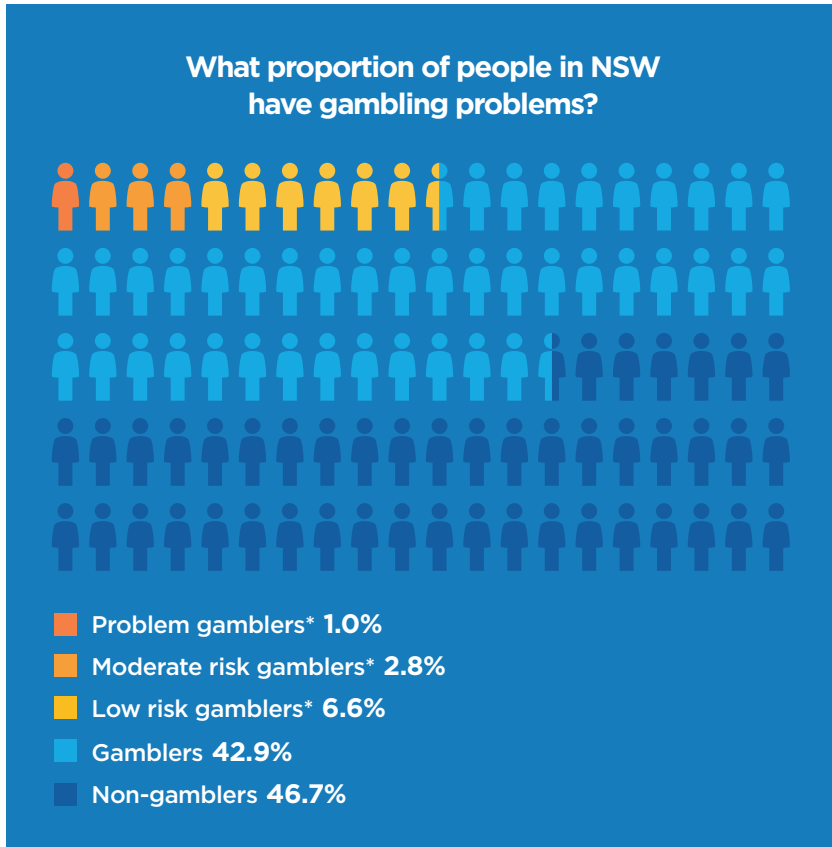


# Gambling problems in NSW

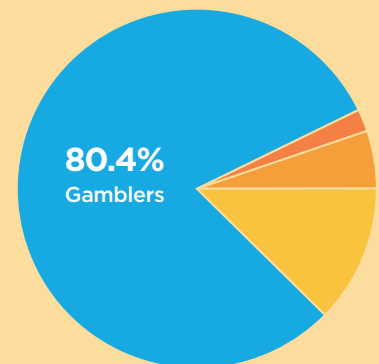
We surveyed over 10,000 people from across NSW about gambling. This was the first study of its kind in NSW since 2011.



**One percent of adults are problem gamblers**

according to the Problem Gambling Severity Index. According to this index, people classified as problem gamblers have experienced adverse consequences as a result of their gambling and may have lost control of their gambling behaviour.

**Gambling problems amongst gamblers**



2019

- Gamblers **80.4%**
- Low risk gamblers\* **12.4%**
- Moderate risk gamblers\* **5.2%**
- Problem gamblers\* **1.9%**

**Gambling regularly increases the risk of gambling problems**



Just over one in ten people (13%) who gambled at least weekly were considered to be problem gamblers compared to just under 2% of all people who gamble.

**Who experiences gambling problems?**

Overall, 7.2% of people who gamble are considered to be a moderate-risk or problem gambler\*, but some groups of gamblers are more affected than others:



**9.6%**

- Male gamblers - 9.6% compared to female gamblers - 4.3%
- Gamblers aged 18-24 - 14.9%
- Gamblers who are unemployed - 28.7%
- Gamblers with no or low income - 15.5%
- Single people who gamble - 18.1%



**4.3%**

- Gamblers who left school before year 10 - 14.8%
- Gamblers who spoke a language other than English at home - 20.7%
- Aboriginal people who gamble - 18.3%

### Who experiences gambling harm?

The survey found that while a small proportion of people who gamble reported harms (6.3%), some groups experience more harms than others:

- Men experienced more harms than women
- Young people aged 18 - 24 who gamble experienced more harms than all other gamblers
- Gamblers who spoke a language other than English were twice as likely to experience harm as those who only spoke English at home
- Aboriginal people who gamble were more likely to experience harm than non-Indigenous people who gamble



**Some forms of gambling have a higher risk of harm than others.**

**Playing gaming machines** presented the most risk of harm, followed by **online poker games**.

The most common forms of gambling, like lotteries, were the least associated with harm.



### What gambling harms are being experienced?

The most common harms reported were:

- Feeling depressed - 2.9%
- Feeling distressed about their gambling - 2.7%
- Loss of sleep - 2.2%

The more severe harms were much less common. For example, 0.3% of gamblers reported bankruptcy, and 0.3% reported doing something illegal to fund gambling or pay debts.