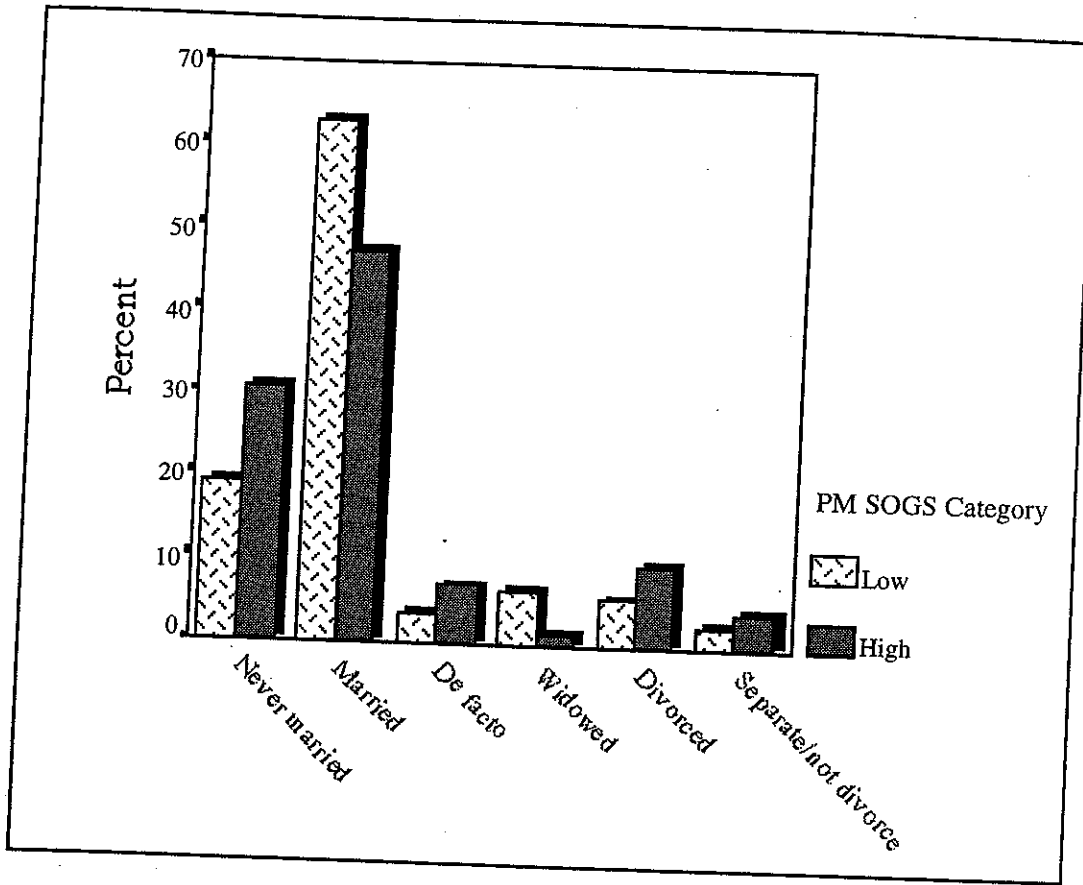


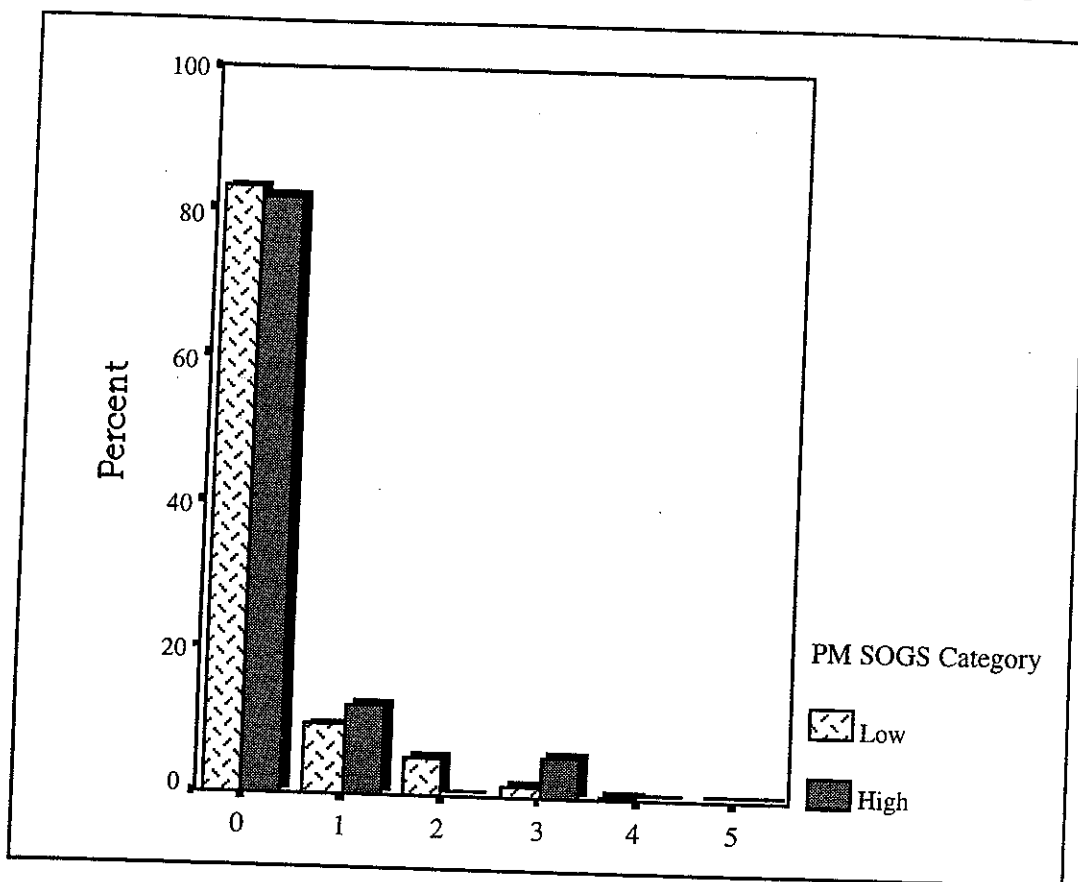
**Figure 38**  
**Marital Status by Problem Poker Machine Gambling Category**



**Dependent Children by Problem Poker Machine Gambling Category**

The chi-square test shows no significant association between the number of dependent children aged between 0 and 13 years and problem poker machine gambling category. However, the number of dependent children aged over 13 years was significantly related to problem poker machine gambling category ( $X^2 = 12.9$ ;  $df = 5$ ;  $p \leq .025$ ). A slightly higher proportion of problem machine gamblers (12.5%) had one dependent child over 13 years than non-problem poker machine gamblers (9.4%), as shown in Figure 39.

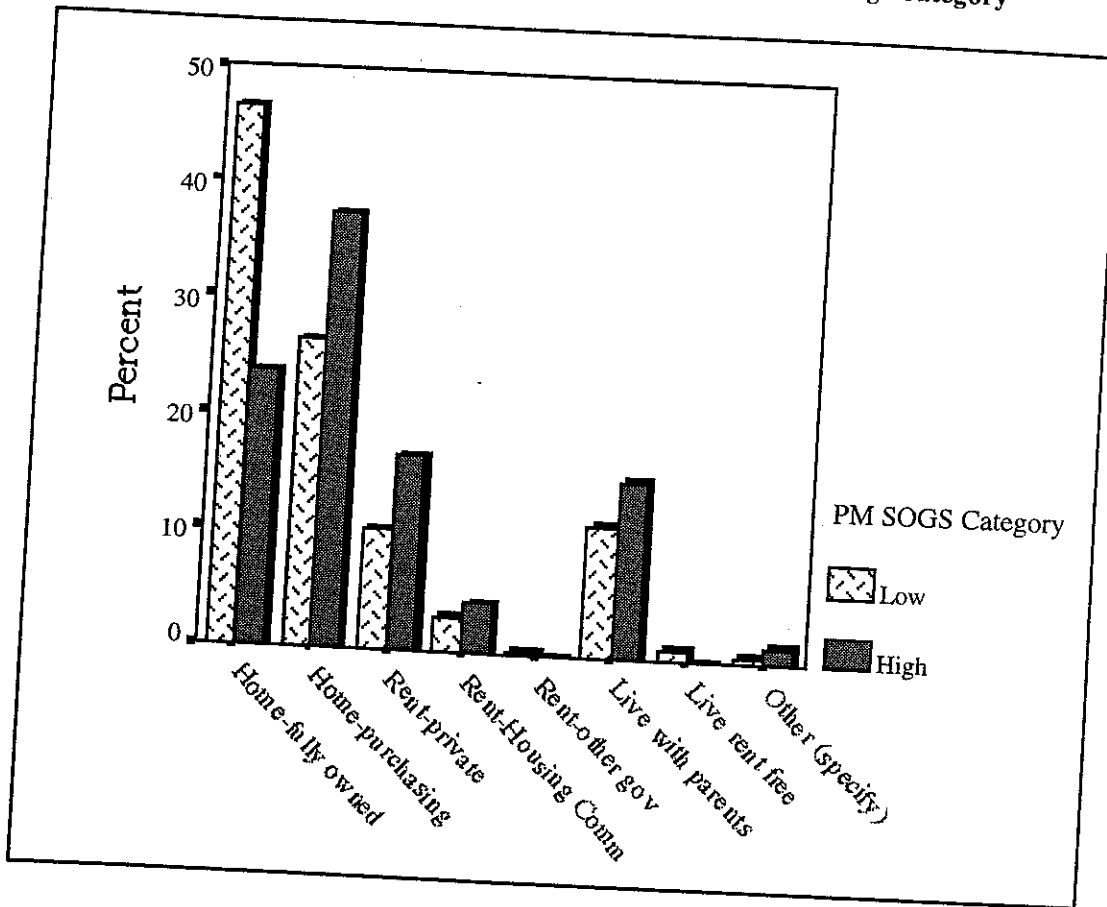
**Figure 39**  
**No. of Dependent Children Over 13 Years by Problem Poker Machine Gambling Category**



**Housing Status by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between housing status and problem poker machine gambling category ( $X^2 = 17.1$ ;  $df = 8$ ;  $p \leq .029$ ). Figure 40 illustrates that higher proportions of probable problem than non-problem poker machine gamblers are purchasing their own home, renting it from a private landlord or the Housing Commission or living with parents. These groups represent three-quarters (73.7%) of problem machine gamblers, but only half (51%) of non-problem poker machine players. The proportion of problem machine gamblers who fully own their own home (23.6%) is about half of this proportion of non-problem poker machine players (46.3%).

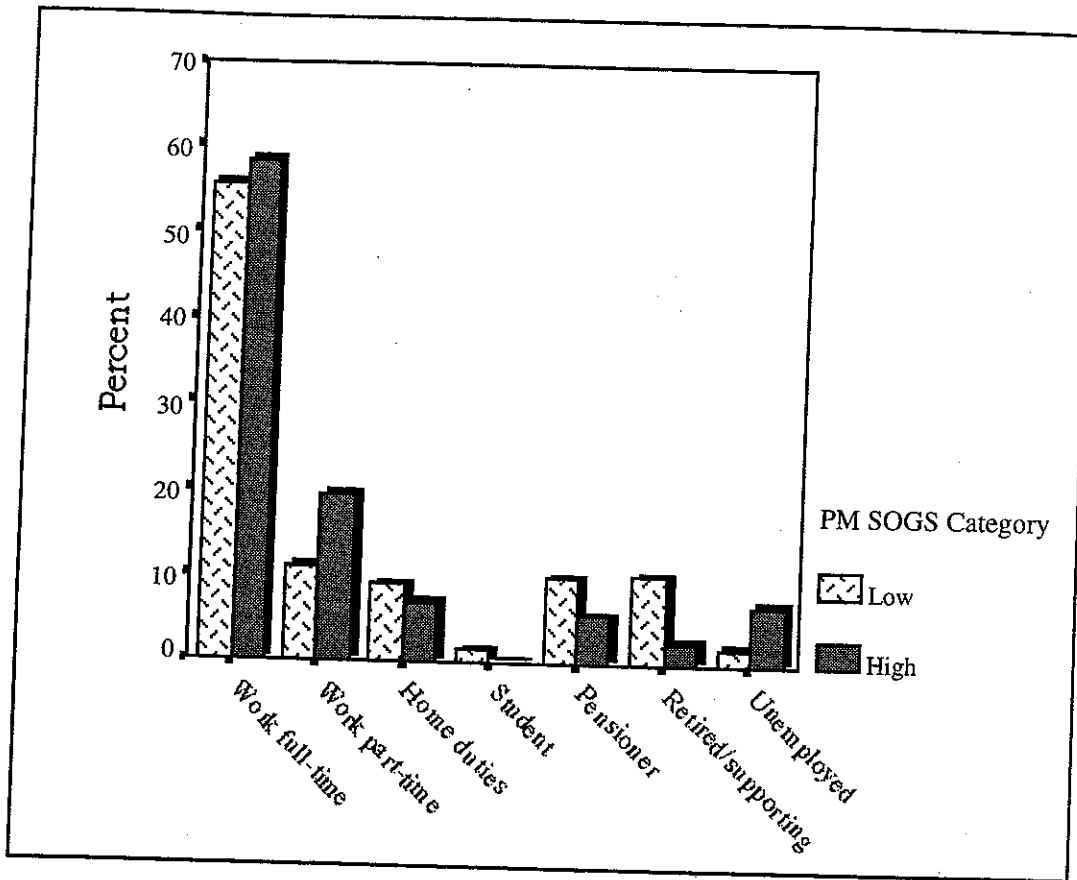
**Figure 40**  
**Housing Status by Problem Poker Machine Gambling Category**



**Work Status by Problem Poker Machine Gambling Category**

Results of the chi-square test show a significant association between work status and problem poker machine gambling category ( $X^2 = 18.6$ ;  $df = 7$ ;  $p \leq .009$ ). Figure 41 illustrates that higher proportions of probable problem than non-problem poker machine gamblers work full or part-time or are unemployed. Over three-quarters (77.7%) of the problem machine gamblers work full or part-time, compared to two-thirds (66.8%) of non-problem poker machine gamblers. The proportion of problem machine gamblers who are unemployed (6.9%) is over three times higher than that proportion of non-problem poker machine players (2%).

Figure 41  
Work Status by Problem Poker Machine Gambling Category



**Occupation by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is no significant association between occupation and problem poker machine gambling category.

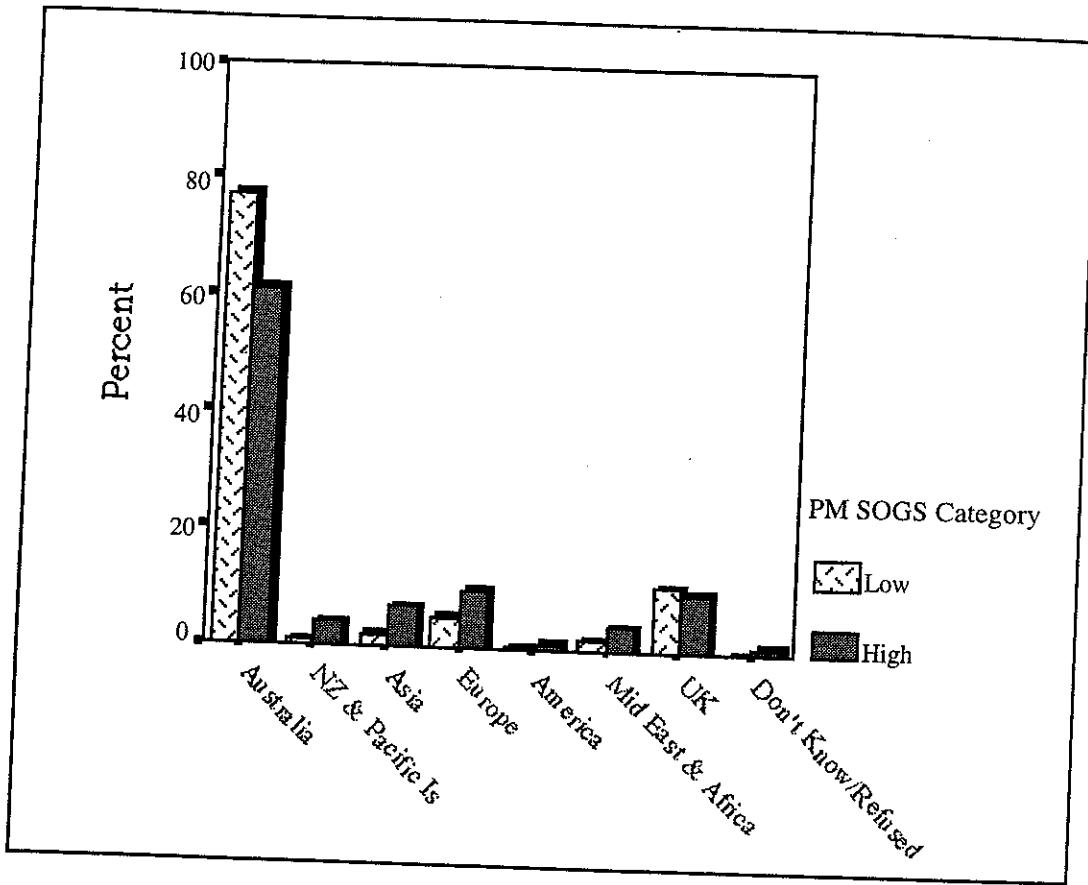
**Income by Problem Poker Machine Gambling Category**

Results of chi-square tests also indicate that there are no significant associations between personal annual income, household annual income or main source of income and problem poker machine gambling category.

**Country of Birth by Problem Poker Machine Gambling Category**

A significant association between the respondent's country of birth and problem poker machine gambling category is shown by the chi-square test ( $X^2 = 99.7$ ;  $df = 26$ ;  $p \leq .001$ ). Higher proportions of probable problem than non-problem poker machine gamblers were born in Asia and Europe. Conversely, lower proportions of probable problem than non-problem poker machine gamblers were born in Australia or the United Kingdom. The results for other countries shown in Figure 42 could not be determined reliably due to the small number of problem machine gamblers born in these countries.

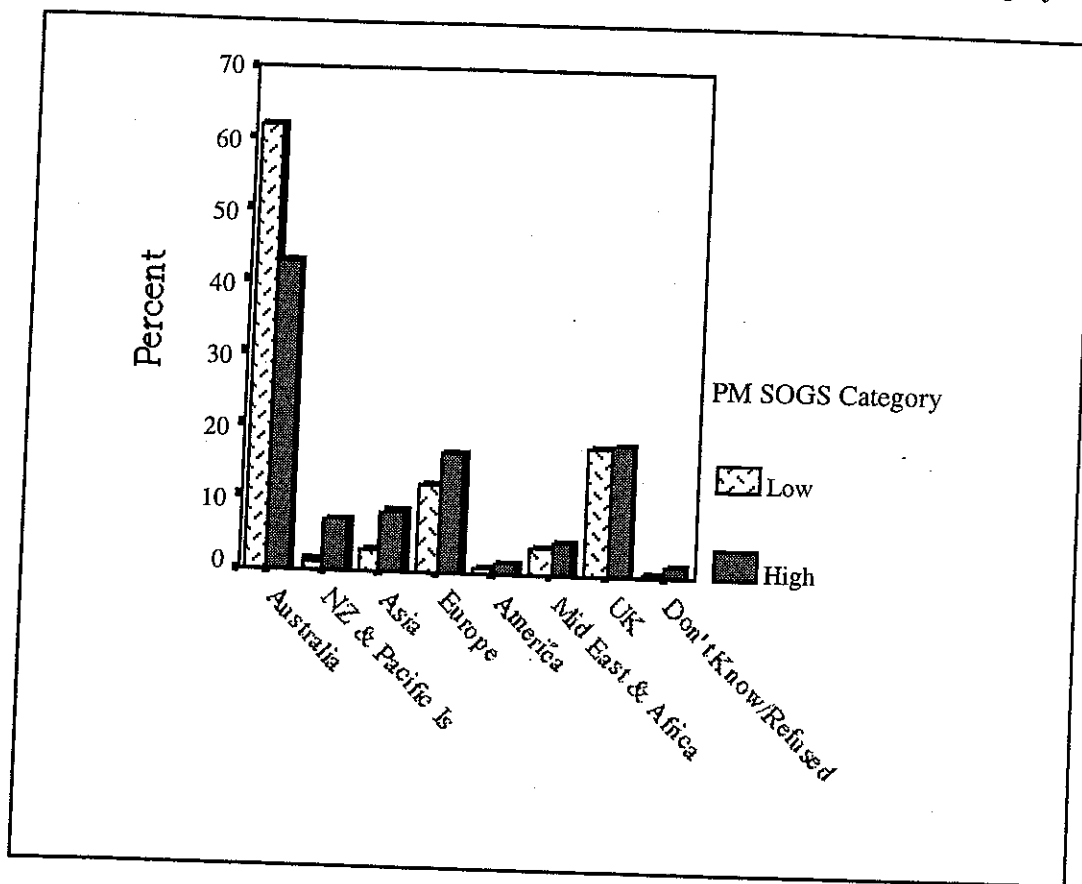
**Figure 42**  
Country of Birth by Problem Poker Machine Gambling Category



**Father's Country of Birth by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between father's country of birth and problem poker machine gambling category ( $X^2 = 61.7$ ;  $df = 29$ ;  $p \leq .001$ ). Higher proportions of probable problem than non-problem poker machine gamblers have fathers born in Asia, Europe, New Zealand and the Pacific Islands, while nearly equal proportions have fathers born in the United Kingdom. Conversely, lower proportions of probable problem than non-problem poker machine gamblers have fathers born in Australia. The results for other countries shown in Figure 43 could not be determined reliably due to the small number of problem machine gamblers with fathers born in these countries.

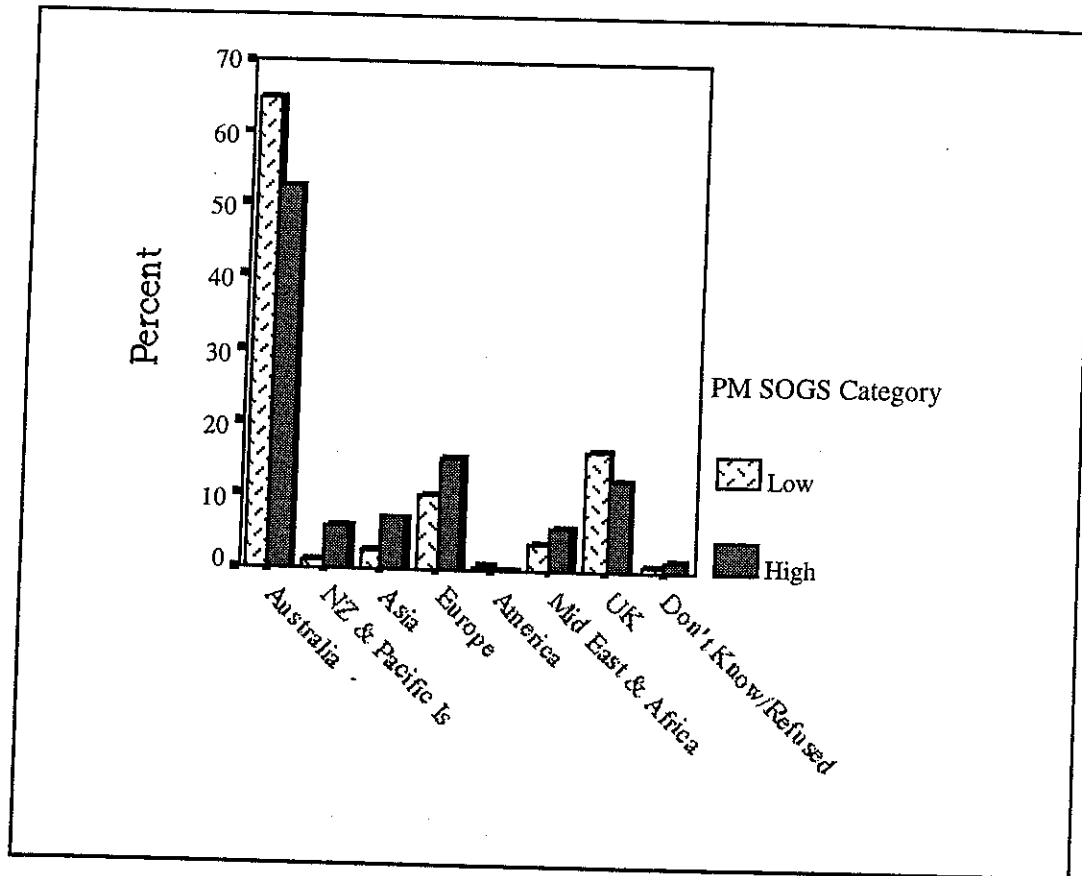
Figure 43  
 Father's Country of Birth by Problem Poker Machine Gambling Category



**Mother's Country of Birth by Problem Poker Machine Gambling Category**

Results of the chi-square test also indicate that there is a significant association between mother's country of birth and problem poker machine gambling category ( $X^2 = 48.9$ ;  $df = 31$ ;  $p \leq .021$ ). Higher proportions of probable problem than non-problem poker machine gamblers have mothers born in Asia, Europe, New Zealand and the Pacific Islands, while nearly equal proportions have mothers born in the United Kingdom. Conversely, lower proportions of probable problem than non-problem poker machine gamblers have mothers born in Australia or the United Kingdom. The results for other countries shown in Figure 44 could not be determined reliably due to the small number of problem machine gamblers with mothers born in these countries.

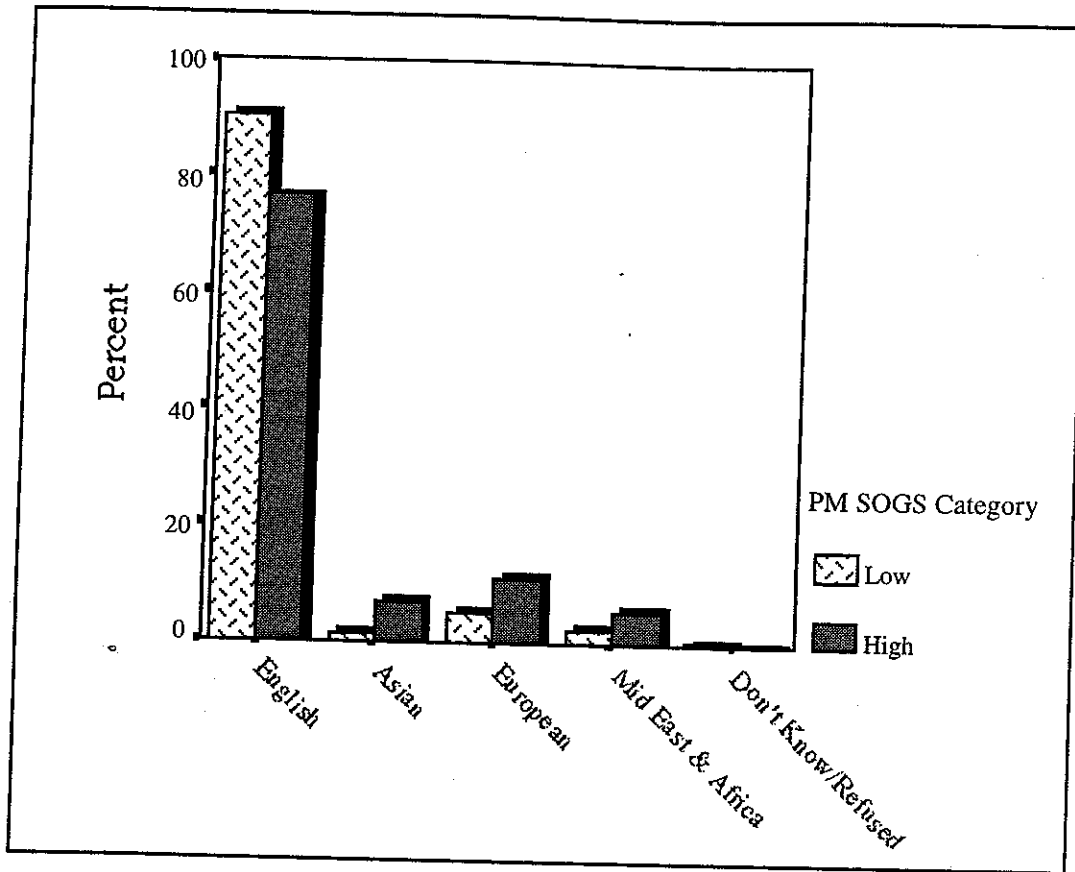
Figure 44  
 Mother's Country of Birth by Problem Poker Machine Gambling Category



Main Language Other than English by Problem Poker Machine Gambling Category

Chi-square testing indicates a significant association between the main language other than English spoken at home and problem poker machine gambling category ( $X^2 = 63.8$ ;  $df = 18$ ;  $p \leq .001$ ). Higher proportions of probable problem than non-problem poker machine gamblers speak Asian or European languages instead, or as well as, English at home. Conversely, lower proportions of probable problem than non-problem poker machine gamblers speak only English at home. The results for other languages shown in Figure 45 could not be determined reliably due to the small absolute number of problem machine gamblers speaking these languages.

Figure 45  
Main Language Other than English Spoken at Home by Problem Poker Machine Gambling Category



**Aboriginal or Torres Strait Islander Descent by Problem Poker Machine Gambling Category**

There is no statistically significant association between Aboriginal or Torres Strait Islander descent and problem poker machine gambling category.



## 7.5 Club Patronage by Problem and Non-Problem Poker Machine Gamblers

This section provides a comparison of club patronage and participation in club-based activities between non-problem and probable problem machine gamblers amongst the 1,879 poker machine players in the sample of club members.

Cross-tabulation and chi-square tests have been used to identify statistically significant relationships between the dependent variable, problem poker machine gambling category (non-problem and probable problem poker machine gamblers) and each of the independent variables (each of the variables relating to club patronage and participation in club-based activities).

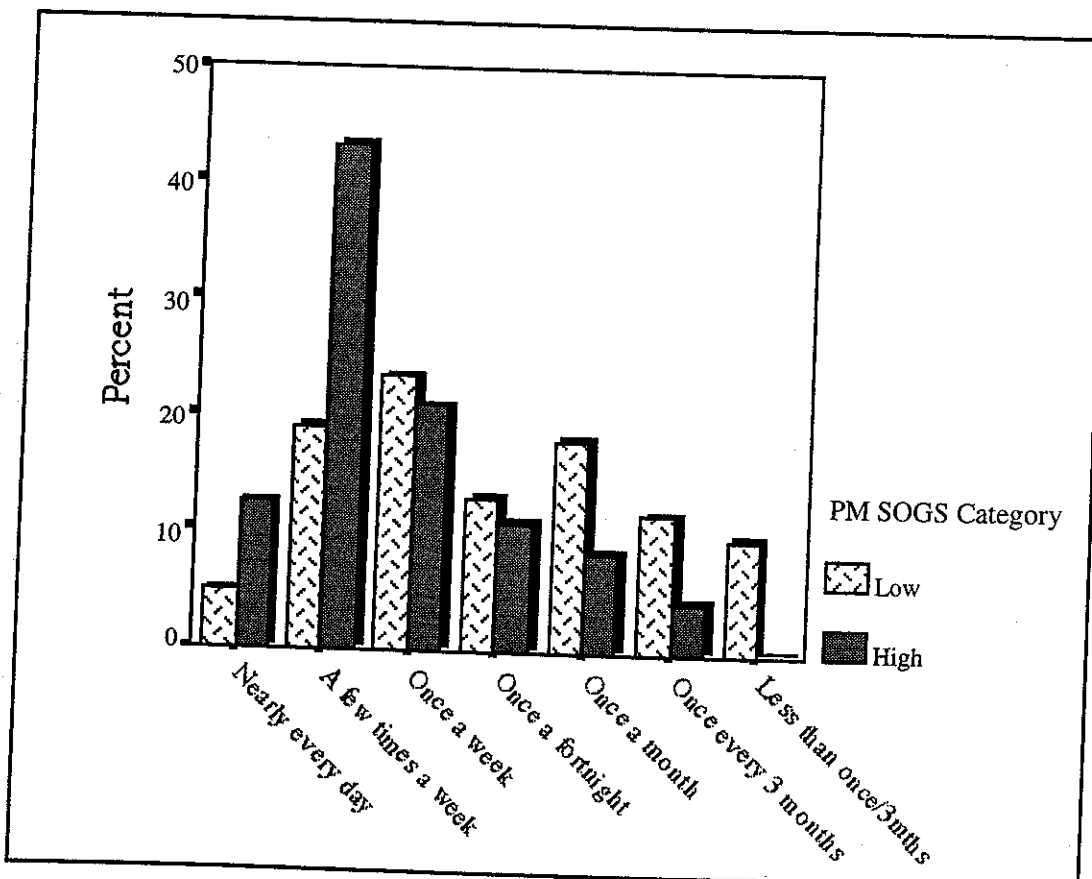
### Number of Club Memberships by Problem Poker Machine Gambling Category

There is no statistically significant relationship between the number of club memberships and problem poker machine gambling category.

### Frequency of Club Patronage by Problem Poker Machine Gambling Category

Results of the chi-square test indicate that there is a significant association between the frequency of club patronage and problem poker machine gambling category ( $X^2 = 42.9$ ;  $df = 7$ ;  $p \leq .001$ ). Figure 46 shows that higher proportions of probable problem than non-problem poker machine gamblers patronise a club nearly every day or a couple of times a week. This group represents over-half (55.6%) of problem-machine gamblers, but only one-quarter (23.8%) of non-problem poker machine gamblers.

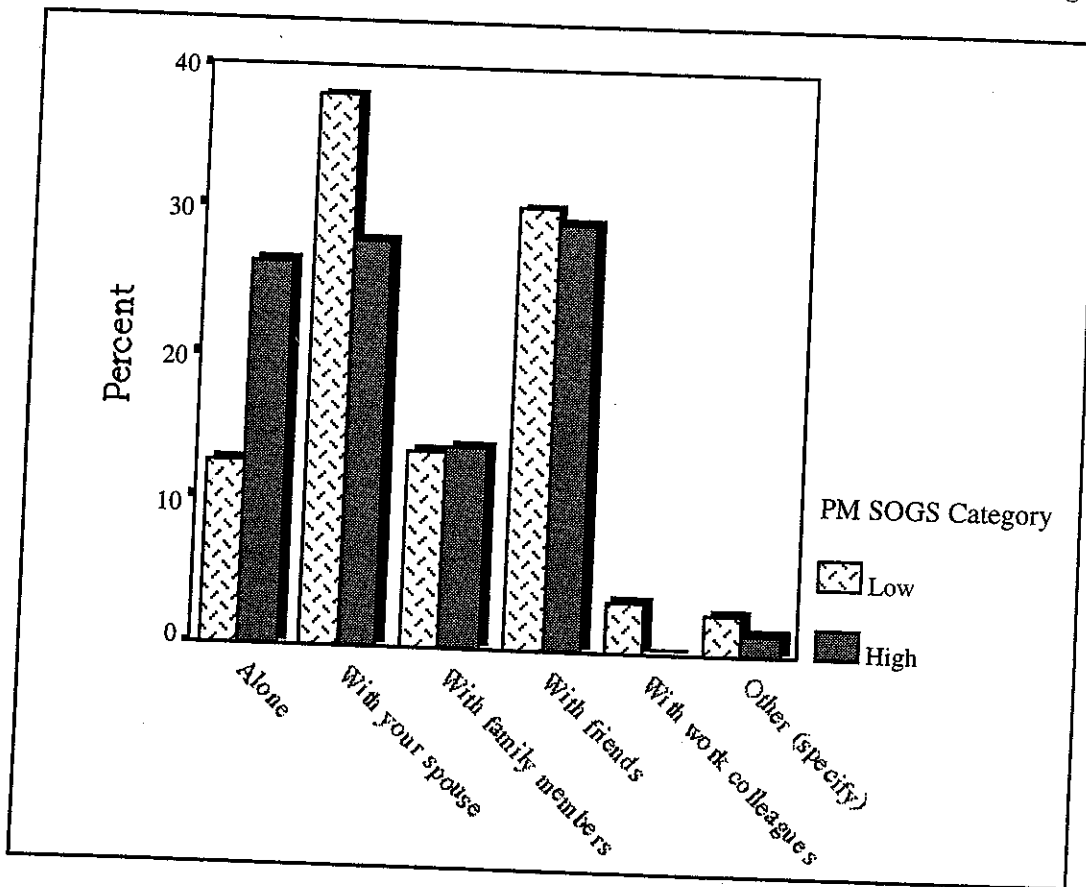
Figure 46  
Frequency of Club Patronage by Problem Poker Machine Gambling Category



**Usual Company Attend Club With by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between the company the respondent usually attends a club with and problem poker machine gambling category ( $X^2 = 40.2$ ;  $df = 6$ ;  $p \leq .001$ ). Figure 47 shows that over double the proportion of probable problem (26.4%) than non-problem poker machine gamblers (12.5%) usually attend a club alone. Conversely, nearly three-quarters (72.3%) of problem machine gamblers usually go to a club with other people, compared to 87.6% of non-problem poker machine gamblers.

**Figure 47**  
Usual Company Attend Club With by Problem Poker Machine Gambling Category



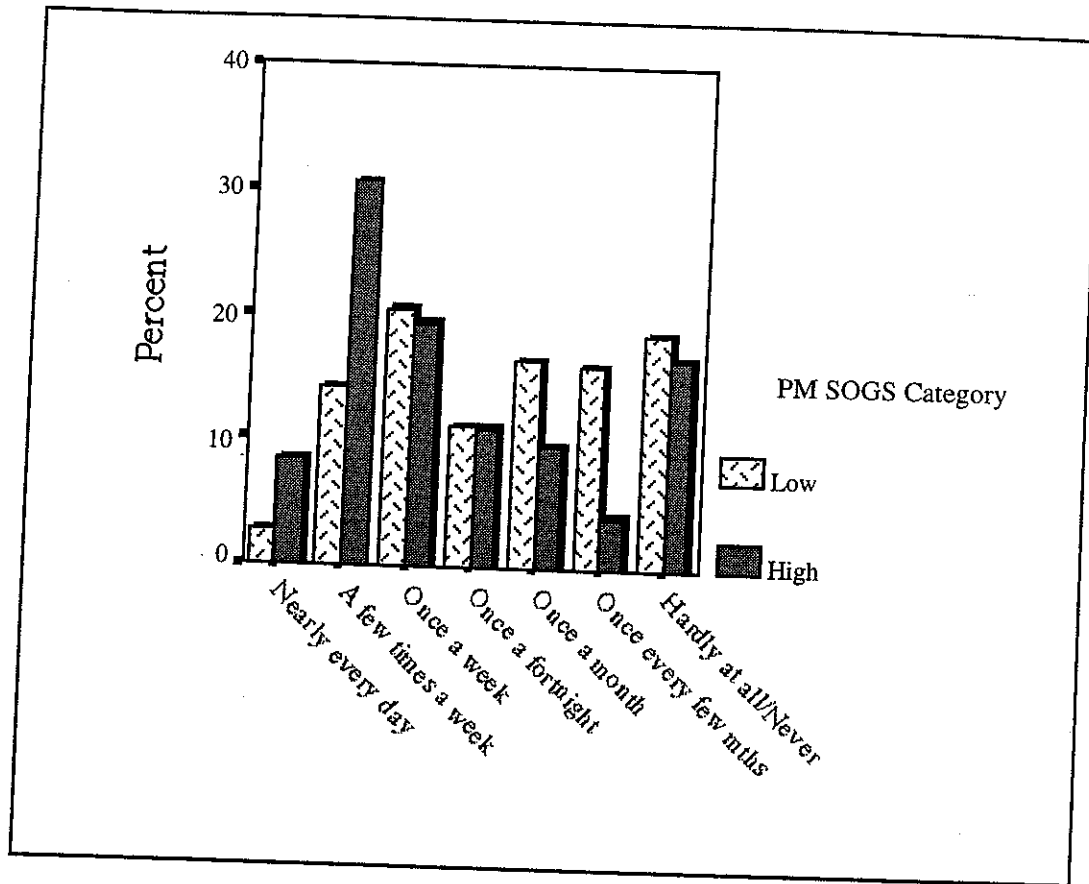
**Frequency of Club Meals by Problem Poker Machine Gambling Category**

The chi-square test indicates no significant association between the frequency of meals at a club and problem poker machine gambling category.

**Frequency of Club Drinks by Problem Poker Machine Gambling Category**

The frequency of drinking at a club and problem poker machine gambling category are statistically significantly related, as shown by the chi-square test ( $X^2 = 28.5$ ;  $df = 7$ ;  $p \leq .001$ ). Figure 48 shows that nearly double the proportion of probable problem (30.8%) than non-problem poker machine gamblers (17%) usually drink at a club nearly every day or a couple of times a week.

**Figure 48**  
**Frequency of Club Drinks by Problem Poker Machine Gambling Category**



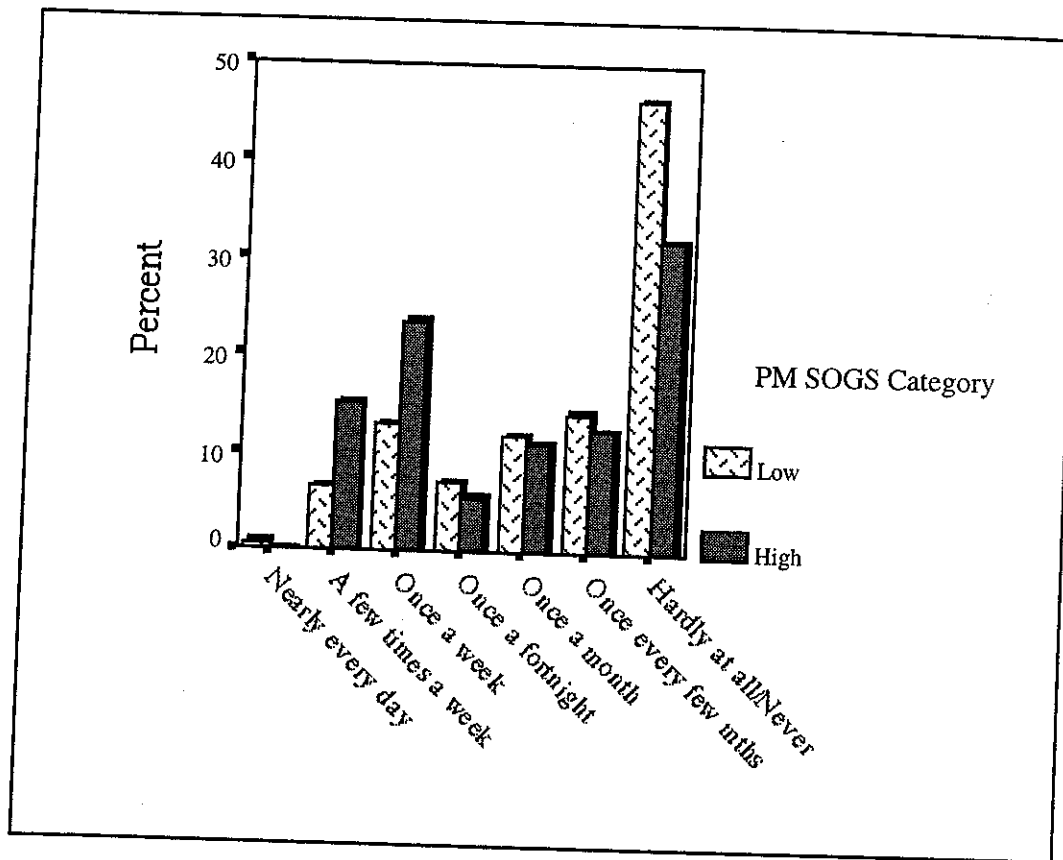
**Frequency of Club Entertainment by Problem Poker Machine Gambling Category**

There is no statistically significant relationship between the frequency of attending entertainment at a club and problem poker machine gambling category.

**Frequency of Club Raffles by Problem Poker Machine Gambling Category**

Chi-square testing indicates that there is a significant association between the frequency of participating in club raffles and problem poker machine gambling category ( $X^2 = 17.4$ ;  $df = 6$ ;  $p \leq .008$ ). Figure 49 shows that over three times the proportion of probable problem (38.9%) than non-problem poker machine gamblers (12.5%) usually participate in club raffles at least once a week. Conversely, about one-third (31.9%) of problem machine players, but about half (46.3%) of non-problem poker machine gamblers, hardly or never participate in club raffles.

**Figure 49**  
**Frequency of Club Raffles by Problem Poker Machine Gambling Category**



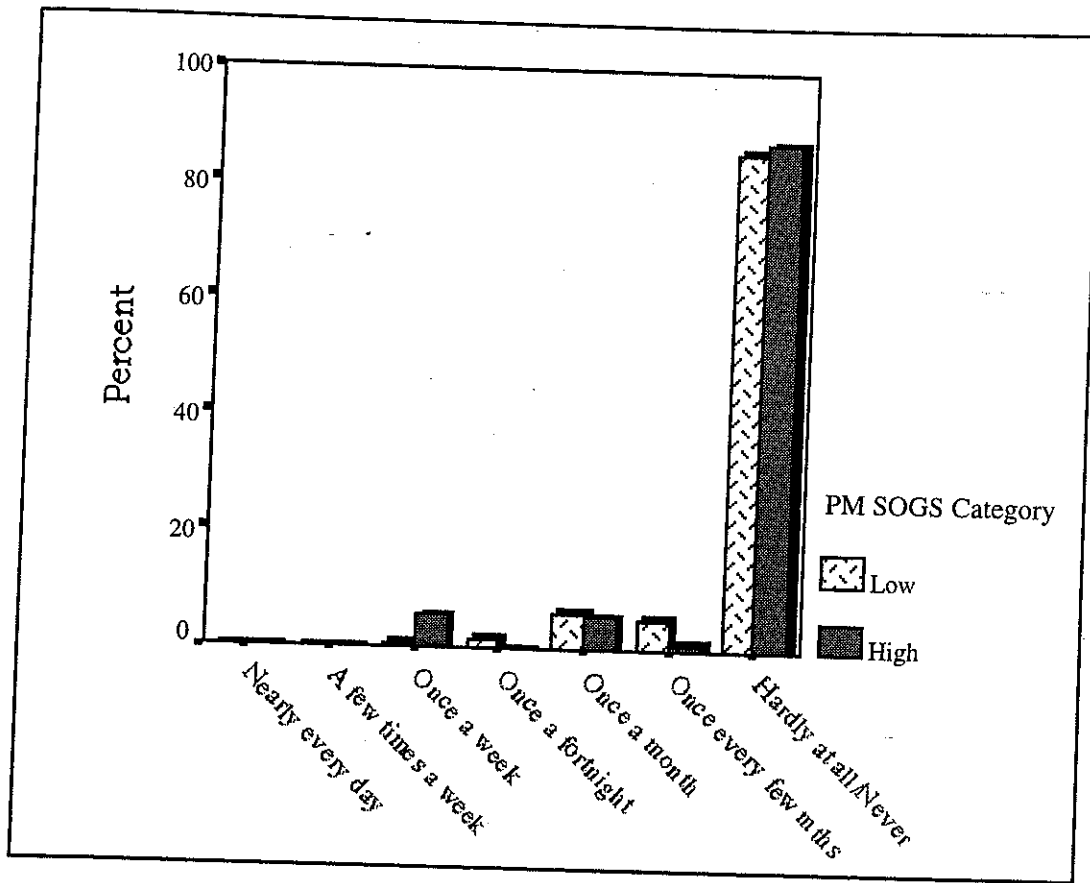
**Frequency of Club Sport by Problem Poker Machine Gambling Category**

Chi-square tests indicate that there are no statistically significant relationships between the frequency of participation in outdoor or indoor sport at a club and problem poker machine gambling category.

**Frequency of Club Meetings by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between the frequency of attending meetings at a club and problem poker machine gambling category ( $X^2 = 18.8$ ;  $df = 6$ ;  $p \leq .004$ ). Figure 50 shows that while 11.2% of probable problem machine gamblers attend club meetings at least once a month, only 8.9% of non-problem poker machine gamblers do so.

Figure 50  
Frequency of Club Meetings by Problem Poker Machine Gambling Category



## 7.6 Leisure Activities of Problem and Non-Problem Poker Machine Gamblers

Table 24 shows the most preferred leisure activities of non-problem and problem machine gamblers amongst the 1,879 poker machine players in the sample. Results of the chi-square test indicate that there is a significant association between leisure preferences and problem poker machine gambling category ( $X^2 = 52.4$ ;  $df = 12$ ;  $p \leq .001$ ).

Gambling is the most preferred leisure activity for nearly one-fifth (19.4%) of problem machine gamblers. When compared with non-problem poker machine gamblers, higher proportions of problem machine gamblers also prefer indoor sport or exercise, going to watch sporting events and dining out, whereas lower proportions prefer outdoor sport or exercise, holiday travel/pleasure driving, relaxing at home and socialising.

Table 24  
Favourite Leisure Activities by Problem Poker Machine Gambling Category

Non-Problem PM Gamblers N=1807	%	Problem PM Gamblers N=72	%
Outdoor sport or exercise	23.2	Gambling	19.4
Relaxing at home	15.8	Outdoor sport or exercise	15.3
Holiday travel/pleasure driving	14.6	Relaxing at home	15.3
Socialising	8.7	Socialising	8.3
Dining out	6.6	Indoor sport or exercise	6.9
Hobbies/arts/crafts	6.1	Holiday travel/pleasure driving	6.9
Visiting entertainment	5.5	Going to watch sporting events	6.9
Going to watch sporting events	5.5	Dining out	6.9
Indoor sport or exercise	3.9	Visiting entertainment	-
Gambling	3.7	Shopping	-
Shopping	3.5	Drinking	-
Drinking	2.8	Hobbies/arts/crafts	-

\*\*\* Differences between groups significant at  $p \leq .001$

## 7.7 Gambling Activities of Problem and Non-Problem Poker Machine Gamblers

This section focuses on the gambling preferences of the 1,879 poker machine players in the sample and their participation rates in the major forms of gambling. (It should be noted that no results are reported here for gambling activities in which less than 5% of the sample participate, namely non-club bingo and casino keno.)

Cross-tabulation and chi-square tests have been used to identify statistically significant relationships between the dependent variable, problem poker machine gambling category (non-problem and probable problem machine gamblers) and each of the independent variables (each of the gambling activities).

### Gambling Preferences

Table 25 shows the most preferred gambling activities of non-problem and problem machine gamblers amongst the 1,879 poker machine players in the sample. Results of the chi-square test indicate that there is a significant association between gambling preferences and problem poker machine gambling category ( $X^2 = 55.8$ ;  $df = 11$ ;  $p \leq .001$ ).

Club poker machines are the most preferred gambling activity for nearly one-half (47.2%) of problem machine gamblers, while about one-sixth (16.7%) prefer Lotto-type games. When compared with non-problem poker machine gamblers, higher proportions of problem machine gamblers prefer continuous forms of gambling, comprising club poker machines, TAB betting, on-course betting, casino poker machines, casino table games, hotel gaming machines and private gaming. Lower proportions prefer Lotto-type games, bingo and keno, which are either non-continuous or minor forms of gambling.

Table 25  
Favourite Gambling Activities by Problem Poker Machine Gambling Category

Non-Problem PM Gamblers N=1807	%	Problem PM Gamblers N=72	%
Lotto/instant lottery/lottery/pools	46.8	Club poker machines	47.2
Club poker machines	24.7	Lotto/instant lottery/lottery/pools	16.7
TAB betting	9.2	TAB betting	9.7
Club keno	5.7	Casino table games	6.9
Bingo	4.0	Club keno	-
Casino table games	3.9	On-course betting	-
On-course betting	3.8	Private gaming	-
Hotel gaming machines	0.7	Casino poker machines	-
Private gaming	0.6	Hotel Gaming Machines	-
Casino poker machines	0.3	Bingo	-
Casino keno	0.2	Casino keno	-

\*\*\* Differences between groups significant at  $p \leq .001$

### Frequency of Lotto-Type Gambling by Problem Poker Machine Gambling Category

Results of the chi-square test indicate that there is no significant association between the frequency of gambling on Lotto/instant lottery/lottery/pools and problem poker machine gambling category.

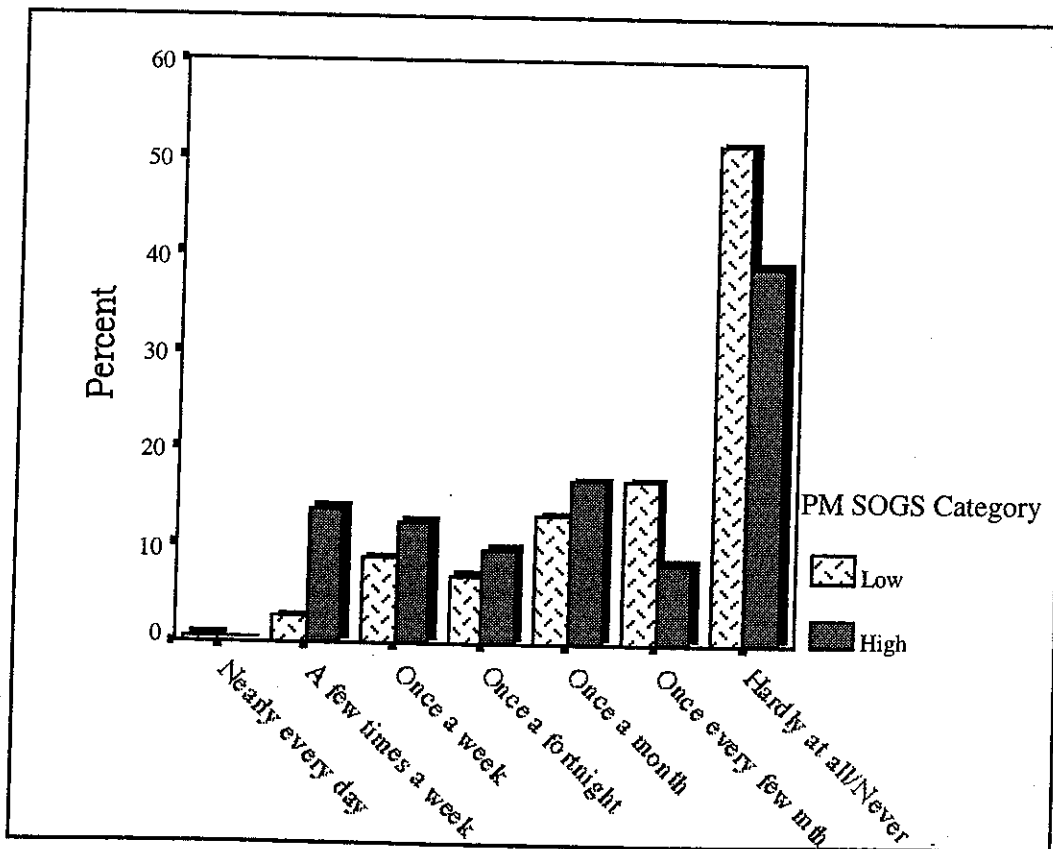
**Frequency of Club Bingo Gambling by Problem Poker Machine Gambling Category**

There is no statistically significant relationship between frequency of playing club bingo and problem poker machine gambling category.

**Frequency of Club Keno Gambling by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate a significant association between the frequency of playing club keno and problem poker machine gambling category ( $X^2 = 36.4$ ;  $df = 6$ ;  $p \leq .001$ ). Figure 51 shows that higher proportions of probable problem than non-problem poker machine gamblers play club keno at least once a month. About one-quarter (26.4%) of problem machine gamblers play club keno at least once a week, compared to 12% of non-problem poker machine gamblers. Conversely, about two-fifths (38.9%) of problem machine gamblers hardly or never play club keno, compared to over half (51.4%) of non-problem poker machine gamblers.

**Figure 51**  
**Frequency of Gambling on Club Keno by Problem Poker Machine Gambling Category**



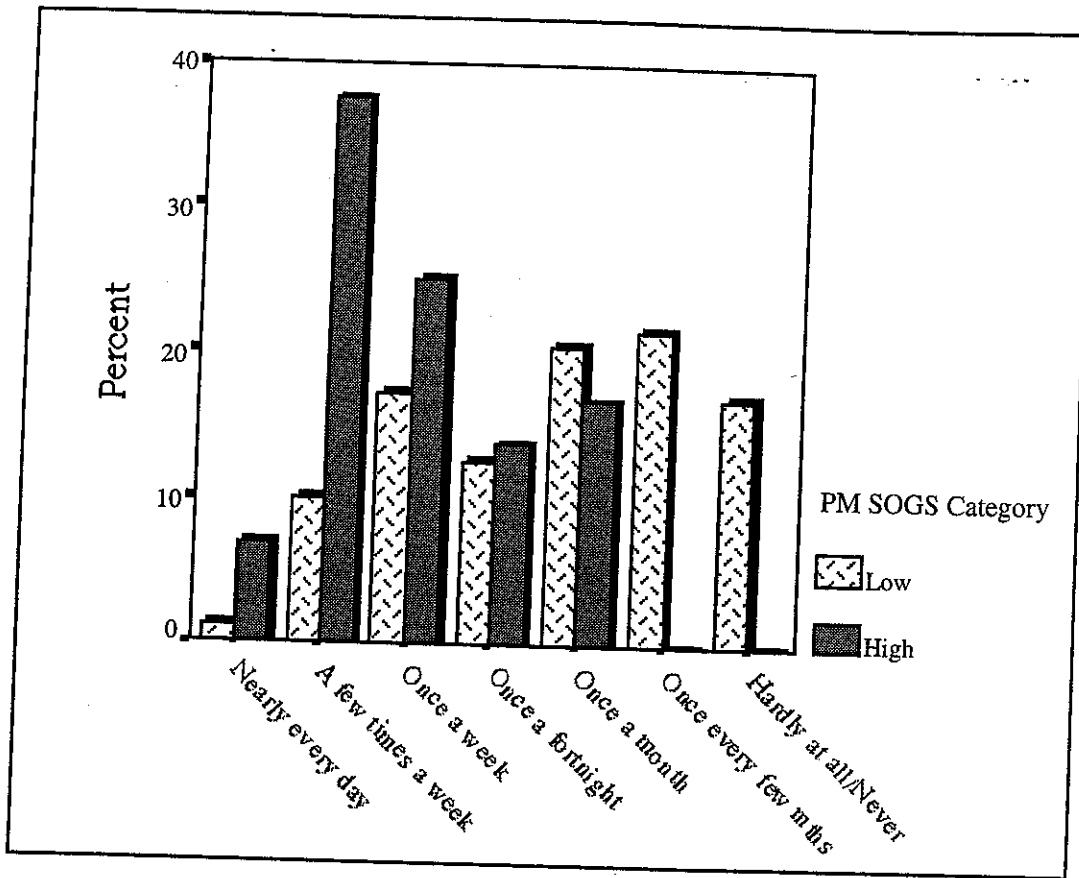
**Frequency of Club Poker Machine Gambling by Problem Poker Machine Gambling Category**

The frequency of playing club poker machines and problem poker machine gambling category are statistically significantly related, as demonstrated by the results of the chi-square test ( $X^2 = 92.1$ ;  $df = 6$ ;  $p \leq .001$ ). Figure 52 shows that higher proportions of probable problem than non-problem poker machine gamblers play club poker machines at least once a fortnight. Nearly half (44.4%) of problem machine gamblers play club poker machines nearly every day



or a couple of times a week, compared to 11.4% of non-problem poker machine gamblers. All problem machine gamblers usually play club poker machines at least once a month, compared to 61.6% of non-problem poker machine gamblers.

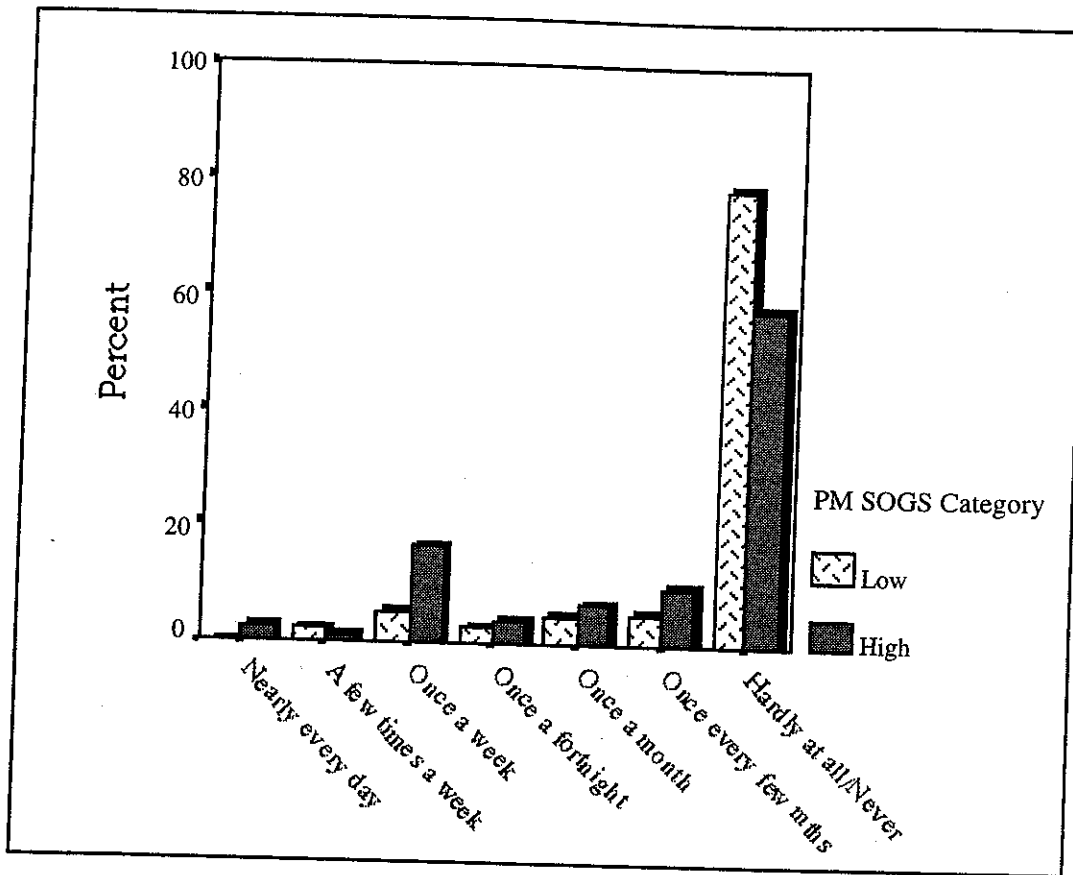
**Figure 52**  
**Frequency of Gambling on Club Poker Machines by Problem Poker Machine Gambling Category**



**Frequency of Club TAB Gambling by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between the frequency of betting at a club TAB and problem poker machine gambling category ( $X^2 = 40.6$ ;  $df = 7$ ;  $p \leq .001$ ). Figure 53 shows that higher proportions of probable problem than non-problem poker machine gamblers bet a club TAB at least once every few months, with about one-fifth (20.9%) of problem machine gamblers betting at a club TAB at least once a week, compared to 8% of non-problem poker machine gamblers. Conversely, about half (58.3%) of problem machine gamblers hardly or never bet at a club TAB, compared to nearly four-fifths (78.9%) of non-problem poker machine gamblers.

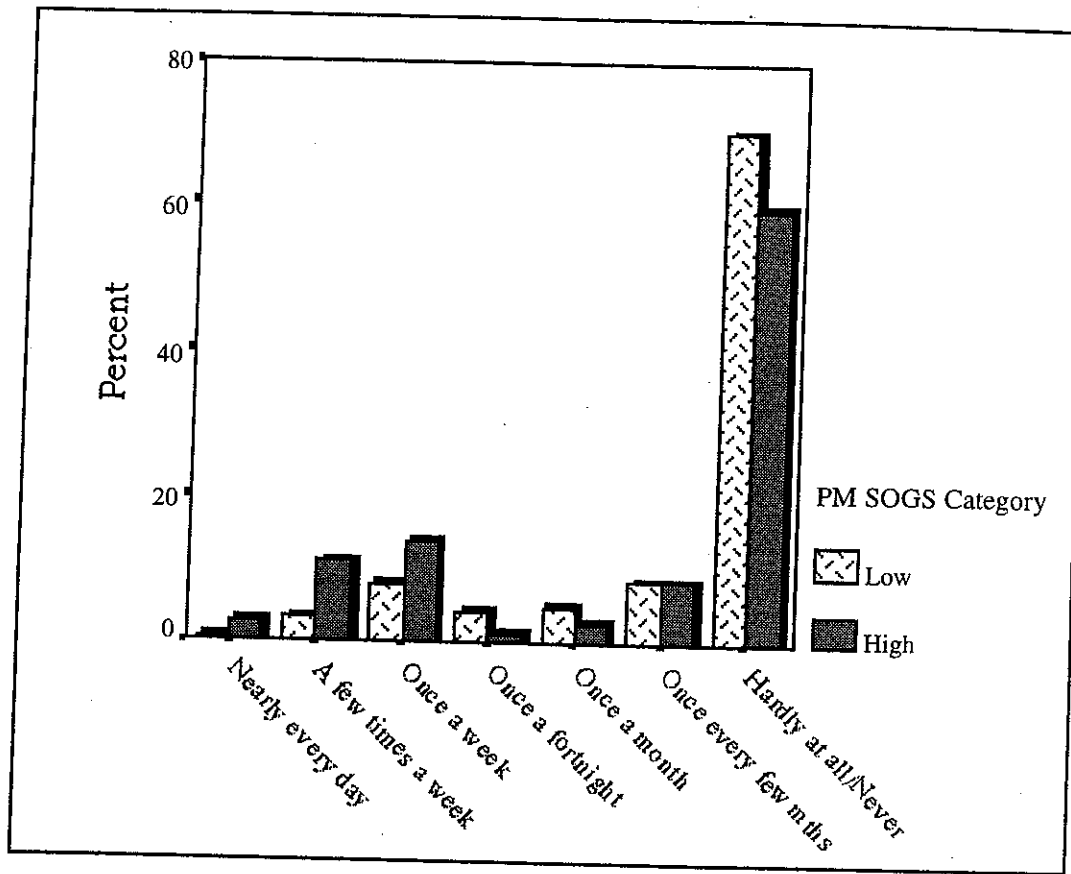
Figure 53  
 Frequency of Gambling at Club TAB by Problem Poker Machine Gambling Category



Frequency of Other TAB Gambling by Problem Poker Machine Gambling Category

Results of the chi-square test indicate that there is a significant association between the frequency of betting at a non-club TAB and problem poker machine gambling category ( $X^2 = 21.2$ ;  $df = 6$ ;  $p \leq .001$ ). Figure 54 shows that higher proportions of probable problem (17.8%) than non-problem poker machine gamblers (12%) bet at a non-club TAB at least once a week. Conversely, about three-fifths (59.7%) of problem machine gamblers hardly or never bet at a non-club TAB, compared to nearly three-quarters (70.3%) of non-problem poker machine gamblers.

Figure 54  
 Frequency of Gambling at Non-Club TAB by Problem Poker Machine Gambling Category



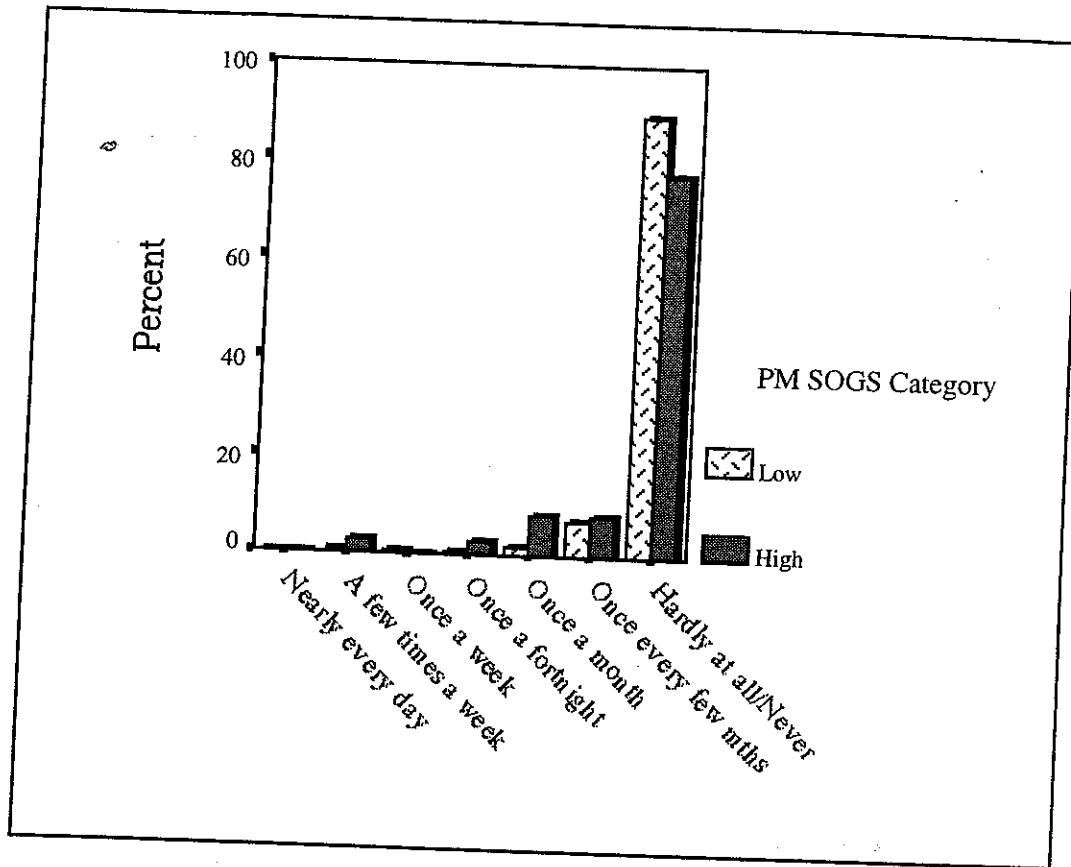
**Frequency of On-Course Gambling by Problem Poker Machine Gambling Category**

Frequency of on-course betting and problem poker machine gambling category are not statistically related.

**Frequency of Casino Poker Machine Gambling by Problem Poker Machine Gambling Category**

Chi-square testing shows a significant association between the frequency of playing casino poker machines and problem poker machine gambling category ( $X^2 = 36.9$ ;  $df = 7$ ;  $p \leq .001$ ). Figure 55 shows that higher proportions of probable problem than non-problem gamblers play casino poker machines at least once every few months. 13.9% of problem machine gamblers play casino poker machines at least once a month, compared to 3.3% of non-problem poker machine gamblers. Conversely, about three-quarters (77.8%) of problem machine gamblers hardly or never play casino poker machines, compared to 89.9% of non-problem poker machine gamblers.

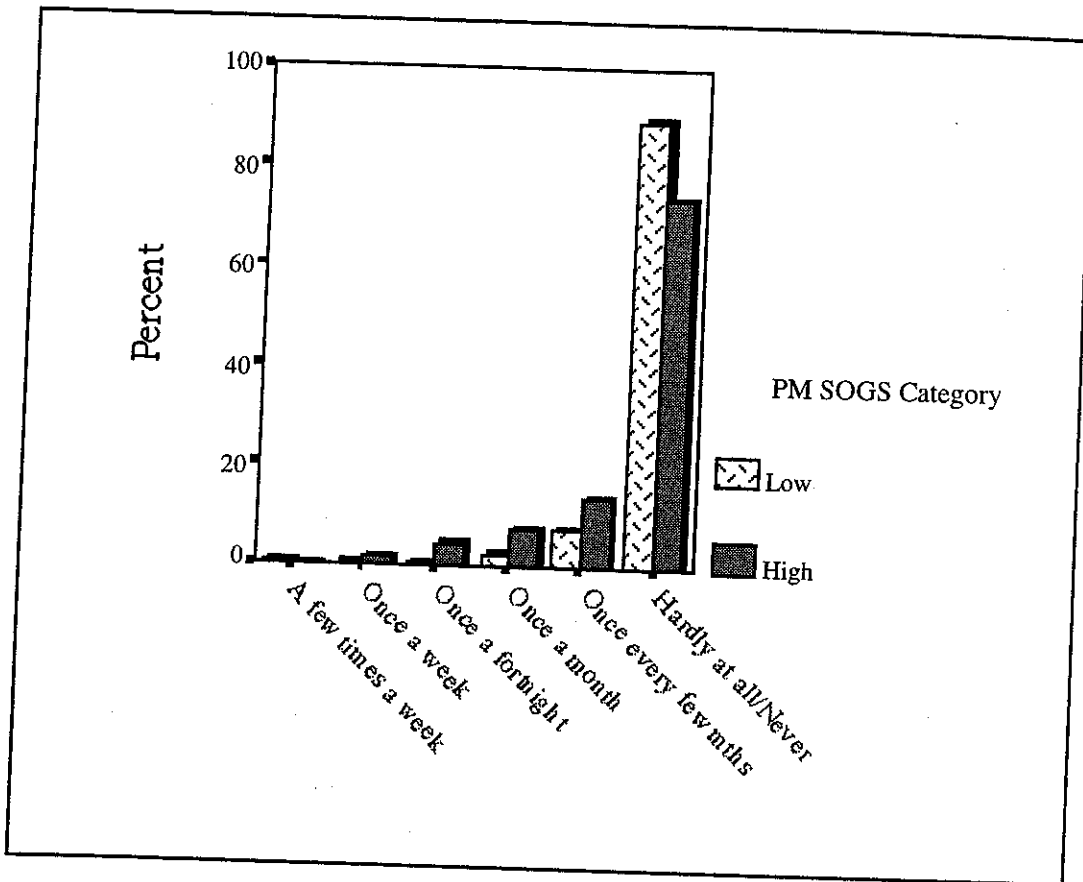
**Figure 55**  
**Frequency of Gambling on Casino Poker Machines by Problem Poker Machine Gambling Category**



**Frequency of Gambling on Casino Table Games by Problem Poker Machine Gambling Category**

Results of the chi-square test show a significant association between the frequency of playing casino table games and problem poker machine gambling category ( $X^2 = 31.1$ ;  $df = 5$ ;  $p \leq .001$ ). Figure 56 shows that higher proportions of probable problem than non-problem poker machine gamblers play casino table games at least once every few months. 12.9% of problem machine gamblers play casino table games at least once a month, compared to 3.3% of non-problem poker machine gamblers. Conversely, about three-quarters (73.6%) of problem machine gamblers hardly or never play casino table games, compared to 89.4% of non-problem poker machine gamblers.

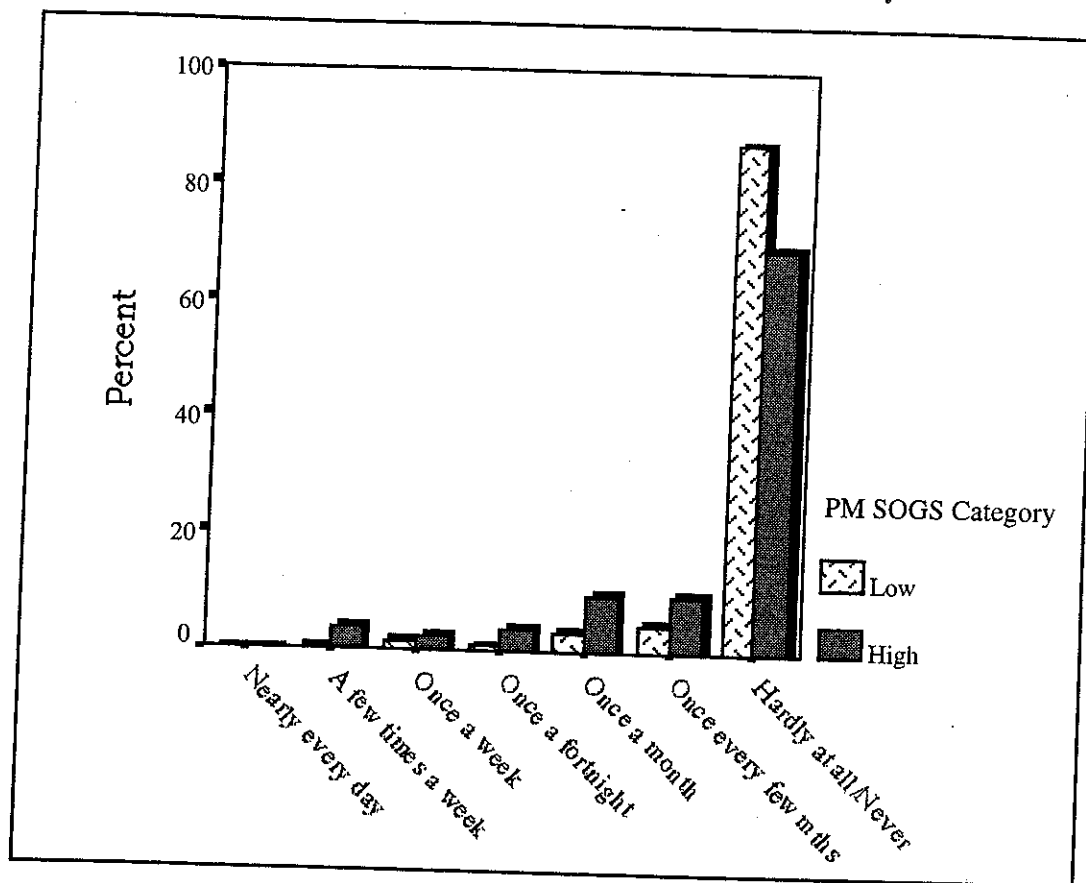
**Figure 56**  
**Frequency of Gambling on Casino Table Games by Problem Poker Machine Gambling Category**



**Frequency of Hotel Gaming Machine Gambling by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between the frequency of playing hotel gaming machines and problem poker machine gambling category ( $X^2 = 28.8$ ;  $df = 7$ ;  $p \leq .001$ ). Figure 57 shows that higher proportions of probable problem than non-problem poker machine gamblers play hotel gaming machines at least once every few months. About one-fifth (20.9%) of problem machine gamblers play hotel gaming machines at least once a month, compared to 7.3% of non-problem poker machine gamblers.

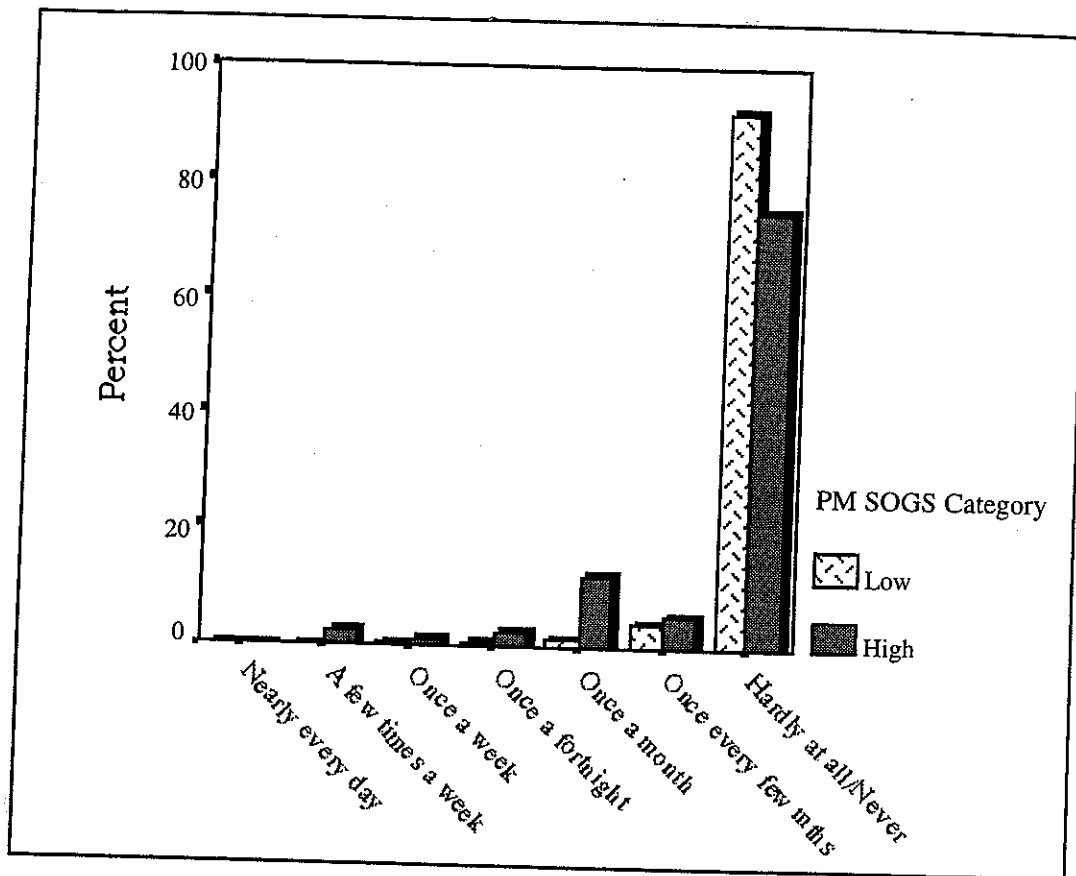
**Figure 57**  
**Frequency of Gambling on Hotel Gaming Machines by Problem Poker Machine Gambling Category**



**Frequency of Private Gambling by Problem Poker Machine Gambling Category**

The chi-square test demonstrates a significant association between the frequency of private gambling and problem poker machine gambling category ( $X^2 = 54.7$ ;  $df = 7$ ;  $p \leq .001$ ). Figure 58 shows that higher proportions of probable problem than non-problem poker machine gamblers gamble privately at least once every few months. About one-fifth (19.5%) of problem machine gamblers gamble privately at least once a month, compared to 3.7% of non-problem poker machine gamblers. Conversely, three-quarters (75%) of problem machine gamblers hardly or never gamble privately, compared to 92.1% of non-problem poker machine gamblers.

Figure 58  
Frequency of Private Gambling by Problem Poker Machine Gambling Category



## 7.8 Poker Machine Playing Behaviour of Problem and Non-Problem Poker Machine Gamblers

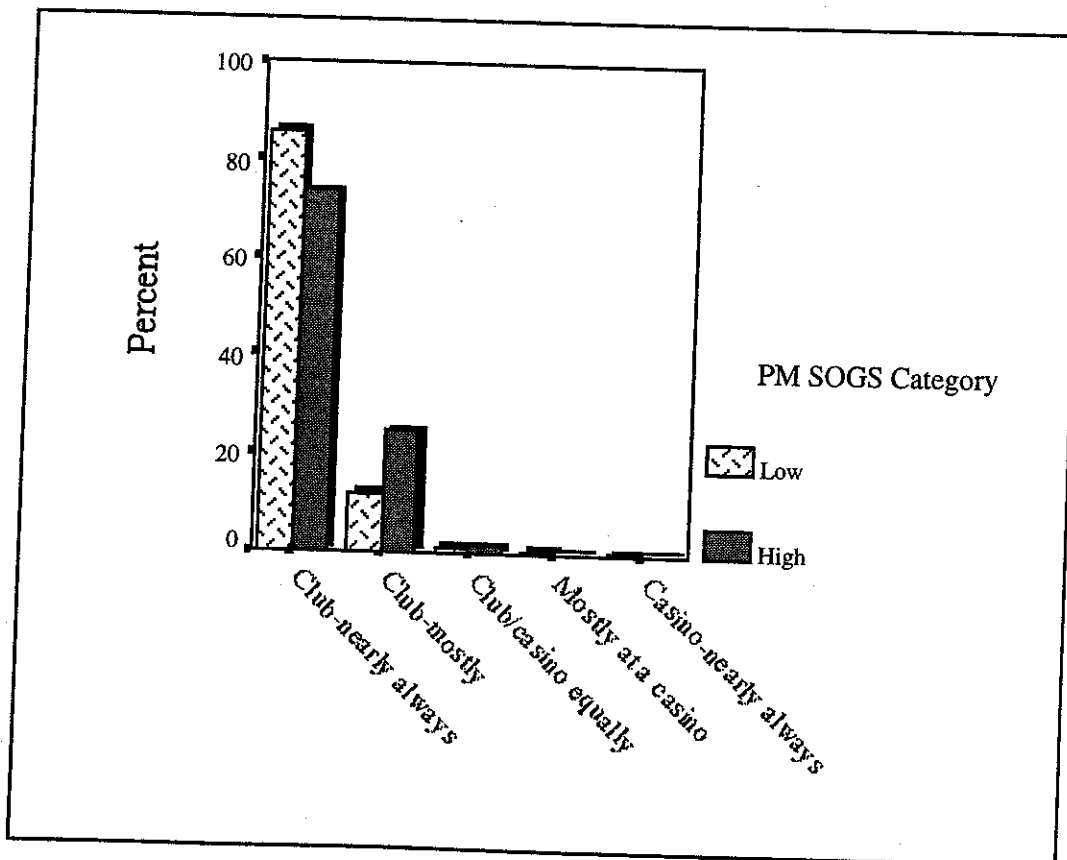
This section provides a comparison of the poker machine playing behaviour between non-problem and probable problem machine gamblers amongst the 1,879 poker machine players in the sample of club members.

Cross-tabulation and chi-square tests have been used to identify statistically significant relationships between the dependent variable, problem poker machine gambling category (non-problem and probable problem machine gamblers) and each of the independent variables (each of the variables relating to poker machine playing behaviour).

### Usual Venue by Problem Poker Machine Gambling Category

Chi-square testing indicates a significant association between the usual venue at which poker machines are played and problem poker machine gambling category ( $X^2 = 11.1$ ;  $df = 4$ ;  $p \leq .025$ ). Figure 59 illustrates that about double the proportion of probable problem (26.4%) than non-problem (13.2%) poker machine gamblers play poker machines at both clubs and casinos, whereas lower proportions of problem machine gamblers (73.6%) always play poker machines at a club than did the non-problem poker machine gamblers (85.9%)

Figure 59  
Usual Poker Machine Playing Venue by Problem Poker Machine Gambling Category

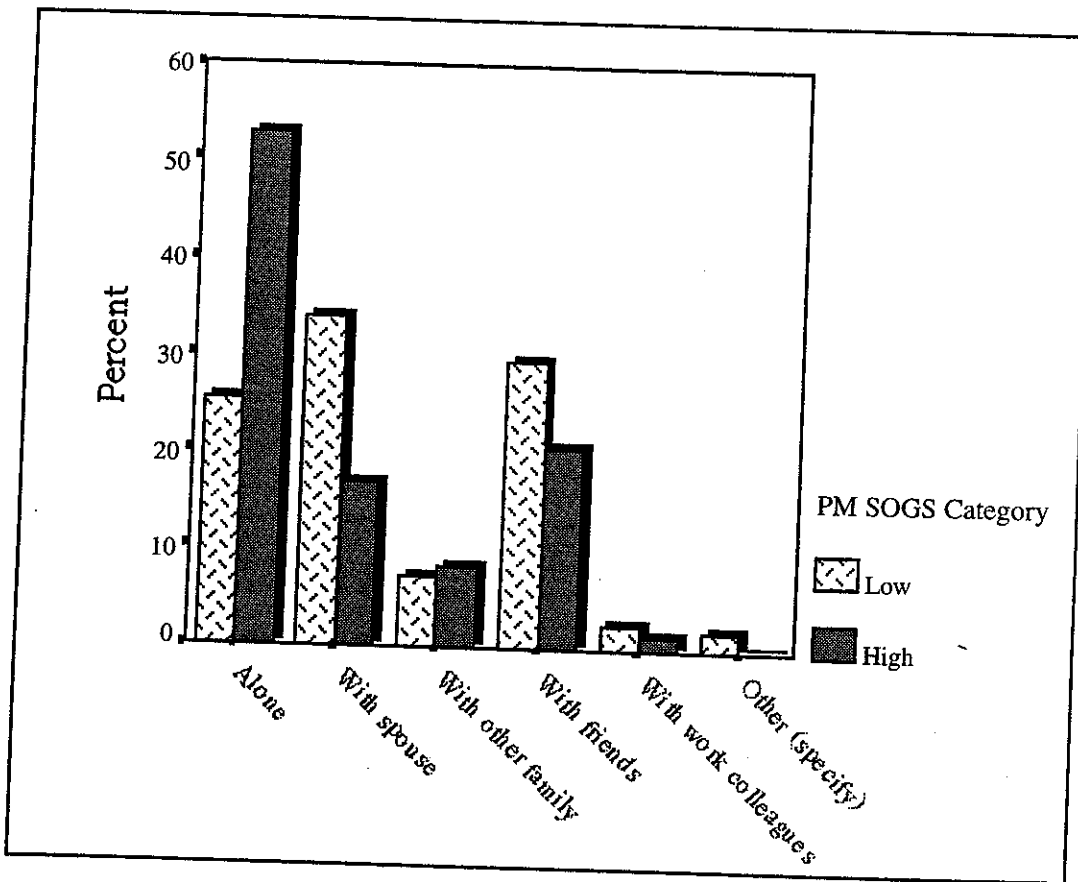




**Usual Company Poker Machines Are Played With by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between the company the respondent usually plays poker machines with and problem poker machine gambling category ( $X^2 = 29.9$ ;  $df = 5$ ;  $p \leq .001$ ). Figure 60 shows that higher proportions of probable problem than non-problem poker machine gamblers usually play poker machines alone or with other family members. Over half (52.8%) of problem machine gamblers usually play poker machines alone, compared to one-quarter (25.1%) of non-problem poker machine gamblers. Conversely, only 47.8% of problem machine gamblers usually play poker machines with other people, compared to 74.9% of non-problem poker machine gamblers.

**Figure 60**  
**Company Usually Play Poker Machines With by Problem Poker Machine Gambling Category**



**Main Reasons for Playing Poker Machines by Problem Poker Machine Gambling Category**

Table 26 shows the main reasons given for playing poker machines by non-problem and problem machine gamblers amongst the 1,879 poker machine players in the sample. Results of the chi-square test indicate that there is a significant association between main reasons for playing poker machines and problem poker machine gambling category ( $X^2 = 150.2$ ;  $df = 16$ ;  $p \leq .001$ ).

To win money was the most common reason for playing given by the largest proportion (29.2%) of problem machine gamblers, whereas recreation/hobby/ amusement/fun was stated as the main reason by the largest group (36.7%) of non-problem poker machine players.

Over two-fifths (43.1%) of problem poker machine gamblers cited money-related reasons for playing the machines, including to win jackpots and to win money, not necessarily jackpots. For over one-third of problem players (36.2%), entertainment/social-related reasons were most important, including recreation/hobby/amusement/fun, social reasons/see friends, boredom/pass the time, atmosphere/excitement and relaxation. Over one-sixth (15.2%) stated they played for reasons related to risk and challenge, such as belief in luck/may get lucky or they like taking risks. Only 5.6% of problem players cited compulsion as the main reason for playing the machines.

In contrast, over two-thirds (69.7%) of non-problem poker machine players cited entertainment/social-related reasons as most important, while about one-fifth (20.2%) cited money-related reasons and only 7.7% cited reasons related to risk and challenge.

Table 26  
Main Reasons for Playing Poker Machines by Problem Poker Machine Gambling Category

Non-Problem PM Gamblers N=1807		Problem PM Gamblers N=72	
	%		%
Recreation/hobby/amusement/fun	36.7	To win money	29.2
Social reasons/see friends	15.1	Recreation/hobby/amusement/fun	15.3
To win money	13.1	To win jackpots	13.9
Boredom/pass the time	11.7	Boredom/pass the time	13.9
To win jackpots	7.2	Belief in luck/may get lucky	8.3
Belief in luck/may get lucky	6.1	Like taking risks	6.9
Atmosphere/excitement	5.8	Compulsion/I need to	-
Beating the odds	1.3	Atmosphere/excitement	-
Donation to the club	0.5	Social reasons/see friends	-
Relaxation	0.4	Beating the odds	-
Like taking risks	0.3	Want to be successful	-
Compulsion/I need to	-	Exchange/handling of money	-
Want to be successful	-	Ego/self-esteem	-
Exchange/handling of money	-	Get rid of loose change	-
Ego/self-esteem	-	Donation to the club	-
Get rid of loose change	-	Relaxation	-
Other	1.2	Other	-

\*\*\* Differences between groups significant at  $p \leq .001$

#### Usual Denomination Played by Problem Poker Machine Gambling Category

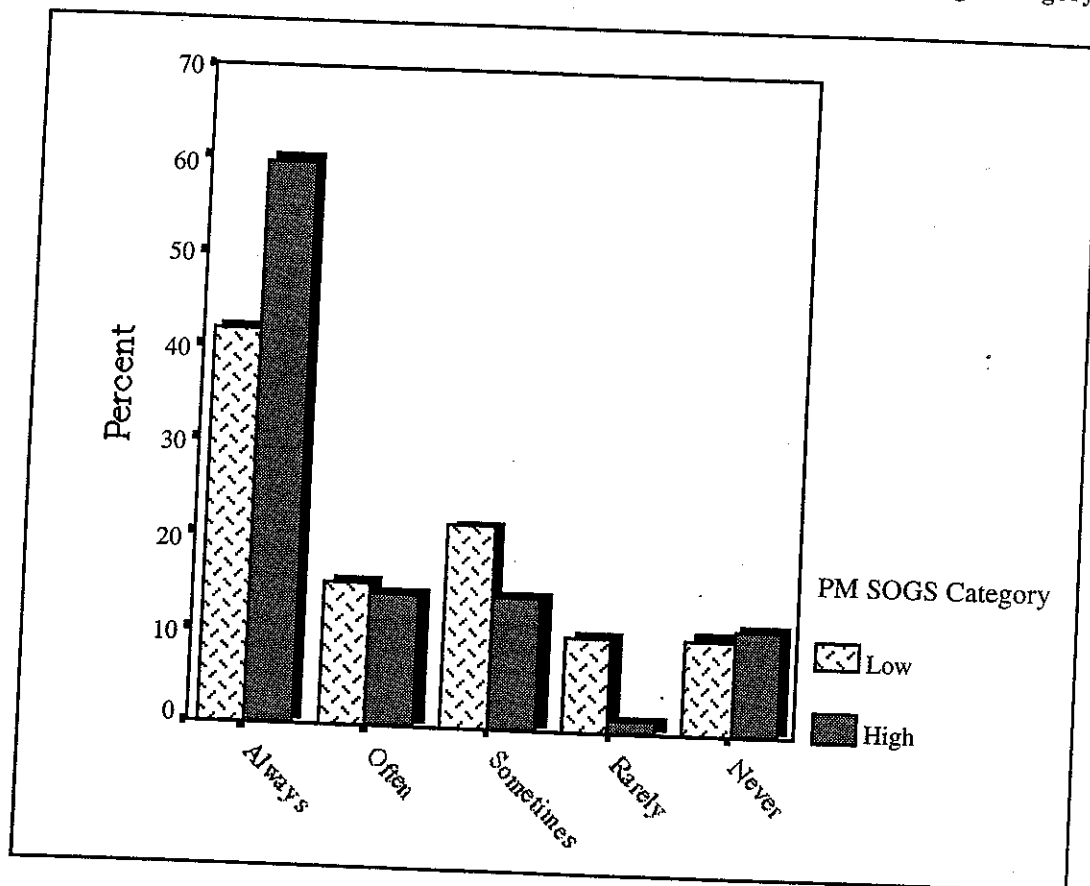
There is no statistically significant association between the usual denomination of poker machine played and problem poker machine gambling category.

#### Frequency of Multi-Coin Play by Problem Poker Machine Gambling Category

The frequency of betting more than one coin or credit at a time on poker machines and problem poker machine gambling category are significantly statistically related, as demonstrated by the chi-square test ( $X^2 = 13.7$ ;  $df = 5$ ;  $p \leq .017$ ). Figure 61 shows that nearly three-fifths (59.7%)

of problem machine gamblers always bet more than one coin or credit at a time, compared to about two-fifths (41.7%) of non-problem poker machine gamblers.

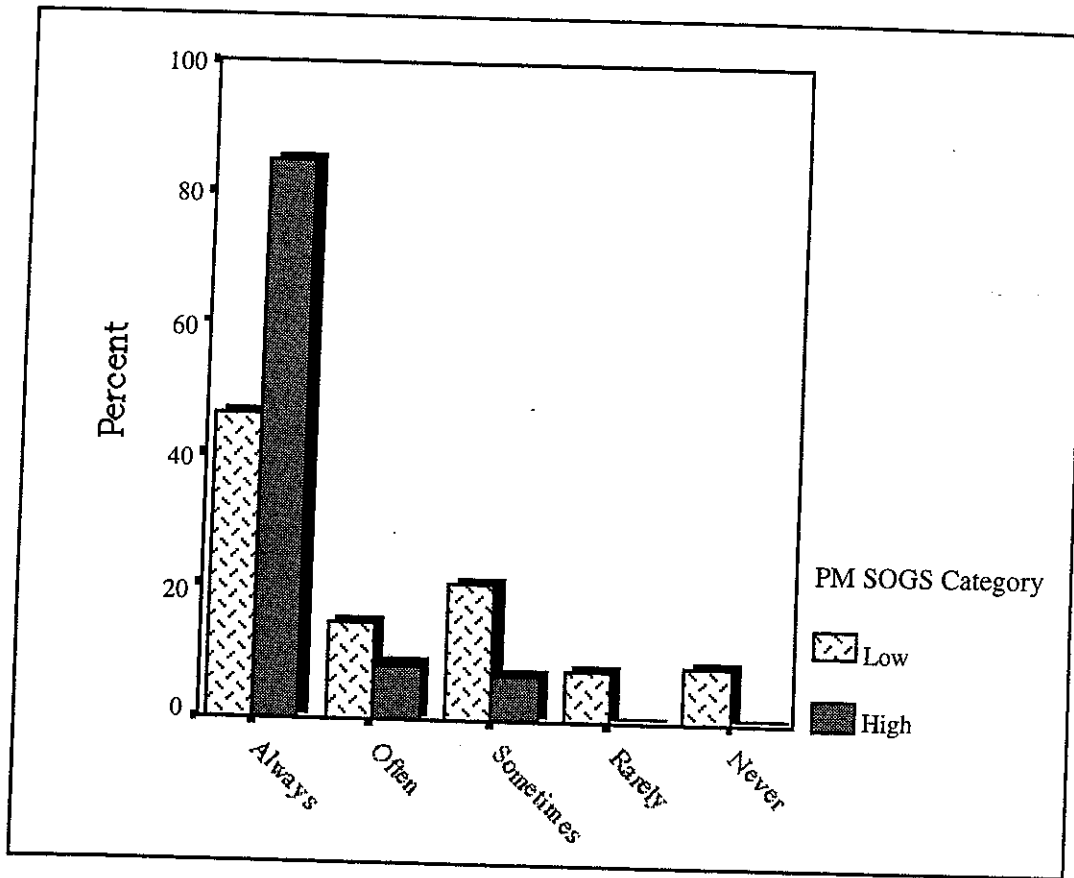
**Figure 61**  
Frequency of Multi-Coin Play by Problem Poker Machine Gambling Category



**Frequency of Multi-Line Play by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between the frequency of betting on more than one line at a time on poker machines and problem poker machine gambling category ( $X^2 = 43.2$ ;  $df = 5$ ;  $p \leq .001$ ). Figure 62 shows that 84.7% of problem machine gamblers always bet on more than one line on poker machines at a time, compared to less than half (46.2%) of non-problem poker machine gamblers. Conversely, none of the problem machine gamblers rarely or never bet on more than one line on poker machines at a time, compared to 16.3% of non-problem poker machine players.

Figure 62  
Frequency of Multi-Line Play by Problem Poker Machine Gambling Category



**Time Spent Playing Poker Machines by Problem Poker Machine Gambling Category**

A significant association between the average time spent per visit playing poker machines for non-problem and problem machine gamblers is demonstrated by chi-square testing ( $X^2 = 115.9$ ;  $df = 11$ ;  $p \leq .001$ ), as shown in Table 27. Greater proportions of problem machine gamblers usually play the machines for over an hour per visit than do non-problem machine gamblers.

More specifically, about one-third (30.6%) of problem machine gamblers usually play poker machines for over two hours per session, another third (33.4%) usually play for between one and two hours per session, while most of the remainder (27.8%) play for between 30 minutes and one hour.

In contrast, three-quarters (75%) of non-problem machine gamblers play the machines for up to one hour per session, while most of the remainder (16.5%) play for up to two hours per session.

**Table 27**  
Average Time Spent Playing Poker Machines Per Visit by Problem Poker Machine Gambling Category

Average Time Per Visit	Non-Problem PM Gamblers N=1807 %	Problem PM Gamblers N=72 %
Up to half an hour	44.5	5.6
Up to 1 hour	30.5	27.8
Up to 2 hours	16.5	33.4
Up to 3 hours	4.1	15.3
Up to 4 hours	1.5	9.7
More than 4 hours	0.9	5.6
Don't know	1.9	2.8

\*\*\* Differences between groups significant at  $p \leq .001$

**Session Expenditure on Poker Machines by Problem Poker Machine Gambling Category**

Given the longer average sessions of the problem machine gamblers than the non-problem players, it is not surprising that the mean expenditure of the former group was significantly higher at \$90.56, compared to \$23.21 for the latter group ( $F = 85.687, p \leq .001$ ).

As shown in Table 28, about one-half of the problem machine gamblers spent \$60 or over per session, while between \$40 and \$59 was the most common expenditure by the largest proportion (29.2%) of problem poker machine gamblers. In contrast, over half (55.2%) of the non-problem machine players spent less than \$20, and over one-quarter spent between \$29 and \$40 per session, with very few of these (5.9%) spending \$60 or over.

**Table 28**  
Average Poker Machine Outlay Per Visit by Problem Poker Machine Gambling Category

Average Poker Machine Outlay Per Visit	Non-Problem PM Gamblers N=1807 %	Problem PM Gamblers N=72 %
\$0 - \$19	55.2	8.4
\$20 - \$39	28.2	13.9
\$40 - \$59	10.8	29.2
\$60 - \$79	1.5	5.6
\$80 - \$99	0.3	2.8
\$100 - \$149	2.7	15.3
\$150 - \$199	0.5	8.3
\$200 and over	0.9	16.7

\*\*\* Differences between groups significant at  $p \leq .001$

**Weekly Expenditure on Poker Machines by Problem Poker Machine Gambling Category**

As well as session expenditure on poker machine gambling, mean weekly expenditure was also significantly higher for problem machine players at \$123.21 than non-problem players at \$17.76 ( $F = 309.416, p \leq .001$ ).

As shown in Table 29, nearly one-third (30.5%) of problem machine players spent \$200 per week or more on the machines, about one-fifth (21.1%) spent between \$100 and \$199, while the remainder spent lesser amounts.

In contrast, about three-quarters (72.2%) of the non-problem players spent less than \$20 per week on poker machines, with comparatively few (10.4%) spending \$50 or more.

Thus, while problem machine gamblers represent only 3.8% of all poker machine players in the sample, they contribute to 21.7% of all poker machine expenditure. This level of expenditure is 7 times the total expenditure of non-problem poker machine gamblers and nearly 12 times the total expenditure of all club members.

**Table 29**  
**Average Poker Machine Outlay Per Week by Problem Poker Machine Gambling Category**

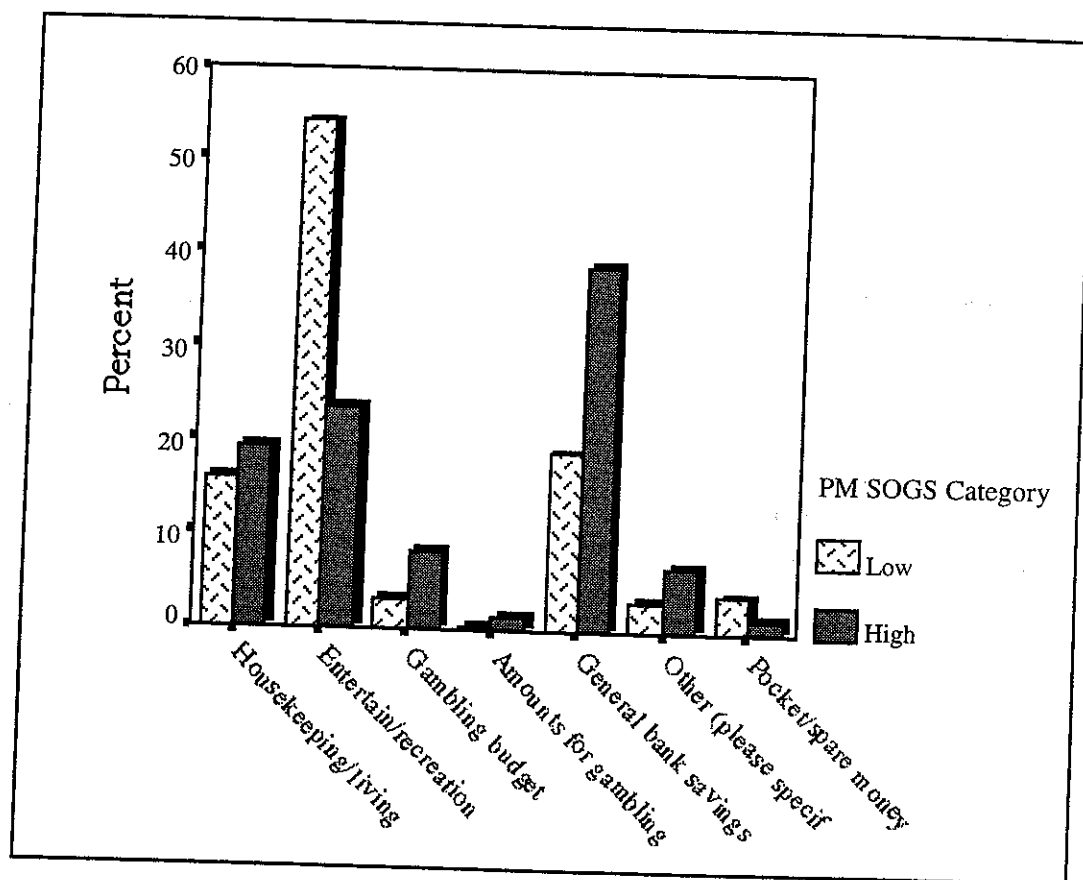
Average Poker Machine Outlay Per Week	Non-Problem PM Gamblers N=1807	Problem PM Gamblers N=72
	%	%
\$0 - \$19	72.2	18.0
\$20 - \$39	14.4	9.8
\$40 - \$59	7.0	11.1
\$60 - \$79	1.4	8.4
\$80 - \$99	0.8	4.2
\$100 - \$149	2.1	12.5
\$150 - \$199	0.8	5.6
\$200 - \$399	1.1	22.2
\$400 and over	0.2	8.3

\*\*\* Differences between groups significant at  $p \leq .001$

**Usual Source of Poker Machine Money by Problem Poker Machine Gambling Category**

Results of the chi-square test indicate that there is a significant association between the usual source of money used to play poker machines and problem poker machine gambling category ( $X^2 = 38.6; df = 8; p \leq .001$ ). Figure 63 shows that higher proportions of probable problem than non-problem poker machine gamblers generally use money from housekeeping/living costs, general bank savings and a specific gambling budget. Over one-third (38.9%) of problem machine gamblers generally use money from their general bank savings to play poker machines, while about one-quarter (23.6%) draw on their entertainment/recreation budget, about one-fifth (19.4%) use money from housekeeping/living costs, while 8.3% have a specific gambling budget. In contrast, over half (54.2%) of non-problem poker machine gamblers generally use their entertainment/recreation budget for poker machine money, about one-fifth (19.1%) draw this from their general bank savings, and 15.9% from housekeeping/living costs.

Figure 63  
Usual Source of Poker Machine Money by Problem Poker Machine Gambling Category



**Likely Expenditure of Poker Machine Jackpots by Problem Poker Machine Gambling Category**

Table 30 shows the likely expenditure of \$50, \$100, \$500 and \$1,000 jackpots by non-problem and problem machine players. Results of the chi-square tests indicate that there is a significant association between the likely expenditure of \$50 ( $X^2 = 196.5$ ;  $df = 7$ ;  $p \leq .001$ ), \$100 ( $X^2 = 135.5$ ;  $df = 6$ ;  $p \leq .001$ ) and \$500 ( $X^2 = 33.1$ ;  $df = 6$ ;  $p \leq .001$ ) jackpots and problem poker machine gambling category.

- \$50 Jackpots.** About two-thirds (65.1%) of problem machine gamblers stated they would reinvest a \$50 jackpot on poker machines or other form of gambling, compared to only 10.6% of non-problem machine gamblers. Smaller proportions of problem machine gamblers would also be likely to take the \$50 home and save it (8.3% compared to 50.4%) or use it to buy something either at or away from the club (22.2%, compared to 34.1%).
- \$100 Jackpots.** About one-third (32%) of problem machine gamblers stated they would reinvest a \$100 jackpot on poker machines or other form of gambling, compared to only 3.9% of non-problem machine gamblers. Smaller proportions of problem machine gamblers would also be likely to take the \$100 home and save it (31.9% compared to 64.7%).
- \$500 Jackpot.** 5.6% of problem machine gamblers stated they would reinvest a \$500 jackpot on poker machines or other form of gambling, compared to 0.4% of non-problem machine gamblers. Smaller proportions of problem machine gamblers would

also be likely to take the \$500 home and save it (66.7% compared to 75.8%), but larger proportions would be likely to buy something either at or away from the club with the winnings (20.8%, compared to 18.2%).

- **\$1,000 Jackpot.** Results of the chi-square test indicates that there is no significant association between the likely expenditure of \$1,000 jackpots and problem poker machine gambling category.

**Table 30**  
Likely Jackpot Expenditure by Problem Poker Machine Gambling Category

Likely Expenditure of Jackpot	\$50 Jackpot***		\$100 Jackpot***	
	Non-Problem PM Gamblers N=1807	Problem PM Gamblers N=72	Non-Problem PM Gamblers N=1807	Problem PM Gamblers N=72
	%	%	%	%
Take it home/save it	50.4	8.3	64.7	31.9
Buy something special away from the club	20.4	12.5	21.8	16.7
Spend it on food, drink or entertainment at the club	13.7	9.7	4.6	11.1
Reinvest it on the poker machines	9.3	61.1	3.3	29.2
Spend it on another type of gambling	1.3	-	0.6	-
Other	0.1	-	4.5	8.3
Don't know	4.2	-	0.6	-
Refused	0.7	-	-	-

Likely Expenditure of Jackpot	\$500 Jackpot***		\$1000 Jackpot	
	Non-Problem PM Gamblers N=1807	Problem PM Gamblers N=72	Non-Problem PM Gamblers N=1807	Problem PM Gamblers N=72
	%	%	%	%
Take it home/save it	75.8	66.7	77.5	73.6
Buy something special away from the club	17.8	19.4	15.8	16.7
Spend it on food, drink or entertainment at the club	0.4	-	0.3	-
Reinvest it on the poker machines	0.4	5.6	-	-
Spend it on another type of gambling	0.4	-	0.3	-
Other	4.3	5.6	5.0	6.9
Don't know	0.9	-	0.9	-
Refused	-	-	-	-

\*\*\* significant at  $p \leq .001$

\*\* significant at  $p \leq .01$

\* significant at  $p \leq .05$



**Assessment of the Importance of Luck and Skill by Poker Machine Players by Problem  
Poker Machine Gambling Category**

There is no statistically significant relationship between assessment of the importance of luck and skill to winning on poker machines and problem poker machine gambling category.

## **Section Eight**

### **Discussion of Results**

Of the 3,000 club members surveyed for this study, 62.6% play poker machines, 19% do not gamble, 8.5% gamble only on Lotto-type games, while 9.8% gamble on other forms of gambling except poker machines and solely Lotto-type games. The percentage of club members who gamble (81%) is similar to that found for the NSW population, where 80% of people gamble (Australian Institute for Gambling Research, 1996:9) and for the South Australian population, where 70% had gambled at least once during the previous 12 months (Delfabbro & Winefield, 1996:11). However, this proportion is lower than in Victoria where a recent survey found that only 13% of people had not gambled in the previous 12 months (Maddern & Golledge, 1997:8). Comparisons with other Australian jurisdictions are not possible as these have reported only proportions of people who gamble regularly (Australian Institute for Gambling Research, 1995).

The research results presented in the preceding sections of this report indicate that certain features can be identified which distinguish Sydney club members who play poker machines from those who do not. The resulting profile of club poker machine players addresses the first objective of this study, which was to compare by social, demographic and ethnic characteristics the poker machine playing behaviour of a random sample of members of some of the largest Sydney registered clubs. A summary of this profile is included in Table 31 and discussed below.

The poker machine players in the sample were more likely to be younger than non-players, educated only to high school level, never married or in de facto relationships and have no dependent children of pre-school age. In addition, they were less likely than non-players to fully own their own home. In terms of employment characteristics, they were more likely to be either working full-time, or to be unemployed, students or engaged in home duties, with wages, salary or other government benefits as their main source of income. Those in paid employment were more likely to be blue collar and lower white collar workers, such as tradespersons, clerks, salespersons/personal service workers, or labourers or similar, and to be low to middle income earners of \$40,000 per year or less. Higher proportions of poker machine gamblers than non-players were also first or second generation migrants from the United Kingdom, New Zealand and the Pacific Islands, South-East Asia, Eastern Europe and Western Europe.

This socio-demographic profile of poker machine gamblers amongst club members contains both similarities and differences to that found in prior research into poker machine players in the general population, although direct comparisons across these studies are difficult due to the different methodologies employed.

In terms of similarities, the State Government of Victoria (1994), which reported on poker machine playing in NSW and the ACT to assess the likely impacts of electronic gaming machines in Victoria, found that 20-24 year old people play poker machines more often, that wage earners and public renters have a higher incidence of playing, that the proportion of poker machine players increases with income to about \$50,000 and thereafter declines, and that Asian and European born people spend considerably more on poker machines. The findings of a study into community gambling patterns in Victoria (DBM Consultants, 1995) revealed that electronic gaming machines have their greatest appeal amongst the young (under 30), lower white collar workers and those on low incomes. Similarly, the Australian Institute for Gambling Research (1995) found that those Brisbane residents under 25 years of age were more likely to have played poker machines than those who are older, and, in a study of

gambling patterns in NSW (1996), that larger proportions of single respondents than partnered respondents nominated poker machines as their favourite form of gambling.

In contrast to the results for the present study, the State Government of Victoria (1994) found that, along with the 20-24 year old age group, the 65-69 year old age group (particularly couples) play poker machines more often than others, that divorced and married people play the most, and that those with no dependent children or children over 14 years play more. Also in contrast to the findings of the present study, the Australian Institute for Gambling Research (1995) found that employed people were more likely to have played machines than the unemployed, pensioners or those engaged in home duties.

The present study is the first to compare club patronage, participation in club-based activities and leisure preferences between poker machine players and non-players. It was found that poker machine players are more likely to belong to more than one club, to patronise a club at least once a month and to have meals and drinks, attend entertainment and participate in club raffles and indoor sport at a club more frequently. Thus, as well as providing poker machine revenue to the clubs, poker machine players would seem to have higher involvement and expenditure levels on a range of other club activities. In terms of leisure preferences, poker machine gamblers were more likely than non-players to favour passive forms of leisure, such as socialising, going to watch sporting events, drinking, shopping and gambling.

Of the club members surveyed, 81% gamble on at least one of the 13 types of gambling examined. Lotto-type games are the favourite type of gambling for about half the gamblers surveyed, with about one-fifth preferring club poker machines. The third most favoured gambling activity amongst the gamblers is TAB betting, followed by club keno, on-course betting, bingo and casino table games, respectively. In terms of the popularity of poker machines, these results are similar to that found for the NSW population generally (Australian Institute for Gambling Research, 1996), where 18% of men and women nominated gaming machines as their favourite form of gambling. However, this figure is much lower than the 32% of Victorians favouring electronic gaming machines (DBM Consultants, 1995).

In terms of regular (at least weekly) gambling, three-fifths of the gamblers in the present study regularly play Lotto-type games, about one-quarter regularly play poker machines, about one-fifth are regular TAB punters and about one-tenth are regular club keno players. In regards to poker machine playing, the proportion of club members surveyed who are regular poker machine players (18.8%) is over three times higher than the 5.9% of the general NSW population who play poker machines weekly (Australian Institute for Gambling Research, 1996).

Of the 3,000 club members surveyed, 3.7% can be classified as current probable problem gamblers, using a cut-off score of 5 on the SOGS. Compared to most previous studies of current prevalence rates of problem gambling in the general population, presented earlier in Table 1, the prevalence of problem gambling amongst the club members is relatively high. As shown in Table 1, the current prevalence rates in the United States, Canada and New Zealand vary in the range from 0.8% to 2.2%. However, when compared with the Australian national (Australian Institute for Gambling Research, 1995) and NSW samples (Australian Institute for Gambling Research, 1996), the current prevalence rate of problem gambling amongst the club members is surprisingly much lower.

About one in six of all club members surveyed, and about one in five of all gamblers, have experienced at least one type of gambling-related problem in the last six months. The most common gambling-related problems experienced by both problem and non-problem gamblers were gambling more than intended, feeling guilty about gambling and chasing gambling losses. However, over half of all probable problem gamblers have also been concerned that they may have a gambling problem, have been criticised by others about their gambling, and have felt unable to stop gambling. The type and extent of gambling-related problems amongst the club members can be compared to results for Adelaide, Brisbane, Melbourne and Sydney (Australian Institute for Gambling Research, 1995). The club sample has a much higher

incidence of gambling more than intended (17.7% compared to 5.7%) and feeling guilty about gambling (8.9% compared to 1.9%), but a lower incidence for the remainder of the items on the SOGS.

This study has also identified certain features which characterise Sydney club members who are probable problem gamblers. In terms of socio-demographic characteristics, higher proportions of probable problem gamblers than non-problem gamblers are aged 15-44 or 50-54 years, are never married, in de facto relationships or divorced, and less likely to own their own home. In terms of employment characteristics, problem gamblers were more likely to be working full or part-time or to be unemployed, with wages, salaries, their own business or other government benefits as their main source of income. Those who are employed are more likely to be in blue collar and lower white collar occupations such as tradespersons, clerks, salesperson/personal service workers, plant or machinery operators/drivers. They are also more likely to be first generation immigrants from Asia, Europe, New Zealand and the Pacific Islands, or second generation immigrants from Asia, Europe, the Middle East, Africa, New Zealand and the Pacific Islands. They are also more likely to speak Asian, European, Middle Eastern and African languages at home as well, or instead of, English. This socio-demographic profile of problem gamblers amongst the club members surveyed is summarised in Table 32.

This profile of problem gamblers can be compared to that presented in prior research into problem gamblers in the general population. Similar to the socio-demographic characteristics found for problem gamblers in the present study, Volberg (1996) found in fifteen US jurisdictions that problem gamblers are more likely to be unmarried, under the age of 30 and non-Caucasian. In Canada, Ladoucer (1996) also found that problem gamblers are more likely to aged less than 30, with an income lower than \$30,000. In New Zealand, (Abbot and Volberg, 1996), the profile of problem gamblers includes those aged below 30 years, unmarried and of Maori or Pacific Islander descent. In Germany, Holland and Spain, at least half of pathological gamblers are under the age of 30 (Becona, 1996), while in Adelaide, Brisbane, Melbourne and Sydney (Australian Institute for Gambling Research, 1995), problem gamblers were found to be mainly aged 19-29 years. In NSW (Australian Institute for Gambling Research, 1996), those at risk of problem gambling included young, single people, the unemployed and those with incomes less than \$20,000 per year.

However, some differences also exist between the socio-demographic characteristics of problem gamblers in the club population and previous profiles developed for the general population. For example, Volberg (1996), Ladoucer (1996), Abbott and Volberg (1996) and the Australian Institute for Gambling Research (1995; 1996) found that problem gamblers in their samples were more likely to be male. Both Volberg (1996) and Ladoucer (1996) also found that problem gamblers are less educated than non-problem gamblers.

The present study is the first to compare club patronage and participation in club-based activities between probable problem gamblers and non-problem gamblers. It was found that problem gamblers patronise a club more frequently than non-problem gamblers, and drink, attend club entertainment and participate in club raffles and indoor sport at a club more often. Higher proportions of the problem gamblers than non-problem gamblers also attend a club alone, with other family members or friends, rather than with their spouse or work colleagues. Differences also exist between the leisure preferences of probable problem and non-problem gamblers. Higher proportions of problem gamblers than non-problem gamblers prefer gambling, indoor sport or exercise, going to watch sporting events, drinking and dining out as leisure activities.

The most preferred form of gambling of the probable problem gamblers in the sample is poker machines which are favoured by over two-fifths of the probable problem gamblers. This is consistent with prior research (for example, Australian Institute for Gambling Research, 1995; Australian Institute for Gambling Research, 1996; Delfabbro & Winefield, 1997) which has provided evidence that problem gambling tends to be associated with continuous forms of gambling. Continuous forms of gambling, such as gaming machines, casino table games and betting can be distinguished from non-continuous forms, such as Lotto, lotteries and pools, as

the former provides opportunities for the player to make repeated wagers within the same session of play and because of the relatively short time interval between the wager and the outcome of the gamble. The association between problem gambling and continuous forms of gambling is also borne out in the present study, where problem gamblers play more frequently than non-problem gamblers on poker machines, the TAB, on-course betting, casino table games, hotel gaming machines, private gambling and club keno.

Of all 3,000 club members surveyed, 62.6% play poker machines. This represents nearly three-quarters of all respondents who gamble. Not surprisingly, nearly all the poker machine players in the sample play the machines mainly at clubs, with about three-quarters usually playing with family, friends or work colleagues and about one-quarter playing alone. About two-thirds play for entertainment/social-related reasons, about one-fifth for money-related reasons and less than one-tenth for reasons relating to risk and challenge. The proportions of poker machine players who gamble for these three types of reasons vary from the main reasons given for gambling in general in NSW (Australian Institute for Gambling Research, 1996), where over 70% of regular players cited entertainment/social-related reasons for gambling. In Victoria (DBM Consultants, 1995), over 80% of players nominated entertainment/social-related reasons for playing electronic gaming machines, while 30% cited money-related reasons and 8% cited reasons relating to risk and challenge (multiple responses allowed).

Amongst the poker machine players in the sample, five and ten cent machines are clearly the most popular, and over half of the players usually wager multiple coins and bet on more than one line per poker machine play. Most players play for up to an hour per session, spend less than \$20 per session and \$10 per week and use their entertainment/recreation budget for poker machine money. The mean weekly expenditure on poker machines amongst all players is \$19.71, compared to \$15 per week on non-casino electronic gaming machines in Victoria (Market Solutions, 1997) and \$13.18 in South Australia (Delfabbro & Winefield, 1997). While mean expenditure of poker machine players in the general population in NSW has not been reported, the Australian Institute for Gambling Research (1996) notes that only 2.9% of regular (weekly) gaming machine players spend \$10 or less per week, with the largest proportion (29.4%) spending \$21-\$40. In terms of expenditure per session, mean expenditure by the poker machine players in the present study is \$25.79, compared to \$14 in South Australia (Delfabbro & Winefield, 1997). In Queensland, about half of all gaming machine players spend \$10 or less per session, with over 80% spending less than \$20. While direct comparisons of poker machine expenditure between jurisdictions are difficult due to the different methodologies employed, and the timing of some state-based surveys before gaming machines were introduced or became widely available, it appears that expenditure by poker machine players amongst the club members surveyed is relatively high.

In terms of problem gambling related specifically to poker machine playing, about 2.4% of club members, 3% of all gamblers and 3.8% of all poker machine players in the sample can be classified as probable problem poker machine gamblers. About one in seven of club members surveyed, about one in six of all gamblers surveyed, and about one in five of all poker machine players surveyed, had experienced at least one type of poker machine gambling-related problem in the last six months. The most common poker machine gambling-related problems experienced by both problem and non-problem gamblers are gambling on poker machines more than intended, feeling guilty about playing poker machines and chasing poker machine losses. However, over half the probable problem poker machine gamblers have also considered they have a problem with poker machine gambling, have felt unable to stop playing poker machines, and have been criticised by others about their poker machine gambling.

This study has also identified certain features which characterise Sydney club members who are probable problem poker machine gamblers. This profile is summarised in Table 32 and addresses the second objective of the study, which was to compare the characteristics of problem poker machine players of some of the largest Sydney registered clubs with profiles of problem gamblers as identified by prior research. In terms of socio-demographic characteristics, problem poker machine players are more likely than non-problem players to be unpartnered (except widowed), working full or part-time or unemployed, and less likely to

own their own home. They are also more likely to have been born in Asia or Europe, or have parents born in Asia, Europe, New Zealand or the Pacific Islands, and to speak Asian or European languages instead, or as well as, English at home. While this is the first known study to use the SOGS instrument (Lesieur & Blume, 1987) specifically for poker machine gambling, there are clear similarities between the socio-demographic profile of problem poker machine gamblers presented here and that of problem gamblers, both in the present and previous studies.

The present study is also the first to compare club patronage and participation in club-based activities between problem poker machine players and non-problem players. It was found that problem poker machine players patronise a club more frequently, usually attend a club alone, and have drinks, participate in raffles and attend meetings at a club more often. Differences also exist between the leisure preferences of problem and non-problem poker machine gamblers. Higher proportions of probable problem machine gamblers than non-problem poker machine gamblers prefer gambling, indoor sport or exercise, visiting entertainment, going to watch sporting events, dining out and shopping as leisure activities.

The most preferred form of gambling of the problem machine gamblers in the sample is poker machines which are favoured by nearly half of the probable problem gamblers, providing further support for the link between problem gambling and continuous forms of gambling, as discussed earlier. Furthermore, higher proportions of problem than non-problem machine players also gamble more frequently on continuous forms of gambling, specifically poker machines, the TAB, casino table games, hotel gaming machines, club keno and private gambling.

In comparing the poker machine playing behaviour of problem and non-problem machine players, higher proportions of the former play poker machines at both clubs and casinos, usually play poker machines alone or with other family members, play poker machines to win money and for reasons related to risk and challenge, and always bet more than one coin or credit and on more than one line at a time when playing poker machines. Mean weekly expenditure on poker machines is nearly seven times higher for problem machine players than non-problem players, while mean session expenditure is nearly four times higher. Furthermore, problem machine players are more likely to source poker machine gambling money from housekeeping/living costs, general bank savings or a specific gambling budget, and are more likely to reinvest jackpot winnings on poker machines than are non-problem players.

In conclusion, this study is the first known to provide some descriptive data on the gambling and club-based activities of members of large Sydney clubs. Importantly, the study has revealed that the incidence of problem gambling amongst the club members surveyed, both for gambling in general and for poker machines in particular, is high enough to represent a substantial number of people. According to the Registered Clubs Association of NSW (1994:5), there are about 2 million club members in NSW. If the percentage of problem gamblers amongst club members statewide is similar to the 3.7% found for members of the six clubs surveyed, this would equate to around 74,000 problem gamblers. Given that each case of problem gambling has been estimated to have an adverse effect on up to ten significant others (Dickerson, Walker & Baron, 1994:41), about 740,000 additional people in NSW would be adversely affected by problem gambling amongst club members. Using the same method of extrapolation for the incidence of problem poker machine gambling, it is estimated that about 48,000 club members in NSW are problem poker machine gamblers, adversely affecting an additional 480,000 people. Furthermore, poker machines, either alone or in conjunction with other types of gambling, are responsible for about two-thirds (65.5%) of the cases of problem gambling amongst the sample of club members surveyed. This study has also identified certain features that distinguish those who lose control of their gambling and poker machine playing from those who gamble and play poker machines in a controlled fashion. This profile should assist in targeting welfare, counselling, advisory and support services to people most at risk of developing gambling-related problems.

**Table 31**  
**Characteristics Distinguishing Poker Machine Players from Non-Poker Machine Players**  
**Amongst Sydney Club Members**  
**N=1879**

<b>Socio-Demographic:</b>	
Age	15-34 years
Education	to School Certificate or Higher School Certificate level
Marital status	never married, de facto
Housing status	purchasing their own home, living with parents, renting from private landlords or Housing Commission
Dependent children	none aged 6 years or over
Work status	employed full time, home duties, students
Occupation	tradespersons, clerks, salespersons/personal service workers, labourers
Income p.a.	< \$8,000, \$12,001-\$40,000
Main source of income	wages/salary, other govt benefit
Ethnicity	1st or 2nd generation from the UK, NZ/Pacific Is., SE Asia, Europe
<b>Club Patronage:</b>	
Club Membership	more than 1 club
Frequency of club patronage	more frequent
Club activities	more frequent club meals, drinks, entertainment, raffles, indoor sport
<b>Leisure preferences</b>	socialising, watching sporting events, drinking, shopping, gambling
<b>PM Playing Behaviour:</b>	
Venue	mainly at a club
Company	mainly with spouse, friends or alone
Motivations	mainly entertainment/social-related reasons
Denomination	mainly 5 & 10 cent machines, but most wager multiple coins & lines
Time per session	mainly up to 1 hour
Expenditure	mean \$25.79 per session, mean \$19.71 per week, mainly from entertainment/recreation budget
Use of jackpots	mainly take home & save
Chance vs skill	most recognise it is a game of chance where the player has no influence over outcomes

Table 32  
 Comparison of Socio-Demographic Characteristics Distinguishing Problem from Non-Problem Gamblers Between Studies

	Volberg	Ladouceur	Abbott & Volberg	Becona	AIGR	AIGR	Prosser et al.	Prosser et al.
Year	reviewed prior research 1996	reviewed prior research 1996	1991	1991, 1993	1995	1996	1997	1997
Jurisdiction	15 US states	Canada	New Zealand	Spain	Adelaide, Brisbane, Sydney & Melbourne	NSW	Sydney club members	Poker machine players amongst Sydney club members
Sex	male	male	male	male	male	males		
Age	< 30	< 30	< 30	< 30	< 30	"younger"	18-44, 50-54	
Marital status	unmarried	unmarried	unmarried		unmarried	unmarried	never married, de facto, divorced	
Housing status							purchasing, renting	never married, divorced, separated, de facto
Work status			unemployed	students, housewives, unemployed			retired, unemployed	purchasing, renting, living wit parents full or part-time employed, unemployed
Income p.a.	< \$25,000	< \$30,000		"low"		< \$20,000		
Main source of income							wages/salary, own business, other govt benefit	
Occupation							blue collar, lower white collar	
Education	< high school graduation	high school only		"low"				
Ethnicity	non-Caucasian		Maori & Pacific Is. descent				born in Asia, Europe, NZ/ Pacific Is, 2nd generation from Asia, Europe, NZ/ Europe, Middle East, Africa, NZ or Pacific Is, speak Asian, European, Middle Eastern or African languages	born in Asia or Europe, 2nd generation from Asia, Europe, NZ/ Pacific Is., speak Asian or European languages
Preferred/most frequent gambling	card games, dice games, games of personal skill, sports betting, parimutuel events, bingo, keno	lotteries, slot machines, video poker	track betting, gaming machines	slot machines, lottery, Lotto, bingo	gaming machines, off-course betting	gaming machines, racing	poker machines, TAB, on-course betting, casino tale games, hotel gaming machines, private gambling, keno	poker machines, TAB, casino table games, hotel gaming machines, private gambling, keno
Weekly expenditure	US\$ 75.50				A\$124.58			\$123.21



## **Section Nine**

### **Limitations of the Study**

The results of this study should be interpreted with the following limitations in mind.

- The study sample was limited to members of six of the largest clubs in Sydney, whose members may not be representative of all NSW club members. The larger clubs tend to have a greater reliance on poker machine revenues and far greater machine installations than the smaller clubs. Thus, it is likely that the larger clubs attract a higher proportion of their memberships from poker machine players and other gamblers than do the smaller clubs.
- The study sample was also limited to those members who resided in Sydney. Prior studies (Australian Institute for Gambling Research, 1966) have found that participation in gambling in general is less frequent in Sydney than in country areas.
- Even though the sample size was reasonably large ( $N = 3,000$ ), the amount of detail provided for some of the results was limited by the small numbers of people in certain categories. For example, it was necessary to collapse the original detailed ethnic characteristics, such as country of birth, father's and mother's country of birth and main language other than English spoken at home, into larger categories for meaningful cross-tabulation of these characteristics and problem gambling and problem poker machine gambling.

## Section Ten

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**Appendix A**

Reark Research Pty Ltd  
225 Miller Street  
North Sydney NSW 2060  
Ph: (02) 9955 7555

CS4468 / RR2014

7-Jan-97 4:21 PM

### Registered Clubs Survey

Good (...). My name is (...) from Reark Research, the national market research company. We're doing a survey today on behalf of the Department of Gaming and Racing to examine the leisure and gaming activities of Sydney residents.

(^Gender / ^ Name DO NOT READ OUT)

Is there a (male / female / someone) in your household who is a member of a registered club in Sydney, who I could interview?

IF SPECIFIED GENDER NOT A MEMBER, THEN ASK FOR ANYONE IN THE HOUSEHOLD WHO IS A MEMBER OF A REGISTERED CLUB.

(If ask: The survey will take approximately 20 minutes.)

REPEAT INTRODUCTION IF NEW RESPONDENT COMES TO PHONE

Q. 1 I'd firstly like to ask you about your patronage of registered clubs. These include RSLs, leagues, golf, bowling, workers, recreation, ethnic, religious clubs, usually with poker machines & licensed to serve liquor.

How many registered clubs are you currently a member of?

\_\_\_\_\_ clubs IF NOT A MEMBER OF ANY REGISTERED CLUBS - TERMINATE

Q2. About how often do you go to a registered club? SINGLE RESPONSE READ OUT

- 1 Nearly every day
- 2 A couple of times a week
- 3 Once a week
- 4 Once a fortnight
- 5 Once a month
- 6 Once every 3 months
- 7 Less often than once every 3 months
- 9 DON'T KNOW (DON'T READ)

Q3. When you go to a club, do you mostly go: READ OUT SINGLE RESPONSE

- 1 Alone
- 2 With your spouse
- 3 With other family members
- 4 With friends
- 5 With work colleagues
- 8 Other (please specify) \_\_\_\_\_
- 9 DON'T KNOW (DON'T READ)

Q4. About how often do you participate in each of the following activities at registered clubs?  
 Firstly, how often would you (STATE ACTIVITY) at a registered club? Would you say:  
 READ OUT SINGLE RESPONSE FOR EACH CATEGORY

REPEAT CODEFRAME AS NECESSARY

Next, how often would you.....

	Nearly every day	Couple of times a week	Once a week	Once a fortnight	Once a month	Once every few months	Hardly at all/ Never	Don't Know (DON'T READ)
Eat meals	1	2	3	4	5	6	7	9
Have drinks	1	2	3	4	5	6	7	9
Dance / watch entertainment	1	2	3	4	5	6	7	9
Join raffles / other competitions	1	2	3	4	5	6	7	9
Play outdoor sport (eg: golf)	1	2	3	4	5	6	7	9
Play indoor sport (eg: darts, pool)	1	2	3	4	5	6	7	9
Attend meetings	1	2	3	4	5	6	7	9

Q5. Our next few questions are about general leisure & gaming activities.

I am now going to read out a list of leisure activities you may or may not do. Could you please tell me, in order of preference, which **three** activities you most prefer. READ OUT LIST

Firstly, could you please tell which activity you most prefer? Which would be your second preference? And third?

1st	2nd	3rd	
01	01	01	Outdoor sport or exercise
02.	02.	02.	Indoor sport or exercise
03.	03.	03.	Hobbies/arts/crafts
04.	04.	04.	Holiday travel/driving for pleasure
05.	05.	05.	Relaxing at home (eg: TV, gardening, reading)
06.	06.	06.	Socialising
07.	07.	07.	Visiting entertainment/cultural venues (eg: cinema, opera, museums)
08.	08.	08.	Going to watch sporting events
09.	09.	09.	Drinking
10.	10.	10.	Dining out
11.	11.	11.	Shopping.
12.	12.	12.	Gambling.
13	13	13	Do not participate/do not participate in any others (DO NOT READ)
99	99	99	DON'T KNOW (DO NOT READ)

Q6. I am now going to read out some types of gambling activities. Could you please tell me, in order of preference, the 3 types of gambling activities you most prefer. READ OUT LIST

Firstly, could you please tell which gambling activity you most prefer? Which would be your second preference? And third?

1st	2nd	3rd	
1.	1.	1.	Lotto/Instant lotto/Lottery/Soccer Pools
2.	2.	2.	Bingo
3.	3.	3.	Club Keno
4.	4.	4.	Club poker machines
5.	5.	5.	TAB betting
6.	6.	6.	Racetrack betting
7.	7.	7.	Casino poker machines
8.	8.	8.	Casino table games
9.	9.	9.	Casino keno
10.	10.	10.	Hotel gaming machines
11.	11.	11.	Private gambling
12.	12.	12.	Don't ever gamble (GO TO DEMOGRAPHICS)/do not gamble any other way (GO TO Q7)
99	99	99	DON'T KNOW (DON'T READ)

Q7. I am now going to read out the list again, could you tell me about how often do you gamble on each of the following activities? Firstly (NAME ACTIVITY). Would you say you do this: (READ OUT CODEFRAME) NAME SECOND ACTIVITY

REPEAT CODES AS NECESSARY

	Nearly every day	Couple of times a week	Once a week	Once a fort-night	Once a month	Once every few months	Hardly at all/ Never	Don't Know (DON'T READ)
Lotto/Instant lotto/Lottery/Pools	1	2	3	4	5	6	7	9
Bingo/housie at a club	1	2	3	4	5	6	7	9
Bingo/housie not at a club	1	2	3	4	5	6	7	9
Club keno	1	2	3	4	5	6	7	9
Club poker machines	1	2	3	4	5	6	7	9
TAB betting at a club	1	2	3	4	5	6	7	9
TAB betting not at a club	1	2	3	4	5	6	7	9
Racetrack betting	1	2	3	4	5	6	7	9
Casino poker machines	1	2	3	4	5	6	7	9
Casino table games	1	2	3	4	5	6	7	9
Casino keno	1	2	3	4	5	6	7	9
Hotel gaming machines	1	2	3	4	5	6	7	9
Private gambling (eg: cards, mahjong)	1	2	3	4	5	6	7	9

**Q8.** I am now going to read out a list of statements which refer to situations and habits which may or may not apply to you when you gamble. Could you please answer yes or no to each of these questions and remember any responses you give are confidential.. Firstly,....

	Yes	No	Refuse
a After losing at gambling during the last 6 months, have you usually gone back another day to win back money lost?	1	2	7
b During the last 6 months, have you ever claimed to be winning money at gambling but weren't really - in fact you lost?	1	2	7
c Do you feel you have had a problem with gambling in the last 6 months?	1	2	7
d Did you ever gamble more than you intended to in the last 6 months?	1	2	7
e Have people criticised your gambling in the last 6 months?	1	2	7
f During the last 6 months, have you ever felt guilty about the way you gamble or about what happens when you gamble?	1	2	7
g During the last 6 months, have you ever felt like you would like to stop gambling, but didn't think you could?	1	2	7
h During the last 6 months, have you ever hidden betting slips, lottery tickets, gambling money or other signs of gambling from your family or friends?	1	2	7
i During the last 6 months, has your gambling ever caused arguments about money with family or friends?	1	2	7
j During the last 6 months, have you ever borrowed from someone and not paid them back as a result of gambling?	1	2	7
k During the last 6 months, have you ever lost time from work or study due to gambling?	1	2	7
• During the last 6 months, have you ever borrowed money to gamble or to pay gambling debts from:			
m household money	1	2	7
n your spouse	1	2	7
o other relatives or in-laws	1	2	7
p banks, loan companies (excluding loan sharks), or credit unions	1	2	7
q credit cards	1	2	7
r loan sharks	1	2	7
s cashed in stocks, bonds, or other securities	1	2	7
t the sale of personal or family property	1	2	7
u borrowings on your cheque account (passed bad cheques)	1	2	7

Q9. I'd now like to ask you some questions about playing poker machines. If you play poker machines, do you play them: READ OUT SINGLE RESPONSE

- 1 Nearly always at a club, never at a casino
- 2 Mostly at a club, sometimes at a casino
- 3 About equally at clubs and casinos
- 4 Mostly at a casino, sometimes at a club
- 5 Nearly always at a casino, never at a club
- 6 Never play DON'T READ (GO TO DEMOGRAPHICS)
- 9 Don't know (DON'T READ)

Q10. When you play poker machines, do you mostly play: READ OUT SINGLE RESPONSE

- 1 Alone
- 2 With spouse
- 3 With other family
- 4 With friends
- 5 With work colleagues
- 8 Other (please specify) \_\_\_\_\_

Q11. Could you please tell me, in order, the 3 main reasons why you play poker machines? READ OUT Firstly, which is your main reason? And your second main reason? Third? READ OUT AS NECESSARY

- | 1st | 2nd | 3rd |  |
|-----|-----|-----|--|
| 1.  | 1.  | 1.  | To win jackpots                        |
| 2.  | 2.  | 2.  | To win money, not necessarily jackpots |
| 3.  | 3.  | 3.  | Atmosphere/excitement                  |
| 4.  | 4.  | 4.  | Beating the odds                       |
| 5.  | 5.  | 5.  | Exchange of money/handling money       |
| 6.  | 6.  | 6.  | Ego/self esteem                        |
| 7.  | 7.  | 7.  | Recreation/hobby/amusement             |
| 8.  | 8.  | 8.  | Social reasons/see friends             |
| 9.  | 9.  | 9.  | Compulsion/I need to                   |
| 10. | 10. | 10. | Like taking risks                      |
| 11. | 11. | 11. | Belief in luck/may get lucky           |
| 12. | 12. | 12. | Want to be successful                  |
| 13. | 13. | 13. | Boredom/pass the time                  |
| 98. | 98. | 98. | Other (please specify)                 |

Q12. What type of poker machine do you play most often? READ OUT SINGLE RESPONSE

- 1 2 cent (tokenised or untokenised)
- 2 5 cent (tokenised or untokenised)
- 3 10 cent (tokenised or untokenised)
- 4 20 cent (tokenised or untokenised)
- 5 \$1
- 6 \$2

Q13. When playing poker machines, how often do you bet more than 1 credit/coin at a time, that is on 1 press of the button or pull of the handle? READ OUT SINGLE RESPONSE

- 1 Always
- 2 Often
- 3 Sometimes
- 4 Rarely
- 5 Never
- 9 Don't know (DON'T READ)

Q14. When playing poker machines, how often do you bet on more than 1 winning line at a time, that is on 1 press of the button/pull of the handle? READ OUT SINGLE RESPONSE

- 1 Always
- 2 Often
- 3 Sometimes
- 4 Rarely
- 5 Never
- 9 Don't know (DON'T READ)

Q15. About how long do you spend playing poker machines each time you visit a club or casino?  
(IF RESPONDENT SAYS IT DIFFERS, SAY: Well on average, how long do you spend playing poker machines?) READ OUT

- 01 15 minutes or less
- 02 Up to half an hour
- 03 Up to three quarters of an hour
- 04 Up to an hour
- 05 Up to an hour and a half
- 06 Up to two hours
- 07 Up to two and a half hours
- 08 Up to three hours
- 09 Up to three and a half hours
- 10 Up to four hours
- 11 More than four hours
- 99 Don't know (DON'T READ)

Q16. On average, how much do you outlay on poker machines per visit, not counting winnings?

\$ \_\_\_\_\_

Q17. On average, how much do you outlay on poker machines per week, not counting winnings?

\$ \_\_\_\_\_

Q18. Which ONE of the following best describes where the money you spend on poker machines comes from? READ OUT SINGLE RESPONSE

- 1 Housekeeping/living costs
- 2 Entertainment/recreation budget
- 3 Specific gambling budget
- 4 Amounts set aside for major purchases, such as a car, holiday or furniture
- 5 From general bank savings
- 8 Other (please specify) \_\_\_\_\_
- 7 Refused (DON'T READ)
- 9 Don't know (DON'T READ)

Q19. If you won a \$50 jackpot, would you be MOST likely to: READ OUT SINGLE RESPONSE

- 1 Take it home/save it
- 2 Buy something "special" away from the club
- 3 Spend it on food, drink or entertainment within the club
- 4 Reinvest it on the poker machines
- 5 Spend it on another type of gambling
- 8 Other (please specify) \_\_\_\_\_
- 7 Refused (DON'T READ)
- 9 Don't know (DON'T READ)

Q20. If you won a \$100 jackpot, would you be MOST likely to: READ OUT SINGLE RESPONSE

- 1 Take it home/save it
- 2 Buy something "special" away from the club
- 3 Spend it on food, drink or entertainment within the club
- 4 Reinvest it on the poker machines
- 5 Spend it on another type of gambling
- 8 Other (please specify) \_\_\_\_\_
- 7 Refused (DON'T READ)
- 9 Don't know (DON'T READ)

Q21. If you won a \$500 jackpot, would you be MOST likely to: READ OUT SINGLE RESPONSE

- 1 Take it home/save it
- 2 Buy something "special" away from the club
- 3 Spend it on food, drink or entertainment within the club
- 4 Reinvest it on the poker machines
- 5 Spend it on another type of gambling
- 8 Other (please specify) \_\_\_\_\_
- 7 Refused (DON'T READ)
- 9 Don't know (DON'T READ)



Q22. If you won a \$1,000 jackpot, would you be MOST likely to: READ OUT SINGLE RESPONSE

- 1 Take it home/save it
- 2 Buy something "special" away from the club
- 3 Spend it on food, drink or entertainment within the club
- 4 Reinvest it on the poker machines
- 5 Spend it on another type of gambling
- 8 Other (please specify) \_\_\_\_\_
- 7 Refused (DON'T READ)
- 9 Don't know (DON'T READ)

Q23. How would you describe the level of skill needed to win on poker machines? READ OUT SINGLE RESPONSE

- 1 Pure skill
- 2 More skill than chance
- 3 Equal amounts of skill and chance
- 4 More chance than skill
- 5 Pure chance
- 9 Don't know (DON'T READ)

Q24. How much influence do you believe the way people play poker machines has on the amount they win? READ OUT SINGLE RESPONSE

- 1 Has a strong influence
- 2 Has a fair influence
- 3 Has a slight influence
- 4 Has no influence
- 9 Don't know (DON'T READ)

Q25. I am now going to read out a list of questions which relate to poker machine playing. Could you please answer either yes or no to each question? Firstly,...

	Yes	No	Refused / Don't know
a After losing on poker machines during the last 6 months, have you usually gone back another day to win back money lost?	1	2	7
b During the last 6 months, have you ever claimed to be winning money playing poker machines but weren't really - in fact you lost?	1	2	7
c Do you feel you have had a problem with poker machine gambling in the last 6 months?	1	2	7
d Did you ever gamble more on poker machines than you intended to in the last 6 months?	1	2	7
e Have people criticised your poker machine gambling in the last 6 months?	1	2	7
f During the last 6 months, have you ever felt guilty about your poker machine playing or about what happens when you play?	1	2	7
g During the last 6 months, have you ever felt like you would like to stop playing poker machines, but didn't think you could?	1	2	7
h During the last 6 months, have you ever hidden poker machine money or other signs of poker machine playing from your family or friends?	1	2	7
i During the last 6 months, has your poker machine playing ever caused arguments about money with family or friends?	1	2	7
j During the last 6 months, have you ever borrowed from someone and not paid them back as a result of poker machine playing?	1	2	7
k During the last 6 months, have you ever lost time from work or study due to poker machine playing?	1	2	7
• During the last 6 months, have you ever borrowed money to play poker machines or to pay poker machine debts from:			
m household money	1	2	7
n your spouse	1	2	7
o other relatives or in-laws	1	2	7
p banks, loan companies (excluding loan sharks), or credit unions	1	2	7
q credit cards	1	2	7
r loan sharks	1	2	7
s cashed in stocks, bonds, or other securities	1	2	7
t the sale of personal or family property	1	2	7
u borrowings on your cheque account (passed bad cheques)	1	2	7

I'd now like to ask some details about yourself to ensure we are talking to a good cross section of people. (IF REQUIRED SAY: Remember, this survey is confidential and no answers are attributed to an individual person.)

D1. Firstly, which of the following best describes the age group you are in? READ OUT SINGLE RESPONSE

- 01 15 - 19 years
- 02 20 - 24 years
- 03 25 - 29 years
- 04 30 - 34 years
- 05 35 - 39 years
- 06 40 - 44 years
- 07 45 - 49 years
- 08 50 - 54 years
- 09 55 - 59 years
- 10 60 - 64 years
- 11 65 - 69 years
- 12 70 - 74 years
- 13 75 - 79 years
- 14 80 - 84 years
- 15 85 years and over
- 97 Refused (DON'T READ)

D2. Which of the following best describes your marital status? READ OUT SINGLE RESPONSE

- 1 Never married
- 2 Married
- 3 De facto
- 4 Widowed
- 5 Divorced
- 6 Separated but not divorced
- 7 Refused (DON'T READ)

D3a. Do you have any dependent children?

- 1 Yes (go to D3)
- 2 No (go to D4)
- 7 Refused (go to D4)

D3. How many dependent children do you have: READ OUT

		RECORD NO.
a.	Under the age of 6 years old?	
b.	How many between 6 and 13 years old?	
c.	How many over 13 years?	
d.	Refused	R

D4. Which of these best describes your current housing ownership or rental situation: READ OUT SINGLE RESPONSE

- 01 Fully own your own home
- 02 Purchasing your own home / mortgage
- 03 Rent from a private owner
- 04 Rent from Housing Commission
- 05 Rent from another government agency
- 06 Live with parents
- 07 Live rent free
- 98 Other (please specify)
- 97 Refused (DON'T READ)
- 99 Don't Know (DON'T READ)

D5. What is the highest educational qualification you have? READ OUT SINGLE RESPONSE

- 01 No qualification
- 02 School Certificate or Year 10 (or equivalent)
- 03 Higher School Certificate, Year 12 (or equivalent)
- 04 Trade/vocational qualification
- 05 Undergraduate/associate diploma
- 06 Bachelors degree
- 07 Postgraduate diploma
- 08 Postgraduate degree
- 97 Refused (DON'T READ)
- 99 Don't know (DON'T READ)

D6. Which of these best describes your current work status? READ OUT SINGLE RESPONSE

- 01 Work full-time
- 02 Work part-time
- 03 Home duties
- 04 Student
- 05 Pensioner
- 06 Retired / self-supporting
- 07 Unemployed
- 97 Refused (DON'T READ)
- 99 Don't know (DON'T READ)

**IF WORK FULL-TIME OR PART-TIME (IE. CODES 1 OR 2 IN D6) ASK D7,  
OTHERWISE GO TO D8.**

**D7. Which of these best describes your usual occupation? READ OUT SINGLE RESPONSE**

- 01 Manager/administrator
- 02 Professional
- 03 Para-professional
- 04 Tradesperson
- 05 Clerk
- 06 Salesperson/personal service worker
- 07 Plant & machine operator/driver
- 08 Labourer or similar
- 09 Student
- 10 No usual occupation
- 97 Refused (DON'T KNOW)
- 99 Don't know (DON'T READ)

**D8. Which of the following categories best describes your current personal annual pre-tax income?  
READ OUT SINGLE RESPONSE**

- 01 Less than \$8,000
- 02 \$8,001 - \$12,000
- 03 \$12,001 - \$16,000
- 04 \$16,001 - \$20,000
- 05 \$20,001 - \$25,000
- 06 \$25,001 - \$30,000
- 07 \$30,001 - \$35,000
- 08 \$35,001 - \$40,000
- 09 \$40,001 - \$50,000
- 10 \$50,001 - \$60,000
- 11 \$60,001 - \$70,000
- 12 \$70,001 - \$80,000
- 13 \$80,001 - \$100,000
- 14 \$100,001 - \$120,000
- 15 \$120,001 - \$150,000
- 16 Over \$150,000
- 97 Refused (DON'T READ)
- 99 Don't know (DON'T READ)

D9. Which of the following best describes your current household annual pre-tax income?  
READ OUT SINGLE RESPONSE

- 01 Less than \$8,000
- 02 \$8,001 - \$12,000
- 03 \$12,001 - \$16,000
- 04 \$16,001 - \$20,000
- 05 \$20,001 - \$25,000
- 06 \$25,001 - \$30,000
- 07 \$30,001 - \$35,000
- 08 \$35,001 - \$40,000
- 09 \$40,001 - \$50,000
- 10 \$50,001 - \$60,000
- 11 \$60,001 - \$70,000
- 12 \$70,001 - \$80,000
- 13 \$80,001 - \$100,000
- 14 \$100,001 - \$120,000
- 15 \$120,001 - \$150,000
- 16 Over \$150,000
- 97 Refused (DON'T READ)
- 99 Don't know (DON'T READ)

D10. What is the main source of income in your household? Would it be: READ OUT SINGLE RESPONSE ONLY

- 1 Wages/salary
- 2 Own business
- 3 Other private income
- 4 Unemployment benefit
- 5 Retirement benefit
- 6 Other government benefit
- 8 Other (please specify) \_\_\_\_\_
- 7 Refused (DON'T READ)
- 9 Don't know (DON'T READ)

D11. In what country were you born?

- 1 Australia
- 8 Other (please specify) \_\_\_\_\_

**IF NOT BORN IN AUSTRALIA (ie. not code 1 in D11), ASK D12, OTHERWISE GO TO D13**

D12. If you were not born in Australia, in which year did you emigrate here?

- 9 Don't know

D13a. In what country was your father born?

- 1 Australia
- 8 Other (please specify) \_\_\_\_\_
- 9 Don't know (DON'T READ)

D13b. In what country was your mother born?

- 1 Australia
- 8 Other (please specify) \_\_\_\_\_
- 9 Don't know (DON'T READ)

D14. What is the main language other than English spoken at home, if any?

- 1 Only speak English at home
- 8 Other (please specify) \_\_\_\_\_

D15. Are you of Aboriginal or Torres Strait Islander descent?

- 1 Yes
- 2 No
- 7 Refused

D16. What is the postcode of your usual place of residence? \_\_\_\_\_

D17. RECORD GENDER

- 1 Male
- 2 Female

This is the end of the questionnaire. We would like to take this opportunity to thank you again for taking the time to complete this questionnaire. Your thoughts and opinions are important to us to help ensure we are able to provide you with the highest quality products and service possible.

*Thank You*