RESEARCH REPORT

NSW Gambling Survey 2019

Commissioned by the NSW Responsible Gambling Fund

NSW GOVERNMENT

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NSW GAMBLING SURVEY, 2019

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* Revised 6 March 2020: The first version of this document contained errors that affected select figures and tables, and associated text. Details of all corrections are provided in Appendix D.

EXECUTIVE SUMMARY

This report details the results of the New South Wales Gambling Survey, 2019. This survey was conducted among the NSW adult population to measure the prevalence of gambling participation and the level of problem gambling.

NSW has previously undertaken prevalence studies to assess and monitor trends in gambling participation and track the prevalence and profile of problem gambling in the general population. Comparisons are made with previous NSW prevalence studies.

To better align this research with a public health perspective, the 2019 survey expands on previous prevalence surveys to capture the prevalence of some of the adverse impacts of gambling in the NSW population.

Results from this survey are intended to inform policy, prevention and treatment efforts. It also provides a snapshot of gambling in 2019 that can be used for comparisons with past and future NSW gambling prevalence surveys.

This research was commissioned by the NSW Responsible Gambling Fund and undertaken by Central Queensland University (CQU). Management of the research contract was overseen by Liquor & Gaming NSW.

Methods

The research involved 10,012 surveys using computer-assisted telephone interviews (CATI) between 8 November 2018 and 28 February 2019, with adults aged 18 years and over living in NSW. Random digit dialling for both mobile and landline frames was used to provide a sample representative of the NSW population. The sample frame design involved a 70/30 split between mobile phone numbers (7,006) and landline (3,006) phone numbers.

To reduce the burden on respondents, participants were sub-sampled, and allocated to either a full length survey or a short length survey based on their gambling status and their score on the Problem Gambling Severity Index (PGSI). The survey was developed by CQU's Experimental Gambling Research Laboratory in consultation with a Steering Committee from within Liquor & Gaming NSW and the Office of Responsible Gambling. The survey included gambling participation, problem gambling risk status, gambling-related harms, gambling attitudes, gambling behaviours, and help-seeking behaviours.

The results have been weighted to be consistent with ABS Estimated Resident Population (ERP) data for New South Wales, as well as known selection and response rate biases for these methods. In calculating the sub-sample weights, adjustments were also made for sub-sampling of regular gamblers, non-regular gamblers and non-gamblers.

Gambling participation

Just over half (53%) of NSW adults surveyed had participated in at least one gambling activity in the last 12 months. This represents a significant ($p < 0.001$) decrease since 2011, when approximately 65% of respondents reported participating in at least one form of gambling in the last 12 months. Buying lottery tickets remains the most prevalent form of gambling in 2019 (37%), followed by electronic gaming machines (EGMs) (16%), betting on horse or greyhound races (13%), buying instant 'scratchies' (13%), playing Keno at a club, hotel or casino (9%), betting on sporting events (6%) and playing table games at a casino (5%).

Participation across all forms of gambling has significantly declined since 2011, with the exception of participating in Bingo (2%) and betting on non-sporting events (1%) which remained the same, and informal private betting which has increased from 3% in 2011 to 5% in 2019.

The survey showed the least prevalent forms of gambling were betting on fantasy sports (0.3%), online poker (0.3%), and online casino games (0.5%). Of those who gambled in the last 12 months, most reported participating in just one gambling activity (46%), with 24% participating in two, and 29% participating in three or more modes of gambling. Men (57%) were more likely to have participated in at least one gambling activity than females (48%). Younger gamblers are more likely to engage in most forms of gambling, including EGMs, sports betting, casino table games and various forms of internet gambling. Older gamblers are more likely to buy lottery tickets.

Almost one in five (19%) respondents reported participating in online gambling, which most commonly occurred alone (63%) and at home (85%).

Problem gambling prevalence in NSW

Problem gambling and level of risk for problem gambling was assessed on responses to the Problem Gambling Severity Index (PGSI) (Ferris & Wynne, 2001). Results identified 1% of the NSW population as problem gamblers, a slight but not statistically significant increase from the 2011 problem gambling prevalence rate of 0.8% ($p = 0.089$). Consistent with previous prevalence studies, men in NSW are significantly more likely to be problem gamblers (1.7%) compared to women (0.4%). Men are more prevalent in all PGSI gambling risk categories.

A further 9.4% of participants were classified as being either low (6.6%) or moderate (2.8%) risk gamblers. The prevalence of low-risk gamblers has significantly declined since 2011 ($p < 0.001$), but the prevalence of moderate-risk gamblers has remained about the same: 2.9% in 2011 to 2.8% in 2019 (p = .582).

Based on self-reported gambling spend, problem gamblers account for 36.7% of gambling expenditure, with low and moderate-risk gamblers accounting for a further 19.5% and 14.5% respectively, or 70.7% in total.

Moderate-risk and problem gamblers

The prevalence of moderate-risk and problem gamblers has remained about the same: 3.7% in 2011 to 3.8% in 2019 (p = .766). Thus, despite declining participation rates, the prevalence of moderate to problem gambling has remained relatively constant.

Of the respondents who reported gambling in the last 12 months, key socio-demographic characteristics were explored in relation to moderate-risk and problem gambling. Consistent with previous research, problem gambling is more prevalent among younger people, especially younger men (aged 18 to 24). Younger adult gamblers (aged 18 to 24) were most likely to be moderate-risk and problem gamblers (14.9%) compared with 7.2% of NSW gamblers overall. The riskiest form of gambling is playing EGMs, with EGM play associated with 3.6 times greater odds of being a moderate-risk or problem gambler ($p < 0.001$). Buying lottery tickets or instant scratchies is associated with a lower risk of experiencing problem gambling.

Moderate-risk and problem gambling was higher among unemployed gamblers (19.5% compared with 7.2% overall) and gamblers who spoke a language other than English at home (14.0%), compared with 6.5% among gamblers who spoke only English), and lower among those with a university degree (4.9%).

Gambling-related harm in the NSW community

The PGSI incorporates both adverse consequences and indicators of behavioural addiction. However, the prevalence of specific negative consequences, such as health impacts and financial stress, are not specifically measured.

The 2019 survey assessed gambling-related harm by asking gamblers whether a set of 21 adverse consequences had occurred as a result of their gambling over the last 12 months. These items were selected by the departmental Steering Committee, and covered a selection of moderate to severe harms relating to emotional or psychological impact, emotional or psychological distress, relationship harms, health harms, financial harms, work or study harms, and social devaluation.

In total, 6.34% of gamblers reported at least one form of harm resulting from their gambling, with 2.47% experiencing just one form of harm. These included harms such as *feeling depressed* (2.93%), *distress about their gambling* (2.70%) and *loss of sleep* (2.21%). Among those experiencing gambling-related harms, the average number of harms experienced was 3.67.

Of the total number of harms occurring in the population, approximately half of the harms were reported by problem gamblers, with progressively smaller proportions attributable to lower risk categories, including non-problem gamblers. However, this result should not be directly compared to other research on the population prevalence of harm, as this survey focussed on moderate to severe harms. The exception to this pattern was the most severe harms, such as *bankruptcy* (0.26%) or *doing something illegal to fund gambling or pay debts* (0.31%), that were nearly exclusively reported by problem gamblers and not the lower risk categories. The activity that presents the greatest risk for problems and harm is EGM play, being both far more prevalent, and having almost double the per-person impact than the next harmful gambling activity (online poker games).

Conclusion

Gambling participation is declining in NSW, and rates of moderate-risk and problem gambling in the general population are approximately constant. However, it follows that a greater proportion of those who do gamble are experiencing some degree of problem gambling. This risk increases markedly for certain demographic groups: younger men and unemployed people, and those who speak a language other than English at home. Some prevalent forms of gambling – notably lottery tickets or instant scratchies – are associated with low rates of problem gambling and harm. Other novel forms of gambling – such as online table games, fantasy sports and eSports – are strongly associated with problem gambling, but participation rates are still very low. EGMs stand out as a form of gambling that is of greatest concern; being the second most prevalent form (after lotteries), and with participation predictive of the highest risk of problem gambling. Of the 21 moderate to severe gambling-related harms surveyed, 94.7% were reported by low-risk, moderate-risk and problem gamblers. Based on self-report data, these three groups together account for 70.7% of gambling expenditure.

Contents

List of Tables

List of Figures

1 INTRODUCTION

1.1 Background

This report presents the findings from the NSW Gambling Survey, 2019 commissioned by the NSW Responsible Gambling Fund. Comparisons are made with the 2011 study and statistically significant differences are highlighted in the report.

Gambling prevalence surveys have been undertaken in NSW since 1996. The NSW Government undertakes prevalence studies to assess and monitor the changing trends in participation, emerging technologies and the extent of different levels of problem gambling, as well as the demographic and geographic profile of gamblers. In 2011, a prevalence survey was undertaken with 10,000 participants (Sproston, Hing & Palankay, 2012) and in 2006 with 5,029 participants (AC Nielson, 2007). The NSW Gambling Survey, 2019 includes a sample of 10,012 participants, and provides some insights on how gambling participation and behaviour have changed since 2011.

In 2019, the survey was expanded to measure gambling-related harm to address the shift from measuring the prevalence of problem gambling to the measurement of gambling-related harms, in line with recent recommendations (Blaszczynski et al, 2015). One factor underlying this shift is a growing recognition that gambling-related harm may occur to individuals not meeting diagnostic criteria for traditional measures of problem or pathological gambling (Browne, Goodwin, & Rockloff, 2017).

1.2 Research objectives

The purpose of this study was to collect data on gambling participation and gambling-related harm in NSW; building and maintaining comparability with previous prevalence surveys where possible.

Specifically, the objectives were:

- to measure participation in gambling activities in the NSW population, and to compare levels of participation with previous NSW gambling surveys
- to measure the prevalence of different levels of problem gambling using the Problem Gambling Severity Index, and to complement this measure by assessing specific harms associated with gambling
- to examine the socio-demographic characteristics associated with gambling and different levels of problem gambling, overall and for each activity
- to examine the behaviours and beliefs of gamblers across the continuum associated with non-problem gambling and the different levels of problem gambling
- to assess help-seeking behaviour among different levels of problem gamblers
- to assess attitudes towards gambling, and beliefs about gambling, among gamblers and non-gamblers

- to assess the present uptake of emerging technologies, including eSports, fantasy sports, and gambling using virtual currencies.

The NSW Government is committed to conducting ongoing surveys into gambling, problem gambling and gambling-related harm to inform gambling policies and programs.

1.3 About this report

This report presents the study findings for the NSW Gambling Survey, 2019.

The findings for overall gambling participation amongst the NSW adult population are presented first. The report then focuses on participation in gambling activities amongst NSW adults who had gambled in the last 12 months.

Each chapter has been designed and reported as a stand-alone section on key topic areas.

Detailed gambling participation in each activity by socio-demographics including NSW districts, educational attainment, personal annual income, Aboriginal and Torres Strait Islander background and language other than English spoken at home can be found in Appendix A. Further detailed breakdowns of frequency of play by gambling form, where gambling occurred, engagement with loyalty schemes and gambling-related harm can be found in Appendix B.

2 METHODS

This chapter provides a summary of the methodology used for the prevalence survey to assist in the interpretation and understanding of the results. A separate technical methodological report has been provided.

The project was carried out in compliance with ISO 20252 and membership requirements for AMSRO and AMSRS.

2.1 Overview

The NSW Gambling Survey, 2019 involved 10,012 computer-assisted telephone interviews (CATI) with adults aged 18 years and over living in NSW. The fieldwork period was from 8 November 2018 to 28 February 2019, however there was a small break over Christmas and the New Year period, in which no interviewing took place between 24 December 2018 and 1 January 2019.

2.2 Dual frame sample design

The sample frame design was split 70/30 between mobile (70) and landline phone numbers (30). Random digit dialling (RDD) sample for both the landline and mobile sample was used to provide a NSW representative population. The sample for both landline and mobile phone numbers was provided by *SamplePages*.

It was not possible to set quotas for regional NSW (expressed as Rest of NSW) for the mobile phone numbers as the sample did not contain geographical information; instead, the distribution of Greater Sydney[1] / Rest of NSW was expected to fall out naturally due to the random sampling of mobile numbers. Sampling quotas by Greater Sydney / Rest of NSW were enforced for landline sample only. Table 1 illustrates the sample design.

Table 1: Sample design

Area	Quota	%
Greater Sydney - Landline	1,957	20%
Rest of NSW – Landline	1,049	10%
Mobile	7,006	70%
Total	10,012	100%

2.3 Sub-sampling

Respondents to the NSW Gambling Survey, 2019 were sub-sampled on the basis of their level of gambling in order to reduce the respondent burden. Two versions of the questionnaire were programmed - a full length and short length; respondents were allocated to one of the two based on their gambling status and PGSI score.

[1] Greater Sydney covers areas from Wyong and Gosford in the north to the Royal National Park in the south. Towards the west, it includes the Blue Mountains, Wollondilly and Hawkesbury.

Respondents were classified as regular gamblers, non-regular gamblers, or non-gamblers, depending on their responses to detailed questions on a list of gambling activities. Regular gamblers were those who participated at least once a week in any type of gambling other than lottery products or scratchies tickets. Non-regular gamblers were those who participated in any type of gambling in the last 12 months but were not classified as regular gamblers. Non-gamblers were respondents who had not participated in any gambling activities in the last 12 months.

The PGSI score was also taken into consideration (see Section 4.3 for details on the PGSI results). All regular gamblers and non-regular gamblers with PGSI scores greater than zero were routed through the long version, along with one in two randomly selected non-regular gamblers with PGSI scores of zero, and one in four randomly selected non-gamblers.

Table 2 summarises the sample sizes for the sub-sampling of the different gambler groups. As shown in the table, maximum sampling resolution (100%) was obtained for less-prevalent groups of most interest: regular gamblers and those scoring greater than zero on the PGSI.

Table 2. Overall sub-sampling by gambler status (based on unweighted counts)

	Overall (n=10,012)	Regular Gambler (n=569)	Non-Regular Gambler (n=4,884)		Non-Gambler (n=4,559)
			PGSI score > 0	PGSI score = 0	
Sub-sampled	45%	100%	100%	50%	25%
Not sub-sampled	55%	-	-	50%	75%

Base: All respondents (n=10,012)

2.4 Questionnaire design and piloting

The questionnaire was developed by Central Queensland University (CQU) in consultation with the departmental Steering Committee members. To allow for comparability with previous prevalence surveys, item content was kept the same where possible.

The final draft questionnaire, CATI programming and operational procedures were tested prior to the main fieldwork through a pilot survey (n=100) between 15– 19 October 2018. A detailed debrief with interviewers was conducted at the completion of the pilot and feedback was provided on the questionnaire length, content and sequential order.

Ethics approval for the study was obtained from the Central Queensland University Human Research Ethics Committee (Application Reference #21335).

2.5 Interviews other than English

Non-English interviewing was available in 11 languages (Arabic, Cantonese, Mandarin, Spanish, Greek, Turkish, Vietnamese, Macedonian, Italian, Croatian and Serbian). Once the preferred language of a sample member was identified, these records were stockpiled until a reasonable workload for a bi-lingual interviewer was available.

A total of 175 interviews were conducted in a language other than English (68 Arabic, 28 Cantonese, 22 Mandarin, 18 Spanish, 10 Greek, 8 Turkish, 7 Vietnamese, 6 Macedonian, 5 Italian, 2 Croatian and 1 Serbian). Translations were back-checked by the interviewers conducting the language other than English (LOTE) interviewing.

2.6 Weighting

The survey data were weighted to the NSW population to provide estimates of the NSW adult population, rather than descriptives of the acquired sample.

The use of sub-sampling meant that two sets of weights were required. All records have a main weight. Records for sub-sampled respondents also have a second weight. Records which were not sub-sampled had no sub-sampled data and had no sub-sample weight.

In calculating the main weights, it was necessary to:

- adjust for unequal probabilities of selections of respondents within the landline and mobile frames;
- account for the duplication of coverage of the dual phone user population (people with both a landline and a mobile phone) when combining the landline and mobile data;
- account for the differential non-response rates by age, gender and part-of-state (Greater Sydney/Rest of NSW).

This process entailed that the weighted estimates provided were consistent with the ABS Estimated Resident Population (ERP) data for NSW, classified by age, gender and part-of-state (Greater Sydney, Rest of NSW). In calculating the sub-sample weights, adjustments were also made for the disproportionate sub-sampling of regular gamblers, non-regular gamblers and non-gamblers. Results for select screening items for the subsampled data may not match exactly the full sample results reported elsewhere because they are calculated on different bases.

Further details regarding the weighting can be found in a separate technical methodological report.

2.7 Problem Gambling Severity Index

Problem gambling and level of risk for problem gambling was assessed based on responses to the PGSI. Specifically, each ‘never’ response received a score of zero, ‘some of the time’ received a score of 1, ‘most of the time’ received a score of 2 and ‘almost always’ received a score of 3, which accords to standard grading criteria (Ferris & Wynne, 2001). A total score was calculated by summing together all responses to the nine-item scale.

Gamblers were subsequently split into one of four categories: problem gamblers, moderate-risk gamblers, low-risk gamblers or non-problem gamblers. It is important to note that the PGSI is a screening measure that requires gamblers to reach a certain score before they are categorised as moderate-risk or problem gamblers.

A brief definition or guide to each of the four categories of gamblers is below:

- **Problem gamblers** are defined as those who have experienced adverse consequences as a result of their gambling and who may have lost control of their gambling behaviour. Involvement in gambling may be at any level but is likely to be heavy. Problem gamblers have scores of 8 or more on the PGSI.
- **Moderate-risk gamblers** are those who have responded 'never' to most of the indicators of behavioural problems in the PGSI, but who are likely to score on one or more 'most of the time' or 'always' responses. This group may or may not have experienced significant adverse consequences from gambling. Moderate-risk gamblers have scores of 3 to 7 on the PGSI.
- **Low-risk gamblers** are likely to have experienced only minor adverse consequences from gambling, if any, and will have answered 'never' to most of the indicators of behavioural problems in the PGSI. Low-risk gamblers have scores of one or two on the PGSI.
- **Non-problem gamblers** are those who have responded 'never' to all of the indicators of behavioural problems (that is, who score zero on the PGSI). Members of this group may or may not be frequent gamblers with heavy involvement in gambling in terms of time and money, but they will be unlikely to have experienced severe adverse consequences.

2.8 Reporting conventions

Statistical tests have been carried out (t tests, using the 95% confidence interval) to highlight significant differences between the following key analysis variables:

- Age group
- Gender
- Location: NSW districts
- Education attainment
- Speaking in Language other than English (LOTE) versus only English
- Aboriginal and Torres Strait Islander origin versus non-Aboriginal and Torres Strait Islander origin
- Annual personal income
- The PGSI was measured using the original four response options (never = 0, sometimes = 1, most of the time = 2, almost always = 3) with total scores categorised according to its original validation (0 = non-problem gambler, 1-2 = low-risk gambler, 3-7 = moderate-risk gambler, 8-27 = problem gambler).[2] Two variables have been used for this analysis – the original four category PGSI, consisting of problem gambler, moderate-risk, low-risk and non-problem gambler; and also a three category version consisting of moderate-risk and problem gamblers (moderate-risk and problem gambler combined), low-risk, and non-problem gambler.

[2] Ferris J. & Wynne H. (2001).

Unless otherwise specified, all of the results are based on weighted data, and are therefore representative of the population of New South Wales.

Totals for questions with single-response answers might not add to exactly 100% due to rounding or the exclusion of refused responses[3]. Multiple-response items might add to more than 100% due to respondents selecting multiple response codes. The denominator (base) for calculation of percentages may vary due to the exclusion of refused responses.

Sample sizes vary between questions, due to (1) as described above, not all questions were asked of every respondent, as described in Table 2, and (2) the exclusion of refused / don't know and filtering of questions. The most important aspect in which sample sizes differed is described in Table 2. The sub-sampled group completed the full survey. This sub-sampled group included all gamblers displaying any degree of gambling problems, all regular gamblers, as well as 50% of non-regular gamblers not indicating any problems, and 25% of non-gamblers. In total, this made up 45% of the total sample. However, even non-subsampled respondents answered some basic questions (e.g. demographics). Thus, although most summaries in this report are based on the (appropriately weighted) sub-sample, some are based on the full sample of 10,012 persons. In line with this, two sets of weights are applied, one for the full sample, and one for analyses involving only the sub-sample. This ensures that consistent population-representative figures are given throughout. Throughout this report, we have noted whether the data summary is based on the full sample or the sub-sample.

Some sections and questions have a small sample size – the number of positive responses are reported throughout, and caution should be taken into account during interpretation. These cases are noted in the document.

It is important to keep in mind that differences in prevalence percentages or means may reflect sampling variability, rather than meaningful differences between groups or across times. Thus, asterisks (*) in charts or tables are used to indicate a statistically significant difference. For descriptive tables or figures, the asterisks represent a significant difference between the nominated subgroup and the *average for all the subgroups*. The presence of these symbols means that the observed difference is likely due to a true difference between groups, rather than random chance.

In discussing differences in prevalence rates (or percentages), the following conventions are used. The term 'significantly' is used in the statistical sense, to denote a statistically significant difference or trend. Comparisons are generally made between specific subgroups (e.g. problem gamblers) and the more general category (e.g. NSW gamblers as a whole). These are done as tests of proportions, rather than odds ratios; taking into account the dependence of the measures (Hayes & Berry, 2006). Nevertheless, the terms 'more likely' or 'less likely' are used rather than the phrases 'a higher/lower proportion of' to enhance readability of the report.

[3] Refused responses were excluded for all questions except for personal annual income. Due to the high percentage of those who refused (19%) or said 'don't know' (9%), this has been included as a separate category for the analyses.

Analyses frequently note the ‘base’, e.g. regular gamblers, or internet gamblers. This refers to the respondents whose data forms the basis of the figure or table. This is important for the reader to keep in mind the number of cases from which the percentages or means are derived. However, in all cases, the figures are weighted to the NSW population, and all statistical comparisons are done on the weighted data. It is cumbersome to include the phrase ‘weighted to the NSW population’ when describing every statistic. Therefore, this should be taken as read.

2.9 Data analyses

Data analyses within this report use a customary significance level or alpha-level of 5% is applied, as denoted in tables and figures. For targeted multivariate analyses, a range of significant thresholds (0.1%, 1%, 5%) are denoted. Chapter 5 includes several multiple regression analyses predicting harms from gambling, or likelihood of being a problem gambler, based on gambling activities or demographic characteristics of the respondents. Multiple regression is different from bivariate analyses (which investigates the relationship between two variables only) or cross-tabulations, because all other variables are taken into account when estimating each effect. This is sometimes referred to as *controlling* for other variables, or holding them all constant. The effect for each variable can then be interpreted in isolation. For example, if buyers of lottery tickets are more likely to play instant scratchies, and instant scratchies (but not lottery tickets) are at increased odds of having gambling problems, then a cross-tabulation or bivariate analysis would show an association between lottery tickets and gambling problems. A multiple regression including both forms of gambling would isolate the unique effect to instant scratchies, and therefore provide a more accurate representation of the increased odds of experiencing problems, based on both activities.

The multivariate analyses in Chapter 5 include logistic regressions, which estimate the increased odds of being an at-risk gambler, for each predictor variable. For example, poker machine players were found to be 3.58 times more likely to have gambling problems, after controlling for the effects of play on all other forms. A *significance* (or p-value) is also provided. This is a probability that the observed effect (3.58 in this case) is significantly different from no effect – which corresponds to an odds-ratio of 1. An odds ratio of less than one corresponds to a negative effect. For predictor variables that are factors, the odds ratios are with respect to the base category, which is nominated in each table. For example, we found that those aged 55 to 64 years old were 0.5 times more (i.e. half as) likely to be an at-risk gambler than the base category of 18 to 24 years. This is equivalent to saying that the odds of 18 to 24 year-olds to be at-risk are twice as high as older respondents.

For multivariate regressions predicting the number of harms experienced, we treated the count of harms as a simple score variable. Standardised beta coefficients were reported. A beta coefficient shows the amount of change in the outcome variable for every one unit of change in the predictor variable. Although this approach has some statistical limitations, it has the advantage of making the coefficients easily interpretable in terms of their relative importance. For example, poker machine play had a standardised effect size of .123, which was almost twice as large as the next most harmful activity (online poker games, .076).

As noted, degree of harm was treated a count of the total number of harms experienced by each respondent member (out of a possible 21). Such a summation is not ideal, given that no psychometric validation has been undertaken for this particular collection of harm probes. However, such an approach is reasonable given:

1. the relatively large number of items
2. all harms have been shown in prior research to load reasonably well on an underlying dimension of harm (Browne et al., 2016; 2017b)
3. a scree-plot check of the eigenvalues of the correlation matrix (reported below in Section 5) confirmed that the current set of harms is unidimensional. That is, most of the variance in harms can be explained by a single factor: some people are harmed more than others by gambling, and there is little distinction in the ways that different groups of people are harmed.

Gambling-related harms selected for this survey vary markedly in their severity. However, just as an ability test (e.g. a maths quiz) may contain items of varying difficulty and still yield a valid summative score, so too can an index that is comprised of items of varying severity. An eigenvalue decomposition was conducted on the co-occurrence matrix of harms in the present dataset. This is summarised by a scree plot in Section 5, which illustrates that the occurrence of harm appear to be unidimensional.

2.10 Comparison of results with previous years

Comparisons with the 2006 and 2011 gambling prevalence surveys are made for results on the Problem Gambling Severity Index (PGSI), Electronic Gaming Machine (EGM) gambling, online gambling, race betting and sports betting. These comparisons are presented at the beginning of the relevant chapter.

To do this, statistical significance testing was used in comparing estimates from the 2011 and 2019 surveys. The standard error of the difference in the two estimates, used in the calculation of the test statistic, was adjusted to account for the impact of weighting on the standard errors. This adjustment used the weighting effect (WEFF) values for the 2011 and 2019 surveys for both the main sample and the sub-sample. The WEFF information for 2006 was unknown therefore, testing for differences from 2006 was not undertaken.

3 GAMBLING PARTICIPATION

3.1 Overall gambling participation

Overall, just over half (53%) of NSW adults participated in at least one gambling activity in the last 12 months (Table 3).

Table 3. Participation in gambling activities in the last 12 months (weighted)

	Overall (n=10,012)	Male (n=5,076)	Female (n=4,936)
At least one gambling activity	53%	57%*	48%
None of the above/no gambling in the last 12 months	47%	43%	52%*

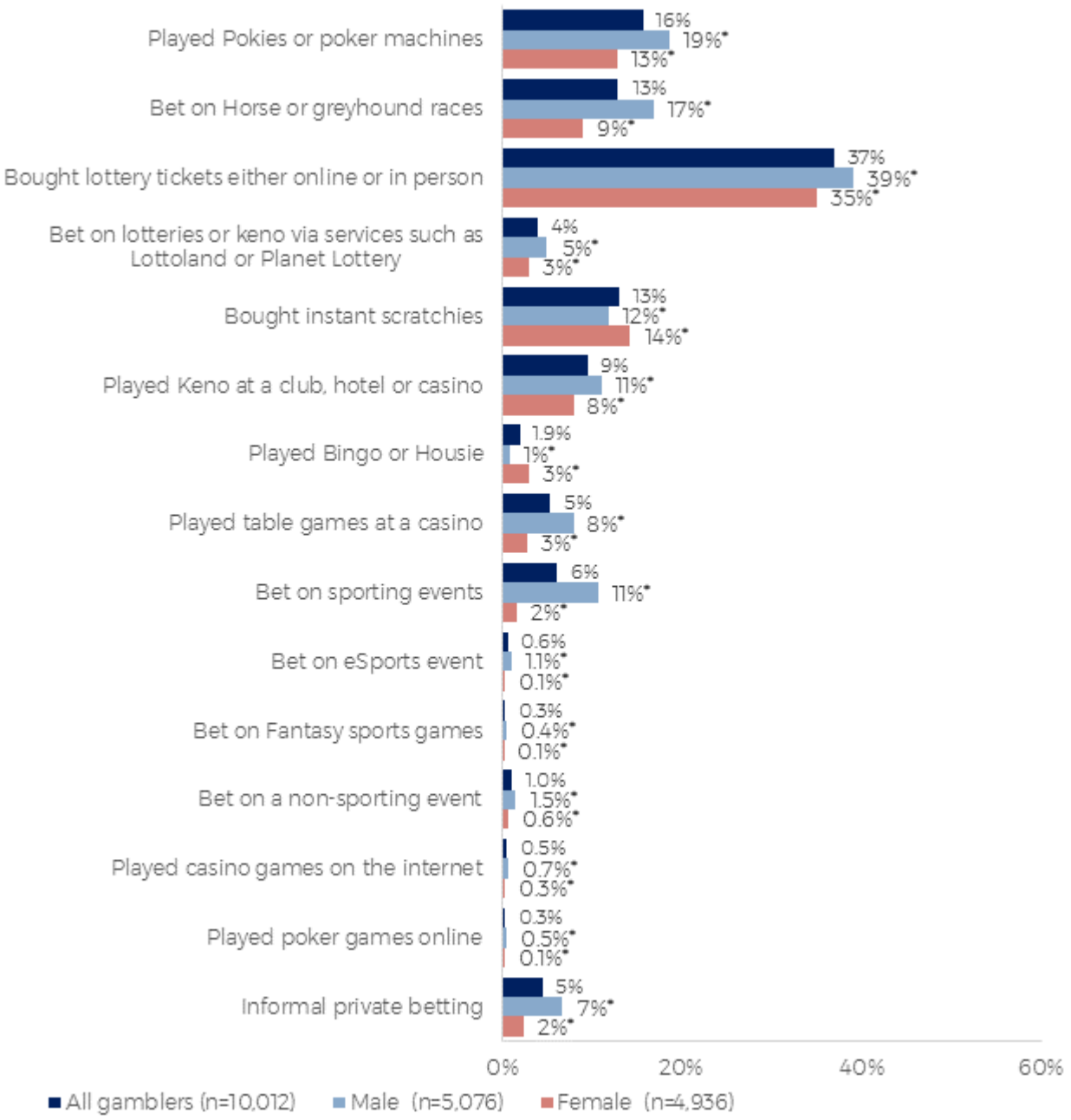
*I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Base: All Respondents (n=10,012). * In this chapter an asterisk indicates a statistically significant difference at the .05 level.*

The most prevalent gambling activity was buying lottery tickets, either online or in person (37%, including Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life). This was followed by playing EGMs (16%), betting on horse or greyhound races (13%) and buying instant scratchies (13%). The proportion of the NSW adult population who participated in each gambling activity in the last 12 months is shown in Figure 1.

Respondents were asked if they had spent any money on any other type of gambling activity that was not listed. Less than one percent (0.6%) mentioned something else, with Two-up being the most common response among these miscellaneous activities (0.2%).[4]

[4] This is not shown in the Figure.

Figure 1. Participation in gambling activities in the last 12 months, overall and by sex



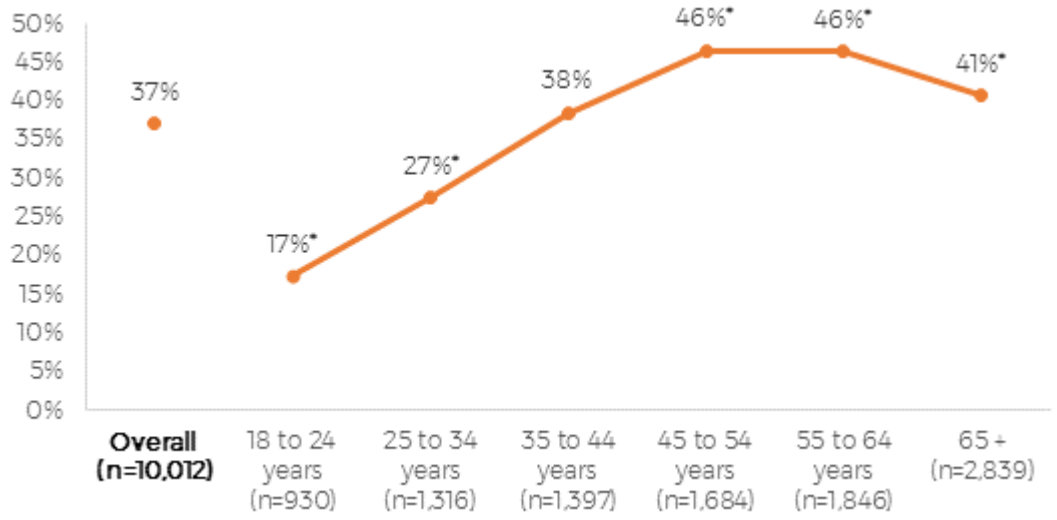
I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Base: All Respondents (n=10,012)

3.2 Lottery ticket buying

Over a third (37%) of adults in NSW had bought lottery tickets either online or in person in the last 12 months. This included Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life. Men were significantly more likely to have bought lottery tickets (39% compared with 35% of women).

The prevalence of lottery ticket purchase tended to increase with age, from 17% of NSW adults aged 18 to 24 years to 46% of NSW adults aged 55 to 64 years, as shown in Figure 2.

Figure 2. Lottery ticket buying, by age

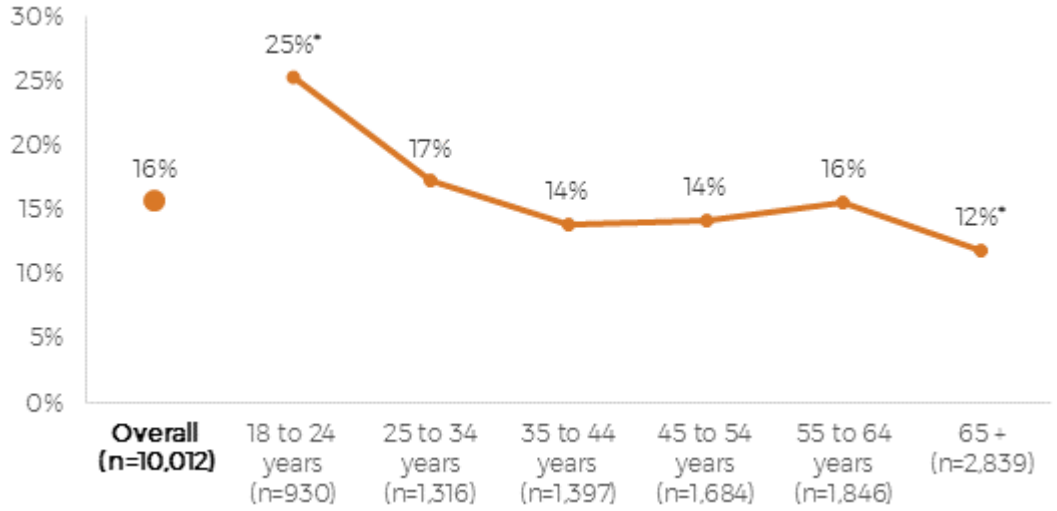


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bought lottery tickets. Base: All Respondents (n=10,012)

3.3 Electronic gaming machine (EGM) gambling

EGMs were played by 16% of NSW adults in the last 12 months (19% of men, and 13% of women). EGM gambling was most prevalent among the youngest group aged 18 to 24 years (25%) and lowest among those aged 65 years or over (12%). Other demographic breakdowns for EGM players are provided in Section 9.3.

Figure 3. Electronic gaming machine gambling, by age



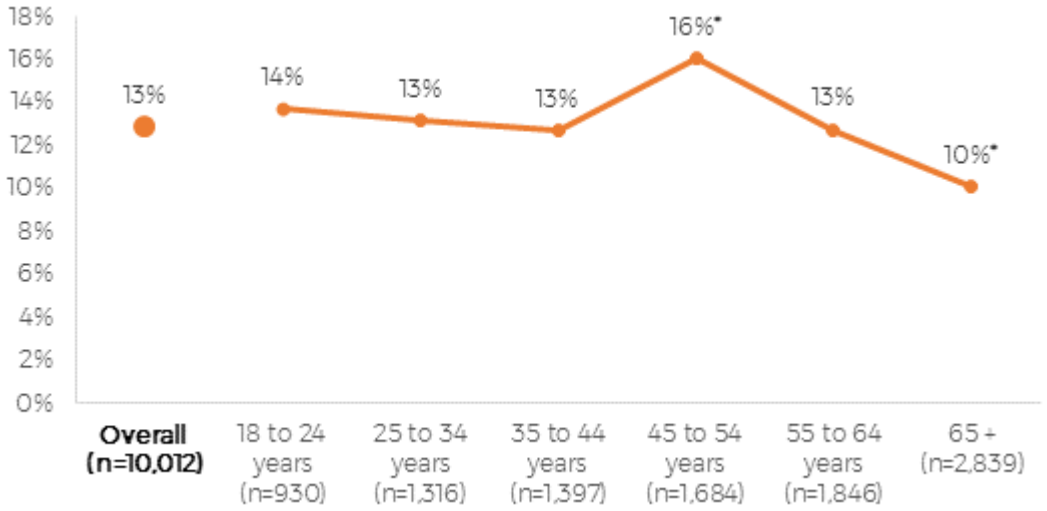
I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Played pokies or poker machines. Base: All Respondents (n=10,012)

3.4 Race betting

Thirteen percent (13%) of NSW adults had bet on horse or greyhound races, including virtual races such as *Trackside*. Significantly more men had bet on races (17% compared with 9% of women). Race betting prevalence was highest among NSW adults aged 45 to 54 years (16%).

As with lottery ticket buying and gambling on EGMs, men tended to place racing bets more often than women.

Figure 4. Race betting, by age

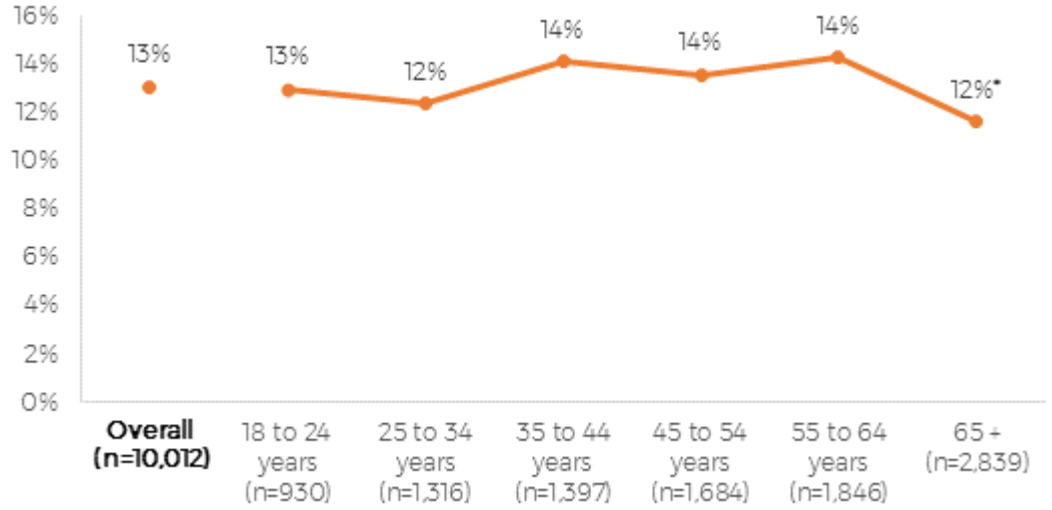


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on horse or greyhound races. Base: All Respondents (n=10,012)

3.5 Scratch ticket ("Scratchie") purchases

Thirteen percent (13%) of NSW adults had bought instant scratchies in the last 12 months. In contrast to most other forms of gambling, women tended to buy scratchies more than men (14% compared with 12% for men). As shown in Figure 5, there was no pattern by age.

Figure 5. Scratch ticket ("Scratchie") purchases, by age



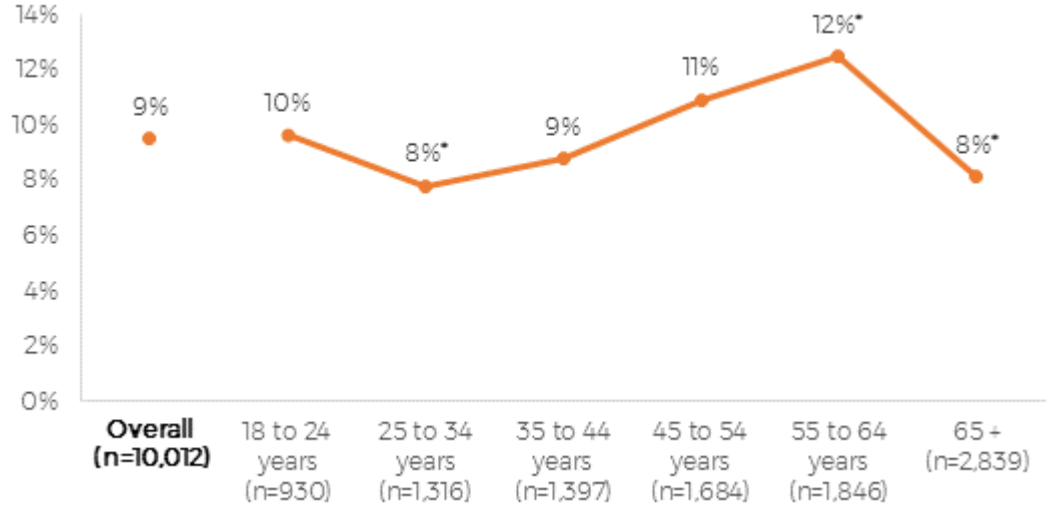
I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bought instant scratchies. Base: All Respondents (n=10,012)

3.6 On-site Keno playing

Keno had been played at clubs, hotels or the casino in the last 12 months by 9% of NSW adults (11% of men and 8% of women).

Men tended to play Keno in higher proportions than women. Keno participation was highest among those aged 55 to 64 years (12% compared with 9% overall).

Figure 6. On-site Keno, by age

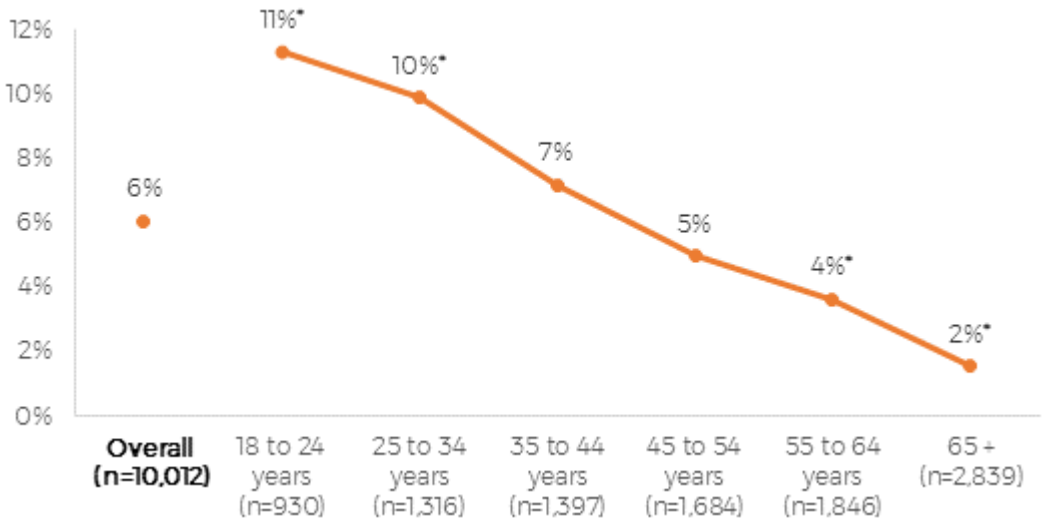


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Keno. Base: All Respondents (n=10,012)

3.7 Sports betting

Six percent (6%) of NSW adults had bet on sporting events like football, cricket or tennis in the last 12 months. (This did not include betting on sweeps, fantasy sports, and eSports.) Once again, men were significantly more likely than women to participate in sports betting (11% compared with 2% for women). Sports betting was most prevalent with the youngest group aged 18 to 24 years (11%) and declined with age as shown in Figure 7.

Figure 7. Sports betting, by age

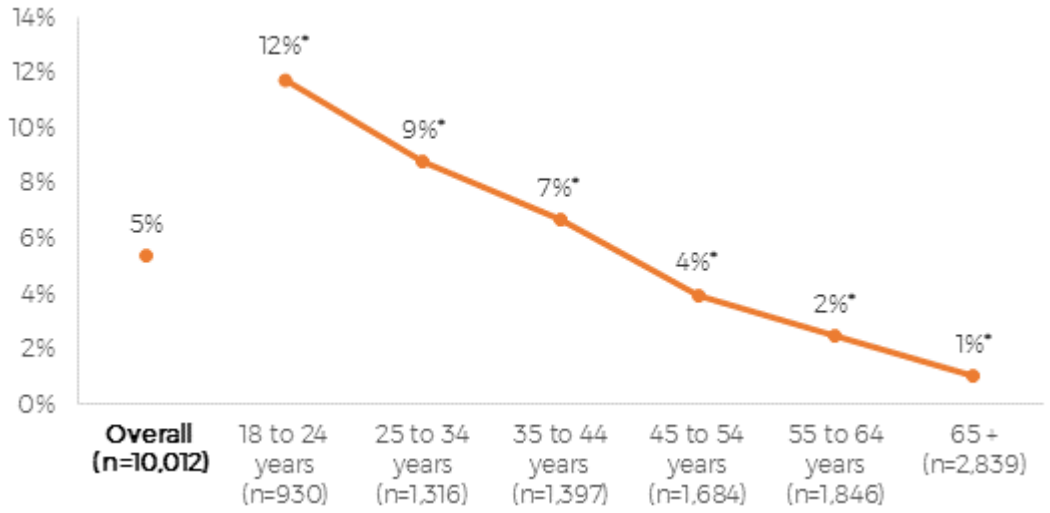


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on sporting events. Base: All Respondents (n=10,012)

3.8 Playing casino table games

Casino tables games, such as Blackjack or Roulette, had been played by 5% of NSW adults in the last 12 months. (This excluded casino games played on the internet). Eight percent (8%) of men, and 3% of women, had played casino games. Playing casino table games declined with age from 12% of those aged 18 to 24 years to 1% of those aged 65 years and over.

Figure 8. Playing casino table games, by age

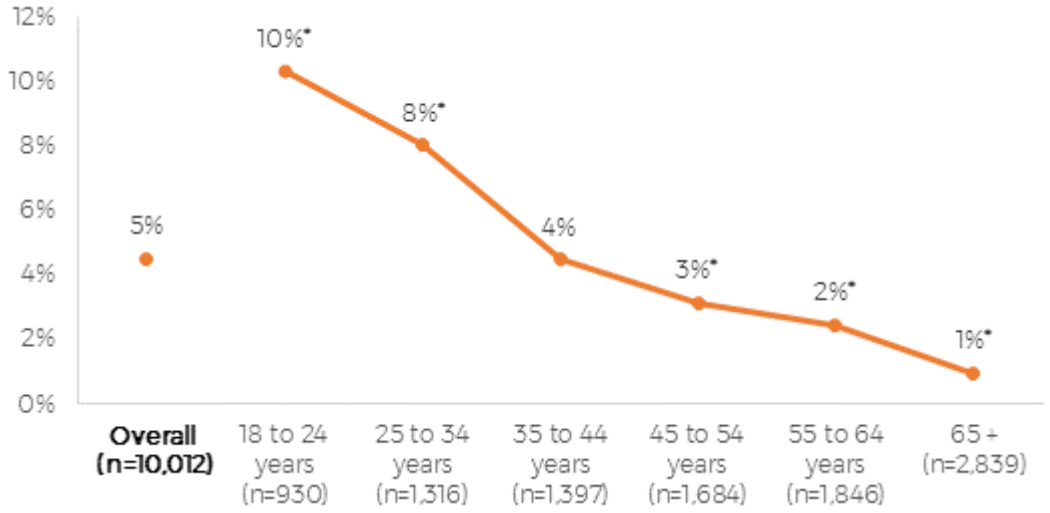


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Played table games at a casino. Base: All Respondents (n=10,012)

3.9 Informal betting

Five percent (5%) of NSW adults had participated in informal private betting sessions where money was gambled with family, friends or colleagues on activities such as card games or Mahjong. Seven percent (7%) of men had gambled this way, compared with 2% of women. Younger adults (aged 18 to 24 years) were more likely to participate in informal private betting (10%) compared with 1% of NSW adults aged 65 years or over.

Figure 9. Informal betting, by age

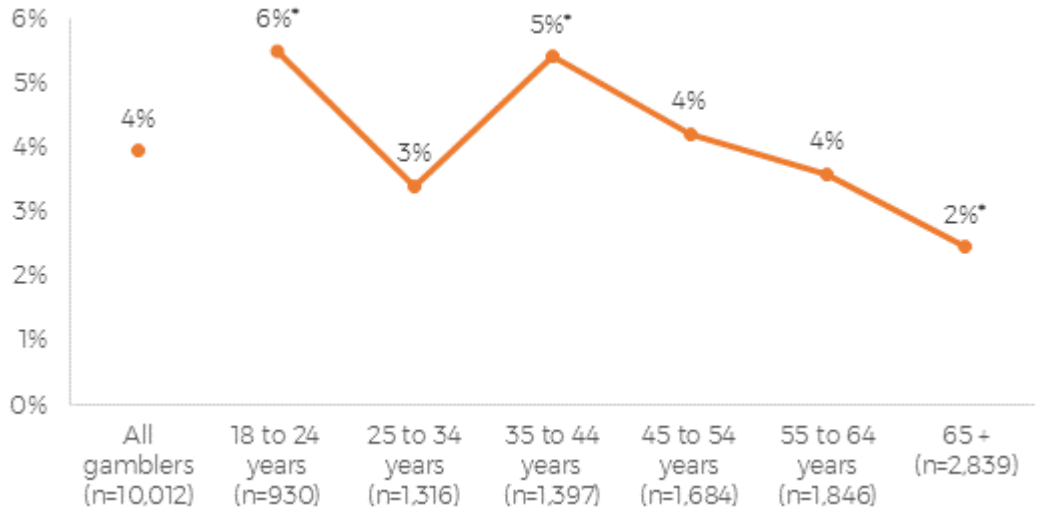


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Informal private betting. Base: All Respondents (n=10,012)

3.10 Betting via services such as Lottoland or Planet Lottery

Four percent (4%) of NSW adults had used services such as Lottoland or Planet Lottery to bet on lotteries or Keno (5% of men, 3% of women). Younger adults (aged 18 to 24 years) were more likely to bet via these services (6%) compared with 2% of NSW adults aged 65 years or older.

Figure 10. Betting via services such as Lottoland or Planet Lottery, by age

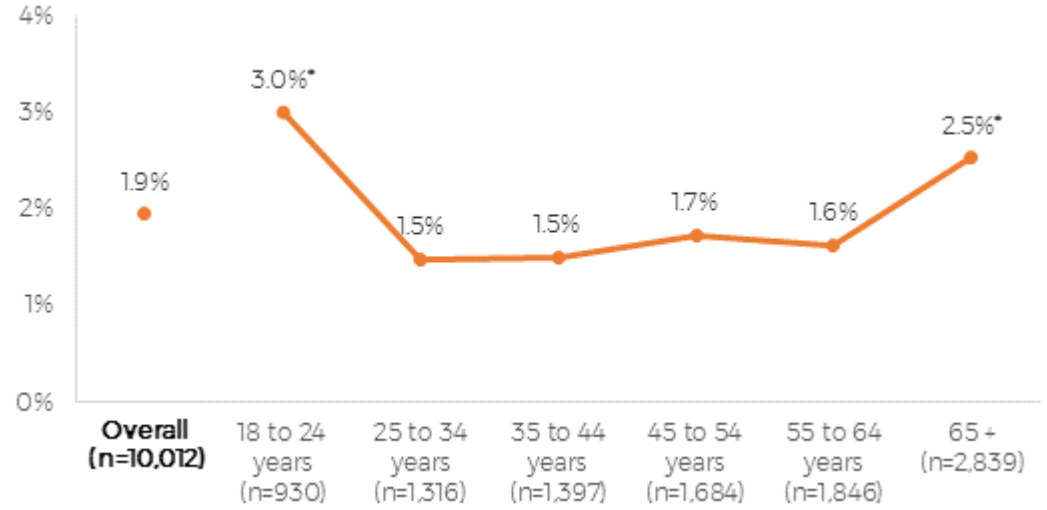


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on lotteries or Keno via services such as Lottoland or Planet Lottery. Base: All Respondents (n=10,012)

3.11 Playing Bingo or Housie

Around two percent (1.9%) of NSW adults had played Bingo or Housie. This form of gambling was less prevalent than most other forms; however, it was the only gambling activity besides scratchies ticket buying that was more prevalent with women than men (2.9% of women had participated, compared with 0.9% of men). As shown in Figure 11, playing Bingo was most prevalent among adults aged 18 to 24 years (3%) then declined with age before increasing to 2.5% among those aged 65 years and over.

Figure 11. Playing Bingo or Housie, by age

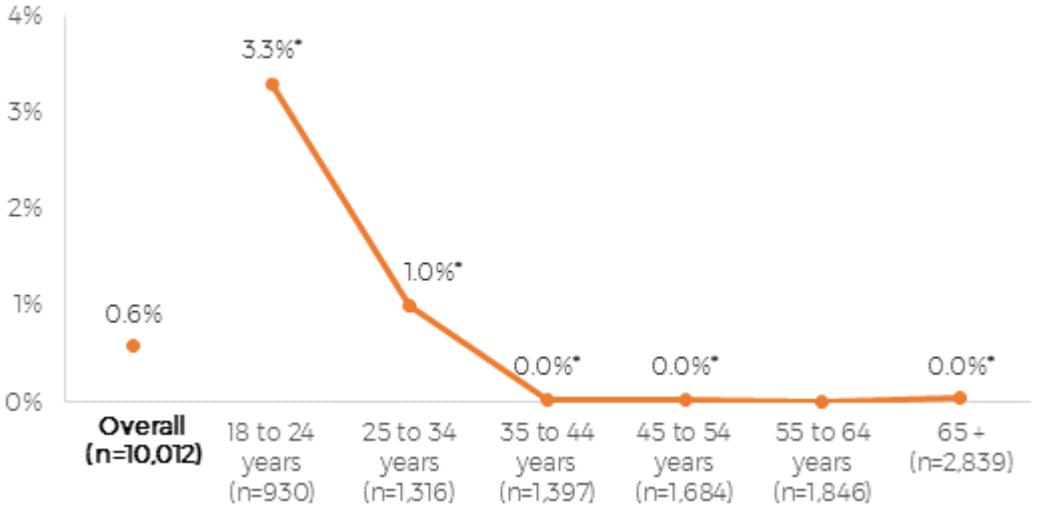


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Played bingo or housie. Base: All Respondents (n=10,012)

3.12 eSports betting

Less than one percent (0.6%) of NSW adults had bet on eSports events like CS:GO (Counterstrike: Global Offensive), League of Legends or DOTA2 (1.1% of men and 0.1% of women). eSports betting was most common among young NSW adults aged 18 to 24 years (3.3%) compared with 0.6% overall. Due to the small sample size for betting on eSports, these findings should be interpreted with caution.

Figure 12. eSports betting, by age

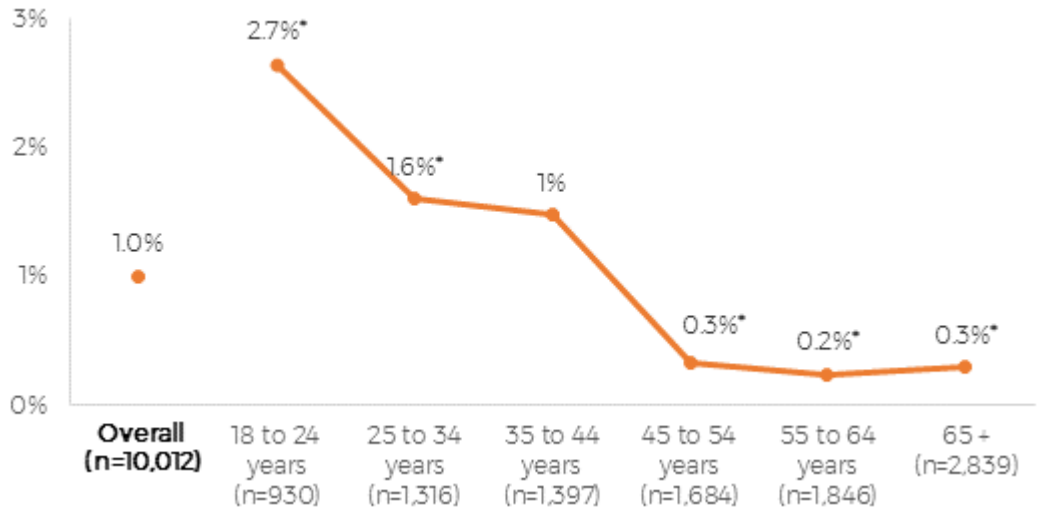


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on eSports. Base: All Respondents (n=10,012)

3.13 Betting on non-sporting events

One percent (1.0%) of NSW adults had bet on non-sporting events, such as who will win an Academy Award, a political event, or a reality TV show (1.5% of men, 0.6% of women). As with sporting events, younger adults were more likely to bet on non-sporting events (2.7%) compared with 1.0% overall. Due to the small number of responders who bet on non-sporting events, these findings should be interpreted with caution.

Figure 13. Betting on non-sporting events, by age

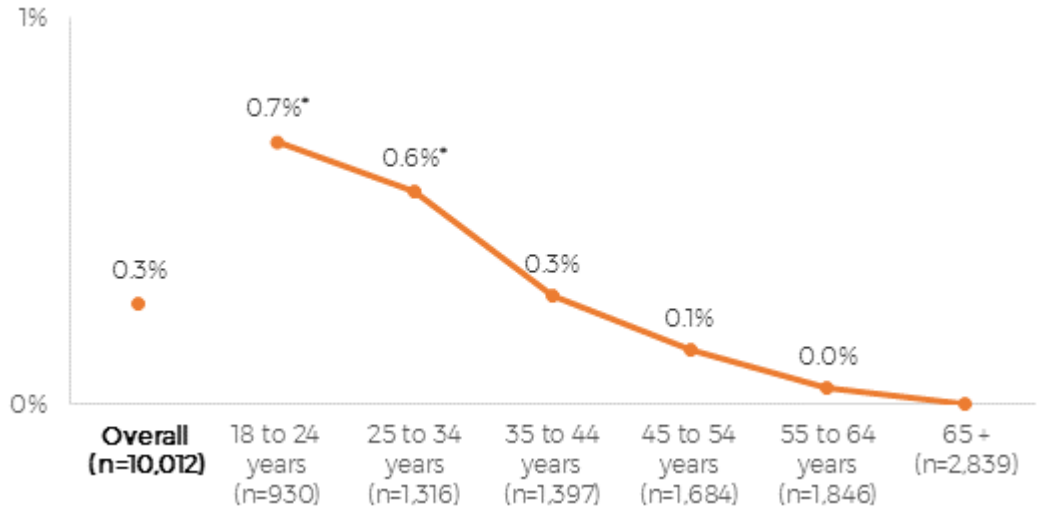


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on non-sporting event. Base: All Respondents (n=10,012)

3.14 Betting on fantasy sports

Less than one percent (0.3%) of NSW adults had bet on fantasy sports games such as Draftstars or Moneyball for money. Prevalence was highest among the youngest group aged 18 to 24 years (0.7%) compared with 0.3% overall. Due to the small sample size for betting on fantasy sports, these findings should be interpreted with caution.

Figure 14. Betting on fantasy sports, by age

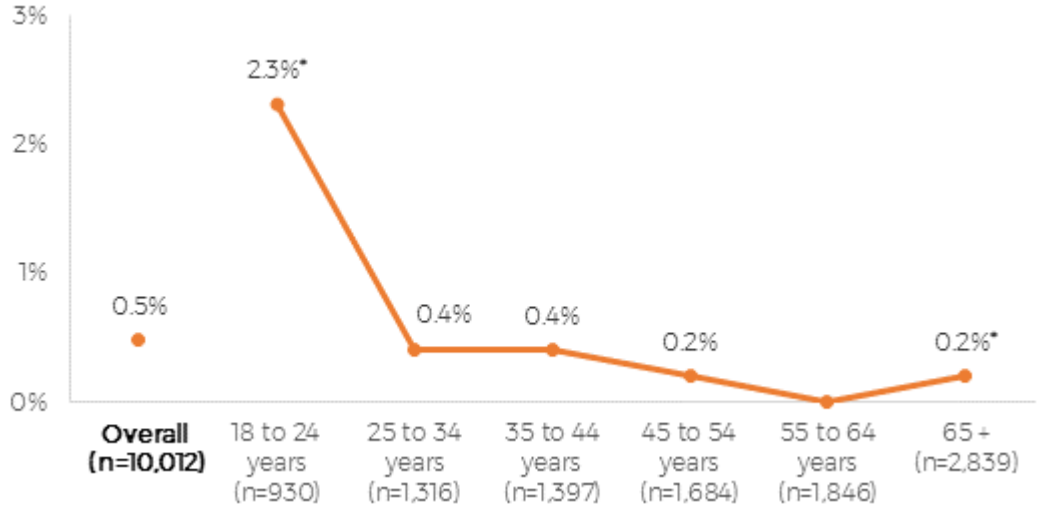


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on fantasy sports games. Base: All Respondents (n=10,012)

3.15 Playing internet casino games

Less than one percent (0.5%) of NSW adults had played casino games on the internet for money rather than points. Playing internet casino games was most common among the youngest group aged 18 to 24 years (2.3%) and declined with age (0.2% of NSW adults aged 65 years or over). Due to the small sample size for playing internet casino games, these findings should be interpreted with caution.

Figure 15. Playing internet casino games, by age

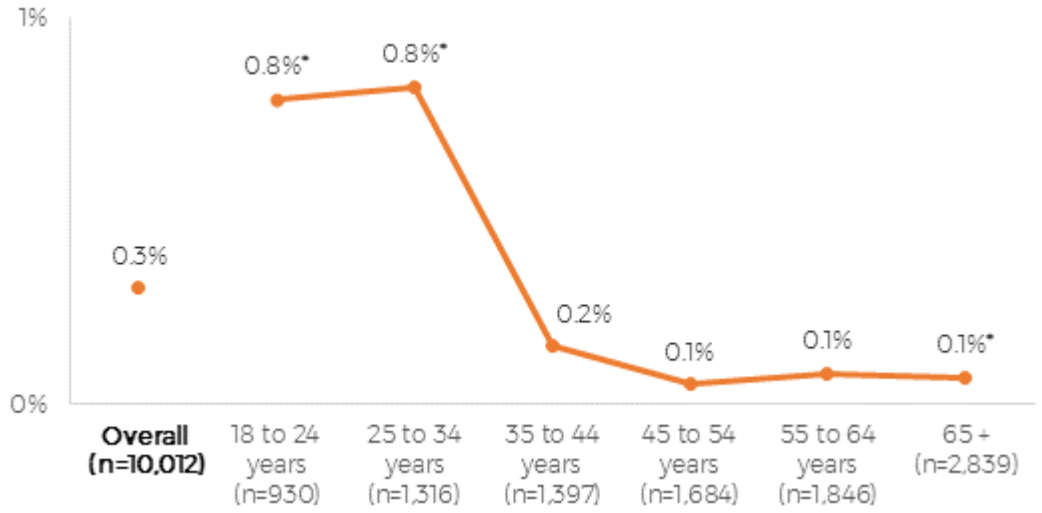


I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Played casino games on the internet. Base: All Respondents (n=10,012)

3.16 Playing online poker

Less than one percent (0.3%) of NSW adults had played poker games online for money rather than points. Younger adults (aged under 35 years) were more likely to play online poker than older NSW adults (0.8% compared with 0.1% of adults aged 65 years or older). Due to the small sample size for playing online poker games, these findings should be interpreted with caution.

Figure 16. Playing online poker, by age



I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Played poker games online. Base: All Respondents (n=10,012)

3.17 Prevalence of gambling participation using virtual currencies

Virtual currencies are discussed elsewhere in the main body of this report, in Section 12.3.

Around two percent (1.9%) of NSW adults participated in gambling style activities for something other than money. Significantly more men than women gambled this way (3.1% compared with 0.6%) (See Table 4).

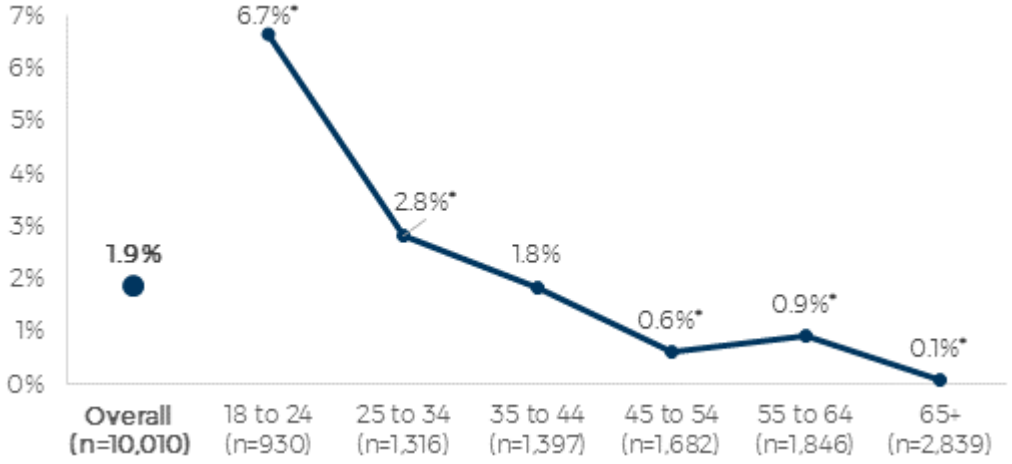
Table 4. Participation in gambling style activities for something other than money (weighted)

	Overall (n=10,012)	Male (n=5,076)	Female (n=4,936)
Yes	1.9%	3.1%*	0.6%
No	98.1%	96.7%	99.4%*
Don't know	0.1%	0.1%	0.0%

In the last 12 months, have you participated in any gambling style activities for something other than money? For instance using virtual credits purchased with real money, video game items (such as skins), or cryptocurrencies? Base: All Respondents (n=10,012)

Gambling with virtual credits declined with age, as shown in Figure 17.

Figure 17. Virtual credits, by age



In the last 12 months, have you participated in any gambling style activities for something other than money? Base: All Respondents (n=10,010)

Sydney residents were also significantly more likely than people living in the Rest of NSW to have gambled for something other than money (2.1%, compared with 1.4%).

3.18 Average number of gambling activities among gamblers

As shown in Table 5, amongst NSW adults who gambled in the last 12 months, 46% had participated in one gambling activity, 24% had participated in two activities, and 29% had participated in three or more activities.

The median number of gambling activities was 2.

Table 5: Average number of gambling activities

	Respondents who gambled in the last 12 months (n=5,406)
1 activity	46%
2 activities	24%
3 activities	14%
4 or more activities	15%
Median number of activities	2
Mean number of activities	2.14

Base: NSW gamblers in the last 12 months (n=5,406)

3.19 Prevalence of online gambling

Online gambling is discussed in the main body of this report, in Section 10.5. Based on sub-sampled respondents, over the last 12 months, almost one in five gamblers (19%) had spent money gambling online, as listed in Table 6.

Table 6. Online gambling

	Sub-sampled respondents who gambled in the last 12 months (n=3,323)	Male (n=1,904)	Female (n=1,419)
Yes	19%	24%*	13%
No	81%	76%	87%*
Don't know	0%	0%	0%

*In the last 12 months, have you spent money gambling online? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323); ; * indicates a statistically significant difference at the .05 level*

The vast majority of NSW online gamblers (85%) normally gamble online while at home (See Table 7).

Table 7. Gambling location when gambling online

	Respondents who gambled online (n=651)	Male (n=481)	Female (n=170)
At home	85%	84%	89%
At work	11%	12%	10%
At a club or hotel	8%	9%	5%
At a friend's or family member's house	6%	7%	3%
At a social gathering	5%	6%	3%
At a sporting event	5%	6%	1%
At a race meeting	4%	5%	3%
Commuting	2%	4%	1%
Other	0%	0%	0%
Don't know	2%	3%	0%

Where are you normally when you gamble online? Base: Respondents who said they spent money gambling online (n=651)

Furthermore, almost two thirds of NSW online gamblers (63%) were normally alone when gambling online (See Table 8).

Table 8. Online gambling with others

	Respondents who gambled online (n=651)	Male (n=481)	Female (n=170)
Yes	35%	31%	43%
No	63%	66%	57%
Don't know	2%	2%	2%

When gambling online, were you normally with other people? Base: Respondents who said they spent money gambling online (n=651)

3.20 Gambling participation over time, 2006, 2011, 2019

The proportion of NSW adults participating in at least one gambling activity has significantly decreased from a high of 69% in 2006, to 65% in 2011, and dropping to 53% in 2019. As in 2011, buying lottery tickets was the most prevalent gambling activity in 2019 (37%).

As shown in Figure 18, participation has decreased over time in all activities, with the exception of participating in Bingo (2%) and betting on non-sporting events (1%) which have remained the same, and informal private betting which has increased from 3% in 2011 to 5% in 2019.

The number of people playing EGMs had significantly decreased from a high of 31% in 2006, to 27% in 2011, to 16% in 2019.

Betting on horse or greyhound races was undertaken by one quarter (24%) of NSW adults in 2011, and has significantly declined to 13% in 2019.

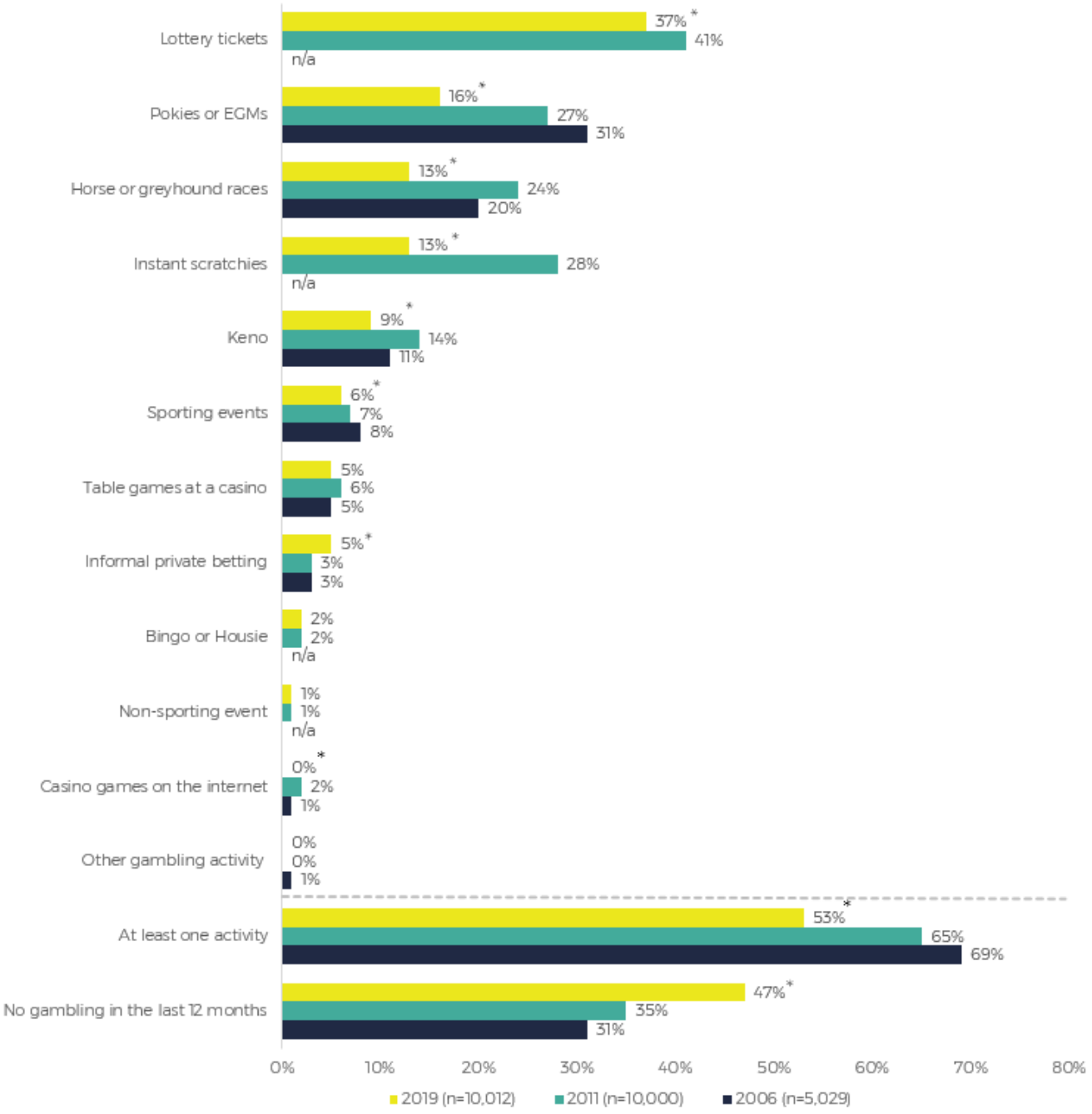
The number of people buying instant scratchies is less than half of the 2011 estimate (28% in 2011 to 13% in 2019).

Betting on Keno significantly declined from 14% in 2011 to 9% in 2019.

Small but significant decreases were seen in betting on sporting events (7% in 2011 to 6% in 2019) and casino games on the internet (2% in 2011 to 0.5% in 2019).

Lotteries or Keno via services such as Lottoland or Planet Lottery, betting on eSports, fantasy sports and playing poker games online were added to the 2019 questionnaire, so no data is available on these activities in 2011. Accordingly, these are not shown in Figure 18.

Figure 18. Participation in gambling activities over time, 2006, 2011, 2019[5]



I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Base: All respondents

[5] In 2006, lottery tickets and instant scratchies was asked as a single code frame. This was asked separately from 2011.

4 PREVALENCE AND RISK OF PROBLEM GAMBLING

4.1 Problem gambling prevalence in the population

The proportion of the population in each Problem Gambling Severity Index (PGSI) risk category, and non-gamblers for 2019 and 2011, are shown in Table 9.

One percent (1.0%) of the NSW population were classified as problem gamblers according to the PGSI, slightly higher than the 2011 problem gambling prevalence rates of 0.8%. The prevalence of moderate-risk gamblers (2.8%) has declined by 0.1% since 2011 (2.9%), but given the increase in problem gambling, the overall prevalence rate of moderate-risk and problem gamblers (combined) has grown from 3.7% in 2011, to 3.8% in 2019.

The prevalence of low-risk gambling (6.6%) and non-problem gambling (42.9%) has decreased since 2011 (8.4% and 52.8%, respectively). There has been an increase in the prevalence of non-gamblers, with 46.7% in 2019, compared to 35.1% in 2011 reporting not having gambled in the past 12 months.

Consistent with findings from 2011, men were significantly more likely than women to be problem gamblers (1.7%, compared with 0.4%), moderate-risk gamblers (3.9%, compared with 1.7%), or low-risk gamblers (8.9% compared with 4.8%). Conversely, women were significantly more likely to be classified as non-gamblers (51.6% compared with 41.6% of men).

Table 9. PGSI risk categories, population overall and by sex

	Population		Men		Women	
	2019	**2011**	**2019**	**2011**	**2019**	**2011**
Moderate-risk and problem gambler	3.8%	3.7%	5.6%*	5.4%	2.1%*	2.0%
PG (Problem gambler)	1.0%	0.8%	1.7%*	1.4%	0.4%*	0.1%
MRG (Moderate-risk gambler)	2.8%	2.9%	3.9%*	4.0%	1.7%*	1.9%
LRG (Low-risk gambler)	6.6%*	8.4%	8.9%*	10.0%	4.8%*	6.9%
NPG (Non-problem gambler)	42.9%*	52.8%	44.3%*	50.9%	41.5%*	54.6%
NG (Non-gambler)	46.7%*	35.1%	41.6%*	33.6%	51.6%*	36.4%

*Base: All respondents (2019 n=10,012, 2011 n = 10,000); * indicates a significant difference at the .05 level. Comparisons are made over time (first two columns) and between men and women (subsequent columns).*

Table 10. PGSI risk categories, gamblers and regular gamblers

	Overall (n=10,012)	Gamblers (n=5,453)	Regular gamblers (n=569)
Moderate-risk and problem gambler	3.8%	7.2%*	31.9%*
PG (Problem gambler)	1.0%	1.9%*	13.4%*

	Overall (n=10,012)	Gamblers (n=5,453)	Regular gamblers (n=569)
MRG (Moderate-risk gambler)	2.8%	5.2%*	18.5%*
LRG (Low-risk gambler)	6.6%*	12.4%*	23.9%*
NPG (Non-problem gambler)	42.9%*	80.4%*	44.2%
NG (Non-gambler)	46.7%*	-	-

*Base: All respondents (2019 n=10,012), Gamblers (n=5,453), Regular gamblers (n=569) * indicates a significant difference at the .05 level between PGSI groups.*

As shown in Table 10, the prevalence of gamblers at various levels of gambling risk varies markedly depending on which population is treated as the base. Whilst moderate and problem gamblers make up only 3.8% of the NSW population, this increased to 7.2% for gamblers, and 31.9% for regular gamblers.

4.2 Problem Gambling Severity Index over time from 2011 to 2019

In the population of NSW *gamblers* (as opposed to the population as a whole), there has been a significant increase in the proportion of problem gamblers, from 1.2% in 2011 to 1.9% in 2019. The prevalence of moderate-risk gamblers has also increased slightly from 4.5% in 2011 to 5.2% in 2019. Conversely, the proportion of low-risk gamblers has decreased slightly (from 13.0% in 2011 to 12.4% in 2019) and the same is true for the prevalence of non-problem gamblers (down from 81.3% in 2011 to 80.4% in 2019). Table 11 summarises the PGSI prevalence rates among gamblers.

Table 11. Proportion of gamblers in each PGSI risk category, 2011 and 2019

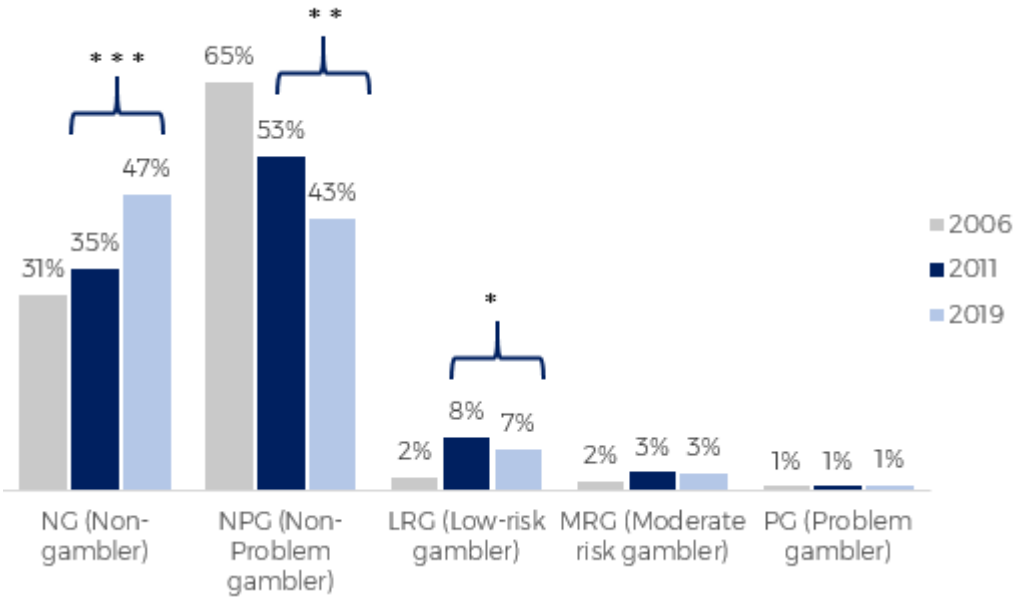
	2011	2019
Moderate-risk and problem gambler	5.7%	7.2%
PG (Problem gambler)	1.2%	1.9%
MRG (Moderate-risk gambler)	4.5%	5.2%
LRG (Low-risk gambler)	13.0%	12.4%
NPG (Non-problem gambler)	81.3%	80.4%

Base: All NSW gamblers in the last 12 months (2019 n=5,454, 2011 n = 1,234)

Considering the NSW population as a whole, the picture is somewhat different, because there was a large and statistically significant increase in the proportion of non-gamblers (from 35.1% in 2011 to 46.7% in 2019). Expressed as a proportion of the total population, there was a statistically significant decrease in the proportion of low-risk gamblers (from 8.4% in 2011 to 6.6% in 2019). There was no statistically significant change in the prevalence of moderate-risk gamblers (2.9% in 2011 to 2.8% in 2019), and no statistically significant change in the proportion of problem gamblers (0.8% in 2011 to 1.0% in 2019). Figure 19 illustrates these changes in the rates of participation and gambling problems, including statistical tests of the change, represented in terms of the proportion of the total

population. More details on the current PGSI risk category prevalence rates are provided in the following section.

Figure 19. PGSI risk category prevalence between 2011 and 2019 (all participants)



*Base: All respondents (n=10,012), Asterisks indicate significant changes over time, where they indicate a statistically significant difference: *** p < .001, ** p < .01, * p < .05.*

4.3 The Problem Gambling Severity Index

In order to assess the prevalence and risk of problem gambling, respondents who participated in at least one gambling activity in the last 12 months or participated in any gambling style activities for something other than money (i.e. virtual credits)[6] were asked the nine item PGSI questions. The PGSI is a subset of questions drawn from the larger Canadian Problem Gambling Index questions; a standardised screening tool that is used widely in international and Australian gambling surveys (Ferris & Wynne, 2001).

The results for each PGSI item are shown in Table 12.

One in ten (10.7%) NSW gamblers reported that they had felt guilty about their gambling at some point in the last 12 months (some of the time, most of the time or almost always). This was the most commonly endorsed PGSI item. Less than seven percent (6.8%) of gamblers reported that they had bet more than they could afford to lose (at least sometimes) and 6.1% reported chasing losses.

Around two percent (2.3%) felt gambling caused financial problems for them or their household and 1.3% had borrowed money or sold something to raise gambling money in the last 12 months.

[6] Virtual credits was treated as a 'supplemental' gambling activity. This is discussed later in the report in Section 12

Table 12: Problem Gambling Severity Index (PGSI). Thinking about the last 12 months…

	Never	Sometimes	Most of the time	Almost always	Sometimes /Most of the time /Almost always	Don't know
Have you felt guilty about the way you gamble, or what happens when you gamble?	89.2%	8.3%	0.9%	1.5%	10.7%	0.1%
Have you bet more than you could really afford to lose?	93.2%	5.3%	0.8%	0.7%	6.8%	0.1%
When you gambled, did you go back another day to try to win back the money you lost?	93.9%	4.8%	0.8%	0.5%	6.1%	0.1%
Have you needed to gamble with larger amounts of money to get the same feeling of excitement?	94.4%	4.2%	0.7%	0.7%	5.4%	0.2%
Have you felt that you might have a problem with gambling?	94.8%	3.9%	0.5%	0.7%	5.2%	0.1%
Have people criticised your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?	95.2%	3.6%	0.6%	0.5%	4.7%	0.1%
Has your gambling caused you any health problems, including stress or anxiety?	95.8%	2.9%	0.5%	0.7%	4.1%	0.1%
Has your gambling caused any financial problems for you or your household?	97.6%	1.6%	0.3%	0.3%	2.3%	0.1%
Have you borrowed money or sold anything to get money to gamble?	98.7%	1.2%	0.0%	0.1%	1.3%	0.1%

Base: All NSW gamblers in the last 12 months (n=5,454)

As there is typically some overlap between moderate-risk and problem gambler behaviours, and in order to obtain a larger sample for separate analysis, the PGSI risk categories 'problem' and

'moderate-risk' gambler have been collapsed into a single category "moderate-risk & problem gamblers" for some analyses.[7]

4.4 Prevalence of problem gambling among gamblers by key socio-demographics

The proportion of gamblers (who participated in at least one gambling activity in the last 12 months) in each PGSI risk category is shown in Table 13. Just under two percent (1.9%) of gamblers were classified as problem gamblers according to the PGSI, and another 5.2% were classified as moderate-risk gamblers. The majority of gamblers (80.4%) were classified as non-problem gamblers. Table 13 shows that there were significant differences in the PGSI status of men and women for all PGSI classifications.

Table 13. PGSI risk categories, gamblers overall and by sex

	Gamblers	Male Gamblers	Female Gamblers
Moderate-risk and problem gambler	7.2%	9.6%*	4.3%*
PG (Problem gambler)	1.9%	2.8%*	0.8%*
MRG (Moderate-risk gambler)	5.2%	6.7%*	3.5%*
LRG (Low-risk gambler)	12.4%	14.5%*	10.0%*
NPG (Non-problem gambler)	80.4%	75.9%*	85.7%*

*Base: All NSW gamblers in the last 12 months (n=5,453); * indicates a significant difference at the .05 level*

The proportion of moderate-risk and problem gamblers combined among last year gamblers, analysed by socio-demographics is shown in Table 14a and Table 14b. Table 14a includes a base of all NSW gamblers (n = 5,453). Table 14b is based on only the subsampled NSW gamblers (n = 3,323). Note that the statistical comparisons in this table are bivariate, comparing the individual relationship of each demographic indicator and PGSI risk category status, rather than multivariate comparisons. Accordingly, they do not represent the unique effects of each socio-demographic variable, controlling for all other variables.

Male gamblers were more likely than female gamblers to be moderate-risk and problem gamblers (9.6% compared with 4.3%).

Young adult gamblers (aged 18 to 24 years) were most likely to be moderate-risk and problem gamblers (14.9%) compared with 7.2% of NSW gamblers overall. The proportion of moderate-risk and problem gamblers declined with age to 5.4% of gamblers aged 45 to 54 years. Older gamblers (aged 65 years or older) were less likely to be moderate-risk and problem gamblers (3.7%). The pattern for moderate-risk and problem gamblers by age is presented in Figure 20. Similarly, Figure 21 shows the rate of moderate-risk and problem gambling reduces by age.

[7] See Section 2.8 Reporting conventions

Moderate-risk and problem gambling was negatively associated with level of education achieved, being lowest among gamblers with a university degree (4.9%). These results are shown in Figure 22.

Moderate-risk and problem gambling prevalence was higher among the following groups:

- Gamblers who spoke a language other than English at home (14.0%);
- Gamblers who were single (12.0%);
- Gamblers living in a group household (12.7%);
- Gamblers who were unemployed (19.5%).

There was no statistically significant difference between the percentage of moderate-risk and problem gamblers living in Sydney (7.3%) versus Rest of NSW (6.9%).

Table 14a: Low-risk, moderate-risk and problem gamblers, by socio-demographic characteristics

	LRG (Low-risk gambler)	MRG (Moderate-risk gambler)	PG (Problem gambler)	Moderate-risk and problem gambler combined
Base = all NSW gamblers in the last 12 months	12.4%	5.2%	1.9%	7.2%
Sex				
Male (n=2,984)	14.5%*	6.7%*	2.8%*	9.6%*
Female (n=2,469)	10.0%*	3.5%*	0.8%*	4.3%*
Age				
18 to 24 years (n=498)	18.5%*	11.3%*	3.6%*	14.9%*
25 to 34 years (n=680)	17.8%*	6.1%	3.1%*	9.2%*
35 to 44 years (n=748)	13.1%	5.0%	1.7%	6.7%
45 to 54 years (n=995)	10.5%	4.1%	1.3%	5.4%*
55 to 64 years (n=1,068)	9.3%*	5.0%	1.5%	6.5%
65 years or older (n=1,464)	8.5%*	2.6%*	1.0%	3.7%*
Part of state				
Sydney (n=3,266)	13.3%*	5.2%	2.1%	7.3%
Rest of NSW (n=2,187)	11.1%*	5.3%	1.6%	6.9%
Location: NSW Districts				
Central Coast (n=294)	10.5%	6.2%	2.1%	8.3%
Far West (n=33)	5.7%	-	-	-
Hunter New England (n=753)	10.5%	5.8%	2.0%	7.9%
Illawarra Shoalhaven (n=255)	10.6%	4.3%	1.9%	6.2%
Mid North Coast (n=180)	15.1%	3.1%	2.0%	5.1%
Murrumbidgee (n=250)	14.3%	5.0%	-	5.0%
Nepean Blue Mountains (n=274)	14.1%	2.8%	1.8%	4.5%
Northern NSW (n=234)	7.0%*	6.6%	1.7%	8.3%
Northern Sydney (n=653)	9.6%*	4.4%	2.2%	6.7%

	LRG (Low-risk gambler)	MRG (Moderate-risk gambler)	PG (Problem gambler)	Moderate-risk and problem gambler combined
South Eastern Sydney (n=654)	12.4%	5.2%	1.7%	6.9%
South Western Sydney (n=480)	14.1%	6.3%	2.9%	9.3%
Southern NSW (n=182)	7.6%	6.2%	0.7%	6.9%
Sydney (n=450)	18.9%*	4.9%	1.4%	6.2%
Western NSW (n=214)	11.6%	5.4%	2.4%	7.7%
Western Sydney (n=491)	15.0%	5.9%	1.6%	7.6%
Unknown[8]	11.5%	8.1%	7.0%*	15.1%*

Base: All NSW gamblers in the last 12 months (n=5,453); * *indicates a significant difference at the .05 level. Stars indicate differences between socio-demographic categories, in the prevalence of a particular PGSI category.*

[8] Postcode and suburb was not provided. Only part of state was provided.

Table 14b: Low-risk, moderate-risk and problem gamblers, by socio-demographic characteristics

	LRG (Low-risk gambler)	MRG (Moderate-risk gambler)	PG (Problem gambler)	Moderate-risk and problem gambler combined
Base = all NSW sub-sampled gamblers in the last 12 months	12.4%	5.2%	1.9%	7.2%
Speaks language other than English (LOTE) at home				
English only (n=3,047)	11.9%	4.8%	1.7%	6.5%*
LOTE (n=263)	18.0%	10.0%	4.1%	14.0%*
Aboriginal and / or Torres Strait Islander origin				
Yes (n=99)	15.3%	7.8%	4.3%	12.1%
No (n=3,205)	12.3%	5.1%	1.8%	6.9%
Marital status				
Married or living with a partner (n=1,928)	10.3%*	3.8%*	1.1%*	4.9%*
Separated/Divorced/Widowed (n=477)	10.3%	4.7%	2.1%	6.8%
Single (n=878)	17.6%*	8.4%*	3.7%*	12.0%*
Household composition				
Single person (n=652)	14.3%	6.5%	2.0%	8.4%
One parent w/ family & children (n=216)	11.3%	6.3%	3.9%	10.3%
Couple with children (n=1,117)	11.4%	3.9%	1.3%	5.2%
Couple with no children (n=923)	9.9%	4.7%	0.7%	5.4%
Group household (n=371)	19.2%*	7.6%	5.0%*	12.7%*
Employment status				
Unemployed (n=99)	15.9%	14.7%*	4.8%	19.5%*
Full-time student (n=103)	17.4%	7.9%	2.1%	10.0%
Working full-time (n=1,585)	13.3%	5.5%	2.0%	7.5%
Working part-time (n=508)	12.6%	4.4%	1.9%	6.2%
Retired/Pensioner (n=904)	9.8%	3.9%	1.5%	5.4%
Home duties (n=99)	8.0%	1.8%	1.2%	3.0%
Educational attainment				
University degree (n=1,263)	11.2%	3.8%	1.2%	4.9%*
Trade certificate/Year 12 (n=1,403)	13.6%	6.2%	2.3%	8.5%
Year 10 (n=489)	12.6%	6.2%	2.9%	9.1%
Below (n=120)	14.2%	8.1%	1.8%	9.9%
Personal income, per year				
Nil or negative income (n=72)	11.2%	9.7%	-	9.7%
$30,000 or less (n=604)	13.9%	6.3%	3.2%	9.5%

Nil or negative income (n=72)	11.2%	9.7%	-	9.7%
$31,000 - $50,000 (n=426)	12.0%	6.6%	1.3%	7.9%
$51,000-$70,000 (n=392)	15.9%	5.4%	2.5%	7.9%
$71,000 - $100,000 (n=484)	12.1%	5.5%	2.0%	7.5%
$101,000 - $150,000 (n=324)	13.0%	3.8%	1.7%	5.4%
More than $150,000 (n=224)	10.7%	3.9%	0.5%	4.3%
Refused/don't know (n=797)	10.6%	4.2%	1.6%	5.9%

*Base: All sub-sampled NSW gamblers in the last 12 months (n=3,323); * indicates a significant difference at the .05 level. Stars indicate differences between socio-demographic categories, in the prevalence of a particular PGSI category*.

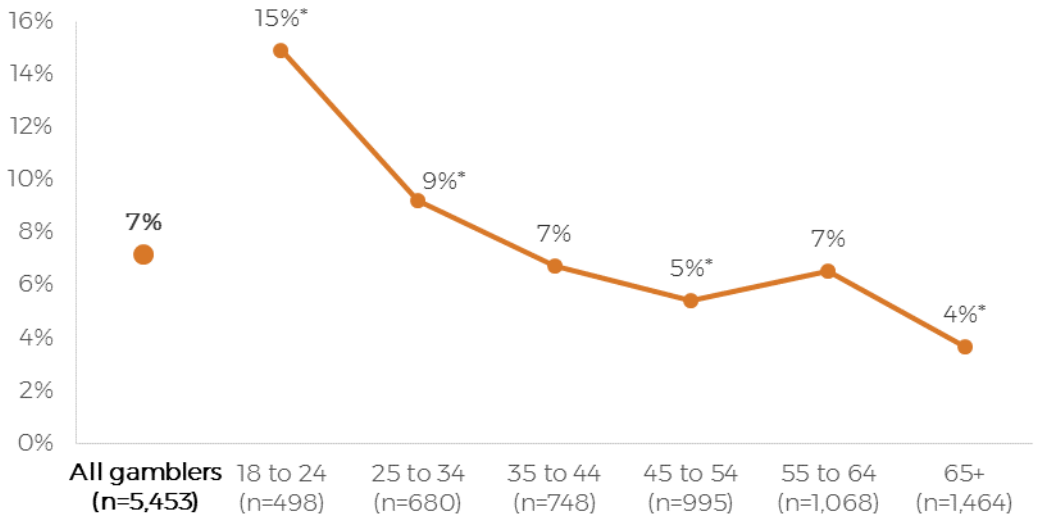
Among those who speak LOTE at home, the most common languages were Mandarin (15%), Hindi (10%) and Arabic (7%). The languages are shown in Table 15.

Table 15. Main language other than English spoken at home

	Sub-sampled gamblers in the last 12 months who spoke LOTE
Mandarin	15%
Hindi	10%
Arabic	7%
Cantonese	6%
Spanish	6%
Chinese	6%
Macedonian	4%
Italian	3%
Greek	3%
Vietnamese	3%
Portuguese	2%
Serbian	2%
Korean	2%
German	1%
Tagalog	1%
Croatian	1%
French	1%
Polish	1%
Russian	<1%
Turkish	<1%
Indonesian	<1%
Other	24%

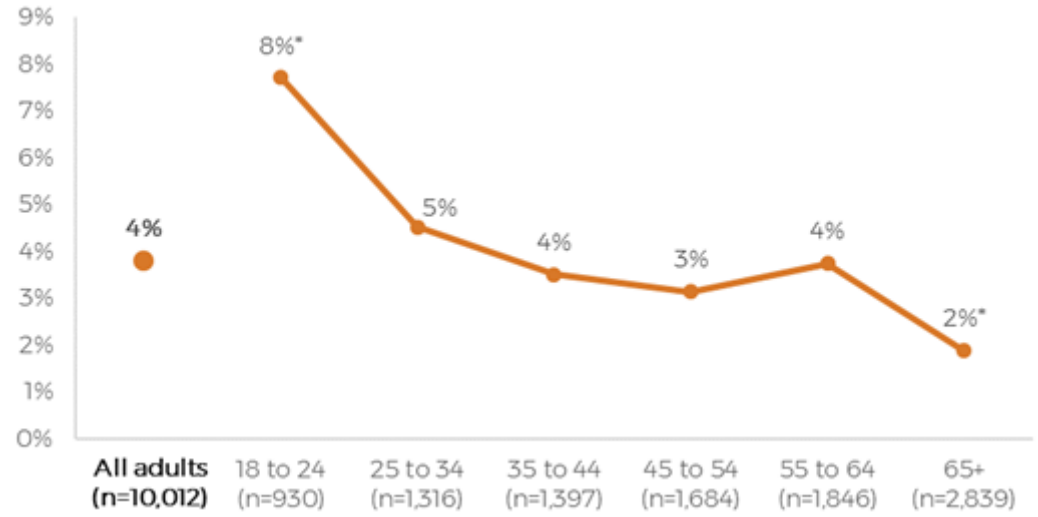
What is the main language spoken in your household? Base: Sub-sampled NSW gamblers in the last 12 months who spoke LOTE (n=259).

Figure 20. Proportion of moderate-risk and problem gamblers, by age



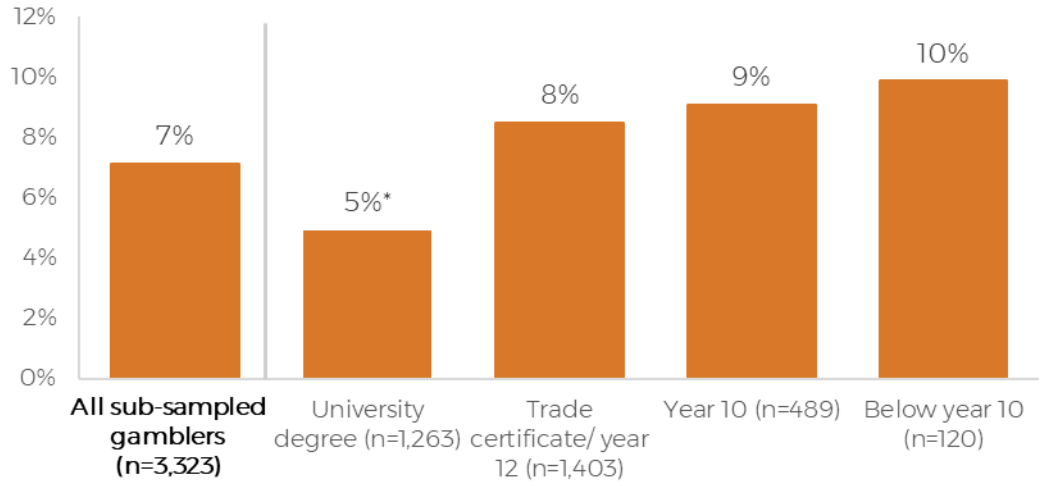
What is your age please? Base: All NSW gamblers in the last 12 months (n=5,453)

Figure 21. Proportion of moderate-risk and problem gamblers, by age for all adults



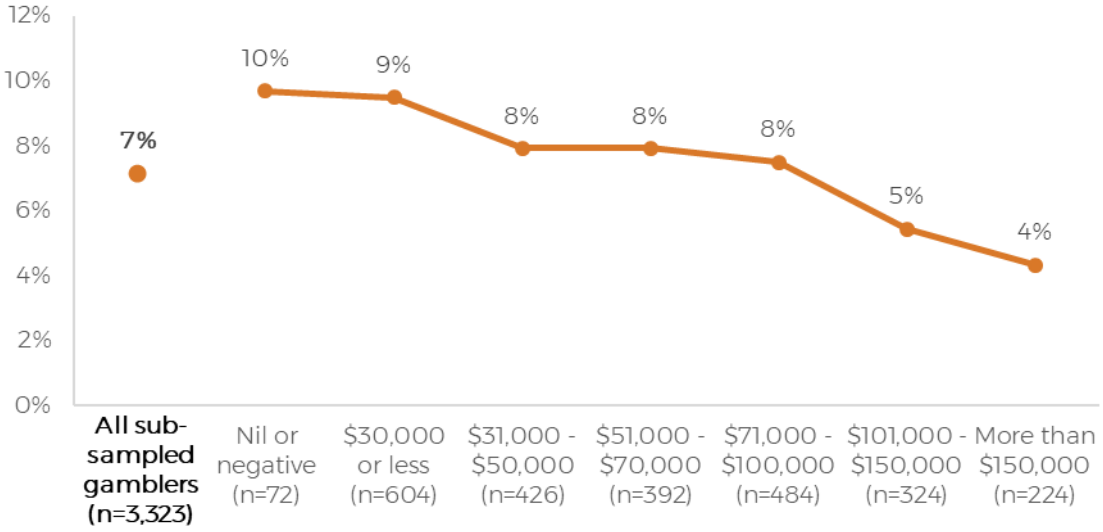
What is your age please? Base: All Respondents (n=10,012).

Figure 22. Proportion of moderate-risk and problem gamblers, by educational attainment



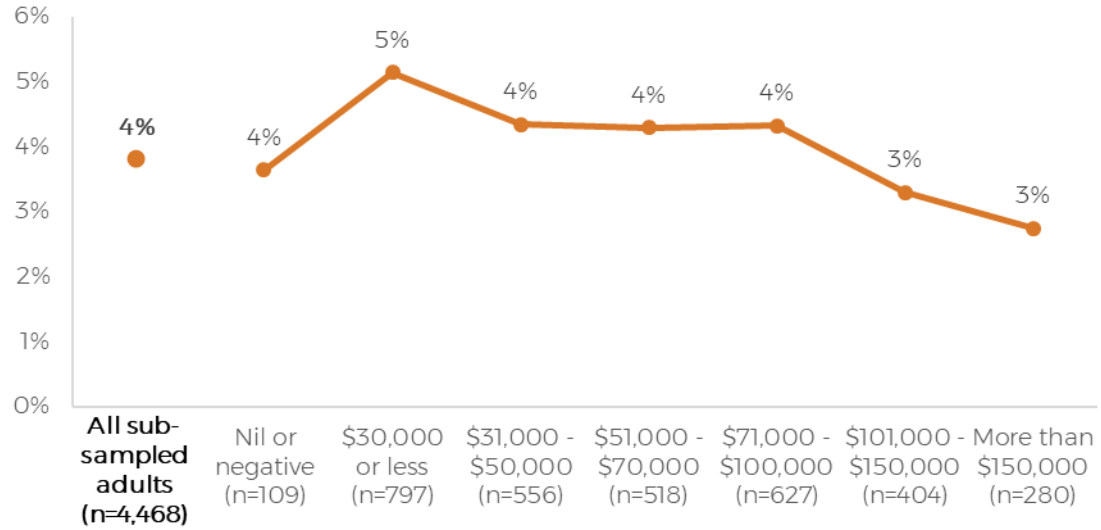
What is the highest education qualification you have received? Base: All sub-sampled NSW gamblers in the last 12 months (n=3,323).

Figure 23. Proportion of moderate-risk and problem gamblers, by personal income



Could you please tell me your personal annual income from all sources before tax – including any government payments? Base: All sub-sampled NSW gamblers in the last 12 months (n=3,323).

Figure 24. Proportion of moderate-risk and problem gamblers, by personal income for all adults



Could you please tell me your personal annual income from all sources before tax – including any government payments?
Base: All sub-sampled respondents (n=4,468).

4.5 Socio-demographic factors and moderate/problem gambling

As described in Section 2 Methods chapter, a logistic regression was conducted to analyse the socio-demographic risk factors for moderate-risk and problem gambling. Table 16 presents the odds ratios for demographic predictors of moderate-risk and problem gambling.

Males are 1.9 times more likely than females to be moderate-risk or problem gamblers, calculated as the inverse of the odds for females (i.e., 1/0.538 = 1.9). Similar to the bivariate results already presented in Section 4.4, younger people were more likely to be classified as moderate-risk or problem gamblers. No significant difference was observed between those who lived in metropolitan Sydney versus the rest of the state (p = .378), or for those of Aboriginal and Torres Strait Islander background (p = .152). However, in the latter case, this may be due to the relatively low power due to the small number of Aboriginal and Torres Strait Islander individuals in the survey. The bivariate effects presented in Section 4.4 for income were not significant in the present analysis when controlling for educational level. Given that income is positively associated with educational level, it suggests that it is higher educational attainment, rather than greater income, that is the key protective factor.

Table 16. Odds ratios (standardised β) for demographic predictors of moderate-risk and problem gambling

	p	Odds ratio
Sex		
Male (n=2984) (Reference)	-	-
Female (n=2,469)***	<.001	.538
Age		

	p	Odds ratio
18 to 24 years (n=498) (Reference)		
25 to 34 years (n=680)	.066	.686
35 to 44 years (n=748)*	.016	.587
45 to 54 years (n=995)**	.002	.487
55 to 64 years (n=1,068)**	.002	.503
65 years or older (n=1,464)***	<.001	.267
Part of state		
Sydney (n=3,266) (Reference)	-	-
Rest of NSW (n=2,187)	.378	.884
Speaks language other than English at home		
LOTE speaker (n=263)	.019	1.603
English only (n=3,047) (Reference)	-	-
Aboriginal and / or Torres Strait Islander origin		
No (n=3,205) (Reference)	-	-
Yes (n=99)	.152	1.557
Educational attainment		
Less than Year 10 (n=120) (Reference)	-	-
University degree (n=1,263) **	.007	.395
Trade certificate/Year 12 (n=1,403)	.096	.578
Year 10 (n=489)	.507	.792
Personal income, per year		
Nil Income (*Reference*)	-	-
$30,000 or less (n=604)	.996	.998
$31,000 - $50,000 (n=426)	.619	.825
$51,000-$70,000 (n=392)	.516	.775
$71,000 - $100,000 (n=484)	.704	.862
$101,000 - $150,000 (n=324)	.253	.621
More than $150,000 (n=224)	.180	.544
*p<0.05. **p<0.01, ***p<0.001 Cox & Snell R^2 = .038		

Logistic regression model including demographic items Age, Gender, Location, Aboriginal and Torres Strait Islander, LOTE, Education, and Income as predictors of At-risk gamblers (PGSI ≥ 3). Base: All gamblers (N = 5453)

4.6 Overall participation by PGSI risk category

As mentioned in Section 3.1, amongst NSW adults who had gambled in the last 12 months, 46% had participated in one gambling activity, 24% had participated in two activities, and 29% had participated in three or more activities.

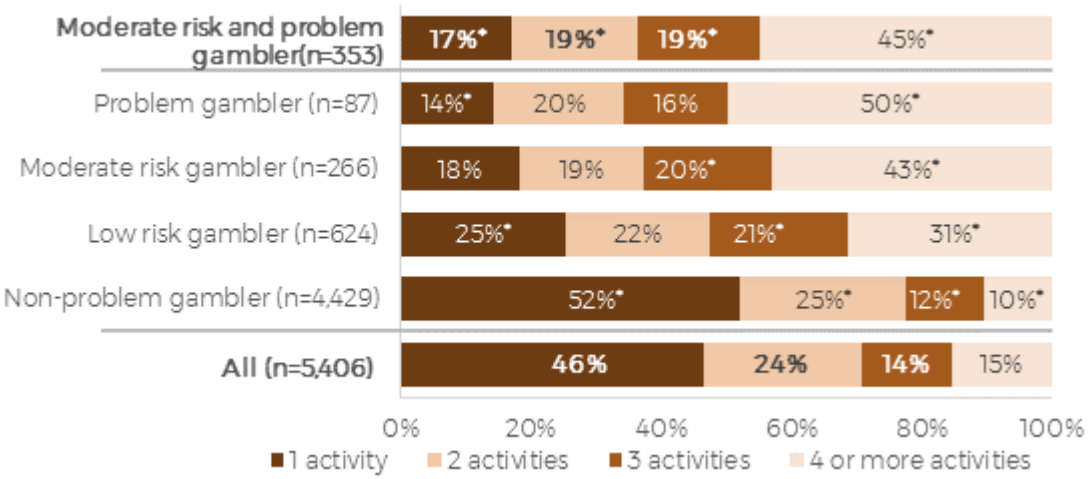
Table 17: Average number of gambling activities, by PGSI risk category

	Respondents who gambled in the last 12 months (n=5,406)	NPG (Non-problem gambler)	LRG (Low-risk gambler)	MRG (Moderate-risk gambler)	PG (Problem gambler)
1 activity	46%	52%*	25%*	18%*	14%*
2 activities	24%	25%*	22%	19%	20%
3 activities	14%	12%*	21%*	20%*	16%
4 or more activities	15%	10%*	31%*	43%*	50%*
Median number of activities	2	1	3	3	3
Mean number of activities	2.14	1.88	2.92	3.51	3.98

*Base: NSW gamblers in the last 12 months (n=5,406); * indicates a statistically significant difference at the .05 level, comparing each PGSI risk category with the broader group of all gamblers*

As shown in Figure 25, there was an association between PGSI risk category and the average number of gambling activities undertaken; with one half of problem gamblers (50%) having participated in four or more activities compared with 10% of non-problem gamblers.

Figure 25. Average number of gambling activities, by PGSI risk category



Base: NSW gamblers in the last 12 months (n=5,406)

4.7 PGSI risk category among regular gamblers

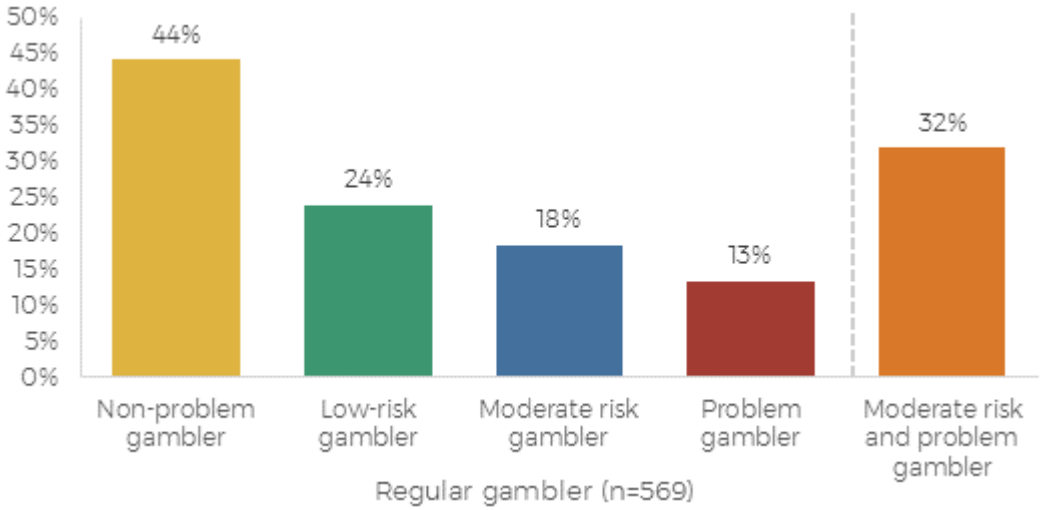
To recap, regular gamblers were defined as those who participated at least once a week in any type of gambling other than lottery products or instant scratchies. Ten percent (10%) of gamblers were categorised as regular gamblers under this definition. This represents 6% of the NSW population.

More than one in ten regular gamblers (13%) were defined as problem gamblers and a further 18% were classified in the moderate-risk category. This means that around one in three (32%) regular

gamblers were moderate or problem gamblers according to the PGSI. Less than half of regular gamblers (44%) were classified as non-problem gamblers.

PGSI risk category status among regular gamblers is shown in Figure 26.

Figure 26. PGSI risk category status among regular gamblers



Calculated PGSI risk categories. Base: Regular gamblers (n=569)

4.8 Moderate-risk and problem gambling status by gambling activity

In order to explore which forms of gambling activity were associated with higher rates of moderate-risk and problem gambling status (PGSI ≥ 3), a logistic regression was conducted (as described in Section 2 Methods),and is presented in Table 18. The predictors in this regression model were binary: whether or not participants engaged in each activity. Figure 27 identifies the proportion of moderate-risk and problem gamblers as separate risk groups, who engaged in each activity. This provides a slightly difference perspective to the multivariate analysis presented in Table 18, which is a simpler bivariate summary of each of the gambling activities, showing the proportion of gamblers that are moderate-risk or problem gamblers. It is important to note that (a) gambling activity categorisations are not mutually exclusive as people were able to select multiple activities in the last 12 months, and (b) the bivariate analysis does not partition explanatory power among the different forms.

As shown in Table 18, the riskiest forms of gambling were poker machines, fantasy sports, online casino and poker games, with participants in each of these activities being more than three times more likely to be in moderate-risk or problem gambling category. Poker machine play stands out as being one the most prevalent gambling forms that is associated with a 3.58 times greater chance of being a moderate-risk or problem gambler. Conversely, gamblers who preferred to bet on lottery tickets or instant scratchies were less likely to be at-risk than other gamblers.

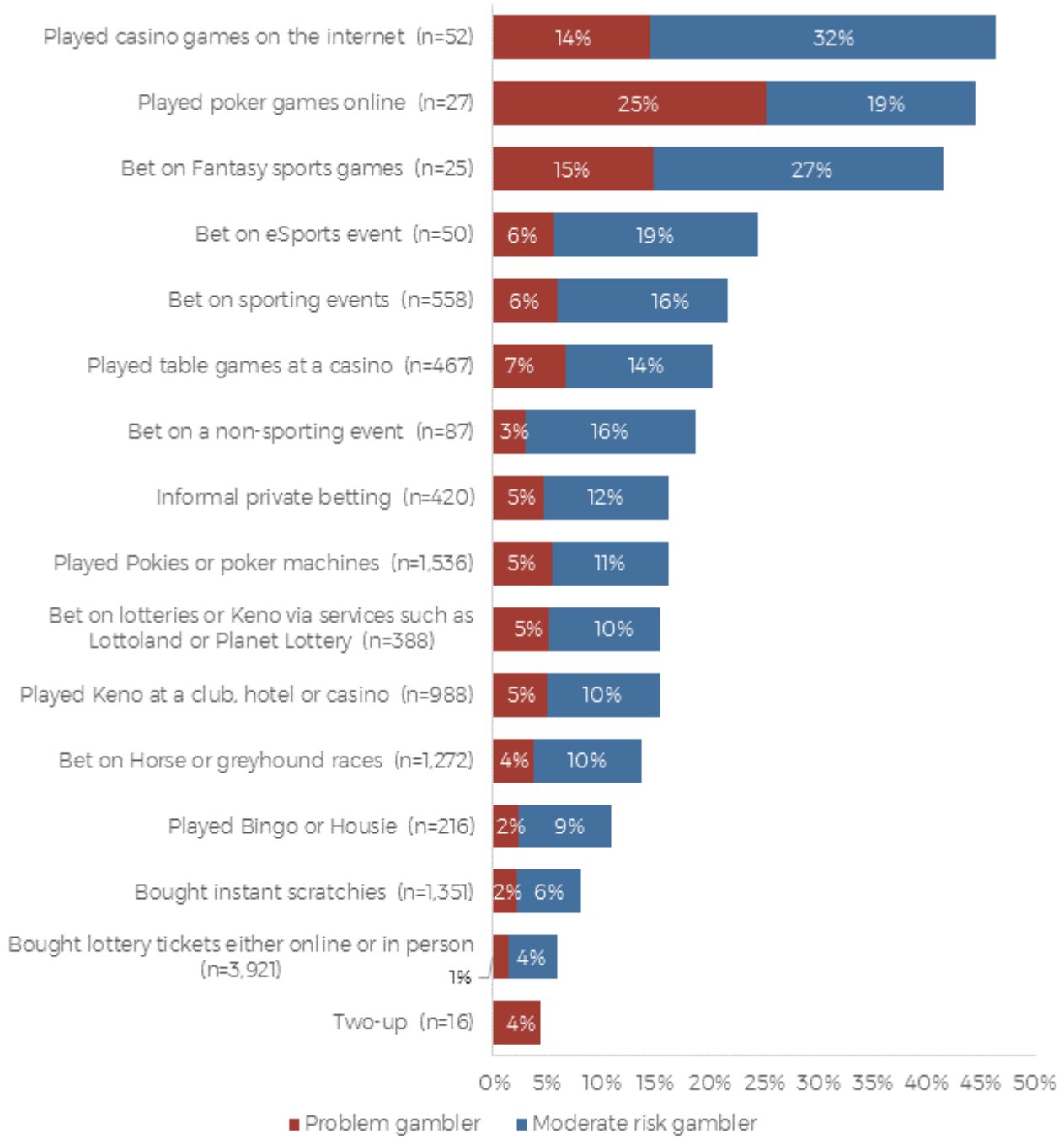
Table 18. Odds ratios for gambling activities as predictors for at-risk gambling

	p	Odds ratio
Pokies or poker machines***	<.001	3.583
Horse or greyhound races*	.005	1.441
Lottery tickets ***	<.001	.651
Bet on lotteries or Keno**	.002	1.730
Instant scratchies	.114	.805
Keno at a club/hotel/casino*	<.001	1.740
Bingo or Housie	.958	1.015
Table games at a casino**	.003	1.563
Bet on sporting events**	<.001	2.344
Bet on eSports event	.210	1.607
Bet on fantasy sports	.010	3.571
Bet on a non-sporting event	.672	.874
Online Casino Games	.001	3.161
Online Poker Games***	.007	3.410
Informal private betting	.060	1.375
R2 = .056		

*Logistic regression model including all gambling activities as predictors of At-risk gamblers (PGSI ≥ 3) versus not (i.e. PGSI < 3). (Could you please tell me which of these you have spent money on during the last 12 months?). Base: All gamblers. Asterisks indicate a statistically significant difference: *** p < .001, ** p < .01, * p < .05.*

In general, there tended to be an inverse relationship between the prevalence of an activity and the risk of the activity. In other words, the most common gambling activities tended to have the lowest prevalence of at-risk gamblers. For instance, buying lottery tickets was the most prevalent activity (done by 37% of NSW adults) but had the lowest proportion of at-risk gamblers (5.9%). Conversely, while playing casino games on the internet was done by only 0.5% of NSW adults, nearly half (46.3%) were classified as moderate-risk and problem gamblers according to the PGSI. Betting on eSports was similarly rare (0.6% of NSW adults) but of those who did this activity, nearly one quarter (24%) were at-risk. Less than one percent (0.3%) of NSW adults played poker games online and more than two fifths (44.4%) were classified as at-risk gamblers. Similarly, less than one percent (0.3%) of NSW adults bet on fantasy sports games but 41.5% were at-risk gamblers. However, due to the small number of individuals participating in certain forms, the findings for these forms should be interpreted with caution.

Figure 27. Proportion of moderate-risk and problem PGSI risk category status individuals, by gambling activity



Could you please tell me which of these you have spent money on during the last 12 months? Base: All NSW gamblers who gambled on the specified activity in the last 12 months (n=indicated in figure, per activity)

5 HARMS ASSOCIATED WITH GAMBLING

5.1 Gambling-related harm

To assess harm as a result of gambling, gamblers were asked whether a set of 21 adverse consequences had occurred as a result of their gambling over the last 12 months. The 21 harms selected mostly capture moderate and severe harms that can occur from gambling. These were selected by the departmental Steering Committee from a set of 72 harms in six domains identified by Browne et al (2016).

Those who had gambled in the last 12 months were asked a set of gambling-related harm questions. The results are shown in Table 19. The most widely reported were *feeling depressed* (2.93%), *distress about their gambling* (2.70%) and *loss of sleep* (2.21%).

Table 19. Gambling-related harms

	Yes	No	Don't Know
Emotional/Psychological Harm			
Feeling depressed	2.93%	96.87%	0.20%
Distress about my gambling	2.70%	97.06%	0.25%
Feelings of hopelessness about gambling	1.87%	97.98%	0.15%
Feeling that I had shamed my family within my religious or cultural community	0.93%	98.91%	0.15%
Harms to Health			
Loss of sleep	2.21%	97.55%	0.24%
Serious thoughts about or attempted suicide	0.53%	99.26%	0.21%
Deliberately hurting yourself	0.38%	99.38%	0.24%
Relationship Harms			
Greater conflict in my relationships (for example arguing, fighting)	1.75%	98.09%	0.15%
Neglect of my relationship responsibilities (for example spending less time with my family)	1.63%	98.20%	0.18%
Work Study Harms			
Using my work or study resources (for example time or money to gamble)	1.34%	98.50%	0.17%
Missing work or study	1.01%	98.80%	0.18%
Losing my job	0.41%	99.41%	0.18%
Social devaluation			
Experiencing violence from others, including family	0.60%	99.24%	0.15%
Being violent toward others, including family	0.40%	99.44%	0.15%
Doing something illegal to fund gambling or pay debts	0.31%	99.54%	0.15%
Leaving children unsupervised	0.30%	99.49%	0.21%
Financial Harms			

	Yes	No	Don't Know
Late payments on bills (for example electricity bills, rent)	1.34%	98.50%	0.17%
Running out of money for food or other important items	1.28%	98.53%	0.19%
Increased credit card debt	1.03%	98.79%	0.18%
Bankruptcy	0.26%	99.59%	0.15%
Losing or selling your house, business or other significant assets	0.09%	99.76%	0.15%

In the last 12 months, has your gambling ever led to any of the following? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,318)

Overall, 6.34% of gamblers reported experiencing at least one form of harm, 2.47% reported experiencing just one form of harm, and 1.05% reported experiencing two forms of harms. The average number of harms experienced by all gamblers (including those who scored zero) was 0.23. Among those experiencing harms, the average number of harms experienced was 3.67.

Prior psychometric research shows that if an individual is experiencing harm in one domain, they have an equivalently greater likelihood of reporting harm in all other domains. Although the severity of each individual harm varies greatly, an individual experiencing greater general impact is likely to report more harms, across all harm domains. The different harm domains are:

- Emotional or psychological distress
- Relationship
- Health
- Financial
- Work or study
- Social devaluation

Figure 28 displays the eigenvalues from a *phi* correlation matrix (i.e. for binary data) calculated from co-occurrence rates of 21 harms. In keeping with prior research, it illustrates that gambling-related harms have a unidimensional structure - there is no evidence of multidimensionality corresponding to the different domains of harm. Thus, there is no evidence to support conducting separate analyses with respect to subsets of harm items.

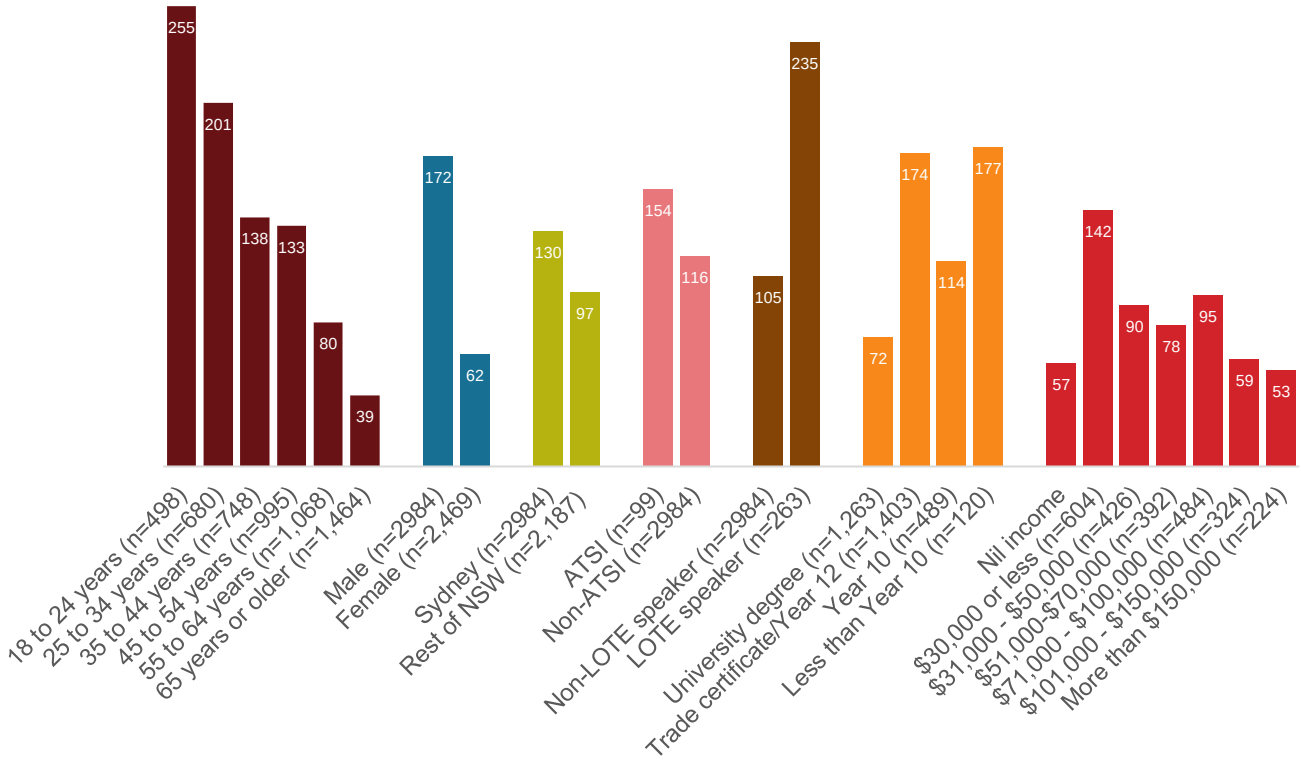
Male gamblers experienced a higher number of harms than females (0.32 compared with 0.14). The mean for younger gamblers (aged 18 to 24 years) was significantly higher than the overall mean (0.41 compared with 0.23).

Figure 28. Eigenvalues from a *phi* correlation matrix calculated from the 21 gambling-related harms (scree plot)

5.2 Distribution of harms

Among all respondents, only 2.94% reported any gambling-related harms (n=294) with the entire sample reporting a total of 1036 harms, or approximately 100 harms per 1000 people. Of those reporting any gambling-related harm, the average number of harms reported was 3.5 out of the total set of 21.

Figure 29. Gambling-related harms per 1000 by demographic categories



Harms per 1000 individuals by Age (Burgundy), Gender (Teal), Location (Yellow), Aboriginal and Torres Strait Islander (Peach), LOTE speaker (Brown), Education (Orange), and Income (Red). Base: all respondents (n=10,012).

The graph above illustrates that the 172 harms per 1000 males is greater than the 62 harms per 1000 females. Further, that the 130 harms per 1000 experienced by those living in metropolitan Sydney is greater than the 97 per 1000 experienced by those living in the Rest of NSW. LOTE respondents reported over double the number of harms (235 per 1000) than non-LOTE respondents (105 per 1000). In interpreting the aggregate harm counts per 1000, it is important to keep in mind the base, which is all respondents. Thus, the figures are per 1000 NSW residents, including non-gamblers.

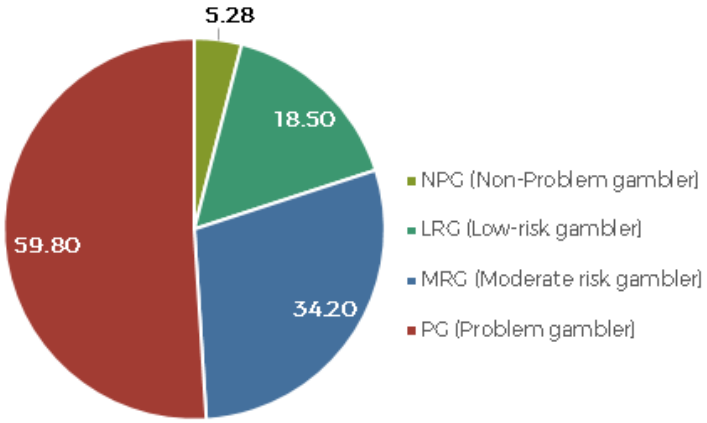
5.3 Distribution of harms and PGSI

As would be expected, the mean number of harms experienced was markedly higher among moderate-risk and problem gamblers (2.51) than non-problem gamblers (0.02). Among gamblers who experienced some degree of harm, the mean number of harms experienced by problem gamblers was 6.74, compared with 3.67 among non-problem gamblers. Nevertheless, the much higher prevalence of individuals in lower risk categories entails that the aggregate number of harms

attributable to each group may show a different pattern. In other words, the total population impact attributable to different groups is the product of the per-person risk or impact, and group's prevalence in the population.

Figure 30 presents the total number of population-weighted gambling-related harms per 1000 NSW individuals, attributable to each level of problem gambling severity. About half of the total harms reported per 1000 were reported by problem gamblers (59.80). The number of harms reported decreased with each level of the PGSI, with moderate-risk gamblers contributing second highest number of harms per 1000 NSW individuals (34.20), followed by low-risk gamblers (18.50), and non-problem gamblers (5.28). When comparing this result with patterns identified in previous research (Browne & Rockloff, 2018, Blackman et al, 2019), it is important to keep in mind that the current set of 21 harms selected by the departmental Steering Committee features a high proportion of moderate to severe harms, which tend to be concentrated in problem gamblers.

Figure 30. Total number of gambling-related harms reported by PGSI risk category



Number of reported harms from gambling per 1000 individuals in the NSW population by PGSI. Base: All respondents (n=10,012)

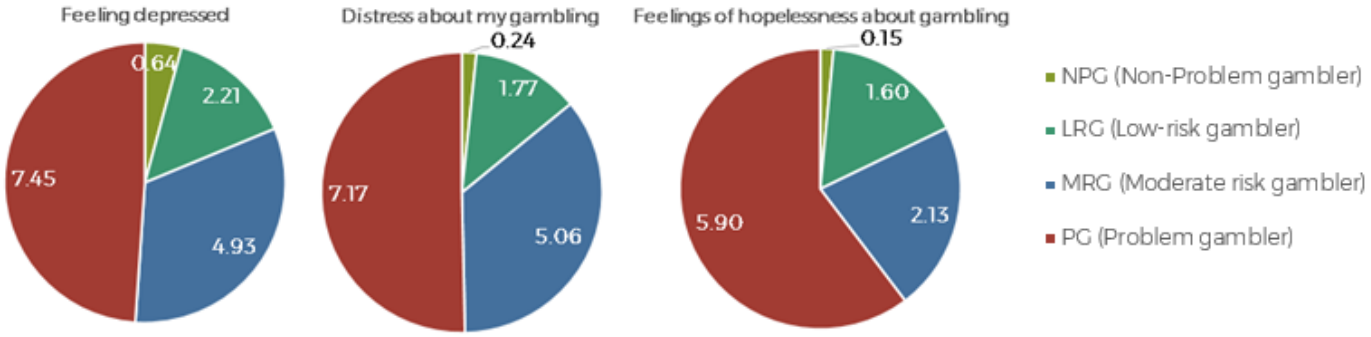
The proportion of harm experienced by each PGSI risk category group was explored across each of the harm domains measured. Harm domains included: emotional or psychological distress, relationship harms, harms to health, financial harms, work or study harms, and social devaluation. The distribution of harms by harm domain attributable to each of the PGSI risk categories per 1000 NSW individuals are presented in Figure 31**.** The spread of harms across PGSI severity groups for each of the harm domains was similar to that of total number of harms (presented in Figure 30), in keeping with the previous research (Browne, Goodwin & Rockloff, 2017, Browne et al, 2016) indicating that gambling-related harm is largely a unitary, unidimensional phenomena. In other words, individuals are unlikely to experience only certain kinds of harm (e.g. relationships harms only). Rather, if they are experiencing a higher degree of underlying impact, they are more likely to report harms of all kinds (e.g. financial, relationship, emotional, etc).

For the majority of the domains measured, approximately half of the harms reported were attributable to problem gamblers; followed by moderate-risk, low-risk, and then non-problem gamblers. An exception to this was financial harms, for which problem gamblers accounted for most cases.

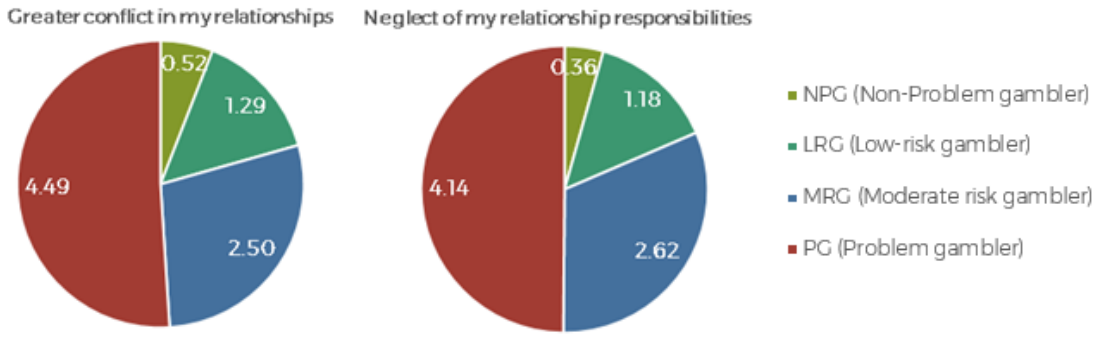
Financial harms such as bankruptcy, being unable to afford food or other essentials, or losing or selling significant assets are mostly associated with the most severe degree of gambling problems. Thus, the problem gambling group accounts for most instances of these severe financial harms. Several harms measured such as *losing my job,* and those relating to experiences of violence were less problem gambling dominant and were dispersed more evenly across each level of the PGSI. As there were so few of these harms reported in this sample, no strong conclusions can be drawn from this pattern. However, for issues such as domestic violence, individuals or families with a high propensity for this behaviour may be triggered even by relatively low levels of gambling problems.

Figure 31. Average number of reported harms from gambling per 1000 individuals by domain in the NSW population by PGSI risk category

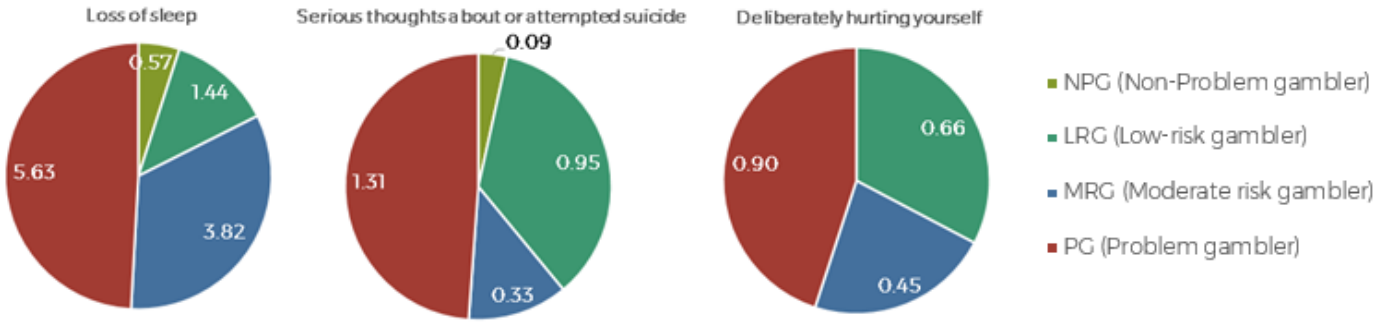
Emotional or psychological harms



Relationship harms

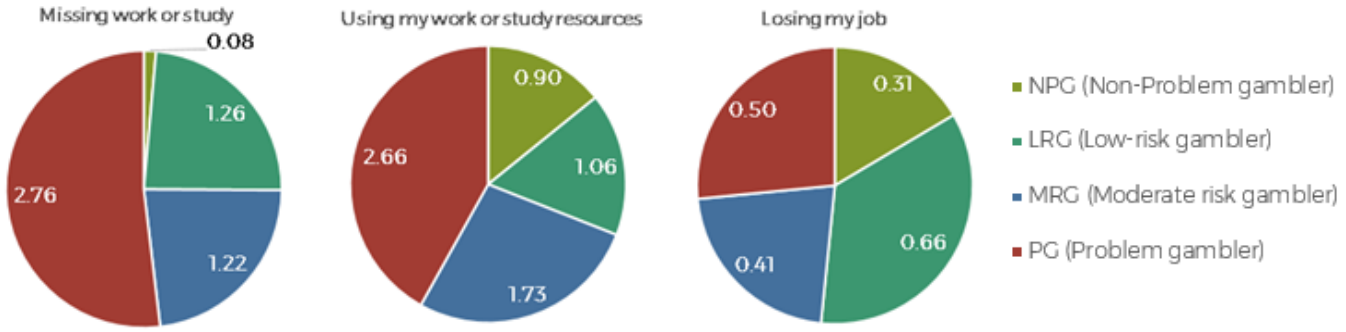


Harms to health

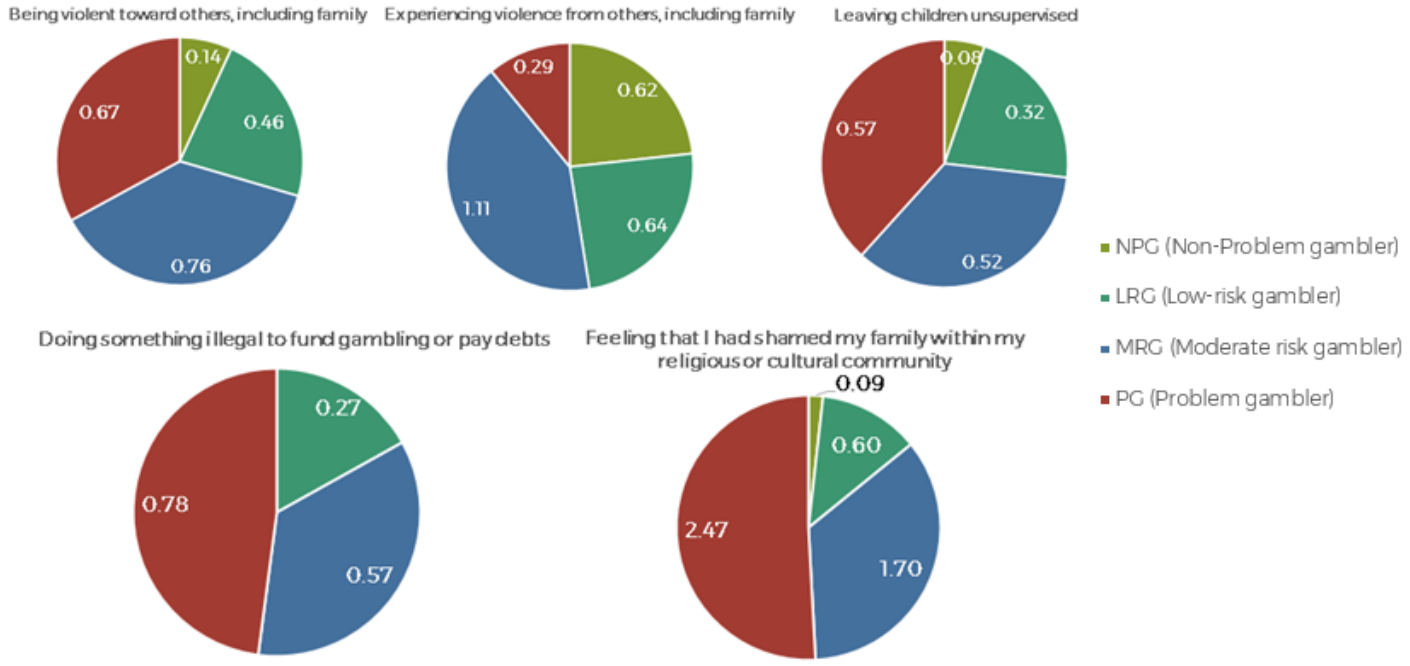


Financial harms

Work or study harms



Social Devaluation



Number of reported harms from gambling per 1000 individuals in the NSW population by PGSI. Harms per 1000 individuals by PGSI: Non-problem gambler (Green), Low-risk gambler (Teal), Moderate-risk gambler (Blue), Problem gambler (Red)
Base: All respondents (n=10,012)

5.4 Sociodemographic predictors of harms

An analysis of variance was conducted with gambling-related harms (summed) as the outcome, and a range of socio-demographic variables as predictors. The analysis of variance for these demographic items revealed significant main effects of gender (F = 11.69, p = .001), location (F = 8.01, p = .005), education (F = 7.16, p < .001), and income (F = 6.21, p < .001) on gambling-related harm. This indicates that at least one level or bracket in each of these demographic items is significantly different from the average number of harms.

Though none of the age-brackets experienced statistically different rates of gambling-related harm than average, there is evidence of a negative bivariate association between age and harms (r = -.08, p < .01), suggesting that fewer harms are reported by older gamblers.

For each significant main effect, we explore interactions with other variables, and included each significant interaction in the final model. The nature of these effects is described in the following section.

Table 20. Demographic predictors of gambling-related harms

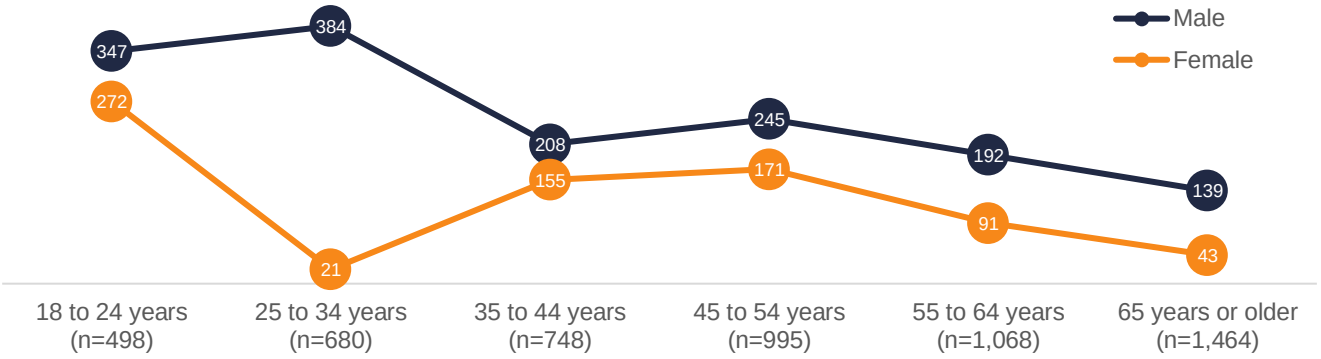
	F	p	Partial Eta Squared
Age (score)	1.70	.132	.003
Gender**	11.69	.001	.005
Location**	8.01	.005	.003
Aboriginal and Torres Strait Islander	1.35	.245	.001
LOTE	1.77	.183	.001
Education***	7.16	<.001	.008
Income***	6.21	<.001	.014
*Age x Gender***	3.20	.007	.006
*Age x Education****	2.69	<.001	.015
*Location x LOTE**	5.44	.020	.002
*LOTE x Education***	4.76	.003	.006
*Age x Income***	2.03	.001	.023
R^2 = .08			

*Main effects and interactions (Italics) for demographic items on average gambling-related harms identified. F-statistics and p-values are significances tests for each demographic effect, as well as first-order interactions of demographic variables. The partial-Eta squared shows the relative effect size, or practical importance of each effect. Base: All gamblers. Asterisks indicate a statistically significant difference: *** p < .001, ** p < .01, * p < .05.*

5.5 Interactions between demographic effects on harm

There was no main linear effect of age on harms, when age was treated as a numeric (score) predictor. However, a significant interaction with gender suggested that gambling-related harms were experienced differently between the genders across the lifespan (F = 3.2, p < .01). On average, men tended to experience a slightly higher number of harms at every age. However, harms reported by male gamblers peaked at 25-34 years, whilst at this age, the number of harms reported by women were at their lowest. Rates of harm dropped markedly for male gamblers from 25 to 34 to 35 to 44 years, while rates for women tended to increase at this point in the lifespan. Gamblers of both sexes showed a slight increase around middle age, before dropping steadily after middle age. In interpreting the aggregate harm counts per 1000, it is important to keep in mind the base, which is all gamblers. Thus, the figures are per 1000 NSW gamblers. Thus, any effects illustrated do not incorporate the differing prevalence of gamblers (versus non-gamblers) in the population.

Figure 32. Interaction of gender and age on gambling-related harms

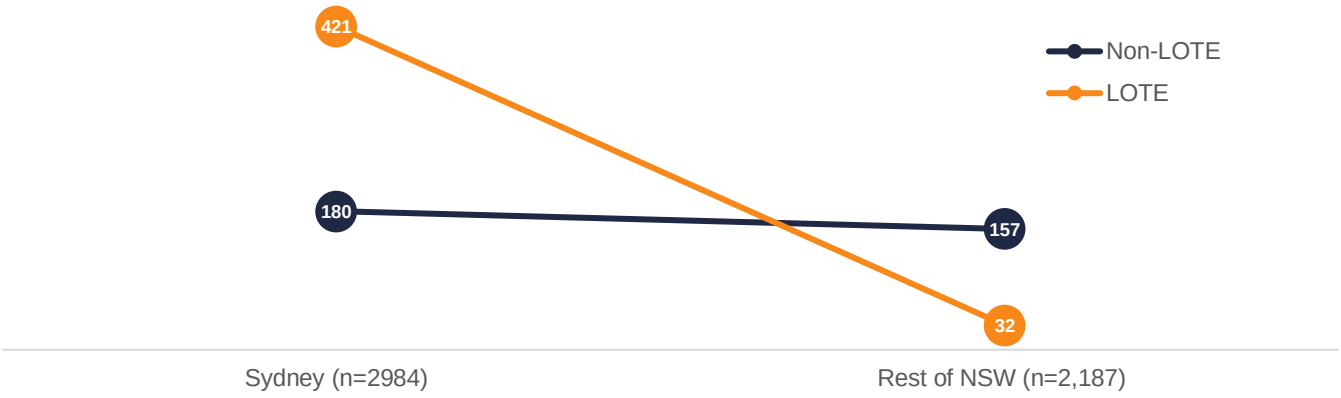


Harms per 1000 gamblers by Gender across Age. Base: All gamblers.

5.6 Language Other Than English (LOTE)

LOTE speakers did not show a significant main effect in the multivariate model. However, exploring this further we see the effects of LOTE on harms vary based on location ($F = 5.44$, $p < .05$). LOTE speakers in Greater Sydney experienced more harms on average than non-LOTE speakers. Conversely, LOTE speakers in the Rest of NSW experienced fewer harms on average than non-LOTE speakers in this geographic region.

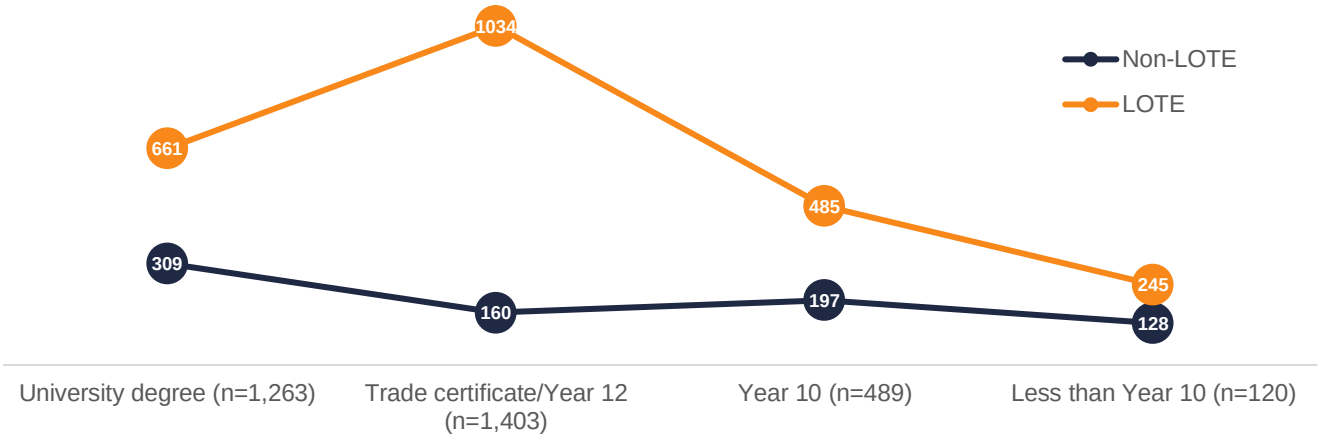
Figure 33. Interaction of LOTE and location on gambling-related harms



Harms per 1000 gamblers by LOTE speaking status across Location. Base: All gamblers.

There was also evidence of an interaction between LOTE speaking status and education on harm ($F = 4.76$, $p < .01$). While LOTE speakers reported slightly higher average harms across all education levels, this disparity was significantly increased for those with a year 12 education or trade certificate.

Figure 34. Interaction of LOTE and education on gambling-related harms



Harms per 1000 gamblers by LOTE speaking status across levels of Education. Base: All gamblers.

The relatively small number of gamblers reporting each LOTE group precluded a statistical analysis of differences in risk of gambling-related harm across these groups. Table 21 summaries the languages spoken, the number of respondents, the unweighted count of harms, and the average number of harms per person within each group. Although not tested statistically, those speaking Cantonese Chinese appeared to be at slightly greater risk of reporting gambling-related harms.

Table 21. Gambling-related harms count and average per person for LOTE category.

LOTE	N. case	Count of harms (unweighted)	Average harms per-person
Arabic	35	23	.680
Cantonese Chinese	28	33	1.163
Chinese	22	1	.045
Croatian	4	0	0.000
French	6	0	0.000
German	7	0	0.000
Greek	15	4	.168
Hindi	32	16	.424
Indonesian	2	0	0.000
Italian	10	12	.961
Korean	8	8	.920
Macedonian	9	0	0.000
Mandarin Chinese	54	39	.785
Polish	5	1	.230
Portuguese	5	7	1.079
Russian	4	2	.254
Serbian	5	1	.113
Spanish	27	5	.207

Tagalog (Filipino)	7	0	0.000
Turkish	5	0	0.000
Vietnamese	15	14	.740

5.7 Association between gambling activity and harm

Multivariate analysis explored the joint multivariate effects of participation in different gambling forms on the rates of reported harms. Gamblers tend to participate in multiple gambling activities, however, the degree of co-occurrence of two given forms in any one player tends to be low to moderate. The analysis of gambling activities did not include demographic covariates such as age and gender, as these are known to be strong predictors of engagement with each gambling form. Controlling for these variables assumes that these covariates are direct effects on gambling outcomes and are not mediated by gambling form. Given this assumption is not plausible, their inclusion would create difficulties in interpretation of effects for forms. By excluding demographic covariates, the present analysis incorporates any mediated effects (e.g. men being more likely to play online poker, which in turn is associated with harm). Table 22 displays the results of the regression distinguishing the unique impact of each form of gambling on the degree of harm experienced. By far the strongest impact was observed for EGMs (B = .123, p < 0.001, N = 1536), having almost double the per-person impact than the next largest effect for online poker games (B = .076, p < 0.001, N = 27). This large per-person impact of EGMs is notable given the high participation rates for this activity.

Table 22. Gambling activities as predictors of gambling-related harms

	Standardised β	t	*p*
Pokies or poker machines (n=1536)***	.123	6.73	<.001
Horse or greyhound races (n=1272)*	-.040	-2.14	.032
Lottery tickets (n=3921)***	-.063	-3.52	<.001
Bet on lotteries or Keno (n=388)**	.048	2.74	.006
Instant scratchies (n=1351)	-.022	-1.26	.209
Keno at a club/hotel/casino (n=988)*	.047	2.54	.011
Bingo or Housie (n=216)	.016	0.95	.340
Table games at a casino (n=467)**	.052	2.81	.005
Bet on sporting events (n=558)**	.062	3.27	.001
Bet on eSports event (n=50)	.013	0.73	.468
Bet on fantasy sports (n=25)	.021	1.22	.222
Bet on a non-sporting event (n=87)	-.012	-0.71	.480
Online Casino Games (n=52)	.028	1.53	.125
Online Poker Games (n=27)***	.076	4.22	<.001
Informal private betting (n=420)	-.005	-0.31	.760
R^2 = .056			

*Linear regression for all gambling activities as predictors of number of gambling-related harms identified. Base: All gamblers. Asterisks indicate a statistically significant difference: *** p < .001, ** p < .01, * p < .05.*

6 GAMBLING ATTITUDES AND PERCEPTIONS

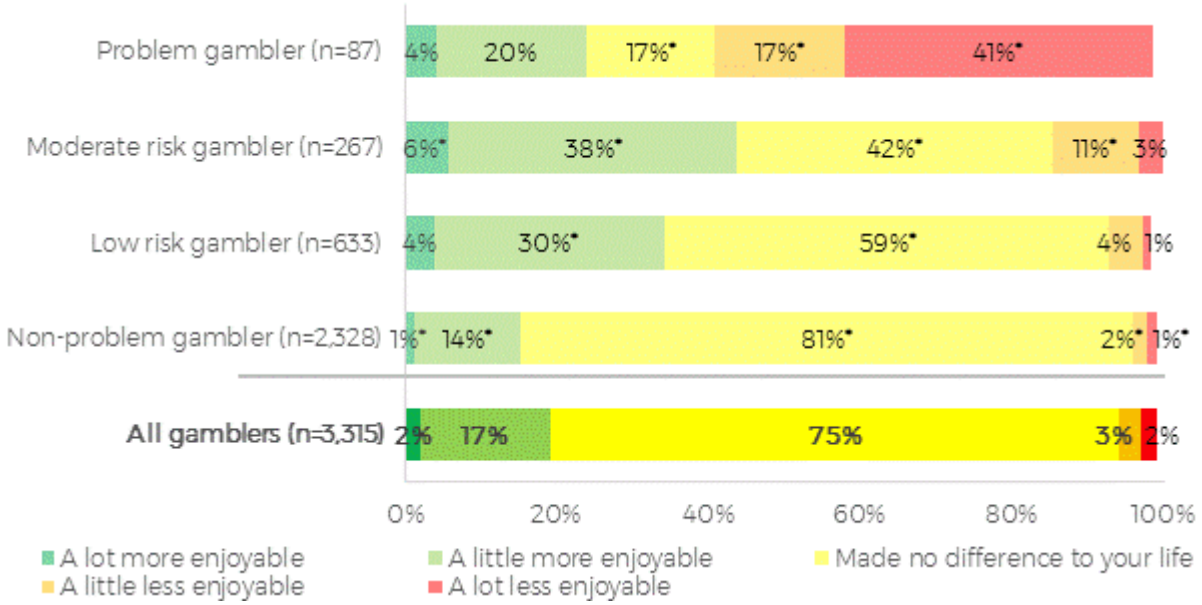
This section of the report analyses a number of questions on gambling attitudes and perceptions that were asked of sub-sampled respondents.

6.1 Enjoyment of gambling

When looking back at the last 12 months, three quarters of NSW gamblers (75%) reported that gambling made no difference to their life, while 19% believed it made their life more enjoyable and 5% less so. Women were more likely than men to say that gambling made no difference to their life (82% compared with 69%). The results by PGSI risk category are shown in Figure 35, with asterisks denoting a statistically significant difference between each category and the broader population of all gamblers

Two fifths (41%) of problem gamblers reported that gambling has made their life a lot less enjoyable; compared with only 1% of non-problem gamblers. However, in contrast, the proportion of gamblers who said that gambling had made their life a lot or a little more enjoyable also tended to increase as PGSI risk category increased, with the highest proportions observed for moderate-risk gamblers (6% a lot more enjoyable, 38% a little more enjoyable). Although only 17% of problem gamblers said that gambling had made no difference to their life, more problem gamblers believed that gambling had made their life a lot (4%) or a little (20%) more enjoyable than non-problem gamblers. These apparently contradictory effects can be understood in terms of the increasing salience that gambling plays in the life of moderate-risk and problem-gamblers. Almost a quarter of moderate-risk and problem gamblers consider the negative impacts they experience are more than compensated for by the subjective hedonic rewards associated with gambling.

Figure 35. Enjoyment of gambling, by PGSI risk category



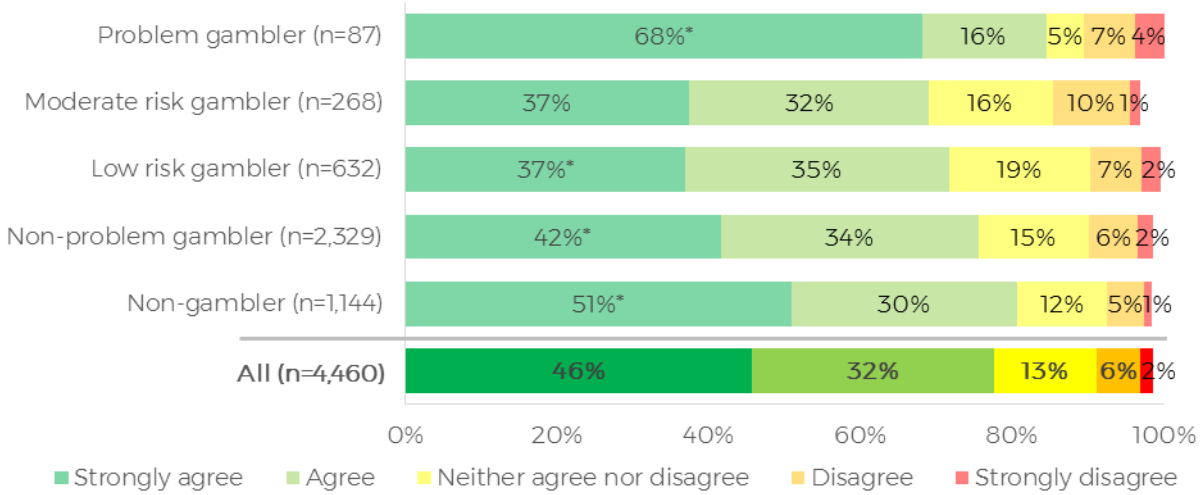
*Looking back over the last 12 months, would you say gambling has made your life… Base: Sub-sampled NSW gamblers in the last 12 months (n=3,315). Asterisks indicate a statistically significant difference: * p < .05 between each category and the broader population of all gamblers.*

6.2 Effect on the community

Almost four in five (78%) NSW adults strongly agreed or agreed that gambling has done more harm than good for the community[9]. Those with a university degree (81%) were more likely than those who left school after Year 12 or completed a Trade Certificate (74%) to say they agreed with this statement. Compared to districts in NSW on average, NSW adults in the Northern NSW district were more likely to strongly agree or agree with this statement (89% in Northern NSW compared with 78% overall). The results by PGSI risk category are shown in Figure 36.

Again, it was the groups at either end of the PGSI spectrum who were most likely to strongly agree with this statement (68% of problem gamblers and 51% of non-gamblers strongly agreed that gambling has done more harm than good for the community). This compared with 37% of both low and moderate-risk gamblers. However, those with gambling problems were by far the most likely to believe that gambling was bad for the community. It is interesting to compare this effect with problem gamblers' evaluations of the impact of gambling on their own lives, which are more ambivalent (see following section). This difference may reflect stigma, as well as subjective bias in evaluating impact with respect to one's own life as opposed to others.

Figure 36. Effect on community, by PGSI risk category



*Gambling has done more harm for the community than good. Would you say you… Base: Sub-sampled NSW adults (n=4,460). Asterisks indicate a statistically significant difference: * p < .05 between each category and the broader population of sub-sampled NSW adults.*

6.3 Perceptions of responsibility

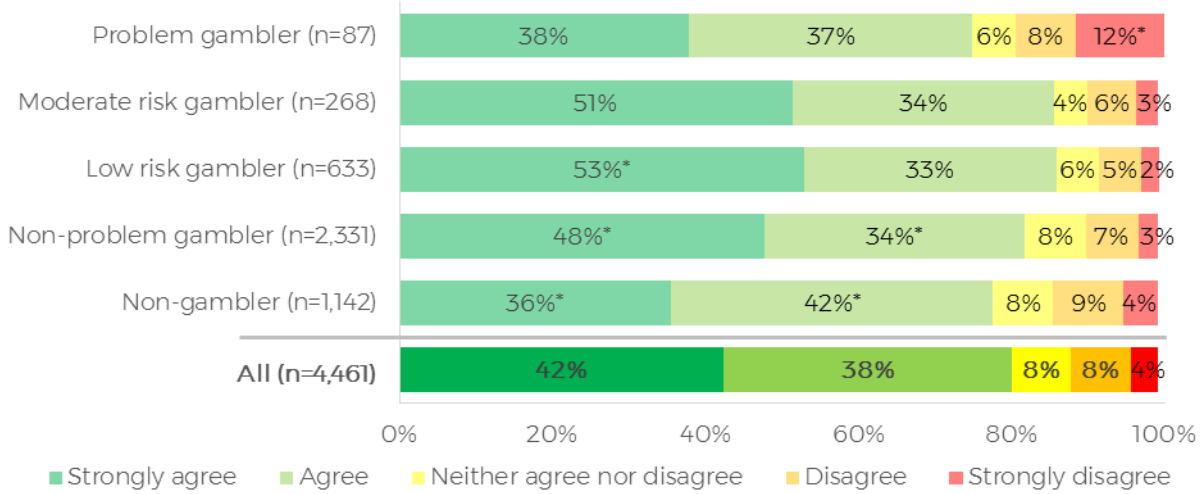
Overall, 80% of NSW adults strongly agreed or agreed that *'It is the individual's responsibility to manage their own gambling, by knowing what he or she can afford.'*

[9] Sub-sampled respondents were randomised with one half of sub-sampled respondents being asked the following statement: *'Gambling has done more good for the community than harm'* and the other half asked: *'Gambling has done more harm for the community than good'. The results were later combined.* For example, the strongly disagreed result from the statement *'Gambling has done more good for the community than harm'* was combined with the strongly agreed result from the statement *'Gambling has done more harm for the community than good'* to form a single response.

NSW adults who left school after Year 10 were more likely than adults with a university degree to say that they strongly agreed or agreed with this statement (88% compared with 76%). NSW residents of the Sydney district were less likely to strongly agree or agree with this statement (68% compared with 80% overall).

Groups at each end of the PGSI spectrum (problem gamblers and non-gamblers) were least likely to strongly agree with this statement (38% and 36% respectively). Whereas groups in the middle (low and moderate-risk) were most likely to agree with this onus on the individual (53% and 51% respectively). The results by PGSI risk category are shown in Figure 37.

Figure 37. Perceptions of responsibility, by PGSI risk category



*It is the individual's responsibility to manage their own gambling, by knowing what he or she can afford. Base: Sub-sampled NSW adults (n=4,461). Asterisks indicate a statistically significant difference: * p < .05 between each category and the broader population of sub-sampled NSW adults.*

7 GAMBLING BEHAVIOURS

7.1 Usual Monthly Spend on Gambling

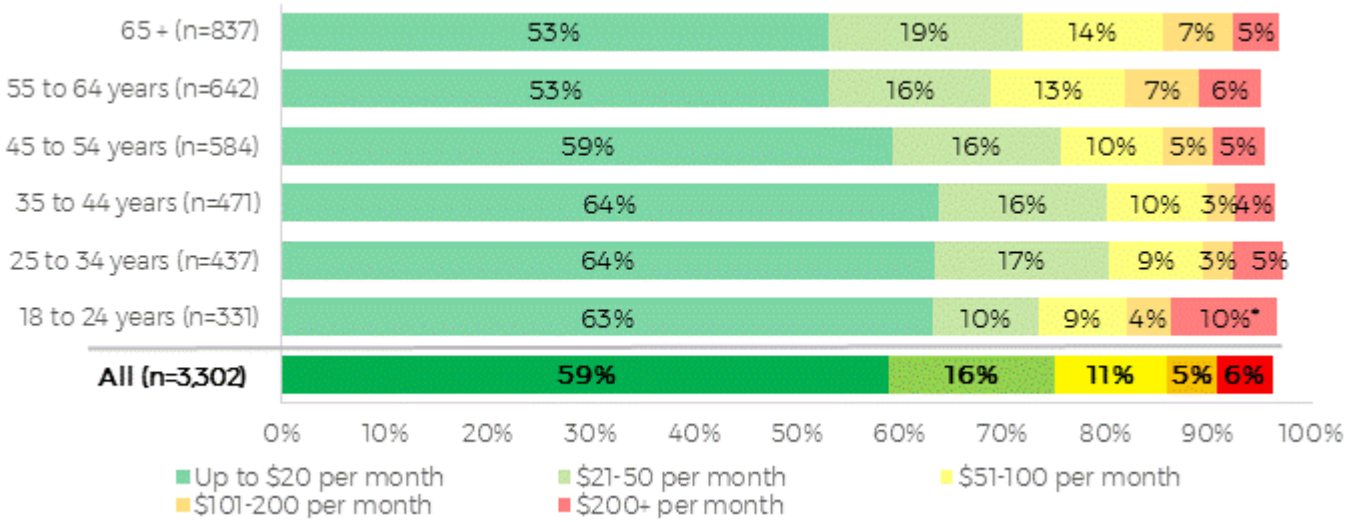
Sub-sampled gamblers were asked how much money they usually spent per month on gambling. Three in five (59%) reported spending up to $20 per month on average, on gambling. Only 6% of gamblers spent $200 or more per month, and this level of expenditure was much higher among male gamblers (8% of whom spent $200 or more on gambling) than female gamblers (2%); and younger gamblers (10% aged 18 to 24 years).

Table 23. Usual monthly spend on gambling

	Sub-sampled respondents who gambled in the last 12 months (n=3,302)	Male (n=1,889)	Female (n=1,413)
Up to $20 per month	59%	51%*	68%*
$21-$50 per month	16%	19%*	13%*
$51-100 per month	11%	12%	9%
$101-200 per month	5%	7%*	3%*
$200+ per month	6%	8%*	2%*
Don't know	4%	3%	4%

*In a month, how much money do you usually spend on gambling? Base: Sub-sampled respondents who gambled in the last 12 months (n=3,302). * indicates a statistically significant difference at the .05 level*

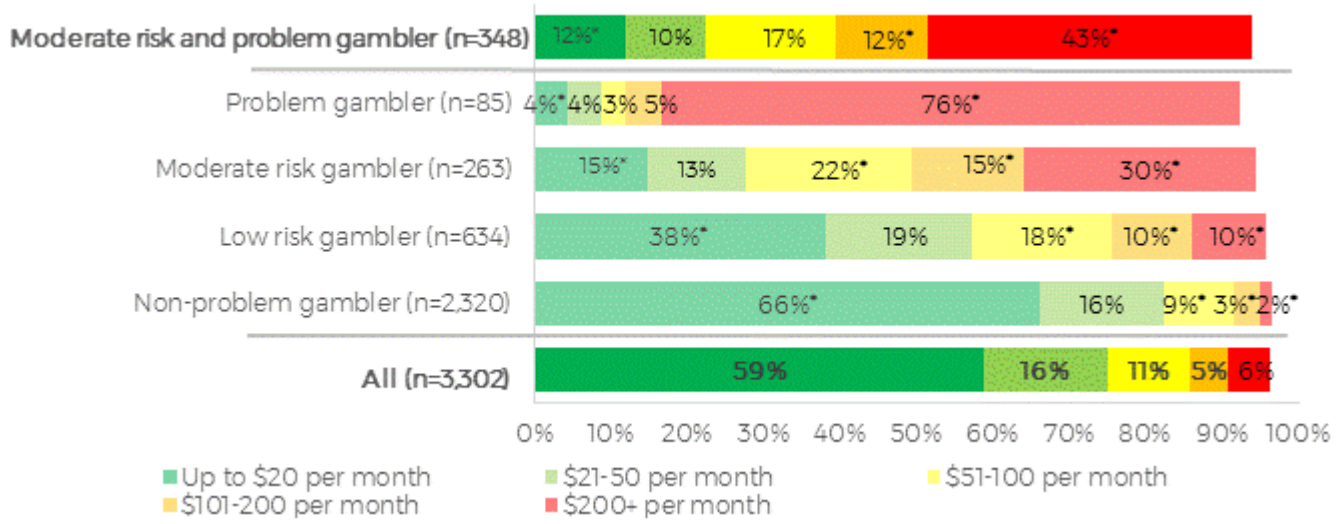
Figure 38. Usual monthly spend, by age



*In a month, how much do you usually spend gambling? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,302). * indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.*

Additionally, this level of expenditure was much higher among problem gamblers (76% of whom spent $200 or more on gambling) than non-problem gamblers (2%), as shown in Figure 39.

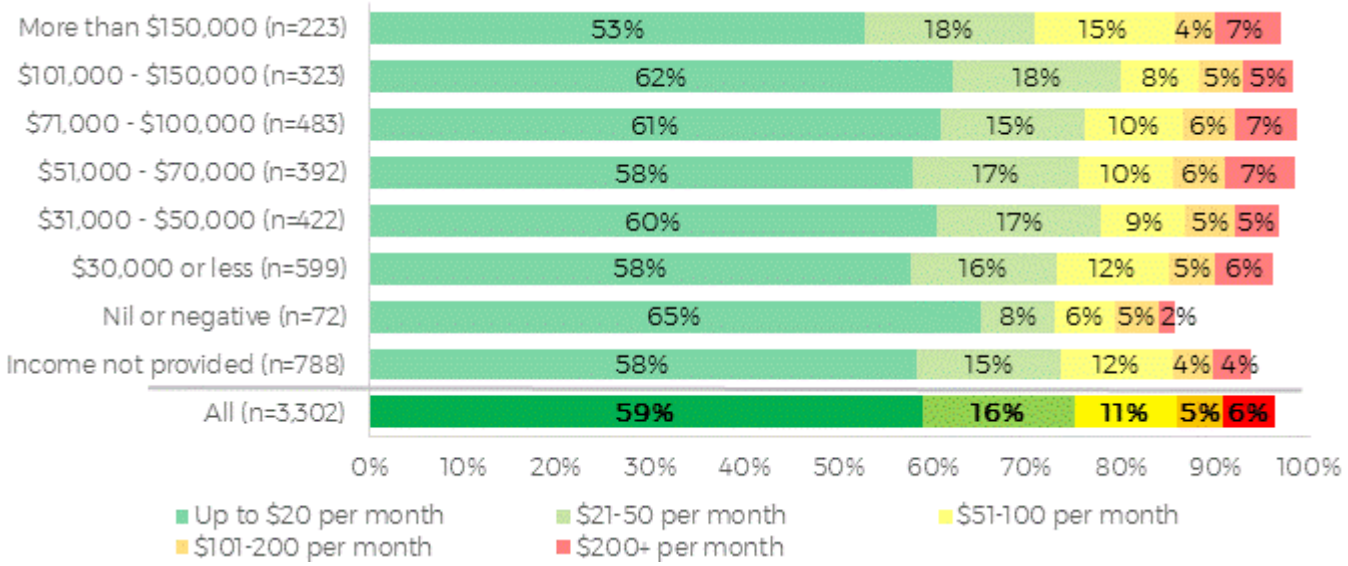
Figure 39. Usual monthly spend, by PGSI risk category



In a month, how much do you usually spend gambling? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,302).
** indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.*

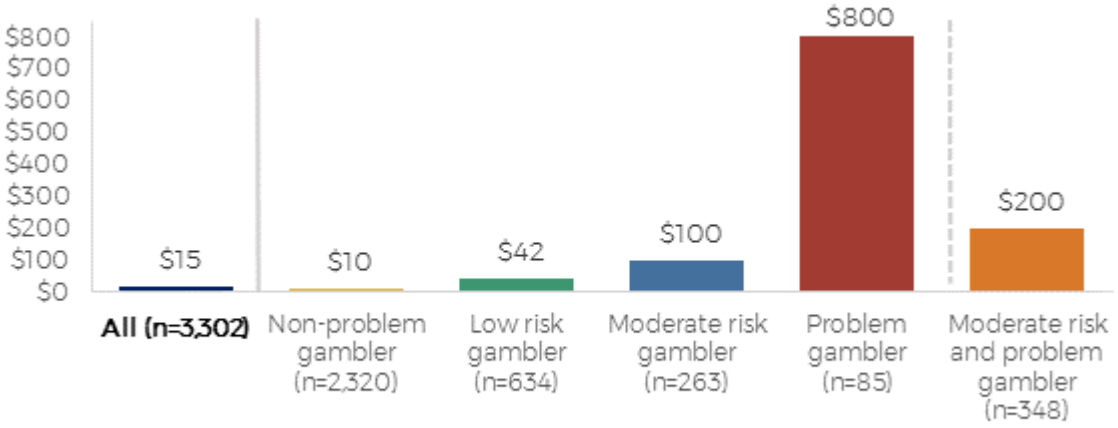
Usual monthly spend by income is shown in Figure 40. No significant differences were observed by income.

Figure 40. Usual monthly spend, by income



In a month, how much do you usually spend gambling? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,302)

Figure 41. Median usual monthly spend, by PGSI risk category

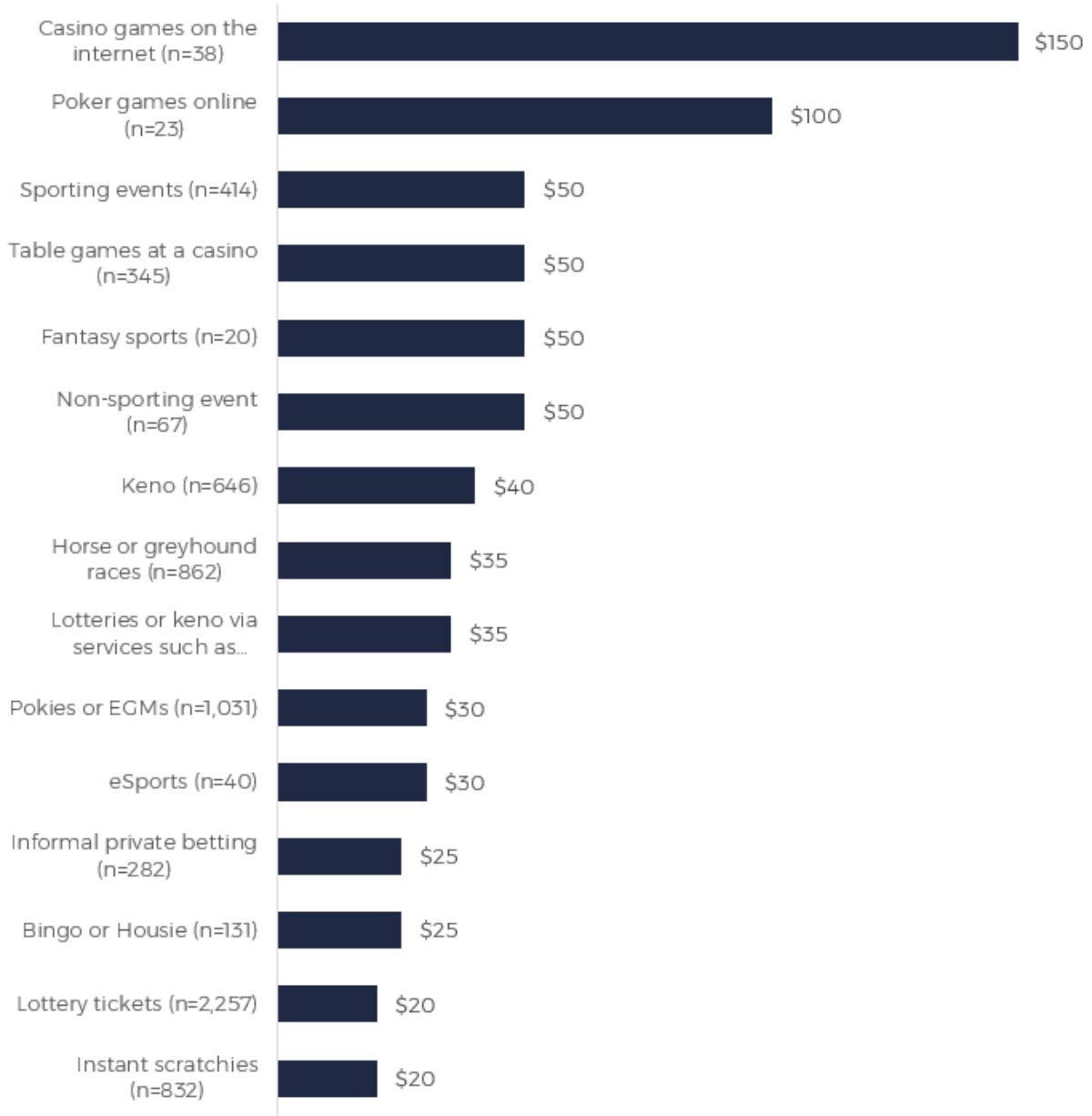


In a month, how much do you usually spend on gambling? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,302)

As shown in Figure 41, the median spend was $15 per month. Self-reported median monthly spends increased dramatically with PGSI status. Median spend is useful when dealing with self-reported dollar spend, since errors (or random variation) in reporting per week, month, etc, can result in large errors when converting to a standardised monthly or yearly spend. However, for positively skewed data the median – though robust – is a downward-biased estimator that additionally does not use all the information available in the dataset. An equally robust, but more precise, estimate of typical spend is provided by Huber's M-estimator (Clark, 1985), which iteratively weights data points depending on the degree to which they depart from a normal distribution. It is a preferable method to obtain a robust mean estimate. Using this approach, the average spend for each PGSI risk category was determined, as well as the population-weighted relative aggregate spend, as shown in Table 24. Spend by moderate-risk and problem gamblers comprise more than half (36.7 + 19.5 = 56.2%) of total gambling expenditure.

Figure 42 shows the median usual monthly spend, by gambling activity. Typical spend varied markedly across gambling forms, with internet casino games ($150) and online poker games ($100) having the highest monthly median spend, and lottery tickets ($20) and instant scratchies ($20) having the lowest spend.

Figure 42. Median usual monthly spend, by gambling activity



In a month, how much do you usually spend on gambling? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,178)

Table 24. Typical and aggregate relative of gamblers in each PGSI risk category

	Proportion of gamblers	Typical annual spend per gambler ($)	Relative spend of each group
Non-problem gambler	80.4%	$226.00	29.1%
Low-risk gambler	12.4%	$734.60	14.5%
Moderate-risk gambler	5.2%	$2,348.00	19.5%

	Proportion of gamblers	Typical annual spend per gambler ($)	Relative spend of each group
Problem gambler	1.9%	$12,092.86	36.7%

7.2 Whether gambling behaviour has remained the same in the last 12 months

Based on sub-sampled respondents, when weighted to the NSW population, around three out of four gamblers (74%) indicated that the amount of money spent on gambling in the last 12 months had stayed much the same, while 7% spent more and 16% spent less.

Table 25. Variability of amount of money spent in the last 12 months

	Sub-sampled respondents who gambled in the last 12 months (n=3,321)	Male (n=1,902)	Female (n=1,419)
Increased a lot	1%	2%	1%
Increased a little	6%	7%	6%
Stayed much the same	74%	72%	77%
Decreased a little	9%	9%	9%
Decreased a lot	7%	9%	6%
Don't know	2%	2%	2%

In the last 12 months, has the overall amount you have spent on gambling increased, decreased, or stayed the same? Base: Sub-sampled respondents who gambled in the last 12 months (n=3,321)

7.3 Usual time of gambling

Sub-sampled gamblers were asked what time of day they normally gambled. Just over half (52%) said that they usually gamble during the day (between 5am and 5pm), 38% said during the evening (between 5pm and 12 midnight) and 4% said during the night (between midnight and 5am). One caveat with this question is that it is somewhat ambiguous in the case of buying lotto tickets, where the outcome is shownat a later time.

Table 26. Usual time of gambling

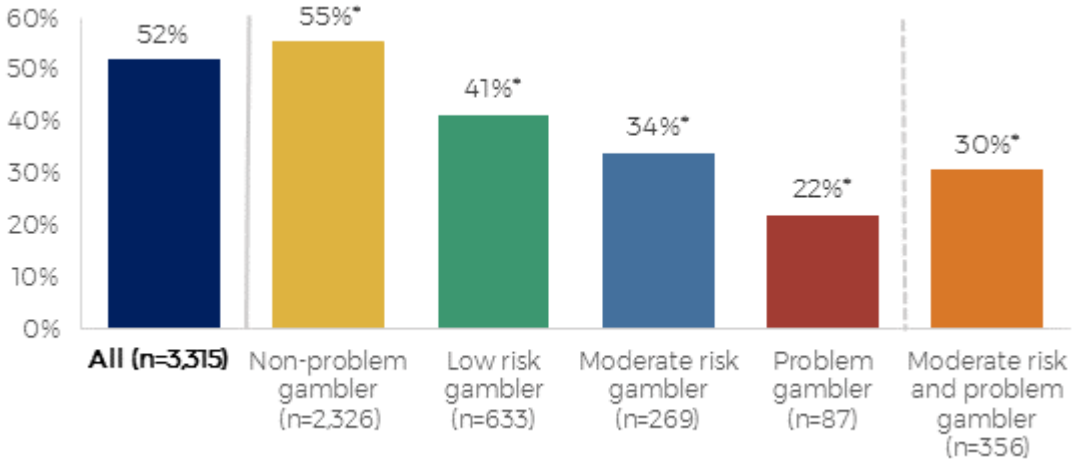
	Sub-sampled NSW gamblers (n=3,315)
During the day (between 5am and 5 pm)	52%
During the evening (between 5pm and 12 midnight)	38%
During the night (between midnight and 5am)	4%
Refused	0%
Don't know	7%

What time of the day do you normally gamble? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,315)

7.3.1 Demographic and behavioural indicators

Non-problem gamblers (55%) were more likely to typically gamble during the day compared with low-risk (41%) and moderate-risk and problem gamblers (30%).

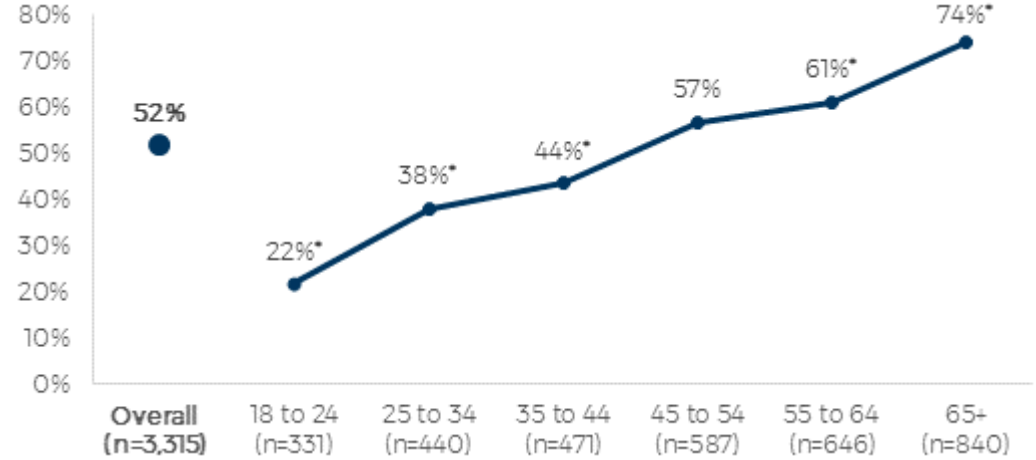
Figure 43. Gambling during the day (between 5am and 5pm), by PGSI risk category



What time of the day do you normally gamble? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,315).
* indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.

Gambling during the day was highest among those aged 65 years or older (74%) and lowest among those aged 18 to 24 (22%).

Figure 44. Gambling during the day (between 5am and 5pm), by age group

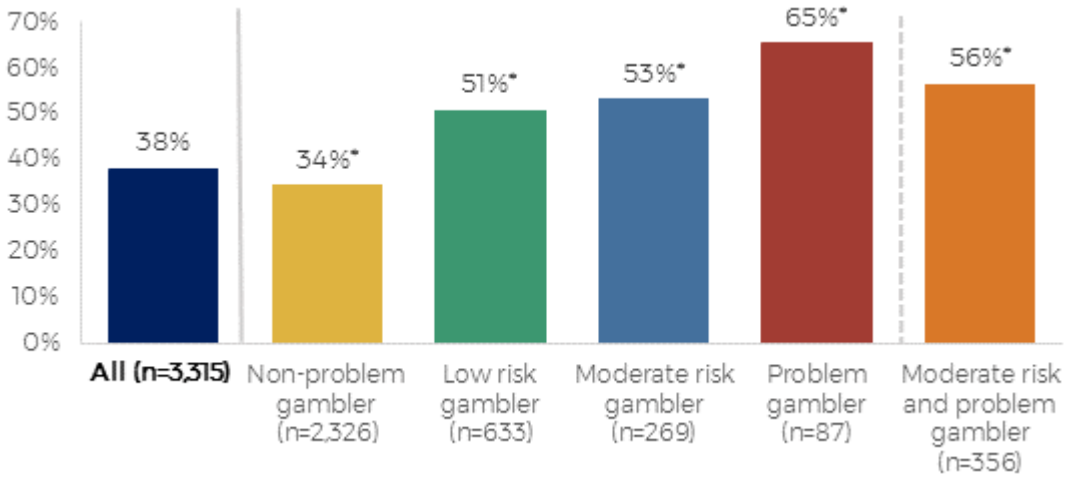


What time of the day do you normally gamble? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,315).
** indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.*

Those who were single were less likely to gamble during the day (38%). Couples with children (59%) were more likely to gamble during the day compared with those in a group household (40%). Pensioners (73%) and those below Year 10 (70%) were more likely to gamble during the day.

Gambling during the evening was highest for problem gamblers (65%), followed by moderate-risk (53%), low-risk (51%) and non-problem gamblers (34%). Of the combined moderate-risk and problem category, 56% said that they normally gamble during the evening.

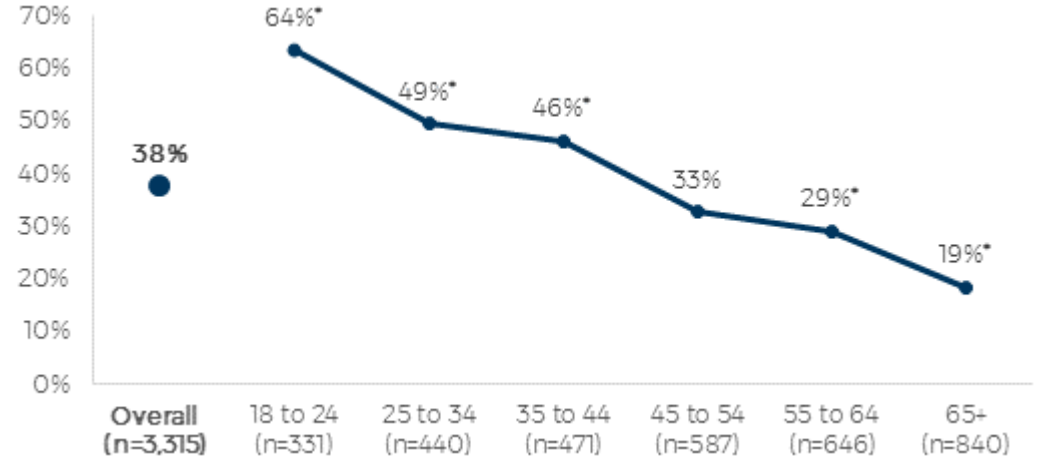
Figure 45. Gambling during the evening (between 5pm and midnight), by PGSI risk category



*What time of the day do you normally gamble? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,315). * indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.*

As shown in Figure 46, gambling during the evening was highest among those aged 18 to 24 years (64%) and declined with age to 19% of those aged 65 years or older. This compares with 22% of those aged 18 to 24 years and 74% of those aged 65 years or older who gamble during the day.

Figure 46. Gambling during the evening (between 5pm and midnight), by age group

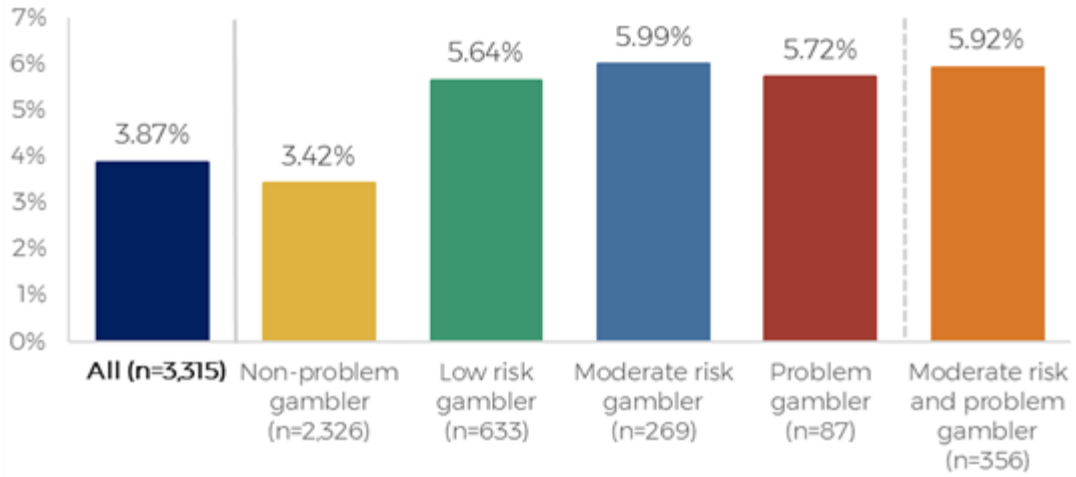


What time of the day do you normally gamble? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,315).
** indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.*

Those who were single were more likely to gamble during the evening than those who were separated, divorced or widowed (49% compared with 23%). Full-time workers were more likely than pensioners to gamble during the evening (38% compared with 21%). Those with an income between $51,000 and $70,000 were more likely to gamble during the evening (49% compared to 38% overall).

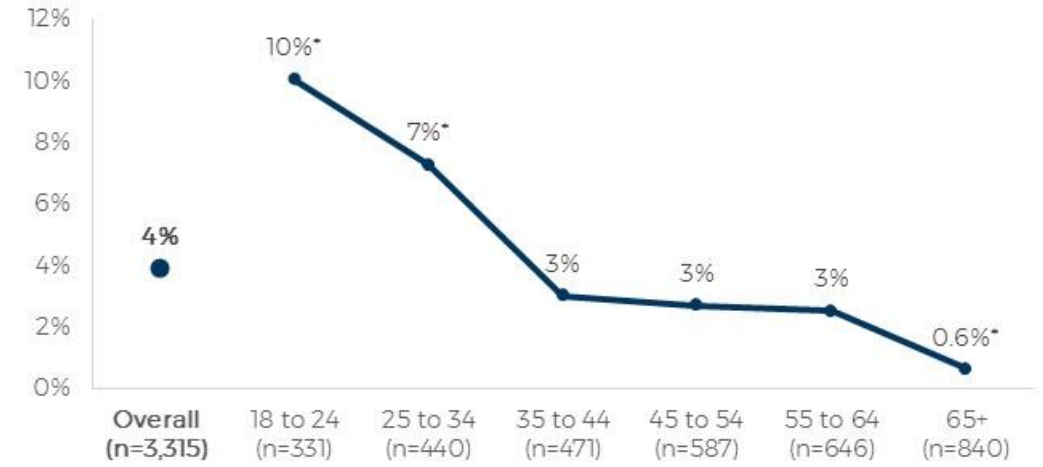
Population weighted, around 4% of NSW gamblers gambled during the night between midnight and 5am. Gambling during the night was most common among those aged 18 to 24 years (10%) and declined with age to less than one percent (0.6%) of those aged 65 years or older.

Figure 47. Gambling during the night (between midnight and 5am), by PGSI risk category



What time of the day do you normally gamble? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,315)

Figure 48. Gambling during the evening (between midnight and 5am), by age

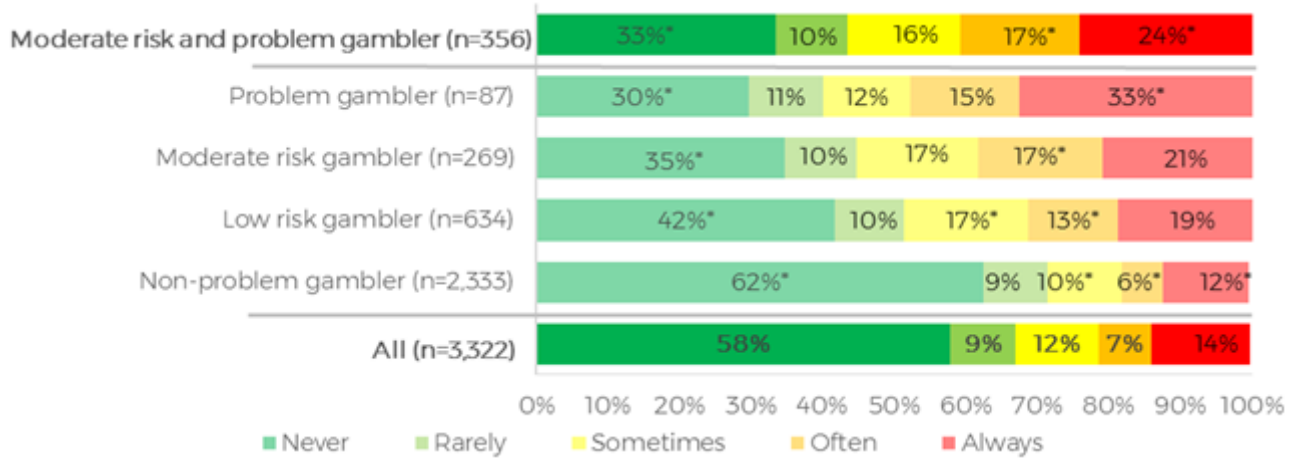


What time of the day do you normally gamble? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,315).
** indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.*

7.4 Alcohol consumption while gambling

Sub-sampled gamblers were asked how often they drank alcohol while gambling in the last 12 months. Population weighted, around three fifths of NSW gamblers (58%) said they never did, and this rate was higher among non-problem gamblers (62%). As shown in Figure 49, there was an association between PGSI risk category and drinking alcohol while gambling with one third of problem gamblers (33%) saying that they always drink alcohol while gambling compared with 12% of non-problem gamblers.

Figure 49. Alcohol consumption while gambling, by PGSI risk category



*During the last 12 months, how often did you drink alcohol while gambling? Would you say…Base: Sub-sampled NSW gamblers in the last 12 months (n=3,322). * indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.*

Female gamblers were more likely than male gamblers to say never (67% compared with 50%). Male gamblers were more likely than female gamblers to say that they always drank alcohol while gambling (17% compared with 10%).

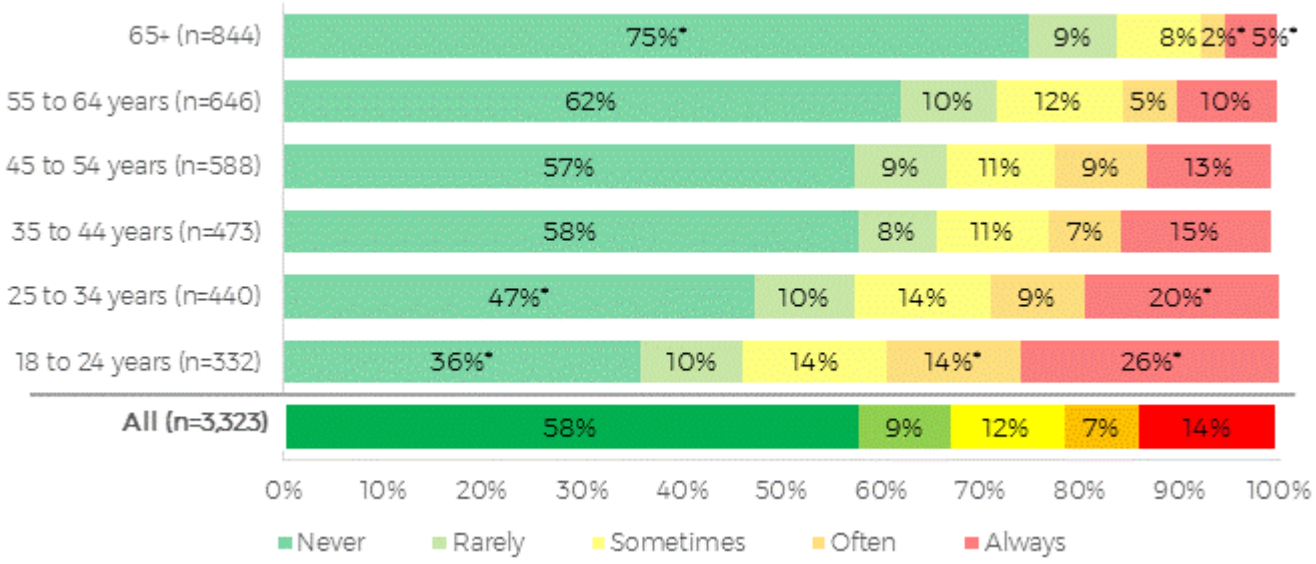
Table 27. Alcohol consumption while gambling

	Sub-sampled respondents who gambled in the last 12 months (n=3,323)	Male (n=1,904)	Female (n=1,419)
Never	58%	50%*	67%*
Rarely	9%	9%	9%
Sometimes	12%	13%	10%
Often	7%	10%*	4%*
Always	14%	17%*	10%*
Don't know	<1%	<1%	<1%

*During the last 12 months, how often did you drink alcohol while gambling? Would you say…Base: Sub-sampled respondents who gambled in the last 12 months (n=3,323). * indicates a statistically significant difference at the .05 level.*

As shown in Figure 50, older gamblers (aged 65 years or over) were more likely than younger gamblers (aged 18 to 24 years) to say that they never drank alcohol while gambling (75% compared with 36%). Younger adult gamblers (aged 18 to 24 years) were more likely than those aged 65 years or over to say they always did (26% compared with 5%).

Figure 50. Alcohol consumption while gambling, by age

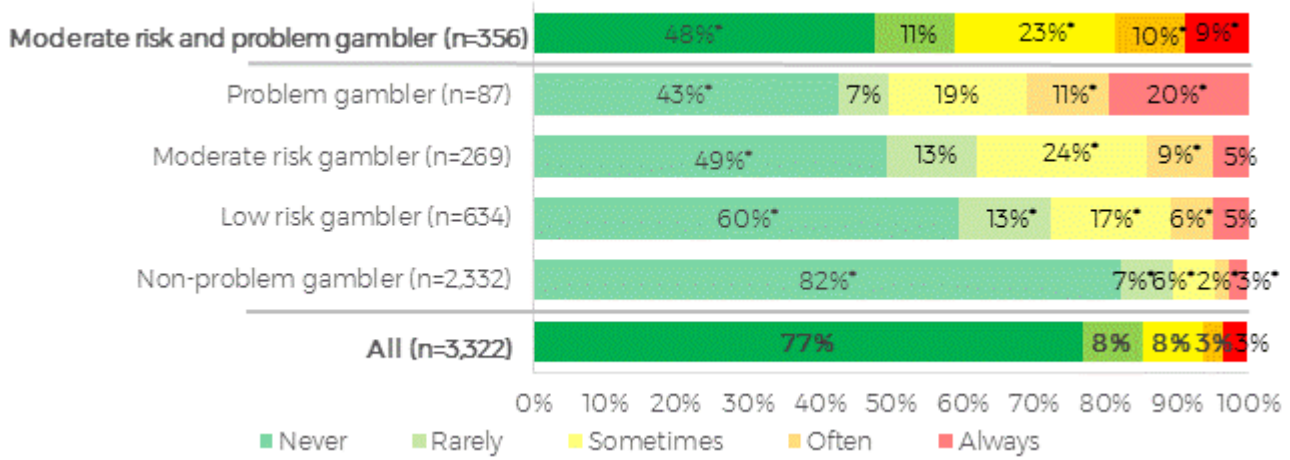


*During the last 12 months, how often did you drink alcohol while gambling? Would you say…Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323). * indicates a statistically significant difference at the .05 level between each age group and the base of all gamblers.*

7.5 Gambling while intoxicated

Sub-sampled gamblers were asked whether they ever gambled while intoxicated. Around a third of population-weighted gamblers answered that they did, at least some of the time, with 3% saying that they were always intoxicated when they gamble. One fifth (20%) of problem gamblers reported being intoxicated whenever they gambled. This compared with 3-5% of the other PGSI risk categories.

Figure 51. Gambling while intoxicated, by PGSI risk category



*Do you ever gamble while intoxicated? Would you say…Base: Sub-sampled NSW gamblers in the last 12 months (n=3,322). * indicates a statistically significant difference at the .05 level between each category and the base of all gamblers.*

Male gamblers were significantly more likely than female gamblers to always gamble while intoxicated (5% compared with 2%).

Table 28. Gambling while intoxicated, by sex

	Sub-sampled respondents who gambled in the last 12 months (n=3,322)	Male (n=1,903)	Female (n=1,419)
Never	77%	70%*	84%*
Rarely	8%	10%*	6%*
Sometimes	8%	11%*	6%*
Often	3%	4%*	2%*
Always	3%	5%*	2%*
Don't know	<1%	<1%	<1%

*Do you ever gamble while intoxicated? Would you say…Base: Sub-sampled respondents who gambled in the last 12 months (n=3,322). * indicates a statistically significant difference at the .05 level between male and female gamblers.*

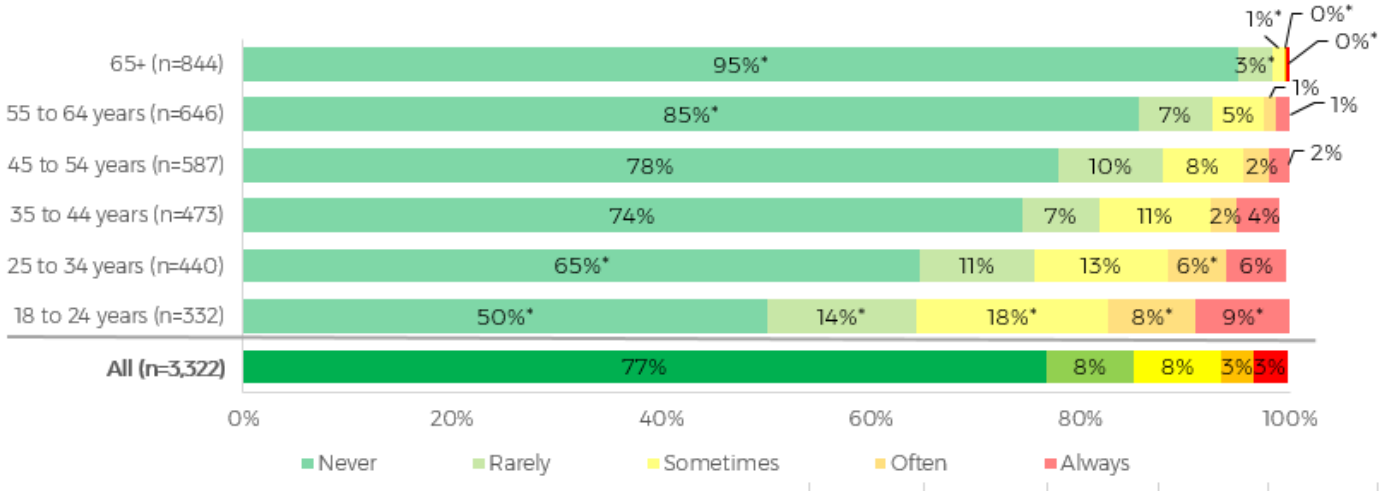
Table 29. Gambling while intoxicated, by location

	Sub-sampled respondents who gambled in the last 12 months (n=3,315)	Home (n=1,991)	Work (n=291)	Both (n=217)	Neither (n=766)
Never	77%	78%	84%*	65%*	74%
Rarely	8%	8%	7%	10%	9%
Sometimes	8%	8%	5%*	12%	10%
Often	3%	3%	2%	6%	3%
Always	3%	3%	2%	7%*	3%
Don't know	<1%	<1%	-	-	<1%

Do you ever gamble while intoxicated? Would you say…Base: Sub-sampled respondents who gambled in the last 12 months (n=3,315)

Correspondingly, sub-sampled gamblers aged 65 years or over were more likely than younger adult gamblers (aged 18 to 24 years) to say that they never gamble while intoxicated (95% compared with 50%).

Figure 52. Gambling while intoxicated, by age



Do you ever gamble while intoxicated? Would you say…Base: Sub-sampled respondents who gambled in the last 12 months (n=3,322)

7.6 Alcohol or drug problem

Sub-sampled gamblers were asked if they felt they had an alcohol or drug problem in the last 12 months. As shown in Table 30, the large majority felt they did not (94%). Population-weighted NSW female gamblers were more likely than male gamblers to say they did not have an alcohol or drug problem (97% compared with 93%).

Table 30. Alcohol or drug problem

	Sub-sampled respondents who gambled in the last 12 months (n=3,318)	Male (n=1,900)	Female (n=1,418)
Yes	5%	7%*	3%*
No	94%	93%*	97%*
Don't know	<1%	<1%	<1%

*In the last 12 months, have you felt you might have an alcohol or drug problem? Base: Sub-sampled respondents gambled in the last 12 months (n=3,318). * indicates a statistically significant difference at the .05 level.*

8 SELF-ASSESSMENT OF GAMBLING PROBLEMS AND HELP SEEKING BEHAVIOUR

8.1 Self-assessment of gambling problems

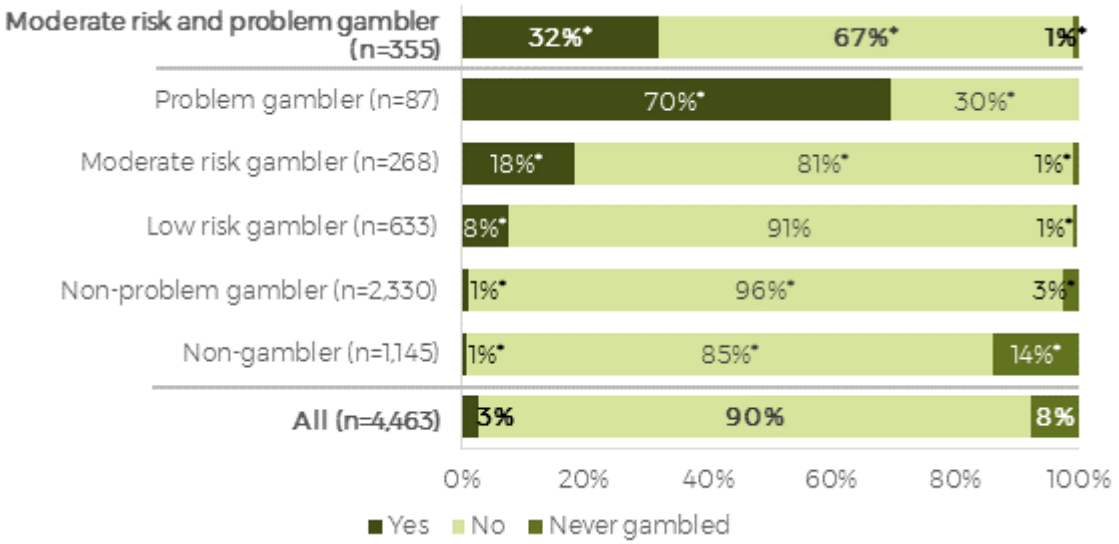
All sub-sampled respondents were asked whether they had ever experienced problems with their gambling prior to the last 12 months. Three percent (3%) of NSW adults had experienced problems with their gambling prior to the last 12 months. Nine in ten (90%) NSW adults reported that they had not experienced gambling problems prior to the last 12 months and 8% of NSW adults said that they had never gambled.

Males were significantly more likely than females to say that they had experienced problems with their gambling prior to the last 12 months (4% compared with 1%).

Those in the South Western Sydney district were significantly more likely to say that they had never gambled (13% compared with 8% overall).

Self-assessment of gambling problems prior to the last 12 months was associated with PGSI risk category with seven in ten (70%) problem gamblers reporting that they had experienced problems with gambling in the past, compared with 1% of non-problem gamblers. This indicates that most problem gamblers surveyed had experienced problems for longer than 12 months or were relapsing into gambling problems from a prior episode.

Figure 53. Self-assessment of gambling problems, by PGSI risk category



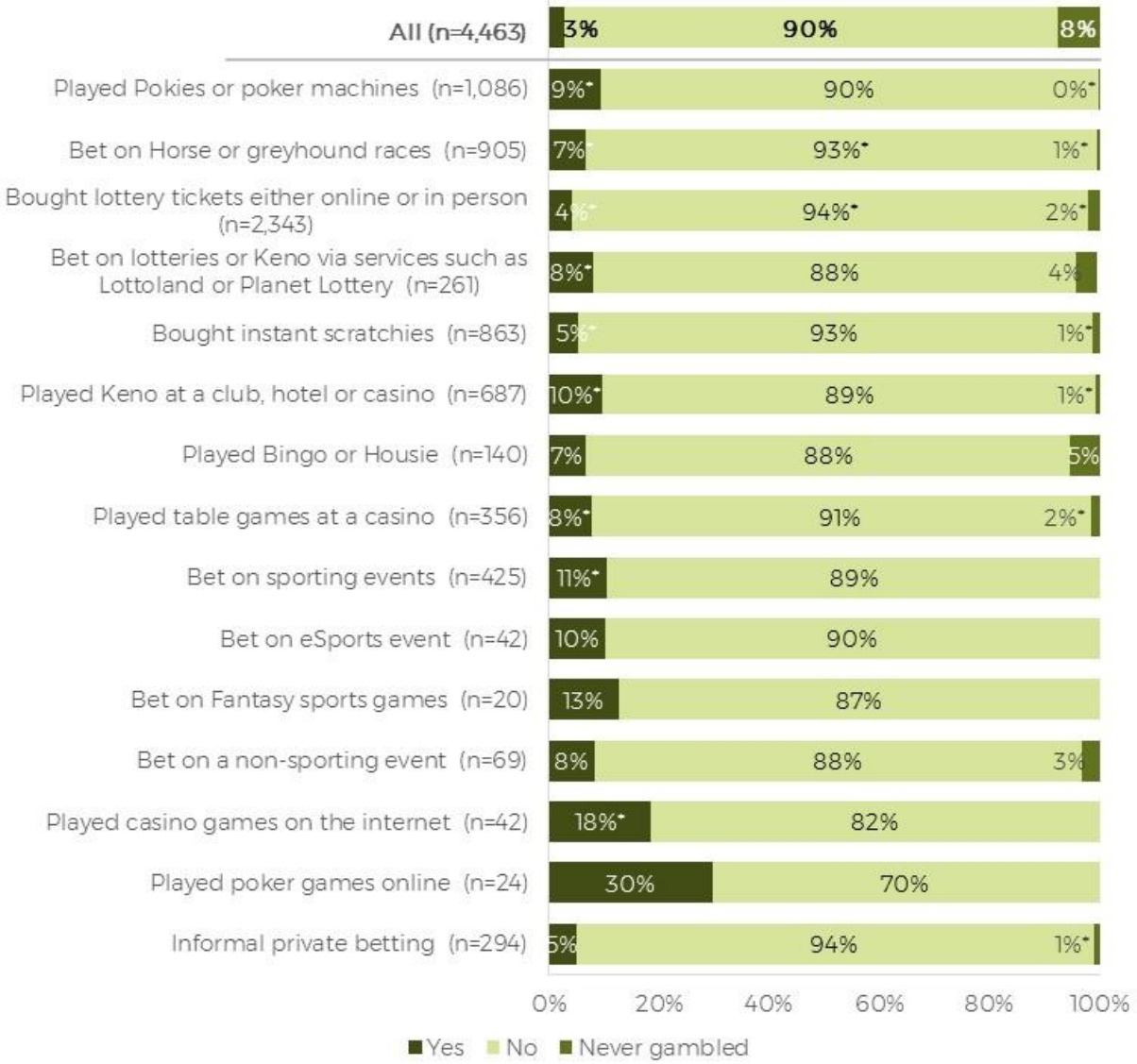
*Now thinking about your life prior to the last 12 months, have you EVER experienced problems with your gambling? Base: Sub-sampled NSW adults (n=4,463). * indicates a statistically significant difference at the .05 level between each PGSI risk category and the base of all gamblers.*

8.2 Self-assessment of gambling problems by gambling activity

Figure 54 shows the percentage of NSW adults who had experienced problems with their gambling prior to the last 12 months, by gambling activity. The results varied by gambling activity, from 4% of

lottery players through to 30% of those who play poker games online. It is important to note that gambling activities are not mutually exclusive, and respondents may have gambled on more than one activity.

Figure 54. Self-assessment of lifetime gambling problems, by gambling activity



*Now thinking about your life prior to the last 12 months, have you EVER experienced problems with your gambling? Base: Sub-sampled NSW adults (n=4,463). * indicates a statistically significant difference at the .05 level between each group and the base of all gamblers.*

8.3 Help-seeking behaviour

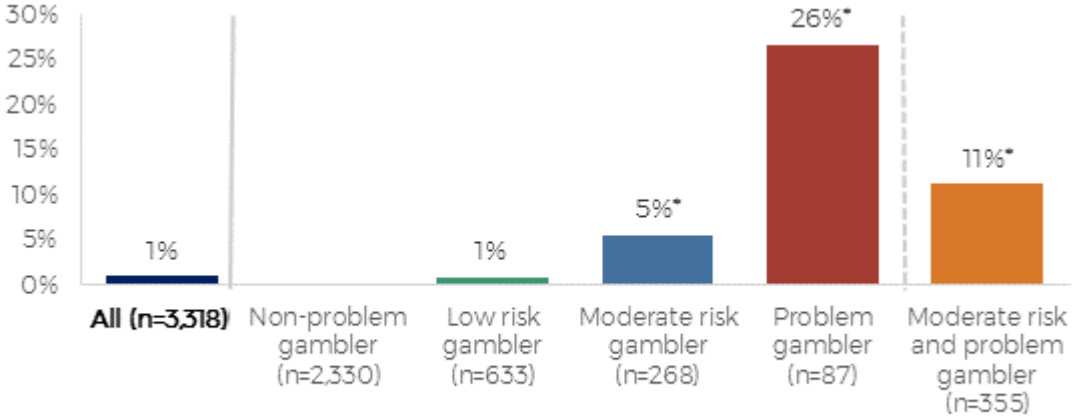
As in previous sections, all percentages given below are weighted to the NSW (gambling) population.

8.3.1 Gambling help seeking behaviour

Sub-sampled gamblers were asked if they had tried to get any sort of help in the last 12 months for problems relating to their gambling such as professional or personal help (e.g. such as speaking with

family or friends). Less than one percent (0.9%) of NSW gamblers said they had. Just over one in ten gamblers (11%) classified as current moderate-risk and problem gamblers on the PGSI had sought help within the last 12 months. Just over a quarter of problem gamblers had sought help (26%). These results are shown in Figure 55.

Figure 55. Help seeking, by PGSI risk category



In the last 12 months, have you tried to get any help for problems relating to your gambling, such as professional or personal help like talking to family or friends? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,318).
** indicates a statistically significant difference at the .05 level between each group and the base of all gamblers.*

Among the small number of gamblers who had sought help (n=43 unweighted) in the last 12 months, personal help (such as speaking with family or friends) was the most widely sought (58%)[10]. This was followed by seeking professional help (40%)[11]. Respondents were allowed to provide more than one response. Due to the small sample size, findings for this question should be treated with caution.

Table 31. Type of help

	Respondents who sought help (n=43)
Personal (Such as speaking with family/friends/work colleague)	58%
Professional (Including counselling service or social worker)	40%
Self-help (such as online tools, manuals)	24%

What kind of help did you seek? Base: NSW gamblers who said they sought help (n=43)

Gamblers who had sought help were asked further questions about the help they sought.

Those who sought personal help mainly sought help from friends or work colleagues (59%) or spoke with family members (41%); and no one mentioned talking to religious or community leaders. Over two fifths (45%) of those who sought personal help felt that it helped a lot, 41% felt it helped a little and 11% felt that it did not help at all.

[10] Those who had sought personal help were asked further questions about this help, *n*=22 were asked this question.

[11] Those who had sought professional help were asked further questions about this help, *n*=19 were asked this question.

Those who had sought professional help were asked how they found out about the professional service. The most common response was referral from other professional services (23%)[12], followed by online searches (22%)[13] and the National Gambling Help Online website (11%)[14]. Just over two in five (43%) felt that it helped a lot, 47% felt it helped a little and 10% did not think the professional help they sought helped at all.

8.3.2 Reasons for seeking help

Gamblers who sought help were asked what prompted them to do so. The presence of financial problems was the most common response, mentioned by 47% of those who sought help. Just over one quarter (27%) felt depressed or worried which prompted them to seek help and 17% recognised they had a problem or needed help. Respondents were allowed to provide more than one response.

Table 32. Reasons for seeking help

	Respondents who sought help (n=43)
Financial problems	47%
Felt depressed or worried	27%
Recognised had a problem or needed help	17%
Someone urged you to	12%
Relationship problems	9%
Lost interest	3%
Work/ employment problems	2%
Don't know	7%

What prompted you to seek help for your gambling problems? Base: NSW gamblers who said they sought help (n=43)

Two thirds (66%) of gamblers who sought help turned to family or friends first for help with problems relating to their gambling. This was followed by spouse or partner (7%) and Gambler's Anonymous (7%). The results are shown in Table 33.

Table 33. Who turned to first for help

	Respondents who sought help (n=43)
Family or friends	66%
Spouse or partner	7%
Gamblers Anonymous	7%
Gambling Helpline	6%
Other gambling counselling services	4%
NSW Gambling Help website	3%

[12] Referral from other professional service was mentioned by n=6

[13] Online searches was mentioned by n=4

[14] National Gambling Help Online website was mentioned by n=2

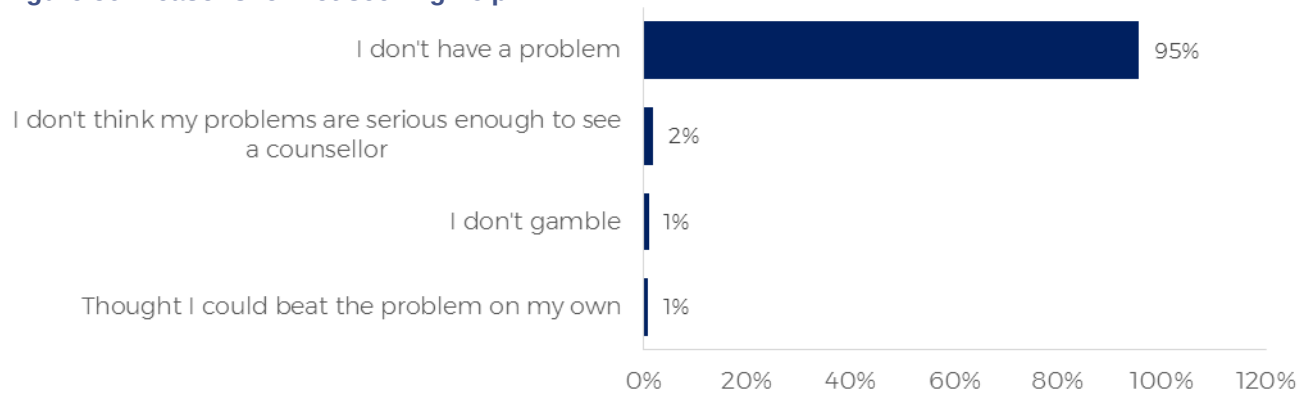
	Respondents who sought help (n=43)
Doctor (physician)	<1%
Other	1%
Don't know	4%

Could you please tell me who did you first turn to for help for problems relating to your gambling? Base: NSW gamblers who said they sought help (n=43)

8.3.3 Reasons for not seeking help

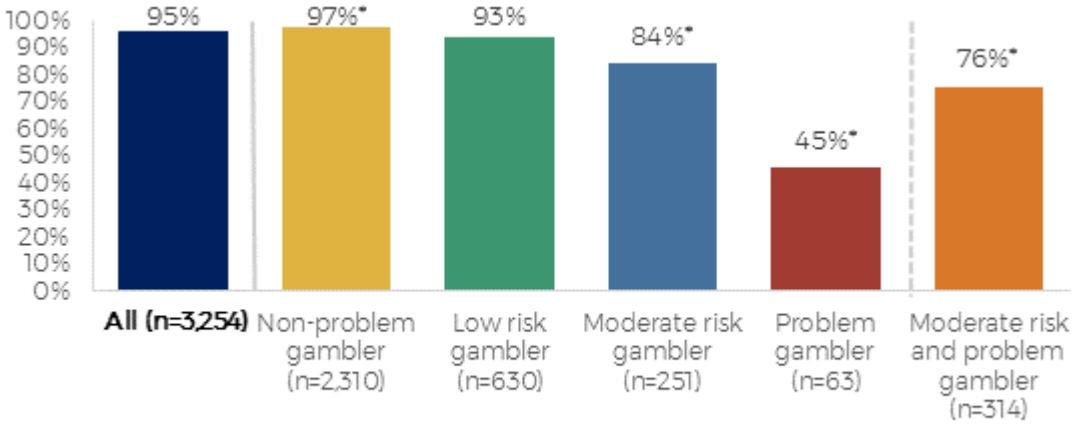
Gamblers who did not seek help in the last 12 months for their gambling were asked why they did not. The most common reason mentioned by nearly all gamblers was 'I don't have a problem' (95%) and 2% did not think that their problems were serious enough to see a counsellor. The most common reason for not seeking help among moderate-risk and problem gamblers was thinking they did not have a problem, although they were significantly less likely to respond so than non-problem gamblers (76% compared with 97% of non-problem gamblers).

Figure 56. Reasons for not seeking help



May I ask why you didn't seek help for problems reacting to gambling? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,254)

Figure 57. 'I don't have a problem', by PGSI risk category

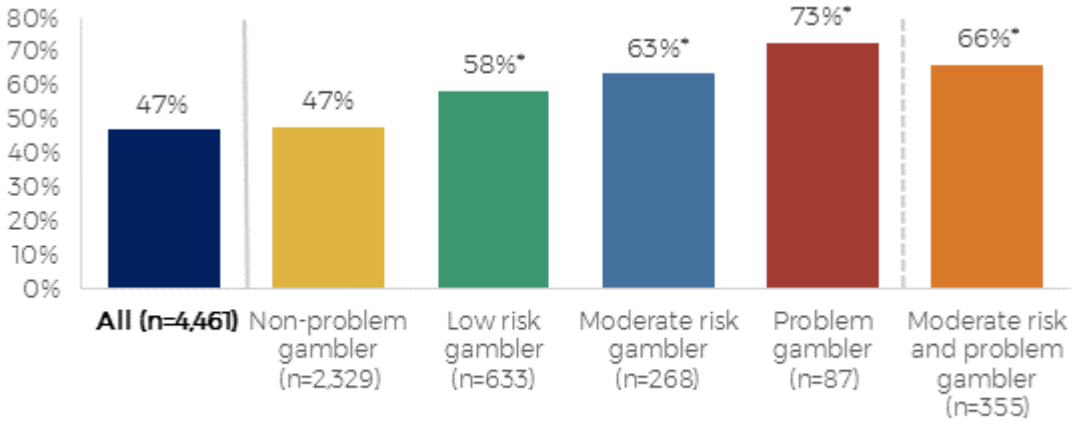


May I ask why you didn't seek help for problems reacting to gambling? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,254)

8.4 Knowing others with gambling problems

Sub-sampled respondents were asked if they had ever personally known someone with a gambling problem. Just under half of NSW adults (47%) reported that they did. Moderate-risk and problem gamblers were significantly more likely to say that they knew someone with a problem (66% compared with 47% overall). This suggests a moderate degree of 'clustering' of those with gambling problems within social networks.

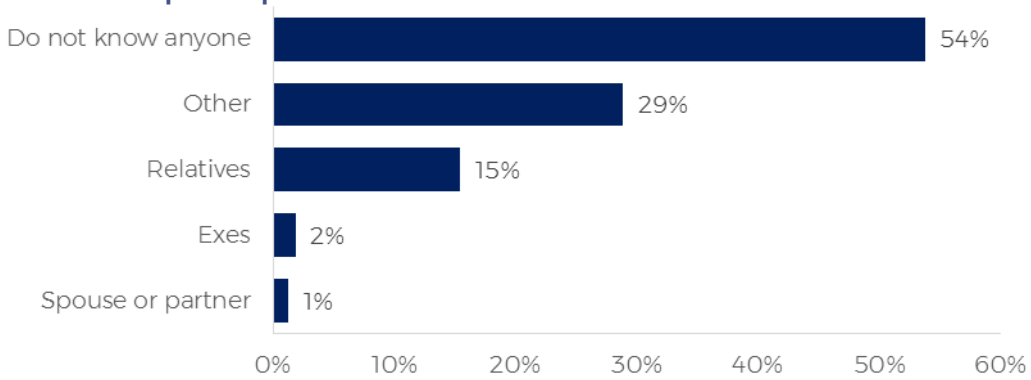
Figure 58. Whether know others with gambling problems, by PGSI risk category



Do you personally know someone who has experienced problems with their gambling? Base: Sub-sampled NSW adults (n=4,461)

As shown in Figure 59, three in ten (29%) NSW residents personally have known a problem gambler who is a friend/acquaintance, work colleague or customer; 15% said relative such as mother, father, brother, sister; 2% said an ex such as ex-spouse/partner, boyfriend, girlfriend or relative and 1% said their spouse or partner. Just over half (54%) said that they do not personally know anyone who experienced problems with their gambling.

Figure 59. Relationship to respondent



Could you please tell me what that person's/s' relationship is to you? Multiple response allowed Base: Sub-sampled NSW adults (n=4,435)

A breakdown of relationship to the respondent is shown in Table 34.

Table 34. Relationship to respondent

	Sub-sampled NSW adults (n=4,435)
Other such as friend or colleague	**29%**
Friend/acquaintance	24%
Work colleague	4%
Client/customer/patient	1%
Other	<1%
Relative	**15%**
Father	2%
Mother	2%
Brother	3%
Sister	1%
Child	1%
Other relative	8%
Exes	**2%**
Ex-spouse/partner	1%
Ex-boyfriend/girlfriend	1%
Ex-relative	<1%
Spouse/partner	**1%**
Do not know anyone	**54%**
Don't know	**<1%**

Could you please tell me what that person/s' relationship is to you? Base: Sub-sampled NSW adults

Those who said that they had known someone with a gambling problem were asked the type of gambling that person had mainly been involved in[15].

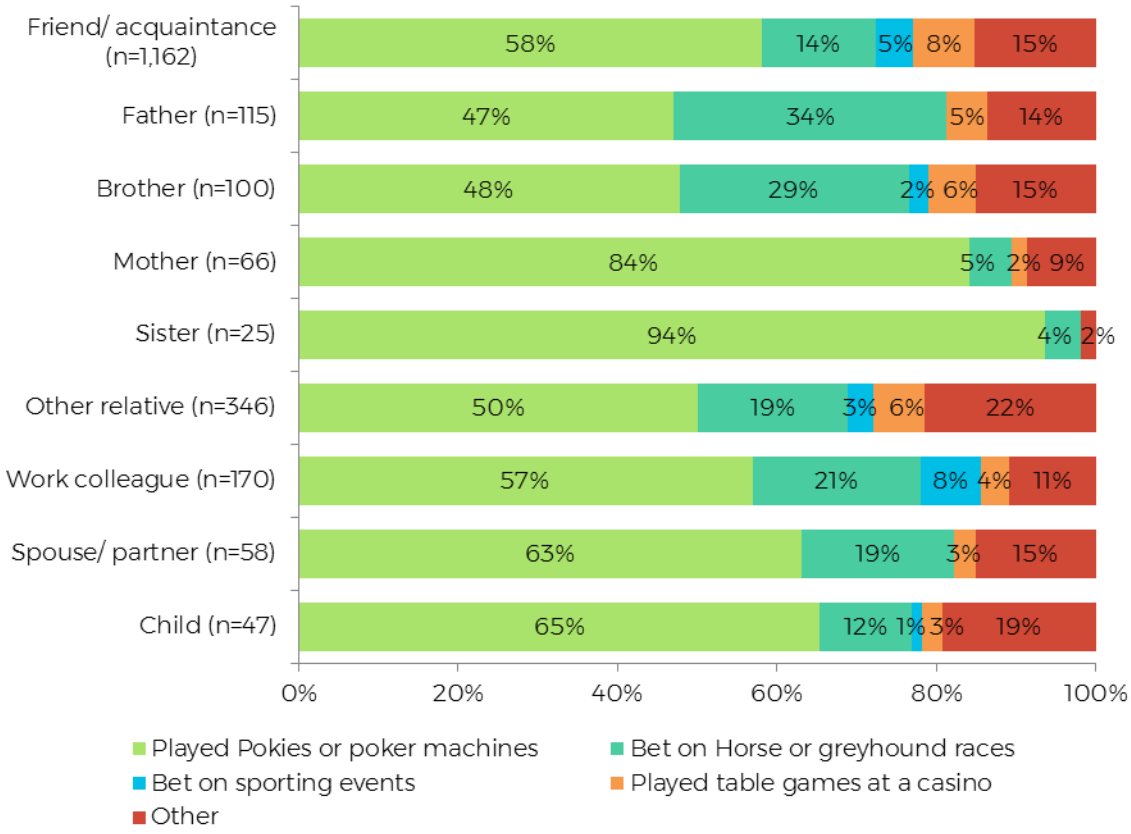
The most common activity mentioned was EGMs (58%). This was followed by betting on horse or greyhound races (14%), playing table games at a casino (8%) and betting on sporting events (5%).

Where the person identified was the respondent's father, the most commonly mentioned problem activity was EGMs (47%), followed by betting on horse or greyhound races (34%); and for mothers, it was predominately EGMs (84%).

The results are shown in Figure 60. Due to the small number of respondents for some categories, these findings should be interpreted with caution.

[15] It is important to note that if the respondent said that they knew more than two people, the gambling activity that the person was involved in was only asked for a maximum of two people that the respondent knew. The person's relationship to the respondent was selected in hierarchical order as follows: spouse or partner, father, mother, brother, sister, child, other relative, friend/acquaintance, work colleague, client/customer/patient, ex-spouse/partner, ex-girlfriend/boyfriend, ex-relative and other.

Figure 60. Relationship to respondent and type of gambling activity[16]



In what type of gambling activity was that person mainly involved? Base: Sub-sampled NSW gamblers who indicated they personally knew someone experiencing problems with their gambling

8.5 Formal self-exclusion

8.5.1 Venues

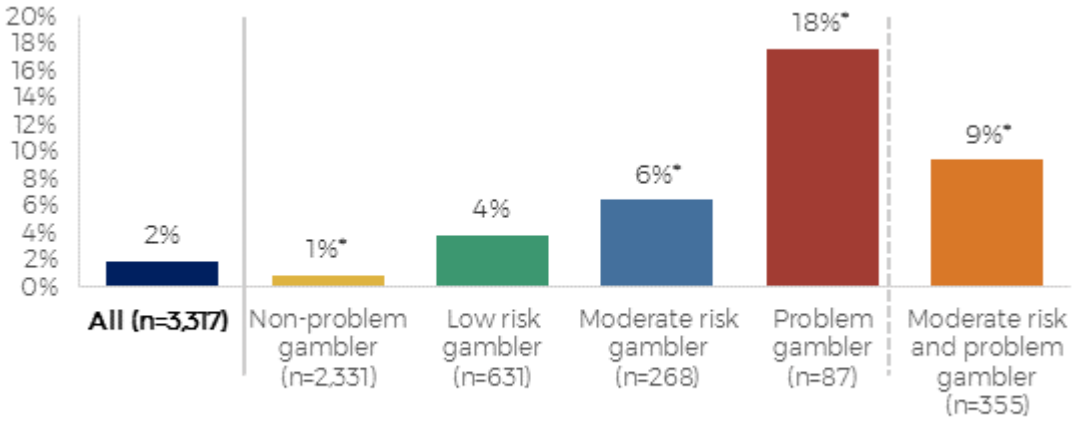
Formal self-exclusion is a voluntary program that allows people with a gambling problem to ban themselves from the gaming areas of hotels, clubs and the casino. Two percent of NSW gamblers have tried to exclude themselves from a gambling venue through a formal self-exclusion process within the venue in the last 12 months. The rate of self-exclusion is lower than in 2011 (4%)[17].

Moderate-risk and problem gamblers (9%) were significantly more likely than non-problem gamblers (1%) to have tried to exclude themselves from a gambling venue. These results are shown in Figure 61. Note that because there is not a clear base with which to calculate these percentages. Some forms are not venue based, and therefore self-exclusion is not an option. However, some forms can be undertaken in or out of venues, and furthermore, gamblers who have self-excluded may have transitioned to different forms. Therefore, the broadest base is used in the present reporting.

[16] Other activities are the remaining activities listed in Figure 27.

[17] In 2011, the question was only asked of regular gamblers overall whereas in 2019, sub-sampled gamblers were asked.

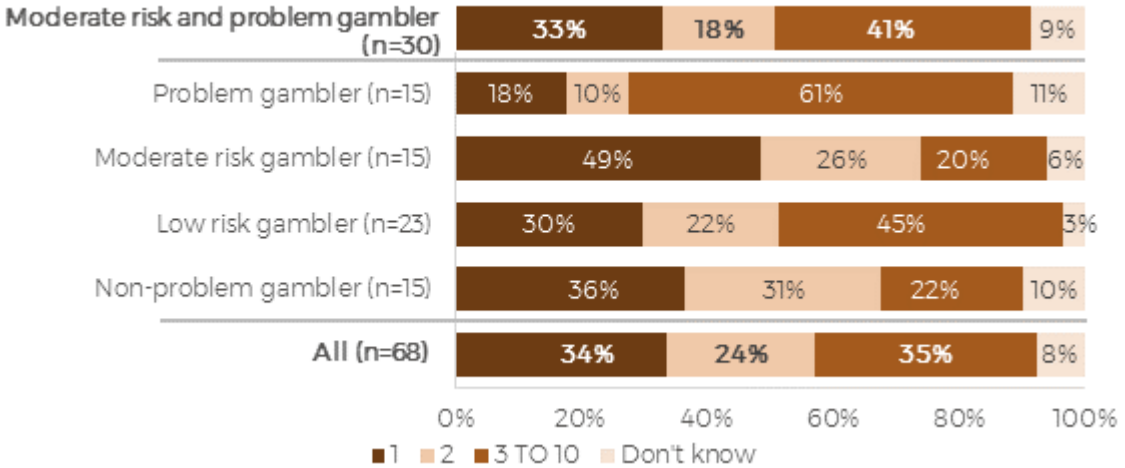
Figure 61. Formal self-exclusion in venue, by PGSI risk category



*In the last 12 months have you ever tried to exclude yourself from a gambling venue such as a hotel, pub, club or casino through a formal self-exclusion process within the venue? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,317). * indicates a statistically significant difference at the .05 level between each PGSI risk category and the broader group of all NSW gamblers.*

Gamblers who had formally self-excluded themselves from venues were asked how many venues they had self-excluded from. One third (34%) self-excluded from one venue, 24% self-excluded from two venues and 35% self-excluded from three or more venues. The number of venues self-excluded with respect to PGSI are shown in Figure 62. In contrast to whether or not someone had self-excluded, no clear effects with respect to PGSI were seen with respect to the number of venues excluded from, assuming they had self-excluded from at least one venue.

Figure 62. Number of venues self-excluded, by PGSI risk category



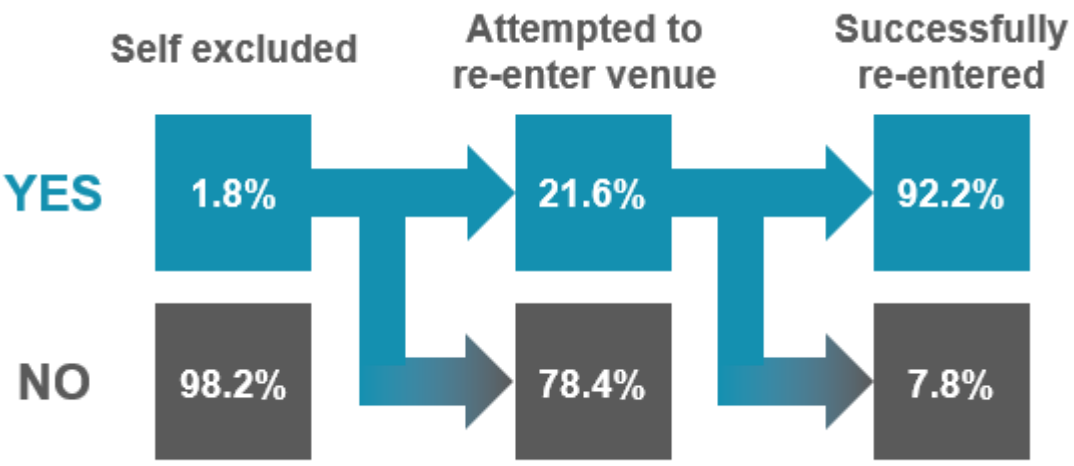
How many venues did you self-exclude from? Base: NSW gamblers in the last 12 months who said they self-excluded themselves (n=68)

Self-excluded gamblers were then asked if they had tried to re-enter the venue(s) they self-excluded from. Just over one in five (22%) attempted to re-enter the venue(s) during the self-exclusion period.

Of those who attempted to re-enter the venue(s), the large majority were successful (92%)[18] in doing so.

Gamblers who self-excluded from venues were asked if they gambled at alternative venues. Just over one in ten (12%) said that they gambled at other venues, while the majority (88%) said they did not.

Figure 63. Self-excluded from venues in the last 12 months infographic



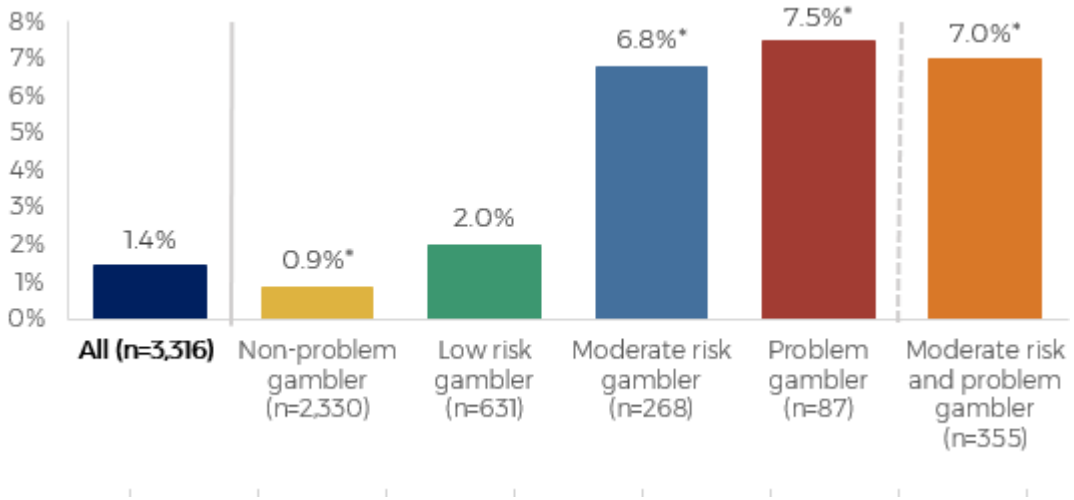
8.5.2 Online self-exclusion

As shown in Figure 64, 1.4% of NSW gamblers had tried to exclude themselves from an online gambling provider such as a website or mobile app, in the last 12 months. This compares with 2.1% of NSW gamblers who have tried to exclude themselves from a gambling venue through a formal self-exclusion process within the venue in the last 12 months (See Section 8.5).

NSW gamblers living in the South Western Sydney district were significantly more likely to exclude themselves from an online gambling provider (5.3% compared with 1.4% overall). Due to the small sample size of sub-sampled gamblers who tried to exclude themselves from an online gambling provider, these findings should be interpreted with caution.

[18] Note: small sample (n=16) were asked this question – Did you succeed in re-entering that/those venue(s)?

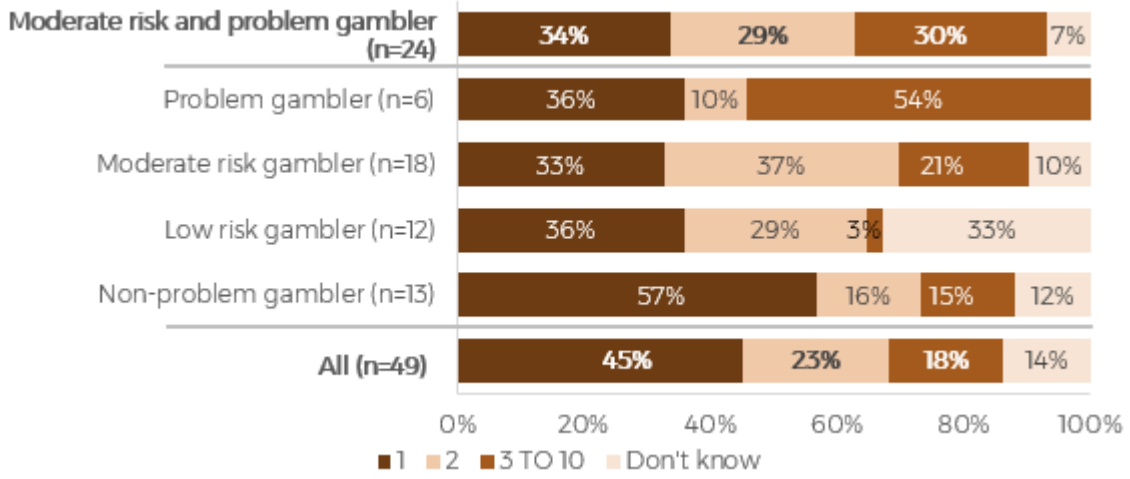
Figure 64. Formal online self-exclusion, by PGSI risk category



*In the last 12 months have you ever tried to formally exclude yourself from an online gambling provider such as a website or mobile app? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,316). Asterisks * indicates a statistically significant difference at the .05 level between each PGSI risk category and the broader group of all NSW gamblers.*

Gamblers who had tried to exclude themselves from an online gambling provider were asked how many online providers they had self-excluded from. Just under half (45%) excluded themselves from one online provider, 23% excluded from two providers and 18% excluded from three or more online gambling providers. These results by PGSI risk category are shown in Figure 65. Due to the small number of gamblers who tried to exclude themselves from an online provider, statistics for this question should be interpreted with caution.

Figure 65. Number of online providers self-excluded, by PGSI risk category



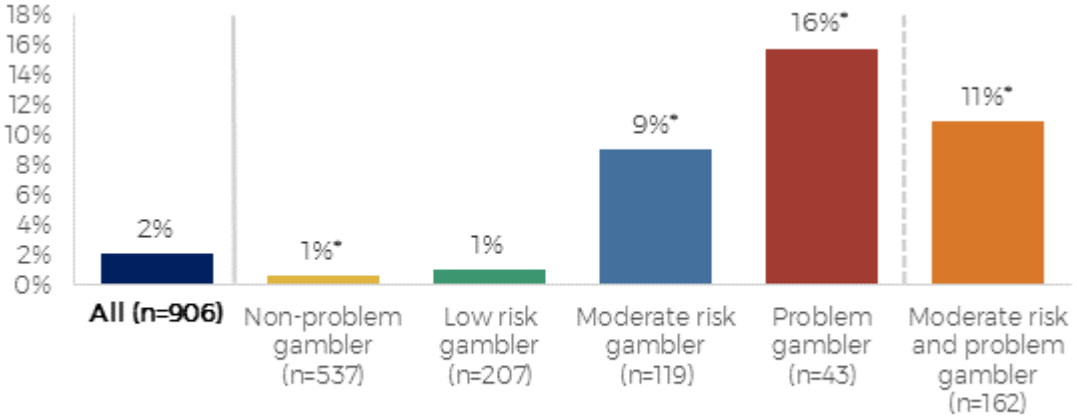
How online providers did you self-exclude from? Base: All NSW gamblers in the last 12 months who said they self-excluded themselves (n=49)

8.5.3 Online self-exclusion for race and sports bettors

When looking at online self-exclusion specifically for race bettors, 2% of sub-sampled race bettors tried to exclude themselves from an online gambling provider. Moderate-risk and problem gamblers

who bet on sports were significantly more likely than non-problem gamblers to report having tried to exclude themselves online (11% compared with 1%).

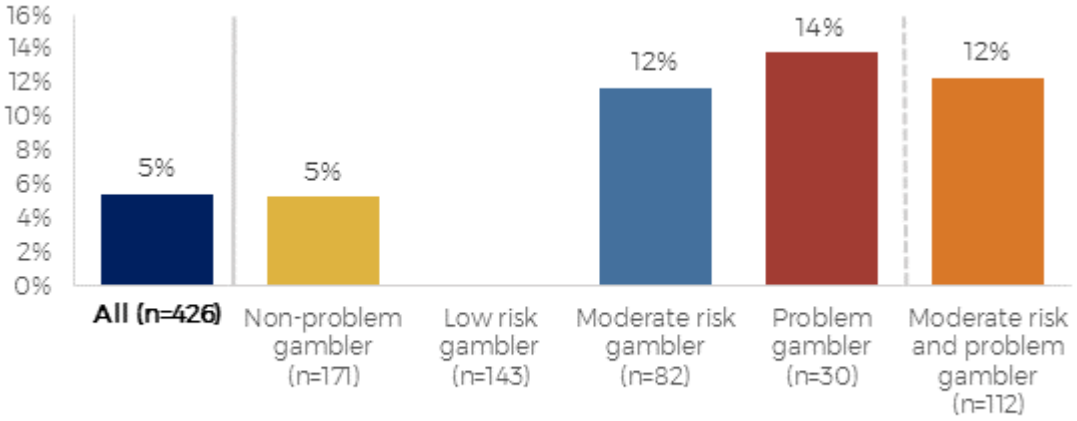
Figure 66. Formal online self-exclusion amongst race bettors, by PGSI risk category



*In the last 12 months have you ever tried to formally exclude yourself from an online gambling provider such as a website or mobile app? Base: Sub-sampled race bettors in the last 12 months (n=906). Asterisks * indicates a statistically significant difference at the .05 level between each PGSI risk category and the broader group of all NSW gamblers.*

Considering sports bettors in particular, one in twenty (5%) sub-sampled sports bettors had tried to exclude themselves from an online gambling provider. No significant differences by PGSI risk category were observed.

Figure 67. Formal online self-exclusion amongst sports bettors, by PGSI risk category



*In the last 12 months have you ever tried to formally exclude yourself from an online gambling provider such as a website or mobile app? Base: Sub-sampled sports bettors in the last 12 months (n=426). Asterisks * indicates a statistically significant difference at the .05 level between each PGSI risk category and the broader group of all NSW gamblers.*

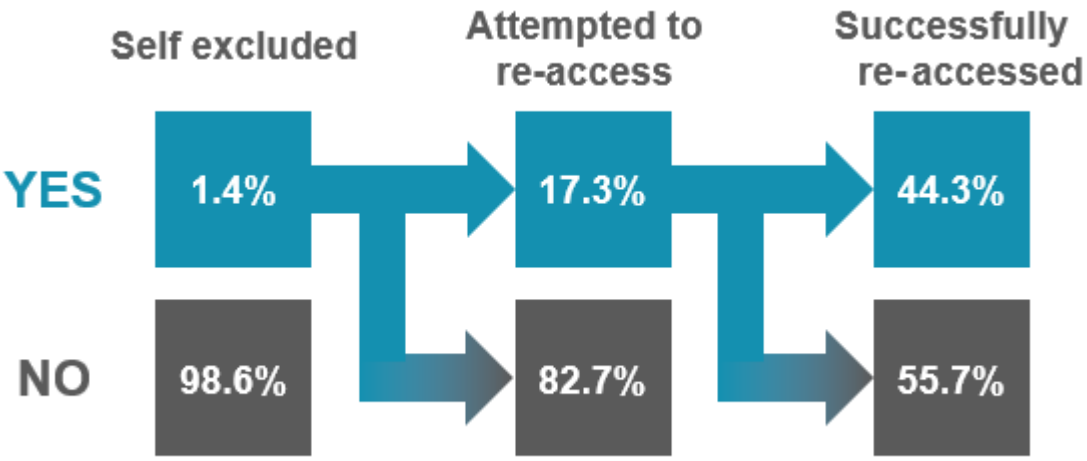
8.6 Betting restricted by online service provider

Self-excluded gamblers were asked if they had tried to access the online gambling provider they had previously self-excluded from. Just under over one in five (17%) attempted to re-access the online

gambling provider or mobile app during the self-exclusion period. Of those who attempted to re-access the online gambling provider or mobile app, 44%[19] were successful in doing so.

Gamblers who had self-excluded themselves from an online gambling provider were asked if they gambled at an alternative online gambling provider. Fourteen percent (14%) said that they gambled at another online gambling provider while the majority (83%) said they did not.

Figure 68. Online self-exclusion in the last 12 months infographic

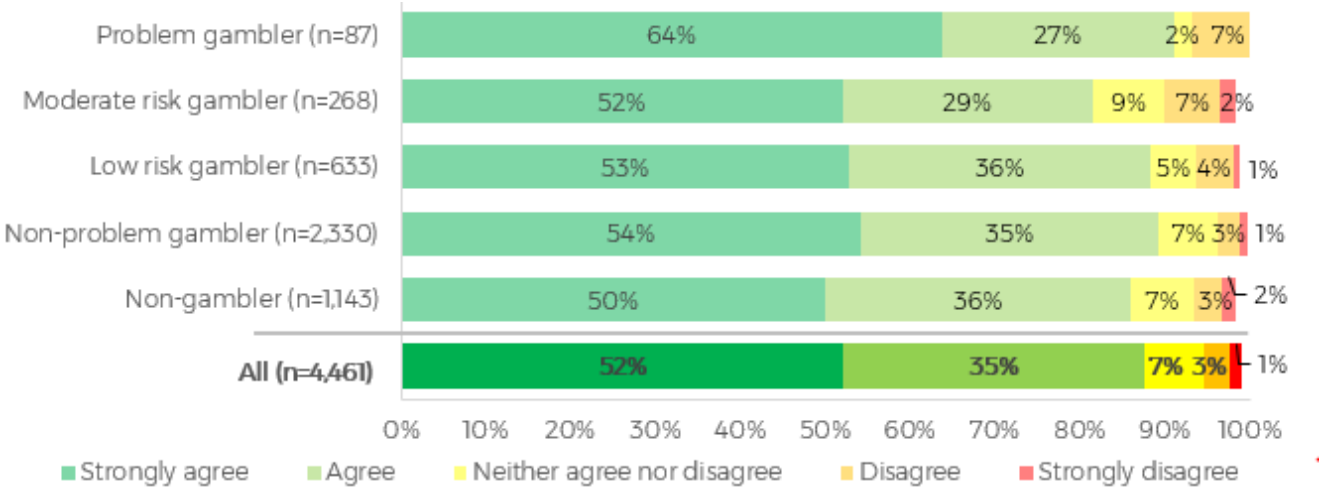


8.7 Attitudes to pre-commitment

The majority (88%) of NSW adults strongly agreed or agreed that people should limit themselves to spending an amount they nominate before they start gambling. Females were significantly more likely than males to strongly agree or agree with this statement (90% compared with 85%). There were no large or significant differences with respect to PGSI risk category, as shown by Figure 69. However, problem gamblers were slightly more likely to strongly agree with this statement.

[19] Note: due to the small number of self-excluders, only a small subsample (n=12) were asked this question – Did you succeed in gambling via that/those website or mobile app during the self-exclusion?

Figure 69. Pre-commitment, by PGSI risk category



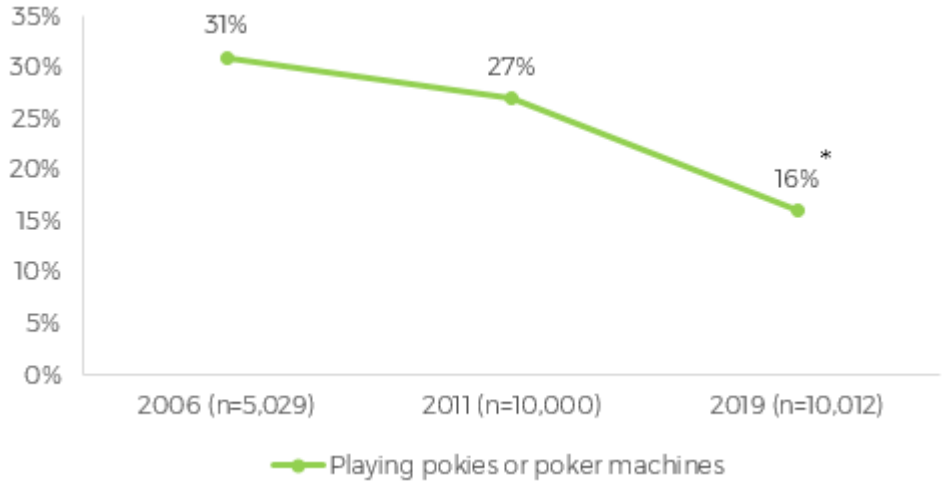
Do you agree that people should limit themselves to spending an amount they nominate before they start gambling? Would you say you… ? Base: Sub-sampled NSW adults (n=4,461)

9 ELECTRONIC GAMING MACHINE (EGM) GAMBLING

9.1 Prevalence of EGM gambling over time - 2006, 2011, 2019

In 2006, three in ten (31%) NSW adults played pokies or poker machines (also known as Electronic Gaming Machines or EGMs). This rate declined slightly to just over one quarter (27%) of NSW adults in 2011 and then decreased again significantly to 16% in 2019, as shown in Figure 70.

Figure 70. Proportion of adults playing EGMs, 2006, 2011, 2019



*Activity: Played pokies or poker machines. Base: All NSW adults. * indicates a statistically significant difference at the .05 level between each time point (prevalence study) and the grand average.*

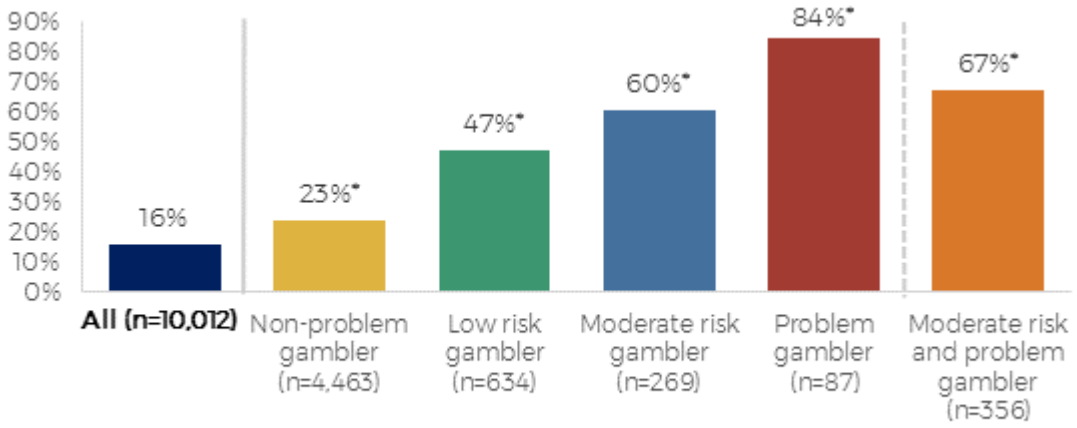
9.2 Prevalence of EGM gambling by PGSI risk category

When all respondents were read out a list of popular gambling activities and asked which they had spent money on during the last 12 months, 16% said that that they had played pokies or poker machines (also known as Electronic Gaming Machines or EGMs).

As shown in Figure 69, prevalence of having played EGMs steadily increased with increasing PGSI risk category, with 84% of problem gamblers participating in EGM gambling in the past 12 months.

When looking specifically at EGM players, the rate of problem gambling is 5.4%, compared to 0.4% among those who do not play EGMs.

Figure 71. EGM gambling, by PGSI risk category



*Activity: Played pokies or poker machines. Base: All NSW adults (n=10,012). * indicates a statistically significant difference at the .05 level between each PGSI risk category and the broader group of all NSW gamblers.*

Table 35 shows the proportion of EGM gamblers in different PGSI risk categories by age. Overall, 36% of EGM gamblers indicate some degree of gambling problems. Although rates of gambling problems among EGM gamblers tend to decrease slightly with age, these differences are not significant except for those aged 65+ years.

Table 35. EGM gambling, PGSI risk category by age

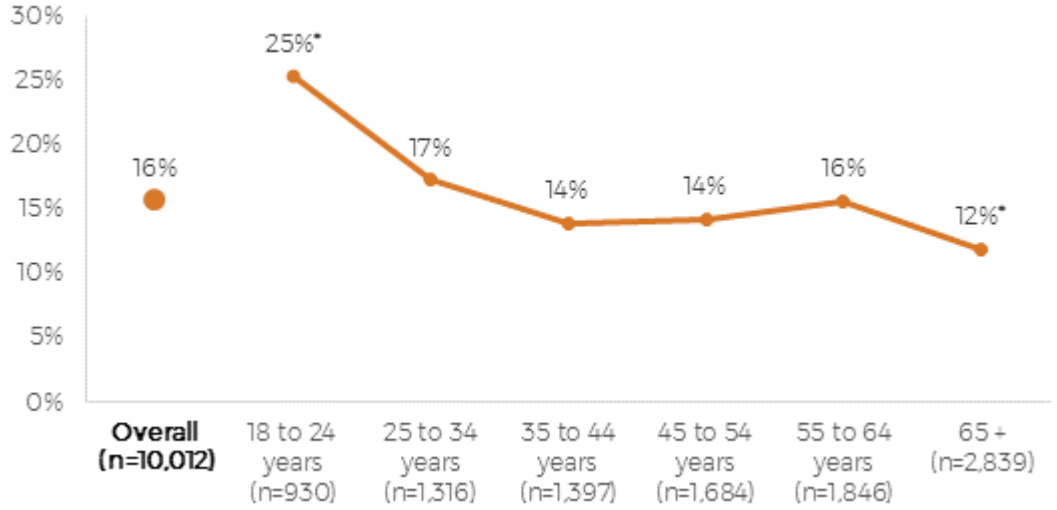
	NSW gamblers who gambled on EGMs (n=1,536)	18 to 24 years (n=237)	25 to 34 years (n=246)	35 to 44 years (n=201)	45 to 54 years (n=241)	55 to 64 years (n=285)	65+ years (n=326)
Non-problem gambler	64%	59%	60%	67%	67%	63%	71%*
Low-risk gambler	20%	22%	21%	17%	19%	20%	20%
Moderate-risk gambler	11%	13%	12%	10%	10%	13%	7%*
Problem gambler	5%	7%	7%	7%	5%	4%	2%*

Activity: Played pokies or poker machines. Base: NSW gamblers who gambled on EGMs in the last 12 months (n=1,536)

9.3 Demographic and behavioural indicators

As shown in Figure 72, younger respondents aged 18 to 24 years were almost twice as likely to have participated in EGM gambling in the last 12 months (25%), compared to those aged 65+ years (12%).

Figure 72. EGM gambling, by age group



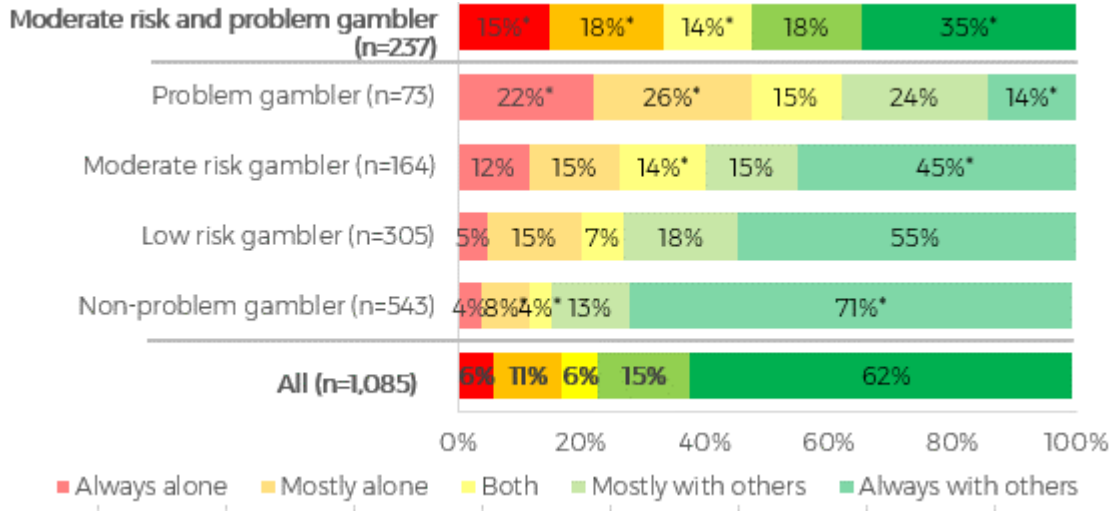
*I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Played pokies or poker machines. Base: All Respondents (n=10,012). * indicates a statistically significant difference at the .05 level between each age group and the average population prevalence in NSW.*

Males were significantly more likely to have played EGMs (19%) than females (13%). Regional NSW residents were significantly more likely to have participated in EGM gambling (20%) than Greater Sydney residents (14%). Those living in the Illawarra Shoalhaven district were more likely to play EGMs than those in the Northern Sydney district (23% compared with 10%). NSW adults who mainly spoke a language other than English were significantly less likely to play EGMs (6%) than those who speak English at home (17%).

Sub-sampled EGM gamblers were asked if, when they play the pokies, they usually visit alone or with others. Two in three (62%) said that they always play with others, followed by 15% who mostly play with others. Similarly, the prevalence of always playing alone increased significantly with PGSI risk category. Less than one in twenty non-problem gamblers always played alone (4%) compared to 22% or problem gamblers.

Figure 73 shows the results for gambling alone or with others by PGSI risk category. As shown, the proportion of gamblers who always played with others declines as PGSI risk status increases. This is consistent with the differing motivations associated with non-problem gamblers, who are significantly more likely to play for social motivations rather than less healthy motivations, such as the desire to make money. Seven in ten non-problem gamblers always played with others (71%) compared to only 14% of problem gamblers.

Figure 73. EGM gambling alone or with others, by PGSI risk category

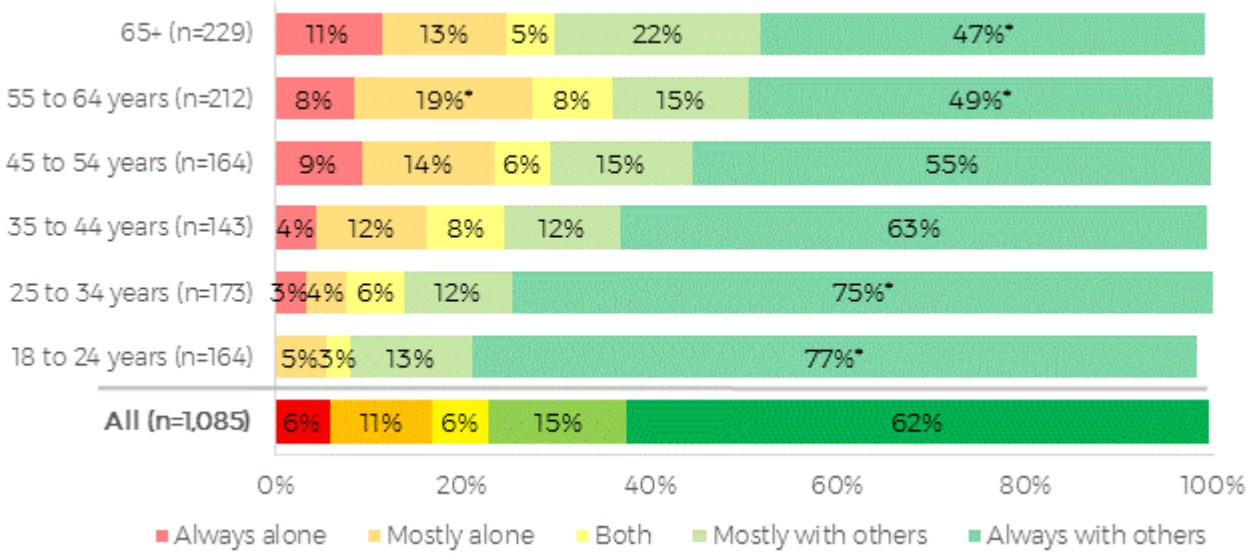


*When you play the pokies, do you usually visit the venue along or with others? Would you say…Base: Sub-sampled NSW gamblers who gambled on EGMs in the last 12 months (n=1,085). * indicates a statistically significant difference at the .05 level between each PGSI category and the broader group of EGM players.*

Males were more likely to always/mostly play alone (21%) compared to females (11%).

Younger people aged 18 to 24 years were less likely to play always/mostly play alone (6%), whereas doing so tended to increase with age (28% of those aged 55 to 64 years did so). This is interesting to note, given that older respondents also tend to have fewer gambling problems, and is likely due to differing motivations for older gamblers to gamble.

Figure 74. EGM gambling alone or with others, by age



When you play the pokies, do you usually visit the venue along or with others? Would you say…Base: Sub-sampled NSW gamblers who gambled on EGMs in the last 12 months (n=1,085)

9.4 EGM Features

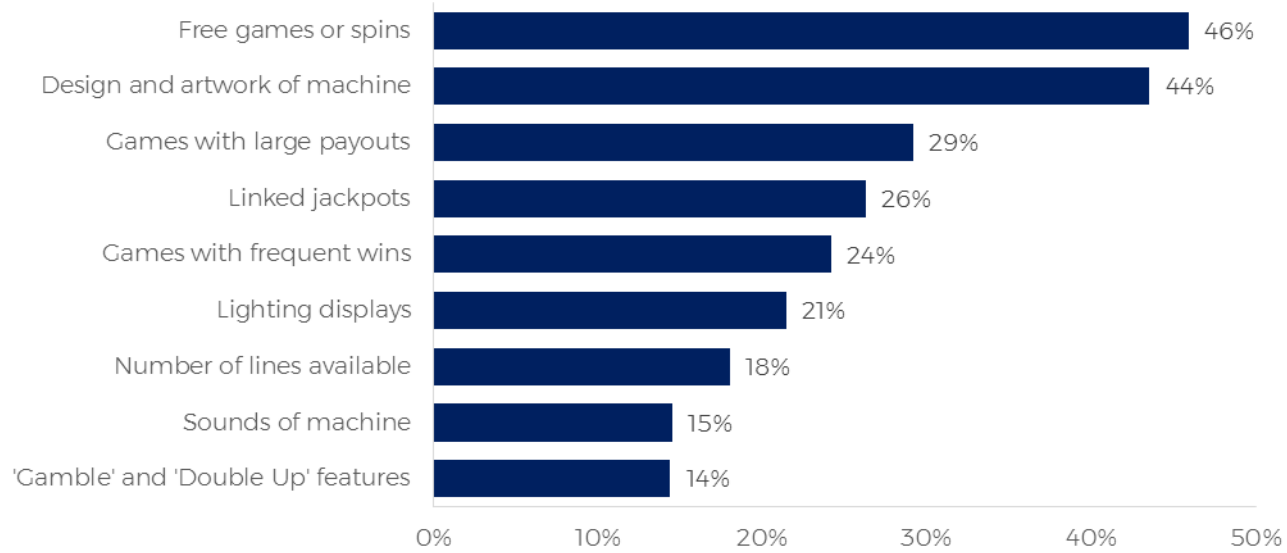
Sub-sampled respondents were asked what features of the pokies they are drawn to when deciding which one to play. ‘Free games or spins’ (46%) and ‘design and artwork of machine’ (44%) had the greatest impact.

Moderate-risk and problem gamblers were more likely than non-problem gamblers to mention ‘free games or spins’ (68% compared to 38%), ‘games with large payouts’ (54% compared to 21%), ‘linked jackpots’ (52% compared to 18%), ‘games with frequent wins’ (46% compared to 17%), ‘gamble and double up features’ (29% compared to 10%), and ‘number of lines available’ (29% compared to 14%). Moderate-risk and problem gamblers were equally as likely as non-problem gamblers to mention ‘design and artwork of machine’ (43% compared to 45%) and ‘lighting displays’ (27% compared to 20%).

Sub-sampled EGM gamblers aged 45 to 54 years were more likely to mention ‘free games or spins’ (61% compared with 46% overall). Sub-sampled EGM gamblers aged 25 to 34 years were more likely than those aged 65 years or over to mention ‘design and artwork of machine’ (57% compared with 30%).

Sub-sampled EGM gamblers were least likely to mention ‘games with large payouts (18% compared with 29% overall) and ‘gamble and double up features (5% compared with 14% overall).

Figure 75. EGM features

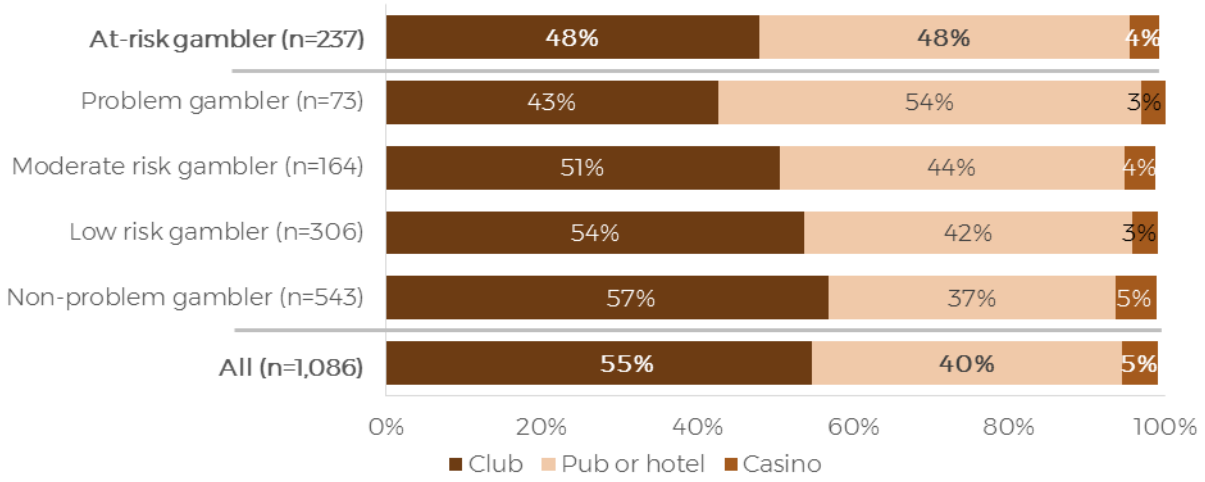


What features of the pokies are you drawn to when deciding which one to play? Base: Sub-sampled NSW gamblers who gambled on EGMs in the last 12 months (n=1,081)

9.5 Time and location

Sub-sampled EGM players were asked where they most often gambled on EGMs. More than half (55%) played the EGM at a club, 40% at a pub or hotel and 5% at the casino. Problem gamblers (54%), and moderate-risk gamblers (44%) were more likely than non-problem gamblers to gamble at a pub/hotel than non-problem gamblers (37%).

Figure 76. Venue where EGM is played, by PGSI risk category

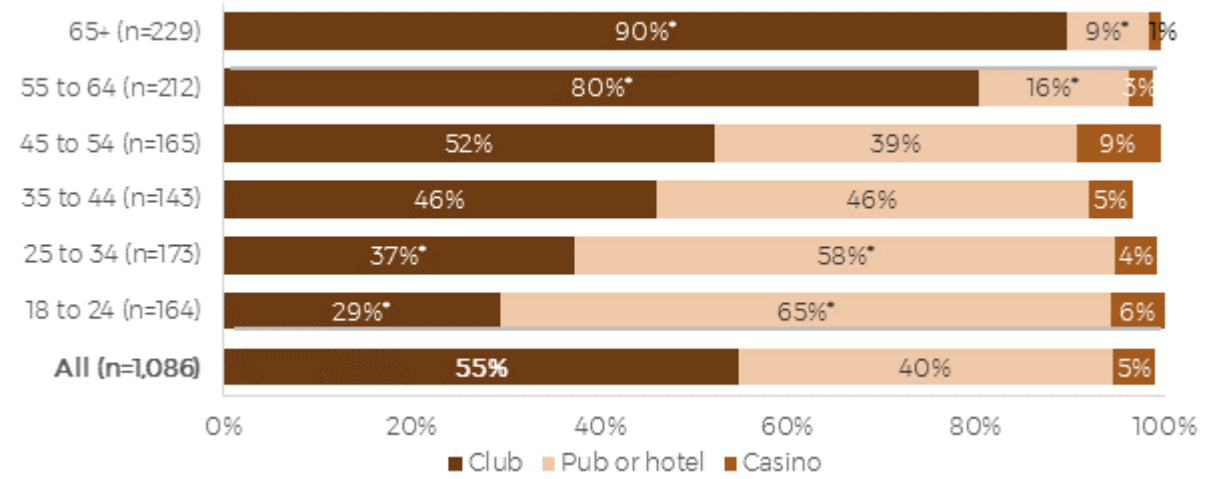


Do you most often play the pokies at a club, a pub or hotel, or a casino? Base: Sub-sampled NSW gamblers who gambled on EGMs in the last 12 months (n=1,086)

Playing EGMs at a club was most common among those aged 65 years or over and lowest among those aged 18 to 24 (90% compared with 29%). In contrast, playing EGMs at a pub or hotel was most prevalent among younger sub-sampled EGM gamblers (65% of those aged 18 to 24) and decreased with age to 9% of those aged 65 years or over.

Sub-sampled EGM players in the Central Coast district were more likely to play EGMs at a club (85% compared with 55% overall). However, due to the small sample size of EGM club players, these findings should be interpreted with caution.

Figure 77. Venue where EGM is played, by age

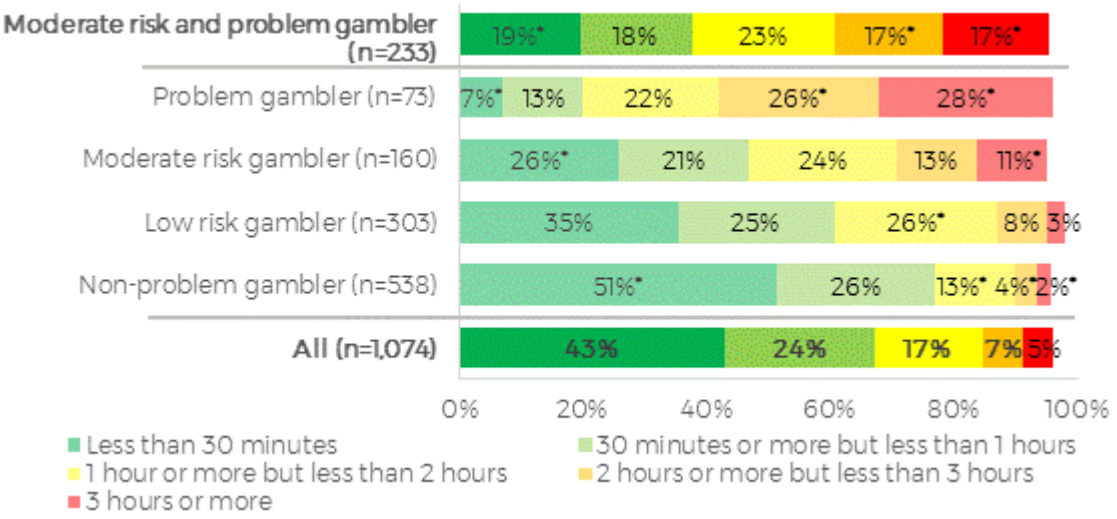


Do you most often play the pokies at a club, a pub or hotel, or a casino? Base: Sub-sampled NSW gamblers who gambled on EGMs in the last 12 months (n=1,086)

As Figure 78 shows, there was an association between problem gambling status and the amount of time usually spent gambling on EGMs, with problem gamblers more likely to fall into the longer (3 hours or more) time categories (28%) than non-problem gamblers (2%). Most non-problem EGM

gamblers play EGMs for 30 minutes or less. However, problem gamblers usually play for two hours or more.

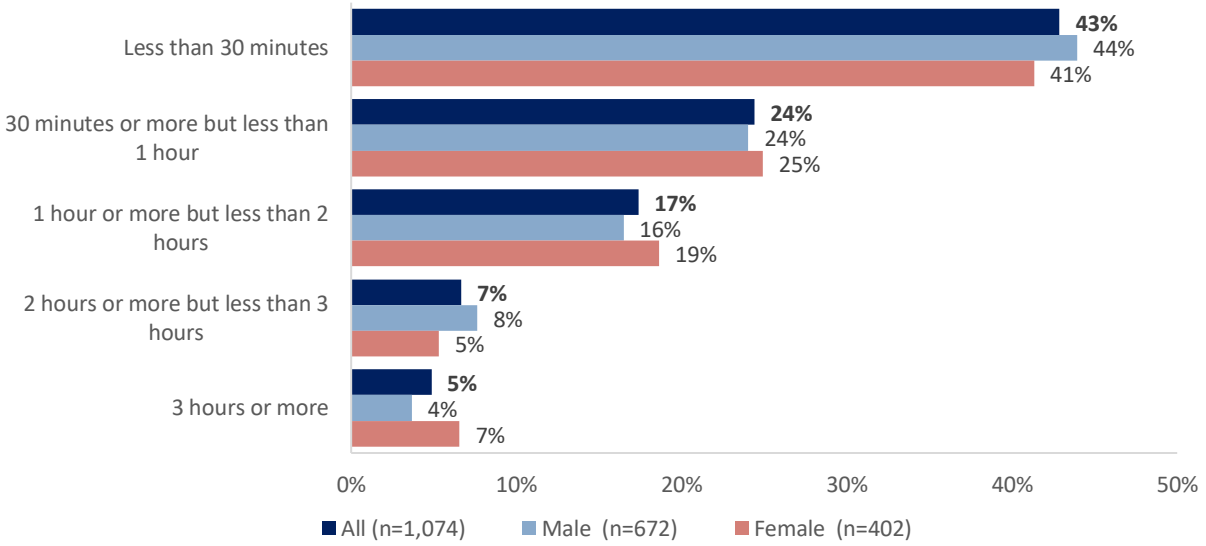
Figure 78. Time spent playing EGM, by PGSI risk category



When you visit a <insert club, pub or hotel, or casino>, how much time do you usually spend playing the pokies? Base: Sub-sampled NSW gamblers who gambled on EGMs in the last 12 months (n=1,074)

For two-thirds (67%) of EGM players, a typical session on the EGMs lasted less than an hour.

Figure 79. Length of typical EGM playing session, overall and by sex



When you visit a <INSERT MOST COMMON LOCATION >, how much time do you usually spend playing the pokies? Base: Respondents who played pokies or poker machines in the last 12 months (n=1,074)

The length of a typical EGM playing session by age is shown in Table 36. Overall, 43% of EGM gamblers usually spend less than 30 minute playing EGMs. EGM players aged between 18 to 24 years were more likely to spend less than 30 minute playing (60%), whilst those aged 55 to 64 and 65+ years were less likely to spend less than 30 minute playing (26% and 24%, respectively).

Table 36. Length of typical EGM playing session, overall and by age

	Sub-sampled respondents who played EGMs (n=1,074)	18 to 24 years (n=164)	25 to 34 years (n=171)	35 to 44 years (n=139)	45 to 54 years (n=163)	55 to 64 years (n=209)	65+ years (n=228)
Less than 30 minutes	43%	60%*	54%	55%	33%	26%*	24%*
30 minutes or more but less than 1 hour	24%	21%	23%	20%	27%	31%	26%
1 hour or more but less than 2 hours	17%	8%	10%	14%	24%	26%	24%
2 hours or more but less than 3 hours	7%	5%	6%	2%	9%	8%	9%
3 hours or more	5%	5%	2%	4%	4%	7%	7%

When you visit a <INSERT MOST COMMON LOCATION >, how much time do you usually spend playing the pokies? Base: Respondents who played pokies or poker machines in the last 12 months (n=1,074)

The frequency of playing EGMs by age is shown in Table 37. Those aged 35 to 44 years were more likely to play EGMs only occasionally (73% playing 1-6 times a year, compared to the base of 63%), whilst EGM players aged 65+ years were less likely to do so (49% playing 1-6 times a year). Older players aged 65+ years were about twice as likely to play EGMs 25-52 times a year (18%), compared to the base of 9%.

Table 37. Frequency of EGM playing, overall and by age

	Sub-sampled respondents who played EGMs (n=1,535)	18 to 24 years (n=237)	25 to 34 years (n=246)	35 to 44 years (n=201)	45-54 years (n=241)	55-64 years (n=285)	65+ years (n=325)
1-6 times per year	63%	65%	65%	73%*	69%	58%	49%*
7-12 times per year	16%	15%	18%	11%	15%	18%	17%
13-24 times per year	7%	7%	8%	4%	7%	7%	7%
25-52 times per year	9%	7%	5%*	7%	6%	12%	18%*
53 or more times per year	4%	6%	3%	4%	2%	4%	6%

In the past 12 months, how often did you play the pokies or poker machines NOT including similar games played on the internet? Base: Respondents who played pokies or poker machines in the last 12 months (n=1,535)

9.6 Loyalty schemes

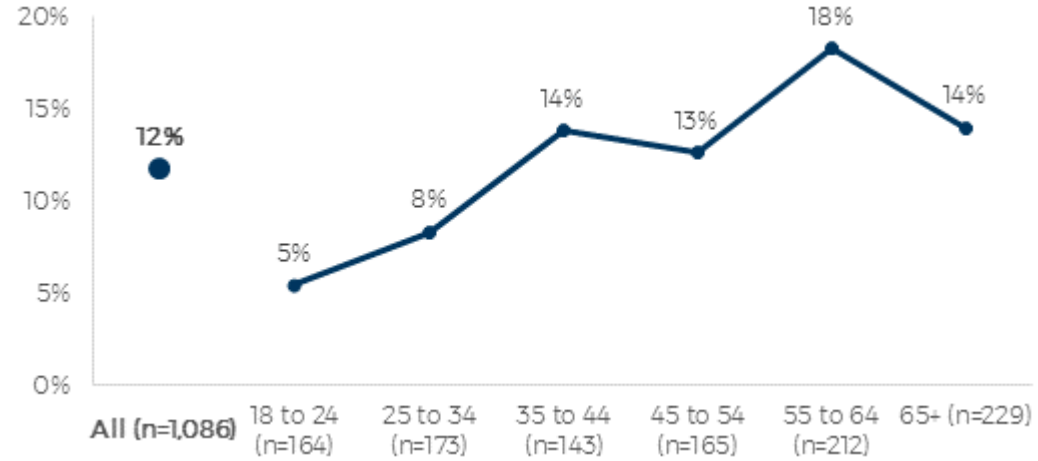
Sub-sampled respondents who gambled on EGMs were asked if they were a member of a loyalty scheme. As shown in Table 38, just over one in ten (12%) said yes. No significant differences were observed with respect to age (Figure 80).

Table 38. Loyalty schemes for EGM players

	Sub-sampled respondents who played EGMs (n=1,086)	Male (n=679)	Female (n=407)
Yes	12%	12%	11%
No	88%	87%	88%
Don't know	<1%	<1%	<1%

Are you a member of a gaming player reward or loyalty scheme? Base: Sub-sampled respondents who gambled on EGMs in the last 12 months (n=1,086)

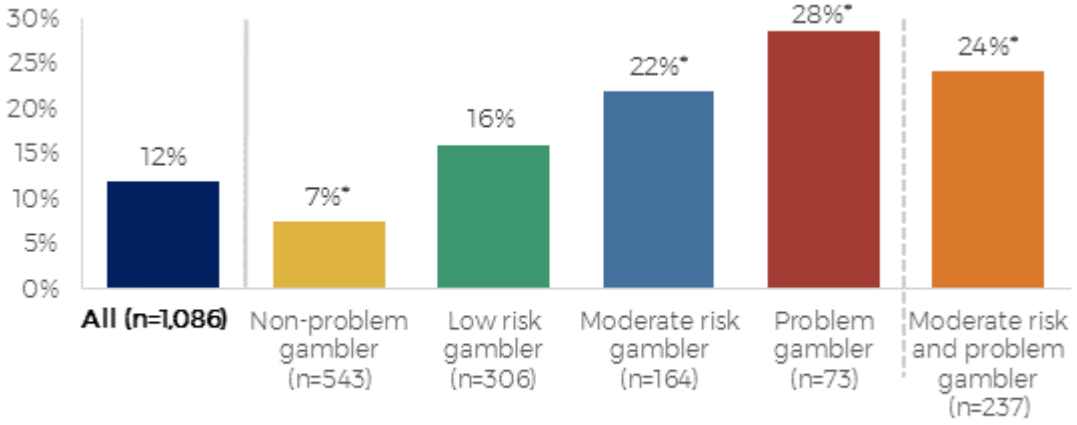
Figure 80. Loyalty scheme, by age



Are you a member of a gaming player reward or loyalty scheme? Base: Sub-sampled NSW gamblers who gambled on EGMs in the last 12 months (n=1,086)

Around a quarter (24%) of moderate-risk and problem gamblers said that they were a member of a loyalty scheme. There was an association between being a loyalty scheme member and problem gambling status, with moderate-risk and problem gamblers being more likely to be a member (28% of problem gamblers, 22% of moderate-risk, 16% of low-risk and 7% of non-problem gamblers).

Figure 81. Loyalty scheme, by PGSI risk category



Are you a member of a gaming player reward or loyalty scheme? Base: Sub-sampled NSW gamblers who gambled on EGMs in the last 12 months (n=1,086)

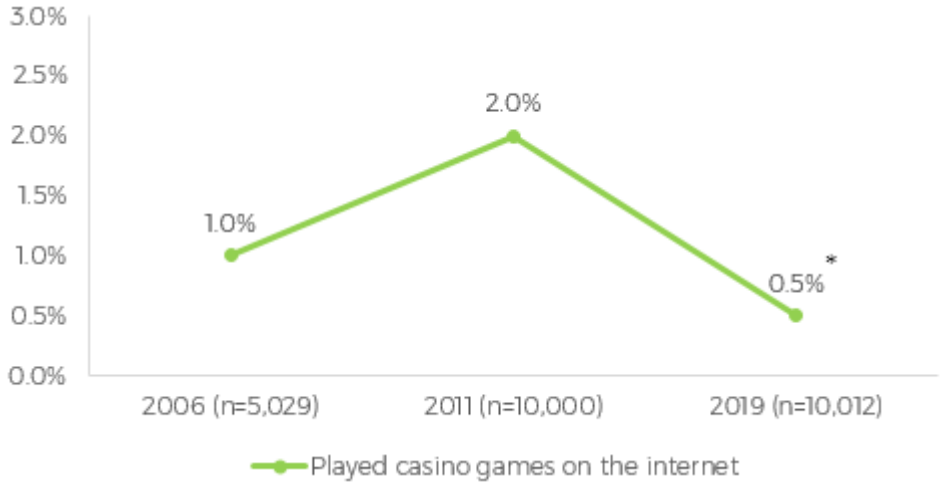
10 ONLINE GAMBLING

The survey captured online gambling behaviour in two ways. First indirectly, in terms of those who participated in any of a range of activities, such as gambling money on eSports. This is denoted below as those who 'gambled online'. Second, we asked a single specific question regarding whether the participant had, in the last 12 months, spent money gambling online. This is referred to below as having 'spent money online'. The pattern of results for these two variables is very similar. However, for completeness, both are reported below.

10.1 Online gambling over time, 2006, 2011, 2019

In this section of the report, the term online and internet are used interchangeably. Comparisons over time for participation in online gambling can only be made for playing casino games or poker machine games on the internet. The proportion of NSW adults playing casino games on the internet in 2006 was 1.0%. This increased to 2.0% in 2011 and then significantly decreased to less than one percent (0.5%) in 2019, as shown in Figure 82. Due to the small sample sizes for playing internet casino games, this trend should be interpreted with caution.

Figure 82. Proportion of adults playing casino games online, 2006, 2011, 2019



*Activity: Played casino games on the internet. Base: All NSW adults. * Indicates a statistically significant change over time at the .05 level.*

Analyses of the results race and sports betting via the internet including on a mobile device are detailed in Section 11.5.

The 2011 study did not specifically ask if respondents spent money gambling online. Results for the 2019 survey for gambling online are detailed in Section 10.5.

10.2 Participation rates for online gambling

Internet gamblers were classified as gamblers who had spent money doing *one or more* of the following online gambling activities[20]:

- Played casino games, such as Blackjack, Roulette, or pokies, on the internet (including via a mobile phone), for money rather than points
- Played poker games online for money rather than points
- Betting on horse or greyhound races, by placing bets online or with a mobile app
- Betting on sporting events, by placing bets online or with a mobile app
- Betting on eSports events, by placing bets online or with a mobile app.

Just under one in ten (8%) NSW adults gambled online over the last year. This represents 15% of NSW gamblers[21].

Table 39. Participation rates for online gambling

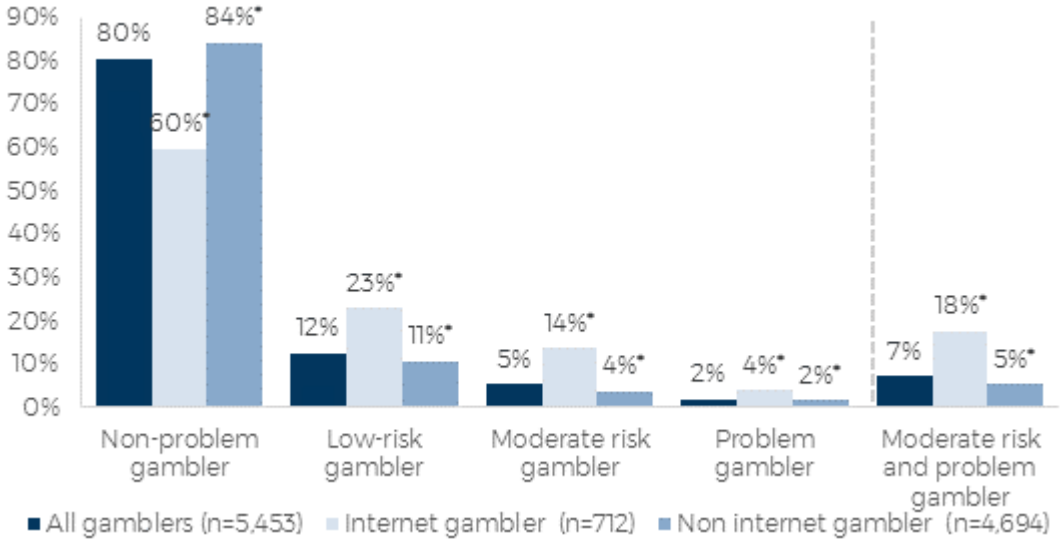
	Overall (n=10,012)	Those who gambled on any activity in the last 12 months (n=5,406)
Betting on horse or greyhound races, by placing bets online or with a mobile app	4.7%	8.9%
Betting on sporting events, by placing bets online or with a mobile app	4.2%	8.0%
Betting on eSports events, by placing bets online or with a mobile app.	0.5%	1.0%
Played casino games, such as Blackjack, Roulette, or pokies, on the internet (including via a mobile phone), for money rather than points	0.5%	0.9%
Played poker games online for money rather than points	0.3%	0.6%

10.3 PGSI risk category status among internet and non-internet gamblers

Internet gamblers were more likely than non-internet gamblers to be moderate-risk and problem (18% compared with 5%). Problem gambling prevalence among internet gamblers was twice as high (4% compared with 2% of non-internet gamblers). Similarly, internet gamblers were more than three times more likely to be in the moderate-risk category (14% compared with 4% of non-internet gamblers). These differential risk rates are shown in Figure 83.

[20] Buying lottery tickets either online or in person was not included because it was asked as a single code and could not be separated.
21 Virtual credits was excluded. Respondents who only participated in gambling style activities such as virtual credits were not considered to be gamblers. Virtual credits was treated as a 'supplemental' gambling activity. This is discussed later in the report in Section 12

Figure 83. PGSI risk category status for internet gamblers and non-internet gamblers



Calculated PGSI risk categories for internet and non-internet. Base: All NSW gamblers in the last 12 months (n=5,453)
** Indicates a statistically significant change over time at the .05 level.*

10.4 Characteristics of internet gamblers

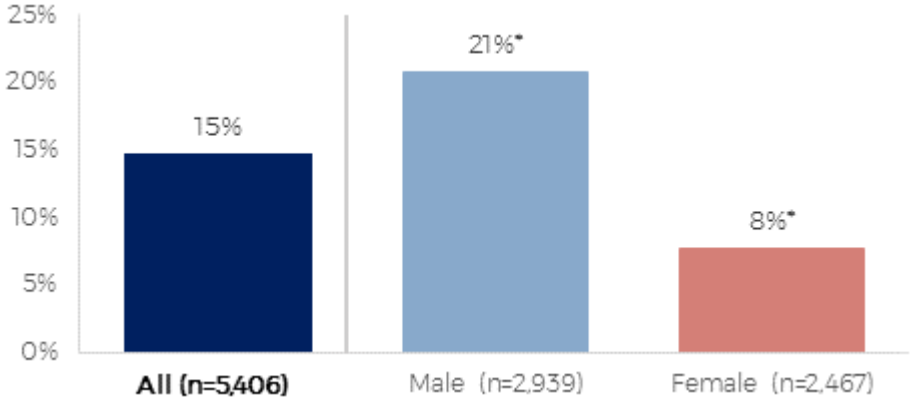
As mentioned in Section 10.2, an internet gambler variable was derived from online gambling activities undertaken[22]. Just under one in ten (8%) NSW adults gambled online over the last year. This represents 15% of NSW gamblers[23].

Under this definition, gamblers in the Sydney district were more likely to be internet gamblers (18% compared with 15% overall).

As shown in Figure 84, more male gamblers than female gamblers had used the internet to gamble (21% of males, compared with 8% of females).

22 Internet gamblers were classified as those who played casino games on the internet, played poker games online, betting on horse or greyhound races on the internet or mobile app, betting on sports on the internet or mobile app and eSports betting on the internet or mobile app.
23 Virtual credits was excluded. Respondents who only participated in gambling style activities such as virtual credits were not considered to be gamblers. Virtual credits was treated as a 'supplemental' gambling activity. This is discussed later in the report in Section 12

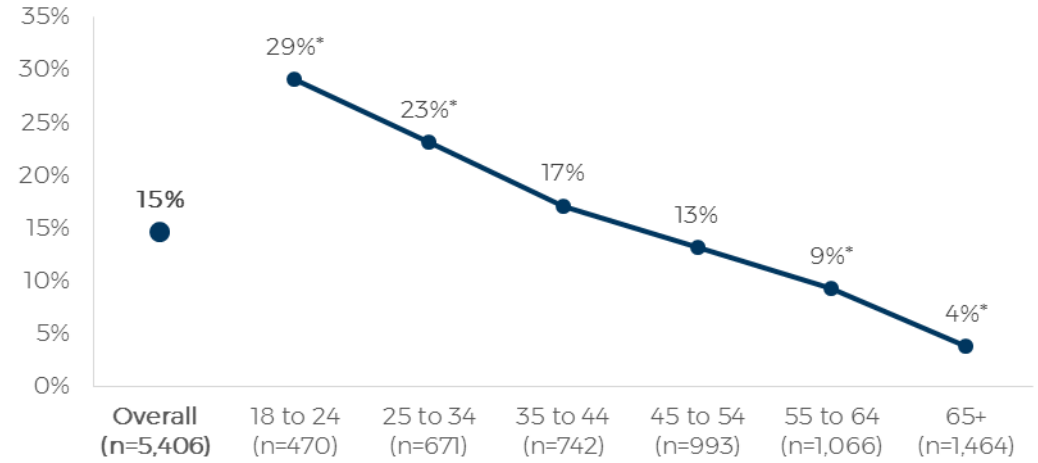
Figure 84. Percentage of gamblers who gamble online, overall and by sex



*Internet gamblers derived from list of gambling activities which specifically say online and location of gambling per gambling activity question. Base: All NSW gamblers in the last 12 months (n=5,406). * Indicates a statistically significant difference males and females at the .05 level.*

As shown in Figure 85, three in ten (29%) of those aged 18 to 24 years were internet gamblers. The proportion who used the internet to gamble decreased with age.

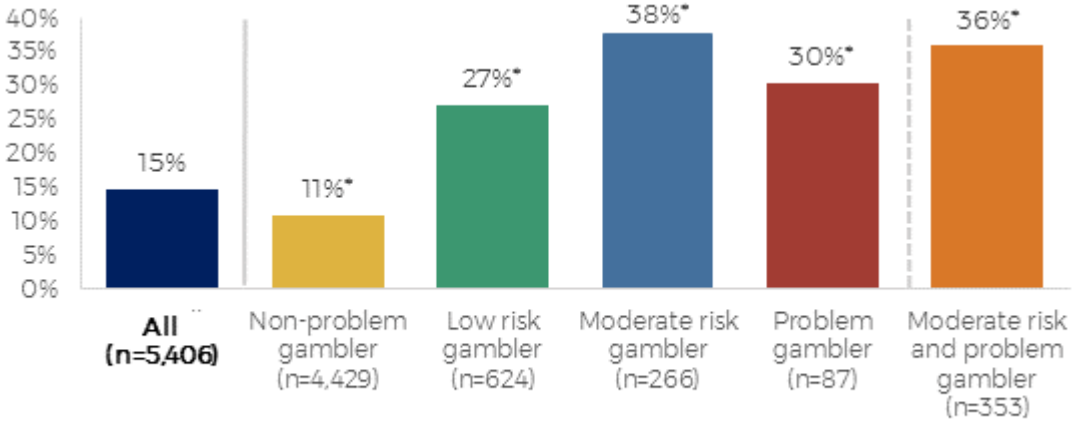
Figure 85. Percentage of gamblers who gamble online, by age



*Internet gamblers derived from list of gambling activities which specifically say online and location of gambling per gambling activity question. Base: All NSW gamblers in the last 12 months (n=5,406). * Indicates a statistically significant difference between the age group and the broader group of NSW gamblers at the .05 level.*

Moderate-risk and problem gamblers were more likely to have used the internet to gamble in the last 12 months (35.8%), compared to low-risk (27.1%) or non-problem gamblers (10.8%). Interestingly, 'moderate-risk' gamblers were more likely to have gambled online (37.8%) than problem gamblers (30.3%). However, the largest difference was between non-problem gamblers and the three higher PGSI risk categories. These differences are shown in Figure 86.

Figure 86. Percentage of gamblers who gamble online, by PGSI risk category



*Internet gamblers[24] derived from list of gambling activities which specifically say online and location of gambling per gambling activity question. Base: All NSW gamblers in the last 12 months (n=5,406). * Indicates a statistically significant difference between each PGSI risk category and the broader group of NSW gamblers at the .05 level.*

Table 40 shows the percentage of internet and non-internet gamblers who took part in each activity. Those who had gambled online in the last 12 months were more likely than non-internet gamblers to participate in 12 of the 15 activities. This suggests a general tendency for internet gamblers to participate in a greater number of other (offline) activities. However, internet gamblers were particularly likely to undertake certain forms of offline gambling. For example, betting on horse or greyhound races (69% compared with 17% of non-internet gamblers) and sporting events (58% compared with 4% of non-internet gamblers).

Internet gamblers were less likely to buy lottery tickets (58% compared with 72% of non-internet gamblers). Given the association between internet gambling and gambling problems, this observation is consistent with the negative association of lottery tickets and risky gambling behaviour. Internet gamblers were equally as likely as non-internet gamblers to have bought instant scratchies (both 25%) or to have played Bingo or Housie (both 4%).

Table 40. Internet and non-internet gamblers undertaking each activity

	All gamblers (n=5,453)	Internet gambler (n=712)	Non-internet gambler (n=4,694)
Played Pokies or poker machines	29%	43%*	27%*
Bet on horse or greyhound races	24%	69%*	17%*
Bought lottery tickets either online or in person	69%	58%*	72%*

24 Internet gamblers were classified as those who played casino games on the internet, played poker games, betting on horse or greyhound races on the internet or mobile app, betting on sports on the internet or mobile app, eSports betting on the internet or mobile app.

	All gamblers (n=5,453)	Internet gambler (n=712)	Non-internet gambler (n=4,694)
Bet on lotteries or Keno via services such as Lottoland or Planet Lottery	7%	14%*	6%*
Bought instant scratchies	24%	25%	25%
Played Keno at a club, hotel or casino	18%	28%*	16%*
Played Bingo or Housie	4%	4%	4%
Played table games at a casino	10%	27%*	7%*
Bet on sporting events	11%	58%*	4%*
Bet on eSports event	1.1%	7.0%*	0.1%*
Bet on fantasy sports games	0.5%	1.1%*	0.4%*
Bet on a non-sporting event	1.9%	7.7%*	0.4%*
Played casino games on the internet	0.9%	6.4%*	-
Played poker games online	0.6%	3.9%*	-
Informal private betting	8%	18%*	7%*

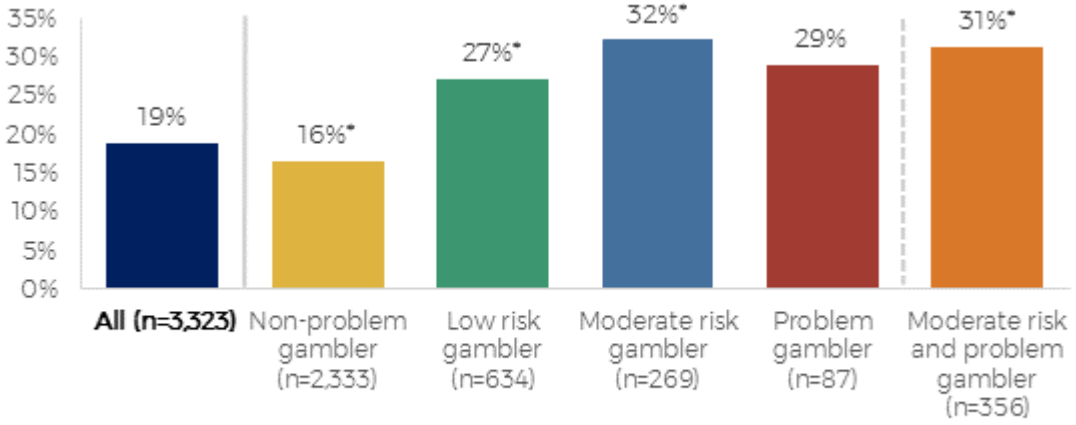
*Could you please tell me which of these you have spent money on during the last 12 months? [Internet gambling derived from list of gambling activities which specifically say online and location of gambling per gambling activity question] Base: All NSW gamblers in the last 12 months (n=5,453). * indicates a statistically significant difference at the .05 level between internet and non-internet gamblers.*

10.5 Prevalence of gambling online by PGSI risk category status

Sub-sampled gamblers were asked if they had spent money gambling online in last 12 months. Around one in five (19%) said that they had spent money gambling online.

Moderate-risk and problem gamblers (31%) and low-risk (27%) gamblers were more likely to report having spent money gambling online than non-problem gamblers (16%).

Figure 87. Percentage of gamblers who have spent money gambling online

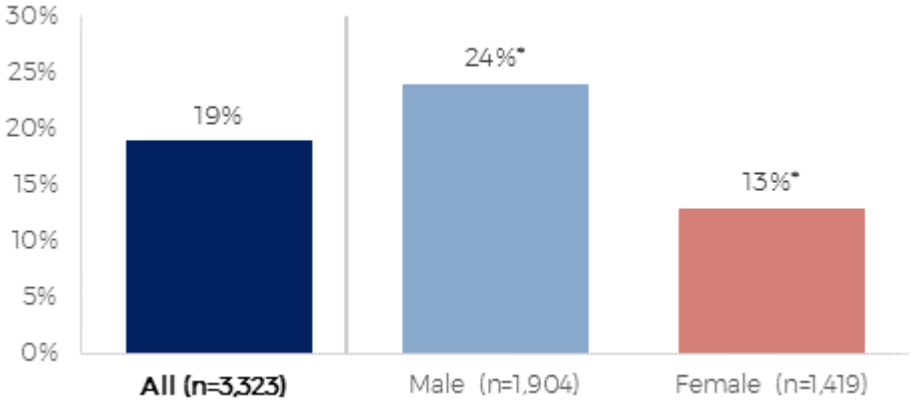


*In the last 12 months, have you spent money gambling online? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323). Asterisks * Indicates a statistically significant difference between each PGSI risk category and the broader group of NSW gamblers at the .05 level.*

10.6 Demographic and behavioural indicators

As shown in Figure 88, male gamblers were more likely to report having spent money gambling online (24%) compared with female gamblers (13%).

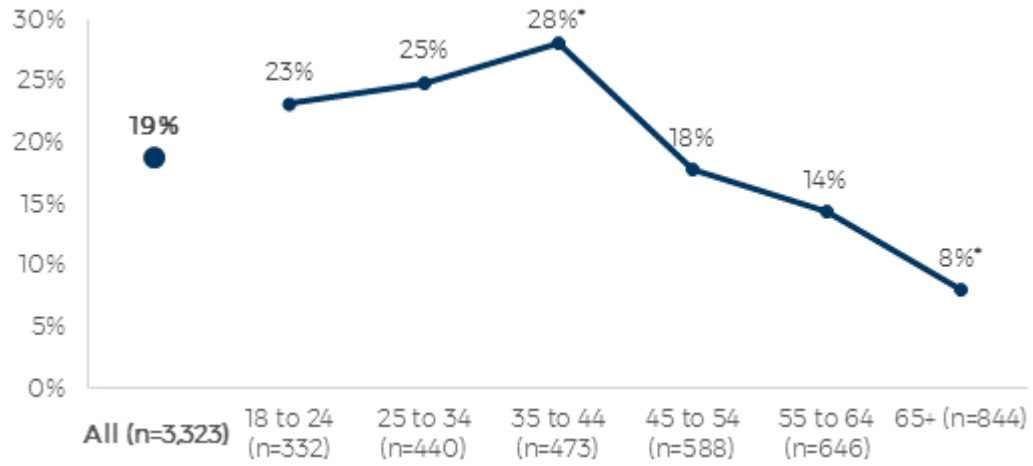
Figure 88. Percentage of gamblers who have spent money online, overall and by sex



*In the last 12 months, have you spent money gambling online? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323). Asterisks * Indicates a statistically significant difference between each sex at the .05 level.*

Online gambling prevalence tended to be higher for respondents aged under 45 years, with those aged 35 to 44 years having the highest propensity (28%). Online gambling was less common amongst those aged 65 years or over (8%) (Figure 89).

Figure 89. Percentage of gamblers who have spent money online, by age



*In the last 12 months, have you spent money gambling online? Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323). * Indicates a statistically significant difference between each age group and the broader group of NSW gamblers at the .05 level.*

Those working full-time were more likely than those who were retired or pensioners to say that they spent money gambling online (24% compared with 8%). Gambling online was highest among those with a university degree (22%) and was significantly lower among those who had left school after Year 10 (10%). Those with an income between $101,000 and $150,000 (27%) were more likely to spend money gambling online compared with those earning $30,000 or less (11%). Those who were widowed were less likely (6% compared with 19% overall), although this is likely due to the association of widower status and being of older age.

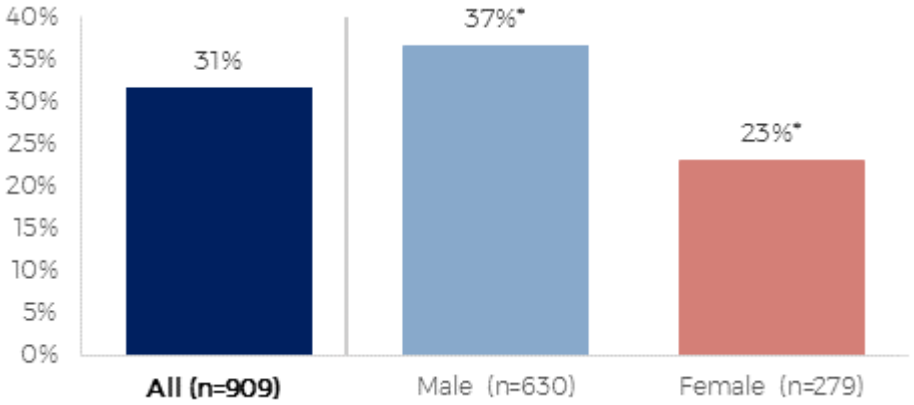
In sum, online gambling is associated with being male, relatively young, well-educated and well paid – as well as an increased likelihood of being a moderate-risk and problem gambler.

11 RACE AND SPORTS BETTING

The percentages given for each of the figures in this section vary with respect to the sports or race betting population. For example, when reporting the overall prevalence of the activity, the whole sample (N = 10,012) forms the base for the percentage. However, in describing the percentage of sports betters who bet using the internet, the base is much smaller (N = 552). Thus, when interpreting the figures, the reader should take particular note of the supporting text below each figure.

Looking specifically at sub-sampled race bettors, just under one third (31%) spent money gambling online in the last 12 months. Male race bettors were more likely than female race bettors to gamble online (37% compared with 23%).

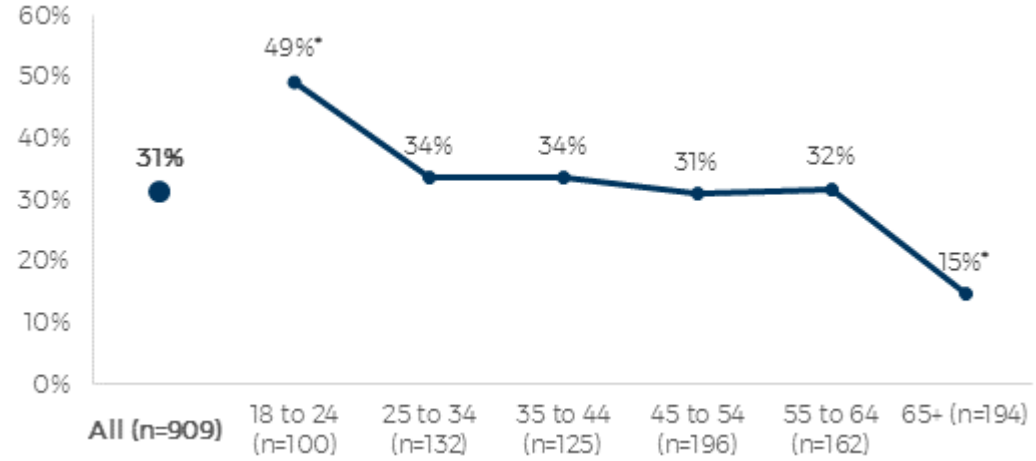
Figure 90. Online gambling race bettors, overall and by sex



*In the last 12 months, have you spent money gambling online? Base: Sub-sampled race bettors in the last 12 months (n=909). * Indicates a statistically significant difference between each sex at the .05 level.*

Online gambling among sub-sampled race bettors was most common amongst the youngest group (49% aged 18 to 24 years) and declined with age to 15% of those aged 65 years or over.

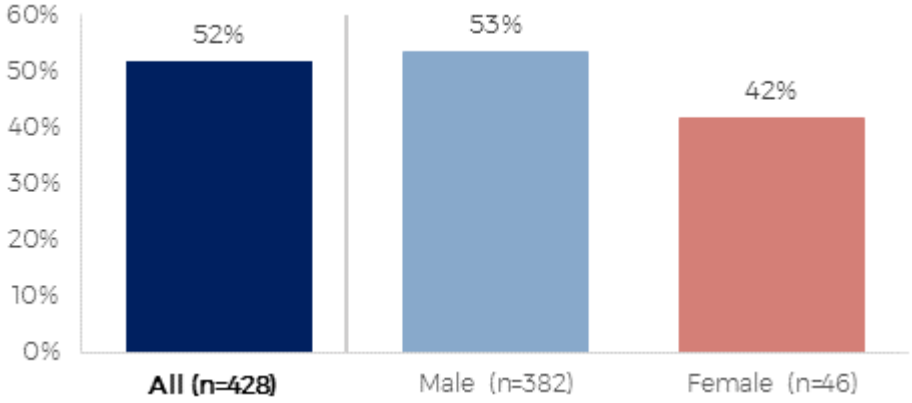
Figure 91. Online gambling race bettors, by age



*In the last 12 months, have you spent money gambling online? Base: Sub-sampled race bettors in the last 12 months (n=909). * Indicates a statistically significant difference between each age group and the broader group of NSW gamblers at the .05 level.*

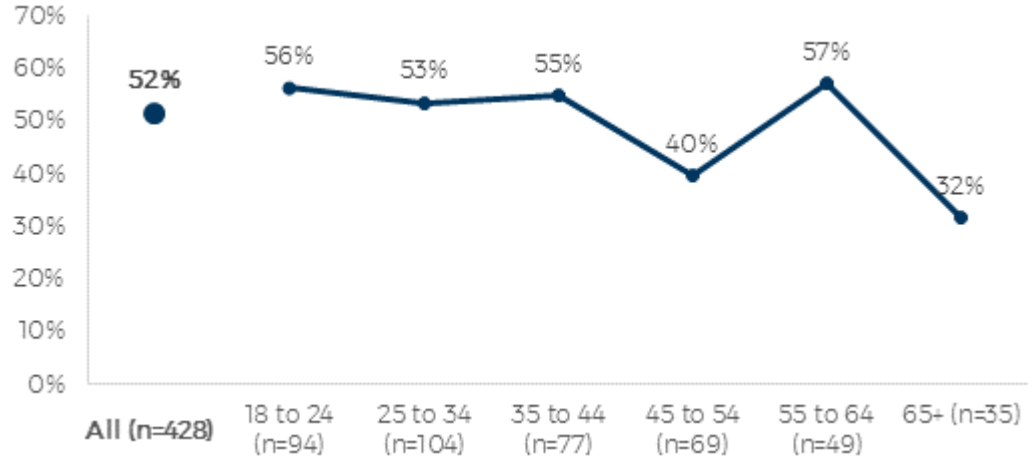
Around one half (52%) of sports bettors spent money gambling online in the last 12 months (a higher prevalence than among race bettors). No significant differences were observed between male (53%) and female (42%) sports bettors (due to small sample sizes). Older sub-sampled sports bettors (aged 65 years or over) were least likely to say that they spent money gambling online in the last 12 months. However, this finding was not statistically significant (32% compared with 52% overall).

Figure 92. Online gambling sports bettors, overall and by sex



*In the last 12 months, have you spent money gambling online? Base: Sub-sampled sports bettors in the last 12 months (n=428). Asterisks * Indicates a statistically significant difference between each sex at the .05 level.*

Figure 93. Online gambling sports bettors, by age

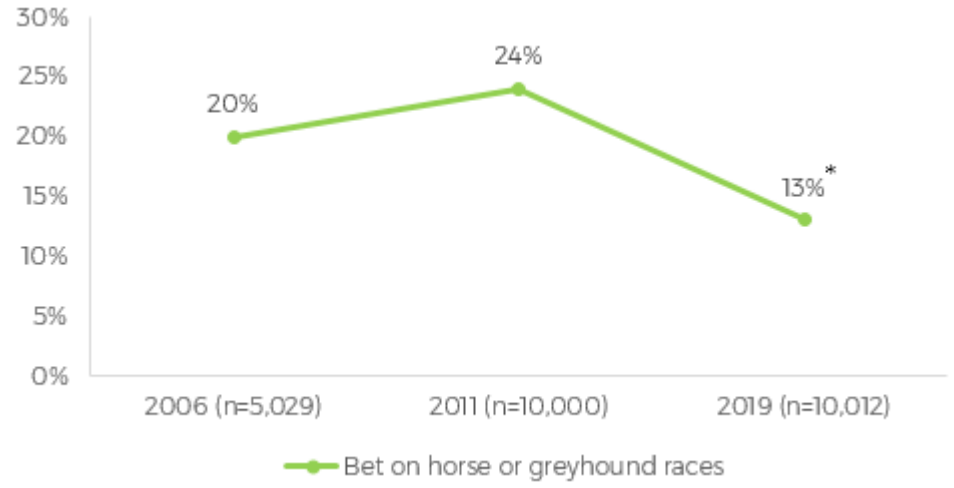


*In the last 12 months, have you spent money gambling online? Base: Sub-sampled sports bettors in the last 12 months (n=428). * Indicates a statistically significant difference between each age group and the broader group of NSW sports bettors at the .05 level.*

11.1 Race betting over time, 2006, 2011, 2019

In 2006, one in five (20%) NSW adults bet on horse or greyhound races. This increased slightly to one quarter (24%) of NSW adults in 2011 and then declined significantly to 13% in 2019, as shown in Figure 94.

Figure 94. Proportion of adults betting on horse or greyhound races, 2006, 2011, 2019

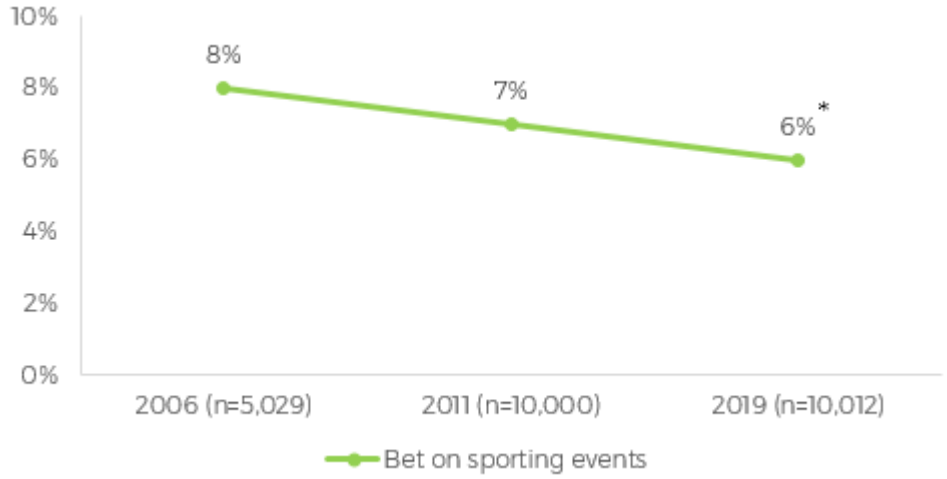


*Activity: Bet on horse or greyhound races. Base: All NSW adults. Asterisks * Indicates a statistically significant temporal trend.*

11.2 Sports betting over time, 2006, 2011, 2019

Sports betting has declined in NSW, from 8% in 2006 to 7% in 2011 and 6% in 2019, as shown in Figure 95.

Figure 95. Proportion of adults betting on sporting events, 2006, 2011, 2019

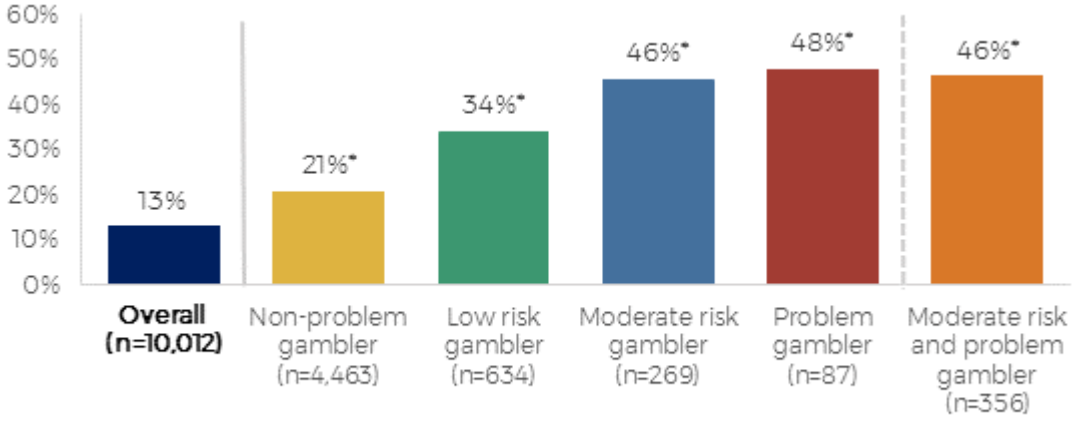


*Activity: Bet on sporting events. Base: All NSW adults. Asterisks * Indicates a statistically significant temporal trend.*

11.3 Prevalence of race betting by PGSI risk category

More than one in ten NSW adults had spent money during the last 12 months on horse or greyhound races including virtual races such as *Trackside* (13%). The prevalence of race betting was highest for problem gamblers (48%), followed by moderate-risk (46%), low-risk (34%) and non-problem gamblers (21%). Of the combined moderate-risk and problem gambler category, 46% had bet on horse or greyhound races.

Figure 96. Race betting, by PGSI risk category



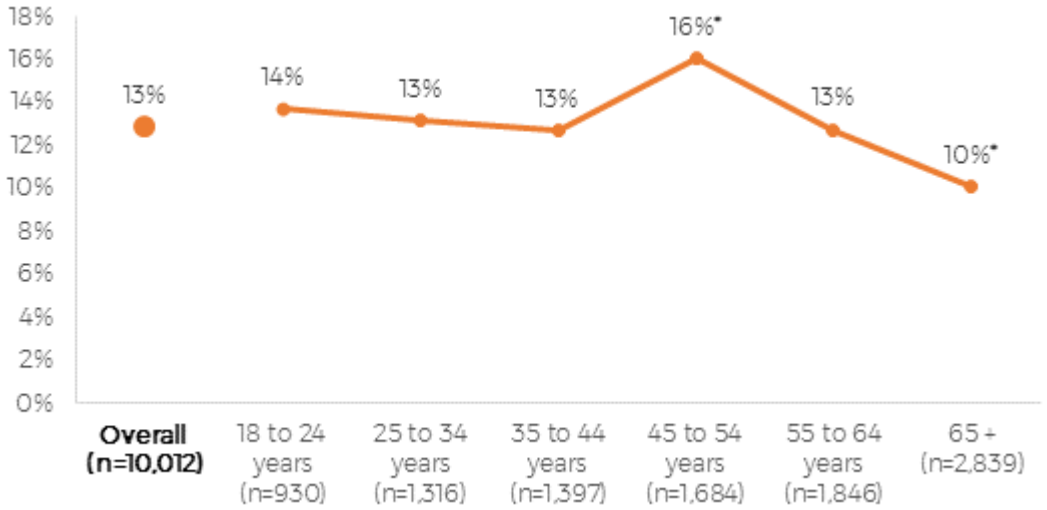
*Activity: Bet on horse or greyhound races. Base: All NSW adults (n=10,012). Asterisks * Indicates a statistically significant difference at the .05 level between each PGSI risk category and the broader category of NSW gamblers.*

Respondents who bet on horse or greyhound races were significantly more likely to be male (17%) than female (9%), spoke English only (14%) rather than LOTE (3%), slightly more likely to live in regional NSW (15%) rather than Greater Sydney (12%), and were more likely aged 45 to 54 years

(16%). NSW adults living in the Hunter New England (18%) and Western NSW districts (17%) were more likely to bet on horse or greyhound races than those living in the Western Sydney (10%) and Northern Sydney (11%) districts.

In sum, race betting is associated with higher rates of problem gambling, and is most prevalent among middle-aged males (45 to 54 years). The relationship between gambling risk status and engagement with race betting is shown in Figure 96.

Figure 97. Race betting, by age



*I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on horse or greyhound races. Base: All Respondents (n=10,012). Asterisks * Indicates a statistically significant difference at the .05 level between each age group and the NSW population.*

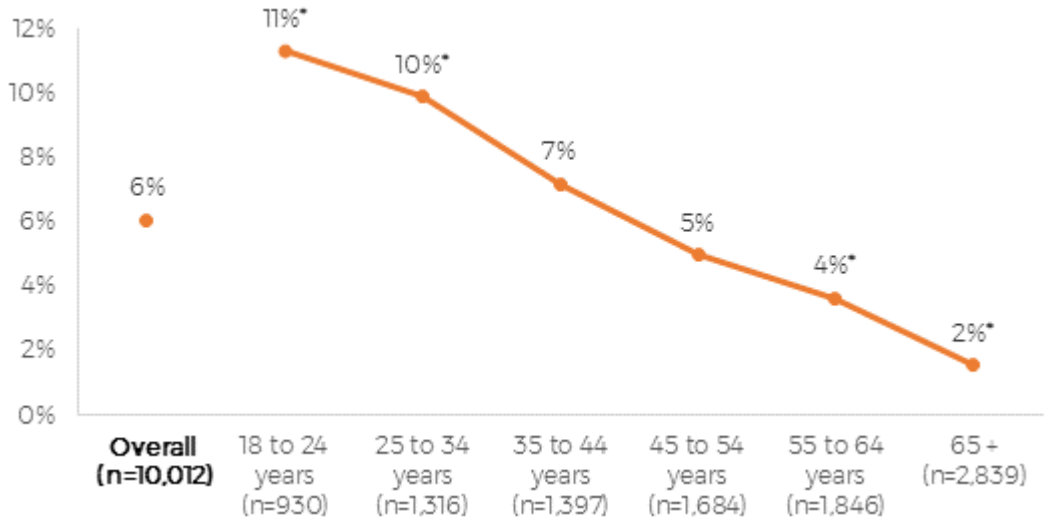
11.4 Prevalence of sports betting by PGSI risk category

More than one in twenty (6%) NSW adults had spent money during the last 12 months betting on sporting events. Similar to race betting, the prevalence was highest for problem gamblers (35%), followed by moderate-risk (34%), low-risk (24%) and non-problem gamblers (7%). Of the moderate-risk and problem category, 34% had bet on a sporting event. This relationship is illustrated in Figure 99.

NSW residents of the Greater Sydney district were most likely to bet on sporting events (8%) compared with 6% overall.

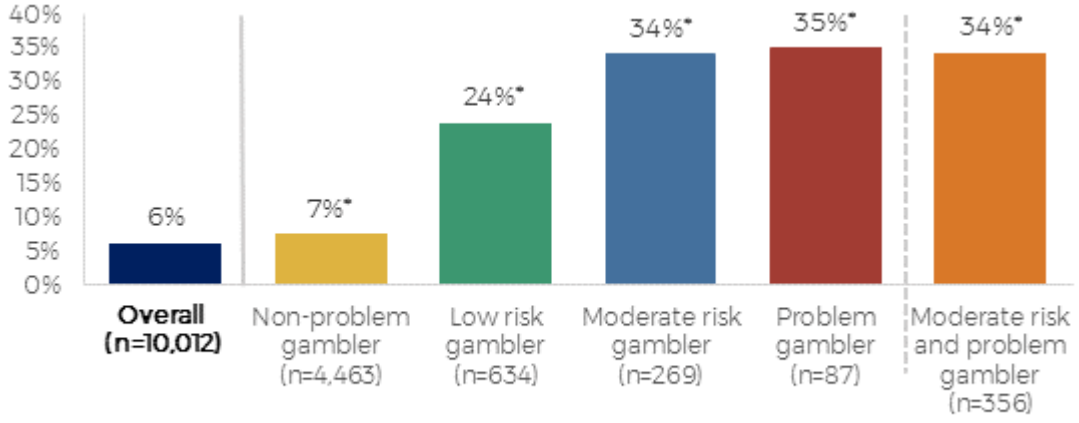
Respondents who bet on sporting events were more likely to be younger (11% aged 18 to 24 and 10% aged 25 to 34 years), and male (11%) rather than female (2%). In sum, sports betting is favoured by younger males, and associated with a higher risk of problem gambling.

Figure 98. Sports betting, by age



*I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on sporting events. Base: All Respondents (n=10,012). Asterisks * Indicates a statistically significant difference at the .05 level between each age group and the NSW population.*

Figure 99. Sports betting, by PGSI risk category



*Activity: Bet on sporting events. Base: All NSW adults (n=10,012). Asterisks * Indicates a statistically significant difference at the .05 level between each PGSI risk category and the NSW population.*

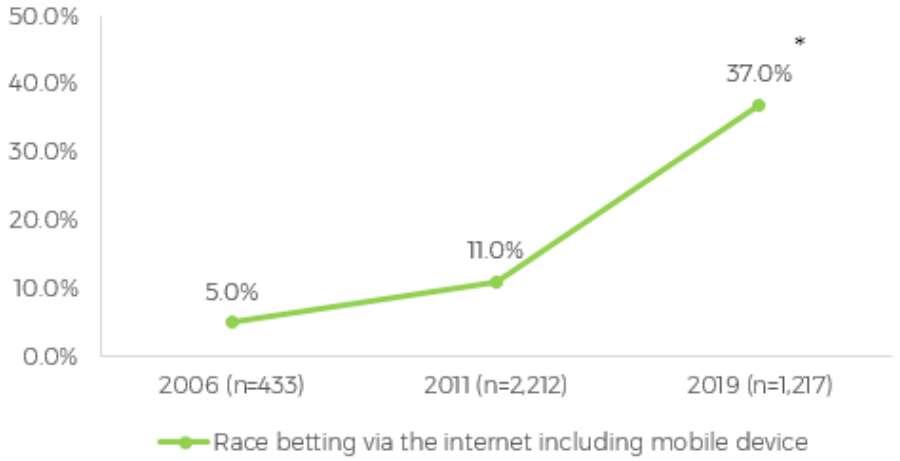
11.5 Prevalence of betting online

11.5.1 Race betting online

Over the last 12 months, of those who had bet on horse or greyhound races, 34% had placed a racing bet on a mobile device and 7% had done so using a desktop computer (a total of 37% betting

online, compared with 11% in 2011[25], as shown in Figure 100). It is important to note that these categories are not mutually exclusive, as respondents could select multiple betting venues/modes in the last 12 months. This section focuses only on race betting online.

Figure 100. Race betting via the internet including mobile device, 2006, 2011, 2019

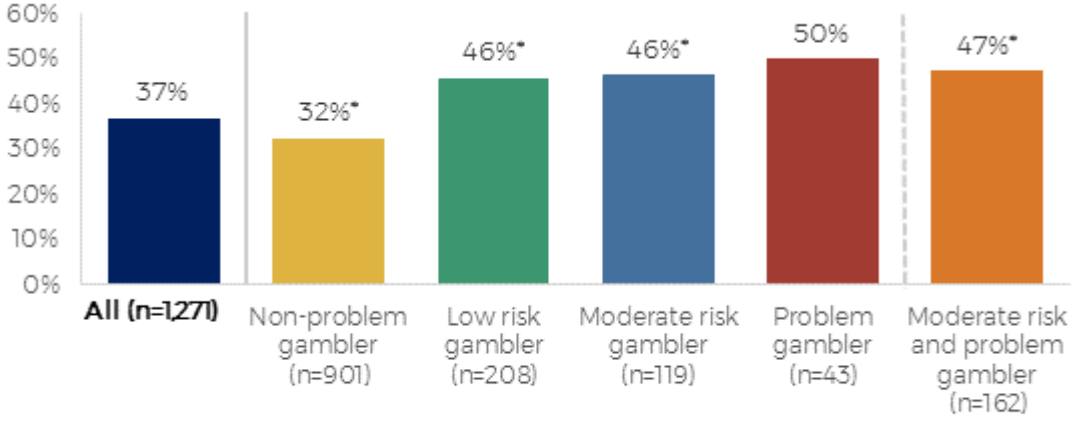


*Activity: Bet on horse or greyhound races. Base: NSW gamblers who bet on horse or greyhounds. Asterisks * Indicates a statistically significant temporal trend.*

Gamblers who were classified as moderate-risk and problem gambler (47%) and low-risk gamblers (46%), were more likely to have placed a racing bet via the internet using a mobile device and/or desktop computer than non-problem race betters (32%).

[25] In 2011, there was a single code frame for placing bets on races: 'via the internet – including mobile phone internet access'. In 2019, this was split into two separate codes: 'on the internet on a mobile device' and 'on the internet using desktop computer'. A nett group was created for 2019 to compare results.

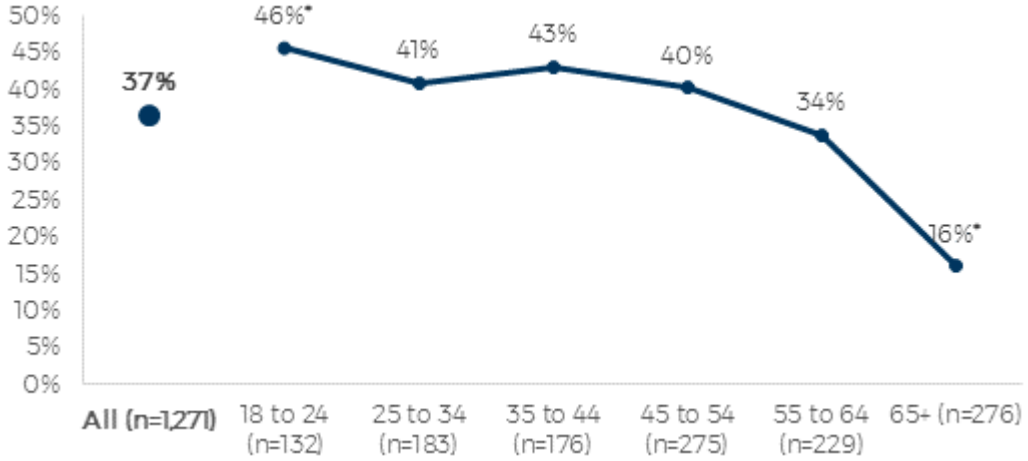
Figure 101. Race betting on the internet using a mobile device and/or desktop computer, by PGSI risk category



*Activity: Over the last 12 months, did you place your racing bet…<on the internet on a mobile device (website or app on a smartphone, laptop, or iPad)/using a desktop computer> Base: NSW gamblers who bet on horse or greyhounds in the last 12 months (n=1,271). Asterisks * Indicates a statistically significant difference at the .05 level between each PGSI risk category and the broader category of track bettors.*

The propensity to place a racing bet on a mobile device and/or desktop computer was highest for those aged 18 to 24 years (46%) and declined with age to 16% for those aged 65 years or over, as shown in Figure 102. Males (41%) were more likely to do so than females (28%). Gamblers who used the internet to place a racing bet were more likely to be from the South Western Sydney district (49% compared with 37% overall).

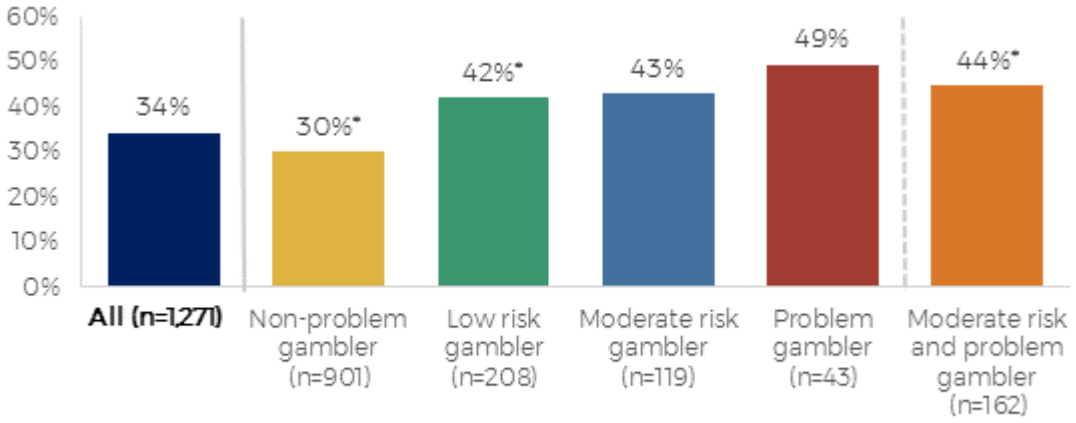
Figure 102. Race betting on the internet using a mobile device and/or desktop computer, by age



*Activity: Over the last 12 months, did you place your racing bet…<on the internet on a mobile device (website or app on a smartphone, laptop, or iPad)/using a desktop computer> Base: NSW gamblers who bet on horse or greyhounds in the last 12 months (n=1,271). Asterisks * Indicates a statistically significant difference at the .05 level between each age group and the broader category of track bettors.*

Gamblers who were classified as at-risk (44%) and low-risk gamblers (42%), were more likely to have placed a racing bet on a mobile device than non-problem race bettors (30%).

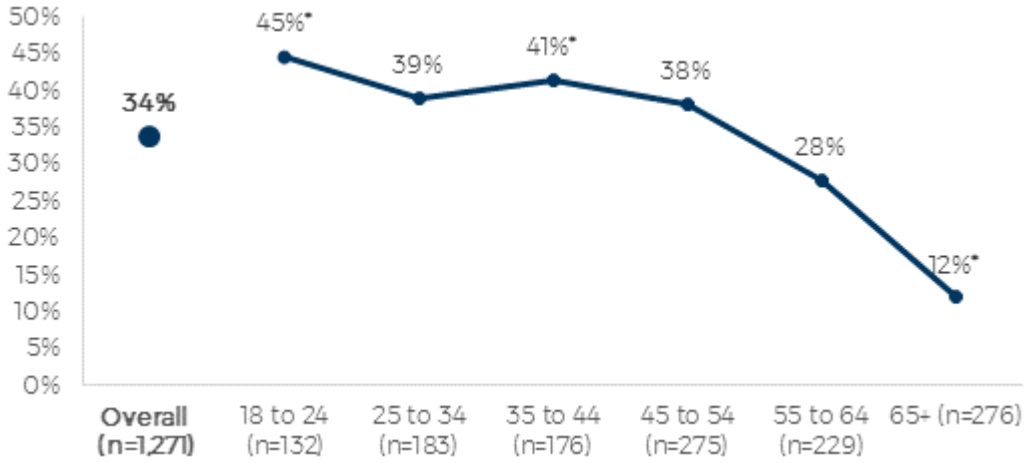
Figure 103. Race betting on mobile device, by PGSI



Activity: Over the last 12 months, did you place your racing bet…<on the internet on a mobile device (website or app on a smartphone, laptop, or iPad)> Base: NSW gamblers who bet on horse or greyhounds in the last 12 months (n=1,271)

The propensity to place a racing bet on a mobile device was highest for those aged 18 to 24 years (45%) and declined with age to 12% for those aged 65 years or over, as shown in Figure 102. Males (38%) were more likely to do so than females (26%).

Figure 104. Race betting on mobile device, by age

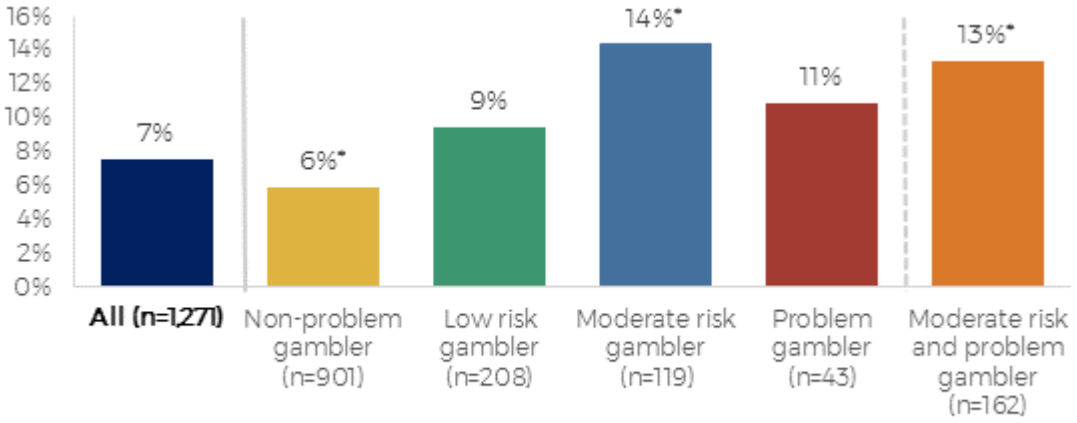


Activity: Over the last 12 months, did you place your racing bet…<on the internet on a mobile device (website or app on a smartphone, laptop, or iPad)> Base: NSW gamblers who bet on horse or greyhounds in the last 12 months (n=1,271)

Those who were working full-time were more likely to have placed a racing bet on a mobile device than retirees or pensioners (38% compared with 14%), as were those living in the South Western Sydney district (48%).

Moderate-risk and problem gamblers (13.3%) were more likely to have placed a racing bet on a desktop computer than non-problem gamblers (5.8%) (Figure 105).

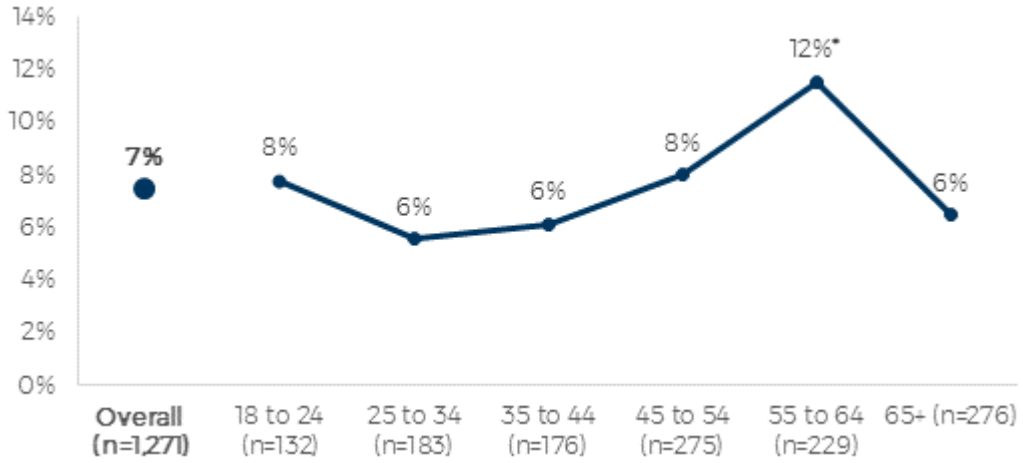
Figure 105. Race betting online using desktop computer, by PGSI



Activity: Over the last 12 months, did you place your racing bet <on the internet using a desktop computer> Base: NSW gamblers who bet on horse or greyhounds in the last 12 months (n=1,271)

The propensity to bet online using a desktop computer was highest for those aged 55 to 64 years (12%), and usage declined among younger bettors as shown in Figure 106. Males (10%) were more likely than females (3%), as were those working full time (10%).

Figure 106. Race betting online using desktop computer, by age



Activity: Over the last 12 months, did you place your racing bet <on the internet using a desktop computer> Base: NSW gamblers who bet on horse or greyhounds in the last 12 months (n=1,271)

Table 41 shows the prevalence of race betting online by education.

Table 41. Race betting online, by education

	Sub-sampled gamblers who bet on horse or greyhounds in the last 12 months (n=908)	University degree (n=318)	Trade certificate / Year 12 (n=400)	Year 10 (n=142)	Less than Year 10 (n=37)
Race betting on mobile device	32%	31%	37%	21%	18%
Race betting online using desktop computer	8%	6%	9%	5%	9%
Race betting on the internet using a mobile device and/or desktop computer	35%	34%	40%	22%	23%

Activity: Over the last 12 months, did you place your racing bet <on the internet using a desktop computer> Base: NSW sub-sampled gamblers who bet on horse or greyhounds in the last 12 months (n=908).

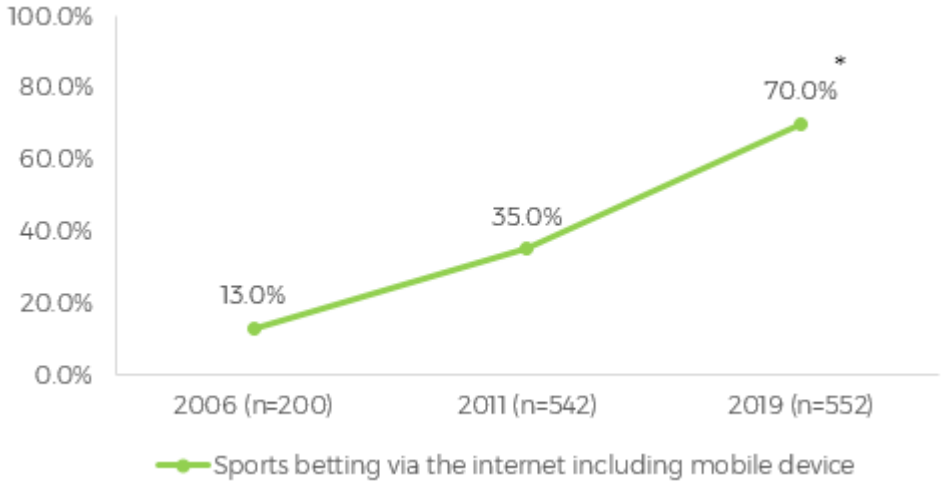
11.5.2 Sports betting online

Sports betting online was more common than race betting online. Over the last 12 months, of those who had placed sports bets, nearly two thirds (64%) had placed bets on a sporting event on a mobile device and 14% had done so using a desktop computer (a total of 78% compared with 41% for race betting). As shown in Figure 107[26], the number of gamblers who gambled via the internet on sporting events doubled since 2011 (from 35% to 70% in 2019).

It is important to note that these categories are not mutually exclusive, as people could select multiple betting venues/modes in the last 12 months. This section of the report only focuses on sports betting online.

[26] In 2011, there was a single code frame for placing bets on sporting events: 'via the internet – including mobile phone internet access'. In 2019, this was split into two separate codes: 'on the internet on a mobile device' and 'on the internet using desktop computer'. A nett group was created for 2019 to compare results.

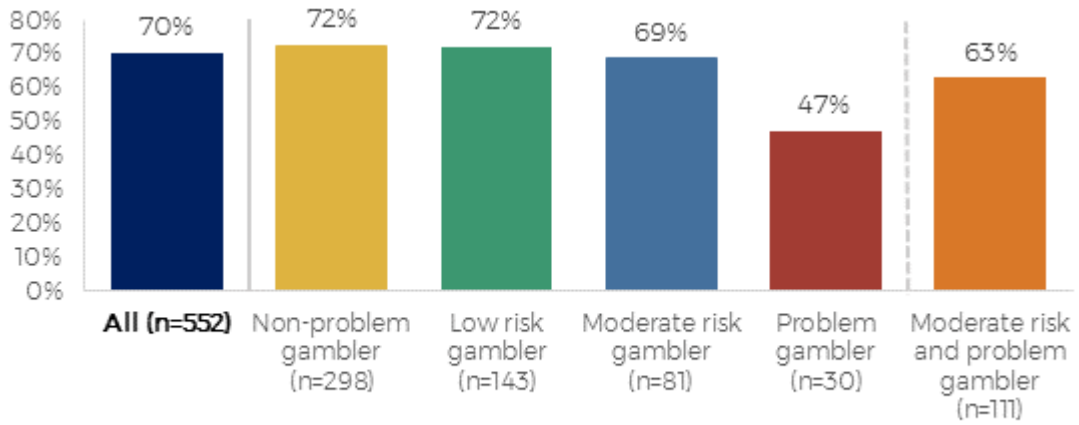
Figure 107. Sports betting on the internet including mobile device, 2006, 2011, 2019



*Activity: Bet on sporting events. Base: NSW gamblers who bet on sporting events. Asterisks * Indicates a statistically significant temporal trend.*

The rate of sports betting via the internet using a mobile device and/or desktop computer is shown in Figure 108. No significant differences by PGSI risk category was observed.

Figure 108. Sports betting on the internet using a mobile device and/or desktop computer, by PGSI risk category

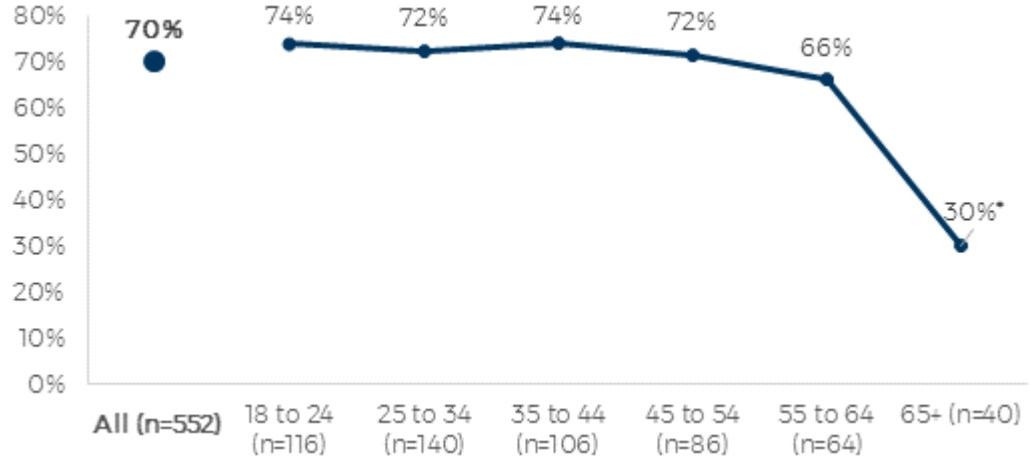


Activity: Over the last 12 months, did you place bets on a sporting event…<on the internet on a mobile device (website or app on a smartphone, laptop, or iPad)/using a desktop computer> Base: NSW gamblers who bet on sporting events in the last 12 months (n=552)

As with online race betting, online sports betting was most prevalent among 18 to 24 year old bettors (74%) and declined with age; dropping sharply at age 55 years down to 30% of those aged 65 years and over as shown in Figure 109.

Online sports betting was highest amongst those with a university degree (72%). However, this difference was not statistically significant. Those who left school at Year 10 were less likely to place bets on sporting events via the internet (52% compared with 70% overall).

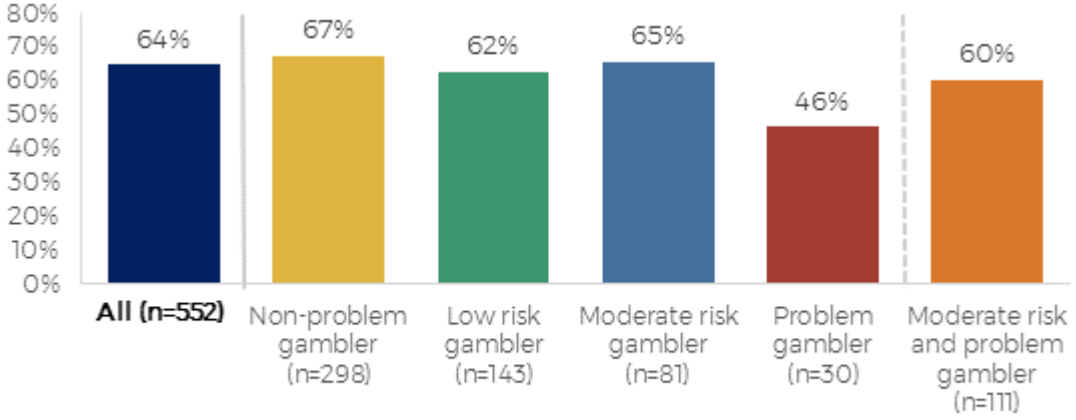
Figure 109. Sports betting on the internet using a mobile device and/or desktop computer, by age



*Activity: Over the last 12 months, did you place bets on a sporting event…<on the internet on a mobile device (website or app on a smartphone, laptop, or iPad)/using a desktop computer> Base: NSW gamblers who bet on sporting events in the last 12 months (n=552). Asterisks * indicate a statistically significant difference between each age group and the broader group of sports bettors.*

No significant differences were observed for gamblers who bet on sporting events on the internet using a mobile device by PGSI status.

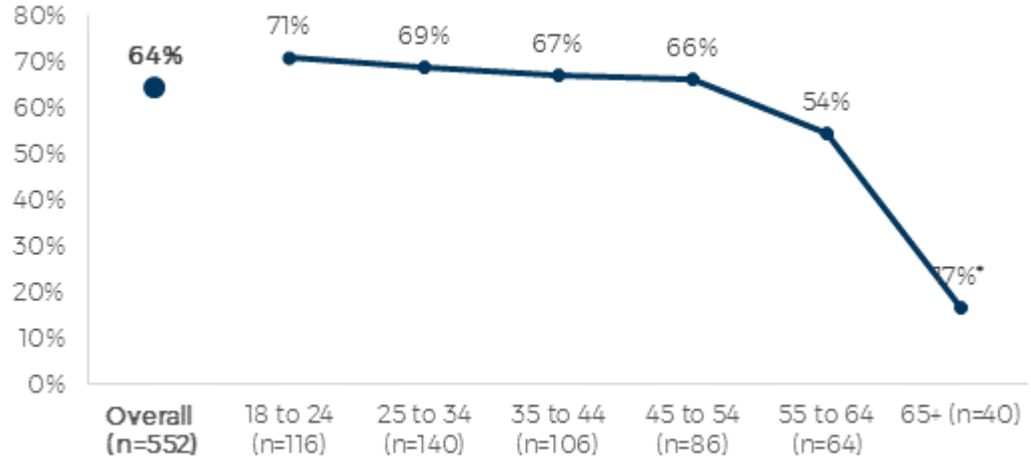
Figure 110. Sports betting on mobile device, by PGSI



Activity: Over the last 12 months, did you place bets on a sporting event…<on the internet on a mobile device (website or app on a smartphone, laptop, or iPad)> Base: NSW gamblers who bet on sporting events in the last 12 months (n=552)

As with race betting on a mobile device, the trend for sports betting was highest for 18 to 24 year old bettors (71%) and declined slowly by age, until dropping sharply from 55 years and over, to 17% of those aged 65 years and over as shown in Figure 109.

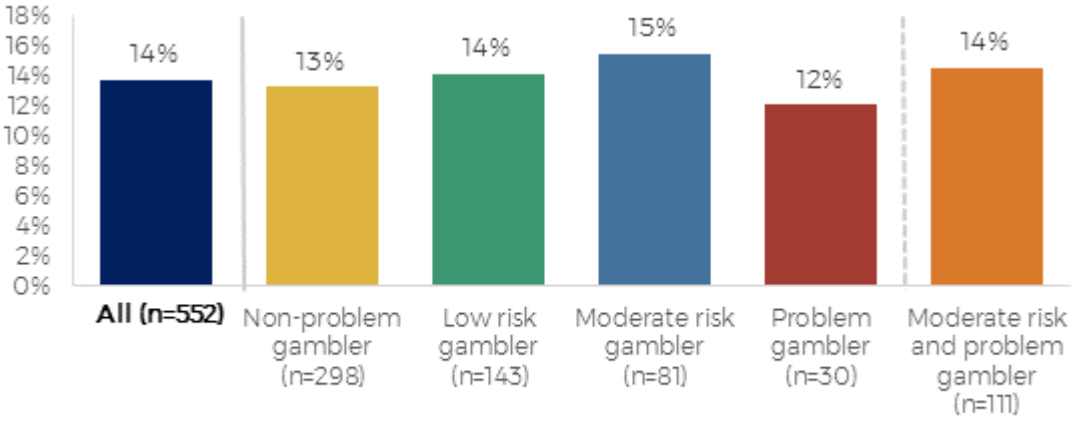
Figure 111. Sports betting on mobile device, by age



Activity: Over the last 12 months, did you place bets on a sporting event…<on the internet on a mobile device (website or app on a smartphone, laptop, or iPad)> Base: NSW gamblers who bet on sporting events in the last 12 months (n=552)

No significant differences were observed for gamblers who bet on sporting events online using a desktop computer by PGSI status.

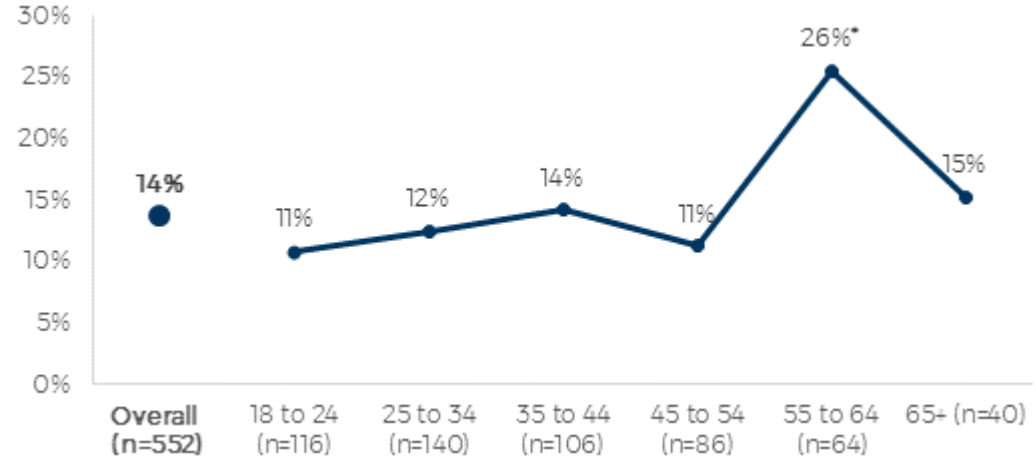
Figure 112. Sports betting online using desktop computer, by PGSI



Activity: Over the last 12 months, did you place bets on a sporting event…<on the internet using a desktop computer> Base: NSW gamblers who bet on sporting events in the last 12 months (n=552)

Using a desktop computer to place an online bet on a sporting event (14%) was more frequently mentioned by respondents aged 55 to 64 years (26%).

Figure 113. Sports betting using desktop computer, by age



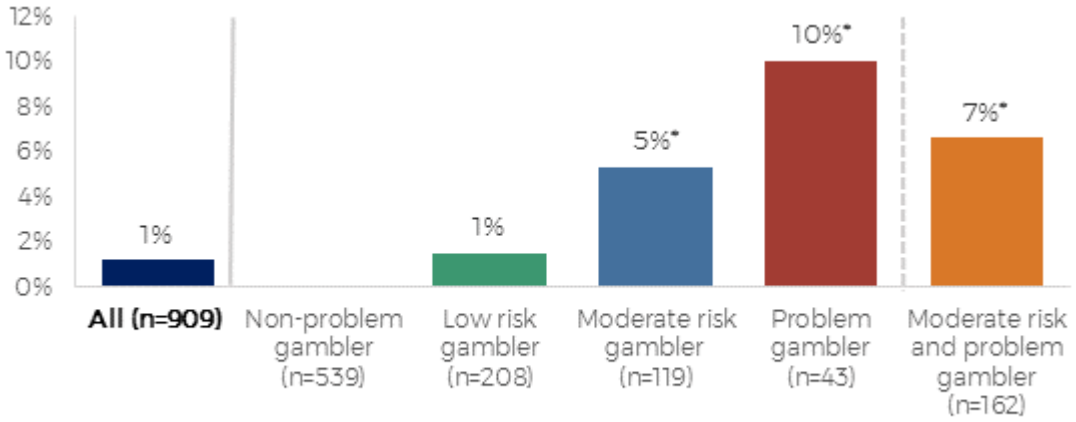
Activity: Over the last 12 months, did you place bets on a sporting event…<on the internet using a desktop computer>
Base: NSW gamblers who bet on sporting events in the last 12 months (n=552)

11.6 Betting restricted by betting service provider

11.6.1 Racing restrictions

Sub-sampled horse and greyhound bettors were asked if they had ever been restricted from betting with a betting service provider. While 1% reported restrictions, this was more common for moderate-risk and problem (7%) gamblers (specifically 10% problem gamblers and 5% moderate-risk gamblers).

Figure 114. Racing restriction, by PGSI risk category



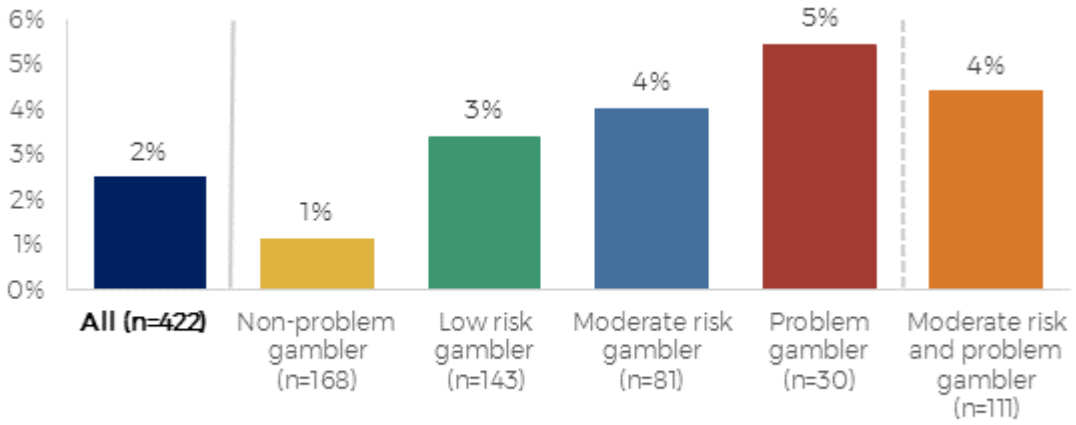
*Have you ever been restricted from betting with a betting service provider? Base: Sub-sampled NSW gamblers who bet on horse or greyhound races in the last 12 months (n=909). Asterisks * indicate a statistically significant difference between each PGSI risk category and the broader group of track bettors.*

11.6.2 Sporting restrictions

When sub-sampled sports bettors were asked if they had ever been restricted from betting with a betting service provider, 2% said that this was the case. Although rates of restriction were higher

among at-risk gamblers, there were no statistically significant differences across PGSI risk categories, due to relatively low prevalence rates.

Figure 115. Sporting restriction, by PGSI risk category



Have you ever been restricted from betting with a betting service provider? Base: Sub-sampled NSW gamblers who bet sporting events in the last 12 months (n=422)

11.7 Racing features

Sub-sampled respondents were asked what features of betting on horse or greyhound races they are drawn to when deciding which one to play. The list shown in Table 42 was read out. 'Fixed odds' (27%) and 'increased engagement with the sport' (24%) had the greatest impact, however, nearly half (47%) said they did not know.

Male bettors were more likely than female bettors to mention 'fixed odds' (35% compared with 13%).

Table 42. Racing features

	Sub-sampled respondent who bet on races (n=900)	Male (n=624)	Female (n=276)
Fixed odds	27%	35%*	13%*
Increased engagement with the sport	24%	22%	26%
Range of betting markets, races	14%	18%*	6%
Sign-on bonus bets or other inducements	8%	11%	4%
Don't know	47%	41%*	59%*

*What features of betting on horse or greyhound races are you drawn to when you are deciding which one to play? Base: Sub-sampled respondents who bet on races in the last 12 months (n=900). * indicates a statistically significant difference at the .05 level between males and females.*

11.8 Sports betting – types of sports bet on and whether watch the event they bet on

The sports listed in Table 43 were read out to sub-sampled sports bettors and they were asked which sports they usually bet on. The most common sport mentioned was Rugby League (58%).

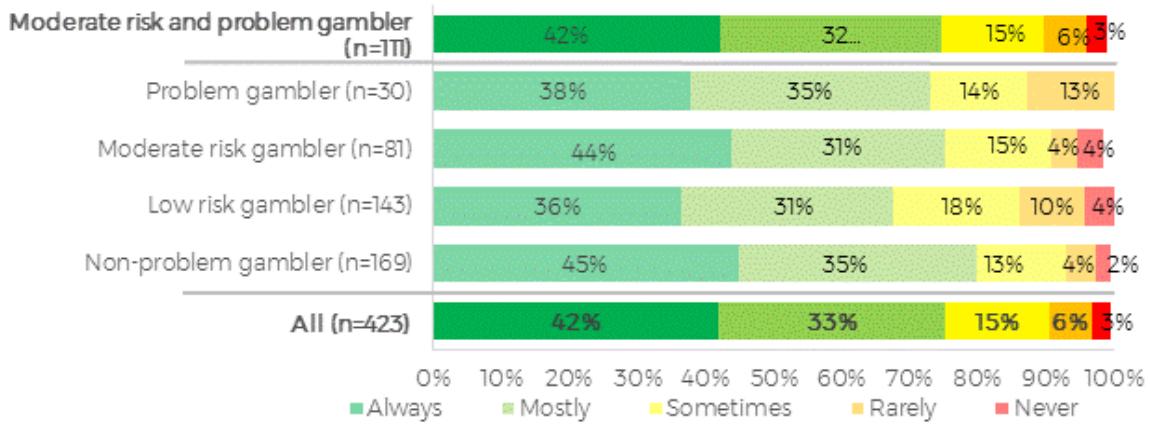
Table 43. Type of sports event

	Sub-sampled respondents who bet on sporting events (n=423)	Male (n=379)	Female (n=44)
Rugby League	58%	61%	44%
Soccer/Football	35%	37%	25%
AFL/Australian Rules	21%	21%	17%
Cricket	16%	18%	7%
Basketball	14%	16%	2%
American Football	8%	9%	5%
Tennis^	9%	9%	7%
UFC^	5%	5%	5%
Boxing^	4%	4%	4%
Motor Racing^	2%	1%	4%
Other	10%	10%	12%
Don't know	<1%	<1%	2%

Which sports do you usually bet on? Base: Sub-sampled respondents who bet on sporting events in the last 12 months (n=423)
^These sports were specified in other and back coded.

Two in five (42%) sub-sampled sports bettors said that they always watch the event they bet on. One third (33%) said they mostly watch it, 15% said sometimes, 6% said rarely and 3% said never.

Figure 116. Viewing sporting event



When you bet on sports, how often do you usually watch the event you bet on? Would you say…Base: Sub-sampled respondents who bet on sporting events in the last 12 months (n=423)

12 EMERGING TECHNOLOGIES

Emerging technologies in online gambling are diverse and multi-faceted, representing a complex intersection of online interactive technologies, computer gaming, and gambling. Three major themes that have arisen are eSports, fantasy sports, and gambling using non-monetary items: e.g. 'skins' or virtual currencies.

Esports are organised video game competitions between video game players, or teams of players, that can be viewed live in-venue or online. Similar to other online activities, previous research has found that eSports involvement is higher amongst younger males. Provision of eSports gambling services is offered by numerous international wagering operators.

Internet-mediated mechanisms for exchange of virtual items allow these to be used in eSports gambling, as well as other forms of gambling online. Virtual currencies include cryptocurrencies such as Bitcoin, as well as other specific forms of platform-dependent currency. A prominent form of virtual item are 'skins', which are video game objects (e.g., weapon, avatar, equipment) providing cosmetic differences to the base models of these items. The rarity or expense of these items, and their ability to be traded or converted into cryptocurrency or fiat currency, means that they can be treated as a stake in online gambling platforms. Accordingly, the present study asked whether or not respondents had engaged in any gambling using a non-monetary means of exchange.

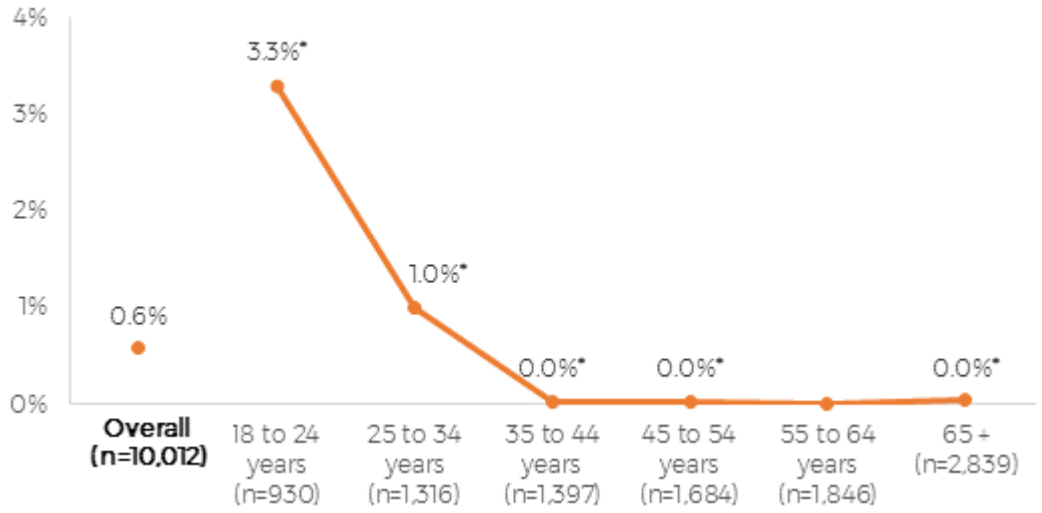
Fantasy sports are interactive games that involve building a virtual sports team, and paid entry into competitions in which winners may receive a share of a pre-determined pot funded by their entry fees. As with other forms of emerging entertainment technologies with a strong monetary component, there is some controversy as to whether fantasy sports reflect true gambling or not. However, while academic or legal definitions may struggle to draw clear boundaries on these games, monitoring their uptake in the NSW population appears to be an important objective.

Participation in gambling via emerging technologies is generally low, leading to low samples sizes for many of the analyses presented in this section. Therefore, in interpreting differences between groups, the reader is cautioned to pay particular attention to the number of cases supporting each of the analyses, and the notes regarding statistical significance.

12.1 eSports

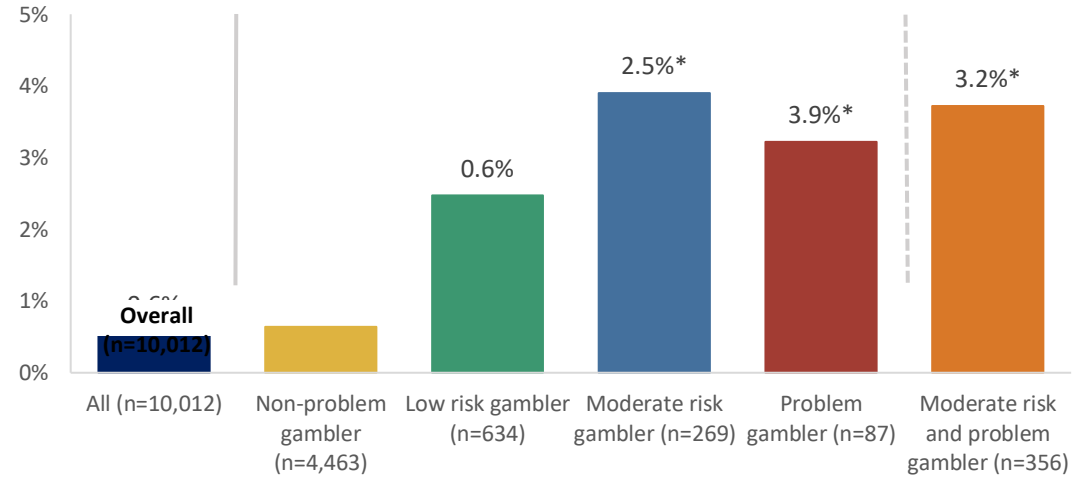
Less than one percent (0.6%) of NSW adults had bet on eSports events like CS:GO, League of Legends or DOTA2 (1.1% of men, 0.1% of women). eSports betting was most common among younger NSW adults aged 18 to 24 years (3.3% compared with 0.6% overall). NSW adults in the Sydney district were more likely to bet on eSport events (1.2% compared with 0.6% overall). The prevalence of eSports was highest for moderate-risk gamblers (3.9%). The increased likelihood of at-risk gamblers to play eSports was statistically significant after controlling for the increased risk associated with being aged between 18 and 24 years. Of the combined moderate-risk and problem category, 3.7% bet on eSports. In sum, engagement with eSports in NSW appears to be low at the present time. Due to the small sample sizes for eSports, these findings should be interpreted with caution.

Figure 117. eSports betting, by age



*I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on eSports. Base: All Respondents (n=10,012).Asterisks * indicate a statistically significant difference between each age group and the broader group of eSports bettors.*

Figure 118. eSports, by PGSI risk category



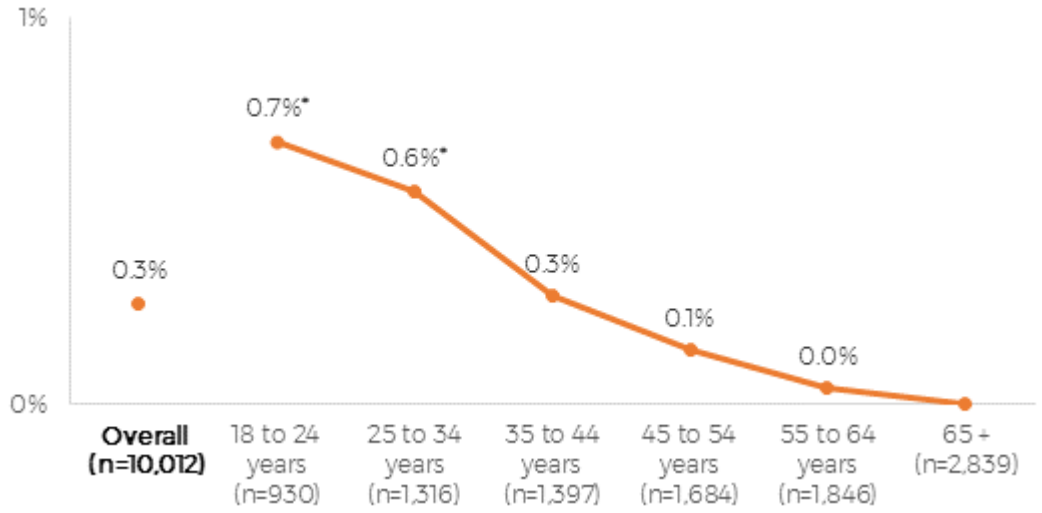
*Activity: eSports. Base: All NSW adults (n=10,012). Asterisks * indicate a statistically significant difference between each PGSI risk category and the broader group of sports bettors.*

12.2 Fantasy sports

Less than one percent (0.3%) of NSW adults had bet on fantasy sports games such as Draftstars or Moneyball for money. Prevalence was highest among the youngest group (0.7% of those aged 18 to 24 years compared with 0.3% overall). NSW adults living in the Hunter New England district were more likely to bet on fantasy sports (0.6% compared with 0.3% overall). As shown in Figure 120, the prevalence of fantasy sports was highest for problem gamblers (3.7%), followed by moderate-risk (2.5%) and low-risk gamblers (0.6%). Of the combined moderate-risk and problem gambling category, 2.8% bet on fantasy sports. Thus, engagement with fantasy sports in NSW is also low at

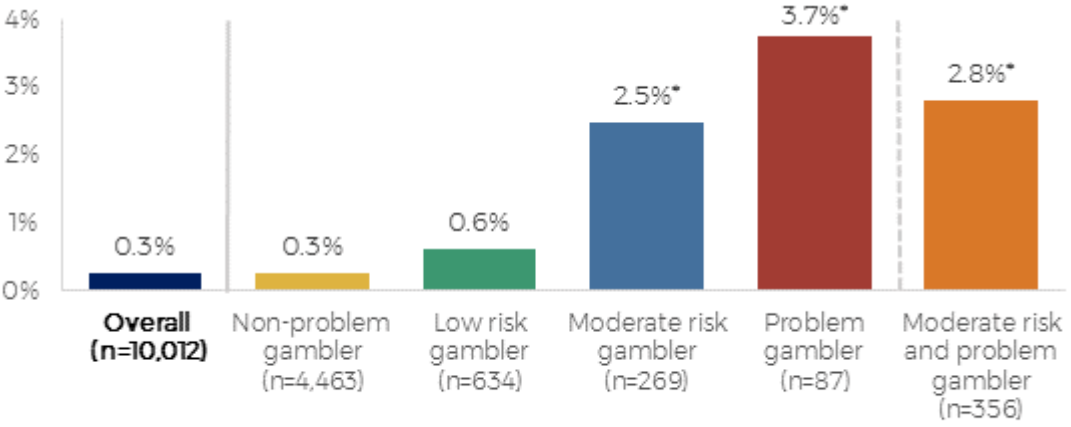
the present time. Although problem and moderate-risk gamblers were substantially more likely to play fantasy sports, the low sample size should be kept in mind when interpreting this result.

Figure 119. Betting on fantasy sports, by age



*I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the last 12 months? Bet on fantasy sports games. Base: All Respondents (n=10,012). Asterisks * indicate a statistically significant difference between each age group and the NSW population.*

Figure 120. Fantasy sports, by PGSI risk category



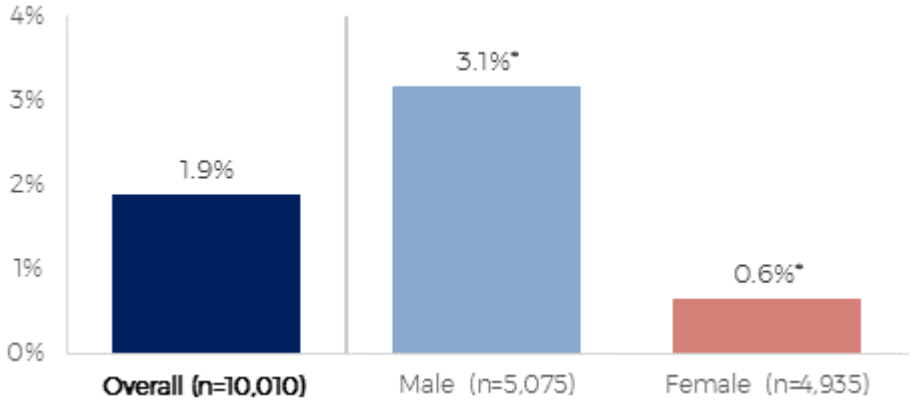
*Activity: Fantasy Sports. Base: All NSW adults (n=10,012). Asterisks * indicate a statistically significant difference between each PGSI risk category and the NSW population.*

12.3 Virtual currencies (non-monetary gambling)

All respondents were asked if they had participated in any other gambling style activities for something other than money in the past year. For example, using virtual credits purchased with real money, video games items (such as skins), or cryptocurrencies. Around two percent (1.9%) of NSW adults participated in gambling style activities for something other than money. Significantly more

men than women gambled using non-monetary items (3.1% compared with 0.6%). NSW residents of the Sydney district were more likely to participate in other gambling style activities using virtual currencies (3.0% compared with 1.9% overall). They were also more likely to be internet gamblers (See Section 10.4) as well as bet on eSports (See Section 12.1).

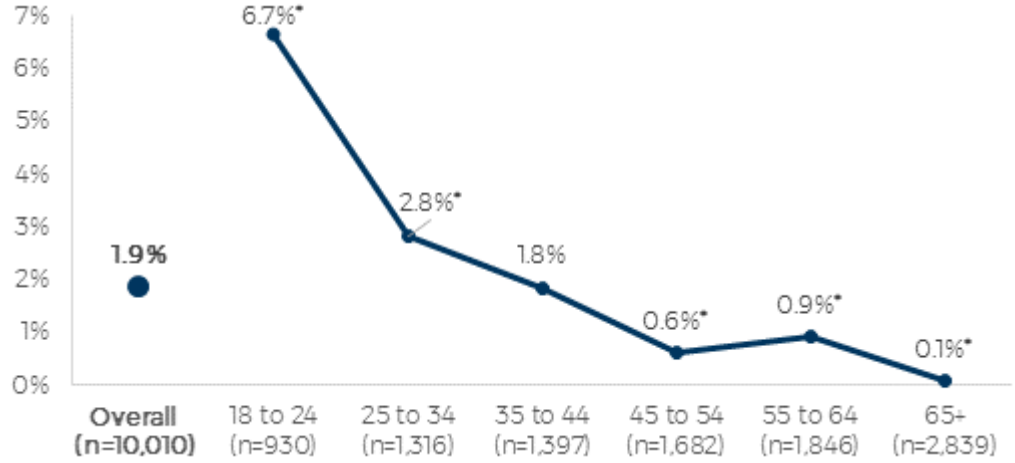
Figure 121. Virtual currencies, overall and by sex



*In the last 12 months, have you participated in any gambling style activities for something other than money? Base: All NSW adults (n=10,010). Asterisks * indicate a statistically significant difference between males and females.*

Gambling with virtual credits declined with age, as shown in Figure 122. Thus, the use of virtual currencies was somewhat more prevalent than engagement with eSports or fantasy sports, and concentrated in younger males.

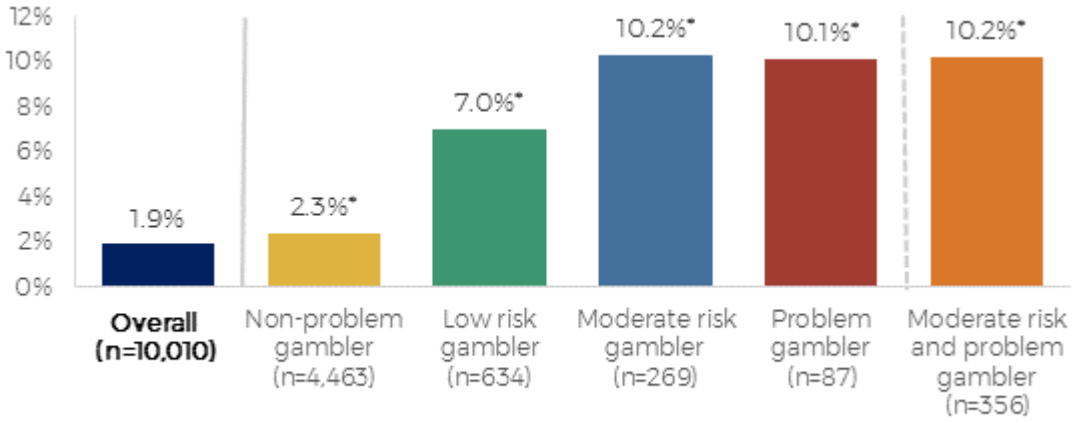
Figure 122. Virtual currencies, by age



*In the last 12 months, have you participated in any gambling style activities for something other than money? Base: All NSW adults (n=10,010). Asterisks * indicate a statistically significant difference between each age group and the NSW population.*

As shown in Figure 123, moderate-risk and problem gamblers were more likely than non-problem gamblers to gamble with virtual credits (10.2% compared with 2.3%).

Figure 123. Virtual currencies, by PGSI risk category



*In the last 12 months, have you participated in any gambling style activities for something other than money? Base: All NSW adults (n=10,010). Asterisks * indicate a statistically significant difference between each PGSI risk category and the NSW population.*

13 LIMITATIONS

This survey had a number of limitations. First, as a general population survey it did not involve targeted sampling of specific populations, such as internet gamblers, or LOTE speakers. Therefore, although the total number of participants was large, the number of respondents in low prevalence subgroups is sometimes small. We have drawn the readers' attention to this where appropriate throughout the report.

In common with all cross-sectional survey designs, no inference with respect to causality is supported. Thus, the present report deals with associations between variables only. Although longitudinal designs present significant costs and risks (e.g. attrition), they also partially address this limitation. They would also provide scope for better understanding the evolution of gambling behaviour across the lifespan.

The final response rate for landline contacts was 13%, and the mobile response rate was 22%. Non-response in general population surveys has steadily declined in recent decades, and is recognised as a significant issue (National Research Council, 2013). A recent AAPOR paper, 'The Future of U.S. General Population Telephone Survey Research'[27] found that the average AAPOR response rates back in 2015 for landline was 9.3% and 7.0% for cell/mobile.

The main impact of non-response is to decrease the degree of certainty that the sampled population matches the desired population (residents of the state of New South Wales, in the present case). Weighting cases with respect to key demographic characteristics only partially addresses this issue, as those participants who are contactable, and agree to take part in the survey, may differ in unknown and unmeasurable ways from those who do not. For example, the personality trait of agreeableness is known to positively influence propensity to accede to requests to undertake a survey and is also negatively associated with problem gambling. If those experiencing problem gambling are less likely to complete the survey, then the results will reflect an underestimate of the rate of problem gambling. Future prevalence surveys may need to consider innovative ways in which to improve the degree to which inference can be made from the obtained sample to the desired population.

Some questions may have been subject to varying interpretations by respondents, most notably items of the form, 'Over the last 12 months, how often did you…'. These rely on respondents not only being able to recall correctly, but also being clear on what delineates one incident or instance of the activity (e.g. a gambling session). Buying lotto tickets, in particular, presents some issues with respect to timing, since there is often a significant offset between the time at which the ticket is purchased and the time the draw is made.

[27] https://www.aapor.org/Education-Resources/Reports/The-Future-Of-U-S-General-Population-Telephone-Sur.aspx

Gambling and problem gambling is a sensitive topic that also attracts significant stigma. Participants may be affected by presentation bias, which reflects a desire to present oneself positively. This effect is likely to be stronger when undertaking a CATI survey, in which one is speaking 'live' to another person, compared to an interactive form. For example, participants may tend to minimise their degree of gambling consumption, because frequent gambling is understood as reflecting poorly. The size and nature of this source of potential bias is poorly understood. Future prevalence surveys should consider using alternative forms in order to assess and account for this.

Research on the measurement of harms, and interpretation of scores from instruments designed to measure gambling-related harm, is rapidly evolving. There is some contention in the research community regarding the best way to measure and understand harm. The selection of probes used to assess gambling-related harm in this survey was not consistent with prior research on gambling-related harms, and did not include a validated psychometric instrument. In particular, moderate to severe harms were included in this survey. Thus, results from this survey cannot be directly compared to prior research, or other prevalence surveys employing different sets of gambling-related harm indicators. Ideally, gambling prevalence surveys should employ a common, validated instrument, with scores that can be directly translated to measurable decrements in quality of life, or health utility weights.

A final limitation that should be acknowledged is to do with the communication of the findings on prevalence rates. These figures are highly dependent on the denominator, or the 'base' from which the proportion is calculated. The appropriate base to use when calculating prevalence is not always straight-forward. For example, the present study found that the prevalence of problem gamblers in the NSW population was 1.0%. However, the prevalence rate among gamblers is almost double 1.9%, and the rate among EGM players is higher still, at 5%. Given that increasing numbers of NSW residents either do not gamble at all, or gamble only on (arguably) very safe forms, such as buying lotto tickets, the population-wide prevalence rate can give the false impression that engagement with gambling products is a relatively safe activity. Communication and interpretation of prevalence rates of harm and problems from gambling should therefore focus on groups that are exposed to (or consume) gambling products that are known to be of concern.

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APPENDIX A: GAMBLING PARTICIPATION IN NSW

The following tables show participation in gambling activities in the last 12 months by:

- LOTE background
- Aboriginal and Torres Strait Islander background
- Educational attainment
- Income
- District

For participation in each gambling activities, the total is not shown in the tables as gambling participation is not mutually exclusive. Total gambling participation for each variable is included in the 'Total gambling participation' row.

Table 44. Participation in gambling activities in the last 12 months, by LOTE background

			% of sub-sampled population	
	Sub-sampled population overall (n=4,468)	Gambled on any activity in the last 12 months (n=3,292)^	LOTE (n=417)	English only (n=4,034)
Total gambling participation	**53%**	**100%**	**36%***	**55%***
Bought lottery tickets either online or in person	37%	70%	26%*	38%*
Played Pokies or poker machines	15%	29%	6%*	17%*
Bet on Horse or greyhound races	13%	25%	3%*	14%*
Bought instant scratchies	13%	25%	4%*	14%*
Played Keno at a club, hotel or casino	9%	17%	2%*	10%*
Bet on sporting events like football, cricket or tennis	6%	11%	4%	6%
Played table games at a casino such as Blackjack or Roulette	5%	10%	4%	6%
Informal private betting for money	4%	8%	4%	4%
Bet on lotteries or Keno via services such as Lottoland or Planet Lottery	4%	7%	3%	4%
Played Bingo or Housie	1.7%	3.2%	0.8%	1.8%
Bet on a non-sporting event	1.0%	1.8%	0.4%	1.1%
Bet on eSports event like CS:GO, League of Legends or DOTA2	0.6%	1.2%	0.9%	0.6%
Played casino games on the internet for money rather than points	0.4%	0.8%	0.3%	0.5%
Bet on fantasy sports games for money such as Draftstars, Moneyball	0.3%	0.6%	-	0.3%
Played poker games online for money rather than points	0.3%	0.6%	0.2%	0.3%

*Base: Sub-sampled population (n=4,468). * indicates a statistically significant difference at the .05 level compared with overall.*
^Base excludes gamblers who only participated in styles of gambling that used virtual credits rather than money.

Table 45. Participation in gambling activities in the last 12 months, by Aboriginal Torres Strait Islander (ATSI) background

			% of sub-sampled population	
	Sub-sampled population overall (n=4,468)	Gambled on any activity in the last 12 months (n=3,292)^	Indigenous (n=129)	Non-Indigenous (n=4,310)
Total gambling participation	**53%**	**100%**	**52%**	**53%**
Bought lottery tickets either online or in person	37%	70%	37%	37%
Played Pokies or poker machines	15%	29%	25%	15%
Bet on Horse or greyhound races	13%	25%	13%	13%
Bought instant scratchies	13%	25%	16%	13%
Played Keno at a club, hotel or casino	9%	17%	18%	9%
Bet on sporting events like football, cricket or tennis	6%	11%	5%	6%
Played table games at a casino such as Blackjack or Roulette	5%	10%	4%	5%
Informal private betting for money	4%	8%	7%	4%
Bet on lotteries or Keno via services such as Lottoland or Planet Lottery	4%	7%	5%	4%
Played Bingo or Housie	1.7%	3.2%	2.5%	1.7%
Bet on a non-sporting event	1.0%	1.8%	1.4%	1.0%
Bet on eSports event like CS:GO, League of Legends or DOTA2	0.6%	1.2%	0.6%	0.6%
Played casino games on the internet for money rather than points	0.4%	0.8%	0.9%	0.4%
Bet on fantasy sports games for money such as Draftstars, Moneyball	0.3%	0.6%	-	0.3%
Played poker games online for money rather than points	0.3%	0.6%	0.5%	0.3%

*Base: Sub-sampled population (n=4,468). * indicates a statistically significant difference at the .05 level compared with overall*
^Base excludes gamblers who only participated in styles of gambling that used virtual credits rather than money.

Table 46. Participation in gambling activities in the last 12 months, by educational attainment

			% of sub-sampled population			
	Sub-sampled population overall (n=4,468)	Gambled on any activity in the last 12 months (n=3,292)^	University degree (n=1,828)	Trade certificate/ Year 12 (n=1,827)	Year 10 (n=584)	Below Year 10 (n=154)
Total gambling participation	**53%**	**100%**	**48%***	**54%**	**70%***	**56%**
Bought lottery tickets either online or in person	37%	70%	33%*	37%	52%*	41%
Played Pokies or poker machines	15%	29%	10%*	20%*	24%*	19%
Bet on Horse or greyhound races	13%	25%	11%	14%	18%	14%
Bought instant scratchies	13%	25%	11%*	14%	20%*	16%
Played Keno at a club, hotel or casino	9%	17%	6%*	11%	17%*	11%
Bet on sporting events like football, cricket or tennis	6%	11%	5%	7%	4%	2%
Played table games at a casino such as Blackjack or Roulette	5%	10%	6%	6%	4%	0.5%
Informal private betting for money	4%	8%	5%	4%	4%	3%
Bet on lotteries or Keno via services such as Lottoland or Planet Lottery	4%	7%	3%	4%	3%	7%
Played Bingo or Housie	1.7%	3.2%	1.1%	1.8%	4%	2.2%
Bet on a non-sporting event	1.0%	1.8%	1.0%	1.2%	0.2%	1.1%
Bet on eSports event like CS:GO, League of Legends or DOTA2	0.6%	1.2%	0.4%	0.9%	0.4%	-
Played casino games on the internet for money rather than points	0.4%	0.8%	0.2%	0.6%	0.5%	0.4%

	Sub-sampled population overall (n=4,468)	Gambled on any activity in the last 12 months (n=3,292)^	% of sub-sampled population			
			University degree (n=1,828)	Trade certificate/ Year 12 (n=1,827)	Year 10 (n=584)	Below Year 10 (n=154)
Bet on fantasy sports games for money such as Draftstars, Moneyball	0.3%	0.6%	0.4%	0.3%	0.1%	-
Played poker games online for money rather than points	0.3%	0.6%	0.1%	0.4%	0.6%	0.5%

*Base: Sub-sampled population (n=4,468). * indicates a statistically significant difference at the .05 level compared with overall*
^Base excludes gamblers who only participated in styles of gambling that used virtual credits rather than money.

Table 47. Participation in gambling activities in the last 12 months, by income

			% of sub-sampled population							
	Sub-sampled population overall (n=4,468)	Gambled on any activity in the last 12 months (n=3,292)^	Nil or negative income (n=109)	$30,000 or less (n=797)	$31,000-$50,000 (n=556)	$51,000-$70,000 (n=518)	$71,000 - $100,000 (n=627)	$101,000 - $150,000 (n=404)	More than $150,000 (n=280)	Refused / Don't Know (n=1,177)
Total gambling participation	**53%**	**100%**	**37%**	**54%**	**54%**	**54%**	**57%**	**60%**	**63%**	**46%***
Bought lottery tickets either online or in person	37%	70%	30%	35%	33%	35%	41%	44%	45%	35%
Played Pokies or poker machines	15%	29%	10%	18%	18%	19%	15%	13%	17%	13%
Bet on Horse or greyhound races	13%	25%	3%	10%	14%	16%	16%	19%*	20%	9%*
Bought instant scratchies	13%	25%	7%	16%	15%	14%	16%	14%	14%	9%*
Played Keno at a club, hotel or casino	9%	17%	5%	11%	8%	12%	12%	11%	8%	6%*
Bet on sporting events like football, cricket or tennis	6%	11%	0.5%	3%	5%	8%	7%	10%	10%	4%
Played table games at a casino such as Blackjack or Roulette	5%	10%	0.9%	4%	6%	7%	7%	8%	11%*	3%
Informal private betting for money	4%	8%	3%	4%	3%	6%	5%	7%	7%	3%
Bet on lotteries or Keno via services such as Lottoland or Planet Lottery	4%	7%	0.9%	3%	4%	5%	4%	4%	4%	3%
Played Bingo or Housie	1.7%	3.2%	0.8%	3%	2.2%	1.3%	1.2%	0.5%	1.5%	1.4%
Bet on a non-sporting event	1.0%	1.8%	-	1.0%	0.9%	1.0%	0.9%	1.8%	2.5%	0.5%
Bet on eSports event like CS:GO, League of Legends or DOTA2	0.6%	1.2%	0.9%	1.2%	0.6%	0.5%	0.1%	0.2%	0.8%	0.6%
Played casino games on the internet for money rather than points	0.4%	0.8%	-	0.6%	0.7%	1.1%	0.1%	-	0.3%	0.3%

	Sub-sampled population overall (n=4,468)	Gambled on any activity in the last 12 months (n=3,292)^	% of sub-sampled population							
			Nil or negative income (n=109)	$30,000 or less (n=797)	$31,000-$50,000 (n=556)	$51,000-$70,000 (n=518)	$71,000 - $100,000 (n=627)	$101,000 - $150,000 (n=404)	More than $150,000 (n=280)	Refused / Don't Know (n=1,177)
Bet on fantasy sports games for money such as Draftstars, Moneyball	0.3%	0.6%	-	-	0.1%	0.4%	0.8%	1.0%	-	0.1%
Played poker games online for money rather than points	0.3%	0.6%	-	0.4%	0.3%	0.5%	0.2%	0.2%	-	0.3%

*Base: Sub-sampled population (n=4,468). * indicates a statistically significant difference at the .05 level compared with overall.*
^Base excludes gamblers who only participated in styles of gambling that used virtual credits rather than money.

Table 48. Participation in gambling activities in the last 12 months, by metropolitan NSW districts

		Metropolitan NSW districts								
	Overall (n=10,012)	Central Coast (n=496)	Illawarra Shoal-haven (n=449)	Nepean Blue Mountains (n=509)	Northern Sydney (n=1,358)	South Eastern Sydney (n=1,247)	South Western Sydney (n=894)	Sydney (n=877)	Western Sydney (n=975)
Total gambling participation	53%	59%*	57%	53%	48%*	50%*	52%	49%*	48%*
Bought lottery tickets either online or in person	37%	44%*	39%	39%	34%*	34%*	38%	30%*	33%*
Played Pokies or poker machines	16%	18%	23%*	19%	10%*	13%*	18%	10%*	14%
Bet on Horse or greyhound races	13%	15%	13%	10%	11%*	13%	11%	13%	10%*
Bought instant scratchies	13%	17%*	14%	16%	10%*	11%*	14%	11%*	12%
Played Keno at a club, hotel or casino	9%	15%*	16%*	9%	5%*	5%*	9%	4%*	8%
Bet on sporting events like football, cricket or tennis	6%	5%	6%	5%	6%	7%	6%	8%*	5%
Played table games at a casino such as Blackjack or Roulette	5%	4%	4%	3%*	5%	7%	6%	7%*	5%
Informal private betting for money	5%	4%*	4%	4%	4%*	5%*	4%	7%*	4%*
Bet on lotteries or Keno via services such as Lottoland or Planet Lottery	4%	4%	5%	4%	2%*	3%	5%	3%	4%
Played Bingo or Housie	1.9%	2.6%	3.9%*	3.0%	1.6%	1.5%	1.9%	1.0%*	2.1%
Bet on a non-sporting event	1.0%	0.4%	0.8%	0.6%	1.4%	0.7%	0.9%	2.0%*	0.7%
Bet on eSports event like CS:GO, League of Legends or DOTA2	0.6%	-	0.6%	0.2%	0.4%	0.5%	1.0%	1.2%*	0.8%
Played casino games on the internet for money rather than points	0.5%	0.4%	0.1%	-	0.1%	0.6%	0.9%	0.5%	0.5%
Bet on fantasy sports games for money such as Draftstars, Moneyball	0.3%	0.3%	-	-	0.3%	0.1%	0.3%	0.4%	0.4%

		Metropolitan NSW districts							
	Overall (n=10,012)	Central Coast (n=496)	Illawarra Shoal-haven (n=449)	Nepean Blue Mountains (n=509)	Northern Sydney (n=1,358)	South Eastern Sydney (n=1,247)	South Western Sydney (n=894)	Sydney (n=877)	Western Sydney (n=975)
Played poker games online for money rather than points	0.3%	0.3%	0.5%	-	0.3%	0.2%	0.4%	0.5%	0.2%

Table 49. Participation in gambling activities in the last 12 months, by rural and regional NSW districts

		Rural and regional NSW districts							
	Overall (n=10,012)	Far West (n=48)	Hunter New England (n=1200)	Mid North Coast (n=283)	Murrumbidgee (n=424)	Northern NSW (n=411)	Southern NSW (n=323)	Western NSW (n=374)	Unknown (n=144)
Total gambling participation	53%	65%	60%*	65%	58%	55%	56%	56%	40%*
Bought lottery tickets either online or in person	37%	57%*	42%*	49%*	37%	43%*	44%*	41%	26%*
Played Pokies or poker machines	16%	20%	22%*	22%*	21%*	17%	14%	18%	10%
Bet on Horse or greyhound races	13%	17%	18%*	14%	15%	15%	11%	17%*	5%*
Bought instant scratchies	13%	27%*	17%*	14%	10%	14%	18%*	15%	5%*
Played Keno at a club, hotel or casino	9%	9%	18%*	18%*	12%	9%	10%	16%*	6%
Bet on sporting events like football, cricket or tennis	6%	3%	7%	4%	7%	4%	4%	6%	4%
Played table games at a casino such as Blackjack or Roulette	5%	-	5%	5%	5%	4%	2%*	5%	5%

		Rural and regional NSW districts							
	Overall (n=10,012)	Far West (n=48)	Hunter New England (n=1200)	Mid North Coast (n=283)	Murrumbidgee (n=424)	Northern NSW (n=411)	Southern NSW (n=323)	Western NSW (n=374)	Unknown (n=144)
Informal private betting for money	5%	4%	4%*	2%*	5%	4%	4%	4%	6%*
Bet on lotteries or Keno via services such as Lottoland or Planet Lottery	4%	4%	5%	4%	5%	4%	3%	7%*	2%
Played Bingo or Housie	1.9%	-	2.1%	4.3%*	1.0%	2.1%	1.6%	2.3%	0.7%
Bet on a non-sporting event	1.0%	-	1.2%	0.7%	-	1.9%	0.5%	1.6%	0.4%
Bet on eSports event like CS:GO, League of Legends or DOTA2	0.6%	-	0.3%	-	0.6%	0.5%	-	0.8%	1.6%
Played casino games on the internet for money rather than points	0.5%	-	0.6%	0.7%	0.6%	0.5%	-	0.7%	2.3%*
Bet on fantasy sports games for money such as Draftstars, Moneyball	0.3%	-	0.6%*	0.0%	-	0.5%	-	-	-
Played poker games online for money rather than points	0.3%	-	0.4%	1.1%*	0.6%	0.0%	0.3%	-	-

** indicates a statistically significant difference at the .05 level compared with overall.*

Table 50. PGSI, by Metropolitan NSW districts

		Metropolitan NSW districts							
	Overall (n=5,453)	Central Coast (n=294)	Illawarra Shoal-haven (n=255)	Nepean Blue Mountains (n=274)	Northern Sydney (n=653)	South Eastern Sydney (n=654)	South Western Sydney (n=480)	Sydney (n=450)	Western Sydney (n=214)
PG (Problem gambler)	2%	2%	2%	2%	2%	2%	3%	1%	2%
MRG (Moderate-risk gambler)	5%	6%	4%	3%	4%	5%	6%	5%	6%
LRG (Low-risk gambler)	12%	11%	11%	14%	10%*	12%	14%	19%*	15%
NPG (Non-problem gambler)	80%	81%	83%	81%	84%*	81%	77%	75%*	77%

** indicates a statistically significant difference at the .05 level.*

Table 51. PGSI, by rural and regional NSW districts

		Rural and regional NSW districts							
	Overall (n=5,453)	Far West (n=33)	Hunter New England (n=753)	Mid North Coast (n=180)	Murrumbi dgee (n=250)	Northern NSW (n=234)	Southern NSW (n=182)	Western NSW (n=214)	Unknown (n=56)
PG (Problem gambler)	2%	0%	2%	2%	-	2%	1%	2%	7%*
MRG (Moderate-risk gambler)	5%	0%	6%	3%	5%	7%	6%	5%	8%
LRG (Low-risk gambler)	12%	6%	11%	15%	14%	7%*	8%	12%	12%
NPG (Non-problem gambler)	80%	94%	82%	80%	81%	85%	86%	81%	73%

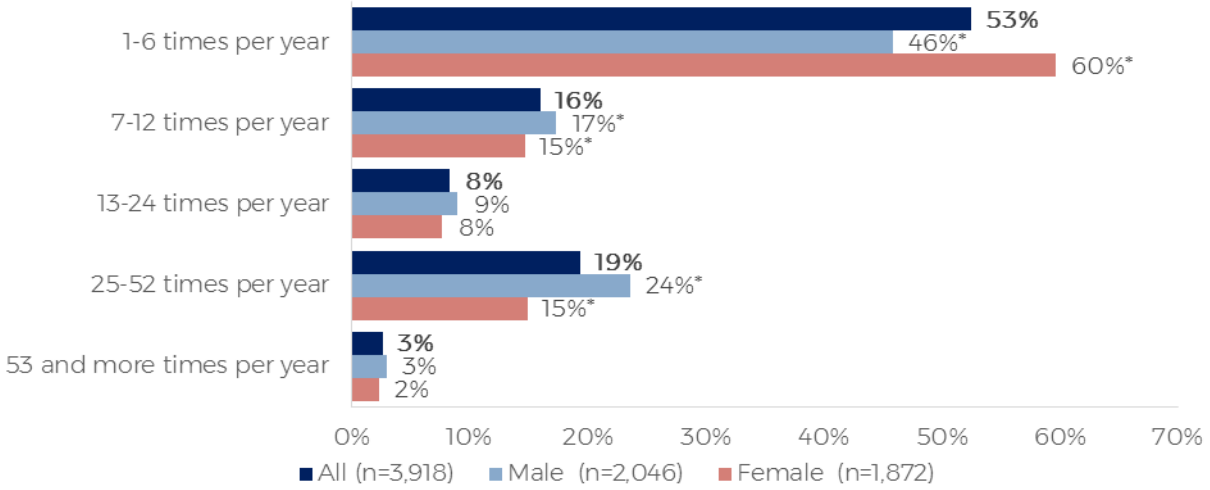
** indicates a statistically significant difference at the .05 level.*

APPENDIX B: FREQUENCY AND LOCATION OF PLAY, LOYALTY SCHEMES AND GAMBLING-RELATED HARM

LOTTERY TICKET BUYING

Over a third (37%) of adults in NSW had bought lottery tickets either online or in person in the last 12 months. This included Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life. As shown in Figure 124, men also tended to buy lottery tickets more often than women. Over a quarter (27%) of men who bought lottery tickets in the last 12 months bought them at least every fortnight (compared with 17% of female lottery ticket buyers).

Figure 124. Frequency of buying lottery tickets, overall and by sex

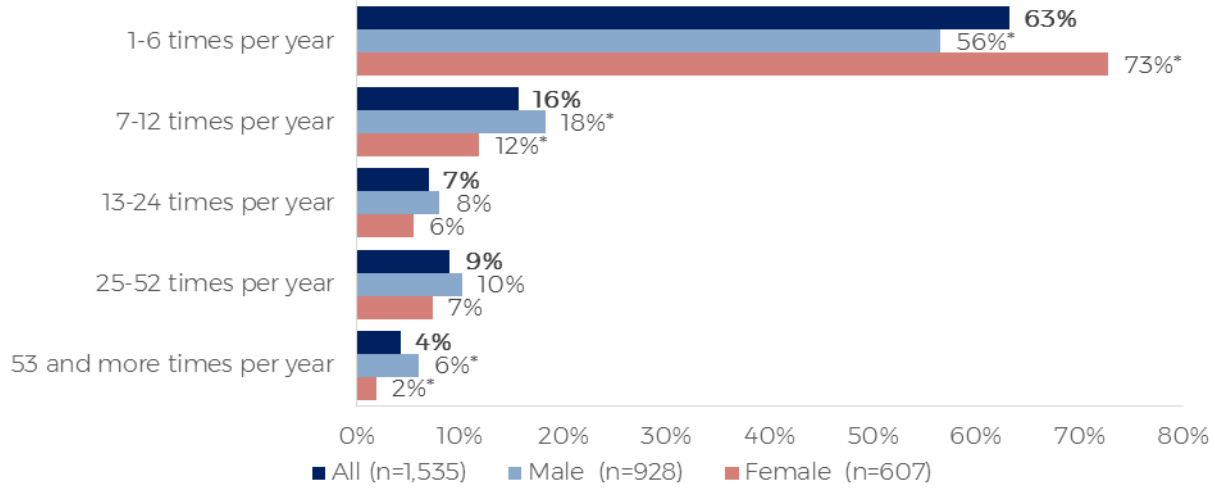


In the last 12 months, on how often did you buy tickets for Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life? Base: Respondents who bought lottery tickets in the last 12 months (n=3,918)

ELECTRONIC GAMING MACHINE (EGM) GAMBLING

EGMs were played by 16% of NSW adults in the last 12 months (19% of men, and 13% of women). Other demographic breakdowns for EGM players are discussed in Section 9.3. Of those who had played EGMs, 16% had played 13 or more times (i.e. more than monthly, on average) in the last 12 months. As shown in Figure 125, men tended to play more frequently than women, with 6% of men playing more than 52 times in the year (more than weekly, on average), compared with 2% of women at this frequency.

Figure 125. Frequency of EGM playing, overall and by sex

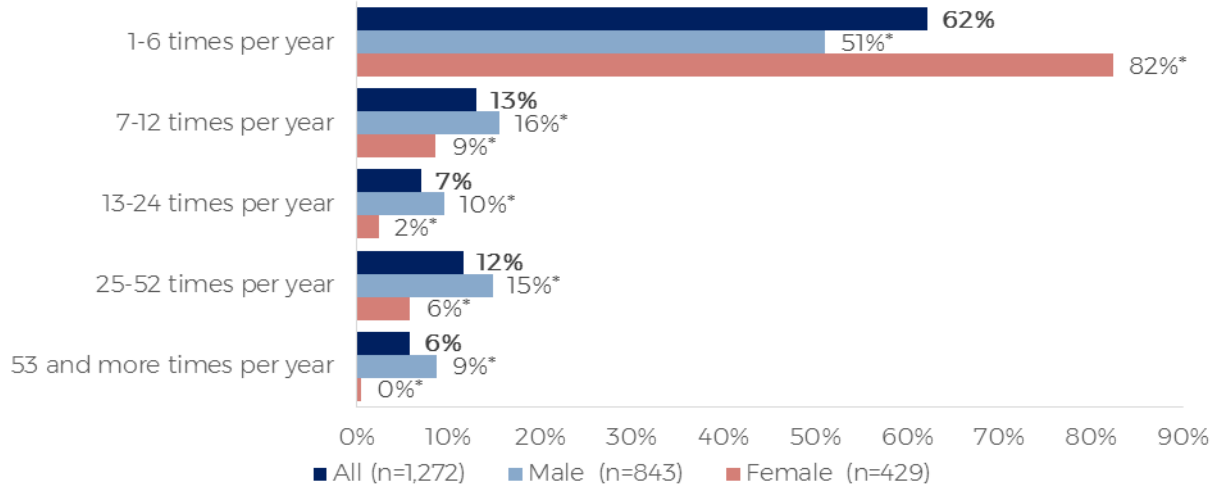


In the past 12 months, how often did you play the pokies or poker machines NOT including similar games played on the internet? Base: Respondents who played pokies or poker machines in the last 12 months (n=1,535)

RACE BETTING

Thirteen percent (13%) of NSW adults had bet on horse or greyhound races, including virtual races such as *Trackside*. Nine percent (9%) of male race bettors had gambled at least weekly over the last 12 months, compared with half a percent of female race bettors (0.5%).

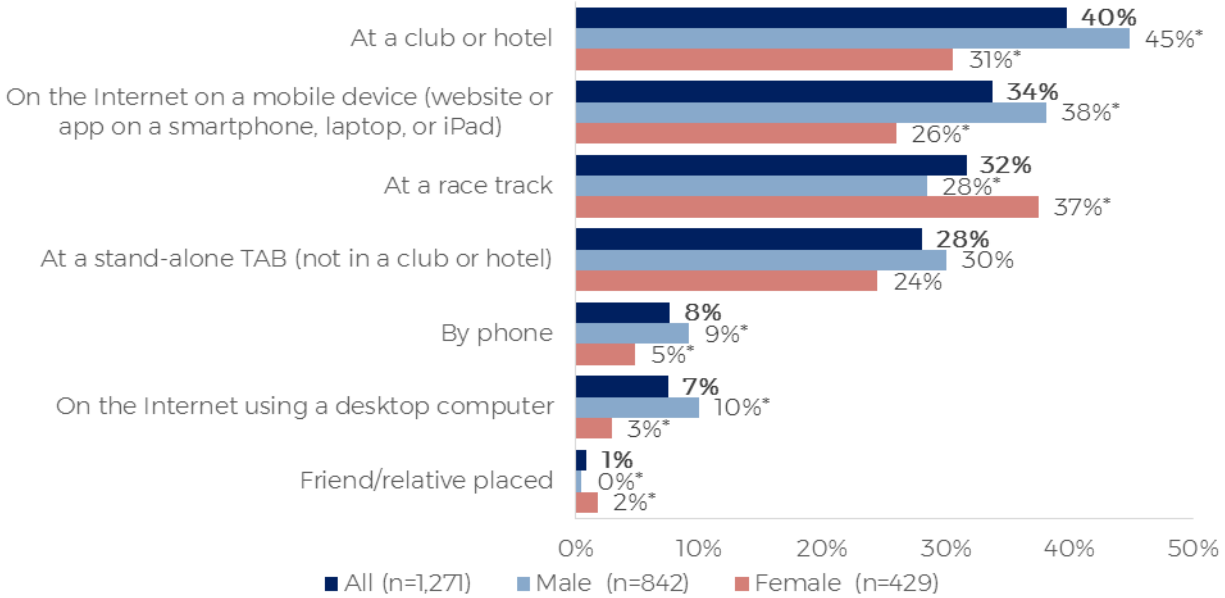
Figure 126. Frequency of race betting, overall and by sex



In the last 12 months, how often have you bet on horse or greyhound races including virtual races such as "Trackside", NOT including sweeps such as Melbourne Cup? Base: Respondents who bet on races in the last 12 months (n=1,272)

The most common way of betting on races for men at clubs or hotels (45%), or over the internet (38%); whereas female race bettors were most likely to place their bets at race tracks (37%) than via other means, as shown in Figure 127.

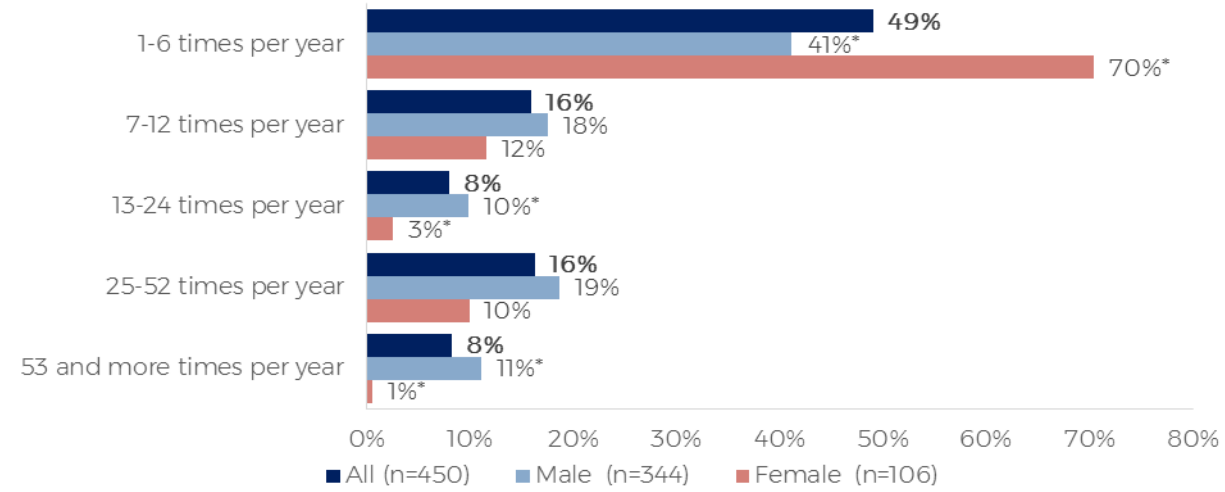
Figure 127. Where race bets were placed, overall and by sex



Over the last 12 months, did you place your racing bet…? Base: Respondents who bet on races in the last 12 months (n=1,271)

Men also used the internet to place their racing bets significantly more often than women, with 11% of male online race bettors gambling this way at least weekly (compared to 1% of female online race bettors), as shown in Figure 128.

Figure 128. Frequency of race betting via the internet, overall and by sex

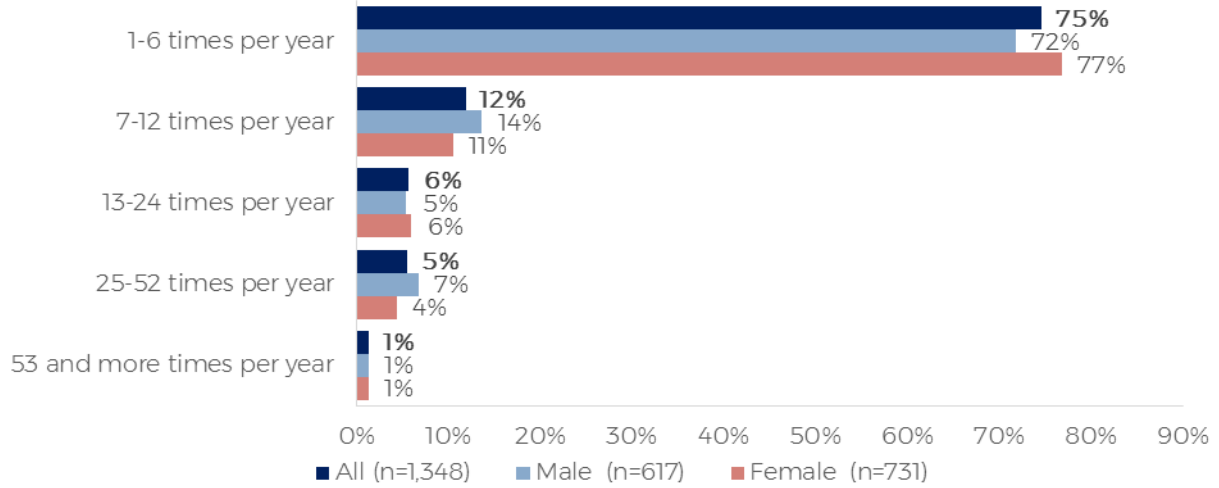


Over the last 12 months, how often have you used the Internet to place bets on horse or greyhound races? Base: Respondents who bet on races over the internet in the last 12 months (n=450)

SCRATCH TICKET ("SCRATCHIE") PURCHASES

Thirteen percent (13%) of NSW adults had bought instant scratchies in the last 12 months. Three-quarters (75%) of scratchie buyers had bought them one to six times in the last 12 months (77% of female buyers, 72% of male buyers).

Figure 129. Frequency of scratchie ticket buying, overall and by sex

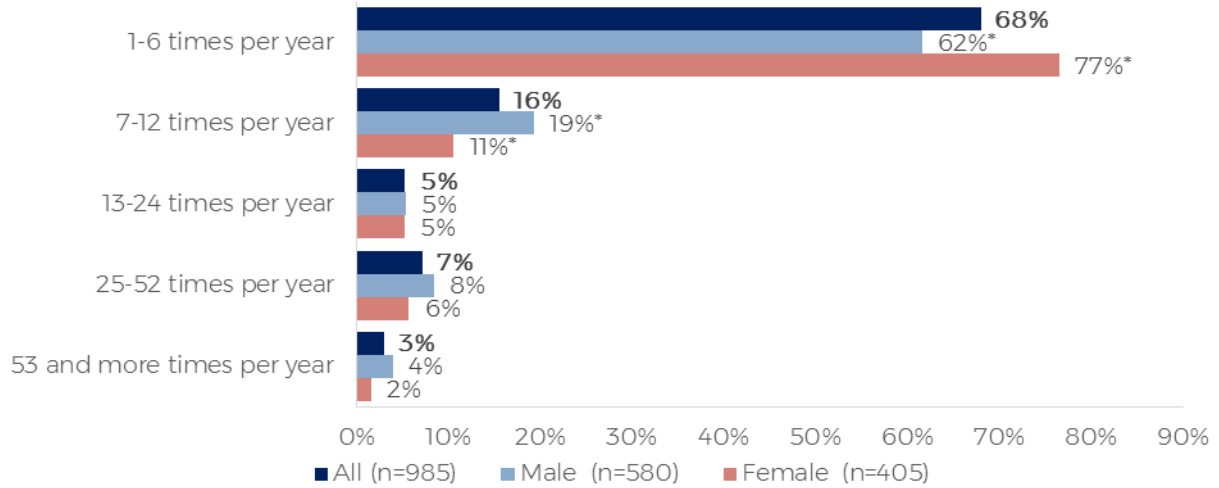


In the last 12 months, how often did you buy INSTANT scratchies for your own use? Base: Respondents who bought scratchies in the last 12 months (n=1,348)

ON-SITE KENO PLAYING

Keno had been played at clubs, hotels or casinos in the last 12 months by 9% of NSW adults (11% of men, 8% of women). Almost a fifth (19%) of male Keno players gambled this way every month but no more than monthly (7-12 times in the last 12 months), compared with 11% of female Keno players, as shown in Figure 130.

Figure 130. Frequency of playing Keno at clubs, hotels or casinos, overall and by sex



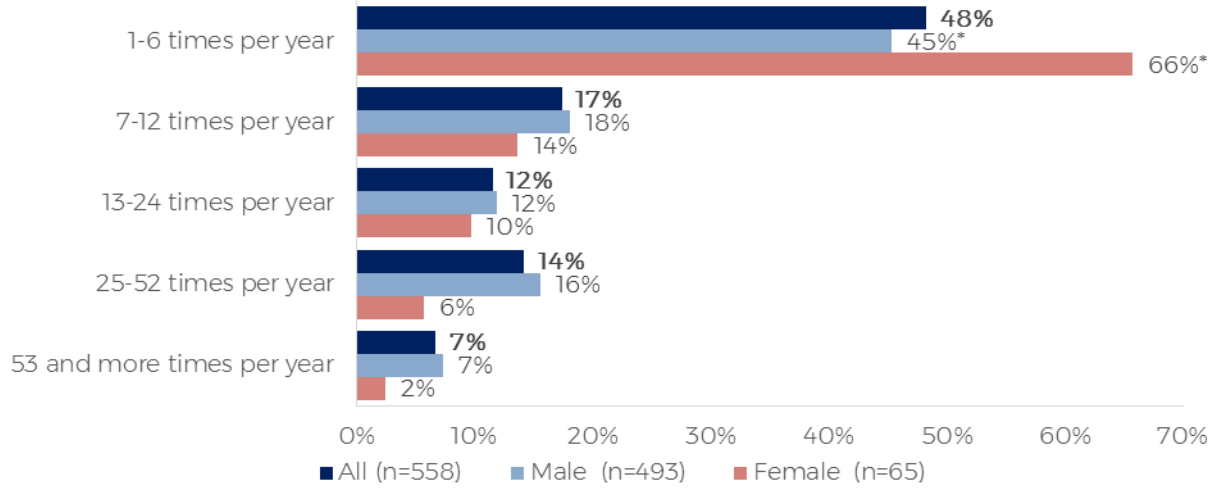
In the last 12 months, how often did you play Keno at a club, hotel or casino? Base: Respondents who played Keno on-site in the last 12 months (n=985)

SPORTS BETTING

Six percent (6%) of NSW adults had bet on sporting events like football, cricket or tennis in the last 12 months. (This did not include betting on sweeps, fantasy sports, and eSports.). Also in keeping with the pattern for most gambling activities, male sports bettors placed sports bets significantly more often than female sports bettors. More than half (55%) of male sports bettors had placed sports bets

more than six times in the last 12 months, compared with about a third (34%) of female sports bettors, as shown in Figure 131.

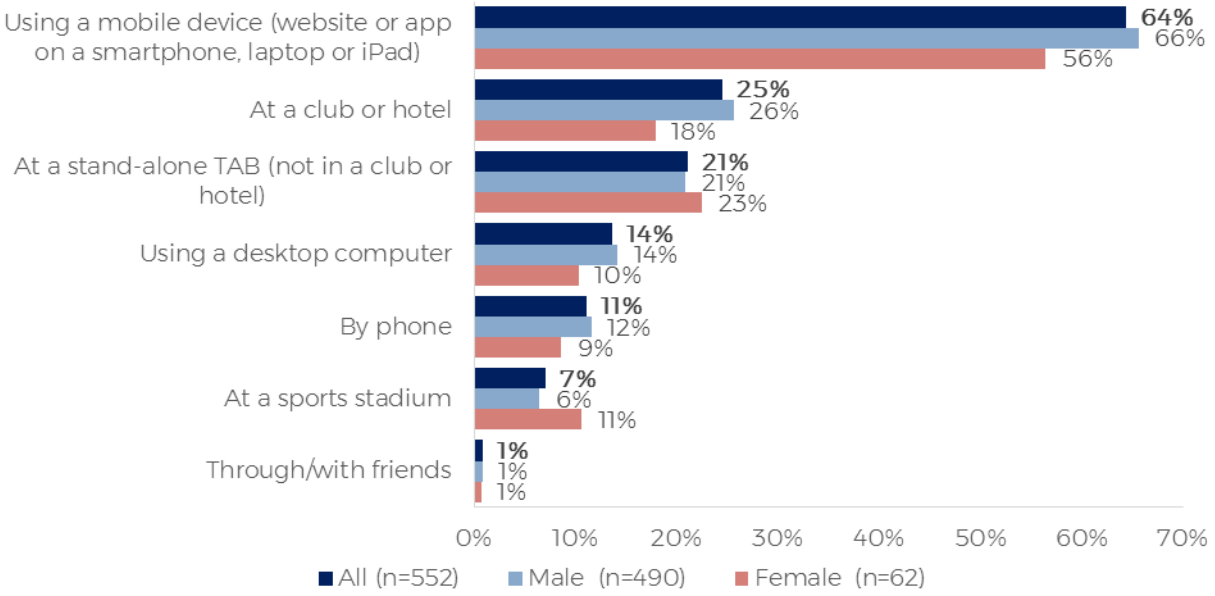
Figure 131. Frequency of sports betting, overall and by sex



In the last 12 months, how often did you bet on a sporting event like football, cricket or tennis? Base: Respondents who bet on sports in the last 12 months (n=558)

About two-thirds (64%) of sports bettors had used mobile devices to place their bets over the internet (66% of male sports bettors, 56% of female sports bettors). A quarter had placed their sports bets at clubs or hotels (25% overall, 26% of male sports bettors, 18% of female sports bettors). (See Figure 132.)

Figure 132. Where sports bets were placed, overall and by sex

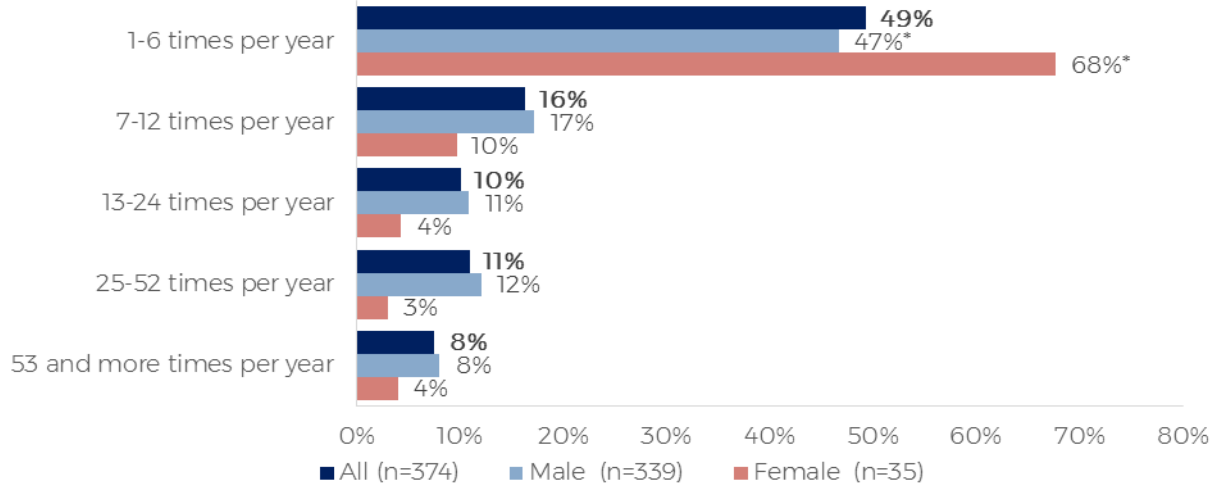


Over the last 12 months, did you place bets on a sporting event…? Base: Respondents who bet on sports in the last 12 months (n=552)

Half (49%) of the gamblers who had used the internet to place sports bets had done so only one to six times in the last 12 months, as shown in Figure 133. Male online sports bettors were significantly

more likely than female online sports bettors to have placed online sports bets *more* than six times over the year (53% compared with 32%).

Figure 133. Frequency of sports betting via the internet, overall and by sex

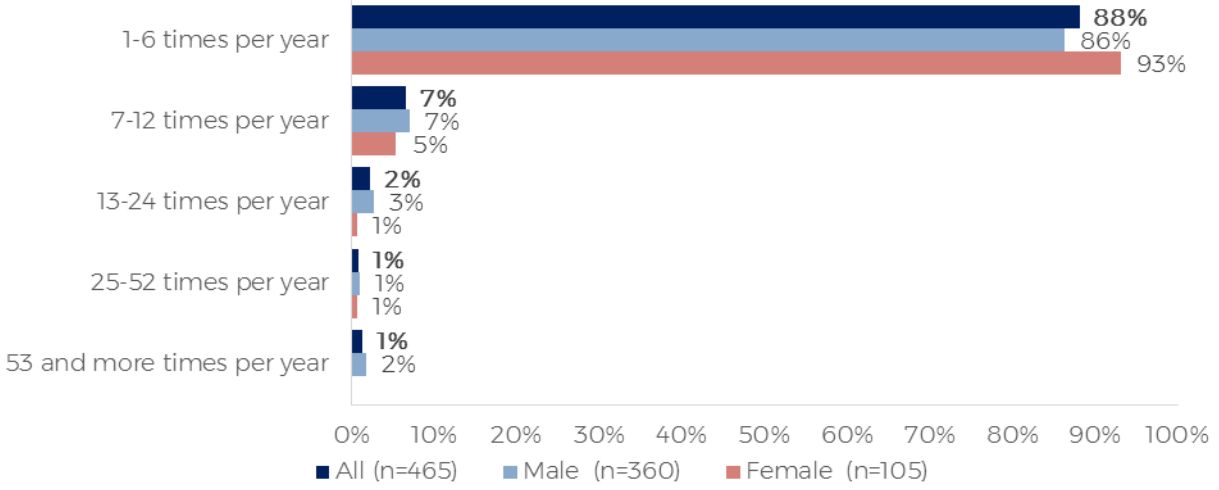


Over the last 12 months, how often did you use the Internet to place bets on sporting events? Base: Respondents who bet on sports over the internet in the last 12 months (n=374)

PLAYING CASINO TABLE GAMES

Casino tables games, such as Blackjack or Roulette, had been played by 5% of NSW adults in the last 12 months. (This excluded casino games played on the internet.). The vast majority (88%) of casino games players had gambled on casino games less than seven times during the year (86% of male casino games players, 93% of female casino games players), as shown in Figure 134.

Figure 134. Frequency of playing casino games, overall and by sex



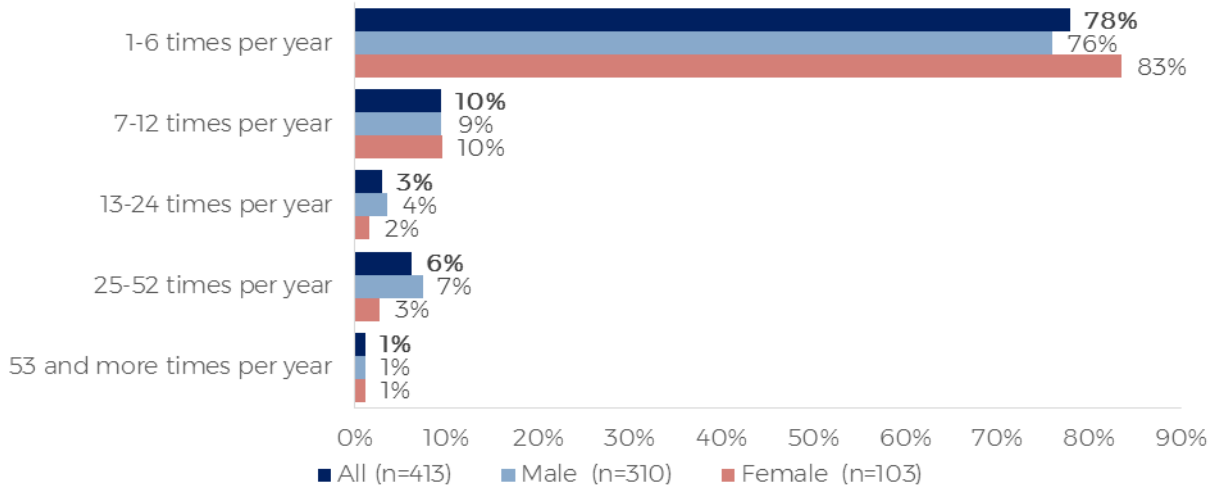
In the last 12 months, how often did you play table games at a casino such as Blackjack or Roulette, NOT including casino games played on the internet? Base: Respondents who played casino games in the last 12 months (n=465)

INFORMAL BETTING

Five percent (5%) of NSW adults had participated in informal private betting sessions where money was gambled with family, friends or colleagues on activities such as card games, like Mahjong, or

sports. As shown in Figure 135, 78% of informal private bettors had gambled this way on fewer than seven occasions in the last 12 months (76% of male informal private bettors, 83% of informal private bettors).

Figure 135. Frequency of informal private betting, overall and by sex

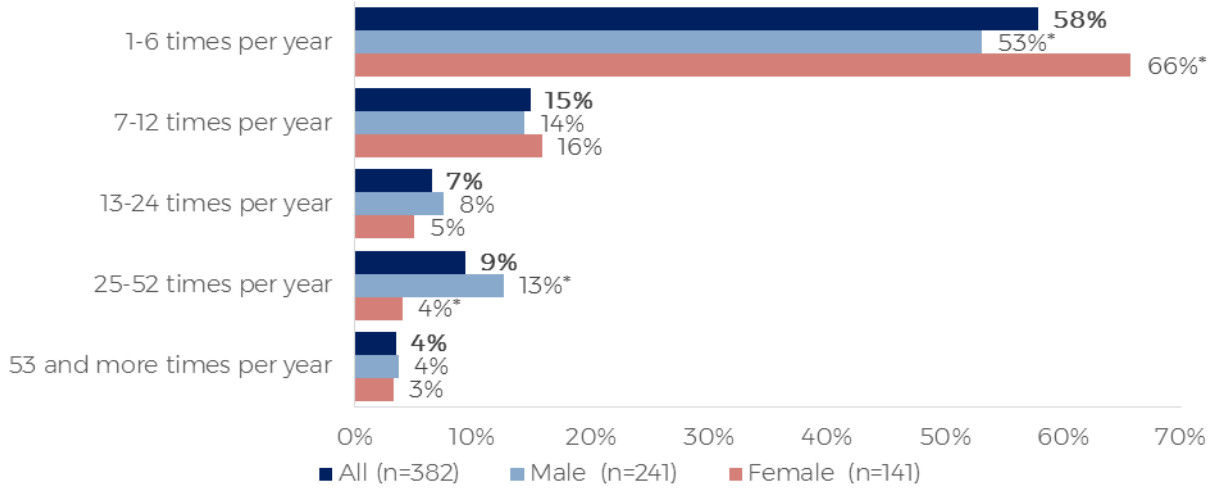


In the last 12 months, how often did you bet informally for money at home, on games like cards or Mahjong? Base: Respondents who played casino games in the last 12 months (n=413)

BETTING VIA SERVICES SUCH AS LOTTOLAND OR PLANET LOTTERY

Four percent (4%) of NSW adults had used services such as Lottoland or Planet Lottery to bet on lotteries or Keno. Male users of these betting services used them to gamble significantly more often than female users of the services, as shown in Figure 136, with 17% using them about fortnightly, or more often (25 times a year or more, compared with 7% of female users of these betting services).

Figure 136. Frequency of betting on lotteries or Keno via services such as Lottoland or Planet Lottery, overall and by sex

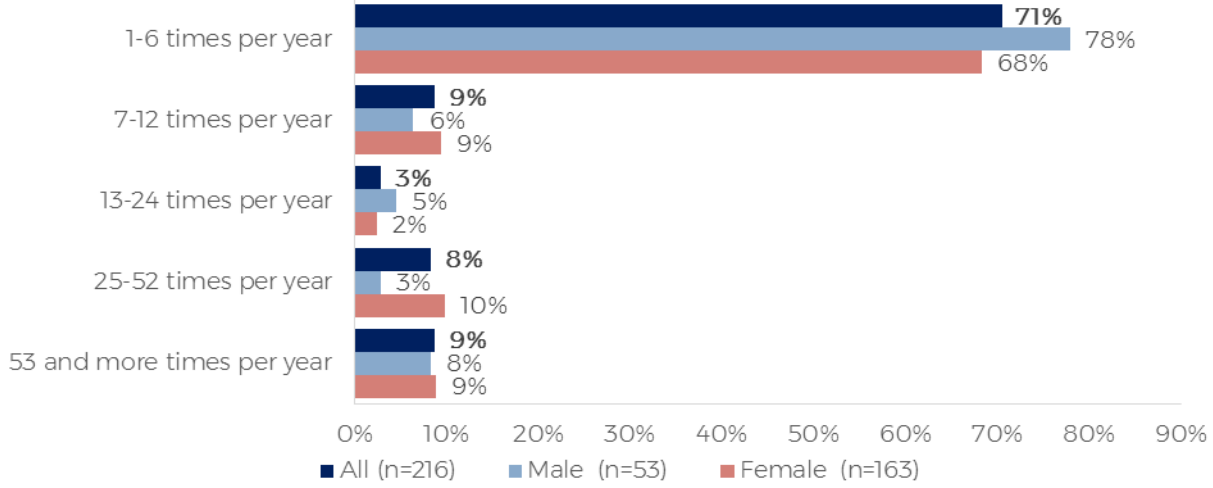


In the last 12 months, how often did you bet on lotteries or Keno via services such as Lottoland or Planet Lottery? Base: Respondents who bet on lotteries or Keno in the last 12 months (n=382)

PLAYING BINGO OR HOUSIE

Around two percent (1.9%) of NSW adults had played Bingo or Housie. Almost three-quarters (71%) of Bingo or Housie players only played occasionally (1-6 times during the year), as shown in Figure 137.

Figure 137. Frequency playing bingo or housie, overall and by sex



In the last 12 months, how often did you play Bingo or Housie for money? Base: Respondents who played Bingo or Housie in the last 12 months (n=216)

ESPORTS BETTING

Less than one percent (0.6%) of NSW adults had bet on eSports events like CS:GO, League of Legends or DOTA2. Due to the small sample sizes for eSports, these findings should be interpreted with caution.

The majority (71%) of eSports bettors had bet on eSports once a month at most (1-12 times in the last 12 months).

Over half (55%) the eSports bettors had placed eSports bets using a mobile device (website or app on a smartphone, laptop or iPad). Forty-seven percent (47%) had used a desktop computer to place bets, and 18% had placed eSports bets by phone.

BETTING ON NON-SPORTING EVENTS

One percent (1.0%) of NSW adults had bet on non-sporting events, such as who will win an Academy Award, a political event, or a reality TV show. Due to the small sample sizes for non-sporting events, these findings should be interpreted carefully.

The vast majority (93%) of people who had bet on non-sporting events had done so once a month at most (1-12 times in the last 12 months).

BETTING ON FANTASY SPORTS

Less than one percent (0.3%) of NSW adults had bet on fantasy sports games such as Draftstars or Moneyball for money. Due to the small sample sizes for betting on fantasy sports, these findings should be interpreted with caution.

The vast majority (86%) of people who had bet on fantasy sports had also done so only infrequently, once a month at most (1-12 times in the last 12 months).

PLAYING INTERNET CASINO GAMES

Less than one percent (0.5%) of NSW adults had played casino games on the internet for money rather than points. Due to the small sample sizes for playing internet casino games, these findings should be interpreted with caution.

Almost three-quarters (73%) of the people who had gambled money on internet casino games had done so one to 12 times in the last 12 months.

PLAYING ONLINE POKER

Less than one percent (0.3%) of NSW adults had played poker games online for money rather than points. Due to the small sample sizes for poker games online, these findings should be interpreted carefully.

For this activity too, almost three-quarters (74%) of participants had gambled this way between one to 12 times in the last 12 months.

LOYALTY SCHEMES – CASINO GAMES

Sub-sampled respondents who played table games at a casino were asked if they were a member of a loyalty scheme. As shown in Table 52, one in ten (10%) said they were.

Table 52. Loyalty scheme for casino games

	Sub-sampled respondents who played table games at a casino (n=357)	Male (n=293)	Female (n=64)
Yes	10%	12%	4%
No	90%	88%	96%
Don't know	<1%	<1%	-

Are you a member of a gaming player reward or loyalty scheme? Base: Sub-sampled respondents who played table games at a casino in the last 12 months (n=357)

TIME AND PLACE

Sub-sampled gamblers were asked what time of day they normally gambled. One half (52%) said that they usually gamble during the day (between 5 am and 5pm), 38% said during the evening

(between 5pm and 12 midnight) and 4% said during the night (between midnight and 5am). Seven percent (7%) answered don't know to this question.

Female gamblers were more likely than male gamblers to gamble during the day (59% compared with 45%) whereas male gamblers were more likely than female gamblers, to gamble during the evening (43% compared with 32%).

Table 53. Usual time of gambling

	Sub-sampled respondents who gambled in the last 12 months (n=3,315)	Male (n=1,900)	Female (n=1,415)
During the day (between 5am and 5 pm)	52%	45%*	59%*
During the evening (between 5pm and 12 midnight)	38%	43%*	32%*
During the night (between midnight and 5am)	4%	5%	3%
Don't know	7%	7%	6%

*What time of the day do you normally gamble? Base: Sub-sampled respondents who gambled in the last 12 months (n=3,315). * indicates a statistically significant difference at the .05 level.*

Sub-sampled gamblers were asked if they normally gambled closer to their home or work. As shown in Table 54, the majority said that they normally gamble close to home (57%). One in ten (10%) said that they normally gambled closer to their work and 6% said they normally gambled closer to both home and work. One quarter of respondents (25%) said they did not gambler near home or work and 2% said they did not know.

Table 54. Gambling near home or work

	Sub-sampled respondents who gambled in the last 12 months (n=3,316)	Male (n=1,900)	Female (n=1,416)
Home	57%	57%	57%
Work	10%	10%	10%
Both	6%	7%	6%
Neither	25%	24%	26%
Don't know	2%	2%	2%

Do you normally gambler nearer to your home or your work? Base: Sub-sampled respondents who gambled in the last 12 months (n=3,316)

GAMBLING-RELATED HARM

To assess gambling-related harm as a result of gambling, gamblers asked whether a set of 21 adverse consequences had occurred as a result of their gambling over the last 12 months. The 21

harms were selected by the departmental Steering Committee from a set of 72 harms in six domains identified by Browne et al (2016) scale. The selected questions are shown in Table 55 along with the corresponding domains.

Table 55. Gambling-related harm items and domain

Harm item	Domain
Feeling depressed	Emotional/psychological
Distress about my gambling	Emotional/psychological
Feelings of hopelessness about gambling	Emotional/psychological
Greater conflict in my relationships (for example arguing, fighting)	Relationships
Neglect of my relationship responsibilities (for example spending less time with my family)	Relationships
Loss of sleep	Health
Serious thoughts about or attempted suicide	Health
Deliberately hurting yourself	Health
Increased credit card debt	Financial
Running out of money for food or other important items	Financial
Late payments on bills (for example electricity bills, rent)	Financial
Losing or selling your house, business or other significant assets	Financial
Bankruptcy	Financial
Missing work or study	Work/study
Using my work or study resources (for example time or money to gamble)	Work/study
Losing my job	Work/study
Experiencing violence from others, including family	Social Devaluation
Feeling that I had shamed my family within my religious or cultural community	Social Devaluation
Leaving children unsupervised	Social Devaluation
Being violent toward others, including family	Social Devaluation
Doing something illegal to fund gambling or pay debts	Social Devaluation

In the last 12 months, has your gambling ever led to any of the following?

The number of harms experienced by gamblers within each domain is shown below from Table 56 to Table 61.

For the emotional or psychological domain, 3.86% of gamblers said that they had experienced at least one out of the three items. Around one and a half percent (1.57%) said that they experienced one, 0.92% said two and 1.36% reported experiencing all three. The results are shown in Table 56. The average number of emotional or psychological harms experienced by all gamblers (including those who scored zero) was 0.07. Moderate-risk and problem gamblers experienced a higher number of emotional or psychological harms than non-gamblers (0.86 compared with 0.00).

Among those experiencing emotional or psychological harms, the average number of harms experienced was 1.95.

Table 56. Emotional or psychological harms

Number of emotional/psychological harms experienced	Gamblers
1	1.57%
2	0.92%
3	1.36%
0	96.15%

Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323)

Within the relationship domain, 2.35% reported at least one of the two harms, 1.30% of gamblers said that they experienced one and 1.04% said that they had experience both. The results are shown in Table 57. The average number of relationship harms experienced by all gamblers (including those who scored zero) was 0.03. The mean number of relationship harms experienced (including those who scored zero) was significantly higher among at-risk gamblers (0.36) than non-problem gamblers (0.00).

Among those experiencing relationship harms, the average number of harms experienced was 1.44.

Table 57. Relationship harms

Number of relationship harms experienced	Gamblers
1	1.30%
2	1.04%
0	97.66%

Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323)

Of the three harm items relating to the health domain, 2.31% of gamblers experienced at least one out of the three, with just under two percent (1.78%) saying they experienced just one, 0.28% said two and 0.26% reported having experienced all three. These results are shown in Table 58. The average number of health harms experienced by all gamblers (including those who scored zero) was 0.03. The mean number of health harms experienced (including those who scored zero) was higher among at-risk gamblers (0.33) than non-problem gamblers (0.00).

Among those experiencing harms relating to the health domain, the average number of harms experienced was 1.34.

Table 58. Health harms

Number of health harms experienced	Gamblers
1	1.78%
2	0.28%
3	0.26%
0	97.68%

Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323)

For harm items categorised within the financial domain, 2.31% of gamblers experienced at least one out of the five, just over one percent (1.22%) of gamblers said that they experienced one, 0.65% said two, 0.30% said three, 0.08% said four and 0.05% said they experienced all five. The full results are shown in Table 59. The average number of financial harms experienced by all gamblers (including those who scored zero) was 0.04. Perhaps not surprisingly, at-risk gamblers experienced a higher number of financial harms than non-gamblers (0.48 compared with 0.00).

Among those experiencing financial harms, the average number of harms experienced was 1.74.

Table 59. Financial harms

Number of financial harms experienced	Gamblers
1	1.22%
2	0.65%
3	0.30%
4	0.08%
5	0.05%
0	97.71%

Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323)

Within the work or study domain, 1.81% of gamblers experienced at least one harm, 1.06% of gamblers reported experiencing just one, 0.56% said two and 0.19% said all three. The results are shown in Table 60. The average number of work or study harms experienced by all gamblers (including those who scored zero) was 0.03. Again, at-risk gamblers experienced a significantly higher number of work or study harms than non-gamblers (0.24 compared with 0.01).

Among those experiencing work or study harms, the average number of harms experienced was 1.52.

Table 60. Work or study harms

Number of work or study harms experienced	Gamblers
1	1.06%
2	0.56%
3	0.19%
0	98.19%

Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323)

Of the five harm items belonging to the social devaluation domain, 1.76% of gamblers experienced at least one out of a possible five, just over one percent (1.34%) of gamblers said that they experienced one, 0.21% admitted to two, 0.13% reported three and 0.08% reported experienced all five. The results are shown in Table 61. The average number of social devaluation harms experienced by all gamblers (including those who scored zero) was 0.03. The mean number of social devaluation harms experienced (including those who scored zero) was significantly higher among at-risk gamblers (0.25) than non-problem gamblers (0.00).

Among those experiencing social devaluation harms, the average number of harms experienced was 1.45.

Table 61. Social devaluation harms

Number of social devaluation harms experienced	Gamblers
1	1.34%
2	0.21%
3	0.13%
4	-
5	0.08%
0	98.25%

Base: Sub-sampled NSW gamblers in the last 12 months (n=3,323)

AWARENESS OF HELP SERVICES

The most well-known promotional NSW Government's Gambling Help services amongst NSW adults were NSW Government advertising promoting responsible gambling (55%) and Gambling Help television advertisements (54%). Gambling Help signage had also been widely seen in gambling venues (46%).

Awareness of help services, overall and by sex is shown in Figure 138. Males were more likely than females to be aware of Gambling Help signage in gambling venues (49% compared with 43%) and Gambling Help internet ads (22% compared with 15%).

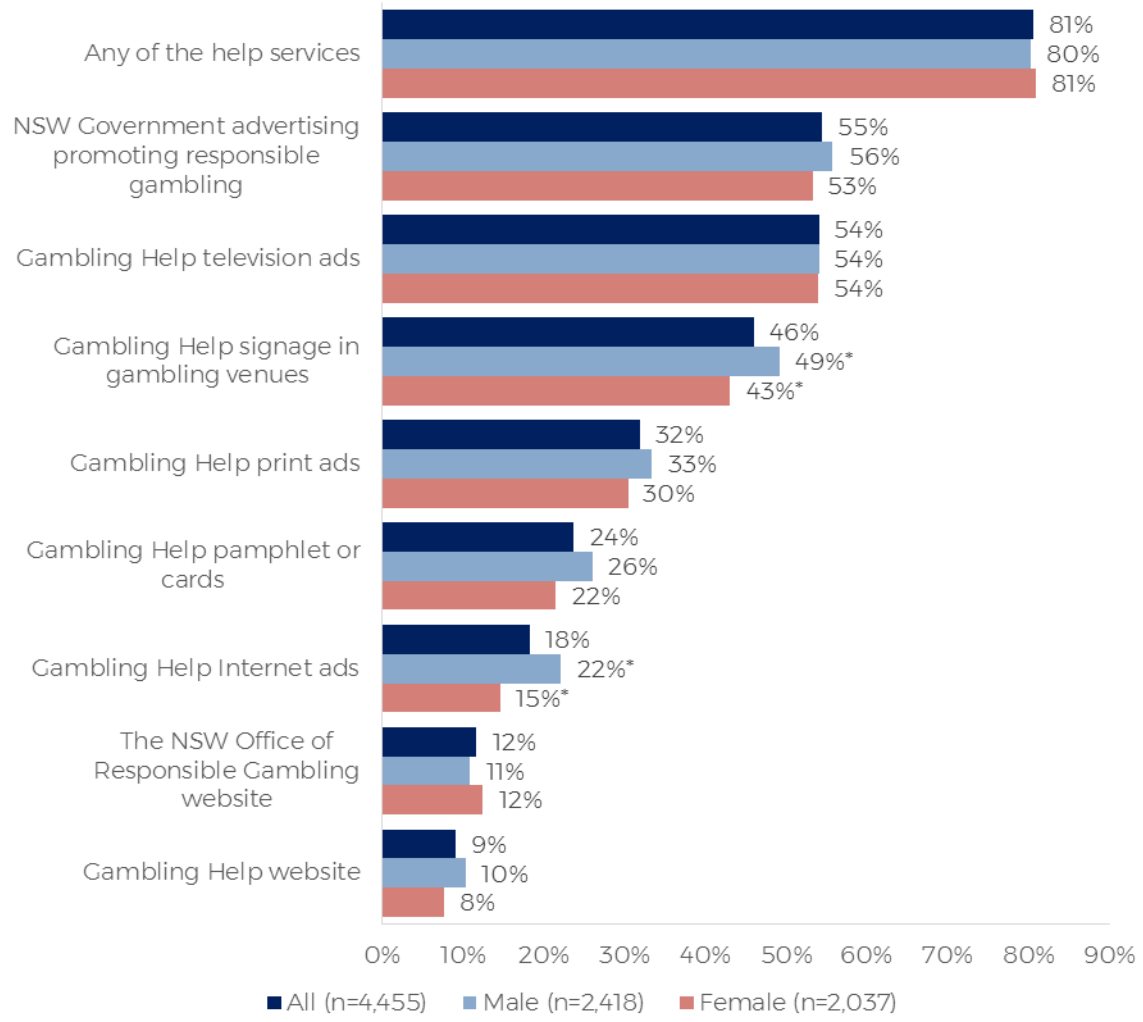
NSW adults living in the Mid North Coast district (72%) were more likely than those in the Sydney district (45%) and Western Sydney district (45%) to be aware of NSW Government advertising promoting responsible gambling.

Those in Northern Sydney (17%), Sydney (15%) and Western Sydney districts (15%) were less likely to be aware of Gambling Help pamphlet or cards.

NSW adults in the Illawarra Shoalhaven district were more likely to be aware of The NSW Office of Responsible Gambling website (20% compared with 12% overall).

Those in the Western Sydney district were less likely to be aware of Gambling Help signage in gambling venues (37% compared with 46% overall).

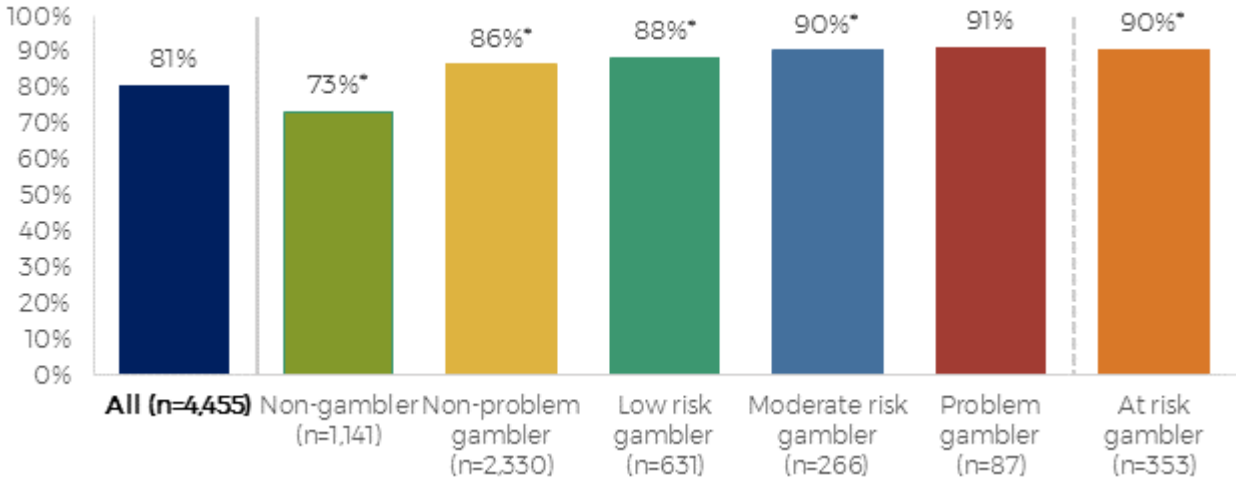
Figure 138. Awareness of help services, overall and by sex



Before today, have you seen any of the following? Base: Sub-sampled NSW adults (n=4,455)

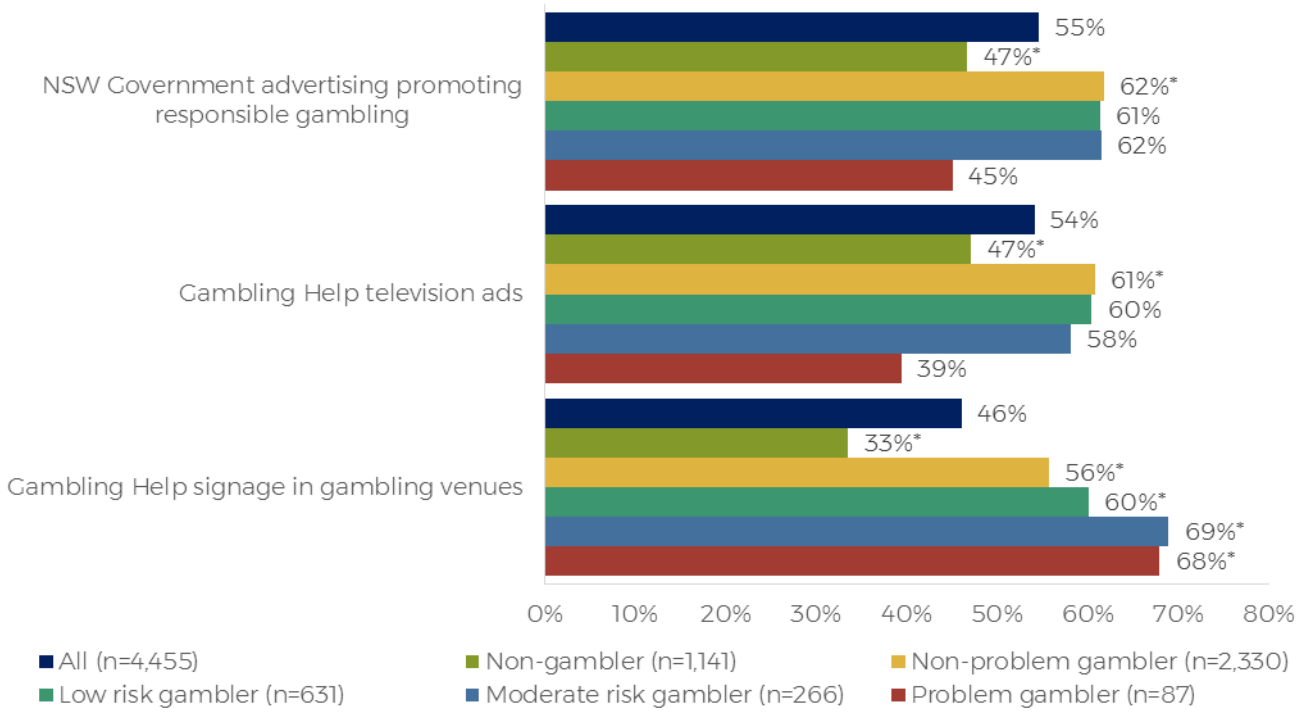
Figure 139 presents awareness of any help services by PGSI status. At-risk gamblers were more likely than non-gamblers to be aware of at least one gambling help service (90% compared with 73%). This may be due either to increased exposure to advertising due to more intensive gambling, or greater interest in help services, due to concerns regarding one's own gambling. The top three help services that people were aware of by PGSI status are shown in Figure 140.

Figure 139. Awareness of help services, by PGSI



Before today, have you seen any of the following? Base: Sub-sampled NSW adults (n=4,455)

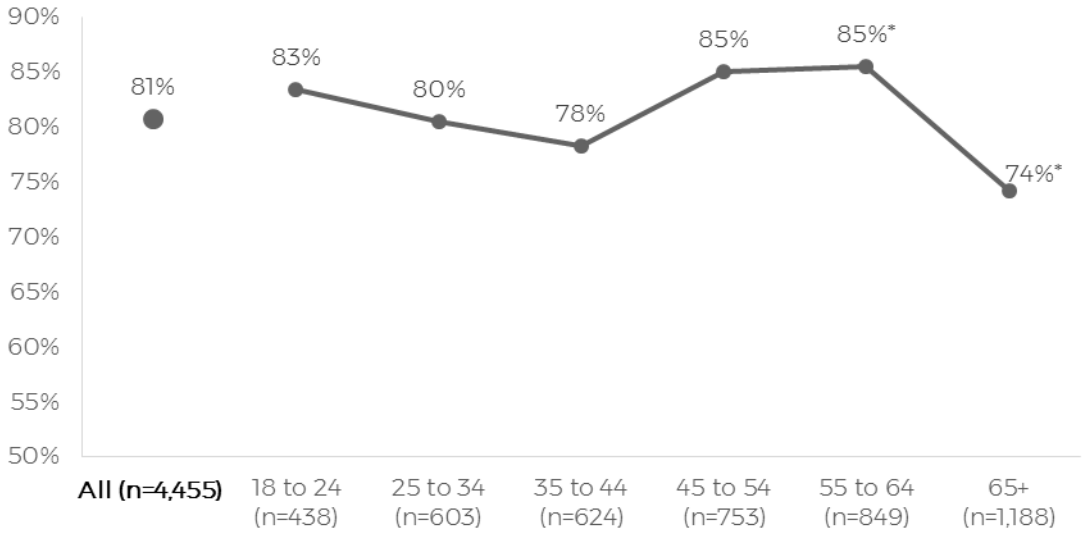
Figure 140. Awareness of top three help services: 'NSW Government advertising promoting responsible gambling', 'Gambling Help television ads' and 'Gambling Help signage in gambling venues', by PGSI



Before today, have you seen any of the following? Base: Sub-sampled NSW adults (n=4,455)

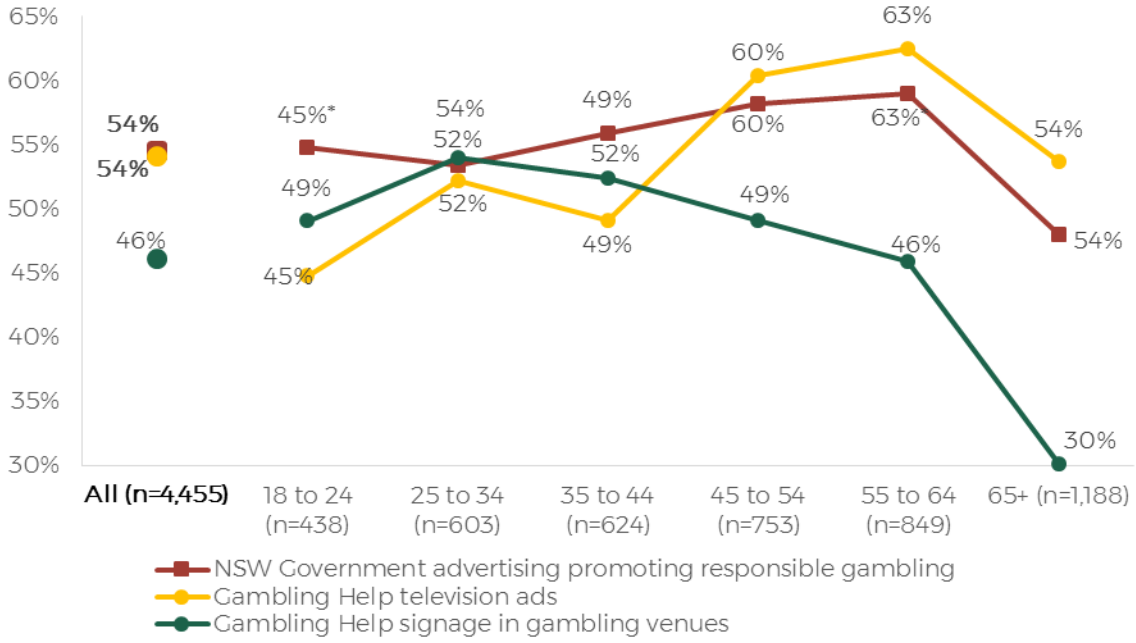
As shown in Figure 141, NSW adults aged 65 or over were the least likely group to be aware of any help service (74% compared with 81% overall). Strong effects with respect to age were not in evidence, except for gamblers aged 55+, who had less awareness of signage in gambling venues. The top three services by age are shown in Figure 142.

Figure 141. Awareness of any help services, by age



Before today, have you seen any of the following? Base: Sub-sampled NSW adults (n=4,455)

Figure 142. Awareness of top three help services: 'NSW Government advertising promoting responsible gambling', 'Gambling Help television ads' and 'Gambling Help signage in gambling venues', by age



Before today, have you seen any of the following? Base: Sub-sampled NSW adults (n=4,455)

APPENDIX C: QUESTIONNAIRE

NSW 2018 Gambling Prevalence Questionnaire

AU3000533

Edited 31/10/18 (Clean)

CQU/ Liquor & Gaming NSW

If necessary texts

Programmer note: display at top of CATI screen

BUTTON 1: Attrition risk

I know this intrudes on your time, but this is important for understanding important social issue and the New South Wales Government needs the community's views. We'd really appreciate you taking part. Would you help me out?

Doesn't gamble

We're just as interested in people who don't gamble, as this study is also exploring why some people prefer not to gamble.

BUTTON 2: What is the study about?

This is a major study on gambling participation and gambling related harm in New South Wales. The study will look at both people who don't gamble as well as those who do to see how gambling affects well-being. This is an anonymous study, the data collected will only be presented in aggregated form so no one will be able to tell what your individual answers were.

BUTTON 3: Which Government department?

Department of Industry

BUTTON 4: How did you obtain my number?

Your telephone number has been chosen at random from all possible telephone numbers. This is the best way we can get a representative sample of people across the state.

BUTTON 5: Do not call list

We'd really appreciate you taking part but if you wish to be removed, we can add you to our do not call register. This means you won't receive calls from our company but this doesn't stop other market research companies from contacting you.

BUTTON 6: Gambler's Help

Details for free confidential services through Gambler's Help
GAMBLING HELPLINE – 1800 858 858 or https://www.gamblinghelponline.org.au/

Lifeline – 13 11 14

NSW's Domestic Violence Line – 1800 65 64 63

1800RESPECT – 1800 737 732

Introduction

***(LANDLINE SAMPLE)**

"Good morning/afternoon/evening, my name is [interviewer name] from ORC International, an independent research company."

"We are conducting an important social research study for the New South Wales Government. May I speak to the adult aged 18 years or older in your household with the most recent birthday?

IF NECESSARY: Why are you asking about my birthday?

It's very important we speak with a broad range of people for this survey, so that we get no bias in our results, and the best way for us to do this is to randomly select people by using birthdays.

(After recent birthday person identified – repeat as needed)

Last birthday person identified	Continue
Last birthday person is unavailable	Schedule callback
Last birthday person is away for duration of the survey (i.e. until xx), ask for next person in the household who had last birthday	Continue/ schedule callback

X1. And, are you a permanent resident of New South Wales and aged 18 years or over?

Yes	1	Continue
No	2	Thank & Close
Don't know/Can't remember	99	Thank & Close

Thank & close – Sorry this study is only for people who a permanent resident of New South Wales.

Taking part in the survey is voluntary and confidential. The survey will take around 10 minutes to complete on average.

X2. Would you like to do the survey now?

"Let me know if you need to go somewhere private to talk"

Yes	1	Continue
No	2	Thank & Close

***(MOBILE SAMPLE)**

"Good Morning/Afternoon/Evening. My name is [interviewer name] from ORC International, an independent research company. This call is on behalf of the New South Wales Government. We are conducting an important social research study for the New South Wales Government with residents aged 18 years and over. Would that be you?"

"Taking part in the survey is voluntary and confidential. The survey will take around 10 minutes to complete on average."

X3. Firstly, may I just check are you able to take this call at the moment? You're not driving are you?

Yes, able to take call	1
No, not able to take call – but OK to call back	2
Refused	3

ASK IF CODES 2-3 AT X3

X4. And, are you a permanent resident of New South Wales and aged 18 years or over?

Yes [Continue, make appointment or thank & close as appropriate]	1
No [Terminate & Thank]	2
Refused [Terminate & Thank]	3

[TERMINATE & THANK] - Thank you for your time, however for this survey we wish to talk to people aged 18 years and over who are living in New South Wales**.**

ASK IF X3 =1

X5. Can I please continue?

"Let me know if you need to go somewhere private to talk"

Yes	1	Continue
No	2	Thank & Close

Monitor

ASK ALL

This interview is being recorded for quality control and training purposes. Please let me know if you do not wish for this to occur.

Recording allowed	1
Recording not permitted	2

TS1 TIMESTAMP1

Screener

There are a few quick questions to start with, to see if you qualify for the survey, and your answers will be strictly confidential.

ASK ALL

S1. What is your age please?

SR/NUM

RECORD AGE IN YEARS

Age given _ _ _ (RANGE 18 TO 120)	1	Continue
RESPONDENTS IS 17 OR YOUNGER	2	Thank & Close
Refused	3	Go to S2

Thank and close - Thank you for your time, but for this survey we only wish to speak to people 18 and over.

ASK IF S1 = Refused (3), OTHERS GO TO S3

S2. What is your broad age-group please?

SR

PROBE TO CLARIFY

18 to 24	1	Continue
25 to 29	2	Continue
30 to 34	3	Continue
35 to 39	4	Continue
40 to 44	5	Continue
45 to 49	6	Continue
50 to 54	7	Continue
55 to 59	8	Continue
60 to 64	9	Continue
65 to 69	10	Continue
70 and over	11	Continue
Refused	98	Thank & Close

Thank and close - “Sorry this study is only for people who can answer this question about their age. Thanks for your time.”

ASK ALL

S3. Record gender

SR

DO NOT READ OUT

Male	1	Continue
Female	2	Continue
Other (DO NOT PROMPT)	96	Continue

S4. What is your postcode at home?

SR/NUM

_ _ _ _	1
INVALID	2
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK IF S4 = Invalid (2), Refused (98) or Don't know (99), OTHERS GO TO Q6

S5. What is the suburb?

SR/TEXT

Record suburb	1	Continue
Refused	98	Continue
Don't know	99	Continue

S6. In which of the following areas do you live?

SR

READ OUT

Sydney	1	Continue
New South Wales not Sydney	2	Continue
Refused (DO NOT READ OUT)	98	Thank & Close
Don't know (DO NOT READ OUT)	99	Thank & Close

Thank and close - "Sorry this study is only for people who can answer this question about where they live. Thanks anyway for your time."

TS2 TIMESTAMP2

Section A

GAMBLING PARTICIPATION – GAMLING PRODUCT/S

ASK ALL

Now to begin with, we'd like to get an idea of your participation in gambling activities over the last 12 months.

Q6. I'm going to read out a list of popular gambling activities. Could you please tell me which of these you have spent money on during the **last 12 months?**

IF NECESSARY: Non-gambler

I realise you've said that you don't gamble, however, in order for us to ensure our data are complete, I need to ask you the following questions. If you would please give me a yes or no for each of the following…

READ OUT

MR

PROGRAMMER: RANDOMISE CODES 1-15

CODES	Activity
1	Played Pokies or poker machines, not including similar games played on the internet
2	Bet on Horse or greyhound races including virtual races such as ''Trackside'', NOT including sweeps such as Melbourne Cup
3	Bought lottery tickets either online or in person, including Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life - do not include scratchies
4	Bet on lotteries or keno via services such as Lottoland or Planet Lottery
5	Bought instant scratchies for your own use
6	Played Keno at a club, hotel or casino
7	Played Bingo or Housie for money
8	Played table games **at a casino** such as Blackjack or Roulette, NOT including casino games played on the internet
9	Bet on sporting events like football, cricket or tennis but NOT including sweeps, fantasy sports, and eSports
10	Bet on eSports event like CS:GO, League of Legends or DOTA2 IF NECESSARY: eSports means betting on professional video game tournaments.
11	Bet on Fantasy sports games for money such as Draftstars, Moneyball IF NECESSARY: Fantasy sports is a type of online game, where participants assemble virtual teams of real sports players. Betting on fantasy sports involves spending money.
12	Bet on a non-sporting event, such as who will win an Academy Award, a political event, or a reality TV show
13	Played casino games, such as Blackjack, Roulette, or poker machine games, **on the internet** (including via a mobile phone), FOR MONEY rather than points
14	Played poker games online FOR MONEY rather than points
15	Informal private betting FOR MONEY like playing cards, Mahjong or betting on sports with family, friends or colleagues

94	Played any other gambling activity I haven't mentioned NOT including raffles or sweeps - First Other Mention - Single Code **(SPECIFY)**
95	All Other Mentions. Second mention **(SPECIFY)**
96	All Other Mentions. Third mention **(SPECIFY)**
99	None of the above/ no gambling in last 12 months DO NOT READ OUT

TS3 TIMESTAMP3

ASK IF Q6 All other mentions = Codes 94, 95, 96

GAMBLING PARTICIPATION – MOST COMMON GAMBLING PRODUCT

Q7. Of all those activities we just discussed, which one have you done the **most** in the last 12 months?

PROGRAMMER: Display activities specified in 'all other mentions' (Q6= Codes 94, 95, 96)

SR

Display activities specified in 'all other mentions' **(SPECIFY)**	96
Can't say DO NOT READ OUT	99

ASK IF Q7 = MAIN ACTIVITY SELECTED, OTHERS GO TO Q9

GAMBLING PARTICIPATION – FREQUENCY OF OTHER ACTIVITY

Q8. Regarding <INSERT 'OTHER' ANSWER GIVEN AT Q8>, how often did you take part in the last 12 months?

Interviewer Note: Enter week/month/year then record frequency. If can't say, encourage best guess. For example, number of times you played per week, per month, per year

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK ALL

GAMBLING PARTICIPATION – VIRTUAL CREDITS

Q9. In the last 12 months, have you participated in any gambling style activities for something other than money? For instance using virtual credits purchased with real money, video game items (such as skins), or cryptocurrencies?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

TS4 TIMESTAMP4

ASK IF Q6 Pokies (1) = Yes (1), OTHERS GO TO Q11

GAMBLING PARTICIPATION – FREQUENCY PLAYED GAMING MACHINES

Q10. In the past 12 months, how often did you play the pokies or poker machines NOT including similar games played on the internet?

SR/NUM

(INTERVIEWER NOTE: this refers to number of sessions of playing poker machines NOT number of individual machines played)

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Horses or greyhound (2) = Yes (1), OTHERS GO TO Q14

GAMBLING PARTICIPATION – FREQUENCY BET ON HORSES OR GREYHOUNDS

Q11. In the last 12 months, how often have you bet on horse or greyhound races including virtual races such as "Trackside", NOT including sweeps such as Melbourne Cup?

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

GAMBLING PARTICIPATION – VENUE FOR BETTING ON HORSE OR GREYHOUND RACES

Q12. Over the last 12 months, did you place your racing bet…

MR

READ OUT

At a race track	1
At a club or hotel	2
At a stand-alone TAB (not in a club or hotel)	3
On the Internet on a mobile device (website or app on a smartphone, laptop, or iPad)	4
On the Internet using a desktop computer	5
By phone	6
Other **(SPECIFY)**	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK IF Q12= CODES 4 or 5, OTHERS GO TO Q14

GAMBLING PARTICIPATION – FREQUENCY BET ON HORSE OR GREYHOUND VIA INTERNET

Q13. Over the last 12 months, how often have you used the Internet to place bets on horse or greyhound races?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Lotto or lottery tickets (3) = Yes (1), OTHERS GO TO Q15

GAMBLING PARTICIPATION – FREQUENCY BOUGHT LOTTO/LOTTERY TICKETS

Q14. In the last 12 months, on how often did you buy tickets for Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Lotteries or keno (4) = Yes (1), OTHERS GO TO Q16

GAMBLING PARTICIPATION – FREQUENCY BET ON LOTTERIES OR KENO

Q15. In the last 12 months, how often did you bet on lotteries or keno via services such as Lottoland or Planet Lottery?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Scratchies tickets (5) = Yes (1), OTHERS GO TO Q17

GAMBLING PARTICIPATION – FREQUENCY BET ON SCRATCHIES

Q16. In the last 12 months, how often did you buy INSTANT scratchies for your own use?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Played Keno (6) = Yes (1), OTHERS GO TO Q18

GAMBLING PARTICIPATION – FREQUENCY BET ON KENO

Q17. In the last 12 months, how often did you play Keno at a club, hotel or casino?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6= Played Bingo or Housie for money (7), OTHERS GO TO Q19

GAMBLING PARTICIPATION – FREQUENCY PLAYED BINGO/HOUSIE FOR MONEY

Q18. In the last 12 months, how often did you play Bingo or Housie for money?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Played Casino tables games (8) = Yes (1), OTHERS GO TO Q20

GAMBLING PARTICIPATION – FREQUENCY PLAYED CASINO TABLES GAMES

Q19. In the last 12 months, how often did you play table games at a casino such as Blackjack or Roulette, NOT including casino games played on the internet?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1

_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Bet on sporting events (9) = Yes (1), OTHERS GO TO Q23

GAMBLING PARTICIPATION – FREQUENCY BET ON SPORTING EVENT

Q20. In the last 12 months, how often did you bet on a sporting event like football, cricket or tennis?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

GAMBLING PARTICIPATION – MODE USED TO BET ON SPORTING EVENT

Q21. Over the last 12 months, did you place bets on a sporting event…

MR

READ OUT

At a sports stadium	1
At a club or hotel	2
At a stand-alone TAB (not in a club or hotel)	3
Using a mobile device (website or app on a smartphone, laptop or iPad)	4
Using a desktop computer	5
By phone	6
Other **(SPECIFY)**	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK IF Q21= CODES 4 or 5, OTHERS GO TO Q23

GAMBLING PARTICIPATION – FREQUENCY USED INTERNET TO BET ON SPORTING EVENT

Q22. Over the last 12 months, how often did you use the Internet to place bets on sporting events?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 eSports (10) = Yes (1), OTHERS GO TO Q25

GAMBLING PARTICIPATION – FREQUENCY BET ON ESPORTS

Q23. In the last 12 months, how often did you bet on eSports like CS:GO, League of Legends or DOTA2?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

GAMBLING PARTICIPATION – MODE OF BETTING ON ESPORTS

Q24. Over the last 12 months, did you place bets on eSports events…

MR

READ OUT

At a sports stadium	1
At a club or hotel	2
At a stand-alone TAB (not in a club or hotel)	3

On a mobile device (website or app on a smartphone, laptop or iPad)	4
On a desktop computer	5
By phone	6
Other **(SPECIFY)**	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK IF Q6 Played Fantasy Sports for money (11) = Yes (1), OTHERS GO TO Q26

GAMBLING PARTICIPATION – FREQUENCY PLAYED FANTASY SPORTS

Q25. In the last 12 months, how often did you bet on fantasy sports for money?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Bet on Non-Sporting event (12) = Yes (1), OTHERS GO TO Q27

GAMBLING PARTICIPATION – FREQUENCY BET ON NON-SPORTING EVENT

Q26. In the last 12 months, how often did you bet on a non-sporting event like who will win an Academy Award, a political event, or a reality tv show?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Played online casino or poker machine games (13) = Yes (1), OTHERS GO TO Q28

GAMBLING PARTICIPATION – FREQUENCY PLAYED ONLINE CASINO OR POKER MACHINE GAMES

Q27. In the last 12 months, how often did you play casino games, such as Blackjack, Roulette and poker machine games, on the internet, FOR MONEY rather than points?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Played poker online (14) = Yes (1), OTHERS GO TO Q29

GAMBLING PARTICIPATION – FREQUENCY PLAYED POKER ONLINE

Q28. In the last 12 months, how often did you play poker games online, FOR MONEY rather than points?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q6 Played private games (15) = Yes (1), OTHERS GO TO Q30

GAMBLING PARTICIPATION – FREQUENCY PLAYED PRIVATE GAMES

Q29. In the last 12 months, how often did you bet informally for money at home, on games like cards or Mahjong?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

ASK IF Q9= Yes (1), OTHERS GO TO PGSI

GAMBLING PARTICIPATION – NON-MONETARY GAMBLING

Q30. In the last 12 months, how often have you played gambling style activities for something other than money. For instance, using virtual credits purchased with real money, video game items or cryptocurrencies?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 1

_ per week	1
_ _ per month	2
_ _ per year	3
Refused	98
Don't know	99

TS5 TIMESTAMP5

Section B PGSI

ASK IF Q6 ≠99 (NO GAMBLING IN THE LAST 12 MONTHS) OR IF Q9= 1 (YES TO NON-MONETARY GAMBLING)

IF NECESSARY: The next questions measure the risk of problematic gambling. I understand that the following questions may not apply to you but we have to ask everyone. The answers you provide are still important information for us to capture.

Q31. Thinking about the last 12 months . . . have you bet more than you could really afford to lose?

WOULD YOU SAY… (REPEAT ONLY IF NEEDED FOR SUBSEQUENT ITEMS)

READ OUT

SR

Never	0
Sometimes	1

Most of the time	2
Almost always	3
Refused (DO NOT READ OUT)	98
Don't know (DO NOT READ OUT)	99

Still thinking about the last 12 months…

Q32. Have you needed to gamble with larger amounts of money to get the same feeling of excitement?

READ OUT

SR

Never	0
Sometimes	1
Most of the time	2
Almost always	3
Refused (DO NOT READ OUT)	98
Don't know (DO NOT READ OUT)	99

Q33. When you gambled, did you go back another day to try to win back the money you lost?

READ OUT

SR

Never	0
Sometimes	1
Most of the time	2
Almost always	3
Refused (DO NOT READ OUT)	98
Don't know (DO NOT READ OUT)	99

Q34. Have you borrowed money or sold anything to get money to gamble?

READ OUT

SR

Never	0
Sometimes	1
Most of the time	2

Almost always	3
Refused (DO NOT READ OUT)	98
Don’t know (DO NOT READ OUT)	99

Q35. Have you felt that you might have a problem with gambling?

READ OUT

SR

Never	0
Sometimes	1
Most of the time	2
Almost always	3
Refused (DO NOT READ OUT)	98
Don’t know (DO NOT READ OUT)	99

Q36. Has gambling caused you any health problems, including stress or anxiety?

READ OUT

SR

Never	0
Sometimes	1
Most of the time	2
Almost always	3
Refused (DO NOT READ OUT)	98
Don’t know (DO NOT READ OUT)	99

Q37. Have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?

READ OUT

SR

Never	0
Sometimes	1
Most of the time	2
Almost always	3
Refused (DO NOT READ OUT)	98
Don’t know (DO NOT READ OUT)	99

Q38. Has your gambling caused any financial problems for you or your household?

READ OUT

SR

Never	0
Sometimes	1
Most of the time	2
Almost always	3
Refused (DO NOT READ OUT)	98
Don't know (DO NOT READ OUT)	99

Q39. Have you felt guilty about the way you gamble or what happens when you gamble?

READ OUT

SR

Never	0
Sometimes	1
Most of the time	2
Almost always	3
Refused (DO NOT READ OUT)	98
Don't know (DO NOT READ OUT)	99

TS6 TIMESTAMP6

PGSI VARIABLE TO BE DEFINED

IF GAMBLER_STATUS = "Non-gambler" THEN PGSI = NG (Non-gambler)

IF GAMBLER_STATUS = "Gambler" Then sum the responses to the 9 questions Q31-Q39, excluding 98 or 99 values, and use this sum to create the PGSI as follows:

If SUM = 0, PGSI = NPG (NON-PROBLEM GAMBLER)

If SUM = 1-2, PGSI = LRG (LOW RISK GAMBLER)

If SUM = 3-7, PGSI = MRG (MODERATE RISK GAMBLER)

If SUM = 8-27, PGSI = PG (PROBLEM GAMBLER)

PROGRAMMER: IF SOMEONE RESPONDS TO ALL OF Q31-Q39 WITH EITHER 98 OR 99 THEN THE PGSI VALUE SHOULD BE 99 (REFUSED/DON'T KNOW). HOWEVER, IF SOMEONE PROVIDES AT LEAST ONE VALUE FOR Q31-Q39 THEN ALL THE 98 OR 99 VALUES SHOULD BE TREATED AS ZERO WHEN CALCULATING THE PGSI

FREQUENCY TO BE DEFINED

PROGRAMMER: CONVERT TO ANNUAL AMOUNT BY MULTIPLYING WEEKLY AMOUNT BY 52 and MONTLY AMOUNT BY 12

1. **CALCULATE "TOTAL_FREQ" BY ADDING ALL ANNUAL AMOUNTS OF ALL FORMS OF GAMBLING (FROM QUESTIONS Q9, Q10, Q11 or Q13, Q14, Q15, Q16, Q17, Q18, Q19, Q20 or Q22, Q23, Q25, Q26, Q27, Q28, Q29, Q30)**

2. **CALCULATE "TOTAL_FREQ_EXC_LOTT" BY ADDING ALL FREQUENCIES OF ALL FORMS (FROM QUESTIONS Q9, Q10, Q11 or Q13, Q17, Q18, Q19, Q20 or Q22, Q23, Q25, Q26, Q27, Q28, Q29, Q30) EXCLUDING LOTTERIES AND SCRATCHIES (Q14, Q15, Q16)**

3. **CALCULATE "GAMBLER_STATUS" AS FOLLOWS**
   - **IF TOTAL_FREQ_EXC_LOTT AND SCRAT >= 52 THEN GAMBLER_STATUS = "Regular gambler"**
   - **ELSE IF TOTAL_FREQ > 0 THEN GAMBLER_STATUS = "Non-regular gambler"**
   - **ELSE (NO ACTIVITES) GAMBLER_STATUS = "Non-gambler"**

4. **CREATE "RAND" A RANDOM NUMBER BETWEEN 0 AND 1 FOR EACH RECORD WITH GAMBLER_STATUS = "Non-gambler" OR "Non-regular gambler"**

5. **SECTION F IS TO BE COMPLETED BY 25% OF NON-GAMBLERS, SECTION C IS TO BE COMPLETED BY 50% OF NON-REGULAR GAMBLERS WHO HAVE PGSI SCORE 0, AND 100% OF THOSE WHO ARE REGULAR GAMBLERS OR HAVE PGSI SCORE > 0. THIS WILL BE IMPLEMENTED THROUGH THE CREATION OF A "SUB-SAMPLE" VARIABLE AS FOLLOWS.**

6. **CREATE "SUB-SAMPLE" WITH VALUES "Sub-sampled" OR "Not sub-sampled" USING THE FOLLOWING RULES BASED ON GAMBLER_STATUS AND RAND. NOTE THAT FOR RECORDS WITH GAMBLER_STATUS = "Regular gambler" SUB_SAMPLE ALWAYS TAKES THE VALUE "Sub-sampled" AND NO RAND VALUE IS REQUIRED.**

SUB_SAMPLE RULES

GAMBLER_STATUS	RAND	SUB_SAMPLE
Non-gambler	<=0.25	Sub-sampled
Non-gambler	>0.25	Not sub-sampled
Non-regular gambler AND PGSI =0	<=0.5	Sub-sampled

Non-regular gambler	**>0.5**	**Not sub-sampled**
Regular gambler OR PGSI SCORE >0	**N/A**	**Sub-sampled**

IF GAMBLING_STATUS = NOT SUB-SAMPLED, GO TO SECTION G S7, OTHERS GO TO SECTION C

Section C

IF GAMBLER_STATUS = REGULAR GAMBLER OR PGSI SCORE >0, NON-REGULAR GAMBLER AND PGSI SCORE = 0 AND SUB-SAMPLED = "SUB-SAMPLED"

ASK IF Q6 = PLAYED POKIES OR POKER MACHINES (1) = Yes (1), OTHERS GO TO Q45

POKIES – FEATURES

Now thinking about pokies…

Q40. What features of the pokies are you drawn to when deciding which one to play?

READ OUT

MR

PROGRAMMER: RANDOMISE CODES 1-9

Free games or spins	1
Games with frequent wins	2
Games with large payouts	3
Design and artwork of machine	4
Sounds of machine	5
Lighting displays	6
"Gamble" and "Double Up" features	7
Linked jackpots	8
Number of lines available	9
Refused DO NOT READ OUT	98
Can't say/ don't know DO NOT READ OUT	99

POKIES - VENUE

Q41. Do you most often play the pokies at a club, a pub or hotel, or a casino?

READ OUT

SR

Club	1

Pub or hotel	2
Casino	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

POKIES - TIME SPENT PLAYING

Q42. When you visit a <INSERT ANSWER FROM Q41>, how much time do you usually spend playing the pokies?

SR/NUM

_ _ hours	1
_ _ minutes	2
Refused	98
Don't know	99

POKIES – LOYALTY

Q43. Are you a member of a gaming player reward or loyalty scheme?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

POKIES – ALONE OR OTHERS

Q44. When you play the pokies, do you usually visit the venue alone or with others? Would you say…

READ OUT

SR

Always alone	1
Mostly alone	2
Both	3
Mostly with others	4
Always with others	5
Refused DO NOT READ OUT	98

Don’t know DO NOT READ OUT	99

ASK IF Q6 Bet on Races (2) = Yes (1), OTHERS GO TO Q48

RACING – FEATURES

Now thinking about horse and greyhound races…

Q45. What features of betting on horse or greyhound races are you drawn to when you are deciding which one to play?

READ OUT

MR

PROGRAMMER: RANDOMISE CODES 1-4

Fixed odds	1
Sign-on bonus bets or other inducements	2
Range of betting markets, races	3
Increased engagement with the sport	4
Refused DO NOT READ OUT	98
Don’t know DO NOT READ OUT	99

RACING - RESTRICTIONS

Q46. Have you ever been restricted from betting with a betting service provider?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don’t know	99

ASK IF Q46 = Yes (1)

Q47. Why?

PROBE FULLY – RECORD VERBATIM

OE

PROGRAMMER: TICK BOX FOR 'Don't Know'

<ENTER OE RESPONSE>

☐ Don't know

ASK IF Q6 Bet on LOTTERIES (4) = Yes (1), OTHERS GO TO Q49

LOTTERIES – BAN AWARENESS

Q48. Earlier you mentioned you bet on lotteries or keno via services such as Lottoland or Planet Lottery. Are you aware that the Commonwealth Government has announced a ban on these services?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

ASK IF Q6 KENO AT A CLUB, HOTEL OR CASINO (6) = Yes (1), OTHERS GO TO Q50

KENO - TIME SPENT PLAYING

Q49. How much time do you usually spend playing Keno during each visit to the venue?

SR/NUM

_ _ hours	1
_ _ minutes	2
Refused	98
Don't know	99

ASK IF Q6 PLAYED TABLE GAMES AT A CASINO (8) = Yes (1), OTHERS GO TO Q52

CASINO GAMES - TIME SPENT PLAYING

Now thinking about table games at a casino such as Blackjack or Roulette…

Q50. How much time do you usually spend playing table games at a casino such as Blackjack or Roulette?

SR/NUM

_ _ hours	1
_ _ minutes	2
Refused	98
Don't know	99

CASINO GAMES – LOYALTY

Q51. Are you a member of a gaming player reward or loyalty scheme?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

ASK IF Q6 BET ON SPORTS EVENTS (9) = Yes (1), OTHERS GO TO Q56

SPORTS EVENTS – RESTRICTIONS

Now thinking about sporting events like football, cricket or tennis…

Q52. Have you ever been restricted from betting with a betting service provider?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

ASK IF Q52 = Yes (1)

Q53. Why?

PROBE FULLY – RECORD VERBATIM

OE

PROGRAMMER: TICK BOX FOR 'Don't Know'

<ENTER OE RESPONSE>

☐ Don't know

SPORTS EVENTS - TYPE

Q54. Which sports do you usually bet on?

READ OUT

MR

PROGRAMMER: RANDOMISE CODES 1-6

Rugby League	1
AFL/Australian Rules	2
Soccer/Football	3
American Football	4
Basketball	5
Cricket	6
Other (**SPECIFY**)	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

SPORTS EVENTS – VIEWING MATCH

Q55. When you bet on sports, how often do you usually watch the event you have bet on? Would you say…

READ OUT

SR

Always	1
Mostly	2
Sometimes	3
Rarely	4
Never	5
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK IF Q6 BET ON ESPORT EVENTS (10) = Yes (1), OTHERS GO TO Q58

ESPORTS - TYPES

Q56. Which eSports do you usually bet on?

READ OUT

MR

PROGRAMMER: RANDOMISE CODES 1-4

CS:Go	1
DOTA 2	2
League of Legends	3
Rocket League	4

Other (**SPECIFY all others**)	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ESPORTS – VIEWING MATCH

Q57. When you bet on eSports, how often do you usually watch the event you have bet on? Would you say…

READ OUT

SR

Always	1
Mostly	2
Sometimes	3
Rarely	4
Never	5
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK IF Q6 PLAY FANTASY SPORTS (11) = Yes (1), OTHERS GO TO Q62

FANTASY SPORTS - TIMING

Q58. Do you usually play daily or season long fantasy sports?

READ OUT

SR

Daily	1
Season long	2
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

FANTASY SPORTS – FOR MONEY

Q59. How often do you usually play fantasy sports for money? Would you say…

READ OUT

SR

Always	1
Mostly	2
Sometimes	3

Rarely	4
Never	5
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

FANTASY SPORTS - TYPE

Q60. Which fantasy sports do you usually play?

READ OUT

MR

PROGRAMMER: RANDOMISE CODES 1-6

Rugby League	1
AFL/Australian Rules	2
Soccer/Football	3
American Football	4
Basketball	5
Other (**SPECIFY**)	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

FANTASY SPORTS - FAMILIARITY WITH PLAYERS

Q61. When you play fantasy sports, do you usually play with people you know or strangers?

READ OUT

SR

Always people I know	1
Mostly people I know	2
Both	3
Mostly people I don't know	4
Always people I don't know	5
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK IF Q6 ONLINE CASINO OR POKIES (13) = Yes (1), OTHERS GO TO Q63

ONLINE CASINO OR POKIES – TIME SPENT PLAYING

Q62. How much time do you usually spend playing casino or pokie games for money on the internet on each occasion?

SR/NUM

_ _ hours	1
_ _ minutes	2
Refused	98
Don't know	99

ASK IF Q6 ONLINE POKER (14) = Yes (1), OTHERS GO TO Q64

ONLINE POKER – TIME SPENT PLAYING

Q63. How much time do you usually spend playing poker for money on the internet on each occasion?

SR/NUM

_ _ hours	1
_ _ minutes	2
Refused	98
Don't know	99

ASK IF Q7 = Yes (1), OTHERS GO TO SECTION D (Q68)

NON-MONETARY GAMBLING – TIME SPENT PLAYING

Q64. (Earlier you mentioned you participated in gambling activities not for money) How much time do you usually spend playing gambling style games on the internet on each occasion?

SR/NUM

_ _ hours	1
_ _ minutes	2
Refused	98
Don't know	99

NON-MONETARY GAMBLING – PLATFORM

Q65. What platforms do you use to play these games?

READ OUT

MR

Game website	1

Mobile App	2
Facebook	3
Steam	4
PlayStation network	5
Xbox live	6
Other (**SPECIFY**)	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

NON-MONETARY GAMBLING – CREDITS

Q66. What credits do you use to play these games?

READ OUT

MR

Virtual credits provided for free	1
Virtual credits bought using actual currency	2
Cryptocurrencies such as bitcoin or ethereum	3
Virtual game items such as CS"GO skins	4
Other (**SPECIFY**)	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

VIRTUAL GAME ITEM - MODE

Q67. How did you obtain these credits?

READ OUT

MR

Direct purchase	1
Lootboxes	2
Gameplay	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

TS7 TIMESTAMP7

Section D

IF GAMBLER_STATUS = REGULAR GAMBLER OR PGSI SCORE >0, NON-REGULAR GAMBLER AND PGSI SCORE = 0 AND SUB-SAMPLED = "SUB-SAMPLED"

GAMBLING ACTIVITY – SPENT MOST MONEY

Q68. Over the last 12 months, on which single gambling activity did you spend the most money?

PROGRAMMER: ONLY DISPLAY ACTIVITIES CODED YES FROM Q6 OR Q9

IF ONLY ONE ACTIVITY, AUTOFILL

SR

READ OUT ONLY ACTIVITIES INDICATED IN Q6 IF NECESSARY

Q6 ACTIVITIES

	Activity
1	Played Pokies or poker machines, not including similar games played on the internet
2	Bet on Horse or greyhound races including virtual races such as ''Trackside'', NOT including sweeps such as Melbourne Cup
3	Bought lottery tickets either online or in person, including Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life - do not include scratchies
4	Bet on lotteries or keno via services such as Lottoland or Planet Lottery
5	Bought instant scratchies for your own use
6	Played Keno at a club, hotel or casino
7	Played Bingo or Housie for money
8	Played table games **at a casino** such as Blackjack or Roulette, NOT including casino games played on the internet
9	Bet on sporting events like football, cricket or tennis but NOT including sweeps, fantasy sports, and eSports
10	Bet on eSports event like CS:GO, League of Legends or DOTA2 IF NECESSARY: eSports means betting on professional video game tournaments.
11	Bet on Fantasy sports games for money such as Draftstars, Moneyball IF NECESSARY: Fantasy sports is a type of online game, where participants assemble virtual teams of real sports players. Betting on fantasy sports involves spending money.
12	Bet on a non-sporting event, such as who will win an Academy Award, a political event, or a reality TV show
13	Played casino games, such as Blackjack, Roulette, or poker machine games, **on the internet** (including via a mobile phone), FOR MONEY rather than points
14	Played poker games online FOR MONEY rather than points

15	Informal private betting FOR MONEY like playing cards, Mahjong or betting on sports with family, friends or colleagues
94	Played any other gambling activity I haven't mentioned NOT including raffles or sweeps - First Other Mention - Single Code **(SPECIFY)**
95	All Other Mentions. Second mention **(SPECIFY)**
96	All Other Mentions. Third mention **(SPECIFY)**

Q9 ACTIVITIES

Q9	Virtual credits purchased with real money, video game items (such as skins), or cryptocurrencies

Refused	98
Don't know	99

GAMBLING BEHAVIOUR – VARIABILITY OF AMOUNT SPENT IN LAST 12 MONTHS

Q69. In the last 12 months, has the overall amount you have spent on gambling increased, decreased, or stayed the same?

DO NOT READ OUT

SR

INTERVIEWER NOTE: IF CHANGED, PROBE: "Has it changed a little or a lot?"

Increased a lot	1
Increased a little	2
Stayed much the same	3
Decreased a little	4
Decreased a lot	5
Refused	98
Don't know	99

GAMBLING BEHAVIOUR – MONEY SPENT IN LAST MONTH

Q70. In a month, how much money do you usually spend on gambling?

DO NOT READ OUT

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF $1

_ per week	1
_ _ per month	2

_ _ per year	3
Refused	98
Don't know	99

TS8 TIMESTAMP8

GAMBLING BEHAVIOUR – GAMBLE NEAR HOME OR WORK

Q71. Do you normally gamble nearer to your home or your work?

READ OUT

SR

Home	1
Work	2
Both	3
Neither	4
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING BEHAVIOUR – TIME OF DAY

Q72. What time of the day do you normally gamble?

INTERVIEWER NOTE – ONLY READ THE TIMES IF NECESSARY

SR

During the day (between 5am and 5pm)	1
During the evening (between 5pm and 12 midnight)	2
During the night (between midnight and 5am)	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING BEHAVIOUR – GAMBLE LOCATION (ONLINE)

Q73. In the last 12 months, have you spent money gambling online?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98

Don't know	99

ASK IF Q73 = 1, OTHERS GO TO Q77

Q74. Where are you normally when you gamble online?

READ OUT

MR

At home	1
At work	2
At a club or hotel	3
At a friend's or family member's house	4
At a social gathering	5
At a sporting event	6
At a race meeting	7
Other (**SPECIFY**)	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

Q75. When gambling online, were you normally with other people?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

ASK IF Q75 = 1, OTHERS GO TO Q77

Q76. Who were these people?

READ OUT

MR

Close friends	1
Work colleagues	2
People in my social network	3
People who enjoy gambling	4
Partner	5

Other relatives	6
Own children	7
Other (**SPECIFY**)	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

TS9 TIMESTAMP9

GAMBLING BEHAVIOUR – CONSUME ALCOHOL WHILE GAMBLING

Q77. During the last 12 months, how often did you drink alcohol while gambling? Would you say…

READ OUT

SR

Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING BEHAVIOUR – GAMBLE WHILE INTOXICATED

Q78. Do you ever gamble while intoxicated? Would you say…

READ OUT

SR

Never	1
Rarely	2
Sometimes	3
Often	4
Always	5
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

TS10 TIMESTAMP10

Section E

IF GAMBLER_STATUS = REGULAR GAMBLER OR PGSI SCORE >0, NON-REGULAR GAMBLER AND PGSI SCORE = 0 AND SUB-SAMPLED = "SUB-SAMPLED"

Q79. How often has the following occurred during the last 12 months?

READ OUT SCALE, ASK IN ORDER

SR for each of 5 items

	Never	Sometimes	Most of the time	Almost always	Refused	Don't know
1. You have had difficulty resisting the opportunity to gamble?	1	2	3	4	98	99
2. You have continued to gamble after you have reached your limit?	1	2	3	4	98	99
3. You have felt like you had lost track of time?	1	2	3	4	98	99
4. Have you felt like you were in a trance?	1	2	3	4	98	99
5. You have not been able to stop once starting gambling	1	2	3	4	98	99

TS11 TIMESTAMP11

GAMBLING REGULATION – FORMAL SELF-EXCLUSION

Q80. In the last 12 months have you ever tried to exclude yourself from a gambling venue such as a hotel, pub, club or casino through a formal self-exclusion process within the venue?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

GAMBLING REGULATION – FORMAL SELF-EXCLUSION VENUE (COUNT)

ASK IF Q80= Yes (1), OTHERS GO TO Q85

Q81. How many venues did you self-exclude from?

SR/NUM

INTERVIEWER NOTE: If respondent says >10, enter 10

_ _ [ALLOWABLE RANGE 1-10]	1
Refused	98
Don't know	99

GAMBLING REGULATION – FORMAL SELF-EXCLUSION VENUE (ATTEMPT TO RE-ENTER)

Q82. Did you ever attempt to re-enter that / those venue(s) during the self-exclusion period?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

GAMBLING REGULATION – FORMAL SELF-EXCLUSION VENUE (RE-ENTER SUCCESS)

ASK IF Q82= Yes (1), OTHERS GO TO Q84

Q83. Did you succeed in re-entering that / those venue(s)?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

GAMBLING REGULATION – FORMAL SELF-EXCLUSION VENUE (OTHER VENUES)

ASK IF Q80= Yes (1), OTHERS GO TO Q85

Q84. Did you go to gamble at other venues instead of venues from which you were excluded?

DO NOT READ OUT

SR

Yes	1

No	2
Refused	98
Don't know	99

GAMBLING REGULATION – FORMAL SELF-EXCLUSION ONLINE PROVIDER

Q85. In the last 12 months have you ever tried to formally exclude yourself from an online gambling provider such as a website or mobile app?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

GAMBLING REGULATION – FORMAL SELF-EXCLUSION ONLINE PROVIDER (COUNT)

ASK IF Q85= Yes (1), OTHERS GO TO Q91

Q86. How many online providers did you self-exclude from?

SR/NUM

INTERVIEWER NOTE: If respondent says >10, enter 10

_ _ [ALLOWABLE RANGE 1-10]	1
Refused	98
Don't know	99

GAMBLING REGULATION – F FORMAL SELF-EXCLUSION ONLINE PROVIDER (ATTEMPT TO RE-ACCESS)

ASK IF Q85= Yes (1), OTHERS GO TO Q91

Q87. Did you attempt to access that / those provider(s)' website or mobile app during the self-exclusion?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

GAMBLING REGULATION – FORMAL SELF-EXCLUSION ONLINE PROVIDER (RE-ACCESS SUCCESS)

ASK IF Q87= Yes (1), OTHERS GO TO Q89

Q88. Did you succeed in gambling via that / those provider(s)' website or mobile app during the self-exclusion?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

GAMBLING REGULATION – SELF-EXCLUSION ONLINE PROVIDER (OTHER ONLINE PROVIDERS)

Q89. Did you gamble at another online gambling provider instead of that provider?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

TS12 TIMESTAMP12

GAMBLING HELP SEEKING BEHAVIOUR – SOUGHT HELP

IF GAMBLER_STATUS = REGULAR GAMBLER OR PGSI SCORE >0, NON-REGULAR GAMBLER AND PGSI SCORE = 0 AND SUB-SAMPLED = "SUB-SAMPLED"

Q90. In the last 12 months, have you tried to get any sort of help for problems relating to your gambling, such as professional or personal help like talking to family or friends?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

GAMBLING HELP SEEKING BEHAVIOUR – TYPE OF HELP

ASK IF Q90 = Yes (1), OTHERS GO TO Q96 (IF Q90= No (2)) OR Q99 (IF Q99= Refused (98) OR Don't know (99))

Q91. What kind of help did you seek?

READ OUT

MR

Professional (Including counselling service or social worker)	1
Personal (Such as speaking with family/friends/work colleague)	2
Self-help (such as online tools, manuals)	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING HELP SEEKING BEHAVIOUR – TYPE OF PERSONAL HELP

ASK IF Q91 = Personal (Such as speaking with family/friends) (2)

Q92. What type of personal help did you mainly seek?

READ OUT

SR

Talking to family members	1
Taking to religious/community leader	2
Talking to friends/work colleague	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING HELP SEEKING BEHAVIOUR – DID IT HELP? (PERSONAL)

ASK IF Q91 = Personal (Such as speaking with family/friends) (2)

Q93. And would you say that it [the personal help] helped a lot, a little, or not at all?

READ OUT

SR

A lot	1
A little	2
Not at all	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING HELP SEEKING BEHAVIOUR – PROFESSIONAL HELP AWARENESS

ASK IF Q91 = Professional (Including counselling service or social worker) (1)

Q94. How did you find out about the professional service?

DO NOT READ OUT

SR

INTERVIEWER NOTE: If respondent says website, probe "What website?"

Referral from other professional service	1
NSW Gambling Help Website	2
Gambling Help phoneline	3
National Gambling Help Online website	4
NSW Gambling Help Social Media Channel	5
Directly contacting independent counsellor	6
Advertising material or sign in a pub, hotel, club or casino	7
Through an online wagering provider's website	8
Staff member at a pub, hotel, club or casino	9
Television/Radio advertisement from a wagering operator	10
Other (**SPECIFY**) DO NOT READ OUT	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING HELP SEEKING BEHAVIOUR – DID IT HELP? (PROFESSIONAL)

ASK IF Q91 = Professional (Including counselling service or social worker) (1)

Q95. And would you say that it [the professional help] helped a lot, a little, or not at all?

READ OUT

SR

A lot	1
A little	2
Not at all	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING HELP SEEKING BEHAVIOUR – WHY DIDN'T SEEK HELP

ASK IF Q90 = No (2)

Q96. May I ask why didn't you seek help for problems relating to gambling?

DO NOT READ OUT

MR

PROBE: What else?

Didn't know where to go	1
Too embarrassed to see a counsellor	2
The kind of help I wanted wasn't available locally	3
Thought I could beat the problem on my own	4
I don't think my problems are serious enough to see a counsellor	5
I would prefer counselling to be anonymous	6
I don't have a problem	7
Other (**SPECIFY**)	96
Refused	98
Don't know	99

GAMBLING HELP SEEKING BEHAVIOUR – WHAT PROMPTED IT

ASK IF Q90 = Yes (1)

Q97. What prompted you to seek help for your gambling problems?

DO NOT READ OUT

MR

PROBE: What else?

Financial problems	1
Relationship problems	2
Legal problems	3
Work/employment problems	4
Someone urged you to	5
Felt depressed/worried	6
Referral from other counsellors	7
Other (**SPECIFY**)	96
Refused	98
Don't know	99

GAMBLING HELP SEEKING BEHAVIOUR – WHO TURNED TO

ASK IF Q90 = Yes (1)

Q98. Could you please tell me who did you first turn to for help for problems relating to your gambling?

DO NOT READ OUT

SR

Spouse or partner	1
Family or friends	2
Staff member at a gambling venue	3
Doctor (physician)	4
Church or religious worker	5
Gambling Helpline	6
NSW Gambling Help website	7
NSW Gambling Help social media	8
National Gambling Help online website	9
Legal service	10
Financial Counsellor	11
Other gambling counselling services	12
Social worker	13
Indigenous or ethnic community service	14
Gamblers Anonymous	15
Internet	16
Other (**SPECIFY**)	96
Refused	98
Don't know	99

TS13 TIMESTAMP13

SUBSTANCE USE – ALCOHOL OR DRUG PROBLEM

Q99. In the last 12 months, have you felt you might have an alcohol or drug problem?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98

Don’t know	99

TS14 TIMESTAMP14

Section F

ASKED IF SUB-SAMPLED = “SUB-SAMPLED”

ATTITUDE – INDIVIDUAL RESPONSIBILITY

I now have some statements to read out. How much do you agree with…

Q100. It is the individual’s responsibility to manage their own gambling, by knowing what he or she can afford. Would you say you…

READ OUT

SR

Strongly agree	1
Agree	2
Neither agree nor disagree	3
Disagree	4
Strongly disagree	5
Refused DO NOT READ OUT	98
Don’t know DO NOT READ OUT	99

ATTITUDE – GAMBLING RELATED POSITIVE COMMUNITY IMPACT

CREATE “RAND2” A RANDOM NUMBER BETWEEN 0 AND 1 FOR EACH RECORD. IF RAND2 <=0.5 ASK Q101, OTHERWISE ASK Q102

Q101. Gambling has done more good for the community than harm. Would you say you …

READ OUT

SR

Strongly agree	1
Agree	2
Neither agree nor disagree	3
Disagree	4
Strongly disagree	5
Refused DO NOT READ OUT	98
Don’t know DO NOT READ OUT	99

Q102. Gambling has done more harm for the community than good. Would you say you…

READ OUT

SR

Strongly agree	1
Agree	2
Neither agree nor disagree	3
Disagree	4
Strongly disagree	5
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING BEHAVIOUR BELIEFS – PRE-COMMITMENT

Q103. Do you agree that people should limit themselves to spending an amount they nominate before they start gambling? Would you say you…

READ OUT

SR

Strongly agree	1
Agree	2
Neither agree nor disagree	3
Disagree	4
Strongly disagree	5
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

TS15 TIMESTAMP15

ATTITUDE – GAMBLING RELATED POSITIVE IMPACT ON SELF

Q104. Looking back over the last 12 months, would you say gambling has made your life…

READ OUT

SR

A lot more enjoyable	1
A little more enjoyable	2
Made no difference to your life	3
A little less enjoyable	4
A lot less enjoyable	5

Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING PROBLEMS (PERSONAL OR FINANCIAL) – KNOW OF SOMEONE

Q105. Do you personally know someone who has experienced problems with their gambling?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

Programmer Note: program following to allow for >1 person. MAX OF 2 PEOPLE TO ASK Q107 and Q108 - SELECT IN HIERACHICAL ORDER FROM LIST BELOW

GAMBLING PROBLEMS (PERSONAL OR FINANCIAL) – RELATIONSHIP TO RESPONDENT

ASK IF Q105= Yes (1)

Q106. Could you please tell me what that person/s' relationship is to you?

DO NOT READ OUT

MR

Spouse or partner	1
Father	2
Mother	3
Brother	4
Sister	5
Child	6
Other relative	7
Friend/acquaintance	8
Work colleague	9
Client/customer/patient	10
Ex-spouse/partner	11
Ex-girlfriend/boyfriend	12
Ex-relative	13

Other (**SPECIFY**)	96
Refused	98
Don't know	99

GAMBLING PROBLEMS (PERSONAL OR FINANCIAL) – TYPE OF GAMBLING

ASK IF Q105= Yes (1)

MAX OF 2 PEOPLE TO ASK Q107 and Q108 - SELECT IN HIERACHICAL ORDER FROM Q111

Q107. In what type of gambling was that person mainly involved?

DO NOT READ OUT

SR

1	Played Pokies or poker machines, not including similar games played on the internet
2	Bet on Horse or greyhound races including virtual races such as ''Trackside'', NOT including sweeps such as Melbourne Cup
3	Bought lottery tickets either online or in person, including Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life - do not include scratchies
4	Bet on lotteries or keno via services such as Lottoland or Planet Lottery
5	Bought instant scratchies for your own use
6	Played Keno at a club, hotel or casino
7	Played Bingo or Housie for money
8	Played table games **at a casino** such as Blackjack or Roulette, NOT including casino games played on the internet
9	Bet on sporting events like football, cricket or tennis but NOT including sweeps, fantasy sports, and eSports
10	Bet on eSports event like CS:GO, League of Legends or DOTA2 IF NECESSARY: eSports means betting on professional video game tournaments.
11	Bet on Fantasy sports games for money such as Draftstars, Moneyball IF NECESSARY: Fantasy sports is a type of online game, where participants assemble virtual teams of real sports players. Betting on fantasy sports involves spending money.
12	Bet on a non-sporting event, such as who will win an Academy Award, a political event, or a reality TV show
13	Played casino games, such as Blackjack, Roulette, or poker machine games, **on the internet** (including via a mobile phone), FOR MONEY rather than points
14	Played poker games online FOR MONEY rather than points
15	Informal private betting FOR MONEY like playing cards, Mahjong or betting on sports with family, friends or colleagues

94	Played any other gambling activity I haven't mentioned NOT including raffles or sweeps - First Other Mention - Single Code **(SPECIFY)**
98	Refused
99	Don't know

GAMBLING PROBLEMS (PERSONAL OR FINANCIAL) – SOUGHT HELP

Q108. And did that person ever try to get any sort of help for problems relating to their gambling, such as professional or personal help?

ASK FOR MAX TWO PEOPLE

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

LOOP FOR MAX OF 2 PEOPLE SELECTED FROM Q111

TS16 TIMESTAMP16

GAMBLING PROBLEMS – RELATIONSHIP BREAK UP (DIVORCE/SEPARATION)

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

Q109. Has gambling ever led to the breakup of an important relationship in your life, including divorce or separation?

DO NOT READ OUT

SR

IF YES: PROBE Was that yours or someone else's gambling?

Yes – my own	1
Yes – someone else	4
No	2
Never gambled	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING PROBLEMS – SELF

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

Q110. Now thinking about your life prior to the last 12 months, have you EVER experienced problems with your gambling?

DO NOT READ OUT

SR

Yes	1
No	2
Never gambled	3
Refused	98
Don't know	99

GAMBLING PROBLEMS – SELF – TYPE OF GAMBLING

ASK IF Q110= Yes (1)

Q111. In what type of gambling were you mainly involved?

DO NOT READ OUT

SR

1	Played Pokies or poker machines, not including similar games played on the internet
2	Bet on Horse or greyhound races including virtual races such as ''Trackside'', NOT including sweeps such as Melbourne Cup
3	Bought lottery tickets either online or in person, including Lotto or any other lottery game like Powerball, Lucky Lotteries or Set for Life - do not include scratchies
4	Bet on lotteries or keno via services such as Lottoland or Planet Lottery
5	Bought instant scratchies for your own use
6	Played Keno at a club, hotel or casino
7	Played Bingo or Housie for money
8	Played table games **at a casino** such as Blackjack or Roulette, NOT including casino games played on the internet
9	Bet on sporting events like football, cricket or tennis but NOT including sweeps, fantasy sports, and eSports
10	Bet on eSports event like CS:GO, League of Legends or DOTA2 IF NECESSARY: eSports means betting on professional video game tournaments.
11	Bet on Fantasy sports games for money such as Draftstars, Moneyball IF NECESSARY: Fantasy sports is a type of online game, where participants assemble virtual teams of real sports players. Betting on fantasy sports involves spending money.

12	Bet on a non-sporting event, such as who will win an Academy Award, a political event, or a reality TV show
13	Played casino games, such as Blackjack, Roulette, or poker machine games, **on the internet** (including via a mobile phone), FOR MONEY rather than points
14	Played poker games online FOR MONEY rather than points
15	Informal private betting FOR MONEY like playing cards, Mahjong or betting on sports with family, friends or colleagues
94	Played any other gambling activity I haven't mentioned NOT including raffles or sweeps - First Other Mention - Single Code **(SPECIFY)**
98	Refused
99	Don't know

GAMBLING PROBLEMS – SELF – SOUGHT HELP

ASK IF Q110= Yes (1)

Q112. And have you ever tried to get any sort of help for problems relating to gambling, such as professional help or personal help (like talking to family or friends)?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

GAMBLING PROBLEMS – SELF – SOUGHT HELP

ASK IF Q112= Yes (1)

Q113. What prompted you to seek help for your gambling problems?

DO NOT READ OUT

MR

Financial problems	1
Relationship problems	2
Legal problems	3
Work/employment problems	4
Someone urged you to	5
Felt depressed/worried	6
Fraud	7

Referral from other counsellors	8
Other (**SPECIFY**)	96
Refused	98
Don't know	99

GAMBLING PROBLEMS – SELF – WHO SOUGHT HELP FROM

ASK IF Q112= Yes (1)

Q114. Could you please tell me who did you first turn to for help for your gambling problems?

DO NOT READ OUT

SR

Spouse or partner	1
Family or friends	2
Staff member at a gambling venue	3
Doctor (physician)	4
Church or religious worker	5
Gambling Helpline or G-Line	6
Other gambling counselling services	7
Social worker	8
Indigenous or ethnic community service	9
Gamblers Anonymous	10
Internet	11
Other (**SPECIFY**)	96
Refused	98
Don't know	99

GAMBLING PROBLEMS – SELF – HOW HELPFUL

ASK IF Q112= Yes (1)

Q115. And would you say that it helped a lot, a little, or not at all?

READ OUT

SR

A lot	1
A little	2
Not at all	3

Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

GAMBLING PROBLEMS – SELF – WHY DIDN'T SEEK HELP

ASK IF Q112= No (2)

Q116. May I ask why didn't you seek help for problems relating to gambling?

DO NOT READ OUT

MR

Didn't know where to go	1
Too embarrassed to see a counsellor	2
The kind of help I wanted wasn't available locally	3
Thought I could beat the problem on my own	4
I don't I have a problem	5
Other (**SPECIFY**)	96
Refused	98
Don't know	99

TS17 TIMESTAMP17

GAMBLING HARMS – REGULAR AND NON-REGULAR GAMBLERS

IF GAMBLER_STATUS = REGULAR GAMBLER OR PGSI SCORE >0, NON-REGULAR GAMBLER AND PGSI SCORE = 0 AND SUB-SAMPLED = "SUB-SAMPLED"

Q117. In the last 12 months, has your gambling ever led to any of the following?

READ OUT

SR for each of the 21 items

	Yes	No	Refused	Don't Know
1. Bankruptcy	1	2	98	99
2. Losing or selling your house, business or other significant assets	1	2	98	99
3. Running out of money for food or other important items	1	2	98	99
4. Late payments on bills (for example electricity bills)	1	2	98	99
5. Increased credit card debt	1	2	98	99
6. Serious thoughts about or attempted suicide.	1	2	98	99
7. Deliberately hurting yourself	1	2	98	99
8. Depression	1	2	98	99

9. Loss of sleep	1	2	98	99
10. Greater conflict in my relationships (for example arguing, fighting)	1	2	98	99
11. Neglect of my relationship responsibilities (for example spending less time with my family)	1	2	98	99
12. Losing my job	1	2	98	99
13. Using my work or study resources for example time or money to gamble	1	2	98	99
14. Missing work or study	1	2	98	99
15. Feelings of hopelessness about gambling	1	2	98	99
16. Distress about my gambling	1	2	98	99
17. Leaving children unsupervised	1	2	98	99
18. Experiencing violence from others, including family	1	2	98	99
19. Being violent toward others, including family	1	2	98	99
20. Doing something illegal to fund gambling or pay debts	1	2	98	99
21. Feeling that I had shamed my family within my religious or cultural community	1	2	98	99

TS18 TIMESTAMP18

GAMBLING HELP AWARENESSS

Q118. Before today, have you seen any of the following?

READ OUT

MR

The NSW Office of Responsible Gambling website	13
NSW Government advertising promoting responsible gambling	14
Gambling Help print ads	1
Gambling Help television ads	3
Gambling Help Internet ads	4
Gambling Help website	10
Gambling Help pamphlet or cards	11
Gambling Help signage in gambling venues	12
Other **(SPECIFY)**	96
Don't know DO NOT READ OUT	99
None of these DO NOT READ OUT	97

TS19 TIMESTAMP19

Section G

These next few questions are now about you, to make sure that we are speaking to a good cross-section of people. Your answers will of course be treated in the strictest of confidence.

DEMOGRAPHICS – ATSI

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

D1. Are you of Aboriginal or Torres Strait Islander origin?

SR

Yes	1
No	2
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK IF D1= Yes (1), OTHERS GO TO D3

D2. Are you of Aboriginal origin, Torres Strait Islander origin, or both?

SR

Aboriginal	1
Torres Strait Islander	2
Both Aboriginal and Torres Strait Islander	3
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

DEMOGRAPHICS – LOTE

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

D3. Is English the main language spoken in your household?

SR

Yes	1
No	2
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

DEMOGRAPHICS – LOTE TYPE

ASK IF D3= No (2), OTHERS GO TO D5

D4. What is the main language spoken in your household?

DO NOT READ OUT

SR

Arabic	1
Cantonese Chinese	2
Chinese	3
Croatian	4
Dutch	5
French	6
German	7
Greek	8
Hindi	9
Indonesian	10
Italian	11
Korean	12
Macedonian	13
Mandarin Chinese	14
Polish	15
Portuguese	16
Russian	17
Serbian	18
Spanish	19
Tagalog (Filipino)	20
Turkish	21
Vietnamese	22
Other	23
Refused	98
Don't know	99

DEMOGRAPHICS – MARITAL STATUS

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

D5. What is your current marital status?

DO NOT READ OUT

SR

Married or living with a partner	1

Separated or divorced	2
Widowed	3
Single	4
Refused	98
Don't know	99

ASK LANDLINE SAMPLE ONLY (FOR WEIGHTING PURPOSES)

ASKED IF SUB-SAMPLED = "SUB-SAMPLED" OR "NOT-SUB-SAMPLED"

D6. First, could you please tell me how many people aged 18 or over usually live in your household? (Don't forget to count yourself and any children aged 18 and over)

SR/NUM

_ _	1
Refused (DO NOT READ OUT)	98
Don't know (DO NOT READ OUT)	99

DEMOGRAPHICS – HOUSEHOLD

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

D7. Which of the following best describes your household?

READ OUT

SR

Single person	1
One parent family with children	2
Couple with children	3
Couple with no children	4
Group household	5
Other **(SPECIFY)**	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

DEMOGRAPHICS – NUMBER OF CHILDREN

ASK IF D7 = CODES 2 OR 3 OR 96

D8. How many children under 18 years of age usually live in your household?

SR/NUM

PROGRAMMER NOTE: VALIDATED TO MINIMUM OF 0

_ _ _ Children	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

DEMOGRAPHICS – WORK STATUS

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

D9. Which of the following best describes your current work status?

READ OUT

SR

Working full-time	1
Working part-time	2
Home duties	3
Full-time student	4
Retired (self-supporting, in receipt of superannuation)	5
Pensioner	6
Unemployed (or looking for work)	7
Other DO NOT READ OUT **(SPECIFY)**	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

DEMOGRAPHICS – SHIFT WORK

ASK THOSE IN WORK, D9= Working full-time (1) OR Working part time (2) OR Other (96), OTHERS GO TO D13

D10. Does your job involve shift work?

DO NOT READ OUT

SR

Yes	1
No	2
Refused	98
Don't know	99

DEMOGRAPHICS – WORK INDUSTRY

D11. Which industry do you work in?

DO NOT READ OUT

PROBE FOR CORRECT CODE

SR

Agriculture, forestry, fishing and hunting	1
Mining	2
Manufacturing	3
Electricity, gas and water supply	4
Construction	5
Wholesale trade	6
Retail trade	7
Accommodation, cafes and restaurants	8
Transport and storage	9
Communication services	10
Finance and insurance	11
Property and business services	12
Government administration and defence	13
Education	14
Health and community services	15
Cultural and recreational services	16
Personal and other services (including hair dressing)	17
Other (**SPECIFY**)	96
Refused	98
Don't know	99

D12. What is the postcode of the place where you work?

SR/NUM

_ _ _ _	1
Work overseas DO NOT READ OUT	2
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

DEMOGRAPHICS – EDUCATION

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

D13. What is the highest education qualification you have received?

DO NOT READ OUT, PROBE FOR CORRECT CODE

SR

Post graduate qualifications	1
A university or college degree	2
A trade, technical certificate or diploma	3
Completed senior high school (Year 12)	4
Completed junior high school (Year 10)	5
Completed primary school	6
Did not complete primary school	7
No schooling	8
Other (**SPECIFY**)	96
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

DEMOGRAPHICS – INCOME

ASKED IF SUB-SAMPLED = "SUB-SAMPLED"

D14. Could you please tell me your personal annual income from all sources before tax – including any government payments?

SR/NUM

RECORD VALUE TO WHOLE NUMBERS

Nil or negative income	0
$_ _ _ _ _ _ _ PER WEEK	1
$_ _ _ _ _ _ _ PER FORTNIGHT	2
$_ _ _ _ _ _ _ PER YEAR	3
Refused (DO NOT READ OUT)	98
Don't know (DO NOT READ OUT)	99

ASK IF D14 = Refused (98) or Don't know (99), OTHERS GO TO LANDLINE SAMPLE (D16) /MOBILE SAMPLE (D17)

D15. Could you please tell me your personal annual income from all sources before tax – including any government payments?

READ OUT CATEGORIES

SR

Less than $10,000	1
$11,000 - $30,000	2

$31,000 - $50,000	3
$51,000 - $70,000	4
$71,000 - $80,000	5
$81,000- $90,000	6
$91,000-$100,000	7
$101,000-$110,000	8
$111,000-$120,000	9
$121,000-$130,000	10
$131,000-$140,000	11
$141,000-$150,000	12
More than $150,000	13
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

TS20 TIMESTAMP20

ASK LANDLINE SAMPLE ONLY (FOR WEIGHTING PURPOSES)

ASKED IF SUB-SAMPLED = "SUB-SAMPLED" OR "NOT-SUB-SAMPLED"

D16. Do you have an active mobile number that you use for either personal or business purposes?

DO NOT READ OUT

SR

Yes	1
No	2
Refused DO NOT READ OUT	98

ASK MOBILE SAMPLE ONLY (FOR WEIGHTING PURPOSES)

ASKED IF SUB-SAMPLED = "SUB-SAMPLED" OR "NOT-SUB-SAMPLED"

D17. Do you have an active landline telephone at home, that is, at your usual place of residence?

DO NOT READ OUT

SR

Yes	1
No – mobile only	2

Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

ASK MOBILE SAMPLE ONLY (FOR WEIGHTING PURPOSES)

ASKED IF SUB-SAMPLED = "SUB-SAMPLED" OR "NOT-SUB-SAMPLED"

D18. Including this one, how many active mobile numbers do you have?

SR/NUM

_ _ [ALLOWABLE RANGE 1-10]	1
Refused DO NOT READ OUT	98
Don't know DO NOT READ OUT	99

TS21 TIMESTAMP21

FOLLOW-UP RESEARCH

1. CREATE "RAND3" A RANDOM NUMBER BETWEEN 0 AND 1 FOR EACH RECORD.

2. CREATE "FOLLOW_UP" WITH TWO VALUES "Yes" OR "No". THIS VARIABLE WILL BE DEFINED FOR EACH RECORD BASED ON THE PGSI VALUE, THE RESPONSES TO Q88 AND Q93, THE GAMBLING_STATUS AND RAND3 AS FOLLOWS:

PGSI=LRG, MRG or PG	Q88 or Q93 =1	Gambling_status = "Regular gambler"	Rand3<=0.1		FOLLOW_UP
Yes	Yes	Yes	Yes		Yes
Yes	Yes	Yes	No		Yes
Yes	Yes	No	Yes		Yes
Yes	Yes	No	No		Yes
Yes	No	Yes	Yes		Yes
Yes	No	Yes	No		Yes
Yes	No	No	Yes		Yes
Yes	No	No	No		Yes
No	Yes	Yes	Yes		Yes
No	Yes	Yes	No		Yes
No	Yes	No	Yes		Yes
No	Yes	No	No		Yes
No	No	Yes	Yes		Yes
No	No	Yes	No		No
No	No	No	Yes		No
No	No	No	No		No

IF FOLLOW_UP = "Yes" ASK D19, OTHERWISE GO TO D21

D19. There is a possibility that the New South Wales Government might want to contact you again in the future to invite you to participate in follow up research. Do we have your permission to pass on your contact details to them?

DO NOT READ OUT

SR

Yes - If yes, record contact details	1
No	2
Refused	98

Record if D19 = Yes (1)

D20.

a. Name: [enter text]

b. Phone number:

QUALITY ASSURANCE

ASKED IF SUB-SAMPLED = "SUB-SAMPLED" OR "NOT SUB-SAMPLED"

D21. Thank you very much for taking the time to answer the questions. In case my supervisor needs to call back to check my work, would you mind giving me your first name?

a. Name: [enter text]

b. And may I confirm that I've called you on is: [pre-load phone number from sample]

TS22 TIMESTAMP22

IF NECESSARY:

Would you like details for free confidential services through Gambler's Help? GAMBLING HELPLINE – 1800 858 858 or https://www.gamblinghelponline.org.au/

Thank and close

"Thank you for participating in this survey. This research is being conducted in keeping with the Australian Privacy Principles and the industry Privacy Code.

"Our privacy policy is available on our website (www.orcinternational.com)

"Thank you, and just in case you missed it, I'm <INTERVIEWER NAME> calling from ORC International on behalf of the New South Wales Government."

"Thanks again."

RESPONDENT LEVEL OF COOPERATION

D22. TO BE COMPLETED BY THE INTERVIEWER

PLEASE RATE THE LEVEL OF THE RESPONDENT'S CO-OPERATION WITH THE SURVEY. HOW WILLING WAS THE RESPONDENT TO BE INTERVIEWED?

SR

High	1
Medium	2
Low	3

TS23 TIMESTAMP23

APPENDIX D: CORRIGENDUM

In the original report published online, some prevalence rates in Tables 14 and 41, and data for Figures 22, 23 and 24 were affected by the application of inappropriate population weights. This issue also affected some data reported in Tables 44 – 47 in the Appendix.

The current version of this document contains corrected data for these figures and tables.

Text referring to these tables have also been changed to reflect these corrections as follows. We have removed comments pertaining to group differences that did not reach criteria for statistical significance. Original text is given, followed by the replaced ('corrected') text.

Original (pg. iii)

Moderate-risk and problem gambling was negatively associated with both level of education and lower personal annual income, and was higher among the unemployed (28.7%), and full-time students (15.5%). The prevalence of moderate-risk and problem gambling was also higher among gamblers who spoke a language other than English at home (20.7%), and for gamblers of Aboriginal and/or Torres Strait Islander descent (18.3%).

Corrected

Moderate-risk and problem gambling was higher among unemployed gamblers (19.5% compared with 7.2% overall) and gamblers who spoke a language other than English at home (14.0%), compared with 6.5% among gamblers who spoke only English), and lower among those with a university degree (4.9%).

Original (pg. iv)

This risk increases markedly for certain vulnerable demographic groups: younger men, those with low educational attainment, and those who speak a language other than English at home

Corrected

This risk increases markedly for certain demographic groups: younger men and unemployed people, and those who speak a language other than English at home.

Inserted (pg. 5)

Results for select screening items for the subsampled data may not match exactly the full sample results reported elsewhere because they are calculated on different bases.

Original (pg. 30)

Moderate-risk and problem gambling was negatively associated with level of education achieved, being lowest among those with a university degree (8.3%) and highest among those who left school at or before Year 10 (just under 15%), and those with a Trade Certificate or Year 12 completion (13.4%).

Corrected

Moderate-risk and problem gambling was negatively associated with level of education achieved, being lowest among gamblers with a university degree (4.9%).

Original (pg. 31)

Gamblers who reported having no annual personal income were most likely to be moderate-risk and problem gamblers (15.5% compared with 7.2% overall). As income increased, the proportion of moderate-risk and problem gamblers decreased to 7.5% of gamblers reporting a personal income of $150,000 or more[8]. This is shown in Figure 23. For all adults (Figure 24), the proportion of moderate-risk and problem gamblers decreased as income increased, with the exception of an increase between nil income (9%) and $30,000 or less (11%).

Moderate-risk and problem gambling prevalence was higher among the following groups:

- Gamblers who spoke a language other than English at home (20.7%);
- Gamblers of Aboriginal or Torres Strait Islander descent (18.3%);
- Gamblers who were separated or divorced or widowed (11.3%) or single (18.1%);
- Gamblers living in a group household (18.8%);
- Gamblers who were unemployed (28.7%) and full-time students (15.5%).

Corrected (now pg. 30)

Moderate-risk and problem gambling prevalence was higher among the following groups:

- Gamblers who spoke a language other than English at home (14.0%);
- Gamblers who were single (12.0%);
- Gamblers living in a group household (12.7%);
- Gamblers who were unemployed (19.5%).

Original (pg. 30)

The proportion of moderate-risk and problem gamblers combined among last year gamblers, analysed by socio-demographics is shown in Table 14.

Corrected

The proportion of moderate-risk and problem gamblers combined among last year gamblers, analysed by socio-demographics is shown in Table 14a and Table 14b. Table 14a includes a base of all NSW gamblers (n = 5,453). Table 14b is based on only the subsampled NSW gamblers (n = 3,323).

Original (pg. 86)

NSW adults who spoke English only were significantly more likely to play EGMs (26% compared with 16% overall).

Corrected

NSW adults who mainly spoke a language other than English were significantly less likely to play EGMs (6%) than those who speak English at home (17%).

Original (pg. 101)

Those working full-time were more likely than those who were retired to say that they spent money gambling online (24% compared with 8%). Gambling online was highest among those with a university degree (22%) and lowest among those who left school at or before Year 10 (10%).

Corrected

Those working full-time were more likely than those who were retired or pensioners to say that they spent money gambling online (24% compared with 8%). Gambling online was highest among those with a university degree (22%) and was significantly lower among those who had left school after Year 10 (10%).

Original (pg. 105)

Respondents who bet on horse or greyhound races were significantly more likely to be male (17%) than female (9%), spoke English only (22%) rather than LOTE (6%), …

Corrected

Respondents who bet on horse or greyhound races were significantly more likely to be male (17%) than female (9%), spoke English only (14%) rather than LOTE (3%), …

Original (pg. 106)

NSW residents of the Greater Sydney district were most likely to bet on sporting events (8%) as well as those who spoke English only (11% compared with 6% overall).

Corrected

NSW residents of the Greater Sydney district were most likely to bet on sporting events (8%) compared with 6% overall.

Original (pg. 109) {Deleted}

Those with a Trade Certificate were more likely to place a racing bet on the internet than those who left school at Year 10 (43% compared to 25%).

Original (pg. 110)

Those who were working full-time were more likely to have placed a racing bet on a mobile device than retirees or pensioners (41% compared with 14.36%). Respondents with an income of $71,000 to $100,000 (43%) or more than $150,000 (47%) and those living in the South Western Sydney district (48%), were also more likely to have done so.

Corrected

Those who were working full-time were more likely to have placed a racing bet on a mobile device than retirees or pensioners (38% compared with 14%), as were those living in the South Western Sydney district (48%).

Original (pg. 110) {Deleted}

Respondents with an income of $71,000 to $100,000 (12.02%) were also more likely to have done so. *{{ bet online using a desktop computer }}*

Original (pg. 111) {Deleted}

Those with trade certificate / year 12 level education were more likely to participate in race betting online, using both mobile devices and desktop computers (43% combined, compared to 37% of all race bettors). Those with a Year 10 level education were less likely to bet on races online (25%).

Original (pg. 113)

Online sports betting was highest amongst those with a university degree (74%). However this difference was not statistically significant. Those who left school at Year 10 were less likely to place bets on sporting events via the internet (53% compared with 70% overall).

Corrected

Online sports betting was highest amongst those with a university degree (72%). However, this difference was not statistically significant. Those who left school at Year 10 were less likely to place bets on sporting events via the internet (52% compared with 70% overall).

Original (pg. 115)

Using a desktop computer to place an online bet on a sporting event (14%) was more frequently mentioned by respondents aged 55 to 64 years (26%), and those with a University education level (19%).

Corrected

Using a desktop computer to place an online bet on a sporting event (14%) was more frequently mentioned by respondents aged 55 to 64 years (26%).