

Recommendations

The following recommendations for future surveys emerged from this project.

Consider modification of questions of the form “Over the last 12 months, how often have you usually <participated in gambling activity>?” to reduce the likelihood of varying interpretations and responses.

Consider applying limitations to numeric questions to ensure consistency among responses to related questions.

The demographic questions should be reordered so that all of the questions required for weighting purposes are asked before any other demographic questions. Specifically, the education questions should be asked before the locality questions. Respondents may be more likely to refuse to continue with the survey when asked to provide locality information than when asked to provide information relating to their education. When a respondent refuses to provide locality information it is assumed, for weighting purposes, that their locality is the same as their locality on the frame.

5. ESTIMATION AND PRECISION

QGSO surveyed a sample of Queensland adults (15,009 respondents). However interest lies in the entire population of Queensland adults (estimated to be 3,575,827³ at 31 March 2017). Each subset of respondents sharing similar characteristics is assumed to be representative of a segment of the entire population sharing those same characteristics. For example, responses of 18–25 year old males from the sample may be considered to be representative of all 18-25 year old males in the population, including those who were not invited or chose not to respond to the survey. Accordingly, population totals and percentages have been estimated from the completed interviews using methods aimed at minimising bias related to sample design, the survey contact list, non-response and refusals.

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

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

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

Non-sampling errors may occur due to non-response to the survey, inadequacies of the sampling frame, inaccuracies in reporting by respondents and processing errors.

Strategies designed to minimise non-sampling errors include:

- use of an up-to-date and accurate list of contact information
- testing the questionnaire for ease of understanding and completion
- sending written communication to households about the survey prior to interviewing
- providing clear interviewer instructions, appropriate training and field supervision
- emphasising the legal provisions for protecting confidentiality under the *Statistical Returns Act 1896* with respondents
- implementation of thorough quality assurance processes.

Calibration

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

The source of population totals for calibration variables used in this survey is Queensland Treasury estimates from the Australian Bureau of Statistics (ABS) Census 2011 and Population by age and sex data. These benchmarks are listed in Table 2.7, Table 2.8 and Table 2.9.

³ Source: Queensland Treasury estimates from ABS Census 2011 and Population by age and sex data.

Table 2.7 Benchmarks used in the survey - Region

Region	Frequency
Brisbane	1,753,988
Gold Coast	443,187
Sunshine Coast	261,911
Wide Bay	216,019
Darling Downs	201,530
Fitzroy	167,474
Mackay	125,384
Townsville	170,870
Cairns	176,743
Queensland Outback	58,721
Total	3,575,827

Table 2.8 Benchmarks used in the survey – Age by sex

Age by sex	Frequency
Male 18–24 years	224,329
Female 18–24 years	220,078
Male 25–34 years	326,835
Female 25–34 years	342,093
Male 35–44 years	301,881
Female 35–44 years	321,733
Male 45–54 years	298,846
Female 45–54 years	318,004
Male 55–64 years	263,968
Female 55–64 years	278,211
Male 65 years or more	327,791
Female 65 years or more	352,058
Total	3,575,827

Table 2.9 Benchmarks used in the survey – Education by grouped region

Education by grouped region	Frequency
No Degree - South East Queensland	1,990,900
No Degree - Regional cities	593,676
No Degree - Rest of Queensland	386,251
Degree - South East Queensland	481,096
Degree - Regional cities	84,119
Degree - Rest of Queensland	39,785
Total	3,575,827

The process of calibrating weights to benchmarks was carried out using a technique of generalised regression to adjust initial weights so that they sum to all of the marginal benchmarks provided. These weights are used in the calculation of population estimates. This process is discussed in more detail below.

Initial weights

Initial weights are calculated to indicate the probability of an individual person being selected for interview, and are calculated in two stages. An initial household weight ($w1h$) is calculated to reflect the probability of selecting a given household in the sample, adjusted for uniform non-response.

The initial *household* weights ($w1h$) were calculated at the stratum level for each of the 10 strata:

$$w1h = \frac{BigNh}{nrh} = \frac{BigNh}{nrs} \times \frac{nrs}{nrh}$$

where:

BigNh = total stratum population size as per the frame

nrs = number of households selected in stratum

nrh = number of in-scope responding households in the stratum

The initial *person* weights ($w1p$) reflect the probability of selecting the respondent from the household for each respondent and is calculated as follows:

$$w1p = w1h \times NumPers$$

where:

$w1h$ = the initial household weight based on probability of selection

NumPers = the number of in-scope people in the household

Short Form Weighting

All in-scope responding Queensland adults (15,009) completed the short form survey. Using the initial person weights ($w1p$), all records (short form and long form) were weighted to three sets of benchmarks (Table 2.7, Table 2.8 and Table 2.9) to give the person weight for the short form ($w2s$):

- region (10 regions based on composited SA4s)
- age (six categories) by sex
- education (degree/postgraduate qualification vs the rest) by grouped region (South East Queensland / Regional cities / Rest of Queensland).

Long Form Weighting

A subset of respondents continued on to complete the long form survey (4,010). Factors that determined a respondent's progression from a short form survey to a long form survey are described in Table 2.4.

The population benchmarks applied to the short form data (Table 2.7, Table 2.8 and Table 2.9) were also applied to the long form data. In addition, a fourth set of population benchmarks was applied to the long form data to make the distribution of gambler type conform to that estimated from the short form. As the short form estimate of gambler type was based on a larger sample size than the long form estimate, it is expected to be more accurate.

Using the calibrated weights from the short form ($w2s$) and the corresponding replicate weights, all long form records were calibrated to the four sets of benchmarks to give the person weight for the long form ($w2l$). A lower bound for each unit was set so that $w2l$ was constrained to be greater than or equal to $w2s$.

Confidence intervals and reliability of estimates

QGSO expresses the degree of sampling error associated with an estimate using confidence intervals. Confidence intervals included with results of the survey consist of a range of values that act as good estimates of the true value for the population. A 95% confidence interval, for example, represents the range of values within which there is a 95% chance the true population value lies. Hence the size of the confidence interval about an estimate provides guidance on the precision of the estimate, with smaller intervals representing more precise estimates.

Determining whether an estimate is appropriate for use requires judgement based on the size of the estimate, the size of the confidence interval, and the context of the research objective for that estimate. One estimate with a confidence interval of a given size may be deemed reliable in the context of the research, while another estimate with a confidence interval of the same size may not. The context necessary to make this judgement is not known to QGSO and hence QGSO is unable to indicate the reliability of estimates based on this approach.

In order to provide some indication of the reliability of estimates reported in output tables, QGSO has utilised the relative standard error (RSE). The standard error is a measure of the extent to which an estimate may vary by chance because only a sample of households was included in the survey. The RSE is the standard error of an estimate expressed as a fraction of the estimate – the larger the standard error relative to the size of the estimate, the larger the RSE. Following ABS convention, estimates with an RSE of 50% or greater should typically be considered unreliable and not used, while estimates with an RSE greater than or equal to 25% and less than 50% should typically be used with caution.

Estimates reported for this survey are binomial proportions. It should be noted that it is a property of a binomial proportion that the standard error for an estimate p is also the standard error for $q = 1 - p$. For example, where an estimated 10% of the population answers 'yes' to a question ($p = 0.1$), and that estimate has a standard error of 0.06, the RSE is 60%. Conversely, for the same question where an estimated 90% of the population answers 'no' ($q = 1 - p$) and therefore obtains the same standard error of 0.06, the RSE is 6.7%. Although both the 'yes' and 'no' estimates are different expressions of the same estimate and have been measured with the same accuracy, their RSEs differ greatly due to the size of each estimate such that the smaller 'yes' estimate appears to be much less accurate than the 'no' estimate.

As a result, while the RSEs have been used to provide an indication of the reliability of estimates for the survey, QGSO recommends that judgement be used when interpreting the results.

Appendix Three: Questionnaire

**Office of Regulatory Policy,
Department of Justice and Attorney-General
Queensland Household Gambling Survey 2016-17**

Good morning/afternoon/evening, my name is _____ and I work for the Queensland Government Statistician's Office. We are conducting important research for the Queensland Government about social activities and attitudes.

Your responses are strictly confidential and are collected under the Queensland Government Statistical Returns Act. The information you provide will only be used for research purposes to help improve government services.

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

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

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

(Yes.....	1	<i>Continue</i>
No.....	2	<i>End survey</i>
Refused).....	99	<i>End survey</i>

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?

(Respondent provides information.....		<i>A member of the household is randomly selected – Continue</i>
Refuses).....	99	<i>End survey</i>

Could I please speak to that person?

(Yes – Speaking to target	1	<i>Start interview</i>
Yes – Contact will go and get target.....	2	<i>Reintroduce to target</i>
Target (temporarily) unavailable	3	<i>Make appointment for callback</i>
Contact tries to refuse on behalf of target.....	4	<i>Attempt to dissuade</i>
Refused).....	99	<i>End survey</i>

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

Q.1 In the last 12 months, have you...?

(Interviewer: If respondent has not participated in options 1 to 15, prompt for options 16 or 17. (Do not read out unless asked):

e-sports means betting on competitive video game tournaments, especially among professional or pro gamers, and is also known as electronic sports.

Footy tipping competitions are not considered to be gambling

Fantasy sports is a type of online game, where participants assemble virtual teams of real sports players. Betting on fantasy sports involves spending money and includes placing bets on Draftstars and Moneyball.)

(Allow more than one)

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 such as football, cricket, boxing or motorsports but excluding fantasy sports and e-sports	7
Bet on fantasy sports	8
Bet on e-sports.....	9
Bet on elections, TV shows or other novelty events.....	10
Played card games like poker privately for money	11
Played any other games such as mah-jong or dice games privately for money.....	12
Bought an Art Union ticket, which is a ticket in a draw for a house, car, boat or other major prize	13
Used the internet, via a website or a mobile app, to play casino games or poker for money	14
Played any other gambling activity excluding sweeps and raffle tickets <i>(please specify)</i>	15
(No gambling in the last 12 months	16
Never gambled.....	17
Don't know	98
Refused).....	99

If (Q1 = 16 or 17) and Short Form go to IntroText5

If (Q1 = 16 or 17) and Long Form go to Q11

If Q1 = 98 or 99 go to End survey

Else go to Q2

Canadian Problem Gambling Index questions:

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

Q.2 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	98
Refused).....	99

Q.3 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	98
Refused).....	99

Q.4 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	98
Refused).....	99

Q.5 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	98
Refused).....	99

Q.6 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	98
Refused).....	99

Q.7 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	98
Refused).....	99

Q.8 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	98
Refused).....	99

Q.9 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	98
Refused).....	99

Q.10 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	98
Refused).....	99

Canadian Problem Gambling Index classification:

Recreational Gamblers, Low Risk Gamblers, Moderate Risk Gamblers and Problem Gamblers are defined using the following scores for each of the responses to Q2 to Q10:

(Never	0
Rarely.....	1
Sometimes	1
Often	2
Always.....	3
Don't know	0
Refused).....	0

If the total score for Q2 to Q10 is equal to 0 then this is a Recreational Gambler

If the total score for Q2 to Q10 is equal to 1 or 2 then this is a Low Risk Gambler

If the total score for Q2 to Q10 is greater than or equal to 3 and less than or equal to 7 then this is a Moderate Risk Gambler

If the total score for Q2 to Q10 is greater than or equal to 8 and less than or equal to 27 then this is a Problem Gambler

Sub-sampling:

If Recreational Gambler and Short Form go to IntroText5

Else go to Q11

The following question is about gambling-simulation games that can be played via the internet or a mobile app. These games don't necessarily involve spending money, but are similar to popular forms of gambling such as casino games.

Q.11 In the last 12 months, can you tell me whether you have never, rarely, sometimes or often played online social gambling-type games that don't necessarily involve money?

(Never	1
Rarely.....	2
Sometimes	3
Often	4
Don't know	98
Refused).....	99

The following three questions are about services related to gambling.

Q.12 Have you heard or read about the “Gambling helpline phone number”?

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

Q.13 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.14 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 Q1 = 17 go to Q75
Else go to Q15

Q.15 At what age did you first start gambling using your own money?

((Record age).....	
Don't know	98
Refused).....	99

If Q1 = 16 go to Q75
Else if Q1 = one response and Q1 = 13 or 15 go to IntroText2 (respondents who ONLY “Bought an art union ticket” or participated in “Other” gambling)
Else go to IntroText1

IntroText1 – Questions about gambling activities.

The following questions are about your gambling activities.

- If Q1 = 1 go to Q16
- Else if Q1 = 2 go to Q24
- Else if Q1 = 3 go to Q30
- Else if Q1 = 4 go to Q34
- Else if Q1 = 5 go to Q36
- Else if Q1 = 6 go to Q38
- Else if Q1 = 7, 8, 9 or 10 go to Q39
- Else if Q1 = 11 go to Q45
- Else if Q1 = 12 go to Q46
- Else if Q1 = 14 go to Q47

Q.16 Over the last 12 months, how often have you usually **played poker machines or gaming machines?**

- ((Record value by either week/month/year).....*
- Don't know 98
- Refused)..... 99

Q.17 Thinking about the last time you played **poker machines or gaming machines**, approximately how much did you spend on that occasion?

- ((Record dollar value)*
- Don't know 98
- Refused)..... 99

Q.18 Where do you MOST OFTEN play poker machines or gaming machines? At a club, a pub or hotel, or a casino?

- (Club..... 1
- Pub or hotel..... 2
- Casino 3
- Don't know 98
- Refused)..... 99

Q.19 What kind of gaming machine do you play MOST OFTEN?

- 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 98
- Refused)..... 99

Q.20 Do you bet more than 1 line at each press of the button, would you say never, rarely, sometimes, often or always?

(Interviewer: For example most gaming machines allow you to bet 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	98
Refused).....	99

If Q20 = 2, 3, 4 or 5 go to Q21
Else go to Q22

Q.21 How many lines do you usually play on those occasions?

((Record number of lines)	
Don't know	98
Refused).....	99

Q.22 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	98
Refused).....	99

If Q22 = 2, 3, 4 or 5 go to Q23
Else if Q1 = 2 go to Q24
Else if Q1 = 3 go to Q30
Else if Q1 = 4 go to Q34
Else if Q1 = 5 go to Q36
Else if Q1 = 6 go to Q38
Else if Q1 = 7, 8, 9 or 10 go to Q39
Else if Q1 = 11 go to Q45
Else if Q1 = 12 go to Q46
Else if Q1 = 14 go to Q47
Else go to IntroText2

Q.23 How many credits do you usually play on those occasions?

<i>((Record number of credits))</i>	
Don't know	98
Refused).....	99

- If Q1 = 2 go to Q24
 - Else if Q1 = 3 go to Q30
 - Else if Q1 = 4 go to Q34
 - Else if Q1 = 5 go to Q36
 - Else if Q1 = 6 go to Q38
 - Else if Q1 = 7, 8, 9 or 10 go to Q39
 - Else if Q1 = 11 go to Q45
 - Else if Q1 = 12 go to Q46
 - Else if Q1 = 14 go to Q47
 - Else go to IntroText2
-

Q.24 Over the last 12 months, how often have you usually **bet on horse, harness or greyhound races excluding sweeps?**

<i>((Record value by either week/month/year))</i>	
Don't know	98
Refused).....	99

Q.25 Thinking about the last time you placed bets on horse, harness or greyhound racing, approximately how much did you spend on that occasion?

<i>((Record dollar value))</i>	
Don't know	98
Refused).....	99

Q.26 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...

(Allow more than one – PROMPT: Anywhere else?)

At a race track.....	1
At a club or hotel	2
At a stand-alone TAB.....	3
Via the internet, using a website or mobile app	4
Via a phone call	5
With SMS	6
Other <i>(please specify)</i>	7
(Don't know	98
Refused).....	99

If Q26 = 4 go to Q27
 Else if Q1 = 3 go to Q30
 Else if Q1 = 4 go to Q34
 Else if Q1 = 5 go to Q36
 Else if Q1 = 6 go to Q38
 Else if Q1 = 7, 8, 9 or 10 go to Q39
 Else if Q1 = 11 go to Q45
 Else if Q1 = 12 go to Q46
 Else if Q1 = 14 go to Q47
 Else go to IntroText2

Q.27 When placing bets on horse, harness or greyhound races over the internet, what do you MOST OFTEN use to place your bets – a computer or a mobile device, such as a mobile phone or tablet?

(Interviewer: A laptop should be classified as a computer)

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

Q.28 When placing bets on horse, harness or greyhound races over the internet, which bookmakers do you bet with most often?

(Allow more than one)

(UBET	1
TAB	2
Tattsbet/Tatts	3
Sportsbet.....	4
William Hill.....	5
Luxbet	6
Betfair.....	7
Crownbet.....	8
Ladbrokes	9
Bet365.....	10
Tom Waterhouse	11
Centrebet	12
Other <i>(please specify)</i>	97
Don't know	98
Refused).....	99

If Q26 > one response go to Q29 (respondents who selected "Via the internet" and another option)
 Else if Q1 = 3 go to Q30
 Else if Q1 = 4 go to Q34
 Else if Q1 = 5 go to Q36
 Else if Q1 = 6 go to Q38
 Else if Q1 = 7, 8, 9 or 10 go to Q39
 Else if Q1 = 11 go to Q45
 Else if Q1 = 12 go to Q46
 Else if Q1 = 14 go to Q47
 Else go to IntroText2

Q.29 Over the last 12 months, how often have you used the internet, including websites and mobile apps, to bet on horse, harness or greyhound races?

((Record value by either week/month/year).....
 Don't know 98
 Refused)..... 99

(If Q29 > Q24, error message. Value for internet betting must be less than total value for all modes of betting.)

If Q1 = 3 go to Q30
 Else if Q1 = 4 go to Q34
 Else if Q1 = 5 go to Q36
 Else if Q1 = 6 go to Q38
 Else if Q1 = 7, 8, 9 or 10 go to Q39
 Else if Q1 = 11 go to Q45
 Else if Q1 = 12 go to Q46
 Else if Q1 = 14 go to Q47
 Else go to IntroText2

Q.30 Over the last 12 months, how often have you usually **bought lottery products such as scratch-its, lotto draws or lottery tickets?**

((Record value by either week/month/year).....
 Don't know 98
 Refused)..... 99

Q.31 Thinking about the last time you purchased lottery products, approximately how much did you spend on that occasion?

((Record dollar value)
 Don't know 98
 Refused)..... 99

Q.32 In the last 12 months, have you used the internet to purchase lottery products?

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

If Q32 = 1 go to Q33
Else if Q1 = 4 go to Q34
Else if Q1 = 5 go to Q36
Else if Q1 = 6 go to Q38
Else if Q1 = 7, 8, 9 or 10 go to Q39
Else if Q1 = 11 go to Q45
Else if Q1 = 12 go to Q46
Else if Q1 = 14 go to Q47
Else go to IntroText2

Q.33 Over the last 12 months, how often have you used the internet to purchase lottery products?

((Record value by either week/month/year).....
Don't know 98
Refused)..... 99

(If Q33 > Q30, error message. Value for internet purchasing must be less than total value for all modes of purchasing.)

If Q1 = 4 go to Q34
Else if Q1 = 5 go to Q36
Else if Q1 = 6 go to Q38
Else if Q1 = 7, 8, 9 or 10 go to Q39
Else if Q1 = 11 go to Q45
Else if Q1 = 12 go to Q46
Else if Q1 = 14 go to Q47
Else go to IntroText2

Q.34 Over the last 12 months, how often have you usually **played keno at a club, hotel, casino or other place?**

((Record value by either week/month/year).....
Don't know 98
Refused)..... 99

Q.35 Thinking about the last time you played **Keno**, approximately how much did you spend on that occasion?

((Record dollar value)
Don't know 98
Refused)..... 99

If Q1 = 5 go to Q36
Else if Q1 = 6 go to Q38
Else if Q1 = 7, 8, 9 or 10 go to Q39
Else if Q1 = 11 go to Q45
Else if Q1 = 12 go to Q46
Else if Q1 = 14 go to Q47
Else go to IntroText2

Q.36 In the last 12 months, how often have you usually **played table games at a casino such as blackjack or roulette?**

((Record value by either week/month/year).....
Don't know 98
Refused)..... 99

Q.37 Thinking about the last time you played **table games at a casino**, approximately how much did you spend on that occasion?

((Record dollar value)
Don't know 98
Refused)..... 99

If Q1 = 6 go to Q38
Else if Q1 = 7, 8, 9 or 10 go to Q39
Else if Q1 = 11 go to Q45
Else if Q1 = 12 go to Q46
Else if Q1 = 14 go to Q47
Else go to IntroText2

Q.38 In the last 12 months, how often have you usually **played bingo at a club or hall or other place?**

((Record value by either week/month/year).....
Don't know 98
Refused)..... 99

If Q1 = 7, 8, 9 or 10 go to Q39
Else if Q1 = 11 go to Q45
Else if Q1 = 12 go to Q46
Else if Q1 = 14 go to Q47
Else go to IntroText2

The following questions are about betting on sporting events of all kinds, including fantasy sports and e-sports, and also about betting on elections, TV shows and other novelty events.

Q.39 In the last 12 months, how often have you usually **bet on sporting events or novelty events?**

***(Interviewer: (Do not read out unless asked):
e-sports means betting on competitive video game tournaments, especially among professional or pro gamers, and is also known as electronic sports.
Fantasy sports is a type of online game, where participants assemble virtual teams of real sports players.)***

((Record value by either week/month/year).....
Don't know 98
Refused)..... 99

Q.40 Thinking about the last time you placed bets on sporting or novelty events, approximately how much did you spend on that occasion?

- ((Record dollar value) 98
- Don't know 98
- Refused)..... 99

Q.41 Over the last 12 months, when you have placed bets on sporting or novelty events, how have you placed your bets? Would that be...

(Allow more than one – PROMPT: Anywhere else?)

- At a club or hotel 1
- At a stand-alone TAB 2
- Via the internet, using a website or mobile app 3
- Via a phone call 4
- With SMS 5
- Other *(please specify)* 6
- (Don't know 98
- Refused)..... 99

If Q41 = 3 go to Q42
Else if Q1 = 11 go to Q45
Else if Q1 = 12 go to Q46
Else if Q1 = 14 go to Q47
Else go to IntroText2

Q.42 When placing bets on sporting or novelty events over the internet, what do you MOST OFTEN use to place your bets – a computer or a mobile device, such as a mobile phone or tablet?

(Interviewer: *A laptop should be classified as a computer)*

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

Q.43 When placing bets on sporting or novelty events over the internet, which bookmakers do you bet with most often?

(Allow more than one)

(UBET	1
TAB	2
Tattsbet/Tatts	3
Sportsbet.....	4
William Hill.....	5
Luxbet	6
Betfair.....	7
Crownbet.....	8
Ladbrokes	9
Bet365.....	10
Tom Waterhouse	11
Centrebet	12
Other <i>(please specify)</i>	97
Don't know	98
Refused).....	99

If Q41 > one response go to Q44 (respondents who selected "Via the internet" and another option)

Else if Q1 = 11 go to Q45

Else if Q1 = 12 go to Q46

Else if Q1 = 14 go to Q47

Else go to IntroText2

Q.44 Over the last 12 months, how often have you used the internet, including websites and mobile apps, to bet on sporting or novelty events?

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

Don't know

Refused).....

(If Q44 > Q39, error message. Value for internet betting must be less than total value for all modes of betting.)

If Q1 = 11 go to Q45

Else if Q1 = 12 go to Q46

Else if Q1 = 14 go to Q47

Else go to IntroText2

Q.45 In the last 12 months, how often have you usually played card games like poker privately for money?

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

Don't know

Refused).....

If Q1 = 12 go to Q46
Else if Q1 = 14 go to Q47
Else go to IntroText2

Q.46 In the last 12 months, how often have you usually **played mahjong, dice or other games privately for money?**

((Record value by either week/month/year).....
Don't know 98
Refused)..... 99

If Q1 = 14 go to Q47
Else go to IntroText2

Q.47 In the last 12 months, how often have you **used the internet**, via a website or a mobile app, **to play casino games or poker for money?**

((Record value by either week/month/year).....
Don't know 98
Refused)..... 99

IntroText2 – Control of gambling questions

The following questions are about your ability to control your gambling in the last 12 months. I will read a statement, and will ask you to respond if you think this is true never, rarely, sometimes, often or always.

Q.48 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 98
Refused)..... 99

Q.49 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 98
Refused)..... 99

Q.50 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	98
Refused).....	99

Q.51 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	98
Refused).....	99

Q.52 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	98
Refused).....	99

Q.53 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	98
Refused).....	99

Q.54 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	98
Refused).....	99

Q.55 Do you have any loyalty cards for the venues at which you gamble?

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

If Low Risk Gambler, Moderate Risk Gambler, or Problem Gambler go to IntroText3
Else go to Q75

IntroText3 – Gambling beliefs questions

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 nor disagree.

Q.56 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.57 "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.58 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.59 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.60 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

IntroText4 – Counselling support services questions

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

Q.61 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)

(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>).....	97
Don't know	98
Refused).....	99

Q.62 If you were to have a problem with gambling or someone you knew had a problem with gambling, how would you prefer to receive help?

(Allow more than one)

By telephone	1
Face-to-face counselling.....	2
Internet.....	3
Mail.....	4
Self-help manuals	5
On-line counselling	6
Venue staff member.....	7
In-venue face-to-face counselling.....	8
Other (<i>please specify</i>).....	97
(No help required	9
Don't know	98
Refused).....	99

Q.63 In the last 12 months, have you wanted help for problems related to your gambling?

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

Q.64 In the last 12 months, have you tried to get any sort of help for problems related to your gambling, such as professional or personal help?

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

If Q64 = 1 go to Q65

If Q64 = 2 go to Q66

Else go to Q67

Q.65 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>	97
Don't know	98
Refused).....	99

Go to Q67

Q.66 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>).....	97
Don't know	98
Refused).....	99

Q.67 Has anyone in your immediate family ever had an alcohol or drug problem?

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

Q.68 Have you felt you might have an alcohol or drug problem?

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

Q.69 In the last 12 months, have you gambled while under the influence of alcohol or legal or illegal drugs?

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

Q.70 In the last 12 months, have you felt seriously depressed?

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

Q.71 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	98
Refused).....	99

Q.72 Have you EVER experienced family or relationship problems because of your gambling?

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

If Q72 = 1 go to Q73
Else go to Q74

Q.73 Have you experienced these family or relationship problems in the last 12 months?

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

Q.74 In the last 12 months, has your work performance been diminished because of your gambling?

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

Q.75 Has anyone in your immediate family ever had a gambling problem?

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

Q.76 Have you ever experienced any of the following problems because of someone else's gambling?

(Allow more than one)

Emotional	1
Financial.....	2
Relationships	3
Haven't experienced any problems	4
(Other <i>(please specify)</i>).....	97
Don't know	98
Refused).....	99

IntroText5 – Demographic questions

The following questions are for statistical purposes only.

Q.77a Can I please have your date of birth?

(Interviewer: Type in respondent's date of birth in this format, dd-mm-yyyy.)

((Record date of birth).....

Refuses/reluctant)..... 99

(If age reported at Q15 > age reported at Q77a, error message. Age respondent started gambling cannot be greater than their current age. Please confirm correct response with respondent and amend as necessary)

If Q77a = 99 go to Q77b
Else go to Q78

Q.77b Would you mind giving me your age in years?

((Record age in years).....

Refuses/reluctant)..... 99

(If age reported at Q15 > age reported at Q77b, error message. Age respondent started gambling cannot be greater than their current age. Please confirm correct response with respondent and amend as necessary)

If Q77b = 99 go to Q77c
Else go to Q78

Q.77c 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)	99

(If age reported at Q15 > age reported at Q77c, error message. Age respondent started gambling cannot be greater than their current age. Please confirm correct response with respondent and amend as necessary)

Q.78 (Record if known, otherwise ask) Are you male or female?

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

Q.79 What is your postcode?

((Record postcode)	1
Don't know	98
Refused).....	99

If postcode differs from frame or Q79 = 98 go to Q80
Else if Short Form go to Q82
Else go to Q81

Q.80 What is your suburb?

((Record suburb).....	1
Don't know	98
Refused).....	99

If Short Form go to Q82
Else go to Q81

Q.81 In which country were you born?

(Australia	1
Other	2
Don't know	98
Refused).....	99

Q.82 What is the highest year level of school based education that you have completed?

(Interviewer: If respondent indicates that they completed secondary education at a TAFE secondary college code as "Senior high school (Year 12)".

If the level provided is not an option, code to the highest COMPLETED option. For example, code "Year 9" to "Primary school".)

(Senior high school (Year 12)	1
Junior high school (Year 10)	2
Primary school	3
Did not complete primary school	4
No schooling	5
Other (please specify).....	97
Refused)	99

Q.83 What is the level of the highest educational qualification that you have completed?

(Interviewer: If respondent reports they have completed a bridging or enabling course, ask for the level and code accordingly. For example, if the bridging course is at an Associate Degree level, code to Associate Degree level.

Exclude all Statements of attainment, licensing (e.g. forklift license).

Exclude qualifications that have not been completed (e.g. courses that have been deferred or withdrawn from, those currently being studied for).

If respondent indicates their highest education qualification is Primary or High School, code as "No educational qualification completed".

If respondent says "Trade Certificate" ask for the level and code accordingly.)

(Doctoral Degree / PhD.....	1
Master Degree	2
Graduate Diploma.....	3
Graduate Certificate.....	4
Bachelor (Honours) Degree	5
Bachelor Degree.....	6
Associate Degree.....	7
Advanced Diploma.....	8
Diploma.....	9
VET Certificate IV	10
VET Certificate III.....	11
VET Certificate II.....	12
VET Certificate I.....	13
VET Certificate – level not known.....	14
No educational qualification completed	15
Other (please specify).....	97
Refused)	99

If Short Form go to End survey
Else go to Q84

Q.84 Are you currently...

(Interviewer: If respondent says Volunteer Work, Studying/Training etc. – ask “Are you LOOKING for paid work?”

In paid work full-time	1
In paid work part-time	2
Self-employed	3
Unemployed and seeking paid work.....	4
Not seeking paid work.....	5
Retired	6
(Other (<i>please specify</i>)).....	97
Refused)	99

If Q84 = 1 or 2 go to Q85
Else go to Q86

Q.85 Is your job a casual job?

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

Q.86 Are you currently studying?

(Interviewer: If respondent says Yes – ask “Is that full-time or part-time?”

(Yes – full-time	1
Yes – part-time.....	2
No.....	3
Don't know	98
Refused)	99

Q.87 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.88 Do you identify yourself as Aboriginal or Torres Strait Islander?

(Yes – Aboriginal.....	1
Yes – Torres Strait Islander	2
Both.....	3
Neither	4
Refused)	99

Q.89a Is your **personal** annual income, before tax, including pensions, income from investments and family allowances under \$45,000, or \$45,000 or more?

(Under \$45,000.....	1
\$45,000 or more	2
Don't know	98
Refused)	99

If Q89a = 1 go to Q89b
If Q89a = 2 go to Q89d
Else go to End survey

Q.89b Is your **personal** annual income under \$27,000, or \$27,000 or more?

(Under \$27,000.....	1
\$27,000 or more	2
Don't know	98
Refused)	99

If Q89b = 1 go to Q89c
Else go to End survey

Q.89c Is your **personal** annual income under \$15,000, or \$15,000 or more?

(Under \$15,000.....	1
\$15,000 or more	2
Don't know	98
Refused)	99

Go to End survey

Q.89d Is your **personal** annual income under \$71,000, or \$71,000 or more?

(Under \$71,000.....	1
\$71,000 or more	2
Don't know	98
Refused)	99

End survey

Thanks. That concludes the survey.

If you have any additional questions regarding this survey, you can ring our Freecall number 1800 068 587.

Your responses are strictly confidential. No personal information will be published or released. 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.