PRODUCTIVITY COMMISSION INQUIRY INTO GAMBLING

18 DECEMBER 2009

SUBMISSION BY SPORTSBET PTY LTD

SUITE 7

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EXECUTIVE SUMMARY

Sportsbet provides the following submission to the Productivity Commission ("the Commission") concerning its inquiry into gambling.

Sportsbet supports the initial findings of the Productivity Commission's Draft Report into Gambling dated October 2009.

Sportsbet is a member of the Australian Internet Bookmakers Association and supports the submission made by the Association to the Commission in April 2009.

Sportsbet however wishes to supplement the Australian Internet Bookmaker's Association submission and the Commission's current Draft Report by clarifying and highlighting several matters in further detail, that being:

- Further information surrounding the background of the Australia national wagering industry and the competitive forces driving industry change and growth;.
- Legislative issues and their impacts on competition; and
- Other matters including:
    - racefields legislation;
    - tote-odds betting and alleged copyright;
    - free bets and inducements;
    - responsible gambling;
    - anti-competitive behaviour & conflicts of interest;
    - betting in the run;
    - retail internet PCs;
    - mutual industry growth;

This submission has been compiled with the intention to provide further insight and understanding into the Australian wagering industry by clarifying and consolidating concepts and issues previously raised in submissions provided by other industry stakeholders and the Commission's Draft Report.

1. Sportsbet – Licensed Corporate Bookmaker

Sportsbet Pty Ltd ("Sportsbet") is licensed by the Northern Territory Government under the Racing and Betting Act (NT) to conduct the business of a sports bookmaker in the premises situated at Suite 7, Brett Dixon House, Dick Ward Drive, Darwin NT 0820. The regulatory body which administers Sportsbet's license is the Northern Territory Racing Commission. It is important for the Commission to have an understanding of Sportsbet's activities and the competitive market in which it operates.

Paddy Power PLC, listed on the Irish and London stock exchange, being one of Europe's largest bookmakers, acquired a 51% equity stake in Sportsbet on 1 July 2009. The remaining 49% shareholding is held by a group of private shareholders.

2. Wagering Activities and Products

Sportsbet operates as a corporate bookmaker and offers off course wagering products on a range of activities to customers across Australia via the telephone and the internet. Sportsbet operates under two brands, "Sportsbet" and "International All Sports" (also known as "IASbet"). The IASbet brand was acquired by Sportsbet on 1 October 2009 following the successful acquisition of International All Sports Limited by Scheme of Arrangement. Sportsbet is Australia's largest corporate bookmaker.

Betting contingencies fielded by Sportsbet may be held in Australia or overseas. Major categories of activities include:

- Racing, including thoroughbred racing, greyhound and harness racing;
- A wide variety of sports, such as tennis, AFL, NRL, Rugby Union, cricket and soccer. These include Australian and overseas/ international competitions;
- Events classified as general entertainment propositions, which can include the outcomes of reality television shows, television contests, and media competitions (such as the ARIAs or the Logies); and
- Political events – such as the outcome of state and federal elections.

Racing activities dominate the business model of Sportsbet. Sportsbet estimates that nearly 80% of its wagering turnover is accounted for by racing events. This is broadly comparable to aggregate industry data which suggest that racing accounted for 76% of bookmaker turnover in 2007/08. If we take wagering turnover in aggregate (i.e. including the turnover of entities other than bookmakers, such as totalisators), the share of sports betting has hovered around 10% of total turnover in the over the last four financial years.[1]

3. Range of firms offering wagering products

Wagering has historically been dominated by the Totalisator Agency Boards (TABs), which were initially state owned entities with a monopoly over pari-mutuel betting. Most states and territories have since privatised the TABs, but have retained the practice of providing an exclusive retail licence for pari-mutuel (or "Tote") betting. The decision to retain retail exclusivity has been driven largely with reference to arguments relating to revenue generation for the states and industry. At present, TAB operations are controlled by the following parties:

- TABCORP, which operates the Victorian and NSW pari-mutuel pools
- Tattersalls, which following its 2006 acquisition of UNiTAB, controls pari-mutuel pools in South Australia, Queensland and the Northern Territory (UNiTAB had been the privatised Queensland pool, and had prior to its acquisition by Tattersalls, acquired the NT and SA pools).
- The Tasmanian and ACT TAB's are owned and operated by their respective state governments (albeit the Tasmanian government is currently attempting to privatise the Tasmanian TAB);
- The WA TAB is owned by the WA Racing Industry.

TABCORP operates a pool – SuperTab - combining bets placed through ACT TAB, Tote Tasmania, Racing and Wagering Western Australia, and in Victoria. UNiTAB's operation is another example of such a combined pool. The rationale for combined pools is to reduce price volatility in the event larger bets are placed.

[1] See Racing Factbook, p 68. NB: It is not clear if the Factbook's definition of sports betting includes entertainment and political events.

Relationships between TABs in different jurisdictions have historically been governed by the "*Gentlemen's Agreement*", a set of (largely unwritten) arrangements and understandings between governments, TABs and racing industry in different jurisdictions. The Agreement allowed TAB's in any particular jurisdiction to run pari-mutuel betting on races within its own jurisdiction as well as others; each TAB effected a payment to its own racing industry based on total bets (i.e. irrespective of the proportion of betting accounted for by racing in its own state). Under the Agreement, the TABs did not advertise outside their jurisdictions nor did they establish a retail presence.

This gentlemen's agreement however has now come to an end following the imposition of product fees by the various state based racing bodies, namely Racing NSW and Racing Victoria and Racing Queensland.

The TABs also operate fixed odds betting on racing and other sports, through their retail network, and online and phone facilities. UNiTAB and TABCORP provide opportunities for sports betting through TAB Sportsbet.

Corporate bookmakers form another major set of players in the wagering space, and their growth has been driven through technological innovation, notably through the use of internet and phone betting facilities. Most corporate bookmakers are based in the Northern Territory, where there is a favourable fiscal and regulatory regime for bookmakers prevailing in that jurisdiction. Corporate bookmakers offer fixed odd betting on racing and sports. This includes "Tote-odds betting" a form of fixed price betting where the odds are based on the prices prevailing in pari-mutuel pools.

Apart from Sportsbet, there are nine other corporate bookmakers in Australia, that being Betchoice, Betezy, Betstar, Centrebet, Centreracing, Luxbet, Overtheodds, Sportingbet Australia and Sports Alive.

There are now 3 major corporate bookmakers in Australia are Sportingbet Australia, Centrebet and Sportsbet (which now includes IASbet).

Betfair is a particular type of wagering provider that operates as a betting exchange.[2] In 2008, TABCORP established its own corporate bookmaker, Luxbet, an independent satellite business based in the Northern Territory.

All corporate bookmakers offer betting on a range of similar broad categories of sports and racing activities (a range which is also matched by the fixed odds betting operations of the TABs). The range of activities covered, and the odds offered, are a central element of the competitive response of one firm to the actions of others. [3]

There may be some differences in terms of the specific products offered within these categories. For example, at a particular time, one bookmaker may offer odds on a narrower range of ATP tennis tournaments than a competitor, but on a broader selection of cricket competitions. These differences vary over time, and are likely to reflect commercial decisions about the profitability of offering bets and at what odds, given the decisions made by competitors. They are mainly applicable to smaller events; typically all bookmakers will offer odds for large competitions (thus, for example, all or most bookmakers are likely to offer odds on Grand Slam and ATP 1000 tennis tournaments, whereas fewer may offer odds on the lower tier tournaments).

[2] A betting exchange is a means by which parties stake money on opposing outcomes of a future event, such as a horse race or a football game.

[3] For example, Sportsbet fields bets on all major racing and sporting events and other relevant and topical matters dependent on seasonality. Sportsbet seeks to remain competitive with its peers by offering at minimum a comparable level of betting products and services. Further products and services are added based on customer feedback and demand. Pricing decisions by Sportsbet's competitors are monitored in real-time by the Sportsbet risk management team and used as reference points in conjunction with real time assessments of Sportsbet customer activity to influence Sportsbet's own pricing decision making.

Corporate bookmakers accounted in aggregate for just under 30% of thoroughbred wagering turnover, and for nearly 60% of sports betting, the latter figure serving to highlight the role played by corporate bookmakers in stimulating the development of non-racing betting. Table [1] below provides a breakdown of market share by turnover across wagering activities, and by type of wagering provider.

Entity	Turnover FY07/08 A$ 'm
Total Wagering Australia (includes racing and sports betting)	20,113.96
On course TOTE	704.51
Total TABS	13,560.57
Total TAB Pari-mutuel	9,051.26
Total TAB sports betting	996.57
Total Bookmakers	5,848.58
Bookmaker Sports Betting	1,401.38
Bookmaker Racing (incl non thoroughbred)	4,447.20
Centrebet	845.10
IASbet	1,329.20
Sportingbet	1117.71
Sportsbet	877.50

Table 1: Wagering Turnover 2007/2008. Source: Australian Racing Factbook, Company Annual Reports.

Sportsbet's share of bookmaker turnover (excluding the recent IASbet acquisition) was roughly 15% in 2007/08, and its share of total wagering turnover was just under 4.5%.

4. Competition has developed at the national level

As already mentioned, historically wagering was conducted at the state level through the operation of state owned TABs. As already observed, the creation of interstate bidding pools has been one development through which the initial state based boundaries for wagering transactions have been transcended. At the same time, competition between TABs for customers across states has been slower to develop. This appears to be mainly on account of the Gentlemen's agreement which in the past restricted the intensity of competition between TABs, rather than existing structural features of wagering arrangements. As noted by the ACCC in its assessment of the proposed acquisition of UNiTAB by TABCORP

> *"….the ACCC was unable to identify significant structural impediments to competition between totalisators located in different states, specifically for large punters using phone and internet wagering services. One way such competition could occur would be through the payment of rebates (rather than, for example, through altering take-out rates). Part of the explanation for the current lack of competition appears to be a conscious decision by totalisators not to compete. It appears that totalisators are concerned with the reaction of other totalisators if they aggressively compete for each other's large customers."* [4]

Notwithstanding the ACCC's findings regarding self-restraint in competition, there appears to be an emerging trend for on-line competition between state based totalisators, mainly on account of totalisators operating from jurisdictions where tax and other regulatory advantages offer the possibility of arbitrage against totalisators in more expensive jurisdictions. The latter have tended to respond through product and service quality innovations and through a reduction on operating margins. [5] The demise of the Gentleman's Agreement, and the progressive lifting of prohibitions on inter-state advertising (which has already been implemented in NSW and Victoria) should accelerate the trend towards inter-state competition.

The emergence of corporate bookmakers, and, more recently, of Betfair, has undoubtedly been a factor of great significance in the development of nationwide competition. As observed before, bookmakers have been able to take advantage of technological

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[4] ACCC (2006), *Proposed acquisition of UNiTAB Limited by Tabcorp Holdings Limited, Public Competition Assessment*.

[5] See TABCORP (2009), Call for a National Approach to the Regulation of the Australian Wagering Industry, Submission to the Productivity Commission on Gambling, p11.

developments, such as the internet, mobile phone technologies, as well as the growth of pay television (which has increased customer access to and interest in a greater range of sports) to attract punters on a nationwide basis. They have thus been able to compete aggressively with each other, and with the TABs and Betfair". Business models that are based on internet technology are inherently suited to deployment at a national level given the significant economies of scale associated with extending operations once the initial set up costs have been incurred.

The fact that competition takes place on a nation-wide basis is now a well established and accepted fact amongst participants in the wagering and racing industries. Indeed, this recognition has become a driving force behind calls to overhaul and improve the consistency of the policy and regulatory framework towards wagering on a national basis. For example, a recent review of wagering activities for the Minister of Gaming and Racing in NSW stated that:

> *"Many of the issues confronting the wagering industry in NSW (and therefore NSW racing) result from the transition of wagering from a state-based industry to a national industry (…) In order to eliminate the problems that results from a lack of consistency between the treatment of wagering operators across jurisdictions a national approach is recommended. Indeed, there are a number of issues that are unlikely to be resolved without a national approach".* [6]

More generally, it is likely that the future direction of policy towards wagering will further encourage the development of operations at the nation-wide level. The demise of the Gentlemen's Agreement is one example of this. Moreover, the decision rendered by the High Court in the case brought by Betfair against the Western Australian government, which declared as unconstitutional an attempted restriction of Betfair's activities in WA, is likely to hasten the demise of attempts to carve out wagering – even if only pari-mutuel wagering – on a state basis. The Betfair decision is set out in some detail later in this submission.

Finally, the process through which competition has developed at a national level is reflective of the low barriers to entry into wagering activities. Telecommunications technology has been an obviously important factor behind these low barriers to entry. Internet and phone betting technology provide a rapid way of accessing customers, and of adapting products to customer profiles. Moreover, such technology is inherently scalable. Entrants have better

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[6] Alan Cameron (2008), *A Review of Wagering and the Future Sustainability of the NSW Racing Industry- A Report for the NSW Minister of Gaming and Racing,* p v

options than to incur the overheads associated with a physical retail presence, and thus are able to avoid the higher customer number thresholds that are required to sustain entry when there are large fixed costs.

This in turn facilitates entry followed by opportunities for subsequent expansion. Most corporate bookmakers currently in operation began as sole proprietors, and subsequently expanded through the opportunities that arose through technology, as well as the increase in interest in sports betting.

Any impact of the regulatory framework on the height of barriers to entry has been significantly diminished over time through a confluence of technological and policy changes, and legal developments such as the outcome of the Betfair case.

5. Competition takes places across the range of wagering services providers and products

While there may be limitations on the extent to which particular TABs compete with each other, it is quite clear that bookmakers and TABs actively compete with each other. As noted by TABCORP

> *"Competition plays out in the broader wagering market where all types of wagering operators, namely totalisators, traditional and corporate bookmakers, and betting exchanges, compete with each other with for punters' turnover."* [7]

The drivers for this competition are very similar to those that explain why competition has developed at a nation-wide level. The use of online technologies has allowed corporate bookmakers to find viable, and generally more profitable, alternatives to retail outlets.

Providers of wagering services compete on price and on non-price terms. The price of a wager is the payout rate which in turn is derived from the posted odds. Wagering providers sometimes offer discounts for various reasons – for example. free bets for first time punters. Pricing is affected a variety of factors, notably the cost structure of the businesses involved. The business model adopted by corporate bookmakers, which has been based on not

[7] See Tabcorp (2009), p 12

incurring the large overheads associated with a physical retail network and to focus on the scalability of internet and telephony based business, has enabled them to compete effectively with the more established TABs on price terms.

Providers of wagering services also compete through product positioning. This is done through the selection of sports and racing that is covered through wagering; the events that are covered by wagers for a particular sport or racing activity at a particular time; and also the specific types of bets that are offered in relation to a particular sport or race. Sportsbet continuously monitors the range of offerings and pricing practised by competitors in order to respond through appropriate pricing and positioning decisions. The emergence of betting exchanges, notably Betfair, has also opened up a new range of betting products and services.

Other than product positioning, the main types of non price competition include the functionality of internet interfaces and phone betting facilities, and the flexibility to deal with punters with different betting profiles. The TABs have, for their part, recognised the importance of phone and internet technologies in developing their competitive response to corporate bookmakers, and have invested in developing their online presence - in the case of TABCORP, through the establishment of an independent bookmaker (Luxbet) that offers phone and online wagering services.

One question that arises is the extent to which pari-mutuel and fixed odd betting on racing are substitutes for each other. Each one operates according to different principles (which, amongst other things, imply different degrees of risk exposure to the operators), and the products that can be offered as a consequence differ as well. The extent of substitutability will depend ultimately on the factors that affect demand, notably the extent to which punters are able to compare expected net gains across different types of products. Because wagering pay-outs occur repeatedly, and because punters tend to be relatively well informed (in comparison to other forms of gambling), punters are likely to respond and switch from one product to another depending on their assessment of relative returns to be made. That substitutability may not be perfect to the extent that pari-mutuel betting on racing may be more familiar to punters, but the evidence (and particularly claims made by TAB operators and the racing industry that fixed odds betting is diverting revenue away from them) suggests that such substitutability is relatively strong.

6. Betfair High Court Decision

The Commission is referred to the Betfair decision (*Betfair Pty Ltd & Anor v State of Western Australia* [2008] HCA 11). As this case is significant and highlights the protectionist regime imposed by some States, we provide an overview for the Commission's assistance. We however urge the Commission to examine the decision in some detail. A number of the submissions by other parties needs to be looked at in light of the Betfair decision.

Issues for Determination

The Case related to an attack by Betfair on section 24(1aa) and section 27D(1) of the *Betting Control Act 1954* (WA) (the Act).

Section 24(1aa) of the Act provides that a person who bets through the use of a betting exchange commits an offence.

Section 27D(1) of the Act provides that a person who, in Western Australia or elsewhere, publishes or otherwise makes available a Western Australian race field in the course of business commits an offence unless the person is authorised to do so by an approval, and complies with the conditions of that approval.

Decision

6.1. The Court found that section 24(1aa) of *Betting Control Act 1954* (WA) is invalid to the extent that it would apply to a person who makes or accepts offers to bet through the use of Betfair's betting exchange by telephone or internet communication between a place in Western Australia and the Tasmanian premises of Betfair.

6.2. The Court found that section 27D(1) of *Betting Control Act 1954* (WA) is invalid to the extent that it would apply to conduct of Betfair in publishing or otherwise making available a WA race field:

" (a) by way of telephone or internet communication between the Tasmanian premises of Betfair and a place in another State; or

(b) for the purpose of making or receiving offers to bet through the use of Betfair's betting exchange by telephone or internet communication between the Tasmanian premises of Betfair and a place in another State."

6.3. The invalidity is as a result of the sections being in breach of section 92 of the Constitution.

6.4. The case examined the introduction of the Tasmanian law under which Betfair is licensed and the changes to the Western Australian legislation the subject of the challenges.

6.5. The Court referred to a report made in July 2003 to the Australasian Racing Ministers' Conference by a body styled the Betting Exchange Taskforce (the Report).

6.6. Betfair's case for a breach of s.92 of the Constitution (which guarantees freedom of interstate trade, commerce and intercourse) was on the following two bases:

6.6.1. The legislation prevents Betfair competing within a national market for betting services by providing services to persons in Western Australia; and

6.6.2. The legislation denies to Betfair information respecting race fields which is generated by racing operators in Western Australia whilst Western Australian wagering operators do not suffer that disadvantage as they have access to the race fields.

6.7. The Court examined in great depth the legal cases surrounding s.92 including a history of the s.92 cases. The Court also looked at the American authorities in relation to similar provisions in that country. Of significance the Court referred to the following statement of Fullagar J in *McCarter v Brodie* (1950) 80 CLR 432 at 499:

> "*the protection of the industries of one State against those of another State was, of course, one of the primary things which s.92 was designed to prevent.*"

Findings

6.8. The Court referred to the development of "the new economy" in which internet-dependant businesses like Betfair operate readily and deal with customers without regard to geographic boundaries (referring to the development since the s.92 decision *Cole* v *Whitfield* in 1998).

6.9. The object of s.92 is the elimination of protection. The term "protection" is concerned with the preclusion of competition, an activity which occurs in a market for goods and services.

6.10. The Court referred to the development since 1995 of a national competition policy. Elements of that policy include as a "*guiding principle*" that legislation should not restrict competition, unless it can be demonstrated that the benefits of the restrictions to the community as a whole outweigh the costs and that the objectives of the legislation "can only be achieved by restricting competition".

6.11. The Court observed that the information comprising a "*WA race field*" in the ordinary course of events would be readily available to the public, at least from sources in the print media.

WA Policy For Legislation – Court Rejection Of The Policy

6.12. The Court looked at the reasons for the policy adopted by Western Australia. The judgment sets out the reasons in which WA is opposed to betting services namely:

6.12.1. They make no contribution to the racing industry in Australia; and

6.12.2. Betting exchanges allow punters to bet on any of the racing codes and lose. This means that the integrity of the racing industry is put under threat by betting exchanges.

6.13. The Court dealt with these issues as follows:

6.13.1. In relation to the absence of contribution to the racing industry in Australia (so far as that may be relevant), the evidence shows that by agreement with the Victorian regulator, Betfair undertook to return an amount equivalent to 1% of the value of bets taken by it on races in Victoria; that is the same level of return as that required of bookmakers in that State. There is no reason to doubt the assertion by Betfair that it remains ready to undertake obligations of this kind in Western Australia and to ensure that the organisers of races in that State obtain a reward from Betfair as well as from other wagering operators in that State.

6.13.2. Furthermore WA contended that any practical effect of the impugned legislation in protecting the turnover of "State operators from diminution as a result of competition from Betfair, with consequential prejudice to the returns to the racing industry and interstate revenue provided by it, could not be protectionist in nature." The Court rejected this argument and stated that a proposition which asserts that an object of revenue protection of this kind may justify a law which discriminates against interstate trade is contrary to legal authority. That is, the argument has no basis at law.

6.13.3. The second reason relating to the integrity of the racing industry conducted in Western Australia, the Court held that the law was not proportionate to the object of the legislation. It found that the prohibition was not necessary for the protection or preservation of the integrity of the racing industry.

The Market

6.14. The Court found that the evidence shows that there is a developed market throughout Australia for the provision by means of the telephone and the internet of wagering services on racing and sporting events. Indeed the evidence shows that such a market may be international.

The Internet

6.15. The inhibition to competition presented by geographical separation between rival suppliers and between supplier and customer is reduced by the omni presence of the internet and the ease of its use.

6.16. The apprehension expressed in the cross-border task force report as to the operations of betting exchanges, with lower commission rates, upon the revenue streams derived by Tabs and licensed bookmakers, is indicative of cross-elasticity of demand and thus of close substitutability between the various methods of wagering.

Effect of legislation – Restriction on Competition

6.17. The Court stated that the effect of the legislation of Western Australia is to restrict what otherwise is the operation of competition in the stated national market by means dependent upon the geographical reach of its legislative power within and beyond the State borders. This engages section 92 of the Constitution.

Section 27D(1) (Race Field Legislation) – Reasoning of Court for Invalidity

6.18. This provision applies to the conduct of Betfair in publishing or otherwise making available a WA race field. This burdens interstate trade and commerce, both directly and indirectly. It does so directly because it denies to Betfair use of an element in Betfair's trading operations. It does so indirectly by denying to

Betfair's registered players, receipt and consideration of the information respecting the latest WA race fields by access to Betfair's website or by communication with its telephone operators. The effects of s.27D(1) operate to the competitive disadvantage of Betfair and to the advantage of RWWA and the other instate waging operators. The law in its application to Betfair answers to the description of a discriminatory burden on interstate trade of a protectionist kind.

6.19. In relation to Betfair obtaining approval under section 27, the Court found that the prospect of Betfair obtaining approval must be illusory.

Section 24(1aa) (prohibition of betting exchange) – Reasoning of Court for Invalidity

6.20. The relevant effect of this provision is to prohibit a person in Western Australia from placing a particular form of fixed odds bet by means of a cross-border electronic communication, and to render the out of state wagering operator liable for aiding, counselling or procuring an offence by Betfair's registered players even if all its acts occurred outside Western Australia.

6.21. The Court found that the sub-section operates to protect the established wagering operators in Western Australia, including RWWA, from the competition Betfair would otherwise present. The effect of s.24(1aa) is to prohibit Betfair, an out of State wagering operator, from providing a betting exchange for registered players in Western Australia, leaving the instate operators able to supply customers with their services without the competition to their revenue which Betfair would present. This is another discriminatory burden of a protectionist kind.

7. OTHER MATTERS

We now turn to briefly addressing several issues which have been presented to the Commission in various submissions

Racefield's legislation

The submission prepared by Racing NSW to the Commission dated 28 April 2009 dealt with at length the race fields legislation. Sportsbet and Betfair have both challenged the validity of race fields legislation. The case is presently before the Federal Court of Australia and should be heard in February 2010. Sportsbet is and always has been prepared to pay a valid and fair fee to the racing industry. As stated in the Association's submission, the fundamental problem with the race fields legislation is that it is State based legislation that is designed to protect State interests.

'Tote-Odds' betting & alleged copyright

Sportsbet offers a 'City Best Plus' product. This product allows the punter, when placing a win and each way wager online for metropolitan meetings (Sydney, Melbourne, Brisbane, Adelaide and Perth) to receive the better of the dividend declared by the three Australian TAB's or the starting price, whichever is the best payout.

This product is popular with punters. It is not a tote odds product, rather a fixed odds bookmaking product. It must be remembered that Sportsbet can lose on any given event or race, whereas the TAB being a pari-mutuel operator cannot as it deducts a pre-determined commission before paying out its customers.

In the spirit of competition, the bookmaker should be able to offer the same odds as the TAB or any other bookmaker. We understand Tabcorp welcomes competition; however it is competition on its terms and conditions.

Sportsbet notes that the Commission's Draft Finding 13.2 highlights "undecided" Federal Court proceedings between Tabcorp and Sportsbet with regards to alleged intellectual

property rights of TABS over tote-odds. The proceedings the Commission refers to were concluded on 5 June 2009 whereby Tabcorp officially withdrew its claim for copyright over tote-odds via a Notice of Discontinuance filed with the Federal Court of Australia. A chronology of this matter is set out as follows:

- 12 February 2009 - Tabcorp alleges infringement by Sportsbet of copyright in the NSW totalisator dividends and compilations of NSW totalisator dividends in a statement of claim lodged with the Federal Court of Australia whereby Sportsbet had allegedly infringed on Tabcorp's copyright by communicating these works to the public via its website;
- Tabcorp pleaded that Sportsbet had published on its website tables that included tote-prices, and that these tables embody the whole or a substantial part of Tabcorp's works which is a breach of Tabcorp's copyright.
- 11 March 2009 - Sportsbet writes to Tabcorp reminding them that they are a party to the Racing Distribution Agreement dated 11 December 1997, together with Racing NSW, Greyhound Racing NSW and Harness Racing NSW. This agreement specifically acknowledges and agrees that Tabcorp does not own or hold any intellectual property rights in NSW Racing Information or any NSW Racing Programme of any forms of expression thereof. The dividends however without the racing information does not make any sense or have any commercial value.
- 22 April 2009 - The High Court handed down its decision in the matter of *IceTV Pty Ltd v Nine Network Australia Pty Ltd* [2009] HCA 14, reversing the decision of the Full Court of the Federal Court. The Full Court of the Federal Court had previously found that IceTV had infringed the copyright belong to the Nine Network in certain Television guides or "Weekly Schedules".
- In paragraph 28 of the judgment of the IceTV case, French CJ, Crennan and Kiefel JJ stated:

> *Copyright does not protect facts or information. Copyright protects the particular form of expression of the information, namely the words, figures and symbols in which the pieces of information are expressed, and the selection and arrangement of that information. That facts are not protected is a crucial part of the balancing of competing policy considerations in copyright legislation.*

- In the context of the Tabcorp matter, race field information and dividends paid by Tabcorp are facts. In a typical example, a particular horse won a particular race on a particular day and a particular dividend was paid.

- 27 May 2009 – A defence was filed by Sportsbet (copy attached).
- 5 June 2009 – Tabcorp filed a Notice of Discontinuance with the Federal Court, withdrawing its claim against Sportsbet for copyright over tote-odds.

Freebets – Inducements

Shortly after Sportsbet commenced legal proceedings against the Victorian Government in relation to restrictions on advertising in 2008, both the Victorian and New South Wales Governments lifted those restrictions.

Sportsbet wishes to advertise its products and promote its business. There are many forms of advertising methods used throughout Australia. Corporate Bookmakers have for some time been providing customers with inducement to open a new account.

In relation to free bets, Sportsbet has never been provided with any report nor has our regulator ever advised us that this could in any way result in a person becoming a problem gambler. There are lots of illustrations of businesses offering free samples, free quotes, free instalments, interest free arrangements and the like. These are normal promotions. There is no evidence of any connection between the free bet for a new customer or a punter moving from one bookmaker to another to obtain a free bet and the concept of a problem gambler.

Cashback Offers and Giveaways as mentioned in the submission by the Association are a standard feature of the marketing of businesses in Australia and around the world.

Responsible Gambling

Sportsbet supports responsible gambling and is a party to the code of practice for responsible gambling developed by the Northern Territory Racing Commission.
In the Tabcorp submission to the Commission, they claim that:

> *"Research suggests that problem gambling prevalence is higher amongst samples of internet gamblers than samples of land-based gamblers. Canadian research has found that internet gamblers are three to four times more likely to be problem gamblers than non-internet gamblers. Further, greater availability, ease of play and anonymity are cited as features of the internet that may lead to problem gambling behavior.*

There is a regular British gambling prevalence survey in the United Kingdom ("UK") that has repeatedly shown this is not the case. The last UK study was conducted in 2007. The survey prior was conducted in 1999. Neither of the UK studies appear to be included in the Commission's reference list. The results from the 1999 (7,680 people) and 2007 UK (9,003 people) surveys (copies are attached) have substantially larger sample bases than the studies referenced by Tabcorp, and when looked at combined over the timeframe demonstrated that the introduction and regulation of online gambling **did not** lead to an increase in problem gambling in the UK, a very similar market to Australia.

The 2007 survey measured the levels of problem gambling using two internationally recognised scales, the Diagnostic and Statistical Manual of Mental Disorders 4th edition (DSM IV), which concentrates on the psychological motivations underpinning problem gambling, and the Canadian Problem Gambling Severity Index (PGSI) which reflects international best practice and focuses on the harms and consequences associated with problem gambling.

The 1999 survey measured the levels of problem gambling using the DSM IV method and the South Oaks Gambling Screen (SOGS).

Sportsbet has a long established responsible gambling code of conduct, and offers a variety of long established easy accessible responsible gambling measures including:

- Information on responsible gambling;
- Access to counselling services for problem gambling;
- Access to software to prevent underage gambling;
- Ability for members to set monthly betting limits;
- Ability for members to set monthly deposit limits;
- Sophisticated customer identification and verification techniques; and
- Ability for members to self exclude themselves.

Many of these measures offered by Sportsbet are not available in existing retail gaming and wagering environments. Sportsbet is committed to sharing with the community the responsibility of helping problem gamblers to identify their problem and seek assistance.

Anti-Competitive Behaviour & Conflicts of Interests

Sportsbet notes that the Commission's Draft Finding 13.3 highlights competition issues with Tabcorp arising from the broadcast of racing which may warrant a national response. The Commission rightfully suggests that the Australian Government should refer this matter to the ACCC for further investigation. Sportsbet strongly supports the Commission's views on this matter, however suggests that the ACCC expand its investigation to cover a wider range of Tabcorp's anti-competitive practices.

Tabcorp operates a deeply vertically integrated business model with ownership and control over retail distribution (2,576 TAB retail outlets, on-course betting at 267 racecourses[8]), key media assets and joint venture arrangements with regulatory bodies particularly in the racing industry. This creates significant issues of anti-competitive behaviour particularly by leveraging the media assets against their competitors by usage of exclusivity arrangements to lock out competitors, and generates substantial conflicts of interests on the part of the racing controlling bodies, whom are economically dependent on Tabcorp, especially when

[8] Tabcorp 2009 Annual Financial Report

they are deemed to operate as independent controlling bodies for their respective industry code, whilst supervising all other wagering service providers whom are direct competitors of Tabcorp.

Tabcorp owns and operates the following key racing media assets:

- Sky Racing; and
- Sky Sports Radio.

Sky Racing telecasts more than 66,000 races each year to approximately 2.2 million Australian homes and 5,300 retail outlets across the Foxtel, Optus Vision and Austar platforms each week, as well as internationally to 16 countries[9]. Sky Racing also broadcasts this vision across the internet through Telstra Bigpond. Sky Sports Radio (formerly 2KY) broadcasts audio of Australian racing nationally to an audience of approximately 900,000 each week[10]. Sportsbet being a competitor of Tabcorp is precluded from any form of advertising through either mediums.

Tabcorp is also a joint venture partner with the principal racing authorities, racing controlling bodies and metropolitan and country race clubs in Victoria and New South Wales, all of which are economically dependent on Tabcorp, including but not limited to:

- Racing Victoria;
- Harness Racing Victoria;
- Greyhound Racing Victoria;
- Racing NSW;
- Harness Racing NSW;
- Greyhound Racing NSW;
- Victoria Racing Club;
- Melbourne Racing Club;
- Sydney Turf Club;
- Australian Jockey Club;

[9] Tabcorp 2009 Annual Financial Report

[10] Tabcorp 2009 Annual Financial Report

- Australian Racing Board;

The interrelationship between the principal racing authorities, racing clubs, the controlling bodies and their need for funding from the exclusive TAB arrangements should not be underestimated. The entities are part of a quasi partnership or joint venture to maximise the returns to the TAB. This operates at all levels of these organisations, including strategic, commercial, operational and financial levels. This is a method which actively restricts competition and is to the detriment of the punter. Tabcorp has approximately a 61.1% totalisator market share in Australia, with 340,000 customers betting through the internet, pay TV and the telephone[11].

Sky Racing's only competitor is ThoroughVision ("TVN") which is owned 50% by the major Victorian racing organisations, that being:

- Melbourne Racing Club;
- Victoria Racing Club;
- Moonee Valley Racing Club; and
- Country Racing Victoria

The other 50% is owned by the major New South Wales racing organisations, that being:

- Australian Jockey Club; and
- Sydney Turf Club.

TVN content is not as comprehensive as Sky Racing and does not hold the rights to broadcast country racing, however it is televised over the three pay TV networks and streamed over the internet via Telstra Bigpond. TVN also owns two major racing magazines, that being Best Bets and Winning Post. TVN does accept commercial broadcasting from wagering service providers.

Tabcorp also has key exclusivity arrangements recently reported in the Australian Financial Review on 3 December 2009 (a copy is attached) with Australia's biggest newspaper publisher, News Ltd which "delivers the gaming giant favourable coverage in news articles..." in Melbourne and Sydney. "Sources said the Tabcorp sponsored page avoids mentioning Tabcorp's competitors such as Betfair and Betchoice. This is because under the terms of its

[11] Tabcorp 2009 Annual Financial Report

agreement with News Ltd, Tabcorp can charge The Daily Telegraph as much as $800 for writing about a competitor, according to sources."

Tabcorp is also a joint venture partner with the Victorian Racing Club ("VRC") which in turn has ownership rights over Victorian racing vision, such as the Spring Racing Carnival which includes major events such the Melbourne Cup. These media rights have been sold in parcels predominantly to the Seven and Nine television networks as distribution channels over the past few years. Despite significant pre-existing contractual arrangements between Sportsbet and the Seven Network, and also Bet247 (a white label solution of the corporate bookmaker Betezy) and the Nine Network for access to this racing vision on commercial terms through the television networks, the VRC has insisted that its joint venture partner Tabcorp, has first right of refusal on any related racing media deals the Seven or Nine Network may elect to tender to the general public, despite this breaching pre-existing commercial contractual arrangements with Sportsbet and Bet247 and the television networks.

It is for these reasons that this continual anti-competitive behaviour demonstrated by Tabcorp appears to be a clear breach of Australian law and warrants an immediate comprehensive review and investigation by the ACCC.

Further issues of effective independent oversight of the gambling industry was raised as recently as the article that appeared in The Age on 18 December 2009 (copy attached) titled "Gambling Regulator is losing its way" which discusses the conflicts of interests surrounding state governments ability to independently administer gambling when they are so dependent on the direct revenue streams that are derived from this industry.

Retail Internet PC's

Sportsbet is currently examining the viability of introducing touch screen personal computers with internet connectivity (Internet PC's) into retail settings such as pubs and clubs around Australia, which would enable access to the Sportsbet website. This would be in direct competition with Tabcorp's current retail monopoly in Victoria and New South Wales.

Tabcorp currently operate a number of similar machines in pubs and clubs in Victoria and New South Wales across its network of 2,576 retail outlets which service approximately 700,000 regular retail customers[12], and have done so for several years. This retail customer base represents the dominant portion of Tabcorp's wagering revenues.

An early prototype unit featuring the Sportsbet website was deployed by a third party called VenueNet in a venue in Victoria in April 2009 before it was seized by the Victorian Commission for Gambling Regulation ("VCGR") in August 2009 following a complaint by Tabcorp that the prototype internet PC infringed on their alleged retail exclusivity in Victoria.

Despite repeated correspondence with the VCGR, to this date the internet PC has not been returned by the VCGR, severely infringing on Sportsbet's ability to conduct interstate trade. This is a further demonstration of anti-competitive behaviour exhibited by Tabcorp.

Betting in the Run

Betting in the Run ("BIR") is a concept that emerged at the start of the decade in Europe. The concept allows customers to continue betting once an event has commenced. It was born from customer demand and has grown to become the industry norm where all events that are broadcast live on television are covered in the run by major wagering operators internationally. This form of betting has generally increased with the expansion of live television coverage and is now the world's fastest growing bet type. The increase in sports broadcasts has seen a massive expansion in the depth and range of products offered in the run by international wagering service providers and betting exchanges. This has made

[12] Tabcorp 2009 Annual Financial Report

Europe the world hub for this form of betting and put Australian operators, customers and regulators at a significant competitive disadvantage.

The increased popularity of BIR has been accelerated by technological developments that have enabled traditional bookmakers and exchanges to continuously amend prices online to reflect the progress of a particular event.

Generally customers found it frustrating and inconvenient that they were unable to bet on an event once it had started. This was particularly relevant on sports that took significant time to complete such as cricket, tennis or golf. In such sports it is a preferable form of wagering for customers when they can see the event unfold and use their judgement to invest at a point that suits them. Customers were also unable to 'hedge' a position from which they could guarantee an arbitrage profit by trading in the run, which is a particularly useful tool for more sophisticated, internet customers.

In Europe it is not unusual for in the run betting to make up 80% of the total turnover on certain sports and in general it would comprise 30% of total sports turnover with corporate bookmakers. Sportsbet believes that the current Australian prohibition on BIR over the internet substantially limit the funding opportunities available to Australia's major professional sports bodies as product fees as well as reducing the tax intake for the State and Territory governments that regulate and licence corporate bookmakers. This limitation will continue to grow indefinitely as this bet type becomes more popular unless legislators remove restrictions in allowing this form of gambling online.

Curiously, the current Australian Federal legislation still permits Australians to BIR with offshore wagering service providers over both the internet and the telephone. This places domestic licensed wagering service providers and punters at a material disadvantage to their overseas counterparts, plenty of whom are unregulated. This also means that the appropriate protections and harm minimisation measures, to ensure Australian customers gamble responsibly are overlooked. It is incumbent on any new legislation to protect customers and tax revenues by ensuring that business does not go offshore. Australia is the only jurisdiction where it is legal to bet online on sports but illegal to bet in the run online. This seems peculiar given the countries status as amongst the most advanced and forward thinking legislators of gaming in the world.

The development of the internet in general, particularly the technology advances surrounding mobile phones, has in the view of Sportsbet left the Interactive Gambling Act ("IGA") somewhat outdated. It is inconvenient and prohibitive for customers to have to conduct BIR transactions purely over the telephone, and it makes no obvious logical sense that punters are allowed to bet in the run on the telephones but not online.

Sportsbet, along with a multitude of other corporate bookmakers utilise modern online identification mechanisms which are highly sophisticated and allow wagering service providers to conduct real-time online 100 point identity checks which satisfy both regulatory requirements, and Federal Anti-Money Laundering and Counter Terrorism Financing requirements. The internet is a proven mechanism for conducting transactions in a secure, reliable and accountable environment where full audit trails are available.

It is our belief that the IGA legislation was framed in an era where the scope for internet usage for gaming was unclear and with the rapid development of this platform it's equally clear that the legislation needs to be revised now.

It's also slightly curious that BIR is allowed on Horse Racing online and not on sports online. In Europe BIR on sporting events has been welcomed as having a positive impact on revenue streams for the sporting and regulatory bodies.

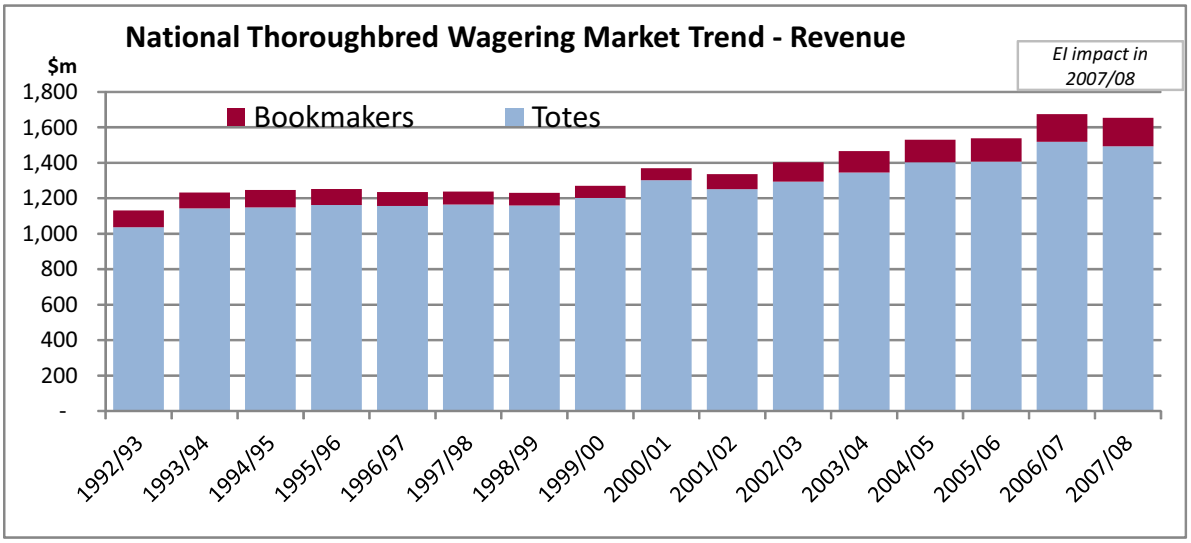
The same applies to the likelihood of events being manipulated for betting purposes. It is Sportsbet's view that it is considerably less likely that the integrity of events will be compromised in the run than it would be before the start of an event. There is obviously less time and less liquidity in these markets to facilitate this happening and, as is currently the case, Sportsbet will be happy to pass information on to the relevant authorities where they believe there is a suspicion of foul play.

Mutual Industry Growth

There has been considerable debate as to the growth of the Australian wagering market and the allegations that the introduction of competition with the rise of corporate bookmakers and betting exchanges at the detriment to the turnover of the TAB's.

This allegation does not appear to be supported by facts and its inaccuracy is reflected in the presentation by Racing Victoria Limited ("RVL") to the Sports and Wagering Forum on 2

December 2009 where both bookmaker and TAB have operated in parallel, with turnover consistently increasing for 15 years between 1992/93 and 2007/08. A extract from the RVL presentation is reproduced as per below (a complete copy is attached):



Growth Rates (CAGR)	Period 1: 1992/93 - 2001/02	Period 2: 2001/02 - 2007/08	Total 1992/93 - 2007/08
Totes	2.1%	3.0%	2.5%
Bookmakers	-1.1%	11.2%	3.6%
Wagering Market	**2.5%**	**2.6%**	**2.6%**

Graph 1: National Thoroughbred Wagering Marketing Trend - Revenue. Source: Racing Victoria Limited presentation to the Sports and Wagering Forum - 2 December 2009, page 9.

9. Clarification of Submission

In the event that the Commission desires any clarification of any matter raised in this submission representatives of Sportsbet would be pleased to meet with the Commission in order to elaborate any point as required by the Commission.

SPORTSBET PTY LTD

NICK DIRECTOR

DIRECTOR

APPENDIX

Date Received/presented: 27 May, 2009 Efiling ref N20090527160

IN THE FEDERAL COURT OF AUSTRALIA

DISTRICT REGISTRY

NOTICE OF FILING

This document was filed electronically in the Federal Court of Australia on 27 May, 2009

CASE DETAILS

Case Number: NSD 116 OF 2009

Case Description: TAB LIMITED & TABCORP HOLDINGS LIMITED V SPORTSBET PTY LTD ACN 088 326 (

District Registry: New South Wales

Document Type: Defence

Dated: 27 May, 2009

Registrar

Note

This Notice forms part of the document and contains information that might otherwise appear elsewhere in the application. The Notice must be included in the document served on each party to the proceeding.

IN THE FEDERAL COURT OF AUSTRALIA **No NSD116 of 2009**
NEW SOUTH WALES DISTRICT REGISTRY

BETWEEN:

TAB LIMITED
(ACN 081 756 308)

First Applicant

and

TABCORP HOLDINGS LIMITED
(ACN 063 780 709)

Second Applicant

and

SPORTSBET PTY LTD
(ACN 088 326 612)

Respondent

Defence

(Order 11, rule 20)

The respondent pleads to the applicants' statement of claim filed 12 February 2009 as follows:

Applicants

1. The respondent admits paragraphs 1, 2 and 3 of the statement of claim.

2. As to paragraph 4 of the statement of claim:

   (a) The respondent admits that the first applicant was licenced to conduct on and off course totalizators in New South Wales; and

   (b) otherwise does not admit the allegations contained therein.

3. The respondent admits paragraphs 5 and 6 of the statement of claim.

Respondent

4. The respondent admits paragraphs 7, 8, 9 and 10 of the statement of claim.

Filed by the Respondent

Name:	Fitzpatrick Legal Solicitors	Tel:	(03) 9602 5444
Address for service:	Level 16 190 Queen Street	Facsimile:	(03) 9602 5094
	MELBOURNE VIC 3000	Ref:	DJF:CTM:080062

The Applicants' copyright works

5. As to paragraph 11 of the statement of claim:

   (a) The respondent does not plead to that paragraph because it contains no allegations as against it; and or alternatively

   (b) In so far as paragraph 11 of the statement of claim makes any allegations against the respondent it does not admit the same.

6. As to paragraph 12 of the statement of claim:

   (a) The respondent does not plead to that paragraph because it contains no allegations as against it; and or alternatively

   (b) In so far as paragraph 12 of the statement of claim makes any allegations against the respondent it denies the allegations contained therein and refers to and repeats the matters pleaded in subparagraphs (a) to (q) of paragraph 8 hereof.

7. As to paragraphs 13 and 14 of the statement of claim:

   (a) The respondent does not admit the allegations contained therein and, in so far as those paragraphs refer to race field information, refers to and repeats the matters pleaded in subparagraphs (b), (c) and (d) of paragraph 8 hereof;

   (b) The respondent further says that the applicants have not sufficiently identified the "works" referred to so as to enable the respondent identify the "works" encompassed by these paragraphs and accordingly the respondent is unable to properly plead to paragraphs 13 and 14; and

   (c) The first applicant became a wholly owned subsidiary of the second applicant in 2004 and accordingly it is not admitted that the applicants jointly produced the "works" from 6 March 1998 as alleged.

8. The respondent denies paragraph 15 of the statement of claim and further says:

   (a) The race field information and dividends are facts and copyright does not subsist in them.

   (b) The applicants have no intellectual property rights (including copyright) in the race field information or any form of expression thereof.

      PARTICULARS

      The Racing Distribution Agreement dated 11 December 1997, as amended from time to time, Recital F and Clauses 5.3, 8.1 and 8.2

   (c) The applicants were not the authors of the race field information.

      PARTICULARS

      Paragraph 19 of the applicant's particulars dated 16 March 2009.

(d) The respondent has approval to use and publish Race field Information.

PARTICULARS

An approval dated 15 August 2008 from Racing NSW.

(e) Pursuant to Rule 3.2.1(b) of the NSW Betting Rules, the first applicant is required to, immediately after the declaration of dividends, exhibit notice of the amounts paid by way of dividends in a place appointed for that purpose by the first applicant.

PARTICULARS

Admission in paragraph 11 on page 3 of the Applicants' Notice disputing facts dated 22 May 2009.

(f) The NSW Betting Rules are the rules referred to in Part 4 of the *Totalizator Act 1997* and have been approved by the Minister and were Gazetted on 7 March 2007 and/or on 24 December 2008.

PARTICULARS

Admission in paragraphs 9 and 10 on page 3 of the Applicants' Notice disputing facts dated 22 May 2009.

(g) The applicants have appointed the applicant's website (as that expression is used in the statement of claim) as a place in which they exhibit the amounts paid by way of dividends.

PARTICULARS

Admission in paragraph 12 on page 3 of the Applicants' Notice disputing facts dated 22 May 2009.

(h) It is a requirement of the first applicant's licence that it publish dividends.

PARTICULARS

Admission in paragraph 13 on page 3 of the Applicants' Notice disputing facts dated 22 May 2009.

(i) The dividends are calculated in accordance with the NSW Betting Rules.

PARTICULARS

Admission in paragraph 14 on page 3 of the Applicants' Notice disputing facts dated 22 May 2009.

(j) By reason of the matters referred to in sub paragraphs (e) to (i) above, the dividends are published under the direction of the State of New South Wales.

(k) By reason of the matters pleaded above and sections 176 and 177 of the *Copyright Act 1968* any copyright that does subsist, subsists in the State of New South Wales.

(l) The dividends are calculated by no more than the application of a simple statutory formula to the total pool invested on a particular outcome.

(m) The applicants do no special selection arranging or ordering of the information; the alleged compilation is prosaic.

(n) The applicants do not expend any significant skill and labour in compiling the "works" for copyright to subsist in the works.

(o) There is no creativity in the authorship of the works.

(p) By reason of the inclusion of race field information, any publications are not "original" works, and therefore not subject to copyright.

(q) By reason of the forgoing, copyright does not subsist in the works.

9. As to paragraphs 16 and 17 of the statement of claim:

(a) The respondent does not admit the allegations contained therein and, in so far as those paragraphs refer to race field information, refers to and repeats the matters pleaded in subparagraphs (b), (c) and (d) of paragraph 8 hereof;

(b) The respondent further says that the applicants have not sufficiently identified the "works" referred to so as to enable the respondent identify the "works" encompassed by these paragraphs and accordingly the respondent is unable to properly plead to paragraphs 16 and 17; and

(c) The first applicant became a wholly owned subsidiary of the second applicant in 2004 and accordingly it is not admitted that the applicants jointly produced the "works" from 6 March 1998 as alleged.

10. The respondent denies paragraph 18 of the statement of claim and refers to and repeats the matters pleaded in subparagraphs (a) to (q) of paragraph 8 hereof.

11. As to paragraphs 19, 20 and 21 of the statement of claim:

(a) The respondent does not admit the allegations contained therein;

(b) The respondent further says that the applicants have not sufficiently identified the "persons" or the "works" referred to so as to enable the respondent identify such "persons" or "works" encompassed by these paragraphs and accordingly the respondent is unable to properly plead to paragraphs 19, 20 and 21.

12. As to paragraph 22 of the statement of claim:

(a) The respondent does not admit the allegations contained therein; and

(b) further says that the copyright notice appearing on the applicant's website only asserts that the applicants have copyright in the totalizator dividends.

13. The respondent denies paragraphs 22 and 23 of the statement of claim and refers to and repeats the matters pleaded in subparagraphs (a) to (q) of paragraph 8 hereof.

Conduct of the respondent

14. The respondent admits paragraphs 25 and 26 of the statement of claim.

15. As to paragraph 27 of the statement of claim the respondent:

    (a) denies each allegation contained therein; and

    (b) refers to and repeats the matters pleaded in subparagraphs (a) to (q) of paragraph 8 hereof.

16. The respondent admits paragraph 28 of the statement of claim.

17. As to paragraph 29 of the statement of claim the respondent:

    (a) denies each allegation contained therein; and

    (b) refers to and repeats the matters pleaded in subparagraphs (a) to (q) of paragraph 8 hereof.

18. The respondent admits paragraph 30 of the statement of claim.

Infringement of Copyright

19. As to paragraphs 31 and 32 of the statement of claim the respondent:

    (a) denies each allegation contained therein; and

    (b) refers to and repeats the matters pleaded in subparagraphs (a) to (q) of paragraph 8 hereof.

20. As to paragraph 33 of the statement of claim, the respondent admits that it did not have a licence from the applicants, but otherwise denies the allegations contained therein.

21. The respondent denies paragraph 34 of the statement of claim.

22. The respondent denies paragraphs 35, 36, 37 and 38 of the statement of claim.

23. As to paragraph 39 of the statement of claim, the respondent admits that it did not have a licence from the applicants, but otherwise denies the allegations contained therein.

24. The respondent denies paragraph 40 of the statement of claim.

25. The respondent denies paragraph 41 of the statement of claim.

26. As to paragraph 42 of the statement of claim, the respondent admits that it did not have a licence from the applicants, but otherwise denies the allegations contained therein.

27. The respondent denies paragraph 43 of the statement of claim.

Remedies

28. The respondent denies paragraphs 44, 45, 46, 47, 48, 49 and 50 of the statement of claim.

29. In further answer to paragraph 45 of the statement of claim, the respondent says if the applicant has suffered loss and damage, such loss and damage has not been caused by any infringement of copyright on the part of the respondent (which alleged infringement is specifically denied) because the respondent would be able to offer the products referred to in paragraph 25 of the statement of claim without publishing a website as alleged in paragraph 26 of the statement of claim and simply referring customers to the applicants' website.

30. In further answer to paragraph 46 of the statement of claim, the respondent says if the respondent has made profits, such profits have not been caused by any infringement of copyright on the part of the respondent (which alleged infringement is specifically denied) because the respondent would be able to offer the products referred to in paragraph 25 of the statement of claim without publishing a website as alleged in paragraph 26 of the statement of claim and simply referring customers to the applicants' website.

31. The respondent further says the applicants should be refused relief in the nature of damages by reason of the following matters:

    (a) By Recital F and Clauses 5.3, 8.1 and 8.2 of the Racing Distribution Agreement dated 11 December 1997, the applicants have agreed that they have no intellectual property rights in the race field information or any form of expression thereof.

    (b) By reason of section 43A of the Totalizator Act 1997, it is a condition of the applicants' licence that the applicants comply with certain commercial arrangements including the Racing Distribution Agreement.

    (c) By bringing these proceedings the applicants are in breach of their obligations under the Racing Distribution Agreement and therefore their licences.

    (d) The applicant's copyright notice on its website does not allege that it owns the copyright in the compilation that is the subject of this proceeding but merely alleges copyright in dividends.

(e) The fact that the applicants are seeking declarations in respect of the "Approximate tote odd works" in circumstances where it has not alleged any infringement of the same.

Date: 27 May 2009.

David J. Fitzpatrick

David Fitzpatrick
Solicitor for the respondent

This pleading was prepared by Mr Tim North SC, Mr Andrew Paterson and Henry Heuzenroeder of counsel for the respondents.

Form 15B

IN THE FEDERAL COURT OF AUSTRALIA
NEW SOUTH WALES DISTRICT REGISTRY

No. 116 of 2009

BETWEEN:

TAB LIMITED
(ACN 081 756 308)
First Applicant

and

TABCORP HOLDINGS LIMITED
(ACN 063 780 709)
Second Applicant

and

SPORTSBET PTY LTD
(ACN 088 326 612)
Respondent

CERTIFICATE OF LEGAL PRACTITIONER

(Order 11, rule 1B)

I, David John Fitzpatrick, certify to the Court that, in relation to the pleading dated 27 May 2009 filed on behalf of the Respondent, the factual and legal material available to me at present provides a proper basis for:

(a) each allegation in the pleading; and

(b) each denial in the pleading; and

(c) each non-admission in the pleading.

Date: 27 May 2009

David J Fitzpatrick

David Fitzpatrick
Legal practitioner representing the Respondent

Filed by the Respondent
Name: Fitzpatrick Legal Solicitors
Address for service: Level 16 190 Queen Street
MELBOURNE VIC 3000
Tel: (03) 9602 5444
Facsimile: (03) 9602 5094
Ref: DJF:CTM:080062

Freehills

Mr David Fitzpatrick
Director
Fitzpatrick Legal
Level 16
190 Queen St
MELBOURNE VIC 3000

5 June 2009
Matter 81528897
By email

Dear Mr Fitzpatrick,

TAB Limited & Tabcorp Holdings Limited v Sportsbet Pty Ltd
Federal Court Proceedings NSD 116 of 2009

We attach a copy of the Applicants' Notice of Discontinuance filed today.

Yours sincerely

Sue Gilchrist
Partner
Freehills

+61 2 9225 5221
sue.gilchrist@freehills.com

Doc 2046671.1

Form 29
(Order 22, rule 2)

IN THE FEDERAL COURT OF AUSTRALIA
NEW SOUTH WALES DISTRICT REGISTRY

No. NSD 116 of 2009

BETWEEN

TAB LIMITED

First Applicant

and

TABCORP HOLDINGS LIMITED

Second Applicant

and

SPORTSBET PTY LIMITED

Respondent

NOTICE OF DISCONTINUANCE

The applicants discontinue the proceedings.

Date: 5 June 2009

Freehills
Solicitors for the Applicants
Signed by Sue Gilchrist, Partner

Filed on behalf of the Applicants by:
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Freehills I \2002207

Email: sue.gilchrist@freehills.com

Racing industry counts the cost of broadcast

ROY MASTERS
August 1, 2009

Thoroughbred horses share a birthday today but the racing industry is in no party mood, following a meeting of stakeholders in Randwick, chaired by the broadcaster Alan Jones, where they squabbled over a shrinking revenue cake and smaller slices to owners, trainers and breeders.

Some date the decline to racing's ThoroughVisioN (TVN) television channel, established when the Sydney clubs rejected a rights offer five years ago from the long-term broadcaster Sky, and Victoria's clubs similarly refused to renew their rights a year later.

Punters in pubs and clubs were turned off by the split-screen fiasco, where they were forced to watch Sydney and Victorian races on TVN and everything else on Sky, with many migrating to betting on other sports.

Today the industry is in a downward spiral, with a five-year examination of the Australian Jockey Club, which controls Randwick and Warwick Farm courses, showing betting statistics (from totalisator betting on AJC races), government revenue, bookmakers' betting, attendance, membership and, significantly, prize money well down, while operating expenses have risen sharply.

Similarly, a statistical study of the Sydney Turf Club, which controls the Rosehill and Canterbury tracks, shows on- and off-course betting declining, along with prize money.

Victorian race clubs are in a better position, mainly through a $100 million revenue advantage courtesy of a better deal with their state government, but the long-term trends are also against them.

Less prize money to owners and trainers inevitably leads to reduced money to breeders and therefore lowering re-investment, with the industry in hat an Ernst & Young report describes as ''a vicious circle''.

Critics of the racing clubs claim they have the blinkers on when it comes to one solution – a merger of Sky and TVN and a return of TVN's existing costs of $14 million a year to the industry.

The chief executive of TVN, Peter Sweeney, revealed to the *Herald* that Tabcorp, the owner of Sky, put an offer for a joint venture at a meeting in Melbourne on July 17 but it was rejected.

''The commercial terms offered were not acceptable to the shareholders on the recommendation of the board,'' Sweeney says.

The AJC and STC own 25 per cent each of TVN, with the four Victorian clubs owning 12.5 per cent each.

Sweeney argues TVN has generously funded the clubs, paying them $85 million, including $68 million in cash, to June 30, compared to a $20 million offer from Sky for the same period, with the proviso that TVN shut down its operations .

TVN's critics say the race clubs should have accepted a 2004 offer from Sky for 49 per cent ownership of the network and a dedicated thoroughbred channel. They maintain the clubs opposed the offer, demanding 51 per cent and management control.

Sky's then boss, Warren Wilson, refused the counter-offer, telling the clubs: ''You're good at running turf clubs and we're good at running TV stations.'' Now, some would say, the clubs aren't good at running either operation, with the AJC and STC recently announcing a combined $10 million loss.

The Ernst & Young report, commissioned at the request of the NSW Minister for Gaming and Racing, Kevin Greene, identified $21 million in savings from a merger of the two clubs, while a more recent report, commissioned by the clubs, found savings of only $3.3 million.

It seems no one in the industry can agree on cost, return or value. Sweeney concedes TVN's six separate shareholders all place different valuations on it. The STC valued it at $290,000 in 2005 and $25 million in 2006, with a note it could be worth twice as much, while the comparative figure in the 2006 accounts for 2005 was rewritten as $16.75 million.

The STC's chief executive, Michael Kenny, attributes the changing values to three different accounting methods, with the $25 million-$50 million valuation assessed as an ''available for-sale asset''.

Kenny says of the rewritten figures: ''It is a retrospective valuation based on the status of the business at the time, which came in to say our share was worth $16.5 million in 2005 (not $290,000) and $25 million in 2006.''

No one denies the $25 million valuation of TVN was based on a $25 million offer from the late Kerry Packer for a quarter share. Sweeney says: ''The formal offer went to the board and they took it to the shareholders, who weren't comfortable with it.''

For the past three years, the STC has shown TVN's value as $11.25 million, while the AJC, which also owns a 25 per cent share, valued it at $9.775 million last year, with a note that it could be worth as little as $4.87 million.

Sweeney insists Tabcorp's interest in a joint venture is evidence of TVN's value, arguing Sky is merely a gatekeeper, taking money from its outlets in pubs and clubs through excessive subscription fees. ''TVN has been a very successful business,'' he said. ''Sky are the ones [suckering] the industry.''

Kenny agrees, saying: ''STC believes the investment in TVN was necessary to establish industry control over one of its most valuable assets, its broadcast rights, and is happy that TVN has achieved the goal in conjunction with its other shareholders in Victoria and the AJC.''

Both the AJC and STC aggregate rights fees from TVN with sponsorship and advertising income, although the AJC identified it as ''net broadcast rights'' for the 2008 accounts, listing it at $3.97 million, down from $4.85 million the previous year.

The AJC's chief executive, Darren Pearce, says he is confident its share of rights fees will increase past $4 million a year but the amount is ''commercially sensitive''.

TVN's critics say an increase is unlikely because the board grossly overpaid for the magazines *Best Bets* and *Winning Post*. Sweeney rejects this, saying: ''The board are happy with the price and the performance.''

The corporate bookmaker issue has aggravated relationships between NSW and Victoria, which gravitated past traditionally jovial bragging rights when the Victorian-based Tabcorp took over the NSW TAB in July 2004. The states have adopted separate approaches to corporate bookmakers, which have been draining money away from totalisator wagering.

TVN has become implicated in the issue by accepting advertising from corporate bookmakers with some, such as Sportingbet's Michael Sullivan, actually appearing on the channel.

In other words, TVN, owned by the racing clubs, is promoting organisations which pay less product fees than totalisator wagering and on-course bookmakers, the clubs' traditional sources of funds.

Victoria, which allowed NSW to take the first step away from Sky and endure race blackouts, has its critics, especially with NSW facing a challenge in the courts over a 1.5 per cent turnover tax on corporate bookmakers.

Richard Freedman, a member of the well-known Victorian racing family and a former director of racing operations for the AJC, says: ‘‘Victoria are like a cyclist who won’t take his turn at the front of the peloton. They are sitting back and letting NSW take the heat. If NSW wins, Victoria will immediately take advantage and follow suit. They should have stayed solid and worked with NSW; instead, they went their own way.’’

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Business Topics

Gambling regulator is losing its way

JASON DOWLING
December 18, 2009
Comments 3

Sensible reforms are needed to tackle the gaming industry.

Gambling is a massive growth industry in Victoria, with punters losing more than $5.1 billion a year to Crown Casino, suburban poker machines, sports betting, online betting and race tracks. Gambling losses are up more than $700 million in four years.

In such a climate effective independent oversight of the industry is essential. Clearly, this task can't fall to the State Government — it reaps almost $1.6 billion a year from gambling taxes and consequently has a massive conflict of interest. Responsibility for regulating the booming gambling industry lies with the Commission for Gambling Regulation, established by the Bracks government in 2004.

The commission's role is to ensure "responsible gambling" but it is failing to act in the manner expected of an independent statutory body. It has become too chummy with gambling operators, such as Crown Casino, and with the Government.

Consider its fourth review of the casino operator licence — handed down last year — which described Crown Melbourne as being "at the forefront of Australian casinos" and meeting "the requirements of an international world class casino". It went so far as to applaud Crown as "a world leader" in dealing with problem gambling.

Is it really possible that the commission has forgotten that it is not there to champion and promote gambling. It appears so.

Consider these facts. Last week, the Supreme Court criticised Crown's treatment of at least one problem gambler, Harry Kakavas, who turned over $1.5 billion playing baccarat at Crown between June 2005 and August 2006, and failed in his bid to sue Crown for his losses.

Justice David Harper said that while "general conclusions" could not be drawn from one case, Crown's process for allowing the known pathological gambling addict to return was "a pathetic excuse for world's best practice".

"Crown does present itself as a world leader in responsible gambling. Its relationship with Mr Kakavas does not give one any confidence that it deserves that status," Justice Harper said.

And then there was the deal to grant Crown Casino its biggest gambling expansion in more than a decade. On May 4, Treasurer John Lenders wrote to the commission outlining the proposed deal and said — "I would appreciate the VCGR's assistance in treating with its approval and review powers expeditiously".

The very next day Crown chief executive David Courtney wrote to the commission outlining the deal that included an expansion to Crown's boundary, allowing for 150 new gaming tables and up to 200 terminals for fully automated table games. (The automated terminals had not previously been permitted in Crown but were in use in Victorian pubs and clubs as poker machines.)

How long did it take Victoria's gambling regulator to consider the biggest changes at Crown in a decade? One day.

In a letter of reply the commission wrote that it did "not see any reason why its necessary consents, approvals and amendments should be provided or made. No impediments appear to exist." It continued: "The commission is influenced by the fact that the proposed changes do not involve any variation in the number of electronic gaming machines, bearing in mind that the

playing of electronic gaming machines is acknowledged as the most likely initiator of problem gambling."

This was political gold for the Opposition. Gambling spokesman Michael O'Brien declared: "In my view that was a dereliction of duty on the part of the [regulator] — to say that because there is no increase in electronic gaming machines and any expansion of the rest of the casino will not have an impact on problem gambling is just a dereliction of duty."

The Opposition later took on the mantle that should have been worn by the commission and demanded the Government facilitate a social and economic impact statement for the deal.

This is only part of the story. In the past two weeks Victorians have also read of money laundering and suicides at the state's monopoly casino. It seems that there is truth in the claim by a leading problem gambling advocate that Crown Casino enjoys a special relationship with the regulator. This is unacceptable. The public must be confident that there is a most thorough and independent oversight of the casino and gambling in Victoria.

This is especially true, as the poker machine industry will soon undergo its biggest transformation in almost two decades when the Tatts Group and Tabcorp multibillion-dollar poker machine duopoly ends and pubs and clubs will be able to own, not just operate, poker machines for the first time. These changes will require increased scrutiny of potentially hundreds of poker machine owners. The worry is that the commission has shown itself incapable of doing this.

In the lead-up to next year's November state election, the Opposition is considering regulatory reform of gambling in Victoria — a no-brainer given that the need for reform has been plainly demonstrated this year.

The public has a right to expect proper and thorough scrutiny of Crown Casino and gambling in Victoria. If the Victorian Commission for Gambling Regulation is not doing the job it should be replaced.

Jason Dowling is Age city editor.

Comments

3 comments so far

»«
»Gambling, especially that with pokies, is often said to be a legalised form of taxation on stupidity. I totally and emphatically agree. And in Australia, there is absolutely no shortage of stupidity. Its the one "resource" that is being fully utilised by all and sundry.«
»«
andrew | werribee - December 18, 2009, 8:34AM

»«
»If gambling losses have increased by $700million over four years, and now stand at $5.1bn, that suggests a growth rate, based on some Excelling, of about 3.8% p.a. That is probably less than the nominal-dollar growth of Victoria's economy in the last four years.«
»It is not growth in gambling revenues that are the problem, but the integrity of gambling operators. To that extent, I agree with the article. Crown and others should be held to a high standard of responsible conduct. It doesn't seem that anyone is doing a terribly good job of ensuring that happens.«
»«
AdamC | Melbourne - December 18, 2009, 10:32AM

»«
»Yes it is a tax on stupidity, but the tax is ultimately paid by the kids of the addicted gambler and generally with the breakdown in social norms. The problem is in the quality of politicians. Scared

little people, who like all scared little people take every opportunity to bully, harass, intimidate and control all those to whom they are not subservient. Keeps a nice order to things. We have a Casino that pays $1 (thats one dollar) per year to the state as rent for all the land that their crime facillitator sits upon. Great starting point! We have otherwise unemployable thugs in suits roaming the vicinity providing a shallow image of civil order while strong arming doped up and stupid teenagers and twentysomething cretins who gravitate to sleaze pits so evident at the House of Glitz, while the true crimes are being committed in that thing they protect. Sleazy and unspeakably ugly apes turning up to valet parking in their 'schmick', black Mercedes, Porsches and pathetic 4WD's with really big wheels to wash a bit of drug money. Meanwhile, our citizens spy force, otherwise known as Special Branch, oops Vic Police is continuing with the intimidations of freedom and a transition to a Pinkerton force. Pretty soon they will adopt the Hollywood Western title of 'Regulators' - it is interesting to note the increasing number of those drawn to wearing uniforms and guns who now sling their 'heat' quite low on the thigh. I wonder if they also grease their holsters? And as further concern to our ever decaying state - it appears that the theft of $120 million from our police force is not to be investigated and no politician seems to have a comment - is the irony not pressing on us all?«
»«
Leon T | Melbourne - December 18, 2009, 12:07PM

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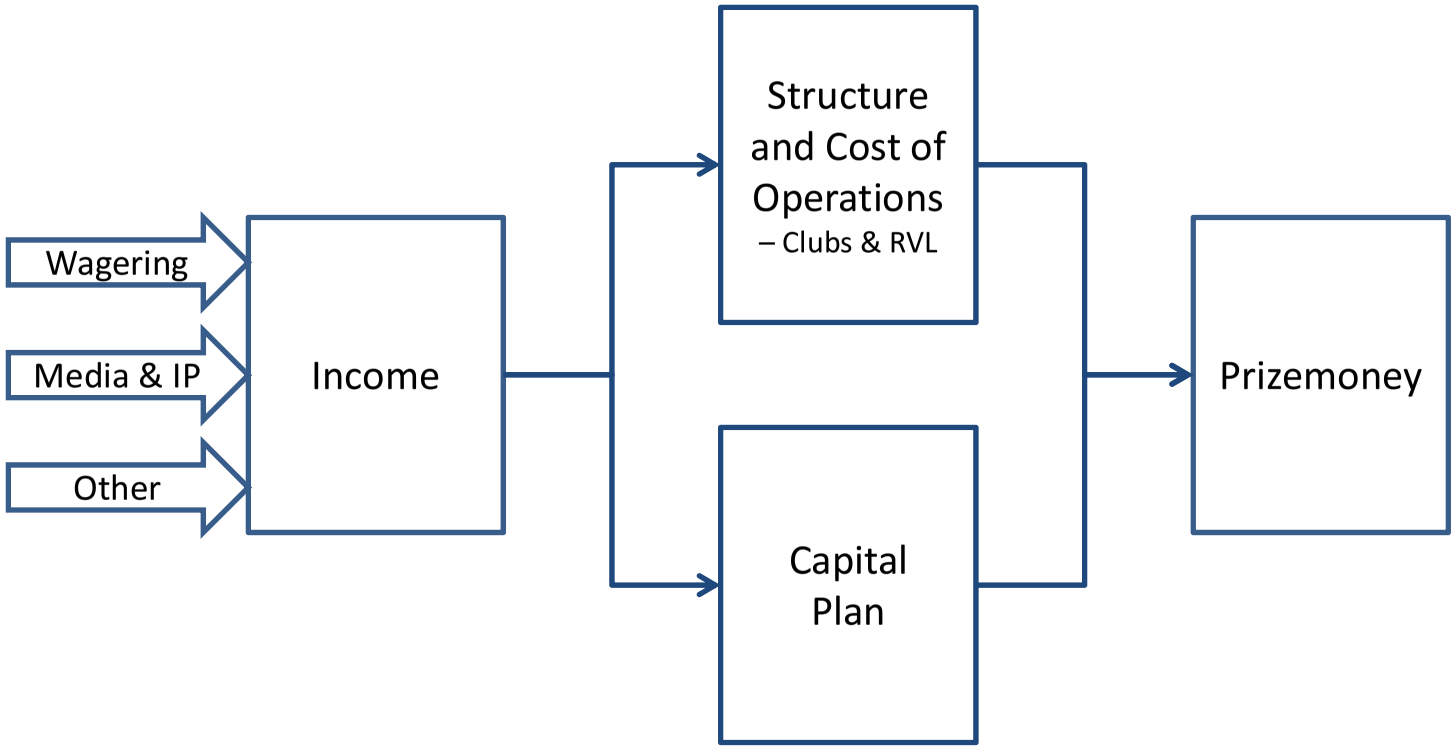
Latest Comment

»Yes it is a tax on stupidity, but the tax is ultimately paid by the kids of the addicted ... «
Leon T, Melbourne
See comments (3)

Racing Victoria Limited

2 December 2009

Victorian Thoroughbred Racing Industry – Economic Model



Product Fees from Interstate Wagering Operators Approved by RVL to Publish and Use Victorian Thoroughbred Race Fields

- Gross Revenue basis adopted by RVL to apply a consistent product fee to all types of interstate wagering operators, being:
  - 10% of gross revenues derived from Victorian thoroughbred racing (exclusive of GST), and
  - an additional 5% of gross revenues derived from Victorian thoroughbred racing (exclusive of GST) during the Spring Racing Carnival in the months of October and November

- The product fee of 10% of gross revenues (ex GST) broadly equates to 1.5% of turnover for interstate totalisators (assuming an average take-out of 16.5%)

  [16.5% take-out less GST = 15.0% @ 10% product fee = 1.5% of turnover]

- Similarly, during the SRC the product fee is the equivalent of 2.25% for interstate totalisators

Racing Victoria Limited
www.racingvictoria.net.au

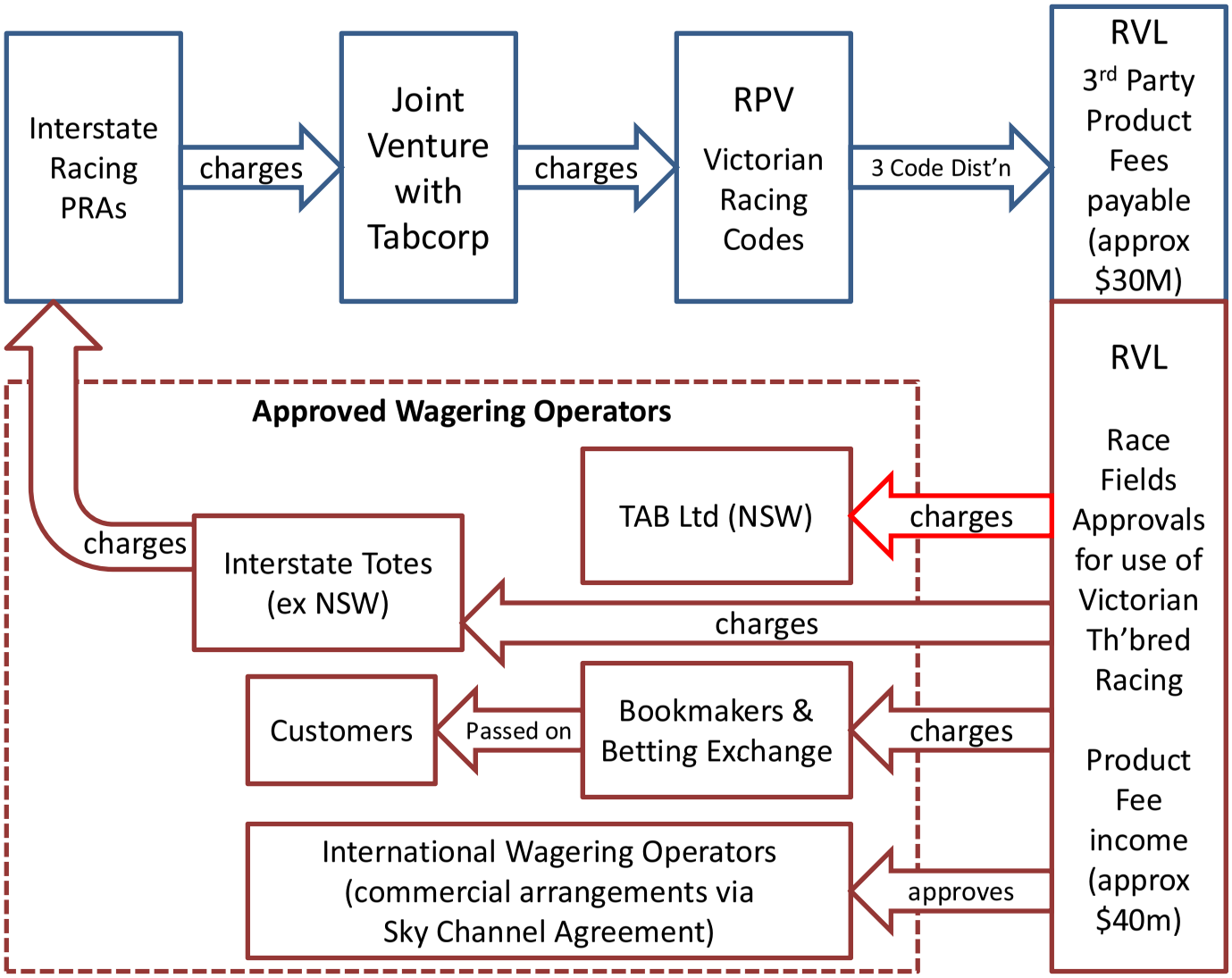
Legal Perspective

- RVL and Racing NSW are facing similar challenges but for different reasons. The spectrum of adverse outcomes range from setbacks to the way fees are imposed to the striking down of the legislation (which could be terminal if constitutionally invalid).
- An adverse outcome in one jurisdiction, depending on its basis, may have damaging consequences in other jurisdictions.
- Even if the racing industry bodies have initial success, the adversaries will likely mount appeals – they have deep pockets and too much at stake.
- Uncertainty is likely to attend race fields legislation for a few more years, until matters are finally resolved, probably in the High Court.
- Using Copyright as a fall back may be an option but what would it be worth?

Product Fees Payable and Receivable

Product Fees Payable by the JV:

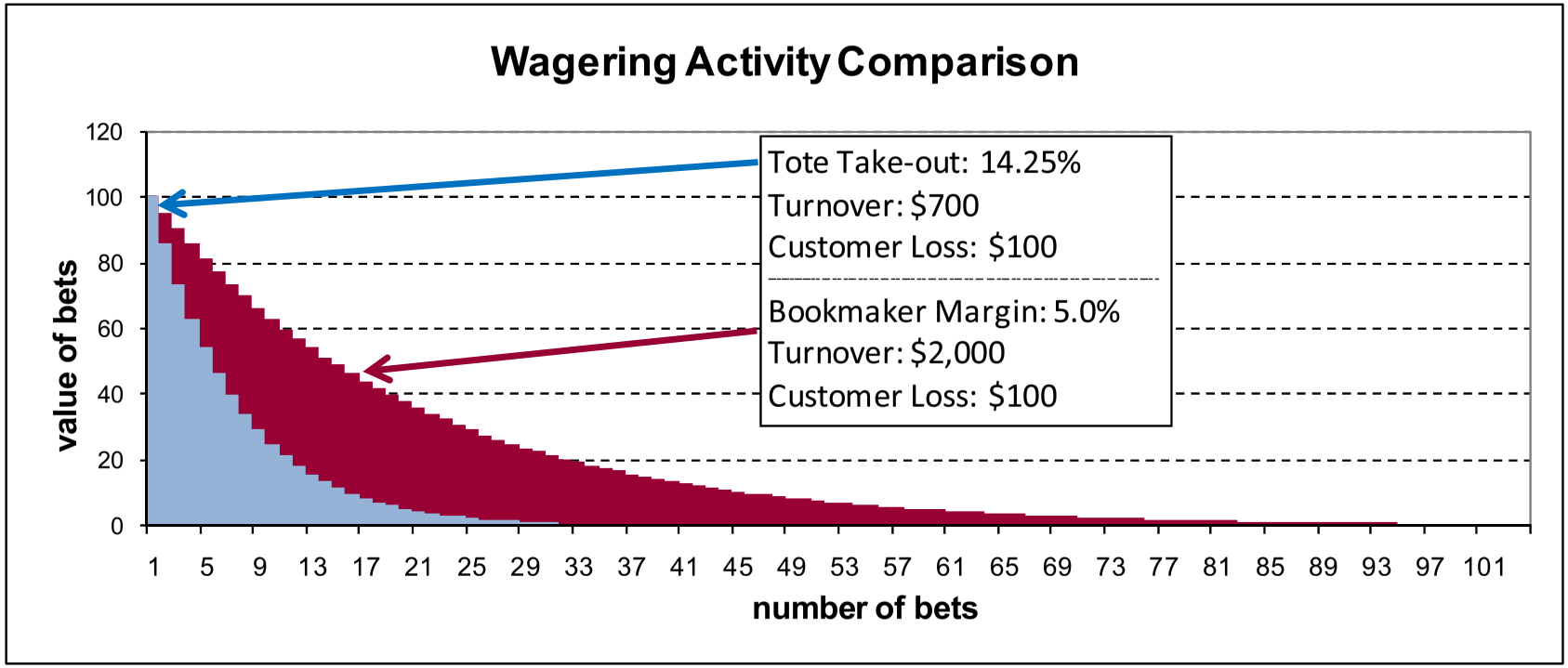
Product Fees Receivable by RVL:



Relationship Between Turnover and Gross Revenue

- Analysis of differing wagering outcomes for certain average take-out rates / margins
- Product fee of 10% gross revenue for corporate bookmaker @ 5% margin = 0.50% of turnover
- Product fee of 10% gross revenue for an interstate tote @ 14.25% margin = 1.425% of turnover
- Assuming that the customers' level of losses are maintained (price elasticity), the turnover with a corporate bookmaker would be approx 3 times more (ie. 0.50% of turnover x 3) - leading to an equivalent result from the corporate bookmaker as from the interstate tote

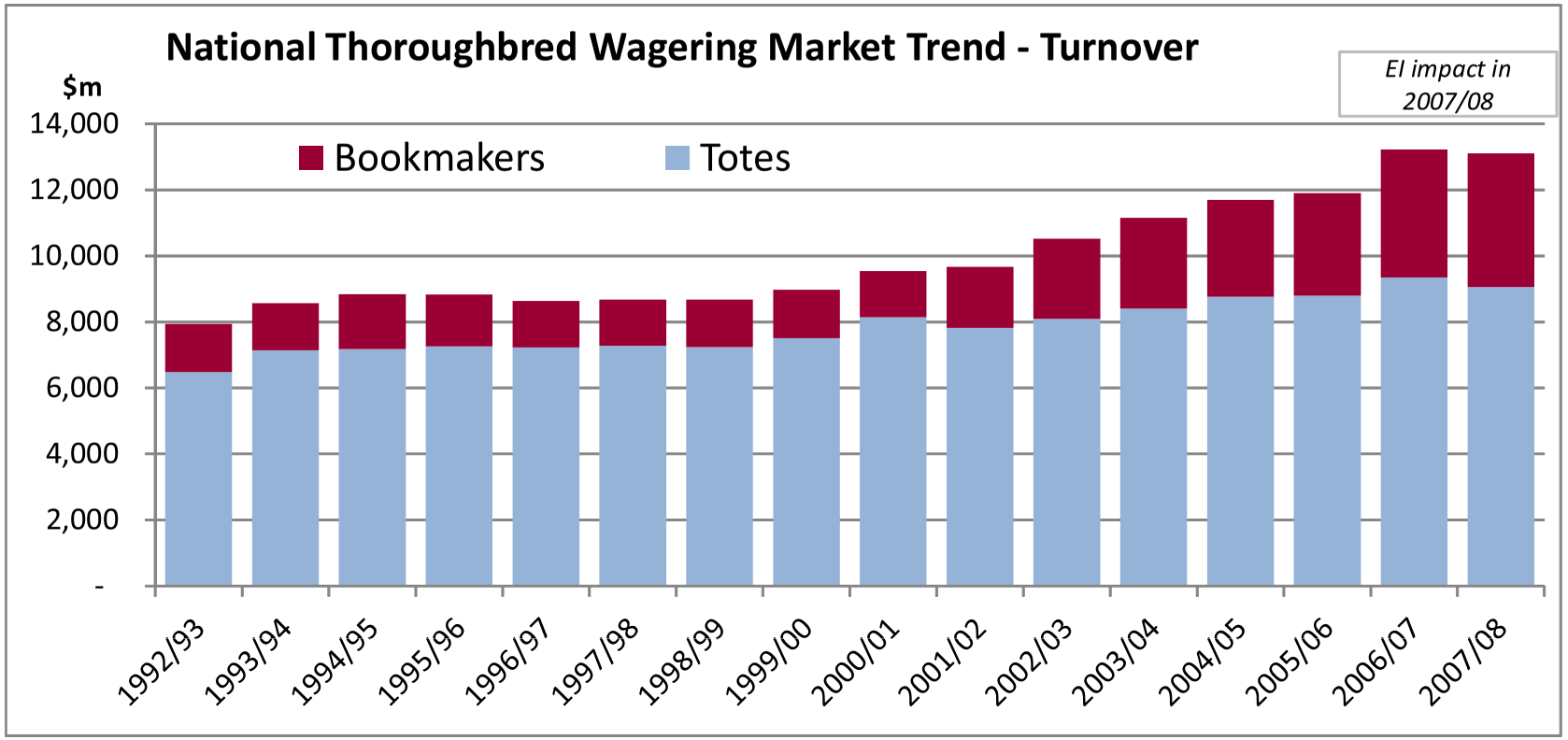
Relationship Between Turnover and Gross Revenue



National Trends in Wagering Income

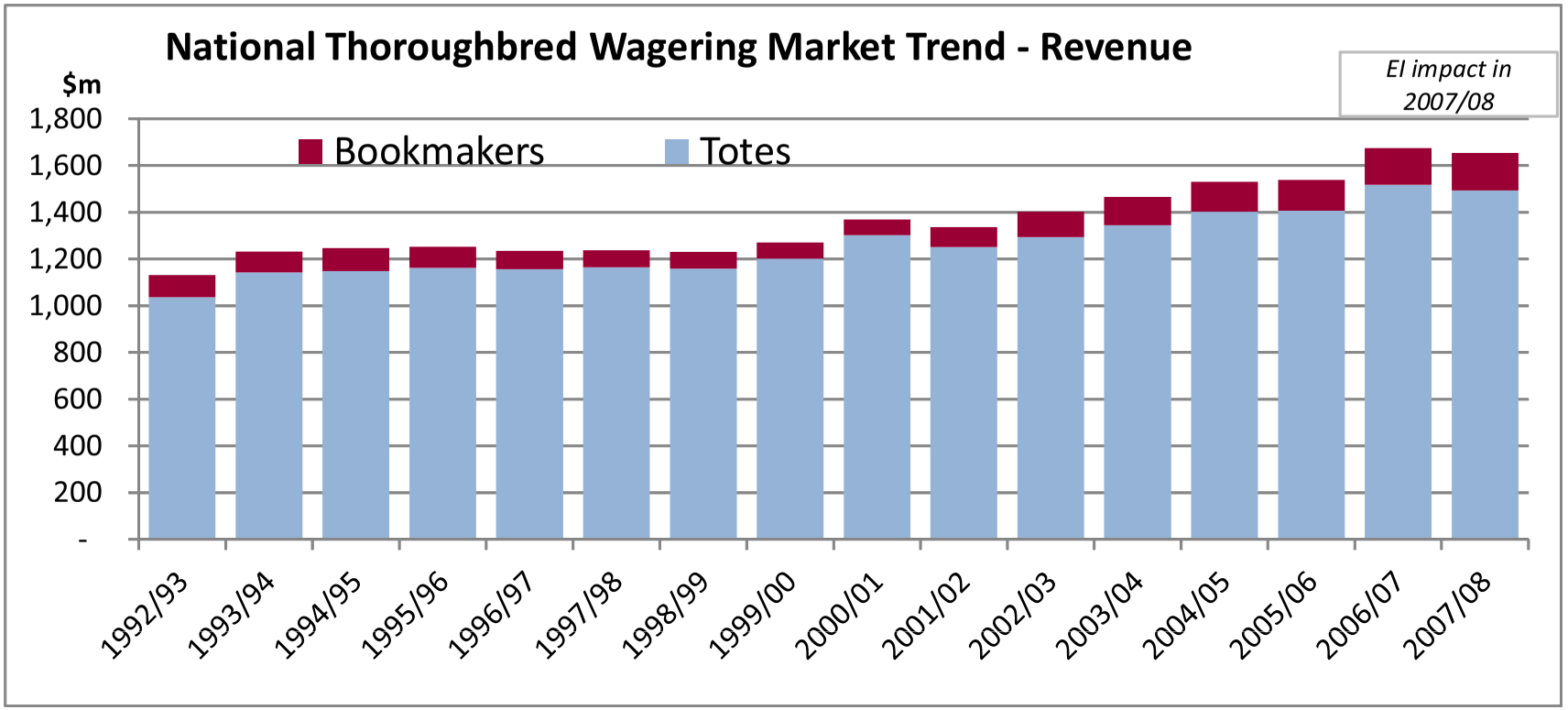
- Drivers of the changing market include:
  - Price – lower margins equates to lower cost to the punter
  - Customer service and access
  - Facilities provided by bookmakers, such as credit betting
  - Access to new customers (e.g. Betfair has 3 million customers)
  - The offering of tote odds
  - Removal of the restrictions for interstate wagering operators to advertise in Victoria and NSW
  - Increased volume of bets back into the totes by corporate bookmakers

National Trends in Wagering Income



Growth Rates (CAGR)	Period 1: 1992/93 - 2001/02	Period 2: 2001/02 - 2007/08	Total 1992/93 - 2007/08
Totes	2.1%	2.5%	2.3%
Bookmakers	2.7%	14.1%	7.1%
Wagering Market	**2.2%**	**5.2%**	**3.4%**

National Trends in Wagering Income



Growth Rates (CAGR)	Period 1: 1992/93 - 2001/02	Period 2: 2001/02 - 2007/08	Total 1992/93 - 2007/08
Totes	2.1%	3.0%	2.5%
Bookmakers	-1.1%	11.2%	3.6%
Wagering Market	**2.5%**	**2.6%**	**2.6%**

Situation Analysis

- Tabcorp's annual results
  - Wagering "under pressure", where the underlying wagering growth in 2nd half (excluding EI impact and gaming) in distributions to the racing industries in **Victoria 2.2%** and **NSW 3.4%**
  - A "national solution" with common product fees and tax rates and with equal access to credit betting requires "industry and State Government support"

- Other states product fees

NSW	Qld	SA	WA	Tas	ACT	NT
T'bred & Harness: 1.5% turnover Greyh'd: lower of 1.5% turnover & 10% gross margin	1.5% turnover	Tax: 10% gross proceeds	either 1.5% turnover or 20% gross margin	indicated to be revenue based – rate tbd	tbd	tbd

- Productivity Commission Report Recommendations:
  - National body to set product fees
  - Fees set on a Gross Revenue Basis
  - Retail exclusivity – not compelling
  - Continuation of funding distribution through PRAs

National Pooling

- The potential to expand pooling arrangements to include the NSW, Queensland, South Australia and Northern Territory totalisators, is uncertain:
  - Allocation basis : product or customer residency ?
  - The successful new Victorian wagering licensee post-2012
  - Assessing the benefits from “deeper” pools and the application of rebates for premium customers
  - The impact of a reduction in the price arbitrage opportunities created by multiple tote pools
  - Any impact that a single tote price may have on corporate bookmakers offering tote products and tote odds or better than tote odds
  - The potential for Tabcorp to mitigate adverse outcomes from relicensing in Victoria by consolidating pooling in NSW

- National Pooling or any move towards it will not happen until at least the new licensee in Victoria is known

Strategy

- Implement race fields policies that are “commercial” and fair and therefore broadly acceptable

- Lobby the State Government to improve the legislation where deficiencies are exposed in the litigation process – Possible move to tax away from Race Fields

- Foster commercial opportunities through IP exploitation (eg copyright in data, vision and/or audio) to supplement race fields fees, or replace them if found to be unconstitutional. This will drive wagering outcomes and an alternate revenue stream through media rights payments

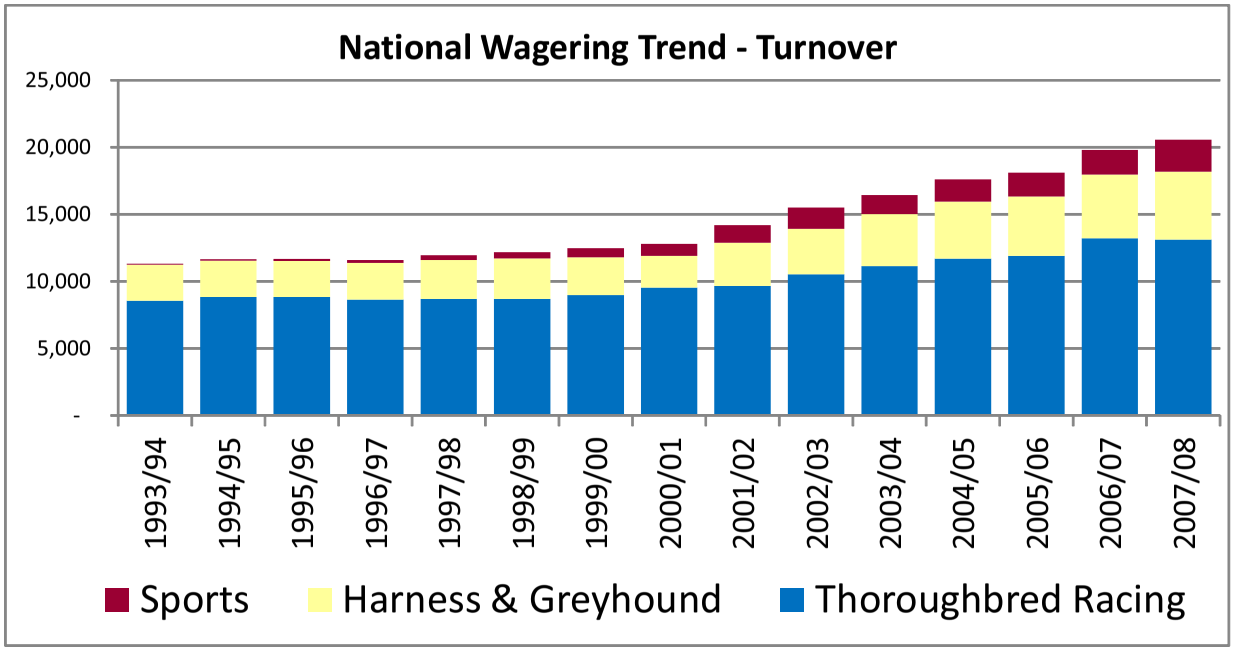
Competitive Threats

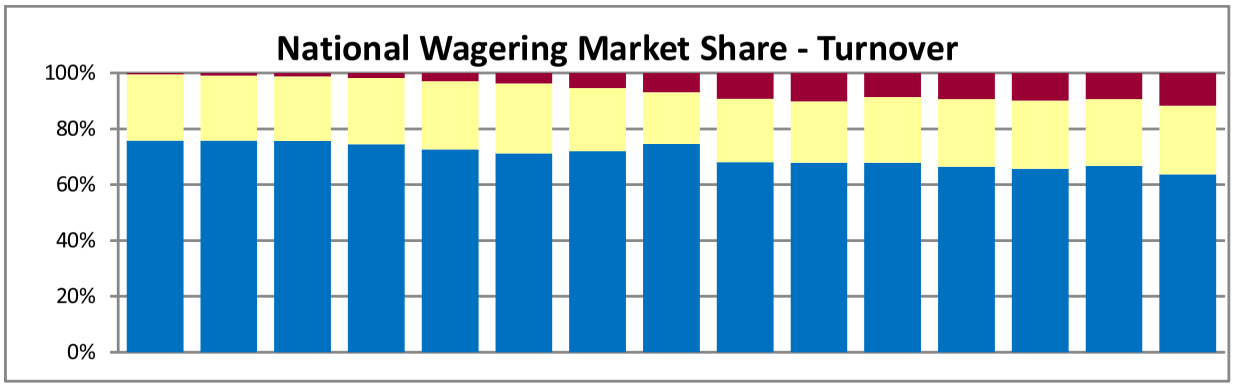
While racing focuses on its battle with Corporate Bookies to enforce a fair price for it's product there is a risk that the real battle is being fought elsewhere:

- Growth in the market share of sports betting
- Threat from online gaming and poker
- Recurring trend of improved market share for greyhound and harness racing

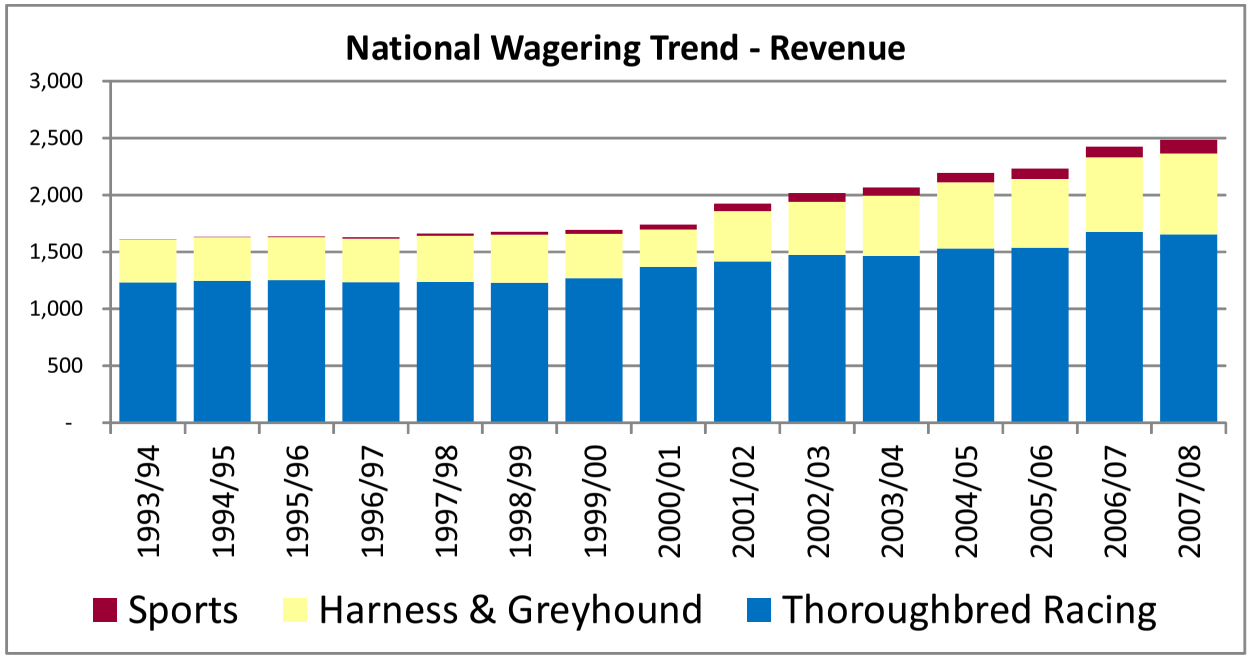
If the Corporate Bookies decided to promote sports betting over racing then this trend will accelerate

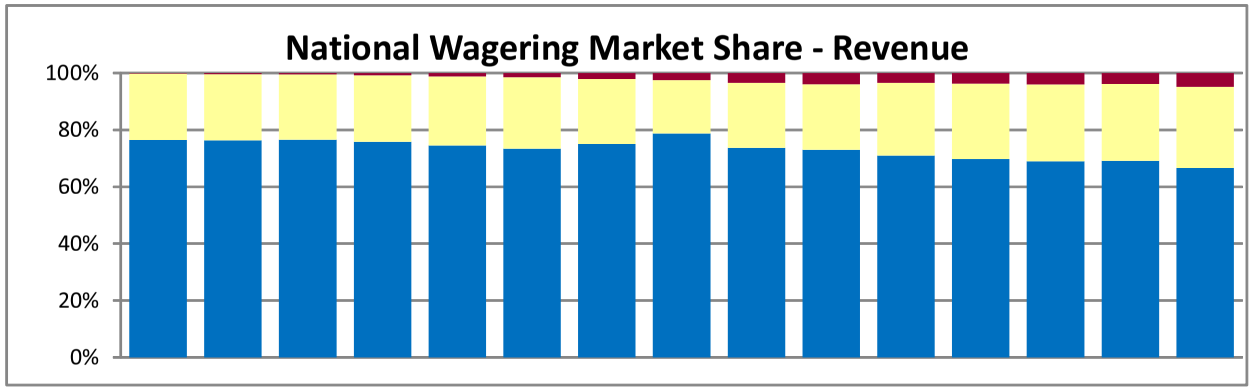
Competitive Landscape





Competitive Landscape





What about the Future?

The racing industry is undergoing structural change and must adapt or risk becoming irrelevant.

Racing's challenge is to capture the next generation of punters by providing compelling product accessed through innovate technology at competitive prices

Racing Victoria Limited

2 December 2009

GAMBLING BEHAVIOUR IN BRITAIN: Results from the British Gambling Prevalence Survey

Kerry Sproston, Bob Erens, Jim Orford

GAMBLING BEHAVIOUR IN BRITAIN: Results from the British Gambling Prevalence Survey

Kerry Sproston (National Centre for Social Research)
Bob Erens (National Centre for Social Research)
Jim Orford (The University of Birmingham & Northern Birmingham Mental Health NHS Trust)

June 2000

AUTHORS' ACKNOWLEDGEMENTS

Our sincere thanks go to the 7,700 members of the general public who gave up their time to take part in the survey, and to the interviewers for their tremendous efforts in making the survey a success.

Special thanks to GamCare and its Director, Paul Bellringer, and Chairman, Mark Griffiths, who commissioned the *National Centre for Social Research* to carry out the survey.

Our gratitude to the Survey Steering Group for their invaluable expertise and advice at all stages of the project. Chaired by Paul Bellringer, the Steering Group consisted of representatives from: GamCare, the Home Office, Camelot, National Lottery Commission, Bingo Association, Gaming Board for Great Britain, Department of Culture, Media and Sport, British Casino Association, Brewers' and Licensed Retail Association, British Amusement Catering Trades Association, Betting Office Licensees Association and National Bingo Game Association.

Many thanks to all those organisations who contributed funds to enable the survey to take place. As well as the organisations on the Steering Group, financial contributions were also made by: Rank Leisure Gaming Sector, British Horseracing Board, Technical Casino Services, London Clubs International, Ladbrokes Gaming Division, the TOTE, William Hill, Corals, Stakis Casinos and the Horse Race Betting Levy Board.

We would also like to thank our colleagues at the *National Centre* who contributed to the survey and to this report, particularly the following: Debbie Collins, Phillipa Hunt, John Hurn, Charles Hutchings, Christos Korovessis, Susan Purdon, Kay Renwick, Pauline Stow and Sheila Vioche.

Thanks also go to the residents and staff of Gordon House Association, whose cooperation was invaluable in pre-testing the survey questionnaire.

Contents

GAMBLING BEHAVIOUR IN BRITAIN: SUMMARY OF FINDINGS

INTRODUCTION

This report presents results from the *National Centre's* British Gambling Prevalence Survey. This is the first nationally representative survey of its kind in this country, and its overall aim is to provide baseline data on adult gambling behaviour in Britain. A random sample of 7,680 people (aged 16 and over) participated in the survey.

Over the past decade, the nature of gambling in Britain has been changing, due largely to the introduction of the National Lottery, but also to the increasing availability of other forms of gambling such as spread-betting and gambling on the Internet. While there is growing interest in the social impact of these new forms of gambling on the British population, up till now there has been little reliable information available about people's gambling behaviour. An important aim of the British Gambling Prevalence Survey was to provide statistically robust data on adults' participation in gambling, and to estimate the extent of 'problem gambling' within the country.

PARTICIPATION IN GAMBLING ACTIVITIES

- Almost three-quarters (72%) of the population – that is about 33 million adults – took part in some form of gambling activity within the past year.
- Over half (53%) of the population – or about 24 million adults – gambled in the week prior to the interview.
- By far the most popular gambling activity is the National Lottery Draw. Two-thirds (65%) of the population bought a National Lottery ticket during the past year, while nearly half (47%) the population played in the week before the interview.
- The next most popular gambling activity is the purchase of scratchcards, with one in five people (22%) purchasing scratchcards in the past year. The proportion buying scratchcards in the week prior to interview was 8%.
- Among the other forms of gambling available, the next most popular activities are: playing fruit machines (14% did so with the past year), betting on horse races (13%), and making a private bet with a friend or colleague (11%). The proportions participating in these activities in the past week were: 6% for fruit machines, 3% for horse races and 4% for private bets.
- Fewer than one in ten people participated in the other types of gambling activities available: 9% of the population played the football pools in the past year; 8% played a lottery (other than the National Lottery); 7% played bingo; 3% played cards, dice or roulette in a casino; and 3% placed bets with a bookmaker (on events other than horse or dog races). The equivalent figures for the week before the interview were: football pools (6%); a lottery other than the National Lottery (4%); bingo (4%); casino gambling (less than 1%); and bookmaker betting (1%).
- The other new types of gambling were very much a minority interest: within the past week, no more than 1% of the population had done 'spread-betting' or had gambled via the Internet.
- Compared with many other countries which have carried out similar studies of gambling behaviour, it appears that the British are less likely to gamble. For example, the 72% of British adults who gambled in the past year is lower than the nine in ten adults in Sweden and New Zealand who gamble, and the eight in ten Australian adults. However, at 63%, it seems that adults in the United States are less likely to gamble than the British.
- Among those who have gambled in the past year, over two in three participated in only one (42%) or two (27%) different activities. In fact, one-third (35%) of those who gambled in the past year only bought tickets for the National Lottery Draw.

- While people's interest and participation in gambling lies on a continuum, a cluster analysis identified four broad groups of people: the 28% of the population who were 'non-gamblers' in the past year; a third (33%) of the population whose participation in gambling is limited to the National Lottery Draw and/or scratchcards (referred to as 'minimal interest gamblers'); another third (32%) of the population who participate in one or two activities in addition to the National Lottery ('moderate interest gamblers'); and a small group (7%) of people who bet on a greater number and more diverse range of gambling activities ('multiple interest gamblers').

WHO GAMBLES?

- Men are more likely than women both to gamble (76% of men and 68% of women gambled in the past year) and to participate in a greater number of gambling activities (1.9 per year and 1.3 per year, respectively).
- The only gambling activity that women are more likely to participate in than men is bingo. Men are more likely than women to play the football pools and fruit machines, bet on horse and dog races, and to make private bets with friends.
- Gambling is most common among people in the three age groups: 25-34, 35-44 and 45-54 (around 3 in 4 people in this age range). Participation then declines to 66% at ages 65-74 (which is the same proportion as among 16-24 year-olds), and to 52% among people aged 75 or more. On average, people in the older age groups also gamble on fewer types of activities: for example, one-third (32%) of 25-34 year olds participated in 3 or more activities in the past year compared with 10% of people aged 65 or more.
- By far the most likely to have gambled in the past year were people in paid work, while the least likely were those in full-time education.
- While gambling is a popular activity among people from all social classes, the type of gambling activity people participate in varies by social class. For example, people in Social Class I were the least likely to buy National Lottery Draw tickets (56% did in the past year compared with 69% of people in Social Class IIIM). While people in Social Class I were more likely to go to casinos (5%) than to play bingo (3%), the opposite was found among people in Social Class V who were far more likely to play bingo (20% did in the past year) than to go to casinos (only 1%).
- People living in households with low incomes (under £10,400 per year) were the least likely to have gambled in the past year, although two in three people in these households still did so. However, in general, levels of participation in gambling activities tended to increase along with household income (at least until around the level of £36,000, after which participation levels steadied, and even declined slightly).

EXPENDITURE ON GAMBLING ACTIVITIES

Collecting accurate information on how much money people 'spend' on gambling is very difficult for a number of reasons. Firstly, 'spend' can be defined in a number of ways (eg, amount staked, amount lost, etc), and the interpretation is likely to vary for different people as well as for the diverse types of gambling activities. Secondly, it is known that people tend to overestimate their winnings and underestimate their losses at gambling. Thus, the survey results are able to provide only relatively crude estimates on gambling expenditure.

In order to collect expenditure information, a distinction was made within the questionnaire between two broad types of gambling activities. For four activities (National Lottery Draw, lotteries other than the National Lottery, the football pools and bingo tickets), information was collected on past week '*stake*', that is the amount bet on an individual event (eg a pools coupon, a lottery ticket). For these four activities, results are presented for average stake as well as showing a distribution for the amounts bet in the past week. For all the other activities, information was collected on '*net expenditure'*, that is the amount gambled minus any winnings. However, in order to keep the questionnaire as simple as

possible, no information was collected on the *amount won* on these activities. Thus, for the majority of activities, it is not possible to calculate an average net expenditure, but only to show the distribution of losses for people who gambled on the activity in the past week. All the expenditure estimates are based only on people who had participated in the relevant activity in the week prior to interview.

- First, looking at the four activities where *stake* was collected, the average stake ranged from £2.80 per week for the National Lottery Draw to £7.20 per week for bingo. The percentage of people who spent £10 or more in the past week was also considerably higher among bingo players (21%) than for the other activities (eg, only 4% of weekly bets on the football pools).
- Average *stake* was higher among men than women for the National Lottery Draw (£3.10 and £2.50 respectively) and the football pools (£3.30 and £2.00), but was higher among women on bingo tickets (£7.90 women and £5.10 men).
- For each of the activities, the majority of people who gambled in the last week reported that they won, broke even or lost less than £5: this was true for 94% of people who bought scratchcards; 78% on fruit machines; 77% on horse races; 57% on dog races; and 92% on bets with a bookmaker (excluding horse or dog races).
- The percentage of people who lost £20 or more in the past week was: less than 1% buying scratchcards, 3% on fruit machines, 4% on horse races, 7% on dog races, 4% on bets with a bookmaker (excluding horse or dog races).

PROBLEM GAMBLING

'Problem gambling' is gambling to a degree that compromises, disrupts or damages family, personal or recreational pursuits (Lesieur and Rosenthal, 1991). Unique among large-scale gambling studies, the British Gambling Prevalence Survey included both of the most commonly used screening instruments to measure current 'problem gambling' prevalence in Britain: the South Oaks Gambling Screen (SOGS) and the DSM-IV (Diagnostic and statistical manual of mental disorders, 4th edition). In accordance with most previous research, the thresholds used to classify 'problem gamblers' were 5 and above for the SOGS, and 3 and above for the DSM-IV. The two screens provide slightly different estimates of the prevalence of problem gambling in Britain.

A number of caveats, outlined in Chapter 5, should be taken on board when considering these estimates (for example, the potential inaccuracy of the screening instruments, sampling bias and error, response bias, and the possibility of dishonest reporting). Thus, while by no means conclusive, the findings from the British Gambling Prevalence Survey should be seen as a '*best estimate*' of the prevalence of adult problem gambling in Britain.

- Among the population aged 16 and over, the prevalence of problem gambling in Britain is 0.8% according to the SOGS and 0.6% according to the DSM-IV.
- The likely number of problem gamblers in Britain is thus 370,000 according to the SOGS, and 275,000 according to the DSM-IV.
- Looking only at people who have gambled in the past year, the prevalence of problem gambling among this group is 1.2% according to the SOGS and 0.8% according to the DSM-IV.
- Compared with other countries which have used similar measures, the prevalence of problem gambling in Britain appears to be relatively low (0.8%), at least in comparison with Australia (2.3%), the United States (1.1%), New Zealand (1.2%) and Spain (1.4%). On the other hand, at 0.6%, Sweden has a lower estimate of problem gambling than Britain.

PROFILE OF PROBLEM GAMBLERS

- The prevalence of ‘problem gambling’ varies depending on the type of activity people gamble on. The lowest levels of problem gambling were found among people who participated (in the past year) in the two most popular types of activities: the National Lottery Draw (SOGS 1.2%) and scratchcards (SOGS 1.7%).
- The highest prevalence of problem gamblers was found among people who, in the past year, had played table games in a casino (SOGS 8.7%) or who bet on sports or events (excluding horse or dog races) with a bookmaker (SOGS 8.1%).
- As might be expected, there was a higher prevalence of problem gamblers among the ‘multiple interest’ group, compared with ‘moderate’ or ‘minimal’ interest gamblers (SOGS 5.7%, 1.3% and 0.1% respectively).
- Multivariate analysis revealed that ‘problem gambling’ was statistically associated with the following socio-demographic factors: being male, reporting that a parent was or had been a problem gambler, and being in the lowest income category. An additional factor, being separated or divorced, was significantly associated with being a ‘problem gambler’ as measured by the SOGS (but not DSM-IV).

1 INTRODUCTION

1.1 BACKGROUND AND AIMS

In recent years the nature of gambling in Britain has fundamentally changed, due largely to the introduction of the National Lottery, but also to an expanse in the 'format' that gambling takes (for example, scratchcards, betting over the telephone and on the Internet). Alongside this there has been an increased level of interest in the social impact of gambling and its costs and benefits. Existing laws governing gambling are complex, and the Government recognises that a general review of gambling legislation is necessary.[1]

The *National Centre for Social Research* was commissioned by GamCare to carry out a British Gambling Prevalence Survey. This is the first nationally representative survey of its kind, and its overall aim is to provide baseline data on gambling behaviour in Britain.

Specifically, the aims of the research were to:

- Measure the prevalence of participation in all forms of commercial and private gambling (including estimates of expenditure and information on venue).
- Estimate the prevalence of 'problem gambling' and look at which activities have the highest prevalence of 'problem gamblers'.
- Investigate the socio-demographic factors associated with gambling and with 'problem gambling'.
- Explore attitudes towards gambling.

This report provides a description of the main results of the survey. Chapters 2 and 3 describe participation in gambling activities, Chapter 4 looks at expenditure and Chapters 5 and 6 present the findings on 'problem gambling' prevalence.

1.2 AN OVERVIEW OF THE SURVEY DESIGN

7,680 individuals participated in the survey. First, a random sample of 7000 addresses in Britain was selected from the publicly available Postcode Address File (PAF). At each address, interviewers attempted to obtain a face to face interview with one adult, collecting socio-demographic information about their household. In addition, every person aged 16 and over in the household was asked to fill in a self-completion questionnaire, which collected information about their gambling behaviour. Interviews were achieved at 4619 households (a response rate of 73% after removing unoccupied and non-residential addresses) and self-completion questionnaires were returned by 7,680 out of 8584 eligible individuals (a response rate of 89%). This represents an overall response rate of 65%.

Data were weighted to reflect the age and sex profile of the British population according to estimates from the Office for National Statistics. For further information on survey methodology, and an explanation of the weighting strategy, see Appendix 2 (Methodology). The survey documents are included in Appendix 3.

1.3 NOTES ON THE CONVENTIONS USED IN THE REPORT TABLES AND FIGURES

- Unless otherwise stated, tables are based on the *responding sample* for each individual question (ie item non-response is excluded), therefore the bases may differ slightly between the tables.

- Some questions were filtered (ie asked of a sub-set of respondents). In some cases this results in small bases in some cells of the tables. Whenever an unweighted base is less than 50, the percentages in that column are marked by square brackets [ ], to show that results should be treated with caution. Sub-groups with an unweighted base of less than 20 are *excluded* from the tables.
- The population sub-group to whom each table refers is stated at the upper left corner of the table.
- Unless otherwise stated, weighted and unweighted bases are shown at the foot of the table.
- Due to rounding, column percentages do not always sum to 100%.
- Some questions were multi-coded (ie allowed respondents to give more than one answer). The column percentages in these tables sum to more than 100%.
- If a percentage is quoted in the text for a single category that aggegates two or more of the percentages shown in a table, the (more precise) percentage in the text has been recalculated and may differ from the sum of the percentages in the table.
- The following conventions have been used.
  ***** signifies a positive value of less than 0.5%
  - signifies a zero value

Endnotes

[1] Home Office News Release, 8 December 1999.

2 PARTICIPATION IN GAMBLING ACTIVITIES

2.1 PARTICIPATION IN GAMBLING ACTIVITIES IN THE LAST 12 MONTHS

2.1.1 Introduction

There is a widespread feeling that the introduction of the National Lottery in 1994 has led to an increase in the levels of participation in gambling among the British population. However, as no reliable national baseline data on gambling rates exist from the period before the National Lottery was introduced, it has not been possible to accurately quantify its impact on gambling participation. Although the British Gambling Prevalence Survey cannot directly address this specific question, one of the important aims of the survey was to provide robust baseline data on *current* (1999) levels of participation in gambling – both overall as well as for individual gambling activities – and thereby enable future studies to look at change in participation rates over time.

2.1.2 Definition of 'gambling' used in the survey

Respondents were shown a list of eleven gambling activities and asked to indicate whether or not they had participated in each activity over the past 12 months. 'Participation' was defined as having *spent your own money* on the activity, so that it would include, for example, having a lottery ticket purchased on their behalf if the money used to buy the ticket was the respondent's own.

A distinction was also made in the list of gambling activities between participation in 'commercial' gambling activities and private betting with friends or colleagues. The former includes activities such as the National Lottery, playing table games in a casino, playing the football pools or fruit machines,[1] and betting at the race track, and so on. 'Private betting' includes informally arranged bets with friends, colleagues or acquaintances on, for example, the outcome of a sports event or election; it also includes playing games or sports for money, such as playing poker or other card games with friends, as well as betting on the outcome of a game or sport in which the respondent is one of the participants (such as playing a game of pool or golf for money).

The eleven activities included in the list were intended to cover *all* types of gambling available in Britain at the time of the survey. However, to allow for the possibility that an unfamiliar gambling activity was missed by the research team, or that respondents may have missed or mis-understood an activity included in the list, the option was provided for respondents to write in another form of gambling activity that was not listed. (The full list of gambling activities is found in Section A of the questionnaire, which is included as Appendix 3).

It should be noted that the questions asking about participation in the different gambling activities were designed to ascertain only whether the respondent had participated in each activity in the past year and in the past week, without delving further into the frequency of their betting behaviour.[2] Thus, for the purposes of the following analysis, a person who bet on one horse race in the past year is equivalent to someone who bets on horse races several times a week.

Although certainly limited, it is still possible for some idea of the extent of people's involvement in gambling to be gleaned from the survey data in a number of ways: firstly, it might legitimately be assumed that people who bet in the past week (described in Section 2.2) are more involved in gambling than people who bet in the past year but not in the past week; secondly, the number of activities people bet on in the past year (or past week) may be taken as an indication of their involvement in gambling - ie, the more activities, the greater their interest or involvement (Sections 2.1.5, 2.1.6 and 2.2.3); thirdly, by looking at the amount of money people bet in the past week it may reasonably be assumed that people who spend more have a greater involvement in gambling than people betting small amounts (Chapter 4).

2.1.3 Participation in gambling activities in the past year

The percentages saying they had participated in each of these gambling activities over the past 12 months are shown in Figure 2A and in the left column of Table 2.1 for the adult population as a whole.[3] Taking part in the National Lottery Draw was by far the most popular gambling activity among the population, with 65% saying they had purchased a National Lottery ticket within the past 12 months. Respondents were three times as likely to participate in the National Lottery Draw as in the next most popular activity, which was the purchase of scratchcards (including those sold by Camelot, the current organisers of the National Lottery) by 22% of the population.

There were three other activities which more than one in ten members of the general public participated in over the previous 12 months: playing a fruit machine (14%); betting on horse races (13%); and private betting (11%).

The percentages of the population participating in other gambling activities were: football pools (9%); a lottery other than the National Lottery (8%); bingo (7%); dog races (4%); playing table games in a casino (3%); and betting with a bookmaker on events like sports matches, but excluding horse or dog races (3%). (Only a very small number of respondents - less than 0.5% - said they took part in a gambling activity other than those shown on the list.)

Overall, seven in ten (72%) members of the public aged 16 and over (73% of those aged 18 and over) said they had done one or more of these activities in the past 12 months. This represents nearly 33 million adults in Britain who participated in at least one gambling activity within the past year. For the remainder of this report, the term 'past year gamblers' will be used for this group of the population.

Table 2.1 Gambling activities in past year

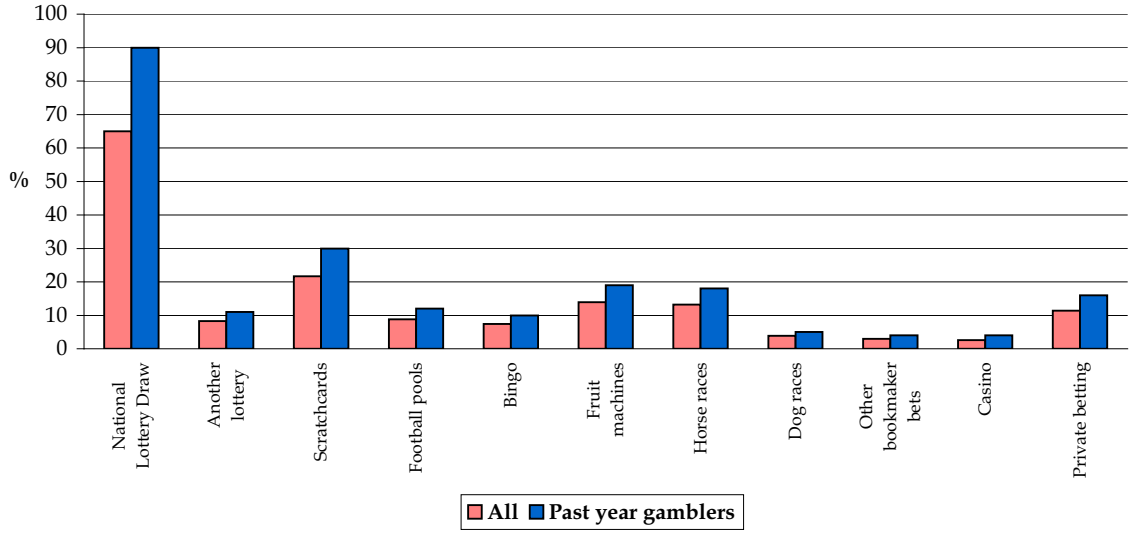
All and past year gamblers

Gambling activity	**All**	**Past year gamblers**
	%	%
National Lottery Draw	65	90
Another lottery	8	11
Scratchcards	22	30
Football pools	9	12
Bingo	7	10
Fruit machines	14	19
Horse races	13	18
Dog races	4	5
Betting with a bookmaker (other than on horse or dog races)	3	4
Table games in a casino	3	4
Private bets (eg, with friends or colleagues)	11	16
Another gambling activity	*	*
Any gambling activity in past 12 months	72	100
Bases (weighted):	*7700*	*5543*
Bases (unweighted):	*7680*	*5550*

The columns total more than 100% as more than one activity could be chosen.

Looking only at the group of past year gamblers, nine in ten (90%) reported buying National Lottery tickets. The next most popular gambling activities among this group were buying scratchcards (30%), playing fruit machines (19%), betting on horse races (18%), and private betting with friends or colleagues (16%). Similar proportions of past year gamblers bet on football pools (12%), other lotteries (11%) and bingo (10%). The proportions betting on dog races (5%), betting on other events with a bookmaker (4%), or going to a casino (4%) were also similar. These results are shown in the right column of Table 2.1 and in Figure 2A.

Figure 2A: Participation in gambling activities in past year, by type of gambling activity



2.1.4 Comparison with participation in gambling activities in other countries

Since the types of legalised gambling available varies from one country to another, no attempt is made in this report to compare participation rates between countries for specific types of gambling activities. It is more straightforward to broadly compare across countries the proportion of the adult population that has taken part in some form of gambling activity over a 12 month period, although even at this general level caution is required when making such comparisons.[4]

Looking at gambling rates overall, it appears that a lower proportion of the British population participates in gambling activities than in many of the other countries which have carried out similar studies. For example, a survey in Sweden in 1997 found that 89% of the population (aged 15 to 74) participated in at least one form of gambling activity in the 12 months prior to the survey.[5] A New Zealand survey in 1995 found a similar proportion (90%) of the adult population participating in a gambling activity over the same period.[6] A slightly lower participation rate of 82% was found in a 1999 study in Australia, although this is still 10% higher than the estimate for British adults.[7] However, it appears that gambling rates in the United States may be lower: a recent study there estimated that 63% of adults had gambled in the past year.[8]

2.1.5 Number of gambling activities participated in within the past year

Over the past 12 months, while one in four (28%) of the general population did not participate in any gambling activity, nearly half of the population said that they did bet money on one (30%) or two (19%) types of activity. The proportion of the population reporting participation in more than two activities was: 11% for three types of gambling, 5% for four types, and 6% for five or more types of gambling activity. (Table 2.2 left column and Figure 2B)

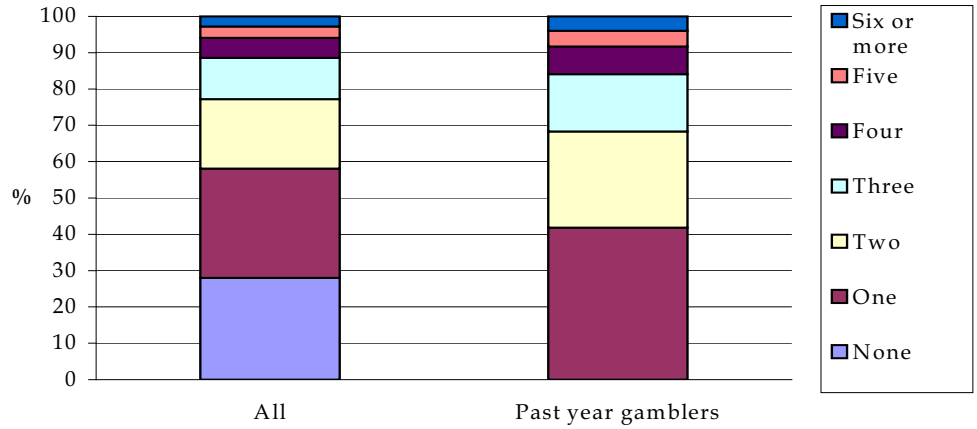
Table 2.2 Number of gambling activities participated in within past year

All and past year gamblers

Number of activities	All	Past year gamblers
	%	%
None	28	-
One	30	42
Two	19	27
Three	11	16
Four	5	8
Five	3	4
Six	1	2
Seven	1	1
Eight or more	1	1
Bases (weighted):	*7700*	*5543*
Bases (unweighted):	*7680*	*5550*

Looking only at past year gamblers (as defined in Section 2.1.3), the vast majority – over two thirds – appear to limit their betting behaviour to only one (42%) or two (27%) types of gambling activity. A further 23% of past year gamblers participated in three or four different activities, while 8% took part in five or more. (Table 2.2 right column and Figure 2B)

Figure 2B: Number of gambling activities in past year



2.1.6 Relationship between different types of gambling activities

Table 2.3 and Figure 2C show how participation varies in terms of the number of different activities people have gambled on over the past year. It should be noted that in Figure 2C the dependent variable is the activity type, while the independent variable is the number of activities people had participated in, and thus the chart is a graphical representation of the results shown in Table 2.3. For example, among people who participated in only one activity, only 1% said that activity was the football pools; among people who reported two activities, 13% said one of the activities was the pools; among those reporting three activities, 20% gave the football pools as one of their three; etc.

Moving from left to right in the table (that is, from fewest to most activities), as well as noting an obvious increase in participation rates for all eleven activities, it is also clear that the increase is not uniform for the different activities.

Table 2.3 Participation in gambling activities, by the number of activities people participated in within the past year

Past year gamblers

	Number of activities people participated in within past year					
	One	**Two**	**Three**	**Four**	**Five**	**Six or more**
Activity participated in:	%	%	%	%	%	%
National Lottery Draw	85	93	95	96	96	97
Another lottery	2	10	18	24	29	49
Scratchcards	2	37	53	68	69	79
Football pools	1	13	20	24	31	49
Bingo	2	10	16	26	26	34
Fruit machines	3	12	32	53	66	82
Horse races	3	12	29	42	66	88
Dog races	*	2	6	11	24	51
Betting with a bookmaker (other than on horse or dog races)	*	1	4	9	19	44
Table games in a casino	*	1	4	8	16	36
Private bets (eg, with friends or colleagues)	2	10	24	39	56	77
Another gambling activity	-	*	*	*	1	2
Bases (weighted):	*2318*	*1470*	*875*	*421*	*239*	*220*
Bases (unweighted):	*2358*	*1481*	*870*	*413*	*227*	*201*

The columns (other than the one headed 'One') add to more than 100% as more than one response was given.

Among people who had participated in only one type of gambling activity in the past year, over eight in ten (85%) reported that their single activity was purchasing a National Lottery ticket. Among those who reported two different activities, 93% purchased National Lottery tickets, while 37% bought scratchcards, by far the next most popular activity among this group.

These results confirm that there is quite a large proportion of the population whose participation in gambling is limited to the National Lottery. In fact, one in three (35%) of all past year gamblers - which equates to one in four (26%) of the entire adult population - reported that their *only* gambling activity in the past year was purchasing a ticket for the National Lottery Draw. As mentioned before (in Section 2.2.1), since there is no reliable baseline data available from the period before the National Lottery was introduced, it is not possible to directly assess its impact on gambling participation rates in the population. However, results from the British Gambling Prevalence Survey suggest that, while 72% of the population participate in gambling, this can be split into the 26% of the population who play only the National Lottery Draw and the 46% who participate in gambling activities other than, or as well as, the National Lottery. (Of course, if the National Lottery were not available, it is likely that a significant proportion of the 26% of lottery-only players would participate in another type of gambling activity.)

Figure 2C: Participation in gambling activities, by the number of activities people participated in within the past year

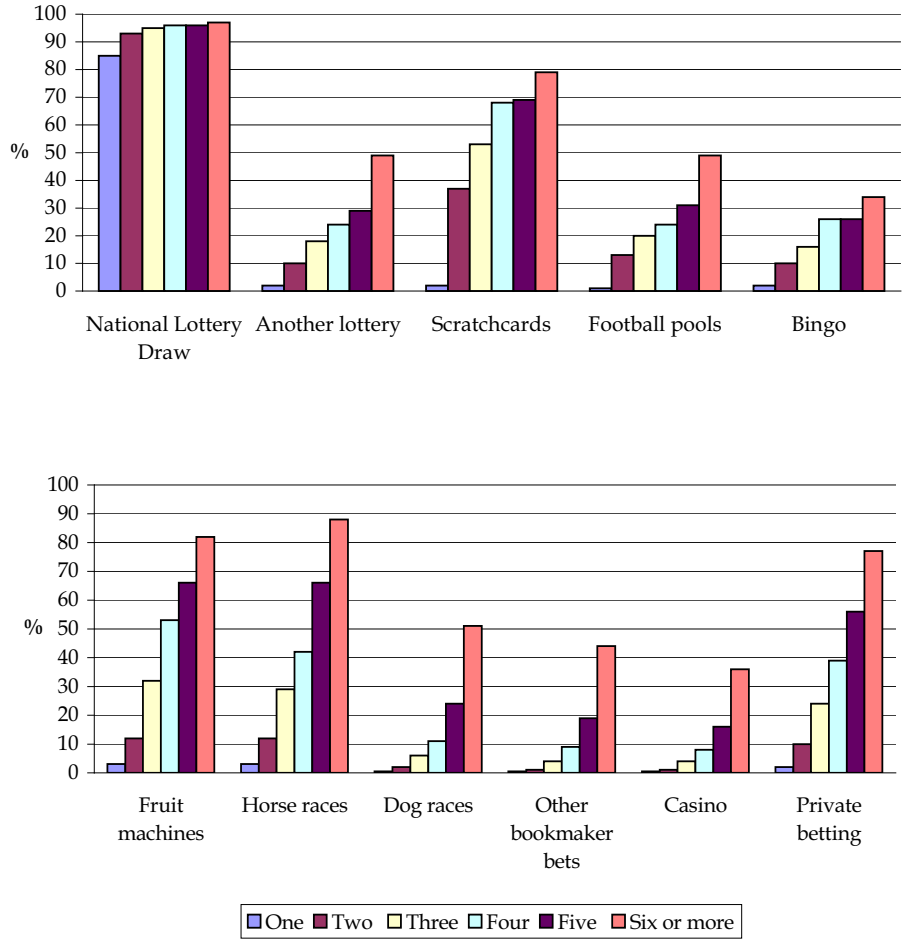


Table 2.4 shows, for the group of people participating in each of the eleven types of gambling activity, the proportion within that group that gambled in the past year in each of the other (ten) ways. The columns at the top of the table indicate the group who said they bet on that activity in the last 12 months; the column percentages then show the other activities (if any) that group of people participated in within the past year. For example, it can be seen that, in the column headed 'bingo' (ie, which includes all people who said they played bingo in the past 12 months), 88% of them also bought a National Lottery Draw ticket, 18% bought tickets for another lottery, 42% bought scratchcards, 16% played the football pools, and so on.

The table shows quite clearly that, for every type of gambling activity, over eight in ten of the people who did that activity will also have bought a National Lottery ticket in the past year. Also, for *most* types of gambling activity, the purchase of scratchcards was the next most popular activity.

The data in this table also support the view that quite a large segment of the British population has only a limited interest in gambling; furthermore, it appears that the proportion of the population which exhibits a more extensive involvement in gambling activity is relatively small. Such a conclusion may be supported by a number of observations. Firstly, because there is such a large group of people whose only gambling experience involves purchase of National Lottery Draw tickets, the column showing this group of people (which contains the vast majority of all past year gamblers) shows the lowest level of participation in other types of gambling – in fact, two in five (39%) people who purchased National Lottery tickets did not take part in any other gambling activity. Secondly, people in the six columns to the right of this group in Table 2.4, from 'another lottery' through 'horse races', were alike in naming the National Lottery and scratchcards as the two other activities they were most likely to participate in. Thirdly, the group of people which bets on dog races, or with bookmakers or in casinos

(columns 8, 9 and 10 in Table 2.4) is quite small, and they appear to share a number of characteristics which distinguish them from the other groups, such as having considerably higher levels of participation in (many of) the other activities and being more likely to mention an activity other than the purchase of scratchcards as their second most likely form of participation (after the National Lottery Draw).

Table 2.4 Participation in gambling activities, by the other activities people participated in within the past year

Past year gamblers

	People who participated in:										
	National Lottery Draw	Another lottery	Scratch-cards	Football pools	Bingo	Fruit machines	Horse races	Dog races	Book-maker	Casino	Private betting
Also participated in:	%	%	%	%	%	%	%	%	%	%	%
National Lottery Draw	-	86	93	92	88	86	87	88	86	84	83
Another lottery	11	-	17	18	18	15	16	18	30	23	18
Scratchcards	31	45	-	35	42	54	41	43	52	51	41
Football pools	13	19	14	-	16	14	24	28	33	23	19
Bingo	10	16	14	13	-	16	13	16	18	15	14
Fruit machines	18	25	35	22	30	-	35	47	48	58	44
Horse races	18	25	25	34	23	33	-	70	62	55	39
Dog races	5	9	8	13	9	13	21	-	29	27	15
Betting with a bookmaker (other than on horse or dog races)	4	11	7	11	8	10	14	22	-	24	13
Table games in a casino	*	7	6	7	5	11	11	18	21	-	13
Private bets (eg, with friends or colleagues)	15	25	22	24	22	36	34	44	48	56	-
No other activity	39	9	3	3	7	6	6	2	2	2	6
Bases (weighted):	*5005*	*637*	*1673*	*678*	*568*	*1072*	*1016*	*304*	*231*	*204*	*879*
Bases (unweighted):	*5034*	*628*	*1648*	*676*	*563*	*1007*	*991*	*285*	*214*	*193*	*836*

The columns add to more than 100% as more than one response could be given.

Taken together, Tables 2.3 and 2.4 suggest that, among 'past year gamblers', there are broadly three 'types' of gamblers who may be identified as potentially useful groups for analysis (although the edges of these groups are necessarily blurred). At one extreme are those whose participation is limited to buying National Lottery tickets and/or scratchcards. At the other extreme are people who appear to have a very keen interest in gambling; they not only participate in a greater number of activities, but they also bet on a much more diverse range of gambling activities, including those which require more 'active' involvement, such as going to a casino and betting with a bookmaker on events other than horse or dog races. This is a relatively small group within the population, and consists of people who gamble on five, six or more different activities.

Between these two extremes lies a middle group that participates in three or four different types of activity per year. This group ventures beyond the purchase of National Lottery tickets and scratchcards to participate in some of the more popular, established and widely available forms of gambling, such as bingo, football pools, fruit machines and horse races.

This broad distinction was supported by a hierarchical cluster analysis,[9] which revealed ten 'clusters' or groups of respondent. These ten clusters, and the way in which they fit into the three way classification described above, are shown in the following chart. Note that there are a range of 'clusters' apparent among the 'moderate' interest group, depending on which activity they do in addition to the National Lottery Draw and/or scratchcards.

'Gambling interest group'		Groups identified by cluster analysis
'Non-gamblers'	1	Non-gamblers
'Minimal interest gamblers'	2	National Lottery Draw only
	3	National Lottery Draw and/or scratchcards
'Moderate interest gamblers'	4	(National Lottery Draw or National Lottery Draw and scratchcards) and dog-racing
	5	(National Lottery Draw or National Lottery Draw and scratchcards) and bingo
	6	(National Lottery Draw or National Lottery Draw and scratchcards) and football pools
	7	(National Lottery Draw or National Lottery Draw and scratchcards) and another lottery
	8	(National Lottery Draw or National Lottery Draw and scratchcards) and fruit machines
	9	(National Lottery Draw or National Lottery Draw and scratchcards) and horse races
'Multiple interest gamblers'	10	(National Lottery Draw or National Lottery Draw and scratchcards) and several other gambling activities from: fruit machines, horse races, dog races, betting with a bookmaker on other events, table games in a casino, private betting

While people's interest and participation in gambling will lie on a continuum rather than fall into discrete groups, such a division into a number of groups can be useful for analysis purposes and is used in later chapters in this report. For ease of reference, the groups have been termed 'minimal', 'moderate' and 'multiple' interest gamblers. Respondents who had not gambled in the past year have been added as a fourth category of 'non-gamblers'. The estimated proportions within the population falling into each group are: non-gamblers (28%); minimal interest (33%); moderate interest (32%); and multiple interest (7%). (As already mentioned, it should be noted that, as no detailed information was collected on frequency of gambling, these terms are intended to reflect an apparent interest in gambling based on the number and type of activities participated in within the past year. It should also be noted that these groups vary in size.)

2.2 PARTICIPATION IN GAMBLING ACTIVITIES IN THE PAST WEEK

2.2.1 The questions asked

The list of gambling activities was repeated in a grid within the questionnaire (see Section B of the questionnaire in Appendix 3) and respondents were asked to report any activities they had participated in within the 7 days prior to the interview. The definition for 'participation' in a gambling activity within the past 7 days was exactly the same as for the past 12 months - ie, it specifically referred to 'spending your own money' on the activity. The various distinctions for the different types of activities were also the same as for the past year (see Section 2.1.2). For each activity respondents said they had participated in within the week prior to interview, they were asked three follow-up questions: firstly, to provide the number of days in the last 7 that they spent their own money on that activity; secondly, to estimate either how much they spent, or how much they lost on the activity in the last 7 days (with the question variant being dependent on the particular activity being asked about); and thirdly, where (or how) they participated in the activity. This chapter reports on participation rates for each activity in the last 7 days (Section 2.2.2), the number of activities participated in within the past week (Section 2.2.3), the number of days respondents participated in each activity (Section 2.2.4), and the venue (or method) of their gambling activity (Section 2.2.5). The results describing gambling expenditure in the past 7 days are presented in Chapter 4.

2.2.2 Participation in gambling activities in the past week

Just over half (53%) of the population reported betting their own money on at least one type of gambling activity in the 7 days before the interview.[10] This suggests that in any one week about 24 million adults in Britain participate in one or more gambling activities. This group is referred to throughout the report as 'past week gamblers'.

The vast majority of past week gamblers bought tickets for the National Lottery Draw: 89% of this group did so, which represents 47% of the population as a whole. The next most common gambling activities were scratchcards (16% of past week gamblers, or 8% of the general population), football pools (11% and 6% respectively) and fruit machines (also 11% and 6%). After these came private betting, bingo, other lotteries (all at 7% of past week gamblers, or 4% of the general population) and horse races (6% and 3%). The results are shown in Table 2.5 and Figure 2D.

In addition to the gambling activities asked about with respect to the 12 month time period, respondents were also asked whether they had done any 'spread-betting' or gambling over the Internet in the *7 days* preceding the survey. Both of these constitute 'ways' of gambling rather than type of gambling activity, so, for example one could make a spread-bet on a football match, or bet over the Internet on a horse race. The proportion of people who had participated in spread-betting or Internet gambling was very small (1% and less than 0.5% respectively). The base for Internet gambling is too small to analyse separately, and so this activity is excluded from all subsequent analysis. (It should also be noted that nobody reported having participated in an activity, in the last 7 days, that was not covered on the list.)

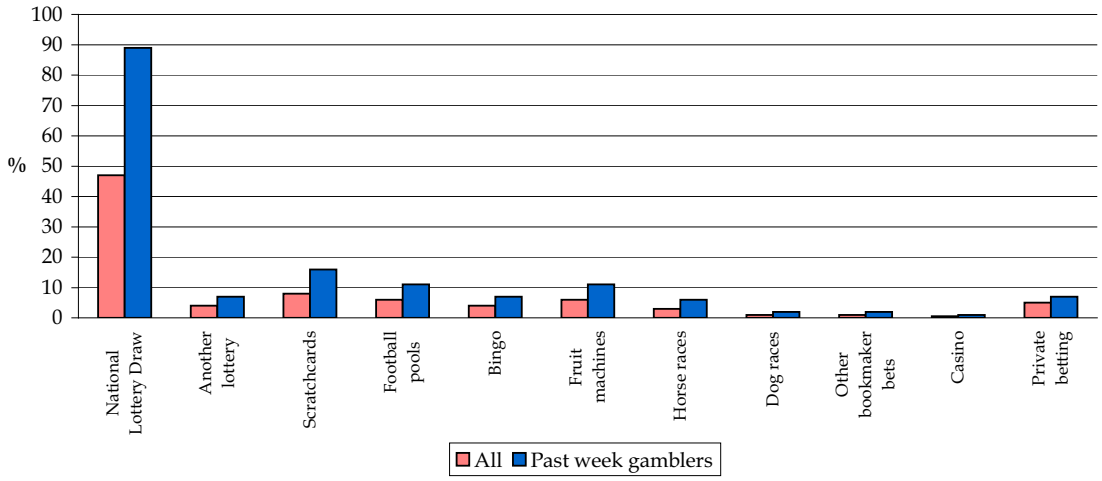
Table 2.5 Gambling activities participated in within past week

All and past week gamblers

Gambling activity	**All**	**Past week gamblers**
	%	%
National Lottery Draw	47	89
Another lottery	4	7
Scratchcards	8	16
Football pools	6	11
Bingo	4	7
Fruit machines	6	11
Horse races	3	6
Dog races	1	2
Betting with a bookmaker (other than on horse or dog races)	1	2
Table games in a casino	*	1
Private bets (eg, with friends or colleagues)	4	7
Spread-betting	1	2
Internet gambling	*	*
Another gambling activity	-	-
Any gambling activity in last 7 days	53	100
Bases (weighted):	*7700*	*4088*
Bases (unweighted):	*7680*	*4108*

The right column adds to more than 100% as more than one response could be given.

Figure 2D: Participation in gambling activities in past week, by type of activity



2.2.3 Number of gambling activities in the past week

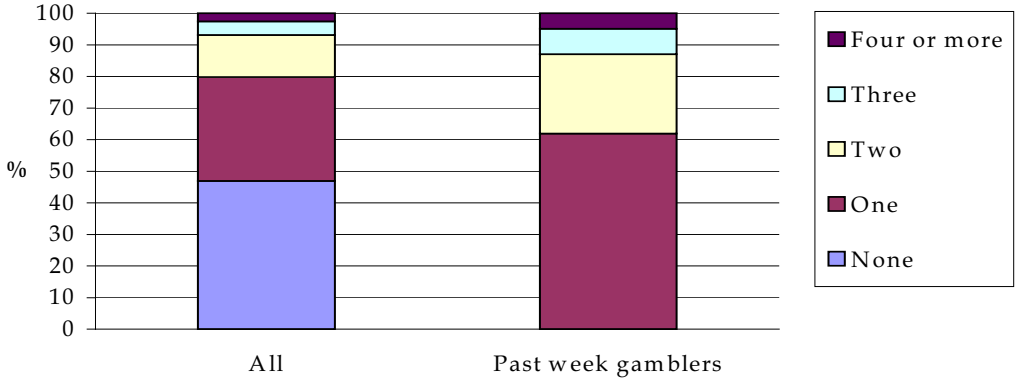
The majority of past week gamblers took part in only one gambling activity in the 7 days prior to the interview: that is, 62% of past week gamblers (which is 33% of the general population). Most of the rest participated in two activities (25% of past week gamblers), while 8% bet on three types of activities and 5% bet on four activities or more. (Table 2.6 and Figure 2E)

Table 2.6 Number of gambling activities participated in within past week

All and past week gamblers

Number of activities	**All**	**Past week gamblers**
	%	%
None	47	-
One	33	62
Two	13	25
Three	4	8
Four	1	3
Five	1	1
Six or more	*	1
Bases (weighted):	*7700*	*4088*
Bases (unweighted):	*7680*	*4108*

Figure 2E: Number of gambling activities in past week



2.2.4 Number of days gambled in past week for different types of activity

For all the gambling activities asked about, the majority of past week gamblers said they only participated in that activity on one day out of the past 7. (An exception was spread betting, but the results for that activity must be treated with caution because of the small base.) For each type of gambling activity, Table 2.7 shows the proportion of past week gamblers who participated on more than one day (in the left column), and the average (mean) number of days of participation (in the right column), in the past week. The activities which were most likely to attract participation on more than one day out of seven were fruit machines, horse races and the National Lottery Draw (41%, 41% and 38% respectively). (Table 2.7 and Figure 2F).

Figure 2F: Number of days participated in each gambling activity in the past week

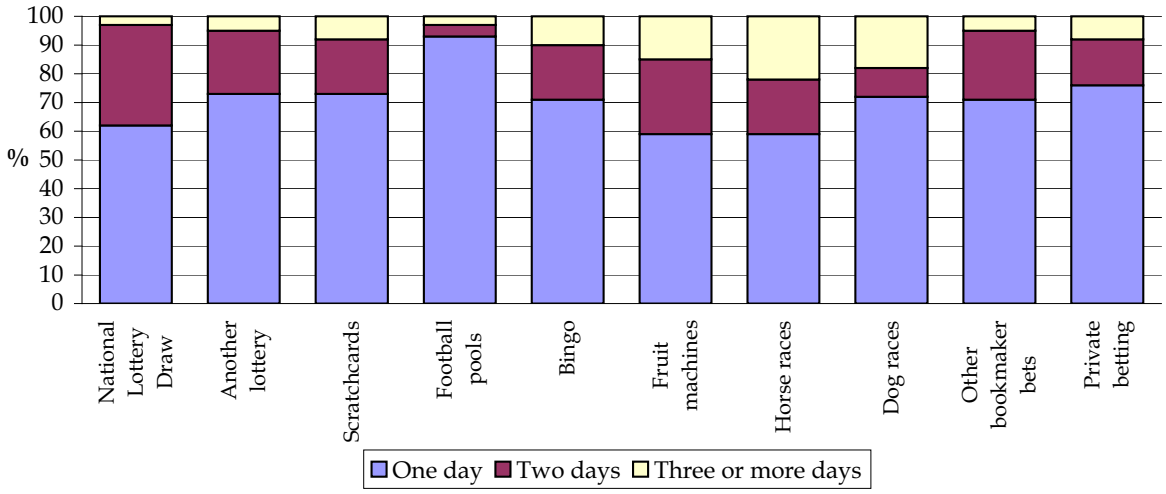


Table 2.7 Number of days participated in each gambling activity in the past week, by type of gambling activity

Past week gamblers for each activity

Gambling activity	**Participated on more than 1 day in last 7[1]**	**Mean number of days in last 7[1]**
	%	
National Lottery Draw	38	1.4
Another lottery	27	1.4
Scratchcards	27	1.5
Football pools	7	1.1
Bingo	29	1.4
Fruit machines	41	1.7
Horse races	41	1.9
Dog races	28	1.6
Betting with a bookmaker (other than on horse or dog races)	29	1.4
Table games in a casino	[42][2]	[1.5]
Private bets (eg, with friends or colleagues)	24	1.4
Spread-betting	52	2.1
Bases (weighted):		
National Lottery Draw	*3596*	*3596*
Another lottery	*272*	*272*
Scratchcards	*641*	*641*
Football pools	*449*	*449*
Bingo	*272*	*272*
Fruit machines	*427*	*427*
Horse races	*221*	*221*
Dog races	*63*	*63*
Betting with a bookmaker (other than on horse or dog races)	*72*	*72*
Table games in a casino	*30*	*30*
Private bets (eg, with friends or colleagues)	*297*	*297*
Spread-betting	*63*	*63*
Bases (unweighted):		
National Lottery Draw	*3642*	*3642*
Another lottery	*269*	*269*
Scratchcards	*635*	*635*
Football pools	*450*	*450*
Bingo	*273*	*273*
Fruit machines	*387*	*387*
Horse races	*215*	*215*
Dog races	*59*	*59*
Betting with a bookmaker (other than on horse or dog races)	*70*	*70*
Table games in a casino	*29*	*29*
Private bets (eg, with friends or colleagues)	*285*	*285*
Spread-betting	*63*	*63*

[1] The percentages and means are based on the people who participated in that activity in the past week.
[2] Square brackets indicate that the unweighted base is less than 50.

2.2.5 Where people gamble

All past week gamblers were asked to indicate the venue (or method) of their participation for each type of activity from a list of possible venues (with the option to write in another answer not on the list). Table 2.8 shows the different venues (or methods) people used to participate in each of the types of gambling asked about. As would be expected, the locations varied considerably according to type of gambling activity.

Newsagents were the most common outlet for people to buy tickets for the National Lottery or other lotteries, as well as scratchcards, while large supermarkets were the next most common location.

People were most likely to purchase their football pools coupons through a pools collector (40%), by post (19%) or at a betting shop (15%). The latter was by far the most commonly used location for betting on horse races (88%), dog races (58%) and other bets placed with bookmakers (82%).

Participation in bingo was fairly evenly divided between playing in bingo halls (47%) or in social clubs (45%). Fruit machines were most likely to be played in pubs (64%), followed by social clubs (20%) and amusement arcades (14%).

The most diverse locations for any of the gambling activities was for private betting, which was fairly evenly divided between people making bets with friends or colleagues at a pub (25%), at work (25%), at a sports venue (19%), at their own home (17%) or at someone else's home (16%).

Table 2.8 Where participated in gambling, by type of gambling activity[a]

Past week gamblers for each activity

Location or method of gambling	National Lottery Draw	Other lottery	Scratch-cards	Football pools	Bingo	Fruit machines	Private betting	Horse races	Dog races	Other book-maker betting
	%	%	%	%	%	%	%	%	%	%
At a newsagent	48	34	50	9	-	-	-	-	-	-
At a large supermarket	29	20	29	-	-	-	-	-	-	-
At a pub	-	2	-	-	2	64	25	-	-	-
At a betting shop	-	14	-	15	-	5	-	88	58	82
At a bingo hall	-	-	-	-	47	-	-	-	-	-
At a club or social club	-	-	-	-	45	20	-	-	-	-
At the race track	-	-	-	-	-	-	-	8	35	-
At or through place of work	9	7	-	9	-	3	25	-	-	-
At a local food shop	8	4	11	1	-	-	-	-	-	-
At an amusement arcade or centre	-	-	-	-	2	14	-	-	-	-
At a petrol station	5	3	8	-	-	-	-	-	-	-
At a post office	6	5	9	-	-	-	-	-	-	-
Through a pools collector	-	-	-	40	-	-	-	-	-	-
By post	-	-	-	19	-	-	-	-	-	-
At a sports ground or centre	-	-	-	-	-	1	19	-	-	10
At own home	-	-	-	-	-	-	17	-	-	-
At someone else's home	-	-	-	-	-	-	16	-	-	-
Over the telephone	-	-	-	-	-	-	-	5	6	3
At an off-licence	1	1	2	-	-	-	-	-	-	-
At a casino	-	-	-	-	-	3	-	-	-	-
At a fish and chip shop	-	-	-	-	-	3	-	-	-	-
At a fairground	-	-	-	-	-	2	-	-	-	-
Through a subscription	1	-	-	-	-	-	-	-	-	-
At a railway station or motorway service station	-	-	-	-	-	2	-	-	-	-
Through a newspaper	-	-	-	-	1	-	-	-	-	-
At a church	-	-	-	-	*	-	-	-	-	-
On the Internet	-	*	-	-	*	*	-	-	-	-
Through an unofficial bookmaker	-	-	-	-	-	-	-	2	-	-
Elsewhere	3	17	3	8	8	3	9	-	-	5
Bases (weighted):	*3596*	*272*	*639*	*447*	*272*	*421*	*297*	*219*	*62*	*67*
Bases (unweighted):	*3640*	*269*	*633*	*447*	*273*	*381*	*283*	*213*	*58*	*64*

The columns add to more than 100% as more than one response was permitted.

[a]Casino gambling has been excluded from the table, as the definition of participation in the activity includes its location.

Endnotes

[1] In this report, 'fruit machines' is an inclusive term which covers all types of gaming machines, slot machines, etc.

[2] More detailed questions on gambling frequency were not included in the questionnaire for a number of reasons, including problems of recall and the difficulty of defining a gambling 'episode' (for instance, would it refer to a single bet or a single session involving multiple bets).

[3] For each of the eleven types of gambling activity asked about, for analysis purposes respondents were counted as participants if they ticked the 'yes' box at question A1 (see the questionnaire in Appendix 3) *or* if they ticked the 'yes' box at question B2 or B3 for the relevant activity (and thereby said they participated in that activity within the last 7 days). Non-participation in each of the eleven activities applied to respondents who ticked the 'no' box at question A1 *or* left question A1 blank. This approach assumes there is no missing data for any of the activities, and participation rates for all eleven activities are thus based on the full sample (unless otherwise stated). Moreover, all the percentages are based on respondents aged 16 and over, even though the minimum legal age for participation in some of the gambling activities is 18.

[4] Such international comparisons must be treated with caution for a number of reasons, including: possible differences in the definitions of both what is included as a 'gambling activity' (eg, whether or not private betting is included) and what counts as 'participation' in gambling (eg, spending own money); the types of gambling activity that may have been shown to respondents as a prompt for eliciting responses; and differences in survey methodology (eg, telephone interviewing is a frequently used method in other countries, whereas the British Gambling Prevalence Survey relied on a self-completion questionnaire).

[5] Ronnberg, S. Volberg, RA. Abbott, MW. Moore, WL. Andren, A. Munck, I. Jonsson, J. Nilsson, T. Svensson, O. *Gambling and problem gambling in Sweden.* Report No. 2 of the National Institute of Public Health Series on Gambling. May 1999. The survey in Sweden included only 15-74 year olds.

[6] Reid, K. Searle, W. *People's participation in and attitudes towards gambling: final results of the 1995 survey.* Research Series No. 22. Policy Research Unit. Department of Internal Affairs. March 1996: Wellington. The survey in New Zealand was carried out among people aged 15 and over.

[7] Productivity Commission 1999. *Australia's gambling industries, Draft Report*. Canberra, July: 6.33-6.34.3

[8] Volberg R, et al. *Report to the National Gambling Impact Study Commission.* (NGISC) 1999.

[9] Cluster analysis attempts to identify relatively homogeneous groups of cases (or variables) based on selected characteristics, using an algorithm that starts with each case (or variable) in a separate cluster and then combines clusters until only one is left.

[10] As for the past year, for the purposes of analysis, respondents were counted as participants in an activity if they ticked 'yes' at part 'a' of the activity questions *or* if they completed any of parts 'b', 'c' or 'd' for that activity (which implies that they did participate in the activity but missed the initial question asking whether they had participated). Non-participants included those who ticked 'no' at part 'a' or people who left all parts ('a' through 'd') blank for a particular activity. Thus the base for the estimates of participation rates within the past week are all respondents, as missing cases are counted as non-participants.

3 WHO PARTICIPATES IN GAMBLING AND ATTITUDES TOWARDS GAMBLING

3.1 SOCIO-DEMOGRAPHIC FACTORS ASSOCIATED WITH GAMBLING

The first part of this chapter looks at differences between sub-groups of the population in terms of the types and number of gambling activities they participated in over the past year. The definition of 'participation', and the distinctions made between the different types of gambling activities, are the same as described in Chapter 2. This section describes participation in gambling activities in greater detail, by examining which groups within the general population are most likely to gamble and which activities they are most likely to participate in. Section 3.2 briefly compares the socio-demographic characteristics of past year and past week gamblers, and Section 3.3 describes responses to a series of questions exploring attitudes towards gambling.

3.1.1 Sex and age

Table 3.1 shows, separately for men and women, the proportion who participated in each type of gambling activity in the past 12 months, the proportion who took part in *any* gambling activity, the number of activities they participated in within the past year, and the average (mean) number of activities.

It can be seen that, in general, men were more likely than women to gamble within the past year: 76% of men reported participation in at least one activity compared with 68% of women.

Looking at each of the activities separately, it can be seen that men were more likely than women to participate in eight of the eleven activities, the sexes were (more or less) equally likely to participate in two of the activities (other lotteries and scratchcards), and for only one activity were women more likely to play than men (which was bingo, played by 10% of women and 5% of men). The biggest differences between the sexes were found for fruit machines (20% men, 8% women), private betting (17% men, 6% women), horse races (18% men, 9% women) and the football pools (13% men, 5% women).

On average, men also participated in more activities in the past year than did women (with the mean number for men of 1.9, and for women of 1.3) , and were over twice as likely to gamble on four activities or more: 16% of men did so, compared with 7% of women.

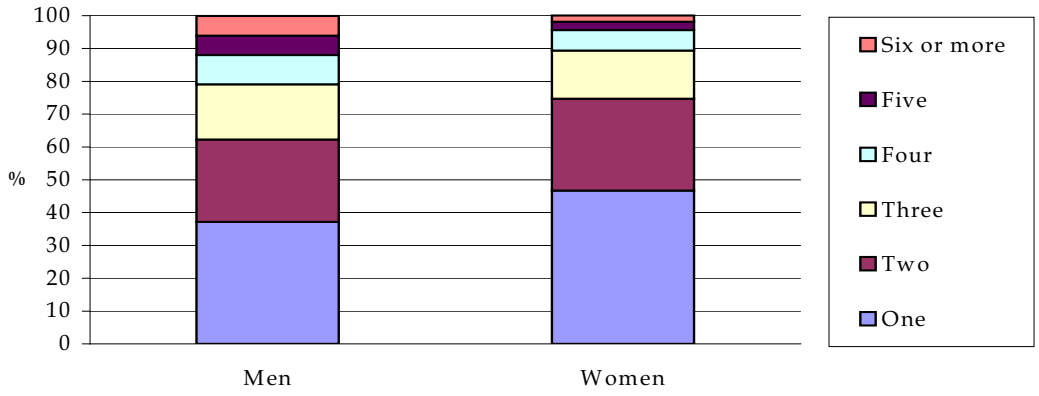
Looking only at past year gamblers (that is, excluding people who said they did not participate in *any* gambling activities within the past 12 months), the differences between men and women become even more marked, with nearly one in two (47%) of women participating in only one activity, compared with about one in three (37%) men. On the other hand, men were more likely than women to report gambling on four or more activities (21% and 11% respectively). (Figure 3A)

Table 3.1 Participation in gambling activities within past year, by sex

All

Type and number of gambling activities participated in within past year	Sex		Total
	Men	Women	
Type of gambling activity:	%	%	%
National Lottery Draw	68	62	65
Another lottery	9	8	8
Scratchcards	22	22	22
Football pools	13	5	9
Bingo	5	10	7
Fruit machines	20	8	14
Horse races	18	9	13
Dog races	6	2	4
Betting with a bookmaker (other than on horse or dog races)	5	1	3
Table games in a casino	4	1	3
Private bets (eg, with friends or colleagues)	17	6	11
Any gambling activity in past year	76	68	72
Number of gambling activities:			
None	24	32	28
One	28	32	30
Two	19	19	19
Three	13	10	11
Four	7	4	5
Five	5	2	3
Six or more	5	1	3
Mean number of gambling activities	1.9	1.3	1.6
Bases (weighted):	*3745*	*3955*	*7700*
Bases (unweighted):	*3610*	*4070*	*7680*

Figure 3A: Number of gambling activities in past year, by sex



Base: Past year gamblers

As Table 3.2 shows, participation in gambling was also related to age. Most notably, participation rates and the average number of gambling activities were lowest in the two oldest age categories (65-74 and 75+). For the younger age groups, the pattern was a bit more complex. Respondents aged 25-34 appear to have the highest levels of past year gambling: at 78%, they were the most likely (along with ages 35-54) to report gambling on any activity; they reported the highest average number of activities over the past year (2.1); and (along with ages 16-24) they were the most likely to participate in four or more activities (19%). Turning to the youngest age group (16-24), despite their having quite a high rate of non-participants (34%), those who did gamble tended to participate in a large number of activities: 19% of ages 16-24 participated in four or more activities and they reported the second highest average number of activities in the past year (1.9). In fact, looking only at past year gamblers, respondents aged 16-24 were the most likely to report participation in four or more activities (29%). (Figure 3B)

There was also some variation in the type of gambling activity people of different ages were attracted to. The lowest levels of participation in the National Lottery Draw were found among the oldest (75+) and youngest (16-24) respondents (45% and 52% respectively). The youngest age group was the most likely to purchase scratchcards (36%), play fruit machines (32%) and, along with the 25-34 age group, make private bets (21% and 18% respectively). In general, the oldest respondents (65-74 and 75+) were the least likely to participate in most types of gambling, except for bingo where they were the most likely to.

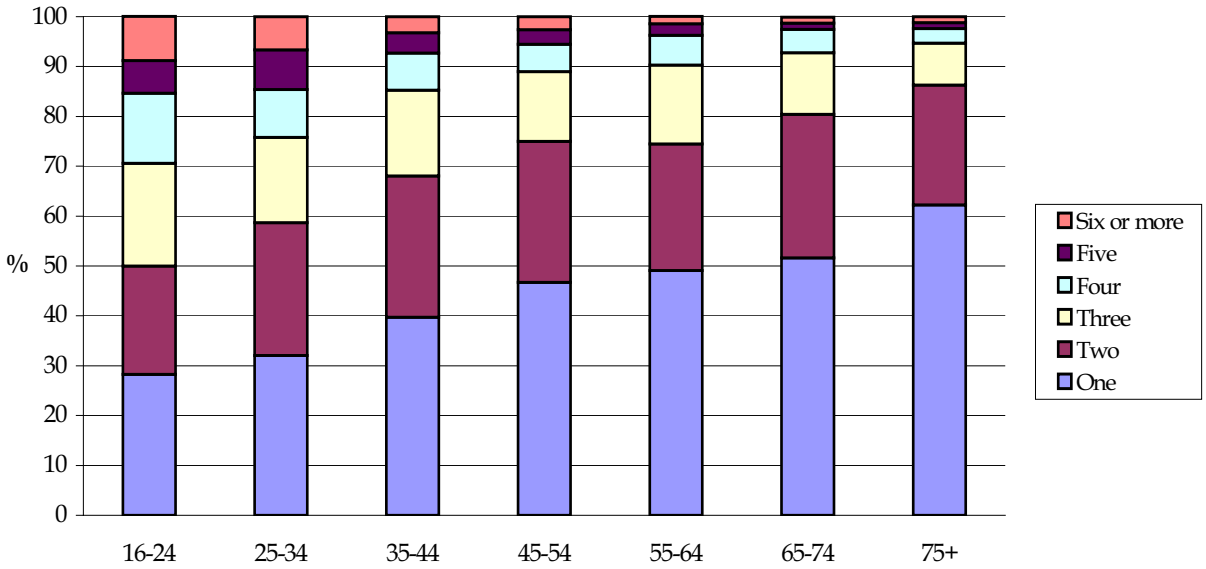
Table 3.2 Participation in gambling activities within past year, by age

All

Type and number of gambling activities participated in within past year	**Age**							**Total**[a]
	16-24	25-34	35-44	45-54	55-64	65-74	75+	
Type of gambling activity:	%	%	%	%	%	%	%	%
National Lottery Draw	52	71	72	72	69	61	45	65
Another lottery	8	9	8	9	9	8	6	8
Scratchcards	36	32	23	17	16	11	6	22
Football pools	4	9	8	11	13	10	6	9
Bingo	7	7	7	6	7	9	10	7
Fruit machines	32	22	15	8	6	3	1	14
Horse races	12	19	15	14	11	9	5	13
Dog races	6	7	4	4	2	1	1	4
Betting with a bookmaker (other than on horse or dog races)	5	5	3	2	2	1	*	3
Table games in a casino	4	5	3	2	1	*	*	3
Private bets (eg, with friends or colleagues)	21	18	11	10	6	5	3	11
Any gambling activity in past year	66	78	77	78	74	66	52	72
Number of gambling activities:								
None	34	22	23	22	26	34	48	28
One	19	25	31	36	36	34	32	30
Two	14	21	22	22	19	19	12	19
Three	14	13	13	11	12	8	4	11
Four	9	8	6	4	4	3	1	5
Five	4	6	3	2	2	1	1	3
Six or more	6	5	2	2	1	1	1	3
Mean number of gambling activities	1.9	2.1	1.7	1.5	1.4	1.2	0.8	1.6
Bases (weighted):	*1045*	*1503*	*1386*	*1267*	*960*	*812*	*709*	*7700*
Bases (unweighted):	*931*	*1374*	*1494*	*1384*	*1030*	*848*	*601*	*7680*

[a]The total column includes those for whom age could not determined.

Figure 3B: Number of gambling activities in past year, by age



Base: Past year gamblers

3.1.2 Marital status

Table 3.3 shows that participation in gambling activities was also related to marital status, although this is almost certainly a reflection of the age relationship described in the previous section. Widowed respondents (who were the oldest) were the least likely to have gambled over the past year. The pattern for single respondents was similar to that for 16-24 year olds: a relatively high proportion had not gambled at all, but among those who had, they were more likely than average to participate in four or more activities.

Table 3.3 Participation in gambling activities within past year, by marital status

All

Type and number of gambling activities participated in within past year	**Marital status**					**Total**
	Married	Living as married	Widowed	Separated/ divorced	Single	
Type of gambling activity:	%	%	%	%	%	%
National Lottery Draw	68	74	54	73	55	65
Another lottery	7	10	8	13	9	8
Scratchcards	19	29	10	21	30	22
Football pools	10	7	7	8	7	9
Bingo	6	8	12	8	8	7
Fruit machines	10	23	2	10	25	14
Horse races	13	17	6	16	15	13
Dog races	3	7	1	4	6	4
Betting with a bookmaker (other than on horse or dog races)	2	4	1	5	5	3
Table games in a casino	2	4	*	2	5	3
Private bets (eg, with friends or colleagues)	10	15	3	11	18	11
Any gambling activity in past year	74	82	60	78	67	72
Number of gambling activities:						
None	26	18	40	22	33	28
One	33	29	33	34	21	30
Two	21	21	16	20	15	19
Three	11	15	7	12	13	11
Four	5	8	2	5	8	5
Five	3	4	1	4	5	3
Six or more	2	5	1	3	5	3
Mean number of gambling activities	1.5	2.0	1.0	1.7	1.8	1.6
Bases (weighted):	*4193*	*590*	*643*	*527*	*1611*	*7700*
Bases (unweighted):	*4343*	*572*	*594*	*547*	*1492*	*7680*

[a]The total column includes those for whom marital status could not be determined.

3.1.3 Economic activity

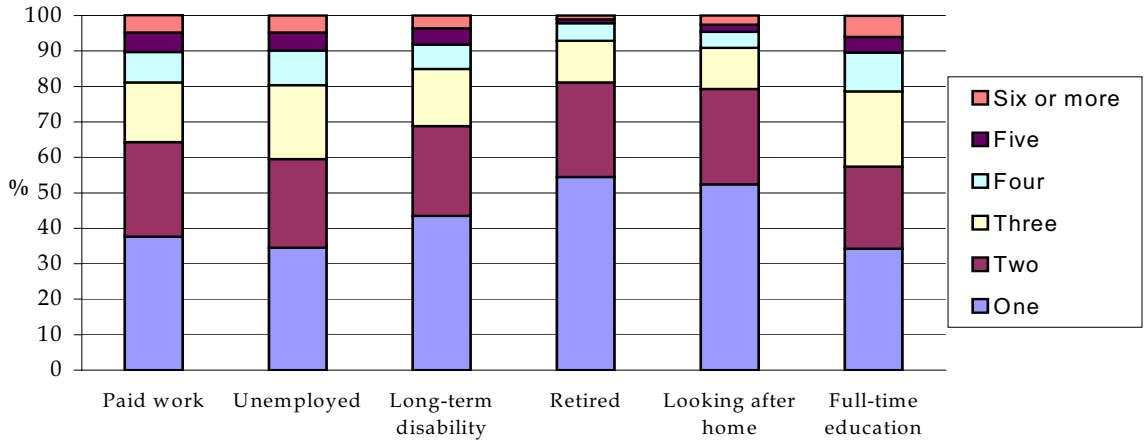
Also related to people's participation in gambling over the past 12 months was their economic activity at the time of interview. As this is also related to age, it could be that much of the association between economic activity and gambling is a by-product of the age relationship. But as Table 3.4 shows, the lowest participation rates in gambling activities in the past year were reported by people in full-time education (52%) and retired respondents (62%). People in paid work were by far the most likely to have gambled in the past year (80%).

As described earlier, women were less likely to have gambled than men, and this is reflected in the relatively low participation rates (64%) among respondents who were looking after the family or home (nearly all women).

Looking only at past year gamblers, people in paid work were more likely than average to participate in four or more gambling activities (19% compared with the 16% average), while people who were retired or looking after the home were less likely to participate in this number of activities (7% and 9% respectively). (Figure 3C)

Participation in the different gambling activities also varied according to people's economic activity. Some of the significant differences, compared with the average, include: People in full-time education were much less likely to play the National Lottery Draw (only 37%), but were much more likely to play fruit machines (22%) and to make private bets (17%). Retired people were less likely to purchase scratchcards (only 10%), play fruit machines (3%) or make private bets (4%), but were more likely to play bingo (9%). Respondents who could not work because of a long-term illness or disability were more likely than average to report playing bingo (12%), but were less likely to make private bets (5%). People in paid work were more likely to report participation in four of the activities: the National Lottery Draw (73%); scratchcards (27%); horse races (17%); and casino gambling (4%).

Figure 3C: Number of gambling activities in past year, by economic activity



Base: Past year gamblers

Table 3.4 Participation in gambling activities within past year, by economic activity of respondent

All

Type and number of gambling activities participated in within past year	**Economic activity**						**Total**[a]
	Paid work	Unemployed	Long-term disability	Looking after family/home	Retired	Full-time education	
	%	%	%	%	%	%	%
Type of gambling activity:							
National Lottery Draw	73	57	63	59	56	37	65
Another lottery	9	11	12	7	8	4	8
Scratchcards	27	25	17	19	10	26	22
Football pools	10	6	12	4	9	3	9
Bingo	7	9	12	8	9	5	7
Fruit machines	18	17	11	8	3	22	14
Horse races	17	15	11	8	8	8	13
Dog races	5	6	2	2	1	4	4
Betting with a bookmaker (other than on horse or dog races)	4	2	5	1	1	3	3
Table games in a casino	4	1	1	1	*	3	3
Private bets (eg, with friends or colleagues)	15	12	5	4	4	17	11
Any gambling activity in past year	80	66	70	64	62	52	72
Number of gambling activities:							
None	20	34	30	36	38	48	28
One	30	23	31	34	34	18	30
Two	21	17	18	17	16	12	19
Three	13	14	11	7	7	11	11
Four	7	6	5	3	3	6	5
Five	4	3	3	1	1	2	3
Six or more	4	3	3	2	1	3	3
Mean number of gambling activities	1.9	1.6	1.5	1.2	1.1	1.3	1.6
Bases (weighted):	*4259*	*323*	*280*	*654*	*1662*	*375*	*7700*
Bases (unweighted):	*4278*	*313*	*294*	*673*	*1639*	*335*	*7680*

[a]The total column includes those for whom economic activity could not be determined.

3.1.4 Social class

It can be seen in Table 3.5 that people in the manual social classes (IIIM, IV and V) were somewhat more likely to have gambled in the past year, and to have participated in more activities, than were those in non-manual social classes (I, II, IIINM); in particular, respondents in Social Class I were much less likely than average to have gambled. However, as Figure 3D shows, when looking only at past year gamblers the differences between social classes in terms of the number of activities they participate in largely disappear.

There were also a number of differences in the types of gambling activities favoured by the different social classes, although on the whole these were quite small. The most notable was the increase in the popularity of bingo from 3% in Social Class I to 20% in Social Class V. It can also be seen that respondents in Social Class I were the least likely to participate in the National Lottery Draw and other lotteries.

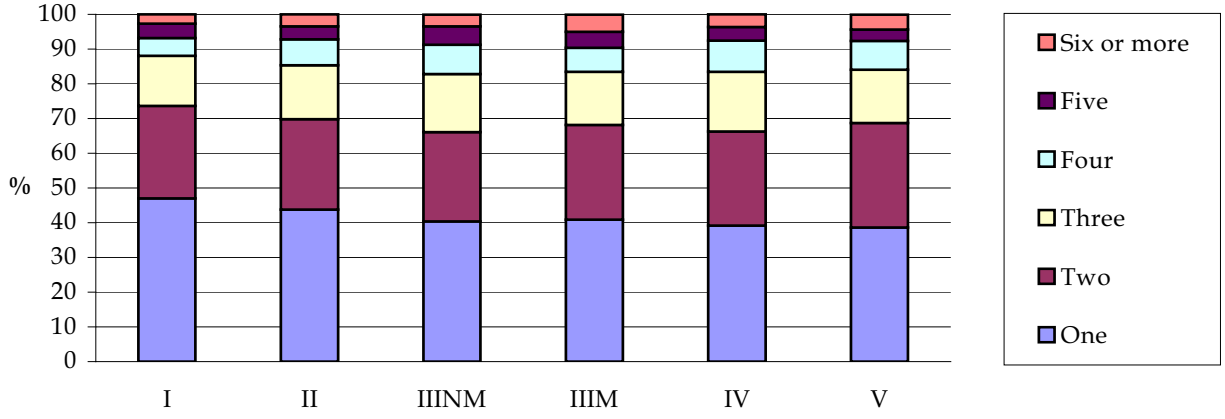
Table 3.5 Participation in gambling activities within past year, by social class of highest income householder

All

Type and number of gambling activities participated in within past year	Social class of highest income householder						Total[a]
	I	II	IIINM	IIIM	IV	V	
	%	%	%	%	%	%	%
Type of gambling activity:							
National Lottery Draw	56	64	66	69	68	64	65
Another lottery	4	7	9	10	10	8	8
Scratchcards	17	20	24	24	24	19	22
Football pools	6	8	9	11	8	7	9
Bingo	3	4	8	8	11	20	7
Fruit machines	12	14	14	14	15	12	14
Horse races	14	14	12	13	12	13	13
Dog races	5	3	5	4	4	3	4
Betting with a bookmaker (other than on horse or dog races)	2	3	3	3	3	4	3
Table games in a casino	5	3	3	2	2	1	3
Private bets (eg, with friends or colleagues)	12	13	11	11	11	8	11
Any gambling activity in past year	66	71	72	75	75	71	72
Number of gambling activities:							
None	34	29	28	25	25	29	28
One	31	31	29	31	30	27	30
Two	18	19	19	20	20	21	19
Three	9	11	12	12	13	11	11
Four	3	5	6	5	7	6	5
Five	3	3	4	3	3	2	3
Six or more	2	2	2	4	3	3	3
Mean number of gambling activities	1.4	1.5	1.6	1.7	1.7	1.6	1.6
Bases (weighted):	*539*	*2397*	*1106*	*2025*	*1076*	*300*	*7700*
Bases (unweighted):	*543*	*2410*	*1106*	*2021*	*1067*	*297*	*7680*

[a]The total column includes those for whom social class could not be determined.

Figure 3D: Number of gambling activities in past year, by social class of highest income householder



Base: Past year gamblers

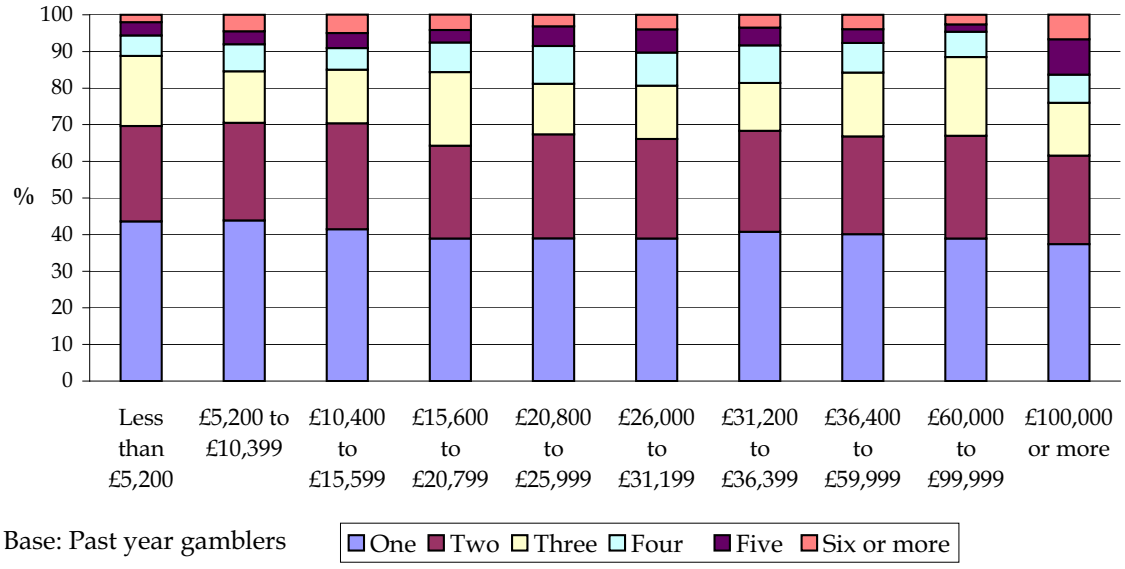
3.1.5 Household income

There were also some trends in participation rates for households at different income levels. Overall, the rate of participation in any gambling activity in the past year increased along with household income, until the category of £31,200-£36,399 after which rates began to decline, if only slightly.

Two activities were more popular among lower than higher income households, ie, bingo and other lotteries. On the other hand, participation tended to increase along with income for horse races, private betting, and casino gambling (Table 3.6).

For past year gamblers, the likelihood of participating in more activities increased along with household income. (Figure 3E)

Figure 3E: Number of gambling activities in past year, by household income



Base: Past year gamblers

Table 3.6 Participation in gambling activities within past year, by household income

All

Type and number of gambling activities participated in within past year	**Household income**										**Total**[a]
	Less than £5,200	£5,200, to £10,399	£10,400, to £15,599	£15,600, to £20,799	£20,800, to £25,999	£26,000, to £31,199	£31,200, to £36,399	£36,400, to £59,999	£60,000, to £99,999	£100,000 or more	
Type of gambling activity:	%	%	%	%	%	%	%	%	%	%	%
National Lottery Draw	58	61	64	67	70	69	73	67	62	66	65
Another lottery	10	10	9	9	8	9	8	6	4	11	8
Scratchcards	20	18	21	24	27	26	25	22	22	25	22
Football pools	6	10	10	10	9	10	8	8	5	8	9
Bingo	12	12	9	5	7	5	5	5	2	5	7
Fruit machines	8	10	13	16	16	20	15	17	19	15	14
Horse races	10	11	12	14	14	14	14	16	16	20	13
Dog races	3	3	3	5	4	5	5	6	3	5	4
Betting with a bookmaker (other than on horse or dog races)	2	4	4	2	3	3	4	4	2	4	3
Table games in a casino	1	2	2	2	3	4	4	3	7	7	3
Private bets (eg, with friends or colleagues)	6	8	8	13	11	15	15	17	13	20	11
Any gambling activity in past year	66	68	70	74	74	78	78	76	72	73	72
Number of gambling activities:											
None	34	32	30	26	24	22	22	24	28	27	28
One	29	30	29	29	30	30	32	30	28	27	30
Two	17	18	20	19	21	21	22	20	20	18	19
Three	13	10	10	15	10	11	10	13	16	11	11
Four	4	5	4	6	8	7	8	6	5	6	5
Five	2	2	3	2	4	5	4	3	1	7	3
Six or more	1	3	4	3	2	3	3	3	2	5	3
Mean number of gambling activities	1.4	1.5	1.6	1.7	1.7	1.8	1.8	1.7	1.6	1.9	1.6
Bases (weighted):	*641*	*1029*	*933*	*804*	*798*	*562*	*406*	*924*	*289*	*146*	*7700*
Bases (unweighted):	*609*	*1022*	*919*	*803*	*807*	*550*	*413*	*937*	*295*	*148*	*7680*

[a]The total column includes those for whom household income could not be determined.

3.1.6 Qualifications

Finally, looking at participation rates by qualification level shows that people with the highest (ie, degree) level of qualification were the least likely to gamble within the past year (67%) and participated in a lower than average number of activities (1.4).

Table 3.7 suggests that people with different levels of qualification also tend to participate in different types of gambling activity, although the pattern is not an easy one to summarise. What is evident is that certain forms of gambling are more likely to be played by people with lower levels of qualification (such as bingo and the football pools); also it appears that people with degree level qualifications were considerably less likely than average to participate in the National Lottery Draw, scratchcards, other lotteries, football pools and bingo.

Table 3.7 Participation in gambling activities within past year, by highest educational qualification

All

Type and number of gambling activities participated in within past year	Highest educational qualification						Total[a]
	Degree or higher	Professional below degree	A levels	GCSE/O levels	Other qualification	None	
	%	%	%	%	%	%	%
Type of gambling activity:							
National Lottery Draw	57	68	63	69	68	66	65
Another lottery	6	8	8	9	10	8	8
Scratchcards	17	21	29	29	19	18	22
Football pools	6	8	7	8	10	11	9
Bingo	3	5	6	8	7	11	7
Fruit machines	12	14	22	22	11	8	14
Horse races	14	13	18	14	13	11	13
Dog races	4	4	7	4	3	3	4
Betting with a bookmaker (other than on horse or dog races)	3	2	6	3	3	2	3
Table games in a casino	5	3	5	2	4	1	3
Private bets (eg, with friends or colleagues)	15	11	17	15	9	6	11
Any gambling activity in past year	67	73	72	76	74	71	72
Number of gambling activities:							
None	33	27	28	24	26	29	28
One	30	32	25	27	33	33	30
Two	18	20	17	21	20	19	19
Three	10	10	14	13	12	11	11
Four	5	7	7	7	4	4	5
Five	2	2	4	5	2	2	3
Six or more	2	3	6	3	3	2	3
Mean number of gambling activities	1.4	1.6	1.9	1.8	1.6	1.4	1.6
Bases (weighted):	*1224*	*870*	*703*	*1883*	*447*	*2200*	*7700*
Bases (unweighted):	*1212*	*882*	*683*	*1875*	*447*	*2207*	*7680*

[a]The total column includes those for whom highest qualification class could not be determined.

3.1.7 Age and sex profiles for the gambling interest groups

Table 3.8 shows how the four group classification based on gambling interest (defined in Section 2.1.6) varies by sex and age. It is clear that women are much more likely than men to be non-gamblers and minimal interest gamblers (32% and 36% respectively for women compared with 24% and 29% for men), and much less likely than men to be moderate or multiple interest gamblers (28% and 4% for women compared with 36% and 10% for men).

Interest in gambling also shows some decline with age (aside from the very youngest age category of 16-24 where there was a higher than average proportion of non-gamblers). For example, the likelihood of being a multiple interest gambler shows a consistent decline with age, from 12% for ages 16-34 to only 1% among people aged 65 and over. Moreover, a gradual shift is perceptible, from the relatively high proportions in the multiple/moderate interest groups for ages 16-24 and 25-34 giving way to increasing proportions in the moderate/minimal interest groups for ages 35-44, 45-54 and 55-64, and eventually culminating in the very high proportions in the minimal/no interest groups for the two oldest age categories of 65-74 and 75 and over.

Table 3.8 Gambling interest groups, by sex and by age

All

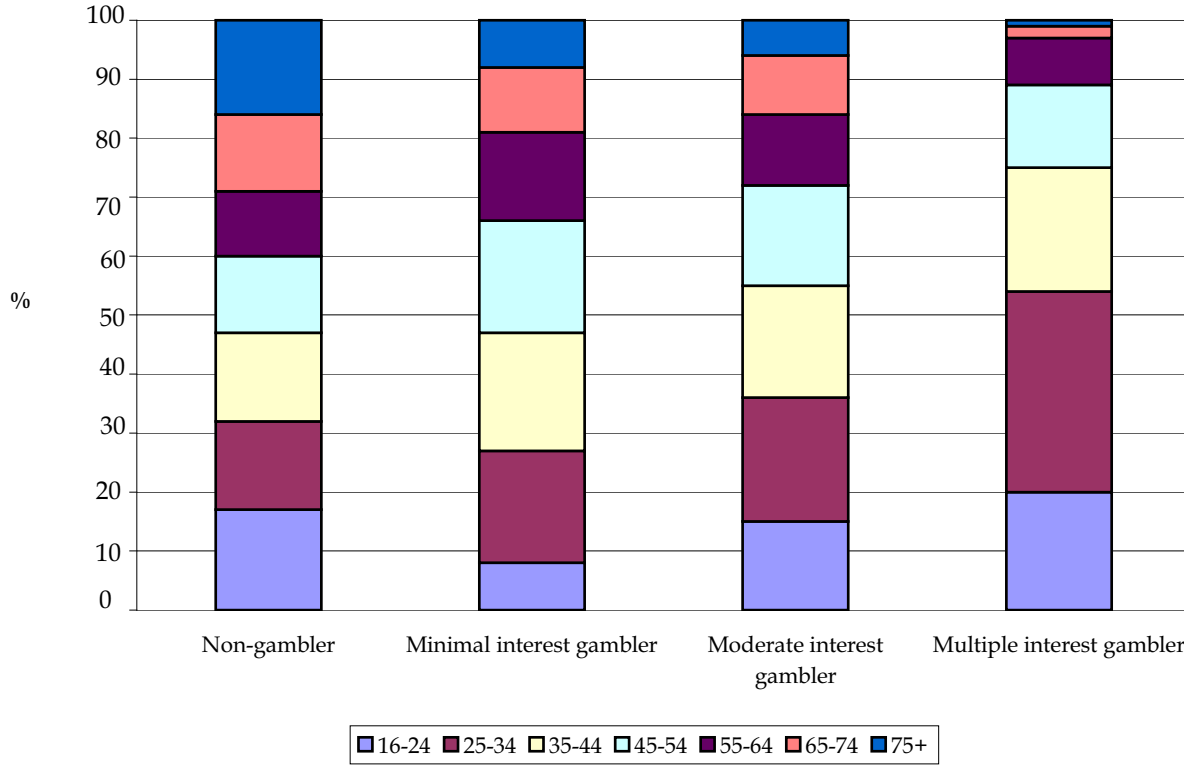
Gambling interest group	**Sex**		***Age***							**Total**[a]
	Men	Women	16-24	25-34	35-44	45-54	55-64	65-74	75+	
	%	%	%	%	%	%	%	%	%	%
Non-gamblers	24	32	34	22	23	22	26	34	48	28
Minimal interest gamblers	29	36	19	31	35	39	38	35	30	33
Moderate interest gamblers	36	28	36	35	34	33	32	30	21	32
Multiple interest gamblers	10	4	11	12	8	6	4	2	1	7
Bases (weighted):	*3745*	*3955*	*1045*	*1503*	*1386*	*1267*	*960*	*812*	*709*	*7700*
Bases (unweighted):	*3610*	*4070*	*931*	*1374*	*1494*	*1384*	*1030*	*848*	*601*	*7680*

[a]The total column includes those for whom age could not be determined.

Figure 3F confirms this picture by looking at the data from another angle, that of the age profile of these four gambling interest groups. The figure shows that non-gamblers have the oldest age profile, with 29% of this group aged 65 and over; the equivalent figures for the other groups were 20% for minimal interest, 16% for moderate interest and only 4% for multiple interest gamblers. By contrast, three in four (75%) of the multiple interest group is aged 16-44, compared with only 47% of non-gamblers falling in this age range.

As well as being young, the multiple interest group is also predominantly male: 72%, compared with 55% of moderate interest gamblers, 44% of minimal interest gamblers and 42% of non-gamblers.

Figure 3F: Age profile of gambling interest groups



3.2 COMPARISON OF PAST YEAR AND PAST WEEK GAMBLERS

Table 3.9 presents a comparison of the proportion of people who reported gambling in the past year with the proportion gambling in the past week for a number of socio-demographic variables. In general, the correspondence between these two groups is very close, although a few differences are apparent. While the sex profile was similar for these two groups, it appears that past week gamblers are slightly older than past year gamblers. Also, compared with past year gamblers, past week gamblers are slightly more likely to be from the manual social classes, to have no educational qualifications, and to be in the lower income groups, and they are less likely to be in full-time education.

Table 3.9 A comparison of past year and past week gamblers for a number of socio-demographic characteristics

All

Proportion within each category who gambled within the past year/past week	**Any gambling activity in past year**	**Any gambling activity in past week**
	%	%
General population	72	53
Sex		
Men	76	58
Women	68	48
Age		
16-24	66	42
25-34	78	52
35-44	77	57
45-54	78	59
55-64	74	61
65-74	66	53
75 and over	52	41
Social class of highest income householder		
I	66	41
II	71	48
IIINM	72	52
IIIM	75	61
IV	75	59
V	71	59
Economic activity		
Paid work	80	59
Unemployed	66	47
Long-term disability	70	55
Looking after family/home	64	43
Retired	62	50
Full-time education	52	26
Household income		
Less than £5,200	66	50
£5,200, to £10,399	68	54
£10,400, to £15,599	70	55
£15,600, to £20,799	74	53
£20,800, to £25,999	74	57
£26,000, to £31,199	78	58
£31,200, to £36,399	78	56
£36,400, to £59,999	76	50
£60,000, to £99,999	72	41
£100,000 or more	73	45
Highest educational qualification		
Degree or higher	67	38
Professional below degree	73	53
A levels	72	50
GCSE/O levels	76	56
Other qualification	74	58
No qualification	71	60

The weighted and unweighted bases are as in Tables 3.1, 3.2, 3.4, 3.5, 3.6 and 3.7.

3.3 ATTITUDES TOWARDS GAMBLING

All respondents who reported participation in at least one gambling activity in the past year were asked to answer eight questions exploring their attitudes to gambling. Respondents were shown eight statements and asked to tick one of six categories in order to summarise how the statement applied to them in relation to all forms of gambling they had done in the last 12 months. The categories were: always, often, sometimes, rarely, never, or not applicable. The eight statements were: [1]

In the last 12 months…
Winning at gambling has helped me financially.
Gambling has given me pleasure and fun.
After losing at gambling I have felt extremely depressed.
I think gambling involves skill.
I have lost more than I have won at gambling.
When I gambled I felt excited.
Gambling has helped me to relax.
I have made good friends through gambling.

The highest level of 'agreement' was expressed for the statement 'lost more than won', with half of respondents saying this happened always (24%) or sometimes (26%). The statement with the next highest level of agreement was 'given fun and pleasure', with 6% saying always and 11% sometimes. The highest levels of 'disagreement' had to do with four statements, one of which was negative: 'felt extremely depressed after losing', with 62% saying never and 12% rarely. The other three were positive: 'made good friends' (63% never and 5% rarely), 'helped relax' (55% never and 12% rarely), and 'winning has helped financially' (51% never and 21% rarely). (Table 3.10)

Table 3.10 Attitudes to gambling in past year, by sex

Past year gamblers

Attitude statements		Always	Often	Sometimes	Rarely	Never	Not applicable
Men							
Winning at gambling has helped financially	%	*	1	13	23	50	13
Gambling has given fun and pleasure	%	7	14	40	18	13	9
Felt extremely depressed after losing at gambling	%	1	2	7	14	62	15
Gambling involves skill	%	3	8	34	14	29	12
Lost more than won at gambling	%	23	29	21	8	8	10
Felt excited when gambled	%	5	10	31	19	25	10
Gambling has helped to relax	%	2	4	15	14	52	13
Made good friends through gambling	%	1	2	6	8	64	20
Women							
Winning at gambling has helped financially	%	*	*	8	20	53	19
Gambling has given fun and pleasure	%	5	8	38	18	17	15
Felt extremely depressed after losing at gambling	%	1	2	4	9	62	23
Gambling involves skill	%	1	3	25	13	37	21
Lost more than won at gambling	%	24	23	17	7	11	18
Felt excited when gambled	%	3	7	25	17	30	18
Gambling has helped to relax	%	1	3	8	10	57	21
Made good friends through gambling	%	2	2	3	3	61	29
All							
Winning at gambling has helped financially	%	*	1	10	21	51	16
Gambling has given fun and pleasure	%	6	11	39	18	15	12
Felt extremely depressed after losing at gambling	%	1	2	5	12	62	19
Gambling involves skill	%	2	6	30	14	33	16
Lost more than won at gambling	%	24	26	19	8	10	14
Felt excited when gambled	%	4	9	28	18	28	14
Gambling has helped to relax	%	2	4	11	12	55	17
Made good friends through gambling	%	1	2	5	5	63	24

Note that, for this table, the rows add to 100% horizontally.
The bases vary slightly for each statement because of the exclusion of missing cases. For the first statement, the weighted bases are: 2738 for men, 2561 for women, and 5299 for all; the unweighted bases are: 2631 for men, 2670 for women, and 5301for all.

A Cronbach's alpha statistic[2] showed a high level of internal consistency (.8155) between the eight attitude statements and therefore an additional summary score was calculated. The summary score adds together responses for each of the individual questions, and has a maximum 'score' of 40. (The scoring method is described in Appendix 2.) The computed scale indicates 'overall (positive) attitude towards gambling', with a high score reflecting a positive attitude.

The mean summary score of 'overall (positive) attitude towards gambling' was 15.5 (with a standard deviation of 7.1) out of a total possible score of 40. Men were slightly more positive about gambling than women (16.7 compared with 14.2) and 'positivity' decreased with age from 17.5 in the youngest, to 14.4 in the oldest, age group. (Table 3.11). This is in line with the finding that men and younger people were more likely to participate in gambling activities (Section 3.1.1).

Table 3.11 Mean overall score on (positive) attitude to gambling, by sex and age

Past year gamblers

Age	Men		Women		Total	
	Mean	SD	Mean	SD	Mean	SD
16-24	18.9	5.85	15.8	6.85	17.5	6.5
25-34	17.5	6.6	15.0	6.4	16.3	6.6
35-44	16.7	6.5	14.1	6.8	15.4	6.7
45-54	16.5	6.7	13.4	7.1	15.0	7.1
55-64	15.5	7.3	13.2	7.6	14.4	7.5
65+	14.9	7.6	14.0	8.0	14.4	7.8
All	16.7	6.9	14.2	7.1	15.5	7.1
Bases (weighted):						
16-24	*367*		*313*		*679*	
25-34	*609*		*542*		*1150*	
35-44	*537*		*501*		*1038*	
45-54	*490*		*463*		*953*	
55-64	*354*		*325*		*678*	
65+	*406*		*449*		*856*	
All	*2766*		*2597*		*5364*	
Bases (unweighted):						
16-24	*302*		*297*		*599*	
25-34	*504*		*539*		*1043*	
35-44	*541*		*577*		*1118*	
45-54	*517*		*524*		*1041*	
55-64	*366*		*360*		*726*	
65+	*426*		*407*		*833*	
	2660		*2709*		*5369*	

SD = Standard Deviation

Endnotes

1 The attitude questions were taken from a 47-item questionnaire used in an Australian survey: Dickerson M, Hbaron E, Hong S & Cottrell D. Estimating the extent and degree of gambling related problems in the Australian populations: a national survey. *Journal of Gambling Studies.* 1996. **12** (2).

2 Reliability analysis studies the properties of measurement scales and the items that make them up. A Cronbach's Alpha is a model of internal consistency, based on the average inter-item correlation.

4 EXPENDITURE ON GAMBLING ACTIVITIES

4.1 INTRODUCTION

This chapter presents the results on expenditure for each gambling activity. It should be noted from the outset that collecting information on gambling expenditure is not straightforward. Previous studies have tended simply to ask the question 'how much do you spend gambling', presuming this to be an unambiguous concept, that will be interpreted consistently by respondents. During pre-testing of the questionnaire for the British Gambling Prevalence Survey,[1] it emerged that at least four different interpretations of 'spend' were being employed by respondents:

- Amount 'staked', that is, the amount bet on an *individual event* (eg a horse race, a lottery ticket).
- 'Outlay', that is, the *sum* of multiple bets risked during a gambling session/episode.
- 'Turnover', that is, the total amount gambled, *including* any re-invested winnings.
- 'Net expenditure', that is, the amount gambled *minus* any winnings.

Moreover, the interpretation varied for different gambling activities, even by the same respondent. For further discussion of the problems around interpreting 'spend' in gambling terms, see Haig (1985)[2] and Blaszczynski (1997).[3]

To minimise ambiguity in the questionnaire for the current survey, the gambling activities were separated into two groups, with explicit instructions on how calculations should be made. The two groups were based on the results of the questionnaire pre-testing; namely that, for the majority of people, some activities were naturally calculated in terms of 'stake' (for example, lottery tickets, football pools, and bingo tickets); while others tended to be thought of more in terms of 'net expenditure' (for example, fruit machines, betting on horse races and table games). (See Appendix 3 Section B of the questionnaire). In order to keep the questionnaire as simple as possible, no information was collected on the *amount won*. Therefore, while it is possible to calculate average *stake*, it is not possible to calculate average net expenditure. Consequently, for the majority of activities, it is only possible to show the distribution of losses for people who had gambled in the past week.

The questions specified that respondents should only count 'your own money' as the stake or net expenditure. The time period in question for the expenditure questions was restricted to the 7 days preceding the survey. This is because any period longer than 7 days, for such detailed information, is likely to be significantly affected by recall error.[4] In order to obtain a broad assessment of whether or not the data collected were normative, respondents were asked whether the previous 7 days had represented a 'typical week' in terms of the amount of money they had spent on gambling. The majority of respondents (71%) said that the 7 days in question *did* represent a 'typical week', 9% said that they usually spend *more* and 11% that they usually spend *less* in a 'typical week'.

4.2 STAKE ON GAMBLING ACTIVITIES

The four activities in which 'stake' was collected were: the National Lottery Draw, lotteries other than the National Lottery, the football pools and bingo tickets. The questionnaire provided pre-coded response bands, and respondents were asked to indicate their 'stake' in the last 7 days by ticking the appropriate box (see Appendix 3, Section B of the questionnaire). Using the mid-point of each band, a mean was calculated for each activity. It is important to note that, since these means are calculated from banded, rather than numeric data, they should not be viewed as '*exact'* figures; rather, they provide an indication of differences in expenditure between different activities, and between different population sub-groups. (See Appendix 2 'Methodology' for more details on how these means were calculated). Means were calculated **only** for those who had participated in each activity in the 7 days before the survey, and so represent mean expenditure for 'past week gamblers' rather than for the population. The means are shown in bold in Table 4.1 for each of the four activities, and in Figure 4A.

Mean stake for bingo in the past week (£7.20), was over twice as high as the average stake for the other three activities. Also, the percentage of people who spent at least £10, in the past week, on bingo tickets (21%) was considerably higher than the equivalent for the other activities (eg 4% on the football pools). In fact, one in four women who had played bingo in the last 7 days had spent at least £10 on tickets.

The mean 'past week' stake for the other activities was: £2.80 for the National Lottery Draw and £3.00 for both lotteries other than the National Lottery Draw, and football pools. The mean 'past week' stake among men was higher than that for women in all activities, except for bingo, where the average stake by women was £7.90 compared with £5.10 among men.

Figure 4A: Mean stake in the last 7 days on gambling activities, by sex

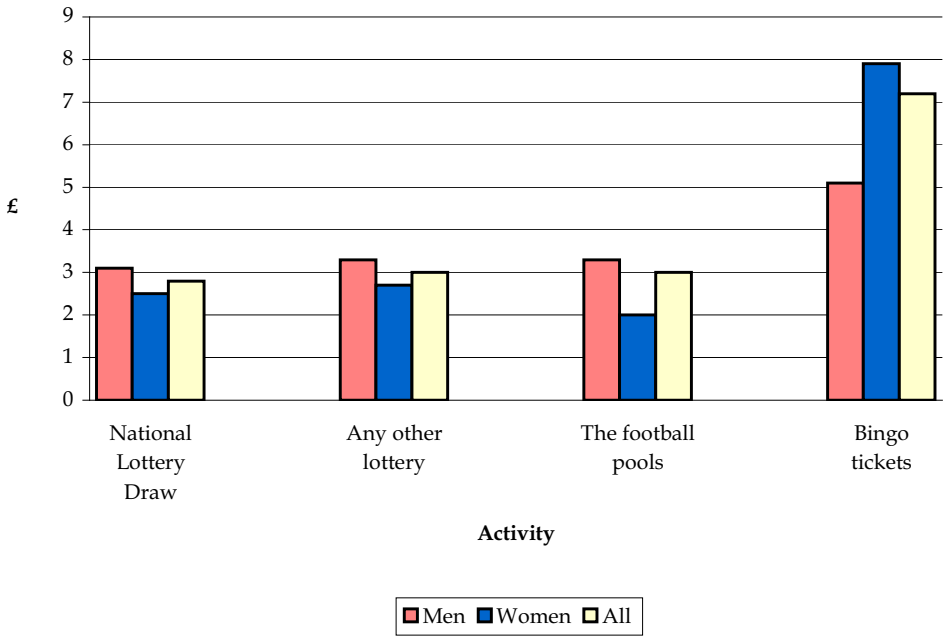


Table 4.1 'Stake' on gambling activities in the last 7 days, by type of activity and sex

Past week gamblers

Amount staked	Sex		Total
	Men	Women	
	%	%	%
National Lottery Draw			
Less than £1	4	5	5
£1	24	33	28
£1.01-£5	58	54	56
£5.01-£10	11	7	9
£10.01-£20	2	1	2
£20.01-£50	1	*	*
More than £50	*	-	*
Mean stake per player	**£3.10**	**£2.50**	**£2.80**
Any other lottery			
Less than £1	13	19	16
£1-£5	77	70	73
£5.01-£10	7	11	9
£10.01-£20	2	-	1
£20.01-£50	1	-	1
More than £50	-	-	-
Mean stake per player	**£3.30**	**£2.70**	**£3.00**
The football pools/fixed odds coupons			
Less than £1	19	35	23
£1-£5	70	62	68
£5.01-£10	7	2	5
£10.01-£20	4	1	3
£20.01-£50	*	-	*
More than £50	1	-	*
Mean stake per player	**£3.30**	**£2.00**	**£3.00**
Bingo tickets			
Less than £1	6	12	11
£1-£5	58	36	42
£5.01-£10	26	27	27
£10.01-£20	7	20	16
£20.01-£50	2	5	4
More than £50	-	1	*
Mean stake per player	**£5.10**	**£7.90**	**£7.20**
Bases (weighted):			
National Lottery Draw	*1876*	*1729*	*3605*
Other lottery	*145*	*128*	*273*
Football pools	*330*	*119*	*449*
Bingo	*72*	*200*	*272*
Bases (unweighted):			
National Lottery Draw	*1832*	*1817*	*3649*
Other lottery	*138*	*133*	*271*
Football pools	*321*	*128*	*449*
Bingo	*72*	*201*	*273*

4.3 'NET EXPENDITURE' ON GAMBLING ACTIVITIES

Blaszcynski[3] suggests that 'the most relevant estimate of gambling expenditure is net expenditure. This reflects the actual amount of money the gambler had gambled and represents the true cost of gambling to the individual.' Net expenditure was collected for the following activities: scratchcards, fruit machines, private betting, betting on horse races, betting on dog races, betting on other events with a bookmaker, table games in a casino and spread-betting. The questions asked respondents to 'indicate the amount you lost…that is, the amount you started with less the amount you finished with' and provided an example calculation.

Again the response codes presented *bands* of expenditure, and respondents were asked to tick the box to indicate their own expenditure in the 7 days preceding the survey. Unlike the 'stake' question, the net expenditure response codes allowed an option for 'broke even or won'. In order to simplify the questionnaire as much as possible, the actual amount of winnings was not collected and so mean net expenditure cannot be calculated.

Table 4.2 shows net past week expenditure separately for men and women. Figures are shown just for those who had participated in each activity in the past week. It should be noted that the base of respondents who had participated in a number of the activities in the previous 7 days was too small for reliable estimates. As always, these estimates are shown in square brackets.

Interestingly, a large proportion of past week gamblers in each activity claimed to have won or broke even in the previous 7 days. This percentage ranged from 23% of those betting with a bookmaker on events (excluding horse or dog races) through to 49% of spread-bettors. On the whole, men were more likely than women to report having won or broke even.

The percentage of people who lost £5.00 or more in the past week ranged from 6% of scratchcard buyers, 23% of fruit machine players and horse race bettors, through to 42% of people betting on dog races. The percentage of people who lost £20 or more in the past week was: less than 1% buying scratchcards, 3% on fruit machines, 4% on horse races, 6% on dog races, 4% on bets with a bookmaker (excluding horse or dog races) and 37% of those playing table games in a casino (but the latter figure should be treated with caution due to the small base).

Table 4.2 'Net expenditure' on gambling activities in the last 7 days, by type of activity and sex

Past week gamblers

Net expenditure	Men	Women	**Total**
	%	%	%
Scratchcards			
Broke even or won	27	29	28
Lost less than £1	12	16	14
£1-£5	54	50	52
£5.01-£10	5	5	5
£10.01-£20	2	-	1
£20.01-£50	-	-	-
More than £50	*	-	*
Fruit machines			
Broke even or won	28	24	27
Lost less than £1	8	16	10
£1-£5	42	36	41
£5.01-£10	12	15	12
£10.01-£20	8	5	7
£20.01-£50	1	4	2
More than £50	1	1	1
Betting on horse races			
Broke even or won	32	[24]	31
Lost less than £1	5	[10]	6
£1-£5	40	[41]	40
£5.01-£10	12	[17]	13
£10.01-£20	6	[7]	6
£20.01-£50	4	[-]	4
More than £50	-	[-]	-
Betting on dog races			
Broke even or won	24	a)	25
Lost less than £1	7	a)	6
£1-£5	27	a)	27
£5.01-£10	24	a)	25
£10.01-£20	11	a)	11
£20.01-£50	7	a)	6
More than £50	-	a)	-
Betting with a bookmaker on other events			
Broke even or won	26	a)	23
Lost less than £1	13	a)	17
£1-£5	55	a)	52
£5.01-£10	4	a)	4
£10.01-£20	2	a)	3
£20.01-£50	2	a)	1
More than £50	-	a)	-
Table games in a casino			
Broke even or won	[35]	a)	[35]
Lost less than £10	[17]	a)	[21]
£10.01-£20	[9]	a)	[7]
£20.01-£50	[13]	a)	[17]
£50.01-£100	[4]	a)	[3]
£100.01-£200	[9]	a)	[7]
More than £200	[13]	a)	[10]

(continued overleaf)

Table 4.2 (continued)

Past week gamblers	Men	Women	**Total**
Private bets (eg with friends or colleagues)			
Broke even or won	47	28	43
Lost less than £1	14	27	16
£1-£5	23	37	26
£5.01-£10	5	5	5
£10.01-£20	3	-	3
£20.01-£50	1	-	1
More than £50	1	-	1
Still awaiting result	5	3	4
Spread-betting			
Broke even or won	[46]	[54]	49
Lost less than £10	[37]	[37]	37
£10.01-£20	[5]	[9]	6
£20.01-£50	[2]	[-]	2
£50.01-£100	[-]	[-]	-
£100.01-£200	[3]	[-]	2
More than £200	[7]	[-]	5
Bases (weighted):			
Scratchcards	*317*	*333*	*648*
Fruit machines	*337*	*90*	*427*
Horse races	*190*	*29*	*219*
Dog races	*56*	*a)*	*64*
Betting with a bookmaker (other than on horse or dog races)	*57*	*a)*	*71*
Table games in a casino	*24*	*a)*	*29*
Private bets (eg with friends or colleagues)	*237*	*63*	*300*
Spread-betting	44	20	63
Bases (unweighted):			
Scratchcards	*300*	*342*	*642*
Fruit machines	*296*	*91*	*387*
Horse races	*182*	*31*	*213*
Dog races	*51*	*a)*	*60*
Betting with a bookmaker (other than on horse or dog races)	*53*	*a)*	*69*
Table games in a casino	*22*	*a)*	*28*
Private bets (eg with friends or colleagues)	*221*	*65*	*286*
Spread-betting	*42*	*21*	*63*

a) Figures are not shown where the unweighted base is less than 20.
Square brackets indicate that the unweighted base is less than 50.

4.4 FACTORS ASSOCIATED WITH STAKE ON GAMBLING ACTIVITIES

Table 4.3 shows the mean stake in the past week on each of the four activities, by economic activity status, the social class of the highest income householder and household income. In order to allow such separate sub-group analysis, the independent (socio-demographic) variables have been collapsed in terms of their number of categories. So, for example, the six social class groups become simply 'manual' versus 'non-manual'.

Retired people tended to stake less on these gambling activities than those in the other two groups. People in paid work who bought National Lottery and other lottery tickets tended to spend more on them than those in the other groups.

Expenditure for the National Lottery Draw and the football pools increased with household income (from £2.60 to £3.00, and £2.60 to £3.40 respectively). With bingo, mean expenditure was highest in the middle income group (£9.70).

Since it was not possible to calculate means for 'net expenditure', no analysis was carried out for these activities.

Table 4.3 Mean 'stake' in the last 7 days, by type of gambling activity, economic activity, social class of highest income householder, and household income

Past week gamblers

Gambling activity		Economic activity			Social class of HIH		Household income		
	All	In paid work	Retired	Other	Non-manual	Manual	<£15,600	£15,600-£31,200	£31,200 and over
National Lottery Draw	£2.80	£3.10	£2.40	£2.50	£2.90	£2.80	£2.60	£3.00	£3.00
Another lottery	£3.00	£3.40	£2.70	£2.60	£3.00	£3.00	£2.70	£3.70	[£2.90]
The football pools	£3.00	£3.20	£2.40	£3.10	£2.80	£3.10	£2.60	£3.10	£3.40
Bingo tickets	£7.20	£8.60	£4.60	£9.00	£7.20	£6.90	£5.60	£9.70	[£7.90]
Bases (weighted):									
National Lottery Draw	*3605*	*2234*	*744*	*571*	*1711*	*1811*	*1231*	*1076*	*750*
Another lottery	*273*	*146*	*55*	*61*	*100*	*170*	*117*	*81*	*36*
The Football Pools	*449*	*278*	*114*	*53*	*201*	*238*	*171*	*130*	*75*
Bingo tickets	*272*	*117*	*100*	*52*	*83*	*180*	*149*	*63*	*18*
Bases (unweighted):									
National Lottery Draw	*3649*	*2264*	*748*	*579*	*1736*	*1833*	*1236*	*1090*	*767*
Another lottery	*271*	*140*	*55*	*64*	*100*	*168*	*120*	*80*	*31*
The Football Pools	*449*	*276*	*118*	*51*	*200*	*240*	*168*	*133*	*78*
Bingo tickets	*273*	*121*	*95*	*54*	*83*	*181*	*148*	*67*	*18*

4.5 LARGEST AMOUNT OF MONEY EVER LOST GAMBLING

A question was included in the survey which asked respondents to indicate their biggest ever financial loss, in a single day, on gambling (see Question D3 of the questionnaire – Appendix 3). Clearly, the results should be interpreted with caution since they are subject to recall error and also since there is no indication of *when* this loss occurred.

For the vast majority of the population (84%), the largest amount of money 'ever' lost, *in a single day,* through gambling was less than £10. Just over one in ten people (12%) reported having lost between £10 and £49, while a small percentage (4%) had lost £50 or more. The distribution of answers was skewed towards the higher categories for men compared with women (only 1% of women reported having lost £50 or more). (Table 4.4)

Table 4.4 Largest amount of money ever lost in one day, by sex

All

	Sex		
Amount lost	**Men**	**Women**	**Total**
	%	%	%
Never lost money	17	26	22
Lost less than £10	58	65	62
£10-£49	17	7	12
£50-£99	4	1	2
£100-£499	3	-	1
£500 or more	1	-	1
Bases (weighted):	3522	3655	7257
Bases (unweighted):	*3390*	*3750*	*7140*

Endnotes

1 See Appendix 2 'Methodology' for a detailed description of the methods used to pre-test the questionnaire.

2 Haig, B. Expenditure on legal gambling. In G, Caldwell & B Haig eds. *Gambling in Australia.* 1985. Sydney: Southwood Press.

3 Blaszcynski, A & Lange, M. 'How much do you spend gambling?' Ambiguities in Survey Questionnaire Items. *Journal of Gambling Studies,* **13(3),** Fall 1997.

4 Please note that the questionnaire did not take into account the length of time spent on the gambling activity.

5 PREVALENCE OF PROBLEM GAMBLING

5.1 INTRODUCTION

'Problem gambling' is gambling to a degree that compromises, disrupts or damages family, personal or recreational pursuits.[1] One of the main aims of the survey was to provide an estimate of the current prevalence of problem gambling in Britain. This chapter presents the survey findings in the context of existing research in this field.

Since this is the first survey of its kind in Britain, and in order to enable comparisons with problem gambling prevalence in other countries, the research team on the British Gambling Prevalence Survey reviewed the international literature on gambling research. Two main screening instruments emerged, which attempt to assess whether an individual might be a problem gambler: the South Oaks Gambling Screen (SOGS)[2] and the DSM-IV.[3] Both screens, designed for use in the general population, are based on instruments used for diagnostic purposes in clinical settings. Each screen can be used to measure both *lifetime* and *current* problem gambling behaviour.

It is widely acknowledged that both of these instruments are imperfect, for reasons outlined below, and that a new, validated tool for measuring problem gambling in the general population is required.[4] However, it was beyond the remit of this research to develop and validate a new screening instrument. Therefore, in order to maximise the potential of obtaining the best estimate of problem gambling prevalence in Britain, and to allow the widest possible international comparisons, it was decided to include *both* screens in the survey. This also allows the results of the two measures to be compared. The questionnaire, as advocated by Shaffer et al,[5] included the screens for *current* (rather than lifetime) problem gambling, as this was considered to be of most interest for this first British prevalence survey.

5.1.1 The South Oaks Gambling Screen (SOGS)

The SOGS, the most widely used internationally, was designed by Lesieur and Blume in 1987.[2] The SOGS is based on DSM-III criteria for 'pathological gambling'. It was developed using 1616 subjects: 867 patients with diagnoses of substance abuse and pathological gambling, 213 members of Gamblers Anonymous, 384 university students and 152 hospital employees. Independent validation was achieved from family members and counsellors, and internal consistency and test-retest reliability were established.

The SOGS consists of 20 questions on gambling behaviour, such as 'chasing losses', lying to family or friends about the extent of gambling, and feeling guilty about gambling. The SOGS is comprised of questions C9 to C28 of the individual self-completion questionnaire – Appendix 3. Most of the items require a 'yes'/'no' answer; all items are reduced to dichotomies from which a total score (ranging from 0 to 20) of positive responses is calculated. The original thresholds for classification on the SOGS are 3 to 4 to indicate a 'problem gambler' and 5 or more to indicate a 'probable pathological gambler'.

The SOGS has been criticised on two counts: firstly, that it is based on DSM III criteria, rather than the more recent DSM-IV[6 7] and secondly that it over-estimates problem gambling in general population surveys[8 9]. These criticisms of the SOGS encouraged the inclusion of both screens in the prevalence survey, and were an important point for consideration when establishing the SOGS threshold for problem gambling (see Section 5.3).

5.1.2 The DSM-IV

The DSM-IV screening instrument is taken from the fourth edition of the manual used by the American Psychiatric Association.[10] It has been used much less commonly than the SOGS and, unlike the SOGS, does not exist in a validated questionnaire format. The DSM-IV consists of 10 diagnostic criteria, and a person who answers 'yes' to 3 or more criteria is classified as a 'problem gambler', with a score of 5 or more indicating a 'probable pathological gambler'.[3]

Fisher[11] developed a screening version of the DSM criteria using four response options for each item. The DSM criteria have also formed the basis for instruments such as the National Opinion Research Centre (NORC) DSM Screen for Gambling Problems (NODS), used in a recent national American study,[6] and the Massachusetts Gambling Screen (MAGS).[12]

Since there is no single validated *questionnaire version* of the DSM criteria, the research team developed and pre-tested a DSM-IV based screen, which comprises questions C9 and C29 to C37 of the self-completion questionnaire – Appendix 3.

5.2 A NOTE ON TERMINOLOGY

There is no agreement in the literature as to how problem gambling is defined, or even what term should be used. A number of different terms have been used to classify people who score above the threshold on the screens. The DSM term 'pathological gambler' has been incorporated in a number of studies, as well as a variety of other terms, including Level 1, Level 2, Level 3 and Level 4 gambler,[13] 'severe problem gambler' [11] and 'at risk problem gambler'.[5] Recently there seems to have been a preference in the literature for the term 'problem gambling'[14 15] and in the current report this term is used in an *inclusive* sense to refer to anyone scoring above the designated thresholds on the screening instruments.

5.3 ESTABLISHING A THRESHOLD FOR PROBLEM GAMBLING

The classification of people into 'problem' and 'non-problem' gambling categories is based on the implicit assumption that problem gambling exists as a phenomenon in the population and can be measured. In the same way that different studies have used different terms for problem gambling, they have also used different thresholds for identifying this sub-group. This situation has been described by Shaffer et al as 'conceptual and methodological chaos'.[13] Moreover, the distribution of scores on gambling screens suggests that problem gambling is a continuous rather than dichotomous variable, and, therefore, that the ascription of a 'problem gambling threshold' is an arbitrary distinction. Nevertheless, the distinction is a useful and necessary one which relies on a *best estimate* of where this threshold lies.

A best estimate of any population sub-group endeavours to minimise both 'false positives' and 'false negatives'. In the case of problem gambling a false positive is where a person without a gambling problem is classified as a problem gambler, while a false negative is where a person with a gambling problem is classified as someone without a problem. Clearly, the number of false positives and false negatives is directly related to the position of the threshold level used to classify a problem gambler.

It was important, in the British Gambling Prevalence Survey, to establish the thresholds to be used *before* the data were analysed, to preclude any criticism of data manipulation. The research team reviewed the existing literature in order to ascertain the most suitable threshold levels for the two screens.

5.3.1 SOGS threshold

While the original thresholds for classification on the SOGS are 3 to 4 to indicate a 'problem gambler' and 5 or more to indicate a 'probable pathological gambler', there has been recent consensus that these cut-offs are too low (see the Australian Productivity Commission (APC) report for a useful discussion of this issue).[16] These arguments have fuelled criticism that the SOGS overestimates the prevalence of problem gambling by including too many false positives in its classification.[17] Nevertheless, some studies continue to use a threshold of 3 or more to identify 'problem gamblers'. [18]

In contrast, a number of Australian studies (eg Dickerson et al 1996)[19] use 10 or more as the threshold for SOGS. This had its genesis in the first major Australian survey, which raised the SOGS threshold to 10 or more, after data analysis, apparently because the estimate of problem gambling prevalence according to the threshold of 5 or more was considered too high. The recent APC report[16] questions this rationale and concludes that 5 or more is the most appropriate cut-off. Moreover, the manipulation of the threshold level after the data have been analysed is methodologically questionable.

The threshold used for the SOGS in the British Gambling Prevalence Survey follows that advocated by the APC report, with those who scored 5 or more being classified as 'problem gamblers'. This also has the advantage of allowing direct international comparisons, since it is the most commonly used cut-off in existing studies.

5.3.2 DSM-IV Threshold

The threshold for problem gambling as measured by the DSM-IV has been much less contentious. The cut-off used for the DSM-IV screen in the current survey is the same as that advocated by the American Psychiatric Association[10] and Lesieur and Rosenthal:[3] that is 3 or more represents a 'problem gambler'. However, the classification used here does not incorporate the additional threshold of 5 or more, used in some surveys to identify 'probable pathological gamblers'[3 20] or 'severe problem gamblers'.[11] This decision was made for the sake of clarity and simplicity, and because the additional distinction was not seen as necessary for the purposes of this study. Furthermore, as Allcock (1994)[21] states, the term 'problem gambler' avoids many of the negative judgements and conceptual issues associated with the notion of pathological gambling.

5.4 CAVEATS

As the above discussion highlights, there are a number of caveats which should be borne in mind when interpreting the results of this, or any, gambling prevalence survey:

- The most widely used problem gambling screening instruments are not perfect. Criticisms of the SOGS, for example, suggest that it *over-estimates* the prevalence of problem gambling; while the DSM-IV screen has not been validated in terms of its prevalence estimates in the general population.
- A survey of people living in private households, by definition, excludes a number of sub-groups of the population, such as homeless people, those living in institutions, and prisoners. There is some evidence that such sub-groups are likely to include a disproportionate number of problem gamblers.[22 23] Moreover, it could be argued that frequent gamblers are less likely to be at home and available for interview than other sub-groups of the population, and are therefore less likely to be included in a survey. Such sampling and response biases suggest that a general population survey is likely to *underestimate* the prevalence of problem gambling.[15 16]
- People may be motivated to give 'socially acceptable', albeit dishonest, answers to a questionnaire and therefore underestimate the extent of their gambling behaviour.
- Finally, a survey estimate is subject to sampling error, and should therefore be considered with reference to confidence intervals (which are presented in this chapter along with the prevalence results).

The survey methodology attempted to overcome these potential criticisms (see Appendix 2) in a number of ways, for example by using a self-completion questionnaire to encourage honest reporting[24], by maximising response rates in order to minimise response bias, and by establishing, *a priori*, carefully considered problem gambling thresholds (based on previous research). In short, it should be noted that the survey findings presented here represent a '*best estimate'* of problem gambling prevalence in Britain.

The remainder of this chapter presents the problem gambling prevalence results, separately according to the SOGS and the DSM-IV. Results from each screening instrument are analysed by sex and age and a comparison between the prevalence estimates obtained from the two screening scores is reported. Next, comparisons are made with results from problem gambling prevalence studies in other countries. Finally, results are presented on whether respondents perceived themselves, or their parents, to have ever had a gambling problem.

5.5 PROBLEM GAMBLING PREVALENCE

As well as determining the problem gambling thresholds to be used, another issue which needs to be considered is the base upon which the prevalence estimate for problem gambling should be made. There are a number of methods of calculating the prevalence rate of problem gambling (see also the APC report[16] for a discussion of this issue):

- Among the population.
- Among those who have gambled in the last 12 months ('past year gamblers').
- By each type of gambling activity.

This chapter presents prevalence rates among the population, and among past year gamblers. Problem gambling by type of gambling activity is discussed in Chapter 6.

As described in Chapter 2, the majority (72%) of the sample had spent their own money on a gambling activity in the last 12 months. Only these people were asked to complete the SOGS and DSM-IV screening questions (since the questions would clearly be irrelevant to people who had not gambled at all in the last year).[25]

5.5.1 Problem gambling prevalence according to the SOGS

Table 5.1 presents the range of scores on the SOGS, from 0 through to a maximum of 20, separately for men and women. The table shows responses for the entire population (with those respondents who were not asked the SOGS questions included with a score of zero).

The majority of people (90.6%) scored zero on the SOGS. Just under one in ten people (8.6%) scored positively on the SOGS, but below the established problem gambling threshold of 5 or more.

Table 5.1 SOGS scores, by sex

All

SOGS score	Sex		Total
	Men	Women	
	%	%	%
0	86.8	94.1	90.6
1	7.8	4.0	5.8
2	2.2	0.8	1.5
3	1.3	0.4	0.9
4	0.6	0.2	0.4
5	0.3	0.1	0.2
6	0.3	*	0.2
7	0.2	*	0.1
8	0.3	*	0.2
9	*	0.1	0.1
10	*	*	*
11	-	-	-
12	*	*	*
13	-	*	*
14	*	-	*
15	-	-	-
16	-	-	-
17	-	*	*
18	-	*	*
19	-	-	-
20	-	-	-
Bases (weighted):	3595	3793	7388
Bases (unweighted):	3464	3902	7366

Table 5.2 and Figure 5A show the SOGS prevalence of problem gambling in Britain, analysed by sex and age. Overall, 0.8% of the population were classified as problem gamblers, 1.3% of men and 0.5% of women. This estimate translates into a figure of about 370,000[26] people in the general population. Calculating the 95% confidence interval around this estimate reveals that the true value lies somewhere between 0.6% and 1% (that is between 275,000 and 460,000).

The prevalence of problem gambling overall decreased with age, from 1.7% among people aged between 16 and 24, down to 0.1% among the oldest age group. The prevalence was highest among men and women aged between 16 and 24 (2.3% and 1.1% respectively).

Table 5.2 SOGS problem gambling prevalence among the population, by sex and age

All

Age	Sex		Total
	Men	Women	
	%	%	%
16-24	2.3	1.1	1.7
25-34	2.1	0.4	1.2
35-44	1.2	0.5	0.8
45-54	1.1	0.4	0.7
55-64	0.4	0.6	0.5
65+	0.3	-	0.1
TOTAL	1.3	0.5	0.8
Bases (weighted):			
16-24	*519*	*496*	*1015*
25-34	*739*	*710*	*1449*
35-44	*675*	*665*	*1340*
45-54	*601*	*598*	*1199*
55-64	*453*	*459*	*912*
65+	*601*	*857*	*1458*
All	*3589*	*3783*	*7372*
Bases (unweighted):			
16-24	*437*	*468*	*905*
25-34	*614*	*710*	*1324*
35-44	*681*	*763*	*1444*
45-54	*631*	*681*	*1312*
55-64	*469*	*509*	*978*
65+	*626*	*761*	*1387*
All	*3458*	*3892*	*7350*

Figure 5A: SOGS problem gambling prevalence, by sex and age (all)

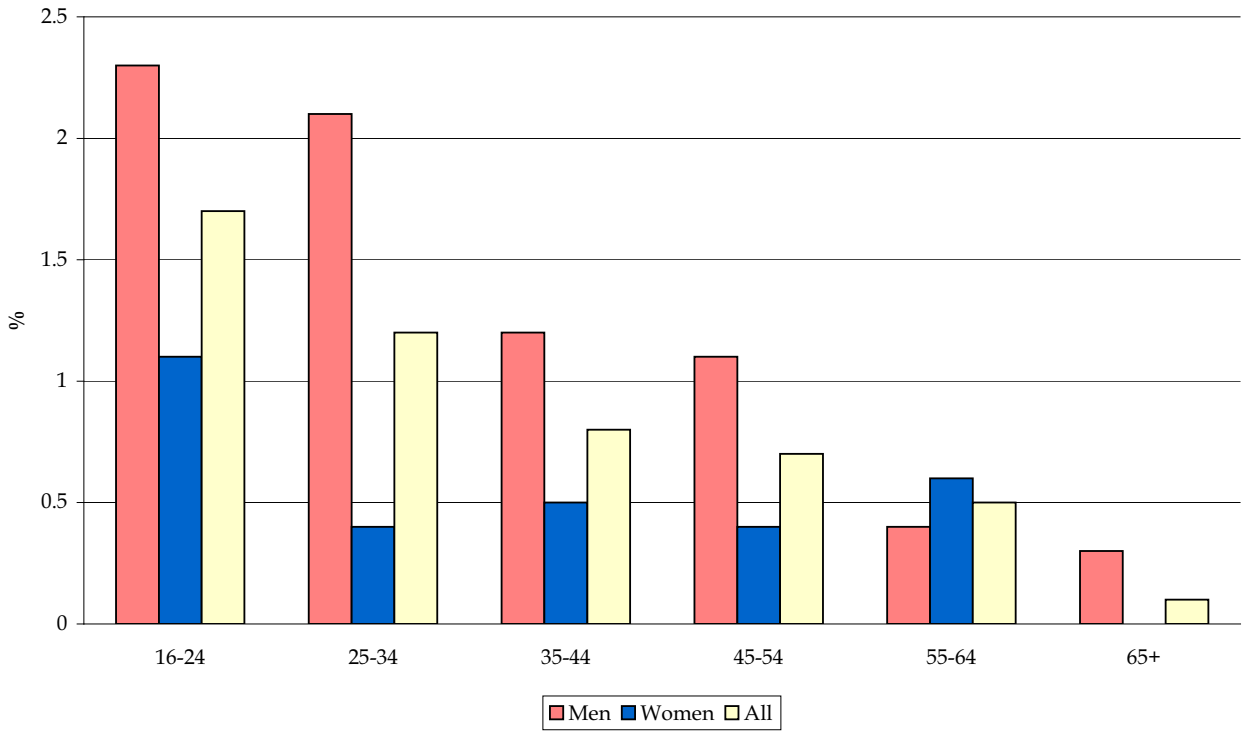


Table 5.3 shows the prevalence of problem gambling among *past year gamblers* according to the SOGS. The prevalence estimate based on this sub-group is 1.2%. Calculating the 95% confidence interval around this estimate reveals that the true value lies between 0.9% and 1.5%.

The prevalence of problem gambling among past year gamblers is higher for men than women (1.7% compared with 0.7%) and decreases with age, from 2.6% among people aged between 16 and 24 years, down to 0.2% of people aged 65 and over. The prevalence is highest among men and women aged between 16 and 24 (3.4% and 1.7% respectively).

Table 5.3 SOGS problem gambling prevalence among those who had gambled in the last 12 months, by sex and age

Past year gamblers

Age	Sex		Total
	Men	Women	
	%	%	%
16-24	3.4	1.7	2.6
25-34	2.6	0.6	1.6
35-44	1.5	0.7	1.1
45-54	1.4	0.6	1.0
55-64	0.6	0.9	0.7
65+	0.5	-	0.2
TOTAL	1.7	0.7	1.2
Bases (weighted):			
16-24	*356*	*306*	*663*
25-34	*597*	*533*	*1130*
35-44	*525*	*501*	*1026*
45-54	*475*	*445*	*920*
55-64	*349*	*316*	*666*
65+	*401*	*446*	*847*
All	*2703*	*2549*	*5252*
Bases (unweighted):			
16-24	*295*	*291*	*586*
25-34	*494*	*530*	*1024*
35-44	*529*	*577*	*1106*
45-54	*499*	*507*	*1006*
55-64	*361*	*351*	*712*
65+	*420*	*403*	*823*
All	*2598*	*2659*	*5257*

The responses to each of the individual items which comprise the SOGS are shown in Table 5.4. The percentage of people answering 'yes' ranges from 0.1% (receiving loans from loan sharks, cashing in stocks and shares and selling personal property) through to 3.2% (gambling more than intended and people criticised gambling). One of the constituent SOGS items asked respondents whether they feel that they have a problem with gambling. The percentage answering 'yes' to this question was 2.0% (3.0% of men and 1.1% of women).

Table 5.4 Responses to individual SOGS items, by sex

All

SOGS item	Sex		Total
	Men	Women	
In the last 12 months…	%	%	%
Chasing losses	2.6	1.1	1.8
Claimed to be winning when lost	3.0	1.1	2.0
Gambled more than intended	4.7	1.7	3.2
People criticised gambling	5.0	1.6	3.2
Felt guilty about what happens when gambling	2.9	1.2	2.0
Like to stop but can't	1.5	0.8	1.1
Hidden signs of gambling	1.4	0.4	0.9
Money arguments over gambling	0.9	0.2	0.6
Missed time from work or study	0.3	0.1	0.2
Borrowed without paying back	0.5	0.2	0.3
Borrowed from household money	0.8	0.6	0.7
Borrowed from spouse/partner	1.1	0.8	1.0
Borrowed from relatives	0.6	0.4	0.5
Borrowed from banks	0.2	0.1	0.2
Made cash withdrawals on credit card	1.1	0.3	0.7
Received loans from loan sharks	-	0.1	0.1
Cashed in stocks or shares	0.1	0.1	0.1
Sold personal property	0.1	0.1	0.1
Written cheques that bounced	0.2	0.2	0.2
Problem with gambling	3.0	1.1	2.0
Bases (weighted):	3595	3793	7388
Bases (unweighted):	3464	3902	7366

The bases vary for each item because missing cases have been excluded from the base. For the first item, the weighted bases are: 3595 for men, 3793 for women; the unweighted bases are: 3464 for men, 3902 for women.

5.5.2 Problem gambling prevalence according to the DSM-IV

Table 5.5 presents the range of scores on the DSM-IV, from 0 through to a maximum of 10, separately for men and women. The table shows data for the population, with those who were not asked the DSM-IV IV included with a score of zero.

The majority of people (96.5%) scored zero on the DSM-IV screen. A small percentage (2.9%) scored positively on the DSM-IV, but below the established problem gambling threshold of 3 or more.

Table 5.5 DSM-IV scores, by sex

All

DSM-IV score	Sex		Total
	Men	Women	
	%	%	%
0	94.8	98.1	96.5
1	3.4	1.4	2.4
2	0.9	0.2	0.5
3	0.3	0.1	0.2
4	0.3	*	0.2
5	*	*	*
6	0.3	*	0.2
7	*	*	*
8	-	*	*
9	-	*	*
10	*	-	*
Bases (weighted):	3663	3840	7503
Bases (unweighted):	3529	3951	7480

The prevalence of problem gambling according to the DSM-IV was lower than that measured by the SOGS: 0.6% (a figure of 275,000 people in the British population). The confidence interval around this estimate is 0.4% to 0.8%, (that is between 185,000 and 370,000 people).

Table 5.6 DSM-IV problem gambling prevalence among the population, by sex and age

All

Age	Sex		Total
	Men	Women	
	%	%	%
16-24	2.8	0.6	1.7
25-34	1.1	0.3	0.7
35-44	0.6	0.5	0.6
45-54	0.5	0.3	0.4
55-64	0.2	0.2	0.2
65+	0.3	-	0.1
TOTAL	0.9	0.3	0.6
Bases (weighted):			
16-24	*528*	*499*	*1027*
25-34	*751*	*716*	*1467*
35-44	*687*	*671*	*1358*
45-54	*618*	*617*	*1235*
55-64	*460*	*467*	*927*
65+	*611*	*860*	*1471*
All	*3663*	*3840*	*7486*
Bases (unweighted):			
16-24	*443*	*471*	*914*
25-34	*624*	*716*	*1340*
35-44	*693*	*771*	*1464*
45-54	*649*	*700*	*1349*
55-64	*476*	*518*	*994*
65+	*637*	*765*	*1402*
All	*3529*	*3951*	*7463*

The pattern of prevalence as measured by the DSM-IV is very similar to that revealed by the SOGS, being higher among men (0.9%) than women (0.3%) and tending to decrease overall as age increases. Among both men and women, the highest prevalence can be found in the youngest age group (2.8% and 0.6% respectively). It is interesting to note that the DSM-IV prevalence is lower overall, and for every sub-group, *except,* among men aged 16 to 24 (2.3% according to SOGS compared with 2.8% according to DSM-IV). (Table 5.6 & Figure 5B).

Figure 5B: DSM-IV problem gambling prevalence, by sex and age (All)

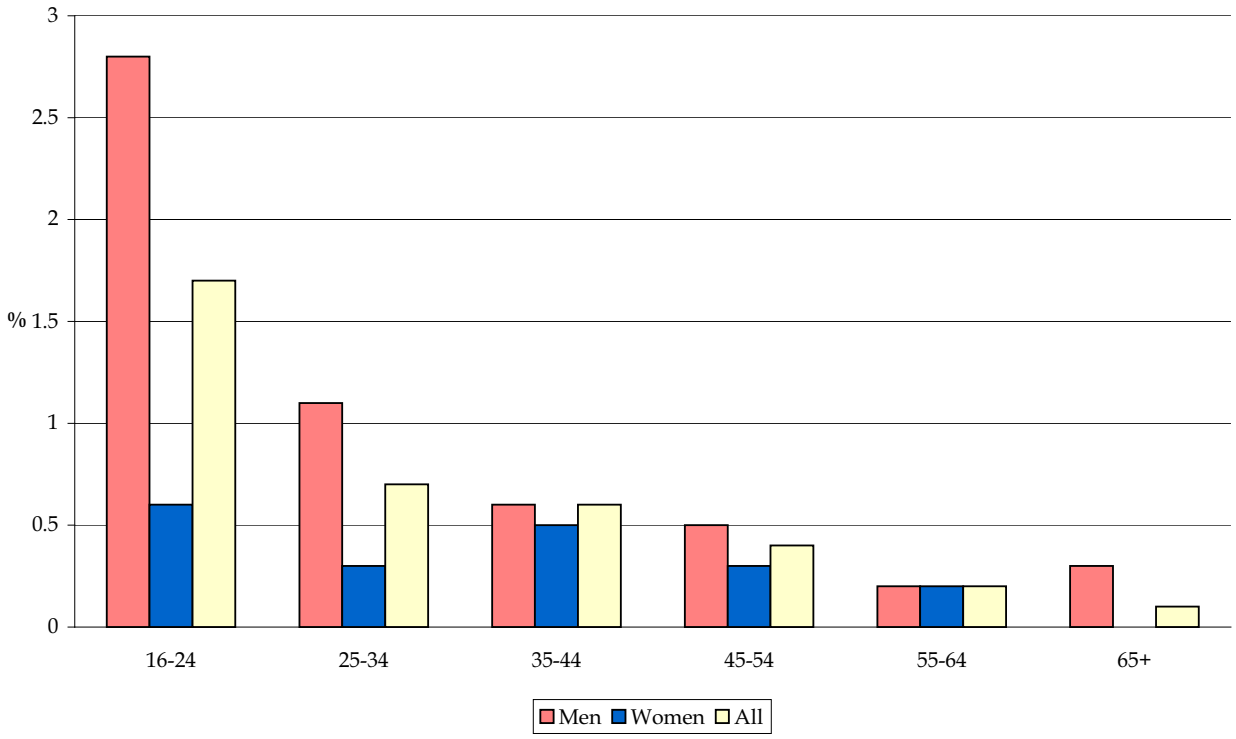


Table 5.7 shows the DSM-IV prevalence of problem gambling in Britain among past year gamblers, analysed by sex and age. The prevalence of problem gambling among this group is 0.8% according to the DSM-IV (1.2% of men and 0.4% of women). Calculating the confidence interval around this estimate reveals that one can be 95% confident that the true value lies between 0.6% and 1.0%.

Table 5.7 DSM-IV problem gambling prevalence among those who had gambled in the last 12 months, by sex and age

Past year gamblers

Age	Sex		Total
	Men	Women	
	%	%	%
16-24	4.0	1.0	2.6
25-34	1.4	0.4	0.9
35-44	0.7	0.7	0.7
45-54	0.6	0.4	0.5
55-64	0.3	0.3	0.3
65+	0.5	-	0.2
TOTAL	1.2	0.4	0.8
Bases (weighted):			
16-24	*366*	*309*	*675*
25-34	*609*	*539*	*1148*
35-44	*537*	*508*	*1045*
45-54	*492*	*465*	*956*
55-64	*356*	*325*	*680*
65+	*411*	*450*	*861*
All	*2770*	*2596*	*5366*
Bases (unweighted):			
16-24	*301*	*294*	*595*
25-34	*504*	*536*	*1040*
35-44	*541*	*585*	*1126*
45-54	*517*	*526*	*1043*
55-64	*368*	*360*	*728*
65+	*431*	*407*	*838*
All	*2662*	*2708*	*5370*

Responses to the individual DSM-IV items are shown in Table 5.8. The percentage of people answering 'yes' to each item ranged from 0.2% (having committed a crime to finance gambling) through to 1.8% (chasing losses).

Table 5.8 Responses to individual DSM-IV items, by sex

All

DSM-IV item	Sex		Total
	Men	Women	
In the last 12 months…	%	%	%
A preoccupation with gambling.	2.3	0.7	1.4
A need to gamble with increasing amounts of money.	0.7	0.2	0.5
Being restless or irritable when trying to stop gambling.	0.4	0.3	0.3
Gambling as escapism.	0.9	0.3	0.6
Having tried but fail to cut back or stop gambling.	0.8	0.2	0.5
Chasing losses	2.6	1.1	1.8
Lying to people to conceal the extent of gambling.	0.5	0.2	0.3
Having committed a crime to finance gambling.	0.3	0.1	0.2
Having risked or lost a relationship/job/educational opportunity because of gambling.	0.4	0.2	0.3
Reliance on others to help a financial crisis caused by gambling.	0.7	0.2	0.4
Bases (weighted):	3663	3841	7504
Bases (unweighted):	3594	3794	7388

The bases vary for each item because missing cases have been excluded from the base. For the first item, the weighted bases are: 3663 for men and 3841 for women; the unweighted bases are: 3594 for men, 3794 for women.

5.5.3 The association between SOGS and DSM-IV

The tables presented so far show that the prevalence of problem gambling as measured by the SOGS is higher than that measured by the DSM-IV. The distribution of problem gamblers in terms of sex and age show a similar pattern with both screens, suggesting that they are both measuring the same phenomenon (albeit with different sensitivity). This section examines the extent to which this is the case.

A cross-tabulation of the two measures is presented in Table 5.9. The vast majority of people (99%) were classified as 'non-problem gamblers' on *both* screening instruments. These people have been excluded from the current analysis. Table 5.9 presents results only for the sub-group of respondents who were classified as problem gamblers according to *either* of the screens. The table shows both row and column percentages (column percentages are presented, in bold, below the row percentages).

So, almost two thirds (64%) of people who were classified as problem gamblers by the DSM-IV, were also problem gamblers according to the SOGS. Since the SOGS indicates a higher prevalence of problem gambling than the DSM-IV, it is perhaps not surprising that over half (56%) of people classified by the SOGS as problem gamblers were *not* identified as problem gamblers according to the DSM-IV. Conversely, over a third (36%) of people who were classified as problem gamblers according to the *DSM-IV*, were *not* classified as problem gamblers by the SOGS. This suggests that it is not simply the case that the SOGS has a lower sensitivity for measuring problem gambling than the DSM-IV.

Table 5.9 A cross-tabulation of the SOGS and the DSM-IV

Respondents identified as problem gamblers by either SOGS **or** DSM-IV	DSM-IV non-problem	DSM-IV problem
SOGS non-problem	NA	100%
		36%
SOGS problem	56%	44%
	100%	**64%**
Bases (weighted):	*35*	*44*
Bases (unweighted):	*31*	*41*

The table shows both row and column percentages. Column percentages are shown, in bold, below the row percentages.
NA = Not applicable

There will never be 100% correspondence between any two measures; even with 'objective' variables such as weight there is likely to be measurement error between a value measured on two separate occasions, or even on the same occasion using two sets of scales. Therefore, it is to be expected that there will be a certain amount of discrepancy between two measures of a less tangible phenomenon, such as problem gambling. A weighted kappa statistic showed that the agreement between the two problem gambling screens is moderate (0.520).[27] (No agreement would be expressed as a value of 0 and perfect agreement as a value of 1.)

A number of conclusions can be drawn from the comparison of the two screening instruments:

1. Estimates of the prevalence of problem gambling will vary according to the screening instrument used.

2. The two most commonly used screens contain both false positives and false negatives. In particular, the fact that some non-problem gamblers on the SOGS, which is assumed by some to overestimate the prevalence of problem gambling, are classified as *problem gamblers* according to the DSM-IV, suggests that the SOGS may well be missing some problem gamblers.
3. Until a comprehensive validation exercise is carried out on both screens (using clinicians, and involving follow-up of a large number of people scoring both high and low on each scale) it is not possible to conclude which of the screening instruments provides more reliable results among a general population sample.
4. Taking into account the 95% confidence intervals around the prevalence estimates, one can conclude that the number of problem gamblers in Britain is somewhere between 185,000 and 370,000 according to the DSM-IV, and 270,000 and 460,000 according to the SOGS.

5.6 INTERNATIONAL COMPARISONS OF PROBLEM GAMBLING PREVALENCE RATES

This section highlights a number of prevalence estimates from recent world-wide research studies in order to place the British results in some context. The review does not pretend to be exhaustive. Since the SOGS is the most frequently used measure internationally, it is problem gambling prevalence according to the SOGS which is used for the purposes of comparison with other countries. All prevalence estimates are based on the population (that is including people who have not gambled in the last year) and use the threshold of 5 and above. Such international comparisons should be treated with caution for a number of reasons, for example: possible differences in the definitions of 'gambling' and 'participation' , and differences in survey methodology (telephone interviewing is the method used most frequently in other countries).

The prevalence of problem gambling in Britain is higher than in Sweden and lower than in Australia and America. The British estimate is also lower than New Zealand and Spain, although without confidence intervals for these countries the comparison is somewhat limited.

The APC report presents a meta-analysis of a number of North American studies carried out between 1977-97. The mean prevalence estimate of problem gambling overall was 1.1%, with a confidence interval of 0.9% to 1.4%. A recent New Zealand study [28 29] found an equivalent prevalence of 1.2%, while a Spanish study found 1.4%[30]. The highest reported prevalence rates are in Australia – the APC report found that 2.3% of Australians were classified as problem gamblers. The authors state that this relatively high prevalence is not surprising given the acceptability and accessibility of gambling activities in Australia[16], indeed the link between gambling availability and problem gambling is well cited in the literature[15]. The lowest reported prevalence is in Sweden according to a recent survey[18] which found that 0.6% of the population scored 5 or more on the SOGS (with a confidence interval of 0.4% to 0.8%).

Table 5.10 Summary table of international problem gambling prevalence estimates (according to SOGS threshold of 5 or more)

	%	Confidence Interval
Sweden 1999	0.6	0.4-0.8
Britain 2000	0.8	0.6-1.0
America (mean of meta-analysis of surveys between 1977-1997)	1.1	0.9-1.4
New Zealand 1992	1.2	a)
Spain 1996	1.4	a)
Australia 1999	2.3	1.9-2.7

a) not known

5.7 SELF-REPORTED GAMBLING PROBLEMS AND PARENTAL GAMBLING PROBLEMS

The self-completion questionnaire asked respondents whether they felt that they had ever had 'a problem with betting money or gambling' (Question D4 – Appendix 3). Only 2% of the sample answered 'yes' to this question, 3% of men and 1% of women. This figure was highest among the group aged 25 to 34 (3%), and lowest among people aged 45 and over (1%). (Table 5.11). Interestingly, the percentage reporting that they had *ever* had a problem was the same as the percentage who reported a current gambling problem at item 20 on the SOGS.

Table 5.11 Whether ever had a gambling problem, by sex and age

All

Age	Sex		Total
	Men	Women	
	%	%	%
16-24	3	1	2
25-34	5	1	3
35-44	3	1	2
45-54	1	1	1
55-64	1	*	1
65+	2	*	1
TOTAL	3	1	2
Bases (weighted):			
16-24	*517*	*493*	*1010*
25-34	*757*	*707*	*1464*
35-44	*687*	*674*	*1361*
45-54	*619*	*619*	*1239*
55-64	*454*	*467*	*921*
65+	*601*	*848*	*1449*
All	*3636*	*3808*	*7444*
Bases (unweighted):			
16-24	*433*	*465*	*898*
25-34	*629*	*709*	*1338*
35-44	*693*	*774*	*1467*
45-54	*650*	*703*	*1353*
55-64	*470*	*518*	*988*
65+	*627*	*754*	*1381*
All	*3502*	*3923*	*7425*

As might be expected, the proportion of people who considered themselves 'ever to have had a gambling problem' was higher among people who were classified by the screening instruments as problem gamblers. On the other hand, at least half of the people who were classified as problem gamblers did not consider themselves ever to have had a gambling problem.

Table 5.12 Whether respondent considers themselves to have had a gambling problem, by whether a problem gambler

All

	Whether a problem gambler			
Whether considers self to have had a gambling problem	SOGS problem gamblers	SOGS non-problem gamblers	DSM-IV problem gamblers	DSM-IV non-problem gamblers
	%		%	
Yes	44	1	50	1
No	56	99	50	99
Bases (weighted):	*62*	*7176*	*42*	*7310*
Bases (unweighted):	*56*	*7162*	*41*	*7439*

Respondents were also asked whether either of their parents gamble(d) regularly. Twenty three per cent of people answered 'yes' to this question. These people were then asked whether they thought that either of their parents have/had a gambling problem. Over one in ten people (11%) answered 'yes' to this question (3% of the population). The association of this variable with problem gambling is discussed in Chapter 6.

Endnotes

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[25] A small number of respondents failed to answer all of the screening questions. For each screen, respondents who answered less than half the questions (that is less than 10 on the SOGS and less than 5 on the DSM-IV) were excluded from the subsequent analysis.

[26] This figure is rounded to the nearest 500.

[27] A kappa statistic measures the level of agreement between two scores. Cohen's kappa shows the difference between the observed proportion of cases in which the scores agree and that expected by chance (divided by the maximum difference possible for the marginal totals).

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6 THE PROFILE OF PROBLEM GAMBLERS

6.1 INTRODUCTION

In addition to estimating the prevalence of problem gambling in Britain (Chapter 5), another aim of the survey was to examine the profile of problem gamblers. Who are they and which gambling activities do they participate in? This chapter examines the prevalence of problem gambling by type of gambling activity, number of activities, expenditure, attitudes towards gambling and a number of socio-demographic characteristics. The results of multivariate analysis, showing which factors are significantly associated with being classified as a problem gambler, are also presented. Once again, results are presented separately for SOGS and DSM-IV.

6.2 GAMBLING ACTIVITY

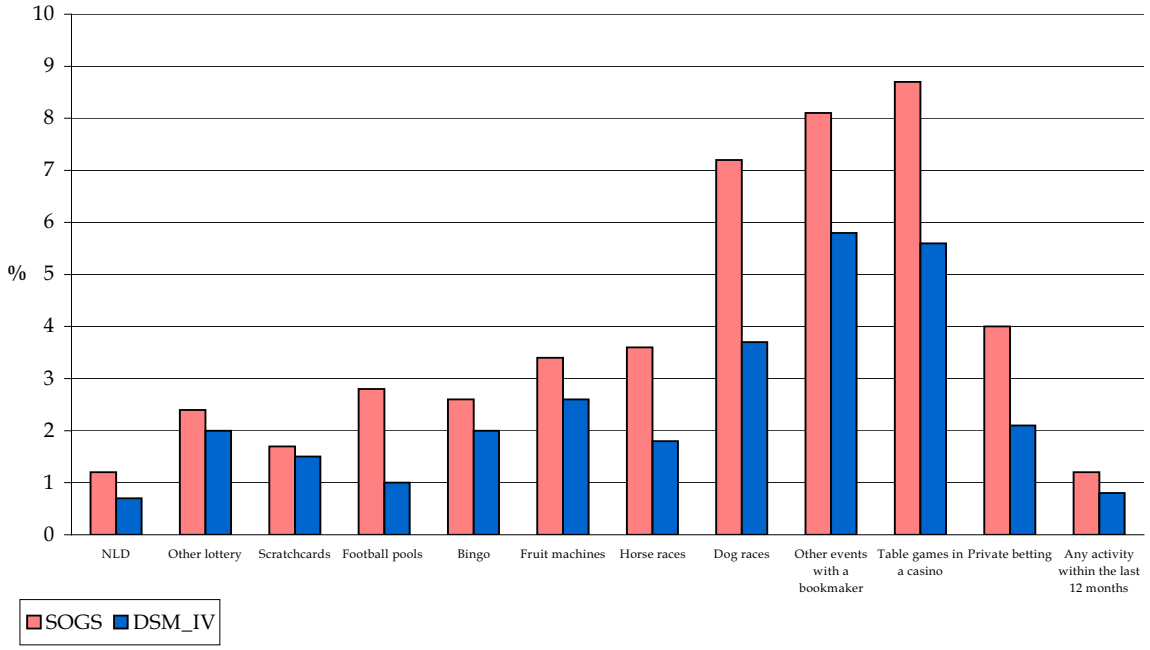
6.2.1 Type of gambling activity

This section presents the prevalence of problem gambling, firstly for each individual gambling activity, and then for each of the three gambling interest groups described in Chapter 2 ('*minimal interest*', '*moderate interest'* and '*multiple interest'* gamblers).

The questionnaire asked respondents which activities they had gambled on within the *past year* and the *past week*. Table 6.1 presents the percentage of problem gamblers among those people who had gambled on each individual activity, within both time periods.

Overall, the prevalence of problem gambling among past year gamblers, according to the SOGS, was 1.2%. There was quite a large range in the percentage of problem gamblers, from a low of 1.2% for the National Lottery Draw through to 8.7% for table games in a casino. The next highest prevalence was among bettors on events with a bookmaker (other than horse or dog races) and bettors on dog races (8.1% and 7.2% respectively). After the National Lottery Draw, the next *lowest* was the prevalence for scratchcards (1.7%). This pattern of prevalence by activity was similar for the DSM-IV, although the prevalences were lower (0.8% overall). (Table 6.1a & Figure 6A).

Figure 6A: Problem gambling prevalence, by type of gambling activity in the last 12 months



Problem gambling prevalence, as measured by the SOGS, among *past week* gamblers was higher overall than among past year gamblers (1.4%), but showed a similar pattern of association with particular gambling activities. The prevalence among *past week* gamblers, ranged from 1.2% for the National Lottery Draw, through to 34.5% for table games in a casino (although results for that activity should be treated with caution because of the small base). The next highest prevalence was for dog races (18.3%) and betting with a bookmaker on events other than horse/dog races (14.1%). The next *lowest* prevalences were for football pools (2.3%), bingo (2.6%) and scratchcards (2.7%).

It is interesting to note that, although the SOGS prevalence of problem gamblers among past week gamblers was higher overall than among past year gamblers (markedly so for some activities), there was little or no difference between the two time periods for some activities (that is the National Lottery Draw, football pools and bingo). The pattern of results, among past week gamblers, according to the DSM-IV was similar to the SOGS, but again the overall prevalences were lower (1.0% overall). (Table 6.1b & Figure 6B).

While it is not possible to look at the impact of the National Lottery on problem gambling, since no data exists before its introduction, it is possible to look at the prevalence of problem gambling among people who have **only** played the National Lottery (and have done no other gambling activities in the past year). The problem gambling prevalence among people who have only played the National Lottery is 0.1% according to both SOGS and DSM-IV (table not shown).

Figure 6B: Problem gambling prevalence, by type of gambling activity in the past week

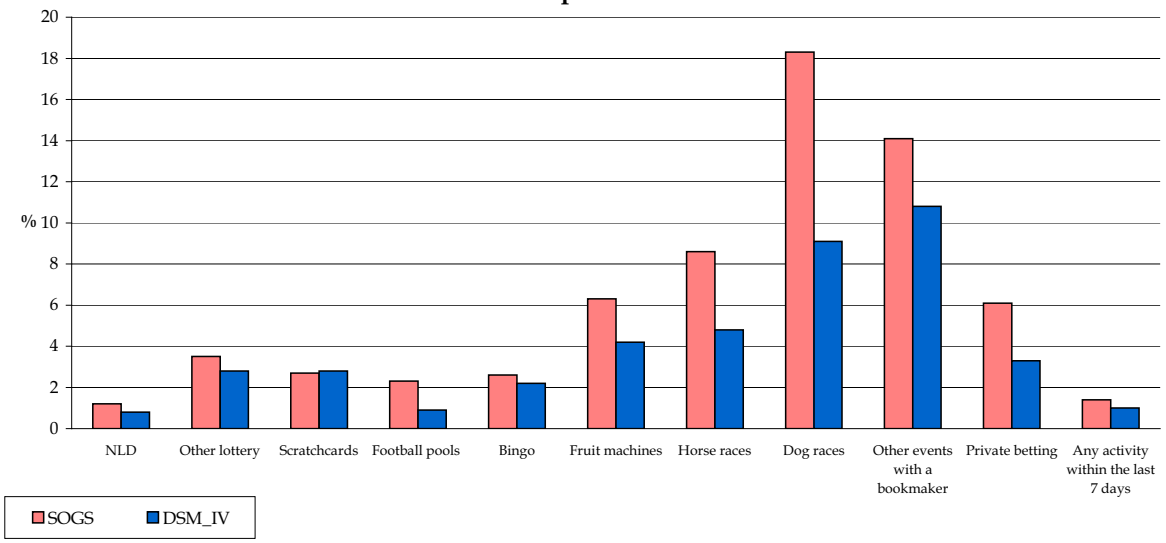


Table 6.1a Problem gambling prevalence by gambling activity

Past year gamblers

Gambling activity	SOGS problem gamblers	DSM-IV problem gamblers
	%	%
Past year		
National Lottery Draw	1.2	0.7
Any other lottery	2.4	2.0
Scratchcards	1.7	1.5
Football pools or 'fixed odds' coupons	2.8	1.0
Bingo	2.6	2.0
Fruit machines	3.4	2.6
Horse races	3.6	1.8
Dog races	7.2	3.7
Other events with a bookmaker	8.1	5.8
Table games in a casino	8.7	5.6
Private betting	4.0	2.1
Any activity within the last 12 months	1.2	0.8
Past year gamblers		
Bases (weighted)		
National Lottery Draw	*4755*	*4860*
Any other lottery	*597*	*606*
Scratchcards	*1614*	*1646*
Football pools or 'fixed odds' coupons	*653*	*671*
Bingo	*546*	*557*
Fruit machines	*1032*	*1057*
Horse races	*978*	*1005*
Dog races	*290*	*301*
Other events with a bookmaker	*221*	*226*
Table games in a casino	*196*	*198*
Private betting	*849*	*870*
Bases (unweighted)		
National Lottery Draw	*4777*	*4886*
Any other lottery	*587*	*598*
Scratchcards	*1589*	*1621*
Football pools or 'fixed odds' coupons	*650*	*669*
Bingo	*541*	*552*
Fruit machines	*971*	*993*
Horse races	*956*	*980*
Dog races	*271*	*282*
Other events with a bookmaker	*205*	*210*
Table games in a casino	*185*	*188*
Private betting	*807*	*827*

Table 6.1b Problem gambling prevalence by gambling activity

Past week gamblers

Gambling activity	SOGS problem gamblers	DSM-IV problem gamblers
	%	%
Past week		
National Lottery Draw	1.2	0.8
Any other lottery	3.5	2.8
Scratchcards	2.7	2.8
Football pools or 'fixed odds' coupons	2.3	0.9
Bingo	2.6	2.2
Fruit machines	6.3	4.2
Horse races	8.6	4.8
Dog races	18.3	9.1
Other events with a bookmaker	14.1	10.8
Table games in a casino	[34.5]	[25.8]
Private betting	6.1	3.3
Spread-betting	5.5	5.5
Any activity within the last 7 days	1.4	1.0
Past week gamblers		
Bases (weighted)		
National Lottery Draw	*3476*	*3556*
Any other lottery	*259*	*266*
Scratchcards	*638*	*647*
Football pools or 'fixed odds' coupons	*441*	*454*
Bingo	*272*	*274*
Fruit machines	*414*	*427*
Horse races	*221*	*229*
Dog races	*60*	*66*
Other events with a bookmaker	*71*	*74*
Table games in a casino	*29*	*31*
Private betting	*294*	*305*
Spread-betting	*73*	*70*
Bases (unweighted)		
National Lottery Draw	*3515*	*3598*
Any other lottery	*255*	*263*
Scratchcards	*632*	*641*
Football pools or 'fixed odds' coupons	*441*	*455*
Bingo	*272*	*275*
Fruit machines	*378*	*387*
Horse races	*215*	*224*
Dog races	*56*	*61*
Other events with a bookmaker	*68*	*71*
Table games in a casino	*28*	*30*
Private betting	*280*	*291*
Spread-betting	*69*	*70*

Square brackets indicate that the unweighted base is less than 50

6.2.2 Number of gambling activities

Table 6.2 presents problem gambling prevalence by the number of gambling activities undertaken in the past year and the past week (see also Figures 6C & 6D). As might be expected, the prevalence of problem gambling, according to both screens, tended to increase with the number of activities gambled on.

It is interesting to note, that among the group of past week gamblers, the prevalence of problem gamblers, according to both screens, increases as the number of activities done increases. Among past *year* gamblers, this association is the same as measured by the SOGS. However, the DSM-IV screen does not appear to distinguish between people who had done five or less activities; the problem gambling prevalence only exceeds around 1% among people who had done six or more activities.

Figure 6C: Problem gambling prevalence, by number of gambling activities in the past year

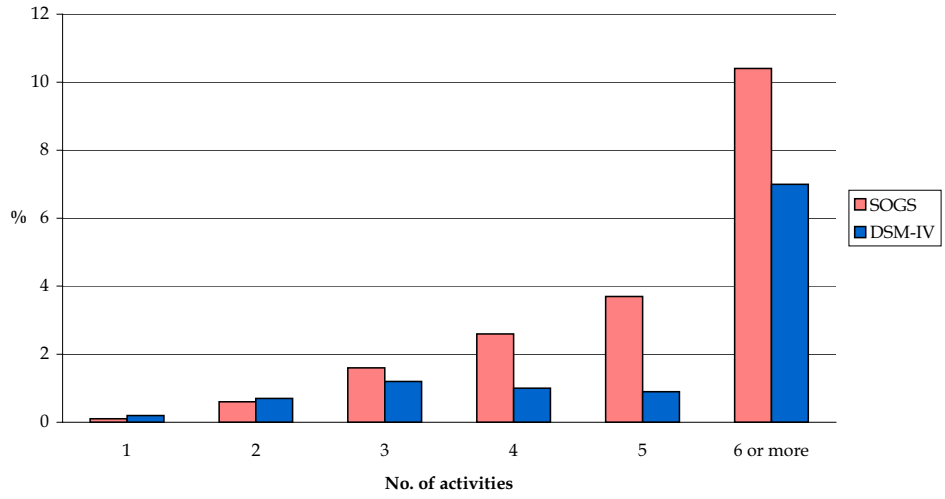


Figure 6D: Problem gambling prevalence, by number of gambling activities in the past week

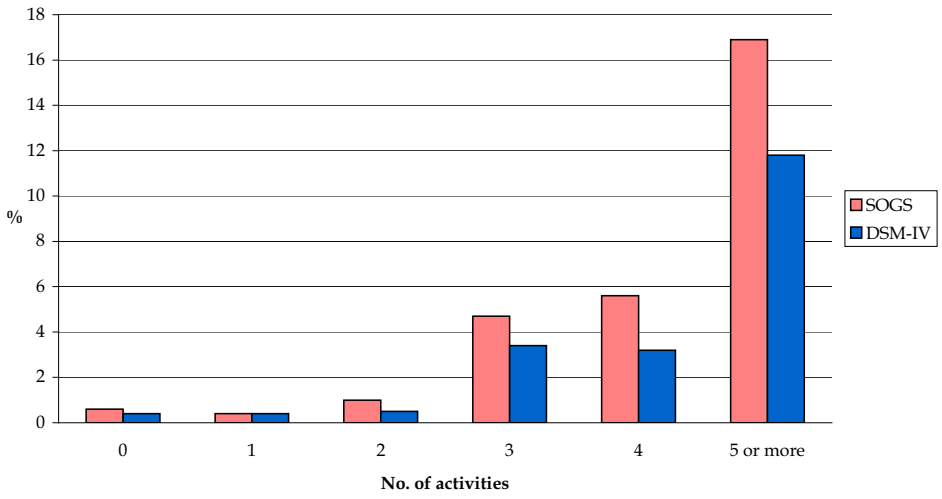


Table 6.2 Problem gambling prevalence by number of gambling activities

All and past week gamblers

		SOGS problem gamblers	DSM-IV problem gamblers
		%	%
Past year			
	0	-	-
	1	0.1	0.2
	2	0.6	0.7
	3	1.6	1.2
	4	2.6	1.0
	5	3.7	0.9
	6 or more	10.4	7.0
Past week			
	0	0.6	0.4
	1	0.4	0.4
	2	1.0	0.5
	3	4.7	3.4
	4	5.6	3.2
	5 or more	16.9	11.8
Past year			
Bases (weighted)			
0		*2135*	*2135*
1		*2239*	*2287*
2		*1397*	*1431*
3		*818*	*835*
4		388	392
	5	*217*	*221*
6 or more		*193*	*200*
Bases (unweighted)			
0		*2108*	*2108*
1		*2281*	*2326*
2		*1407*	*1443*
3		*810*	*827*
4		*378*	*383*
	6 or more	*207*	*182*
Past week			
Bases (weighted)			
0		*1375*	*1406*
1		*2324*	*2375*
2		*944*	*961*
3		*319*	*325*
4		*89*	*93*
	5 or more	*71*	*76*
Bases (unweighted)			
0		*1362*	*1391*
1		*2358*	*2409*
2		*943*	*960*
3		*314*	*320*
4		*84*	*88*
	5 or more	*65*	*69*

The results presented in Tables 6.1 and 6.2 are consistent with those reported in Chapter 2, that there are, broadly speaking, three gambling interest groups. Analysing problem gambling prevalence for each of the gambling interest groups reinforces this typology.

Firstly, there is the large proportion of the population who limit their gambling to activities such as the National Lottery Draw and scratchcards ('minimal interest'), and among whom the prevalence of problem gambling is very low (SOGS 0.1%). At the other extreme are people who participate not only in more activities, but also in a much more diverse range and which are likely to include activities that require more 'active' involvement, such as going to a casino and betting with a bookmaker ('multiple

interest'). The prevalence of problem gamblers among this group is comparatively high (SOGS 5.7%). Between these two extremes lies a middle group that participates in three or four different types of activity. This group ventures beyond the purchase of lottery tickets and scratchcards to participate in some of the more popular, established and widely available forms of gambling, such as bingo, football pools, fruit machines and horse races ('moderate interest'). The prevalence of problem gamblers among this group falls between the two extremes (SOGS 1.3%). Interestingly, the association of problem gambling with 'level' of gambling interest is more marked as measured by the SOGS, compared with the DSM-IV. (Table 6.3)

Table 6.3 Problem gambling prevalence by gambling interest group

Past year gamblers

Gambling activity clusters		SOGS problem gamblers	DSM-IV problem gamblers
		%	%
	Minimal interest	0.1	0.2
	Moderate interest	1.3	1.0
	Multiple interest	5.7	2.6
Bases (weighted)			
	Minimal interest	*2368*	*2412*
	Moderate interest	*2370*	*2427*
	Multiple interest	*522*	*534*
Bases (unweighted)			
	Minimal interest	*2422*	*2469*
	Moderate interest	*2352*	*2405*
	Multiple interest	*491*	*505*

6.3 EXPENDITURE ON GAMBLING ACTIVITIES

This section presents problem gambling prevalence by expenditure on gambling activities in the 7 days preceding the survey. The problems detailed in Chapter 4 regarding the collection of information about expenditure on gambling activities should be borne in mind when interpreting the results. As in Chapter 4, separate tables are presented for those activities where information was collected on 'stake' and those activities where information was collected on 'net expenditure' (Tables 6.4 & 6.5 respectively). Results are presented separately for SOGS and DSM-IV, and within each activity.

Overall, except for the football pools, the prevalence of problem gambling tended to increase in association with level of stake. The findings for net expenditure were not so straightforward, due to the inclusion of the category indicating no net loss. In all cases the proportion of problem gamblers among those who claimed that they had 'broke even or won' was higher than among those in the lowest expenditure category. On the other hand, for the majority of activities, the group of gamblers in the *highest* expenditure category, as might be expected, contained the highest prevalence of problem gamblers. It should be noted that the small bases mean that the confidence intervals around most of these estimates are quite wide.

Table 6.4 Problem gambling prevalence, by 'stake' on gambling activities in the last 7 days

Past week gamblers

Stake	SOGS problem gamblers	DSM-IV problem gamblers
	%	%
National Lottery Draw		
£1 or less	0.5	0.3
£1.01-£5	1.0	0.7
£5.01-£10	2.5	1.8
More than £10	7.9	3.9
Any other lottery		
£5 or less	1.8	3.8
More than £5	[10.3]	[3.4]
The Football Pools/'fixed odds' coupons		
Less than £1	-	1.0
£1 or more	3.0	0.9
Bingo tickets		
£5 or less	0.7	2.9
£5.01-£10	5.7	2.8
More than £10	3.6	3.5
Bases (weighted):		
National Lottery Draw		
£1 or less	*1109*	*1142*
£1.01-£5	*1943*	*1980*
£5.01-£10	*319*	*327*
More than £10	*76*	*78*
Any other lottery		
£5 or less	*225*	*232*
More than £5	*29*	*29*
Football pools/fixed odds coupons		
Less than £1	*103*	*103*
£1 or more	*332*	*344*
Bingo tickets		
£5 or less	*139*	*139*
£5.01-£10	*70*	*71*
More than £10	*56*	*57*
Bases (unweighted):		
National Lottery Draw		
£1 or less	*1122*	*1156*
£1.01-£5	*1965*	*2004*
£5.01-£10	*321*	*329*
More than £10	*77*	*79*
Any other lottery		
£5 or less	*224*	*232*
More than £5	*27*	*27*
Football pools/fixed odds coupons		
Less than £1	*105*	*105*
£1 or more	*329*	*342*
Bingo tickets		
£5 or less	*135*	*135*
£5.01-£10	*71*	*72*
More than £10	*59*	*60*

The 'stake' categories vary between activities. This is because, due to small bases, the bands offered in the questionnaire were collapsed for analysis purposes. The distribution of expenditure varied between activities, and so the way in which they were collapsed also varied.

Square brackets indicate that the unweighted base is less than 50.

Table 6.5 Problem gambling prevalence, by 'net expenditure' on gambling activities in the last 7 days

Past week gamblers

Net expenditure		SOGS problem gamblers	DSM-IV problem gamblers
		%	%
Scratchcards	Broke even or won	2.8	3.4
	Lost less than £1	1.1	-
	Lost £1 or more	3.0	3.2
Fruit machines	Broke even or won	7.1	5.3
	Lost £5 or less	1.5	0.9
	Lost more than £5	15.2	9.4
Private betting	Broke even or won	5.0	5.4
	Lost less than £1	4.1	2.0
	Lost £1 or more	8.7	2.8
Horse races	Broke even or won	12.5	8.8
	Lost £5 or less	3.2	2.0
	Lost more than £5	16.0	6.3
Spread-betting	Broke even or won	[6.9]	[10.0]
	Lost money	[3.2]	[3.1]
Bases (weighted)			
Scratchcards:	*Broke even or won*	*171*	*178*
	Lost less than £1	*89*	*90*
	Lost £1 or more	*367*	*373*
Fruit machines:	*Broke even or won*	*102*	*114*
	Lost less than £5	*191*	*213*
	Lost £5 or more	*83*	*95*
Private betting:	*Broke even or won*	*111*	*129*
	Lost less than £1	*50*	*49*
	Lost £1 or more	*102*	*107*
Horse races:	*Broke even or won*	*58*	*69*
	Lost £5 or less	*95*	*98*
	Lost more than £5	*50*	*49*
Spread betting:	*Broke even or won*	*29*	*30*
	Lost money	*33*	*32*
Bases (unweighted)			
Scratchcards:	*Broke even or won*	171	173
	Lost less than £1	89	91
	Lost £1 or more	367	372
Fruit machines:	*Broke even or won*	102	104
	Lost less than £5	191	194
	Lost £5 or more	83	86
Private betting:	*Broke even or won*	111	119
	Lost less than £1	50	50
	Lost £1 or more	102	105
Horse races:	*Broke even or won*	64	62
	Lost £5 or less	94	100
	Lost more than £5	50	49
Spread betting:	*Broke even or won*	29	29
	Lost money	33	33

The expenditure categories vary between activities. This is because, due to small bases, the bands offered in the questionnaire were collapsed for analysis purposes. The distribution of expenditure varied between activities, and so the way in which they were collapsed also varied.

The bases for dog races, events with a bookmaker (other than horse or dog races) and table games in a casino were too small to analyse separately.

Square brackets indicate that the unweighted base is less than 50.

6.4 ATTITUDES TO GAMBLING

Respondents were asked about their attitudes to gambling. The responses to these questions are presented in Chapter 3. This section analyses the prevalence of problem gambling by these attitude statements. On the whole, problem gamblers were more likely to agree with the positive gambling statements, for example 'gambling has given me pleasure and fun', and 'when I gambled I felt excited'. On the other hand, responses to the statement "After losing at gambling I have felt extremely depressed" revealed that there was a high prevalence of problem gamblers among those who answered 'always/often'. Interestingly, SOGS problem gamblers were comparatively likely to agree that "I have lost more than I have won at gambling", while DSM-IV problem gamblers were comparatively *un*likely to agree with this statement. Perhaps not surprisingly, the lowest prevalence of problem gamblers was among those who answered 'not applicable' to the various statements. (Table 6.6)

Looking at the *summary* score, it was clear that problem gamblers were more positive in their overall attitudes to gambling. The mean score among those classified as problem gamblers according to the SOGS and the DSM-IV was 21.5 and 21.2 respectively (Standard deviations = 5.5 and 6.6). The mean score among the rest of the respondents was 15.5.

Table 6.6 Problem gambling prevalence, by attitudes towards gambling

Past year gamblers

Attitude statements		SOGS problem gamblers	DSM-IV problem gamblers
Winning at gambling has helped me financially		%	%
	Always/often	8.5	8.5
	Sometimes	4.5	2.9
	Rarely	1.5	1.0
	Never	0.6	0.4
	Not applicable	0.1	0.1
Gambling has given me pleasure and fun			
	Always	5.3	3.6
	Often	1.6	1.1
	Sometimes	1.2	0.9
	Rarely	0.9	0.6
	Never	0.4	0.1
	Not applicable	-	-
After losing at gambling I have felt extremely depressed			
	Always	17.0	15.8
	Often	12.5	11.1
	Sometimes	8.2	5.2
	Rarely	1.5	0.3
	Never	0.3	0.2
	Not applicable	0.1	0.3
I think gambling involves skill			
	Always	6.4	6.3
	Often	6.0	2.1
	Sometimes	0.8	0.8
	Rarely	1.4	1.0
	Never	0.8	0.5
	Not applicable	0.2	0.4
I have lost more than I won at gambling			
	Always	1.7	0.6
	Often	1.8	0.9
	Sometimes	1.0	1.5
	Rarely	1.3	1.0
	Never	0.6	1.2
	Not applicable	-	-
When I gambled I felt excited			
	Always	8.7	7.0
	Often	2.9	1.8
	Sometimes	1.5	0.7
	Rarely	0.1	0.3
	Never	0.6	0.4
	Not applicable	0.1	0.4
Gambling has helped me to relax			
	Always	5.1	4.0
	Often	5.5	4.5
	Sometimes	2.9	1.5
	Rarely	1.7	1.0
	Never	0.7	0.4
	Not applicable	0.1	0.3
I have made good friends through gambling			
	Always	9.1	7.6
	Often	5.2	2.0
	Sometimes	7.1	2.1
	Rarely	3.6	2.8
	Never	0.6	0.5
	Not applicable	0.3	0.5
Bases (weighted)		5275	5390
Bases (unweighted)		5281	5395

The bases vary for each statement because missing cases have been excluded from the base. For the first statement, the weighted bases are: 5275 for SOGS, 5390 for DSM-IV; the unweighted bases are: 5281 for SOGS, 5395 for DSM-IV.

6.5 SOCIO-DEMOGRAPHIC CHARACTERISTICS

This section examines the prevalence of problem gambling according to a number of socio-demographic characteristics. As shown in Chapter 5, men were more likely to be problem gamblers than women, and the prevalence of problem gambling decreased with age. This is in line with the rates of gambling participation by these sub-groups, described in Chapter 3.

However, while Chapter 3 showed that *single people* were comparatively unlikely to gamble compared with the other groups, analysis of problem gambling prevalence revealed that they were more likely to be problem gamblers than those who were married/living as married and widowed. This is likely to be, at least in part, a result of the association between problem gambling and age.

Comparison of the marital status findings revealed an interesting difference between the results from the two screening instruments. According to the SOGS, the prevalence of problem gamblers was highest among people who were divorced or separated (2.4%). This was not the case as measured by the DSM-IV, which found the highest prevalence among single people (1.6%).

There was a difference in the prevalence of problem gambling associated with social class according to the SOGS but not the DSM-IV. As measured by the SOGS, there was a higher prevalence of problem gambling among people from manual backgrounds (1.1% compared with 0.5%). Problem gambling prevalence tended to decrease along with household income as measured by both screens.

Respondents who said that either of their parents had a gambling problem were more likely, than those whose did not, to be problem gamblers. And, as might be expected, the prevalence of problem gamblers among those who said that they had ‘ever had a gambling problem’ was considerably higher than among those who said no to this question. (Table 6.7)

Table 6.7 Problem gambling prevalence, by socio-demographic characteristics

All

Socio-demographic characteristics	SOGS problem gamblers	DSM-IV problem gamblers
	%	%
Sex		
Male	1.3	0.9
Female	0.5	0.3
Age group		
16-24	1.7	1.7
25-34	1.2	0.7
35-44	0.8	0.6
45-54	0.7	0.4
55-64	0.5	0.2
65+	0.1	0.1
Marital status		
Married/living as married	0.5	0.3
Separated/divorced	2.4	0.6
Widowed	0.3	-
Single	1.8	1.6
Economic activity status		
In paid work	1.0	0.6
Retired	0.3	0.1
Other	1.3	1.0
Social class of highest income householder		
Manual	1.1	0.7
Non-manual	0.5	0.4
Household income level		
Less than £15,600	1.5	1.0
£15,600 to £31,199	1.0	0.5
£32,000 and over	0.2	0.3
Qualification level		
Professional qualification or above	0.4	0.5
O'/A' levels	1.2	0.8
Other or no qualifications	0.9	0.5
Either parent had a gambling problem		
Yes	5.6	5.6
No	0.8	0.5
Consider themselves to have had a gambling problem		
Yes	22.5	17.4
No	0.5	0.3

Bases are presented at the end of the chapter

6.6 WHICH FACTORS ARE SIGNIFICANTLY ASSOCIATED WITH PROBLEM GAMBLING?

Section 6.5 presented the results of cross-tabulations of problem gambling prevalence with a number of background characteristics. The simple association of a particular variable with problem gambling behaviour does not mean that it is necessarily significantly correlated with that behaviour. For example, the previous table shows that problem gamblers are more likely to be single than married, but this could be due to the fact that problem gamblers tend to be in the younger age groups and younger people tend to be single. In other words, the association between being single and being a problem gambler may be an *indirect* one, due to the correlation of marital status with age.

Multivariate analysis untangles the separate effect of different variables, by calculating the association of one variable with another while *holding constant* the association of all other variables in the equation.

Logistic regression analyses were carried out, with whether the respondent was classified as a problem gambler as the *dependent* variable, and a number of socio-demographic factors as *independent* variables. Two separate logistic regressions were carried out, one for problem gambling according to the SOGS, and the other for the DSM-IV.

Logistic regression shows, for each sub-group, the association with the dependent variable **compared with the average**. So, for example, it examines the association of being aged between 16 and 24 with problem gambling compared with the average age.

Table 6.8 shows the results of the SOGS logistic regression, expressed in terms of odds ratios. Only variables which were significant in the equation are presented in the table. These were: sex, whether either of the respondent's parents had a gambling problem, household income and marital status. So, men were 1.73 times more likely than average to be classified as problem gamblers; people who said that either of their parents had a gambling problem were 2.44 times more likely; people in the lowest income bracket were 2.96 times more likely and separated/divorced people were 2.14 times more likely than *average* to be classified as a problem gambler. (An odds ratio of below one indicates that a sub-group is *less likely* than average to be classified as a problem gambler.) The association with household income is particularly interesting, since Chapter 3 showed that the level of gambling participation was *lowest* for the lower income groups.

Table 6.8 Odds of an individual being classified as a problem gambler according to SOGS

All

	Odds ratios
Sex* **	
Male	1.73***
Female	0.58***
Whether either parent had a gambling problem* **	
Yes	2.44***
No	0.41***
Household income **	
Less than £15,600	2.96***
£15,600 to £31,199	1.93*
£31,200 and above	0.42
Marital status*	
Married/living as married	0.54*
Separated/divorced	2.14*
Widowed	0.58
Single	1.50
No. of cases in the analysis	7366
Significance:	* p<0.05 ** p<0.01 ***p<0.001

Significance levels are shown for the overall effect of each variable (in the left hand column) and for each sub-group (in the right hand column).

The pattern of results from the DSM-IV logistic regression was similar, except marital status was no longer significant in the equation. Men were 1.67 times more likely, people who said that a parent was a problem gambler were 3.18 times more likely, and people in the lowest income bracket were 2.71 times more likely to be classified as a problem gambler. (Table 6.9)

Table 6.9 Odds of an individual being classified as a problem gambler according to the DSM-IV

All

	Odds ratios
Sex**	
Male	1.67**
Female	0.60**
Whether either parent had a gambling problem***	
Yes	3.18***
No	0.31***
Household income**	
Less than £15,600	2.71**
£15,600 to £31,199	1.33
£31,200 and above	0.78
No. of cases in the analysis	7480
Significance:	* p<0.05 ** p<0.01 ***p<0.001

Significance levels are shown for the overall effect of each variable (in the left hand column) and for each sub-group (in the right hand column).

Taken together, the results from the two logistic regressions suggest that problem gambling (as measured by the screening instruments) is significantly associated with: being male, parental gambling problems and having a low household income. In addition, according to one of the screens (SOGS) there is a significant association with being separated or divorced.

Endnotes

WEIGHTED BASES FOR Table 6.7
Problem gambling prevalence, by socio-demographic characteristics

	SOGS	DSM-IV
Bases (weighted):		
Sex		
Male	*3589*	*3663*
Female	*3783*	*3840*
Age group		
16-24	*1015*	*1027*
25-34	*1449*	*1467*
35-44	*1340*	*1358*
45-54	*1199*	*1235*
55-64	*912*	*927*
65+	*1458*	*1471*
Marital status		
Married/living as married	*4709*	*4792*
Separated/divorced	*507*	*515*
Widowed	*617*	*622*
Single	*1556*	*1574*
Economic activity status		
In paid work	*4095*	*4174*
Retired	*1593*	*1610*
Other	*1588*	*1604*
Social class of highest income householder		
Manual	*3900*	*3962*
Non-manual	*3241*	*3290*
Household income level		
Less than £15,600	*2502*	*2536*
£15,600 to £31,199	*2066*	*2099*
£32,000 and over	*1709*	*1740*
Qualification level		
Professional qualification or above	*2035*	*2063*
O'/A' levels	*1992*	*2023*
Other or no qualifications	*3054*	*3104*
Either parent had a gambling problem[a)]		
Yes	*195*	*197*
No	*7307*	*7306*
Consider themselves to have had a gambling problem		
Yes	*120*	*121*
No	*7118*	*7231*

UNWEIGHTED BASES FOR Table 6.7
Problem gambling prevalence, by socio-demographic characteristics

	SOGS	DSM-IV
Sex		
Male	*3464*	*3529*
Female	*3902*	*3951*
Age group		
16-24	*905*	*914*
25-34	*1324*	*1340*
35-44	*1444*	*1464*
45-54	*1312*	*1349*
55-64	*978*	*994*
65+	*1387*	*1402*
Marital status		
Married/living as married	*4831*	*4915*
Separated/divorced	*525*	*534*
Widowed	*569*	*575*
Single	*1441*	*1456*
Economic activity status		
In paid work	*4114*	*4191*
Retired	*1568*	*1587*
Other	*1569*	*1586*
Social class of highest income householder		
Manual	*3914*	*3977*
Non-manual	*3225*	*3272*
Household income level		
Less than £15,600	*2449*	*2484*
£15,600 to £31,199	*2066*	*2905*
£32,000 and over	*1735*	*1767*
Qualification level		
Professional qualification or above	*2035*	*2061*
O'/A' levels	*1978*	*2007*
Other or no qualifications	*3042*	*3095*
Either parent had a gambling problem		
Yes	*192*	*194*
No	*7174*	*7286*
Consider themselves to have had a gambling problem		
Yes	*108*	*109*
No	*7110*	*7226*

APPENDIX 1: CHARACTERISTICS OF THE SAMPLE

This appendix describes the characteristics of the sample of people who completed questionnaires for the survey. The issued sample consisted of 7700 addresses selected at random from the Postcode Address File; at each selected address, every person aged 16 and over was eligible for inclusion in the survey. Questionnaires were completed and returned by 7680 people in 4385 households. The achieved sample was weighted to reflect the sex and age distribution of the general population in Britain. Aside from sex and age, however, there may be differences between the sample and the general population which could affect the representativeness of the results. Where possible the socio-demographic characteristics of the sample described below are compared with independent data (eg, from the General Household Survey) in order to identify potential differences between the sample and the adult British population.

The details of sample selection, response and weighting may be found in Appendix 2: Methodology.

A1.1 SEX AND AGE DISTRIBUTION

Looking first at sex, there were slightly more women than men in the sample: 51% and 49% respectively. This exactly reflects the sex distribution found among the general population aged 16 and over (as intended by the weighting strategy).

Also because of weighting, the age distribution was identical to that among the British population: 14% were aged 16-24, 38% were aged 25-44, 29% were 45-64, and 20% were aged 65 and over. Men were more likely than women to be in the youngest age categories (54% were aged under 45 compared with 49% of women), while women were more likely to be aged 65 and over (23%, compared with 17% of men). (Table A1.1)

Table A1.1 Age, by sex

All

Age categories	**Sex**		**Total**
	Men	Women	
	%	%	%
16-24	14	13	14
25-34	21	19	20
35-44	19	17	18
45-54	17	16	16
55-64	13	12	13
65-74	10	11	11
75 and over	7	12	9
Bases (weighted):	*3738*	*3945*	*7682*
Bases (unweighted):	*3603*	*4059*	*7662*

Age was not known for 18 respondents.

A1.2 MARITAL STATUS

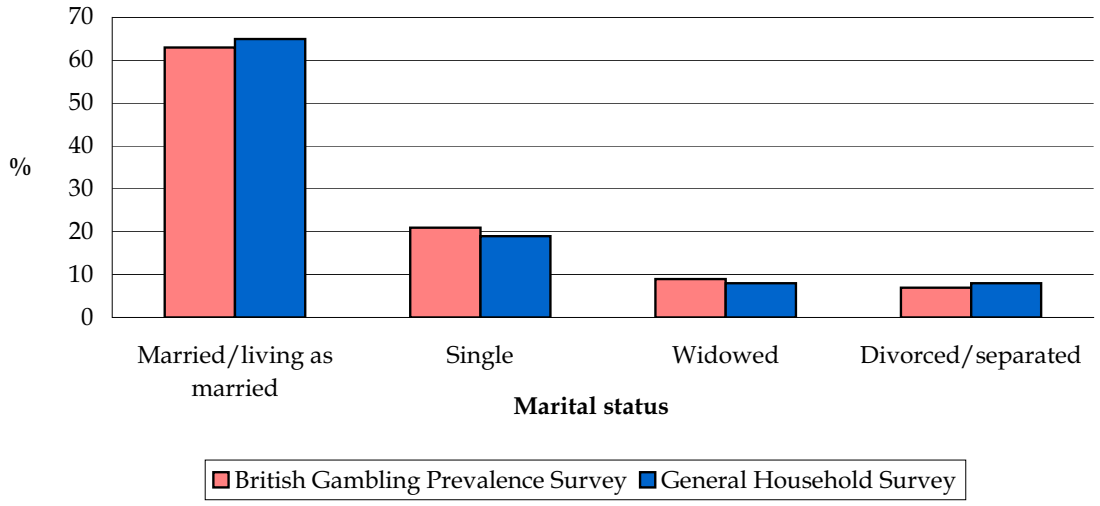
Nearly two-thirds (63%) of respondents were married (or living as married) while 16% were separated, widowed or divorced, and 21% were single. Men were more likely than women to be married (67% compared with 60%), while women were more likely to be widowed (13% were, compared with 4% of men). This is very close to the distribution among the general population as measured by the 1998 General Household Survey (GHS), where 65% of the population were married (or living as married) and 19% were single.[1] (Table A1.2 and Figure A1.A)

Table A1.2 Marital status, by sex

All

Marital status	Sex		Total
	Men	Women	
	%	%	%
Married/living as married	67	60	63
Separated	2	2	2
Widowed	4	13	9
Divorced	4	6	5
Single	24	19	21
Bases (weighted):	*3670*	*3894*	*7564*
Bases (unweighted):	*3542*	*4006*	*7548*

Figure A1.A: Marital status



A1.3 ECONOMIC ACTIVITY AND SOCIAL CLASS

There are two social class measures available within the survey. Firstly, every respondent was asked to describe their current economic activity, and to provide details of their current or last paid job in order to assign each person to a social class based on their own occupation. Secondly, one person within every household that participated in the survey was designated the 'highest income householder' based on a definition which has recently been developed for use on government surveys (and which is replacing the previously used 'head of household').[2]

A1.3.1 Respondent's economic activity and social class

Looking first at the respondent's own economic activity, it can be seen from Table A1.3 that slightly over half of the sample (56%) were in paid work at the time of the survey. The next largest group was the retired (22%); this was followed by people who were looking after their home or family (9%), in full-time education (5%), unemployed (4%), and unable to work because of a long-term health condition (4%).

In order to assess how representative the sample was in terms of economic activity, the survey data was compared with the interviewer-administered Family Resources Survey (FRS). In nearly all respects, the comparisons of economic activity between the survey and the FRS were very close; the

biggest differences were that the British Gambling Prevalence Survey had a higher proportion of students (5% compared with 1% in the FRS) and a higher proportion of women who said they were looking after the family or home (16% and 10% respectively).[3]

Economic activity differed between men and women, with two-thirds of men (65%) and half of women (47%) being in paid work. Women, on the other hand, were more likely than men to be looking after the family or home (16% of women compared with less than 0.5% of men) and to be retired (24% and 19% respectively).

Table A1.3 Economic activity of respondent, by sex

All

Economic activity	**Sex**		**Total**
	Men	Women	
	%	%	%
In paid work	65	47	56
Unemployed	5	3	4
Unable to work because of long-term disability or ill health	4	3	4
Looking after the family or home	*	16	9
Retired	19	24	22
In full-time education	5	5	5
Other activity	*	1	*
Bases (weighted):	*3700*	*3885*	*7585*
Bases (unweighted):	*3566*	*3996*	*7562*

As expected there were also very large variations in economic activity by age. For example, respondents aged 16-24 were by far the most likely to be in full-time education (32%) or unemployed (10%). Respondents aged 25-54 were the most likely to be in paid work (78%). The proportion of respondents saying they were retired increased with age, from 32% at ages 55-64 to 87% at ages 65 and above. (Table not shown.)

Respondents were asked to provide details of their current or last paid job, which enabled office coding of occupation and the assignment of social class.[4] Overall, based on their own occupations, one in three respondents were in Social Class I (5%) and II (28%); one in four (25%) were in Social Class IIINM; one in five (21%) were in Social Class IIIM; and one in five were in Social Classes IV (16%) and V (5%).

Compared with men, women were much more likely to be in Social Class IIINM (38% compared with 12%), and much less likely to be in Social Class IIIM (9% compared with 32%). Women were also less likely than men to be in Social Classes I and II (29% were compared with 38% of men), and slightly more likely to be in Social Classes IV and V (24% compared with 18% of men). (Table A1.4)

This social class distribution for respondents of working age is a close representation of the general population as a whole.[5] (Figure A1.B)

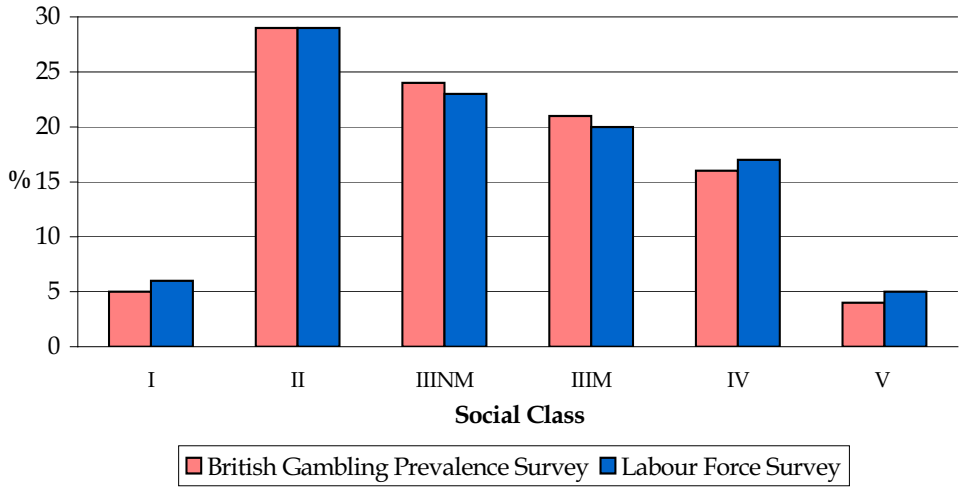
Table A1.4 Social class of respondent, by sex

All *1998*

Social class	Sex		Total
	Men	Women	
	%	%	%
I	8	3	5
II	31	26	28
IIINM	12	38	25
IIIM	32	9	21
IV	14	18	16
V	4	6	5
Bases (weighted):	*3392*	*3329*	*6721*
Bases (unweighted):	*3274*	*3448*	*6722*

People who have never worked or who provided insufficient details to derive social class have been excluded from the table.

Figure A1.B: Social class of working-age respondents



A1.3.2 Social class of highest income householder

As well as establishing social class based on the respondent's own occupation, a social class was also assigned to the 'highest income householder' based on that person's current or most recent occupation. It is the social class of the highest income householder which is used for analysis throughout the report.

Since the majority of highest income householders are men, a comparison of Tables A1.4 and A1.5 shows that, for men, the distribution of social class based on respondent's own occupation is very similar to that based on the occupation of the highest income householder. However, for women respondents the distributions are quite different: in particular, compared with their own occupation, far more women are found in Social Class IIIM, and fewer in Social Class IIINM, when looking at the categorisation based on the highest income householder.

Table A1.5 Social class of highest income householder, by sex

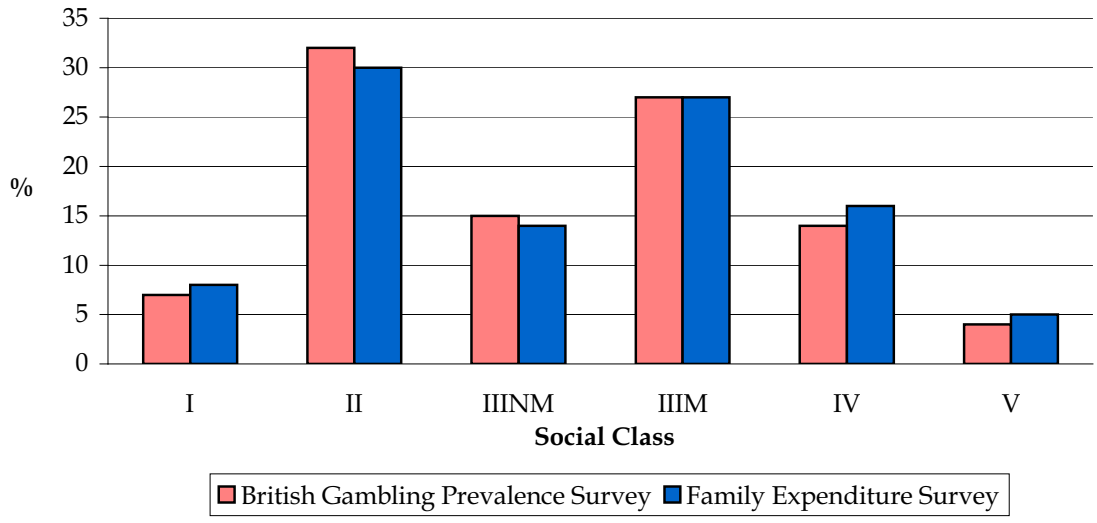
All

Social class	Sex of respondent		Total
	Men	Women	
	%	%	%
I	8	6	7
II	33	31	32
IIINM	12	18	15
IIIM	30	25	27
IV	14	15	14
V	3	5	4
Bases (weighted):	*3649*	*3794*	*7443*
Bases (unweighted):	*3522*	*3922*	*7444*

People living in households where the highest income householder never worked or who provided insufficient details to derive social class have been excluded from the table.

The social class distribution for highest income householder shown in Table A1.5 appears to be quite close to that for the general population. Figure A1.C compares social class from the British Gambling Prevalence Survey with social class from the Family Expenditure Survey (FES).[6] Although the comparison is not exact (as the FES uses occupation of head of household), the closeness of the social class distributions suggests that the achieved sample is a good representation of the population as a whole in this respect. The British Gambling Prevalence Survey appears to slightly under-represent people from households in Social Classes IV and V. While the differences are small (and may be due to the differences in definition), this potential under-representation should be kept in mind when interpreting the results of the report.

Figure A1.C: Social class of highest income householder



A1.4 SOURCES AND LEVEL OF HOUSEHOLD INCOME

A1.4.1 Sources of household income

As part of the household interview, respondents were shown a card with a range of possible sources of income and were asked to indicate which types of income were received by any members of the household. The responses are shown in Table A1.6.

Table A1.6 Sources of household income, by sex

All

Sources of household income	Sex		Total
	Men	Women	
	%	%	%
Earnings from employment/self-employment	73	65	69
State retirement pension	21	29	25
Pension from a former employer	19	21	20
Child benefit	30	32	31
Job-seekers allowance	3	2	3
Income support	6	9	7
Family credit	2	3	3
Housing benefit	6	8	7
Other state benefits	8	9	9
Interest from savings or investments	19	19	19
Other kinds of regular income from outside the household (eg, rent, maintenance)	4	5	5
(Has no source of income)	*	*	*
Bases (weighted):	*3703*	*3884*	*7587*
Bases (unweighted):	*3567*	*4001*	*7568*

The columns add to more than 100% as more than one response could be given.

By far the most common source of income was earnings from employment or self-employment, with 69% of individuals living in households with this sort of income. (Note that the results in the table are based on individual respondents, not on households. Thus, while 69% of *individuals* lived in households that received earnings from paid work, the proportion of *households* in receipt of earnings from paid work was about 5% lower.) The next most common sources of income reported were: child benefit, with nearly one in three (31%) individuals living in households where child benefit was received; state pension (25%); pension from a former employer (20%); and interest from savings and investments (19%). Most of the other sources of income mentioned were other state benefits such as income support (7%), housing benefit (7%), job-seekers allowance (3%) and family credit (3%).

A1.4.2 Level of household income

As well as sources of income, respondents were also shown a card which contained different levels of income, and they were asked to choose which of the bands represented their *household's* gross income from all sources (ie, before any deductions for tax, etc). The median category was £15,600 to £20,799, which means that the majority of individuals lived in households with a gross income level below £20,800.

Overall, one in ten (10%) individuals lived in households with an income level below £5,200; about one in three (30%) said their household income was between £5,200 and £15,599; one in four (25%) had income levels between £15,600 and £25,999; 23% between £26,000 and £46,799; 10% between £46,800 and £99,999; and 2% had income levels of £100,000 or more. (A relatively high proportion, 15%, of respondents refused to answer this question or could not say; they have been excluded from the analysis.) The detailed results are shown in Table A1.7.

Table A1.7 Level of household income, by sex

*All**

Household income level	Sex		Total
	Men	Women	
	%	%	%
£0 to £5,199	7	13	10
£5,200 to £10,399	14	18	16
£10,400 to £15,599	14	14	14
£15,600 to £20,799	13	12	12
£20,800 to £25,999	13	11	12
£26,000 to £31,199	9	8	9
£31,200 to £36,399	7	5	6
£36,400 to £46,799	9	7	8
£46,800 to £59,999	7	6	6
£60,000 to £79,999	3	3	3
£80,000 to £99,999	2	1	1
£100,000 to £149,999	1	1	1
£150,000 or more	1	1	1
Bases (weighted):	*3191*	*3340*	*6531*
Bases (unweighted):	*3066*	*3437*	*6503*

*At 15%, the proportion of respondents who refused to answer or could not say was higher than for most questions in the survey; as for all other analyses, these missing cases have been excluded from the table.

A1.5 QUALIFICATIONS

Respondents were asked for their highest educational or vocational qualification. These are shown in Table A1.8 by sex. At the top of the scale, 17% of respondents were qualified to degree level or above; at the other end, nearly one in three (30%) said they had no formal qualifications. Men were somewhat more likely than women to report having any qualifications and having degree level qualifications or higher. (It should be noted that the qualifications listed are the highest ones held at the time of the survey and that many younger respondents in particular were still in full-time education and thus in the process of increasing their level of qualification.)

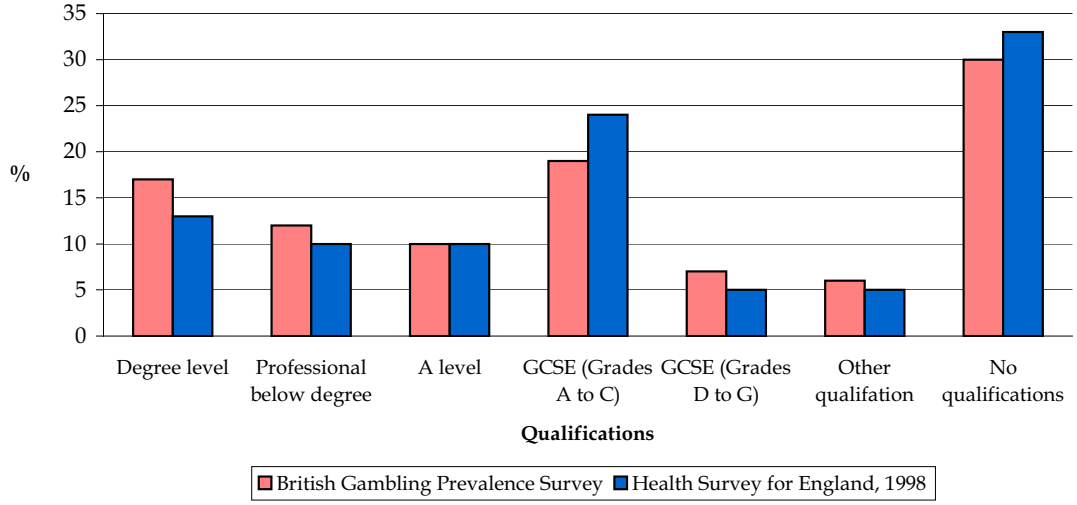
Table A1.8 Qualifications, by sex

All

Qualifications	Sex		Total
	Men	Women	
	%	%	%
Degree level qualification or above	20	13	17
Professional qualification below degree level	12	12	12
'A' levels or equivalent	10	9	10
GCSE grades A to C/'O' level passes or equivalent	17	20	19
GCSE grades D to G/CSE grades 2 to 5 or equivalent	7	7	7
Other qualifications	7	5	6
No formal qualifications	27	33	30
Bases (weighted):	*3589*	*3738*	*7327*
Bases (unweighted):	*3455*	*3849*	*7304*

This is very similar to the level of qualifications found in other surveys among the general population. For example, on the Health Survey for England (1998), 13% of respondents (aged 16 and over) had a degree level qualification while 33% had no formal qualifications.[7] (Figure A1.D)

Figure A1.D: Qualifications



A1.6 ETHNIC GROUP

Respondents were asked to classify which ethnic group they considered they belonged to, using similar categories to those included in the 1991 Census. The vast majority of respondents classified themselves as white (95%). Of the non-white respondents, 1% were black (Caribbean or African), 2% were Indian, Pakistani or Bangladeshi; and 2% were Chinese or 'another' ethnic group.

These figures are very close to those for the British population as a whole: for example, in the 1998 General Household Survey 95% of British residents aged 16 and over classed themselves as white.

A1.7 TENURE AND TYPE OF ACCOMMODATION

A1.7.1 Tenure

When asked about the tenure of their accommodation, 73% of respondents said they lived in owner-occupied housing (whether owning outright or with a mortgage, or being part of a shared ownership scheme), and 26% said they paid rent either to the council or for privately rented accommodation (with 1% saying they lived rent free). Compared with the 1998 General Household Survey, the British Gambling Prevalence Survey contains a slightly higher proportion of owner-occupiers (73% compared with 69% in the General Household Survey).

A1.7.2 Type of accommodation

Interviewers coded the type of accommodation for every sampled address. About one in four (23%) respondents lived in a detached house, 33% in a semi-detached house, 26% in a terraced house, 15% in a purpose built flat, and 4% in a converted flat. As for the other comparisons with independent data sources, these figures closely resemble the population distribution (as measured by the 1998 General Household Survey).

A1.8 COUNTRY

The sample was distributed as follows throughout Britain: 84% England, 10% Scotland and 6% Wales. This compares favourably with external data (also from the General Household Survey) which shows the adult population to be distributed as follows: 86% England, 9% Scotland and 5% Wales.

Endnotes

[1] Bridgwood, A. Lilly, R. Thomas, M. Bacon, J. Sykes, W. Morris, S. *Living in Britain: Results from the 1998 General Household Survey*. 2000: London, The Stationery Office.

[2] The definition of 'highest income householder' has two elements. Firstly, the 'householder(s)' must be identified, that is the person(s) in whose name(s) the accommodation is owned or rented. If there is more than one householder, then the one with the highest income, whether from paid work or other sources, is identified as the 'highest income householder'.

[3] Table 7.1, *Family Resources Survey: Great Britain 1997-98*. 1999: Leeds, Corporate Document Services. It should be noted that there are a number of differences between the British Gambling Prevalence Survey and the Family Resources Survey (FRS) which may affect the comparability of the data, in particular that fieldwork for the FRS was carried out in 1997-98 and that it is based on face-to-face interviewing.

[4] When appropriate, respondents in the survey were assigned a social class using two alternative occupations. Firstly, everyone who had ever had a paid job was assigned a social class based on the details of their own current or most recent job. Secondly, each person was also assigned a social class based on the occupation of the highest income householder (HIH) within their residence. Clearly, both social class assignments would be the same within single adult households as well as for the HIH himself or herself; there would be only one (or even no) social class assignment in cases where the respondent (or the HIH) never had a paid job (or where the details provided were insufficient to determine occupation). Occupations were coded using the Registrar General's Standard Occupational Classification, and assigned to one of six social class categories:

Social Class	*Occupations*
I	Professional occupations
II	Managerial and technical occupations
IIINM	Skilled occupations, non-manual
IIIM	Skilled occupations, manual
IV	Partly skilled occupations
V	Unskilled occupations

In some analyses Social Classes I and II and Classes IV and V have been combined. In others, I, II and IINM have been combined under the heading of 'non-manual', while IIIM, IV and V have been combined under the heading of 'manual'.

People who were in the armed forces, or whose occupation was not adequately described, or who had never worked, were not allocated a social class and are excluded from the tables. In households where the HIH was not interviewed, the social class of the HIH was derived from information provided from their spouse or partner.

[5] The social class distribution for working age men and women is very similar to that shown in Matheson, J. Holding A. *Regional Trends 34*, 1999: London, The Stationery Office.

[6] Down, D. *Family spending: a report on the 1998-99 Family Expenditure Survey*. 1999: London, The Stationery Office.

[7] Erens, B. Primatesta, P. (eds) *Health Survey for England 1998*. 1999: London, The Stationery Office.

APPENDIX 2: METHODOLOGY

A2.1 SAMPLING

The population surveyed was the population, aged 16 and over, living in private households in England, Wales and Scotland. Those living in institutions were not covered. The sampling frame was the small user Postcode Address File (PAF). 280 postcode sectors were chosen as the primary sampling units (PSUs). Before selection the sectors were stratified by Government Office Region (GOR) (12 regions), population density (3 bands) and the proportion of household heads in non-manual occupation. Each postcode sector was split into two and 25 addresses were randomly selected within each half sector. 7000 addresses were selected in total. Within each household, all members aged 16 and over were eligible for inclusion in the survey.

A2.2 QUESTIONNAIRE PRE-TESTING

The first draft of the questionnaire was submitted to two stages of pre-testing, each of which consisted of two parts: cognitive testing and a pilot. The first stage took place in February 1999. 10 cognitive interviews were carried out, 5 of which were with problem gamblers who were living in a residential home for problem gamblers. The pilot involved interviews with another 44 people. Cognitive interviewing was done by a researcher, and involved asking respondents to 'think aloud' while completing the questionnaire. Cognitive interviewing draws on techniques from cognitive psychology, and is an extremely useful method of finding out how questions are interpreted. Pilot interviews involved interviewers, from the *National Centre's* fieldforce, carrying out a 'rehearsal' of the fieldwork procedure which would be used for the main survey. The interviewers noted down the respondents' feedback on the questionnaire, and reported back to the researchers via a 'debrief'.

It was the cognitive interviews which revealed that the questions on expenditure, using simply the word 'spend', were being interpreted in a number of different ways: that is 'outlay', 'stake', 'turnover' and 'net expenditure' (see Chapter 4). After considerable discussion with the Survey Steering Group, it was decided to develop and test another draft of the questionnaire. In this draft the gambling activities were separated into two groups, and explicit instructions were included on how expenditure calculations should be made. The two groups were based on the results of the pre-testing, which found that some activities were naturally calculated in terms of 'stake' (for example, lottery tickets, football pools, and bingo tickets); while others tended to be thought of more in terms of 'net expenditure' (for example, fruit machines, betting on horse races and table games). The questionnaire was shortened (as it was longer than anticipated) and a number of other (minor) amendments were made.

The second draft questionnaire was submitted to a second stage of pretesting in June 1999. Cognitive interviews were carried out with 9 people and pilot interviews with another 20 people. The redrafted expenditure section was much improved, and the majority of respondents were consistent in their interpretation of the questions. Thus, it was decided to proceed with this version, although it was recognised that it introduced the limitation of not allowing a calculation of 'total' spend (on all activities) for an individual. Questionnaire length was also fine, and so the questionnaire was finalised and professionally laid out by a graphic designer.

A2.3 FIELDWORK

Fieldwork began in early September 1999. Interviewers were personally briefed by the researchers at 12 half-day briefings which took place around Britain. An advance letter was sent to each sampled address detailing the aims of the survey and explaining that an interviewer would shortly be visiting the address.

At addresses where there was more than one household, interviewers used a Kish grid to randomly select one household. At each household, interviewers attempted to obtain a face to face interview with the highest income householder, collecting socio-demographic information about the household. Once the household questionnaire had been completed, every person aged 16 and over in the household was asked to fill in a self-completion questionnaire, which collected information about their gambling behaviour. (The household and self-completion questionnaires are included in Appendix 3). Interviewers were instructed either to wait while the questionnaire was completed, or to return at a later date to collect it. Fieldwork finished in January 2000.

A2.4 RESPONSE

Interviews were achieved at 4619 households (a response rate of 73% of in-scope addresses) and self-completion questionnaires were returned by 7,680 out of 8584 eligible individuals (a response rate of 89%). This represents an overall response rate of 65% (Table A2.1).

Table A2.1 Response

Addresses issued	7000		
Non-residential	639		
		%	
In-scope	6361	100.0	
No contact at address	290	5	
Refused all information	1283	20	
Other reason no interview	169	3	
Household Qt completed	4619	73	
			%
Eligible adults	8584		100
Personal refusal	242		3
Proxy refusal	179		2
Ill/away/incapacitated	75		1
Not returned	408		5
Self-completion Qt returned	7680		89
Overall response			65.0

A2.5 SCORING THE PROBLEM GAMBLING SCREENING INSTRUMENTS

Two screening instruments were used to identify problem gamblers, the SOGS and the DSM-IV. This section explains how each instrument was scored and the threshold used to classify a problem gambler.

A2.5.1 Scoring the SOGS

The SOGS questions (C9 to C28 of the self-completion questionnaire) were scored according to the system outlined by its developers. [1]

The SOGS items along with the corresponding question number from the self-completion questionnaire are shown in the first two columns of Table A2.2. The third column shows which responses were counted as 'positive'.

Table A2.2 Scoring the SOGS

Item	Question	'Positive'
Chasing losses	C9	Most of the time/every time
Claimed to be winning when lost	C10	Some of the time/most of the time
Gambled more than intended	C11	Yes
People criticised gambling	C12	Yes
Felt guilty about what happens when gambling	C13	Yes
Like to stop but can't	C14	Yes
Hidden signs of gambling	C15	Yes
Money arguments over gambling	C16b	Yes
Missed time from work or study	C17	Yes
Borrowed without paying back	C18	Yes
Borrowed from household money	C19	Yes
Borrowed from spouse/partner	C20	Yes
Borrowed from relatives	C21	Yes
Borrowed from banks	C22	Yes
Made cash withdrawals on credit card	C23	Yes
Received loans from loan sharks	C24	Yes
Cashed in stocks or shares	C25	Yes
Sold personal property	C26	Yes
Written cheques that bounced	C27	Yes
Problem with gambling	C28	Yes

The threshold for being classified as a problem gambler was a score 5 or more 'positives', in line with a number of previous studies abroad (see Chapter 5). A number of respondents failed to complete all 20 SOGS questions. Cases where more than half of the items (that is 11 or more) were missing were excluded from the analysis on problem gambling. A total of 314 cases (4% of the sample) were excluded for this reason.

A2.5.2 Scoring the DSM-IV

The DSM-IV criteria, along with the corresponding question number from the self-completion questionnaire are shown in the first two columns of Table A2.3. The third column shows which responses were counted as 'positive'.

Table A2.3 Scoring the DSM-IV

Item	Question	'Positive'
A preoccupation with gambling	C29	Fairly often/very often
A need to gamble with increasing amounts of money	C30	Fairly often/very often
Being restless or irritable when trying to stop gambling	C31	Fairly often/very often
Gambling as escapism	C32	Fairly often/very often
Having tried but fail to cut back or stop gambling	C34	Fairly often/very often
Chasing losses	C9	Most of the time/every time
Lying to people to conceal the extent of gambling	C33	Fairly often/very often
Having committed a crime to finance gambling	C35	Occasionally/fairly often/very often
Having risked or lost a relationship/job/educational opportunity because of gambling	C36	Occasionally/fairly often/very often
Reliance on others to help a financial crisis caused by gambling	C37	Occasionally/fairly often/very often

The threshold for 'problem gambling' was 3 or over, again in line with previous research (see Chapter 5). As with the SOGS, cases were excluded from the problem gambling analysis if more than half of the DSM-IV items were missing. A total of 200 cases (3% of the sample) were excluded for this reason.

A2.6 SCORING THE ATTITUDE TOWARDS GAMBLING SCALE

The attitude scale consists of questions C1 to C8 of the self-completion questionnaire (Appendix 3). A Cronbach's alpha statistic[2] was calculated to ascertain whether there was enough similarity between each of the items to justify turning them into a scale. The Cronbach's alpha showed a high level of internal consistency (.8155) so a scale was calculated. First, each question was recoded, so that a high number represented a 'pro-gambling' attitude (Table A2.4). Then, the individual scores for each item were summed together to produce an overall 'pro-gambling scale'. The maximum score, representing the highest positive attitude towards gambling, was 40 (8 multiplied by 5).

Table A2.4 Scoring the attitude scale

C1	Always =5, Often =4, Sometimes =3, Rarely =2, Never =1, Not applicable =0
C2	Always =5, Often =4, Sometimes =3, Rarely =2, Never =1, Not applicable =0
C3	Always =1, Often =2, Sometimes =3, Rarely =4, Never =5, Not applicable =0
C4	Always =5, Often =4, Sometimes =3, Rarely =2, Never =1, Not applicable =0
C5	Always =1, Often =2, Sometimes =3, Rarely =4, Never =5, Not applicable =0
C6	Always =5, Often =4, Sometimes =3, Rarely =2, Never =1, Not applicable =0
C7	Always =5, Often =4, Sometimes =3, Rarely =2, Never =1, Not applicable =0
C8	Always =5, Often =4, Sometimes =3, Rarely =2, Never =1, Not applicable =0

A2.7 CALCULATING THE MEAN STAKE

Means were calculated for the amount staked on the National Lottery Draw, other lotteries, the football pools and bingo by substituting the mid-point of each band with a numerical value, and using this value to calculate an overall mean. Means were calculated **only** for respondents who had participated in each activity in the past week. An example of how the banded response categories presented in the questionnaire were substituted with numerical values is shown below:

Amount spent in the last 7 days on the National Lottery Draw

Response category	Numerical value
Less than £1	50p
£1	£1.00
£1.01-£5	£3.50
£5.01-£10	£7.50
£10.01-£20	£15.00
£20.01-£50	£35.00
More than £50	£50.00

It is important to note that, since these means are calculated from banded, rather than numeric data, they should not be viewed as '*exact'* figures; rather, they provide an indication of differences in expenditure between different activities, and between different population sub-groups. Moreover, the maximum value in each case is simply taken as the highest response category (eg £50.00) and so the few outlying high values are not taken into account.

For the other gambling activities information was collected on 'net expenditure' rather than stake. In order to keep the questionnaire as simple as possible, the amount won was not collected, and so it is not possible to calculate mean expenditure for these activities.

A2.8 WEIGHTING

The data were weighted in two stages. The first corrected for household selection probabilities in the small number of addresses (28) which were found to consist of more than one household. The second corrected for individual for non-response, so that the sample reflected the age and sex distribution of the general population. Comparison with the age and sex profile of the British population according to estimates from the Office for National Statistics[3] showed that the achieved sample was in fact a very close reflection of the general population, and, therefore, the weights were very small. Table A2.5 compares the population estimates with the achieved *unweighted* sample for the British Gambling Prevalence Survey and shows the average weight for each sub-group.

Table A2.5 Comparison of the unweighted sample with population estimates

	Population estimates		British Gambling Prevalence Survey		Average weight	
Age	**% male**	**% female**	**% male**	**% female**	**Weight (men)**	**Weight (women)**
16-19	3.2	3.0	3.0	2.9	**1.05**	**1.05**
20-24	3.8	3.6	2.9	3.4	**1.34**	**1.06**
25-34	10.0	9.6	8.3	9.6	**1.20**	**1.00**
35-44	9.1	8.9	9.2	10.3	**0.99**	**0.87**
45-54	8.2	8.3	8.7	9.4	**0.95**	**0.88**
55-64	6.2	6.3	6.4	7.1	**0.97**	**0.88**
65-74	4.9	5.7	5.3	5.8	**0.92**	**0.99**
75+	3.3	6.0	3.2	4.6	**1.02**	**1.29**
Total	48.6	51.4	47.0	53.00	**1.04**	**0.97**

A2.9 DATA PROCESSING AND ANALYSIS

Completed questionnaires were subject to a manual edit, before keying, to check key routing and numeric data entries. Occupations were coded to the Standard Occupational Classification (SOC) from which social class was derived.

A computer edit program was written to check all code ranges and routing. After keying, records which failed to pass the computer edit were amended by reference back to the questionnaire, and errors corrected or missing information/not answered codes added where necessary. This process was repeated until all records passed the edit as 'clean'. All information was treated confidentially, and all data records are anonymous.

Analysis of the survey findings was carried out using both Quantum and SPSS analysis packages.

A2.10 STATISTICAL SIGNIFICANCE

All survey data are estimates of the 'true' proportion of the population sampled. With random sampling methods it is possible to estimate the margins of error either side of each percentage indicating a range within which the 'true' percentage will fall.

These margins of error vary according to both the percentage estimates from the sample and the number of people included in the sample. Table A2.6 indicates the '95% confidence intervals' that users of the tables in the report should allow, taking both of these criteria into account. That is, the

table shows the range in which we would expect the 'true' percentage to fall 95 times out of 100. For example, if the estimated value is 50% and the sample size is 8,000 the true value is likely to be between 49% and 51%.

Table A2.6 Confidence intervals

Sample Size	Percentage									
	10%		25%		50%		75%		90%	
100	4%	16%	17%	33%	40%	60%	67%	83%	84%	96%
200	6%	14%	19%	31%	43%	57%	68%	82%	86%	94%
500	7%	13%	21%	29%	46%	54%	71%	79%	87%	93%
1000	8%	12%	22%	28%	47%	53%	72%	78%	88%	92%
2000	9%	11%	23%	27%	48%	52%	73%	77%	89%	91%
3000	9%	11%	23%	27%	48%	52%	73%	77%	89%	91%
4000	9%	11%	24%	26%	48%	52%	74%	76%	89%	91%
5000	9%	11%	24%	26%	49%	51%	74%	76%	89%	91%
6000	9%	11%	24%	26%	49%	51%	74%	76%	89%	91%
7000	9%	11%	24%	26%	49%	51%	74%	76%	89%	91%
8000	9%	11%	24%	26%	49%	51%	74%	76%	89%	91%

Endnotes

[1] Lesieur, HR & Blume, SB. *The South Oaks Gambling Screen (SOGS): A new instrument for the identification of pathological gamblers*. Am J Psychiatry 1987; **144**: 1184-1188.

[2] Reliability analysis studies the properties of measurement scales and the items that make them up. A Cronbach's Alpha is a model of internal consistency, based on the average inter-item correlation.

[3] Office for National Statistics: *Mid 1998 population estimates*. Government Statistical Service, 1999.

APPENDIX 3: THE QUESTIONNAIRES

NatCen
National Centre *for* Social Research

British Gambling Prevalence Survey 2007

Heather Wardle, Kerry Sproston, Jim Orford, Bob Erens, Mark Griffiths, Rebecca Constantine, Sarah Pigott

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British Gambling Prevalence Survey 2007

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Prepared for the

GAMBLING COMMISSION

September 2007

P2555

Contents

FOREWORD

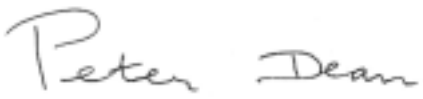
On behalf of the Gambling Commission I welcome this report of the British Gambling Prevalence Survey 2007. We are grateful to the report authors for producing a comprehensive analysis of British gambling behaviour and attitudes.

The Gambling Act 2005 tasks the Gambling Commission with a duty to advise the Secretary of State on the prevalence, nature and effects of gambling. The survey was commissioned to provide this information.

While the 2007 survey builds on the previous British study conducted in 1999, the main purpose is to provide a benchmark and picture of the landscape prior to 1 September 2007 when the Gambling Act 2005 was implemented. We will repeat the exercise in 2009/10 to allow us to measure the impact that the Act has on gambling behaviour and attitudes.

The Commission would like to thank all those who have contributed to the delivery of this report. It would not have been possible without the contribution of both the Prevalence Study Steering Group and Advisory Group who ensured that the questionnaire was fit for purpose. I would also like to thank Professor Max Abbott and Dr Rachel Volberg for their thorough review of the report. Their status as leading international academics in the field of gambling prevalence research adds further weight to this piece of work.

The findings in this report offer valuable information to the Commission, the Government and other key stakeholders and will help to develop future policy in the gambling field. It contains a wealth of information and we look forward to the further analysis and debate which the report will prompt.



Peter Dean
Chairman
Gambling Commission

ACKNOWLEDGEMENTS

Social surveys are the work of a large team, and the authors gratefully acknowledge the contributions of many colleagues. In particular, thanks are due to the interviewers who administered the survey; the operations team, notably Sarah Allcock, Sandra Laver and Janice Morris for organising the fieldwork and data processing; colleagues from NatCen's Survey Methods Unit, especially Shaun Scholes, Susan Purdon and Kevin Pickering for their time and expertise; Erroll Harper for producing all project computing systems; Laurent Martin and Merce Macanas at GIDE for designing the online survey; Heather McCracken for sharing her expertise of web surveys; and Laura Ringham, Elizabeth Becker and Hilde Stephansen for their time and assistance.

We would also like to give thanks to our sponsors, the Gambling Commission, and in particular to Helen O'Kane, Gavin Ellison and Ruth Callaghan for their support, advice and assistance throughout this project.

Our thanks go to the Steering Group and Advisory Group for their advice in the development of the questionnaire. We are also grateful to Professor Max Abbott and Dr Rachel Volberg for their review of the draft report and their advice which contributed to the final version of the report.

Above all, we would like to thank all respondents who gave up their time to take part in the survey.

EXECUTIVE SUMMARY

This report presents results from NatCen's British Gambling Prevalence Survey (BGPS) 2007. This is the second nationally representative survey of its kind, and its overall aim is to provide data on participation in gambling, and the prevalence of problem gambling, in Britain. A random sample of 9,003 individuals participated in the survey.

Since the 1999 survey, the nature of gambling in Britain has changed substantially – due to changes in legislation, and an increase in the number of gambling products available. As well as allowing comparison with results from 1999, this survey provides baseline data for the new Gambling Act which came into force on 1 September 2007.

Participation in gambling activities (chapters 2 and 3)

- 68% of the population, that is about 32 million adults, had participated in some form of gambling activity within the past year. This compares to 72% (about 33 million adults) in 1999.
- Excluding people who had only gambled on the National Lottery Draw in the last year, 48% of the population, or about 23 million, had participated in another form of gambling in the past year. This compares to 46% (about 22 million adults) in 1999.
- The most popular activity was the National Lottery Draw (57%), though participation rates had decreased since the previous survey in 1999 (from 65%).
- The National Lottery Draw was followed by scratchcards (20%), betting on horse races (17%), and playing slot machines (14%).
- There were only three activities that showed a reduction in participation between the two surveys; the National Lottery Draw (from 65% to 57%), football pools (from 9% to 3%) and scratchcards (from 22% to 20%).
- Only a small proportion of people (3%) gambled online (like playing poker or casino games etc) or placed bets with a bookmaker using the internet (4%). 3% used fixed odds betting terminals (FOBTs) and 4% gambled in a casino.
- Overall, 6% of the population used the internet to gamble in the past year.
- Men were more likely than women to gamble overall (71% compared with 65%), and on each individual activity, with the exception of bingo (4% of men compared with 10% of women).
- Respondents who described their ethnic origin as white were more likely to be past year gamblers (70%) than those who classified themselves as Black (39%) or Asian (45%).
- People in higher income households were more likely to gamble – the rate increased from 61% among those in the lowest income households, to 72% for highest income households.

- In terms of education, respondents with higher levels were less likely to gamble – 61% of those with a degree compared with 73% who were educated to GCSE/O-level equivalent.

Problem gambling (chapters 4 and 5)

- Two measures of problem gambling were used: the DSM IV[1] (using a threshold of 3) and the PGSI[2] (a threshold of 8). The rates of problem gambling in the population were 0.6% and 0.5% respectively. This equates to around 284,000 (DSM IV) and 236,500 (PGSI) adults (aged 16+) in Britain.
- The problem gambling prevalence rate, according to the DSM IV, was the same as it had been in 1999 (0.6%).
- The prevalence of problem gambling among past year gamblers was 0.9% for the DSM IV (compared to 0.8% in 1999), and 0.8% according to the PGSI.
- Excluding those who only played the National Lottery Draw increases the estimate of problem gambling, among past year gamblers, to 1.3% according to the DSM IV, and 1.2% according to the PGSI.
- Problem gambling was more prevalent among men than women, and tended to be more prevalent among younger age groups (though the association with age was less clear-cut than in 1999).
- In 1999, problem gambling was significantly associated with being male, reporting that a parent was or had been a problem gambler, and being in the lowest income category.
- In 2007, a significant association was again found between problem gambling and being male and also parental regular gambling (particularly if a parent had a gambling problem). Problem gambling was also associated with poor health, and being single.
- In addition, according to the DSM IV, problem gambling was significantly associated with being Asian/Asian British or Black/Black British, being separated/divorced, having fewer educational qualifications, and (according to the PGSI) being younger than 55 years old.
- Looking at international studies of problem gambling prevalence, the rate in Britain is higher than that found in Norway, and similar to that of Canada, New Zealand, Sweden and Switzerland, and lower than Australia, South Africa, the US, Singapore, Macao and Hong Kong. (Comparisons should be treated with caution, as different methodologies have been used in different countries).
- The highest prevalence of problem gambling was found among those who participated in the past year in spread betting (14.7%), fixed odds betting terminals (11.2%) and betting exchanges (9.8%) – all estimates are from the DSM IV.

Attitudes to gambling (chapter 6)

- A new 14-item scale for measuring general attitudes towards gambling was developed for the 2007 survey.
- The overall sample average for the total scale, and for 12 of the separate items, indicated an attitude towards gambling that was more negative than positive. The average view was that gambling was more harmful than beneficial for individuals, and for society, and should not be encouraged.
- The two exceptions indicated that the average person tended to support the view that people had a right to gamble and to reject total prohibition.
- The most favourable attitudes to gambling were shown by: the under 35s; heavier drinkers; those who have engaged in more than four different types of gambling activity in the last 12 months; or more than three types in the last week; and those who were classified as a problem gambler according to either screen.
- The least favourable attitudes to gambling were shown by: the over 55s; the widowed; those describing themselves as Asian or Asian British or of one of the 'other' ethnic groups; non-gamblers; and those with a parent or close relative with a gambling problem.

Endnotes:

[1] The DSM IV screening instrument is taken from the fourth edition of the manual used by the American Psychiatric Association. The DSM IV consists of ten diagnostic criteria, and respondents are classified as problem gamblers if they fulfil at least three of the criteria.

[2] The Canadian Problem Gambling Severity Index (PGSI) constitutes 9 items of a larger screen (more than 30 items) - the Canadian Problem Gambling Inventory (CPGI).

1 INTRODUCTION

1.1 Background and aims

The first British Gambling Prevalence Survey, commissioned by *GamCare* and conducted by the *National Centre for Social Research*, took place in 1999. The findings were reported in *Gambling Behaviour in Britain: Results from the British Gambling Prevalence Survey*[1]. An accompanying qualitative study was reported in *Exploring Gambling Behaviour In-depth: a Qualitative Study*[2]. Both the main and qualitative studies were subsequently summarised in the book *Gambling and Problem Gambling in Britain*[3].

Since then there have been substantial changes in national gambling policy in Britain, a wide ranging new Gambling Act, rapid development of varied forms of gambling, and a great deal of media attention on the topic. In mid-2001 the much-anticipated report of the Government's Gambling Review Body (GRB) was published. The GRB had wide terms of reference. It was asked to consider, "… the current state of the gambling industry and the ways in which it might change over the next ten years in the light of economic pressures, the growth of e-commerce, technological development and wider leisure industry and international trends… [and to consider] the social impact of gambling and the costs and benefits", and to make recommendations.

Though set up by the Home Office, the GRB reported to the Department for Culture, Media and Sport (DCMS), to which department government responsibility for gambling had been transferred in the meantime. The GRB made 176 separate recommendations. Whilst recognising the dangers of increased problem gambling and the need to protect children and others who might be vulnerable, the recommendations were largely in the direction of relaxing restrictions on gambling that were now considered to be out-of-date. They included, for example, lifting restrictions on the advertising of gambling, licensing and regulating internet gambling, and making it easier to open new casino facilities, including large 'regional' casinos where unlimited prize (category A) gambling machines would be permitted for the first time in the UK. DCMS published its response to the GRB report, *A Safe Bet for Success*, in March 2002; and in July of that year the House of Commons Culture, Media and Sport Select Committee produced its report *The Government's Proposals for Gambling: Nothing to Lose?* and the Government responded in October. The draft Gambling Bill appeared in 2003 and, after a period of consultation and debate in Parliament, the Gambling Act 2005 became law, and came into operation in September 2007. Meanwhile, the Gambling Commission, which under the new Act replaced the former Gaming Board, was constituted and began its work in 2005. Among its first actions was the commissioning of the second British Gambling Prevalence Survey which is the subject of the present report.

Although the new Gambling Act is only just fully operational, there have been considerable changes in the gambling landscape in Britain in the last seven years. For example, there has been much publicity around fixed odds betting terminals (FOBTs) and the increased availability of internet gambling sites; and it is thought that the numbers of people playing internet poker may have greatly increased. In general, gambling has been continually in the news, and the new Gambling Act has stimulated much controversy and criticism in many quarters. The view that it will lead to a significant increase in problem gambling is one that is often heard stated. Particularly newsworthy in February 2007 was the report of the Casino Advisory Panel.

In addition to this, expenditure within the gambling industry has increased since 1999/2000. Gross gambling yield (i.e. the amount retained by operators after the payment of winnings, but before the deduction of the costs of the operation) has increased from just over £7 billion in 1999/2000 to just under £10 billion, about the same as the rate of growth in total expenditure across the economy as a whole.

The 2007 survey, carried out by the *National Centre for Social Research*, therefore took place in a situation which is fluid as far as gambling in Britain is concerned. It was unknown beforehand whether rates of gambling and problem gambling had increased since 1999. Since the full effects of the Gambling Act 2005 were not yet in operation, it might have been expected that there would have been little increase. On the other hand, because of changes that had taken place in the meantime (for example the increased availability of internet gambling) increases might have been expected. In any case, as eight years has elapsed since the first survey, a new survey was overdue. The Government has stated that, in order to monitor the effects of the new Act, a national survey should be carried out every three years from now on.

This report therefore provides the Gambling Commission and the Government with some important benchmark information which will be useful to help in the assessment of the overall impact of the Gambling Act, following its full implementation on the 1 September 2007.

A number of changes were made for the 2007 survey. When enquiring about engagement in different forms of gambling, it was necessary to add a number of new forms, such as playing fixed odds betting terminals in a bookmaker's, online betting with a bookmaker, and use of a betting exchange. Questions about gambling expenditure were modified in an attempt to collect net expenditure (see Chapter 2). An important change from the earlier survey was the choice of screening questions for estimating the prevalence of problem gambling. As explained in Chapter 4, one of the two sets of questions used in the earlier survey has been retained (questions based upon the fourth edition of the Diagnostic and Statistical Manual of the American Psychiatric Association) in order to allow direct comparison with the earlier results.

The second set of questions used in the earlier survey (the South Oaks Gambling Screen[4]) had in the meantime gone out of favour internationally, and it has therefore been replaced for the present survey with a new set of questions (the Canadian Problem Gambling Severity Index[5]) which has been showing good evidence of validity[6]. Because of the controversial nature of gambling and gambling policy, public attitudes for or against gambling have been more systematically studied in the present survey.

Specifically, the aims of the 2007 survey were to:

- Measure the prevalence of participation in all forms of commercial and private gambling (including estimates of expenditure and information on venue).
- Estimate the prevalence of 'problem gambling' and look at which activities have the highest prevalence of 'problem gamblers'.
- Investigate the socio-demographic factors associated with gambling and with 'problem gambling'.
- Assess attitudes towards gambling.

This report provides the main results of the survey. Chapters 2 and 3 describe participation in gambling activities, Chapters 4 and 5 present results on problem gambling, and Chapter 6 the results of the assessment of attitudes towards gambling.

1.2 Overview of survey design

1.2.1 Sample and response

9,003 individuals participated in the survey. A random sample of 10,144 addresses from England, Scotland and Wales were selected from the Postcode Address File (PAF). Interviewers visited each address and attempted to gain a face to face interview with an adult at that address to collect information about the household. All adults, aged 16 and over, within co-operating households were eligible to take part and were asked to complete an individual questionnaire (which could be filled in online, or as a self-completion booklet). The individual questionnaires collected detailed information about the respondent's gambling behaviour and attitudes to gambling.

Interviews were achieved at 5,832 households (representing a response rate of 63% once non-residential addresses were removed from the sample). Individual questionnaires were completed by 9,003 out of 11,052 adults residing within co-operating households (an individual response rate of 81%). The overall response rate was 52%.

1.2.2 Weighting

Data were weighted to reflect the age, sex and regional distribution of the British Population according to estimates by the Office of National Statistics. Further information about the survey methodology and weighting strategy is given in Appendix 2. Copies of the household and individual questionnaire are shown in Appendix 3.

1.3 Caveats

The methodology used for the 2007 study sought to maintain maximum comparability with the 1999 BGPS study. As such, many of the 1999 survey protocols were replicated in the 2007 study. As with any survey, possible biases may be introduced into the data by the method of data collection chosen. The 2007 gambling study is no exception to this. Sources of potential bias include non-response biases (introduced by varying participation rates among sub-sections of the population) and social desirability or acceptability biases in responses to certain questions. Furthermore, both the 1999 and 2007 studies were of people living in private households. This, by definition, excludes a number of sub-groups of the population, such as homeless people, those living in institutions, and prisoners, which should be borne in mind when interpreting study results.

These issues were carefully considered at the outset of the study, and the survey methodology used attempted to overcome these potential areas of bias in a number of ways. For example, given the perceived sensitive nature of the problem gambling screens, these questions were administered using a confidential self-completion questionnaire to encourage honest reporting. Data from the 1999 study were re-analysed and optimal stratifiers for the 2007 sample chosen, based on this analysis, to increase sample efficiency. Final data were weighted for non-response to account for differences in the sample profile compared to population estimates for Britain. Appendix 1 compares a number of key characteristics from the achieved 2007 sample against independent data, to examine where areas of bias may be introduced due to response rate differences among sub-groups. Overall, this shows that for most key characteristics (such as age, sex, NS-SEC of household reference person, marital status, ethnic group, and country of residence) the achieved BGPS sample is a close reflection of population estimates. However, this analysis also highlighted that the 2007 BGPS may slightly over-represent those in good health, those who are married, and those educated to degree (or higher) level. These differences should be kept in mind when interpreting study results.

Where appropriate, caveats of this nature have been highlighted within individual chapters throughout this report.

1.4 Report conventions

- Unless otherwise stated, the tables are based on the responding sample, for each individual question (i.e. item non-response is excluded) therefore bases may differ slightly between tables.
- The group to whom each table refers is shown in the top left had corner of each table.

- The data used in this report have been weighted. The weighting strategy is described in Appendix 2. Both weighted and unweighted base sizes are shown at the foot of each table. The weighted numbers reflect the relative size of each group of the population, not the number of interviews achieved, which is shown by the unweighted base.
- The following conventions have been used in the tables:
  - \- No observations (zero values).
  - * Non-zero values of less than 0.5% and thus rounded to zero.
  - [ ] An estimate presented in square brackets warns of small sample base sizes.

    If a group's unweighted base is less than 30, data for that group are not shown. If the unweighted base is between 30-49, the estimate is presented in square brackets.
- Because of rounding, row or column percentages may not exactly add to 100%.
- A percentage may be presented in the text for a single category that aggregates two or more percentages shown in the table. The percentage for that single category may, because of rounding, differ by one percentage point from the sum of the percentages in the table.
- Some questions were multi-coded (i.e. allowing the respondent to give more than one answer). The column percentages for these tables sum to more than 100%.
- The term 'significant' refers to statistical significance (at the 95% level) and is not intended to imply substantive importance.

Endnotes:

[1] Sproston, K, Erens B & Orford J. *Gambling behaviour in Britain: Results from the British Gambling Prevalence Survey* (2000). National Centre for Social Research.

[2] White, Mitchell and Orford. *Exploring Gambling Behaviour In-depth: a Qualitative Study*. (2001). National Centre for Social Research.

[3] Orford, J. Sproston, K., Erens, B., White, C. and Mitchell, L. (2003). *Gambling and Problem Gambling in Britain*. London: Brunner-Routledge.

[4] Lesieur, HR & Blume, SB. *The South Oaks Gambling Screen (SOGS): A new instrument for the identification of pathological gamblers*. Am J Psychiatry 1987; **144**: 1184-1188.

[5] Ferris, J and Wynne H. *The Canadian Problem Gambling Index: Final Report*. The Canadian Centre on Substance Abuse (CCCSA) 2001.

[6] Wenzel, M, McMillen J, Marshall D and Ahmed E. *Validation of the Victorian Gambling Screen*. Community Support Fund, Australia. 2004.

2 PARTICIPATION IN GAMBLING ACTIVITIES

2.1 Definition of gambling used in the survey

An important objective of the British Gambling Prevalence Survey 2007 was to provide data on current (2007) levels of participation in gambling. The aims were to look at change in participation rates over the past seven years by making comparisons with the first British Gambling Prevalence Survey in 1999; and to provide a measure of baseline data before the 2005 Gambling Act became fully operational in September 2007. The survey provides data on overall participation rates as well as for individual gambling activities.

As in the 1999 survey, respondents were shown a list of gambling activities and asked whether they had participated in each activity in the past 12 months. 'Participation' was defined as having 'spent money' on the activity, so that it would include, for example, having a lottery ticket purchased on their behalf if the money used to buy the ticket was the respondent's own.

There were two major differences with questions used in the earlier British Gambling Prevalence Survey. Firstly, the list included 16 activities instead of the 11 used in 1999, reflecting the expansion of different forms of gambling activities over the past decade. This increasing range of types of activities is mainly due to the internet (online gambling or betting), which was in its early stages at the time of the earlier survey. Secondly, the 2007 survey asked respondents *how often* they did each type of gambling activity in the past 12 months, whereas in 1999 they were simply asked whether or not they had done each type of activity in the past year.

The 16 activities included in the list were intended to cover all types of gambling available in Britain at the time of the survey. However, to allow for the possibility that an unfamiliar activity was missed by the research team, or that respondents may have missed or misunderstood an activity included in the list, the option was provided for respondents to write in another form of gambling activity not listed. (The full list of gambling activities is found in Section A of the individual questionnaire, which is included as Appendix 3.)

As well as asking about frequency of participation over the last year, the questionnaire also collected information about venue of gambling, and expenditure on each activity in the last seven days. This chapter presents the results for participation (section 2.2) and venue (section 2.3) and expenditure (section 2.4).

2.2 Gambling activities in the past year

2.2.1 Participation in gambling activities in the past year

Overall participation rates

Figure 2A and Table 2.1 show the percentages (of men, women, and all) saying they had participated in each of the sixteen gambling activities over the past 12 months[1]. The National Lottery Draw was the most popular activity, with 57% of adults purchasing tickets in the past 12 months. This was nearly three times as many as the next most popular activity - scratchcards (20%). There were four other activities which at least one in ten of the population said they participated in within the past 12 months: betting on horse races (17%); playing slot machines (14%); buying tickets for a lottery other than the National Lottery Draw (12%); and private betting (10%).

Participation rates in the past 12 months for the other activities were: bingo (7%); betting on events like sports matches (aside from horse/dog races) in a bookmaker's, by phone or at the venue (6%); dog races (5%); playing table games in a casino (4%); online betting with a bookmaker on any event or sport (4%); football pools (3%); online gambling, such as playing poker, bingo, slot machines or casino games (3%); fixed odds betting terminals (3%); betting exchange (1%); and spread betting (1%).

Overall, 68% of people aged 16 and over said they participated in one or more of these activities in the past 12 months. The term 'past year gamblers' will be used for this group throughout the remainder of this report.

Figure 2A
Gambling activities in the past year, by sex
Base: All

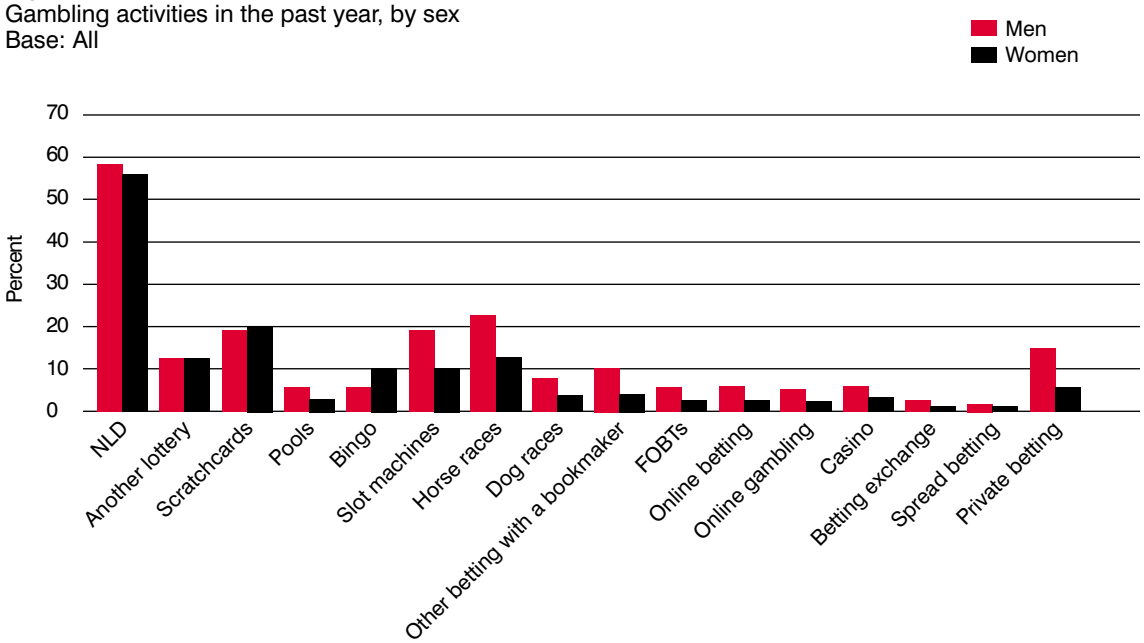


Table 2.1 Gambling activities in past year for all and for past year gamblers, by sex

All and past year gamblers

Gambling activity	All			Past year gamblers		
	Men	Women	Total[a]	Men	Women	Total[a]
	%	%	%	%	%	%
National Lottery Draw	59	56	57	83	85	84
Another lottery	12	12	12	16	18	17
Scratchcards	19	20	20	27	31	29
Football pools	5	2	3	7	2	5
Bingo	4	10	7	6	15	11
Slot machines	19	10	14	27	15	21
Horse races[b]	22	13	17	31	20	25
Dog races[b]	7	3	5	10	5	7
Betting with a bookmaker (other than on horse or dog races)[b]	10	3	6	14	4	9
Fixed odds betting terminals	4	1	3	6	2	4
Online betting with a bookmaker on any event or sport	6	1	4	9	2	6
Online gambling	4	1	3	6	2	4
Table games in a casino	6	2	4	9	3	6
Betting exchange	2	*	1	2	1	2
Spread betting	1	*	1	2	*	1
Private betting (e.g. with friends, colleagues)	15	6	10	21	10	15
Another gambling activity	1	*	*	1	1	1
Any gambling activity	*71*	*65*	*68*	*100*	*100*	*100*
Bases (weighted):	*4333*	*4636*	*8972*	*3065*	*3021*	*6085*
Bases (unweighted):	*4241*	*4733*	*8978*	*3022*	*3139*	*6161*

[a] The total column includes those for whom sex was not known.
[b] These activities do not include any bets made online.

Number of activities

Table 2.2 shows the number of gambling activities participated in within the past 12 months. One third (32%) of the general population did not participate in any activities. About one quarter (26%) participated in only one activity, just over one quarter (28%) participated in two or three activities, 9% in four or five activities, and 5% in six or more activities. The mean number of activities participated in was 1.7.

National Lottery Draw

Compared with the other gambling activities, the participation rates are much higher for people purchasing National Lottery (NL) tickets. This suggests that, for quite a high proportion of the population, their gambling activity is limited to the National Lottery Draw. In fact, 36% of people who bought National Lottery tickets in the past year said this was their only gambling activity during this period. Among the general population, this equates to 20% of adults who said their only gambling activity in the past year was purchasing National Lottery tickets. (Table not shown.)

Table 2.2 Number of gambling activities in past year for all and for past year gamblers, by sex

All

Number of activities	All			Past year gamblers		
	Men	Women	Total[a]	Men	Women	Total[a]
	%	%	%	%	%	%
None	29	35	32	-	-	-
One	25	28	26	35	43	39
Two	16	18	17	23	28	25
Three	12	9	10	16	14	15
Four	7	5	6	10	8	9
Five	4	2	3	5	3	4
Six	3	1	2	4	2	3
Seven	2	1	1	2	1	2
Eight or more	3	1	2	4	1	3
Mean number of gambling activities	2.0	1.4	1.7	2.8	2.2	2.5
Bases (weighted):	*4333*	*4636*	*8972*	*3065*	*3021*	*6085*
Bases (unweighted):	*4241*	*4733*	*8978*	*3022*	*3139*	*6161*

[a]The total column includes those for whom sex was not known.

Participation rates by sex

Men were more likely than women to gamble in the past 12 months: 71% compared with 65% (Table 2.1). Looking at the individual activities, men were more likely than women to play slot machines (men 19% vs women 10%), bet with a bookmaker on horse races (22% vs 13%) dog races (7% vs 3%) or other events (10% vs 3%), buy National Lottery tickets (59% vs 56%), bet online with a bookmaker (6% vs 1%), participate in online gambling (4% vs 1%) or private betting (15% vs 6%), play table games in a casino (6% vs 2%), play football pools (5% vs 2%), use a betting exchange (2% vs <0.5%), do spread betting (1% vs <0.5%), or use FOBTs (4% vs 1%).

Similar proportions of men and women bought scratchcards (19% vs 20%) or played other lotteries (12% for each sex). Bingo was the only gambling activity which men were less likely to play than women (4% vs 10%).

Men also participated in more activities than women in the past 12 months: 18% of men compared with 10% of women participated in four or more activities, and the mean number of activities was 2.0 for men and 1.4 for women (Table 2.2).

World Cup betting

The 12 month period covered by the British Gambling Prevalence Survey 2007 included the FIFA (football) World Cup during the summer 2006. During the planning stage of the survey, there were concerns that some people who do not normally gamble may have made a bet on the World Cup, given the competition's immense popularity. Therefore, the questionnaire included two questions specifically about World Cup betting: firstly, whether the person bet with a bookmaker on the World Cup; and secondly, if they had, whether this was the only bet they made with a bookmaker in the past 12 months.

Overall, in response to the first question, 4% of the population said they bet with a bookmaker on the World Cup: 7% of men and 1% of women. In response to the second question, one-third (31%) of this group said their World Cup bet was the only one they made with a bookmaker in the past 12 months.

When based on the general population, only 1% of adults (men 2%, women 1%) said their World Cup bet was the only one they made with a bookmaker in the past 12 months. Moreover, since most of this group participated in at least one other gambling activity, the proportion of the population classified as past year gamblers is hardly affected, and remains at 68% overall (men 71%, women 65%).

Betting with a bookmaker
There are four activities in Table 2.1 that involve betting with a bookmaker: betting in a bookmaker's, by phone or at the track on horse races; dog races; other events or sports; and online betting with a bookmaker on any event or sport. The proportion of the population doing these activities ranged from 17% betting on horse races to 4% betting online with a bookmaker. Looking at all four activities combined, the proportion of the population who made *any* bets with a bookmaker in the past year was 22% (men 28%, women 16%). If the 1% of adults who said their only bet with a bookmaker in the past year was on the World Cup are excluded (as described in the section above), then the proportion who made bets with a bookmaker is slightly smaller at 21% (men 27%, women 15%).

Online betting
Table 2.1 includes three activities that involve betting online over the internet: online betting with a bookmaker on any event; online gambling (such as playing poker, bingo, slot machines or casino games); and using a betting exchange. Overall, 6% of the general population participated in one (or more) of these forms of online gambling in the past year (men 9%, women 3%).

2.2.2 Participation rates for past year gamblers only

Looking only at the group of people who participated in at least one gambling activity in the past 12 months, over eight in ten (84%) said they bought NL tickets. The next most popular activities among past year gamblers were buying scratchcards (29%), betting on horse races (25%), playing slot machines (21%), other lotteries (17%) and private betting (15%). Next came betting on other events with a bookmaker (9%), dog races (7%), table games in a casino (6%), online betting with a bookmaker (6%), football pools (5%), online gambling (4%) and fixed odds betting terminals (4%). Finally, very small proportions used a betting exchange (2%) and spread betting (1%). These results are shown on the right half of Table 2.1.

As Table 2.2 (right columns) shows, nearly two fifths of past year gamblers bet on only one (39%) activity, while a similar percentage bet on two (25%) or three (15%). 13% of past year gamblers bet on four or five activities and 7% bet on six or more. The mean number of activities for past year gamblers was 2.5 (men 2.8, women 2.2).

2.2.3 Frequency of gambling

For those who participated in each activity, Table 2.3 shows how often adults said they did so within the past 12 months. For 12 of the 16 activities, a majority of participants said they gambled less than once a month (and for two other activities it was close to half gambling less than monthly). The activities most likely to be done less than monthly by participants included betting on horse and dog races (82% and 80% respectively) and playing table games in a casino (81%). About two-thirds of participants said they did private betting (67%), played slot machines (65%) or did spread betting (64%) less than monthly.

The two activities which were done most frequently were playing the football pools and buying National Lottery tickets. Among those participating in these activities, over half said they gambled at least once a week (55% for each activity). About one third of participants played bingo once a week (34%). The next activities played most frequently by participants were online gambling and betting exchanges (both 29%). This was followed by playing fixed odds betting terminals and online betting with a bookmaker (21% and 20% respectively).

Playing table games in a casino at least once a week was done by 4% of participants, which was the lowest proportion of any of the activities. The next lowest was dog races, with 11% of participants betting at least once a week.

For about half the activities, there were few differences between men and women participants in the frequency with which they gambled. Where there were differences, it was men who had a higher frequency. This was particularly notable for the two groups of activities that involve either online gambling or online betting or betting with a bookmaker. Thus men were much more likely than women to participate at least once a week in: online gambling (34% vs 14%); online betting with a bookmaker (23% vs 8%); horse races (17% vs 3%); and dog races (15% vs 1%).

Table 2.3 Frequency of gambling in the past year, by sex

All doing the activity

Gambling activity		Frequency of gambling						
		2+ days/ week	Once/ week	Once/ month, <once/ week	Less than once/ month	Participated frequency not known	*Bases: (weighted)*	*Bases: (unweighted)*
Men								
National Lottery Draw	%	20	37	18	25	1	*2557*	*2553*
Another lottery	%	2	15	13	58	11	*505*	*508*
Scratchcards	%	5	11	23	53	8	*833*	*784*
Football pools	%	7	50	13	17	13	*225*	*220*
Bingo	%	10	22	17	46	6	*186*	*192*
Slot machines	%	7	10	22	60	1	*837*	*770*
Horse races[b]	%	10	7	9	74	1	*940*	*928*
Dog races[b]	%	10	5	11	72	1	*303*	*279*
Betting with a bookmaker (other than on horse or dog races)[b]	%	6	9	16	49	20	*425*	*395*
Fixed odds betting terminals	%	13	11	26	45	5	*170*	*144*
Online betting with a bookmaker on any event or sport	%	12	11	17	48	12	*278*	*253*
Online gambling	%	25	10	18	43	15	*15*	*143*
Table games in a casino	%	4	1	16	76	3	*261*	*229*
Betting exchange	%	15	18	16	40	10	*77*	*66*
Spread betting	%	13	4	16	61	7	*55*	*50*
Private betting (e.g. with friends, colleagues)	%	6	10	20	62	2	*635*	*569*
Women								
National Lottery Draw	%	17	35	17	30	1	*2573*	*2688*
Another lottery	%	1	18	18	55	8	*541*	*561*
Scratchcards	%	5	12	22	56	5	*936*	*956*
Football pools	%	-	48	14	30	9	*72*	*75*
Bingo	%	14	21	16	47	2	*458*	*479*
Slot machines	%	2	7	12	76	2	*460*	*463*
Horse races[b]	%	1	2	2	95	0	*593*	*616*
Dog races[b]	%	1	–	3	94	1	*146*	*147*
Betting with a bookmaker (other than on horse or dog races)[b]	%	7	10	5	56	21	*127*	*128*
Fixed odds betting terminals	%	7	7	11	69	5	*63*	*58*
Online betting with a bookmaker on any event or sport	%	4	4	6	76	10	*69*	*68*
Online gambling	%	11	3	15	67	4	*64*	*62*
Table games in a casino	%	1	2	3	94	–	*86*	*86*
Betting exchange	%	c	c	c	c	c	*20*	*18*
Spread betting	%	c	c	c	c	c	*9*	*9*
Private betting (e.g. with friends, colleagues)	%	3	8	10	77	2	*299*	*294*

Continued

Table 2.3 continued

All doing the activity

Gambling activity		Frequency of gambling						
		2+ days/ week	Once/ week	Once/ month, <once/ week	Less than once/ month	Participated frequency not known	*Bases: (weighted)*	*Bases: (unweighted)*
All[a]								
National Lottery Draw	%	18	36	17	28	1	*5130*	*5241*
Another lottery	%	2	17	16	56	10	*1046*	*1069*
Scratchcards	%	5	12	23	55	6	*1769*	*1740*
Football pools	%	5	49	13	20	12	*297*	*295*
Bingo	%	13	22	16	47	3	*645*	*671*
Slot machines	%	5	9	18	65	2	*1297*	*1233*
Horse races[b]	%	7	5	6	82	1	*1533*	*1544*
Dog races[b]	%	7	4	8	80	1	*449*	*426*
Betting with a bookmaker (other than on horse or dog races)[b]	%	6	9	13	51	20	*553*	*523*
Fixed odds betting terminals	%	11	10	22	52	5	*233*	*202*
Online betting with a bookmaker on any event or sport	%	11	9	14	54	12	*346*	*346*
Online gambling	%	21	8	17	50	4	*234*	*205*
Table games in a casino	%	3	1	13	81	2	*347*	*315*
Betting exchange	%	14	16	14	47	9	*97*	*84*
Spread betting	%	13	3	13	64	6	*64*	*59*
Private betting (e.g. with friends, colleagues)	%	5	10	17	67	2	*934*	*863*

[a] The total column includes those for whom sex was not known.
[b] These activities do not include any bets made online.
[c] Figures not shown as unweighted base size is less than 30.

2.2.4 Comparison of participation rates in 2007 with those in 1999

Comparing participation rates between the first British Gambling Prevalence Survey in 1999 and the second in 2007 shows a small reduction in the proportion of the general population who gambled in the past 12 months, from 72% to 68% (Table 2.4). This is despite there being a wider range of gambling activities available in 2007: compared with the 16 activities included in 2007, there were only 11 activities in 1999. (Appendix 1 shows the characteristics of the samples in both the 1999 and 2007 surveys, as changes in some of these population characteristics over time may explain some of the changes in participation rates.)

Among the 11 activities that were common to both surveys, participation rates were very similar for five of them, and were higher for three of the activities: playing other lotteries increased from 8% to 12%, while betting on horse races and on other events with a bookmaker also increased (from 13% to 17%, and 3% to 6%[2], respectively) over this period.

Plus, there were five new activities not available (at all for some, not widely for others) in 1999, and they all had participation rates ranging from 1% to 4%.

There were only three activities that showed a reduction in participation between surveys: the National Lottery Draw from 65% to 57% of the population, football pools from 9% to 3%, and a small decrease in scratchcards from 22% to 20%. In fact, the small decrease in overall participation rates is wholly explained by the reduction in the proportion of the population whose only gambling activity was to buy National Lottery tickets; if National Lottery Draw only players are not counted as past year gamblers, then the proportion of past year gamblers was similar between surveys, and actually shows a small, but significant, increase since 1999, from 46% to 48%[3]. This finding is supported by examination of Gross Gaming Yield (GGY). GGY is the amount of money retained by operators after the payment of winnings, but before the deduction of the costs of the operation. Between 1999 and 2006, total GGY for all gambling activities increased from £7.2 billion to £9.8 billion (though inflation would account for some of this growth). However, despite inflation, GGY for the National Lottery Draw alone has actually decreased from £2.6 billion to £2.5 billion for the same years.

Table 2.4 Comparison of gambling activities in past year in 1999 and 2007

All and past year gamblers in 1999 and 2007

Gambling activity	All		Past year gamblers	
	1999 %	2007 %	1999 %	2007 %
National Lottery Draw	65	57	90	84
Another lottery	8	12	11	17
Scratchcards	22	20	30	29
Football pools	9	3	12	5
Bingo	7	7	10	11
Slot machines	14	14	19	21
Horse races[a]	13	17	18	25
Dog races[a]	4	5	5	7
Betting with a bookmaker (other than on horse or dog races)[a]	3	6	4	9
Fixed odds betting terminals	n.a.	3	n.a.	4
Online betting with a bookmaker on any event or sport	n.a.	4	n.a.	6
Online gambling	n.a.	3	n.a.	4
Table games in a casino	3	4	4	6
Betting exchange	n.a.	1	n.a.	2
Spread betting	n.a.	1	n.a.	1
Private betting (e.g. with friends, colleagues)	11	10	16	15
Another gambling activity	*	*	*	1
Any gambling activity in past year	*72*	*68*	*100*	*100*
Mean number of gambling activities	1.6	1.7	2.2	2.5
Bases (weighted):	*7700*	*8972*	*5543*	*6085*
Bases (unweighted):	*7680*	*8978*	*5550*	*6161*

The columns total more than 100% as more than one activity could be chosen.
n.a. = activity not asked in 1999.
[a] These activities do not include any bets made online.

2.2.5 Relationship between different types of gambling activities

Table 2.5 shows the relationship between participation rates and the number of different activities men and women have gambled on over the past year. For example, among those who said they gambled on only one activity during this period, 4% said the activity they did was playing slot machines; among those doing two activities, 11% said they played slot machines; for those doing three activities, 29% said one of them was playing slot machines; etc.

As mentioned in Section 2.2.1, among those who participated in only one activity, this was by far most likely to involve purchasing National Lottery tickets; this was named by 77% of men and women who did only one activity in the past year. Among those doing two activities, after the National Lottery Draw (86%) the purchase of scratchcards was the other activity done most commonly (32% of this group), followed by horse races (21%) and other lotteries (16%). In fact, scratchcards was the second most popular activity (after the NL Draw) among those who participated in one to four activities. Among those doing five activities, after the NL Draw (94%), slot machines (64%), horse races (62%) and scratchcards (61%) were of similar popularity.

Several gambling activities were very largely the preserve of people who participated in a wide range of activities (i.e. six or more). These include many of the newer gambling activities such as online gambling (done by 33% of those who participated in six or more activities), online betting with a bookmaker (38% of this group), playing fixed odds betting terminals (36%), spread betting and betting exchange (both 12%), as well as some older forms of gambling such as playing table games in a casino (41%), betting with a bookmaker on events other than horse/dog races (58%) and betting on dog races (43%).

The patterns for men and women were similar, with the National Lottery Draw being the most commonly reported activity in all categories for both sexes. There were, however, a few differences between men and women. For example, among those doing two activities, men were equally likely to report horse races (25%) and scratchcards (24%) as the second most common activity; whereas for women scratchards were more than twice as popular as horse races (38% vs 17%). Some other differences between the sexes were that, for each number of activities, women were more likely to play bingo, while men were more likely to participate in private betting, horse races and slot machines (at least up to those doing four activities, after which the differences between the sexes were less notable).

Table 2.5 Participation in gambling activities, by number of activities people participated in within the past year and sex

Past year gamblers

Gambling activity	Number of activities participated in within past year					
	One	Two	Three	Four	Five	Six or more
	%	%	%	%	%	%
Men						
National Lottery Draw	77	84	88	87	94	90
Another lottery	5	14	22	24	31	38
Scratchcards	2	24	38	46	52	70
Football pools	1	6	8	11	12	26
Bingo	1	4	7	13	10	18
Slot machines	5	13	35	54	66	76
Horse races[b]	4	25	38	56	66	77
Dog races[b]	*	5	8	14	21	46
Betting with a bookmaker (other than on horse or dog races)[b]	*	4	13	21	34	65
Fixed odds betting terminals	*	*	2	7	9	38
Online betting with a bookmaker on any event or sport	*	3	8	14	18	44
Online gambling	-	1	3	7	8	35
Table games in a casino	1	2	4	10	21	45
Betting exchange	-	*	2	2	7	14
Spread betting	-	*	*	1	1	14
Private betting (e.g. with friends, colleagues)	4	12	22	31	46	71
Another gambling activity	-	1	1	2	3	2
Women						
National Lottery Draw	77	88	94	95	95	95
Another lottery	6	18	31	37	38	50
Scratchcards	4	38	57	65	75	81
Football pools	*	2	4	5	7	12
Bingo	3	13	25	40	48	50
Slot machines	3	9	22	41	61	81
Horse races[b]	3	17	34	49	56	79
Dog races[b]	*	3	7	11	22	35
Betting with a bookmaker (other than on horse or dog races)[b]	*	1	4	15	16	41
Fixed odds betting terminals	*	1	*	4	6	29
Online betting with a bookmaker on any event or sport	*	1	3	4	8	23
Online gambling	*	1	2	4	9	27
Table games in a casino	*	1	2	8	12	28
Betting exchange	-	*	1	0	4	7
Spread betting	-	*	-	0	-	6
Private betting (e.g. with friends, colleagues)	2	6	14	22	39	53
Another gambling activity	*	*	1	*	2	2

continued

Table 2.5 continued

Past year gamblers

Gambling activity	Number of activities participated in within past year					
	One	Two	Three	Four	Five	Six or more
	%	%	%	%	%	%
All[a]						
National Lottery Draw	77	86	91	90	94	91
Another lottery	5	16	26	30	34	41
Scratchcards	3	32	47	54	61	73
Football pools	1	4	6	8	10	22
Bingo	2	9	15	25	25	27
Slot machines	4	11	29	48	64	77
Horse races[b]	3	21	36	53	62	78
Dog races[b]	*	4	7	13	22	43
Betting with a bookmaker (other than on horse or dog races) [b]	*	3	9	18	27	58
Fixed odds betting terminals	*	1	1	5	8	36
Online betting with a bookmaker on any event or sport	*	2	6	10	14	38
Online gambling	*	1	2	6	8	33
Table games in a casino	1	2	3	9	18	41
Betting exchange	-	*	2	1	6	12
Spread betting	-	*	*	1	1	12
Private betting (e.g. with friends, colleagues)	3	9	18	27	43	66
Another gambling activity	*	1	1	1	2	2
Bases (weighted):						
Men	*1072*	*700*	*501*	*306*	*167*	*319*
Women	*1295*	*842*	*434*	*227*	*104*	*118*
All	*2367*	*1543*	*935*	*533*	*271*	*437*
Bases (unweighted):						
Men	*1096*	*703*	*487*	*295*	*157*	*284*
Women	*1364*	*872*	*446*	*231*	*109*	*117*
All	*2460*	*1575*	*933*	*526*	*266*	*401*

The columns (other than the column headed 'One') add to more than 100% as more than one response was given.

[a]The total column includes those for whom sex was not known.

[b]These activities do not include any bets made online.

Table 2.6 shows, for the individuals doing each of the 16 types of activity, the proportion who also gambled in the past 12 months on each of the other 15 activities. The column headings indicate the group who said they gambled on that activity, while the column percentages show the other activities that group participated in (if any) in the past 12 months.

For example, among all the people who played slot machines in the past 12 months, 79% bought National Lottery tickets, 49% bought scratchcards, 40% bet on horse races, 34% made private bets, etc.

As can be seen from Table 2.6, for each of the activities, at least three in four of the people who did that activity also purchased National Lottery tickets: this ranged from 74% of those who did private betting to 91% of those who bought scratchcards. For five of the activities (National Lottery Draw, another lottery, bingo, slot machines and horse races), scratchcards was the second most common activity after the National Lottery Draw. These activities tend to identify a group of the population with a fairly limited interest in gambling, which can also be seen from the lower mean number of activities participated in for these five activities (plus those purchasing scratchcards). In particular, over one-third (36%) of those who purchased National Lottery tickets said this was the only activity they did in the past year.

On the other hand, individuals who bet on dog races or with bookmakers, who do online gambling or online betting with bookmakers, who do spread betting, use betting exchanges, play fixed odds betting terminals, or table games in a casino, tend to have much higher levels of participation in a greater number of activities, as well as a higher mean number of activities participated in (especially for those doing spread betting, betting exchange, fixed odds betting terminals and online gambling).

Table 2.6 Participation in gambling activities, by other activities people participated in within the past year

Past year gamblers

Gambling activity	People who participated in															
	% National Lottery Draw	% Another lottery	% Scratchcards	% Football pools	% Bingo	% Slot machines	% Horse races[a]	% Dog races[a]	% Other betting with a bookmaker[a]	% FOBTs	% Online betting with bookmaker	% Online gambling	% Table games in a casino	% Betting exchange	% Spread betting	% Private betting
Also participated in:																
National Lottery Draw	-	80	91	84	82	79	82	81	84	76	78	79	77	89	82	74
Another lottery	16	-	23	28	21	20	22	22	23	28	21	28	24	26	47	21
Scratchcards	31	39	-	38	42	49	36	43	45	54	42	51	47	46	59	38
Football pools	5	8	6	-	6	7	8	10	17	17	19	20	14	28	37	9
Bingo	10	13	15	13	-	18	13	15	14	25	10	23	13	17	22	13
Slot machines	20	25	36	31	35	-	34	45	48	74	46	63	61	49	61	47
Horse races[a]	25	32	31	41	31	40	-	66	68	58	60	45	50	61	76	42
Dog races[a]	7	9	11	15	10	16	19	-	26	40	23	27	25	29	45	18
Betting with a bookmaker (other than on horse or dog races)[a]	9	12	14	31	12	20	25	32	-	42	43	33	33	44	81	24
Fixed odds betting terminals	3	6	7	14	9	13	9	21	18	-	21	34	26	28	45	13
Online betting with a bookmaker on any event or sport	5	7	8	22	5	12	14	18	27	31	-	43	27	53	59	15

continued

Table 2.6 continued

Past year gamblers

Gambling activity	People who participated in															
	% National Lottery Draw	% Another lottery	% Scratchcards	% Football pools	% Bingo	% Slot machines	% Horse races[a]	% Dog races[a]	% Other betting with a bookmaker[a]	% FOBTs	% Online betting with bookmaker	% Online gambling	% Table games in a casino	% Betting exchange	% Spread betting	% Private betting
Also participated in:																
Online gambling	4	6	7	16	8	11	7	14	14	34	29	-	27	38	42	15
Table games in a casino	5	8	9	17	7	16	11	19	21	38	27	40	-	36	42	20
Betting exchange	2	2	3	9	3	4	4	6	8	11	15	16	10	-	29	4
Spread betting	1	3	2	8	2	3	3	6	9	12	11	11	8	19	-	4
Private betting (e.g. with friends, colleagues)	14	19	20	29	19	34	26	36	41	53	39	60	53	43	63	-
No other activity	36	12	4	4	8	7	5	2	1	2	2	1	4	-	-	8
Mean number of activities	2.6	3.7	3.8	5.0	4.0	4.4	4.1	5.4	5.6	7.0	5.9	6.8	6.0	7.1	8.9	4.6
Bases (weighted):	*5130*	*1046*	*1769*	*297*	*645*	*1297*	*1533*	*449*	*553*	*233*	*346*	*234*	*347*	*97*	*64*	*934*
Bases (unweighted):	*5241*	*1069*	*1740*	*295*	*671*	*1233*	*1544*	*426*	*523*	*202*	*321*	*205*	*315*	*84*	*59*	*863*

The columns add to more than 100% as more than one response could be given.
[a]These activities do not include any bets made online.

2.3 Gambling activities in the past week

2.3.1 The questions asked

Section B of the questionnaire repeated the list of gambling activities in another grid format, and respondents were asked to report any activities they had participated in within the past seven days before the interview. The definition for 'participation' was the same as for the past 12 months, and specifically referred to the person having 'spent money' on the activity. For each activity respondents had participated in, they were asked two follow-up questions: firstly, where or how they did the activity[4]; secondly, how much money they had won or lost in the past seven days. This section reports on participation rates for each activity in the past seven days (Section 2.3.2), the number of activities participated in (Section 2.3.3), a comparison with the British Gambling Prevalence Survey 1999 (Section 2.3.4), the venue or method of gambling (Section 2.3.5) and expenditure on gambling (Section 2.4).

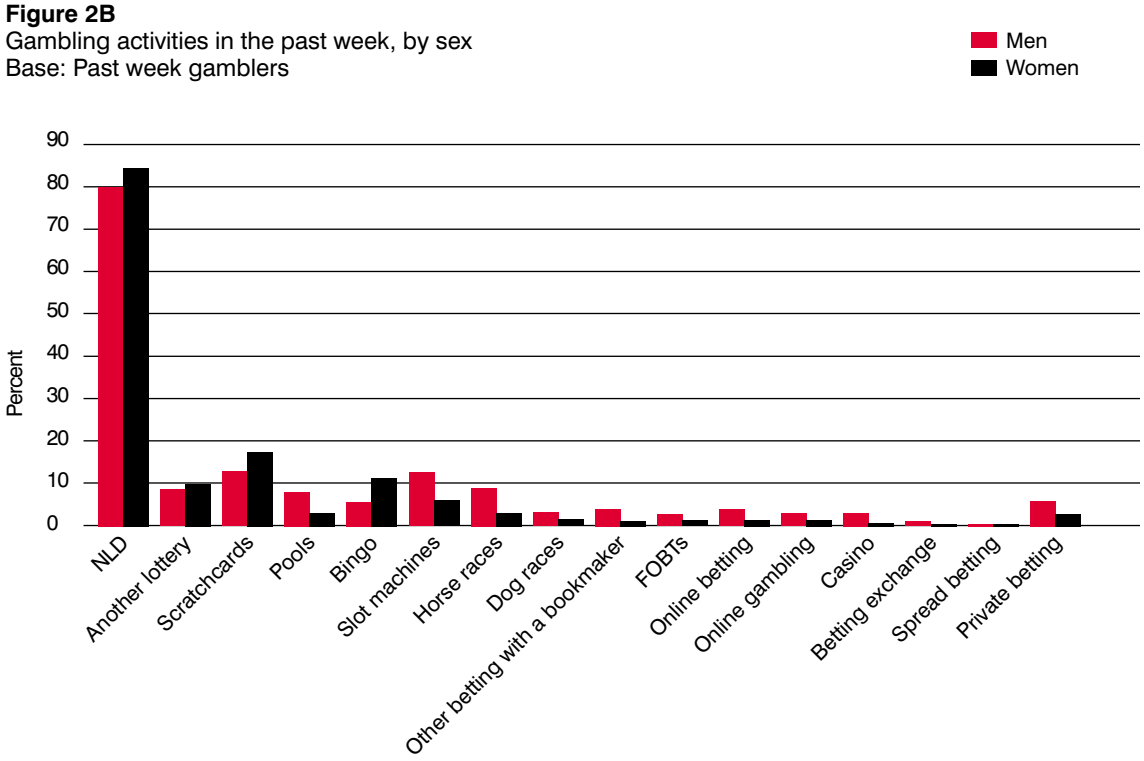
2.3.2 Participation in gambling activities in the past week

Two in five (41%) adults said they participated in one of the gambling activities in the past seven days (Table 2.7). This group is referred to as 'past week gamblers' throughout the rest of this report.

Aside from the third of the population who bought National Lottery tickets (33%), only small proportions of people participated in any of the other activities. The other most commonly mentioned activities included scratchcards (6%), slot machines (4%), other lotteries (3%), bingo (3%), private betting (3%), football pools and horse races (both 2%); all other activities were mentioned by less than 2% of the population.

Men were more likely than women to have gambled in the past seven days (45% vs 37%). A higher percentage of men than women reported participation in all activities except bingo, which was more often reported by women (men 2%, women 4%), scratchcards (both sexes 6%), other lotteries (both sexes 3%) and spread betting (both sexes less than 0.5%); due to the low participation rates, the differences between the sexes were not always statistically significant.

Figure 2B
Gambling activities in the past week, by sex
Base: Past week gamblers



Over four in five past week gamblers purchased National Lottery tickets (82%). The next most common activity was scratchcards, with 15% participation. All other activities were mentioned by less than one in ten of past week gamblers. The most common activities were: slot machines (9%); other lotteries (8%); bingo (7%); horse races (6%); private betting (6%); and football pools (5%).

Women were more likely than men to report participation in the National Lottery Draw (men 80% vs women 84%), bingo (men 4% vs women 11%), scratchcards (men 13%, women 16%) and other lotteries (men 7% vs women 9%); for all the other activities, men were more likely than women to participate (although the differences were not always significant).

Table 2.7 Gambling activities in past week for all and for past week gamblers, by sex

All and past week gamblers

Gambling activity	All			Past week gamblers		
	Men	Women	Total[a]	Men	Women	Total[a]
	%	%	%	%	%	%
National Lottery Draw	36	31	33	80	84	82
Another lottery	3	3	3	7	9	8
Scratchcards	6	6	6	13	16	15
Football pools	3	1	2	7	2	5
Bingo	2	4	3	4	11	7
Slot machines	6	2	4	13	4	9
Horse races[b]	4	1	2	9	2	6
Dog races[b]	1	*	1	3	1	2
Betting with a bookmaker (other than on horse or dog races)[b]	2	*	1	4	1	3
Fixed odds betting terminals	1	*	1	3	1	2
Online betting with a bookmaker on any event or sport	2	*	1	4	*	2
Online gambling	1	*	1	3	1	2
Table games in a casino	1	*	1	2	*	1
Betting exchange	1	*	*	1	*	1
Spread betting	*	*	*	*	*	*
Private betting (e.g. with friends, colleagues)	4	1	3	9	3	6
Another gambling activity	*	*	*	*	*	*
Any gambling activity	*45*	*37*	*41*	*100*	*100*	*100*
Bases (weighted):	*4353*	*4640*	*8996*	*1946*	*1703*	*3649*
Bases (unweighted):	*4257*	*4735*	*8996*	*1951*	*1798*	*3749*

[a]The total column includes those for whom sex was not known.
[b]These activities do not include any bets made online.

2.3.3 Number of gambling activities in the past week

Over two-thirds (69%) of past week gamblers took part in only one activity, and a further 20% took part in two activities, in the past seven days (Table 2.8). 7% took part in three activities, and 5% in four or more activities. Among past week gamblers, women were more likely than men to participate in one or two activities (men 85%, women 93%), while men were more likely to do three or more activities (men 15%, women 7%). On average, male past week gamblers participated in 1.6 activities, and women in 1.4 activities.

Table 2.8 Number of gambling activities participated in within past week for all and for past week gamblers, by sex

All and past week gamblers

Number of activities	All			Past week gamblers		
	Men %	Women %	Total[a] %	Men %	Women %	Total[a] %
None	55	63	59	-	-	-
One	29	27	28	65	74	69
Two	9	7	8	21	19	20
Three	4	2	3	8	5	7
Four	2	1	1	4	2	3
Five	1	*	*	1	1	1
Six or more	1	*	*	1	*	1
Mean number of gambling activities	0.7	0.5	0.6	1.6	1.4	1.5
Bases (weighted):	*4353*	*4640*	*8996*	*1946*	*1703*	*3649*
Bases (unweighted):	*4257*	*4735*	*8996*	*1951*	*1798*	*3749*

[a]The total column includes those for whom sex was not known.

2.3.4 Comparison with past week gambling in 1999

Despite the increasing availability of new forms of gambling since the earlier British Gambling Prevalence Survey, Table 2.9 shows a significant reduction in the proportion of the population who reported gambling in the past seven days, from 53% in 1999 to 41% in 2007. While this is largely accounted for by fewer people purchasing National Lottery tickets (1999 47%, 2007 33%), nearly all activities covered in both surveys showed a small reduction, or no change, in levels of participation over this period.

If National Lottery Draw only players are excluded from the comparison between survey years, then the reduction in the proportion of past week gamblers since 1999 is somewhat smaller, but still significant (1999 25%, 2007 18%).

Looking at past week gamblers only, there was very little change during this period, with participation in most activities at a similar level in 2007 as in 1999. The main exceptions were a decline in participation in two activities: the National Lottery Draw (from 89% in 1999 to 82% in 2007) and the football pools (from 11% to 5%).

Table 2.9 Comparison of gambling activities in past week in 1999 and 2007

All and past week gamblers in 1999 and 2007

Gambling activity	All		Past week gamblers	
	1999 %	2007 %	1999 %	2007 %
National Lottery Draw	47	33	89	82
Another lottery	4	3	7	8
Scratchcards	8	6	16	15
Football pools	6	2	11	5
Bingo	4	3	7	7
Slot machines	6	4	11	9

continued

Table 2.9 continued

All and past week gamblers in 1999 and 2007

Gambling activity	All		Past week gamblers	
	1999	2007	1999	2007
	%	%	%	%
Horse races[a]	3	2	6	6
Dog races[a]	1	1	2	2
Betting with a bookmaker (other than on horse or dog races)[a]	1	1	2	3
Fixed odds betting terminals	n.a.	1	n.a.	2
Online betting with a bookmaker on any event or sport	n.a.	1	n.a.	2
Online gambling	*	1	*	2
Table games in a casino	*	1	1	1
Betting exchange	n.a.	*	n.a.	1
Spread betting	1	*	2	*
Private betting (e.g. with friends, colleagues)	4	3	7	6
Another gambling activity	-	*	-	*
Any gambling activity in past week	*53*	*41*	*100*	*100*
Bases (weighted):	*7700*	*8996*	*4088*	*3649*
Bases (unweighted):	*7680*	*8996*	*4108*	*3749*

The columns total more than 100% as more than one activity could be chosen.
n.a. = activity not asked in 1999.
[a]These activities do not include any bets made online.

2.3.5 Where or how people gamble

Past week gamblers were asked to identify, from a list of possibilities, the venue (or method) of their participation for each activity they did in the past seven days. The responses are shown in Tables 2.10a for men, 2.10b for women and 2.10c overall.

Not surprisingly, there are large differences according to type of activity, as the venues activities are available in vary by type. Thus, newsagents were the most common outlet for three of the activities: purchasing National Lottery tickets (85%), scratchcards (73%) and other lottery tickets (41%). A betting shop was the overwhelming choice for betting with a bookmaker (84%), and betting on horse or dog races (83% and 71% respectively). The next most common venue for betting on dog races was at the track (26%), while for horse races it was over the phone (11%). Slot machines were most often played in a pub (64%), while bingo was most frequently played in a bingo hall (61%). Playing football pools was equally divided between a pools collector (25%), by post (24%) or at a betting shop (24%). Private betting was also done in a range of venues including the respondents' own home (32%), someone else's home (31%), at a pub (21%) or at work (19%).

Most activities showed little variation between men and women, especially National Lottery tickets, scratchcards or other lotteries; but some activities showed considerable variation: e.g. whereas 71% of women played bingo in a bingo hall, only 39% of men did; men were more likely to play in a social club (54%, compared with 30% of women).

Table 2.10a Where participated in gambling, men, by type of gambling activity

Past week gamblers: men

Location or method of gambling	Gambling activity									
	% National Lottery Draw	% Another lottery	% Scratchcards	% Football pools	% Bingo	% Slot machines	% Horse races[a]	% Dog races[a]	% Other betting with a bookmaker[a]	% Private betting
Men										
At a newsagent, shop, post office	82	45	73	10						
At a large supermarket			26							
As part of a syndicate	16									
On the internet (online)	7	4	2	10						
At a betting shop				28		8	85	[82]	85	
At a pub		1			6	69				24
At a bingo hall					39	4				
At a social club					54	10				*
At the race track							7	[15]		
At a fast food shop/cafe						4				
At or through place of work				4		2				19
At an amusement arcade/centre					3	12				
From a friend, family, colleague		21								
Through a pools collector				22						
By post				26						
At a sports ground or centre						2			8	7
At own home										26
At someone else's home										31
Through a mobile phone/telephone	*	3		1			12	[2]	5	1
Through interactive TV	*	-								
At a casino						2				
At a fairground					-	*				
At a church					1					
At a railway station						1				
At a minicab office						1				
At a motorway service/petrol station			4			1				
Direct debit/standing order	*	5		1						
Hospice		1								
Email										1
Elsewhere	1	24	2	4	3	1	2	-	2	5
Bases (weighted):	*1548*	*134*	*257*	*134*	*76*	*247*	*185*	*51*	*80*	*181*
Bases (unweighted):	*1586*	*139*	*248*	*136*	*81*	*228*	*192*	*45*	*76*	*164*

The columns add to more than 100% as more than one response could be given.
[a]These activities do not include any bets made online.

Table 2.10b Where participated in gambling, women, by type of gambling activity

Past week gamblers: women

Location or method of gambling	Gambling activity									
	% National Lottery Draw	% Another lottery	% Scratchcards	% Football pools	% Bingo	% Slot machines	% Horse races[a]	% Dog races[a]	% Other betting with a bookmaker[a]	% Private betting
Women										
At a newsagent, shop, post office	87	38	72	[26]						
At a large supermarket			28							
As part of a syndicate	16									
On the internet (online)	3	2	1	[2]						
At a betting shop				[7]		7	[77]	b	b	
At a pub					1	45				13
At a bingo hall					71	18				
At a social club					30	9				2
At the race track							[13]	b		
At a fast food shop/cafe						8				
At or through place of work				[3]		2				17
At an amusement arcade/centre					-	10				
From a friend, family, colleague		15								
Through a pools collector				[38]						
By post				[17]						
At a sports ground or centre						-			b	-
At own home										53
At someone else's home										31
Through a mobile phone/telephone	*	1		[3]			[10]	b	b	2
Through interactive TV	*	-								
At a casino						7				
At a fairground					-	1				
At a church		1			1					
At a railway station						-				
At a minicab office						1				
At a motorway service/petrol station			1			1				
Direct debit/standing order	*	11		[-]						
Hospice		2								
Email										
Elsewhere	1	35	1	[10]	2	1	-	-	-	1
Bases (weighted):	*1436*	*158*	*277*	*34*	*180*	*72*	*39*	*11*	*23*	*56*
Bases (unweighted):	*1524*	*163*	*288*	*38*	*193*	*74*	*40*	*12*	*26*	*55*

The columns add to more than 100% as more than one response could be given.
[a]These activities do not include any bets made online.
[b]Figures not shown as unweighted base is less than 30.

Table 2.10c Where participated in gambling, all, by type of gambling activity

Past week gamblers: all

Location or method of gambling	Gambling activity									
	% National Lottery Draw	% Another lottery	% Scratchcards	% Football pools	% Bingo	% Slot machines	% Horse races[b]	% Dog races[b]	% Other betting with a bookmaker[b]	% Private betting
All[a]										
At a newsagent, shop, post office	85	41	73	14						
At a large supermarket			27							
As part of a syndicate	16									
On the internet (online)	5	3	1	8						
At a betting shop				24		8	83	71	84	
At a pub		1			2	64				21
At a bingo hall					61	8				
At a social club					37	10				1
At the race track							8	26		
At a fast food shop/cafe						5				
At or through place of work				3		2				19
At an amusement arcade/centre					1	12				
From a friend, family, colleague		18								
Through a pools collector				25						
By post				24						
At a sports ground or centre						2			10	6
At own home										32
At someone else's home										31
Through a mobile phone/telephone	*	1		1			11	3	5	1
Through interactive TV	*	-								
At a casino						3				
At a fairground					-	1				
At a church		1			1	-				
At a railway station						1				
At a minicab office						1				
At a motorway service/petrol station			3			1				
Direct debit/standing order	*	8		1						
Hospice		1								
Email										1
Elsewhere	1	30	1	5	2	1	2	-	2	4
Bases (weighted):	*2984*	*292*	*535*	*168*	*256*	*319*	*224*	*62*	*103*	*237*
Bases (unweighted):	*3110*	*302*	*536*	*174*	*274*	*302*	*232*	*57*	*102*	*219*

The columns add to more than 100% as more than one response could be given.
[a]Information for all includes those for whom sex was not known.
[b]These activities do not include any bets made online.

2.4 Expenditure

2.4.1 Introduction

Although a number of researchers in the field have stated that data about expenditure on gambling is important to collect when doing prevalence surveys[5] [6], getting accurate and reliable data is not easy to do. The question 'How much do you spend on gambling?' appears simple to answer but can be interpreted in many different ways. For instance, consider the following scenario used by Blaszczynski et al[7]:

"You recently decided to gamble $120 on your favourite form of gambling. You initially won $60 but then following a bad run of luck, lost $100. Feeling tired, you decided to leave and return home."

When participants (n=181) in Blaszczynski and colleagues' study were given the scenario above and asked "How much did you spend on gambling?", they made a number of different interpretations. There are four basic interpretations that 'spend' could relate to (adapted from Sproston et al[8]):

(1) *Stake:* This refers to the amount staked (i.e. the amount bet on an individual event, such as a football match, a fixed odds betting terminal or a lottery ticket).
(2) *Outlay:* This refers to the sum of multiple bets risked during a whole gambling session.
(3) *Turnover:* This refers to the total amount gambled, including any re-invested winnings.
(4) *Net expenditure:* This refers to the amount gambled minus any winnings.

In the study by Blaszczynski et al, approximately two-thirds of the participants (64%), answered $40 (i.e. net expenditure) in the scenario above $120-($120+$60-$100). Around one-sixth of the participants (17%) answered $120 (i.e. stake). A small number of participants answered $160. Here the participants reasoned the spend was equal to $120+$100-$60. Alternatively some answered $100 which equated to the amount lost. Finally, a very small number of participants (n=5) answered $180 (i.e. turnover), where the participants reasoned that spend was equal to investment plus winnings. There are also issues surrounding what constitutes an individual session (especially if the person gambling goes to the toilet or has a snack or drink between or during a gambling episode). What this simple experiment shows is that questions relating to expenditure need to be very precise.

In the 1999 prevalence survey, ambiguity was minimised by separating gambling activities into two groups. Explicit instructions were given on how calculations should be made. One group of activities' spend was calculated in terms of stake (e.g. lottery tickets, bingo, football pools). The second group of activities was calculated in terms of net expenditure (e.g. fruit machines, sports betting, casino table games). In the 1999 study, no data were collected relating to the amount won. This made it possible to calculate the average loss but not the average net expenditure. To avoid recall error, data were only collected for gambling activities over the previous seven days. In addition, all participants had to say whether the expenditure was typical of an average week.
Over two-thirds of respondents said their spending in the week of the survey was typical.

Results in the previous prevalence study showed that of the four 'stake' activities, mean stake for bingo in the past week (£7.20) was over twice as high as the stake for National Lottery Draw, other lotteries, and the football pools. The mean past week stake for the other activities were £2.80 (NL), £3 (other lotteries), and £3 (football pools). The mean past week stake among men was higher than women in all activities (bar bingo).

The data relating to net expenditure activities were varied but tended to show that for the vast majority, total amounts lost in the last week were relatively small - £10 or less. Data also showed that a large proportion of past week gamblers in each activity claimed to have won or broke-even in the previous seven days. This ranged from 23% of those betting with a bookmaker (excluding dog and horse race bets) to 49% of those who engaged in spread betting. Men were more likely than women to say they won or broke-even.

Blaszczynski et al argued that the most relevant estimate of gambling expenditure is net expenditure, as it reflects the actual amount of money the gambler has gambled, and also represents the true cost of gambling to the individual. Therefore, in the 2007 prevalence survey, participants who had spent money on gambling in the past seven days were first asked for each activity that they had gambled on. "*Overall, in the last seven days did you win or lose money?*". To this particular question the gamblers could either answer that they lost, won, broke even, or were still awaiting the result. If gamblers had lost money they were asked how much, and were asked to tick one of six boxes indicating the total amount lost. Similarly, if gamblers had won money they were asked how much, and could tick one of six boxes indicating the total amount won. These questions were subjected to extensive cognitive testing and piloting (see Appendix 2). As with the previous survey, they were also asked to what extent the previous week's gambling activity had been typical.

2.4.2 Past week net expenditure

Table 2.11 shows the mean expenditure for each gambling activity in the last seven days. Participants reported five gambling activities on which they claimed there was an overall net loss over the past week, all of which were relatively small. These were weekly net losses on the National Lottery Draw (£1.58), other lotteries (£1.73), the football pools (£1.91), dog race betting (38 pence) and non-dog/horse race betting (36 pence). Participants reported nine gambling activities on which they claimed there was an overall net win over the past week. These were scratchcards (71 pence), bingo (91 pence), slot machines (£1.13), horse races (£1.49), fixed odds betting terminals (£3.27), casino table games (£17.22), online betting with a bookmaker (£4.89), online gambling (£10.72), and private betting with friends (£3.42). In general, the smaller the number of participants gambling on the activity, the greater the overall net win claimed.

2.4.3 Past week net expenditure by gender

The results showed some gender differences in net expenditure for a couple of activities. Male gamblers were more likely than female gamblers to lose overall on the National Lottery Draw (£1.81 vs. £1.33) and female gamblers were more likely than male gamblers to win overall on bingo (£2.75 win vs. £3.32 loss). Other differences in expenditure by gender were not significant. There were a number of gambling activities that were almost male-only, where no comparison could be made with female gamblers. On most of these activities (betting on horse races, fixed odds betting terminals, casino table games, online betting with a bookmaker, and online gambling), male gamblers claimed to have overall net wins in the past week (89 pence, £1.42, £22.38, £5.97 and £9.94 respectively). The two almost male-only gambling activities where there were net losses in the past week were dog races (6 pence) and non-dog/horse race betting (43 pence).

Table 2.11 Mean net expenditure for each activity in the last seven days, by sex

Past week gamblers

Mean net expenditure for each activity	Sex		
	Men (£)	Women (£)	**Total**[c] (£)
National Lottery Draw	-1.81	-1.33	-1.58
Standard error of the mean	0.18	0.15	0.13
Another lottery	-2.22	-1.29	-1.73
Standard error of the mean	0.46	0.51	0.35
Scratchcards	1.29	0.18	0.71
Standard error of the mean	0.63	0.40	0.38
Football pools	-1.87	[-2.10]	-1.91
Standard error of the mean	0.74	[1.41]	0.67
Bingo	-3.32	2.75	0.91
Standard error of the mean	1.79	1.63	1.32
Slot machines	0.56	3.17	1.13
Standard error of the mean	1.12	2.19	0.95
Horse races[b]	0.89	[4.26]	1.49
Standard error of the mean	1.83	[2.72]	1.63
Dog races[b]	[-0.06]	a	-0.38
Standard error of the mean	[3.98]		3.16
Betting with a bookmaker (other than on horse or dog races)[b]	-0.43	a	-0.36
Standard error of the mean	2.43		1.99
Fixed odds betting terminals	1.42	a	3.27
Standard error of the mean	3.90		3.40
Online betting with a bookmaker on any event or sport	5.97	a	4.89
Standard error of the mean	3.01		2.65
Online gambling	[9.94]	a	10.72
Standard error of the mean	[3.55]		3.55
Table games in a casino	[22.38]	a	[17.22]
Standard error of the mean	[14.48]		[14.04]
Betting exchange	a	a	a
Standard error of the mean			
Spread betting	a	a	a
Standard error of the mean			
Private betting (e.g. with friends, colleagues)	3.62	[2.75]	3.42
Standard error of the mean	1.35	[1.65]	1.25
Another gambling activity	a	a	a
Standard error of the mean			
Bases (weighted):			
National Lottery Draw	*1509*	*1400*	*2909*
Another lottery	*130*	*143*	*273*
Scratchcards	*243*	*263*	*507*
Football pools	*131*	*32*	*163*
Bingo	*75*	*173*	*248*

continued

Table 2.11 continued

Past week gamblers

Mean net expenditure for each activity	**Sex**		
	Men (£)	Women (£)	**Total**[c] (£)
Slot machines	*246*	*68*	*314*
Horse races[b]	*176*	*38*	*213*
Dog races[b]	*46*	*11*	*58*
Betting with a bookmaker (other than on horse or dog races)[b]	*68*	*22*	*90*
Fixed odds betting terminals	*64*	*9*	*72*
Online betting with a bookmaker on any event or sport	*64*	*6*	*70*
Online gambling	*57*	*19*	*76*
Table games in a casino	*44*	*3*	*47*
Betting exchange	*21*	*2*	*24*
Spread betting	*4*	*1*	*5*
Private betting (e.g. with friends, colleagues)	*162*	*49*	*211*
Another gambling activity	*2*	*2*	*4*
Bases (unweighted):			
National Lottery Draw	*1546*	*1485*	*3031*
Another lottery	*135*	*147*	*282*
Scratchcards	*234*	*274*	*508*
Football pools	*133*	*36*	*169*
Bingo	*80*	*186*	*266*
Slot machines	*227*	*69*	*296*
Horse races[b]	*182*	*38*	*220*
Dog races[b]	*41*	*12*	*53*
Betting with a bookmaker (other than on horse or dog races)	*67*	*25*	*92*
Fixed odds betting terminals	*64*	*9*	*59*
Online betting with a bookmaker on any event or sport	*64*	*6*	*70*
Online gambling	*49*	*18*	*67*
Table games in a casino	*34*	*3*	*37*
Betting exchange	*19*	*2*	*21*
Spread betting	*4*	*1*	*5*
Private betting (e.g. with friends, colleagues)	*148*	*48*	*196*
Another gambling activity	*2*	*2*	*4*

[a] Figures not shown as unweighted base size is less than 30.
[b] These activities do not include any bets made online.
[c] The total column includes those for whom sex was not known.

Table 2.12 shows the extent to which the previous week's gambling activity was typical. Almost four-fifths of the participants (78%) reported that it was a typical week, whereas most of the remaining participants (20%) said they usually gambled less.

Table 2.12 Whether expenditure on gambling in last seven days was typical, by sex

Past week gamblers

Typical week	Sex		
	Men %	Women %	**Total**[a] %
Would usually gamble more money in a week	3	1	2
Would usually gamble less money in a week	19	20	20
Would usually gamble about the same amount of money a week	77	79	78
Bases (weighted):	*1746*	*1527*	*3274*
Bases (unweighted):	*1749*	*1612*	*3361*

[a] The total column includes those for whom sex was not known.

2.4.4 Discussion

The results relating to net expenditure were interesting and perhaps somewhat predictable based on what has been reported in previous literature. Gamblers appeared to over-estimate how much they had won in the previous week, meaning that net expenditure was 'positive' in nine gambling activities (i.e. on these activities, gamblers claimed to have won more than they had lost). Similarly in the previous BGPS, though spend was measured differently, a large proportion of past week gamblers in each activity claimed to have won or broke-even in the previous seven days.

Given that all sectors of the gaming industry make 'considerable profits', the results in this study clearly show that many gamblers do not appear to be making a realistic assessment of their previous week's spending. However, this does not necessarily mean that they are 'lying', as there is a lot of evidence that gamblers over-estimate winnings and under-estimate losses, due to cognitive biases and heuristics like the 'fixation on absolute frequency bias' (using absolute rather than relative frequency as measure of success), concrete information bias (when concrete information such as that based on vivid memories or conspicuous incidents dominates abstract information such as computations or statistical data), and/or flexible attributions (the tendency to attribute successes to one's own skill and failures to other influences)[9 10]. In short, winning experiences tend to be recalled far more easily than losses (unless the losses are very substantial and have a major detrimental effect on the day-to-day functioning of the individual).

Remembering wins and discounting losses is a consistent finding in the gambling literature[10 11]. This is more likely to occur on those gambling activities that are played several days a week, rather than those activities that are engaged in once a week such as the National Lottery Draw and the football pools. It is in these latter activities that participants are more likely to have accurate recall of wins and losses, as the weekly outlay is usually identical every week (e.g. buying two lottery tickets every week or being part of a lottery syndicate). The results reported here do indeed seem to indicate this is the case, with activities such as the National Lottery Draw, and the football pools, reporting weekly net losses.

Furthermore, there are other more general effects (like social desirability) that may be skewing the results in a more socially positive direction. There is also the general observation that people tend to overestimate positive outcomes and underestimate negative ones which has been applied to the psychology of gambling[12].

Most of the positive net expenditures were fairly modest, but on those gambling activities where skill has the potential to be used, the net expenditures were much greater (e.g. online poker as part of online gambling, blackjack as part of casino table games). The results showing that the smaller the number of participants gambling on the particular activity, the greater the overall net win claimed, highlights the fact that individual variability was likely to be more pronounced among lower numbers of participants. It is also likely that some of the activities do indeed include gamblers who genuinely win more than they lose (online poker being a good example). However, the number of people doing this regularly is likely to be relatively small, as there are always more losers than winners in such activities.

The results also showed gender differences in net expenditure for a couple of activities. However, it is not clear why this is the case. There is no logical reason why male gamblers were more likely than female gamblers to lose overall on pure chance activities like the National Lottery Draw and other lottery draws; or that female gamblers were more likely than male gamblers to win overall on bingo. It is likely that these gender differences are due to chance, or a differential reporting bias.

The results also highlighted that there were a number of gambling activities that were almost male-only, and that no comparison could be made with female gamblers. This is perhaps unsurprising given that most of the gambling activities are traditionally male-dominated (dog race gambling, sports gambling, fixed odds betting terminals, casino table games, online betting with a bookmaker, and online gambling). The fact that almost all of these activities had a positive net expenditure was interesting, but not totally surprising. The males here may well have “exaggerated” the amounts that they had won through the cognitive distortions and heuristics that have been consistently identified in the literature.

The results indicating whether the previous week’s gambling activity was typical were somewhat similar to the results found in the previous survey. Almost four-fifths of the participants in this survey (78%) reported that their expenditure was a typical week, compared with 72% in the 1999 survey. In the 1999 survey, 11% claimed they usually spent less in a typical week, compared to 20% in the current study.
There was a difference in those who said they gambled more in a typical week, with only 2% in the current study saying they usually gambled more compared with 9% in the previous study. Again, there may have been some social desirability factors affecting the reporting, but the results are broadly similar in magnitude to the previous study.

Endnotes:

[1] For each of the 16 types of gambling activity asked about, for analysis purposes, respondents were counted as participants if they ticked one of the eight boxes giving a frequency for participation in the last 12 months (the eight options ranged from the minimum of 1-5 times a year to the maximum of every day/almost every day). Non-participants included those who ticked 'not at all in the last 12 months' and those who left the question blank for an individual activity. Only the 25 respondents who did not answer *any* of the 16 activities at question A1 were counted as missing. Thus, participation rates for all sixteen activities are based on the full sample of respondents (aside from those 25) aged 16 and over (even though the legal minimum age for participation in most of the gambling activities is 18 (except for the National Lottery Draw and some types of slot machines).

[2] If the individuals in the 2007 survey whose only bet with a bookmaker in the past 12 months was on the World Cup were excluded, then the increase in the proportion who bet on other events with a bookmaker would be smaller, from 3% to 5%.

[3] This assumes that, if the National Lottery Draw was not available, these individuals would not participate in any other gambling activity.

[4] Asking where the activity was done did not apply to several of the activities: fixed odds betting terminals, table games in a casino, online gambling, online betting with a bookmaker, betting exchange and spread betting. For the activities other than fixed odds betting terminals, respondents were instead asked what games they had played/activities they had bet on in the past seven days. For online gambling or betting with a bookmaker, they were asked whether they had bet online through a computer, a mobile phone or an interactive TV.

[5] Walker, M.B. & Dickerson, M.G. (1996). *The prevalence of problem gambling: A critical analysis*. Journal of Gambling Studies, **12**, 233-249.

[6] Ronnberg, S,, Volberg, R.A., Abbott, M.W., Moore, W.L., Andren, A., Munck, I., Jonsson, J., Nilsson, T. & Svensson, O. (1999). *Gambling and problem gambling Sweden: report No.2 of the National Institute of Public Health Series on Gambling*.

[7] Blaszczynski, A., Dumlao, V. & Lange, M. (1997). *How much do you spend gambling? Ambiguities in survey question items*. Journal of Gambling Studies, **13**, 237-252.

[8] Sproston K, Erens B & Orford J (2000) *Gambling Behaviour in Britain, Results from the British Gambling Prevalence Survey*. London: National Centre for Social Research.

[9] Wagenaar, W. (1988). *Paradoxes of Gambling Behaviour*. Hove: Lawrence Erlbaum Associates.

[10] Griffiths, M.D. (1994). *The role of cognitive bias and skill in fruit machine gambling*. British Journal of Psychology, **85**, 351-369.

[11] Gilovich, T. (1983). *Biased evaluation and persistence in gambling*. Journal of Personality and Social Psychology, **44**, 1110-1126.

[12] Griffiths, M.D. & Wood, R.T.A. (2001). *The psychology of lottery gambling*. International Gambling Studies, **1**, 27-44.

3 PROFILE OF GAMBLERS

3.1 Introduction

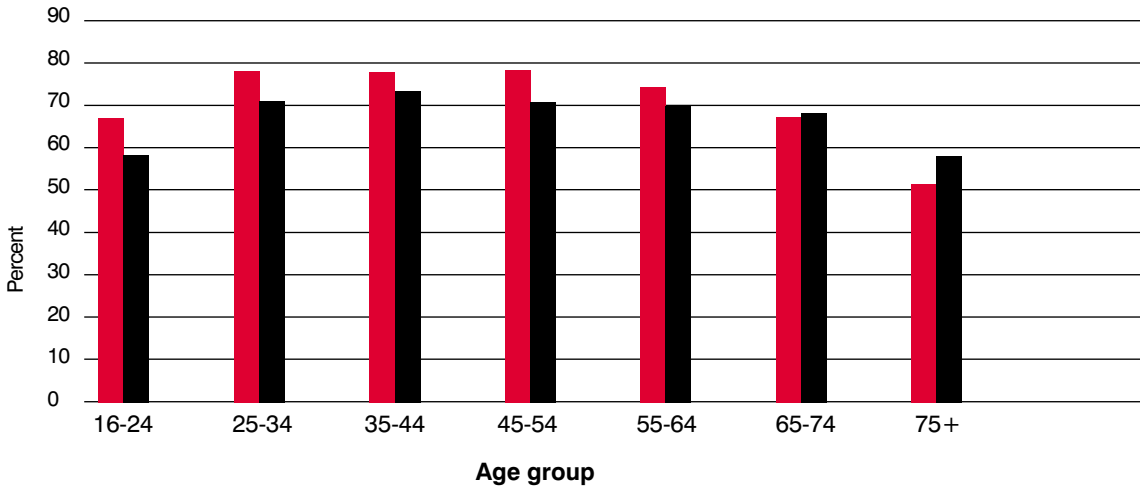
This chapter examines differences in participation in gambling in the past year by a number of socio-demographic, health and lifestyle characteristics. Analyses for each sub-group focus on differences in the overall participation in gambling in the past year, participation in each type of activity, and the number of activities undertaken. The definition of participation and the categories of gambling are the same as in chapter 2.

3.2 Past year gambling by age

The prevalence of participation in gambling appears to be related to the age of respondents. Table 3.1 shows the proportion of respondents in each age group who had participated in each of the 16 gambling activities in the past year. Overall, gambling prevalence in the past year was lowest in the youngest and oldest age groups: 58% for those aged 16-24 and 57% for those aged 75 and over. Prevalence was highest among those aged 35-44 (73%). Similar patterns by age were observed in 1999.

Compared with prevalence rates from 1999, overall participation in gambling in each age group, except the two oldest, had decreased. For example, the proportion of those aged 25-34 who had gambled in the last year decreased from 78% in 1999 to 71% in 2007.

Figure 3A
Participation in any gambling activity in the last year, by age and by survey year
Base: All



For many activities, prevalence was greatest among the younger age groups and decreased with advancing age. Scratchcards, slot machines, horse races, dog races, other betting with a bookmaker, online gambling, table games in a casino and private betting were all most popular among those aged 25-34, and then decreased with age. For example, with slot machines, the prevalence fell from 26% for those aged 16-34, to 2% of those aged 75 and over. Similarly, for scratchcards the prevalence fell from 30% of those aged 25-34 to 10% for those aged 75 and over. For the National Lottery Draw and other lotteries, the opposite pattern was true with prevalence being lowest among those aged 16-24.

Table 3.1 also shows the number of gambling activities participated in within the past 12 months. Despite having a large number of non-participants, those aged 16-24 who had gambled in the past year tended to take part in a greater number of activities: 20% took part in four or more activities in the last year. The only age group to have estimates in excess of this were those aged 25-34, where 24% had participated in four or more activities, and 10% had gambled on six or more different activities, in the past year.

Table 3.1 Participation in gambling activities within the past year, by age

All

	Age							
	16-24	25-34	35-44	45-54	55-64	65-74	75+	**Total**[a]
	%	%	%	%	%	%	%	%
Type of gambling activity								
National Lottery Draw	39	59	65	63	62	58	47	57
Another lottery	8	12	12	12	13	12	12	12
Scratchcards	26	30	22	19	13	12	10	20
Football pools	5	3	2	4	3	3	4	3
Bingo	7	7	7	7	7	7	7	7
Slot machines	26	26	16	12	6	4	2	14
Horse races[b]	12	22	21	19	16	13	10	17
Dog races[b]	6	9	6	4	4	2	1	5
Betting with a bookmaker (other than on horse or dog races)[b]	7	11	8	7	3	2	1	6
Fixed odds betting terminals	7	5	2	1	1	0	0	3
Online betting with a bookmaker on any event or sport	5	8	5	3	2	1	1	4
Online gambling	6	5	3	1	1	0	0	3
Table games in a casino	7	8	4	3	1	1	0	4
Betting exchange	2	2	1	1	0	0	0	1
Spread betting	1	2	1	0	0	0	0	1
Private betting (e.g. with friends, colleagues)	21	17	10	8	5	5	3	10
Another gambling activity	1	0	1	1	0	0	0	0
Any gambling activity in past year 2007	*58*	*71*	*73*	*71*	*70*	*68*	*57*	*68*
Any gambling activity in past year 1999	*66*	*78*	*77*	*78*	*74*	*66*	*52*	*72*

continued

Table 3.1 continued

All

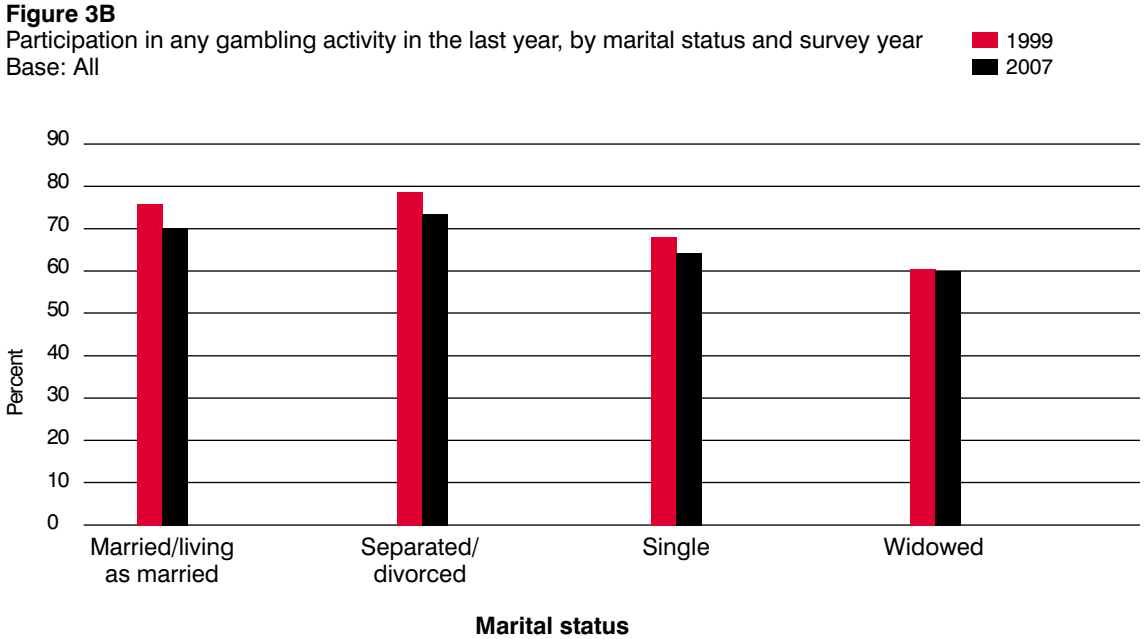
	Age							
	16-24	25-34	35-44	45-54	55-64	65-74	75+	**Total**[a]
	%	%	%	%	%	%	%	%
Number of gambling activities								
None	42	29	27	29	30	32	43	32
One	16	18	27	28	33	37	31	26
Two	12	18	17	18	19	19	16	17
Three	10	12	12	12	10	6	6	10
Four	6	9	7	6	4	3	2	6
Five	4	5	4	3	1	2	0	3
Six or more	9	10	5	4	2	1	1	5
Bases (weighted):								
2007	*1286*	*1462*	*1731*	*1430*	*1338*	*915*	*793*	*8972*
1999	*1045*	*1503*	*1386*	*1267*	*960*	*812*	*709*	*7700*
Bases (unweighted):								
2007	*1032*	*1324*	*1719*	*1518*	*1566*	*1020*	*780*	*8978*
1999	*931*	*1374*	*1494*	*1384*	*1030*	*848*	*601*	*7680*

[a] The total column includes those for whom age was not known.
[b] These activities do not include any bets made online.

3.3 Past year gambling by marital status

Gambling in the past 12 months was found to be related to marital status, although this is likely to be a reflection of the relationship between age and marital status. As in 1999, married and divorced/separated respondents were more likely than widowed respondents to have gambled in the past year (70% of married, 72% of divorced/ separated and 60% of widowed respondents).

Figure 3B
Participation in any gambling activity in the last year, by marital status and survey year
Base: All



This is likely to be due to the fact that widowed respondents are older, on average, and older people are less likely to gamble.

For those who were single, a relatively high proportion had not gambled at all in the past year (36%), but of those who had, a greater number had participated in six or more activities (8% compared with 5% overall). Compared with 1999, gambling prevalence had decreased significantly among those who were married/living as married and separated/divorced.

When looking at the individual activities, single respondents were more likely to participate in slot machines, betting with a bookmaker, fixed odds betting terminals, online betting with a bookmaker, online gambling, table games in a casino and private betting, than those who were married, divorced/separated or widowed. For example, 21% of single adults had used slot machines in the last year, compared with 14% of respondents overall.

Participation in the National Lottery Draw was higher among those who were married (61%) or divorced/separated (63%) than among those who were single (49%) or widowed (52%). Respondents who were divorced/separated (10%) were more likely to participate in bingo than those who were single (7%) or married (7%). Participation in spread betting, football pools and betting exchanges did not appear to vary by marital status.

Table 3.2 Participation in gambling activities in the past year, by marital status

All

	Marital status				
	Married/living as married	Separated/ divorced	Single	Widowed	**Total**[a]
	%	%	%	%	%
Type of gambling activity					
National Lottery Draw	61	63	49	52	57
Another lottery	13	12	10	9	12
Scratchcards	19	22	23	11	20
Football pools	3	3	4	3	3
Bingo	7	10	7	9	7
Slot machines	12	13	21	4	14
Horse races[b]	18	19	17	11	17
Dog races[b]	5	6	7	2	5
Betting with a bookmaker (other than on horse or dog races)[b]	6	5	8	2	6
Fixed odds betting terminals	2	3	5	1	3
Online betting with a bookmaker on any event or sport	3	3	6	1	4
Online gambling	2	2	5	0	3
Table games in a casino	3	3	7	1	4
Betting exchange	1	1	2	-	1

continued

Table 3.2 continued

All

	Marital status				
	Married/living as married	Separated/ divorced	Single	Widowed	**Total**[a]
	%	%	%	%	%
Type of gambling activity					
Spread betting	1	1	1	-	1
Private betting (e.g. with friends, colleagues)	8	12	16	3	10
Another gambling activity	0	1	1	-	0
Any gambling activity in past year 2007	*70*	*72*	*64*	*60*	*68*
Any gambling activity in past year 1999	*75*	*78*	*67*	*60*	*72*
Number of gambling activities					
None	30	28	36	40	32
One	29	26	21	31	26
Two	18	19	15	17	17
Three	11	13	10	6	10
Four	6	6	7	3	6
Five	3	4	4	1	3
Six or more	4	5	8	1	5
Bases (weighted):					
2007	*4775*	*690*	*2587*	*653*	*8972*
1999	*4783*	*527*	*1611*	*643*	*7700*
Bases (unweighted):					
2007	*4976*	*735*	*2327*	*671*	*8978*
1999	*4915*	*547*	*1492*	*594*	*7680*

[a] The total column includes those for whom marital status was not known.
[b] These activities do not include any bets made online.

3.4 Past year gambling by ethnic group

Prevalence of gambling was significantly higher among respondents whose ethnic group was White: 70% of White respondents had gambled in the past year compared with 39% of Black or Black British, 45% of Asian or Asian British, and 51% from 'other' ethnic groups. White respondents were also more likely to have participated in two or more different gambling activities in the past year: 43% of those from White ethnic groups had participated in two or more activities in the past year, compared with 30% for those from 'other' ethnic groups, 25% for Asian or Asian British and 18% for Black or Black British. This is an interesting finding given the fact that respondents from non-White groups were more likely to be problem gamblers than White respondents (see chapter 5).

Looking at the individual activities, White respondents were more likely to have taken part in the National Lottery Draw, bingo and horse racing than the other ethnic groups. For example, 59% of White respondents participated in the National Lottery Draw, compared with 32% from Black/Black British origin. White, and 'other' ethnic groups, were also more likely than people from Black or Asian groups to participate in private betting, scratchcards, slot machines and betting with a bookmaker.

Table 3.3 Participation in gambling activities in the past year, by ethnic group

All

	Ethnic group				
	White %	Black %	Asian %	Other %	**Total**[a] %
Type of gambling activity					
National Lottery Draw	59	32	40	42	57
Another lottery	12	6	8	7	12
Scratchcards	20	12	13	19	20
Football pools	3	2	3	3	3
Bingo	8	1	4	4	7
Slot machines	15	6	8	13	14
Horse races[b]	18	3	6	8	17
Dog races[b]	5	2	3	3	5
Betting with a bookmaker (other than on horse or dog races)[b]	6	2	3	6	6
Fixed odds betting terminals	3	2	4	2	3
Online betting with a bookmaker on any event or sport	4	1	2	2	4
Online gambling	3	1	2	3	3
Table games in a casino	4	2	1	4	4
Betting exchange	1	0	0	1	1
Spread betting	1	1	2	1	1
Private betting (e.g. with friends, colleagues)	11	5	3	11	10
Another gambling activity	1	-	0	1	0
Any gambling activity in past year	70	39	45	51	68
Number of gambling activities					
None	30	61	55	49	32
One	27	21	20	20	26
Two	18	9	14	12	17
Three	11	5	5	5	10
Four	6	2	0	5	6
Five	3	1	3	6	3
Six or more	5	2	3	2	5
Bases (weighted):	*8060*	*327*	*211*	*236*	*8972*
Bases (unweighted):	*8180*	*281*	*182*	*208*	*8978*

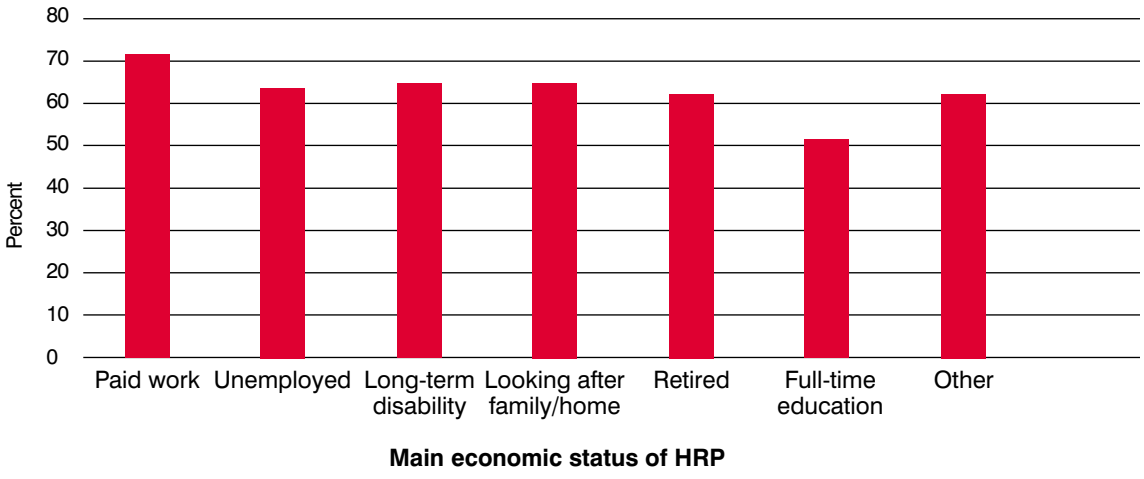
[a] The total column includes those for whom ethnic group was not known.
[b] These activities do not include any bets made online.

3.5 Past year gambling by economic activity of household reference person

Information about the main economic activity of the household reference person (HRP) was collected from all participating households. The HRP is defined as the person in whose name the accommodation is owned or rented, or, if the household is owned or rented in more than one person's name, the person with the highest personal income[1].

This section examines respondents' participation in gambling in the past year by the economic activity of the HRP. Participation in any gambling activity in the last year was highest among those who resided in households where the HRP was in paid employment (71%), and lowest for those where the HRP was in full time education (51%).

Figure 3C
Participation in gambling in the past year by main economic status of household reference person (HRP)
Base: All



Overall, those from paid work households, and full time education households, reported gambling on a similar number of activities in the past year, with 9% of those from full time education households and 6% of those from paid work households participating in six or more activities in the last year. Respondents from households where the HRP was retired gambled on significantly fewer activities than those from all other groups (with the exception of those within the 'other' category). Just 1% of those from retired households had gambled on six or more activities in the past year.

Table 3.4 Participation in gambling activities within the past year, by economic activity of the household reference person (HRP)

All

	Economic activity of HRP							
	Paid work	Unemployed	Long-term disability	Looking after family/ home	Retired	Full-time education	Other	**Total**[a]
	%	%	%	%	%	%	%	%
Type of gambling activity								
National Lottery Draw	60	50	56	53	53	28	53	57
Another lottery	12	12	12	10	13	7	14	12
Scratchcards	22	29	20	31	11	16	28	20
Football pools	3	6	4	2	4	5	1	3
Bingo	7	4	11	11	7	8	8	7
Slot machines	18	18	13	18	5	14	10	14
Horse races[b]	20	17	17	13	12	8	10	17
Dog races[b]	6	4	3	4	2	5	3	5
Betting with a bookmaker (other than on horse or dog races)[b]	8	7	5	7	2	6	4	6
Fixed odds betting terminals	3	4	4	3	1	7	5	3
Online betting with a bookmaker on any event or sport	5	5	3	1	1	8	4	4
Online gambling	3	5	2	2	0	10	2	3
Table games in a casino	5	2	4	2	1	12	1	4
Betting exchange	1	3	2	1	0	3	-	1
Spread betting	1	3	1	-	0	2	1	1
Private betting (e.g. with friends, colleagues)	12	16	10	11	5	18	8	10
Another gambling activity	1	-	-	0	0	2	1	0
Any gambling activity in past year	*71*	*63*	*64*	*64*	*62*	*51*	*62*	*68*
Number of gambling activities								
None	29	37	36	36	38	49	38	32
One	26	21	21	21	32	19	20	26
Two	17	14	19	18	17	8	20	17
Three	12	10	11	9	7	9	9	10
Four	7	7	5	5	3	3	6	6
Five	4	3	2	5	1	2	5	3
Six or more	6	7	6	6	1	9	3	5
Bases (weighted):	*5706*	*114*	*277*	*380*	*2033*	*204*	*104*	*8972*
Bases (unweighted):	*5613*	*108*	*296*	*364*	*2189*	*151*	*106*	*8978*

[a] The total column includes those for whom economic activity was not known.
[b] These activities do not include any bets made online.

3.6 Past year gambling by NS-SEC of household reference person

NS-SEC is a classification of social position that has similarities to the Registrar General's Social Class. Respondents are assigned to an NS-SEC category based on the current or former occupation of the household reference person. Overall, past year gambling prevalence was highest for those from lower supervisory and technical households (75%), and lowest for those from managerial and professional households and intermediate households (both 67%). This pattern was also observed among the more prevalent individual activities with participation in the National Lottery Draw being some seven percentage points (pp) higher among those from semi-routine households (61%) and 12 pp higher among those from lower supervisory and technical households (66%) than managerial and professional households (54%). For scratchcards, significantly more respondents from semi-routine and routine households participated in this activity than those from managerial and professional households (24% compared with 17%). Likewise, playing bingo was over twice as prevalent among those from semi-routine and routine and lower supervisory households (10%) than managerial and professional households (4%).

However, for some activities, prevalence was higher among managerial and professional households. These included private betting (12% vs 9%) table games in a casino and online betting (both 5% managerial and professional; 3% semi-routine and routine).

Interestingly, although there were marked associations between participation in certain gambling activities and NS-SEC, there was no association between the number of activities that respondents participated in and NS-SEC status. 5% of those from both managerial and professional households and semi-routine and routine households participated in six or more activities in the past year.

Table 3.5 Participation in gambling activities in the past year, by NS-SEC of household reference person (HRP)

All

	NS-SEC of HRP					
	Managerial & professional	Intermediate	Small employers & own account workers	Lower supervisory & technical	Semi-routine & routine	**Total**[a]
	%	%	%	%	%	%
Type of gambling activity						
National Lottery Draw	54	56	58	66	61	57
Another lottery	13	14	11	13	9	12
Scratchcards	17	20	18	18	24	20
Football pools	3	4	4	5	3	3
Bingo	4	8	6	10	10	7
Slot machines	14	15	16	15	15	14
Horse races[b]	19	17	18	17	15	17
Dog races[b]	6	6	6	4	4	5
Betting with a bookmaker (other than on horse or dog races)[b]	6	7	7	8	6	6
Fixed odds betting terminals	2	2	4	3	3	3
Online betting with a bookmaker on any event or sport	5	3	5	2	3	4
Online gambling	3	2	4	2	2	3
Table games in a casino	5	4	4	2	3	4
Betting exchange	1	1	3	1	1	1
Spread betting	1	1	1	0	1	1
Private betting (e.g. with friends, colleagues)	12	9	11	9	9	10
Another gambling activity	1	1	1	0	0	0
Any gambling activity in past year	*67*	*67*	*69*	*75*	*70*	*68*
Number of gambling activities						
None	33	33	31	25	30	32
One	25	26	28	32	27	26
Two	18	15	15	16	19	17
Three	10	12	11	12	11	10
Four	6	6	6	7	6	6
Five	3	3	3	3	3	3
Six or more	5	6	6	4	5	5
Bases (weighted):	*3389*	*766*	*920*	*981*	*2364*	*8972*
Bases (unweighted):	*3421*	*769*	*930*	*1021*	*2322*	*8978*

[a] The total column includes those for whom NS SEC was not known.
[b] These activities do not include any bets made online.

3.7 Past year gambling by equivalised household income

Equivalised household income is a measure of household income that takes account of the number of persons living in the household[2]. Participation in any gambling activity in the past year increased with household income, rising from 61% for lowest income households to either 72% or 73% for higher income households.

This association was most marked for horse races, where past year prevalence increased from 12% for those in the lowest income households to 25% for those in the highest income households. The pattern was also true for the National Lottery Draw, other lotteries, slot machines, dog races, betting with a bookmaker, online betting with a bookmaker, table games at a casino and private betting. For bingo, the opposite pattern was true, and participation was significantly higher among lowest income households (9%) than highest income households (4%). For spread betting, betting exchanges, online gambling, FOBTs, scratchcards and football pools, prevalence varied with no clear pattern.

The number of different activities undertaken in the past year also varied with levels of household income. The proportion of people who had participated in six or more activities in the last year rose, from 3% of those from the lowest income households to 7% of those from the highest income households.

Figure 3D
Participation in gambling in past year by equivalised household income quintile
Base: All

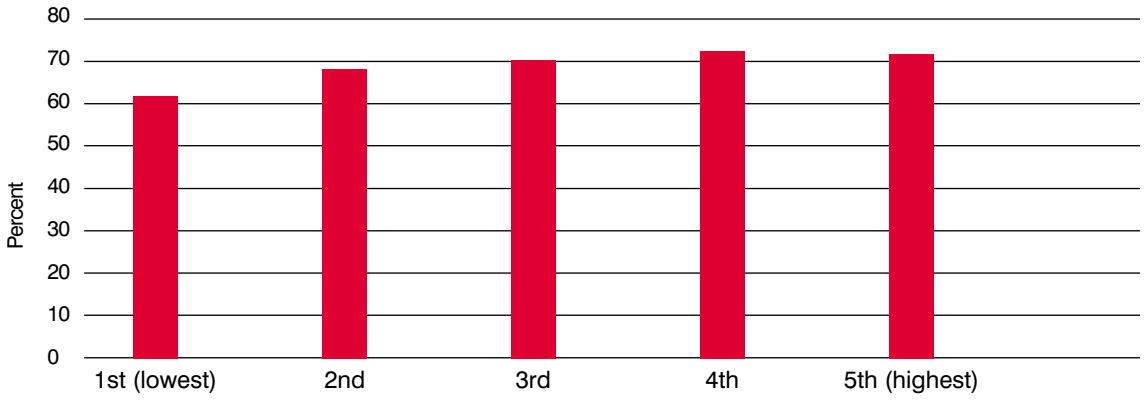


Table 3.6 Participation in gambling activities in the past year, by equivalised household income quintile

All

	Equivalised household income					
	1st (lowest)	2nd	3rd	4th	5th (highest)	**Total**[a]
	%	%	%	%	%	%
Type of gambling activity						
National Lottery Draw	51	57	61	63	58	57
Another lottery	9	11	10	15	14	12
Scratchcards	19	19	21	23	19	20
Football pools	3	3	3	5	3	3
Bingo	9	9	8	6	4	7
Slot machines	12	13	16	19	17	14
Horse races[b]	12	14	18	21	25	17
Dog races[b]	3	4	5	6	10	5
Betting with a bookmaker (other than on horse or dog races)[b]	4	5	6	8	9	6
Fixed odds betting terminals	3	3	3	3	3	3
Online betting with a bookmaker on any event or sport	2	3	4	4	8	4
Online gambling	2	3	3	3	3	3
Table games in a casino	2	3	3	4	8	4
Betting exchange	1	1	2	1	1	1
Spread betting	0	1	1	1	1	1
Private betting (e.g. with friends, colleagues)	8	8	9	13	15	10
Another gambling activity	0	1	0	1	0	0
Any gambling activity in past year	*61*	*68*	*70*	*73*	*72*	*68*
Number of gambling activities						
None	39	32	30	27	28	32
One	26	30	28	25	23	26
Two	16	17	17	19	18	17
Three	9	9	11	11	11	10
Four	4	5	7	8	8	6
Five	3	2	2	4	4	3
Six or more	3	4	5	7	7	5
Bases (weighted):	*1463*	*1405*	*1423*	*1368*	*1437*	*8972*
Bases (unweighted):	*1417*	*1431*	*1408*	*1390*	*1445*	*8978*

[a] The total column includes those for whom household income was not known.
[b] These activities do not include any bets made online.

3.8 Past year gambling by highest educational qualification

As in 1999, a pattern was evident whereby those respondents with the highest level of educational qualifications were less likely to have gambled in the past year than respondents with lower educational qualifications. In 2007, 61% of those with a degree or higher had gambled in the last year, compared with 73% of those whose highest educational qualifications were GCSEs or O-levels.

Figure 3E
Participation in gambling in past year by highest educational qualification
Base: All

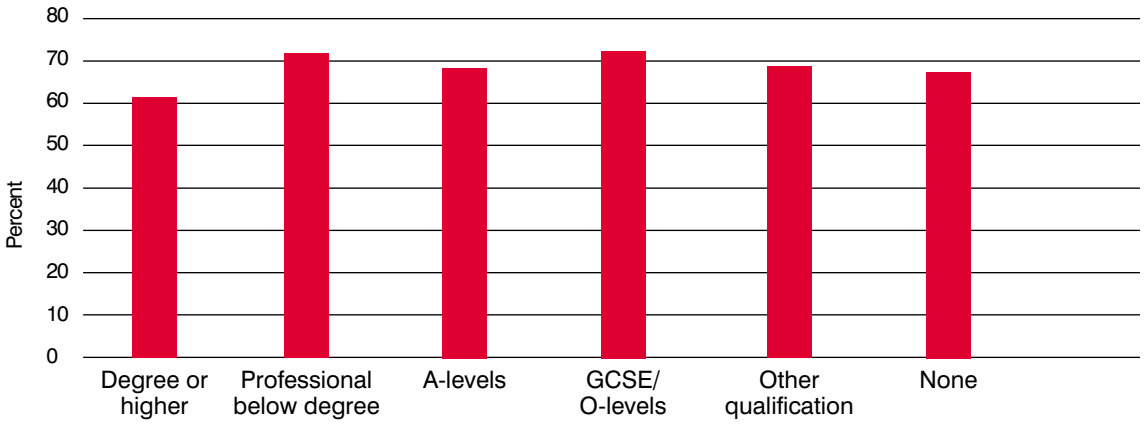


Table 3.7 suggests that the types of activities that respondents participated in also varied by the highest level of educational qualification. Those whose highest level of educational qualifications were GCSEs/O-levels tended to be more likely to participate in the National Lottery (63%), scratchcards (26%), bingo (8%), slot machines (21%), football pools (3%) and FOBTs (4%) than those with a degree (48% National Lottery Draw; 16% scratchcards; 3% bingo; 13% slot machines; 2% football pools; 2% FOBTs). However, the reverse was true for online betting, where significantly more people with a degree reported betting online (6%) than those whose highest educational qualification were GCSEs/O-levels (4%).

Respondents with a degree or higher qualifications gambled on fewer activities in the past year: 23% of those with a degree gambled on more than two different activities in the last year, compared with 31% for those whose highest educational qualification were GSCEs or O-levels. A similar pattern was noted in 1999.

Table 3.7 Participation in gambling activities in the past year, by highest education qualification

All

	Highest educational qualification						
	Degree or higher	Professional below degree	A-levels	GCSEs/ O-levels	Other qualification	None	**Total**[a]
	%	%	%	%	%	%	%
Type of gambling activity							
National Lottery Draw	48	62	55	63	61	59	57
Another lottery	12	16	12	12	13	9	12
Scratchcards	16	19	20	26	16	18	20
Football pools	2	4	4	3	4	4	3
Bingo	3	5	6	8	10	11	7
Slot machines	13	12	20	21	10	8	14
Horse races[b]	19	17	17	20	12	14	17
Dog races[b]	6	5	6	6	3	3	5
Betting with a bookmaker (other than on horse or dog races)[b]	7	5	7	8	3	4	6
Fixed odds betting terminals	2	2	4	4	1	2	3
Online betting with a bookmaker on any event or sport	6	3	5	4	2	1	4
Online gambling	3	2	4	4	1	1	3
Table games in a casino	6	3	6	4	2	1	4
Betting exchange	1	0	2	1	1	1	1
Spread betting	1		1	1	1	0	1
Private betting (e.g. with friends, colleagues)	12	8	13	14	9	5	10
Another gambling activity	1	0	1	1	0	0	0
Any gambling activity in past year 2007	*61*	*71*	*68*	*73*	*69*	*67*	*68*
Any gambling activity in past year 1999	*67*	*73*	*72*	*76*	*74*	*71*	*72*
Number of gambling activities							
None	39	29	32	27	31	33	32
One	22	29	25	24	33	31	26
Two	16	18	16	18	17	18	17
Three	9	11	10	12	9	9	10
Four	5	6	7	8	4	4	6
Five	3	3	3	4	2	2	3
Six or more	6	3	7	7	4	2	5
Bases (weighted):							
2007	*1943*	*603*	*1095*	*2405*	*347*	*2142*	*8972*
1999	*1224*	*870*	*703*	*1883*	*447*	*2200*	*7700*
Bases (unweighted):							
2007	*1893*	*639*	*1026*	*2373*	*362*	*2252*	*8978*
1999	*1212*	*882*	*683*	*1875*	*447*	*2207*	*7680*

[a] The total column includes those for whom highest qualification was not known.
[b] These activities do not include any bets made online.

3.9 Past year gambling by health and lifestyle characteristics

This section explores past year gambling in relation to a variety of health and lifestyle characteristics including the use of cigarettes and alcohol.

Respondents were asked to rate their general health on a five point scale ranging from very good to very bad. Table 3.8 shows the number of gambling activities participated in over the last 12 months by general health status. Those who rated their health as 'bad' or 'very bad' were less likely to report gambling in the past year than those who rated their health as 'very good', 'good' or 'fair' (62% of those whose health was bad/very bad compared with 72% of those who rated their health as fair).

However, (with two exceptions) there were no significant differences in the proportions who took part in each individual activity by general health status. The exceptions were the National Lottery Draw (57% with good/very good health, compared with 51% whose health was bad/very bad) and bingo, in which prevalence was highest among those who reported fair health (11%) and lowest among those who reported very good/good health (7%).

Likewise, no real differences were observed in the number of activities that respondents took part in.

Table 3.8 Participation in gambling activities in the past year, by general health

All

	General health			
	Good/ very good	Fair	Bad/ very bad	**Total**[a]
	%	%	%	%
Type of gambling activity				
National Lottery Draw	57	61	51	57
Another lottery	12	13	9	12
Scratchcards	20	20	16	20
Football pools	3	4	4	3
Bingo	7	11	8	7
Slot machines	15	14	11	14
Horse races[b]	17	18	16	17
Dog races[b]	5	4	5	5
Betting with a bookmaker (other than on horse or dog races)[b]	6	5	5	6
Fixed odds betting terminals	3	2	3	3
Online betting with a bookmaker on any event or sport	4	3	4	4
Online gambling	3	2	3	3
Table games in a casino	4	3	3	4
Betting exchange	1	1	1	1
Spread betting	1	1	0	1
Private betting (e.g. with friends, colleagues)	11	10	9	10
Another gambling activity	0	1	0	0
Any gambling activity in past year	*67*	*72*	*62*	*68*
Number of gambling activities				
None	33	28	38	32
One	26	29	26	26
Two	17	20	16	17
Three	11	10	8	10
Four	6	6	6	6
Five	3	3	2	3
Six or more	5	5	4	5
Bases (weighted):	*7020*	*1454*	*378*	*8972*
Bases (unweighted):	*6963*	*1498*	*401*	*8978*

[a] The total column includes those for whom general health was not known.
[b] These activities do not include any bets made online.

Respondents were asked if they had any longstanding illnesses, disability or infirmity and, if so, whether this illness limited their activities in any way. Of those who had a longstanding illness, those whose illness was limiting showed lower rates of gambling over the past year (66%) than those whose illness was not limiting (72%).

Respondents with no longstanding illness, or one which was not limiting, were more likely to have taken part in six or more different activities (5% and 6% respectively, compared with 3% of those with a limiting longstanding illness).

Looking at the different activities, respondents with no longstanding illnesses were more likely to gamble on scratchcards, slot machines, dog racing, betting with a bookmaker, online gambling, table games in a casino and private betting than those who had a limiting longstanding illness. This was most notable for slot machines where prevalence among those with either no longstanding illnesses, or with a non-limiting longstanding illnesses, was some six percentage points higher (15%) than among those with a limiting longstanding illness (9%).

The only activity more common among those with a limiting longstanding illness was bingo (10% of those with a limiting longstanding illness, 7% of those with no longstanding illness).

Table 3.9 Participation in gambling activities in the past year, by longstanding illness

All

	Longstanding illness			
	None	Longstanding illness-not limiting	Longstanding illness-limiting	**Total**[a]
	%	%	%	%
Type of gambling activity				
National Lottery Draw	57	60	57	57
Another lottery	11	13	12	12
Scratchcards	20	19	16	20
Football pools	3	3	4	3
Bingo	7	9	10	7
Slot machines	15	15	9	14
Horse races[b]	17	20	16	17
Dog races[b]	5	4	3	5
Betting with a bookmaker (other than on horse or dog races)[b]	7	6	4	6
Fixed odds betting terminals	3	3	2	3
Online betting with a bookmaker on any event or sport	4	2	3	4
Online gambling	3	1	2	3
Table games in a casino	4	3	2	4
Betting exchange	1	0	1	1
Spread betting	1	0	1	1
Private betting (e.g. with friends, colleagues)	11	11	8	10
Another gambling activity	1	0	0	0
Any gambling activity in past year	*68*	*72*	*66*	*68*
Number of gambling activities				
None	32	28	34	32
One	26	31	28	26
Two	17	17	18	17
Three	11	9	9	10
Four	6	6	5	6
Five	3	3	2	3
Six or more	5	6	3	5
Bases (weighted):	*6830*	*674*	*1250*	*8972*
Bases (unweighted):	*6721*	*714*	*1324*	*8978*

[a] The total column includes those for whom longstanding illness was not known.
[b] These activities do not include any bets made online.

Respondents were asked whether they smoked cigarettes at all nowadays. Respondents who reported being a smoker at the time of the study were more likely to have taken part in a gambling activity during the last year (79%) than those who did not smoke (64%).

This pattern was evident for most activities, e.g. 23% of current smokers had used slot machines in the last year, compared with 12% of non-smokers. The exception to this was other lotteries (with 12% of both current smokers and non-smokers participating in this activity in the past year), spreadbetting (1% for both current cigarette smokers and non-smokers) and football pools (4% of current smokers; 3% of non-smokers).

In addition, those who currently smoked had taken part in more activities in the past year than those who did not currently smoke. 8% of those who smoked cigarettes had participated in six or more activities compared with 4% of those who did not smoke.

Figure 3F
Participation in gambling activities in the past year, by cigarette smoking
Base: All

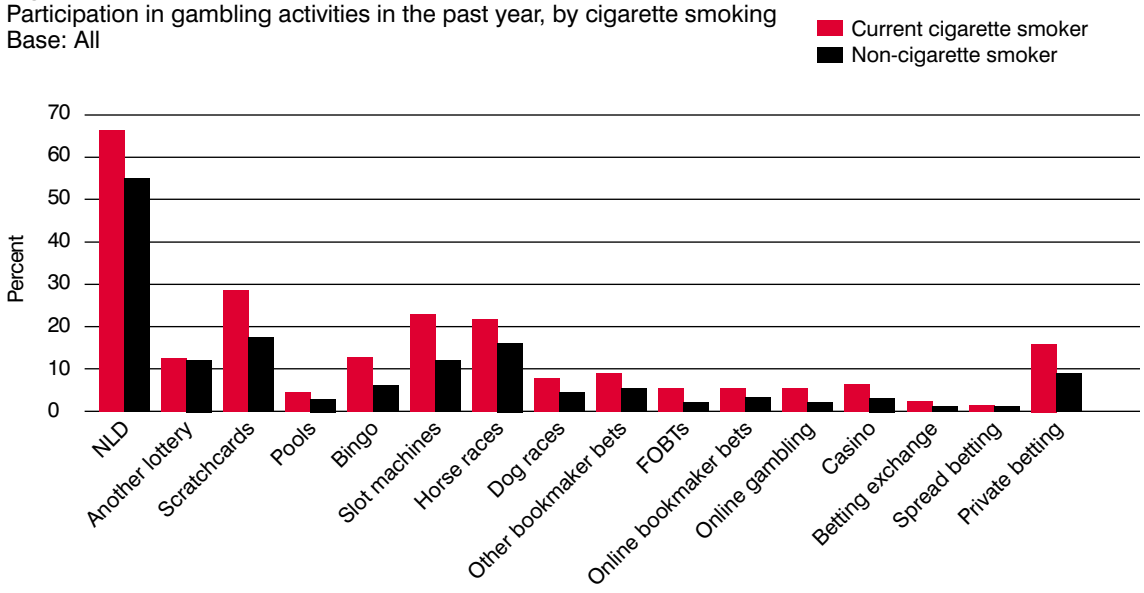


Table 3.10 Participation in gambling activities in the past year, by smoking status

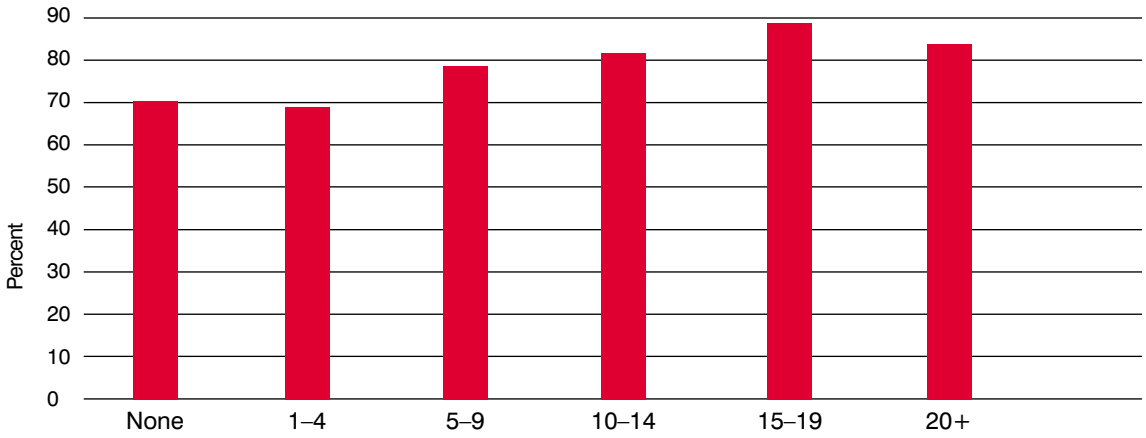
All

	Smoking status		
	Current smoker	Does not currently smoke	**Total**[a]
	%	%	%
Type of gambling activity			
National Lottery Draw	67	54	57
Another lottery	12	12	12
Scratchcards	29	17	20
Football pools	4	3	3
Bingo	12	6	7
Slot machines	23	12	14
Horse races[b]	21	16	17
Dog races[b]	7	4	5
Betting with a bookmaker (other than on horse or dog races)[b]	9	5	6
Fixed odds betting terminals	5	2	3
Online betting with a bookmaker on any event or sport	5	3	4
Online gambling	5	2	3
Table games in a casino	6	3	4
Betting exchange	2	1	1
Spread betting	1	1	1
Private betting (e.g. with friends, colleagues)	16	9	10
Another gambling activity	1	0	0
Any gambling activity in past year	*79*	*64*	*68*
Number of gambling activities			
None	21	36	32
One	25	27	26
Two	18	17	17
Three	14	9	10
Four	9	5	6
Five	5	3	3
Six or more	8	4	5
Bases (weighted):	*2073*	*6659*	*8972*
Bases (unweighted):	*2038*	*6706*	*8978*

[a] The total column includes those for whom smoking status was not known.
[b] These activities do not include any bets made online.

Respondents were asked about the highest amount of alcohol they had drunk on any one day in the past week. Those who reported they had drunk 15 units or more of alcohol were more likely to have gambled in the past 12 months. 84% of those who had consumed 20 or more units and 88% of those who had consumed 15-19 units on any one day in the past week had gambled in the past year, compared with 70% of those who had consumed no alcohol in the past week. A similar pattern was evident among last week gamblers, where 57% of those who had drunk 20 or more units on any one day in the past week had also gambled in the past week (compared with 41% of those who had not drunk in the last week - table not shown).

Figure 3G
Participation in gambling activities in the past year, by highest amount of alcohol drunk on any one day in past week
Base: All



Looking at the individual activities, those who had drunk 20 or more units on any one day were more likely to have participated in the majority of activities than those who had drunk four units or less. This pattern was especially clear for fixed odds betting terminals (14% compared with 2%), table games in a casino (16% compared with 3%), online gambling (12% compared with 1-3%) and private betting (32% compared with 8%). The only exceptions were other lotteries and bingo, where the prevalence rates were similar.

Those who consumed the most units of alcohol on the heaviest drinking day had also taken part in a higher number of different activities. 22% of those who had consumed 20 or more units had participated in at least six different activities in the past year, compared with 3-6% of people who had consumed no more than nine units on their heaviest drinking day in the last week.

Table 3.11 Participation in gambling activities in the past year, by highest amount of alcohol drunk on any one day in past week

All

	Highest number of alcohol units drunk on one day						
	None	1-4	5-9	10-14	15-19	20+	**Total**[a]
	%	%	%	%	%	%	%
Type of gambling activity							
National Lottery Draw	59	58	65	68	64	68	57
Another lottery	14	11	14	14	16	15	12
Scratchcards	22	17	25	26	33	36	20
Football pools	4	3	4	4	8	10	3
Bingo	8	7	8	8	8	7	7
Slot machines	16	11	20	26	38	38	14
Horse races[b]	16	16	23	30	37	36	17
Dog races[b]	4	4	8	10	13	16	5
Betting with a bookmaker (other than on horse or dog races)[b]	6	4	8	13	20	18	6
Fixed odds betting terminals	2	2	3	4	7	14	3
Online betting with a bookmaker on any event or sport	4	2	6	7	13	16	4
Online gambling	3	1	4	4	8	12	3
Table games in a casino	3	3	6	7	13	16	4
Betting exchange	1	1	1	2	2	4	1
Spread betting	1	0	1	1	2	4	1
Private betting (e.g. with friends, colleagues)	8	8	15	23	34	32	10
Another gambling activity	0	1	1	1	1	1	0
Any gambling activity in past year	*70*	*68*	*77*	*82*	*88*	*84*	*68*
Number of gambling activities							
None	30	32	23	18	12	16	32
One	28	30	23	22	19	19	26
Two	16	18	21	19	18	10	17
Three	13	10	14	15	14	16	10
Four	7	5	9	11	13	11	6
Five	2	3	5	4	6	7	3
Six or more	5	3	6	10	17	22	5
Bases (weighted):	*694*	*3093*	*1290*	*693*	*245*	*300*	*8972*
Bases (unweighted):	*705*	*3202*	*1284*	*674*	*224*	*274*	*8978*

[a] The total column includes those for whom alcohol consumption was not known and also those who were not current drinkers.
[b] These activities do not include any bets made online.

3.10 Comparison of past year and past week gamblers

Table 3.12 presents a comparison of the proportion of respondents reporting they had gambled in the past year and the past week, by a number of key socio-demographic variables. In general, there is a close correspondence between the two time frames (as might be expected). However, a few notable differences are apparent. The sex profile of past year and past week gamblers is similar, with more men than women participating in any gambling activity. However, as in 1999, it appears that past week gamblers are slightly older in profile than past year gamblers. Past year gambling prevalence was highest among those aged 35-44, whereas past week prevalence was highest among those aged 45-65.

Table 3.12 Comparison of past year and past week gamblers

All

Proportion within each category who gambled within the past year/week	Any gambling activity in past year	Any gambling activity in past week
	%	%
Sex		
Men	71	45
Women	65	37
Age		
16-24	58	27
25-34	71	37
35-44	73	41
45-54	71	47
55-64	70	47
65-74	68	47
75 and over	57	40
Economic activity		
Paid work	71	41
Unemployed	63	30
Long-term disability	64	41
Looking after family/home	64	36
Retired	62	42
Full-time education	51	16
Other	62	46
NS-SEC		
Managerial & professional	67	36
Intermediate	67	39
Small employers & own account workers	69	42
Lower supervisory & technical	75	50
Semi-routine & routine	70	46
Household income quintile		
Ist (lowest)	61	36
2nd	68	44
3rd	70	42
4th	73	45
5th (highest)	72	39
Highest educational qualification		
Degree or higher	61	30
Professional below degree	71	41
A-level	68	37
GCSE/ O-level	73	44
Other	69	45
None	67	48
Bases (weighted):	*6085*	*3649*
Bases (unweighted):	*6161*	*3749*

Endnotes:

[1] In 1999, economic activity information was collected from the highest income householder (HIH) - the person in the household with the highest income. In 2007, the BGPS complied with the Office of National Statistics harmonised standards, and collected economic activity information from the household reference person (HRP). Classification of the HRP is slightly different from the HIH and, as such, comparisons between 1999 and 2007 cannot be made.

[2] As part of the household questionnaire, respondents were asked to report their total household income (including money from wages, savings, investments and pensions) by choosing a banded figure, on a showcard, that most closely represented their total income. This figure was then adjusted to take into account the number of people in the household, using the widely utilised McClements scoring system.

4 THE PREVALENCE OF PROBLEM GAMBLING

4.1 Introduction

'Problem gambling' is gambling to a degree that compromises, disrupts or damages family, personal or recreational pursuits[1]. Measuring the prevalence of problem gambling among British adults was one of the main aims of this survey. A number of screens exist for measuring problem gambling, but (as yet) there is no single 'gold standard'. The 1999 survey used two measures of current problem gambling: the South Oaks Gambling Screen (SOGS)[2] and a screen based on the DSM IV criteria[3]. The rationale behind this choice, and the development of the screen, is outlined in the 1999 survey report[4 5]. The problem gambling prevalence rates obtained from these two instruments in 1999 were: 0.8% (SOGS) and 0.6% (DSM IV).

In the intervening years, use of the SOGS has diminished, due to a number of criticisms, including that it over-estimates false positives[6 7]. These criticisms are described in the Abbott report[8]. Therefore, we decided (in discussion with the Steering Group) against including the SOGS in the 2007 survey. In the meantime, a new instrument has been developed: the Canadian Problem Gambling Severity Index (PGSI)[9 10 11]. The PGSI focuses more on the harms and consequences associated with problem gambling, whereas the DSM IV concentrates more on the psychological motivations underpinning problem gambling.

Though the development and testing work on the PGSI is not yet complete, indications suggest that it is likely to become widely used[11 12] and we decided to include this in the 2007 survey in preference to the SOGS. In order to allow comparison with prevalence rates in 1999, we kept the DSM IV as well. So, as in 1999, we have two separate prevalence rates of problem gambling, allowing us to capitalise on the advantages of each, and to correlate and compare the results of the two screens. Both screens are described in more detail below.

Measurement of problem gambling can be based on 'lifetime' or 'current' prevalence rates. Since the latter was of more interest for policy purposes (and for comparability with 1999) all questions referred to the last 12 months; it is therefore current prevalence that is being reported (not lifetime prevalence). Prevalence rates are reported for the whole sample, as well as for those who have gambled in the past year, and those who have gambled in the past year excluding those who only gambled on the National Lottery Draw.

Results from each screening instrument are analysed by sex and age, the DSM IV prevalence is compared with 1999, and a comparison between the prevalence estimates obtained from the two screening scores is reported.

4.2 The DSM IV

The DSM IV screening instrument is taken from the fourth edition of the manual used by the American Psychiatric Association[3]. The DSM IV consists of ten diagnostic criteria, and a diagnosis of pathological gambling is made if a person fulfils at least five of the criteria. In addition, a number of surveys have included a further category of 'problem gambler' for those who fulfil at least three of the DSM IV criteria[13 14 15 16].

The DSM IV was created as a tool for diagnosis, and not as a screening instrument for use in the general population. Since there is no single gold standard *questionnaire version* of the DSM IV criteria, as part of the development work for the 1999 survey we adapted the criteria and developed and pre-tested a DSM IV based screen. This screen comprises questions C1 to C10 of the self-completion questionnaire – Appendix 3. We used exactly the same instrument in 2007. The scoring for each of the DSM IV items is described in Appendix 2.

The threshold used to identify 'problem gamblers' in the current survey is the same as that used in the 1999 survey: that is three or more represents a 'problem gambler'. However, the classification used here does not incorporate the additional threshold of five or more, used in some surveys to identify 'probable pathological gamblers'[15 16 17] or 'severe problem gamblers'[13]. This decision was made for the sake of clarity and simplicity, because the additional distinction was not seen as necessary for the purposes of this study, and because the number of respondents falling into the two categories was too small to analyse separately. Furthermore, as Allcock[18] states, the term 'problem gambler' avoids many of the negative judgments and conceptual issues associated with the notion of pathological gambling.

4.3 The Canadian Problem Gambling Severity Index (PGSI)

The PGSI was developed by Wynne et al, over a three year period (1997-2000)[10]. This period included a development phase which was followed by a testing phase in order to validate the screen in a general population survey in Canada (among a sample of over 3,000). The PGSI was launched in 2001[9] and refined in 2003[10]. The PGSI constitutes nine items of a larger screen (more than 30 items) - the Canadian Problem Gambling Inventory (CPGI). The full screen assesses gambling involvement, gambling problems, correlates and demographics.

The PGSI items include chasing losses, escalating gambling to maintain excitement, and whether gambling has caused health problems. The full CPGI has been used in general population surveys in seven Canadian provinces, as well as in Denmark and Iceland. The subset of problem gambling items has been used in a national survey in Canada, smaller-scale surveys in the Canadian provinces[21 22 23 24 25] and in general population surveys in Queensland[26], Victoria[27], Tasmania[28], and the Northern Territory[29], Australia. The PGSI items constitute questions C11 to C19 of the self-completion questionnaire (Appendix 3).

A validation study, comparing the performance of the SOGS, the PGSI and the recently developed Victorian Gambling Screen (VGS) found that the PGSI outperformed the other two screens[12].

The PGSI items each have four response options. For each item, 'sometimes' is given a score of one, 'most of the time' scores two, 'almost always' scores three. A score of between zero and 27 is therefore possible. The threshold used to identify problem gamblers according to the PGSI is that advocated by the screen's developers, that is: a score of eight or more represents a problem gambler. The PGSI also includes two other categories: 'low risk' gambling and 'moderate risk' problem gambling. However, again for the purposes of simplicity, we concentrate in this report on the category of problem gambler.

4.4 Caveats

There are a number of caveats which should be borne in mind when interpreting the results of this, or similar, gambling prevalence surveys:

- This is a cross-sectional survey. Therefore, while analysis might highlight associations between variables it cannot say anything about the direction of causality. For example, an association may be found between being divorced and being a problem gambler (as in 1999). However, this does not tell us whether divorce leads to problem gambling, or whether problem gambling leads to divorce.
- A survey of people living in private households, by definition, excludes a number of sub-groups of the population, such as homeless people, those living in institutions, and prisoners. There is some evidence that such sub-groups are likely to include a disproportionate number of problem gamblers[30 31]. Moreover, it could be argued that frequent gamblers are less likely to be at home and available for interview than other sub-groups of the population, and are therefore less likely to be included in a survey. Such sampling and response biases suggest that a general population survey is likely to *underestimate* the prevalence of problem gambling[15 32].
- No screen to measure problem gambling is perfect. A best estimate of any population sub-group endeavours to minimise both 'false positives' and 'false negatives'. In the case of problem gambling a false positive is where a person without a gambling problem is classified as a problem gambler, while a false negative is where a person with a gambling problem is classified as someone without a problem.
- Clearly, the number of false positives and false negatives is directly related to the position of the threshold level used to classify a problem gambler. The threshold used for the DSM IV followed other studies[13 14 15 16] and that of the 1999 survey. The threshold used for the PGSI follows the recommendations of the screen's developers[10].
- While the PGSI has been validated on a Canadian population, it has not previously been used in a British context.
- The DSM IV was developed as a diagnostic tool, and has not been validated for general population use.

- People may be motivated to give 'socially acceptable', albeit dishonest, answers to a questionnaire and therefore underestimate the extent of their gambling behaviour.
- Finally, a survey estimate is subject to sampling error, and should therefore be considered with reference to confidence intervals (which are presented in this chapter along with the prevalence results)[33].

The survey methodology attempted to overcome these potential criticisms in a number of ways (see Appendix 2), for example by using a self-completion questionnaire to encourage honest reporting[34], by weighting the results to minimise non-response bias, and by establishing, *a priori*, carefully considered problem gambling thresholds (based on previous research). In short, it should be noted that the survey findings presented here represent a *'best estimate'* of current problem gambling prevalence in Britain.

4.5 Problem gambling prevalence according to the DSM IV

Table 4.1 presents the range of scores on the DSM IV, from zero through to a maximum of ten, separately for men and women. The table shows responses for the entire population, with those who did not gamble in the past year (and therefore were not asked the problem gambling screens) set at zero. The majority of people (94.8%) scored zero on the DSM IV. 4.5% of people scored positively on the DSM IV, but below the established problem gambling threshold of three or more.

Table 4.1 DSM IV scores, by sex

All

DSM IV score	Sex		
	Men %	Women %	**Total**[a] %
0	93.0	96.5	94.8
1	5.2	3.2	4.1
2	0.8	0.1	0.4
3	0.4	0.1	0.2
4	0.1	*	0.1
5	0.2	*	0.1
6	0.1	0.1	0.1
7	*	-	*
8	0.2	-	0.1
9	-	*	*
10	*	-	*
Bases (weighted):	*4090*	*4351*	*8445*
Bases(unweighted):	*4016*	*4442*	*8462*

[a] The total column includes those for whom sex was not known.

The prevalence of problem gambling in the population, based on the DSM IV was 1.0% for men and 0.2% for women (**0.6%** overall). The confidence interval around this estimate is 0.5% to 0.8% (meaning that we can be 95% confident that the true value lies between these two figures).

This is the same overall prevalence as in 1999 (when 0.9% of men and 0.3% of women were classified as problem gamblers according to the DSM IV).

In 1999 the prevalence of problem gambling was associated with age (ranging from 1.7% of those aged 16-24, through 0.6% of those aged 35-44, to 0.1% of those aged 65+). In 2007 this pattern was no longer apparent. The prevalence was the same (0.8-9%) for those aged up to 54, dropping only in those aged 55 and over. Prevalence was highest among young men aged 16-24, and 25-34 (1.5% and 1.7% respectively).

Table 4.2 DSM IV problem gambling prevalence rates among the population, by age and sex

All

Age	**Sex**		
	Men %	Women %	**Total**[a] %
16-24	1.5	0.4	0.9
25-34	1.7	0.1	0.9
35-44	1.4	0.3	0.9
45-54	1.1	0.5	0.8
55-64	0.1	-	0.1
65-74	0.4	0.2	0.3
75+	-	-	-
TOTAL	**1.0**	**0.2**	**0.6**
Bases (weighted):			
16-24	*582*	*596*	*1179*
25-34	*695*	*700*	*1395*
35-44	*802*	*824*	*1628*
45-54	*677*	*683*	*1361*
55-64	*619*	*653*	*1272*
65-74	*411*	*441*	*851*
75+	*302*	*438*	*740*
All[b]	*4090*	*4351*	*8445*
Bases (unweighted):			
16-24	*456*	*491*	*948*
25-34	*577*	*682*	*1259*
35-44	*770*	*850*	*1622*
45-54	*708*	*736*	*1445*
55-64	*711*	*777*	*1488*
65-74	*472*	*480*	*952*
75+	*319*	*410*	*729*
All[b]	*4016*	*4442*	*8462*

[a] The total column includes those for whom sex was not known.
[b] Information for all includes those for whom age was not known

As would be expected, the prevalence of problem gambling is higher among those who have gambled in the past year: **0.9%** (1.5% men, 0.4% women). The confidence interval around this estimate is 0.7% to 1.3%. Again, this figure is similar to the 1999 result (0.8% all; 1.2% men, 0.4% women).

The DSM IV problem gambling prevalence among last year gamblers, but excluding those who have only gambled on the National Lottery Draw, was **1.3%** (confidence interval 0.9% to 1.7%). Table not shown

Table 4.3 DSM IV problem gambling prevalence rates among past year gamblers, by age and sex

Past year gamblers

Age	**Sex**		
	Men %	Women %	**Total**[a] %
16-24	2.6	0.7	1.7
25-34	2.3	0.2	1.3
35-44	1.9	0.5	1.2
45-54	1.5	0.8	1.1
55-64	0.2	-	0.1
65-74	0.6	0.3	0.5
75+	-	-	-
TOTAL	**1.5**	**0.4**	**0.9**
Bases (weighted):			
16-24	*330*	*307*	*637*
25-34	*495*	*468*	*963*
35-44	*592*	*570*	*1163*
45-54	*489*	*451*	*941*
55-64	*428*	*440*	*868*
65-74	*287*	*267*	*554*
75+	*179*	*218*	*397*
All[b]	*2802*	*2727*	*5529*
Bases (unweighted):			
16-24	*262*	*260*	*522*
25-34	*418*	*467*	*885*
35-44	*569*	*595*	*1164*
45-54	*516*	*494*	*1010*
55-64	*493*	*525*	*1018*
65-74	*331*	*291*	*622*
75+	*189*	*204*	*393*
All[b]	*2781*	*2841*	*5622*

[a] The total column includes those for whom sex was not known.
[b] Information for all includes those for whom age was not known

The responses to each of the individual items which comprise the DSM IV are shown in Table 4.4. The percentage of people answering affirmatively ranged from 0.1% for having committed a crime to finance gambling, through to 3.8% for chasing losses. Men were more likely to respond affirmatively to all of the items, for example 'a preoccupation with gambling' (2.2% vs 0.4%), and 'having tried but failed to cut back on gambling' (0.7% vs 0.1%).

Table 4.4 Responses to individual DSM IV items, by sex

All

DSM IV item	Sex		
	Men	Women	**Total**[a]
	%	%	%
In the last 12 months			
Chasing losses	4.8	2.8	3.8
A preoccupation with gambling	2.2	0.4	1.3
A need to gamble with increasing amounts of money	0.7	0.2	0.4
Being restless or irritable when trying to stop gambling	0.8	0.1	0.5
Gambling as escapism	0.8	0.3	0.5
Having tried but failed to cut back or stop gambling	0.7	0.1	0.4
Lying to people to conceal the extent of gambling	0.6	0.2	0.4
Having committed a crime to finance gambling	0.1	*	0.1
Having risked or lost a relationship/job/educational opportunity because of gambling	0.5	0.1	0.3
Reliance on others to help a financial crisis caused by gambling	0.8	0.2	0.5
Bases (weighted):	*4078*	*4333*	*8414*
Bases (unweighted):	*4002*	*4429*	*8430*

[a] The total column includes those for whom sex was not known.
The bases vary for each item because missing cases have been excluded from the base. The bases shown are for the first item 'chasing losses'.

4.6 Problem gambling prevalence according to the PGSI

Table 4.5 presents the range of scores on the PGSI, from zero through to a maximum of 27, separately for men and women. The table shows responses for the entire population, with those who did not gamble in the past year (and therefore were not asked the problem gambling screens) set at zero. The majority of people (93.0%) scored zero on the PGSI; 6.5% of people scored positively on the PGSI, but below the established problem gambling threshold of eight or more.

Table 4.5 PGSI scores, by sex

All

PGSI score	Sex		
	Men %	Women %	**Total**[a] %
0	90.1	95.7	93.0
1	4.8	2.7	3.7
2	2.0	0.8	1.4
3	1.0	0.4	0.7
4	0.4	0.1	0.3
5	0.3	0.1	0.2
6	0.2	-	0.1
7	0.2	*	0.1
8	0.1	*	0.1
9	0.3	0.1	0.2
10	0.1	-	*
11	0.1	-	*
12	0.1	-	*
13	*	-	*
14	*	-	*
15	*	-	*
16	0.1	*	*
17	*	-	*
18	-	-	-
19	0.1	-	*
20	*	-	*
21	*	-	*
22	-	-	-
23	*	-	*
24	-	-	-
25	-	-	-
26	-	-	-
27	0.1	-	0.1
Bases (weighted):	*4090*	*4347*	*8440*
Bases (unweighted):	*4013*	*4438*	*8455*

[a] The total column includes those for whom sex was not known.

The prevalence of problem gambling in the population, based on the PGSI was 1.0% for men and 0.1% for women (**0.5%** overall). The confidence interval around this estimate is 0.4% to 0.8% (meaning that we can be 95% confident that the true value lies between these two figures).

Prevalence was somewhat higher among younger age groups. It was 1.0% among those aged 16-24, decreasing to 0.1% among those aged 55 to 74 (and no cases were found in the sample among respondents aged 75 and over).

Prevalence was highest among young men aged 16 to 24, 25 to 34 and 35 to 44 (1.9%, 1.3% and 1.6% respectively).

Table 4.6 PGSI problem gambling prevalence rates among the population, by age and sex

All

Age	**Sex**		
	Men %	Women %	**Total**[a] %
16-24	1.9	0.2	1.0
25-34	1.3	-	0.6
35-44	1.6	0.1	0.8
45-54	0.9	0.4	0.7
55-64	0.1	0.1	0.1
65-74	0.2	-	0.1
75+	-	-	-
TOTAL	**1.0**	**0.1**	**0.5**
Bases (weighted):			
16-24	*585*	*595*	*1181*
25-34	*695*	*699*	*1394*
35-44	*802*	*823*	*1627*
45-54	*678*	*683*	*1362*
55-64	*617*	*649*	*1266*
65-74	*409*	*442*	*851*
75+	*301*	*439*	*740*
All[b]	*4090*	*4347*	*8440*
Bases (unweighted):			
16-24	*459*	*490*	*950*
25-34	*577*	*681*	*1258*
35-44	*769*	*849*	*1620*
45-54	*709*	*736*	*1446*
55-64	*708*	*773*	*1481*
65-74	*470*	*482*	*952*
75+	*318*	*411*	*729*
All[b]	*4013*	*4438*	*8455*

[a] The total column includes those for whom sex was not known.
[b] Information for all includes those for whom age was not known

As would be expected, the prevalence is higher among those who have gambled in the past year at **0.8%** (1.5% men, 0.2% women). The confidence interval around this estimate is 0.6% to 1.2%.

The PGSI problem gambling prevalence among last year gamblers, but excluding those who have only gambled on the National Lottery Draw, was **1.2%** (confidence interval 0.8% to 1.7%). Table not shown.

Table 4.7 PGSI problem gambling prevalence among past year gamblers, by age and sex

Past year gamblers

Age	**Sex**		
	Men %	Women %	**Total**[a] %
16-24	3.3	0.4	1.9
25-34	1.8	-	0.9
35-44	2.1	0.2	1.2
45-54	1.3	0.6	1.0
55-64	0.2	0.2	0.2
65-74	0.3	-	0.2
75+	-	-	-
TOTAL	**1.5**	**0.2**	**0.8**
Bases (weighted):			
16-24	*333*	*306*	*639*
25-34	*495*	*467*	*962*
35-44	*592*	*569*	*1162*
45-54	*491*	*452*	*942*
55-64	*426*	*437*	*863*
65-74	*285*	*268*	*554*
75+	*178*	*219*	*396*
All[b]	*2801*	*2722*	*5523*
Bases (unweighted):			
16-24	*265*	*259*	*524*
25-34	*418*	*466*	*884*
35-44	*568*	*594*	*1162*
45-54	*517*	*494*	*1011*
55-64	*490*	*521*	*1011*
65-74	*329*	*293*	*622*
75+	*188*	*205*	*393*
All[b]	*2777*	*2836*	*5613*

[a] The total column includes those for whom sex was not known.
[b] Information for all includes those for whom age was not known

Table 4.8 shows the individual PGSI items, separately by gender. The most common item was 'chasing losses', which 6.8% of men and 2.9% of women reported doing in the last 12 months. As with the DSM IV, a higher proportion of men than women responded in the affirmative to each of the items.

Table 4.8 Responses to individual PGSI items, by sex

All

PGSI item		Almost always	Most of the time	Sometimes	Never	*Bases (weighted):*	*Bases (unweighted):*
Men							
Bet more than could afford to lose	%	0.3	0.3	3.6	95.7	*4095*	*4019*
Needed to gamble with increasing amounts of money	%	0.1	0.3	1.9	97.7	*4091*	*4015*
Chasing losses	%	0.4	0.6	5.8	93.2	*4089*	*4013*
Borrowed money/sold items to finance gambling	%	0.1	0.1	0.9	98.8	*4087*	*4011*
Felt that might have gambling problem	%	0.4	0.2	1.2	98.2	*4085*	*4008*
Gambling caused health problems (including stress)	%	0.2	0.1	0.9	98.8	*4087*	*4011*
People criticised gambling	%	0.3	0.3	2.3	97.1	*4089*	*4012*
Gambling caused financial problems	%	0.3	0.2	1.0	98.5	*4090*	*4013*
Felt guilty about gambling	%	0.4	0.2	1.9	97.5	*4088*	*4011*
Women							
Bet more than could afford to lose	%	*	0.1	1.6	98.3	*4349*	*4440*
Needed to gamble with increasing amounts of money	%	-	*	0.4	99.6	*4346*	*4437*
Chasing losses	%	0.1	0.2	2.5	97.1	*4344*	*4435*
Borrowed money/sold items to finance gambling	%	*	-	0.2	99.8	*4345*	*4436*
Felt that might have gambling problem	%	-	*	0.2	99.8	*4346*	*4437*
Gambling caused health problems (including stress)	%	-	*	0.1	99.8	*4347*	*4438*
People criticised gambling	%	*	0.1	0.4	99.5	*4345*	*4437*
Gambling caused financial problems	%	-	*	0.2	99.8	*4347*	*4438*
Felt guilty about gambling	%	*	0.1	0.7	99.2	*4345*	*4437*
All							
Bet more than could afford to lose	%	0.2	0.2	2.6	97.1	*8448*	*8463*
Needed to gamble with increasing amounts of money	%	0.1	0.1	1.1	98.6	*8441*	*8456*
Chasing losses	%	0.3	0.4	4.1	95.2	*8437*	*8452*
Borrowed money/sold items to finance gambling	%	0.1	-	0.6	99.3	*8436*	*8451*
Felt that might have gambling problem	%	0.2	0.1	0.7	99.0	*8434*	*8449*
Gambling caused health problems (including stress)	%	0.1	0.1	0.5	99.3	*8438*	*8453*
People criticised gambling	%	0.2	0.2	1.3	98.4	*8438*	*8453*
Gambling caused financial problems	%	0.1	0.1	0.6	99.2	*8441*	*8455*
Felt guilty about gambling	%	0.2	0.1	1.3	98.4	*8437*	*8452*

4.7 A comparison of DSM IV and PGSI

The tables presented so far show that the prevalence of problem gambling as measured by the DSM IV is fractionally higher than that measured by the PGSI (0.6% and 0.5% respectively). The distribution of problem gamblers in terms of sex and age show a similar pattern with both screens, suggesting that they are both measuring the same phenomenon (albeit with slightly different sensitivity). This section examines the extent to which this is the case.

0.8% of the sample were classified as problem gamblers according to one or other screen; 0.4% were classified as problem gamblers according to *both*. The vast majority of people (99.2%) were classified as 'non-problem gamblers' on *both* screening instruments. These people have been excluded from the following analysis. A cross-tabulation of the two measures is presented in Table 4.9. The table presents results only for the sub-group of respondents who were classified as problem gamblers according to *either* of the screens. The table shows both row and column percentages (column percentages are presented, in bold, below the row percentages).

Table 4.9 shows that 64% of people who were classified as problem gamblers by the DSM IV, were also problem gamblers according to the PGSI. 74% of those who were classified as problem gamblers according to the PGSI were also classified as problem gamblers by the DSM IV.

Conversely, 36% of those who were classified as non-problem gamblers according to PGSI were problem gamblers according to DSM IV; and 26% of DSM IV non-problem gamblers were classified as problem gamblers according to the PGSI. This suggests that it is not simply the case that the DSM IV has a lower sensitivity for measuring problem gambling than the PGSI. Rather, it seems that the two screens are capturing slightly different groups of people, and therefore different types of problems.

Table 4.9 A cross-tabulation of the PGSI and the DSM IV

Respondents identified as problem gamblers by either PGSI or DSM IV

	DSM IV non-problem	DSM IV problem
PGSI non-problem	NA	100% **36%**
PGSI problem	[26%] **100%**	74% **64%**
Bases (weighted):	*12*	*51*
Bases (unweighted):	*11*	*47*

The table shows both row and column percentages.
Column percentages are shown, in bold, below the row percentages.

NA = Not applicable.

There will never be 100% correspondence between any two measures; even with 'objective' variables such as weight there is likely to be measurement error between a value measured on two separate occasions, or even on the same occasion using two sets of scales. Therefore, it is to be expected that there will be a certain amount of discrepancy between two measures of a less tangible phenomenon, such as problem gambling. A weighted kappa[35] statistic showed that the agreement between the two problem gambling screens is moderate (0.68; confidence interval 0.57-0.79). (No agreement would be expressed as a value of 0 and perfect agreement as a value of 1.)

A number of conclusions can be drawn from the comparison of the two screening instruments:

- Estimates of the prevalence of problem gambling will vary according to the screening instrument used.
- The two screens are likely to suffer both false positives and false negatives. In particular, the fact that some non-problem gamblers on the DSM IV (which has a slightly higher prevalence rate than the PGSI) are classified as *problem gamblers* according to the PGSI, suggests that the DSM IV may well be missing some problem gamblers.
- Until a comprehensive validation exercise is carried out on both screens (using clinicians, and involving follow-up of a large number of people scoring both high and low on each scale) it is not possible to conclude which of the screening instruments provides more reliable results among a general population sample.
- Taking into account the 95% confidence intervals around the prevalence estimates, one can conclude that the number of adult problem gamblers in Britain is somewhere between 236,500 and 378,000 according to the DSM IV, and 189,000 and 378,000 according to the PGSI.

4.8 Comparisons with other national prevalence surveys

The table below presents problem gambling prevalence rates from national surveys that have been carried out since the previous (1999) BGPS. It should be noted when comparing results that different methodologies have been used in different countries (e.g. face to face versus telephone), with varying sample designs and sample sizes. Moreover, a variety of screens have been used: SOGS, DSM IV, PGSI, etc and, as previously stated, different screens are known to have different levels of sensitivity.

The problem gambling rate ranges from 0.2% of the population in Norway, through to 5.3% of the population of Hong Kong. The problem gambling prevalence rate in Britain is similar to that of Canada, New Zealand, Sweden and Switzerland. The rate is higher than Norway and lower than South Africa, the US, Singapore, Macao and Hong Kong. There has not been a national survey in Australia since 1999, when the (SOGS 5+) prevalence rate was 2.1%[36]. More recent regional studies (all using the PGSI) have found prevalence rates of Queensland: 0.83% (2005); Victoria: 0.97% (2003); Tasmania: 0.73% (2005) and Northern Territory: 0.64% (2005).

Table 4.10 Summary of international current problem gambling prevalence estimates

Country	Year	Screen	Timeframe	%	Confidence interval
Norway[37]	2003	SOGS	Last 12 months	0.2	0.0-0.4
Canada[19]	2003	PGSI	Last 12 months	0.5	Not given
New Zealand[38]	1999	SOGS	Last 6 months	0.5	0.3-0.7
Great Britain	2007	PGSI/DSM IV	Last 12 months	0.5/0.6	0.4-0.8
Sweden[42]	2000	SOGS	Last 12 months	0.6	0.3-0.9
Switzerland[39]	2000	SOGS	Last 12 months	0.8	Not given
Iceland[40]	2005	PGSI	Last 12 months	1.1	0.7-1.5
South Africa[41]	2005	GA	Last 12 months	1.4	Not given
USA[17]	2000	DIS	Last 12 months	3.5	Not given
Singapore[43]	2004/05	Chinese DSM IV	Last 12 months	4.1	Not given
Macao[44]	2003	Chinese DSM IV	Last 12 months	4.3	Not given
Hong Kong[45]	2005	Chinese DSM IV	Last 12 months	5.3	Not given

Endnotes:

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5 PROFILE OF PROBLEM GAMBLERS

5.1 Introduction

In addition to estimating problem gambling prevalence, a further aim of this study was to examine the profile of problem gamblers, to gain insight into who problem gamblers are and what types of activities they participate in. This chapter examines the profile of problem gamblers by a range of socio-demographic factors, health and lifestyle characteristics, self-reported problems with gambling (including problems among close relatives and parents), and type of gambling activity.

Unlike chapter 4, which presented analysis of problem gamblers defined by both the DSM IV and the PGSI, this chapter focuses mainly on problem gamblers as defined by the DSM IV. The DSM IV was one of the problem gambling screens used in the first British Gambling Prevalence Study in 1999. By presenting similar analyses using the DSM here, it is possible to highlight any changes in the profile of problem gamblers between the 1999 and the 2007 results.

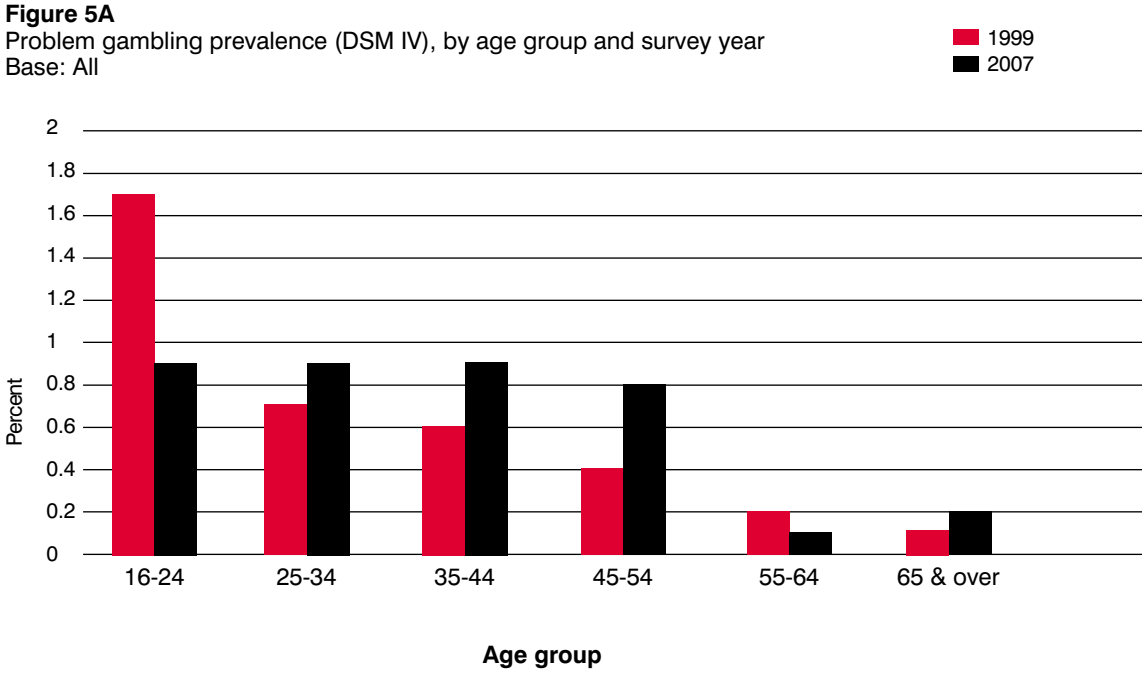
Section 5.6 presents the findings of multivariate analysis showing which factors are significantly associated with problem gambling. This analysis has been undertaken for both the PGSI and DSM IV, and results are presented separately for each measure.

5.2 Problem gambling by socio-demographic characteristics

This section examines the prevalence of problem gambling by a number of socio-demographic characteristics. As seen in chapter 4, men were more likely than women to be problem gamblers. However, unlike 1999 where there was a marked association between problem gambling prevalence and age, in 2007 age was not significantly associated with problem gambling. That said, prevalence of problem gambling (DSM IV) was highest among younger adults aged 16-44 (0.9%) and lowest among older adults, 0.1% of those aged 55-64 and 0.2% of those aged 65 and over. (None of the changes between 1999 and 2007 in problem gambling prevalence, within the age groups, were statistically significant.)

As in 1999, respondents who were single were somewhat less likely to gamble than their married counterparts (64% of single people had gambled in the last year, compared with 70% of those who were married). However, among those who did gamble, single respondents were more likely to be problem gamblers (1.3%) than those who were married (0.2%).

Figure 5A
Problem gambling prevalence (DSM IV), by age group and survey year
Base: All



As in 1999, there was an association with educational achievement, in that respondents with 'A' levels or below were more likely to be problem gamblers than those who had professional or degree level qualifications: 0.9% and 0.2% respectively.

Problem gambling prevalence varied by ethnic group and was significantly higher among those of Asian or Asian British origin (1.4%), and Black or Black British origin (2.0%), than those whose ethnic group was White (0.5%). Due to small numbers, respondents who reported they were Chinese, from any mixed background or other ethnic group were categorised as 'other' ethnic group. Although this category represents a diverse group from a range of backgrounds, problem gambling was significantly higher (2.2%) among this group than those whose ethnic group was White.

An association was also found between NS-SEC and problem gambling prevalence. Problem gambling was least prevalent within managerial and professional households (0.2%) and most prevalent within the small employers and own account workers category (1.2%).

Notably, there were no significant differences in problem gambling prevalence by levels of household income.

Table 5.1 Problem gambling prevalence (DSM IV), by socio-demographic characteristics

All

Socio-demographic characteristics	DSM IV problem gamblers %	*Bases (weighted):* n	*Bases (unweighted):* n
Sex			
Male	1.0	*4090*	*4016*
Female	0.2	*4351*	*4442*
Age group			
16-24	0.9	*1179*	*948*
25-34	0.9	*1395*	*1259*
25-44	0.9	*1628*	*1622*
45-54	0.8	*1361*	*1445*
55-64	0.1	*1272*	*1488*
65 and over	0.2	*1592*	*1681*
Marital status			
Married/living as married	0.2	*4521*	*4717*
Separated/divorced	1.0	*649*	*692*
Single, never married	1.3	*2403*	*2164*
Widowed	0.5	*618*	*634*
Ethnic group			
White	0.5	*7599*	*7724*
Asian or Asian British	1.4	*307*	*263*
Black or Black British	2.0	*197*	*171*
Other	2.2	*217*	*192*
NS-SEC of household reference person			
Managerial and professional occupations	0.2	*3227*	*3256*
Intermediate occupations	0.6	*709*	*712*
Small employers and own account workers	1.2	*851*	*867*
Lower supervisory/technical occupations	0.6	*923*	*961*
Semi-routine and routine occupations	1.0	*2213*	*2178*
Household income tertile			
1st (lowest)	0.9	*2218*	*2206*
2nd	0.8	*2224*	*2230*
3rd (highest)	0.4	*2244*	*2254*
Highest educational qualification			
Professional qualification or above	0.2	*2430*	*2420*
GCSEs/O-levels or A-levels	0.9	*3306*	*3218*
Other	0.7	*2322*	*2443*

5.3 Problem gambling by health and lifestyle characteristics

Analysis of a number of health and lifestyle factors suggested that problem gambling was more prevalent among those who report they have bad/very bad health, current cigarette smokers and those who reported drinking the highest amount of alcohol.

Respondents were asked to rate their general health on a five-point scale ranging from very good to very bad. Those who reported that their health was good or very good were less likely to have gambling problems (0.4%) than those who reported having bad or very bad health (1.5%). Respondents were also asked if they had a longstanding illness, disability or infirmity and, if so, whether this illness limited their activities in any way. Problem gambling prevalence varied by presence of a longstanding illness with no significant differences observed.

Respondents were also asked whether they smoked cigarettes at all nowadays. Problem gambling prevalence was significantly higher among current smokers (1.4%) than those who did not currently smoke cigarettes (0.4%). Similar patterns have been observed in other gambling studies, as have associations between problem gambling prevalence and heavy alcohol consumption[1 2]. In our study, respondents were asked whether they drank alcohol nowadays and, if so, what was the highest number of units consumed (if any) on the heaviest drinking day within the last week. Results showed that respondents who drank the highest amount of alcohol were more likely to be problem gamblers than those who reported drinking more moderately. Problem gambling prevalence increased as the number of units consumed increased, rising from 0.1% of those who drank one-four units of alcohol, to 3.4% for those who consumed over 20 units of alcohol (on their heaviest drinking day).

Table 5.2 Problem gambling prevalence (DSM IV), by health and lifestyle characteristics

All

	Health and lifestyle characteristics		
	DSM IV problem gamblers %	*Bases (weighted): n*	*Bases (unweighted): n*
Self reported general health status			
Very good/good	0.4	*6621*	*6577*
Fair	1.4	*1367*	*1414*
Bad/very bad	1.5	*353*	*375*
Presence of a longstanding illness			
Limiting longstanding illness	0.9	*1185*	*1256*
Non-limiting longstanding illness	0.3	*636*	*674*
No longstanding illness	0.5	*6432*	*6342*
Cigarette smoking status			
Current cigarette smoker	1.4	*1935*	*1904*
Not current cigarette smoker	0.4	*6303*	*6357*
Units of alcohol consumed by current drinkers on heaviest drinking day in last week			
Did not drink in last week	-	*655*	*667*
1-4 units	0.1	*2912*	*3018*
5-9 units	0.5	*1233*	*1228*
10-14 units	0.8	*652*	*635*
15-19 units	1.1	*222*	*203*
20 units or more	3.4	*283*	*259*

5.4 Problem gambling by self-reported parental and familial gambling behaviour

Two questions were asked to look at the relationship between parental gambling behaviour and the respondent's gambling behaviour. The first asked whether the respondent's parents/guardians had ever regularly gambled. If so, the respondent was asked to report whether they felt that either of their parents/guardians had ever had a problem with their gambling. Problem gambling prevalence was significantly higher among those whose parents regularly gambled (1.4%) than those who parents did not (0.4%).

The 1999 prevalence study highlighted that respondents who reported that either of their parents had a gambling problem were themselves more likely to be problem gamblers. This finding was replicated in the current study. 3.3% of those who reported that either parent had (or had had) a gambling problem were problem gamblers, compared with 1.0% of those who reported that, although their parents regularly gambled, they did not have a problem with their gambling.

An additional question was asked of all respondents in 2007 to examine the relationship between problem gambling and the possible presence of gambling problems among close relatives, including spouses/partners, in the last twelve months. Previous studies have identified the presence of problem gambling among extended family members as a risk factor for problem gambling[3]. A similar association was evident in the 2007 study results. Problem gambling prevalence was significantly higher among respondents who reported that a close relative had a gambling problem within the last 12 months (2.7%) than those who did not (0.5%).

All respondents were asked to report how old they were the first time they ever gambled. Problem gambling was significantly higher among those who reported that they were 15 or under the first time they ever gambled (1.6%) than those who were aged 18 or over (0.5%).

Table 5.3 Problem gambling prevalence (DSM IV), by self-reported problem gambling status, parental and close relatives' problem gambling status and age first gambled

All

	DSM IV problem gamblers %	*Bases (weighted): n*	*Bases (unweighted): n*
Respondent considered themselves to ever have had a gambling problem			
Yes	18.8	*122*	*114*
No	0.3	*8162*	*8196*
Parents gambled regularly			
Yes	1.4	*1681*	*1723*
No	0.4	*6260*	*6252*
Whether either parent who regularly gambled had problems with their gambling			
Yes	3.3	*228*	*230*
No	1.0	*1434*	*1474*
Any close relative had a problem with gambling in last 12 months			
Yes	2.7	*205*	*202*
No	0.5	*8063*	*8092*
Age respondent first started gambling			
15 or younger	1.6	*1023*	*1003*
16-17	1.2	*1187*	*1149*
18-21	0.4	*1967*	*2021*
22 or over	0.7	*1307*	*1382*
All aged 18 and over	0.5	*3274*	*3403*

5.5 Problem gambling by gambling activity

5.5.1 Introduction

Chapter 2 examined participation in all gambling activities in both the last year and last week. This section presents the prevalence of problem gambling, firstly for each individual activity undertaken in the last year, then for each activity undertaken in the last week, and finally by frequency of participation in any form of gambling in the last year. Where appropriate, comparisons are made with the 1999 study.

5.5.2 Past year gambling

Respondents were asked which activities they had gambled on in the last 12 months, and how often they typically did each activity. Among those who had gambled in the past year, problem gambling prevalence ranged from 1.0% for the National Lottery Draw to 14.7% for spread betting. The next highest prevalence was 11.2% for fixed odds betting terminals, followed by betting exchanges (9.8%), online gambling (7.4%) and online betting (6.0%). Interestingly, those activities with the highest prevalences are 'newer' forms of gambling activities that have emerged since 1999.

Figure 5B
Problem gambling prevalence (DSM IV), by type of gambling activity undertaken in past year
Base: Past year gamblers

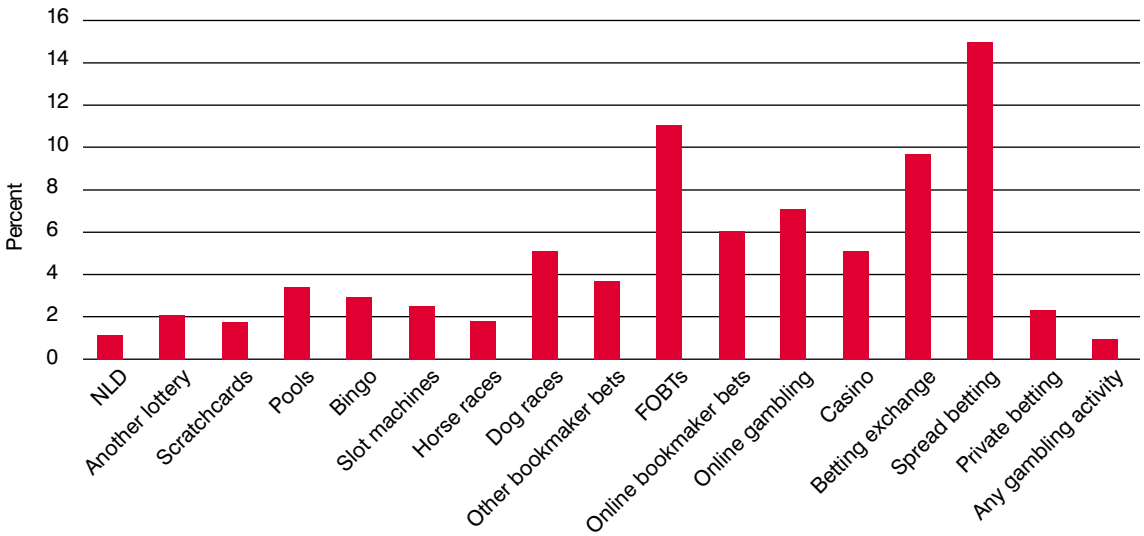


Table 5.4a Problem gambling prevalence (DSM IV), by gambling activity in the last year

Past year gamblers

Gambling activity	DSM IV problem gamblers %	*Bases (weighted): n*	*Bases (unweighted): n*
National Lottery Draw	1.0	*4799*	*4914*
Another lottery	2.1	*961*	*980*
Scratchcards	1.9	*1637*	*1618*
Football pools	3.5	*273*	*270*
Bingo	3.1	*609*	*635*
Slot machines	2.6	*1193*	*1139*
Horse races[a]	1.7	*1456*	*1470*
Dog races[a]	5.2	*423*	*404*
Betting with a bookmaker (other than on horse or dog races)[a]	3.9	*530*	*503*
Fixed odds betting terminals	11.2	*213*	*186*
Online betting with a bookmaker on any event or sport	6.0	*323*	*303*
Online gambling	7.4	*215*	*191*
Table games in a casino	5.2	*327*	*298*
Betting exchange	9.8	*82*	*74*
Spread betting	14.7	*57*	*53*
Private betting (e.g. with friends, colleagues)	2.3	*854*	*796*
Another gambling activity	[6.1]	*39*	*38*
Any gambling activity in past year	*0.9*	*5527*	*5620*

[a] These activities do not include any bets made online

Comparisons of problem gambling prevalence by activity type between the 1999 study and the 2007 are limited to those activities that were included in the first British Gambling Prevalence Study. These comparisons are shown in table 5.4b. For all activities (with one exception) there were no significant differences in the proportion of problem gamblers reporting that they had undertaken each activity within the last 12 months. The only exception observed was for football pools, where the prevalence of problem gambling had increased significantly: from 1.0% in 1999 to 3.5% in 2007. This finding is notable, as overall (as described in chapter 2) participation in football pools was a much less popular gambling activity in 2007 than in 1999, with those who reported doing this activity in the last year falling from 9% to 3%.

Table 5.4b Problem gambling prevalence (DSM IV), by gambling activity in the last year and survey year

Past year gamblers

Gambling activity	DSM IV problem gamblers	
	1999 %	2007 %
National Lottery Draw	0.7	1.0
Another lottery	2.0	2.1
Scratchcards	1.5	1.9
Football pools	1.0	3.5
Bingo	2.0	3.1
Slot machines	2.6	2.6
Horse races[a]	1.8	1.7
Dog races[a]	3.7	5.2
Betting with a bookmaker (other than on horse or dog races)[a]	5.8	3.9
Table games in a casino	5.6	5.2
Private betting (e.g. with friends, colleagues)	2.1	2.3
Any gambling activity in past year	*0.8*	*0.9*
Bases (weighted):		
National Lottery Draw	*4860*	*4799*
Another lottery	*606*	*961*
Scratchcards	*1646*	*1637*
Football pools	*671*	*273*
Bingo	*557*	*609*
Slot machines	*1057*	*1193*
Horse races[a]	*1005*	*1456*
Dog races[a]	*301*	*423*
Betting with a bookmaker (other than on horse or dog races)[a]	*226*	*530*
Table games in a casino	*198*	*327*
Private betting (e.g. with friends, colleagues)	*870*	*854*
Bases (unweighted):		
National Lottery Draw	*4886*	*4914*
Another lottery	*598*	*980*
Scratchcards	*1621*	*1618*
Football pools	*669*	*270*
Bingo	*552*	*635*
Slot machines	*993*	*1139*
Horse races[a]	*980*	*1470*
Dog races[a]	*282*	*404*
Betting with a bookmaker (other than on horse or dog races)[a]	*210*	*503*
Table games in a casino	*188*	*298*
Private betting (e.g. with friends, colleagues)	*827*	*796*

[a] These activities do not include any bets made online.

5.5.3 Past week gambling

In 1999, problem gambling prevalence (among past week gamblers) was highest for table games in a casino (25.8%) and dog races (10.8%). In 2007 these activities also had high rates of problem gambling: table games in a casino (14.1%), and dog races (16.3%). In addition to these (as with rates by activity within the last year) the newer forms of gambling also had high rates of problem gambling in 2007: 15.1% for fixed odds betting terminals, 7.7% for online betting and 7.3% for online gambling.

For the majority of activities, problem gambling prevalence was higher among past week gamblers than past year gamblers (see figure 5C). Among those who had played slot machines, problem gambling prevalence was more than double the estimate observed among last year gamblers, rising from 2.6% among past year gamblers to 6.4% among past week gamblers. A similar pattern was observed among those who had played tables games in a casino, with problem gambling prevalence rising from 5.2% among past year gamblers to 14.1% among last week gamblers. Likewise, the problem gambling rate among those betting on horse races in the last week was more than double (5.0%) the estimate for last year gamblers (1.7%). This pattern was most pronounced for those who bet on dog races, where problem gambling among last week gamblers (16.3%) was more than triple that observed among last year gamblers (5.2%). Use of fixed odds betting terminals had the second highest rates of problem gambling prevalence among both past year (11.2%) and past week gamblers (15.1%).

Interestingly, for the National Lottery Draw, other lotteries, scratchcards, football pools, bingo and online gambling, problem gambling estimates for last year and last week gamblers were similar.

Due to the small number of people who did spread betting or used a betting exchange in the past week, it is not possible to compare last week and last year prevalence rates for these activities.

Figure 5C
Comparison of problem gambling prevalence (DSM IV) among past week and past year gamblers by type of gambling activity

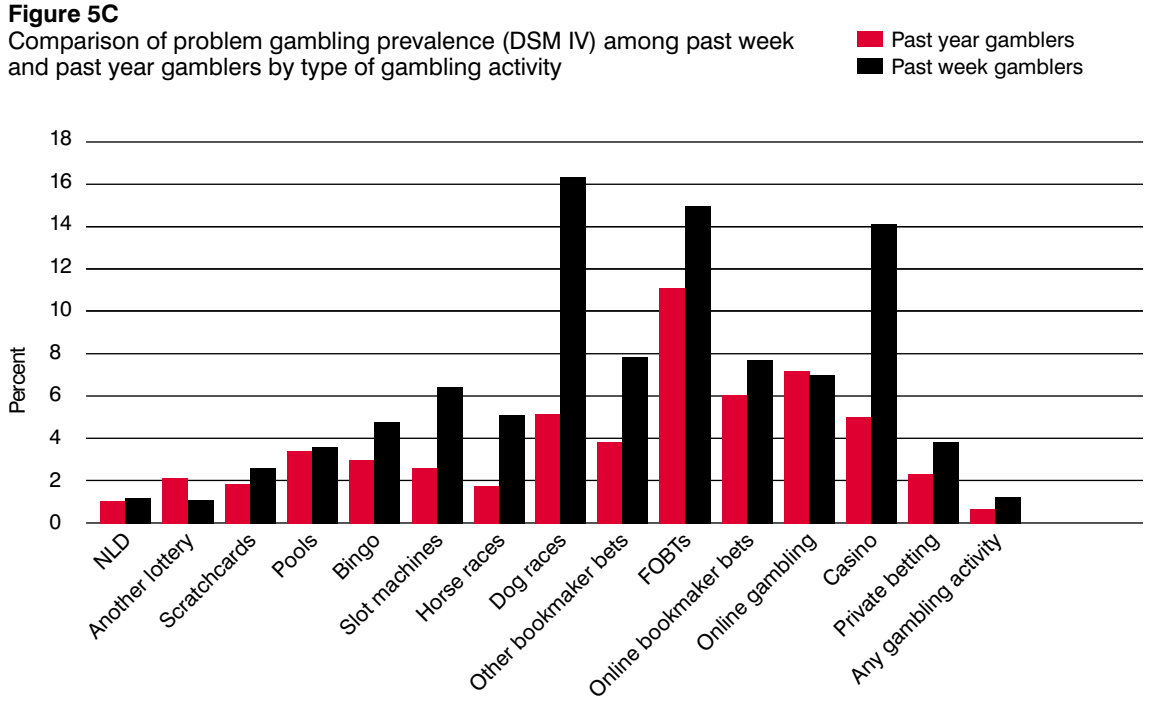


Table 5.4c Problem gambling prevalence (DSM IV), by gambling activity in the last week

Past week gamblers

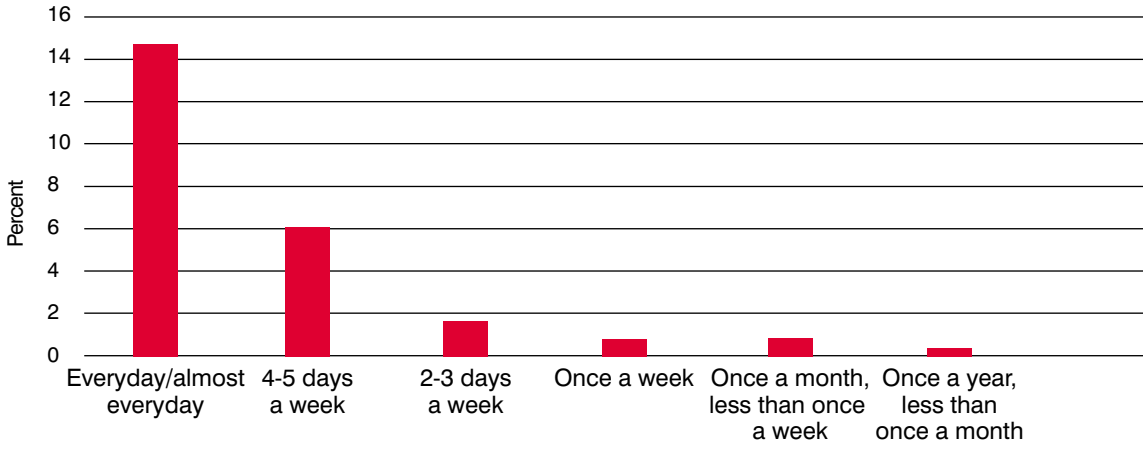
Gambling activity	DSM IV problem gamblers %	*Bases (weighted): n*	*Bases (unweighted): n*
National Lottery Draw	1.0	*2905*	*3030*
Another lottery	1.0	*280*	*288*
Scratchcards	2.6	*515*	*517*
Football pools	3.8	*163*	*168*
Bingo	5.0	*250*	*268*
Slot machines	6.4	*314*	*298*
Horse races[a]	5.0	*221*	*229*
Dog races[a]	16.3	*61*	*56*
Betting with a bookmaker (other than on horse or dog races)[a]	7.7	*102*	*101*
Fixed odds betting terminals	15.1	*70*	*57*
Online betting with a bookmaker on any event or sport	7.7	*76*	*71*
Online gambling	7.3	*80*	*69*
Table games in a casino	[14.1]	*48*	*38*
Betting exchange	b	*23*	*21*
Spread betting	b	*7*	*6*
Private betting (e.g. with friends, colleagues)	3.9	*233*	*216*
Another gambling activity	b	*4*	*4*
Any gambling activity in past week	*1.3*	*3544*	*3644*

[a] These activities do not include any bets made online.
[b] Figures not shown as unweighted base size is less than 30.

5.5.4 Frequency of gambling in the last year

Respondents were asked to report how often, in the last year, they typically gambled on each activity. Frequency of gambling on any gambling activity in the last year was collated by looking at which activity a respondent reported doing most often, and assigning them to that category of gambling frequency. For example, if a respondent stated that they bought scratchcards once a week, but did not do any other activities in the last year, they are categorised as participating in gambling once a week. Likewise, if a respondent reported playing bingo two-three days a week, betting on horse races once a week and not participating in any other activities in the last year, they would be categorised as participating in some form of gambling activity at least once every two-three days[4].

Figure 5D
Problem gambling prevalence (DSM IV), by frequency of participating in any gambling activity in last year
Base: Past year gamblers



As might be expected, problem gambling prevalence was highest among those who reported gambling the most often, and decreased as frequency of participation decreased. Estimates ranged from 14.7% for those who gambled almost everyday, to 0.1% for those who gambled less often than once a month. The threshold of gambling more than three times a week on any activity was significantly associated with increased problem gambling prevalence. 10.6% of those who gambled on more than three days a week were problem gamblers, compared with 1.7% who gambled two-three days a week only.

Table 5.5 Problem gambling prevalence (DSM IV), by frequency of gambling on any activity in the last year

Past year gamblers

Past year gambling frequency	DSM IV problem gamblers %	*Bases (weighted): n*	*Bases (unweighted):*[a] *n*
Everyday/almost everyday	14.7	*81*	*79*
4-5 days a week	6.0	*71*	*67*
More than 3 days a week	*10.6*	*152*	*146*
2-3 days a week	1.7	*1021*	*1082*
Once a week	0.6	*1923*	*2001*
Once a month, less than once a week	0.6	*927*	*908*
Once a year, less than once a month	0.1	*1484*	*1463*

[a] This table excludes 20 respondents who were known to have participated in gambling in the last year, but frequency information was not known.

5.6 Factors associated with problem gambling

5.6.1 Introduction

Multi-variable logistic regression was used to examine the factors associated with DSM IV and PGSI scores. Four separate models are presented. The first examines the factors associated with being classified a problem gambler according to the DSM IV, whilst the second model looks at which factors are associated with being classified a problem gambler according to the PGSI. Where possible, results from these two models are compared. The third and fourth models examine those who score just below the problem gambling threshold for both the DSM IV and the PGSI. Those who score one or two on the DSM IV are categorised as "at risk" gamblers. Respondents whose PGSI scores are between three and seven are categorised as "moderate risk" gamblers.

The regression technique adjusts for several explanatory variables simultaneously. For each model, key variables of interest were entered, including a number of socio-demographic factors such as age, sex, general health status, presence of a longstanding illness, parental gambling behaviour, educational qualifications, equivalised household income and NS-SEC of the household reference person. The variables entered into the models were chosen specifically as they were identified as key risk factors shown to be associated with problem gambling from other studies (including the 1999 study)[256]. Consideration of possible co-linearity and interactions between variables were tested to identify a set of variables that would perform well within each model without confounding the analysis. Variables excluded from the models for reason of co-linearity were smoking and drinking status, which were associated with general health status and presence of a longstanding illness. Once identified, the same set of variables was entered into each model, and the models presented in this section show only those variables that were significantly associated with the outcome measure.

For all models, the independent variable is significantly associated with the outcome variable if $p<0.05$. The odds associated with the outcome variable are presented for each category of the independent variable. For example, table 5.6 shows the odds of being a DSM IV problem gambler for each category of the independent variables. Odds are expressed relative to a reference category, which is given a value of 1. An odds ratio greater than 1 indicates higher odds of DSM IV problem gambling prevalence, and odds ratios less than 1 indicate lower odds. 95% confidence intervals are also shown for each odds ratio. If the interval does not include 1, there is a significant difference between the odds ratio for that category and reference category.

In section 5.6.2, regression has been performed using problem gambling prevalence (presented separately for DSM IV and PGSI) as the dependent variable. As there are only a small number of cases within each dependent variable to analyse, the confidence intervals surrounding the odds ratios presented for some sub-groups and categories are large.

5.6.2 Factors associated with problem gambling

DSM IV problem gambling

Table 5.6 shows the odds of being classified as a DSM IV problem gambler. Only variables that were significant in the final model are presented in the table. These are: age, sex, marital status, ethnic group, parental gambling behaviour, general health status, highest educational qualification and presence of a longstanding illness.

The odds of being a DSM IV problem gambler were 4.90 times higher among men than women. This association was also observed in 1999.

As highlighted in other studies, and in 1999, the odds of being a DSM IV problem gambler were highest for those who reported that either of their parents/guardians had experienced problems with their gambling (6.57). Odds were also higher (2.54 times) for those whose parents regularly gambled (even if they did not have gambling problems) than those whose parents did not regularly gamble.

The odds of being a problem gambler were 3.55 times higher among those from Asian or Asian British backgrounds than those who were White. This association is particularly interesting, as chapter 6 shows that respondents from Asian or Asian British groups have the most negative attitudes, overall, to gambling, and chapter 3 showed that prevalence of gambling within the last year was significantly lower among this group than those from the White group. Odds were also higher among those from Black or Black British backgrounds (3.80).

Marital status was associated with being a DSM IV problem gambler, with odds 4.32 times higher among those who were single, and 3.28 times higher for those who were separated/divorced, than those who were married or living as married.

Having fewer educational qualifications was also associated with being a problem gambler. Odds were 3.24 times higher among those whose highest educational qualification was GCSEs/O-levels or A-levels and 3.37 times higher among those who had an 'other' qualification, than those who had a professional qualification or above.

Age, and presence of longstanding illness, were both significant in the final model predicting DSM IV problem gambling. However, there was no systematic pattern for these two variables, and no significant differences were observed for individual categories (relative to the reference category).

For general health status, those who reported that their general health was fair had odds 4.15 times higher of being a problem gambler than those who stated their health was good/very good. Odds were 3.53 times higher for those whose health was bad/very bad, but this was not significantly different from the reference category of good/very good[7].

Table 5.6 Odds of being classified a DSM IV problem gambler

All

Socio-demographic characteristics	Odds ratio	95% CI[a]
Sex (p<0.01)		
Female	1	
Male	4.90	(2.21, 10.86)
Age group (p<0.05)		
16-24	1	
25-34	1.80	(0.67, 4.84)
35-44	1.46	(0.55, 3.89)
45-54	1.55	(0.59, 4.07)
55-64	0.14	(0.01, 1.29)
65 and over	0.22	(0.03, 1.48)
Marital status (p<0.01)		
Married/living as married	1	
Separated/divorced	3.28	(1.07, 10.10)
Single, never married	4.32	(1.85, 10.08)
Widowed	5.04	(0.92, 27.71)
Ethnic group (p<0.01)		
White	1	
Asian or Asian British	3.55	(1.20, 10.52)
Black or Black British	3.80	(1.05, 13.78)
Other	2.86	(0.83, 9.89)
Parental gambling behaviour (p<0.01)		
Parents did not regularly gamble	1	
Parents regularly gambled, but did not have a problem with their gambling	2.54	(1.11, 5.81)
Parents regularly gambled and did have problems with their gambling	6.57	(2.52, 17.17)
Parents regularly gambled, not known whether had problem with their gambling	1.66	(0.45, 6.03)
General health status (p<0.02)		
Very good/good	1	
Fair	4.12	(1.66, 10.23)
Bad/very bad	3.56	(0.73, 17.37)
Presence of longstanding illnesses (p<0.05)		
No longstanding illnesses	1	
Non-limiting longstanding illness	0.61	(0.11, 3.22)
Limiting longstanding illness	1.08	(0.34, 3.44)
Highest educational qualification (p<0.05)		
Professional qualification or above	1	
GCSEs/'O' levels or 'A' levels	3.24	(1.23, 8.54)
Other	3.37	(1.24, 9.15)
Base (unweighted):	*8462*	

[a] Confidence Interval

PGSI problem gambling

Some of the factors associated with PGSI problem gambling are the same as those associated with the DSM IV category. Age, sex, parental gambling behaviour, marital status and general health status were all significant in the final model. Notably, however, ethnic group and presence of a longstanding illness were not.

The association between PGSI problem gambling and age was more marked than observed for DSM IV problem gamblers. Odds of being a PGSI problem gambler were significantly lower for those aged 55-64 (0.16) or aged 65 and over (0.06) than those aged 16-24.

Odds of being a PGSI problem gambler were 8.03 times higher for men than women, and respondents who reported that they had fair health had odds 3.04 times higher than those whose health was good/very good.

Those respondents who were single had odds 3.15 times higher than those who were married or living as married.

Aside from sex, the strongest association was between parental gambling behaviour and PGSI problem gambling. Compared with those whose parents did not regularly gamble, the odds of being a PGSI problem gambler were higher among those whose parents regularly gambled, but did not have gambling problems (3.23) and those whose parents had problems with their gambling (10.13).

Taking the results from the two logistic regression models suggests that problem gambling (as measured by the screening instruments) is significantly associated with being male, having parents who regularly gambled (particularly if they had a problem with gambling), being single and perceiving your health state to be less than good or very good. Furthermore, based on the DSM IV screen, there is a significant association with being separated or divorced, being of Asian/Asian British or Black/Black British background, having fewer educational qualifications, and (according to PGSI), being aged 54 years or younger.

Table 5.7 Odds of being classified a PGSI problem gambler

All

Socio-demographic characteristics	Odds ratio	95% CI[a]
Sex (p<0.01)		
Female	1	
Male	8.03	(2.82, 22.83)
Age group (p<0.05)		
16-24	1	
25-34	0.97	(0.33, 2.88)
35-44	1.10	(0.35, 3.47)
45-54	0.87	(0.24, 3.08)
55-64	0.16	(0.02, 0.98)
65 and over	0.06	(0.01, 0.54)
Parental gambling behaviour (p<0.01)		
Parents did not regularly gamble	1	
Parents regularly gambled, but did not have a problem with their gambling	3.23	(1.49, 6.96)
Parents regularly gambled and did have problems with their gambling	10.13	(3.85, 26.65)
Parents regularly gambled, not known whether had problem with their gambling	1.17	(0.30, 4.54)
General health status (p<0.05)		
Very good/good	1	
Fair	3.04	(1.26, 7.33)
Bad/very bad	4.19	(0.89, 19.72)
Marital status (p<0.05)		
Married/living as married	1	
Separated/divorced	1.53	(0.43, 5.52)
Single, never married	3.15	(1.36, 7.30)
Widowed	2.89	(0.47, 17.75)
Base (unweighted):	*8455*	

[a] Confidence Interval

5.6.3 Factors associated with being 'at risk' for problem gambling

Both the DSM IV and PGSI have cut-off categories to identify respondents who score below the problem gambling threshold. Those who score one or two on the DSM IV are sometimes categorised as "at risk" gamblers, whereas those who score between three and seven on the PGSI are categorised as "moderate risk" gamblers[8 9]. Tables 5.8 and 5.9, respectively, show which factors are significantly associated with being classified in each group. The same socio-demographic variables were entered into each model, and only variables that were significant in the final models have been presented in the tables.

Sex and parental gambling behaviour were significantly associated with being "at risk", as defined by the DSM IV. Odds were 1.88 times higher for men than women, and 1.72 times higher for those who parents regularly gambled (but did not have a gambling problem) than those whose parents did not regularly gamble. Odds among those whose parents had ever had a gambling problem were not significantly different from those whose parents never gambled, although this observed lack of significance may be the result of the small number of "at risk" respondents within this category.

Table 5.8 Odds of being classified a DSM IV "at risk" gambler (DSM IV score 1-2)

All

Socio-demographic characteristics		
	Odds ratio	95% CI[a]
Sex (p<0.01)		
Female	1	
Male	1.88	(1.53, 2.32)
Parental gambling behaviour (p<0.01)		
Parents did not regularly gamble	1	
Parents regularly gambled, but did not have a problem with their gambling	1.72	(1.34, 2.22)
Parents regularly gambled and did have problems with their gambling	1.70	(0.98, 2.98)
Parents regularly gambled, not known whether had problem with their gambling	1.42	(0.96, 2.09)
Base (unweighted):	*8415*	

[a] Confidence Interval

The PGSI was specifically designed to provide greater distinction among gambling sub-types, and to give better understanding of the distribution of these sub-types along the continuum of gambling behaviour[10]. The development of these sub-types has been viewed as an improvement on other instruments such as the South Oaks Gambling Screen (SOGS) and the original DSM IV[11 12]. It is perhaps, therefore, unsurprising that more variables were significantly associated with being a "moderate risk" PGSI gambler than a DSM IV "at risk" gambler, given the greater sensitivity of the PGSI instrument to classify these comparative sub-types.

The variables that were significant were sex, age, NS-SEC of household reference person, parental gambling behaviour and general health status.

As observed with DSM IV "at risk" gamblers, odds of being a PGSI moderate risk gambler were significantly higher for men (3.57) than for women. There was also a marked association with age, with odds being 0.31 times lower among those aged 45-54 than those aged 16-24, and decreasing with advancing age thereafter.

Those respondents from routine or semi-routine households had odds 2.88 times higher of being a moderate risk gambler than those in managerial and professional households. Likewise, those with fair health had higher odds (2.20) than those in good or very good health.

Those whose parents gambled regularly but who did not have gambling problems had higher odds of being a moderate risk gambler (1.92) than those who parents did not regularly gamble. Interestingly, those whose parents gambled regularly and had ever had gambling problems did not have significantly higher odds of being a moderate risk gambler than those who parents did not regularly gamble. The same pattern was observed for DSM IV "at risk" gamblers, and likewise the observed lack of significance may be due the small number of "moderate risk" respondents within this category.

Table 5.9 Odds of being classified a PGSI "moderate risk" gambler (PGSI score 3-7)

All

Socio-demographic characteristics	Odds ratio	95% CI[a]
Sex (p<0.01)		
Female	1	
Male	3.57	(2.35, 5.42)
Age group (p<0.01)		
16-24	1	
25-34	1.18	(0.67, 2.08)
35-44	0.64	(0.31, 1.33)
45-54	0.31	(0.14, 0.67)
55-64	0.19	(0.06, 0.59)
65 and over	0.09	(0.03, 0.31)
NS-SEC of household reference person (p<0.05)		
Managerial and professional occupations	1	
Intermediate occupations	1.53	(0.71, 3.28)
Small employers and own account workers	1.17	(0.48, 2.88)
Lower supervisory and technical occupations	1.86	(0.81, 4.23)
Semi-routine and routine occupations	2.88	(1.37, 6.06)
Not answered	0.58	(0.17, 1.94)
Parental gambling behaviour (p<0.05)		
Parents did not regularly gamble	1	
Parents regularly gambled, but did not have a problem with their gambling	1.92	(1.23, 2.99)
Parents regularly gambled and did have problems with their gambling	1.63	(0.61, 4.40)
Parents regularly gambled, not known whether had problem with their gambling	1.73	(0.78, 3.83)
General health status (p<0.02)		
Very good/good	1	
Fair	2.20	(1.25, 3.88)
Bad/very bad	2.16	(0.72, 6.47)
Base (unweighted):	*8413*	

[a] Confidence Interval

Endnotes:

[1] See G Reith, (2006) *Research on the social impacts of gambling* http://www.scotland.gov.uk/Resource/Doc/143788/0036515.pdf

[2] J Welte, W F Wieczorek, G M Barnes, M O Tidwell (2006). *Multiple Risk Factors for Frequent and Problem Gambling: Individual, Social, and Ecological*. Journal of Applied Social Psychology **36** (6), 1548–1568.

[3] Previous studies have examined the associations between extended familial problem gambling and pathological gambling, and demonstrated links between them. See B Gambino, R Fitzgerald, H Shaffer, J Renner and P Courtnage (1993). *Perceived family history of problem gambling and scores on SOGS*. Journal of Gambling Studies **9** (2),169-184

[4] For some respondents, frequency of gambling may be underestimated if they report doing many different activities reasonably regularly. It is unknown whether respondents did each activity on the same day or not and, as such, their frequencies of participation can not simply be summed across activities. Instead, respondents are allocated to the category which represents the activity they report doing most often.

[5] Welte JW, Barnes GM, Wieczorek WF, Tidwell MC, Parker JC (2004). *Risk factors for pathological gambling*. Addictive Behaviour **29** (2), 323-35

[6] D Clarke, M Abbott, S Tse, S Townsend (2006). *Gender, Age, Ethnic and Occupational Associations with Pathological Gambling in a New Zealand Urban Sample*. New Zealand Journal of Psychology

[7] Findings of this nature are to be expected due to limitations of using logistic regression with small numbers of interest in the outcome variable.

[8] HJ Shaffer, MN Hall, J Vander bilt (1997). *Estimating the prevalence of disorded gambling behaviour in the United States and Canada: A Metaanalysis*. Boston, MA Harvard Medical School on Addictions.

[9] H Wynne (2003). *Introducing the Canadian Problem Gambling Index*. Canada http://www.gamblingresearch.org/download.sz/The%20CPGI%20V5%20-%20from%20Hal.pdf?docid=6446, p. 18.

[10] J McCready, E Adlaf (2006). *Performance and Enhancements of the Canadian Problem Gambling Index: Report and Recommendations*, p1. http://www.gamblingresearch.org/download.sz/CPGI%20Review%20%20Final%20Report%20English%20Web%20Version.pdf?docid=7974

[11] Lesieur, HR & Blume, SB. *The South Oaks Gambling Screen (SOGS): A new instrument for the identification of pathological gamblers*. Am J Psychiatry 1987; **144**: 1184-1188.

[12] In a comparative review, the PGSI was judged to be a better instrument than the South Oaks Problem Gambling Screen and the Victoria Gambling Screen. J McCready, E Adlaf (2006) *Performance and Enhancements of the Canadian Problem Gambling Index: Report and Recommendations*, p11. http://www.gamblingresearch.org/download.sz/CPGI%20Review%20%20Final%20Report%20English%20Web%20Version.pdf?docid=7974

6 ATTITUDES TOWARDS GAMBLING

6.1 Development of a scale of gambling attitudes

Attitudes to gambling have always ranged from the very positive to the very negative, and gambling has become a higher profile political issue, often fuelled by the availability of remote gambling and more opportunities to advertise. It was therefore considered important that the survey should include a reliable and valid scale for the measurement of attitudes towards gambling. Such a scale should satisfy the following criteria:

- It should measure attitudes towards gambling in the population and not (as in the 1999 survey) attitudes towards the individual respondent's own gambling. The latter is well covered by the problem gambling screens.
- It should measure attitudes towards gambling in general, rather than attitudes towards individual forms of gambling. Although the latter would also be of interest, it would be impossible to assess attitudes toward specific forms of gambling given the space and time constraints of a questionnaire designed for self-completion by members of the general population.
- The items that constituted the scale should be sufficiently general that they could be used in identical form at other times, and in other English-speaking countries, thus enabling comparisons to be made. Possible items which asked about attitudes towards gambling policy issues of importance in Britain currently would, therefore, not be candidates for inclusion.

We knew of no existing attitude scale that fulfilled our criteria. However, it should be noted that there have been other previous attempts to assess general population attitudes towards gambling[1,2], but these were largely specific to certain forms of gambling such as horse race and casino gambling. There have also been a number of studies that have examined attitudes towards gambling in specific sub-groups (e.g. adolescents)[3] and studies that have used alternative methodologies to study attitudes such as Q-methodology[4] or focus groups[5].

6.2 Design of the Attitudes Towards Gambling Scale (ATGS)

The ATGS was developed in the following stages:

1. It was decided to use a conventional attitude scale format consisting of a series of statements, each expressing an attitude towards gambling to which the respondent would be invited to state strength of agreement or disagreement by choosing from one of five provided options: strongly agree; agree; neither agree or disagree; disagree; strongly disagree (known as a Likert scale). Such a design is a popular one for attitude scaling. One issue was whether to include a sixth, 'don't know', option, but it was considered that to do so would be to complicate the questionnaire page layout and possibly risk respondent confusion.

2. The questionnaire design allowed room for 14 attitude statements. In accordance with normal attitude scaling practice, the process began with a much larger pool of items taken from a number of sources. A number of items were based on statements made in the press or by spokespeople for the Government or the gambling industry. Some of those were noted in the book *Gambling and Problem Gambling in Britain*[6] which was based on the findings of the 1999 survey. Other such statements were collected from similar sources since then. A second source of items was a qualitative study of general public attitudes towards gambling carried out prior to the 2007 survey with a specific purpose of contributing to the measurement of attitudes in the survey[7]. Some items were specifically suggested at the end of the report of that study. Others were taken from direct quotations from study participants that were cited in the report. From those various sources, a total of 90 possible items was generated.

3. That number was reduced to 25 for inclusion in the survey pilot study. The shortlist of 25 items was chosen on the following basis. Possible items were excluded if they were thought to be specific to particular forms of gambling, particular age groups, or particular policy issues that might be of current importance but which might be of lesser importance at a later date or in another jurisdiction. Items were only retained for the pilot study if they were short and were considered by all members of the project committee to be unambiguous in their meaning.

It was noted that the pool of potential items included some that explicitly referred to the benefits or harms of gambling for society (e.g. 'Gambling is good for communities'), whilst others were more general or concerned the benefits or harms of gambling for individual people (e.g. 'Gambling livens up life'). Items were therefore chosen to provide equal coverage of those two types of item. Finally, some items were dropped to ensure that half of the items were worded in a way that implied a positive attitude towards gambling (e.g. 'Gambling is a harmless form of entertainment') and half which implied a negative attitude towards gambling (e.g. 'Gambling is a fool's game').

4. The 25 shortlisted items were given to the 55 people who took part in the pilot study, and their responses were used to select the final set of 14 items that was included in the main survey. The following four principles were used for selecting the final set of items:
   (i) An item was only retained if it had a good correlation (around 0.5 or higher) with the sum of scores on all the other items added together. This item-total correlation is a good measure of whether the item contributes well to the scale as a whole. First, an item's correlation was examined when all 25 items were included in the analysis. Later, when a provisional selection of 14 best items had been made, a check was carried out to make sure that an item retained a good item-total correlation when the analysis was limited to those 14 items.
   (ii) If two items correlated very highly together (around 0.7 or higher), indicating that there was a high degree of overlap in their meanings, then only one of the pair was retained.
   (iii) The equal balances of society-oriented and more general items, and of positively worded and negatively worded items, were maintained in the final set of 14 items.
   (iv) The survey Advisory Group raised the question of whether there was a bias in the selection of items towards an over-inclusion of items that would encourage the expression of negative attitudes towards gambling. As such, a small number of items were dropped which in the pilot study elicited on average the most negative attitudes towards gambling (for example the item, 'Nearly everyone loses at gambling in the end', was one that showed a strong bias towards agreement). One item was eliminated at the specific request of the Advisory Group on the grounds that the wording was extreme and would invite sensational reporting: 'Gambling is a curse on society'.

6.3 Deriving the ATGS score

Each item was scored from one (strongly agree) to five (strongly disagree). For the analysis, the scoring of positively worded items was reversed so that higher scores were indicative of more favourable attitudes towards gambling for all items. The midpoint of three on any item therefore indicated neither agreement nor disagreement; scores above three indicated an attitude favourable to gambling; scores below three indicated an attitude unfavourable to gambling.

The 14 individual item scores (seven of them now reversed) were added together to make a single summed score. To check that the 14 items constituted an internally reliable (i.e. reasonably homogenous) scale, Cronbach's alpha coefficient was calculated for the complete survey sample, excluding those with seven or more missing items (weighted n = 8872). The result was satisfactory: the alpha value was 0.89; item-total correlations ranged from 0.43 to 0.63 (only two falling below 0.5); and all items contributed to the high alpha value.

The sum of the 14 attitude items was therefore considered to constitute a satisfactory attitude scale and was used in subsequent analyses. It is subsequently referred to as the 'attitude score'. A score of 42 indicates an overall neutral attitude; higher scores indicate an overall favourable attitude towards gambling; those below 42 an overall unfavourable attitude. Attitude scores were normally distributed with a small and acceptable degree of skewness to the distribution.

6.4 Attitudes towards gambling in the population

6.4.1 Overall

Table 6.1 shows results for the total sample. The overall weighted sample mean attitude score is 35.4, indicating that the central tendency lies to the negative side of the neutral midpoint of 42.0.The standard deviation of 8.56 indicates that there is substantial individual variation around the mean, with 68% of the sample having an attitude score lying between 26.7 and 43.8 (the mean +/- 1 st.dev). 18% obtained attitude scores above 42 and 75% below 42 (7% obtained scores of exactly 42).

Table 6.1 Attitude scale items and total score, means and standard deviations

Item		Mean	Standard deviation
1.	There are too many opportunities for gambling nowadays	2.08	0.94
2.	People should have the right to gamble whenever they want*	3.38	0.95
3.	Gambling should be discouraged	2.55	1.00
4.	Most people who gamble do so sensibly*	2.82	0.97
5.	Gambling is a fool's game	2.20	1.01
6.	Gambling is dangerous for family life	2.18	0.96
7.	Gambling is an important part of cultural life*	2.37	0.98
8.	Gambling is a harmless form of entertainment*	2.54	0.96
9.	Gambling is a waste of time	2.49	1.03
10.	On balance gambling is good for society*	2.38	0.88
11.	Gambling livens up life*	2.61	0.98
12.	It would be better if gambling was banned altogether	3.20	1.05
13.	Gambling is like a drug	2.25	0.94
14.	Gambling is good for communities*	2.33	0.87
	Total score (sum of 14 items)	35.39	8.56
Base (weighted):		*8872*	
Base (unweighted):		*8880*	

*These items have been reverse scored so that for all item means above 3.0 indicate an average attitude favourable to gambling, and those below 3.0 unfavourable

As Table 6.1 also shows, all but two of the 14 constituent items, taken individually, produced a mean score that suggested an average attitude that was unfavourable to gambling. The two exceptions, which indicated an average attitude favourable towards gambling were: 'People should have the right to gamble whenever they want' (item 2), and 'It would be better if gambling was banned altogether' (item 12). In both instances, however, the mean was closer to the midpoint of 3.0 than to 4.0. Of the 12 items which produced an unfavourable average view, eight items produced a mean closer to 2.00 than to the midpoint of 3.00. The item that produced the clearest expression of attitude unfavourable to gambling was: 'There are too many opportunities for gambling nowadays' (item one), which produced a mean very close to 2.00.

6.4.2 How attitudes towards gambling vary by socio-demographic groups

Statistically significant associations were found between attitude score and each of seven socio-demographic variables that were tested (t tests for independent sample means, and one-way analyses of variance were used as appropriate). The mean score for men was higher than that for women (Table 6.2). Associations between attitude score and age group, educational qualifications, household NS-SEC and household income are also shown in Table 6.2. Higher mean scores, indicating more favourable attitudes, were associated with lower age, fewer educational qualifications, lower household NS-SEC, and higher household income. Among marital status groups, the single, never married group produced the highest mean scores and the widowed the lowest, followed by the married/living as married. Among ethnic groups, the Asian or Asian British group reported the lowest mean score, with White followed by Black or Black British the highest.

Table 6.2 Attitude score by socio-demographic characteristics

All

Socio-demographic characteristics	**Attitude score**			
	Mean	Standard deviation	*Bases (weighted):*	*Bases (unweighted):*
Sex				
Male	36.78	8.80	*4278*	*4190*
Female	34.09	8.13	*4590*	*4686*
Age group				
16-24	37.03	8.70	*1267*	*1017*
25-34	37.16	8.29	*1453*	*1315*
35-44	35.59	8.54	*1716*	*1706*
45-54	35.12	8.74	*1414*	*1501*
55-64	33.72	8.50	*1326*	*1552*
65-74	34.37	8.27	*900*	*1005*
75 and over	33.50	7.88	*777*	*765*

continued

Table 6.2 continued

All

Socio-demographic characteristics	Attitude score			
	Mean	Standard deviation	*Bases (weighted):*	*Bases (unweighted):*
Marital status				
Married/living as married	34.84	8.47	*4728*	*4930*
Separated/divorced	35.68	8.69	*684*	*728*
Single, never married	36.88	8.52	*2552*	*2296*
Widowed	33.84	8.04	*641*	*658*
Ethnic group				
White	35.60	8.46	*8005*	*8123*
Asian or Asian British	31.54	9.45	*321*	*275*
Black or Black British	35.21	8.95	*206*	*178*
Other	33.65	9.45	*235*	*207*
NS-SEC of household reference person				
Managerial and professional occupations	34.98	8.67	*3364*	*3395*
Intermediate occupations	34.98	8.95	*764*	*767*
Small employers and own account workers	35.99	8.56	*906*	*916*
Lower supervisory and technical occupations	35.27	8.28	*968*	*1008*
Semi-routine and routine occupations	35.98	8.17	*2327*	*2288*
Household income tertile				
1st (lowest)	34.70	8.67	*2334*	*2337*
2nd	35.24	8.42	*2336*	*2339*
3rd (highest)	36.31	8.72	*2358*	*2347*
Highest educational qualification				
Professional qualification or above	34.93	8.89	*2536*	*2523*
GCSEs/O-levels or A-levels	36.15	8.50	*3487*	*3386*
Other	34.88	8.34	*2459*	*2584*

6.5 How attitudes towards gambling vary by gambling behaviour and other factors

Statistically significant associations were also found between attitude score and each of the gambling behaviour and other health-related and risk factor variables that were examined (again using t tests and ANOVAs as appropriate). Table 6.3 displays a regular and strong positive relationship between the number of separate types of gambling activity participated in during the last 12 months and attitude score. There is also a strong relationship with number of gambling activities in the last seven days.

Table 6.3 Attitude score, by participation in gambling activities

All

Participation in gambling activities	Attitude score			
	Mean	Standard deviation	*Bases (weighted):*	*Bases (unweighted):*
Number of gambling activities participated in within last 12 months				
0	32.13	8.59	*2839*	*2772*
1	34.57	7.77	*2341*	*2433*
2	36.42	7.65	*1529*	*1562*
3	38.31	7.24	*924*	*922*
4	39.43	8.17	*530*	*523*
5	40.82	7.57	*267*	*261*
6 or more	43.12	7.93	*434*	*399*
Number of gambling activities participated in within last seven days				
0	33.82	8.49	*5246*	*5155*
1	36.64	7.88	*2502*	*2582*
2	38.78	7.87	*710*	*737*
3	41.33	8.29	*241*	*245*
4	41.77	8.39	*101*	*93*
5 or more	44.82	9.58	*66*	*61*

Those who qualified as problem gamblers according to the DSM IV-based scale had a higher mean attitude score than all others (Table 6.4). Inspection of Table 6.4 shows that it was PGSI moderate risk gamblers who had the highest mean attitude score, with problem gamblers having somewhat lower means.

Table 6.4 Attitude score, by problem gambling scores

All

Problem gambling	Attitude score			
	Mean	Standard deviation	*Bases (weighted):*	*Bases (unweighted):*
DSM IV problem gambler				
Yes	[40.65]	[11.40]	*51*	*47*
No	35.37	8.59	*8297*	*8325*
PGSI score				
Non problem gambler	34.99	8.50	*7756*	*7824*
Low risk gambler	40.94	7.56	*427*	*397*
Moderate risk gambler	41.77	9.15	*119*	*108*
Problem gambler	[37.35]	[12.21]	*46*	*42*

Significant associations were also found between attitude score and having parents who gamble/gambled regularly (Table 6.5). Lower mean attitude scores, indicating less favourable attitudes towards gambling, were found among those who thought that a parent had (or had had) a gambling problem, and those who reported a close relative having a gambling problem in the last 12 months.

Table 6.5 Attitude score, by self-reported family gambling behaviour

All

Family gambling behaviour	**Attitude score**			
	Mean	Standard deviation	*Bases (weighted):*	*Bases (unweighted):*
Parents gambled regularly				
Yes	37.14	8.87	*1756*	*1795*
No	34.82	8.44	*6597*	*6581*
Whether either parent who regularly gambled had problems with their gambling				
Yes	33.26	9.26	*245*	*245*
No	37.73	8.65	*1490*	*1529*
Any close relative had a problem with gambling in last 12 months				
Yes	32.72	9.06	*219*	*214*
No	35.45	8.55	*8494*	*8515*

Higher mean attitude scores were associated with being a smoker and being a heavier drinker (Table 6.6). Lower scores were found for those who reported their own health to be bad or very bad, and among those with a longstanding illness or disability (Table 6.6).

Table 6.6 Attitude score, by health and lifestyle characteristics

All

Health and lifestyle characteristics	Attitude score			
	Mean	Standard deviation	*Bases (weighted):*	*Bases (unweighted):*
Self-reported general health status				
Very good/good	35.52	8.62	*6967*	*6909*
Fair	35.11	8.13	*1442*	*1486*
Bad/Very bad	34.17	9.19	*376*	*400*
Presence of a longstanding illness				
Limiting longstanding illness				
Yes	34.39	8.54	*1947*	*2067*
No	35.68	8.56	*6777*	*6668*
Cigarette smoking status				
Current cigarette smoker	37.10	8.34	*2061*	*2025*
Not current cigarette smoker	34.84	8.59	*6604*	*6651*
Units of alcohol consumed by current drinkers on heaviest drinking day in last week				
Did not drink in last week	35.54	8.57	*692*	*702*
1-4 units	34.67	7.96	*3078*	*3187*
5-9 units	36.93	8.14	*1285*	*1279*
10-14 units	38.78	8.46	*691*	*672*
15-19 units	40.04	8.16	*241*	*220*
20 units or more	39.69	8.60	*299*	*273*

This is the first time to our knowledge that an attempt has been made to assess quantitatively attitudes towards gambling among the British general population (an interesting qualitative study[7] provides complementary findings). We believe we have been successful in developing a scale of attitudes towards gambling that has produced evidence of being both reliable and valid. The items appear to constitute a coherent, but not redundant, set for assessing general attitude towards gambling. The attitude score derived from the ATGS is correlated with socio-demographic, gambling behaviour, and other health-related and risk factor variables, in a way that suggests that it has good validity as a measure of gambling attitudes. The deliberate choice of a general attitude measure gives the ATGS a certain strength whilst also conferring some limitations. Its chief strength is that it might be used at other times and in other places. It therefore has potential for comparative research. On the other hand, it cannot tell us anything about attitudes towards specific forms of gambling, nor about public attitudes towards gambling policy issues of current or future interest in Britain or elsewhere. For such purposes, the ATGS would need to be supplemented by more focused assessments.

The main overall conclusion that may be drawn from the present results is that British public attitudes towards gambling are, in general, more negative than positive. This is true of the overall attitude score as a whole, and of most of the individual items. Whilst the average person was inclined towards believing that people have a right to gamble whenever they want, and towards rejecting a total prohibition on gambling, most believed that gambling was more harmful than beneficial for individuals (for example 'a fool's game' and 'dangerous for family life' and not something that 'livens up life' nor 'a harmless form of entertainment'); and was more harmful than beneficial for society (e.g. 'too many opportunities for gambling nowadays' and not 'good for communities' nor 'an important part of cultural life').

It might be argued that this rather negative view of public attitudes is simply a reflection of the choice of statements that were included as items in the ATGS. It is certainly the case that results varied from item to item. Logically, therefore, it is indisputable that a more favourable impression of public attitudes towards gambling could be obtained by choosing items that would be likely to invite positive attitudes. It seems likely, for example, that an attitude scale that concentrated on the liberty of individuals to do as they choose would produce a result more favourable to gambling. One that focused on the potential harms of gambling would most likely produce an even less favourable attitude than the one produced by using the ATGS in the present survey. We would argue, however, that the careful process that was undertaken in order to choose a diverse set of statements has resulted in a fair assessment of the general position of the British public towards gambling. Indeed, we deliberately responded to the potential criticism of bias by excluding some items that produced the most negative attitudes in the pilot study. We believe, therefore, that our conclusion that current British attitudes are more negative than positive towards gambling is a sound one. It remains for others to challenge that view with further research.

The results from the ATGS have also indicated those sub-groups of the population who have the most positive or the most negative attitudes towards gambling. Among those with the most positive attitudes towards gambling are: the under 35s, heavier drinkers, those who have engaged in more than four different types of gambling activity in the last 12 months, or more than three types in the last week, and those who score on either of the problem gambling screens as a problem gambler, or as an 'at risk' gambler according to the PGSI. Of all the sub-groups examined in this chapter, only two obtained a mean attitude score above the theoretical midpoint of 42.0. Those groups were those who had engaged in the last 12 months in seven or more different types of gambling activity, and those who had engaged in six or more in the last week.

Those sub-groups showing evidence of the least favourable attitudes towards gambling were the over 55s, the widowed, those who described themselves as Asian or Asian British or of 'other' ethnic group, non-gamblers, and those who reported a parent with a gambling problem, or a close relative having a gambling problem within the last 12 months. Of all those groups, the one with the least favourable attitudes of all was the Asian/Asian British group.

Endnotes:

[1] Kassinove (1998). *Development the gambling attitudes scales: preliminary findings*, Journal of Clinical Psychology, **54**, 763-771.

[2] Sutton, R. & Griffiths, M.D. (2006). *The casino attitudes scale: The development of a new brief psychometric instrument*. Nottingham: International Gaming Research Unit.

[3] Wood, R.T.A.. & Griffiths, M.D. (2004). *Adolescent lottery and scratchcard players: Do their attitudes influence their gambling behaviour?* Journal of Adolescence, **27**, 467-475.

[4] Wood, R.T.A., Griffiths, M.D., Derevensky, J.L. & Gupta, R. (2002). *Adolescent accounts of the UK National Lottery and scratchcards: An analysis using Q-sorts*. Journal of Gambling Studies, **18**, 161-183.

[5] Wood, R.T.A. & Griffiths, M.D. (2002). *Adolescent perceptions of the National Lottery and scratchcards: A qualitative study using group interviews*. Journal of Adolescence, **25**/**6**, 655-668.

[6] Orford, J., Sproston, K., Erens, B., White, C. and Mitchell, L. (2003). *Gambling and Problem Gambling in Britain*. London: Brunner-Routledge.

[7] Attitudes to Gambling: *A Qualitative Investigation for the Department for Culture, Media and Sport, Final Report* (February, 2006), Corr Willbourn Research and Development, London.

APPENDIX 1 CHARACTERISTICS OF THE SAMPLE

A1.1 Introduction

This appendix provides an overview of the socio-demographic characteristics of the achieved sample. 10,144 addresses were selected at random from the small users Postcode Address File. 5,832 households took part in the survey. At each selected address, every person aged 16 and over was eligible to complete a questionnaire. Questionnaires were completed by 9,003 individuals.

The achieved sample was weighted to reflect the sex and age distribution of the general population in Britain. However, besides age and sex there may be differences between the sample and the general population that could affect the representativeness of the results. Where possible, the socio-demographic characteristics of the sample described below are compared with the general population in Britain in order to identify potential differences between the sample and the adult British population. The sample profile is also compared with that from the previous survey, in 1999.

Details of sample selection, response and weighting can be found in Appendix 2

A1.2 Age and sex distribution

Firstly, looking at sex, the sample contained slightly more women than men: 52% and 48% respectively. This reflects the ONS Mid-2005 Population Estimates data, where there was a slightly greater proportion of women than men (52% women vs. 48% men)[1].

In terms of age distribution, 14% were aged 16-24, 35% were aged 25-44, 31% were 45-64, and 19% were 65 and over. Men were more likely than women to be in the youngest age categories (52% of men compared with 49% of women were aged under 45). Correspondingly, women were more likely to be aged 65 and over (20%, compared with 17% of men). The age profile of both men and women is broadly the same as that of the 1999 survey. (Table A1.1).

Table A1.1 Age by sex

All

Age	Sex 2007 Men %	Women %	Total %	1999 Men %	Women %	Total %
16-24	15	14	14	14	13	14
25-34	17	16	16	21	19	20
35-44	20	19	19	19	17	18
45-54	16	16	16	17	16	16
55-64	15	15	15	13	12	13
65-74	10	10	10	10	11	11
75 and over	7	10	9	7	12	9
Bases (weighted):	*4354*	*4646*	*9003*	*3738*	*3945*	*7682*
Bases (unweighted):	*4258*	*4741*	*9003*	*3603*	*4059*	*7662*

A1.3 Marital status

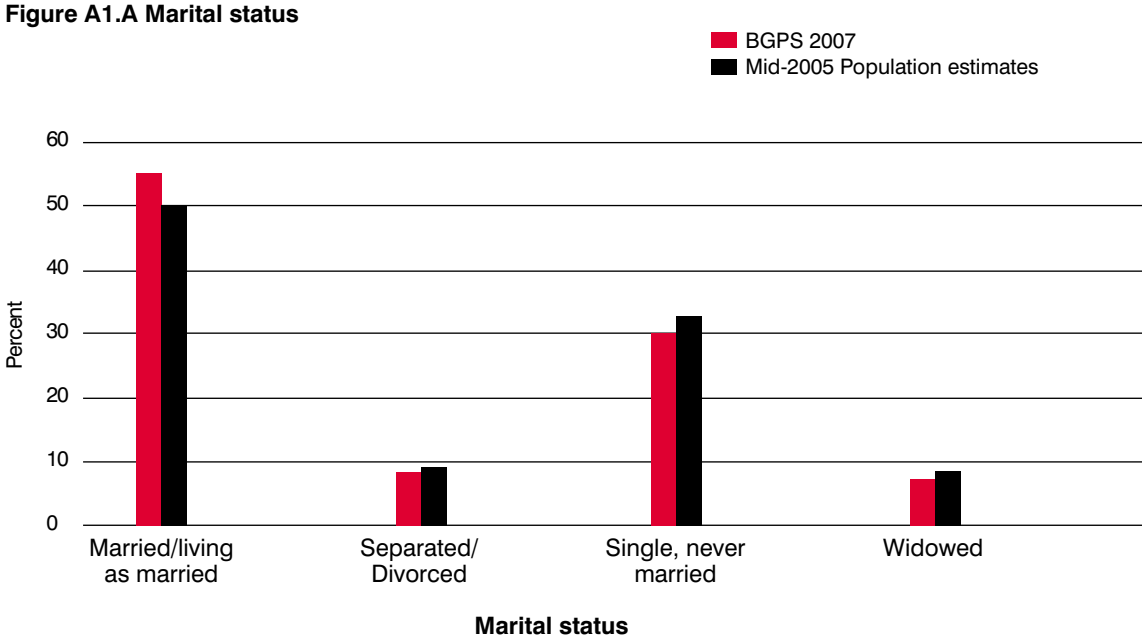
Just over half (55%) of respondents were married (or living as married) while 15% were separated, divorced or widowed, and 30% were single. Men were more likely than women to be single (33% compared with 27%), while women were more likely than men to be widowed (11% compared with 4% of men). This mirrors the distribution among the general population according to the ONS Mid-2005 Population Estimates where 50% of the population were married (or living as married) and 33% were single[1]. The percentage of married respondents has decreased since 1999 (from 63%), and, correspondingly, the percentage of single people has increased (from 21%). (Table A1.2 and Figure A1.A).

Table A1.2 Marital status by sex

All

Marital status	2007 Men %	Women %	Total %	1999 Men %	Women %	Total %
Married/living as married	57	53	55	67	60	63
Separated/divorced	7	9	8	6	8	7
Single, never married	33	27	30	24	19	21
Widowed	4	11	7	4	13	9
Bases (weighted):	*4354*	*4646*	*9003*	*3670*	*3894*	*7564*
Bases (unweighted):	*4258*	*4741*	*9003*	*3542*	*4006*	*7548*

Figure A1.A Marital status



A1.4 NS-SEC of household reference person

Information was collected about the main job of the household reference person, and this was used to place respondents into one of five NS-SEC categories.

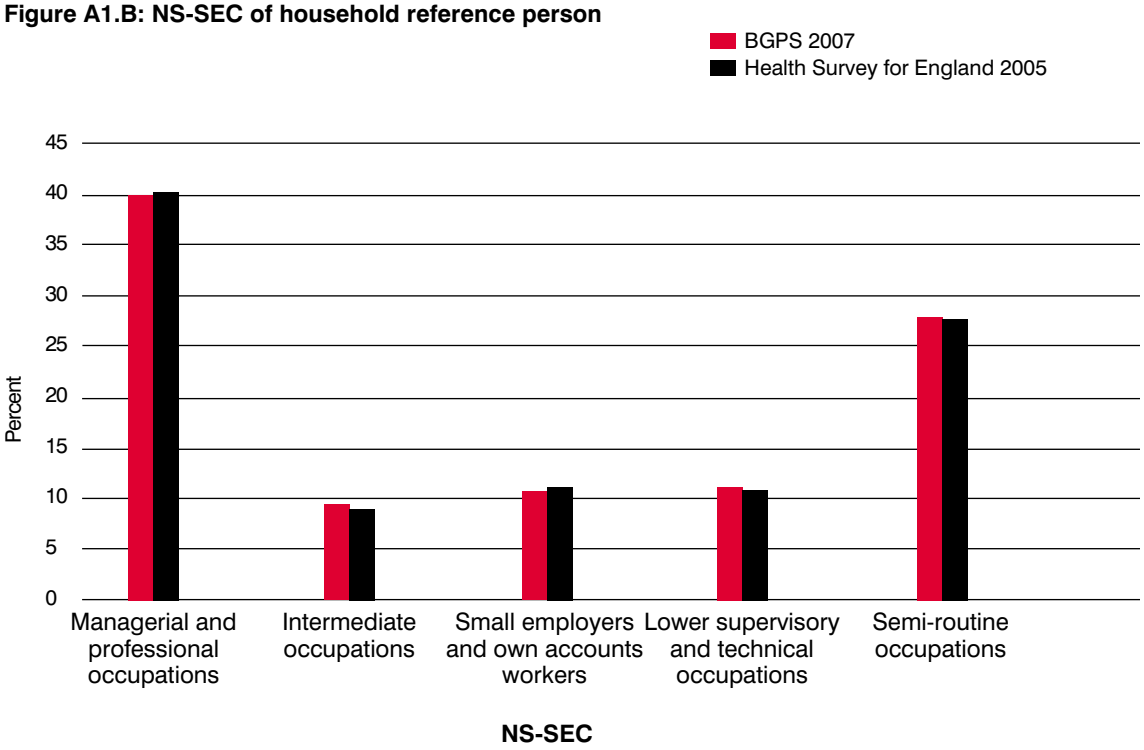
In order to assess how representative the sample was in terms of NS-SEC, the survey data were compared with data from the Health Survey for England 2005[2] (HSE). Figure A1.B highlights that the sample, in terms of NS-SEC of the household reference person, for the BGPS and HSE '05 were almost identical. (NS-SEC has been introduced since 1999, so no comparison can be made with the previous survey.)

Table A1.3 NS-SEC of household reference person, by sex

All

NS-SEC of household reference person	Sex		Total
	Men %	Women %	%
Managerial and professional occupations	41	40	40
Intermediate occupations	7	11	9
Small employers and own accounts workers	12	10	11
Lower supervisory and technical occupations	13	11	12
Semi-routine occupations	27	29	28
Bases (weighted):	*4354*	*4646*	*9003*
Bases (unweighted):	*4258*	*4741*	*9003*

Figure A1.B: NS-SEC of household reference person



A1.5 Qualifications

Table A1.4 shows respondents' highest educational or vocational qualifications. 23% of respondents were qualified to degree level or higher, while a quarter of respondents said they had no formal qualifications. Men were somewhat more likely than women to report gaining any qualifications (77% men compared with 73% women). (It should be noted that the qualifications listed are the highest ones held at the time of the survey and that many younger respondents were still in full-time education.)

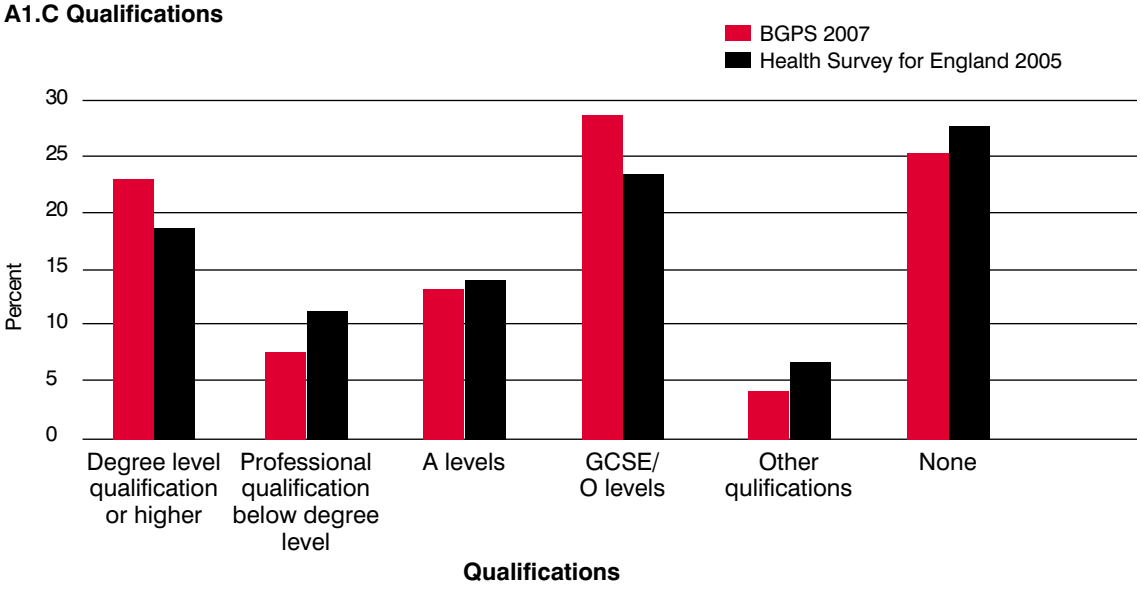
Compared with the sample profile of the Health Survey for England 2005 (HSE)[2] in Figure A1.C, the British Gambling Prevalence Survey 2007 has a higher proportion of respondents with a degree qualification or higher (23% compared with 19% in the HSE), and a higher proportion of respondents who have attained GCSEs/O-levels (28% and 23% respectively). HSE is a survey of the population of England while the British Gambling Prevalence Survey is a British survey. This may partly account for the over-representation of some qualification categories. The sample profile had changed, somewhat, since 1999, with a higher proportion of people qualified to degree level or above (23% compared with 17%).

Table A1.4 Qualifications, by sex

All

Qualifications	2007		Total	1999		Total
	Men %	Women %	%	Men %	Women %	%
Degree level qualification or higher	24	21	23	20	13	17
Professional qualification below degree level	7	7	7	12	12	12
A-levels	14	12	13	10	9	10
GCSEs/O-levels	28	29	28	17	20	19
Other qualifications	4	4	4	14	12	13
None	23	27	25	27	33	30
Bases (weighted):	*4354*	*4646*	*9003*	*3589*	*3738*	*7324*
Bases (unweighted):	*4258*	*4741*	*9003*	*3455*	*3849*	*7304*

A1.C Qualifications



A1.6 Ethnic group

Respondents were asked to classify which ethnic group they considered they belonged to. Due to small numbers these were grouped into the following categories: White, Asian or Asian British, Black or Black British and other ethnic group. The proportion of White respondents has decreased since the 1999 survey – from 95% to 91%. (Table A1.5)

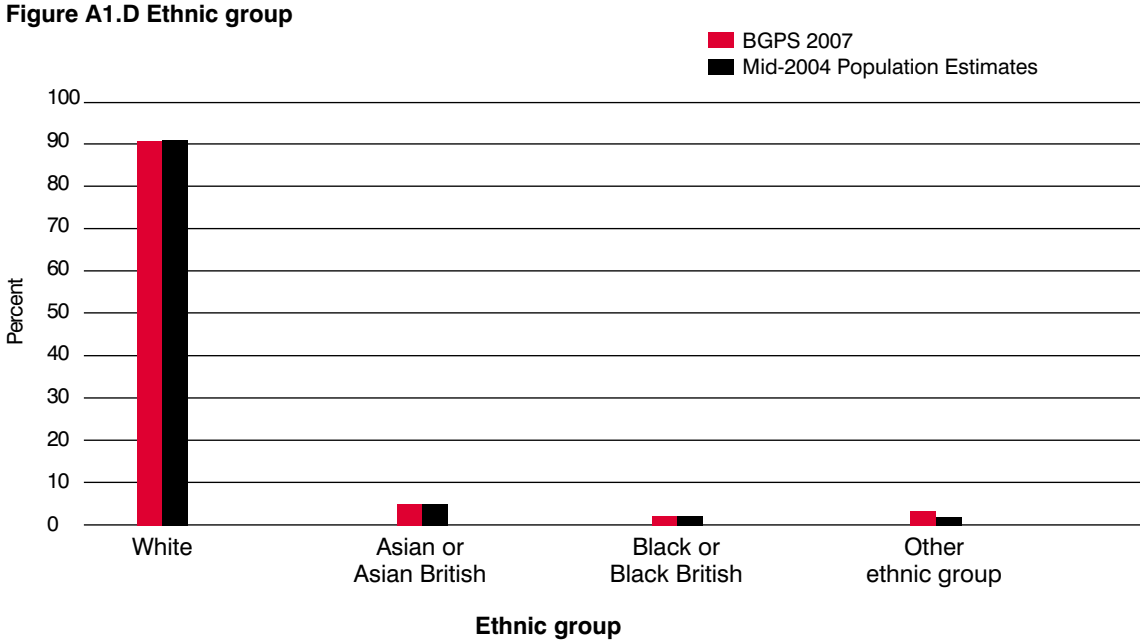
Table A1.5 Ethnic group, by sex

All

Ethnic group	2007		Total	1999		Total
	Men %	Women %	%	Men %	Women %	%
White	91	91	91	95	95	95
Asian or Asian British	4	4	4	2	2	2
Black or Black British	2	2	2	1	1	1
Other ethnic group	3	3	3	2	2	2
Bases (weighted):	*4354*	*4646*	*9003*	*3663*	*3886*	*7549*
Bases (unweighted):	*4258*	*4741*	*9003*	*3531*	*4000*	*7531*

The vast majority of respondents classified themselves as White (91%). 4% of respondents were Asian or Asian British, 2% were Black or Black British and 3% were in the 'other' ethnic group category. These figures are almost identical to those from the ONS Mid-2004 Population Estimates for England[3] as illustrated in Figure A1.D.

Figure A1.D Ethnic group



A1.7 Self-reported general health status

All informants were asked to rate their general health on a five point scale ranging from very good to very bad. The majority of respondents reported that they had 'very good or good' general health (79%), with a further 16% reporting that they had 'fair' health and 6% reporting 'bad or very bad' health.

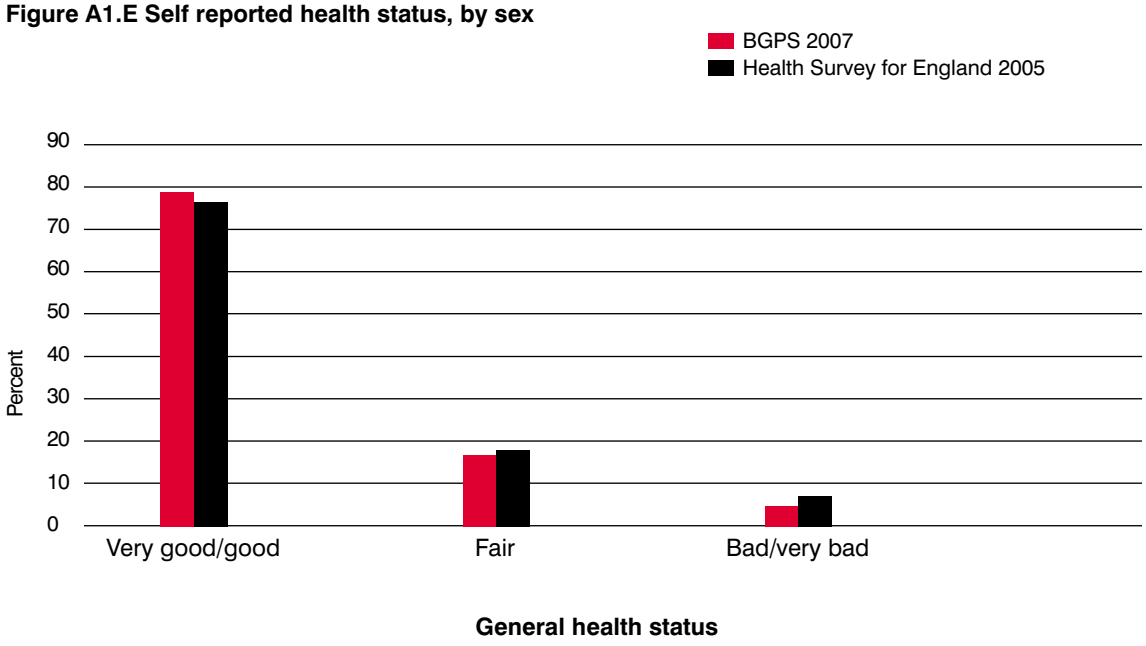
Comparisons with estimates from the Health Survey for England 2005, show that a higher proportion of respondents reported having 'very good or good' health in the BGPS than in HSE '05 (79% vs 75%), Correspondingly, BGPS respondents were less likely to report 'bad or very bad health' than HSE '05 respondents (4% vs 7%)[2]. (This question was not asked in 1999.)

Table A1.6 Self reported general health status, by sex

All

Self reported general health	Sex		Total
	Men %	Women %	%
Very good/good	80	79	79
Fair	16	17	16
Bad/very bad	4	4	4
Bases (weighted):	*4354*	*4646*	*9003*
Bases (unweighted):	*4258*	*4741*	*9003*

Figure A1.E Self reported health status, by sex



A1.8 Country of residence

The achieved sample was distributed throughout Britain as follows: 85% England, 9% Scotland, and 6% Wales. This compares favourably with the ONS 2005 population estimates, which show the adult population of Britain to be distributed as follows: 86% England, 9% Scotland, 5% Wales[1](table not shown).

[1] ONS, *Mid Population Estimates* 2005. See
http://www.statistics.gov.uk/statbase/Expodata/Spreadsheets/D9388.xls

[2] R Craig and J Mindell (eds). *Health Survey for England 2005: The Health of Older People* (2005). See
http://www.ic.nhs.uk/webfiles/publications/hseolder/vol5mad.pdf

[3] ONS (2005). *Population Estimates by Ethnic Group (experimental)*
http://www.statistics.gov.uk/StatBase/Product.asp?vlnk=14238

APPENDIX 2 METHODOLOGY

A2.1 Questionnaire development

The questionnaire developed for the 2007 survey used the 1999 prevalence study questionnaire as its basis to ensure maximum comparability of results between the two studies. New questionnaire items were added, and the list of different gambling activities extended to ensure new forms of gambling, emergent since 1999, were included within the 2007 prevalence study. Questions were included to capture information about respondents' winnings, as well as losses, in an attempt to enable mean expenditure for each activity to be calculated. These questions were included as the academic literature surrounding this issue has argued that the most relevant estimate of gambling expenditure is net expenditure, which requires information on winnings as well as losses to be collected[1]. Issues surrounding collecting expenditure information in surveys and the differences in approach between 1999 and 2007 are presented in chapter 2. A new set of 14 attitude statements was also specifically developed for this study. The main differences in questionnaire content between 1999 and 2007 are presented in section A2.2.

The first draft of the questionnaire was designed and finalised after discussion with the Gambling Commission, the Advisory Group, and review by an expert panel within NatCen. The questionnaire was subjected to two rounds of pre-testing: cognitive testing and a pilot.

Cognitive testing was conducted in May 2006. Cognitive interviewing draws on insights from cognitive and motivational psychology, and provides extremely useful information about how respondents interpret survey questions. The aim of the cognitive phase was to test the first draft of the survey questions and suggest improvements and modifications ahead of a further pilot stage in July 2006. 15 cognitive interviews were carried out, five of which were conducted with problem gamblers who were living in a residential home for problem gamblers. Researchers conducted all cognitive interviews and asked respondents to "think aloud" whilst completing the questionnaire. Specific questions were also asked to further uncover respondents' comprehension, recall and thought processes whilst completing the questionnaire.

Results from the cognitive interviews were analysed by the research team and a report of findings, containing recommendations for improvements to the questionnaire, was provided to the Gambling Commission and discussed with the Advisory Group. As a result of cognitive testing, a number of improvements were made to the questionnaire.

These mainly related to the descriptions given to each activity, the order in which the gambling activities were presented, and the format for collecting expenditure information. Cognitive testing showed that respondents were, on the whole, able to provide information about their net losses and net winnings for each activity (though, of course, it was not possible to validate whether the figures given were correct). The revised questionnaire was cognitively tested among a further three respondents. These interviews showed that the questionnaire was much improved and that respondents were consistent in their understanding of the questions. Thus, it was decided to proceed with this version for the pilot.

The second phase of pre-testing was a large scale pilot conducted in July 2006. This phase aimed to employ the survey procedures to be used in the mainstage study and to identify where improvements could be made. The pilot involved five interviewers from NatCen's field force administering the survey in pre-selected households. Information was collected from 55 individuals aged 16 and over residing within 40 different households. Quotas were set on age group and sex to ensure that a range of people were included in the pilot. A further quota was set on mode of completion. Respondents could choose to complete the questions either by filling in the paper based self-completion booklet, or by going online to a specifically created web-site and entering the unique web survey password allocated to them to gain access to the questionnaire. Nine of the 55 pilot respondents completed the study online.

Feedback questions were asked of pilot respondents in relation to the ease of completing the questionnaire. Interviewers reported their own feedback, and feedback from respondents, to researchers at the pilot debrief.

Responses to the attitude statements among pilot respondents were analysed after the pilot was completed. A set of 24 attitude statements had been included within the pilot questionnaire. The 14 best performing items which contributed to an overall, balanced, set of statements were identified and included in the main stage questionnaire[2]. The choice of which statements to include in the final set was discussed fully with the Gambling Commission and the Advisory Group.

A2.2 Questionnaire content

The questionnaire content for the 2007 study used the 1999 study as its base, in order to maintain maximum comparability with the previous study. The questionnaire was updated to include:

- New forms of gambling activity emergent since 1999.
- Additional questions about socio-demographic characteristics.
- New questions about health and lifestyle behaviours.
- Revised attitude statements.
- New problem gambling score (PGSI).

- Questions about net winnings as well as losses in the last seven days.
- Frequency of participating in any gambling activity in the last year.

The following tables summarise the main changes to content between the 1999 and 2007 study.

Table A2.1 Main gambling activities included in the 1999 and 2007 studies

Activity description	1999	2007
National Lottery Draw	✓	✓
Other lotteries	✓	✓
Scratchcards	✓	✓
Football pools	✓[a]	✓
Bingo	✓	✓
Fruit machines/slot machines	✓	✓
Horse races	✓	✓[b]
Dog races	✓	✓[b]
Other betting with a bookmaker	✓	✓[b]
Fixed odds betting terminals	_	✓
Online betting (on any activity)	_	✓
Online gambling	_	✓
Table games in a casino	✓	✓
Betting exchange	_	✓
Spread betting	✓	✓
Private betting with friends or colleagues	✓	✓
Other gambling activities	✓	✓

[a] In 1999, this category also include “fixed odds coupons”.
[b] This did not include online betting.

Table A2.2 Problem gambling screens, socio-demographic, health and lifestyle and other questions included in the 1999 and 2007 studies

Item	1999	2007
Problem gambling screens		
South Oaks Problem Gambling Screen	✓	–
DSM IV	✓	✓
Problem Gambling Severity Index	_	✓
Attitude statements		
8-item attitude score	✓	_
14 item attitude score	_	✓

Item	1999	2007
Health and lifestyle characteristics		
Self reported general health status	_	✓
Presence of longstanding illnesses	_	✓
Cigarette smoking status	_	✓
Alcohol consumption in past week	_	✓
Other		
Qualifications	✓	✓

continued

Table A2.2 continued

Item	1999	2007
Problem gambling correlates		
Parents regularly gambled	✓	✓
Perceived parental problem gambling	✓	✓
Problem gambling among close relative in past 12 months	_	✓
Sought help for problem gambling	✓	✓
Age first gambled	_	✓
Debt caused by gambling	_	✓
Ethnic group	✓	✓
Age	✓	✓
Sex	✓	✓
Personal income	_	✓
Household income	✓	✓
Economic activity of individual	✓	_
Economic activity of HRP	✓	✓

Table A2.3 Last week expenditure questions included in the 1999 and 2007

Expenditure in last week	1999	2007
Stake on National Lottery Draw (total amount spent)	✓	_
Stake on other lottery (total amount spent)	✓	_
Stake on football pools (total amount spent)	✓	_
Stake on bingo tickets (total amount spent)	✓	_
Net losses: National Lottery Draw	_	✓
Net losses: Other lotteries	_	✓
Net losses: Scratchcards	✓	✓
Net losses: Football pools	_	✓
Net losses: Bingo	_	✓
Net losses: Fruit machines/ slot machines	✓	✓
Net losses: Horse races	✓	✓
Net losses: Dog races	✓	✓
Net losses: Other betting with a bookmaker	✓	✓
Net losses: Fixed odds betting terminals	_	✓
Net losses: Online betting (on any activity)	_	✓
Net losses: Online gambling	_	✓
Net losses: Table games in a casino	✓	✓
Net losses: Betting exchange	_	✓
Net losses: Spread betting	✓	✓
Net losses: Private betting with friends or colleagues	✓	✓
Net losses: Other gambling activities	✓	✓
Net winnings: Football pools	_	✓
Net winnings: Bingo	_	✓
Net winnings: Fruit machines/ slot machines	_	✓
Net winnings: Horse races	_	✓
Net winnings: Dog races	_	✓
Net winnings: Other betting with a bookmaker	_	✓
Net winnings: Fixed odds betting terminals	_	✓
Net winnings: Online betting (on any activity)	_	✓
Net winnings: Online gambling	_	✓
Net winnings: Table games in a casino	_	✓
Net winnings: Betting exchange	_	✓
Net winnings: Spread betting	_	✓
Net winnings: Private betting with friends or colleagues	_	✓
Net winnings: Other gambling activities	_	✓
Net winnings: National Lottery Draw	_	✓
Net winnings: Other lotteries	_	✓
Net winnings: Scratchcards	_	✓

A2.3 Sample

The population surveyed was the population, aged 16 and over, living in private households in England, Scotland and Wales. Those living in institutions were excluded from the survey. The sampling frame was the small users Postcode Address File (PAF). 317 postcode sectors were selected as the primary sampling units (PSUs). Before selection, sectors were stratified by Government Office Region (GOR – 11 regions), NS-SEC (12 categories) and the percentage of persons from non-white ethnic groups[3]. 32 addresses were randomly selected from each postcode sector. 10,144 addresses were selected in total. Within each household, all adults aged 16 and over were eligible to be included in the study.

A2.4 Data collection

A2.4.1 Timing of fieldwork

Fieldwork was conducted between September 2006 and March 2007. All interviewers working on the project were personally trained by the researchers at 19 training sessions held across Britain.

A2.4.2 Approach

Advance letter

An advance letter was sent to all selected addresses. This informed the resident that their address had been chosen, gave some brief information about the project and informed them that the named interviewer would be visiting their address shortly.

Dwelling unit and household selection

At addresses where more than one dwelling unit was identified, interviewers made a random selection of one dwelling unit to be included in the study. Within dwelling units, there can be multiple households units. A household is defined as a person or group of people who share living accommodation or one meal a day. Where more than one household per dwelling unit was identified, interviewers made a random selection of one household to be included in the study.

Household interview

At each household, interviewers attempted to conduct a short, face to face, interview with the household reference person (HRP) or their spouse/partner. Interviewers made a minimum of five calls to a household to attempt to collect this information. The household interview collected socio-economic information about the HRP, and demographic information about each person resident in the household. (The content of the household questionnaire is shown in Appendix 3.) Once the household questionnaire had been completed, every person aged 16 and over was asked to fill in a self-completion booklet (or complete the questionnaire online, see below). A high street voucher of £5 was given to the HRP or spouse/partner once the household questionnaire had been successfully completed. This incentive was given irrespective of whether anyone in the household completed their individual questionnaire.

Collection of individual information

Respondents were offered two ways to complete the individual questionnaire: in the paper self-completion booklet or online. The questions asked by both methods were identical. Each person aged 16 and over from a productive household was given an individual self-completion booklet and was also allocated a unique web-survey password that they could use to access the online questionnaire. A specifically designed website was created to host the web-survey, and the URL printed on the front of the self-completion questionnaire. This was to offer more flexibility to respondents who are typically harder to reach, for example younger adults. Overall 7% (out of 9,003 respondents) chose to complete their questionnaire online.

Interviewers were instructed either to wait while the self-completion questionnaire was filled in, or to return at a later date to collect it.

Telephone unit recontact

Two rounds of reminder telephone calls were made by NatCen's Telephone Unit to a minority of respondents who had promised to complete and return their questionnaire but had not yet done so. The first round of reminder calls were conducted between January and February 2007, and the second round in March 2007. All Telephone Unit operatives received personal training about the study from the research team and were briefed to encourage respondents to complete the questionnaire and return it to NatCen's Operations Department, in the postage paid envelope provided. In a number of cases, replacement questionnaires or prepaid envelopes were posted to the respondent to facilitate this. The second round of Telephone Unit reminder calls was conducted in the last two weeks of the field work period. Due to time constraints, information from co-operating respondents was completed over the phone by the Telephone Unit interviewers. Data from 53 respondents were collected using this method.

A2.5 Response

Response rates achieved for the 2007 study are shown in table A2.4.

Table A2.4 Response

	n	%	%
Addresses issued	10144		
Non-residential address	939		
In-scope addresses	9205	100	
No contact at address	473	5	
Refused all information	2588	28	
Other reason no interview	312	3	
Productive household interview	5832	63	
Eligible adults within productive households	11052		100
Self-completion questionnaire not returned	1054		10
Online questionnaire not completed	568		5
Personal refusal	112		1
Proxy refusal	131		1
Away/ill/incapacitated/other	184		2
Productive questionnaires	9003		81
Overall response rate			**52**

Interviews were achieved in 5,832 addresses (a response rate of 63% of in-scope addresses). Questionnaires were completed by 9,003 out of 11,052 eligible individuals (a response rate of 81%). This represents an overall response rate of 52%.

A2.6 Data processing

Completed questionnaires were scanned and data subject to an edit program. A computer edit program was written to check all code ranges, routing, numeric values and consistency. Records which failed to pass the computer edit were amended by reference back to original questionnaire, where errors were corrected or missing information/not answered codes added where necessary. This process was repeated until all records passed the edit as "clean". Occupations were coded to the Standard Occupational Classification (SOC) from which NS-SEC is derived. All information was treated confidentially and data records are anonymous.

Listings of respondent entries of "other" gambling activities given at A17 were provided to the research team, who reviewed these and recommended appropriate action. This included potentially back coding the information entered to the relevant gambling activity, retaining the information, or deleting it if it was not classified as gambling. Advice was sought from the Gambling Commission when making these decisions.

Analysis of survey findings was carried out using both Stata and SPSS analysis packages.

A2.7 Weighting

The data were weighted in three stages. The first stage was to correct for dwelling unit and household selection probabilities, for the small number of addresses where either more than one dwelling unit or household was identified. The second stage calibrated the achieved household sample so that the distributions for age/sex and Government Office Region matched the ONS 2005 mid-year population estimates. The third stage corrected for individual non-response within participating households.

Comparisons of the age and sex profile of the British population according to estimates from the Office of National Statistics show that the achieved sample was, in fact, a close reflection of the general population and therefore the weights were small. Table A2.5 compares population estimate with the unweighted sample for the 2007 study and shows the mean weight for each sub-group.

Table A2.5 Comparison of the unweighted sample with population estimates

Age	Population estimates		BGPS 2007		Mean weights	
	% male	% female	% male	% female	Men	Women
16-19	3.3	3.2	2.9	2.6	1.25	1.21
20-24	4.1	3.9	2.8	3.3	1.31	1.22
25-34	8.1	8.1	6.7	8.1	1.21	1.03
35-44	9.4	9.6	9.1	10.1	1.05	0.97
45-54	7.8	8.0	8.2	8.7	0.96	0.93
55-64	7.1	7.4	8.3	9.1	0.87	0.84
65-74	4.9	5.5	5.6	5.8	0.88	0.92
75 and over	3.6	5.9	3.8	4.9	0.95	1.07
Total	*48.4*	*51.6*	*47.3*	*52.7*	*1.02*	*0.98*

A2.8 Scoring the problem gambling screening instruments

A2.8.1 Introduction

Two screening instruments were used to identify problem gamblers: the DSM IV and the PGSI. This section explains how each instrument was scored and the thresholds used to classify a problem gambler.

A2.8.2 Scoring the DSM IV

The DSM IV criteria, along with the corresponding question number from the questionnaire from the self-completion booklet, are shown in the first two columns of table A2.6. The third column shows which responses were counted as positive.

Table A2.6 Scoring the DSM-IV

Item	Question Number	"Positive"
Chasing losses	C1	Fairly Often/Very Often
A preoccupation with gambling	C2	Fairly Often/Very Often
A need to gambling with increasing amounts of money	C3	Fairly Often/Very Often
Being restless or irritable when trying to stop gambling	C4	Fairly Often/Very Often
Gambling as escapism	C5	Fairly Often/Very Often
Lying to people to conceal the extent of gambling	C6	Fairly Often/Very Often
Having tried but failed to cut back on gambling	C7	Fairly Often/Very Often
Having committed a crime to finance gambling	C8	Occasionally/Fairly Often/Very Often
Having risked or lost a relationship/job/educational opportunity because of gambling	C9	Occasionally/Fairly Often/Very Often
Reliance on others to help in a financial crisis caused by gambling	C10	Occasionally/Fairly Often/Very Often

The threshold for "problem gambling" was three or over, in line with previous research and the 1999 prevalence study[4]. Cases were excluded from the problem gambling analysis if more than half the DSM IV items were missing (and the score was <3). A total of 541 cases were excluded for this reason.

A2.8.3 Scoring the PGSI

The PGSI criteria, along with the corresponding question number from the questionnaire from the self completion booklet are shown in table A2.7.

Table A2.7 PGSI items

Item	Question Number
Bet more than can afford to loose	C11
A need to gambling with increasing amounts of money	C12
Chasing losses	C13
Borrowed money or sold items to get money to gamble	C14
Felt had a problem with gambling	C15
Gambling causing health problems including stress and anxiety	C16
People criticising gambling behaviour	C17
Gambling causing financial problems for you or your household	C18
Felt guilty about way that you gamble or what happens when you gamble	C19

All nine PGSI items have the following response codes: never, sometimes, most of the time, almost always. The response codes for each item are scored in the following way:

- Score 0 for each response of "never".
- Score 1 for each response of "sometimes".
- Score 2 for each "most of the time".
- Score 3 for each "almost always".

This means a PSGI score of between zero and 27 points is possible. There are four classifications categories for PGSI scores. Their description and scored cut-off points are shown in table A2.8.

Table A2.8 PGSI classification categories

PGSI classification category	PGSI score
Non problem gambler	0
Low risk gambler	1-2
Moderate risk gambler	3-7
Problem gambler	8+

The threshold for "problem gambling" was eight or over, in line with previous research[5]. Cases were excluded from the problem gambling analysis if more than half the PGSI items were missing (and the score was <8). A total of 548 cases were excluded for this reason.

A2.9 Scoring the attitude scale

The attitude scale consists of questions D1 to D14 of the self-completion questionnaire (see Appendix 3). A Cronbach's alpha statistic was calculated to check that the 14 items constituted an internally reliable (i.e. reasonably homogenous) scale. The Cronbach's alpha value showed a high level of internal reliability (0.88) and so a scale was calculated.

Firstly, the seven positively worded items were recoded so that a higher number was indicative of more favourable attitudes towards gambling. The midpoint of three on any item, therefore, indicated neither agreement nor disagreement; scores above three indicated an attitude favourable to gambling; scores below three indicated an attitude unfavourable to gambling. A total attitude score, based on responses to the 14 items, was calculated. The maximum total score was 70 (14 times five). A score of 42 indicates an overall neutral attitude; higher scores indicate an overall favourable attitude towards gambling; those below 42 show an overall unfavourable attitude.

Table A2.9 Scoring the attitude scale

Item	Scale
D1	1=Strongly agree, 2 =Agree, 3=Neither agree/disagree, 4=Disagree, 5=Strongly disagree
D2	1=Strongly disagree, 2=Disagree, 3=Neither agree/disagree, 4=Agree, 5=Strongly agree
D3	1=Strongly agree, 2 =Agree, 3=Neither agree/disagree, 4=Disagree, 5=Strongly disagree
D4	1=Strongly disagree, 2=Disagree, 3=Neither agree/disagree, 4=Agree, 5=Strongly agree
D5	1=Strongly agree, 2 =Agree, 3=Neither agree/disagree, 4=Disagree, 5=Strongly disagree
D6	1=Strongly agree, 2 =Agree, 3=Neither agree/disagree, 4=Disagree, 5=Strongly disagree
D7	1=Strongly disagree, 2=Disagree, 3=Neither agree/disagree, 4=Agree, 5=Strongly agree
D8	1=Strongly disagree, 2=Disagree, 3=Neither agree/disagree, 4=Agree, 5=Strongly agree
D9	1=Strongly agree, 2 =Agree, 3=Neither agree/disagree, 4=Disagree, 5=Strongly disagree
D10	1=Strongly disagree, 2=Disagree, 3=Neither agree/disagree, 4=Agree, 5=Strongly agree
D11	1=Strongly disagree, 2=Disagree, 3=Neither agree/disagree, 4=Agree, 5=Strongly agree
D12	1=Strongly agree, 2 =Agree, 3=Neither agree/disagree, 4=Disagree, 5=Strongly disagree
D13	1=Strongly agree, 2 =Agree, 3=Neither agree/disagree, 4=Disagree, 5=Strongly disagree
D14	1=Strongly disagree, 2 =Disagree, 3=Neither agree/disagree, 4=Agree, 5=Strongly agree

A2.10 Calculating expenditure

Means were calculated for net expenditure for each activity, by substituting the mid-point of each band with a numeric value and using this value to calculate overall mean losses and mean winnings for each activity. Means were only calculated for respondents who had participated in the activity in the past seven days, and had reported their winnings or losses. Net expenditure for each activity was then calculated by subtracting mean losses from mean winnings for each activity.

An example of how banded response categories presented in the questionnaire were substituted with numeric values is given below.

Table A2.10 Total losses in last seven days

Response category	Numeric value
Lost less than £1	50p
Lost £1-£5	£3.00
Lost £5.01-£10	£7.50
Lost £10.01-£20	£15.00
Lost £20.01-£50	£35.00
Lost more than £50	£50.00

It is important to note that since these means are calculated from banded rather than numeric data, they should not be viewed as exact figures. Moreover, the maximum value in each case is simply taken as the highest response category (e.g. £50) and so the few outlying high values are not taken into account.

A2.11 Data analysis and reporting

Presentation of results

In general, the commentary highlights differences that are statistically significant at the 95% level. This means that there is a five in 100 chance that the variation seen is simply due to random chance. It should be noted that statistical significance is not intended to imply substantive importance.

Computing confidence intervals

All survey data are estimates of the true proportion of the population sampled. With random sampling, it is possible to estimate the margin of error either side of each percentage, indicating a range within which the true value will fall.

These margins of error vary according to the percentage of the estimate for the sampled population, and by the number of people included in the sample, and the sample design.

Survey data are typically characterised by two principal design features: unequal probability of selection requiring sample weights, and sampling within clusters. Both of these features have been considered when presenting the 2007 survey results. Firstly, weighting was used to minimise response bias and ensure that the achieved sample was representative of the general population (living in private households). Secondly, results have been analysed using the survey module in STATA (a statistical analysis package), which can account for the variability introduced through using a complex, clustered, survey design.

The survey module in STATA is designed to handle clustered sample designs and account for sample-to-sample variability when estimating standard errors, confidence intervals and performing significance testing. Given the relatively low prevalences of problem gambling estimates, the tabulate command was used to compute 95% confidence intervals for these estimates. The distinctive feature of the tabulate command is that confidence intervals for proportions are constructed using a logit transformation so that their end point always lies between zero and one. (The standard errors are exactly the same as those produced by the mean command.)

Endnotes:

[1] Blaszczynski, A., Dumlao, V. & Lange, M. (1997). *How much do you spend gambling? Ambiguities in survey question items*. Journal of Gambling Studies, **13**, 237-252.

[2] Detailed information about how the final 14 items were chosen is given chapter 6.

[3] Optimal stratifiers were chosen based on analysis of the 1999 prevalence study data. See S Scholes, G Flore (2006). *Choosing optimal stratifiers for the National Study of Gambling Attitudes and Activities*, Survey Methods Unit Newsletter (24), NatCen. A copy of this article can be viewed at: http://www.natcen.ac.uk/natcen/pages/news_and_media_docs/newsletters/smu/smunews_24.pdf

[4] H R Lesieur, M D Rosenthal. *Analysis of pathological gambling for the Task Force on DSM-IV* . In T Widiger, A Frances, H Pincus and R Ross (eds) Source book for the Diagnostic and Statistical Manual, Fourth edition: Volume Four. 1993, Washington D.C: American Psychiatric Association.

[5] H Wynne (2003). *Introducing the Canadian Problem Gambling Index*, Canada http://www.gamblingresearch.org/download.sz/The%20CPGI%20V5%20-%20from%20Hal.pdf?docid=6446, p. 18.

Appendix 3 Questionnaires

P2555 PINK TEAM	National study of gambling attitudes and activities HOUSEHOLD QUESTIONNAIRE	A	FINAL OUTCOME:	

ADDRESS DETAILS	DU/HHOLD SELECTION LABEL

Title, first name, surname

Householder name:

Interviewer name:

Telephone numbers:

Interviewer number:

Contact name for call backs:

No telephone: 2

Number refused: 3

Total no. of personal visits

Call No.	Date DD/MM	Day of week	Call Start Time 24hr clock	**VISITS RECORD** Record all PERSONAL visits, even if no reply. Record phone calls on page 2	*Call Status (enter codes)	Call Time 24hr Clock	4 if call followed by personal/ non-capi time
1	/		:				
2	/		:				
3	/		:				
4	/		:				
5	/		:				
6	/		:				
7	/		:				
8	/		:				
9	/		:				
10	/		:				

*Call Status codes: 1= No reply, 2 =Contact made, 3 =Appointment made, 4 = Any interviewing done, 5= Any other status

REALLOCATED ADDRESS: If this address is being reallocated to another interviewer before you have completed it, code here.	900	END

Call No.	Date DD/MM	Day of week	Call Start Time 24hr clock	**VISITS RECORD** Record all PERSONAL visits, even if no reply. Record phone calls on page 2	*Call Status (enter codes)	Call Time 24hr Clock	4 if call followed by personal/ non-capi time
11	/		:				
12	/		:				
13	/		:				
14	/		:				
15	/		:				
16	/		:				
17	/		:				
18	/		:				

Call No.	Date DD/MM	Day of week	Call Start Time 24hr clock	**TELEPHONE CALLS RECORD** Record all telephone calls, even if no reply.	*Call Status (enter codes)	Call End Time 24hr Clock
1	/		:			:
2	/		:			:
3	/		:			:
4	/		:			:
5	/		:			:
6	/		:			:
7	/		:			:
8	/		:			:

*Call Status codes: 1= No reply, 2 =Contact made, 3 =Appointment made, 4 = Any interviewing done, 5= Any other status

Stable address – as collected during interview

STABLE ADDRESS/ADDITIONAL INFORMATION TO HELP WITH FUTURE CONTACTS:
Write in below any information the respondent gives about stable address/telephone number, or any other information which may help us to contact him or her in the future (for instance a relative's address if the respondent is likely to move).

Contact Person :

Relationship to respondent:

Stable address:

Postcode:

Telephone No:

Other information:

PULL OFF THIS PAGE AND RETURN TO OFFICE

NB. This page and the consent booklets MUST BE RETURNED SEPARATELY from the household questionnaire and the self-completion questionnaires.

A: Establish number of dwelling units (DUs) and select one

A1. IS THIS ADDRESS TRACEABLE, RESIDENTIAL AND OCCUPIED AS A MAIN RESIDENCE?

Any DU **residential and occupied** as main residence	1	Go to A2
Not traceable (i.e. deadwood)	2	Go to B2
Non-residential and/or **un**occupied as main residence (i.e. deadwood)	3	Go to B2
Uncertain whether residential and/or occupied as main residence (i.e. unknown eligibility)	4	Go to B1
Office refusal	**410**	Go to part F *

A2. ESTABLISH NUMBER OF DUs AT THE ISSUED ADDRESS (include occupied & unoccupied DUs)

ENTER NUMBER OF DUs HERE:		
A3. INTERVIEW SUMMARY: ONE DU ONLY	A	Go to A6
TWO OR MORE DUs	B	Go to A4
OR CODE: Number of DUs not known	C	Go to B1

A4. IF 2+ DUs: List all DUs at address (continue on separate sheet if necessary, staple to front of ARF and return to Brentwood):

- In flat/room number order OR from bottom to top of building, left to right, front to back

	Description	DU Code	Description	DU Code
		01		07
		02		08
		03		09
		04		10
		05		11
		06		12

If 2-12 DUs:

- Look at the selection label on page 1 of the ARF
- In the 'DU' row: find the number corresponding to the total number of DUs.
- In the 'Sel' row the number immediately beneath total number of DUs is the 'selected DU' code. Ring on grid above and write in at A5 below.

IF 13+ DUs:

- Make a selection using the lookup chart on page 6. Write in at A5 below.

A5. ENTER CODE NUMBER OF SELECTED DU HERE:

A6. IS THE ADDRESS OF THE (SELECTED) DU CORRECT AND COMPLETE ON THE LABEL?

Yes	1	Go to A7
No	2	Change address on address label (NOT HERE). Then go to A7

A7. COLLECT INTERVIEWER OBSERVATION INFO (SECTION E pg 16) BEFORE MAKING CONTACT.

A8. IS THE (SELECTED) DU RESIDENTIAL AND OCCUPIED AS A MAIN RESIDENCE?

Residential and occupied as main residence	1	Go to part C
Not residential (i.e. deadwood)	2	Go to B2
Residential but not occupied as main residence (i.e. deadwood)	3	
Uncertain whether residential and/or occupied as main residence (i.e. unknown eligibility)	4	Go to B1

B1: Unknown Eligibility			
B1.	**CODE OUTCOME: UNKNOWN ELIGIBILITY**		
	OFFICE APPROVAL ONLY: Issued but not attempted (includes reissues)	**612**	
	OFFICE APPROVAL ONLY: Inaccessible	**620**	
	Unable to locate address	**630**	
	Unknown whether address is residential: info refused	**641**	**Go to B3 ***
	Unknown whether address is residential: No contact	**642**	
	Residential address, unknown whether occupied by hhold: info refused	**650**	
	Other unknown eligibility (include number of dwelling units not established, write)	**690**	

B2: Deadwood			
B2.	**CODE OUTCOME: DEADWOOD (INELIGIBLE)**		
	Not yet built/under construction	**710**	
	Demolished/derelict	**720**	
	Vacant/empty housing unit	**730**	
	Non-residential address (e.g business, school, office, factory etc)	**740**	**Go to B3***
	Address occupied, no resident household (e.g. occupied holiday/weekend home)	**750**	
	Communal establishment/institution – no private dwellings	**760**	
	Other ineligible	**790**	

B3: reasons for using 612-690, 710-790		
B3.	**RECORD ANY FURTHER INFORMATION ABOUT OUTCOME CODES 612 – 690 OR 710 –790**	
		END

C: Select 1 households at (selected) DU

C1. **ESTABLISH NUMBER OF HOUSEHOLDS IN (SELECTED) DU, ASK:** *Do you all share a living room? Do you usually share at least one meal a day?*

COUNT A GROUP OF PEOPLE AS A HOUSEHOLD IF: Either they share at least one meal a day **OR** they share living accommodation.

ENTER NUMBER OF HOUSEHOLDS HERE:		**Go to C2**
OR CODE: NON CONTACT WITH ANYONE AT (SELECTED) DU	**311**	**Go to E3** (pg 15)*
CONTACT MADE WITH (SELECTED) DU, BUT INFORMATION REFUSED ABOUT HH's	**421**	

C2. **HOUSEHOLD SUMMARY:**

ONE HOUSEHOLD ONLY	A	**Go to HQ**
2+ Households	B	**Go to C3**

C3. **IF 2+ HOUSEHOLDS:**

List households in **alphabetical order of names (if more than one adult per household, list in alphabetical order within household)**. Identify households by the first names or initials of adult members of the household. (Continue on separate sheet if necessary, staple to front of ARF and return to Brentwood)

Names/Initials	HH selection code	Names/Initials	HH selection code
	01		07
	02		08
	03		09
	04		10
	05		11
	06		12

IF 2-12 HHOLDS:

- Look at the selection label on page 1 of the ARF
- In the 'Total' row: find the number corresponding to the total number of hholds
- In 'Select' rows (: numbers underneath is the selected hhold codes. Ring on grid above and write in at C4.

IF 13+ Hholds:

Make a selection using the lookup chart on page 6. Write in at C4.

C4. **ENTER DETAILS OF SELECTED HHOLDs:**

	HH selection code		Details/description	
Hhold 1			Continue on this ARF	Go to HQ

D: Lookup Chart for 13+ DUs/Persons

NUMBER OF DUs/Persons:	SELECT NUMBER:	NUMBER OF DUs/Persons:	SELECT NUMBER:
13	12	57	39
14	8	58	3
15	11	59	48
16	7	60	35
17	13	61	22
18	3	62	10
19	14	63	51
20	2	64	37
21	14	65	64
22	8	66	65
23	13	67	66
24	5	68	28
25	12	69	45
26	6	70	53
27	17	71	25
28	17	72	48
29	2	73	50
30	21	74	39
31	10	75	51
32	26	76	11
33	8	77	12
34	22	78	74
35	8	79	42
36	3	80	9
37	28	81	33
38	19	82	51
39	25	83	69
40	16	84	78
41	41	85	53
42	32	86	19
43	9	87	66
44	40	88	23
45	7	89	17
46	35	90	19
47	8	91	40
48	36	92	11
49	15	93	35
50	44	94	12
51	35	95	41
52	2	96	3
53	24	97	10
54	17	98	25
55	49	99	61
56	27	100	99

HOUSEHOLD QUESTIONNAIRE (HQ)

HQ1. Can I check, how many people aged 16 and over live in your household?

WRITE IN | | |

If number of persons in household not established:

Why not?

No contact with anyone at household	**312**	**Go to E3** (page 15)
Contact made, not with household member	**320**	
Full refusal of information about household	**422**	
No information as all household members physically/ mentally unable/incompetent	**531**	
No information as all household members inadequate English	**541**	

CARRY OUT HOUSEHOLD QUESTIONNAIRE WITH HOUSEHOLD REFERENCE PERSON OR SPOUSE/PARTNER.

TO IDENTIFY WHETHER YOU ARE CURRENTLY SPEAKING TO THE HOUSEHOLD REFERENCE PERSON OR SPOUSE OR PARTNER ASK:

A. In whose name is the accommodation owned or rented?
IF LIVING RENT FREE ASK FOR PERSON RESPONSIBLE FOR ACCOMMODATION.

1 Person	1	**GO TO D**
2 or more people	2	**GO TO B**

B. IF MORE THAN ONE PERSON CODED AT A:
You have told me that this accommodation is jointly owned or rented.

Of these people, who has the highest income (from earnings, benefits, pensions and any other sources)?

1 Person	1	**GO TO D**
2 or more people	2	**GO TO C**
(Don't know)	3	**GO TO C**
(Refusal)	4	**GO TO C**

C. IF MORE THAN ONE PERSON CODED AT B
Who is the eldest (of these people)?
INTERVIEWER: COMPLETE D

D. INTERVIEWER: WRITE IN FIRST NAME OF HOUSEHOLD REFERENCE PERSON:

First Name _____

THE HOUSEHOLD REFERENCE PERSON (HRP) SHOULD ALWAYS BE ENTERED AS PERSON 1 IN THE GRIDS OPPOSITE

HQ2. COMPLETE GRID BELOW FOR EACH PERSON AGED 16+.
FIRST ENTER DETAILS OF HRP ON FIRST LINE OF GRID FOLLOWED BY ALL OTHER ADULTS IN THE HOUSEHOLD

Age
What was your/(…….NAME'S) age last birthday?

Relationship to HRP
SHOW CARD A
From this card, please tell me the relationship of you/(……NAME) to (… …NAME HRP)? Just tell me the number beside the answer that applies.

MarItal Status
SHOW CARD B
Are you/ (… …is NAME)…READ OUT…

Individual Outcome Code (AFTER BOOKLET COMPLETION)
INTERVIEWER: Transfer appropriate two-digit code from page 9 to grid.

ADULT GRID (THOSE AGED 16+)

LIST HRP FIRST, THEN LIST OTHER ADULTS IN DESCENDING ORDER OF AGE (STARTING WITH ELDEST FIRST).

PERSON NO	FIRST NAME	SEX M F	AGE	RELATIONSHIP TO HRP (SC A)	MARITAL STATUS (SC B)	ARF LABEL	FINAL S.C. OUTCOME
01 HRP		1 2		N/A			
02		1 2					
03		1 2					
04		1 2					
05		1 2					
06		1 2					

PERSON NO	FIRST NAME	SEX M F	AGE	RELATIONSHIP TO HRP (SC A)	MARITAL STATUS (SC B)	ARF LABEL	FINAL S.C. OUTCOME
07		1 2					
08		1 2					
09		1 2					
10		1 2					

Outcome codes for self completions

Productive
51 Productive self completion questionnaire
52 Informed by office respondent completed on-line
53 Respondent informed interviewer that has completed questionnaire on-line

Unproductive
72 Personal refusal by named person
73 Proxy refusal (on behalf of named person)
74 Person ill at home during survey period
75 Person away/at college/in hospital during survey period
76 Questionnaire not returned/completed
77 Questionnaire not completed as respondent unable to complete (i.e. language difficulties, physically/mentally unable)
78 Other reason
79 Questionnaire returned blank, (apart from cover)

Outstanding after multiple return visits
80 Return envelope left with respondent, respondent to return to office
81 Respondent informed interviewer that intending to complete on-line

HQ3. How many people aged under 16 live in your household?

WRITE IN | | |

HQ4. COMPLETE GRID BELOW FOR CHILDREN AGED UNDER 16.

CHILD GRID FOR CHILDREN AGED 0-15

INTERVIEWER: PLEASE LIST BY AGE (ELDEST FIRST)

PERSON NO	FIRST NAME	SEX		AGE	RELATIONSHIP TO HRP (SHOWCARD x)
		M	F		
11		1	2		
12		1	2		
13		1	2		
14		1	2		
15		1	2		
16		1	2		
17		1	2		
18		1	2		
19		1	2		
20		1	2		

HQ5. **INTERVIEWER:** FILL IN THE FOLLOWING QUESTIONS ABOUT THE **HRP**.
USE FIRST **NAME OF HRP** WHERE APPROPRIATE.

SHOW CARD C
Which of these descriptions applies to what you/(NAME OF HRP) were doing last week.
(CODE FIRST TO APPLY)

In paid employment or self-employment (or away temporarily)	01	**GO TO HQ7**
Waiting to take up paid work already obtained	02	
Looking for paid work or a Government training scheme	03	**GO TO HQ6**
Going to school or college full-time (including on vacation)	04	
Doing unpaid work for a business that you or a relative owns	05	
On a Government scheme for employment training	06	
Intending to look for work but prevented by temporary sickness or injury(sick or injured for 28 days or less)	07	
Permanently unable to work because of long-term sickness/disability	08	
Retired from paid work	09	
Looking after the home or family	10	
Doing something else	11	

HQ6. Have you /has (NAME OF HRP) ever had a paid job, apart from casual or holiday work?

Yes	1	**GO TO HQ7**
No	2	**GO TO HQ16**

HQ7.

- **ASK ABOUT PRESENT JOB IF HRP IS CURRENTLY IN WORK,**
- **ASK ABOUT LAST JOB IF CURRENTLY NOT IN WORK**
- **NEVER WORKED GO TO Q16**

What is/ was the name or title of your/(NAME OF HRP) job (in the week ending last Sunday)
ENTER JOB TITLE

HQ8. What does/ did the firm/organisation you/(NAME OF HRP) work(ed) for mainly make or do (at the place where you/ they work(ed))?

DESCRIBE FULLY – PROBE MANUFACTURING or PROCESSING or DISTRIBUTING ETC.
AND MAIN GOODS PRODUCED, MATERIALS USED, WHOLESALE or RETAIL ETC.

HQ9. What kind of work do/ did you/(NAME OF HRP) do most of the time?
INTERVIEWER CHECK: What skills or qualifications are/ were needed for the job?

HQ10. Are/ were you / (NAME OF HRP) working as an employee or are/ were you self-employed?

An employee	1	**GO TO HQ11**
Self employed	2	**GO TO HQ13**

INTERVIEWER: IF IN DOUBT, CHECK HOW THIS EMPLOYMENT IS TREATED FOR TAX & NI PURPOSES

IF EMPLOYEE

HQ11. Are/ were you / (NAME OF HRP) a… **READ OUT**

Manager	1
Foreman or supervisor	2
Or other employee	3

DO NOT INCLUDE PEOPLE WHO ONLY SUPERVISE: Children (e.g. teachers, nannies, childminders), Animals, security or buildings (e.g. caretakers, security guards.)

HQ12. How many people work(ed) for your/(NAME OF HRP) employer at the place where you/they work(ed)?

1-24	1	
25-499	2	**GO TO HQ15**
or 500 or more employees	3	
Can't say	8	

IF SELF-EMPLOYED (CODE 2 AT HQ10)

HQ13. Are/ were you/(NAME OF HRP)) working on your/their own or do/ did you/they have employees?

On own/with partner(s) but no employees	1	**GO TO HQ15**
With employees	2	**ASK HQ14**

HQ14. How many people do/ did you/(NAME OF HRP) employ at the place where you/they work(ed)?

1or 2	1
3-24	2
25-499	3
or, 500 or more employees	4
Can't say	5

IN PAID EMPLOYMENT OR SELF-EMPLOYED

HQ15. In your (main) job are/ were you/(*NAME OF HRP*) working full or part time?

Full-time	1
Part-time	2

HQ16. SHOW CARD D

This card shows incomes in weekly, monthly and annual amounts. Thinking of the income of your household as a whole, which of the groups on this card represents the total income of the whole household before deductions for income tax, National Insurance, etc?

Just tell me the number beside the row that applies to you. Enter number: ☐☐

HQ17. EXPLAIN SELF COMPLETION QUESTIONS TO RESPONDENT

- Use prompt card to explain about sections a & b.
- Explain about on-line questionnaire (it's much easier to complete the questionnaire on-line).
- If you are going to collect the self-completions at a later date, remember to give the respondent a date and time of when you will be returning.

FINAL STAGE (MAKE SURE YOU ASK THESE QUESTIONS BEFORE YOU LEAVE THE HOUSEHOLD ON YOUR FIRST VISIT)

HQ18. A certain number of interviews on any survey are checked by a supervisor to make sure that people were satisfied with the way the interview was carried out. Can we contact you for this purpose?

Yes	1
No	2
Don't know	3

HQ19. Would you be willing for the National Centre to contact any member of your household in the future? As before, everything you say would be treated in complete confidence.

Yes	1	**COMPLETE STABLE ADDRESS INFORMATION ON PAGE 2**
No	2	
Don't know	3	

HQ20. Is there a telephone number in your accommodation that can be used to receive and to make calls?
IF YES, RECORD PHONE NUMBER(S) ON FRONT PAGE

Yes	1
No	2
Refusal	3

HQ21. INTERVIEWER TO COMPLETE

A. Duration of interview ☐☐ mins

B. Date ☐☐ / ☐☐ / ☐☐
DD MM YY

C. Interviewer signature: _____

- **DO NOT RETURN THIS FORM TO THE OFFICE UNTIL YOU HAVE MADE ALL NECESSARY RETURN VISITS TO COLLECT THE SELF COMPLETIONS.**
- **CHECK THAT YOU HAVE GIVEN ALL ADULTS A FINAL SELF COMPLETION OUTCOME CODE BEFORE YOU RETURN THE ARF TO THE OFFICE.**

Voucher Receipt

I (NAME) _____

confirm that I have received a £5 voucher as a token of my appreciation for my participation in the National Study of Gambling Attitudes and Activities

Signed _____ Date / /2006

INTERVIEWER ADMIN SECTION

E: Record household outcome details

PLEASE RECORD OUTCOME TO HOUSEHOLD QUESTIONNAIRE:

E1. PRODUCTIVE OUTCOME:

Household questionnaire completed - all questionnaires placed	110	**Go to part F**
Household questionnaire completed – No questionnaires placed	210	

E2. UNPRODUCTIVE OUTCOMES:

NOT COMPLETED: No contact made with responsible adult(s)	330	**Go to E3**
Information refused	430	
Broken appointment	451	
Ill at home	510	
Away during fieldwork period	521	
In hospital during fieldwork period	522	
Physically or mentally unable/incompetent	532	
Inadequate English	542	
Other reasons why unproductive	560	

E3. RECORD ANY FURTHER INFORMATION ABOUT OUTCOME CODES 310-340, 421-460, 510-599,

*****PLEASE RECORD AS MUCH DETAIL AS POSSIBLE, AS WE WILL LOOK AT THIS INFORMATION*****

F: Interviewer observation of address
(all outcome codes except 710- 790)

NOTE THAT THESE QUESTIONS MUST BE ANSWERED FOR ALL NON-DEADWOOD ADDRESSES.

INFORMATION SHOULD BE COLLECTED BEFORE MAKING CONTACT.

FOR OFFICE REFUSALS: PLEASE OBTAIN THIS INFORMATION IN ALL CASES.
IF NOT ALREADY OBTAINED, VISIT THE ADDRESS BUT DO NOT APPROACH OCCUPANTS.

F1. Are any of these physical barriers to entry present at the house/flat/building?
CODE ALL THAT APPLY:

Locked common entrance	1	
Locked gates	2	
Security staff or gatekeeper	3	
Entry phone access	4	
None of these	5	
Unable to obtain information	8	

F2. Which of these best describe the selected flat or house (i.e. the selected dwelling unit) of the intended respondent?
CODE ONE ONLY:

Detached house	1	
Semi-detached house	2	
Terraced house	3	
Flat or maisonette – purpose built	4	
Flat or maisonette - conversion	5	
Other	6	
Unable to obtain information	8	

F3. Which of these best describes the condition of residential properties in the area?
CODE ONE ONLY:

Mainly good	1	
Mainly fair	2	
Mainly bad	3	
Mainly very bad	4	
Unable to obtain information	8	

F4. How is the external condition of the selected flat or house (i.e. the selected dwelling unit) relative to other residential properties in the area?
CODE ONE ONLY:

Better	1	
About the same	2	
Worse	3	
Unable to obtain information	8	

SERIAL NUMBER LABEL		ARF Version	1

CONFIDENTIAL

National study of gambling attitudes and activities

What it this study about?

This is a study about the general public's attitudes to gambling and their experiences of taking part in different gambling activities, including the National Lottery. Even if you do not take part in the National Lottery or other gambling activities, we would still like you to complete this questionnaire, so that your views and experiences are represented.

Questionnaire to be filled in by:

First name

Self-completion label

How to fill in this questionnaire:

There are two ways to fill in this questionnaire:

1. If you have internet access, you can complete this questionnaire on-line by going to:

http://websurveys.natcen.ac.uk/gamblingstudy

This will launch the web version of this questionnaire and it will guide you through each question. You will need to enter the web survey password printed on the self-completion label opposite.

OR

2. You can answer the questions in this booklet by simply ticking the box alongside the answer that applies to you.

Example only (do not fill in) — *Tick one only*

Do you live in a house or flat? — A house ☐ / A flat ☑

Sometimes you will find that the box you have ticked has an instruction to go to another question. Please follow that instruction carefully.

Example only (do not fill in) — *Tick one only*

Do you live in a house or flat? — A house ☐ → Go to **Z3** / A flat ☑ → Go to **Z4**

Don't worry if you make a mistake: simply cross out the mistake and tick the correct box.

When you have completed it, please put this questionnaire in the envelope provided and return to the interviewer.

SECTION A

EVERYONE PLEASE ANSWER

A1 How often have you spent money on any of the following activities **in the last 12 months**?

- Please go through the whole list and tick an answer for each activity, thinking about the last 12 months only.
- If you have not spent money on an activity in the last 12 months please tick 'not in the last 12 months'.
- If you are not sure how often you have spent money on each activity, please give your best estimate.

Tick one box for each activity

	Every day/ almost every day	4-5 days a week	2-3 days a week	About once a week	2-3 days a month	About once a month	6-11 times a year	1-5 times a year	Not in the last 12 months
1 Tickets for the National Lottery Draw **Include:** Thunderball and Euromillions. **Do not include:** scratchcards.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
2 Scratchcards **Include:** National Lottery scratchcards games played on-line. **Do not include:** newspaper or magazine scratchcards.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
3 Tickets for any <u>other</u> lottery **Include:** charity lotteries for hospices, sports or social clubs, e.g. 'Monday Lottery' **Do not include:** Irish Lottery or other international lotteries or buying raffle tickets.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
4 The football pools **Do not include:** betting on football matches with a bookmaker.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
5 Bingo cards or tickets **Include:** playing boards at a bingo hall. **Do not include:** newspaper bingo tickets, or bingo played on-line.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09

A1 *continued*

How often have you spent money on any of the following activities **in the last 12 months**?

Tick one box for each activity

	Every day/ almost every day	4-5 days a week	2-3 days a week	About once a week	2-3 days a month	About once a month	6-11 times a year	1-5 times a year	Not in the last 12 months
6 Fruit/slot machines **Do not include:** quiz machines.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1023-1024
7 Virtual gaming machines in a bookmaker's to bet on virtual roulette, keno, bingo etc **Do not include:** quiz machines.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1025-1026
8 Table games (roulette, cards or dice) in a casino **Do not include:** poker or casino games played on-line.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1027-1028
9 On-line gambling like playing poker, bingo, slot machine style games or casino games for money **Include:** gambling on-line through a computer, mobile phone, or interactive TV. **Do not include:** bets made with on-line bookmakers or betting exchanges.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1029-1030
10 On-line betting with a bookmaker on any event or sport **Include:** betting on-line through a computer, mobile phone or interactive TV. **Do not include:** bets made with a betting exchange or spread-betting.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1031-1032
11 Betting exchange *(This is where you lay or back bets against other people using a betting exchange. There is no bookmaker to determine the odds. This is sometimes called 'peer to peer' betting.)*	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1033-1034

A1 *continued*

How often have you spent money on any of the following activities **in the last 12 months**?

Tick one box for each activity

	Every day/ almost every day	4-5 days a week	2-3 days a week	About once a week	2-3 days a month	About once a month	6-11 times a year	1-5 times a year	Not in the last 12 months
12 Betting on **horse** races in a bookmaker's, by phone or at the track **Include:** tote betting and betting on virtual horse races shown in a bookmaker's. **Do not include:** bets made with on-line bookmakers or betting exchanges.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1035-1036
13 Betting on **dog** races in a bookmaker's, by phone or at the track **Include:** tote betting and betting on virtual dog races shown in a bookmaker's. **Do not include:** bets made with on-line bookmakers or betting exchanges.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1037-1038
14 Betting on any other event or sport in a bookmaker's, by phone or at the venue **Include:** Irish Lottery, 49's. **Do not include:** bets made with on-line bookmakers or betting exchanges, or spread-betting.	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1039-1040
15 Spread-betting *(In spread-betting you bet that the outcome of an event will be higher or lower than the bookmaker's prediction. The amount you win or lose depends on how right or wrong you are.)*	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1041-1042
16 Private betting, playing cards or games for money with friends, family or colleagues	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
									1043-1044
17 Another form of gambling in the last 12 months	☐ 01	☐ 02	☐ 03	☐ 04	☐ 05	☐ 06	☐ 07	☐ 08	☐ 09
Please describe									
									1045-1046

SPARE 1047-1060

A2 Have you spent money on **any** of the 17 activities (including the National Lottery) listed at A1 in the last 12 months? 1001

Yes ☐ 1 → Go to **A3**

No ☐ 2 → Go to **Section D** (page 19)

A3 In the last 12 months, did you bet with a bookmaker on the FIFA World Cup? 1002

Yes ☐ 1 → Go to **A4**

No ☐ 2 → Go to **Section B** (page 6)

A4 In the last 12 months, did you bet on other events with a bookmaker, or did you **only** bet on the FIFA World Cup? 1003

Yes, I bet on other events with a bookmaker ☐ 1

No, I **only** bet on the FIFA world cup with a bookmaker ☐ 2

→ Go to **Section B** (page 6)

SECTION B

B1 Please write in today's date: D D M M Y Y

B2 In this section we want to know if you have spent money on each activity in the last 7 days. If you have, we'd like to know how or where you did the activity and whether you won or lost money. Not all of the activities will apply to you, but it's important that you answer the questions as honestly and accurately as you can. The example below shows you how to answer these questions. There are also some important instructions below. Please read these carefully.

EXAMPLE ACTIVITY Scratchcards

EVERYONE ANSWER	ANSWER ONLY IF DONE IN THE LAST 7 DAYS			
a Spent money on in the last 7 days? Yes ☑ → Answer **b** **c** No ☐ Go to **next Activity**	**b** How or where did you buy scratchcards in the last 7 days? *Tick all that apply* At a shop ☑ On the internet (on-line) ☐ Through a mobile phone ☐ Through interactive TV ☐ Somewhere else *(write in)* ☐ [ ]	**c** Overall, in the last 7 days did you win or lose money? *Tick one only* Lost ☑ → Go to **d** Won ☐ → Go to **e** Broke even ☐ → Go to **next Activity**	**d** Total amount lost in the last 7 days? *Tick one only* I lost less than £1 ☐ I lost £1-£5 ☑ I lost £5.01-£10 ☐ I lost £10.01-£20 ☐ More than £20 *(If more than £20, write in amount)* ☐ £ [ ] → Go to **next Activity**	**e** Total amount won in the last 7 days? *Tick one only* I won less than £1 ☐ I won £1-£5 ☐ I won £5.01-£10 ☐ I won £10.01-£20 ☐ More than £20 *(If more than £20, write in amount)* ☐ £ [ ]
a • If you **have** spent money on the activity in the last 7 days, tick 'yes' and answer b, and c. • If you **have not**, tick 'no' and go to the next activity.	**b** Tick how or where you did the activity.	**c** • If you **lost** money, tick 'lost' and go to d. • If you **won** money, tick 'won' and go to e. • If you **broke even**, tick 'broke even' and go to the next activity.	**d** • Please indicate the amount you lost. For example, if you bought two scratchcards in the past 7 days and each cost £1, this means you started with £2. If you did not win any money on one scratchcard, but on the other scratchcard you won £1, that means, in total, you ended up with £1. Therefore, overall you **lost** £1. You would tick that you lost between £1-£5. • If you don't know the exact amount, give your best estimate. Then go to the next activity.	**e** If you **won**, please indicate the amount you won. • For example if you started with £25 but ended up with £30, you won £5. • If you don't know the exact amount, give your best estimate. Then go to the next activity.

Now, please go to activity 1 and answer these questions for yourself, thinking about what you have done in the last 7 days.

ACTIVITY 1 Tickets for the National Lottery Draw

Include: Thunderball and Euromillions. **Do not include:** scratchcards.

EVERYONE ANSWER

a Spent money on in the last 7 days? (Include money paid to a syndicate)

Yes → Answer **b** **c**

No → Go to **Activity 2**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you buy them in the last 7 days? *Tick all that apply*

- At a shop
- As part of a syndicate
- On the internet (on-line)
- Through a mobile phone
- Through interactive TV
- Somewhere else *(write in)*

c Overall, in the last 7 days did you win or lose money? *Tick one only*

- Lost → Go to **d**
- Won → Go to **e**
- Broke even → Go to **Activity 2**

d Total amount lost in the last 7 days? *Tick one only*

- I lost less than £1
- I lost £1
- I lost £1.01-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 2**

e Total amount won in the last 7 days? *Tick one only*

- I won less than £1
- I won £1
- I won £1.01-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 2 Scratchcards

Include: National Lottery Scratchcard games played on-line. **Do not include:** newspaper or magazine scratchcards.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer **b** **c**

No → Go to **Activity 3**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you buy them in the last 7 days? *Tick all that apply*

- At a newsagent, shop or post office
- At a large supermarket
- At a petrol station
- On the internet (on-line)
- Somewhere else *(write in)*

c Overall, in the last 7 days did you win or lose money? *Tick one only*

- Lost → Go to **d**
- Won → Go to **e**
- Broke even → Go to **Activity 3**

d Total amount lost in the last 7 days? *Tick one only*

- I lost less than £1
- I lost £1
- I lost £1.01-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 3**

e Total amount won in the last 7 days? *Tick one only*

- I won less than £1
- I won £1
- I won £1.01-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 3 Tickets for any other lottery

Include: charity lotteries for hospices, sports or social clubs, for example 'Monday Lottery'. **Do not include:** Irish Lottery or other international lotteries or buying raffle tickets.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer **b** **c**

No

Go to **Activity 4**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you buy them in the last 7 days? *Tick all that apply*

- At a shop
- From a friend, family or colleague
- On the internet (on-line)
- Through a mobile phone
- Through interactive TV
- Somewhere else *(write in)*

c Overall, in the last 7 days did you win or lose money? *Tick one only*

- Lost → Go to **d**
- Won → Go to **e**
- Broke even → Go to **Activity 4**

d Total amount lost in the last 7 days? *Tick one only*

- I lost less than £1
- I lost £1-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 4**

e Total amount won in the last 7 days? *Tick one only*

- I won less than £1
- I won £1-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 4 The football pools

Do not include: betting on football matches with a bookmaker.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer **b** **c**

No

Go to **Activity 5**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you buy them in the last 7 days? *Tick all that apply*

- From a Pools collector
- At a shop
- By post
- At a betting shop
- Through my workplace
- On the internet (on-line)
- Through a mobile phone
- Through interactive TV
- Somewhere else *(write in)*

c Overall, in the last 7 days did you win or lose money? *Tick one only*

- Lost → Go to **d**
- Won → Go to **e**
- Broke even → Go to **Activity 5**

d Total amount lost in the last 7 days? *Tick one only*

- I lost less than £1
- I lost £1-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 5**

e Total amount won in the last 7 days? *Tick one only*

- I won less than £1
- I won £1-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 5 Bingo cards or tickets

Include: playing boards at a bingo hall. **Do not include:** newspaper bingo tickets or bingo played on-line.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer **b** **c**

No

Go to **Activity 6**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you buy them in the last 7 days?

Tick all that apply

- At a bingo hall
- At an amusement arcade
- At a social club
- At a fairground
- At a church
- In a pub
- Somewhere else *(write in)*

c Overall, in the last 7 days did you win or lose money?

Tick one only

- Lost → Go to **d**
- Won → Go to **e**
- Broke even → Go to **Activity 6**

d Total amount lost in the last 7 days?

Tick one only

- I lost less than £1
- I lost £1-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 6**

e Total amount won in the last 7 days?

Tick one only

- I won less than £1
- I won £1-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 6 Fruit/slot machines

Do not include: quiz machines.

EVERYONE ANSWER

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

a Spent money on in the last 7 days?

Yes → Answer **b** **c**

No

Go to **Activity 7**

b How or where did you play them in the last 7 days?

Tick all that apply

- At a pub
- At a betting shop
- At amusement centre/arcade
- At a bingo hall
- At a fast food shop or café
- At a mini cab office
- At a railway station
- At a motorway service station
- At a casino
- At a sports centre
- At a fairground
- At a social club
- At work
- Somewhere else *(write in)*

c Overall, in the last 7 days did you win or lose money?

Tick one only

- Lost → Go to **d**
- Won → Go to **e**
- Broke even → Go to **Activity 7**

d Total amount lost in the last 7 days?

Tick one only

- I lost less than £1
- I lost £1-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 7**

e Total amount won in the last 7 days?

Tick one only

- I won less than £1
- I won £1-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 7 Virtual gaming machines in a bookmaker's to bet on virtual roulette, keno, bingo etc

Do not include: quiz machines.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer **b**

No → Go to **Activity 8**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b Overall, in the last 7 days did you win or lose money?

Tick one only

Lost → Go to **c**

Won → Go to **d**

Broke even → Go to **Activity 8**

c Total amount lost in the last 7 days?

Tick one only

I lost less than £1

I lost £1-£5

I lost £5.01-£10

I lost £10.01-£20

I lost £20.01-£50

More than £50 *(if more than £50, write in amount)*

£

→ Go to **Activity 8**

d Total amount won in the last 7 days?

Tick one only

I won less than £1

I won £1-£5

I won £5.01-£10

I won £10.01-£20

I won £20.01-£50

More than £50 *(if more than £50, write in amount)*

£

ACTIVITY 8 Table games (roulette, cards or dice) in a casino

Do not include: poker or casino games played on-line.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer **b** **c**

No → Go to **Activity 9**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b Which table game(s) did you play in the last 7days?

Tick all that apply

Cards

Dice

Roulette played at the table

'Live' roulette played through a video machine

c Overall, in the last 7 days did you win or lose money?

Tick one only

Lost → Go to **d**

Won → Go to **e**

Broke even → Go to **Activity 9**

d Total amount lost in the last 7 days?

Tick one only

I lost less than £10

I lost £10-£20

I lost £20.01-£50

I lost £50.01-£100

I lost £100.01-£200

More than £200 *(if more than £200, write in amount)*

£

→ Go to **Activity 9**

e Total amount won in the last 7 days?

Tick one only

I won less than £10

I won £10-£20

I won £20.01-£50

I won £50.01-£100

I won £100.01-£200

More than £200 *(if more than £200, write in amount)*

£

ACTIVITY 9 On-line gambling like playing poker, bingo, slot machine style games or casino games for money

Include: gambling on-line through a computer, mobile phone or interactive TV . **Do not include:** bets made with on-line bookmakers or betting exchanges.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer b c d

No → Go to **Activity 10**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b What type of games did you play in the last 7 days? *Tick all that apply*

- Numbers games (like keno and bingo)
- Poker
- Other card games
- Roulette
- Dice
- Slot machine style games
- Something else *(write in)*

c How did you play these games in the last 7 days? *Tick all that apply*

- Through a computer
- Through a mobile phone
- Through interactive TV

d Overall, in the last 7 days did you win or lose money? *Tick one only*

- Lost → Go to c
- Won → Go to f
- Broke even → Go to **Activity 10**

e Total amount lost in the last 7 days? *Tick one only*

- I lost less than £1
- I lost £1-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 10**

f Total amount won in the last 7 days? *Tick one only*

- I won less than £1
- I won £1-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 10 On-line betting with a bookmaker on any event or sport

Include: betting on-line through a computer, mobile phone or interactive TV . **Do not include:** bets made with a betting exchange or spread-betting.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer b c d

No → Go to **Activity 11**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b What did you bet on in the last 7 days? *Tick all that apply*

- Horse races
- Dog races
- Football
- Virtual racing
- Other sports events
- Any other event

c How did you bet on-line in the last 7 days? *Tick all that apply*

- Through a computer
- Through a mobile phone
- Through interactive TV

d Overall, in the last 7 days did you win or lose money? *Tick one only*

- Lost → Go to c
- Won → Go to f
- Broke even → Go to **Activity 11**
- Still awaiting result → Go to **Activity 11**

e Total amount lost in the last 7 days? *Tick one only*

- I lost less than £1
- I lost £1-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 11**

f Total amount won in the last 7 days? *Tick one only*

- I won less than £1
- I won £1-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 11 Betting exchange *(This is where you lay or back bets against other people using a betting exchange. There is no bookmaker to determine the odds. This is sometimes called 'peer to peer' betting.)*

EVERYONE ANSWER

a Spent money on in the last 7 days? 1332

Yes 1 → Answer **b** **c**

No 2

Go to **Activity 12**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b What activity did you bet on at the betting exchange in the last 7 days? 1333-1337

Tick all that apply

- Horse races 1
- Dog races 2
- Football 3
- Other sports events 4
- Other events 5

c Overall, in the last 7 days did you win or lose money? 1338

Tick one only

- Lost 1 → Go to **d**
- Won 2 → Go to **e**
- Broke even 3
- Still awaiting result 4

→ Go to **Activity 12**

d Total amount lost in the last 7 days? 1339

Tick one only

- I lost less than £1 1
- I lost £1-£5 2
- I lost £5.01-£10 3
- I lost £10.01-£20 4
- I lost £20.01-£50 5
- More than £50 6

→ Go to **Activity 12**

(if more than £50, write in amount)

£ 1340-1345

e Total amount won in the last 7 days? 1346

Tick one only

- I won less than £1 1
- I won £1-£5 2
- I won £5.01-£10 3
- I won £10.01-£20 4
- I won £20.01-£50 5
- More than £50 6

(if more than £50, write in amount)

£ 1347-1352

ACTIVITY 12 Betting on horse races in a bookmaker's, by phone or at the track

Include: tote betting and betting on virtual horse races shown in a bookmaker's. **Do not include:** bets made with on-line bookmakers or betting exchanges.

EVERYONE ANSWER

a Spent money on in the last 7 days? 1353

Yes 1 → Answer **b** **c**

No 2

Go to **Activity 13**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you bet on horse races in the last 7 days? 1354-1361

Tick all that apply

- At the track 01
- At a betting shop 02
- Telephone call 03
- Somewhere else *(write in)* 04

c Overall, in the last 7 days did you win or lose money? 1362

Tick one only

- Lost 1 → Go to **d**
- Won 2 → Go to **e**
- Broke even 3 → Go to **Activity 13**

d Total amount lost in the last 7 days? 1363

Tick one only

- I lost less than £1 1
- I lost £1-£5 2
- I lost £5.01-£10 3
- I lost £10.01-£20 4
- I lost £20.01-£50 5
- More than £50 6

→ Go to **Activity 13**

(if more than £50, write in amount)

£ 1364-1369

e Total amount won in the last 7 days? 1370

Tick one only

- I won less than £1 1
- I won £1-£5 2
- I won £5.01-£10 3
- I won £10.01-£20 4
- I won £20.01-£50 5
- More than £50 6

(if more than £50, write in amount)

£ 1371-1376

ACTIVITY 13 Betting on dog races in a bookmaker's, by phone or at the track

Include: tote betting and betting on virtual dog races shown in a bookmaker's. **Do not include:** bets made with on-line bookmakers or betting exchanges.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer **b** **c**

No → Go to **Activity 14**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you bet on dog races in the last 7 days?

Tick all that apply

- At the track
- At a betting shop
- Telephone call
- Somewhere else *(write in)*

c Overall, in the last 7 days did you win or lose money?

Tick one only

- Lost → Go to **d**
- Won → Go to **e**
- Broke even → Go to **Activity 14**

d Total amount lost in the last 7 days?

Tick one only

- I lost less than £1
- I lost £1-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 14**

e Total amount won in the last 7 days?

Tick one only

- I won less than £1
- I won £1-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 14 Betting on any other event or sport in a bookmaker's, by phone or at the venue

Include: Irish Lottery, 49's. **Do not include:** bets made with on-line bookmakers or betting exchanges, or spread-betting.

EVERYONE ANSWER

a Spent money on in the last 7 days?

Yes → Answer **b** **c**

No → Go to **Activity 15**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you bet on other events in the last 7 days?

Tick all that apply

- At the venue
- At a betting shop
- Telephone call
- Somewhere else *(write in)*

c Overall, in the last 7 days did you win or lose money?

Tick one only

- Lost → Go to **d**
- Won → Go to **e**
- Broke even → Go to **Activity 15**
- Still awaiting result → Go to **Activity 15**

d Total amount lost in the last 7 days?

Tick one only

- I lost less than £1
- I lost £1-£5
- I lost £5.01-£10
- I lost £10.01-£20
- I lost £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

→ Go to **Activity 15**

e Total amount won in the last 7 days?

Tick one only

- I won less than £1
- I won £1-£5
- I won £5.01-£10
- I won £10.01-£20
- I won £20.01-£50
- More than £50 *(if more than £50, write in amount)* £

ACTIVITY 15 Spread-betting *(In spread-betting you assume that the outcome of an event will be higher or lower than the bookmaker's prediction. The amount you win or lose depends on how right or wrong you are.)*

EVERYONE ANSWER

a Spent money on in the last 7 days? 1425

Yes → Answer **b** **c**

No

Go to **Activity 16**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b What did you spread-bet on in the last 7 days? 1426-1428

Tick all that apply

- Financial markets 1
- Sports events 2
- Other events 3

c Overall, in the last 7 days did you win or lose money? 1429

Tick one only

- Lost → Go to **d** 1
- Won → Go to **e** 2
- Broke even 3
- Still awaiting result 4

→ Go to **Activity 16**

d Total amount lost in the last 7 days? 1430

Tick one only

- I lost less than £10 1
- I lost £10-£20 2
- I lost £20.01-£50 3
- I lost £50.01-£100 4
- I lost £100.01-£200 5
- More than £200 *(if more than £200, write in amount)* 6

→ Go to **Activity 16**

£ 1431-1436

e Total amount won in the last 7 days? 1437

Tick one only

- I won less than £10 1
- I won £10-£20 2
- I won £20.01-£50 3
- I won £50.01-£100 4
- I won £100.01-£200 5
- More than £200 *(if more than £200, write in amount)* 6

£ 1438-1443

ACTIVITY 16 Private betting, playing cards or games for money with friends, family or colleagues

EVERYONE ANSWER

a Spent money on in the last 7 days? 1444

Yes → Answer **b** **c**

No

Go to **Activity 17**

ANSWER ONLY IF DONE IN THE LAST 7 DAYS

b How or where did you bet privately in the last 7 days? 1445-1454

Tick all that apply

- At a sports ground 01
- At work 02
- In my home 03
- In someone else's home 04
- At a pub 05
- By telephone call or text message 06
- By e-mail 07
- Somewhere else *(write in)* 08

c Overall, in the last 7 days did you win or lose money? 1455

Tick one only

- Lost → Go to **d** 1
- Won → Go to **e** 2
- Broke even 3
- Still awaiting result 4

→ Go to **Activity 17**

d Total amount lost in the last 7 days? 1456

Tick one only

- I lost less than £1 1
- I lost £1-£5 2
- I lost £5.01-£10 3
- I lost £10.01-£20 4
- I lost £20.01-£50 5
- More than £50 *(if more than £50, write in amount)* 6

→ Go to **Activity 17**

£ 1457-1462

e Total amount won in the last 7 days? 1463

Tick one only

- I won less than £1 1
- I won £1-£5 2
- I won £5.01-£10 3
- I won £10.01-£20 4
- I won £20.01-£50 5
- More than £50 *(if more than £50, write in amount)* 6

£ 1464-1469

ACTIVITY 17 Another form of gambling for money

Please describe the activity

EVERYONE ANSWER	ANSWER ONLY IF DONE IN THE LAST 7 DAYS			
1482 **a** Spent own money on in last 7 days? Yes → Answer **b** **c**; No → Go to **B3**	1483-1492 **b** Where did you do the activity in the last 7 days? Please describe	1493 **c** In the last 7 days did you win or lose money? *Tick one only* Lost → Go to **d**; Won → Go to **e**; Broke even → Go to **B3**	1494 **d** Total amount lost in the last 7 days? *Tick one only* I lost less than £10; I lost £10-£20; I lost £20.01-£50; I lost £50.01-£100; I lost £100.01-£200; More than £200 *(if more than £200, write in amount)* £ → Go to **B3**	1501 **e** Total amount won in the last 7 days? *Tick one only* I won less than £10; I won £10-£20; I won £20.01-£50; I won £50.01-£100; I won £100.01-£200; More than £200 *(if more than £200, write in amount)* £

EVERYONE PLEASE ANSWER

B3 Thinking about the total amount of money (if any) you gambled on all of these activities **in the last 7 days**, would you say that: 1508

Tick one only

Overall, I usually gamble **more** money in a week

Overall, I usually gamble **less** money in a week

Overall, I usually gamble **about the same** amount of money in a week

SPARE 1509-1600

SECTION C

For the next set of questions about gambling, please indicate the extent to which each one has applied to you in the last 12 months.

In the last 12 months…

Tick one box for each question

	Every time I lost	Most of the time I lost	Some of the time (less than half the time) I lost	Never
C1 When you gamble, how often do you go back another day to win back money you lost?	☐ 1	☐ 2	☐ 3	☐ 4

Tick one box for each question

	Very often	Fairly often	Occasion-ally	Never
C2 How often have you found yourself thinking about gambling (that is reliving past gambling experiences, planning the next time you will play, or thinking of ways to get money to gamble)?	☐ 1	☐ 2	☐ 3	☐ 4
C3 Have you needed to gamble with more and more money to get the excitement you are looking for?	☐ 1	☐ 2	☐ 3	☐ 4
C4 Have you felt restless or irritable when trying to cut down gambling?	☐ 1	☐ 2	☐ 3	☐ 4

In the last 12 months…

Tick one box for each question

	Very often	Fairly often	Occasion-ally	Never
C5 Have you gambled to escape from problems or when you are feeling depressed, anxious or bad about yourself?	☐ 1	☐ 2	☐ 3	☐ 4
C6 Have you lied to family, or others, to hide the extent of your gambling?	☐ 1	☐ 2	☐ 3	☐ 4
C7 Have you made unsuccessful attempts to control, cut back or stop gambling?	☐ 1	☐ 2	☐ 3	☐ 4
C8 Have you committed a crime in order to finance gambling or to pay gambling debts?	☐ 1	☐ 2	☐ 3	☐ 4
C9 Have you risked or lost an important relationship, job, educational or work opportunity because of gambling?	☐ 1	☐ 2	☐ 3	☐ 4
C10 Have you asked others to provide money to help with a desperate financial situation caused by gambling?	☐ 1	☐ 2	☐ 3	☐ 4

In the past 12 months, how often...

Tick one box for each question

	Almost always	Most of the time	Some-times	Never
C11...have you bet more than you could really afford to lose?	☐ 1	☐ 2	☐ 3	☐ 4 1611
C12...have you needed to gamble with larger amounts of money to get the same excitement?	☐ 1	☐ 2	☐ 3	☐ 4 1612
C13...have you gone back to try to win back the money you'd lost?	☐ 1	☐ 2	☐ 3	☐ 4 1613
C14...have you borrowed money or sold anything to get money to gamble?	☐ 1	☐ 2	☐ 3	☐ 4 1614
C15...have you felt that you might have a problem with gambling?	☐ 1	☐ 2	☐ 3	☐ 4 1615
C16...have you felt that gambling has caused you any health problems, including stress or anxiety?	☐ 1	☐ 2	☐ 3	☐ 4 1616
C17...have people criticised your betting, or told you that you have a gambling problem, whether or not you thought it is true?	☐ 1	☐ 2	☐ 3	☐ 4 1617
C18...have you felt your gambling has caused financial problems for you or your household?	☐ 1	☐ 2	☐ 3	☐ 4 1618
C19...have you felt guilty about the way you gamble or what happens when you gamble?	☐ 1	☐ 2	☐ 3	☐ 4 1619

SECTION D

EVERYONE PLEASE ANSWER

Below is a list of things people have said about gambling.
Please tick one box for each statement to show how much you agree or disagree.

Tick one box for each statement

	Strongly agree	Agree	Neither agree nor disagree	Disagree	Strongly disagree
D1 There are too many opportunities for gambling nowadays	☐	☐	☐	☐	☐
D2 People should have the right to gamble whenever they want	☐	☐	☐	☐	☐
D3 Gambling should be discouraged	☐	☐	☐	☐	☐
D4 Most people who gamble do so sensibly	☐	☐	☐	☐	☐
D5 Gambling is a fool's game	☐	☐	☐	☐	☐
D6 Gambling is dangerous for family life	☐	☐	☐	☐	☐
D7 Gambling is an important part of cultural life	☐	☐	☐	☐	☐

Tick one box for each statement

	Strongly agree	Agree	Neither agree nor disagree	Disagree	Strongly disagree
D8 Gambling is a harmless form of entertainment	☐	☐	☐	☐	☐
D9 Gambling is a waste of time	☐	☐	☐	☐	☐
D10 On balance gambling is good for society	☐	☐	☐	☐	☐
D11 Gambling livens up life	☐	☐	☐	☐	☐
D12 It would be better if gambling was banned altogether	☐	☐	☐	☐	☐
D13 Gambling is like a drug	☐	☐	☐	☐	☐
D14 Gambling is good for communities	☐	☐	☐	☐	☐

SECTION E

E1 **(a)** Thinking about your parents/step-parents/guardians, do or did *any* of them regularly gamble?

Yes → Answer **(b)**

No → Go to **E2 (a)**

Don't know → Go to **E2 (a)**

IF YES

(b) Do you feel that *any* of your parents/guardians/step-parents have, or had, a gambling problem?

Yes

No

E2 **(a)** In the last 12 months, has any close relative of yours (including partner) had a gambling problem?

Yes → Answer **(b)**

No → Go to **E3**

IF YES

(b) In the last 12 months, have you sought help from any of the following people on behalf of a close relative or partner about a gambling problem?

Tick all that apply

Have not spoken to anyone

GP/Nurse

Social worker

Probation or prison officer

Faith or religious leader

GamCare

Gamblers Anonymous

Gordon House

On-line help service

Another addiction service

Credit/Debt adviser

Employer

Someone else

E3 How old were you the first time you ever gambled?

Write in age ☐☐ years

or tick

I have never gambled

E4 **(a)** Do you feel you have ever had a gambling problem? 1575

Yes → Answer **(b)**

No → Go to **E6**

IF YES

(b) Have you ever sought help from any of the following people about a gambling problem? 1579-1606

Tick all that apply

- Have not spoken to anyone 01
- Family or Friend 02
- GP/Nurse 03
- Social Worker 04
- Probation or prison officer 05
- Faith or religious leader 06
- GamCare 07
- Gamblers Anonymous 08
- Gordon House 09
- On-line help service 10
- Another addiction service 11
- Credit/Debt adviser 12
- Employer 13
- Someone else 14

E5 How much are you currently in debt because of your gambling (if at all)? 1699-1700

Tick one only

- No debt 01
- Less than £50 02
- £50 - £499 03
- £500 - £999 04
- £1,000 - £2,999 05
- £3,000 - £10,000 06
- £10,000 - £49,999 07
- £50,000 – £99,999 08
- £100,000 or more 09

EVERYONE PLEASE ANSWER

E6 How is your health in general, would you say that it is: 1701

Tick one only

Very good ☐ 1

Good ☐ 2

Fair ☐ 3

Bad ☐ 4

Very bad ☐ 5

E7 **(a)** Do you have any long-standing illness, disability or infirmity? By long-standing we mean anything that has troubled you over a period of time, or that is likely to affect you over a period of time? 1702

Yes ☐ 1 → Answer **(b)**

No ☐ 2 → Go to **E8**

IF YES

(b) Do any of these long-standing illnesses, disabilities or infirmities limit your activities in any way? 1703

Yes ☐ 1

No ☐ 2

E8 Do you smoke cigarettes at all nowadays? 1704

Yes ☐ 1

No ☐ 2

E9 **(a)** Do you drink alcohol at all nowadays? 1705

Yes ☐ 1 → Answer **(b)**

No ☐ 2 → Go to **E10**

IF YES 1706-1707

(b) Please use the table below to answer the following question:

In the last 7 days, what is the **most** units of alcohol you have drunk in **any one day**?

If no alcohol consumed, write '0'.
Please give your answer to the nearest number of whole units that you drank on that day.

Units ☐☐

2 units	3 units	1 unit	1 unit	1.5 units
				
1 pint of **normal** strength beer, lager, stout, cider, or shandy (excluding cans and bottles of shandy)	1 pint of **strong** beer, lager, stout or cider	1 **small** glass wine, sherry or vermouth	Single spirit measure (whisky, gin vodka, etc)	1 alcopop

For example
2 pints of normal strength lager = 4 units
3 small glasses of wine = 3 units
1 bottle of wine = 6 units

E10 Are you male or female?

Male ☐ 1

Female ☐ 2

E11 What was your age last birthday?

Write in age ☐☐ years

E12 To which of these ethnic groups do you consider you belong?

White ☐ 01

Mixed
- White and Black Caribbean ☐ 02
- White and Black African ☐ 03
- White and Asian ☐ 04
- Any other Mixed Background ☐ 05

Asian or Asian British
- Indian ☐ 06
- Pakistani ☐ 07
- Bangladeshi ☐ 08
- Any other Asian Background ☐ 09

Black or Black British
- Caribbean ☐ 10
- African ☐ 11
- Any other Black Background ☐ 12

Chinese ☐ 13

Any other ethnic group ☐ 14

E13 Which of these qualifications do you have?
Tick all the qualifications that apply or, if not specified, their nearest equivalent

- O levels/CSEs/GCSEs (any grades) ☐ 01
- GCSE grades A-C or 'O' Level pass or equivalent ☐ 02
- A levels or AS levels or equivalent ☐ 03
- SCE higher or equivalent ☐ 04
- Degree level qualification or equivalent (include equivalent professional qualifications, such as chartered accountant) ☐ 05
- Higher Degree (e.g. MA, PhD, PGCE, post-graduate certificate / diplomas) ☐ 06
- NVQ or SVQ or GSVQ Level 1, Foundation GNVQ ☐ 07
- NVQ or SVQ or GSVQ Level 2, Intermediate GNVQ ☐ 08
- NVQ or SVQ or GSVQ Level 3, Advanced GNVQ ☐ 09
- NVQ or SVQ Levels 4-5, HNC, HND ☐ 10
- Professional Qualification below degree level (for example teaching or nursing qualification) ☐ 11
- No Qualifications ☐ 12

Qualifications other than listed above
(please write in below)

E14 Thinking about all possible sources of income (including earnings from employment, benefits, tax credits, pensions etc), which band does your personal, annual, income fall into **before deductions** for tax and national insurance?
(The columns below show income in both weekly and annual amounts.)

1735-1736

Weekly amount	or	Annual amount	
Under £59 per week	or	Under £3,100 per year	☐ 01
£60 - £99	or	£3,100 – £5,198	☐ 02
£100 -£199	or	£5,200 - £10,399	☐ 03
£200 - £299	or	£10,400 – £15,599	☐ 04
£300 - £399	or	£15,600 – £20,799	☐ 05
£400 - £499	or	£20,800 – £25,999	☐ 06
£500 - £599	or	£26,000 – £36,399	☐ 07
£500 - £699	or	£36,400 – £51,999	☐ 08
£700 - £999	or	£52,000 – £77,999	☐ 09
£1,000 – 1,999	or	£78,000 –£103,999	☐ 10
£2,000 or more	or	£104,000 or more	☐ 11

E15 Did you complete this form by yourself, or did someone help you with it?

1737

I completed it myself ☐ 1

Someone read the questions to me ☐ 2

Someone wrote down the answers I gave ☐ 3

Someone answered the questions for me ☐ 4

Someone translated the questionnaire into my own language ☐ 5

I discussed the questions with other members of my household ☐ 6

Someone helped in some other way ☐ 7

THANK YOU VERY MUCH FOR YOUR HELP

Please check that you have answered all questions that apply to you.

Then put this questionnaire into the envelope provided and return it to the interviewer.

SPARE 1738-1999

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