

**AUSTRALIAN INSTITUTE FOR GAMBLING RESEARCH**

***THE EXTENT AND IMPACT OF  
GAMBLING IN TASMANIA WITH  
PARTICULAR REFERENCE TO  
PROBLEM GAMBLING***

**A FOLLOW UP TO THE BASELINE STUDY  
CONDUCTED 1994**

***The Extent and Impact of  
Gambling in Tasmania - 1996***

**PROJECT TEAM:**

*Mark Dickerson*

*Consultant*  
*Australian Institute for Gambling Research*

*Associate Professor*  
*University of Western Sydney, Macarthur*

*Robyn Maddern*

*Research Assistant*  
*Australian Institute for Gambling Research*

*Sessional Academic*  
*University of Western Sydney, Macarthur*

ISBN 0 7246 4659 0

## Executive Summary

A project team from The Australian Institute for Gambling Research (AIGR) completed a follow up to the 1994 Baseline study of the extent and impact of gambling in Tasmania with particular reference to problem gambling. Roy Morgan Research Pty. Ltd. completed the data collection from a random stratified sample of 1211 Tasmanian residents during late October/early November, 1996.

The purpose of the study was primarily to ensure that the baseline information from 1994 was updated to be an accurate reflection of the situation immediately prior to the extension of the availability of EGMs beyond the casinos from 1st January 1997.

### Results of Survey:

- I. 11% of Tasmanians reported no gambling activities in the past year compared with 28% in 1994.
- II. A regular monthly or more frequent habit is reported for tattsлото (36%) lottery (raffle) (27%) and scratch 'n' win (18%); only tattsлото differed from the 40% regular participation found in 1994.
- III. Regular monthly or more frequent gambling on continuous forms such as betting, gaming, keno and bingo is much less common, with no one activity exceeding 7% of the adult population.
- IV. The percentage of the population who have a regular weekly or more frequent habit either playing tattsлото (and no other form of gambling on a weekly basis) - (25%) or playing a continuous form of gambling such as betting, casino gaming, keno and bingo (16%) has remained almost unchanged from 1994.
- V. Compared with Victoria (VCGA, 1997) participation in lotto in Tasmania is very similar, but the proportion of players who are regular participants (i.e. the penetration) is much higher in Victoria. This is also true for bingo and scratch 'n' win although in Tasmania participation in the latter is 20% higher, at 55% of the population.
- VI. Participation rates, of those who play monthly or more often, for all kinds of casino gambling (table games, EGMs and keno) are higher for city respondents, whereas participation amongst the regular (weekly or more often) players in the country sample is higher for tattsлото, bingo, raffle tickets, mystery tickets, tipping competitions, scratch 'n' win tickets, on and off-course TAB and bookmakers.
- VII. Women report greater participation in the three most popular forms of gambling; tattsлото, raffles and scratch 'n' win although for all 3 there is a trend for regular participation (penetration) to be greater amongst men. Men were also more likely to participate in off-course TAB and beer tickets.

- VIII. People in full-time work compared with those not employed were significantly more likely to participate in raffles, beer tickets, tipping competition, off-course TAB, club keno; bingo was the exception where non-workers were more likely to participate.
- IX. Respondents with partners but no children, were significantly more likely to participate regularly in tattslotto and play EGMs monthly or more often.
- X. Participation in tattslotto, raffles, tipping competitions, off-course TAB and casino table games was significantly higher for people reporting incomes of \$50,000 p.a. Penetration of off-course TAB was greatest in the \$20-\$30,000 p.a. income category.
- XI. The average time spent per week on gambling activities by those who do gamble, varies according to the type of product preferred; 8 minutes Casino Keno to 53 minutes for Bingo.
- XII. The average session duration ranged from 29 minutes for off-course TAB (includes sessions of less than 15 minutes by 92% of women participants), to 64 and 86 minutes for club and casino keno respectively, to 128 minutes for bingo and 234 minutes for on-course TAB.
- XIII. For the three most popular forms of gambling the average expenditure on any one occasion is tattslotto \$7.50, raffle \$6.20 and scratch 'n' win \$3.50.
- XIV. With the exception of bingo, raffle and EGMs the expenditure of men on any one occasion was greater than women for all gambling activities.
- XV. Community attitudes to gambling showed a greater endorsement of the view that gambling was an important leisure activity for Australians; 48% in 1996 compared with 43% in 1994.
- XVI. Answers to the question "who should be responsible for providing funding and services for problem gamblers were almost equally distributed across "government", "operators", "venues" and "gamblers themselves".
- XVII. 27% of the adult population of Tasmania intend playing EGMs in clubs and hotels, with 3.5% intending to do so weekly or more frequently.
- XVIII. Although a few individual survey items assessing negative impacts of gambling show increased reporting compared to the 1994 survey, those items assessing the more harmful impacts have remained the same or decreased; the preferred conclusion is that there has been no change in the level of problem gambling from 1994 to 1996.

- XIX. Estimates derived from the intentions of respondents to play the EGMs in clubs and hotels suggest that the prevalence of at risk players may rise by 25%, but that the increased demand on services such as G-Line will be significantly greater.

---



---

**TABLE OF CONTENTS**

<b><u>Part 1: Introduction</u></b>	<b>6</b>
1.1 Context of the Study	6
1.2 Aims of the Present Study	6
1.3 Method of Data Collection	7
1.4 Demographic Characteristics of Sample	9
1.5 Community Attitudes to Gambling	10
1.6 Community Intentions to Play Egms when Installed in Clubs and Hotels	14
<b><u>Part 2: Participation in Gambling Activities</u></b>	<b>15</b>
2.1 Levels of Regular Gambling and Comparisons with Other Studies	15
2.2 Overall Involvement in each Form	16
2.3 Frequency of Gambling on Each Activity	17
2.4 Comparisons with other studies	19
2.5 Comparison of the Tasmanian Metropolitan and Regional Areas	21
2.6 Gender Differences in Overall Participation and Frequency of Gambling	23
2.7 Age Differences in Participation Rates and Frequency of Gambling	26
2.8 Summary of Participation analysis: Best predictors of involvement in each form.	27
<b>Part 3: The Amount of Time Tasmanians Spent Gambling</b>	<b>31</b>
3.1 Time Expenditure on Gambling	31
3.2 Comparison of the Tasmanian Metropolitan and Country Areas in Relation to Time Spent Gambling	32
3.3 Gender differences in time expenditure emerge for the different gambling activities	33
3.4 Gender Differences in Relation to the Amount of Time Spent Gambling	34
3.5 Age Differences in Relation to Time Spent Gambling	37
<b><u>Part 4: The Amount of Money Tasmanians Spent on Gambling</u></b>	<b>39</b>
4.1 Overview	39
4.2 Amount Spent on Each Form of Gambling	40

---

4.3 Comparison of Tasmanian Metropolitan and Country Areas in Relation to Gambling Expenditure.	42
4.4 Gender Differences in Gambling Expenditure	43
4.5 Age Differences in Gambling Expenditure	44
4.6 Gambling Expenditure in Relation to Current Work Status	45
4.7 Gambling Expenditure in Relation to Personal (Marital) Status	47
4.8 Gambling Expenditure in Relation to Annual Personal Income	49
4.9 Summary of Expenditure Figures	50
4.10 General Trends in Gambling Expenditure	53
4.11 Comparisons with the Results from the IVth Survey of Community Gambling Patterns, Victorian Casino Gaming Authority (1997)	54
<b><u>Part 5: Problem Gambling</u></b>	<b>56</b>
5.1 Overview	56
5.2 Reports of Family Members Experiencing Gambling Related Problems	57
5.3 Respondents Personal Reports of Gambling Related Problems	58
5.4 Gambling Problems in Relation to Demographic Characteristics	60
5.5 Results from the South Oaks Gambling Screen (SOGS)	61
5.6 Comparative SOGS Scores 1996 and 1994	62
5.7 Prevalence estimates from the SOGS	64
5.8 Estimating the Impact on Gambling Related Problems of the Increased Availability of Gaming Machines	66
5.9 Further Analysis of Groups at Risk	66



## LIST OF TABLES

<b>TABLE OF CONTENTS</b>	<b>1</b>
<b>Table 1.4.1: Demographic characteristics of Tasmanian Sample</b>	<b>9</b>
<b>Table 1.5.1 Comparison of Attitudes to Gambling</b>	<b>10</b>
<b>Table 1.5.2: Distribution of Answers to Responsibility for Funding and Servicing Problem Gamblers</b>	<b>11</b>
<b>Table 1.5.3: Comparison of Attitudes to Gambling by Gambling Group</b>	<b>12</b>
<b>Table 1.5.4:: Who should be responsible for Providing Funding and Services for Problem Gamblers</b>	<b>13</b>
<b>Table 2.1.1: Comparison of Lotto Only and Other Ratios across 4 Australian Studies</b>	<b>15</b>
<b>Table 2.2.1: Frequency Of Gambling On Each Form Weekly, Monthly Or Less Often</b>	<b>16</b>
<b>Table 2.3.1: Sample percentage who Participated Weekly, Monthly Or Less Often on each form</b>	<b>17</b>
<b>Table 2.4.1: Participation by Activity: Proportion of the population (proportion of players who play once per month or more often)</b>	<b>20</b>
<b>Table 2.5.1: Comparison Of Gambling Frequency For The Hobart/Launceston Metropolitan and Tasmanian Country Areas by Gambling Form</b>	<b>21</b>
<b>Table 2.6.1: Comparison Of Gender Differences In Gambling Frequency By Form.</b>	<b>23</b>
<b>Table (2.7.1) Percentage Of People In Each Age Group Who Gambled At Least Once Per Month On each Form</b>	<b>26</b>
<b>Table 2.8.1A Demographic Characteristics Associated with Highest Percentage Involvement in Each Form of Gambling</b>	<b>28</b>
<b>Table 2.8.1B Demographic Characteristics Associated with Highest Percentage Involvement in Each Form of Gambling</b>	<b>29</b>
<b>Table 3.1.1: Percentage of Gamblers on Each Form Participating by Time Category</b>	<b>31</b>
<b>Table 3.2.1: Percentage Of Gamblers Participating on each Form by Time Category</b>	<b>32</b>
<b>Table 3.4.1: Percentage Of Gamblers Participating On Each Form By Sex and Time Expenditure</b>	<b>34</b>
<b>Table 3.5.1: Mean Amount Of Time Per Session (In Minutes) Spent By Each Age Group On Each Form</b>	<b>37</b>
<b>Table 3.5.2: Mean Amount of Time Per Week (in Minutes) Spent by Age Group and Form</b>	<b>37</b>
<b>Table 4.2.1: Levels of Expenditure in Relation to Each Session of Gambling for all Forms [Percentages based on the number of people who gambled on each activity]</b>	<b>40</b>
<b>Table 4.3.1: Mean [Median] Amount Spent per Session on Each Activity In The Metropolitan and Country Areas</b>	<b>42</b>

<b>Table 4.4.1: Estimated Mean [Median] Amount Spent per Session on Each Form by Sex</b>	<b>43</b>
<b>Table 4.5.1: Estimated Mean [Median] Amount Spent per Session on Each Form by Age Group</b>	<b>44</b>
<b>Table 4.6.1: Estimated Mean [Median] Amount Spent per Session on Each Form by Work Status</b>	<b>45</b>
<b>Table 4.6.2: Estimated Mean [Median] Amount Spent per Session on Each Form for Non-Workers</b>	<b>46</b>
<b>Table 4.7.1: Estimated Mean [Median] Amount Spent Per Session On Each Form By Personal Status</b>	<b>47</b>
<b>Table 4.7.1 Continued: Estimated Mean [Median] Amount Spent Per Session On Each Form By Personal Status</b>	<b>48</b>
<b>Table 4.8.1: Estimated Mean [Median] Amount Spent Per Session On Each Form By Annual Personal Income</b>	<b>49</b>
<b>Table 4.9.1: Demographic Characteristics Associated with Higher and Lower Calculated Weekly Expenditures on Gambling</b>	<b>50</b>
<b>Table 4.9.2: Characteristics of People with the Highest Expenditure Levels on Individual Activities (Mean [Median figures provided] - based on Sessional Expenditure.</b>	<b>51</b>
<b>Table 4.10.1: Mean [Median] Amount Spent Per Session On Each Activity in the Metropolitan and Country Areas, Compared with Victoria 1996</b>	<b>53</b>
<b>Table 4.10.2: Levels of Expenditure in relation to each session of gambling for all forms [ Percentages based on the number of people who Gambled on each Activity ]</b>	<b>55</b>
<b>Table 5.2.1: Interstate Comparisons of Family Members Experiencing Difficulty with Gambling</b>	<b>57</b>
<b>Table 5.3.1 Negative Effects of Gambling for Lotto only and Other Players (1994 Percentages),</b>	<b>58</b>
<b>Table 5.4.1 Associations between demographic characteristics and gambling related problems of Regular Gamblers</b>	<b>60</b>
<b>Table 5.5.1: Distribution of SOGS scores for 82 Pathological Gamblers (14 women, 68 men) NSW Study 2</b>	<b>Error! Bookmark not defined.</b>
<b>Table 5.6.1: Distribution of SOGS Scores for Regular Players, 1996 and 1994</b>	<b>62</b>
<b>Table 5.6.2: SOGS Scores for 1996 Regular Players Compared with Regular Players who completed the SOGS in 1994.</b>	<b>63</b>
<b>Table 5.7.1: Prevalence Estimates of "At Risk" Players and Problem Gamblers for 1994 and 1996</b>	<b>64</b>
<b>Table 5.7. 2: Prevalence of 'At Risk' and 'Problem Gamblers' in Other Australian States</b>	<b>65</b>
<b>Table 5.9.1: Heavier Gamblers Percentage Distribution on Favourite Form</b>	<b>67</b>

---

---

**APPENDICES**

<b>Table A1: Percentage of people in each 'work status' category who gambled at least once per month</b>	<b>98</b>
<b>Table A2: Percentage of People in the Non-Work Category who gambled once per month or more by form</b>	<b>99</b>
<b>Table A3: Percentage Of People Participating In Gambling Form By Personal Status</b>	<b>100</b>
<b>Table A4: Percentage Of People Participating In Gambling Once A Month Or More Often By Personal Status</b>	<b>102</b>
<b>Table A5: Percentage Participation in Each Form by Personal Income</b>	<b>103</b>
<b>Table A6: Percentage Monthly Participation in Each Form by Personal Income</b>	<b>104</b>
<b>Table A7: Distribution of SOGS Scores for Total Sample in 1996; all SOGS Respondents in 1994</b>	<b>105</b>

---

## **Part 1: Introduction**

### **1.1 Context of the Study**

A Legislative Council Select Committee was appointed on 27th April, 1993 to examine the extension of video gaming machines beyond casinos and its final report "Video Gaming Machines, Extension Beyond Casinos" was submitted to the Legislative Council on 3rd August, 1993.

The passage of the subsequent Gaming Control Bill 1993 was associated with an undertaking by the Treasurer that the Government would undertake "a baseline study of the extent and impact of gambling in Tasmania with particular reference to problem gambling (letter from the Treasurer, Tony Rundle MHR to the Hon. Peter McKay MLC, Leader for the Government in the Legislative Council, 3rd December, 1993.

The baseline study "A baseline study of the extent and impact of gambling in Tasmania with particular reference to problem gambling" (1994) was completed by a project team from the AIGR.

### **1.2 Aims of the Present Study**

The primary concern of the present study was to update the 1994 information compiled on the level and social impact of gambling in Tasmania. Specifically the purpose was:

- To quantify the extent of gambling in the community.
- To identify expenditure patterns on different types of gambling.
- To identify and assess the impact of gambling, both favourable and unfavourable, on the lifestyle and income of gamblers and their families.
- To update information on gambling related problems in the Tasmanian community provided in the 1994 study, including an update of estimates for the need for services based on survey data and interstate research.
- To establish whether such problems are differentially associated with the availability of particular forms of gambling or with particular demographic variables.
- To compare the Tasmanian situation with that experienced elsewhere in Australasia, drawing on other major reports including those of the AIGR.
- To identify community attitudes to gambling and expectations in the community regarding the roles and responsibilities of the Government and other groups to address gambling problems and any changes in this subsequent to the 1994 study.

### 1.3 Method of Data Collection

The data was collected from respondents via telephone survey conducted by Roy Morgan Research Pty. Ltd., whereby telephone numbers were randomly generated. Total sample comprised 1211 adults stratified by age, sex and locality according to most recent Australian Bureau of Statistics (ABS) data. Locality refers to city/country respondents, the former from Hobart and Launceston and the latter from the Tasmanian country area. Table 1.4.1 below details the demographic characteristics of the sample. Interviews were conducted between October 25 and November 2, 1996. In 1994 data was collected by a door to door survey, for which the refusal rate at the initial doorknock was 23%, compared to 5.4% for the telephone survey in 1996, and there was an additional 16% who were unavailable after 4 call-backs, and were subsequently omitted from the sample.

- The timing of the field work telephone interviews was determined by a trade-off between sampling at a time immediately prior to the extension of the availability of egms from 1st January, 1997 and avoiding the possible effects of the advertising campaign about the advent of egms in hotels and registered clubs which commenced in November 1996.
- The telephone interview method was selected primarily because of the increased costs of the door-knock method. In addition, as the previous study in 1994 had provided a very broad base of information, particularly with regard to the possible negative impacts of gambling on the player and his or her family it was decided that a shorter more focussed telephone interview conducted just two years later was the most cost-effective way of updating the baseline. Finally, switching to the cheaper method at this time ensured that future studies designed to assess the impact of the extension of the availability of egms to clubs and hotels could be accurately evaluated using the same method.

The telephone survey instrument is given at Appendix 1 and asked respondents for information in the following areas:

- Their participation in any of the available forms of gambling; the frequency of gambling and the levels of expenditure of time and money on each activity.
- Their attitudes to gambling and to the provision of services for people experiencing gambling related problems.
- Their experience of any person within their family having gambling related problems
- Their own experience of problems that may arise from gambling.

- Demographic information such as age, sex, employment status and income.

Roy Morgan Research Pty. Ltd. completed the interviews using the CATI (computer aided telephone interviews) system, and the data provided, on disk, to the project team at AIGR, University of Western Sydney, Macarthur.

### **Terms**

As with the 1994 Baseline study, further analysis was undertaken by the groupings “Lotto Only” and “Other”. A Lotto Only player, plays weekly or more often on lotto type games (lotto, raffle, scratch ‘n’ win) and may also play other forms less often than once per week. A “Regular Other” player is one who participates in 1 or more forms of gambling (other than lotto type games), and may or may not play lotto games regularly.

## 1.4 Demographic Characteristics of Sample

Table 1.4.1: Demographic characteristics of Tasmanian Sample

	<i>Metropolitan Tasmania (n=772)</i>	<i>Tasmania Country (n=439)</i>	<i>Tasmania Overall (n=1211)</i>
<b>SEX</b>			
MALE	49.4	51.3	50.0
FEMALE	50.6	48.7	50.0
<b>AGE</b>			
18-24	14.1	12.3	13.5
25-34	20.2	19.4	19.9
35-49	31.3	27.6	29.9
50+	34.4	40.8	36.7
<b>MARITAL STATUS</b>			
SINGLE	38.6	33.4	36.8
PARTNERED	61.4	66.6	63.2
<b>WORK STATUS</b>			
FULL-TIME	40.7	39.4	40.2
PART-TIME	14.9	13.9	14.5
LOOKING	3.5	3.9	3.6
RETIRED	18.9	23.2	20.5
STUDENT	5.4	2.3	4.3
HOME DUTIES	13.1	15.9	14.1
NON-WORKER	3.5	1.4	2.7
<b>INCOME</b>			
<\$10,000	28.2	33.5	30.1
\$10,000-\$15,000	11.5	14.1	12.5
\$15,001-\$20,000	10.2	8.2	9.5
\$20,001-\$25,000	9.3	8.0	8.8
\$25,001-\$30,000	11.0	8.7	10.2
\$30,001-\$35,000	6.6	8.0	7.1
\$35,001-\$40,000	4.8	4.1	4.5
\$40,001-\$50,000	6.7	4.8	6.0
\$50,001-\$60,000	3.2	2.5	3.0
\$60,001-\$75,000	1.3	1.1	1.2
\$75,001-\$100,000	0.4	0.9	0.6
\$100,001-\$125,000	0.4	0.0	0.2
>\$150,000	0.4	0.0	0.2
Can't say/Refused	5.8	6.2	6.0
<b>MAIN LANGUAGE</b>			
ENGLISH	99.2	98.9	99.1
OTHER	0.8	1.1	0.9
<b>ATSI</b>			
YES	1.8	3.6	2.5
NO	98.2	96.4	97.4

## 1.5 Community Attitudes to Gambling

Respondents replied to the following 3 statements:

- Gambling is an important leisure activity for Australians
- Permitting poker machines in clubs and hotels will benefit the community
- Poker machines in clubs and hotels should be carefully controlled and monitored

and Table 1.5.1 summarises the percentage who agreed with each statement and the comparative figures for the same statements in 1994.

**Table 1.5.1 Comparison of Attitudes to Gambling**

QUESTION	OVERALL		MEN		WOMEN %		CITY		COUNTRY	
	%		%				%		%	
	1996	1994	1996	1994	1996	1994	1996	1994	1996	1994
Gambling is an important leisure activity for Australians	<b>46.1</b>	42.8	<b>57.0</b>	48.9	<b>39.4</b>	36.7	<b>47.6</b>	41.5	<b>43.2</b>	44.8
Poker Machines will benefit the community	<b>18.2</b>	18.3	<b>22.6</b>	22.0	<b>16.8</b>	14.5	<b>19.0</b>	18.9	<b>16.9</b>	17.3
Poker machines should be carefully controlled	<b>92.9</b>	93.2	<b>93.5</b>	94.3	<b>93.6</b>	92.1	<b>93.4</b>	93.1	<b>92.0</b>	93.4
N=	<b>1211</b>	1220	<b>606</b>	608	<b>605</b>	612	<b>772</b>	740	<b>439</b>	480

Overall, the view that gambling is an important leisure activity for Australians has gained by some 3 percentage points. In particular men's endorsement has increased by 8% from the 1994 level, whilst endorsement by women has increased only marginally since 1994 (less than 3%) .

Attitudes to "poker machines will benefit the community" and "poker machines should be carefully controlled" have remained fairly stable.

The proportion of city respondents who endorsed gambling as an important leisure activity has increased by 6% whilst country respondents decreased their endorsement by a modest 1.6%. This change of direction between City and Country holds for all the attitude items; increased endorsement in the former and small decreases in the latter.



Respondents were asked “who should be responsible for providing funding and services for problem gamblers” and their answers are summarised in Table 1.5.2, along with the comparative results for the same questions in the 1994 study.

**Table 1.5.2: Distribution of Answers to Responsibility for Funding and Servicing Problem Gamblers**

QUESTION	OVERALL		MEN		WOMEN		CITY		COUNTRY	
	%		%		%		%		%	
	1996	1994	1996	1994	1996	1994	1996	1994	1996	1994
Government	<b>24.4</b>	26.2	<b>29.9</b>	26.8	<b>19.0</b>	25.7	<b>24.1</b>	23.8	<b>25.1</b>	30.0
Gambling Operators	<b>20.7</b>	30.8	<b>21.6</b>	35.2	<b>19.8</b>	26.5	<b>20.2</b>	30.9	<b>21.6</b>	30.6
Gambling Venues	<b>26.5</b>	16.6	<b>25.9</b>	16.3	<b>27.1</b>	16.8	<b>27.1</b>	16.9	<b>25.5</b>	16.0
Gamblers Themselves	<b>22.3</b>	20.5	<b>17.8</b>	16.8	<b>26.8</b>	24.2	<b>22.7</b>	20.5	<b>21.6</b>	20.4
None	<b>0.5</b>	2.4	<b>0.2</b>	2.5	<b>0.8</b>	2.6	<b>0.4</b>	3.2	<b>0.7</b>	1.5
Can't Say	<b>5.5</b>	3.4	<b>4.6</b>	2.5	<b>6.4</b>	4.2	<b>5.6</b>	4.6	<b>5.5</b>	1.5
N=	<b>1211</b>	1220	<b>606</b>	608	<b>605</b>	612	<b>772</b>	740	<b>439</b>	480

Between the 1994 and 1996 surveys there has been a trend away from attributing responsibility to the government or gambling operators, with a 10% swing to believing that gambling venues should be responsible for providing funding and services for problem gamblers. There has also been a marginal increase in 1996 of the number of people believing that gamblers themselves should be responsible. As shown above, the sharpest attitudinal change has occurred for males and country residents, particularly in relation to a diminished view that government should be responsible. It is noteworthy that the level of uncertainty i.e. “can’t say” has increased across the board.

Attitudes to gambling are often influenced by whether a respondent is a regular gambler or does not gamble at all. Tables 1.5.3 and 1.5.4 reexamine the answers to the community attitude questions grouping the respondents according to whether they were non-gamblers, gamblers or gambled weekly or more frequently on products other than lotto or lotteries (i.e. "regular other": see definition of this group on page 8).

**Table 1.5.3: Comparison of Attitudes to Gambling by Gambling Group**

QUESTION	OVERALL		NON - GAMBLER		GAMBLER		REGULAR OTHER	
	%		%		%		%	
	1996	1994	1996	1994	1996	1994	1996	1994
Gambling is an important leisure activity for Australians	<b>46.1</b>	42.8	<b>30.6</b>	38.3	<b>48.1</b>	42.9	<b>56.8</b>	59.1
Poker Machines will benefit the community	<b>18.2</b>	18.3	<b>8.0</b>	19.4	<b>19.6</b>	15.1	<b>30.2</b>	29.3
Poker machines should be carefully controlled	<b>92.9</b>	93.2	<b>87.6</b>	94.0	<b>93.6</b>	94.1	<b>94.3</b>	92.3
N=	<b>1211</b>	1220	<b>137</b>	345	<b>1074</b>	875	<b>192</b>	295

In 1996 8% fewer non-gamblers than in 1994 believed that gambling is an important leisure activity for Australians. As with the total sample, all gamblers show an increased rate of affirming gambling as an important leisure activity. Notably there was a marginal decline in the percentage of regular gamblers who endorsed this statement. There has been a marked decline in 1996 of the numbers of non-gamblers endorsing the statement "poker machines will benefit the community", down some 11 percentage points from 1994. Conversely, there has been a 6% decrease from 1994 in the numbers of non-gamblers who believe that poker machines should be carefully controlled.

**Table 1.5.4:: Who should be responsible for Providing Funding and Services for Problem Gamblers**

<i>QUESTION</i>	<i>OVERALL</i>		<i>NON-</i>		<i>GAMBLER</i>		<i>REGULAR</i>	
	<i>%</i>		<i>GAMBLER</i>		<i>%</i>		<i>OTHER</i>	
	<i>1996</i>	<i>1994</i>	<i>1996</i>	<i>1994</i>	<i>1996</i>	<i>1994</i>	<i>1996</i>	<i>1994</i>
Government	<b>24.4</b>	26.2	<b>25.5</b>	28.1	<b>24.3</b>	22.9	<b>26.6</b>	25.4
Gambling Operators	<b>20.7</b>	30.8	<b>27.7</b>	26.7	<b>19.8</b>	31.9	<b>21.9</b>	30.9
Gambling Venues	<b>26.5</b>	16.6	<b>21.2</b>	16.1	<b>27.2</b>	17.6	<b>20.8</b>	17.1
Gamblers Themselves	<b>22.3</b>	20.5	<b>13.9</b>	24.0	<b>23.4</b>	21.2	<b>26.6</b>	22.1
None	<b>0.5</b>	2.4	<b>0.7</b>	1.8	<b>0.5</b>	2.7	<b>0.5</b>	2.8
Can't Say	<b>5.5</b>	3.4	<b>10.9</b>	3.2	<b>4.8</b>	3.6	<b>3.6</b>	1.7
N=	<b>1211</b>	1220	<b>137</b>	345	<b>1074</b>	875	<b>192</b>	295

Since 1994 there has been a decline of 12% in the numbers of gamblers who view gambling operators as responsible for providing funds and services for gamblers. Also since 1994, there has been an increase of 5% in the number of non gamblers who believe gambling venues should be responsible, and a decrease of 10% in gamblers. There has also been a 10% decline since 1994, in the numbers of non-gamblers who believe that gamblers themselves should be responsible.

---

## 1.6 Community Intentions to Play Egms when Installed in Clubs and Hotels

Respondents were asked:

- "Would you be likely to play gaming machines in clubs or hotels when they become available next year?, and an affirmative response was obtained -
- "How often do you think you might play gaming machines in clubs or hotels when they are available next year?"

Overall, 27% of the sample expect to play gaming machines when they are introduced to clubs and hotels. 3.5% expect to do so at least once per week. In 1996, 1.7% of the total sample reported playing poker machines once per week or more often. This represents an increase of 1.8 percentage points in the number who will play poker machines when they become available in clubs and hotels.

The adult population of Tasmania as at September, 1996 was 347,891.

1.7% of the 1996 adult population of Tasmanians =  
5,914 currently play gaming machines at least once per week.

3.5% of the 1996 adult population of Tasmanians =  
12,176 intend to play gaming machines at least weekly.

Based on these figures, the introduction of gaming machines into Clubs and Hotels is likely to double the number of regular machine players.

## **Part 2: Participation in Gambling Activities**

### **2.1 Levels of Regular Gambling and Comparisons with Other Studies**

Analysis of the overall results revealed that of the total sample of 1211 people, 1074 (89%) had gambled at least once during the previous twelve months, with 11% having not gambled at all.

The tables in Part 2 contain overall figures, and also provide a comparison of the relative numbers gambling weekly or more often, and less than weekly, on at least one form of gambling. 30% of the sample gambled weekly or more often on at least one form (including lotteries) with a further 23% gambling on a monthly basis. The remainder gambled infrequently, and 11% did not gamble at all.

Of the 40% (477) who gambled weekly or more often, 60% had a regular habit on lotto or raffles only and 40% on gambling products other than lotto games. Table 2.1.1 below shows comparisons with recent Australian surveys conducted by AIGR and a South Australian Survey (Delfabbro & Winefield, 1996) using a comparable methodology.

**Table 2.1.1: Comparison of Lotto Only and Other Ratios across 4 Australian Studies**

<i>Study</i>	<i>Lotto only as % of sample</i>	<i>Regular other as % of sample</i>
Tasmania 1994	287/1220 = 23.5%	181/1220 = 14.8
Tasmania 1996	285/1211 = 24.9	192/1211 = 15.9
South Australia 1996	241/1206 = 20%	140/1206 = 11.6
NSW 1995	140/1390 = 10.07	159/1390 = 11.4

**Note:** In the Tasmanian 1994 sample, 287 subjects were eligible to qualify as “lotto only”, but a quota limited those actually receiving the full interview to 114 “lotto only”.

## 2.2 Overall Involvement in each Form

**Table 2.2.1: Frequency Of Gambling On Each Form Weekly, Monthly Or Less Often**

<i>Form</i>	<i>Less than 1/month %</i>	<i>1-3 times per month %</i>	<i>Once per week or more %</i>	<i>Total who played N</i>
Tattslotto	42.4	17.5	40.1	n=754
Raffle	64.2	27.3	8.6	n=910
Scratch 'n' Win	67.1	23.7	9.2	n=672
Beer tickets	62.4	20.7	16.9	n=242
EGMs Casino	84.9	10.0	5.1	n=391
Tipping Competition	47.0	19.3	33.7	n=249
TAB	60.4	23.2	16.4	n=207
Phone TAB	35.9	25.6	38.5	n= 39
Bingo	58.5	16.9	24.6	n= 65
Casino Table Games	86.7	10.0	3.3	n=150
Club Keno	69.9	17.9	12.2	n=335
Casino Keno	86.4	10.5	3.1	n=323
TAB on-course	89.5	7.9	2.6	n=114
Bookmakers	84.5	12.7	2.8	n= 71
Mystery Ticket	95.1	3.8	1.1	n=184
Sports Betting	90.0	5.5	5.5	n= 20
Other	65.8	23.7	10.5	n= 38

## 2.3 Frequency of Gambling on Each Activity

**Table 2.3.1: Sample percentage who Participated Weekly, Monthly Or Less Often on each form  
(Base:N=1211)**

<i>Form</i>	<i>Less than 1/month %</i>	<i>1-3 times per month %</i>	<i>Once per week or more %</i>	<i>Did not Play %</i>
Tattslotto	26.4	10.9	24.9	37.8
Raffle	48.2	20.5	6.4	24.9
Scratch 'n' Win	37.2	13.1	5.1	44.5
Beer tickets	12.5	4.1	3.4	80.0
EGMs Casino	27.4	3.2	1.7	67.7
Tipping Competition	9.7	4.0	6.9	79.4
TAB	10.3	4.0	2.8	82.9
Phone TAB	1.2	0.8	1.2	96.8
Bingo	3.1	0.9	1.3	94.7
Casino Table Games	10.7	1.2	0.4	87.7
Club Keno	19.3	5.0	3.4	72.3
Casino Keno	23.0	2.8	0.8	73.4
TAB on-course	8.4	0.7	0.2	90.7
Bookmakers	5.0	0.7	0.2	94.1
Mystery Ticket	14.5	0.6	0.2	84.7
Sports Betting	1.5	0.1	0.1	98.3
Other	2.1	0.7	0.3	96.9

Raffles, tattslotto and scratch are the most popular forms of gambling with tattslotto played by 1 in 4 Tasmanians weekly or more frequently, making it by far the most popular form of regular gambling.

Tables 2.3.1 and 2.3.2 show that tattslotto was played by 62% of the population in the last year, and of those who played, 2 out of 5 played weekly or more frequently and 2 out of 5 played infrequently (less than once per month). Put simply, the distribution of frequency of playing Tattslotto was bimodal; players are either very regular players or very infrequent. Similar, but less marked, bimodal distributions are shown for tipping competition and phone TAB and they contrast with every other form where the more typical decreasing proportion of players is seen as frequency of play increases.

Only 3 other gambling forms, raffles, scratch and tipping competition attract 5% or more of the population to regular weekly or more frequent participation.

The TAB attracts 2.8% of the population to regular weekly or more frequent betting and the casinos (machines, table games and keno) 2.9% to regular play.

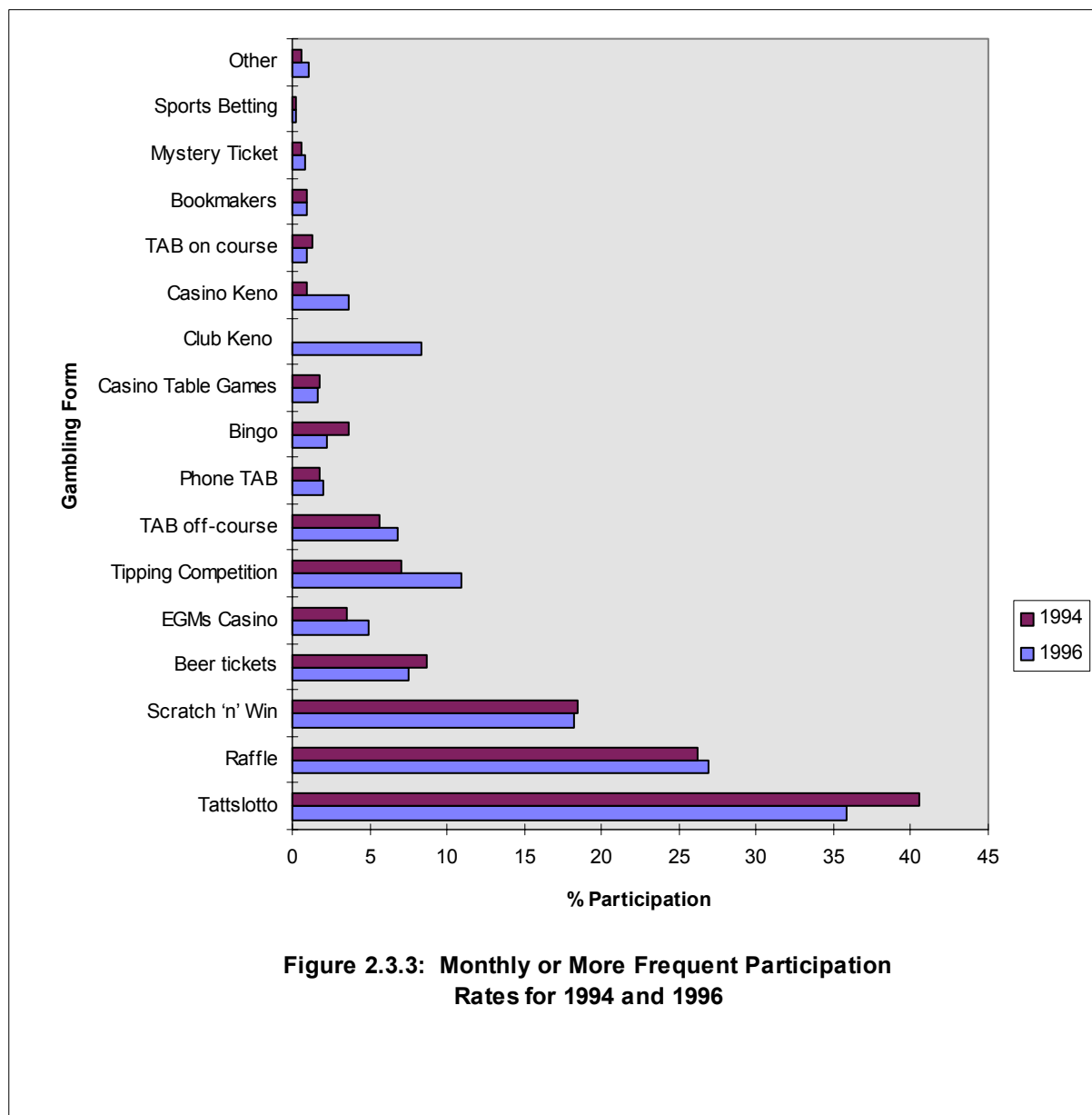


Figure 2.3.3 shows the comparison of participation rates for the Tasmanian community for each form of gambling in 1994 and 1996. Tattslotto participation has fallen by almost 5% but the most significant change involves keno which had only been introduced at the end of November 1994. Assessed separately as casino keno and club keno, participation rates in 1996 are 3.6% and 8.4% respectively compared to 0.9% overall in 1994. All remaining forms of gambling have remained fairly stable in terms of the proportion of the adult population's participation monthly or more frequently.



## **2.4 Comparisons with other studies**

The Fourth Survey of Community Gambling Patterns (Victoria Casino & Gaming Authority, 1997) in Victoria was based on telephone survey random samples taken during August-September, 1996 and provides the most useful contrast to the present results.

**Table 2.4.1: Participation by Activity: Proportion of the population  
(proportion of players who play once per month or more often)**

	<i>Victoria</i>		<i>Tasmania</i>	
	%	%	%	%
Lotto	65	(77)	62	(58)
Raffles	54	(37)	75	(36)
EGMs	40	(34)	32	(15)
Scratch	35	(44)	55.5	(33)
Casino	22	(14)	27 <sup>1</sup>	(40)
TAB	25 <sup>2</sup>	(50)	17	(40)
Bingo	6	(56)	5	(42)
			n=1211	n=various <sup>3</sup>

<sup>1</sup> Casino keno

<sup>2</sup> Horse racing, trots, greyhounds

<sup>3</sup> base= number of people who played each particular form

The participation in lotto/tattsлото is very similar in each state but the proportion of players who are regular participants once per month or more, i.e. the penetration is much higher in Victoria. This difference in penetration is true of every activity where comparisons can be made (the Victorian study used a different classification from the present study) except for casino, where the Tasmanian penetration compared to Crown Casino is very much higher.

This difference may be due in part a difference in the classification. To facilitate any comparison the casino keno category was used for comparison with the casino category from the Victorian study - i.e. the inclusion in the latter of EGMs and table game players may reduce penetration. Secondly the difference between the two states is likely to be a function of the availability of EGMs in clubs and hotels in Victoria compared with the absence of such competition in Tasmania at the time of sampling: in other words regular players of EGMs in Victoria may prefer closer and more accessible machines than regularly visiting the casino, thereby reducing penetration compared with Tasmania.

## 2.5 Comparison of the Tasmanian Metropolitan and Regional Areas

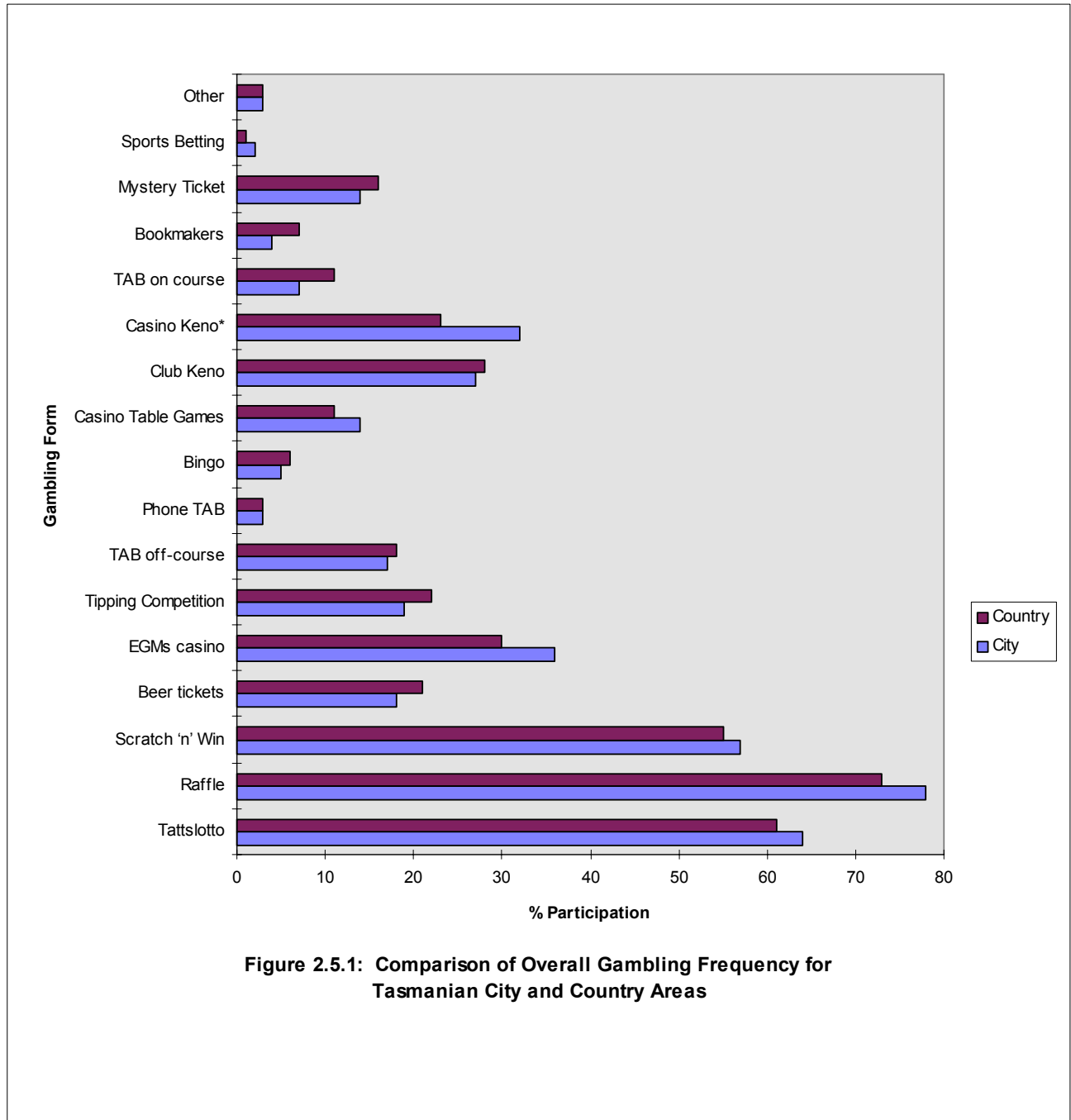
**Table 2.5.1: Comparison Of Gambling Frequency For The Hobart/Launceston Metropolitan and Tasmanian Country Areas by Gambling Form**

<i>Form</i>	Less than 1/month %		1-3 times per month %		Once per week or more %		Total who Participated	
	CITY	CNTRY	CITY	CNTRY	CITY	CNTRY	CITY	CNTRY
Tattslotto	42.8	41.8	18.4	16.0	38.8	42.2	479	275
Raffle	65.2	62.3	27.2	27.3	7.5	10.4	584	326
Scratch 'n' Win	66.2	68.7	25.0	21.4	8.8	9.9	420	252
Beer tickets	64.0	60.2	18.7	23.3	17.3	16.5	139	103
EGMs Casino	82.1	91.9	11.8	5.4	6.1	2.7	280	111
Tipping Competition	47.2	46.7	20.1	17.8	32.7	35.6	159	90
TAB off-course	60.8	59.7	26.2	18.2	13.1	22.1	130	77
Phone TAB	38.5	30.8	19.2	38.5	42.3	30.8	26	13
Bingo	55.0	64.0	22.5	8.0	22.5	28.0	40	25
Casino Table Games	83.7	93.5	12.5	4.3	3.8	2.2	104	46
Club Keno	68.4	71.9	17.3	18.7	14.3	9.4	196	139
Casino Keno*	84.2	92.8	12.5	4.8	3.3	2.4	240	83
TAB on-course	90.1	88.4	9.9	4.7	0.0	7.0	71	43
Bookmakers	79.5	92.6	18.2	3.7	2.3	3.7	44	27
Mystery Ticket	95.4	94.7	3.7	4.0	0.9	1.3	109	75
Sports Betting	85.7	100.0	7.1	0.0	7.1	0.0	14	6
Other	75.0	50.0	16.7	35.7	8.3	14.3	24	14

These percentage differences were examined using chi-square tests. Analyses were undertaken using 3 x 2 contingency tables (playing weekly, monthly and less often). Significant differences were observed for keno at the Casino<sup>1</sup>, but no other significant differences were found even when 2 x 2 contingency tables (playing monthly and less often) were investigated.

<sup>1</sup> keno casino X<sup>2</sup>=13.6; p<.01

Participation rates are very similar for both city and country respondents to the survey. Casino participation, table games, EGMs and keno are all played more by city respondents. Percentage participation for country respondents is higher for mystery tickets, bookmakers, on-course betting, club keno and beer tickets.



**Figure 2.5.1: Comparison of Overall Gambling Frequency for Tasmanian City and Country Areas**

## 2.6 Gender Differences in Overall Participation and Frequency of Gambling

**Table 2.6.1: Comparison Of Gender Differences In Gambling Frequency By Form.**

Form	Less than 1/month %		1-3 times per month %		Once per week or more %		Total who Participated %	
	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE
Tattslotto*	37.6	47.0	19.6	15.5	42.8	37.5	367	387
Raffle	63.1	65.1	28.0	26.6	8.9	8.3	428	482
Scratch 'n' Win	64.5	69.1	23.6	23.7	11.8	7.2	296	376
Beer tickets*	51.3	83.3	24.7	13.1	24.1	3.6	158	84
EGMs Casino	84.5	85.3	9.6	10.3	5.9	4.4	187	204
Tipping Competition	49.7	41.5	17.4	23.2	32.9	35.4	167	82
TAB off-course	48.9	81.9	31.1	8.3	20.0	9.7	135	72
Phone TAB	40.7	25.0	22.2	33.3	37.0	41.7	27	12
Bingo*	76.0	47.5	4.0	25.0	20.0	27.5	25	40
Casino Table Games	84.8	90.2	12.1	5.9	3.0	3.9	99	51
Club Keno	64.9	75.0	19.3	16.5	15.8	8.5	171	164
Casino Keno	83.1	89.1	13.5	8.0	3.4	2.9	148	175
TAB on-course	86.3	95.1	9.6	4.9	4.1	0.0	73	41
Bookmakers	78.0	100.0	18.0	0.0	4.0	0.0	50	21
Mystery Ticket	91.7	98.9	6.3	1.1	2.1	0.0	96	88
Sports Betting	89.5	100.0	5.3	0.0	5.3	0.0	19	1
Other	63.0	72.7	29.6	9.1	7.4	18.2	27	11

Gender differences illustrated in figure 2.6.1 (Table 2.6.1) show the greater participation of women in the three most popular forms of gambling activity, tattslotto<sup>1</sup>, raffle and scratch. However, in each of these there is a trend for penetration to be greater amongst the male players. Thus, for example, although 13% more women than men play scratch there are 4.6% more men who play weekly or more often. Bingo<sup>2</sup>, with a low base participation rate shows a greater proportion of regular women players (27.5%) than men (20%). Men were also significantly more likely to bet on off-course TAB<sup>3</sup>, and beer tickets<sup>4</sup>.

<sup>1</sup>tattslotto  $\chi^2= 7.1P<.05$

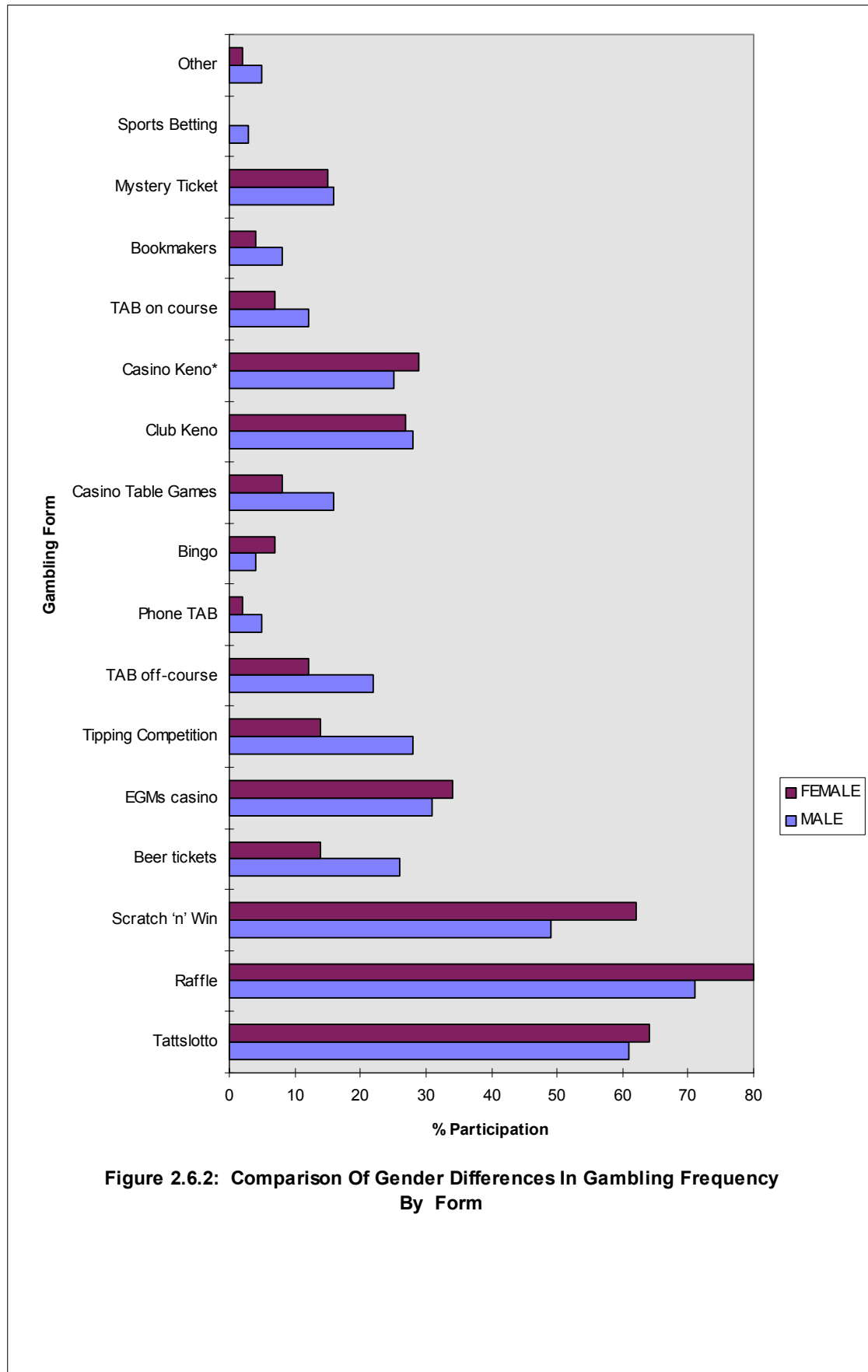
<sup>2</sup>bingo  $\chi^2= 6.5;p<.05$

<sup>3</sup>off-course TAB  $\chi^2=22.0;p<.001$

<sup>4</sup>beer tickets  $\chi^2=26.2;p<.05$

Tables 2.7.1 to 2.9.1 illustrate additional examinations of the relationships between participation in gambling in Tasmania and other demographic variables. Gambling involves such a large proportion of the population and there are few detectable demographic differences between those who gamble and those who do not

None-the-less when each gambling activity is considered separately some patterns emerge and these are shown at Table 2.11.1, where the best predictors of involvement in each gambling activity are detailed (pages 34 to 37).



**Figure 2.6.2: Comparison Of Gender Differences In Gambling Frequency By Form**

## 2.7 Age Differences in Participation Rates and Frequency of Gambling

**Table (2.7.1) Percentage Of People In Each Age Group Who Gambled At Least Once Per Month On each Form**

<i>Form</i>	18-24 %	25-34 %	35-49 %	50+ %
Tattslotto*	12.3	30.7	42.5	41.7
Raffle*	17.2	28.2	31.5	26.1
Scratch 'n' Win	16.6	19.5	18.2	18.2
Beer tickets*	11.0	12.9	6.4	4.3
EGMs Casino	7.4	5.0	4.1	4.5
Tipping Competition*	17.8	18.3	12.4	3.2
TAB off-course	5.5	9.1	7.7	5.2
Phone TAB	0.0	2.5	2.2	2.5
Bingo*	0.6	0.8	2.2	3.6
Casino Table Games	4.3	2.1	1.1	0.9
Club Keno*	9.2	12.4	8.0	6.1
Casino Keno	5.5	2.9	2.8	4.1
TAB on-course	1.8	0.4	1.7	0.5
Bookmakers	1.8	1.2	0.8	0.5
Mystery Ticket	0.6	0.0	0.8	1.1
Sports Betting	0.0	0.4	0.0	0.2
Other	0.6	2.5	0.8	0.7
Number in each category	163	241	362	444

Using a 2 x 4 contingency table, some significant associations between age and frequency were apparent. Respondents aged 50+ were significantly more likely to play Tattslotto<sup>1</sup> and bingo<sup>2</sup> than those aged 18-24 years. Those aged 35-49 were significantly more likely to buy raffle tickets than the 18-24 year olds<sup>3</sup>. The 25-34 year olds were significantly more likely to buy beer tickets than those aged 50+<sup>4</sup>. Tipping competitions were significantly more popular with the 25-34 year olds than those aged 50+. Club Keno was significantly more popular with 25-34 year olds than with the 50+ age group<sup>5</sup>.

<sup>1</sup> tattslotto  $\chi^2=55.8$ ;  $p<.001$

<sup>2</sup> bingo  $\chi^2=8.0$ ;  $p<.05$ ,

<sup>3</sup> Raffles  $\chi^2=12.1$ ;  $p<.01$

<sup>4</sup> beer tickets  $\chi^2=20.2$ ;  $p<.001$

<sup>5</sup> club keno  $\chi^2=8.5$ ;  $p<.05$



---

## 2.8 Summary of Participation analysis: Best predictors of involvement in each form.

Tables 2.8.1 A and 2.8.1B provide a summary of the key findings in Section 2, highlighting the demographic factors which best predict a person's involvement across all gambling forms. More detailed information relating to the summary can be obtained from the tables A1 through A6 contained at Appendix 2.

A commentary on tattslotto is given as a guide to how to use these tables. The overall participation rate shows that of the entire sample of 1211 people, 62% participated in tattslotto at some time. Of this 62%, females as opposed to males are most highly represented, although just 2% separates them. Those aged 50 and above comprise the largest age grouping participating in tattslotto, as do city, as opposed to country, respondents. Other characteristics associated with the highest percentage of involvement in tattslotto are respondents with a partner and children, and full-time workers who are English speaking, non-aboriginal Australians. Although those with personal incomes of less than \$10,000 show the highest percentage involvement in tattslotto, this group is inflated by the inclusion of all non-working respondents. The income source for non-workers most associated with the highest percentage involvement in tattslotto was a pension.

**Table 2.8.1A Demographic Characteristics Associated with Highest Percentage Involvement in Each Form of Gambling**

Form	Overall Participation Rates	Sex	Age	Area	Personal Status	Employment Status	Income source for Retirees	Personal Income	Main Language	Australian/Indigenous Australians
Tattsлото	62%	Female	50+	City	Part&Chld*	Full-time	Pension	<\$10,000	English	Aust
		51%	37%	64%	41%	41%	93%	28%	98%	98%
Raffle	76%	Female	50+	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		53%	32%	64%	38%	41%	87%	29%	98%	98%
Scratch 'n' Win	56%	Female	50+	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		56%	35%	62%	37%	40%	91%	32%	99%	96%
Beer tickets	20%	Male	35-34	Country	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		65%	30%	58%	36%	55%	84%	23%	99%	96%
EGMs	32%	Female	35-49	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		52%	30%	72%	37%	47%	90%	27%	99%	98%
Tipping Competition	21%	Male	35-49	City	Part&Chld	Full-time	Pension	\$20,000 -	English	Aust
		67%	35%	64%	42%	66%	94%	\$30,000	99%	97%
								29%		
TAB off-course	18%	Male	35-49	City	Part&Chld	Full-time	Pension	\$20,000-	English	Aust
		65%	33%	63%	36%	53%	91%	\$30,000	99%	95%
								26%		
Phone TAB	4%	Male	50+	City	Part&Chld*	Full-time	Pension	<\$10,000	English	Aust
		71%	41%	67%	38%	50%	100%	29%	100%	95%
Bingo	6%	Female	50+	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		61%	39%	58%	32%	27%	100%	39%	97%	92%

\*Part&Chld = Partner and Children

**Table 2.8.1B Demographic Characteristics Associated with Highest Percentage Involvement in Each Form of Gambling**

<i>Form</i>	<i>Overall Participation Rates</i>	<i>Sex</i>	<i>Age</i>	<i>Area</i>	<i>Personal Status</i>	<i>Employment Status</i>	<i>Income source for Retirees</i>	<i>Personal Income</i>	<i>Main Language</i>	<i>Australian/ Indigenous Australian</i>
Casino Table Games	13%	Male	35-49	City	Part&Chld	Full-time	Pension	\$20,000- \$30,000	English	Aust
		66%	29%	68%	40%	62%	83%	25%	99%	98%
Club Keno	28%	Male	35-49	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		52%	28%	64%	36%	47%	93%	26%	99%	97%
Casino Keno	27%	Female	50+	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		54%	29%	73%	38%	48%	89%	24%	99%	98%
TAB on-course	9%	Male	35-49	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		62%	30%	62%	33%	44%	75%	27%	99%	95%
Bookmakers	6%	Male	50+	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		67%	39%	64%	35%	51%	82%	26%	100%	98%
Mystery Ticket	15%	Male	35-49	City	Part&Chld	Full-time	Pension	<\$10,000	English	Aust
		52%	36%	59%	41%	52%	88%	27%	99%	98%
Sports Betting	2%	Male	25-34	City	Part&Chld	Full-time	Pension	\$50,000+	English	Aust
		92%	33%	71%	25%	67%	100%	21%	100%	100%
Other	3%	Male	35-44	City	Part&Chld	Full-time	Pension	\$30,000- \$40,000	English	Aust
		71%	37%	63%	45%	61%	67%	26%	100%	100%

\*Part&amp;Chld = Partner and Children

---

Referring to Tables 2.8.1A and 2.8.1B, generally speaking when overall participation rates are high then the association with demographic variables are weak or reflect the distribution of the variables in the sample, e.g. 30% of the sample reported a net income of less than \$10,000 per annum; therefore, this level of income is often a best predictor of involvement<sup>1</sup>.

For those gambling activities where the participation rates are low then stronger relationships appear with the demographic characteristics. For example the best predictors of the 18% who participate in TAB off-course are, not surprisingly: - 65% males typically 35-49 years old with an income of \$20-30,000 per annum.

For bingo with a participation rate of 6%, 61% are women, 39% are over 50 years of age, and they are less likely to be in full-time employment (27%).

Sports betting with an even smaller participation rate of 2% shows a highly specific set of predictors with 92% being men, one third aged 25-34 years, two thirds in full-time employment with 21% having an income of over \$50,000.

---

<sup>1</sup>Personal income data was collected from all respondents, and thus the \$10,000 or less category comprises, retirees on pensions, students, those with household duties etc. It is consequently a far larger category than all others, explaining why it is constantly given as a distinguishing demographic characteristic.

## Part 3: The Amount of Time Tasmanians Spent Gambling

### 3.1 Time Expenditure on Gambling

Table 3.1.1: Percentage of Gamblers Participating on Each Form by Sessional Time Categories

<i>Form</i>	<i>N</i>	%	%	%	%	%
		<i>0.25 HRS</i>	<i>0.25-1HRS</i>	<i>1-3 HRS</i>	<i>3-4 HRS</i>	<i>4+ HRS</i>
EGMs Casino	391	17.1	52.3	24.2	4.3	2.0
TAB off-course	207	78.9	13.6	3.3	0.5	2.3
Bingo	65	3.0	24.2	66.7	3.0	1.5
Casino Table Games	150	9.1	50.6	7.9	5.2	7.1
Club Keno	335	31.3	46.8	16.1	2.3	2.0
Casino Keno	323	33.0	45.5	13.7	1.5	5.1
TAB on-course	114	11.1	9.5	23.0	19.8	31.0
Bookmakers	71	8.3	9.5	23.8	21.4	33.3

Base = Total number of people who gambled on each activity

## 3.2 Comparison of the Tasmanian Metropolitan and Country Areas in Relation to Time Spent Gambling

**Table 3.2.1: Percentage Of Gamblers Participating on each Form by Time Category**

Form	% 0.25 HRS		% 0.25-1HRS		% 1-3 HRS		% 3-4 HRS		% 4+ HRS	
	CITY	CNTRY	CITY	CNTRY	CITY	CNTRY	CITY	CNTRY	CITY	CNTRY
Poker Machines	17.8	15.3	54.8	45.9	21.7	30.6	3.9	5.4	1.8	2.7
TAB off-course	79.9	77.2	13.4	13.9	4.5	1.3	0.0	1.3	0.7	5.1
Bingo	2.4	4.0	22.0	28.0	73.2	56.0	0.0	8.0	2.4	0.0
Casino Table Games	7.7	12.0	55.8	40.0	28.8	26.0	5.8	4.0	1.9	18.0
Club Keno	32.2	30.1	46.7	46.9	16.1	16.1	2.5	2.1	2.5	1.4
Casino Keno	34.6	28.9	44.3	48.9	14.2	12.2	2.0	0.0	4.1	7.8
TAB on-course	11.5	10.4	12.8	4.2	21.8	25.0	19.2	20.8	29.5	33.3
Bookmakers	13.0	0.0	13.0	3.3	20.4	30.0	18.5	26.7	33.3	33.3

Base = Total number of people who gambled on each activity

Although the accuracy with which a person can recall the duration of their last session remains uncertain, the distribution of the answers given in Table 3.2.1 have good face validity; bingo sessions do typically last between 1-3 hours, on-course betting can certainly last a whole afternoon, (over four hours) With these exceptions sessions in excess of one hour are relatively rarely reported; one in four gaming machine sessions last 1-3 hours. A large majority of TAB off-course participants (79%) visit briefly, for less than 15 minutes.

Very few differences emerge from the comparison of time spent gambling for city versus country samples (Table 3.2.1). There is a trend for a larger proportion of country players to have sessions of over 4 hours duration, particularly in the case of casino table games.

This may be in part a function of the probable greater distance travelled by country players to venues such as casinos and fits with the pattern of greater average session spend and less frequent visitation rates of country players (see Tables 4.3.1 and 2.5.1).

### **3.3 Gender differences in time expenditure emerge for the different gambling activities**

#### Poker Machines/EGMs :

male players are more likely than women to have short sessions and women players are more likely than men to have sessions of 1-3 hours duration

#### TAB off-course

women are very much more likely to visit a TAB for less than 15 minutes (92% of all women players)

#### Bingo

men are more likely to have sessions less than 1 hour duration and women sessions 1-3 hours long

#### Casino Table Games

less than 1 in 3 women players spend more than 1 hour but almost 50% of men do so

Examination of age differences in time spent on gambling is given at (tables 3.3.1, 3.3.2 and 3.3.3) but it is important to bear in mind the above mentioned sex differences in understanding some of the strongest results.

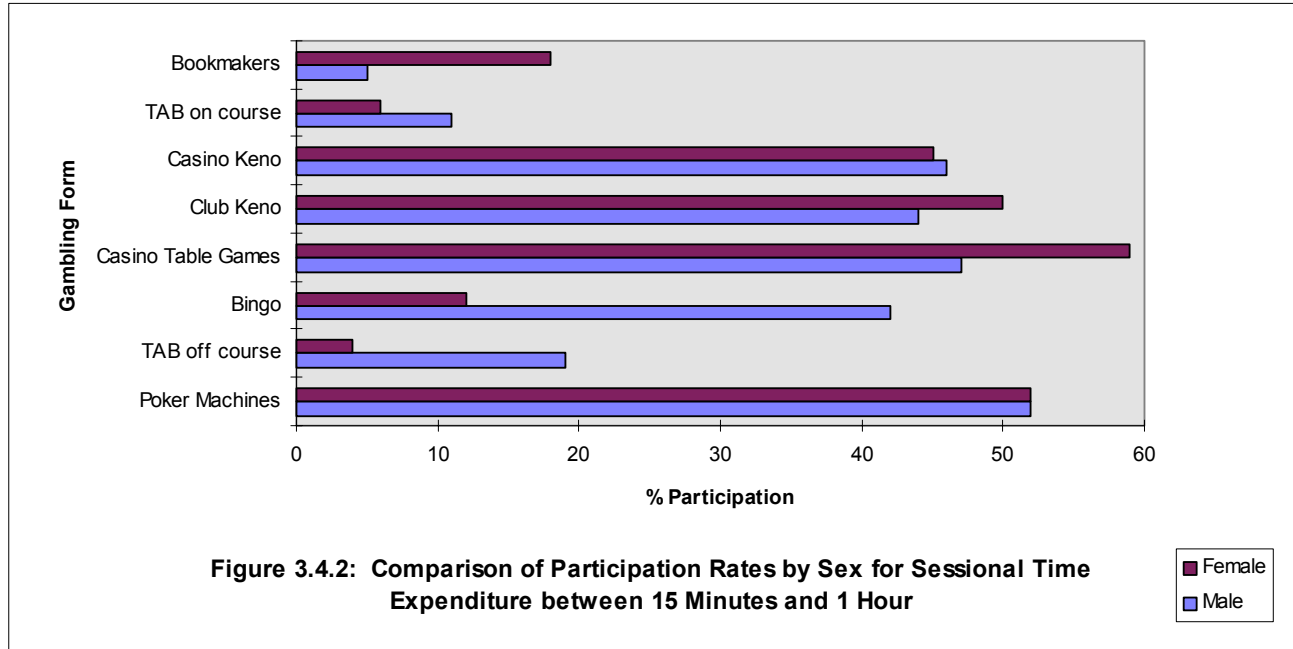
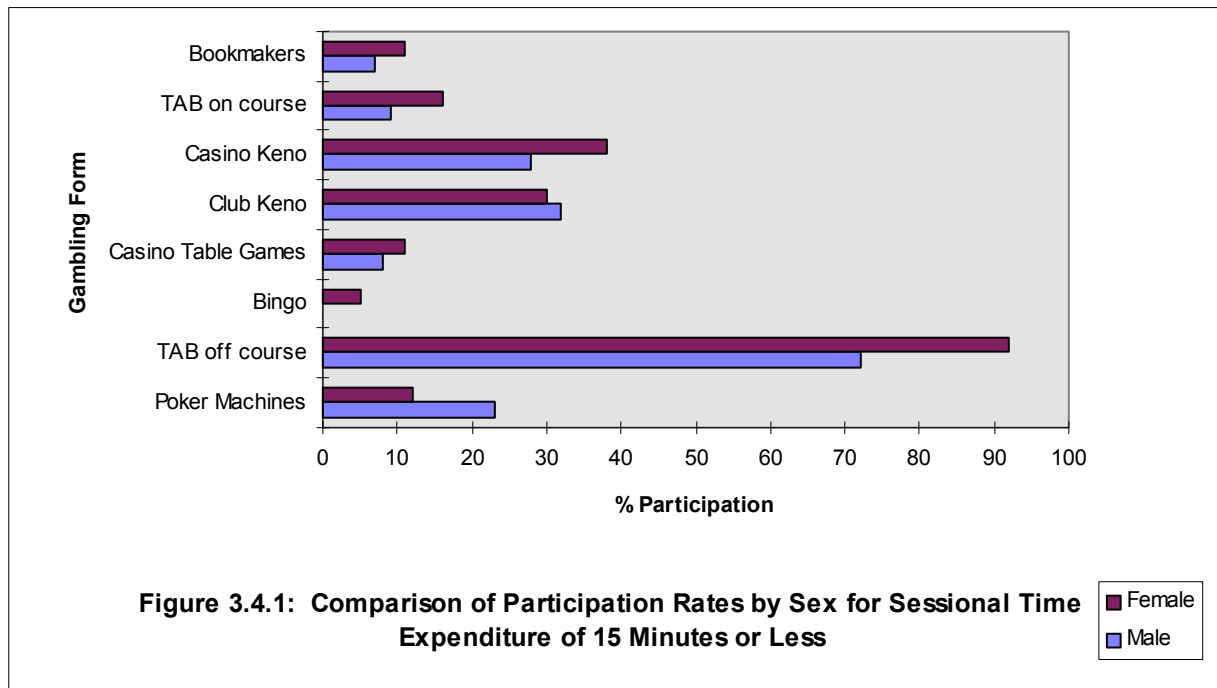
### 3.4 Gender Differences in Relation to the Amount of Time Spent Gambling

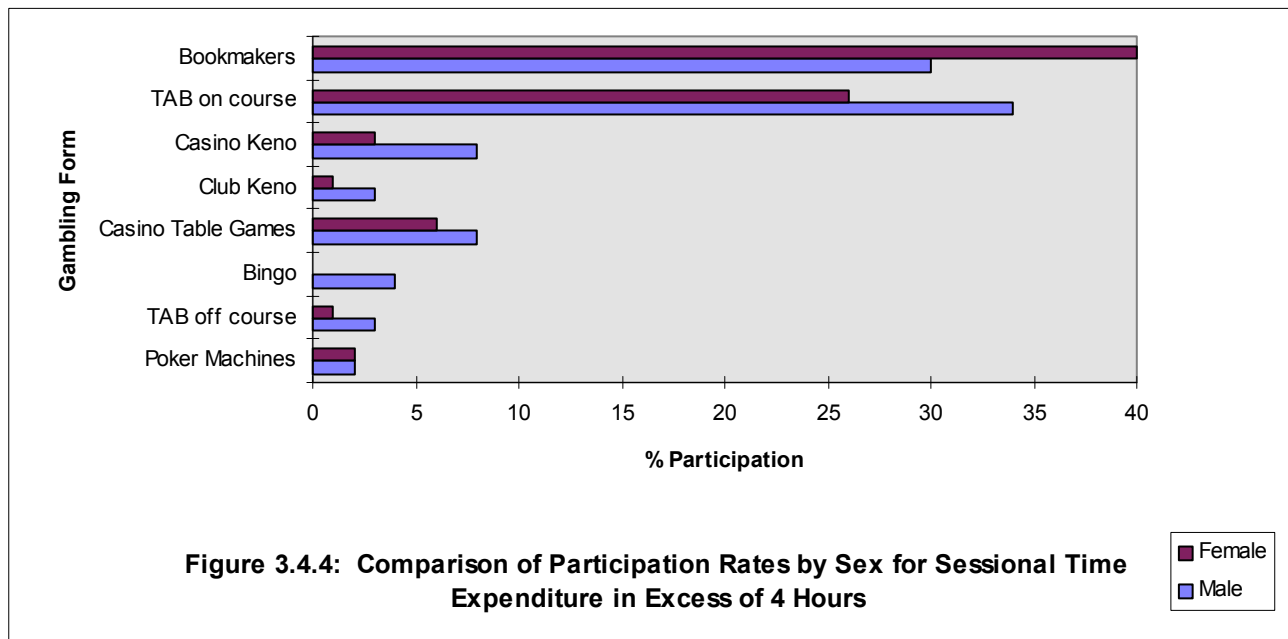
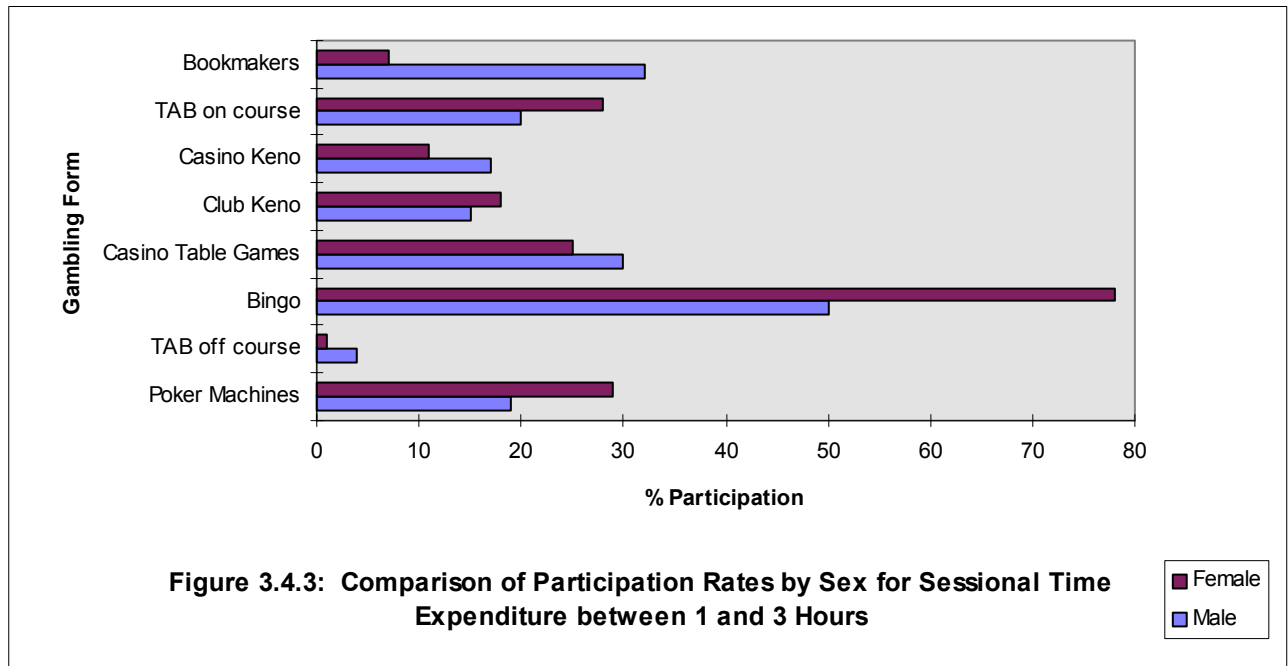
**Table 3.4.1: Percentage Of Gamblers Participating On Each Form By Sex and Time Expenditure**

Form	% 0.25 HRS		% 0.25-1HRS		% 1-3 HRS		% 3-4 HRS		% 4+ HRS	
	Male	Female	Male	Female	Male	Female	Male	Female	Male	Female
EGMs Casino	22.5	12.2	51.9	52.7	18.7	29.3	5.3	3.4	1.6	2.4
TAB off-course	71.7	92.0	18.8	4.0	4.3	1.3	0.7	0.0	2.9	1.3
Bingo	0.0	5.0	42.3	12.0	50.0	77.5	0.0	5.0	3.8	0.0
Casino Table Games	7.9	11.3	46.5	58.5	29.7	24.5	7.9	0.0	7.9	5.7
Club Keno	32.2	30.3	44.1	49.7	14.7	17.6	3.4	1.2	3.4	0.6
Casino Keno	27.7	37.6	45.8	45.3	16.8	11.0	0.6	2.2	7.7	2.8
TAB on-course	8.9	15.9	11.4	6.4	20.3	27.7	20.3	19.1	34.2	25.5
Bookmakers	7.1	10.7	5.4	17.9	32.1	7.1	21.4	21.4	30.4	39.3

Base = Total number of people who gambled on each activity (as per Table 2.3.1)







### 3.5 Age Differences in Relation to Time Spent Gambling

**Table 3.5.1: Mean Amount Of Time Per Session (In Minutes) Spent By Each Age Group On Each Form**

Form	Age Groups				Overall		
	18-24	25-34	35-49	50+	Tasmania	South Australia	Victoria
					1996	1996	1996
EGMs Casino*	48	74	83	91	75	23	112 <sup>1</sup>
TAB off-course*	84	25	25	8	29		
Bingo	69	112	141	148	128	15	127
Casino Table Games	73	150	134	103	116		116
Club Keno*	33	63	57	98	64	20 <sup>2</sup>	
Casino Keno	49	66	86	128	86		
TAB on-course	163	265	225	258	234		
Bookmakers	284	271	261	381	299		

One-way ANOVAs were conducted to determine whether the amount of time spent gambling on each activity differed according to age group. This analysis revealed a significant difference for EGMs<sup>3</sup>, off-course TAB<sup>4</sup> and club keno<sup>5</sup>.

To locate the source of these differences, post-hoc tests were conducted using Bonferroni Least Significant Difference (LSD) tests. These revealed that 35-49 year olds and those aged over 50 spent significantly more time playing poker machines (per session) than did the 18-24 year olds. For off-course TAB betting 18-24 year olds spent significantly more time betting than did either the 35-49 year olds or those aged over 50. Those aged 50+ spent significantly more time playing club keno than did the 18-24 year olds.

Possible comparisons with the 1996 Victorian and South Australian studies are limited due to differences in categorisations, however of the possible comparisons shown in Table 3.5.1, overall figures for Bingo and casino table games show Victorians are very similar to Tasmanians in terms of time spent gambling.

**Table 3.5.2: Mean Amount of Time Per Week (in Minutes) Spent by Age Group and Form**

<sup>1</sup> 74 minutes EGMs in clubs and hotels

<sup>2</sup> All forms of keno

<sup>3</sup> Poker machines  $F(3, 388)=4.1; p<.01$

<sup>4</sup> Off-course TAB  $F(3, 209)=4; p<.01$

<sup>5</sup> Club keno  $F(3, 338)=3.6; p<.05$

<i>Form</i>	<i>18-24</i>	<i>25-34</i>	<i>35-49</i>	<i>50+</i>	<i>Overall</i>
EGMs Casino	7.5	28	17	24	19
TAB off-course	30	32	15	4	19
Bingo	13	11	93	68	53
Casino Table Games	11	14	10	37	16
Club Keno	11	29	33	24	25
Casino Keno	6	4	7	14	8
TAB on-course	25	8	22	13	17
Bookmakers	35	18	20	22	22

Table 3.5.2 provides an average per week figure, calculated after computing time spent by frequency of play. It should be noted that this is less than average session figures as for many players, frequency is less than once per week.

One-way ANOVAs were conducted to determine whether gamblers in different age groups differed in the amount of time spent gambling on each activity. 35-49 year olds spent significantly more time playing bingo<sup>1</sup> when per session time spent was adjusted for frequency of play (this provides a more realistic view of time expenditure on each form, as it adjusts for large but infrequent time expenditure, as well as small but frequent time expenditure).

<sup>1</sup> Bingo  $F(3, 61)=4.5;p<.01$

---

## **Part 4: The Amount of Money Tasmanians Spent on Gambling**

### **4.1 Overview**

In asking respondents about their expenditure of time and money on gambling, questions focussed on one gambling activity at a time and session characteristics of expenditure were identified for the last occasions; e.g. if they answered yes to EGMs then they were asked, “approximately how much money did you spend on poker machines (i.e. out of pocket) on the last occasion?”

If the respondent said they won, they were congratulated and the question was repeated for the previous occasion.

Session characteristics of time and money expenditure were therefore based on the actual replies of respondents. Weekly expenditure was calculated for each person who gambled by combining session spend with reports of the frequency of sessions per week, per month etc.

#### **Statistical Note:**

Three outliers were apparent in the 1996 data set, that is, there were 3 respondents who reported spending \$50,000, \$3,252 and \$811 respectively, per week. Due to the extreme nature of these cases, they were omitted from the sample when calculating amounts spent on each form in Section 4 below. Their omission minimizes the impact on average (mean) amounts spent, which would have otherwise resulted in an inflated figure, in particular for EGMs, off-course TAB, and casino table games. Consequently, a more realistic estimate of average spending patterns is provided, and the reader is also invited to consider median figures which reflect the mid point (i.e. the point at which an equal number of values occur both above and below the median).

The omission of the three outliers is denoted by • in the tables throughout Section 4. Revised figures for EGMs and casino table games contain 2 less respondents and off-course TAB contains 1 less respondent.

## 4.2 Amount Spent on Each Form of Gambling

Table 4.2.1 and Figure 4.2.2 illustrate the different levels and distributions of expenditure patterns per session/occasion for all the available gambling activities.

**Table 4.2.1: Levels of Expenditure in Relation to Each Session of Gambling for all Forms**  
[Percentages based on the number of people who gambled on each activity]

<i>Form</i>	%	%	%	%	%	%
	\$1-5	\$6-10	\$11-20	\$21-50	\$51-100	\$101+
Tattslotto*	50.1	35.5	9.8	3.3	0.1	0.0
Raffle	78.2	8.9	9.9	2.1	0.2	0.0
Scratch 'n' Win	85.3	10.0	1.8	0.3	0.1	0.0
Beer tickets	92.7	2.9	1.2	0.0	0.4	0.0
•EGMs Casino*	17.3	21.9	34.4	19.4	4.1	1.3
Tipping Competition	73.7	4.4	6.4	10.8	1.2	0.4
•TAB off-course	24.8	31.9	20.0	15.2	3.8	1.0
Phone TAB	14.3	21.4	31.0	21.4	2.4	0.0
Bingo	24.2	25.8	36.4	9.1	0.0	0.0
•Casino Table Games	2.6	13.0	25.3	37.7	10.4	4.5
Club Keno*	46.2	29.8	14.6	5.6	1.2	0.0
Casino Keno	36.3	31.5	18.5	7.1	0.6	0.6
TAB on-course	10.3	19.8	15.1	25.4	13.5	5.6
•Bookmakers	9.5	11.9	23.8	17.9	6.0	10.7
Mystery Ticket*	35.2	37.2	16.3	3.1	0.0	0.0
Sports Betting	8.3	12.5	25.0	4.2	12.5	12.5
Other	31.6	21.1	23.7	15.8	2.6	2.6

\*statistically significant differences between expenditure groupings ( $P < .05$ )

•Denotes forms from which outliers (cases of extreme expenditure) have been removed.

Note: people who were unable to say how much they spent account for percentages which do not total 100%.

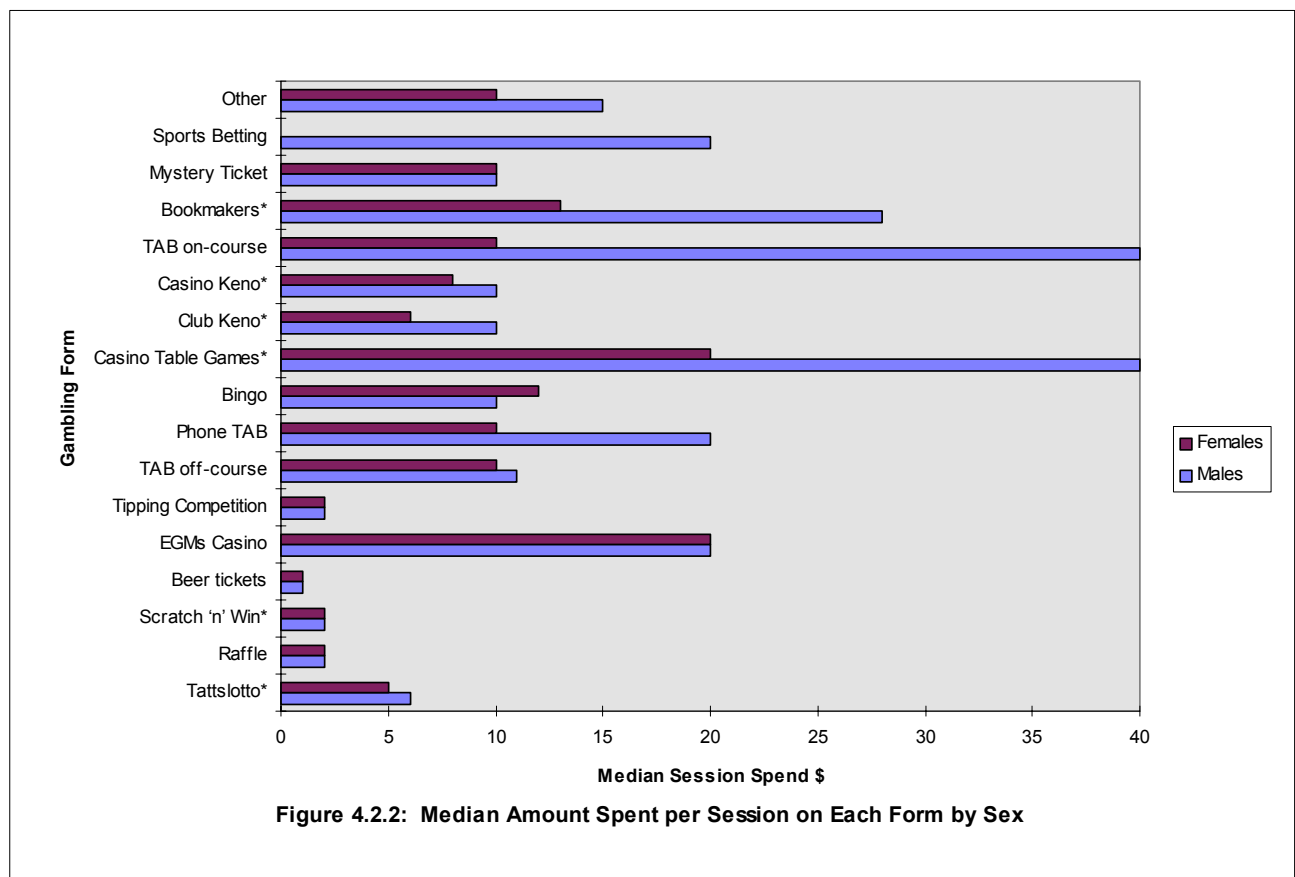
Using 2 x 5 contingency tables some significant associations between amount spent and gambling form were found for Tattslotto<sup>1</sup>, EGMs<sup>1</sup>, Club Keno<sup>2</sup> and Mystery tickets<sup>3</sup>.

<sup>1</sup> Tattslotto  $\chi^2=173.0; p < .001$

The most popular forms of gambling, tattslotto, raffles and scratch 'n' win all have a typical expenditure of between \$1 and \$10 with almost 90% of respondents included in this range.

In contrast, the range of expenditure on EGMs, betting and casino table games is much brader with significant proportions of players spending \$21-50 per session, and at all lower categories of spend.

Figure 4.2.2. shows the median spend per session for men and women. This is a lower figure than the average (mean) given in table 4.4.1 but is less influenced by reports of unusually large amounts spent by one or two respondents.



<sup>1</sup> EGMs  $\chi^2=183;p<.001$

<sup>2</sup> Club keno  $\chi^2=167.0;p<.001$

<sup>3</sup> Mystery tickets  $\chi^2=1094.9;p<.001$

### 4.3 Comparison of Tasmanian Metropolitan and Country Areas in Relation to Gambling Expenditure.

**Table 4.3.1: Mean [Median] Amount Spent per Session on Each Activity In The Metropolitan and Country Areas**

<i>Form</i>	<i>Tasmanian Metro</i>		<i>Tasmanian Country</i>	
	\$		\$	
Tattslotto	7.10	(5)	7.82	(6)
Raffle	6.97	(2)	5.32	(2)
Scratch 'n' Win	3.41	(2)	3.64	(2)
Beer tickets	1.88	(1)	2.96	(1)
•EGMs Casino*	21.24	(20)	29.66	(20)
Tipping Competition	8.86	(2)	8.16	(2)
•TAB off-course	29.56	(10)	20.68	(10)
Phone TAB	20.52	(20)	17.62	(10)
Bingo	12.73	(10)	11.17	(11)
•Casino Table Games	51.51	(30)	107.82	(25)
Club Keno	9.25	(6)	11.24	(8)
Casino Keno*	10.74	(10)	17.19	(10)
TAB on-course	53.15	(20)	30.31	(20)
•Bookmakers	71.00	(20)	62.19	(20)
Mystery Ticket	9.32	(10)	8.45	(10)
Sports Betting*	60.00	(20)	10.40	(20)
Other	37.50	(13)	16.62	(10)

Base=Total Number Who Participated In Each Form

\*statistically significant differences between expenditure groupings ( $P < .05$ )

•Denotes forms from which outliers (cases of extreme expenditure) have been removed.

Generally, median figures show stability of amount spent per session. As might be expected country respondents spent significantly more per session on egms and casino keno than city respondents. City respondents spent significantly more on bookmakers.



## 4.4 Gender Differences in Gambling Expenditure

**Table 4.4.1: Estimated Mean [Median] Amount Spent per Session on Each Form by Sex**

<i>Form</i>	<i>Males</i>		<i>Females</i>	
		\$		\$
Tattslotto*	8.14	(6)	6.70	(5)
Raffle	6.33	(2)	6.41	(2)
Scratch 'n' Win*	4.00	(2)	3.15	(2)
Beer tickets	2.42	(1)	2.13	(1)
•EGMs Casino	23.47	(20)	23.70	(20)
Tipping Competition	9.50	(2)	6.77	(2)
•TAB off-course	41.41	(11)	11.66	(10)
Phone TAB	21.70	(20)	14.83	(10)
Bingo	10.25	(10)	13.28	(12)
•Casino Table Games*	92.16	(40)	25.00	(20)
Club Keno*	11.40	(10)	9.00	(6)
Casino Keno*	15.21	(10)	10.00	(8)
TAB on-course	67.24	(40)	15.86	(10)
•Bookmakers*	88.63	(25)	21.32	(13)
Mystery Ticket	9.00	(10)	8.87	(10)
Sports Betting	64.60	(20)	0.0	(0)
Other	37.54	(15)	12.73	(10)

\*statistically significant differences between males and females' expenditure ( $P < .05$ )

•Denotes forms from which outliers (cases of extreme expenditure) have been removed.

Using independent t-tests, statistically significant patterns of sessional expenditure were found for men and women on some forms of gambling. Males spend significantly more than females per session on tattslotto<sup>1</sup> scratch 'n' win<sup>2</sup>, club keno<sup>3</sup>, casino keno<sup>4</sup>, on-course TAB<sup>5</sup>, bookmakers<sup>6</sup>, and particularly on table games at the casino<sup>7</sup>.

<sup>1</sup>Tattslotto  $t(676)=3.0;p<.01$

<sup>2</sup> Scratch 'n' Win  $t(442)=2.77;p<.01$

<sup>3</sup> Club Keno  $t(234)=2.1;p<.05$

<sup>4</sup> Casino Keno  $t(258)=2.97;p<.01$

<sup>5</sup> On-course TAB  $t(77)=3.41;p<.001$

<sup>6</sup> Bookmakers  $t(59)=2.6;p<.05$

<sup>7</sup> Casino table games  $t(98)=2.05;p<.05$

## 4.5 Age Differences in Gambling Expenditure

**Table 4.5.1: Estimated Mean [Median] Amount Spent per Session on Each Form by Age Group**

<i>Form</i>	18-24		25-34		35-49		50+	
	\$		\$		\$		\$	
Tattslotto	6.74	(5)	7.24	(6)	7.61	(5)	7.48	(5)
Raffle	7.65	(2)	4.11	(2)	7.40	(2)	6.38	(2)
Scratch 'n' Win	3.21	(2)	3.85	(2)	3.62	(2)	3.40	(2)
Beer tickets	3.00	(1)	1.83	(1)	2.06	(1)	2.72	(4)
•EGMs Casino	19.08	(10)	22.51	(19)	25.96	(20)	25.78	(20)
Tipping Competition	6.13	(2)	11.46	(2)	8.71	(2)	5.97	(2)
•TAB off-course	13.86	(10)	47.92	(10)	24.43	(12)	16.33	(10)
Phone TAB	11.67	(10)	15.11	(10)	25.18	(20)	19.60	(20)
Bingo	14.13	(12)	9.88	(8)	15.63	(17)	10.67	(10)
•Casino Table Games	31.12	(20)	74.60	(35)	121.10	(30)	33.75	(25)
Club Keno	7.51	(5)	11.20	(10)	11.10	(6)	10.44	(5)
Casino Keno	8.94	(5)	11.96	(10)	15.16	(10)	12.33	(10)
TAB on-course	44.50	(20)	48.92	(35)	74.10	(32)	23.28	(10)
•Bookmakers	28.18	(20)	62.20	(30)	121.10	(20)	27.82	(10)
Mystery Ticket	9.18	(10)	10.00	(10)	8.94	(10)	7.77	(10)
Sports Betting	85.00	(10)	68.57	(20)	66.00	(20)	19.00	(20)
Other	5.00	(5)	61.20	(10)	18.36	(15)	21.55	(10)

•Denotes forms from which outliers (cases of extreme expenditure) have been removed.  
There were no significant differences between age groups on amount spent per session.

## 4.6 Gambling Expenditure in Relation to Current Work Status

**Table 4.6.1: Estimated Mean [Median] Amount Spent per Session on Each Form by Work Status**

<i>Form</i>	Full-time		Part-time		Non-Workers	
	\$		\$		\$	
Tattslotto	8.00	(6)	6.91	(6)	6.92	(5.00)
Raffle	6.32	(2)	9.17	(2)	5.37	(2.00)
Scratch 'n' win*	4.04	(2)	3.19	(2)	3.18	(2.00)
Beer tickets	2.36	(1)	2.87	(1)	2.03	(1.00)
•EGMs Casino	23.30	(20)	22.92	(20)	24.33	(15.00)
Tipping Competition	9.31	(2)	4.97	(2)	8.75	(2.00)
•TAB off-course	40.13	(14)	13.54	(10)	10.91	(10.00)
Phone TAB	20.60	(20)	19.83	(18)	17.58	(10.00)
Bingo	10.41	(10)	14.27	(15)	12.31	(11.50)
•Casino Table Games	93.22	(33)	28.18	(20)	31.86	(20.00)
Club Keno*	11.63	(10)	10.64	(10)	8.14	(5.00)
Casino Keno*	14.97	(10)	12.10	(10)	9.00	(5.00)
TAB on-course*	77.58	(40)	27.10	(10)	20.60	(10.00)
•Bookmakers	107.71	(25)	44.23	(20)	20.30	(10.00)
Mystery Ticket	9.83	(10)	9.31	(10)	7.29	(8.00)
Sports Betting	82.13	(20)	5.00	(5)	16.70	(10.00)
Other	44.46	(20)	11.00	(10)	8.30	(7.50)

\* statistically significant differences between work status group on expenditure ( $p < .05$ )

•Denotes forms from which outliers (cases of extreme expenditure) have been removed.

Statistically significant differences on expenditure across work status groups were found for on-course TAB<sup>1</sup>, casino keno<sup>2</sup>, club keno<sup>3</sup> and scratch tickets<sup>4</sup>. Full-time workers spent significantly more at on-course TAB, casino keno, club keno, and scratch tickets than did non-workers.

<sup>1</sup> On-course TAB  $F(2, 116)=4.3; p < .05$

<sup>2</sup> Casino keno  $F(2, 318)=5.1; p < .01$

<sup>3</sup> Club keno  $F(2, 335)=3.7; p < .05$

<sup>4</sup> Scratch tickets  $F(2, 667)=4.1; p < .05$

**Table 4.6.2: Estimated Mean [Median] Amount Spent per Session on Each Form for Non-Workers**

<i>Form</i>	Retired		Looking for Work		Househod Duties		Students	
	\$		\$		\$		\$	
Tattslotto	7.52	(5)	7.61	(6)	6.25	(5)	5.23	(5)
Raffle	6.49	(2)	5.04	(2)	4.63	(2)	3.42	(2)
Scratch 'n' Win	3.15	(2)	3.21	(2)	3.28	(2)	2.63	(2)
Beer tickets	2.64	(1)	1.93	(1)	1.85	(2)	1.43	(1)
EGMs Casino	24.10	(15)	26.67	(23)	30.67	(20)	12.60	(10)
Tipping Competition	7.75	(2)	5.71	(1)	10.47	(2)	10.14	(3)
TAB off-course	9.25	(9)	11.57	(10)	8.25	(10)	12.80	(10)
Phone TAB	13.57	(10)	40.50	(*)	10.00	(10)	00	(*)
Bingo*	6.82	(7)	16.80	(*)	16.93	(18)	3.00	(*)
Casino Table Games	34.75	(21)	43.3	(*)	20.00	(15)	27.22	(20)
Club Keno	6.24	(5)	8.82	(6)	10.32	(5)	5.64	(5)
Casino Keno	8.33	(5)	8.00	(5)	9.84	(5)	7.23	(5)
TAB on-course	14.00	(10)	20.00	(20)	15.88	(11)	14.00	(10)
Bookmakers	7.80	(10)	27.50	(*)	15.67	(18)	10.00	(5)
Mystery Ticket	7.09	(5)	6.25	(*)	7.83	(10)	6.00	(5)
Sports Betting	35.00	(*)	10.00	(*)	0.0	(0)	5.00	(*)
Other	6.17	(5)	20.00	(*)	5.50	(5)	15.00	(*)

\* statistically significant differences between non-workers on expenditure ( $p < .05$ )

Those doing household duties spent significantly more on bingo<sup>1</sup> than did students or retired people. No other significant differences were found.

<sup>1</sup> Bingo  $F(4,310)=4.8;p<.01$

## 4.7 Gambling Expenditure in Relation to Personal (Marital) Status

**Table 4.7.1: Estimated Mean [Median] Amount Spent Per Session On Each Form By Personal Status**

<i>Form</i>	Partnered, no children \$		Children, No Partner \$		Partnered with children \$		Relatives \$	
Tattslotto	7.34	(6)	6.90	(6)	6.64	(5)	8.35	(5)
Raffle	5.69	(2)	5.80	(2)	7.58	(2)	3.24	(2)
Scratch 'n' Win	3.69	(2)	3.78	(2)	3.36	(2)	3.27	(2)
Beer tickets	3.119	(1)	1.94	(1)	1.98	(1)	1.63	(1)
•EGMs Casino	20.56	(20)	35.88	(20)	24.49	(20)	18.91	(20)
Tipping Competition	5.37	(2)	12.47	(2)	7.52	(2)	8.08	(2)
•TAB off-course	20.39	(10)	12.27	(10)	20.53	(11)	14.61	(10)
Phone TAB	22.90	(18)	15.00	(#)	20.86	(20)	15.40	(12)
Bingo	9.14	(8)	19.13	(20)	13.85	(11)	12.33	(10)
•Casino Table Games	71.00	(30)	47.50	(#)	79.60	(20)	43.70	(40)
Club Keno	10.16	(5)	8.32	(5)	9.74	(10)	8.08	(5)
Casino Keno	10.16	(10)	7.81	(5)	13.90	(10)	11.93	(5)
TAB on-course	55.20	(20)	22.90	(20)	47.38	(36)	60.00	(20)
•Bookmakers	79.29	(10)	51.67	(18)	66.89	(20)	37.72	(20)
Mystery Ticket	9.38	(10)	7.79	(9)	8.77	(10)	9.86	(10)
Sports Betting	55.00	(20)	50.00	(#)	30.40	(20)	138.33	(#)
Other	9.30	(8)	5.50	(#)	22.18	(15)	15.00	(#)

\* statistically significant differences between personal status on expenditure ( $p < .05$ )

# numbers too small to allow statistically valid comparisons ( $n < 5$ ).

•Denotes forms from which outliers (cases of extreme expenditure) have been removed.

Personal (marital) status was not informative about patterns of expenditure, as very little variation is apparent across each category.

**Table 4.7.1 Continued: Estimated Mean [Median] Amount Spent Per Session On Each Form By Personal Status**

<i>Form</i>	<i>Single Person</i>		<i>Group Household</i>	
	<i>\$</i>		<i>\$</i>	
Tattslotto*	8.89	(6)	9.15	(7)
Raffle	6.83	(2)	3.74	(2)
Scratch 'n' Win	3.64	(2)	4.14	(2)
Beer tickets	2.61	(1)	2.00	(2)
EGMs Casino*	24.83	(15)	29.14	(10)
Tipping Competition*	9.81	(2)	34.25	(8)
TAB off-course*	22.84	(10)	160.20	(11)
Phone TAB	16.29	(8)	0.0	(#)
Bingo*	10.67	(10)	18.00	(#)
Casino Table Games*	47.14	(20)	101.82	(40)
Club Keno	12.48	(10)	16.62	(2)
Casino Keno	14.62	(6)	11.33	(10)
TAB on-course	52.56	(30)	31.25	(#)
Bookmakers	105.00	(30)	27.50	(#)
Mystery Ticket	8.81	(10)	6.50	(#)
Sports Betting	15.00	(#)	106.67	(#)
Other*	20.00	(#)	180.00	(#)

# numbers too small to allow statistically valid comparisons ( $n < 5$ ).

•Denotes forms from which outliers (cases of extreme expenditure) have been removed.

Respondents in the group household spent significantly more on 'other' forms of gambling than did partner respondents both with and without children<sup>1</sup>. On bingo, respondents with children but no partner spent significantly more than did those with a partner and no children<sup>2</sup>. Those in the group household spent significantly more on off-course betting than did any other group<sup>3</sup>. Those living in a group household spent significantly more on tipping competitions than did those who were partnered and with or without children, as well as those living with relatives<sup>4</sup>. Again those living in a group household arrangement spent significantly more on poker machines than all other groups<sup>5</sup>. Those partnered and with children spent significantly more on tattslotto than did those living in a single household<sup>6</sup>.

<sup>1</sup> Other  $F(5,31)=2.5;p<.05$

<sup>2</sup> Bingo  $F(5, 58)=2.4;p<.05$

<sup>3</sup> Off-course-TAB  $F(5, 204)=5.6;p<.001$

<sup>4</sup> Tipping  $F(5, 243)=3.1;p<.01$

<sup>5</sup> Poker machines  $F(5, 384)=5.4;p<.001$

<sup>6</sup> Tattslotto  $F(5, 241)=2.9;p<.05$

## 4.8 Gambling Expenditure in Relation to Annual Personal Income

**Table 4.8.1: Estimated Mean [Median] Amount Spent Per Session On Each Form By Annual Personal Income**

Form	<\$10,000		\$10,000-\$20,000		\$20,001-\$30,000		\$30,001-\$40,000		\$40,001-\$50,000		\$50,000+	
	Mean	(n)	Mean	(n)	Mean	(n)	Mean	(n)	Mean	(n)	Mean	(n)
Tattslotto*	7	(5)	7	(5)	8	(5)	7	(5)	8	(6)	11	(7)
Raffle*	5	(2)	8	(2)	4	(2)	5	(2)	7	(2)	16	(2)
Scratch 'n' Win	3	(2)	4	(2)	3	(2)	4	(2)	4	(2)	5	(2)
Beer tickets	2	(1)	2	(1)	3	(1)	2	(1)	2	(1)	2	(2)
•EGMs Casino	22	(20)	24	(20)	24	(20)	29	(20)	17	(17)	27	(20)
Tipping	5	(2)	7	(2)	10	(2)	6	(2)	14	(2)	6	(2)
Competition												
•TAB off-course	11	(10)	14	(10)	19	(10)	25	(15)	35	(15)	107	(20)
Phone TAB	20	(10)	17	(15)	12	(13)	22	(20)	19	(20)	25	(20)
Bingo	12	(10)	11	(10)	14	(15)	10	(10)	8	(#)	10	(#)
•Casino Table	26	(20)	32	(20)	51	(35)	51	(40)	51	(30)	256	(50)
Games												
Club Keno	9	(5)	8	(8)	12	(10)	13	(10)	13	(10)	9	(10)
Casino Keno*	9	(5)	9	(6)	13	(10)	18	(10)	13	(10)	22	(10)
TAB on-course*	18	(10)	24	(16)	44	(20)	50	(45)	149	(100)	131	(40)
•Bookmakers	18	(15)	38	(20)	73	(20)	76	(40)	119	(38)	181	(50)
Mystery Ticket*	7	(8)	11	(10)	9	(10)	9	(5)	8	(7)	12	(10)
Sports Betting	8	(#)	15	(#)	15	(#)	41	(#)	250	(#)	90	(20)
Other	23	(#)	7	(5)	12	(10)	11	(8)	35	(#)	125	(20)

\* statistically significant differences between annual personal income groups on expenditure ( $p < .05$ )

# numbers too small to allow statistically valid comparisons ( $n < 5$ ).

•Denotes forms from which outliers (cases of extreme expenditure) have been removed.

Those earning \$10,000 to \$20,000 spent significantly more on mystery tickets than those earning less than \$10,000.<sup>1</sup> The 2 groups earning in excess of \$40,000 spent significantly more on off-course TAB than those who earned less than \$10,000<sup>2</sup>. Those earning above \$50,000 or between \$30,000-\$40,000 spent significantly more on casino keno than those who earned less than \$10,000<sup>3</sup>. Those earning in excess of \$50,000 also spent more on casino keno than those in the \$10,000 to \$20,000 group. Those

<sup>1</sup> Mystery tickets  $F(5, 169)=2.5; p < .05$

<sup>2</sup> On-course TAB  $F(5, 110)=3.7; p < .01$

<sup>3</sup> Casino Keno  $F(5, 291)=4.0; p < .01$

earning \$50,000+ spent significantly more on raffle tickets than those earning \$20,000 to \$30,000<sup>1</sup>, and similarly those earning \$50,000+ spent significantly more than those groups earning less than \$10,000, \$10,000-\$20,000 and \$30,000 to \$40,000<sup>2</sup>.

## 4.9 Summary of Expenditure Figures

**Table 4.9.1: Demographic Characteristics Associated with Higher and Lower Calculated Weekly Expenditures on Gambling [Overall sample mean= \$15.46, median= \$3.90]**

<i>Characteristics</i>	<i>Highest \$</i>	<i>Lowest \$</i>
Area	Tas Metro: \$16.38 (3.7)	Tas Country: \$13.81 (4.2)
Gender*	Males: \$22.34 (5.0 )	Females: \$9.20 (3.1 )
Age*	Aged 25-34: \$19.89 (4.20)	Aged 18-24: \$7.85 (2.30)
Work Status*	Full-time: \$21 (4.90)	Part-time: \$11.02 (4.3)
Non Workers	Looking: \$23.27 (2.7)	Students: \$3.63 (1.8)
Personal Status*	Group Household: \$39.02 (1.97)	Living with relations: \$9.66 (2.87)
Annual Personal Income*	\$50,000+: \$50.42 (6.3)	less than \$10,000: \$10.28 (3.3)

\*statistically significant difference ( $p < .05$ ) between highest and lowest means using t-tests and one-way ANOVAs

Table 4.9.1 summarises the demographic characteristics associated with higher weekly expenditures on individual gambling activities. No significant differences were apparent between country and city areas, or status as a non-worker, in terms of amount spent per week.

The groups spending significantly more per week on gambling are men, full-time workers, group households, and those earning \$30,000-\$40,000.

<sup>1</sup> Raffle tickets  $F(5, 859)=2.2; p < .05$

<sup>2</sup> Tattslotto  $F(5, 699)=3.2; p < .01$ .



**Table 4.9.2: Characteristics of People with the Highest Expenditure Levels on Individual Activities (Mean [Median figures provided] - based on Sessional Expenditure.**

Form	Overall Sample \$	Characteristics of those with the highest expenditures for each form respectively
Tattslotto	7.36 (5)	Income: \$50,000+ \$11 (7) Personal Status: Group Household \$9.15 (7) Sex: Males \$8.14 (6)
Raffle	6.38 (2)	Income: \$50,000+: \$16 (2)
Scratch 'n' Win	3.50 (2)	Work Status: Full-time: \$4.04 (2) Sex: Males \$4.00 (2)
Beer Tickets	2.34 (1)	No significant associations
EGMs Casino	23.62 (20)	Personal Status: children, no partner: \$35.88 (20) Area: Country \$25.04 (20)
Tipping Competition	8.61 (2)	Personal Status: Group Household \$34.25 (8)
TAB off-course	26.34 (10)	Personal Status: Group Household: \$160.20 (11)
Phone TAB	19.53 (18)	No significant associations
Bingo	12.14 (10)	Personal Status: Children, no partner: \$19.13 (20) Work Status: Household duties \$16.93 (18)
Casino Table Games	68.63 (30)	Income: \$50,000+ \$256 (50) Age Group: 35-49 \$121.10 (30) Personal Status: Group Household \$101.82 (40) Sex: Males \$92.16 (40)
Club Keno	10.10 (6)	Work Status: Full-time \$11.63 (10) Sex: Males \$11.40 (10)
Casino Keno	12.42 (10)	Income: \$50,000+ \$22.00 (10) Sex: Males \$15.21 (10) Work Status: Full-time \$14.97 (10) Area: Country \$14.00 (10)
TAB on-course	44.37 (20)	Income: \$40-50,000: \$149 (100) Work Status: Full-time \$77.58 (40)
Bookmakers*	67.78 (20)	Age Group: 35-49 \$121.10 (20) Sex: Males \$88.63 (25)
Mystery Ticket*	8.97 (10)	Income: \$50,000+: \$12 (10)
Sports Betting	46.95 (20)	Area: Country \$52.78 (20)
Other	30.16 (10)	No <u>valid</u> significant associations

Table 4.9.2 provides a summary of Tables 4.3.1 through 4.81, which detail sessional expenditure by demographic characteristics. Figures have been taken from only those analyses where there was a significant difference between the different demographic groups.

These figures have been taken from the analyses of total expenditure per year. Only those figures where analyses showed a significant result were used. With the exception of phone TAB, beer tickets and other forms of gambling, it is possible to demonstrate the characteristics of the person likely to spend more highly on each form. For example, people with an income of \$50,000+ had the highest expenditure on casino keno, and this amount was found to be significantly greater than at least one income category. Notably, four demographic categories are predictive of high levels of expenditure for activities centred around the casino.

## 4.10 General Trends in Gambling Expenditure

**Table 4.10.1: Mean [Median] Amount Spent Per Session On Each Activity in the Metropolitan and Country Areas, Compared with Victoria 1996**

<i>Form</i>	<i>CITY</i>		<i>COUNTRY</i>		<i>Victoria 1996</i>
	<i>Hobart/Launceston</i>		<i>Tasmanian Country</i>		
		\$		\$	
Tattslotto	7.10	(5)	7.82	(6)	8.00
Raffle	6.97	(2)	5.32	(2)	4.00
Scratch 'n' Win	3.41	(2)	3.64	(2)	4.00
Beer tickets	1.88	(1)	2.96	(1)	
EGMs Casino	21.24	(20)	29.66	(20)	28.00 <sup>1</sup>
Tipping Competition	8.86	(2)	8.16	(2)	
TAB off-course	29.56	(10)	20.68	(10)	
Phone TAB	20.52	(20)	17.62	(10)	
Bingo	12.73	(10)	11.17	(11)	16.00
Casino Table Games	51.51	(30)	107.82	(25)	44 <sup>2</sup>
Club Keno	9.25	(6)	11.24	(8)	
Casino Keno	10.74	(10)	17.19	(10)	
TAB on-course	53.15	(20)	30.31	(20)	28 <sup>3</sup>
Bookmakers	71.00	(20)	62.19	(20)	
Mystery Ticket	9.32	(10)	8.45	(10)	
Sports Betting	60.00	(20)	10.40	(20)	21
Other	37.50	(13)	16.62	(10)	

Base=Total Number Who Participated In Each Form

Table 4.10.1 shows there is a trend from 1994 to 1996 for an overall increase in the proportion of people who answered questions concerning the amount they spend during a session of each particular gambling activity they enjoy. There is also a trend amongst the most popular gambling activities for respondents to be less likely to report session expenditure in the smallest (\$5) category. Given the almost stable actual expenditure figures for Tasmania in the financial years 1994/95 and 1995/96 it seems likely that both trends are a result of the switch to the use of the telephone methodology; it may be easier for respondents to more honestly nominate figures of expenditure over the phone than face-to-face, despite the use of the card system used in the the 1994 door-knock interview.

<sup>1</sup> EGMs in clubs and hotels

<sup>2</sup> Includes EGMs in Casino

<sup>3</sup> Horseracing (i.e. on and off-course; excludes trotting and greyhound racing).

#### **4.11 Comparisons with the Results from the IVth Survey of Community Gambling Patterns, Victorian Casino Gaming Authority (1997)**

The comparisons of CITY versus COUNTRY in Table 4.10.1 show very similar patterns of session expenditure for the different forms of gaming and wagering; this is particularly so when the medians are compared.

Of the most popular forms of continuous gambling, greater average session expenditure is shown for COUNTRY players on;

- EGMs (casino)
- Casino table games
- Keno (club and casino)

but in every case this must be seen in the context of a smaller proportion of players engaging in these activities on a regular basis, weekly or monthly (see Table 2.5.1).

Similarly, the greater average session expenditure in the TAB (on and off-course) reported by CITY players is offset by the larger proportion of COUNTRY players who engage in this activity on a weekly basis.

The difference between the mean expenditure on Sports Betting arises from a small participation base and the median provides a more secure comparison.

**Table 4.10.2: Levels of Expenditure in relation to each session of gambling for all forms  
[Percentages based on the number of people who Gambled on each Activity.]**

Form	\$1-5 %		\$6-10 %		\$11-25 <sup>1</sup> %		\$26-50 <sup>2</sup> %		\$51-100 %		\$101+ %	
	1994	1996	1994	1996	1994	1996	1994	1996	1994	1996	1994	1996
Tattsлото	60.9	50.1	23.6	35.5	11.6	9.8	2.8	3.3	0.9	0.1	0.2	0.0
Raffle	88.2	78.2	4.9	8.9	4.7	9.9	1.9	2.1	0.2	0.2	0.0	0.0
Scratch 'n' Win	86.8	85.3	9.4	10.0	2.3	1.8	1.4	0.3	0.4	0.1	0.0	0.0
Beer tickets	91.3	92.7	6.3	2.9	1.6	1.2	0.8	0.0	0.0	0.4	0.0	0.0
Casino Gaming Machines	9.7	17.3	19.4	21.9	33.0	34.4	28.2	19.4	5.8	4.1	3.9	1.3
Tippling Competition	92.8	75.7	4.1	4.4	2.1	6.4	0.0	10.8	1.0	1.2	0.0	0.4
TAB off-course	31.6	24.4	29.1	31.5	22.8	19.7	12.7	15.0	3.8	3.8	0.0	1.9
Phone TAB	43.3	14.3	20.0	21.4	20.0	31.0	13.3	21.4	3.3	2.4	0.0	0.0
Bingo	17.2	24.2	29.3	25.8	4.8	36.4	.9	9.1	1.7	0.0	0.0	0.0
Casino Table Games	11.5	2.6	17.3	13.0	26.4	25.3	22.6	37.7	17.0	10.4	3.8	4.5
Gaming Function <sup>3</sup>	42.9	--	28.6	--	28.6	--	0.0	--	0.0	--	0.0	--
Club Keno	--	46.2	--	29.8	--	14.6	--	5.6	--	1.2	--	0.0
Casino Keno <sup>4</sup>	69.2	36.3	23.1	31.5	0.0	18.5	7.7	7.1	0.0	0.6	0.0	0.6
TAB on-course	27.3	10.3	27.3	19.8	22.7	15.1	13.6	25.4	9.1	13.5	0.0	5.6
Bookmakers	26.1	9.5	34.8	11.9	8.7	23.8	17.4	17.9	8.7	6.6	4.3	10.7
Mystery Ticket	66.7	35.5	27.8	37.2	5.6	16.3	0.0	3.1	0.0	0.0	0.0	0.0
Sports Betting	0.0	8.3	50.0	12.5	50.0	25.0	0.0	4.2	0.0	12.5	0.0	12.5
Other	87.5	31.6	12.5	21.1	0.0	23.7	0.0	15.8	0.0	2.6	0.0	2.6

Note: people who were unable to say how much they spent account for percentages which do not total 100%.

<sup>1</sup> Categorisation used in 1996 was \$11-20

<sup>2</sup> Categorisation used in 1996 was \$21-\$50

<sup>3</sup> Gaming Function was collected in 1996

<sup>4</sup> In 1994 data set Keno was collected as a single inclusive category

## **Part 5: Problem Gambling**

### **5.1 Overview**

This section of the report describes the answers given to interview questions that focussed on some of the problems that may arise from gambling. Each respondent was asked for information about such problems that they might have observed in their family and that they themselves might have experienced.

The answers to these questions are reviewed in the following manner:

- a summary of the 1996 results
- comparison with the 1994 results
- comparison with results from other states of Australia

Two final sections explore:

- the intention to play gaming machines after their increased availability from 1st January, 1997 and the related probable increase in gambling related problems
- the demographic characteristics of a group of gamblers considered to be at risk of experiencing significant gambling related problems

## 5.2 Reports of Family Members Experiencing Gambling Related Problems

**Table 5.2.1: Interstate Comparisons of Family Members Experiencing Difficulty with Gambling**

	TAS 1994	TAS 1996	NSW 1995	WA 1994
	(n=1220)	(n=1211)	(n=1390)	(n=1253)
	%	%	%	%
Self or Family members experiencing difficulty with excessive gambling	6 (74)	8 (98)	14.5 (201)	6.9 (86)
IF YES				
Within the last 6 months	1.1 (13)	2.3 (28)	3.8 (52)	2.2 (27)

Since 1994 there has been a small rise in the proportion of the Tasmania population that reported familial experience of gambling related problems. The level remains lower than that found in NSW in 1995, the State with the highest per capita expenditure in gambling and probably the highest level of gambling related problems.

It must be emphasised that the change since 1994 is small, and may be caused by either of two factors. Firstly, the change in methodology from door-knock to the telephone interview in which respondents may feel somewhat freer to admit/report gambling related problems. Secondly, community awareness campaigns about problem gambling in other states have resulted in very large proportions of people surveyed claiming that they knew someone who was having problems arising from their gambling. In other words, a single survey item may reflect community attitudes and awareness. The conferences and seminars on problem gambling held in Hobart and Launceston during 1996 and the publication "More than just a bob each way" (L. Yaxley) by Anglicare Tasmania may have been quite sufficient to generate the 1% change in the reports about family members and problem gambling summarised in Table 5.2.1.

### 5.3 Respondents Personal Reports of Gambling Related Problems

Table 5.3:1 Negative Effects of Gambling for Lotto only and Other Players (1994 Percentages),

	<i>Lotto Only</i>			<i>Other</i>		
	1996	1994		1996	1994	
	N	%	%	N	%	%
<b>Legal</b>						
I have borrowed money without permission to gamble*	0	0.0	(0)	1	0.5	(0)
<b>Financial</b>						
I've borrowed money to gamble or pay gambling debts	0	0.0	(0.9)	1	0.5	(2.8)
I've borrowed money and not paid it back because of gambling	0	0.0	(0)	1	0.5	(0.6)
<b>Work Related</b>						
I've lost time from work or study due to gambling	0	0.0	(0)	2	1.0	(1.7)
<b>Family &amp; Friends</b>						
My family or friends have criticised my gambling	11	3.9	(3.5)	21	10.9	(9.9)
My gambling has caused money arguments with family or friends	3	1.1	(0.9)	12	6.3	(3.3)
I have hidden signs of gambling from family or friends	7	2.5	(0.9)	8	4.2	(5.5)
<b>Personal</b>						
I have felt that my gambling was a problem	5	1.8	(1.8)	17	8.9	(1.7)
When I've lost gambling, I've bragged about winning	14	4.9	(3.5)	24	12.5	(9.4)
I've felt like stopping but didn't think I could	8	2.8	(5.3)	25	13.0	(14.4)
After losing I've gone back another day to win back money lost	26	9.2	(9.6)	55	28.6	(19.3)
When I've gambled I've gone on for longer than planned	59	20.7	(6.1)	80	41.7	(9.9)
When I finished gambling I have felt guilty	27	9.5	(6.1)	44	22.9	(13.3)

\*All remaining items are from the SOGS



Table 5.3.1 reviews the level of reporting of some of the negative impacts of gambling that may be experienced by players and/or their families. Three conditions can be drawn from the data;

- As in 1994 gambling related problems involving illegal activity, gambling debts or the loss of productivity are very rarely reported.
- Those whose weekly or more frequent habit involves only Tattslotto (involvement in other gambling activities being less than once per week) are significantly less likely to report gambling related problems than those people whose weekly or more frequent gambling involves casino gambling, EGMs or betting.
- There has been a rise since 1994 in the proportion of regular players who report experiences:
  - going on for longer than planned
  - chasing losses
  - feeling guilty after a session of gambling

The more significant and probably more harmful impacts of gambling relating to vocation, finances or family mainly show slight decreases since 1994.

## 5.4 Gambling Problems in Relation to Demographic Characteristics

**Table 5.4.1 Associations between demographic characteristics and gambling related problems of Regular Gamblers [Overall mean = 1.01]**

Characteristic	Higher Risk (Mean)	Lower Risk (Mean)
Area	No significant difference	
Gender**	Male (1.22)	Female (0.77)
Age*	18-24 yrs. (2.59)	50+ yrs. (1.67)
Personal Status	No significant differences	
Occupational Status*	Students (1.14)	Retired (0.29)
English as Main Language <sup>1</sup>	No (5.67)	Yes (0.98)
Pensioner	No significant differences	
Income	No significant differences	

\*p<.05 \*\*p<.01 \*\*\*p<.001

Although Tasmanian country respondents consistently exceed city respondents as the largest participating group, there is no significant difference in the numbers of 'at risk' gamblers found in city or country areas. Nor does income, personal status or being a pensioner bear a significant relationship to the number of problems experienced. Males and 18-24 year olds, as well as students, are also associated with a higher risk of problem gambling.

Of the 30 Aboriginal or Torres Strait Islanders within the random sample, 3 scored 5 or more on the SOGS. This is a higher level of risk of gambling related problems than is found in the sample overall, but is a finding that cannot be accepted at face value. Ongoing research of AIGR in the Northern Territory as well as completed pilot projects in Queensland and NSW confirm that the cultural context in which gambling occurs is crucial in the definition of the issues that may arise. The usage of a questionnaire such as the SOGS may not be appropriate for use in cultural settings greatly diverse from the context in which SOGS was developed.

<sup>1</sup> Statistically unreliable, based on n=3

---

## 5.5 Results from the South Oaks Gambling Screen (SOGS)

The items which go to make up the SOGS are listed in Table 5.3.1. To each item respondents answered whether the statement was true for them during the last 6 months. Each positive response scores a point and the total score for each respondent was calculated. How these scores may be interpreted has been the subject of argument in the research literature.

The SOGS is the only measure that has been validated to assess the likelihood of whether an individual is likely to satisfy the diagnosis “pathological gambling” as specified in the international benchmark, the Diagnostic & Statistical Manual (IV Edition) of the American Psychiatric Association (1994). The validation was completed by Lesieur & Blume (1987) using a known group of clients, who satisfied the diagnostic criteria of pathological gambling and who also then answered the SOGS questions. A score of 5 or more on the SOGS was chosen as the criterion for discriminating those who were pathological gamblers from control subjects who were not.

This cut-off score was rejected during the first national survey of gambling related problems conducted in Australia, 1991-92 (Dickerson, Baron, Hong & Cottrell, 1995). The project team preferred a cut-off score of 10 which it was argued identified a group of gamblers whose weekly expenditure on gambling was similar to that reported in published work for pathological gamblers in Australia. This was the preferred criterion for studies in Tasmania and Western Australia in 1994.

In addition, given the concerns about the validity of describing any gambling in terms of a mental disorder the name “problem gambler” was preferred. It avoids some of the perjorative connotations of the psychiatric terminology and was used simply to mean any person for whom their gambling may have become associated with significant problems or issues.

In the NSW Study 2 in 1995 (Dickerson et al, 1995) this higher cut-off decision was reconfirmed:

1. From the expert opinion of the team that scores of 7 and 8 on the SOGS could be achieved in the Australian context by a person who regularly gambled but who might not necessarily be experiencing gambling related problems.
2. From the distribution of scores on the SOGS by clients diagnosed as pathological gamblers according to the DSM IV while attending a specialist clinic at the Department of Psychiatry UNSW, directed by Associate Professor Alex Blaszczynski.

## 5.6 Comparative SOGS Scores 1996 and 1994

In order to make comparisons with the 1994 results for the SOGS the 1996 scores for only the regular, weekly players were used (i.e. Lotto only and Other). This was because in 1994 a doorknock method was used to interview people. Given the costs of such a method only those people who gambled weekly or more often progressed to the section of the interview that included the SOGS as well as a number of other measures of health and alcohol use; SOGS scores for the whole sample were therefore not available in 1994. (The SOGS scores for the whole sample in 1996 are given at Appendix 2, Table A7).

Table 5.6.1 shows the SOGS scores for the 1996 regular players compared with the regular players who completed the SOGS in 1994.

**Table 5.6.1: Distribution of SOGS Scores for Regular Players, 1996 and 1994**

Score on the SOGS	1994-REVISED		1996	
	Regular Players (n= 295) %	Number of Cases	Regular Players (n= 295) %	Number of Cases
0	<b>69.2</b>	204	<b>55.6</b>	265
1	<b>13.9</b>	41	<b>22.0</b>	106
2	<b>5.8</b>	17	<b>8.0</b>	38
3	<b>4.7</b>	14	<b>5.5</b>	26
4	<b>3.4</b>	10	<b>3.4</b>	16
5	<b>1.7</b>	5	<b>2.3</b>	11
6	<b>0</b>	0	<b>0.8</b>	4
7	<b>.3</b>	1	<b>0.4</b>	2
8	<b>.3</b>	1	<b>1.3</b>	6
9	<b>0</b>	0	<b>0.2</b>	1
10	<b>.3</b>	1	<b>0.4</b>	2
13	<b>0</b>	0	<b>0.2</b>	1
16	<b>.3</b>	1	<b>0</b>	0

**Table 5.6.2: SOGS Scores for 1996 Regular Players Compared with Regular Players who completed the SOGS in 1994.**

Scores on SOGS	LOTTO ONLY		OTHER	
	1994	1996	1994	1996
	%	%	%	%
N=	114	285	181	192
0-4	98.2	97.6	96.2	89.7
5-9	1.8*	2.4	2.8*	8.8
10+	0	0	1.0	1.5

(\*includes 2 additional cases incorrectly scored in the 1994 published data and included in the 0-4 category)

The only significant change in the distribution is the increase by a little over 6 percentage points of those scoring in the 'at risk' category for people who gamble weekly or more frequently betting, playing EGMs, gambling at the casino, forms that permit greater player involvement.

In the context of very minor changes since 1994 in the proportion of the population who regularly prefer those forms of gambling this result may have arisen from the change in method from door-knock to telephone and from the possible increased community exposure to the issues associated with the impacts of gambling.

Although the South Oaks Gambling Screen (SOGS) represents the international benchmark measure for use in such survey work its reliability has been challenged. Evaluating the accuracy of changes such as the 6% increase in those scoring in the 'at risk' category will in future be done by checking against other measures such as the level of calls to problem gambling toll-free numbers and other services as well as the estimates of per capita per annum expenditure on gambling provided by the Tasmanian Gaming Commission each year. At this moment in time only the latter are available and they show no increase in expenditure since 1994-95, the period of the first survey.

If the individual items that go to make-up each person's score on the SOGS are examined, then as shown in 5.3.1 the increases that drive the greater number of respondents scoring in the "at risk" category are:

- "I have felt that my gambling was a problem" (a rise of 7.2% from 1994)
- "After losing I've gone back another day to win back money lost" (a rise of 9.3% from 1994)
- "When I've gambled I've gone on for longer than planned" (a rise of 22.4% from 1994)
- "When I've finished gambling I have felt guilty" (a rise of 9.6%)

If community awareness has increased then respondents may be more attuned to these personal experiences and more prepared to report their occurrence. The other items in the SOGS that describe impacts concerning family, work, financial and legal matters are the items that together with these personal gambling experience items generate the scores 10 and more which are considered to be a reliable indicator of significant gambling related problems. The 1996 responses to these other impacts do not show an upward trend and hence there is minimal change at the level of those who score 10 or more; 3 respondents as opposed to 2 in 1994.

The most secure conclusion from the 1996 data is that despite a small increase in the proportion of players at risk, the level of problem gambling in Tasmania appears to be much the same as in 1994.

## 5.7 Prevalence estimates from the SOGS

**Table 5.7.1: Prevalence Estimates of “At Risk” Players and Problem Gamblers for 1994 and 1996**

SOGs Score	1994-REVISED		1996	
	N	Prevalence	N	Prevalence
5-9	12*	0.98 ( $\pm .47$ )	24	2.60 ( $\pm .55$ )
10+	2	0.16 ( $\pm .24$ )	3	0.24 ( $\pm .41$ )

**Note:** From the correction to the 1994 Results noted above and the resulting accounting for the quota of 114 Lotto Only out of 281 eligible for full interview, i.e. assume similar rate of ‘at risk’ cases in the group of 167 not interviewed; the 2 cases from scoring correction become 5 cases.

If the distribution of SOGS scores given at Table 5.6.1 is used then the prevalence of people in the ‘at risk’ category (5-9) is 2.6% and a further 3 people (0.30%) score as problem gamblers.

The prevalence figures in Table 5.7.1 indicate that there has been a small increase in the “at risk” prevalence and as discussed in the previous section on the South Oaks Gambling Screen (SOGS) in the absence of other cross-validating information a conservative interpretation is preferred.

**Table 5.7. 2: Prevalence of 'At Risk' and 'Problem Gamblers' in Other Australian States**

	<i>Tasmania</i>		<i>WA</i>	<i>NSW</i>	<i>SA</i>
	1994	1996	1994	1995	1996
SOGS Scores					
5-9	.98	2.60	.24	1.72	0.90
10+	.16	.24	.32	.50	0.31
per capita spend (\$) for relevant year	425	421	547	720	--

Interstate comparisons although made more difficult by the use of 2 different methods (telephone surveys in South Australia and Tasmania 1996) show reasonable face validity when the 10+ scores on the SOGS are considered in the context of the estimated per capita expenditure in each state for the relevant year (Tasmania Gaming Commission (1996) Australian Gambling Statistics).

Compared with studies conducted in the United States of America the Tasmanian total "at risk" and "Problem Gamblers" is 2.9%. This is current rather than lifetime prevalence as the respondents were asked about their experience of problems in "the last 6 months".

In the USA surveys conducted in several States show current prevalence figures of between 0.5%-1.4% with only Mississippi recording a prevalence of 2.1% where the availability of lottery products, betting and most recently, riverboat casinos (which do not have to leave the dock) may approximate the mix of products available in Tasmania; certainly both jurisdictions are similar in the restriction of EGMs to casinos.

---

## 5.8 Estimating the Impact on Gambling Related Problems of the Increased Availability of Gaming Machines

At 1.6 in the Report an analysis of the intentions to play the gaming machines in clubs and hotels was summarised showing that 3.5% of the population expressed the intention of playing once per week or more often. If people act on these intentions the increase in regular gaming machine players will be 1.8%, i.e. approximately 6,262 new players.

Such regular players of gaming machines have a generally high risk profile. For example 30% of such players in NSW Study 2 scored 5 or more on the SOGS and in the present sample 4 out of 20 regular players scored 8 or more on the SOGS. Thus, if there is an increase of 1.8% on the regular player base this will be associated with an increase of between .36 and .55 percentage points in the prevalence of 'at risk' players, i.e. a rise of up to 25% in the baseline figures.

This estimated rise refers to the potential impact on prevalence measures when repeated on future occasions. The impact on the numbers who may seek help from G-Line and other services for problem gamblers will also be influenced by the disproportionate impact on women.

In both 1994 and 1996 the "at risk" group comprised a majority of men (78% in 1996). The uptake of EGMs by regular players will be similar for both men and women if the experience in South Australia and Victoria is taken as a guide. However in Victoria over 50% of clients seeking help from G-Line were women; almost 70% of all those seeking help prefer EGMs as their favourite gambling activity, with betting at the TAB and Casino gaming accounting for smaller proportions of callers.

At present, of the 35 most "at risk" players, just 17% were regular EGM players. Within a year, 50% of "at risk" players may prefer EGMs.

There is evidence that the help-seeking behaviour of women experiencing gambling related problems differs from men. Evidence from Queensland suggests that women seek help at an earlier stage of the development of problems arising from their gambling; this is a trend across groups not a clear-cut distinction.

Both factors described above, the increased proportion of "at risk" gamblers who prefer EGMs and the apparent greater readiness of women players to seek help will tend to increase the impact on services such as G-Line beyond the estimated increase in prevalence of players at risk of gambling related problems.

## 5.9 Further Analysis of Groups at Risk

The heaviest gamblers in the sample are those who scored 5 and above on the SOGS. Of these, 64% were involved in on-course TAB betting, 50% in telephone betting and 45% in club keno. Just 19%



played EGMs regularly, and no heavier gamblers participated in off-course betting, bookmakers, mystery tickets, sports or other forms of betting on a regular (weekly) basis. (These categories are not mutually exclusive). Table 5.9.1 below shows the favourite form for these heavier gamblers.

**Table 5.9.1: Heavier Gamblers Percentage Distribution on Favourite Form**

	%		%
	(n=35)		(n=35)
Tattslotto	8.6	Casino table games	8.6
Scratch 'n' win	5.7	Club keno	17.1
EGMs	17.1	Casino keno	2.9
Off-course TAB	17.1	On-course TAB	2.9
Phone TAB	8.6	Bookmakers	5.7
Bingo	2.9	Can't Say/None	2.9

An overview of the characteristics of heavy gamblers follows:

● **AREA**

- 65.7% were from Tasmanian metropolitan areas
- 34.3% were from Tasmanian country areas

● **GENDER**

- 78.1% were males
- 21.9% were females

● **AGE**

- 25% were aged 18-24 years
- 31.3% were aged 25-34 years
- 34.4% were aged 35-49 years
- 9.4% were aged 50 years and over

## ● **PERSONAL STATUS**

- 21.9% lived with a partner (no children)
- 12.5% lived with children only
- 28.1% lived with a partner and children
- 15.6% lived with other relatives
- 15.6% lived in a single person household
- 6.2% lived in a group or other arrangement

## ● **OCCUPATIONAL STATUS**

- 40.6% were fully employed
- 12.5% were employed part-time
- 12.5% were students
- 12.5% were looking for work
- 12.5% were other
- 6.3% did household duties
- 3.1% were retired

---

- **IF RETIRED, ON PENSION**

- 1 person only

- **ANNUAL PERSONAL INCOME**

- 37.5% earned less than \$10,000
- 21.9% earned between \$10,000 and \$20,000
- 18.8% earned between \$20,000 and \$30,000
- 6.3% earned between \$30,000 and \$40,000
- 6.3% earned between \$40,000 and \$50,000
- 6.3% earned \$50,000 or more

- **ENGLISH AS MAIN LANGUAGE**

- 93.8% spoke English as their main language
- 6.3% spoke another main language

- **ABORIGINAL/TORRES STRAIT ISLANDERS**

- 9.4% were Aboriginal or Torres Strait Islanders
- 90.6% were not

## **SURVEY INSTRUMENT**

## Second Tasmanian Baseline Study into Problem Gambling

### INTRODUCTION:

Good morning /afternoon/ evening. My name is <SAY NAME> from Roy Morgan Research, the people who conduct the Morgan Gallup Poll. Today, we are conducting a survey on behalf of the Tasmanian Gaming Commission about your attitudes to gaming and would like your help please. This is a confidential survey, and no individuals will be identified.

Q1a In order for this research to be accurate we need to select people according to a system to make sure we have a good mixture of people. Could you please tell me the number of people aged 18 or over who live at this address?

IF CAN'T SAY OR REFUSED, ESC D

\_\_\_\_\_ Record number

IF REFUSED TO MENTION NUMBER OF PERSONS IN HOUSEHOLD OR NO ONE OVER 18 SAY:

Thank you for your time and assistance. However we need to know the number of people aged 18 or over who usually live at this address.

IF MORE THAN ONE PERSON OVER 18 LIVES IN THE HOUSEHOLD ASK:

Q1b Thank you, could I please speak to the [Computer generated random number] oldest person aged 18 or over presently living at this address? Is that you?

RESPONDENT ..... 1 (GO TO Q2A)

CHANGED RESPONDENT ..... 2 (INTRO)

RESPONDENT NOT AVAILABLE, MAKE APPOINTMENT..... 3

IF RESPONDENT CHANGES REPEAT INTRODUCTION

Q2a Would you mind telling me your approximate age please?

Under 18 ..... 1  
 18-24..... 2  
 25-34..... 3  
 35-49..... 4  
 50+ ..... 5  
 REFUSED..... 6

Terminate: SAY:

Thank you for your time  
 and assistance, but for this  
 survey we need to speak to  
 people 18 years and over.

Q2c [RECORD SEX OF RESPONDENT]

Male ..... 1  
 Female ..... 2

## CHECK QUOTAS.

Q3a As you probably know, gambling is a popular leisure activity for many people. Could you please tell me whether **you** have participated in any of the following activities during the last 12 months?  
 Have you:

[READ OUT: HIGHLIGHT ALL MENTIONED]

Bought a Tattsлото ticket? .....	1	Ask Q4a
Bought a ticket in a raffle or lottery? .....	2	Ask Q5a
Bought a Scratch or Instant Lottery ticket?.....	3	Ask Q6a
Bought a Beer Ticket? .....	4	Ask Q7a
Played poker machines at a casino?.....	5	Ask Q8a
Participated in a tipping competition eg. Footy tipping .....	6	Ask Q9a
Placed a bet in person at the TAB not at the track.....	7	Ask Q10a
Placed a bet by phone at the TAB.....	8	Ask Q11a
Played bingo in a club or hall? .....	9	Ask Q12a
Played the tables at a casino?.....	10	Ask Q13a
Played Keno in a club.....	11	Ask Q14a
Played Keno at a casino.....	12	Ask Q15a
Placed a bet with the TAB at the races .....	13	Ask Q16a
Placed a bet with a bookmaker on the horses or dogs .....	14	Ask Q17a
Bought a Gift or Mystery Ticket .....	15	Ask Q18a
Placed a bet with a bookmaker on sports such as football .....	16	Ask Q19a
Participated in any other gambling activity in the last 12 months.....	17	Ask Q20a
None of these: [DO NOT READ] .....	18	Go to Q21

IF MENTIONED MORE THAN ONE ACTIVITY IN Q3A.

READ: I would now like to ask you a few details about some of the leisure activities you mentioned.

Q3b. Of those gaming activities you have undertaken in the last 12 months, which **one** is your favourite?

(ALL GAMING UNDERTAKEN IN LAST 12 MONTHS TO APPEAR IN LIST)

READ LIST IF NECESSARY

Tattslotto .....	1
Raffles or lotteries? .....	2
Scratch or Instant Lotteries .....	3
Beer Tickets .....	4
Poker machines at a casino? .....	5
Tipping competitions .....	6
Betting in person at the TAB (not at the track) .....	7
Betting by phone at the TAB .....	8
Playing bingo in a club or hall? .....	9
Tables at a casino? .....	10
Playing Keno at a club .....	11
Playing Keno at a casino .....	12
Betting with the TAB at the races .....	13
Betting with a bookmaker on the horses or dogs .....	14
Gift or Mystery Tickets .....	15
Betting with a bookmaker on sports .....	16
Other gambling activities .....	17

IF BOUGHT A TATTSLOTTO TICKET (CODE 1 IN 3A) ASK Q4A TO Q4C

Q4a Now, thinking about Tattslotto, approximately how often have you bought a Tattslotto ticket during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

INCLUDE IF SHARED IN PURCHASE.

IF CANT SAY: Well, your best guess?

4 or more times per week .....	1
3 times a week .....	2
2 times a week .....	3
Once a week .....	4
2-3 times a month .....	5
Once a month .....	6
Once every 2-3 months .....	7
Once every 4-6 months .....	8
Less often .....	9
Can't Say (DO NOT READ) .....	10
Refused (DO NOT READ) .....	11

Q4c. Approximately how much money did you spend on Tattslotto (out of pocket) on the **last** occasion?



RECORD AMOUNT TO THE NEAREST DOLLAR

IF SHARED TICKET: How much money did you personally spend?

IF SAY THEY WON, SAY: Congratulations THEN REPEAT QUESTION

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Amount \$ \_\_\_\_\_

IF BOUGHT A TICKET IN A RAFFLE OR LOTTERY (CODE 2 IN 3A) ASK Q5A TO Q5C

Q5a : Now, thinking about raffles or lotteries, approximately how often have you bought a ticket in a raffle or lottery during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week ..... 2
- 2 times a week ..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q5c. Approximately how much money did you spend (out of pocket) on the **last** occasion you bought a ticket in a lottery or raffle?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations THEN REPEAT QUESTION

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Amount \$ \_\_\_\_\_

IF BOUGHT A SCRATCH OR INSTANT LOTTERY TICKET (CODE 3 IN 3A) ASK Q6A TO Q6C

Q6a : Now, thinking about Scratch tickets and instant lottery tickets, approximately how often have you bought a Scratch or instant lottery ticket during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week..... 2
- 2 times a week..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q6c. Approximately how much money did you spend (out of pocket) on the **last** occasion you bought a scratch or instant lottery ticket?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations THEN REPEAT QUESTION

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Amount \$ \_\_\_\_\_

IF BOUGHT A BEER TICKET (CODE 4 IN 3A) ASK Q7A TO Q7C

Q7a : Now, thinking about Beer tickets, approximately how often have you bought a Beer ticket during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week ..... 2
- 2 times a week ..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q7c. Approximately how much money did you spend (out of pocket) on the last occasion you bought a beer ticket?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations THEN REPEAT QUESTION

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Amount \$ \_\_\_\_\_

IF PLAYED POKER MACHINES AT A CASINO (CODE 5 IN 3A) ASK Q8A TO Q8C

Q8a : Now, thinking about playing poker machines at a **casino**, approximately how often have you been to a casino and played the pokies in the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week ..... 2
- 2 times a week ..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8

---

Less often .....	9
Can't Say (DO NOT READ).....	10
Refused (DO NOT READ).....	11

Q8b. On the **last** occasion you played the pokies at a **casino**, approximately how much time in total did you spend playing the pokies? Please give your total time in minutes.

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Time (minutes) \_\_\_\_\_

Q8c. Approximately how much money did you spend in total (out of pocket) on the last occasion you played the pokies at a casino?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

Record Amount \$ \_\_\_\_\_

IF PARTICIPATED IN A TIPPING COMPETITION EG FOOTY TIPPING (CODE 6 IN 3A) ASK Q9A TO Q9C

Q9a : Now, thinking about tipping competitions, approximately how often have you participated in a tipping competition during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

4 or more times per week .....	1
3 times a week.....	2
2 times a week.....	3
Once a week.....	4
2-3 times a month .....	5
Once a month .....	6
Once every 2-3 months .....	7
Once every 4-6 months .....	8
Less often .....	9
Can't Say (DO NOT READ).....	10
Refused (DO NOT READ).....	11

Q9c. Approximately how much money did you spend (out of pocket) on the **last** occasion you participated in a tipping competition?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations THEN REPEAT QUESTION

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Amount \$ \_\_\_\_\_

IF PLACED A BET IN PERSON AT THE TAB NOT AT THE TRACK (CODE 7 IN 3A) ASK Q10A TO Q10C

Q10a : Now, thinking about betting in person at the TAB but not at the race track, approximately how often have you bet in person at the TAB during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week ..... 2
- 2 times a week ..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q10b. And approximately how much time in minutes did you spend at the TAB on the last occasion you bet in person at the TAB?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Time (minutes) \_\_\_\_\_

Q10c. How much money did you spend at the TAB (out of pocket) on the **last** occasion you bet there in person?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

Record Amount \$ \_\_\_\_\_

IF PLACED A BET BY PHONE AT THE TAB (CODE 8 IN 3A) ASK Q11A TO 11C.

Q11a : Now, thinking about betting with the TAB by phone, approximately how often have you bet with the TAB by phone during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week ..... 2
- 2 times a week ..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q11c. Approximately how much money did you spend with the TAB (out of pocket) on the **last** occasion you bet by phone?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations THEN REPEAT QUESTION

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Amount \$ \_\_\_\_\_

IF PLAYED BINGO IN A CLUB OR HALL (CODE 9 IN 3A) ASK Q12A TO Q12C

Q12a : Now, thinking about playing bingo in a club or hall, approximately how often have you played bingo during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week..... 2
- 2 times a week..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q12b. And approximately how much time in total did you spend playing bingo on the **last** occasion you played bingo in a club or hall? Please give your total time in minutes.

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Time (minutes) \_\_\_\_\_

Q12c. Approximately how much money did you spend in total (out of pocket) on the **last** occasion you played bingo?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Amount \$ \_\_\_\_\_

IF PLAYED TABLES AT THE CASINO (CODE 10 IN 3A) ASK Q13A TO Q13C.

Q13a : Now, thinking about playing the tables at a casino, how often have you been to a casino and played the tables during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week ..... 2
- 2 times a week ..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q13b. And approximately how much time in total did you spend playing the tables on the **last** occasion you played the tables at a casino? Please give your total time in minutes.

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Time (minutes) \_\_\_\_\_

Q13c. Approximately how much money did you spend in total (out of pocket) on the **last** occasion you played the tables at a casino?

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Amount \$ \_\_\_\_\_

IF PLAYED KENO AT A CLUB (CODE 11 IN 3A) ASK Q14A TO Q14C



Q14a : Now, thinking about playing Keno at a club, approximately how often have you been to a **club** and played Keno during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week ..... 2
- 2 times a week ..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q14b. And approximately how much time in total did you spend playing Keno on the **last** occasion you played Keno at a **club**? Please give your total time in minutes.

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY, ESC D

Record Time (minutes) \_\_\_\_\_

Q14c. Approximately how much money did you spend in total (out of pocket) on the **last** occasion you played Keno at a **club**?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Amount \$ \_\_\_\_\_

IF PLAYED KENO AT A CASINO (CODE 12 IN 3A) ASK Q15A TO Q15C

Q15a : Now, thinking about playing Keno at a casino, how often have you been to a **casino** and played Keno during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

4 or more times per week .....	1
3 times a week.....	2
2 times a week.....	3
Once a week.....	4
2-3 times a month .....	5
Once a month .....	6
Once every 2-3 months .....	7
Once every 4-6 months .....	8
Less often .....	9
Can't Say (DO NOT READ).....	10
Refused (DO NOT READ).....	11

Q15b. And approximately how much time in total did you spend playing Keno on the **last** occasion you played Keno at a **casino**? Please give your total time in minutes.

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Time (minutes) \_\_\_\_\_

Q15c. Approximately how much money did you spend in total (out of pocket) on the **last** occasion you played Keno at a **casino**?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Amount \$ \_\_\_\_\_

IF BET WITH THE TAB AT THE RACES (CODE 13 IN 3A) ASK Q16A TO Q16C

Q16a : Now, thinking about betting with the TAB at the races, approximately how often have you been to the races and placed a bet with the TAB during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

4 or more times per week .....	1
3 times a week.....	2
2 times a week.....	3
Once a week.....	4

---

2-3 times a month .....	5
Once a month .....	6
Once every 2-3 months .....	7
Once every 4-6 months .....	8
Less often .....	9
Can't Say (DO NOT READ).....	10
Refused (DO NOT READ).....	11

Q16b. And approximately how much time in minutes did you spend at the track on the **last** occasion you bet with the TAB at the races?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Time (minutes) \_\_\_\_\_

Q16c. Approximately how much money did you spend in total with the TAB (out of pocket) on the **last** occasion you went to the races and bet with the TAB?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Amount \$ \_\_\_\_\_

IF BET WITH A BOOKMAKER ON THE HORSES OR DOGS (CODE 14 IN 3A) ASK Q17A TO Q17C

Q17a : Now, thinking about betting with a bookmaker on the horses or dogs, how often have you bet with a bookmaker on the horses or dogs during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

4 or more times per week .....	1
3 times a week.....	2
2 times a week.....	3
Once a week.....	4
2-3 times a month .....	5
Once a month .....	6
Once every 2-3 months .....	7
Once every 4-6 months .....	8
Less often .....	9

Can't Say (DO NOT READ)..... 10  
 Refused (DO NOT READ)..... 11

Q17b. And approximately how much time in minutes did you spend at the track on the **last** occasion you bet with a bookmaker?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Time (minutes) \_\_\_\_\_

Q17c. Approximately how much money did you spend in total with the bookmaker (out of pocket) on that **last** occasion?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Amount \$ \_\_\_\_\_

IF BOUGHT GIFT OR MYSTERY TICKETS (CODE 15 IN 3A) ASK Q18A TO Q18C

Q18a : Now, thinking about gift or mystery tickets, approximately how often have you bought a gift or mystery ticket during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

4 or more times per week ..... 1  
 3 times a week ..... 2  
 2 times a week ..... 3  
 Once a week ..... 4  
 2-3 times a month ..... 5  
 Once a month ..... 6  
 Once every 2-3 months ..... 7  
 Once every 4-6 months ..... 8  
 Less often ..... 9  
 Can't Say (DO NOT READ)..... 10  
 Refused (DO NOT READ)..... 11

Q18c. How much money did you spend (out of pocket) on the **last** occasion you bought a gift or mystery ticket?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations THEN REPEAT QUESTION

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Amount \$ \_\_\_\_\_

IF BET ON SPORTS WITH A BOOKMAKERS (CODE 16 IN 3A) ASK Q19A TO Q19C

Q19a : Now, thinking about betting on sports, how often have you bet with a bookmaker on sports during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week..... 2
- 2 times a week..... 3
- Once a week..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q19c. How much money did you spend in total (out of pocket) on the **last** occasion you bet with a bookmaker on sport?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Amount \$ \_\_\_\_\_

IF TAKEN PART IN OTHER GAMING ACTIVITIES (CODE 17 IN 3A) ASK Q20A TO Q20C

Q20a : You said you had taken part in other gaming activities. Approximately how often have you participated in other gaming activities during the last 12 months?

READ OUT RESPONSE CATEGORIES (IF NECESSARY).

IF CANT SAY: Well, your best guess?

- 4 or more times per week ..... 1
- 3 times a week ..... 2
- 2 times a week ..... 3
- Once a week ..... 4
- 2-3 times a month ..... 5
- Once a month ..... 6
- Once every 2-3 months ..... 7
- Once every 4-6 months ..... 8
- Less often ..... 9
- Can't Say (DO NOT READ)..... 10
- Refused (DO NOT READ)..... 11

Q20c. How much money did you spend in total (out of pocket) on other gaming activities on the **last** occasion?

RECORD AMOUNT TO THE NEAREST DOLLAR

IF SAY THEY WON, SAY: Congratulations, but on a typical session how much do you spend?

IF CANT SAY: Well, your best guess?

IF STILL CAN'T SAY ESC D

Record Amount \$ \_\_\_\_\_

ASK EVERYONE:

Q21a. As you may know, poker machines will be allowed in Tasmanian clubs and hotels next year. Would you be likely to play the poker machines in clubs or hotels when they become available next year?

- Yes..... 1                      Ask Q21b
- No ..... 2                      Go to Q22a
- Cant say..... 3                Go to Q22a

IF LIKELY TO PLAY POKER MACHINES (CODE 1 ON Q21A) ASK Q21B

Q21b. How often do you think you might play the poker machines in clubs or hotels when they are available next year?

IF CANT SAY: Well, your best guess?

- Once a week or more often ..... 1
- Less often ..... 2
- Cant say ..... 3

(Q22a-22c to be rotated)

As I read some statements, please tell me to what extent you agree or disagree with each statement.  
First..

Q22a. Gambling is an important leisure activity for Australians.

Do you:

- Strongly agree..... 1
- Mildly agree..... 2
- Neither agree or disagree ..... 3
- Mildly disagree ..... 4
- Strongly disagree ..... 5
- Cant say (DON'T READ) ..... 6

Q22b. Permitting poker machines in clubs and hotels will benefit the community.

Do you:

- Strongly agree..... 1
- Mildly agree..... 2
- Neither agree or disagree ..... 3
- Mildly disagree ..... 4
- Strongly disagree ..... 5
- Cant say (DON'T READ) ..... 6

Q22c. Poker machines in clubs and hotels should be carefully controlled and monitored.

Do you:

- Strongly agree..... 1
- Mildly agree..... 2
- Neither agree or disagree..... 3
- Mildly disagree..... 4
- Strongly disagree..... 5
- Cant say (DON'T READ) ..... 6

(ANSWER PLACES IN Q23 WILL BE ROTATED)

Q23. Which **one** of the following should be **most** responsible for providing the finding of services to help problem gamblers and their families? READ OUT

- The government..... 1
- Gambling operators such as Tattersalls and the TAB..... 2
- Gambling venues such as casinos, pubs and clubs..... 3
- Problem gamblers themselves ..... 4
- (Don't Read) None of these ..... 5
- (Don't Read) Can't say ..... 6

Q24a. Have you, or any of your family members, ever experienced difficulties with excessive gambling?

- Yes..... 1      Ask Q24b
- No ..... 2      Go to Q25a
- Can't say ..... 3      Go to Q25B

IF EXPERIENCED DIFFICULTIES (CODE 1 ON Q24A) ASK Q24B

Q24b. Was that during the last six months or more than six months ago?

IF BOTH, HIGHLIGHT THE LAST 6 MONTHS

- Last 6 months ..... 1
- More than 6 months ago..... 2
- Cant say..... 3

(Q25a-25l will be rotated)

IF MENTIONED GAMBLING ACTIVITY (CODE 1 TO 17 ON Q3A) ASK Q25A TO Q26B

You mentioned that you have participated in some gaming activities in the last 12 months. As I read out some statements about gambling, please tell me how often they have applied to you in the last six



months. It is important that we get your honest answer. Please remember that all your answers are strictly confidential. First...

Q25a. After losing at gambling I have gone back another day to win.

(In the last 6 months, how often has that applied to you? Is that: )

- Never ..... 1
- Rarely..... 2
- Sometimes ..... 3
- Often ..... 4
- Always..... 5
- Cant say (DON'T READ) ..... 6

Q25b. When I have lost at gambling I have bragged about winning.

(In the last 6 months, how often has that applied to you? Is that: )

- Never ..... 1
- Rarely..... 2
- Sometimes ..... 3
- Often ..... 4
- Always..... 5
- Cant say (DON'T READ) ..... 6

Q25c. I have felt that my gambling was a problem.

(In the last 6 months, how often has that applied to you? Is that: )

- Never ..... 1
- Rarely..... 2
- Sometimes ..... 3
- Often ..... 4
- Always..... 5
- Cant say (DON'T READ) ..... 6

Q25d. When I have gambled I have gone on longer than planned.

(In the last 6 months, how often has that applied to you? Is that: )

- Never ..... 1
- Rarely..... 2
- Sometimes ..... 3
- Often ..... 4
- Always..... 5
- Cant say (DON'T READ) ..... 6

Q25e. My family or friends have criticised my gambling.

(In the last 6 months, how often has that applied to you? Is that: )

- Never ..... 1
- Rarely..... 2

---

Sometimes .....	3
Often .....	4
Always.....	5
Cant say (DON'T READ) .....	6

Q25f. When I have finished gambling I have felt guilty

(In the last 6 months, how often has that applied to you? Is that: )

Never .....	1
Rarely.....	2
Sometimes .....	3
Often .....	4
Always.....	5
Cant say (DON'T READ) .....	6

Q25g. I have felt like stopping gambling but didn't think I could

(In the last 6 months, how often has that applied to you? Is that: )

Never .....	1
Rarely.....	2
Sometimes .....	3
Often .....	4
Always.....	5
Cant say (DON'T READ) .....	6

Q25h. I have hidden betting slips, lottery tickets, gambling money or other signs of my gambling from family or friends

(In the last 6 months, how often has that applied to you? Is that: )

Never .....	1
Rarely.....	2
Sometimes .....	3
Often .....	4
Always.....	5
Cant say (DON'T READ) .....	6

Q25i. My gambling has caused arguments about money with family or friends

(In the last 6 months, how often has that applied to you? Is that: )

Never .....	1
Rarely.....	2
Sometimes .....	3
Often .....	4
Always.....	5
Cant say (DON'T READ) .....	6

Q25j. I have borrowed money and not paid it back because of my gambling

(In the last 6 months, how often has that applied to you? Is that: )

- Never ..... 1
- Rarely..... 2
- Sometimes ..... 3
- Often ..... 4
- Always..... 5
- Cant say (DON'T READ) ..... 6

Q25k. I have lost time from work or study due to gambling

(In the last 6 months, how often has that applied to you? Is that: )

- Never ..... 1
- Rarely..... 2
- Sometimes ..... 3
- Often ..... 4
- Always..... 5
- Cant say (DON'T READ) ..... 6

Q25l. I have borrowed money without permission to gamble.

(In the last 6 months, how often has that applied to you? Is that: )

- Never ..... 1
- Rarely..... 2
- Sometimes ..... 3
- Often ..... 4
- Always..... 5
- Cant say (DON'T READ) ..... 6

Q26a. In the last six months, have you obtained money to gamble or to pay gambling debts from: (READ OUT, HIGHLIGHT ALL MENTIONED)

- Friends ..... 1
- Your spouse, defacto or partner ..... 2
- Other relatives..... 3
- Housekeeping money ..... 4
- Selling personal property ..... 5
- Selling stocks or bonds..... 6
- Bank or credit union ..... 7
- A cash advance on credit cards ..... 8
- None of these..... 9

Q26b. In the last six months, have you borrowed money from anywhere else to gamble or pay gambling debts?

- Yes..... 1

- No ..... 2
- Can't say ..... 3

ASK EVERYONE:

To make sure we have a true cross-section of people, I would like to ask you a few questions about yourself.

Q27a. Which of the following best describes your household? Do you live: READ OUT

- With your partner or spouse but no children ..... 1
- With your children but no partner or spouse ..... 2
- With your partner or spouse and children ..... 3
- With other people related to you..... 4
- In a single person household..... 5
- In a group household ..... 6
- In some other arrangement ..... 7
- (Don't Read) Can't say ..... 8

Q27b. What is your current occupational status? Are you primarily..

READ OUT

IF MORE THAN ONE ASK: Which do you do the most?

- |                                      |            |
|--------------------------------------|------------|
| In paid employment full time ..... 1 | Go to Q27d |
| In paid employment part time..... 2  | Go to Q27d |
| Involved in household duties..... 3  | Go to Q27d |
| A student..... 4                     | Go to Q27d |
| Retired ..... 5                      | Ask Q27c   |
| Looking for work..... 6              | Go to Q27d |
| Other ..... 7                        | Go to Q27d |
| (DON'T READ) Can't say ..... 8       | Go to Q27d |

IF RETIRED: (code 5 on Q27B) ASK:

Q27c. Are you in receipt of a pension or not?

- Yes..... 1
- No ..... 2
- Can't say ..... 3
- Refused..... 4

Q27d. Please tell me your approximate Annual Personal Income before Tax? Is it between:

READ OUT

IF CANT SAY: Well, your best guess?

0-10,000.....	1
10,001-15,000.....	2
15,001-20,000.....	3
20,001-25,000.....	4
25,001-30,000.....	5
30,001-35,000.....	6
35,001-40,000.....	7
40,001-50,000.....	8
50,001-60,000.....	9
60,001-75,000.....	10
75,001-100,000.....	11
100,001-125,000.....	12
125,001-150,000.....	13
Over 150,000.....	14
(DON'T READ) Can't say.....	15
(DON'T READ) Refused.....	16

Q27e. Is English the main language spoken in your home?

Yes.....	1
No.....	2
Can't say.....	3

Q27f Are you Aboriginal or a Torres Strait Islander?

Yes.....	1
No.....	2
Can't say.....	3

READ

Thank you very much for your time and assistance.

---

## **APPENDIX 2**

Tables A1 to A6 of participation levels and frequency of gambling by:

- work status
- personal status
- personal income

## Participation Levels and Frequency of Gambling in Relation to Work Status

**Table A1: Percentage of people in each 'work status' category who gambled at least once per month**

<i>Form</i>	<i>Full-time Worker %</i>	<i>Part-time Worker %</i>	<i>Non- Worker %</i>
Tattslotto	37.8	36.4	33.9
Raffle*	32.6	27.3	21.7
Scratch 'n' Win	17.5	21.0	18.1
Beer tickets*	11.7	6.3	4.2
EGMs Casino	5.3	3.4	4.9
Tipping Competition*	18.1	11.9	4.2
TAB off-course*	9.2	7.4	4.4
Phone TAB	2.5	1.8	1.5
Bingo*	0.6	1.7	3.8
Casino Table Games	0.9	0.4	0.3
Club Keno*	10.7	9.7	5.8
Casino Keno	3.7	4.0	3.5
TAB on-course	1.6	1.1	0.4
Bookmakers	1.8	0.6	0.2
Mystery Ticket	1.2	1.1	0.2
Sports Betting	0.4	0.0	0.0
Other*	1.8	1.7	0.2
Number in each category	487	176	584

Using a 2 x 3 contingency table, some significant associations between work status and frequency of play were found. Full-time workers were significantly more likely to participate in raffles<sup>1</sup>, beer tickets<sup>2</sup>, tipping competitions<sup>3</sup>, off-course TAB<sup>4</sup>, club keno<sup>5</sup>, and other<sup>6</sup> than non-workers, with the exception of bingo<sup>7</sup>, where non-workers were significantly more likely to participate than full-time workers.

<sup>1</sup> raffle  $\chi^2=15.7$ ;  $p<.001$

<sup>2</sup> beer tickets  $\chi^2=21.4$ ;  $p<.001$

<sup>3</sup> tipping  $\chi^2=51.3$ ;  $p<.001$

<sup>4</sup> off-course TAB  $\chi^2=9.8$ ;  $p<.01$

<sup>5</sup> club keno  $\chi^2=8.4$ ;  $p<.05$

<sup>6</sup> other  $\chi^2=7.5$ ;  $p<.05$

<sup>7</sup> bingo  $\chi^2=12.5$ ;  $p<.01$

**Table A2: Percentage of People in the Non-Work Category who gambled once per month or more by form**

Form	Home Duties %	Students %	Retired %	Look for Work %	Other %	Overall %
Tattslotto	32.7	11.5	40.7	27.3	33.3	15.3
Raffle	20.5	21.2	23.8	18.2	18.2	10.0
Scratch 'n' Win	18.1	15.4	19.8	15.9	12.1	8.1
Beer tickets	4.1	1.9	2.4	13.6	9.1	1.9
EGMs Casino*	4.7	5.8	4.8	6.8	3.0	2.3
Tipping Competition	5.3	3.8	2.4	9.1	6.1	1.9
TAB	2.9	0.0	4.8	9.1	9.1	2.0
Phone TAB	0.6	0.0	2.0	2.3	3.0	0.7
Bingo	5.8	0.0	3.2	2.3	6.1	1.7
Casino Table Games	0.0	1.9	1.2	0.0	0.0	0.4
Club Keno*	6.4	1.9	4.0	9.1	18.2	2.4
Casino Keno	3.5	5.8	3.6	2.3	0.0	1.5
TAB on-course	0.0	0.0	0.4	0.0	3.0	0.2
Bookmakers	0.0	0.0	0.4	0.0	0.0	0.1
Mystery Ticket	0.0	0.0	0.4	0.0	0.0	0.0
Sports Betting	0.0	0.0	0.0	0.0	0.0	0.0
Other	0.0	0.0	0.4	0.0	0.0	0.1
Number in each category	171	52	248	44	33	1211

Using 2 x 5 contingency tables an association between non-worker status and frequency of play was found for Tattslotto<sup>1</sup>, where significantly more retired people than students played.

<sup>1</sup> tattslotto  $\chi^2=17.7;p<.01$



## Participation in Gambling in Relation to Personal (Marital) Status

**Table A3: Percentage Of People Participating In Gambling Form By Personal Status**

<i>Form</i>	<i>Partner, no children %</i>	<i>Single Parents %</i>	<i>Partner, with children %</i>	<i>Living with Relatives %</i>	<i>Single Household %</i>	<i>Other %</i>
Tattslotto*	62.6	63.8	69.7	49.5	57.9	39.5
Raffle*	76.4	82.5	80.2	75.2	65.3	69.8
Scratch 'n' Win	56.4	61.3	57.9	64.8	50.5	41.9
Beer tickets*	20.6	21.3	20.0	33.3	14.4	16.3
EGMs Casino*	30.1	30.0	33.3	53.3	24.5	34.9
Tipping Competition*	16.0	21.3	24.1	39.0	12.0	20.9
TAB	16.3	18.8	17.3	23.8	15.3	25.6
Phone TAB	3.4	3.8	3.6	4.8	3.2	0.0
Bingo	6.4	10.0	3.4	5.7	6.9	2.3
Casino Table Games*	8.3	5.0	14.1	23.8	11.1	27.9
Club Keno	29.4	31.3	28.0	37.1	20.8	32.6
Casino Keno*	26.4	20.0	28.7	41.9	22.7	34.9
TAB on-course	10.1	13.8	9.6	13.3	8.8	16.3
Bookmakers	6.4	8.8	6.6	13.3	5.1	4.7
Mystery Ticket	15.3	17.5	18.5	21.0	11.6	9.3
Sports Betting	1.5	2.5	1.4	2.9	1.9	9.3
Other	3.4	2.5	3.9	1.0	1.9	7.0
Number in each category	326	80	439	105	216	43

Using 2 x 6 contingency tables some significant associations between personal status and participation rates were found. Significantly more partnered people with children play tattslotto than do other group<sup>1</sup>. Single parents buy raffle tickets significantly more than those living in a single household<sup>2</sup>. Significantly more people who live with relatives buy beer tickets than those in a single household<sup>3</sup>, The proportion of those who play Casino EGMs is significantly higher in the living with relatives group than the single household group<sup>4</sup>. Similarly, the proportion who enter tipping competitions is significantly greater amongst the living with relatives group than the single household group<sup>5</sup>. Those living with relatives are

<sup>1</sup> tattslotto  $\chi^2=30.0$ ;  $p<.001$

<sup>2</sup> raffles  $\chi^2=20.5$ ;  $p<.001$

<sup>3</sup> beer tickets  $\chi^2=16.3$ ;  $p<.01$

<sup>4</sup> poker machines  $\chi^2=28.4$ ;  $p<.001$

<sup>5</sup> tipping  $\chi^2=39.0$ ;  $p<.001$

---

also significantly more highly represented in casino table games than single parents<sup>1</sup>. The living with relatives group are also more highly represented in casino keno than those in a single household<sup>2</sup>.

Where significant differences arise the trend is for people who live with relatives to have higher participation rates than any other personal status group and notably, when considering regular players, more than half of these are aged 18-24 years.

---

<sup>1</sup> casino table games  $\chi^2=31.9;p<.001$

<sup>2</sup> casino keno  $\chi^2=17.2;p<.01$

**Table A4: Percentage Of People Participating In Gambling Once A Month Or More Often By Personal Status**

<i>Form</i>	<i>Partner, no children %</i>	<i>Single Parents %</i>	<i>Partner, with children %</i>	<i>Living with Relatives %</i>	<i>Single Household %</i>	<i>Other %</i>
Tattslotto*	39.9	36.3	39.2	17.1	17.7	18.6
Raffle	24.2	28.8	31.7	21.0	24.1	25.6
Scratch 'n' Win	19.3	21.3	18.2	20.0	15.7	14.0
Beer tickets*	6.7	6.3	6.4	19.0	5.6	9.3
EGMs Casino*	6.7	5.0	3.2	5.7	3.2	14.0
Tipping Competition*	6.4	12.5	14.4	19.0	6.5	9.3
TAB off-course	7.7	5.0	5.0	10.5	7.9	7.0
Phone TAB	2.1	1.3	2.5	1.0	2.3	0.0
Bingo	2.8	7.5	0.9	0.0	3.7	0.0
Casino Table Games	1.2	2.5	0.9	3.8	0.9	9.3
Club Keno	8.3	11.3	7.5	7.6	8.3	14.0
Casino Keno	4.9	2.5	2.7	5.7	2.3	7.0
TAB on-course	0.3	0.0	1.4	2.9	0.9	0.0
Bookmakers	0.6	1.3	0.9	2.9	0.5	0.0
Mystery Ticket	0.9	0.0	0.9	1.0	0.5	0.0
Sports Betting	0.3	0.0	0.2	0.0	0.0	0.0
Other	0.9	1.3	1.1	0.0	0.9	4.7
Number in each category	326	80	439	105	216	43

Examining monthly participation rates using 2 x 6 contingency tables some significant associations between personal status and participation rates were found. Tattslotto and Casino EGMs machines had significantly higher representations of those partnered with no children<sup>1</sup>. Those living with relatives were significantly more highly represented in beer tickets and tipping competitions<sup>2</sup>.

<sup>1</sup> tattslotto  $\chi^2=25.9$ ;  $p<.001$  and poker machines  $\chi^2=14.2$ ;  $p<.05$

<sup>2</sup> beer tickets  $\chi^2=22.7$ ;  $p<.001$  and tipping competition  $\chi^2=23.9$ ;  $p<.001$

**Table A5: Percentage Participation in Each Form by Personal Income**

Form	\$10,000-	\$20,000-	\$30,000-	40,000-			Can't
	<\$10,000	\$20,000	\$30,000	\$40,000	\$50,000	\$50,000+	Say
	%	%	%	%	%	%	%
Tattslotto*	58.1	59.8	62.6	70.9	63.0	79.7	59.7
Raffle*	71.8	74.4	77.0	85.8	79.5	81.3	68.1
Scratch 'n' Win	60.0	54.9	53.0	63.1	47.9	46.9	56.9
Beer tickets	15.3	20.7	23.5	22.7	28.8	18.8	20.8
EGMs Casino	29.0	29.3	39.6	34.8	34.2	31.3	31.9
Tipping Competition*	11.5	18.0	31.7	27.7	28.8	32.8	9.7
TAB off-course*	12.1	16.5	23.9	21.3	15.1	31.3	12.5
Phone TAB	3.3	1.9	3.9	3.5	6.8	7.8	1.4
Bingo	7.1	6.0	3.9	5.0	2.7	1.6	6.9
Casino Table Games*	7.1	10.2	17.0	14.9	17.8	29.7	12.5
Club Keno	24.4	28.6	34.8	32.6	20.5	29.7	23.6
Casino Keno*	21.9	26.3	34.8	30.5	26.0	31.3	33.3
TAB on-course	9.3	9.8	12.6	11.3	9.6	15.6	5.6
Bookmakers	6.0	5.6	8.3	6.4	9.6	14.1	4.2
Mystery Ticket	14.2	15.0	17.8	23.4	9.6	21.9	12.5
Sports Betting	1.1	1.5	1.7	2.8	2.7	7.8	1.4
Other	1.1	1.9	4.3	6.4	2.7	7.8	4.2
Number in each category	365	266	230	141	73	64	72

Using 2 x 7 contingency tables some significant associations between personal income and participation rates were apparent. Those earning \$50,000 or more annually showed significantly higher participation rates for tattslotto<sup>1</sup>, raffles<sup>2</sup>, tipping competitions<sup>3</sup>, off-course TAB<sup>4</sup>, and casino table games<sup>5</sup>. With the exception of raffles, the significant differences occurred with the group earning \$10,000 or less. This data suggests that higher income earners are more likely to gamble, particularly on the forms mentioned above. A significant difference was also found between those earning less than \$10,000 and those who "could not say their income" for casino keno<sup>6</sup>.

<sup>1</sup> tattslotto  $\chi^2=16.4$ ;  $p<.05$

<sup>2</sup> raffle tickets  $\chi^2=15.2$ ;  $p<.05$

<sup>3</sup> tipping competitions  $\chi^2=55.0$ ;  $p<.001$

<sup>4</sup> off-course TAB  $\chi^2=27.4$ ;  $p<.001$

<sup>5</sup> casino table games  $\chi^2=34.5$ ;  $p<.001$

<sup>6</sup> casino keno  $\chi^2=14.3$ ;  $p<.05$

## Participation in Gambling in Relation to Annual Personal Income (before tax)

**Table A6: Percentage Monthly Participation in Each Form by Personal Income**

Form	<\$10,000	\$10,000- \$20,000	\$20,000- \$30,000	\$30,000- \$40,000	40,000- \$50,000	\$50,000+
	%	%	%	%	%	%
Tattslotto*	34.5	30.1	33.0	45.4	38.4	48.4
Raffle*	23.0	22.6	26.1	42.6	34.2	29.7
Scratch 'n' Win	18.4	19.5	17.0	22.0	12.3	14.1
Beer tickets*	4.7	8.3	9.6	9.2	5.5	15.6
EGMs Casino	4.4	6.4	6.5	2.8	1.4	4.7
Tipping Competition*	6.6	9.0	15.2	17.7	11.0	18.8
TAB off-course*	4.1	5.3	12.2	7.8	6.8	9.4
Phone TAB	1.6	1.1	2.6	2.8	4.1	3.1
Bingo	3.3	3.4	1.3	0.0	1.4	0.0
Casino Table Games	1.4	2.3	2.2	0.7	2.7	1.6
Club Keno	6.3	8.3	10.9	7.1	8.2	14.1
Casino Keno	3.0	5.6	3.5	2.1	1.4	4.7
TAB on-course	0.5	1.1	0.4	2.1	2.7	0.0
Bookmakers	0.3	0.8	0.9	0.0	4.1	3.1
Mystery Ticket	0.0	1.1	0.9	0.7	2.7	1.6
Sports Betting	0.0	0.0	0.4	0.0	0.0	1.6
Other	0.0	0.8	1.3	2.8	1.4	1.6
Number in each category	365	266	230	141	73	64

An examination of monthly participation rates (2x7 contingency tables) reinforces the pattern evident in Table A6 above. Significant differences exist in frequency of participation according to annual personal income. Generally the trend for tattslotto<sup>1</sup>, raffle<sup>2</sup>, beer tickets<sup>3</sup> and tipping<sup>4</sup> is for the \$50,000+ p.a. group to be more highly represented than those earning less than \$10,000 or \$10,000-\$20,000. Off-course TAB betting is an exception as the income group \$20,000-\$30,000 is most highly represented<sup>5</sup>, and differs significantly to the lowest income group.

<sup>1</sup> tattslotto  $\chi^2=15.7$ ;  $p<.05$

<sup>2</sup> raffle tickets  $\chi^2=25.4$ ;  $p<.001$

<sup>3</sup> beer tickets  $\chi^2=14.1$ ;  $p<.05$

<sup>4</sup> tipping competition  $\chi^2=25.4$ ;  $p<.001$

<sup>5</sup> off-course TAB  $\chi^2=17.4$ ;  $p<.01$

Table A7 shows the distribution of scores on the SOGS for the present 1996 survey in Tasmania. For the whole sample just 2.6% fall in the 'at risk' category and 0.3% in the 'problem gambler' category; in the latter just 3 respondents from a sample of 1211.

**Table A7: Distribution of SOGS Scores for Total Sample in 1996; all SOGS Respondents in 1994**

Score on the SOGS	1996		1994-REVISED	
	(n=1211) %	Number of Cases	(n=1220) %	Number of Cases
0	69.5	842	92.5	1129
1	15.6	189	3.4	41
2	6.3	76	1.4	17
3	3.8	46	1.1	14
4	1.9	23	0.8	10
5	1.2	15	0.4	5
6	0.5	6	0.1	1
7	0.2	3	0.1	1
8	0.5	6	0.1	1
9	0.2	2	0.0	0
10*	0.2	2	0.1	1
13*	0.1	1	0.0	0
16	0.0	0	0.1	1

\*Although the two cases scoring 10 and 13 respectively on the SOGS are given as representing .3%, this is a function of the rounding process of the statistical package (SPSS). The correct figure to 2 decimal places, as given in Table 5.7.1, is .24%.

#### Technical Note

When compared with the corresponding values in Table 5.7.1 derived from the groups of regular players it can be seen that there are a small proportion of people who gamble less than once per week and yet still score in the 'at risk' and problem gambler category. The two-stage door-knock interview used in 1994 assumed that at risk and problem gamblers would only rarely be infrequent players and that the cost savings justified focussing only on weekly and more frequent players. The 1996 results provide an assessment of the extent to which the 2-stage method under-estimated prevalence. This difference however is small, of the order of .6% for the "at risk" category and does not alter the frequency/prevalence in the "Problem Gambler" category. This is a good demonstration of the robust nature of the preferred cut-off of 10 points for the most "at risk" category. It is possible that infrequent players may be more likely to be false positives i.e. score in the at risk category on the SOGS and yet not experience significant gambling related problems.

## References

American Psychiatric Association (1994) Diagnostic and Statistical Manual of Mental Disorders, IV Edition, DSM-IV (Washington, DC:APA).

Dickerson, M.G., Allcock, C., Blaszczynski, A., Nicholls, B., Williams, J. & Maddern, R. (1995). Study 2: An examination of the socio-economic effects of gambling on individuals, families and the community, including research into the costs of problem gambling in New South Wales. Report to Casino Community Benefit Fund, NSW Government

Dickerson, M.G., Baron, E., Hong, S.M. & Cottrell, D. (1995). Estimating the extent and degree of gambling related problems in the Australian population: A national survey. Journal of Gambling Behaviour accepted for publication.

Lesieur, H.R., & Blume. S., (1987). The South Oaks Gambling Screen (SOGS): A new instrument for the identification of pathological gambling. American Journal of Psychiatry, 144, 1184-1188

Yaxley, L. (1996). More than just a bob each way. Anglicare Tasmania.