

ACIL ALLEN CONSULTING

REPORT TO
TASMANIAN GOVERNMENT DEPARTMENT OF TREASURY AND FINANCE

OCTOBER 2015

THIRD SOCIAL AND ECONOMIC IMPACT STUDY OF GAMBLING IN TASMANIA

VOLUME 3 – SUPPLEMENTARY MATERIAL

ASSESSMENT OF GAMBLING HARM MINIMISATION MEASURES



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Abbreviations

ACG	Allen Consulting Group
CATI	Computer Assisted Telephone Interviewing
CPGI	Canadian Problem Gambling Index
EGM	Electronic Gaming Machine
LGA	Local Government Area
OR	Odds ratio
PGRTC	Problem Gambling Research and Treatment Centre
PGSI	Problem Gambling Severity Index
RSE	Relative standard error
SD	Standard deviation
SE	Standard error
SEIS	Social and Economic Impact Study
TGC	Tasmanian Gaming Commission

Appendix D Public submission advertisement

Box D1 provides a copy of the advertisement published in The Mercury, The Examiner and The Advocate newspapers between March 2014 and 15 May 2014 to invite submissions to the study.

Box D1 Advertisement for submissions

Invitation to make a Written Submission

The Department of Treasury and Finance has engaged ACIL Allen Consulting, in collaboration with the Problem Gambling Research and Treatment Centre and the Social Research Centre, to undertake an updated Review of the Social and Economic Impact Study of Gambling in Tasmania, following the first and second studies in 2008 and 2012, respectively. The third study will also consider the appropriateness and effectiveness of harm minimisation measures introduced over the five years since 2008.

The scope and objectives of the updated study, a discussion guide and further information on submissions can be viewed at the Tasmanian Government Department of Treasury and Finance, Liquor and Gaming branch website (<http://www.gaming.tas.gov.au>), and select 'Social and Economic Impact Studies' from the left side of the screen.

Written submissions are invited for consideration by the consultant and should be forwarded directly to:

Tasmanian Gambling Study
ACIL Allen Consulting
Level 9, 60 Collins Street
Melbourne VIC 3000

Email: tasgamblingstudy@acilallen.com.au

All submissions will be published on the website detailed above, unless specifically requested otherwise due to the inclusion of commercial-in-confidence information.

SUBMISSIONS CLOSE 18 APRIL 2014

Source: ACIL Allen Consulting 2014

Appendix E Public submission discussion guide

This appendix outlines the discussion guide for public submissions.

Introduction

ACIL Allen Consulting, the Problem Gambling Research Treatment Centre and the Social Research Centre have been engaged by the Tasmanian Government Department of Treasury and Finance to undertake the third *Social and Economic Impact Study of Gambling in Tasmania*.

The Tasmanian *Gaming Control Act 1993* requires that an independent review of the social and economic impact of gambling in Tasmania be undertaken every three years. The reports from the first study were released in 2008 and the reports from the second study were released in 2012.

You can download the previous reports from the Tasmanian Government Department of Treasury and Finance, Liquor and Gaming branch website (<http://www.gaming.tas.gov.au>), and select 'Social and Economic Impact Studies' from the left side of the screen.

Volumes 1, 2 and 3 of the second study were released in 2012. Volumes 1 and 2 updated the first *Social and Economic Impact Study of Gambling in Tasmania* and introduced a focus on local impacts in eight selected local government areas.

A new feature in the second study was that Volume 3 evaluated the appropriateness and effectiveness of harm minimisation measures in place or proposed for Tasmania after the 2008 report. This evaluation found the harm minimisation measures were evidence based, sensitive to context, formulated through a consultative process, emphasised prevention and demand reduction, and had been implemented in a way that ensured stakeholders understood that harm minimisation was the norm.

Key findings from previous studies

The first study was released in July 2008. This reported that the net impact of gambling on Tasmania was uncertain, with net benefits ranging from -\$62.7 million to \$75.5 million. The study also found that electronic gaming machines (EGMs) were the main source of gambling problems in Tasmania and represented the greatest risk to vulnerable gamblers.

The second study undertaken by the current consortium and released in March 2012, included the following findings:

- up to 4,780 people were directly employed in the Tasmanian gambling industry, with many of these employees having duties beyond gambling
- the gambling industry makes a positive contribution to the Tasmanian economy of approximately 0.5-1 per cent of gross state product, with this positive contribution largely attributable to exports to non-Tasmanians
- EGMs tended to be concentrated in local government areas with a low socioeconomic status
- of Tasmania's total adult population, 34.8 per cent were estimated to be non-gamblers, 57.4 per cent to be non-problem gamblers, 5.3 per cent were low risk gamblers, 1.8 per cent were moderate risk gamblers, and 0.7 per cent were problem gamblers
- problem and risky gambling were all higher in low SES areas than in other areas.

This study

This third study has three overarching components:

- an update of the components from the first and second studies with an analysis of key trends in the Tasmanian gambling industry, and of the social and economic impacts of gambling in the same eight local government areas that were examined in the second study
- a gambling prevalence study to enable comparisons with previous Tasmanian prevalence studies
- building upon the findings of the second study, the current study is undertaking a wide ranging evaluation of the harm minimisation measures introduced by the Tasmanian Government in the five years following the 2008 study.

While the focus of the third study has much in common with the previous two, there is a greater emphasis on the local economic and social impacts of gambling in each of the eight local government areas being examined. Table E1 indicates the eight local government areas examined in the second study and also in the current study.

Table E1 Focus local government areas

Break O'Day	Devonport
Brighton	Glenorchy
Circular Head	Launceston
Clarence	Sorell

Harm minimisation measures introduced

Following the first *Social and Economic Impact Study of Gambling in Tasmania*, the Tasmanian Government introduced a range of harm minimisation measures to address problem gambling in Tasmania. These measures have been implemented in a phased process, culminating with the *Responsible Gambling Mandatory Code of Practice for Tasmania*.¹ The Code of Practice took effect in a phased process from 1 March 2012 with all provisions applying by 1 September 2012.

Harm minimisation measures being evaluated as part of the current study are identified in Table E2.

¹ See <http://www.treasury.tas.gov.au/domino/df/df.nsf/v-liq-and-gaming/5CCEAA61FC7DB164CA2578880019C076>

Table E2 Gambling harm minimisation measures

Classification	Measures
Inducements	<ul style="list-style-type: none"> Limiting free vouchers for gambling to less than \$10 Not requiring an individual to gamble more than \$10, to receive an inducement, obtain a prize or enter a prize draw Not requiring an entrant in a promotional prize draw to attend the draw when the prize is worth more than \$1,000
Player loyalty programs (currently only applicable in casinos)	<ul style="list-style-type: none"> Player loyalty programs must provide player activity statements and responsible gambling information, and be operated in a socially responsible manner Rewards to player loyalty programs members for use in gambling must not exceed \$10
Traditional consumer protection measures	<ul style="list-style-type: none"> Information must be provided to players about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning Persons appearing intoxicated must be prevented from gambling
Advertising	<ul style="list-style-type: none"> Advertising of gambling must be socially responsible, and take into account the adverse impacts of gambling Radio and television advertising is not to be shown at peak children's viewing and listening times
Gaming venue features	<ul style="list-style-type: none"> Clocks are required to be clearly visible to persons participating in venue-based gambling, with analogue clocks in gambling areas Minimum lighting requirements and improved signage standards must be met in EGM areas Food or alcohol is not to be served to people playing or seated at EGMs between 6pm and the close of the gambling day
Electronic gaming machine operational features	<ul style="list-style-type: none"> Reduced bet limits per spin on EGMs, with maximum bet limit of \$5 per spin across all venues The number of maximum lines played on EGMs is reduced from 50 to 30 lines Reduced cash input limits on EGMs, from \$9,899 to \$500
Access to cash	<ul style="list-style-type: none"> Ban on having ATMs in venues operating EGMs, Keno or totalisator wagering No more than one cheque per day, with maximum amount of \$200, is able to be cashed for gambling purposes Cash advances from credit accounts are not permitted in casinos The amount able to be withdrawn from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities is reduced (\$400 in casino ATMs, \$200 for EFTPOS withdrawal for gambling purposes in all venues)
Payment of winnings	<ul style="list-style-type: none"> Restricting the amount of cash for EGM and Keno payouts to \$1,000 Cheques for the payment of winnings must not be cashed on the same trading day they are issued
Enhanced staff training	<ul style="list-style-type: none"> Enhanced Responsible Conduct of Gambling training of gaming staff (with a specific focus on problem gambler identification and appropriate intervention by venue staff) Requiring at least one person who has completed the Enhanced Responsible Conduct of Gambling training to be on duty at all times in areas where EGMs operate
Restricting access to gaming venues	<ul style="list-style-type: none"> Strengthening and extending penalties to all gaming staff for allowing minors to enter a restricted gaming areas

Sources: Tasmanian Gambling Commission 2013b, *Implementation of gambling harm minimisation measures: updated 5 July 2013*, see [http://www.treasury.tas.gov.au/domino/df/df.nsf/LookupFiles/TGCprogress5July2013.pdf/\\$file/TGCprogress5July2013.pdf](http://www.treasury.tas.gov.au/domino/df/df.nsf/LookupFiles/TGCprogress5July2013.pdf/$file/TGCprogress5July2013.pdf); and Tasmanian Gambling Commission 2013, *Responsible Gambling Mandatory Code of Practice for Tasmania*, see <http://www.treasury.tas.gov.au/domino/df/df.nsf/v-liq-and-gaming/5CCEAA61FC7DB164CA2578880019C076>.

Invitation to make a submission

We are inviting submissions from the public on a range of issues associated with the social and economic impacts of gambling, alongside the harm minimisation strategies introduced by the Tasmanian Government in the five years since the 2008 report.

You may comment on any matter you think is relevant to this study and we have provided a list of suggested questions below (you do not need to comment on all these questions). Where relevant, please provide evidence (e.g. data and documentation) to support your submission – we are able to give views more weight if you can provide evidence to support them.

Consultations will also be taking place with gambling providers and venues, support services, and local government during the course of the study.

Discussion questions

General

- What relationship do you have with gambling in Tasmania? e.g. are you a consumer, an industry member etc.
- What role do you think gambling plays for yourself/your organisation/your region or Tasmania as a whole?
- What do you consider have been the social and economic impacts of gambling in Tasmania over the previous three years?
- What do you consider to be the benefits of gambling in Tasmania? i.e. financial, employment, social, or to the community.
- What do you consider to be negative impacts of gambling in Tasmania? Do you consider that these negative impacts are outweighed by the benefits?
- If gambling was not available in Tasmania, what alternative activities would individuals spend their money on?
- Are support and other services meeting the needs of consumers experiencing difficulties with gambling?
- Do you think that advertising and media coverage about the risks associated with gambling has been beneficial?
- Do you think that advertising by gambling providers is having a negative or positive impact upon Tasmanians?

Harm minimisation measures

The next questions relate to harm minimisation measures introduced over the five years since 2008 (see Table E2).

Please comment on the questions below according to each measure where you are able.

- What is your general level of awareness of the introduced measures?
- Which ones were you not aware of?
- How do you think these measures help reduce negative impacts of gambling (e.g. reduced excessive gambling frequency, duration or expenditure)?
- How do you think these measures affect the overall enjoyment of gamblers?

- Do you consider that the introduced measures impinge upon individual freedoms? Do you think that they are appropriate, given the risks associated with gambling?
- Do you think these measures are targeted to those who need help?
- Are there other examples of successful initiatives to reduce problem gambling that you are aware of?
- What more can be done to reduce the harm associated with gambling?

Contact details

If you wish to make a written submission please forward your submission directly to ACIL Allen Consulting by 18 April 2014. The contact details are as follows.

Tasmanian Gambling Study
ACIL Allen Consulting
Level 9, 60 Collins Street
Melbourne VIC 3000

Email: tasgamblingstudy@acilallen.com.au

Phone: (03) 8650 6000 Facsimile: (03) 9654 6363

All submissions will be published on the Department of Treasury and Finance website unless specifically requested otherwise due to the inclusion of commercial-in-confidence information.

If you have any queries about making a submission, please contact Andrew Wade on (03) 8650 6000.

Further information on the study is available by contacting:

Mr Damien Jarvis
Department of Treasury and Finance
80 Elizabeth Street, Hobart, 7000

Phone: (03) 6166 4040

Email: damien.jarvis@treasury.tas.gov.au

Appendix F Tasmanian longitudinal gambling study: Wave 2 technical report

F.1 Introduction

About the survey

The Tasmanian Department of Treasury and Finance commissioned ACIL Allen Consulting, the Social Research and the Problem Gambling Research and Treatment Centre (PGRTC), to undertake the 2013 Social and Economic Impact Study of Gambling in Tasmania. A major part of this research program was to undertake an evaluation of the Tasmanian Government's Gambling Harm Minimisation measures, a major component of which is this longitudinal survey.

The Tasmanian Longitudinal Gambling Study is a follow up survey to the 2011 Gambling Prevalence Survey (Wave 1), and examines the effectiveness of gambling harm minimisation measures introduced by the Tasmanian Government. The in-scope sample for this survey is respondents to Wave 1 who agreed to be re-contacted, and were low risk, moderate risk or problem gamblers, or EGM gamblers. One in three respondents to the 2011 survey who identified as non-problem gamblers or non-gamblers were also included.

Adopting a longitudinal methodology enables changes in gambling behaviour and health status among individual respondents to be tracked over time. The overall aim is to evaluate the effectiveness of existing harm minimisation measures on gambling behaviour within the Tasmanian community, and across each category of gambler, with particular attention to measures contained within the Tasmanian Responsible Gambling Mandatory Code of Practice.

In relation to problem gambling, this methodology will allow exploration of the:

1. Stability of moderate risk and problem gambling behaviour
2. Movement of individuals across different categories of problem gambling behaviour
3. Demographic, gambling, psychological, and environmental predictors of movement across the continuum of problem gambling behaviour
4. Impact of harm minimisation strategies on movement into, and out of, problem gambling behaviour relative to other demographic, gambling, psychological, and social predictors
5. Changes in awareness and impact of harm minimisation strategies over time
6. Demographic, gambling, psychological, and social predictors of awareness and benefit of harm minimisation strategies over time.

Key statistics

Interviewing for Wave 1 of the survey took place over the period 7 February to 3 March 2011 with Wave 2 interviewing (this survey) taking place over the period 6 November to 22 December 2013, that is, some two years and 9 months later. The total achieved sample size for Wave 2 was 1,039. Key project statistics are summarised at Table F1.

Table F1 Summary of key statistics

	Project total
Total sample called (agreed to be recontacted)	1,879
Total sample used for pilot	100
Total sample used for main	1,779
Total interviews achieved (pilot)	20
Total interviews achieved (main)	1,039
Average interview length (minutes)	24.2
Fieldwork start date	6 November 2013
Fieldwork finish date	22 December 2013
Retention rate for main	58.4%

All data collection activities were undertaken in accordance with the Australian Market and Social Research Society's Code of Professional Practice, the Market and Social Research Privacy Principles and ISO 20252 standards.

F.2 Sample profile and management

Sample profile

A total of 1,879 Wave 1 respondents were in-scope for the longitudinal component of the study and agreed to be re-contacted. The in-scope sample comprised:

- 758 EGM gamblers²
- 425 non-gamblers
- 1,123 non-problem gamblers
- 217 low risk gamblers
- 80 moderate risk gamblers
- 21 problem gamblers.³

Sample management and call procedures

The call procedures adopted for this survey entailed:

- A minimum of six call attempts were made to contact a household, followed by unlimited call attempts to either secure an interview or achieve a final call outcome for each record.
- A 'spread of call attempts' was adopted such that, subject to other outcomes being achieved, contact attempts were spread over weekday evenings (6.30 pm to 8.30 pm), weekday late afternoon / early evening (4.30 pm to 6.30 pm), Saturdays (10 am to 5 pm), Sundays (11 am to 4 pm) and weekdays between 9.30am to 4.30 pm (typically reserved for appointment management).
- Appointments were set for any time that the call centre is operational (weekdays 9.00 am to 8.30 pm; weekends 9.30 am to 6.30 pm).

² Being an EGM gambler is not mutually exclusive from the other gambling status categories

³ The PGSI classification was unable to be determined for a small number of respondents with missing PGSI data.

- Scripted messages were left on answering machines to introduce the survey, help establish bona fides of research and signify that an appointment had been honoured.
- Calls to mobile phones were capped to a maximum of four unanswered call attempts to avoid the appearance of harassing sample members.
- Calls were also made to alternative numbers where available, including mobile phones if provided. If a mobile number was called, the standard safety question was asked to ensure it was safe for the sample member to take the call.

There was no interviewing in languages other than English.

Procedures to maximise response

Procedures to maximise response for the survey included:

- operation of a 1800 number throughout the survey period by The Social Research Centre, to help establish survey bona fides, address sample members' queries, and encourage response
- providing information on The Social Research Centre's website outlining the nature of the study and responses to frequently asked questions
- provision upon request of a primary approach letter outlining the purpose of the survey
- a focus on refusal aversion and respondent liaison techniques in our interviewer training.

F.3 Questionnaire design and testing

Questionnaire design and pre-testing

The questionnaire was developed collaboratively by ACG, the PGRTC and the Social Research Centre, and was largely based on the Wave 1 questionnaire. The major differences between the Wave 1 and Wave 2 questionnaires were the addition of a number of items in Wave 2:

- unprompted and prompted awareness questions about harm minimisation measures introduced by the Tasmanian Government
- questions regarding harm minimisation measures introduced by the Tasmanian Government and their impact on respondents expenditure and enjoyment of various forms of gambling
- a set of statements about gambling triggers, gambling cognitions and mental health comorbidities
- questions about respondents' help-seeking behaviours.

The Wave 2 questionnaire covered the topic areas shown in Table F2 (see Appendix G for a copy of the final questionnaire).

Table F2 Questionnaire structure

Section	Topic
A	Screener demographics
B	Gambling participation
C	EGM Gambling
D	Non-EGM gambling activity
E	Harm minimisation measures
F	Problem gambling severity (PGSI)
G	Gambling motives
H	Gambling triggers
I	Gambling cognitions
J	Readiness and intention to change
K	Quality of life
M	Substance use
N	Mental health comorbidities
O	Positive mental health
P	Help seeking
Q	Financial difficulties
R	Demographics
S	Future research

Note: Section L was removed from the questionnaire following piloting.

Questionnaire pilot testing

Prior to pilot test interviewing, standard operational testing procedures were applied to ensure that the CATI script truly reflected the agreed 'hard copy' questionnaire. These included:

- reading the questionnaire directly into the CATI program
- programming the skips and sequence instructions as per the hard copy questionnaire
- rigorous checking of the questionnaire in 'practice mode' by the Social Research Centre project coordinator and the project quality supervisor, including checks of the on-screen 'presentation' of questions and response frames
- randomly allocating dummy data to each field in the questionnaire and examining the resultant frequency counts to check the structural integrity of the CATI script.

Piloting of the original questionnaire occurred from 22nd to 25th October 2013. In total, 20 surveys were completed from 100 sample records for the pilot phase of the project. The average interview length for the pilot survey was 27.6 minutes. Following fieldwork discussions were had with the consortium to cut a number of questions from the quality of life, mental health comorbidities and physical health modules to ensure a reduced interview length (under 25 minutes) for main fieldwork.

The final questionnaire is provided at Appendix G.

F.4 Interviewer briefing and quality control

Interviewer briefing

All interviewers and supervisors selected to work on the survey attended a two hour briefing session delivered by the Social Research Centre project manager on 6th November, 2013. The briefing covered all aspects of survey administration, including:

- survey context and background
- survey procedures and sample management protocols
- respondent selection procedures
- strategies to gain and maintain co-operation
- a detailed examination of the survey questionnaire, with a focus on the use of pre-coded response lists and item-specific issues, and
- comprehensive practice interviewing.

A total of 15 interviewers were briefed on the project.

Fieldwork quality control procedures

The in-field quality monitoring techniques adopted for this project included:

- Validation of each interviewer's work, in accordance with ISO 20252 standards via remote monitoring (covering the interviewer's approach and commitment gaining skills, as well as the conduct of the interview). In total, validation of 63 interviews (or 6% of the total interviewing workload) was undertaken.
- field team de-briefing after the first shift, and thereafter, whenever there was important information to impart in relation to data quality, consistency of interview administration and techniques to avoid refusals
- examination of verbatim responses to 'other specify' response categories
- monitoring of the interview to refusal ratio by interviewer, and
- an end of survey de-briefing.

F.5 Response analysis

Final call results

Table F3 presents the final call results for all telephone numbers initiated. As it shows:

- slightly over one in 10 telephone numbers (12.5%) were unusable (disconnected, not a residential number, fax line or incoming call restrictions)
- no contact could be established with around one in 10 telephone numbers (10.5%)
- a small number of records were deemed out of scope (5.9%)
- there was a small residual of unresolved contacts (4.0%)
- there were 154 refusals, including 7 midway terminations and 62 records where the named respondent was not known.

The consent rate for the survey was 82.1 per cent. This represents the number of completed interviews as a percentage of the number of in-scope people actually contacted.

Table F3 Result at last call attempt

Call outcome	n=	As % numbers initiated
Total numbers initiated	1,779	100.0%
Unusable numbers		
▪ Telstra message / number disconnected	211	11.9%
▪ Not a residential number	2	0.1%
▪ Fax/Modem	6	0.3%
▪ Incoming call restrictions	4	0.2%
Sub unusable	223	12.5%
No contact		
▪ Answering machine	109	6.1%
▪ No answer	77	4.3%
Subtotal contact not established	186	10.5%
Out of scope		
▪ Respondent has passed away	11	0.6%
▪ Too old / frail / deaf / unable to do survey	56	3.1%
▪ Claims to have done survey	2	0.1%
▪ Respondent denied participation in 2011	16	0.9%
▪ LOTE – no follow up	20	1.1%
Subtotal out of scope	105	5.9%
Unresolved contacts		
▪ Appointment	13	0.7%
▪ Away for duration	59	3.3%
Subtotal unresolved contacts	72	4.0%
Contacts		
▪ Interview	1,039	58.4%
▪ Respondent refusal	85	4.8%
▪ Named person not known	62	3.5%
▪ Midway termination	7	0.4%
Subtotal contacts	1,193	67.1%

Analysis of response

While the 2011 survey did include a question seeking permission to recontact respondents the survey was not formally constituted as a longitudinal survey and there was no attempt to maintain contact with respondents during the intervening period between Wave 1 and Wave 2. From this basis, the fact that 1,039 of the 1,779 original participants (58.4%) could be re-contacted and agreed to be re-interviewed is a very good result. A breakdown of response rates by selected sample characteristics is provided in Table G4.

Compared with the overall re-interview rate of 58.4 per cent, significantly lower rates were evident amongst 18 to 24 year olds (31.9%), 25 to 34 year olds (33.6%) and those living in group or share households (predominately young people) (32.7%). Comparatively high re-interview rates were achieved amongst couples with children not living at home (67.5%).

Table F4 Wave 2 response rate by selected characteristics

	Response rate (%)
Total	58.4
Gender	
Male	59.8
Female	56.3
Age categories	
18 to 24 years	31.9
25 to 34 years	33.6
35 to 44 years	57.3
45 to 54 years	60.5
55 to 64 years	64.8
65 years and over	64.6
Household structure	
Couple with no children	64.7
Couple with children still at home	57.7
Couple with children not living at home	67.5
Single person household (no children)	49.6
Single with children still at home	47.7
Single with children not living at home	56.9
Group or shared household	32.7
Occupational status	
In paid employment full time (35 hours/week or more)	58.3
In paid employment part time/casual	56.6
Primarily household duties	44.1
Student	50.0
Retired	63.6
Looking for work	45.8
Unable to work / pension	55.6
Annual personal income before tax	
Less than \$25,000	55.9
\$25,000 to \$39,999	56.7
\$40,000 to \$64,999	60.6
\$65,000 to \$79,999	60.6
\$80,000 to \$129,999	66.2
\$130,000 or more	65.8
Country of birth	
Australia	58.0
Other	61.1
Highest level of education	
Less than Year 12 (codes 1,2)	53.9
Year 12 (codes 3)	55.3
Vocational or trade qualifications (code 4)	57.4
University graduate (code 5 & 6)	65.3
Gambling activities in the last 12 months	
Electronic gaming machines	56.5
Horses or greyhounds	56.8
Instant scratch tickets	56.9

	Response rate (%)
Lottery	60.7
Keno	55.2
Casino table games such as blackjack, roulette or poker	39.1
Bingo	45.7
Sporting events or other events such as TV show results, election results	55.7
Informal private games	46.0
Other gambling activity	54.5
PGSI categories	
Non-gambling	61.3
Non-problem gambling	58.0
Low risk gambling	52.9
Moderate risk gambling	62.7
Problem gambling	65.0
Area of state	
Brighton	52.9
Break O'Day	57.7
Glenorchy	59.8
Devonport	60.2
Circular Head	51.7
Launceston	59.5
Sorell	56.7
Clarence	58.9
Rest of state	61.2

Respondent profile

Table F5 provides a comparative (unweighted) profile of the 1,879 Wave 1 respondents and the 1,039 Wave 2 respondents. Reflecting the re-interview / response rate data above, these data show a decline in the proportion of 18 to 34 year olds in the achieved Wave 2 sample (also reflected in the decline is the representation of those living in group households at the time of Wave 1). Further, there was a decline in the proportion of respondents who reported that they had gambled on casino tables in the previous 12 months, and an over representation of couples with children not living at home and university graduates.

Table F5 **Comparative respondent profile by Wave by selected characteristics**

	Establishment Wave (%)	Wave 2 (%)
Total	1,879	1,039
Gender		
Male	61.0	62.5
Female	39.0	37.5
Age categories		
18 to 24 years	6.7	3.7*
25 to 34 years	7.4	4.2*
35 to 44 years	14.0	13.6
45 to 54 years	18.3	18.9

	Establishment Wave (%)	Wave 2 (%)
55 to 64 years	24.4	27.2
65 years and over	29.2	32.4
Household structure		
Couple with no children	11.8	12.9
Couple with children still at home	26.5	26.5
Couple with children not living at home	26.9	31.2*
Single person household (no children)	14.4	12.4
Single with children still at home	6.3	5.0
Single with children not living at home	9.4	9.1
Group or shared household	3.0	1.5*
Occupational status		
In paid employment full time (35 hrs/week or more)	37.9	37.8
In paid employment part time/casual	15.5	14.9
Primarily household duties	3.3	2.5
Student	2.2	1.8
Retired	29.4	32.1
Looking for work	2.7	2.1
Unable to work / pension	7.6	7.2
Annual personal income before tax		
Less than \$25,000	35.0	33.1
\$25,000 to \$39,999	18.0	17.6
\$40,000 to \$64,999	20.5	21.5
\$65,000 to \$79,999	8.1	8.3
\$80,000 to \$129,999	7.8	9.0
\$130,000 or more	2.1	2.4
Country of birth		
Australia	86.9	86.1
Other	13.1	13.8
Highest level of education		
Less than Year 12 (codes 1,2)	32.9	30.4
Year 12 (codes 3)	16.7	15.5
Vocational or trade qualifications (code 4)	18.1	17.6
University graduate (code 5 & 6)	29.9	33.9*
Gambling activities in the last 12 months		
Electronic gaming machines	40.3	39.1
Horses or greyhounds	21.1	20.4
Instant scratch tickets	28.6	28.0
Lottery	56.3	59.0
Keno	35.1	33.5

	Establishment Wave (%)	Wave 2 (%)
Casino table games	6.7	4.3*
Bingo	2.6	2.0
Sporting events or other events	4.7	4.7
Informal private games	2.7	2.2
Other gambling activity	0.6	0.6
PGSI categories		
Non-gambling	22.8	23.8
Non-problem gambling	60.2	59.7
Low risk gambling	11.6	10.7
Moderate risk gambling	4.3	4.6
Problem gambling	1.1	1.3
Area of state		
Brighton	10.0	8.9
Break O'Day	7.8	7.6
Glenorchy	10.2	10.6
Devonport	10.0	10.2
Circular Head	6.7	5.9
Launceston	9.4	9.6
Sorell	10.9	10.6
Clarence	8.4	8.6
Rest of state	26.7	28.1

*Note: $p \leq .05$

Overview of reason for refusal

An attempt was made to collect reasons for refusal from all sample members irrespective of where in the screening or selection process they refused. A reason for refusal was collected for approximately half of all refusals (55%); these are shown in Table F6. Refusal conversions were undertaken with soft refusals (i.e. instances where the respondent hung up without making comment, said they were too busy or not interested at this time) for the project and 10 interviews were achieved as a result.

As can be seen, the most common reason for refusal was a perceived lack of salience ('not interested' – 32.9%), followed by respondents saying the survey was too long (24.7%).

Table F6 Review of reason for refusal

Reason	n=	%
Not interested	28	32.9%
Survey is too long	21	24.7%
Too busy	8	9.4%
No comment / just hung up	7	8.2%
Get too many calls for telemarketing	5	5.9%
Too personal / intrusive	3	3.5%
Don't like subject matter	3	3.5%
Don't trust surveys / government	2	2.4%
Privacy concerns	1	1.2%
All other	7	8.2%
Total	85	100.0%

F.6 Data processing

Coding

Responses recorded in 'other specify' categories were either back-coded into the existing pre-coded used during the survey or coded into a framework of further response codes developed from the range of additional issues mentioned by survey respondents.

Output editing and data file preparation

Two data files were produced in SPSS format for this survey. First, a fully labelled standalone data file of key survey variables for the Wave 2 survey was produced in SPSS format. Second, a merged data file of key survey variables common to both the Wave 1 and the Wave 2 survey was produced in SPSS format. The merged file includes all survey respondents interviewed in Wave 1, including those who agreed to participate in Wave 2 but did not. Data dictionaries for the standalone and merged file have also been prepared. A number of derived variables were also calculated and provided in both SPSS files. Table F7 comprises an explanation of each of them.

Table F7 List of derived variables

SPSS variable name	SPSS variable label	Formula
Totalno_Gamb_activities	Total number of gambling activities	Calculate SUM B1_1 thru B1_10 1,2 or 3=[Totalno_Gamb_activities=1 1 to 3 activities] and 4+=[Totalno_Gamb_activities =2 4 or more activities]
C1_SUM	Total number of times per year played EGMs	Calculate C1_SUM = (c1_1num+c1_2num+c1_3num) [Make sure (-1, -2, -9) not in calculation]
C1_SUM_Categorised	Total times categorised - EGMs	C1_SUM<12 [C1_SUM_Categorised = 1 Less than once a month] C1_SUM=12 - 51 [C1_SUM_Categorised = 2 1-3 times a month] C1_SUM=52 or more [C1_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_egm	Annual expenditure on EGMs (approximate)	Calculate SPEND_egm=(C1_SUM*C2_NUM) [Make sure (-1, -2, -9) not in calculation]
D1A_SUM	Total number of times per year bet on HOSE OR GREYHOUND RACES	Calculate D1A_SUM=(d1a_1num+d1a_2num+d1a_3num+d1a_4num) [Make sure (-1, -2, -9) not in calculation]
D1A_SUM_Categorised	Total times categorised - horse or greyhound races	D1A_SUM<12 [D1A_SUM_Categorised = 1 Less than once a month] D1A_SUM=12 - 51 [D1A_SUM_Categorised = 2 1-3 times a month] D1A_SUM=52 or more [D1A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_greyhound_horse	Annual expenditure on horse or greyhound races (approximate)	Calculate SPEND_greyhound_horse=(D1A_SUM*D1BNUM) [Make sure (-1, -2, -9) not in calculation]
D2A_SUM	Total number of times per purchased SCRATCH TICKETS	Number of times per week response at D2a x 52 OR Number of times per month response at D2a x 12 OR Number of times per year response at D2a OR None response at D2a [Make sure (-1, -2, -9) not in calculation]
D2A_SUM_Categorised	Total times categorised - scratch tickets	D2ASUM<12 [D2A_SUM_Categorised = 1 Less than once a month] D2ASUM=12 - 51 [D2A_SUM_Categorised = 2 1-3 times a month] D2ASUM=52 or more [D2A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_scratch	Annual expenditure on scratch tickets (approximate)	Calculate SPEND_scratch=(D2ASUM*D2BNUM) [Make sure (-1, -2, -9) not in calculation]
D3A_SUM	Total number of times per year played LOTTERIES	Number of times per week response at D3a x 52 OR Number of times per month response at D3a x 12 OR Number of times per year response at D3a OR None response at D3a [Make sure (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
D3ASUM_Categorised	Total times categorised - lotteries	D3ASUM<12 [D3ASUM_Categorised = 1 Less than once a month] D3ASUM=12 - 51 [D3ASUM_Categorised = 2 1-3 times a month] D3ASUM=52 or more [D3ASUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_lotto	Annual expenditure on lottery (approximate)	Calculate SPEND_lotto=(D3ASUM*D3BNUM) [Make sure (-1, -2, -9) not in calculation]
D4A_SUM	Total number of times per year bet on KENO	Calculate D4A_SUM=(d4a_1num+d4a_2num+d4a_3num+d4a_4num) [Make sure (-1, -2, -9) not in calculation]
D4A_SUM_Categorised	Total times categorised - Keno	D4A_SUM<12 [D4A_SUM_Categorised = 1 Less than once a month] D4A_SUM=12 - 51 [D4A_SUM_Categorised = 2 1-3 times a month] D4A_SUM=52 or more [D4A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_Keno	Annual expenditure on Keno (approximate)	Calculate SPEND_Keno=(D4A_SUM*D4BNUM) [Make sure (-1, -2, -9) not in calculation]
D5A_SUM	Total number of times per year bet on Casino table games	Calculate D5A_SUM=(d5a_1num+d5a_2num) [Make sure (-1, -2, -9) not in calculation]
D5A_SUM_Categorised	Total times categorised - casino table games	D5A_SUM<12 [D5A_SUM_Categorised = 1 Less than once a month] D5A_SUM=12 - 51 [D5A_SUM_Categorised = 2 1-3 times a month] D5A_SUM=52 or more [D5A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_table	Annual expenditure on casino table games (approximate)	Calculate SPEND_table=(D5A_SUM*D5BNUM) [Make sure (-1, -2, -9) not in calculation]
D6A_SUM_Categorised	Total times categorised - bingo	D6ASUM<12 [D6A_SUM_Categorised =1 Less than once a month] D6ASUM=12 - 51 [D6A_SUM_Categorised =2 1-3 times a month] D6ASUM=52 or more [D6A_SUM_Categorised =3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_bingo	Annual expenditure on bingo (approximate)	Calculate SPEND_bingo=(D6ASUM*D6BNUM) [Make sure (-1, -2, -9) not in calculation]
D7A_SUM	Total number of times per year bet on SPORTING EVENTS	Calculate D7A_SUM=(d7a_1num+d7a_2num+d7a_3num) [Make sure (-1, -2, -9) not in calculation]
D7A_SUM_Categorised	Total times categorised - sporting events	D7A_SUM<12 [D7A_SUM_Categorised =1 Less than once a month] D7A_SUM=12 - 51 [D7A_SUM_Categorised =2 1-3 times a month] D7A_SUM=52 or more [D7A_SUM_Categorised =3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
SPEND_sport	Annual expenditure on sporting events (approximate)	Calculate SPEND_sport=(D7A_SUM*D7BNUM) [Make sure (-1, -2, -9) not in calculation]
D8A_SUM	Total number of times per year bet on PRIVATE GAMES	Number of times per week response at D8a x 52 OR Number of times per month response at D8a x 12 OR Number of times per year response at D8a OR None response at D8a [Make sure (-1, -2, -9) not in calculation]
D8A_SUM_Categorised	Total times categorised - private games	D8ASUM<12 [D8A_SUM_Categorised =1 Less than once a month] D8ASUM=12 - 51 [D8A_SUM_Categorised =2 1-3 times a month] D8ASUM=52 or more [D8A_SUM_Categorised =3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_private	Annual expenditure on private games (approximate)	Calculate SPEND_private=(D8ASUM*D8BNUM) [Make sure (-1, -2, -9) not in calculation]
D9A_SUM	Total number of times per year bet on OTHER GAMBLING ACTIVITIES	Number of times per week response at D9a x 52 OR Number of times per month response at D9a x 12 OR Number of times per year response at D9a OR None response at D9a [Make sure (-1, -2, -9) not in calculation]
D9A_SUM_Categorised	Total times categorised - other gambling activities	D9ASUM<12 [D9A_SUM_Categorised = 1 Less than once a month] D9ASUM=12 - 51 [D9A_SUM_Categorised = 2 1-3 times a month] D9ASUM=52 or more [D9A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_other	Annual expenditure on other gambling activity (approximate)	Calculate SPEND_other=(D9ASUM*D9BNUM) [Make sure (-1, -2, -9) not in calculation]
SPEND_total	Annual expenditure on gambling (approximate)	Calculate SPEND_total=sum(SPEND_egm,SPEND_greyhound_horse,SPEND_scratch,SPEND_lotto,SPEND_Keno, SPEND_table,SPEND_bingo,SPEND_private,SPEND_other) [Make sure (-1, -2, -9) not in calculation]
FREQUENCY_total	Total number of times per year GAMBLE across all types	Calculate FREQUENCY_total=sum(C1_SUM,D1A_SUM,D2ASUM,D3ASUM,D4A_SUM,D5A_SUM,D6ASUM,D7A_SUM,D 8ASUM,D9ASUM) [Make sure (-1, -2, -9) not in calculation]
TOTAL_FREQ_Categories	Total times gambled categorised	FREQUENCY_total<12 [TOTAL_FREQ_Categories = 1 Less than once a month] FREQUENCY_total=12 - 51 [TOTAL_FREQ_Categories = 2 1-3 times a month] FREQUENCY_total=52 or more [TOTAL_FREQ_Categories = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
FREQUENCY_RG_total	Total number of times per year GAMBLE for Regular Gambler derivation	Calculate FREQUENCY_RG_total=sum(C1_SUM,D1A_SUM,D4A_SUM,D5A_SUM,D7A_SUM,D8ASUM,D9ASUM) [Make sure (-1, -2, -9) not in calculation]
Regular_gambler	Regular gambler (more than once a week)	FREQUENCY_RG_total = 52 or more [Regular_gambler=1 Regular gambler] FREQUENCY_RG_total < 52 [Regular_gambler=2 Non-Regular gambler] [Make sure system missing (-1, -2, -9) not in calculation]
Frequency_internet	Total annual frequency of internet gambling	Calculate Frequency_internet=Sum(C1_3num,D1a_4num, D4a_4num, D5a_2num, D7a_2num) [Make sure (-1, -2, -9) not in calculation]
Total_internet	Total internet only gamblers	Internet gambler (C1a_3 or D1a_4 or D4a_4 or D5a_2 or D7a_2) AND NOT any other code [Total_internet only=1 Internet gambler] else [Total_internet only=2 Not internet gambler] [Make sure system missing (-1, -2, -9) not in calculation]
DV3A	Highest annual spend	Select 2 highest annual spend gambling forms. If more than 2 are highest then revert to annual times gambled to determine 2 highest.
DV3B	Second highest annual spend	Use total annual times only to determine 2 highest gambling forms where spend is the same.
PGSI	PGSI Raw Score	Calculate SUM(F1_1, F1_2, F1_3, F1_4, F1_5, F1_6, F1_7, F1_8, F1_9) [Make sure system missing (-1, -2, -9) not in calculation]
PGSI_category	PGSI Category	(PGSI=0 AND DV0=2) [PGSI_category =1 Non gambling] (PGSI=0 AND DV0=1) [PGSI_category =2 Non problem gambling] (PGSI=1 - 2) [PGSI_category =3 Low risk gambling] (PGSI=3 - 7) [PGSI_category =4 Moderate risk gambling] (PGSI=8 - 27) [PGSI_category =5 Problem gambling] [Make sure system missing (-1, -2, -9) not in calculation]
DV4	Prevalence estimate	IF F1a-i ALL = 4-6 [DV4=1 Non Problem Gambling] IF F1a-i ANY = 1-3 [DV4=2 Some Problem Gambling]
money_moti	Gambling motives - Money	(G1_1 + G1_12) / 2 [Make sure system missing (-1, -2, -9) not in calculation]
recreation_moti	Gambling motives - Recreation	(G1_2 + G1_3 + G1_4 + G1_13) / 4 [Make sure system missing (-1, -2, -9) not in calculation]
Enhance_moti	Gambling motives - Enhance	(G1_5 + G1_6 + G1_7 + G1_8) / 4 [Make sure system missing (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
Coping_moti	Gambling motives - Coping	$(G1_9 + G1_11) / 2$ [Make sure system missing (-1, -2, -9) not in calculation]
Social_moti	Gambling motives - Social	$(G1_10 + G1_14) / 2$ [Make sure system missing (-1, -2, -9) not in calculation]
Positive_trig	Positive gambling triggers	(SUM H1_1 thru H1_5) [Make sure system missing (-1, -2, -9) not in calculation]
Negative_trig	Negative gambling triggers	(SUM H1_6 thru H1_10) [Make sure system missing (-1, -2, -9) not in calculation]
luckandpers	Gambling cognitions - Luck and Perseverance	$(I1_2 + I1_3 + I1_5 + I1_6)$ [Make sure system missing (-1, -2, -9) not in calculation]
illandcont	Gambling cognitions - Illusion of control	$(I1_1 + I1_2)$ [Make sure system missing (-1, -2, -9) not in calculation]
luckandpersMEAN	Luck and Perseverance - mean score	Calculate mean of 'luckandpers' $(I1_2 + I1_3 + I1_5 + I1_6) / 4$ [Make sure system missing (-1, -2, -9) not in calculation]
illandcontMEAN	Illusion of control - mean score	Calculate mean of 'illandcont' $(I1_1 + I1_2) / 2$ [Make sure system missing (-1, -2, -9) not in calculation]
EuroHisQoL_mean	Quality of life (WHO-qol BREF)	$(K1_1 + K3_2 + K3_3 + K4_1 + K4_3 + K4_5 + K4_6) / 7$ [Make sure system missing (-1, -2, -9) not in calculation]
Auditc_q1	How often do you have a drink containing alcohol (M2_1)	Recode M2_1 (7=0, 6=1, 4-5=2, 3=3, 1-2=4) [0 Never / Not in the last year, 1 Monthly or less, 2 2-3 times a month / Once a week, 3 2-3 times a week, 4 4-6 times a week / Everyday] [Make sure system missing (-1, -2, -9) not in calculation]
Auditc_q2	How many standard drinks do you have on a typical day when you are drinking? (M1)	Recode M1 (1-2=0, 3-4=1, 5-6=2, 7-9=3, 10 or more=4) [0 1-2 per day, 1 3-4 per day, 2 5-6 per day, 3 7-9 per day, 4 10 or more] [Make sure system missing (-1, -2, -9) not in calculation]
Auditc_q3	How often do you have five/seven or more standard drinks on one occasion (M2_2)	Recode M2_2 (7=0, 6=1, 4-5=2, 3=3, 1-2=4) [0 Never / Not in the last year, 1 Monthly or less, 2 2-3 times a month / Once a week, 3 2-3 times a week, 4 4-6 times a week / Everyday] [Make sure system missing (-1, -2, -9) not in calculation]
AuditC	Hazardous drinking raw score	Calculate SUM (Auditc_q1 + Auditc_q2 + Auditc_q3) [Make sure system missing (-1, -2, -9) not in calculation]
Haz_drinking	Hazardous Drinking category	$(AuditC=0,1,2,3 \text{ AND } Gender=1)$ OR $(AuditC=0,1,2 \text{ AND } Gender=2)$ [Haz_drinking=1 Non hazardous drinking] $(AuditC=4+ \text{ AND } Gender=1)$ OR $(AuditC=3+ \text{ AND } Gender=2)$ [Haz_drinking=2 Hazardous drinking] [Make sure system missing (-1, -2, -9) not in calculation]
Binge	Binge Drinking	M2_2 = 1 thru 5 [Binge=1 Binge drinking] M2_2 = 6 thru 6 [Binge=2 No Binge drinking] [Make sure system missing (-1, -2, -9) not in calculation]
PHQSUM	PHQ SUM depression score	Calculate PHQSUM=sum(N1_1,N1_2) [Make sure system missing (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
PHQscore	PHQ depression score	N1_1 + N1_2 = 0, 1, 2 [PHQscore=1 Not depressed] N1_1 + N1_2 = 3+ [PHQscore=2 Depressed] [Make sure system missing (-1, -2, -9) not in calculation]
GADSUM	GAD SUM anxiety score	Calculate GADSUM=sum(N1_3,N1_4) [Make sure system missing (-1, -2, -9) not in calculation]
GADscore	GAD anxiety score	N1_3 + N1_4 = 0, 1, 2 [GADscore=1 No anxiety] N1_3 + N1_4 = 3+ [GADscore=2 Anxiety] [Make sure system missing (-1, -2, -9) not in calculation]
Impscore	Impulsiveness score	SUM N5_1 thru N5_8 [Make sure system missing (-1, -2, -9) not in calculation]
PD_score	Personality disorder score	SUM N7_1 thru N7_8 [Make sure system missing (-1, -2, -9) not in calculation]
PD_cat	Personality disorder category	PD_score=0 - 3 [PD_cat=1 No personality disorder (0 - 3)] PD_score=4+ [PD_cat=2 Personality disorder (4+)] [Make sure system missing (-1, -2, -9) not in calculation]
Lifeevents_score	Life events score	SUM N9_1 thru N9_8 [Make sure system missing (-1, -2, -9) not in calculation]
Lifeevents_cat	Life events category	Lifeevents_score=0 [Lifeevents_cat=1 No life events in previous three years] Lifeevents_score=1+ [Lifeevents_cat=2 Has had life event in previous three years] [Make sure system missing (-1, -2, -9) not in calculation]
RiskScale	Risk scale (DOSPRT)	SUM N10_1 thru N10_4 [Make sure system missing (-1, -2, -9) not in calculation]
Emotional_score	Emotional support score	SUM (O1_1 + O1_2 + O1_3) / 3 [Make sure system missing (-1, -2, -9) not in calculation]
Spirituality_score	Spirituality score	SUM (O1_4 + O1_5 + O1_6) / 3 [Make sure system missing (-1, -2, -9) not in calculation]
Interpers_score	Interpersonal skills score	SUM (O1_7 + O1_8 + O1_9) / 3 [Make sure system missing (-1, -2, -9) not in calculation]
Persgrowth_score	Personal Growth and Autonomy score	SUM (O1_10 + O1_11 + O1_12) / 3 [Make sure system missing (-1, -2, -9) not in calculation]
ActCop	Active coping	SUM (O2_1 + O2_2) [Make sure system missing (-1, -2, -9) not in calculation]
Planning	Planning	SUM (O2_3 + O2_4) [Make sure system missing (-1, -2, -9) not in calculation]
PosRef	Positive reframing	SUM (O2_5 + O2_6) [Make sure system missing (-1, -2, -9) not in calculation]
EmoSupp	Emotional support	SUM (O2_7 + O2_8) [Make sure system missing (-1, -2, -9) not in calculation]
InstSupp	Instrumental support	SUM (O2_9 + O2_10) [Make sure system missing (-1, -2, -9) not in calculation]
SelfDis	Self distraction	SUM (O2_11 + O2_12) [Make sure system missing (-1, -2, -9) not in calculation]

Weighting

The procedure used to calculate the weights for the Wave 2 respondents in each of the (Standalone and Merged) data sets are described below.

The design weights for all Wave 2 respondents were assumed to be equal:

$$\frac{\text{Wave 1 sample size}}{\text{Wave 1 responses}} = \frac{1879}{1039} = 1.808$$

To account for the records allocated to the pilot test and the differential nonresponse rates as shown above (Table G4) the decision was taken to weight the Wave 2 data in order to more closely align the profile of the Wave 2 sample with that of Wave 1. The reason for doing this is to ensure that any differences in the substantive variables of interest over time would be attributable to a change in the underlying result and not an artefact of a change in the socio-demographic composition of the sample between Wave 1 and Wave 2.

To this end, the Wave 2 sample was weighted to the following Wave 1 benchmarks, using a raking method, thereby allowing additional independent variables to be included in the weighting solution.

- Gender (Male – 61.0%, Female – 39.0%);
- Age (18 to 24 years - 6.7%, 25 to 34 years - 7.4%, 35 to 44 years - 14.0%, 45 to 54 years - 18.3%, 55 to 64 years - 24.4%, 65 years and over- 29.2%);
- PGSI status (Non-gambling - 22.8%, Non-problem gambling - 60.2%, Low risk gambling - 11.6%, Moderate risk gambling - 4.3%, Problem gambling - 1.1%);
- Gambling activity (Electronic gaming machines - 40.3%, Horses or greyhounds - 21.1%, Instant scratch tickets - 28.6%, Lottery - 56.3%, Keno - 35.1%, Casino table games such as blackjack, roulette or poker - 6.7%, Bingo - 2.6%, Sporting events or other events such as TV show results, election results - 4.7%, Informal private games - 2.7%, Other gambling activity - 0.6%); and
- Geography (Low SES – 37.9%, High SES – 35.4%, Rest of state – 26.7%)

Weights were then calibrated to meet the above benchmarks, subject to the constraint that no final weight should be less than 1 in absolute value or greater than 3 times the design weight. The method used was generalised regression with a logit calibration function, as described in Deville et al (1993) and implemented in the statistical program R (through the survey package). The weighting variable to use in the standalone and merged file is 'wt.final'.

Appendix G Tasmanian longitudinal gambling study: Wave 2 questionnaire



THE UNIVERSITY OF
MELBOURNE



THE SOCIAL
RESEARCH CENTRE

SOCIAL AND ECONOMIC IMPACT STUDY OF GAMBLING IN TASMANIA AND ASSESSMENT OF GAMBLING HARM MINIMISATION MEASURES

PART B (WAVE 2)
September 19, 2013

SAMPLE VARIABLES FROM 2011

Variable	Datafile Name
Gender	gender
Age	Age
Gambling activities	DV2
EGM gambling type	DV1
Postcode	A1

SCREENING AND INTRODUCTION

Call outcome codes

Proceed with interview
 No answer
 Answering machine
 Fax machine / modem
 Appointment
 Engaged
 Telstra message / disconnected
 Not a residential number
 Named person not known (only applies if calling back to keep an appointment and phone answerer denies knowledge of named person)
 Claims to have done survey
 Away for duration
 Too old / frail / deaf / unable to do survey
 Remove number from list (add to SRC do not call register)
 Out of scope (no one 18 plus in household)
 LOTE – No follow up
 Terminated during screening / midway (HIDDEN CODE)
 Stopped interview
 Refused prior (SUPERVISOR USE ONLY) (e.g. phoned 1800 number to refuse participation)
 Respondent has passed away

*ALL
 SAMTYP
 1. Landline
 2. Mobile

Screening and introduction

*(SAMTYP=1 AND NONAMESAMP=1)

S4 Good morning/ afternoon / evening. My name is (...) and I am calling on behalf of the Tasmanian Government from the Social Research Centre. We interviewed a <GENDER> at this number in March 2011 and they said it would be ok to call back to speak with them. Would you happen to know which member of this household assisted us last time? Would they be available now?

INTERVIEWER NOTE: DO NOT MENTION TOPIC OF SURVEY UNTIL YOU ARE SPEAKING WITH NAMED RESPONDENT

INTERVIEWER NOTE: IF QUERIED ABOUT WHY WE DON'T HAVE THEIR NAME- DUE TO THE NATURE OF THE SURVEY NO IDENTIFYING INFORMATION WAS RETAINED, HOWEVER WE WERE GIVEN PERMISSION TO RECONTACT THIS NUMBER

INTERVIEWER NOTE: IF NECESSARY YOU CAN MENTION AGE AND GENDER (PROGRAMMER FEED FORWARD AGE AND GENDER FROM 2011)

1. Continue with selected respondent (GO TO S1a)
2. Person not available (STOP INTERVIEW, ARRANGE CALLBACK)
3. Wrong number / person not known (TERM3)
4. Household refusal (GO TO RR1)
- Respondent denies participation in 2011 (GO TO TERM3)
- Respondent no longer lives in Tasmania
7. Respondent refusal (GO TO RR1)
8. Respondent LOTE – (no language follow up) (GO TO ALOTE)
9. Queried about how telephone number was obtained (DISPLAY PTEL)
10. Wants a copy of PAL before proceeding (GO TO PAL)
11. Back to SMS

*(SAMTYP=2 AND NONAMESAMP=1)

S7 Good morning/ afternoon / evening. My name is (...) and I am calling on behalf of the Tasmanian Government from the Social Research Centre. We conducted an interview with you in March 2011 and at that time you agreed for us to contact you again for future research.

INTERVIEWER NOTE: DO NOT MENTION TOPIC OF SURVEY UNTIL YOU ARE SPEAKING WITH NAMED RESPONDENT

INTERVIEWER NOTE: IF QUERIED ABOUT WHY WE DON'T HAVE THEIR NAME- DUE TO THE NATURE OF THE SURVEY NO IDENTIFYING INFORMATION WAS RETAINED, HOWEVER WE WERE GIVEN PERMISSION TO RECONTACT THIS NUMBER

INTERVIEWER NOTE: IF NECESSARY YOU CAN MENTION AGE AND GENDER (PROGRAMMER FEED FORWARD AGE AND GENDER FROM 2011)

1. Continue with selected respondent (GO TO S1a)
2. Person not available (STOP INTERVIEW, ARRANGE CALLBACK)
3. Wrong number / person not known (TERM3)
4. Household refusal (GO TO RR1)
5. Respondent denies participation in 2011 (GO TO TERM3)
- Respondent no longer lives in Tasmania
7. Respondent refusal (GO TO RR1)
8. Respondent LOTE – (no language follow up) (GO TO ALOTE)
9. Queried about how telephone number was obtained (DISPLAY PTEL)
10. Wants a copy of PAL before proceeding (GO TO PAL)
11. Back to SMS

*(NONAMESAMP=2)

S1 Good morning/ afternoon / evening. My name is (...) and I am calling on behalf of the Tasmanian Government from the Social Research Centre. May I please speak with <<NAME>>?

INTERVIEWER NOTE: DO NOT MENTION TOPIC OF SURVEY UNTIL YOU ARE SPEAKING WITH NAMED RESPONDENT

INTERVIEWER NOTE: WHEN TALKING TO RESPONDENT REINTRODUCE IF NECESSARY AND MENTION THEY AGREED TO LET US RECONTACT THEM ON THIS NUMBER TO PARTICIPATE IN FURTHER RESEARCH

INTERVIEWER NOTE: IF NECESSARY YOU CAN MENTION AGE AND GENDER
(PROGRAMMER FEED FORWARD AGE AND GENDER FROM 2011)

INTERVIEWER NOTE: IF RESPONDENT NO LONGER LIVES IN TASMANIA REASSURE
THEM THEY CAN STILL PARTICIPATE IN THIS SURVEY

1. Continue with selected respondent
2. Person not available (STOP INTERVIEW, ARRANGE CALLBACK)
3. Wrong number / person not known (TERM3)
4. Household refusal (GO TO RR1)
5. Respondent denies participation in 2011 (GO TO TERM3)
- Respondent no longer lives in Tasmania
7. Respondent refusal (GO TO RR1)
8. Respondent LOTE – (no language follow up) (GO TO ALOTE)
9. Queried about how telephone number was obtained (DISPLAY PTEL)
10. Wants a copy of PAL before proceeding (GO TO PAL)
11. Back to SMS

*(S1=1 OR S4=1 OR S7=1 SELECTED RESPONDENT)

S1a In March 2011, you participated in a survey we conducted about gambling in Tasmania. Today we are doing a similar survey to help understand whether the steps taken by the Government to minimise harm caused by gambling have helped Tasmanian residents. This survey is confidential, and the information and opinions you provide will be used only for research purposes.

You are able to withdraw at any time and while we'd prefer that you answer all questions, if there are any questions that you'd rather not answer, that's fine, just let me know.

The interview today will take from 20 – 25 minutes, depending on your answers. Are you able to continue?

INTERVIEWER NOTE: IF RESPONDENT NO LONGER LIVES IN TASMANIA REASSURE
THEM THEY CAN STILL PARTICIPATE IN THIS SURVEY

1. Continue (GO TO PRES5)
- Stop interview, make appointment (ARRANGE CALL BACK, RECORD NAME OF SELECTED PERSON)
- Respondent refusal (ATTEMPT CONVERSION / RECORD REASON) (GO TO RR1)
- Respondent denies participation in 2011 (GO TO TERM3)
- Respondent no longer lives in Tasmania
- Respondent LOTE – (no language follow up) (GO TO ALOTE)
- Queried about how telephone number was obtained (DISPLAY PTEL)
- Wants a copy of PAL before proceeding (GO TO PAL)
- Back to SMS

*(QUERIED HOW TELEPHONE NUMBER WAS OBTAINED)

PTEL We completed an interview via this number in 2011 and were given permission by the person we interviewed at that time to recontact them to participate in further research.

1. Snap back to previous question

PRES5 IF SAMTYP=2 CONTINUE, ELSE GO TO S3

*(MOBILE SAMPLE, SAMTYP=2)

S5 May I just check whether it is safe for you to take this call at the moment? If not, I am happy to call you back when it is more convenient for you.

1. Safe to take call (GO TO S3)
2. Not safe to take call (GO TO S6)
3. Selected respondent refusal (GO TO RR1)

*(MOBILE SAMPLE, NOT SAFE TO TAKE CALL S5=2)

S6 Do you want me to call you back on this number or would you prefer I call back on another phone?

1. This number (TYPE STOP, MAKE APPOINTMENT)
2. Another phone (TYPE STOP, MAKE APPOINTMENT, RECORD PHONE NUMBER)
3. Respondent refusal (GO TO RR1)

*(MOBILE SAMPLE, NOT SAFE TO TAKE CALL, S5 =2)

S6b INTERVIEWER RECORD:

Is this a HARD or SOFT appointment?

1. HARD appointment
2. SOFT appointment

*(SELECTED RESPONDENT)

S3 My supervisor may monitor this interview for quality assurance purposes. Please tell me if you do not want this to happen.

Monitoring allowed
Monitoring not permitted

*(RESPONDENT WANTS COPY OF PAL, S1=8 OR S1a=6)

PAL Would you like us to mail, fax or e-mail you a copy of the letter?

1. Mail (Record name and collect address details)
2. Fax (Collect name and fax number)
3. E-mail (Collect name and email address)

*(RESPONDENT WANTS COPY OF PAL, S1=8 OR S1a=6)

PALNAME1 Firstly, can I please record your full name

1. Record TITLE, FNAME and SNAME
2. Refused

*(RESPONDENT WANTS PAL MAILED, PAL=1)

PALADDRESS Can I please confirm your address?

1. Record HOUSE/UNIT NUMBER, STREET, SUBURB and PCODE
2. Refused

*(RESPONDENT WANTS PAL FAXED, PAL=2)

PALFAX What is your fax number?

1. Record Fax number (MUST BE 10 DIGITS)
2. Refused

*(RESPONDENT WANTS PAL E-MAILED, PAL=3)

PALADDRESS What is your email address?

1. Record email address (READ BACK TO RESPONDENT)
2. Refused

*(RESPONDENT WANTS COPY OF PAL, S1=8 OR S1a=6)

PALREFUSAL: IF REFUSED AT ANY: Without an [INSERT address, fax, email], we will be unable to provide you with a copy of the letter. Is it okay if we continue with the survey?

1. Continue
2. Refused (**GO TO RR1**)

*(ALL)

TS1 TIMESTAMP 1

***SECTION A: SCREENER DEMOGRAPHICS**

*(ALL)

A1 Thank you. I am going to start by asking you a couple of questions about yourself, to help us group your responses with other people. First, what is the postcode where you live?
POSTCODE FROM SAMPLE: (DISPLAY POSTCODE FROM SAMPLE) (POSTCODE NOT ON LOOKUP LIST GO TO QV AND CODE AS 10)

1. Postcode correct as displayed
2. Postcode incorrect / not displayed (SPECIFY) (RANGE 7000 TO 7923) (GO TO QV)
3. (Don't know) (GO TO A2) (PROGRAMMER NOTE – USE SAMPLE POSTCODE FOR QV)
4. (Refused) (GO TO A3)

*(DON'T KNOW POSTCODE) (A1=3)

A2 That's OK, which suburb or locality do you live in and we will look it up?

1. Suburb/locality (SPECIFY)
2. (Don't know) (GO TO A3)
3. (Refused) (GO TO A3)

*(HIDDEN) (ALL)

QV *(PROGRAMMER NOTE – LOOKUP LIST TO BE PROVIDED, OR DRAW FROM SAMPLE MARKET IF NO MATCH)

1. Brighton
2. Break O'Day
3. Glenorchy
4. Devonport
5. Circular Head
6. Launceston
7. Sorell
8. Clarence
9. Rest of state
10. No longer resident of Tasmania

*(ALL)

A3 What is your age in years?
*(PROGRAMMER NOTE: IF MORE THAN 90, DISPLAY "UNLIKELY RESPONSE – CONFIRM")

1. Under 18 (GO TO TERM2)
2. Age given (Specify) (RANGE 18 TO 120)
3. (Refused)

*(REFUSED AGE) (A3=2)

A4 Which age group are you in?

1. 18 to 24 years
2. 25 to 29 years
3. 30 to 34 years
4. 35 to 39 years
5. 40 to 44 years
6. 45 to 49 years
7. 50 to 54 years
8. 55 to 59 years
9. 60 to 64 years
10. 65 to 69 years
11. 70 years or over
12. (Refused)

*(ALL)
TS2 TIMESTAMP 2

*SECTION B: GAMBLING PARTICIPATION

*(ALL)

B1 I'd like to start by asking some questions about gambling. I am going to read a list of popular gambling activities and ask if you have played them FOR MONEY in the previous 12 months. In the last 12 months, have you... (READ OUT)?
*(STRING TEXT In the last 12 months, have you... (READ OUT)?

(INTERVIEWER NOTE: Gambling by respondents is not restricted to the state of Tasmania. That is, gambling occurring in any other state or country can be included in this section.)

(STATEMENTS) (RANDOMISE a-i excluding j which is to stay last)

- a. Played poker machines or electronic gaming machines
- b. Bet on horse or greyhound races (INTERVIEWER NOTE: excluding sweeps such as for Melbourne Cup)
- c. Purchased instant scratch tickets
- d. Played a lottery (INTERVIEWER NOTE: such as Tattsлото, Powerball, Super 66, The Pools, Lucky Keno, Lucky Lines, Lucky Bingo Start, Pick 3, and Pick 5 Heads or Tails)
- e. Played TasKeno or other forms of Keno
- f. Played casino table games (INTERVIEWER NOTE: Such as blackjack, roulette or poker)
- g. Played bingo
- h. Bet on sporting or other events such as TV show results, election results
- i. Bet on informal private games (INTERVIEWER NOTE: such as cards, mah-jong, snooker, online or offline computer games, board games, sports)
- J. Participated in any other gambling activity that I haven't mentioned (excluding raffles or sweeps)? (SPECIFY)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(PROGRAMMER NOTE: CREATE DUMMY VARIABLES)

*(HIDDEN) (ALL)

DV0 Gambling Status

1. (IF ANY STATEMENT B1 = 1) Gambler
2. (ALL STATEMENTS B1 = 2 OR 3 OR 4) Non Gambler (GOTO K1)

*(HIDDEN) (GAMBLER)

DV1 EGM Gambling Status

1. (IF B1a = 1) EGM Gambler
2. (IF B1a = 2-4) NOT EGM Gambler

*(HIDDEN) (GAMBLERS) (DV0 = 1)

DV2 Gambling Activities (MULTIPLE RESPONSE ALLOWED)

1. (IF B1a = 1) Poker machines or electronic gaming machines
2. (IF B1b = 1) Horse or greyhound races (excluding sweeps)
3. (IF B1c = 1) Instant scratch tickets
4. (IF B1d = 1) Lotteries
5. (IF B1e = 1) Keno
6. (IF B1f = 1) Casino table games
7. (IF B1g = 1) Bingo
8. (IF B1h = 1) Sporting events or other events
9. (IF B1i = 1) Informal private games

10. (IF B1j = 1) [INSERT SPECIFY FROM B1j]

PROGRAMMER: FEED FORWARD FROM PR0748 DV2

DV10 2011 gambling type

1. DV2=1 Poker machines or electronic gaming machines
2. DV2=2 Horse or greyhound races (excluding sweeps)
3. DV2=3 Instant scratch tickets
4. DV2=4 Lotteries
5. DV2=5 Keno
6. DV2=6 Casino table games
7. DV2=7 Bingo
8. DV2=8 Sporting events or other events
9. DV2=9 Informal private games
10. DV2=10 Other

*(GAMBLERS) (DV0=1)

D11. If there was one thing that the Tasmanian government could realistically do to reduce excessive gambling in the community, what would that be?

1. Record response (specify)
2. (Don't know)
3. (Refused)

*(ALL)

TS3 TIMESTAMP 3

*SECTION C: EGM GAMBLING

PREC1 IF DV1= 1 (EGM GAMBLER) CONTINUE, OTHERS GO TO C3

*(EGM GAMBLER) (DV1 = 1)

C1 I am now going to ask you some questions specifically about your poker machine gambling. In the last 12 months, how many times per week, per month or per year have you played POKER MACHINES... (READ OUT)?

(INTERVIEWER NOTE: This refers to number of sessions of playing poker machines, NOT number of individual machines played)

(INTERVIEWER NOTE: Record number of times in appropriate code – only need to enter in one number depending on how they answer)

(STATEMENTS)

- a. In a club or hotel
- b. In a casino
- c. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLLED CALCULATION USING RESPONSE FRAME AT C1

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT C1 (A-C) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR C1.

*(EGM GAMBLER) (DV1 = 1)

C2 In the past 12 months, how much money, ON AVERAGE, did you SPEND on poker machines during EACH VISIT to a poker machine venue? By SPEND we mean the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and what you had left when you finished playing.
(INTERVIEWER NOTE: Each visit = one session (i.e., betting during a discrete period of time at one location) | Spend – does not include counter meals, drinks etc.)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY “UNLIKELY RESPONSE” IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT C1 AND \$ SPENT AT C2

- \$C2 x NUMBER TIMES PER WEEK x 52 OR
- \$C2 x NUMBER TIMES PER MONTH x 12 OR
- \$C2 x NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT C1 (A-C) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR C1/2.

*(EGM GAMBLER IN 2011 OR CURRENT SURVEY) (DV1=1 OR DV10=1)

C3 Are you aware of the Tasmanian Gambling Exclusion Scheme that allows you to exclude yourself from gambling in a venue?

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(AWARE OF TGES) (C3=1)

C3a Have you excluded yourself from gambling in venues using the Tasmanian Gambling Exclusion Scheme in the last three years?

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(EGM GAMBLERS)

TS4 TIMESTAMP 4

***SECTION D: NON-EGM GAMBLING ACTIVITY FREQUENCY/EXPENDITURE**

IF DV2 NOT 2-10 (DON'T UNDERTAKE ANY OTHER GAMBLING) GO TO E1

(EGM GAMBLERS WHO UNDERTAKE OTHER GAMBLING ALSO) (DV1=1 AND DV2=2-10)

PRED0a We would now like to ask you some questions about some other gambling activities.

(NOT EGM GAMBLER AND UNDERTAKES OTHER GAMBLING ACTIVITY) (DV1=2 AND DV2=2-10)

PRED0b We would now like to ask you some questions about your gambling activities.

PRED1a IF DV2=2 CONTINUE, OTHERS GO TO PRED2a

*(BET ON HORSE OR GREYHOUND RACES) (DV2=2)

D1a In the last 12 months, how many times per week, or per month or per year have you bet on HORSE OR GREYHOUND RACES (excluding sweeps)... (READ OUT)?

(STATEMENTS)

- a. At a racetrack
- b. At an off-course venue (such as TOTE/TAB, club, hotel or casino)
- c. By telephone or SMS (mobile phone or landline)
- d. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D1a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

CREATE TWO CALCULATIONS:

SUM STATEMENTS (D1aa-c AND/OR (D7aa OR D7ac)) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.

SUM STATEMENTS (D1ad AND/OR D7ab) INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING

*(BET ON HORSE OR GREYHOUND RACES) (DV2=2)

D1b In the past 12 months, approximately how much money, on average, did you spend during EACH SESSION of betting on horse or greyhound races?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D1a AND \$ SPENT AT D1b

- \$D1b x NUMBER TIMES PER WEEK x 52 OR
- \$D1b x NUMBER TIMES PER MONTH x 12 OR
- \$D1b x NUMBER TIMES PER YEAR

CREATE TWO CALCULATIONS:

SUM SPEND (D1aa-c AND/OR (D7aa OR D7ac)) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.

SUM SPEND (D1ad AND/OR D7ab) INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING

PRED2a IF DV2=3 CONTINUE, OTHERS GO TO PRED3a

*(BUY INSTANT SCRATCH TICKETS) (DV2=3)

D2a In the last 12 months, how many times per week or per month or per year have you purchased INSTANT SCRATCH TICKETS?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)

4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D2a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D2a

*(BUY INSTANT SCRATCH TICKETS) (DV2=3)

D2b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH TRANSACTION of purchasing instant scratch tickets?

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >50)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D2A AND \$ SPENT AT D2B

- \$D2b x NUMBER TIMES PER WEEK x 52 OR
- \$D2b x NUMBER TIMES PER MONTH x 12 OR
- \$D2b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D2

PRED3a IF DV2=4 CONTINUE, OTHERS GO TO PRED4a

*(PLAY LOTTERIES) (DV2=4)

D3a In the last 12 months, how many times per week, or per month, or per year have you played a LOTTERY?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D3a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D3a

*(PLAY LOTTERIES) (DV2=4)

D3b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH TRANSACTION of playing a lottery?

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >100)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D3A AND \$ SPENT AT D3B

- \$D3b x NUMBER TIMES PER WEEK x 52 OR
- \$D3b x NUMBER TIMES PER MONTH x 12 OR

- \$D3b x NUMBER TIMES PER YEAR
THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D3

PRED4a IF DV2=5 CONTINUE, OTHERS GO TO PRED5a

*(PLAY KENO) (DV2=5)

D4a In the last 12 months, how many times per week, or per month, or per year have you played TASKENO or other forms of KENO... (READ OUT)?

(STATEMENTS)

- In a club or hotel
- In a casino
- In a newsagent or Tattersalls outlet
- Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)

(RESPONSE FRAME)

- Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
- Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
- Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
- (Don't know)
- (Refused)
- None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D4a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT D4a (A-D) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR D4a

*(PLAY KENO) (DV2=5)

D4b In the past 12 months, how much money, on AVERAGE, did you SPEND during EACH SESSION of playing Taskeno or other forms of Keno?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

- Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >500)
- (Don't know)
- (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D4a AND \$ SPENT AT D4b

- \$D4b x NUMBER TIMES PER WEEK x 52 OR
- \$D4b x NUMBER TIMES PER MONTH x 12 OR
- \$D4b x NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT D4a (A-D) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR D4

PRED5a IF DV2=6 CONTINUE, OTHERS GO TO PRED6a

*(PLAY TABLE GAMES) (DV2=6)

D5a In the last 12 months, how many times per week, or per month, or per year have you played CASINO TABLE GAMES... (READ OUT)?

(INTERVIEWER NOTE: Such as blackjack, roulette, poker)

(STATEMENTS)

- At a casino

- b. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D5a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT D5a (A-B) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR D5a

*(PLAY TABLE GAMES) (DV2=6)

D5b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION you played casino table games?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D5a AND \$ SPENT AT D5b

- \$D5b x NUMBER TIMES PER WEEK x 52 OR
- \$D5b x NUMBER TIMES PER MONTH x 12 OR
- \$D5b x NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT D5a (A-B) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR D5

PRE6a IF DV2=7 CONTINUE, OTHERS GO TO PRED7a

*(PLAY BINGO) (DV2=7)

D6a In the last 12 months, how many times per week, or per month, or per year have you played BINGO?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D6a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D6a

*(PLAY BINGO) (DV2=7)

D6b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of playing bingo?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >500)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D6A AND \$ SPENT AT D6B

- \$D6b x NUMBER TIMES PER WEEK x 52 OR
- \$D6b x NUMBER TIMES PER MONTH x 12 OR
- \$D6b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D6

PRED7a IF DV2=8 CONTINUE, OTHERS GO TO PRED8a

*(BET ON SPORT EVENTS) (DV2=8)

D7a In the last 12 months, how many times per week, or per month, or per year have you bet on SPORTING OR OTHER EVENTS... (READ OUT)? (INTERVIEWER NOTE: Examples of other events are TV shows and election results. Other events do not include horse or greyhound race betting)

(STATEMENTS)

- a. At a venue (such as TOTE/TAB, club, hotel or casino)
- b. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)
- c. By telephone or SMS (landline or mobile phone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLERED CALCULATION USING RESPONSE FRAME AT D7a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

CREATE TWO CALCULATIONS:

SUM STATEMENTS (D1aa-c AND/OR (D7aa OR D7ac)) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.

SUM STATEMENT (D1ad AND/OR D7ab) INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING

*(BET ON SPORT EVENTS) (DV2=8)

D7b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of betting on sporting or other events?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D7a AND \$ SPENT AT D7b

- \$D7b x NUMBER TIMES PER WEEK x 52 OR
- \$D7b x NUMBER TIMES PER MONTH x 12 OR
- \$D7b x NUMBER TIMES PER YEAR

CREATE TWO CALCULATIONS:

SUM SPEND FOR (D1aa-c AND/OR (D7aa OR D7ac)) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.

SUM SPEND (D1ad AND/OR D7ab) INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING

PRED8a IF DV2=9 CONTINUE, OTHERS GO TO PRED9a

*(BET ON PRIVATE GAMES) (DV2=9)

D8a In the last 12 months, how many times per week, or per month, or per year have you bet on INFORMAL PRIVATE GAMES FOR MONEY (e.g. cards, mah-jong, snooker, online or offline computer games, board games, sports)?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D8a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D8a

*(BET ON PRIVATE GAMES) (DV2=9)

D8b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of betting on informal private games for money?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D8A AND \$ SPENT AT D8B

- \$D8b x NUMBER TIMES PER WEEK x 52 OR
- \$D8b x NUMBER TIMES PER MONTH x 12 OR
- \$D8b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D8

PRED9a IF DV2=10 CONTINUE, OTHERS GO TO TS5

*(OTHER GAMBLING ACTIVITIES) (DV2=10)

D9a You said that you have bet on (INSERT DV2 CODE 10 TEXT). In the last 12 months, how many times per week, or per month, or per year, have you bet on this activity?
(INTERVIEWER NOTE: Record number of times in appropriate code)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D9a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D9a

*(OTHER GAMBLING ACTIVITIES) (DV2=10)

D9b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of playing this gambling activity?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D9A AND \$ SPENT AT D9B

- \$D10b x NUMBER TIMES PER WEEK x 52 OR
- \$D10b x NUMBER TIMES PER MONTH x 12 OR
- \$D10b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D9

PROGRAMMER: S1=6 OR S1A=5 OR QV=10 SKIP TO F1

TOTAL ANNUAL SPEND PER GAMBLING FORM

**SELECT 2 HIGHEST ANNUAL SPEND GAMBLING FORMS
IF MORE THAN 2 ARE HIGHEST THEN REVERT TO ANNUAL TIMES GAMBLED
TO DETERMINE 2 HIGHEST**

USE THE TWO CALCULATIONS FOR D1a and D7a HERE AS WELL:
(SUM SPEND D1aa-c PLUS (D7aa OR D7ac) INTO ONE TOTAL ANNUAL FIGURE
FOR VENUE BASED GAMBLING.)
(SUM SPEND D1ad WITH D7ab INTO ONE ANNUAL FIGURE FOR ONLINE
GAMBLING)

ALLOCATE TO DV3

TOTAL ANNUAL TIMES GAMBLER PER GAMBLING FORM**USE TOTAL ANNUAL TIMES ONLY TO DETERMINE 2 HIGHEST GAMBLING FORMS WHERE SPEND IS THE SAME**

USE THE TWO CALCULATIONS FOR D1a and D7a HERE AS WELL:
 (SUM STATEMENTS D1aa-c PLUS (D7aa OR D7ac) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.)
 (SUM STATEMENTS D1ad WITH D7ab INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING)

DUMMY VARIABLE DV3

1. Poker machines
2. Horse/greyhound/sports events VENUES (D1aa-c AND/OR D7ac)
3. Lotteries
4. Keno
5. Casino table games
6. Horse/greyhound/sports events ONLINE (D1ad AND/OR D7ab)
7. None of these (GO TO F1)

*(ALL GAMBLERS)

TS5 TIMESTAMP 5

***SECTION E: HARM MINIMISATION MEASURES**

PROGRAMMER: S1=6 OR S1A=5 OR QV=10 OR S4=6 OR S7=6 ARE NOT TO BE ASKED ANY QUESTIONS IN THIS SECTION

EGM HARM MINIMISATION

*(EGM GAMBLING MAIN FORM) (DV3=1)

E1 The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive poker machine gambling. I am going to read out some of these measures and for each can you please let me know if you were aware of this before today.

*(STRING TEXT) Do you know about (READ OUT)?

I understand that this is a long list and some of these measures may not apply to you. Please bear with me and I'll run through them as quickly as possible.

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. the ban on having ATMs in hotels and clubs with poker machines (INTERVIEWER NOTE: This does not apply to the casinos in Tasmania)
- b. the reduction in the maximum number of lines on poker machines
- c. the reduction of the maximum bet per spin on poker machines
- d. the reduction in the amount of cash you can insert into the note acceptors of poker machines located in casinos
- e. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- f. limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming venues

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

*(EGM GAMBLING MAIN FORM) (DV3=1)

E2 And how about the following measures. (READ OUT)?
*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- g. casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling
- h. reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- i. restricting the amount of cash for poker machine payouts to \$1000
- j. providing adequate lighting in poker machine areas
- k. not serving food or alcohol to people playing or seated at poker machines after 6pm
- l. locating highly visible clocks on the walls of poker machine areas
- m. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning

(RESPONSE FRAME)

- 1. Yes
- 2. No
- 3. (Don't know/not sure)
- 4. (Refused)

*(AWARE OF MEASURE A) (E1a=1)

E3a Has the ban on having ATMs in hotels and clubs with poker machines increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

- 1. Increased
- 2. No change
- 3. Decreased
- 4. (Don't know /not sure /not applicable)
- 5. (Refused)

*(AWARE OF MEASURE B) (E1b=1)

E3b Has the reduction in the maximum number of lines on poker machines increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

- 1. Increased
- 2. No change
- 3. Decreased
- 4. (Don't know /not sure/not applicable)
- 5. (Refused)

*(AWARE OF MEASURE C) (E1c=1)

E3c Has the reduction of the maximum bet per spin on poker machines increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

- 1. Increased

2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE D) (E1d=1)

E3d Has the reduction in the amount of cash you can insert into the note acceptors of poker machines located in casinos increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE E) (E1e=1)

E3e Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE F) (E1f=1)

E3f Has limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming venues increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE G) (E2g=1)

E3g Has casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE H) (E2h=1)

E3h Has reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE I) (E2i=1)

E3i Has restricting the amount of cash for poker machine payouts to \$1000 increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE J) (E2j=1)

E3j Has providing adequate lighting in poker machine areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE K) (E2k=1)

E3k Has not serving food or alcohol to people playing or seated at poker machines after 6pm increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased

2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE L) (E2l=1)

E3l Has locating highly visible clocks on the walls of poker machine areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE M) (E2m=1)

E3m Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

TERRESTRIAL WAGERING HARM MINIMISATION

*(BET ON TERRESTRIAL WAGERING AS MAIN GAMBLING ACTIVITY) (DV3=2)

HG1. The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive betting on horse or greyhound racing, sports, and other events in VENUES such as racetracks, TOTES, TABs, clubs, hotels, and casinos. I am going to read out some of these measures and for each please let me know if you were aware of it before today.
(INTERVIEWER NOTE: This does NOT include online race, sports, or other event betting)

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. the ban on having ATMs in hotels and clubs with race, sports or other event betting
(INTERVIEWER NOTE: This does not apply to the casinos in Tasmania)
- b. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- c. limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in betting venues
- d. reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- e. locating highly visible clocks on the walls of betting areas
- f. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning (INTERVIEWER NOTE: provided by the gambling provider/venue)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

*(AWARE OF MEASURE A) (HG1a=1)

HG3a. Has the ban on having ATMs in hotels and clubs with race, sports, or other event betting increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (HG1b=1)

HG3b. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE C) (HG1c=1)

HG3d. Has limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in betting venues increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE D) (HG1d=1)

HG3e. Has reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change

3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE E) (HG1e=1)

HG3f. Has locating highly visible clocks on the walls of betting areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE F) (HG1f=1)

HG3g. Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

ONLINE WAGERING HARM MINIMISATION

*(BET ON ONLINE WAGERING AS MAIN GAMBLING ACTIVITY) (DV3=6)

ON1. The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive ONLINE betting on horse or greyhound races, sports, or other events. I am going to read out some of these measures and for each please let me know if you were aware of it before today. (INTERVIEWER NOTE: This does not include race, sports, and other event betting in venues, such as racetracks, TOTEs, TABs, clubs, hotels, and casinos)

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- b. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

*(AWARE OF MEASURE A) (ON1a=1)

ON3c. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on online race, sports, or other event betting?
- b. your ENJOYMENT of online race, sports, or other event betting?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (ON1b=1)

ON3h. Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on online race, sports, or other event betting?
- b. your ENJOYMENT on online race, sports, or other event betting?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

LOTTERIES HARM MINIMISATION

*(PLAY LOTTERIES AS MAIN GAMBLING ACTIVITY) (DV3=3)

LO1. The Tasmanian Government has introduced several measures that aim to reduce the harm caused by excessive gambling on lotteries. I am going to read out some of these measures and for each please let me know if you were aware of it before today.

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- b. providing information about responsible gambling, help for gambling problems, and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

*(AWARE OF MEASURE A) (LO1a=1)

LO2a. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on lotteries?
- b. your ENJOYMENT of lotteries?

(RESPONSE FRAME)

1. Increased
2. No change

3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (LO1b=1)

LO2b. Has providing information about responsible gambling, help for gambling problems, and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on lotteries?
- b. your ENJOYMENT of lotteries?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

KENO HARM MINIMISATION

*(PLAY KENO AS MAIN GAMBLING ACTIVITY) (DV3=4)

KE1. The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive gambling on keno. I am going to read out some of these measures and for each please let me know if you were aware of it before today.

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. the ban on having ATMs in hotels and clubs with keno (INTERVIEWER NOTE: This does not apply to the casinos in Tasmania)
- b. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- c. limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming venues
- d. casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling
- e. reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- f. restricting the amount of cash for keno payouts to \$1000
- g. locating highly visible clocks on the walls of areas in which you play keno
- h. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

*(AWARE OF MEASURE A) (KE1a =1)

KE2a. Has the ban on having ATMs in hotels and clubs with keno increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change

3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (KE1b=1)

KE2b. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE C) (KE1c=1)

KE2c. Has limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE D) (KE1d=1)

KE2d. Has casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE E) (KE1e=1)

KE2e. Has reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased

4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE F) (KE1f=1)

KE2f. Has restricting the amount of cash for keno payouts to \$1000 increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE G) (KE1g=1)

KE2g. Has locating highly visible clocks on the walls of areas in which you play keno increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE H) (KE1h=1)

KE2h. Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

CASINO TABLE GAMES HARM MINIMISATION

*(PLAY TABLE GAMES AS MAIN GAMBLING ACTIVITY) (DV3=5)

CA1. The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive gambling on table games in casinos. I am going to read out some of these measures and for each please let me know if you were aware of it before today.

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)

- b. limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gambling venues (INTERVIEWER NOTE: The banning of free or discounted alcohol does not apply to private gaming areas at a casino or to players participating in a table gaming tournament)
- c. casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling
- d. reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- e. providing adequate lighting in table areas
- f. locating highly visible clocks on the walls of table areas
- g. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

*(AWARE OF MEASURE A) (CA1a=1)

CA2a. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (CA1b=1)

CA2b. Has limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gambling venues increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE C) (CA1c=1)

CA2c. Has casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change

3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE D) (CA1d=1)

CA2d. Has reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE E) (CA1e=1)

CA2e. Has providing adequate lighting in table areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE F) (CA1f=1)

CA2f. Has locating highly visible clocks on the walls of gambling areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE G) (CA1g=1)

CA2g. Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased

4. (Don't know /not sure /not applicable)
5. (Refused)

*(GAMBLERS WITH A MAIN GAMBLING FORM)

TS6 TIMESTAMP 6

***SECTION F: PROBLEM GAMBLING SEVERITY (PGSI)**

*(ALL GAMBLERS) (DV0=1)

F1 For this next series of questions, please try to be as accurate as possible. Please bear with me, as I understand that these questions may not apply to your situation but we do have to ask them of everyone.

Thinking about the last 12 months how often ... (INSERT STATEMENT)?

(STATEMENTS) (RANDOMISE)

- a. have you bet more than you could really afford to lose?
- b. have you needed to gamble with larger amounts of money to get the same feeling of excitement?
- c. have you gone back another day to try to win back the money you lost?
- d. have you borrowed money or sold anything to get money to gamble?
- e. have you felt that you might have a problem with gambling?
- f. have people criticised your betting or told you that you had a gambling problem, whether or not you thought it was true?
- g. have you felt guilty about the way you gamble or what happens when you gamble?
- h. has your gambling caused you any health problems, including stress or anxiety?
- i. has your gambling caused financial problems for you or your household?

(RESPONSE FRAME)

1. Almost always
2. Most of the time
3. Sometimes
4. Never
5. (Don't know)
6. (Refused)

*(PROGRAMMER NOTE: CREATE DUMMY VARIABLES)

*(HIDDEN) (ALL)

DV4 PREVALENCE ESTIMATE

1. (IF F1a-i ALL = 4-6) Non Problem Gambling
2. (IF F1a-i ANY = 1-3) Some Problem Gambling

*(ALL GAMBLERS)

TS7 TIMESTAMP 7

***SECTION G: GAMBLING MOTIVES**

*(ALL GAMBLERS) (DV0=1)

G1 The questions that follow refer to reasons that some people have given about why they take part in gambling activities.

Do you almost always, most of the time, sometimes or never take part in gambling activities...(INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. for the chance of winning big money
- b. because it's fun
- c. as a hobby or a past-time
- d. to escape boredom or to fill your time
- e. to compete with others (e.g. bookmaker, other gamblers)
- f. because it's exciting
- g. for the mental challenge or to learn about the game or activity
- h. because of the sense of achievement when you win
- i. to impress other people
- j. to be sociable
- k. because it helps when you're feeling tense
- l. to make money
- m. to relax
- n. because it's something that you do with friends or family

(RESPONSE FRAME)

1. Almost always
2. Most of the time
3. Sometimes
4. Never
5. (Don't know)
6. (Refused)

*(ALL GAMBLERS)

TS8 TIMESTAMP 8

***SECTION H: GAMBLING TRIGGERS**

*(ALL GAMBLERS) (DV0=1)

H1 I am now going to read out examples of circumstances where some people gamble and ask you how often you have gambled in each situation. (STRING TEXT) In the past 12 months, how often have you gambled ...(INSERT STATEMENT)?
Would you say....?

(STATEMENTS) (RANDOMISE)

- a. in situations involving difficulties with other people (INTERVIEWER NOTE: e.g. when you had an argument with a friend or when there were fights at home)
- b. in situations where you were worried about debt (INTERVIEWER NOTE: e.g. when people were pressuring you to come up with money or when you were worried about your debts)
- c. in situations involving unpleasant or sad or bad feelings (INTERVIEWER NOTE: e.g. when you were depressed or when you felt bad about yourself)
- d. in situations involving testing your control over your gambling (INTERVIEWER NOTE: e.g. when you wanted to prove that you could make a few bets without going too far or when you decided to try to limit your gambling)
- e. in situations involving temptations to gamble (INTERVIEWER NOTE: e.g. when you had money in your pocket or when you saw something that reminded you of gambling)
- f. in situations where you were under social pressure to gamble (INTERVIEWER NOTE: e.g. when someone encouraged you to bet or when people around you expected you to gamble)

- g. in situations where you were feeling confident about your skills (INTERVIEWER NOTE: e.g. when you felt confident about your gambling skills or when you felt you could profit from careful gambling)
- h. in situations where you were winning (INTERVIEWER NOTE: e.g. when you were winning and wanted to keep on winning or when you almost won and felt that you could win very soon)
- i. in situations involving pleasant or happy or good feelings (INTERVIEWER NOTE: e.g. when you wanted to celebrate or when everything was going well)
- j. in situations where you were experiencing a need for excitement (INTERVIEWER NOTE: e.g. when you felt like taking a risk or when everyday life seemed boring)
- k. in situations when you were drinking alcohol

(RESPONSE FRAME)

- 1. Almost always
- 2. Most of the time
- 3. Sometimes
- 4. Never
- 5. (Don't know)
- 6. (Refused)

*(ALL GAMBLERS)

TS9 TIMESTAMP 9

*SECTION I: GAMBLING COGNITIONS

*(ALL GAMBLERS) (DV0=1)

- I1 Please indicate the extent to which you agree with the following statements, using a scale of 1 to 5, where 1 is strongly disagree and 5 is strongly agree.

(STATEMENTS) (RANDOMISE)

- a. My knowledge and skill in gambling contribute to the likelihood that I will make money
- b. If I am gambling and losing, I should continue because I don't want to miss a win
- c. When I am gambling, "near misses" or times when I almost win remind me that if I keep playing I will win
- d. I have a "lucky" technique that I use when I gamble
- e. If I lose money gambling, I should try to win it back
- f. I am pretty accurate at predicting when a win will occur

(RESPONSE FRAME)

- 1. Strongly disagree
- 2. Somewhat disagree
- 3. Neither agree or disagree
- 4. Somewhat agree
- 5. Strongly agree
- 6. (Don't know)
- 7. (Refused)

*(ALL GAMBLERS)

TS10 TIMESTAMP 10

SECTION J: READINESS AND INTENTION TO CHANGE

*(ALL GAMBLERS) (DV0=1)

- J1 On a scale of 1 to 10...[INSERT STATEMENT]

(STATEMENTS) (RANDOMISE)

- a. How important is it for you to reduce or stop gambling, where 1 is not at all important and 10 is very important?
- b. How confident are you that you could reduce or stop gambling if you decided to, where 1 is not at all confident and 10 is very confident?

- c. Where does reducing or stopping gambling fit on your list of priorities, where 1 is very low on your list of priorities and 10 is very high on your list of priorities?

(RESPONSE FRAME)

1. Enter 1-10
2. (Don't know)
3. (Refused)

*(ALL GAMBLERS) (DV0=1)

J2 How much do you agree or disagree that [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. You intend to cut down (but not stop) gambling in the next 12 months
- b. You intend to stop gambling in the next 12 months

(READ OUT)

(RESPONSE FRAME)

1. Strongly disagree
2. Disagree
3. Neither agree or disagree
4. Agree
5. Strongly agree
6. (Don't know)
7. (Refused)

*(ALL GAMBLERS)

TS11 TIMESTAMP 11

*SECTION K: QUALITY OF LIFE

*(ALL)

K1 The next questions ask how you feel about your health, or other areas of your life. We ask that you think about your life specifically IN THE LAST FOUR WEEKS. With this in mind, how would you rate your quality of life?

(RESPONSE FRAME)

1. Very poor
2. Poor
3. Neither good nor poor
4. Good
5. Very good
6. (Don't know)
7. (Refused)

*(ALL)

K3 Using a different scale, in the LAST FOUR WEEKS...

(READ OUT)

(STATEMENTS) (RANDOMISE)

- a. Do you have enough energy for everyday life...?
- b. Have you enough money to meet your needs...?
- c. To what extent do you have the OPPORTUNITY for leisure activities? (INTERVIEWER NOTE: We don't expect them to have leisure activities all the time, just whether they ever have the 'opportunity' to undertake them)

(RESPONSE FRAME) (READ OUT)

1. Not at all
2. A little

3. Moderately
4. Mostly
5. Completely
6. (Don't know)
7. (Refused)

*(ALL)

K4 I am now going to read out a number of statements and if you could please tell me how satisfied or dissatisfied you are with each one? How satisfied are you with... *(PROGRAMMER: USE AS STRING) (INSERT STATEMENT)

(IF NECESSARY: Is that very dissatisfied, dissatisfied, neither, satisfied or very satisfied)

(STATEMENTS) (RANDOMISE)

- a. your health?
- b. your ability to perform your daily living activities?
- c. your capacity for work?
- d. yourself?
- e. your personal relationships?
- f. the conditions of your living place?
- g. your transport?

(READ OUT)

(PROBE satisfied/dissatisfied)

(RESPONSE FRAME)

1. Very dissatisfied
2. Dissatisfied
3. Neither satisfied nor dissatisfied
4. Satisfied
5. Very satisfied
6. (Don't know)
7. (Refused)
8. (Not applicable)

*(ALL)

TS12 TIMESTAMP 12

*SECTION M: SUBSTANCE USE

*(ALL)

I am now going to ask you some questions about your use of alcohol and other substances. Please be assured that the information you provide will be treated as strictly confidential.

M1 Thinking specifically about your alcohol consumption, a standard drink is a small glass of wine, a pot of regular beer, or a shot of spirits. How many standard drinks do you have on a typical day when you are drinking? (INTERVIEWER NOTE: A can of regular beer and a typical glass of wine are 1.5 standard drinks; a pre-mixed drink should be recorded at 2 standard drinks)

1. Number given (specify)
2. Do not drink alcohol
3. (Don't know)
4. (Refused)

M2 *(STRING TEXT) How many times in the past year have you... (INSERT STATEMENT)?

(STATEMENTS) (RANDOMISE)

- a. had a drink containing alcohol? (DO NOT ASK IF M1=2)
- b. PROGRAMMER NOTE, TEXT REPLACE IF FEMALE (GENDER=2) INSERT "had five or more standard drinks on one occasion" IF MALE (GENDER=1) DISPLAY "had seven or more standard drinks on one occasion"? (DO NOT ASK IF M1=2)

- c. used tobacco products (INTERVIEWER NOTE: cigarettes, chewing tobacco, cigars, etc.)
- d. used an illegal drug or used a prescription medication for non-medical reasons?

(RESPONSE FRAME)

- 1. Every day
- 2. 4-6 times a week
- 3. 2-3 times a week
- 4. Once a week
- 5. 2-3 times a month
- 6. Monthly or less
- 7. Not in the last year/Never
- 8. (Don't know)
- 9. (Refused)

*(ALL)

TS13 TIMESTAMP 13

*SECTION N: MENTAL HEALTH COMORBIDITIES

*(ALL)

N1 The next questions are about how you feel about different aspects of your life. In answer to each of the following statements, please indicate which you feel most closely reflects your situation. Over the last 2 WEEKS, how often have you been bothered by any of the following? [INSERT STATEMENT]. Is that...

(STATEMENTS) (RANDOMISE)

- a. Little interest or pleasure in doing things
- b. Feeling down, depressed or hopeless
- c. Feeling nervous, anxious or on edge
- d. Not being able to stop or control worrying

(READ OUT)

(RESPONSE FRAME)

- 1. Not at all
- 2. For several days
- 3. More than half the days
- 4. Nearly every day
- 5. (Don't know)
- 6. (Refused)

*(ALL)

N5 *(STRING TEXT) Next I am going to ask you how often you do the following: (STRING TEXT) How often... [INSERT STATEMENT]

Would you say... (READ OUT RESPONSE FRAME)?

(STATEMENTS) (RANDOMISE)

- a. do you plan tasks carefully
- b. do you do things without thinking
- c. do you not "pay attention"
- d. are you self-controlled
- e. do you concentrate easily
- f. are you a careful thinker
- g. do you say things without thinking
- h. do you act on the spur of the moment

(RESPONSE FRAME)

- 1. Never/Rarely
- 2. Occasionally
- 3. Often
- 4. Almost always/always

5. (Don't know)
6. (Refused)

*(ALL)

N7 Now thinking about how you might describe yourself, with a yes or no...[INSERT STATEMENT]

(STATEMENTS) (RANDOMISE)

- a. In general, do you have difficulty making and keeping friends?
- b. Would you normally describe yourself as a loner?
- c. In general, do you trust other people?
- d. Do you normally lose your temper easily?
- e. Are you normally an impulsive sort of person?
- f. Are you normally a worrier?
- g. In general, do you depend on others a lot?
- h. In general, are you a perfectionist?

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(ALL)

N9 Now I'd like you to think about things that happened in your life during the past THREE YEARS. Please bear with me, as I understand that these questions may not apply to your situation but we do have to ask them of everyone.

Which of the following life events have you experienced in the past three years? (READ OUT)

(STATEMENTS) (RANDOMISE)

- a. Death of a spouse
- b. Divorce/marital separation (INTERVIEWER NOTE: This is the respondent's own divorce/separation, not anyone else's)
- c. Imprisonment
- d. Death of a close family member
- e. Major personal injury or illness (INTERVIEWER NOTE: Refers to injury or illness that has affected ability to function)
- f. Marriage (INTERVIEWER NOTE: This is the respondent's own marriage, not anyone else's)
- g. Dismissal from work
- h. A physical disability that affects your day-to-day life

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(ALL)

N10 For each of the following statements, please indicate how likely you would be to engage in this activity or behaviour if you were to find yourself in that situation.

Using a scale from 1 to 5, where 1 is very unlikely and 5 is very likely, how likely are you to...[INSERT STATEMENT]

(STATEMENTS) (RANDOMISE)

- a. Drink heavily at a social function
- b. Engage in unprotected casual sex
- c. Drive a car without wearing a seat belt
- d. Walk home alone at night in an unsafe area of town

(RESPONSE FRAME)

1. Very unlikely
2. Somewhat unlikely
3. Not sure
4. Somewhat likely
5. Very likely
6. (Don't know)
7. (Refused)

*(ALL)

TS15 TIMESTAMP 15

*SECTION O: POSITIVE MENTAL HEALTH

*(ALL)

O1 To what extent do the following statements describe you? *(STRING TEXT)... [INSERT STATEMENT]

Would you say... (READ OUT RESPONSE FRAME)?

(STATEMENTS) (RANDOMISE)

- a. when I am in a difficult situation, there is someone I can rely on
- b. there is someone to cheer me up if I am having a bad day
- c. I have people in my life who give me support
- d. I feel the presence of a higher being in my life
- e. I believe there is a higher being who looks after me
- f. I set aside time for meditation or prayer
- g. I get along well with others
- h. I make friends easily
- i. I have no trouble keeping friends
- j. I am focused on what I want to do in life
- k. I am clear about what I want in life
- l. I have confidence in the decisions I make

(RESPONSE FRAME)

1. Not at all like me
2. Very slightly
3. Slightly
4. Moderately
5. Very much
6. Exactly like me
7. (Don't know)
8. (Refused)

*(ALL)

O2 I would now like to read out some things that people do when they are faced with difficult or stressful situations. Think about what YOU would generally do when you encounter these types of situations.

(IF NECESSARY: Different events bring out somewhat different responses, but think about what you usually do when you are under a lot of stress)

Do you (INSERT STATEMENT)

Would you say you usually...

(INTERVIEWER NOTE: Thinking about what YOU would do when faced with a difficult or stressful situation)

(STATEMENTS) (RANDOMISE)

- a. concentrate your efforts on doing something about the situation you're in
- b. take action to try to make the situation better
- c. try to come up with a strategy about what to do

- d. think hard about what steps to take
- e. try to see it in a different light to make it seem more positive
- f. look for something good in what is happening
- g. get emotional support from others
- h. get comfort and understanding from someone
- i. try to get advice or help from other people about what to do
- j. get help and advice from other people
- k. turn to work or other activities to take your mind off things
- l. do something to think about it less, such as going to movies, watching TV, reading, daydreaming, sleeping, or shopping

(READ OUT)

(RESPONSE FRAME)

1. Don't do this at all
2. Do this a little bit
3. Do this a medium amount
4. Do this a lot
5. (Don't know)
6. (Refused)

*(ALL)

TS16 TIMESTAMP 16

*SECTION P: HELP-SEEKING

*(ALL)

P1 In the past THREE YEARS, have you sought support or help from ANYONE for problems related to: (INTERVIEWER NOTE: This includes family or friends.)

(STATEMENTS) (RANDOMISE)

- a. your gambling
- b. your alcohol or drug use
- c. your mental health or wellbeing (INTERVIEWER NOTE: such as stress, depression, anxiety, grief)
- d. your family or relationship

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(P1a=1)

P2. Did you seek support or help for problems related to your gambling from [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. family members or friends (INTERVIEWER NOTE: This includes church or religious worker)
- b. a health professional or organisation (INTERVIEWER NOTE: This include counsellors, therapists, psychologists, psychiatrists, social workers, GPs, doctors, a helpline service, an online service, Gamblers Anonymous)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(P1b=1)

P3. Did you seek support or help for problems related to your alcohol or drug use from [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. family members or friends (INTERVIEWER NOTE: This includes church or religious worker)
- b. a health professional or organisation (INTERVIEWER NOTE: This include counsellors, therapists, psychologists, psychiatrists, social workers, GPs, doctors, a helpline service, an online service, Alcoholics Anonymous or Narcotics Anonymous)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(P1c=1)

- P4. Did you seek support or help for problems related to your mental health or wellbeing from [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. family members or friends (INTERVIEWER NOTE: This includes church or religious worker)
- b. a health professional or organisation (INTERVIEWER NOTE: This include counsellors, therapists, psychologists, psychiatrists, social workers, GPs, doctors, a helpline service, an online service)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(P1c=1)

- P5. In the past THREE YEARS, have you started taking prescription medication to improve your mental health and wellbeing?

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(P1d=1)

- P6. Did you seek support or help for problems related to your family or relationship from [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. family members or friends (INTERVIEWER NOTE: This includes church or religious worker)
- b. a health professional or organisation (INTERVIEWER NOTE: This include counsellors, therapists, psychologists, psychiatrists, social workers, GPs, doctors, a helpline service, an online service)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(ALL)

TS17 TIMESTAMP 17

***SECTION Q: FINANCIAL DIFFICULTIES**

*(ALL)

Q1 Moving on now to think about finances. In the past THREE YEARS, have you... (INSERT STATEMENT)?

(STATEMENTS) (RANDOMISE STATEMENTS a-b)

- a. missed, skipped, or avoided payment for bills, debt repayment, or other expenses (INTERVIEWER NOTE: This includes rent/mortgage, utility bills, credit/cards loans, household items, medical expenses, taxes/fines, and money borrowed from family or friends)
- b. obtained money by having to pawn/sell something, borrow, seek financial help, or theft (INTERVIEWER NOTE: This includes pawning/selling something, seeking help from welfare organisation/family/friends, borrowing money from family/friends/credit cares/payday lenders/bands/store cards)

(RESPONSE FRAME)

1. Yes
2. No
3. (Not applicable)
4. (Don't know)
5. (Refused)

*(ALL)

Q2 Thinking about your finances, would you say you are better off, worse off, or about the same financially compared to three years ago?

(RESPONSE FRAME)

1. Better off
2. Worse off
3. About the same
4. (Don't know)
5. (Refused)

*(ALL)

TS18 TIMESTAMP 18

***SECTION R: DEMOGRAPHICS**

*(ALL)

R1 Which of the following best describes your household? (READ OUT)
(INTERVIEWER NOTE: IF JOINT CUSTODY CODE AS CHILDREN LIVING AT HOME)

1. Couple with no children
2. Couple with children still at home
3. Couple with children not living at home
4. Single person household (no children)
5. Single with children still at home
6. Single with children not living at home
7. Group or shared household
8. In some other arrangement
9. (Don't know)
10. (Refused)

*(ALL)

R2 What is your current occupational status?

1. In paid employment full time (35 hours/week or more)
2. In paid employment part time/casual
3. Primarily household duties
4. Student

5. Retired
6. Looking for work
7. Unable to work / pension
8. Other (SPECIFY)
9. (Don't know)
10. (Refused)

*(ALL)

R3 Could you please tell me your approximate annual PERSONAL income BEFORE TAX. Is it...

1. Less than \$25,000
2. \$25,000 to \$39,999
3. \$40,000 to \$64,999
4. \$65,000 to \$79,999
5. \$80,000 to \$129,999
6. \$130,000 or more
7. (Don't know)
8. (Refused)

*(ALL)

TS19 TIMESTAMP 19

*SECTION S: FUTURE RESEARCH

*(ALL)

S1 We would really appreciate the opportunity to contact you again in 12 months to participate in a similar survey. Would it be ok to call you to see if you are available to participate in future similar surveys?

(IF NECESSARY: Your name and number is stored separately to the information you have just provided us. Your contact details would be used for re-contacting you for a follow up research only and not passed onto any third party for any other purpose.)

1. Agree to participate
2. Refused (GO TO PRET3)

*(AGREE TO PARTICIPATE) (S1=1)

S2 We would like to conduct some in-depth interviews to get some more detailed information. We would provide you with a \$50 gift voucher as compensation for your time. Would you be interested in participating?

1. Agree to participate
2. Refused (GO TO PRET3)

*(AGREED TO BE RECONTACTED) (S1=1)

S2n Could I please record your name

1. Name given (SPECIFY)
2. Refused name

*(AGREED TO BE RECONTACTED) (S1 = 1)

S2tel Could I confirm the best number to call you on:
NUMBER FROM SAMPLE: (DISPLAY NUMBER FROM SAMPLE)

1. Number from sample is best number
2. Collect other number (SPECIFY TEN DIGIT NUMBER)

*(AGREED TO BE RECONTACTED) (S1 = 1)

S2alt Are there other numbers or a mobile for future contact?

1. Yes (SPECIFY TEN DIGIT NUMBER)

2. No

*(AGREED TO BE RECONTACTED) (S1=1 OR S2=1)

BUDDY1 And finally, in case we can't get in touch with you next time, can you give us the name of someone who might be able to help us contact you?

1. Yes (RECORD NAME)
2. No / (Refused) (GO TO PRET3)

*(PROVIDED BUDDY DETAILS, BUDDY1=1)

BUDDY2 And what would be the best phone number to contact that person on?

1. RECORD PHONE NUMBER (ENSURE 10 DIGITS)
2. (Refused) (GO TO PRET3)

*SECTION T: END OF SURVEY

PRET3 DV4=2 CONTINUE, OTHERS GO TO CLOSE

*(PROBLEM GAMBLERS) (DV4=2)

T3 IF NECESSARY: I was wondering whether you may be interested in some free confidential support from the Gamblers Help Line. Would you like their number?

1. Number is... 1800 858 858

*(ALL)

CLOSE That is all the questions that I have for you. Thank you very much again for your assistance and time. A reminder that my name is (...) from the Social Research Centre. This research has been conducted on behalf of the Tasmanian Government. If you would like the details of someone you can contact with any questions about this survey I can give them to you now. Would you like to get a pen to write down the details?

1. Wants contact details (GO TO CLOSE2)
2. Does not want contact details (GO TO CLOSE3)

*(CLOSE=1, WANTS CONTACT DETAILS)

CLOSE2

- If you have questions about who is conducting the study and how your telephone number was obtained, you can contact the Social Research Centre on 1800 023 040
- (ONLY DISPLAY IF L2b=1 OR L2e=1 (ABUSER OF ALCHOL OR DRUGS)) If you wish, you can contact the Alcohol and Drug Information Service (24 hours) (Tasmania) 1800 811 994

*(CLOSE1=2, DID NOT WANT CONTACT DETAILS)

CLOSE3 Thank you very much for your time.

*(REFUSED)

RR1 OK, that's fine, no problem, but could you just tell me the main reason you do not want to participate, because that's important information for us?

1. No comment / just hung up
2. Too busy
3. Not interested
4. Too personal / intrusive
5. Don't like subject matter
6. Don't believe surveys are confidential / privacy concerns
7. Silent number
8. Don't trust surveys / government
9. Never do surveys
10. 20 minutes is too long
11. Get too many calls for surveys / telemarketing
12. Too old / frail / deaf / unable to do survey (CODE AS TOO OLD / FRAIL / DEAF)

13. Not a residential number (business, etc) (CODE AS NOT A RESIDENTIAL NUMBER)
14. Language difficulty (CODE AS LANGUAGE DIFFICULTY NO FOLLOW UP)
15. Going away / moving house (CODE AS AWAY DURATION)
16. Asked to be taken off list (add to do not call register)
17. Other (SPECIFY)

*(REFUSED)

RR2 RECORD RE-CONTACT TYPE

1. Definitely don't call back
2. Possible conversion

*(LOTE) (S1 =6 OR S1a=4)

ALOTE That's all the questions I have for you today. Thank you for your time and assistance.

1. LOTE

*(SCREEN OUT)

TERM1 That's all the questions I have for you today. Due to the nature of this research we need to know some critical information about you and your household. We respect that you do not wish to give this information so we will finish the interview here. Thank you for your time and assistance.

1. Refused critical information

*(SCREENOUT)

TERM3 Thank you for your time and assistance.

ALLTERM.

1. Complete
2. QET
3. S1 (INTRO1) = 5
4. S1 (INTRO1) = 7
5. S1a (INTRO2) = 3
6. S1a (INTRO2) = 4
7. S5 = 3
8. S6 (MOB2) = 3
9. S1 (INTRO1) = 3
10. S1 (INTRO1) = 8
11. S1a (INTRO2) = 6
12. S1 (INTRO1) = 4
13. MOB1 = 9
19. All other
20. S4 = 3
21. S4 = 4
22. S4 = 5
23. S4 = 7
24. S7 = 3
25. S7 = 4
26. S7 = 5
27. S7 = 7
28. S4 = 8
29. S7 = 8

Appendix H Tasmanian longitudinal gambling study: Wave 3 technical report

H.1 Introduction

About the survey

The Tasmanian Department of Treasury and Finance commissioned ACIL Allen Consulting, the Social Research Centre and the Problem Gambling Research and Treatment Centre (PGRTC), to undertake the 2013 Social and Economic Impact Study of Gambling in Tasmania. A major part of this research program was to undertake an evaluation of the Tasmanian Government's Gambling Harm Minimisation measures, a major component of which is this longitudinal survey.

This Tasmanian Longitudinal Gambling Study is the second follow up survey to the 2011 Gambling Prevalence Survey (Wave 1), and examines the effectiveness of gambling harm minimisation measures introduced by the Tasmanian Government. The in-scope sample for this survey is respondents to Wave 2 who agreed to be re-contacted, and those who were unable to be interviewed in Wave 2 but remained a valid contact.

Adopting a longitudinal methodology enables changes in gambling behaviour and health status among individual respondents to be tracked over time. The overall aim is to evaluate the effectiveness of existing harm minimisation measures on gambling behaviour within the Tasmanian community, and across each category of gambler, with particular attention to measures contained within the *Responsible Gambling Mandatory Code of Practice for Tasmania*.

In relation to problem gambling, this methodology will allow exploration of the:

1. Stability of moderate risk and problem gambling behaviour.
2. Movement of individuals across different categories of problem gambling behaviour.
3. Demographic, gambling, psychological, and environmental predictors of movement across the continuum of problem gambling behaviour.
4. Impact of harm minimisation strategies on movement into, and out of, problem gambling behaviour relative to other demographic, gambling, psychological, and social predictors.
5. Changes in awareness and impact of harm minimisation strategies over time.
6. Demographic, gambling, psychological, and social predictors of awareness and benefit of harm minimisation strategies over time.

Key statistics

Interviewing for Wave 1 of the survey took place over the period 7 February to 3 March 2011, with Wave 2 interviewing taking place over the period 6 November to 22 December, 2013, that is, some two years and 9 months later. Wave 3 (this survey) interviewing was conducted from 19 November to 21 December 2014, approximately one year after Wave 2. The total achieved sample size for Wave 3 was 820. Due to only minor changes between the pilot and main questionnaires the decision was made to retain the pilot data, as such the retention rate has been calculated by total interviews achieved (pilot and main

n=820) as a proportion of total sample called (n=1,269). Key project statistics are summarised at Table H1.

Table H1 Summary of key statistics

Total sample called (agreed to be recontacted)	1,269
Total sample used for pilot	244
Total sample used for main	1,211
Total interviews achieved (pilot)	50
Total interviews achieved (main)	770
Average interview length (minutes)	26.2
Fieldwork start date	19-Nov-14
Fieldwork finish date	21-Dec-14
Retention rate for main	64.6%

Note: Note: 186 records from the Pilot were re-served for the Main survey. All records re-served were either non-contacts or unresolved contacts (i.e. appointments) that were not followed up within the pilot fieldwork period.

All data collection activities were undertaken in accordance with the Australian Market and Social Research Society's Code of Professional Practice, the Market and Social Research Privacy Principles and ISO 20252 standards.

H.2 Sample profile and management

Sample profile

A total of 1,879 Wave 1 respondents agreed to be recontacted and were considered in-scope for Wave 2 of the longitudinal component of the study. Following completion of Wave 2 fieldwork, 1,011 (97.3%) of the 1,039 respondents who completed the survey agreed to be recontacted, forming the sample for Wave 3. A further 258 respondents, who were unable to be interviewed in Wave 2 and remained a valid contact, were also included in the sample for Wave 3. The total in-scope sample for Wave 3 was 1,269 respondents.

The sample comprised:

- 422 EGM gamblers⁴
- 357 non-gamblers⁵
- 769 non-problem gamblers
- 101 low risk gamblers
- 34 moderate risk gamblers, and
- 6 problem gamblers.

Sample management and call procedures

The call procedures adopted for this survey entailed:

- A minimum of six call attempts were made to contact a household, followed by unlimited call attempts to either secure an interview or achieve a final call outcome for each record.

⁴ Being an EGM gambler is not mutually exclusive from the other gambling status categories

⁵ PGSI classification was unable to be determined for a small number of respondents with missing PGSI data

- A 'spread of call attempts' was adopted such that, subject to other outcomes being achieved, contact attempts were spread over weekday evenings (6.30 pm to 8.30 pm), weekday late afternoon / early evening (4.30 pm to 6.30 pm), Saturdays (10 am to 5 pm), Sundays (11 am to 4 pm) and weekdays between 9.30 am to 4.30 pm (typically reserved for appointment management).
- Appointments were set for any time that the call centre is operational (weekdays 9.00 am to 8.30 pm; weekends 9.30 am to 6.30 pm).
- Scripted messages were left on answering machines to introduce the survey, help establish bona fides of research and signify that an appointment had been honoured.
- Calls to mobile phones were capped to a maximum of four unanswered call attempts to avoid the appearance of harassing sample members.
- Calls were also made to alternative numbers where available, including mobile phones if provided. If a mobile number was called, the standard safety question was asked to ensure it was safe for the sample member to take the call.

There was no interviewing in languages other than English.

Procedures to maximise response

Procedures to maximise response for the survey included:

- operation of a 1800 number throughout the survey period by The Social Research Centre, to help establish survey bona fides, address sample members' queries, and encourage response
- providing information on The Social Research Centre's website outlining the nature of the study and responses to frequently asked questions
- provision upon request of a primary approach letter outlining the purpose of the survey
- a focus on refusal aversion and respondent liaison techniques in our interviewer training.

H.3 Questionnaire design and testing

Questionnaire design and pre-testing

The questionnaire was developed collaboratively by ACG, the PGRTC and the Social Research Centre, and was largely based on the Wave 1 questionnaire. The major differences between the Wave 2 and Wave 3 questionnaires were the addition of questions around:

- readiness to change
- changes to frequency of gambling and reasons for this
- binge gambling
- gambling protective behaviours
- impact of gambling and non-gambling government regulations on individual freedom.

Further, there was a reduction in the number of questions asked about mental health comorbidities.

The Wave 3 questionnaire covered the topic areas shown in Table H2 (see Appendix I for a copy of the final questionnaire).

Table H2 Questionnaire structure

Section	Topic
A	Screener demographics
B	Gambling participation
C	EGM Gambling
D	Non-EGM gambling activity
E	Harm minimisation measures
F	Problem gambling severity (PGSI)
I	Gambling cognitions
J	Readiness and intention to change
G	Patterns of gambling
I1	Binge gambling
J1	Gambling protective behaviours
K1	Impact on individual freedoms
K	Quality of life
M	Substance use
N	Mental health comorbidities
O	Positive mental health
P	Help seeking
Q	Financial difficulties
R	Demographics
S	Future research

Note: Section L was removed from the questionnaire following piloting.

Questionnaire pilot testing

Prior to pilot test interviewing, standard operational testing procedures were applied to ensure that the CATI script truly reflected the agreed 'hard copy' questionnaire. These included:

- reading the questionnaire directly into the CATI program
- programming the skips and sequence instructions as per the hard copy questionnaire;
- Rigorous checking of the questionnaire in 'practice mode' by the Social Research Centre project coordinator and the project quality supervisor, including checks of the on-screen 'presentation' of questions and response frames
- randomly allocating dummy data to each field in the questionnaire and examining the resultant frequency counts to check the structural integrity of the CATI script.

Piloting of the original questionnaire occurred from 19th to 23rd November 2014. In total, 50 surveys were completed from 244 sample records for the pilot phase of the project. The average interview length for the pilot survey was 29 minutes. Following fieldwork, discussions were had with the consortium to cut the physical health module, a statement from the mental health comorbidities module and a number of questions about experiences with computer and video games to ensure a reduced interview length (under 25 minutes) for main fieldwork.

The final questionnaire is provided at Appendix I.

H.4 Interviewer briefing and quality control

Interviewer briefing

All interviewers and supervisors selected to work on the survey attended a two hour briefing session delivered by the Social Research Centre project manager on 19th November, 2014. The briefing covered all aspects of survey administration, including:

- survey context and background
- survey procedures and sample management protocols
- respondent selection procedures
- strategies to gain and maintain co-operation
- a detailed examination of the survey questionnaire, with a focus on the use of pre-coded response lists and item-specific issues
- comprehensive practice interviewing.

A total of 32 interviewers were briefed on the project.

Fieldwork quality control procedures

The in-field quality monitoring techniques adopted for this project included:

- Validation of each interviewer's work, in accordance with ISO 20252 standards via remote monitoring (covering the interviewer's approach and commitment gaining skills, as well as the conduct of the interview). In total, validation of 71 interviews (or 9% of the total interviewing workload) was undertaken.
- field team de-briefing after the first shift, and thereafter, whenever there was important information to impart in relation to data quality, consistency of interview administration and techniques to avoid refusals
- examination of verbatim responses to 'other specify' response categories
- monitoring of the interview to refusal ratio by interviewer, and
- an end of survey de-briefing.

H.5 Response analysis

Final call results

Due to minimal changes between pilot and main fieldwork pilot data was retained in the final dataset and as such all records initiated across pilot and main fieldwork are included in the final call results below. Table H3 presents the final call results for all telephone numbers initiated for fieldwork. As it shows:

- less than one in 10 telephone numbers (6.4%) were unusable (disconnected, fax line or incoming call restrictions)
- no contact could be established with around one in 10 telephone numbers (13.0%)
- a small number of records were deemed out of scope (4.1%)
- there was a small residual of unresolved contacts (4.0%)
- there were 100 refusals, including 9 midway terminations

The consent rate for the survey was 84.4%. This represents the number of completed interviews as a percentage of the number of in-scope people actually contacted.

Table H3 Result at last call attempt

Call outcome	n=	As % numbers initiated
Total numbers initiated	1,269	100.00%
Unusable numbers		
Telstra message / number disconnected	78	6.1%
Fax/Modem	2	0.2%
Incoming call restrictions	1	0.1%
Sub unusable	81	6.4%
No Contact		
Engaged	1	0.1%
Answering machine	101	8.0%
No answer	34	2.7%
Maximum non-contact call attempts	29	2.3%
Subtotal contact not established	165	13.0%
Out of scope		
Respondent has passed away	3	0.2%
Too old / frail / deaf / unable to do survey	15	1.2%
Respondent denied participation in 2011/2013	1	0.1%
Named person not known	33	2.6%
Subtotal out of scope	52	4.1%
Unresolved contacts		
Appointment	9	0.7%
Away for duration	42	3.3%
Subtotal unresolved contacts	51	4.0%
Contacts		
Interview	820	64.6%
Household refusal	17	1.3%
Respondent refusal	73	5.8%
Midway termination	9	0.7%
Remove number from list	1	0.1%
Subtotal contacts	920	72.5%

Analysis of response

Given that the timing of Wave 3 was quite close to the Christmas period, the fact that 820 of the 1,269 (64.6%) participants deemed in-scope following Wave 2 could be re-contacted and agreed to be re-interviewed is a very good result. A breakdown of retention rates by selected sample characteristics is provided in Table H4. Compared with the overall re-interview rate of 68.4 per cent, significantly lower rates were evident amongst younger respondents (18 to 24 years, 38.3%; 25 to 34 years, 45.0%). Further, couples with children still at home (58.0%), single person households (59.9%), single person households with children (53.9%) and those living in group or share households (50.0%) also had lower retention rates. Comparatively high re-interview rates were achieved among older respondents (55 to 64 years, 71.2%; 65 years and over, 72.6%) and couples with no children (71.0%) and those with no children living at home (73.9%).

Table H4 Wave 3 retention rate by selected Wave 1 characteristics

	Wave 3 Retention rate (%)
Total	64.6
Gender	
Male	65.6
Female	63.1
Age categories	
18 to 24 years	38.3*
25 to 34 years	45.0*
35 to 44 years	62.5
45 to 54 years	61.0
55 to 64 years	71.2*
65 years and over	72.6*
Household structure	
Couple with no children	71.0*
Couple with children still at home	58.0*
Couple with children not living at home	73.9*
Single person household (no children)	59.9*
Single with children still at home	53.9*
Single with children not living at home	67.3
Group or shared household	50.0*
Occupational status	
In paid employment full time (35 hours/week or more)	59.8*
In paid employment part time/casual	62.0
Primarily household duties	71.4*
Student	55.2*
Retired	73.6*
Looking for work	65.5
Unable to work / pension	64.5
Annual personal income before tax	
Less than \$25,000	64.5
\$25,000 to \$39,999	63.6
\$40,000 to \$64,999	63.6
\$65,000 to \$79,999	70.6*
\$80,000 to \$129,999	66.9
\$130,000 or more	50.0*
Country of birth	
Australia	64.1
Other	68.5
Highest level of education	
Less than Year 12 (codes 1,2)	61.5
Year 12 (codes 3)	62.8
Total	64.6
Vocational or trade qualifications (code 4)	65.3
University graduate (code 5 & 6)	68.6
Gambling activities in the last 12 months	
Electronic gaming machines	62.1
Horses or greyhounds	65.9
Instant scratch tickets	67.8
Lottery	65.7
Keno	60.9

	Wave 3 Retention rate (%)
Casino table games such as blackjack, roulette or poker	46.9*
Bingo	64.3
Sporting events or other events such as TV show results, election results	54.8*
Informal private games	46.2*
Other gambling activity	60.0*
PGSI categories	
Non-gambling	67.8
Non-problem gambling	63.6
Low risk gambling	60.3*
Moderate risk gambling	69.6*
Problem gambling	80.0*
Area of State	
Brighton	63.3
Break O'Day	71.4*
Glenorchy	66.9
Devonport	63.1
Circular Head	61.3
Launceston	56.2*
Sorell	55.3*
Clarence	66.7
Rest of state	69.7*

Note: $p \leq .05$

Respondent profile

Table H5 provides a comparative (unweighted) profile of the 1,879 Wave 1 respondents, the 1,039 Wave 2 respondents and the 820 Wave 3 respondents. As can be seen, the data shows a decline over both Wave 2 and Wave 3 in the proportion of 18 to 24 year olds and 25 to 34 year olds, and an increase in 55 to 64 year olds which is not surprising given the longitudinal nature of the survey. Further, there has been a decline in the proportion of respondents who said they had played casino table games in the last 12 months and those reporting their highest level of education as below Year 12. There also continues to be an over representation of couples with children not living at home and University graduates.

Table H5 Comparative respondent profile by Wave 1 characteristics

	Wave 1	Wave 2	Wave 3
	(%)	(%)	(%)
Gender			
Male	61.0	62.5	62.9
Female	39.0	37.5	37.1
Age categories			
18 to 24 years	6.7	3.7*	3.8*
25 to 34 years	7.4	4.2*	4.4*
35 to 44 years	14.0	13.6	14.0
45 to 54 years	18.3	18.9	17.9
55 to 64 years	24.4	27.2	28.9*
65 years and over	29.2	32.4	31.0

	Wave 1	Wave 2	Wave 3
Household structure			
Couple with no children	11.8	12.9	13.4
Couple with children still at home	26.5	26.5	25.2
Couple with children not living at home	26.9	31.2*	31.7*
Single person household (no children)	14.4	12.4	12.2
Single with children still at home	6.3	5.0	5.0
Single with children not living at home	9.4	9.1	9.3
Group or shared household	3.0	1.5*	2.0
Occupational status			
In paid employment full time	37.9	37.8	38.3
In paid employment part time/casual	15.5	14.9	14.5
Primarily household duties	3.3	2.5	3.0
Student	2.2	1.8	2.0
Retired	29.4	32.1	31.3
Looking for work	2.7	2.1	2.3
Unable to work / pension	7.6	7.2	7.3
Annual personal income before tax			
Less than \$25,000	35.0	33.1	32.2
\$25,000 to \$39,999	18.0	17.6	17.4
\$40,000 to \$64,999	20.5	21.5	21.7
\$65,000 to \$79,999	8.1	8.3	9.4
\$80,000 to \$129,999	7.8	9.0	9.6
\$130,000 or more	2.1	2.4	2.0
Country of birth			
Australia	86.9	86.1	86.5
Other	13.1	13.8	13.5
Highest level of education			
Less than Year 12	32.9	30.4	28.4*
Year 12	16.7	15.5	15.9
Vocational or trade qualifications	18.1	17.6	19.0
University graduate	29.9	33.9*	34.4*
Gambling activities in the last 12 months			
Electronic gaming machines	40.3	39.1	39.1
Horses or greyhounds	21.1	20.4	21.7
Instant scratch tickets	28.6	28.0	30.9
Lottery	56.3	59.0	58.8
Keno	35.1	33.5	33.0
Casino table games	6.7	4.3*	4.6*
Bingo	2.6	2.0	2.2
Sporting events or other events	4.7	4.7	4.1
Informal private games	2.7	2.2	2.2
Other gambling activity	0.6	0.6	0.4

	Wave 1	Wave 2	Wave 3
PGSI categories			
Non-gambling	22.8	23.8	23.5
Non-problem gambling	60.2	59.7	59.8
Low risk gambling	11.6	10.7	10.4
Moderate risk gambling	4.3	4.6	4.8
Problem gambling	1.1	1.3	1.5
Area of state			
Brighton	10.0	8.9	9.3
Break O'Day	7.8	7.6	7.9
Glenorchy	10.2	10.6	11.3
Devonport	10.0	10.2	10.0
Circular Head	6.7	5.9	5.6
Launceston	9.4	9.6	8.9
Sorell	10.9	10.6	8.9
Clarence	8.4	8.6	8.5
Rest of state	26.7	28.1	29.5

Note: * indicates significant difference to Wave 1.

Overview of reason for refusal

An attempt was made to collect reasons for refusal from all sample members irrespective of where in the screening or selection process they refused. A reason for refusal was collected for approximately half of all refusals (55%); these are shown in Table H6. Refusal conversions were undertaken with soft refusals (i.e. instances where the respondent hung up without making comment, said they were too busy or not interested at this time) for the project and 11 interviews were achieved as a result.

As can be seen, the most common reason for refusal was a perceived lack of salience ('not interested' – 35.7%), followed by respondents hanging up without making comment (26.8%).

Table H6 Reason for refusal

Reason	n=	%
Not interested	20	35.7%
No comment/just hung up	15	26.8%
Too busy	10	17.9%
Survey is too long	5	8.9%
Too personal / intrusive	1	1.8%
Don't trust surveys/government	1	1.8%
Asked to be taken off list	1	1.8%
All other	3	5.4%
Total	56	100%

H.6 Data processing

Coding

Responses recorded in 'other specify' categories were either back-coded into the existing pre-coded used during the survey or coded into a framework of further response codes developed from the range of additional issues mentioned by survey respondents.

Output editing and data file preparation

Two data files were produced in SPSS format for this survey. First, a fully labelled standalone data file of key survey variables for the Wave 3 survey was produced in SPSS format. Second, a merged data file of all survey variables from Wave 1, Wave 2 and the Wave 3 survey was produced in SPSS format. The merged file includes all survey respondents interviewed in Wave 1, Wave 2 and Wave 3, including those who agreed to participate in Wave 2 or Wave 3 but did not. Data dictionaries for the standalone and merged file have also been prepared. A number of derived variables were also calculated and provided in both SPSS files. Table H7 comprises an explanation of each of them.

Table H7 List of derived variables

SPSS variable name	SPSS variable label	Formula
Totalno_Gamb_activities	Total number of gambling activities	Calculate SUM B1_1 thru B1_10 1,2 or 3=[Totalno_Gamb_activities=1 1 to 3 activities] and 4+=[Totalno_Gamb_activities =2 4 or more activities]
C1_SUM	Total number of times per year played EGMs	Calculate C1_SUM = (c1_1num+c1_2num+c1_3num) [Make sure (-1, -2, -9) not in calculation]
C1_SUM_Categorised	Total times categorised - EGMs	C1_SUM<12 [C1_SUM_Categorised = 1 Less than once a month] C1_SUM=12 - 51 [C1_SUM_Categorised = 2 1-3 times a month] C1_SUM=52 or more [C1_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_egm	Annual expenditure on EGMs (approximate)	Calculate SPEND_egm=(C1_SUM*C2_NUM) [Make sure (-1, -2, -9) not in calculation]
D1A_SUM	Total number of times per year bet on HOSE OR GREYHOUND RACES	Calculate D1A_SUM=(d1a_1num+d1a_2num+d1a_3num+d1a_4num) [Make sure (-1, -2, -9) not in calculation]
D1A_SUM_Categorised	Total times categorised - horse or greyhound races	D1A_SUM<12 [D1A_SUM_Categorised = 1 Less than once a month] D1A_SUM=12 - 51 [D1A_SUM_Categorised = 2 1-3 times a month] D1A_SUM=52 or more [D1A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_greyhound_horse	Annual expenditure on horse or greyhound races (approximate)	Calculate SPEND_greyhound_horse=(D1A_SUM*D1BNUM) [Make sure (-1, -2, -9) not in calculation]
D2A_SUM	Total number of times per purchased SCRATCH TICKETS	Number of times per week response at D2a x 52 OR Number of times per month response at D2a x 12 OR Number of times per year response at D2a OR None response at D2a [Make sure (-1, -2, -9) not in calculation]
D2A_SUM_Categorised	Total times categorised - scratch tickets	D2ASUM<12 [D2A_SUM_Categorised = 1 Less than once a month] D2ASUM=12 - 51 [D2A_SUM_Categorised = 2 1-3 times a month] D2ASUM=52 or more [D2A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_scratch	Annual expenditure on scratch tickets (approximate)	Calculate SPEND_scratch=(D2ASUM*D2BNUM) [Make sure (-1, -2, -9) not in calculation]
D3A_SUM	Total number of times per year played LOTTERIES	Number of times per week response at D3a x 52 OR Number of times per month response at D3a x 12 OR Number of times per year response at D3a OR None response at D3a [Make sure (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
D3ASUM_Categorised	Total times categorised - lotteries	D3ASUM<12 [D3ASUM_Categorised = 1 Less than once a month] D3ASUM=12 - 51 [D3ASUM_Categorised = 2 1-3 times a month] D3ASUM=52 or more [D3ASUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_otto	Annual expenditure on lottery (approximate)	Calculate SPEND_otto=(D3ASUM*D3BNUM) [Make sure (-1, -2, -9) not in calculation]
D4A_SUM	Total number of times per year bet on KENO	Calculate D4A_SUM=(d4a_1num+d4a_2num+d4a_3num+d4a_4num) [Make sure (-1, -2, -9) not in calculation]
D4A_SUM_Categorised	Total times categorised - Keno	D4A_SUM<12 [D4A_SUM_Categorised = 1 Less than once a month] D4A_SUM=12 - 51 [D4A_SUM_Categorised = 2 1-3 times a month] D4A_SUM=52 or more [D4A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_Keno	Annual expenditure on Keno (approximate)	Calculate SPEND_Keno=(D4A_SUM*D4BNUM) [Make sure (-1, -2, -9) not in calculation]
D5A_SUM	Total number of times per year bet on Casino table games	Calculate D5A_SUM=(d5a_1num+d5a_2num) [Make sure (-1, -2, -9) not in calculation]
D5A_SUM_Categorised	Total times categorised - casino table games	D5A_SUM<12 [D5A_SUM_Categorised = 1 Less than once a month] D5A_SUM=12 - 51 [D5A_SUM_Categorised = 2 1-3 times a month] D5A_SUM=52 or more [D5A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_table	Annual expenditure on casino table games (approximate)	Calculate SPEND_table=(D5A_SUM*D5BNUM) [Make sure (-1, -2, -9) not in calculation]
D6A_SUM_Categorised	Total times categorised - bingo	D6ASUM<12 [D6A_SUM_Categorised =1 Less than once a month] D6ASUM=12 - 51 [D6A_SUM_Categorised =2 1-3 times a month] D6ASUM=52 or more [D6A_SUM_Categorised =3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_bingo	Annual expenditure on bingo (approximate)	Calculate SPEND_bingo=(D6ASUM*D6BNUM) [Make sure (-1, -2, -9) not in calculation]
D7A_SUM	Total number of times per year bet on SPORTING EVENTS	Calculate D7A_SUM=(d7a_1num+d7a_2num+d7a_3num) [Make sure (-1, -2, -9) not in calculation]
D7A_SUM_Categorised	Total times categorised - sporting events	D7A_SUM<12 [D7A_SUM_Categorised =1 Less than once a month] D7A_SUM=12 - 51 [D7A_SUM_Categorised =2 1-3 times a month] D7A_SUM=52 or more [D7A_SUM_Categorised =3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
SPEND_sport	Annual expenditure on sporting events (approximate)	Calculate SPEND_sport=(D7A_SUM*D7BNUM) [Make sure (-1, -2, -9) not in calculation]
D8A_SUM	Total number of times per year bet on PRIVATE GAMES	Number of times per week response at D8a x 52 OR Number of times per month response at D8a x 12 OR Number of times per year response at D8a OR None response at D8a [Make sure (-1, -2, -9) not in calculation]
D8A_SUM_Categorised	Total times categorised - private games	D8ASUM<12 [D8A_SUM_Categorised =1 Less than once a month] D8ASUM=12 - 51 [D8A_SUM_Categorised =2 1-3 times a month] D8ASUM=52 or more [D8A_SUM_Categorised =3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_private	Annual expenditure on private games (approximate)	Calculate SPEND_private=(D8ASUM*D8BNUM) [Make sure (-1, -2, -9) not in calculation]
D9A_SUM	Total number of times per year bet on OTHER GAMBLING ACTIVITIES	Number of times per week response at D9a x 52 OR Number of times per month response at D9a x 12 OR Number of times per year response at D9a OR None response at D9a [Make sure (-1, -2, -9) not in calculation]
D9A_SUM_Categorised	Total times categorised - other gambling activities	D9ASUM<12 [D9A_SUM_Categorised = 1 Less than once a month] D9ASUM=12 - 51 [D9A_SUM_Categorised = 2 1-3 times a month] D9ASUM=52 or more [D9A_SUM_Categorised = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]
SPEND_other	Annual expenditure on other gambling activity (approximate)	Calculate SPEND_other=(D9ASUM*D9BNUM) [Make sure (-1, -2, -9) not in calculation]
SPEND_total	Annual expenditure on gambling (approximate)	Calculate SPEND_total=sum(SPEND_egm,SPEND_greyhound_horse,SPEND_scratch,SPEND_lotto,SPEND_Keno,SPEND_table,SPEND_bingo,SPEND_private,SPEND_other) [Make sure (-1, -2, -9) not in calculation]
FREQUENCY_total	Total number of times per year GAMBLE across all types	Calculate FREQUENCY_total=sum(C1_SUM,D1A_SUM,D2ASUM,D3ASUM,D4A_SUM,D5A_SUM,D6ASUM,D7A_SUM,D8ASUM,D9ASUM) [Make sure (-1, -2, -9) not in calculation]
TOTAL_FREQ_Categories	Total times gambled categorised	FREQUENCY_total<12 [TOTAL_FREQ_Categories = 1 Less than once a month] FREQUENCY_total=12 - 51 [TOTAL_FREQ_Categories = 2 1-3 times a month] FREQUENCY_total=52 or more [TOTAL_FREQ_Categories = 3 Once a week or more] [Make sure (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
FREQUENCY_RG_total	Total number of times per year GAMBLE for Regular Gambler derivation	Calculate FREQUENCY_RG_total=sum(C1_SUM,D1A_SUM,D4A_SUM,D5A_SUM,D7A_SUM,D8ASUM,D9ASUM) [Make sure (-1, -2, -9) not in calculation]
Regular_gambler	Regular gambler (more than once a week)	FREQUENCY_RG_total = 52 or more [Regular_gambler=1 Regular gambler] FREQUENCY_RG_total < 52 [Regular_gambler=2 Non-Regular gambler] [Make sure system missing (-1, -2, -9) not in calculation]
Frequency_internet	Total annual frequency of internet gambling	Calculate Frequency_internet=Sum(C1_3num,D1a_4num, D4a_4num, D5a_2num, D7a_2num) [Make sure (-1, -2, -9) not in calculation]
Total_internet	Total internet only gamblers	Internet gambler (C1a_3 or D1a_4 or D4a_4 or D5a_2 or D7a_2) AND NOT any other code [Total_internet only=1 Internet gambler] else [Total_internet only=2 Not internet gambler] [Make sure system missing (-1, -2, -9) not in calculation]
DV3A	Highest annual spend	Select 2 highest annual spend gambling forms. If more than 2 are highest then revert to annual times gambled to determine 2 highest.
DV3B	Second highest annual spend	Use total annual times only to determine 2 highest gambling forms where spend is the same.
PGSI	PGSI Raw Score	Calculate SUM(F1_1, F1_2, F1_3, F1_4, F1_5, F1_6, F1_7, F1_8, F1_9) [Make sure system missing (-1, -2, -9) not in calculation]
PGSI_category	PGSI Category	(PGSI=0 AND DV0=2) [PGSI_category =1 Non gambling] (PGSI=0 AND DV0=1) [PGSI_category =2 Non problem gambling] (PGSI=1 - 2) [PGSI_category =3 Low risk gambling] (PGSI=3 - 7) [PGSI_category =4 Moderate risk gambling] (PGSI=8 - 27) [PGSI_category =5 Problem gambling] [Make sure system missing (-1, -2, -9) not in calculation]
DV4	Prevalence estimate	IF F1a-i ALL = 4-6 [DV4=1 Non Problem Gambling] IF F1a-i ANY = 1-3 [DV4=2 Some Problem Gambling]
money_moti	Gambling motives - Money	(G1_1 + G1_12) / 2 [Make sure system missing (-1, -2, -9) not in calculation]
recreation_moti	Gambling motives - Recreation	(G1_2 + G1_3 + G1_4 + G1_13) / 4 [Make sure system missing (-1, -2, -9) not in calculation]
Enhance_moti	Gambling motives - Enhance	(G1_5 + G1_6 + G1_7 + G1_8) / 4 [Make sure system missing (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
Coping_moti	Gambling motives - Coping	$(G1_9 + G1_11) / 2$ [Make sure system missing (-1, -2, -9) not in calculation]
Social_moti	Gambling motives - Social	$(G1_10 + G1_14) / 2$ [Make sure system missing (-1, -2, -9) not in calculation]
Positive_trig	Positive gambling triggers	(SUM H1_1 thru H1_5) [Make sure system missing (-1, -2, -9) not in calculation]
Negative_trig	Negative gambling triggers	(SUM H1_6 thru H1_10) [Make sure system missing (-1, -2, -9) not in calculation]
luckandpers	Gambling cognitions - Luck and Perseverance	$(I1_2 + I1_3 + I1_5 + I1_6)$ [Make sure system missing (-1, -2, -9) not in calculation]
illandcont	Gambling cognitions - Illusion of control	$(I1_1 + I1_2)$ [Make sure system missing (-1, -2, -9) not in calculation]
luckandpersMEAN	Luck and Perseverance - mean score	Calculate mean of 'luckandpers' $(I1_2 + I1_3 + I1_5 + I1_6) / 4$ [Make sure system missing (-1, -2, -9) not in calculation]
illandcontMEAN	Illusion of control - mean score	Calculate mean of 'illandcont' $(I1_1 + I1_2) / 2$ [Make sure system missing (-1, -2, -9) not in calculation]
EuroHisQoL_mean	Quality of life (WHO-qol BREF)	$(K1_1 + K3_2 + K3_3 + K4_1 + K4_3 + K4_5 + K4_6) / 7$ [Make sure system missing (-1, -2, -9) not in calculation]
Auditc_q1	How often do you have a drink containing alcohol (M2_1)	Recode M2_1 (7=0, 6=1, 4-5=2, 3=3, 1-2=4) [0 Never / Not in the last year, 1 Monthly or less, 2 2-3 times a month / Once a week, 3 2-3 times a week, 4 4-6 times a week / Everyday] [Make sure system missing (-1, -2, -9) not in calculation]
Auditc_q2	How many standard drinks do you have on a typical day when you are drinking? (M1)	Recode M1 (1-2=0, 3-4=1, 5-6=2, 7-9=3, 10 or more=4) [0 1-2 per day, 1 3-4 per day, 2 5-6 per day, 3 7-9 per day, 4 10 or more] [Make sure system missing (-1, -2, -9) not in calculation]
Auditc_q3	How often do you have five/seven or more standard drinks on one occasion (M2_2)	Recode M2_2 (7=0, 6=1, 4-5=2, 3=3, 1-2=4) [0 Never / Not in the last year, 1 Monthly or less, 2 2-3 times a month / Once a week, 3 2-3 times a week, 4 4-6 times a week / Everyday] [Make sure system missing (-1, -2, -9) not in calculation]
AuditC	Hazardous drinking raw score	Calculate SUM (Auditc_q1 + Auditc_q2 + Auditc_q3) [Make sure system missing (-1, -2, -9) not in calculation]
Haz_drinking	Hazardous Drinking category	$(AuditC=0,1,2,3 \text{ AND } Gender=1)$ OR $(AuditC=0,1,2 \text{ AND } Gender=2)$ [Haz_drinking=1 Non hazardous drinking] $(AuditC=4+ \text{ AND } Gender=1)$ OR $(AuditC=3+ \text{ AND } Gender=2)$ [Haz_drinking=2 Hazardous drinking] [Make sure system missing (-1, -2, -9) not in calculation]
Binge	Binge Drinking	M2_2 = 1 thru 5 [Binge=1 Binge drinking] M2_2 = 6 thru 6 [Binge=2 No Binge drinking] [Make sure system missing (-1, -2, -9) not in calculation]
PHQSUM	PHQ SUM depression score	Calculate PHQSUM=sum(N1_1,N1_2) [Make sure system missing (-1, -2, -9) not in calculation]

SPSS variable name	SPSS variable label	Formula
PHQscore	PHQ depression score	N1_1 + N1_2 = 0, 1, 2 [PHQscore=1 Not depressed] N1_1 + N1_2 = 3+ [PHQscore=2 Depressed] [Make sure system missing (-1, -2, -9) not in calculation]
GADSUM	GAD SUM anxiety score	Calculate GADSUM=sum(N1_3,N1_4) [Make sure system missing (-1, -2, -9) not in calculation]
GADscore	GAD anxiety score	N1_3 + N1_4 = 0, 1, 2 [GADscore=1 No anxiety] N1_3 + N1_4 = 3+ [GADscore=2 Anxiety] [Make sure system missing (-1, -2, -9) not in calculation]
Impscore	Impulsiveness score	SUM N5_1 thru N5_8 [Make sure system missing (-1, -2, -9) not in calculation]
PD_score	Personality disorder score	SUM N7_1 thru N7_8 [Make sure system missing (-1, -2, -9) not in calculation]
PD_cat	Personality disorder category	PD_score=0 - 3 [PD_cat=1 No personality disorder (0 - 3)] PD_score=4+ [PD_cat=2 Personality disorder (4+)] [Make sure system missing (-1, -2, -9) not in calculation]
Lifeevents_score	Life events score	SUM N9_1 thru N9_8 [Make sure system missing (-1, -2, -9) not in calculation]
Lifeevents_cat	Life events category	Lifeevents_score=0 [Lifeevents_cat=1 No life events in previous three years] Lifeevents_score=1+ [Lifeevents_cat=2 Has had life event in previous three years] [Make sure system missing (-1, -2, -9) not in calculation]
RiskScale	Risk scale (DOSPRT)	SUM N10_1 thru N10_4 [Make sure system missing (-1, -2, -9) not in calculation]
Emotional_score	Emotional support score	SUM (O1_1 + O1_2 + O1_3) / 3 [Make sure system missing (-1, -2, -9) not in calculation]
Spirituality_score	Spirituality score	SUM (O1_4 + O1_5 + O1_6) / 3 [Make sure system missing (-1, -2, -9) not in calculation]
Interpers_score	Interpersonal skills score	SUM (O1_7 + O1_8 + O1_9) / 3 [Make sure system missing (-1, -2, -9) not in calculation]
Persgrowth_score	Personal Growth and Autonomy score	SUM (O1_10 + O1_11 + O1_12) / 3 [Make sure system missing (-1, -2, -9) not in calculation]
ActCop	Active coping	SUM (O2_1 + O2_2) [Make sure system missing (-1, -2, -9) not in calculation]
Planning	Planning	SUM (O2_3 + O2_4) [Make sure system missing (-1, -2, -9) not in calculation]
PosRef	Positive reframing	SUM (O2_5 + O2_6) [Make sure system missing (-1, -2, -9) not in calculation]
EmoSupp	Emotional support	SUM (O2_7 + O2_8) [Make sure system missing (-1, -2, -9) not in calculation]
InstSupp	Instrumental support	SUM (O2_9 + O2_10) [Make sure system missing (-1, -2, -9) not in calculation]
SelfDis	Self distraction	SUM (O2_11 + O2_12) [Make sure system missing (-1, -2, -9) not in calculation]

Weighting

Six weights were provided on the final Waves 1, 2 and 3 data file.

- Wta – the Wave 1 short form sample weighted to census targets for LGA by age by gender and telephone status.
- Wtb – the Wave 1 long form sample weighted to census targets for LGA by age by gender and telephone status.
- Wtc – the Wave 1 longitudinal sample weighted to Wave 1 short form survey estimates.
- Wtd – the Wave 2 longitudinal sample weighted to Wave 1 short form survey estimates.
- Wte – the Wave 3 longitudinal sample weighted to Wave 1 short form survey estimates.
- Wtf – the Wave 1, 2 and 3 balanced panel longitudinal sample weighted to Wave 1 short form survey estimates.

Further information on the calculation of wta and b can be found in Volume 2 (section 2.3 and Appendix A.4).

As for Wave 2, wtc through f were calculated using raking (also known as rim weighting or iterative proportional fitting). This procedure allows several benchmarks to be weighted to simultaneously. The benchmarks used were based on those from Wave 2; however some minor changes (such as combining low-count cells) were necessary to achieve a better solution. All benchmarks come from unweighted Wave 1 data for cases selected for the longitudinal survey; as such the Wave 3 data has been weighted to Wave 1. The final benchmarks can be seen in Table H8.

Table H8 Weighting benchmarks

Benchmark	Count
Problem Gambling Status	
Non-gambling	131,452
Non-problem gambling	216,212
Low risk gambling	20,243
Moderate risk gambling	6,912
Problem gambling	2,819
Missing	3,662
Age by gender	
18 to 24 years - Male	21,326
25 to 29 years - Male	11,266
30 to 34 years - Male	15,475
18 to 34 years - Female	49,291
35 to 39 years - Male	15,122
35 to 39 years - Female	16,524
40 to 44 years - Male	16,002
40 to 44 years - Female	17,204
45 to 49 years - Male	17,956
45 to 49 years - Female	19,088
50 to 54 years - Male	16,878
50 to 54 years - Female	17,637
55 to 59 years - Male	18,368
55 to 59 years - Female	18,946
60 to 64 years - Male	14,576
60 to 64 years - Female	14,933
65 to 69 years - Male	12,311
65 to 69 years - Female	11,400
70 years or over - Male	24,825
70 years or over - Female	32,171
Local Government Area by gender	
Brighton – Male	5,091
Brighton – Female	5,657
Break O'Day – Male	2,511
Break O'Day – Female	2,433
Glenorchy – Male	16,251
Glenorchy – Female	18,188
Devonport – Male	8,787
Devonport – Female	9,983
Circular Head – Male	2,922
Circular Head – Female	2,881
Launceston – Male	23,610
Launceston – Female	25,951
Sorell – Male	4,935
Sorell – Female	5,130
Clarence – Male	19,247
Clarence – Female	20,856
Rest of state – Male	100,751
Rest of state – Female	106,115

Benchmark	Count
Played poker or EGMs by gender	
Yes – Male	35,031
Yes – Female	43,812
No – Male	149,074
No - Female	153,382
Bet on horse or greyhound races by gender	
Yes – Male	33,005
Yes – Female	22,432
No – Male	151,100
No - Female	174,762
Purchased scratch tickets races by gender	
Yes – Male	35,626
Yes – Female	57,321
No – Male	148,479
No - Female	139,873
Played a lottery races by gender	
Yes – Male	87,274
Yes – Female	89,284
No – Male	96,831
No - Female	107,910
Played Keno by gender	
Yes – Male	46,304
Yes – Female	46,845
No – Male	137,801
No - Female	150,349
Played casino table games	
Yes	22,248
No	359,051
Bet on sporting or other events	
Yes	15,518
No	365,781

Appendix I Tasmanian longitudinal gambling study: Wave 3 questionnaire



THE UNIVERSITY OF
MELBOURNE



THE SOCIAL
RESEARCH CENTRE

SOCIAL AND ECONOMIC IMPACT STUDY OF GAMBLING IN TASMANIA AND ASSESSMENT OF GAMBLING HARM MINIMISATION MEASURES

PART B (WAVE 3)
October 13, 2014

SAMPLE VARIABLES REQUIRED

Variable	Datafile Name
Gender	gender
Age	Age
Previous gambling activities	As per sample spec
Postcode	A1
Sample type	As per sample spec
Named sample flag	As per sample spec
Participation flag	As per sample spec

SCREENING AND INTRODUCTION

Call outcome codes

Proceed with interview

No answer

Answering machine

Fax machine / modem

Appointment

Engaged

Telstra message / disconnected

Not a residential number

Named person not known (only applies if calling back to keep an appointment and phone answerer denies knowledge of named person)

Claims to have done survey

Away for duration

Too old / frail / deaf / unable to do survey

Remove number from list (add to SRC do not call register)

Out of scope (no one 18 plus in household)

LOTE – No follow up

Terminated during screening / midway (HIDDEN CODE)

Stopped interview

Refused prior (SUPERVISOR USE ONLY) (e.g. phoned 1800 number to refuse participation)

Respondent has passed away

*ALL

SAMTYP

1. Landline

2. Mobile

*ALL

NONAMESAMP

1. No name

2. Name

Screening and introduction

*(SAMTYP=1 AND NONAMESAMP=1)

S4 Good morning/ afternoon / evening. My name is (...) and I am calling on behalf of the Tasmanian Government from the Social Research Centre. We interviewed a <GENDER> at this number in <<IF PARTICIPATION=2: March 2011, IF PARTICIPATION=1: November 2013>> and they said it would be ok to call back to speak with them. Would you happen to know which member of this household assisted us last time? Would they be available now?

INTERVIEWER NOTE: DO NOT MENTION TOPIC OF SURVEY UNTIL YOU ARE SPEAKING WITH NAMED RESPONDENT

INTERVIEWER NOTE: IF QUERIED ABOUT WHY WE DON'T HAVE THEIR NAME- DUE TO THE NATURE OF THE SURVEY NO IDENTIFYING INFORMATION WAS RETAINED, HOWEVER WE WERE GIVEN PERMISSION TO RECONTACT THIS NUMBER

INTERVIEWER NOTE: IF NECESSARY YOU CAN MENTION AGE AND GENDER (PROGRAMMER FEED FORWARD AGE AND GENDER)

INTERVIEWER NOTE: IF RESPONDENT NO LONGER LIVES IN TASMANIA REASSURE THEM THEY CAN STILL PARTICIPATE IN THIS SURVEY

1. Continue with selected respondent
2. Person not available (STOP INTERVIEW, ARRANGE CALLBACK)
3. Wrong number / person not known (TERM3)
4. Household refusal (GO TO RR1)
5. Respondent denies participation in 2011/2013 (GO TO TERM3)
6. Respondent no longer lives in Tasmania
7. Respondent refusal (GO TO RR1)
8. Respondent LOTE – (no language follow up) (GO TO ALOTE)
9. Queried about how telephone number was obtained (DISPLAY PTEL)
10. Wants a copy of PAL before proceeding (GO TO PAL)
11. Back to SMS

*(SAMTYP=2 AND NONAMESAMP=1)

S7 Good morning/ afternoon / evening. My name is (...) and I am calling on behalf of the Tasmanian Government from the Social Research Centre. We conducted an interview with you in <<IF PARTICIPATION=2: March 2011, IF PARTICIPATION=1: November 2013>> and at that time you agreed for us to contact you again for future research.

INTERVIEWER NOTE: DO NOT MENTION TOPIC OF SURVEY UNTIL YOU ARE SPEAKING WITH NAMED RESPONDENT

INTERVIEWER NOTE: IF QUERIED ABOUT WHY WE DON'T HAVE THEIR NAME- DUE TO THE NATURE OF THE SURVEY NO IDENTIFYING INFORMATION WAS RETAINED, HOWEVER WE WERE GIVEN PERMISSION TO RECONTACT THIS NUMBER

INTERVIEWER NOTE: IF NECESSARY YOU CAN MENTION AGE AND GENDER (PROGRAMMER FEED FORWARD AGE AND GENDER)

INTERVIEWER NOTE: IF RESPONDENT NO LONGER LIVES IN TASMANIA REASSURE THEM THEY CAN STILL PARTICIPATE IN THIS SURVEY

1. Continue with selected respondent
2. Person not available (STOP INTERVIEW, ARRANGE CALLBACK)
3. Wrong number / person not known (TERM3)
4. Household refusal (GO TO RR1)
5. Respondent denies participation in 2011/2013 (GO TO TERM3)
6. Respondent no longer lives in Tasmania
7. Respondent refusal (GO TO RR1)
8. Respondent LOTE – (no language follow up) (GO TO ALOTE)

9. Queried about how telephone number was obtained (DISPLAY PTEL)
10. Wants a copy of PAL before proceeding (GO TO PAL)
11. Back to SMS

*(NONAMESAMP=2)

S1 Good morning/ afternoon / evening. My name is (...) and I am calling on behalf of the Tasmanian Government from the Social Research Centre. May I please speak with <<NAME>>?

INTERVIEWER NOTE: DO NOT MENTION TOPIC OF SURVEY UNTIL YOU ARE SPEAKING WITH NAMED RESPONDENT

INTERVIEWER NOTE: WHEN TALKING TO RESPONDENT REINTRODUCE IF NECESSARY AND MENTION THEY AGREED TO LET US RECONTACT THEM ON THIS NUMBER TO PARTICIPATE IN FURTHER RESEARCH

INTERVIEWER NOTE: IF NECESSARY YOU CAN MENTION AGE AND GENDER (PROGRAMMER FEED FORWARD AGE AND GENDER)

INTERVIEWER NOTE: IF RESPONDENT NO LONGER LIVES IN TASMANIA REASSURE THEM THEY CAN STILL PARTICIPATE IN THIS SURVEY

1. Continue with selected respondent
2. Person not available (STOP INTERVIEW, ARRANGE CALLBACK)
3. Wrong number / person not known (TERM3)
4. Household refusal (GO TO RR1)
5. Respondent denies participation in 2011/2013 (GO TO TERM3)
6. Respondent no longer lives in Tasmania
7. Respondent refusal (GO TO RR1)
8. Respondent LOTE – (no language follow up) (GO TO ALOTE)
9. Queried about how telephone number was obtained (DISPLAY PTEL)
10. Wants a copy of PAL before proceeding (GO TO PAL)
11. Back to SMS

*(S1=1 OR S4=1 OR S7=1 SELECTED RESPONDENT)

S1a In <<IF PARTICIPATION=2: March 2011, IF PARTICIPATION=1: November 2013>>, you participated in a survey we conducted about gambling in Tasmania. Today we are doing a similar survey to help understand whether the steps taken by the Government to minimise harm caused by gambling have helped Tasmanian residents. This survey is confidential, and the information and opinions you provide will be used only for research purposes.

You are able to withdraw at any time and while we'd prefer that you answer all questions, if there are any questions that you'd rather not answer, that's fine, just let me know.

The interview today will take from 20 – 25 minutes, depending on your answers. Are you able to continue?

INTERVIEWER NOTE: IF RESPONDENT NO LONGER LIVES IN TASMANIA REASSURE THEM THEY CAN STILL PARTICIPATE IN THIS SURVEY

1. Continue (GO TO PRES5)
2. Stop interview, make appointment (ARRANGE CALL BACK, RECORD NAME OF SELECTED PERSON)
3. Respondent refusal (ATTEMPT CONVERSION / RECORD REASON) (GO TO RR1)
4. Respondent denies participation in 2011/2013 (GO TO TERM3)
5. Respondent no longer lives in Tasmania
6. Respondent LOTE – (no language follow up) (GO TO ALOTE)
7. Queried about how telephone number was obtained (DISPLAY PTEL)
8. Wants a copy of PAL before proceeding (GO TO PAL)
9. Back to SMS

*(QUERIED HOW TELEPHONE NUMBER WAS OBTAINED)

PTEL We completed an interview via this number in <<IF PARTICIPATION=2: 2011, IF PARTICIPATION=1: 2013>>, and were given permission by the person we interviewed at that time to recontact them to participate in further research.

1. Snap back to previous question

PRES5 IF SAMTYP=2 CONTINUE, ELSE GO TO S3

*(MOBILE SAMPLE, SAMTYP=2)

S5 May I just check whether it is safe for you to take this call at the moment? If not, I am happy to call you back when it is more convenient for you.

1. Safe to take call (GO TO S3)
2. Not safe to take call (GO TO S6)
3. Selected respondent refusal (GO TO RR1)

*(MOBILE SAMPLE, NOT SAFE TO TAKE CALL S5=2)

S6 Do you want me to call you back on this number or would you prefer I call back on another phone?

1. This number (TYPE STOP, MAKE APPOINTMENT)
2. Another phone (TYPE STOP, MAKE APPOINTMENT, RECORD PHONE NUMBER)
3. Respondent refusal (GO TO RR1)

*(MOBILE SAMPLE, NOT SAFE TO TAKE CALL, S5 =2)

S6b INTERVIEWER RECORD:

Is this a HARD or SOFT appointment?

1. HARD appointment
2. SOFT appointment

*(SELECTED RESPONDENT)

S3 My supervisor may monitor this interview for quality assurance purposes. Please tell me if you do not want this to happen.

1. Monitoring allowed
2. Monitoring not permitted

*(RESPONDENT WANTS COPY OF PAL, S1=8 OR S1a=6)

PAL Would you like us to mail, fax or e-mail you a copy of the letter?

1. Mail (Record name and collect address details)
2. Fax (Collect name and fax number)
3. E-mail (Collect name and email address)

*(RESPONDENT WANTS COPY OF PAL, S1=8 OR S1a=6)

PALNAME1 Firstly, can I please record your full name

1. Record TITLE, FNAME and SNAME
2. Refused

*(RESPONDENT WANTS PAL MAILED, PAL=1)

PALADDRESS Can I please confirm your address?

1. Record HOUSE/UNIT NUMBER, STREET, SUBURB and PCODE
2. Refused

*(RESPONDENT WANTS PAL FAXED, PAL=2)

PALFAX What is your fax number?

1. Record Fax number (MUST BE 10 DIGITS)
2. Refused

*(RESPONDENT WANTS PAL E-MAILED, PAL=3)
PALADDRESS What is your email address?

1. Record email address (READ BACK TO RESPONDENT)
2. Refused

*(RESPONDENT WANTS COPY OF PAL, S1=8 OR S1a=6)

PALREFUSAL: IF REFUSED AT ANY: Without an [INSERT address, fax, email], we will be unable to provide you with a copy of the letter. Is it okay if we continue with the survey?

1. Continue
2. Refused (**GO TO RR1**)

*(ALL)

TS1 TIMESTAMP 1

*SECTION A: SCREENER DEMOGRAPHICS

*(ALL)

A1 Thank you. I am going to start by asking you a couple of questions about yourself, to help us group your responses with other people. First, what is the postcode where you live?
POSTCODE FROM SAMPLE: (DISPLAY POSTCODE FROM SAMPLE) (POSTCODE NOT ON LOOKUP LIST GO TO QV AND CODE AS 10)

1. Postcode correct as displayed
2. Postcode incorrect / not displayed (SPECIFY) (RANGE 7000 TO 7923) (GO TO QV)
3. (Don't know) (GO TO A2) (PROGRAMMER NOTE – USE SAMPLE POSTCODE FOR QV)
4. (Refused) (GO TO A3)

*(DON'T KNOW POSTCODE) (A1=3)

A2 That's OK, which suburb or locality do you live in and we will look it up?

1. Suburb/locality (SPECIFY)
2. (Don't know) (GO TO A3)
3. (Refused) (GO TO A3)

*(HIDDEN) (ALL)

QV *(PROGRAMMER NOTE – LOOKUP LIST TO BE PROVIDED, OR DRAW FROM SAMPLE MARKET IF NO MATCH)

1. Brighton
2. Break O'Day
3. Glenorchy
4. Devonport
5. Circular Head
6. Launceston
7. Sorell
8. Clarence
9. Rest of state
10. No longer resident of Tasmania

*(ALL)

A3 What is your age in years?

*(PROGRAMMER NOTE: IF MORE THAN 90, DISPLAY “UNLIKELY RESPONSE – CONFIRM”)

1. Under 18 (GO TO TERM2)
2. Age given (Specify) (RANGE 18 TO 120)

3. (Refused)

*(REFUSED AGE) (A3=2)

A4 Which age group are you in?

1. 18 to 24 years
2. 25 to 29 years
3. 30 to 34 years
4. 35 to 39 years
5. 40 to 44 years
6. 45 to 49 years
7. 50 to 54 years
8. 55 to 59 years
9. 60 to 64 years
10. 65 to 69 years
11. 70 years or over
12. (Refused)

*(ALL)

TS2 TIMESTAMP 2

*SECTION B: GAMBLING PARTICIPATION

*(ALL)

B1 I'd like to start by asking some questions about gambling. I am going to read a list of popular gambling activities and ask if you have played them FOR MONEY in the previous 12 months. In the last 12 months, have you... (READ OUT)?

*(STRING TEXT In the last 12 months, have you... (READ OUT)?

(INTERVIEWER NOTE: Gambling by respondents is not restricted to the state of Tasmania. That is, gambling occurring in any other state or country can be included in this section.)

(STATEMENTS) (RANDOMISE a-i excluding j which is to stay last)

- a. Played poker machines or electronic gaming machines
- b. Bet on horse or greyhound races (INTERVIEWER NOTE: excluding sweeps such as for Melbourne Cup)
- c. Purchased instant scratch tickets
- d. Played a lottery (INTERVIEWER NOTE: such as Tattsлото, Powerball, Super 66, The Pools, Lucky Keno, Lucky Lines, Lucky Bingo Start, Pick 3, and Pick 5 Heads or Tails)
- e. Played Taskeno or other forms of Keno
- f. Played casino table games (INTERVIEWER NOTE: Such as blackjack, roulette or poker)
- g. Played bingo
- h. Bet on sporting or other events such as TV show results, election results
- i. Bet on informal private games (INTERVIEWER NOTE: such as cards, mah-jong, snooker, online or offline computer games, board games, sports)
- J. Participated in any other gambling activity that I haven't mentioned (excluding raffles or sweeps)? (SPECIFY)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(PROGRAMMER NOTE: CREATE DUMMY VARIABLES)

*(HIDDEN) (ALL)

DV0 Gambling Status

1. (IF ANY STATEMENT B1 = 1) Gambler
2. (ALL STATEMENTS B1 = 2 OR 3 OR 4) Non Gambler (GOTO D11)

*(HIDDEN) (GAMBLER)

DV1 EGM Gambling Status

1. (IF B1a = 1) EGM Gambler
2. (IF B1a = 2-4) NOT EGM Gambler

*(HIDDEN) (GAMBLERS) (DV0 = 1)

DV2 Gambling Activities (MULTIPLE RESPONSE ALLOWED)

1. (IF B1a = 1) Poker machines or electronic gaming machines
2. (IF B1b = 1) Horse or greyhound races (excluding sweeps)
3. (IF B1c = 1) Instant scratch tickets
4. (IF B1d = 1) Lotteries
5. (IF B1e = 1) Keno
6. (IF B1f = 1) Casino table games
7. (IF B1g = 1) Bingo
8. (IF B1h = 1) Sporting events or other events
9. (IF B1i = 1) Informal private games
10. (IF B1j = 1) [INSERT SPECIFY FROM B1j]

*(PROGRAMMER NOTE: CREATE DUMMY VARIABLES)

*(HIDDEN) (ALL)

DV0i Gambling Status 2013

1. Gambler
2. Non Gambler

*(HIDDEN) (GAMBLERS) (DV0i = 1)

DV2i Gambling Activities 2013

1. Poker machines or electronic gaming machines
2. Horse or greyhound races (excluding sweeps)
3. Instant scratch tickets
4. Lotteries
5. Keno
6. Casino table games
7. Bingo
8. Sporting events or other events
9. Informal private games
10. Other

DUMMY VARIABLE DV3i – MAIN GAMBLING FORM 1031

1. Poker machines
2. Horse/greyhound/sports events VENUES (D1aa-c AND/OR D7ac)
3. Lotteries
4. Keno
5. Casino table games
6. Horse/greyhound/sports events ONLINE (D1ad AND/OR D7ab)
7. None of these

PROGRAMMER: FEED FORWARD FROM PR0748/1031 DV2

DV12 Previous gambling type (from 2011 and 2013)

1. PR0748 DV2=1 Poker machines or electronic gaming machines OR PR1031 DV2=1
Poker machines or electronic gaming machines
2. PR0748 DV2=2 Horse or greyhound races (excluding sweeps) OR PR1031 DV2=2
Horse or greyhound races (excluding sweeps)
3. PR0748 DV2=3 Instant scratch tickets OR PR1031 DV2=3 Instant scratch tickets

4. PR0748 DV2=4 Lotteries OR PR1031 DV2=4 Lotteries
5. PR0748 DV2=5 Keno OR PR1031 DV2=5 Keno
6. PR0748 DV2=6 Casino table games OR PR1031 DV2=6 Casino table games
7. PR0748 DV2=7 Bingo OR PR1031 DV2=7 Bingo
8. PR0748 DV2=8 Sporting events or other events OR PR1031 DV2=8 Sporting events or other events
9. PR0748 DV2=9 Informal private games OR PR1031 DV2=9 Informal private games
10. PR0748 DV2=10 Other OR PR1031 DV2=10 Other

IF DV0=1 OR DV12=1-10

*(GAMBLERS FROM ANY SURVEY)

D11. If there was one thing that the Tasmanian government could realistically do to reduce excessive gambling in the community, what would that be?

1. Record response (specify)
2. (Don't know)
3. (Refused)

*(ALL)

TS3 TIMESTAMP 3

*SECTION C: EGM GAMBLING

PREC1 IF DV1= 1 (EGM GAMBLER) CONTINUE, OTHERS GO TO C3

*(EGM GAMBLER) (DV1 = 1)

C1 I am now going to ask you some questions specifically about your poker machine gambling. In the last 12 months, how many times per week, per month or per year have you played POKER MACHINES... (READ OUT)?

(INTERVIEWER NOTE: This refers to number of sessions of playing poker machines, NOT number of individual machines played)

(INTERVIEWER NOTE: Record number of times in appropriate code – only need to enter in one number depending on how they answer)

(STATEMENTS)

- a. In a club or hotel
- b. In a casino
- c. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT C1

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT C1 (A-C) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR C1.

*(EGM GAMBLER) (DV1 = 1)

C2 In the past 12 months, how much money, ON AVERAGE, did you SPEND on poker machines during EACH VISIT to a poker machine venue? By SPEND we mean the difference between

what you took with you (including any additional money withdrawn or borrowed during the period of play) and what you had left when you finished playing.
(INTERVIEWER NOTE: Each visit = one session (i.e., betting during a discrete period of time at one location) | Spend – does not include counter meals, drinks etc.)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY “UNLIKELY RESPONSE” IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT C1 AND \$ SPENT AT C2

- \$C2 x NUMBER TIMES PER WEEK x 52 OR
- \$C2 x NUMBER TIMES PER MONTH x 12 OR
- \$C2 x NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT C1 (A-C) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR C1/2.

IF DV1=1 OR DV12=1

*(EGM GAMBLER IN 2011, 2013 OR CURRENT SURVEY)

C3 Are you aware of the Tasmanian Gambling Exclusion Scheme that allows you to exclude yourself from gambling in a venue?

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(AWARE OF TGES) (C3=1)

C3a Have you excluded yourself from gambling in venues using the Tasmanian Gambling Exclusion Scheme in the last year?

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(EGM GAMBLERS)

TS4 TIMESTAMP 4

***SECTION D: NON-EGM GAMBLING ACTIVITY FREQUENCY/EXPENDITURE**

IF DV2 NOT 2-10 (DON'T UNDERTAKE ANY OTHER GAMBLING) GO TO DV3

(EGM GAMBLERS WHO UNDERTAKE OTHER GAMBLING ALSO) (DV1=1 AND DV2=2-10)

PRED0a We would now like to ask you some questions about some other gambling activities.

(NOT EGM GAMBLER AND UNDERTAKES OTHER GAMBLING ACTIVITY) (DV1=2 AND DV2=2-10)

PRED0b We would now like to ask you some questions about your gambling activities.

PRED1a IF DV2=2 CONTINUE, OTHERS GO TO PRED2a

*(BET ON HORSE OR GREYHOUND RACES) (DV2=2)

D1a In the last 12 months, how many times per week, or per month or per year have you bet on HORSE OR GREYHOUND RACES (excluding sweeps)... (READ OUT)?

(STATEMENTS)

- a. At a racetrack

- b. At an off-course venue (such as TOTE/TAB, club, hotel or casino)
- c. By telephone or SMS (mobile phone or landline)
- d. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D1a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

CREATE TWO CALCULATIONS:

SUM STATEMENTS (D1aa-c AND/OR (D7aa OR D7ac)) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.

SUM STATEMENTS (D1ad AND/OR D7ab) INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING

*(BET ON HORSE OR GREYHOUND RACES) (DV2=2)

D1b In the past 12 months, approximately how much money, on average, did you spend during EACH SESSION of betting on horse or greyhound races?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D1a AND \$ SPENT AT D1b

- \$D1b x NUMBER TIMES PER WEEK x 52 OR
- \$D1b x NUMBER TIMES PER MONTH x 12 OR
- \$D1b x NUMBER TIMES PER YEAR

CREATE TWO CALCULATIONS:

SUM SPEND (D1aa-c AND/OR (D7aa OR D7ac)) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.

SUM SPEND (D1ad AND/OR D7ab) INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING

PRED2a IF DV2=3 CONTINUE, OTHERS GO TO PRED3a

*(BUY INSTANT SCRATCH TICKETS) (DV2=3)

D2a In the last 12 months, how many times per week or per month or per year have you purchased INSTANT SCRATCH TICKETS?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D2a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D2a

*(BUY INSTANT SCRATCH TICKETS) (DV2=3)

D2b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH TRANSACTION of purchasing instant scratch tickets?

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >50)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D2A AND \$ SPENT AT D2B

- \$D2b x NUMBER TIMES PER WEEK x 52 OR
- \$D2b x NUMBER TIMES PER MONTH x 12 OR
- \$D2b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D2

PRED3a IF DV2=4 CONTINUE, OTHERS GO TO PRED4a

*(PLAY LOTTERIES) (DV2=4)

D3a In the last 12 months, how many times per week, or per month, or per year have you played a LOTTERY?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D3a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D3a

*(PLAY LOTTERIES) (DV2=4)

D3b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH TRANSACTION of playing a lottery?

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >100)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D3A AND \$ SPENT AT D3B

- \$D3b x NUMBER TIMES PER WEEK x 52 OR
- \$D3b x NUMBER TIMES PER MONTH x 12 OR
- \$D3b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D3

PRED4a IF DV2=5 CONTINUE, OTHERS GO TO PRED5a

*(PLAY KENO) (DV2=5)

D4a In the last 12 months, how many times per week, or per month, or per year have you played TASKENO or other forms of KENO... (READ OUT)?

(STATEMENTS)

- a. In a club or hotel
- b. In a casino
- c. In a newsagent or Tattersalls outlet
- d. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D4a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT D4a (A-D) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR D4a

*(PLAY KENO) (DV2=5)

D4b In the past 12 months, how much money, on AVERAGE, did you SPEND during EACH SESSION of playing Taskeno or other forms of Keno?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >500)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D4a AND \$ SPENT AT D4b

- \$D4b x NUMBER TIMES PER WEEK x 52 OR
- \$D4b x NUMBER TIMES PER MONTH x 12 OR
- \$D4b x NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT D4a (A-D) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR D4

PRED5a IF DV2=6 CONTINUE, OTHERS GO TO PRED6a

*(PLAY TABLE GAMES) (DV2=6)

D5a In the last 12 months, how many times per week, or per month, or per year have you played CASINO TABLE GAMES... (READ OUT)?

(INTERVIEWER NOTE: Such as blackjack, roulette, poker)

(STATEMENTS)

- a. At a casino
- b. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D5a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT D5a (A-B) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR D5a

*(PLAY TABLE GAMES) (DV2=6)

D5b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION you played casino table games?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D5a AND \$ SPENT AT D5b

- \$D5b x NUMBER TIMES PER WEEK x 52 OR
- \$D5b x NUMBER TIMES PER MONTH x 12 OR
- \$D5b x NUMBER TIMES PER YEAR

USE CALCULATION FOR EACH STATEMENT AT D5a (A-B) AND SUM INTO ONE TOTAL ANNUAL FIGURE FOR D5

PRE6a IF DV2=7 CONTINUE, OTHERS GO TO PRED7a

*(PLAY BINGO) (DV2=7)

D6a In the last 12 months, how many times per week, or per month, or per year have you played BINGO?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D6a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D6a

*(PLAY BINGO) (DV2=7)

D6b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of playing bingo?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >500)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D6A AND \$ SPENT AT D6B

- \$D6b x NUMBER TIMES PER WEEK x 52 OR
- \$D6b x NUMBER TIMES PER MONTH x 12 OR
- \$D6b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D6

PRED7a IF DV2=8 CONTINUE, OTHERS GO TO PRED8a

*(BET ON SPORT EVENTS) (DV2=8)

D7a In the last 12 months, how many times per week, or per month, or per year have you bet on SPORTING OR OTHER EVENTS... (READ OUT)? (INTERVIEWER NOTE: Examples of other events are TV shows and election results. Other events do not include horse or greyhound race betting)

(STATEMENTS)

- a. At a venue (such as TOTE/TAB, club, hotel or casino)
- b. Over the Internet (INTERVIEWER NOTE: On a desktop computer or a website or app on a mobile device such as a laptop, ipad, or smartphone)
- c. By telephone or SMS (landline or mobile phone)

(RESPONSE FRAME)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D7a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

CREATE TWO CALCULATIONS:

SUM STATEMENTS (D1aa-c AND/OR (D7aa OR D7ac)) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.

SUM STATEMENT (D1ad AND/OR D7ab) INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING

*(BET ON SPORT EVENTS) (DV2=8)

D7b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of betting on sporting or other events?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)

3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D7a AND \$ SPENT AT D7b

- \$D7b x NUMBER TIMES PER WEEK x 52 OR
- \$D7b x NUMBER TIMES PER MONTH x 12 OR
- \$D7b x NUMBER TIMES PER YEAR

CREATE TWO CALCULATIONS:

SUM SPEND FOR (D1aa-c AND/OR (D7aa OR D7ac)) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.

SUM SPEND (D1ad AND/OR D7ab) INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING

PRED8a IF DV2=9 CONTINUE, OTHERS GO TO PRED9a

*(BET ON PRIVATE GAMES) (DV2=9)

D8a In the last 12 months, how many times per week, or per month, or per year have you bet on INFORMAL PRIVATE GAMES FOR MONEY (e.g. cards, mah-jong, snooker, online or offline computer games, board games, sports)?

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D8a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D8a

*(BET ON PRIVATE GAMES) (DV2=9)

D8b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of betting on informal private games for money?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D8A AND \$ SPENT AT D8B

- \$D8b x NUMBER TIMES PER WEEK x 52 OR
- \$D8b x NUMBER TIMES PER MONTH x 12 OR
- \$D8b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D8

PRED9a IF DV2=10 CONTINUE, OTHERS GO TO TS5

*(OTHER GAMBLING ACTIVITIES) (DV2=10)

D9a You said that you have bet on (INSERT DV2 CODE 10 TEXT). In the last 12 months, how many times per week, or per month, or per year, have you bet on this activity?

(INTERVIEWER NOTE: Record number of times in appropriate code)

1. Enter times per week (SPECIFY) (ALLOWABLE RANGE 1 TO 14 times)
2. Enter times per month (SPECIFY) (ALLOWABLE RANGE 1 TO 62 times)
3. Enter times per year (SPECIFY) (ALLOWABLE RANGE 1 TO 730 times)
4. (Don't know)
5. (Refused)
6. None

PROGRAMMER: TOTAL ANNUAL TIMES GAMBLED CALCULATION USING RESPONSE FRAME AT D9a

- NUMBER TIMES PER WEEK x 52 OR
- NUMBER TIMES PER MONTH x 12 OR
- NUMBER TIMES PER YEAR

THIS IS THE TOTAL ANNUAL FIGURE FOR D9a

*(OTHER GAMBLING ACTIVITIES) (DV2=10)

D9b In the past 12 months, how much money, ON AVERAGE, did you SPEND during EACH SESSION of playing this gambling activity?

(INTERVIEWER NOTE: Each session means betting during a discrete period of time at one location | Spend = the difference between what you took with you (including any additional money withdrawn or borrowed during the period of play) and had left when you finished playing)

1. Enter money spent (SPECIFY) (ALLOWABLE RANGE 0 TO 100000) *(DISPLAY "UNLIKELY RESPONSE" IF >5000)
2. (Don't know)
3. (Refused)

PROGRAMMER: TOTAL ANNUAL SPEND CALCULATION USING RESPONSE FRAME AT D9A AND \$ SPENT AT D9B

- \$D10b x NUMBER TIMES PER WEEK x 52 OR
- \$D10b x NUMBER TIMES PER MONTH x 12 OR
- \$D10b x NUMBER TIMES PER YEAR

THIS WILL BE THE TOTAL ANNUAL FIGURE FOR D9

PROGRAMMER: S1=6 OR S1A=5 OR QV=10 SKIP TO F1

TOTAL ANNUAL SPEND PER GAMBLING FORM

**SELECT 2 HIGHEST ANNUAL SPEND GAMBLING FORMS
IF MORE THAN 2 ARE HIGHEST THEN REVERT TO ANNUAL TIMES GAMBLED
TO DETERMINE 2 HIGHEST**

USE THE TWO CALCULATIONS FOR D1a and D7a HERE AS WELL:
(SUM SPEND D1aa-c PLUS (D7aa OR D7ac) INTO ONE TOTAL ANNUAL FIGURE
FOR VENUE BASED GAMBLING.)
(SUM SPEND D1ad WITH D7ab INTO ONE ANNUAL FIGURE FOR ONLINE
GAMBLING)

ALLOCATE TO DV3

TOTAL ANNUAL TIMES GAMBLER PER GAMBLING FORM**USE TOTAL ANNUAL TIMES ONLY TO DETERMINE 2 HIGHEST GAMBLING FORMS WHERE SPEND IS THE SAME**

USE THE TWO CALCULATIONS FOR D1a and D7a HERE AS WELL:
 (SUM STATEMENTS D1aa-c PLUS (D7aa OR D7ac) INTO ONE TOTAL ANNUAL FIGURE FOR VENUE BASED GAMBLING.)
 (SUM STATEMENTS D1ad WITH D7ab INTO ONE ANNUAL FIGURE FOR ONLINE GAMBLING)

DUMMY VARIABLE DV3

1. Poker machines
2. Horse/greyhound/sports events VENUES (D1aa-c AND/OR D7ac)
3. Lotteries
4. Keno
5. Casino table games
6. Horse/greyhound/sports events ONLINE (D1ad AND/OR D7ab)
8. None of these

*(ALL GAMBLERS)

TS5 TIMESTAMP 5

***SECTION E: HARM MINIMISATION MEASURES**

PROGRAMMER: S1=6 OR S1A=5 OR QV=10 OR S4=6 OR S7=6 ARE NOT TO BE ASKED ANY QUESTIONS IN THIS SECTION

EGM HARM MINIMISATION

IF DV3i=1 OR ((DV0i=2 OR 3) AND DV3=1) OR ((DV3i=7 OR 8) AND DV3=1)

*(EGM GAMBLING MAIN FORM IN 2013, OR PREVIOUS NON-GAMBLER AND NEW FORM IN 2014 OR PREVIOUS GAMBLER BUT NO DV3)

E1 The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive poker machine gambling. I am going to read out some of these measures and for each can you please let me know if you were aware of this before today.

*(STRING TEXT) Do you know about (READ OUT)?

I understand that this is a long list and some of these measures may not apply to you. Please bear with me and I'll run through them as quickly as possible.

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. the ban on having ATMs in hotels and clubs with poker machines (INTERVIEWER NOTE: This does not apply to the casinos in Tasmania)
- b. the reduction in the maximum number of lines on poker machines
- c. the reduction of the maximum bet per spin on poker machines
- d. the reduction in the amount of cash you can insert into the note acceptors of poker machines located in casinos
- e. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- f. limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming venues

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

IF DV3i=1 OR ((DV0i=2 OR 3) AND DV3=1) OR ((DV3i=7 OR 8) AND DV3=1)

*(EGM GAMBLING MAIN FORM IN 2013, OR PREVIOUS NON-GAMBLER AND NEW FORM IN 2014 OR PREVIOUS GAMBLER BUT NO DV3)

E2 And how about the following measures. (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- g. casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling
- h. reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- i. restricting the amount of cash for poker machine payouts to \$1000
- j. providing adequate lighting in poker machine areas
- k. not serving food or alcohol to people playing or seated at poker machines after 6pm
- l. locating highly visible clocks on the walls of poker machine areas
- m. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

PROGRAMMER: ONLY SHOW EGM MEASURES AWARE OF

INCLUSION: EGM GAMBLER AWARE OF ANY OF TWO OR MORE EGMS MEASURES

E2a Which of these measures do you think have been most effective in reducing the harm caused by excessive poker machine gambling? (INTERVIEWER NOTE: Respondent should only select from the measures they were aware of)

1. Record response (specify)
2. None of them
3. (Don't know)
4. (Refused)

*(AWARE OF MEASURE A) (E1a=1)

E3a Has the ban on having ATMs in hotels and clubs with poker machines increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (E1b=1)

E3b Has the reduction in the maximum number of lines on poker machines increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?

b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE C) (E1c=1)

E3c Has the reduction of the maximum bet per spin on poker machines increased, not changed, or decreased (INSERT STATEMENT)
(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE D) (E1d=1)

E3d Has the reduction in the amount of cash you can insert into the note acceptors of poker machines located in casinos increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE E) (E1e=1)

E3e Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE F) (E1f=1)

E3f Has limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming venues increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE G) (E2g=1)

E3g Has casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE H) (E2h=1)

E3h Has reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE I) (E2i=1)

E3i Has restricting the amount of cash for poker machine payouts to \$1000 increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE J) (E2j=1)

E3j Has providing adequate lighting in poker machine areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?

- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE K) (E2k=1)

E3k Has not serving food or alcohol to people playing or seated at poker machines after 6pm increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE L) (E2l=1)

E3l Has locating highly visible clocks on the walls of poker machine areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

*(AWARE OF MEASURE M) (E2m=1)

E3m Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on poker machines?
- b. your ENJOYMENT of poker machines?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure/not applicable)
5. (Refused)

TERRESTRIAL WAGERING HARM MINIMISATION

IF DV3i=2 OR ((DV0i=2 OR 3) AND DV3=2) OR ((DV3i=7 OR 8) AND DV3=2)

*(BET ON TERRESTRIAL WAGERING AS MAIN GAMBLING ACTIVITY IN 2013, OR PREVIOUS NON-GAMBLER AND OR NEW FORM IN 2014 OR PREVIOUS GAMBLER BUT NO DV3)

HG1. The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive betting on horse or greyhound racing, sports, and other events in VENUES

such as racetracks, TOTEs, TABs, clubs, hotels, and casinos. I am going to read out some of these measures and for each please let me know if you were aware of it before today.
(INTERVIEWER NOTE: This does NOT include online race, sports, or other event betting)

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. the ban on having ATMs in hotels and clubs with race, sports or other event betting
(INTERVIEWER NOTE: This does not apply to the casinos in Tasmania)
- b. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- c. limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in betting venues
- d. reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- e. locating highly visible clocks on the walls of betting areas
- f. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning (INTERVIEWER NOTE: provided by the gambling provider/venue)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

PROGRAMMER: ONLY SHOW TERRESTRIAL MEASURES AWARE OF
INCLUSION: TERRESTRIAL GAMBLER AWARE OF ANY OF TWO OR MORE TERRESTRIAL
WAGERING MEASURES

HG4 Which of these measures do you think have been most effective in reducing the harm caused by excessive betting on horse or greyhound racing, sports, and other events in venues such as racetracks, TOTEs, TABs, clubs, hotels, and casinos? (INTERVIEWER NOTE: Respondent should only select from the measures they were aware of)

1. Record response (specify)
2. None of them
3. (Don't know)
4. (Refused)

*(AWARE OF MEASURE A) (HG1a=1)

HG3a. Has the ban on having ATMs in hotels and clubs with race, sports, or other event betting increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (HG1b=1)

HG3b. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?

- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE C) (HG1c=1)

HG3d. Has limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in betting venues increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE D) (HG1d=1)

HG3e. Has reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE E) (HG1e=1)

HG3f. Has locating highly visible clocks on the walls of betting areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other event betting in venues?
- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE F) (HG1f=1)

HG3g. Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on race, sports, or other betting in venues?

- b. your ENJOYMENT of race, sports, or other event betting in venues?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

ONLINE WAGERING HARM MINIMISATION

IF DV3i=6 OR ((DV0i=2 OR 3) AND DV3=6) OR ((DV3i=7 OR 8) AND DV3=6)

*(BET ON ONLINE WAGERING AS MAIN GAMBLING ACTIVITY IN 2013, OR PREVIOUS NON-GAMBLER AND NEW FORM IN 2014 OR PREVIOUS GAMBLER BUT NO DV3)

ON1. The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive ONLINE betting on horse or greyhound races, sports, or other events. I am going to read out some of these measures and for each please let me know if you were aware of it before today. (INTERVIEWER NOTE: This does not include race, sports, and other event betting in venues, such as racetracks, TOTES, TABs, clubs, hotels, and casinos)

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- b. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

PROGRAMMER: ONLY SHOW ONLINE WAGERING MEASURES AWARE OF

ON4 INCLUSION: ONLINE WAGERER AWARE OF ANY OF BOTH ONLINE WAGERING MEASURES

Which of these measures do you think have been most effective in reducing the harm caused by excessive online betting on horse or greyhound races, sports, and other events? (INTERVIEWER NOTE: Respondent should only select from the measures they were aware of)

1. Record response (specify)
2. None of them
3. (Don't know)
4. (Refused)

*(AWARE OF MEASURE A) (ON1a=1)

ON3c. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on online race, sports, or other event betting?
- b. your ENJOYMENT of online race, sports, or other event betting?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (ON1b=1)

ON3h. Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on online race, sports, or other event betting?
- b. your ENJOYMENT on online race, sports, or other event betting?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

LOTTERIES HARM MINIMISATION

IF DV3i=3 OR ((DV0i=2 OR 3) AND DV3=3) OR ((DV3i=7 OR 8) AND DV3=3)

*(PLAY LOTTERIES AS MAIN GAMBLING ACTIVITY IN 2013, OR PREVIOUS NON-GAMBLER AND NEW FORM IN 2014 OR PREVIOUS GAMBLER BUT NO DV3)

LO1. The Tasmanian Government has introduced several measures that aim to reduce the harm caused by excessive gambling on lotteries. I am going to read out some of these measures and for each please let me know if you were aware of it before today.

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- b. providing information about responsible gambling, help for gambling problems, and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

PROGRAMMER: ONLY SHOW LOTTERY MEASURES AWARE OF

INCLUSION: LOTTERY GAMBLER AWARE OF ANY OF BOTH LOTTERY MEASURES

LO4 Which of these measures do you think have been most effective in reducing the harm caused by excessive lottery playing? (INTERVIEWER NOTE: Respondent should only select from the measures they were aware of)

1. Record response (specify)
2. None of them
3. (Don't know)
4. (Refused)

*(AWARE OF MEASURE A) (LO1a=1)

LO2a. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on lotteries?
- b. your ENJOYMENT of lotteries?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (LO1b=1)

LO2b. Has providing information about responsible gambling, help for gambling problems, and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on lotteries?
- b. your ENJOYMENT of lotteries?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

KENO HARM MINIMISATION

IF DV3i=4 OR ((DV0i=2 OR 3) AND DV3=4) OR ((DV3i=7 OR 8) AND DV3=4)

*(PLAY KENO AS MAIN GAMBLING ACTIVITY IN 2013, OR PREVIOUS NON-GAMBLER AND NEW FORM IN 2014 OR PREVIOUS GAMBLER BUT NO DV3)

KE1. The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive gambling on keno. I am going to read out some of these measures and for each please let me know if you were aware of it before today.

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. the ban on having ATMs in hotels and clubs with keno (INTERVIEWER NOTE: This does not apply to the casinos in Tasmania)
- b. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- c. limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming venues
- d. casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling
- e. reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- f. restricting the amount of cash for keno payouts to \$1000
- g. locating highly visible clocks on the walls of areas in which you play keno
- h. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

PROGRAMMER: ONLY SHOW EGM MEASURES AWARE OF

INCLUSION: KENO GAMBLER AWARE OF ANY OF TWO OR MORE KENO MEASURES

KE4 Which of these measures do you think have been most effective in reducing the harm caused by excessive keno gambling? (INTERVIEWER NOTE: Respondent should only select from the measures they were aware of)

1. Record response (specify)
2. None of them
3. (Don't know)
4. (Refused)

*(AWARE OF MEASURE A) (KE1a =1)

KE2a. Has the ban on having ATMs in hotels and clubs with keno increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (KE1b=1)

KE2b. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE C) (KE1c=1)

KE2c. Has limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE D) (KE1d=1)

KE2d. Has casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change

3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE E) (KE1e=1)

KE2e. Has reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE F) (KE1f=1)

KE2f. Has restricting the amount of cash for keno payouts to \$1000 increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE G) (KE1g=1)

KE2g. Has locating highly visible clocks on the walls of areas in which you play keno increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE H) (KE1h=1)

KE2h. Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on keno?
- b. your ENJOYMENT of keno?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased

4. (Don't know /not sure /not applicable)
5. (Refused)

CASINO TABLE GAMES HARM MINIMISATION

IF DV3i=5 OR ((DV0i=2 OR 3) AND DV3=5) OR ((DV3i=7 OR 8) AND DV3=5)

*(PLAY TABLE GAMES AS MAIN GAMBLING ACTIVITY IN 2013, OR PREVIOUS NON-GAMBLER AND NEW FORM IN 2014 OR PREVIOUS GAMBLER BUT NO DV3)

CA1. The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive gambling on table games in casinos. I am going to read out some of these measures and for each please let me know if you were aware of it before today.

Did you know about ... (READ OUT)?

*(STRING TEXT) Did you know about... (READ OUT)?

(STATEMENTS) (RANDOMISE)

- a. allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- b. limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gambling venues (INTERVIEWER NOTE: The banning of free or discounted alcohol does not apply to private gaming areas at a casino or to players participating in a table gaming tournament)
- c. casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling
- d. reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- e. providing adequate lighting in table areas
- f. locating highly visible clocks on the walls of table areas
- g. providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know/not sure)
4. (Refused)

PROGRAMMER: ONLY SHOW CASINO TABLE GAMES MEASURES AWARE OF
INCLUSION: CASINO TABLE GAMBLER AWARE OF ANY OF TWO OR MORE CASINO TABLE
GAMES MEASURES

CA4 Which of these measures do you think have been most effective in reducing the harm caused by excessive casino table gambling? (INTERVIEWER NOTE: Respondent should only select from the measures they were aware of)

1. Record response (specify)
2. None of them
3. (Don't know)
4. (Refused)

*(AWARE OF MEASURE A) (CA1a=1)

CA2a. Has allowing only socially responsible advertising of gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE B) (CA1b=1)

CA2b. Has limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gambling venues increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE C) (CA1c=1)

CA2c. Has casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE D) (CA1d=1)

CA2d. Has reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE E) (CA1e=1)

CA2e. Has providing adequate lighting in table areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE F) (CA1f=1)

CA2f. Has locating highly visible clocks on the walls of gambling areas increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(AWARE OF MEASURE G) (CA1g=1)

CA2g. Has providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning increased, not changed, or decreased (INSERT STATEMENT)

(STATEMENTS) (RANDOMISE)

- a. the amount you SPEND on table games?
- b. your ENJOYMENT of table games?

(RESPONSE FRAME)

1. Increased
2. No change
3. Decreased
4. (Don't know /not sure /not applicable)
5. (Refused)

*(GAMBLERS WITH A MAIN GAMBLING FORM)

TS6 TIMESTAMP 6

***SECTION F: PROBLEM GAMBLING SEVERITY (PGSI)**

*(ALL GAMBLERS) (DV0=1)

F1 For this next series of questions, please try to be as accurate as possible. Please bear with me, as I understand that these questions may not apply to your situation but we do have to ask them of everyone.

Thinking about the last 12 months how often ... (INSERT STATEMENT)?

(STATEMENTS) (RANDOMISE)

- a. have you bet more than you could really afford to lose?
- b. have you needed to gamble with larger amounts of money to get the same feeling of excitement?
- c. have you gone back another day to try to win back the money you lost?
- d. have you borrowed money or sold anything to get money to gamble?
- e. have you felt that you might have a problem with gambling?
- f. have people criticised your betting or told you that you had a gambling problem, whether or not you thought it was true?
- g. have you felt guilty about the way you gamble or what happens when you gamble?
- h. has your gambling caused you any health problems, including stress or anxiety?
- i. has your gambling caused financial problems for you or your household?

(RESPONSE FRAME)

1. Almost always
2. Most of the time
3. Sometimes
4. Never
5. (Don't know)
6. (Refused)

*(PROGRAMMER NOTE: CREATE DUMMY VARIABLES)

*(HIDDEN) (ALL)

DV4 PREVALENCE ESTIMATE

1. (IF F1a-i ALL = 4-6) Non Problem Gambling
2. (IF F1a-i ANY = 1-3) Some Problem Gambling

*(ALL GAMBLERS)

TS7 TIMESTAMP 7

***SECTION G: GAMBLING COGNITIONS**

*(ALL GAMBLERS 2013 OR 2014) (DV0=1 OR DV0i=1)

G1 Please indicate the extent to which you agree with the following statements, using a scale of 1 to 5, where 1 is strongly disagree and 5 is strongly agree. We understand if some of these don't apply to you, however we are asking these questions of all people who have gambled in the last two years.

(STATEMENTS) (RANDOMISE)

- a. My knowledge and skill in gambling contribute to the likelihood that I will make money
- b. If I am gambling and losing, I should continue because I don't want to miss a win
- c. When I am gambling, "near misses" or times when I almost win remind me that if I keep playing I will win
- d. I have a "lucky" technique that I use when I gamble
- e. If I lose money gambling, I should try to win it back
- f. I am pretty accurate at predicting when a win will occur

(RESPONSE FRAME)

1. Strongly disagree
2. Somewhat disagree
3. Neither agree or disagree
4. Somewhat agree
5. Strongly agree
6. (Don't know)
7. (Refused)

*(ALL GAMBLERS)

TS10 TIMESTAMP 10

SECTION H: READINESS TO CHANGE

IF DV0=1

*(ALL GAMBLERS IN 2014)

H1a On a scale of 1 to 10...[INSERT STATEMENT]

(STATEMENTS) (RANDOMISE)

- a. How important is it for you to reduce or stop gambling, where 1 is not at all important and 10 is very important?
- b. How confident are you that you could reduce or stop gambling if you decided to, where 1 is not at all confident and 10 is very confident?
- c. Where does reducing or stopping gambling fit on your list of priorities, where 1 is very low on your list of priorities and 10 is very high on your list of priorities?

(RESPONSE FRAME)

1. Enter 1-10
2. (Don't know)
3. (Refused)

IF DV0i=1 AND DV0≠1

*(ALL PAST GAMBLERS WHO NO LONGER GAMBLE)

H1i On a scale of 1 to 10...[INSERT STATEMENT]

(STATEMENTS) (RANDOMISE)

- d. How important is it for you to continue to not gamble, where 1 is not at all important and 10 is very important?
- e. How confident are you that you could continue to not gamble if you decided to, where 1 is not at all confident and 10 is very confident?
- f. Where does continuing to not gamble fit on your list of priorities, where 1 is very low on your list of priorities and 10 is very high on your list of priorities?

(RESPONSE FRAME)

4. Enter 1-10
5. (Don't know)
6. (Refused)

*(ALL GAMBLERS)

TS11 TIMESTAMP 11

SECTION I: PATTERNS OF GAMBLING

IF DV0 = 1 OR DV12=1-10

*(GAMBLER ON ANY SURVEY)

I1 Would you say that your gambling has stayed the same, increased or decreased in the last 5 years?

INTERVIEWER: IF RESPONDENT STATES THEY NO LONGER GAMBLE SELECT CODE 3 – DECREASED

1. Increased a little or a lot
2. Stayed much the same
3. Decreased a little or a lot
4. (Don't know)
5. (Refused)

IF I1=1

*(FOR GAMBLERS WHO INCREASED)

I3 Which of the following were the main reasons for this increase in your gambling involvement?

INTERVIEWER: READ OUT EACH STATEMENT AND WAIT FOR A REPLY AS PER RESPONSE FRAME

(STATEMENTS) (RANDOMISE)

- a. I have more money to spend now
- b. I have more time now
- c. I have more opportunities to gamble now (e.g., started gambling online, moved close to a venue)
- d. People I know gamble or were encouraging me to gamble
- e. I learnt the rules or strategies of a particular type of gambling
- f. I can no longer participate in my other hobbies or pastimes
- g. I gambled more after drinking alcohol or taking drugs
- h. I was more lonely or had less support from other people
- i. I was having some relationship issues
- j. I was having some emotional issues
- k. I wanted to feel better about myself
- l. I needed to win money or was trying to win back money I had lost
- m. It was becoming a habit
- n. I was becoming hooked

(RESPONSE FRAME)

1. Yes
2. No
3. Not applicable
4. (Don't know)
5. (Refused)

IF I1=3

(FOR GAMBLERS WHO DECREASED)

I4 What were the main reasons for the decrease in your gambling involvement? I just have a few statements here as to why people might decrease their gambling involvement. Just let me know if any of these apply to you.

(Select all that apply)

(STATEMENTS) (RANDOMISE)

- a. I have less money to spend now or want to spend money on other things
- b. I have less time now
- c. I have fewer opportunities to gamble (e.g. moved away from a venue)
- d. I lost interest in gambling
- e. I never won anything
- f. I no longer have anyone to gamble with
- g. I was spending too much money gambling
- h. Gambling was causing problems in my life
- i. My financial problems improved
- j. I was feeling better about myself
- k. My alcohol and/or drug use decreased
- l. My family and friends encouraged me to reduce my gambling
- m. I found other hobbies, past times or social activities

- n. I obtained some support or help to reduce my gambling

(RESPONSE FRAME)

1. Yes
2. No
3. Not applicable
4. (Don't know)
5. (Refused)

IF I1=3

(FOR GAMBLERS WHO DECREASED)

- I5. We would like to know what people do to reduce their involvement in gambling. How often have you done each of the following in helping you to reduce your gambling behaviour over the last 12 months?

(STATEMENTS) (RANDOMISE)

- a. You noticed advertisements and/or news stories on TV about how society is trying to help people not gamble
- b. You had someone who listened when you needed to talk about your gambling
- c. You were ashamed of some of your behaviours while gambling
- d. You felt frightened by the strength of your urges to gamble
- e. When you were tempted to gamble, you tried to distract yourself by doing or thinking of something else
- f. Someone in your life tried to make you feel good when you did not gamble
- g. You told yourself that if you tried hard enough, you could keep from gambling
- h. You thought about serious financial problems which may result from gambling
- i. You realised that your gambling caused problems for other people
- j. You stayed away from places generally associated with your gambling

(RESPONSE FRAME)

1. Never
2. Seldom
3. Occasionally
4. Frequently
5. Repeatedly
6. Not applicable
7. (Don't know)
8. (Refused)

*SECTION J: BINGE GAMBLING

IF DV0=1

SCOPE: GAMBLERS

J1a Thinking about when you gamble...

PROGRAMMER: RESPONDENTS MUST ANSWER STATEMENT A FIRST. IF YES THEN
ASKED STATEMENTS B AND C. IF NO GO TO SECTION J

(STATEMENTS) (DO NOT RANDOMISE)

- a. Do you have episodes of gambling that seem to have a clear beginning and end, and last less than 2 weeks?
- b. Do these gambling episodes usually start as a result of planned activity?
- c. Are these gambling episodes best described by an increase in frequency and/intensity of play?

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

***SECTION K: GAMBLING PROTECTIVE BEHAVIOURS**

IF DV0 OR DV0i=1

*(ALL 2013 AND 2014 GAMBLERS)

K1 The following questions ask about your personal behaviours when you gamble. Answer the questions thinking about how often you actually performed the behaviour during the past 2 years.

INTERVIEWER: AFTER 6 OR 7 STATEMENTS SAY "AND NOW THINKING ABOUT THESE STATEMENTS, HOW OFTEN HAVE YOU PERFORMED THE FOLLOWING BEHAVIOURS?"

(STATEMENTS) (RANDOMISE)

- a. I determine in advance a set amount of time I will spend gambling
- b. I have a friend let me know when it's time to stop gambling
- c. I keep track of the amount of money I spend while gambling
- d. I control the size of my bets not to exceed a personal maximum
- e. I avoid drinking alcohol when I gamble
- f. I avoid taking my credit/debit cards to the casino or gambling venue
- g. I limit the number of days per week that I gamble
- h. I set a limit in the amount of money I can gamble with and I don't break my personal limit
- i. I avoid gambling when I'm feeling bored
- j. I avoid gambling when I'm feeling down or depressed
- k. I resist the urge to return to the casino or gambling venue in order to make back the money I previously lost
- l. I plan my gambling so it won't interfere with my work or school priorities
- m. I keep track of the time when I'm gambling
- n. I leave the gambling venue (casino, track etc.) before I run out of money
- o. I avoid borrowing money to gamble
- p. I avoid using the cash machine in the casino/gambling establishment

(RESPONSE FRAME)

1. Always
2. Usually
3. Sometimes
4. Rarely
5. Never
6. (Don't know)
7. (Refused)

***SECTION L: IMPACT ON INDIVIDUAL FREEDOMS**

IF DV0=1

*(ALL GAMBLERS IN 2014)

L1a I would like to explore how a number of gambling and non gambling government regulations may have affected your individual freedom. To do this, I would like you to tell me whether the following measures have had a large, medium, small or no impact on your individual freedoms.

- a. Bans on all cigarette advertising
- b. Not having ATMs in gaming venues (other than casinos)
- c. Smoking bans in public buildings
- d. Not serving food or alcohol to people playing, or seated at, poker machines after 6pm in the evening
- e. Compulsory seat belts when in a motor vehicle
- f. Limiting EFTPOS withdrawals to \$200 in gambling venues
- g. Laws limiting access to firearms
- h. Poker machine or Keno winnings greater than \$1000 must be paid as a cheque instead of cash
- i. Compulsory bicycle helmets
- j. Including responsible gambling messages in all advertising

- k. Censorship of violent or sexually explicit films
- l. Provision of annual player activity statements, with self-exclusion and responsible gambling information for members of player loyalty programs

(RESPONSE FRAME)

- 1. Large impact on individual freedom
- 2. Medium impact on individual freedom
- 3. Small impact on individual freedom
- 4. No impact on individual freedom
- 5. (Don't know)
- 6. (Refused)

***SECTION M: QUALITY OF LIFE**

*(ALL)

M1 The next questions ask how you feel about your health, or other areas of your life. We ask that you think about your life specifically IN THE LAST FOUR WEEKS. With this in mind, how would you rate your quality of life?

(RESPONSE FRAME)

- 1. Very poor
- 2. Poor
- 3. Neither good nor poor
- 4. Good
- 5. Very good
- 6. (Don't know)
- 7. (Refused)

*(ALL)

M3 Using a different scale, in the LAST FOUR WEEKS...

(READ OUT)

(STATEMENTS) (RANDOMISE)

- a. Do you have enough energy for everyday life...?
- b. Have you enough money to meet your needs...?
- c. To what extent do you have the OPPORTUNITY for leisure activities? (INTERVIEWER NOTE: We don't expect them to have leisure activities all the time, just whether they ever have the 'opportunity' to undertake them)

(RESPONSE FRAME) (READ OUT)

- 1. Not at all
- 2. A little
- 3. Moderately
- 4. Mostly
- 5. Completely
- 6. (Don't know)
- 7. (Refused)

*(ALL)

M4 I am now going to read out a number of statements and if you could please tell me how satisfied or dissatisfied you are with each one? How satisfied are you with... *(PROGRAMMER: USE AS STRING) (INSERT STATEMENT)

(IF NECESSARY: Is that very dissatisfied, dissatisfied, neither, satisfied or very satisfied)

(STATEMENTS) (RANDOMISE)

- a. your health?

- b. your ability to perform your daily living activities?
- c. your capacity for work?
- d. yourself?
- e. your personal relationships?
- f. the conditions of your living place?
- g. your transport?

(READ OUT)

(PROBE satisfied/dissatisfied)

(RESPONSE FRAME)

- 1. Very dissatisfied
- 2. Dissatisfied
- 3. Neither satisfied nor dissatisfied
- 4. Satisfied
- 5. Very satisfied
- 6. (Don't know)
- 7. (Refused)
- 8. (Not applicable)

*(ALL)

TS12 TIMESTAMP 12

*SECTION N: SUBSTANCE USE

*(ALL)

I am now going to ask you some questions about your use of alcohol and other substances. Please be assured that the information you provide will be treated as strictly confidential.

- N1 Thinking specifically about your alcohol consumption, a standard drink is a small glass of wine, a pot of regular beer, or a shot of spirits. How many standard drinks do you have on a typical day when you are drinking? (INTERVIEWER NOTE: A can of regular beer and a typical glass of wine are 1.5 standard drinks; a pre-mixed drink should be recorded at 2 standard drinks)

- 1. Number given (specify)
- 2. Do not drink alcohol
- 3. (Don't know)
- 4. (Refused)

- N2 *(STRING TEXT) How many times in the past year have you... (INSERT STATEMENT)?

(STATEMENTS) (RANDOMISE)

- a. had a drink containing alcohol? (DO NOT ASK IF M1=2)
- b. PROGRAMMER NOTE, TEXT REPLACE IF FEMALE (GENDER=2) INSERT "had five or more standard drinks on one occasion" IF MALE (GENDER=1) DISPLAY "had seven or more standard drinks on one occasion"? (DO NOT ASK IF M1=2)
- c. used tobacco products (INTERVIEWER NOTE: cigarettes, chewing tobacco, cigars, etc.)
- d. used an illegal drug or used a prescription medication for non-medical reasons?

(RESPONSE FRAME)

- 1. Every day
- 2. 4-6 times a week
- 3. 2-3 times a week
- 4. Once a week
- 5. 2-3 times a month
- 6. Monthly or less
- 7. Not in the last year/Never
- 8. (Don't know)
- 9. (Refused)

*(ALL)

TS13 TIMESTAMP 13

***SECTION O: MENTAL HEALTH COMORBIDITIES**

*(ALL)

O1 The next questions are about how you feel about different aspects of your life. In answer to each of the following statements, please indicate which you feel most closely reflects your situation. Over the last 2 WEEKS, how often have you been bothered by any of the following? [INSERT STATEMENT]. Is that...

(STATEMENTS) (RANDOMISE)

- a. Little interest or pleasure in doing things
- b. Feeling down, depressed or hopeless
- c. Feeling nervous, anxious or on edge
- d. Not being able to stop or control worrying

(READ OUT)

(RESPONSE FRAME)

1. Not at all
2. For several days
3. More than half the days
4. Nearly every day
5. (Don't know)
6. (Refused)

*(ALL)

O10 For each of the following statements, please indicate how likely you would be to engage in this activity or behaviour if you were to find yourself in that situation.

Using a scale from 1 to 5, where 1 is very unlikely and 5 is very likely, how likely are you to...[INSERT STATEMENT]

(STATEMENTS) (RANDOMISE)

- a. Drink heavily at a social function
- b. Engage in unprotected casual sex
- c. Drive a car without wearing a seat belt
- d. Walk home alone at night in an unsafe area of town

(RESPONSE FRAME)

1. Very unlikely
2. Somewhat unlikely
3. Not sure
4. Somewhat likely
5. Very likely
6. (Don't know)
7. (Refused)

*(ALL)

TS15 TIMESTAMP 15

***SECTION P: POSITIVE MENTAL HEALTH**

*(ALL)

P1 To what extent do the following statements describe you? *(STRING TEXT)... [INSERT STATEMENT]

Would you say... (READ OUT RESPONSE FRAME)?

(STATEMENTS) (RANDOMISE)

- a. when I am in a difficult situation, there is someone I can rely on

- b. there is someone to cheer me up if I am having a bad day
- c. I have people in my life who give me support
- d. I feel the presence of a higher being in my life
- e. I believe there is a higher being who looks after me
- f. I set aside time for meditation or prayer
- g. I get along well with others
- h. I make friends easily
- i. I have no trouble keeping friends
- j. I am focused on what I want to do in life
- k. I am clear about what I want in life
- l. I have confidence in the decisions I make

(RESPONSE FRAME)

- 1. Not at all like me
- 2. Very slightly
- 3. Slightly
- 4. Moderately
- 5. Very much
- 6. Exactly like me
- 7. (Don't know)
- 8. (Refused)

*(ALL)

P2

I would now like to read out some things that people do when they are faced with difficult or stressful situations. Think about what YOU would generally do when you encounter these types of situations.

(IF NECESSARY: Different events bring out somewhat different responses, but think about what you usually do when you are under a lot of stress)

Do you (INSERT STATEMENT)

Would you say you usually...

(INTERVIEWER NOTE: Thinking about what YOU would do when faced with a difficult or stressful situation)

(STATEMENTS) (RANDOMISE)

- a. concentrate your efforts on doing something about the situation you're in
- b. take action to try to make the situation better
- c. try to come up with a strategy about what to do
- d. think hard about what steps to take
- e. try to see it in a different light to make it seem more positive
- f. look for something good in what is happening
- g. get emotional support from others
- h. get comfort and understanding from someone
- i. try to get advice or help from other people about what to do
- j. get help and advice from other people
- k. turn to work or other activities to take your mind off things
- l. do something to think about it less, such as going to movies, watching TV, reading, daydreaming, sleeping, or shopping

(READ OUT)

(RESPONSE FRAME)

- 1. Don't do this at all
- 2. Do this a little bit
- 3. Do this a medium amount
- 4. Do this a lot
- 5. (Don't know)
- 6. (Refused)

*(ALL)

TS16 TIMESTAMP 16

***SECTION Q: HELP-SEEKING**

*(ALL)

Q1 In the past THREE YEARS, have you sought support or help from ANYONE for problems related to: (INTERVIEWER NOTE: This includes family or friends.)

(STATEMENTS) (RANDOMISE)

- a. your gambling
- b. your alcohol or drug use
- c. your mental health or wellbeing (INTERVIEWER NOTE: such as stress, depression, anxiety, grief)
- d. your family or relationship

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(Q1a=1)

Q2. Did you seek support or help for problems related to your gambling from [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. family members or friends (INTERVIEWER NOTE: This includes church or religious worker)
- b. a health professional or organisation (INTERVIEWER NOTE: This include counsellors, therapists, psychologists, psychiatrists, social workers, GPs, doctors, a helpline service, an online service, Gamblers Anonymous)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(Q1b=1)

Q3. Did you seek support or help for problems related to your alcohol or drug use from [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. family members or friends (INTERVIEWER NOTE: This includes church or religious worker)
- b. a health professional or organisation (INTERVIEWER NOTE: This include counsellors, therapists, psychologists, psychiatrists, social workers, GPs, doctors, a helpline service, an online service, Alcoholics Anonymous or Narcotics Anonymous)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(Q1c=1)

Q4. Did you seek support or help for problems related to your mental health or wellbeing from [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. family members or friends (INTERVIEWER NOTE: This includes church or religious worker)

- b. a health professional or organisation (INTERVIEWER NOTE: This include counsellors, therapists, psychologists, psychiatrists, social workers, GPs, doctors, a helpline service, an online service)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(Q1c=1)

- Q5. In the past THREE YEARS, have you started taking prescription medication to improve your mental health and wellbeing?

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(Q1d=1)

- Q6. Did you seek support or help for problems related to your family or relationship from [INSERT STATEMENT]?

(STATEMENTS) (RANDOMISE)

- a. family members or friends (INTERVIEWER NOTE: This includes church or religious worker)
- b. a health professional or organisation (INTERVIEWER NOTE: This include counsellors, therapists, psychologists, psychiatrists, social workers, GPs, doctors, a helpline service, an online service)

(RESPONSE FRAME)

1. Yes
2. No
3. (Don't know)
4. (Refused)

*(ALL)

TS17 TIMESTAMP 17

*SECTION R: FINANCIAL DIFFICULTIES

*(ALL)

- R1 Moving on now to think about finances. In the past THREE YEARS, have you... (INSERT STATEMENT)?

(STATEMENTS) (RANDOMISE STATEMENTS a-b)

- a. missed, skipped, or avoided payment for bills, debt repayment, or other expenses (INTERVIEWER NOTE: This includes rent/mortgage, utility bills, credit/cards loans, household items, medical expenses, taxes/fines, and money borrowed from family or friends)
- b. obtained money by having to pawn/sell something, borrow, seek financial help, or theft (INTERVIEWER NOTE: This includes pawning/selling something, seeking help from welfare organisation/family/friends, borrowing money from family/friends/credit cares/payday lenders/bands/store cards)

(RESPONSE FRAME)

1. Yes
2. No
3. (Not applicable)
4. (Don't know)
5. (Refused)

*(ALL)

R2 Thinking about your finances, would you say you are better off, worse off, or about the same financially compared to three years ago?

(RESPONSE FRAME)

1. Better off
2. Worse off
3. About the same
4. (Don't know)
5. (Refused)

*(ALL)

TS18 TIMESTAMP 18

*SECTION S: DEMOGRAPHICS

*(ALL)

S1 Which of the following best describes your household? (READ OUT)
(INTERVIEWER NOTE: IF JOINT CUSTODY CODE AS CHILDREN LIVING AT HOME)

1. Couple with no children
2. Couple with children still at home
3. Couple with children not living at home
4. Single person household (no children)
5. Single with children still at home
6. Single with children not living at home
7. Group or shared household
8. In some other arrangement
9. (Don't know)
10. (Refused)

*(ALL)

S2 What is your current occupational status?

1. In paid employment full time (35 hours/week or more)
2. In paid employment part time/casual
3. Primarily household duties
4. Student
5. Retired
6. Looking for work
7. Unable to work / pension
8. Other (SPECIFY)
9. (Don't know)
10. (Refused)

*(ALL)

S3 Could you please tell me your approximate annual PERSONAL income BEFORE TAX. Is it...

1. Less than \$25,000
2. \$25,000 to \$39,999
3. \$40,000 to \$64,999
4. \$65,000 to \$79,999
5. \$80,000 to \$129,999
6. \$130,000 or more
7. (Don't know)
8. (Refused)

*(ALL)

TS19 TIMESTAMP 19

***SECTION T: FUTURE RESEARCH**

*(ALL)

T1 We would really appreciate the opportunity to contact you again to participate in a similar survey. Would it be ok to call you to see if you are available to participate in future similar surveys? (IF NECESSARY: Your name and number is stored separately to the information you have just provided us. Your contact details would be used for re-contacting you for a follow up research only and not passed onto any third party for any other purpose.)

1. Agree to participate
2. Refused (GO TO PRET3)

*(AGREED TO BE RECONTACTED) (T1=1)

T2n Could I please record your name

1. Name given (SPECIFY)
2. Refused name

*(AGREED TO BE RECONTACTED) (T1 = 1)

T2tel Could I confirm the best number to call you on:
NUMBER FROM SAMPLE: (DISPLAY NUMBER FROM SAMPLE)

1. Number from sample is best number
2. Collect other number (SPECIFY TEN DIGIT NUMBER)

*(AGREED TO BE RECONTACTED) (T1 = 1)

T2alt Are there other numbers or a mobile for future contact?

1. Yes (SPECIFY TEN DIGIT NUMBER)
2. No

*(AGREED TO BE RECONTACTED) (T1=1)

T2add We would like to send you a token of our appreciation for your time. Where would you like us to send this to?

1. Address given (SPECIFY)
2. Refused address

***SECTION U: END OF SURVEY**

PRET3 DV4=2 CONTINUE, OTHERS GO TO CLOSE

*(PROBLEM GAMBLERS) (DV4=2)

U3 IF NECESSARY: I was wondering whether you may be interested in some free confidential support from the Gamblers Help Line. Would you like their number?

1. Number is... 1800 858 858

*(ALL)

CLOSE That is all the questions that I have for you. Thank you very much again for your assistance and time. A reminder that my name is (...) from the Social Research Centre. This research has been conducted on behalf of the Tasmanian Government. If you would like the details of someone you can contact with any questions about this survey I can give them to you now. Would you like to get a pen to write down the details?

1. Wants contact details (GO TO CLOSE2)
2. Does not want contact details (GO TO CLOSE3)

*(CLOSE=1, WANTS CONTACT DETAILS)

CLOSE2

- If you have questions about who is conducting the study and how your telephone number was obtained, you can contact the Social Research Centre on 1800 023 040
- (ONLY DISPLAY IF N2b=1 OR N2e=1 (ABUSER OF ALCHOL OR DRUGS)) If you wish, you can contact the Alcohol and Drug Information Service (24 hours) (Tasmania) 1800 811 994

*(CLOSE1=2, DID NOT WANT CONTACT DETAILS)

CLOSE3 Thank you very much for your time.

*(REFUSED)

RR1 OK, that's fine, no problem, but could you just tell me the main reason you do not want to participate, because that's important information for us?

1. No comment / just hung up
2. Too busy
3. Not interested
4. Too personal / intrusive
5. Don't like subject matter
6. Don't believe surveys are confidential / privacy concerns
7. Silent number
8. Don't trust surveys / government
9. Never do surveys
10. 20 minutes is too long
11. Get too many calls for surveys / telemarketing
12. Too old / frail / deaf / unable to do survey (CODE AS TOO OLD / FRAIL / DEAF)
13. Not a residential number (business, etc) (CODE AS NOT A RESIDENTIAL NUMBER)
14. Language difficulty (CODE AS LANGUAGE DIFFICULTY NO FOLLOW UP)
15. Going away / moving house (CODE AS AWAY DURATION)
16. Asked to be taken off list (add to do not call register)
17. Other (SPECIFY)

*(REFUSED)

RR2 RECORD RE-CONTACT TYPE

1. Definitely don't call back
2. Possible conversion

*(LOTE) (S1 =6 OR S1a=4)

ALOTE That's all the questions I have for you today. Thank you for your time and assistance.

1. LOTE

*(SCREEN OUT)

TERM1 That's all the questions I have for you today. Due to the nature of this research we need to know some critical information about you and your household. We respect that you do not wish to give this information so we will finish the interview here. Thank you for your time and assistance.

1. Refused critical information

*(SCREENOUT)

TERM3 Thank you for your time and assistance.

ALLTERM.

Allterm	Detailed outcome	Summary outcome
S4=3	Named person not known	Refusal
S4=4	Household refusal	Refusal
S4=5	Respondent denies participation in 2011/2013	Out of scope
S4=7	Respondent refusal	Refusal
S7=3	Named person not known	Refusal
S7=4	Household refusal	Refusal
S7=5	Respondent denies participation in 2011/2013	Out of scope
S7=7	Respondent refusal	Refusal
S1=3	Named person not known	Refusal
S1=4	Household refusal	Refusal
S1=5	Respondent denies participation in 2011/2013	Out of scope
S1=7	Respondent refusal	Refusal
S1a=3	Respondent refusal	Refusal
S1a=4	Respondent denies participation in 2011/2013	Out of scope
S5=3	Respondent refusal	Refusal
S6=3	Respondent refusal	Refusal
PALREFUSAL=2	Respondent refusal	Refusal
A3=1	Under 18 years old	Out of scope

Appendix J Scales and derived items

J.1 Problem gambling severity

The nine-item Problem Gambling Severity Index (PGSI) of the Canadian Problem Gambling Index (CPGI) (Ferris & Wynne, 2001) was employed to evaluate problem gambling severity in both the 2013 Gambling Prevalence Survey and the Tasmanian Longitudinal Gambling Study. Respondents indicated how often each item applied to them in the last 12 months on a four-point scale: (0) never, (1) sometimes, (2) most of the time, and (3) almost always. Scores range from 0 to 27, and higher scores indicate higher problem severity. Scores on the PGSI can be used to classify individuals as non-problem gamblers (score of 0), low risk gamblers (scores of 1 or 2), moderate risk gamblers (scores between 3 and 7), or problem gamblers (scores of 8 or higher).

The PGSI has been adopted as the preferred measurement tool for population-level research in Australia (Neal, Delfabbro, & O'Neil, 2005). The PGSI has displayed good internal consistency, test-retest reliability, criterion validity with measures of gambling involvement, unitary dimensional structure, item variability, and concurrent validity with measures of problem gambling (Ferris & Wynne, 2001; McMillen, Marshall, Wenzel, & Ahmed, 2004; Neal, Delfabbro, & O'Neil, 2005). It has been validated in many jurisdictions, including Canada, Europe, and Australia.

Several studies suggest that the PGSI outperforms other measures of problem gambling severity in population-level research in terms of overall rationale, internal consistency, item difficulty, construct validity, classification validity, and factor structure (Ferris & Wynne, 2001; Holtgraves, 2009; McMillen, Marshall, Wenzel, & Ahmed, 2004). The PGSI has displayed very good sensitivity (the rate of positive test results among those with the disorder) and specificity (the rate of negative test results among those without the disorder) (Ferris & Wynne, 2001).

The PGSI tends to be slightly more conservative in estimating prevalence of problem gambling than the South Oaks Gambling Screen, but higher than the DSM IV (Ferris & Wynne, 2001; Neal, Delfabbro, & O'Neil, 2005). In this study, the original scoring protocol was followed, as recommended by Jackson, Wynne, Dowling, Tomnay, & Thomas (2010).

J.2 Gambling-related cognitive characteristics

Gambling motivations

The 14-item Reasons for Gambling Questionnaire (RGQ) (Wardle et al., 2010) was employed in the Tasmanian Longitudinal Gambling Study to measure gambling motives. The RGQ was developed in the 2010 British Gambling Prevalence Survey (BGPS). The response format was modified slightly to that employed in the BGPS to be consistent with that of the PGSI. The scores for each subscale were averaged. The original factor structure of the RGQ was employed: 1) Enhancement reasons (4 items: gambling for the challenge, to compete against others, for a sense of achievement, and for the excitement), 2) Recreation reasons (4 items: gambling to fill time, as a hobby or past time, and for fun and relaxation), 3) Social reasons (2 items: gambling to be sociable or because it is something that one does with friends or family), 4) Coping reasons (2 items: gambling to relieve tension or impress others), and 5) Money reasons (2 items: gambling to make money or for the chance of winning big money). In a slight modification of the four-point response format provided by Wardle et al. (2011), gamblers were required to indicate whether they took part

in gambling activities: (1) Almost always, (2) Most of the time, (3) Sometimes, or (4) Never. Factor scores of the RGQ were shown to vary with socio-demographic factors, participation in different gambling activities, number of gambling activities, and problem gambling severity (Francis et al., 2015; Wardle et al., 2010).

Gambling triggers

The 10-item Short Form of the Inventory of Gambling Situations (IGS-10) (Smith, Stewart, O'Connor, Collins, & Katz, 2011) was employed in the Tasmanian Longitudinal Gambling Study to measure triggers for gambling or high-risk gambling situations. The IGS-10, which is a shortened version of the CAMH-IGS (Turner, Littman-Sharp, Toneatto, Liu, & Ferentzy, 2013), measures 10 triggers/situations for gambling that are classified into negative and positive reinforcement triggers. A factor analysis revealed two factors: negative ($\alpha = .84$) and positive ($\alpha = .85$) triggers (Smith et al., 2011). Negative reinforcement triggers include: 1) difficulties with others, 2) worry about debt, 3) unpleasant, sad or bad feelings, 4) testing control over gambling, and 5) temptations to gamble. Positive reinforcement triggers include: 1) social pressure, 2) confidence about skills, 3) winning, 4) pleasant, happy or good feelings, and 5) need for excitement. The IGS-10 items display adequate convergent validity with CAMH-IGS subscales ($r = .60-.73$) and good criterion validity with measures of problem gambling severity (Smith et al., 2011). In this study, the response format was slightly modified to be consistent with that of the PGSI and the RGQ: (1) Almost always, (2) Most of the time, (3) Sometimes, or (4) Never.

Gambling cognitions

A modified version of the Gamblers Beliefs Questionnaire (GBQ: Steenbergh, Meyers, May, & Whelan, 2002) was employed to assess gambling-related cognitive distortions in the Tasmanian Longitudinal Gambling Study. The original GBQ is a 21-item measure comprising 2 subscales: Luck/Perseverance (13 items) and Illusion of Control (8 items). The internal consistencies of these scales was good: .90 and .84, respectively. GBQ scores are moderately correlated with the duration of gambling sessions among problem and pathological gamblers, and there was no relationship between GBQ scores and social desirability (Steenbergh et al., 2002). A range of representative gambling cognitions were selected for use in this study: four of these were classified in the Luck/Perseverance subscale and two were classified in the Illusion of Control subscale. In this study, the original 7-point response format was slightly modified to reduce respondent burden: (1) Strongly disagree, (2) Somewhat disagree, (3) Neither agree or disagree, (4) Somewhat agree, or (5) Strongly agree.

Gambling expectancies

A modified version of the Gambling Expectancy Questionnaire (GEQ) (Gillespie, Derevensky, & Gupta, 2007a) was employed to assess the perceived benefits and risks of gambling in the 2013 Gambling Prevalence Survey. It includes three positive expectancy subscales: the 8-item Enjoyment/Arousal subscale (the gambling benefits of enjoyment, arousal, and entertainment), the 4-item Self-Enhancement subscale (the gambling benefits of feeling in control, feeling powerful, and feeling more accepted by peers), and the 3-item Money subscale (the benefit of financial gain as a result of gambling). It also includes two negative expectancy subscales: the 5-item Over-involvement subscale (the risks of cognitive, affective, and social preoccupation with gambling) and the 3-item Emotional Impact subscale (negative emotions such as guilt, shame, loss of control as a result of gambling). Respondents used a 7-point scale ranging from (1) no chance to (7) certain to happen to indicate how likely they believe each outcome will happen to them if they gamble.

In the scale validation with secondary school students, each of these subscales displayed good to high internal consistencies: Enjoyment/Arousal ($\alpha = .86$), Self-Enhancement ($\alpha = .81$), Money ($\alpha = .78$), Over-involvement ($\alpha = .91$), and Emotional Impact ($\alpha = .85$) (Gillespie et al., 2007a). Problem and at-risk gamblers have been found to endorse items on each of the three positive expectancy subscales more highly than social gamblers and non-gamblers (Gillespie, Derevensky, & Gupta, 2007b). Problem gamblers also have been found to score higher on the Over-involvement subscale than social gamblers and at-risk gamblers, but not significantly differently from non-gamblers (Gillespie et al., 2007b). Gillespie and colleagues (2007b) explain that the negative outcome expectancies of problem gamblers may have developed as a result of personal experience, while the similar negative outcome expectancies of non-gamblers may be a deterrent to experimentation. The GEQ was modified in the 2013 Gambling Prevalence Survey to reduce respondent burden. The two most highly loaded questions from each of the five subscales were selected and the response options were condensed to a three-point scale: (1) Likely, (2) Neither likely nor unlikely, and (3) Unlikely.

J.3 Mental health difficulties

Substance use

The Alcohol Use Disorders Identification Test (AUDIT) (Babor, De La Fuente, Saunders, & Grant, 1992) is a 10-item instrument designed to screen for problematic alcohol use in adults. The AUDIT-Consumption (AUDIT-C) is a commonly employed brief version of the AUDIT (Bush, Kivlahan, McDonell, Fihn, & Bradley, 1998). In the Tasmanian Longitudinal Gambling Study, the AUDIT-C was employed to measure hazardous alcohol use in Waves 2 and 3. In Wave 1, the Alcohol Use Disorder Identification Test-3 (AUDIT-3 (Gordon et al., 2001) which consists of the third question of the AUDIT (World Health Organization, 2001): 'How often do you have 6 or more standard drinks on one occasion' was employed. A response of not at all or less than monthly indicates non-hazardous drinking, while a response of monthly, weekly, or daily/almost daily, indicates probably hazardous drinking. This cut-off produced a sensitivity of 1.00 and a specificity of .51 in identifying hazardous drinkers when compared with a positive endorsement of hazardous drinking on the full AUDIT (World Health Organization, 2001). In the 2013 Gambling Prevalence Survey, a modified version of the AUDIT-C that tailors the consumption items to Australian alcohol use was used, as recommended in the AUDIT manual (Babor, De La Fuente, Saunders, & Grant, 1992). This version has been employed in the Longitudinal Study of Australian Children (LSAC) conducted by the Australian Institute of Family Studies (Edwards & Baxter, 2013).

A single item was employed to measure the use of tobacco products in the previous twelve months for the 2013 Gambling Prevalence Survey and Waves 2 and 3 of the Tasmanian Longitudinal Gambling Study; the timeframe for Wave 1 of the Tasmanian Longitudinal Gambling Study was 3 months. Single items were also employed to measure the use of illegal drugs and misuse of prescription medication in the previous 12 months (3 months for Wave 1 of the Tasmanian Longitudinal Gambling Study). These items were based on a single-item screening test for drug use in primary care (Smith, Schmidt, Allensworth-Davies, & Saitz, 2010). This single item has demonstrated excellent sensitivity (.86-.96) and specificity (.89-.96) in detecting past year drug use, when compared to the Composite International Diagnostic Interview Substance Abuse Model (Smith, Schmidt, Allensworth-Davies, & Saitz, 2010).

Depression symptoms

Depression was screened for in the 2013 Gambling Prevalence Survey and the Tasmanian Longitudinal Gambling Study using the Physical Health Questionnaire-2 (PHQ-2) (Kroenke, Spitzer, & Williams, 2003). This brief screener comprises the first two items of the Physical Health Questionnaire, and represents the core DSM-IV items for major depressive disorder. Scores range from 0 to 6 and a score of 3 or greater indicates a positive screen for major depressive disorder (Kroenke, Spitzer, & Williams, 2003). The predictive accuracy of the PHQ-2 was compared to the structured clinical interview for DSM-III-R (SCID) and was found to have good sensitivity (.83) and specificity (.90) for classifying major depression.

Generalised anxiety symptoms

The Generalised Anxiety Disorder-2 (GAD-2) (Kroenke, Spitzer, Williams, Monahan, & Lowe, 2007) was employed to measure generalised anxiety in both the 2013 Gambling Prevalence Survey and the Tasmanian Longitudinal Gambling Study. This brief screen comprises the first two items of the Generalised Anxiety Disorder (GAD) questionnaire, and represents the core DSM-IV items for generalised anxiety disorder. Scores range from 0 to 6 and a score of 3 or greater indicates a positive screen for generalised anxiety disorder (Kroenke, Spitzer, Williams, Monahan, & Lowe, 2007). The predictive accuracy of the GAD-2 was compared to the GAD sections of the Structured Clinical Interview for DSM-IV (SCID). Validity results indicated that with a cut-off score of 3 the GAD-2 has good sensitivity (.76-.93) and specificity (.80 to .85).

Panic disorder symptoms

The two question version of the Autonomic Nervous System Questionnaire (ANS) (Stein, et al., 1999) was used to screen for panic symptoms in the 2013 Gambling Prevalence Survey. These two questions relate to the previous six months, with a positive endorsement of either item indicating a positive screen for a panic disorder. In the development of this questionnaire, the ANS had excellent sensitivity (range of .94–1.00 across the three clinic sites) and negative predictive value (.94 –1.00) but low specificity (.25–.59) and positive predictive value (range.18–.40) (Stein, et al., 1999).

Post-traumatic stress disorder symptoms

The Primary Care Posttraumatic Stress Disorder (PC-PTSD) (Prins, et al., 2004) was used to screen for post-traumatic stress disorder (PTSD) in the 2013 Gambling Prevalence Survey. This questionnaire contains four items relating to the past month, where a positive endorsement on 3 or more items indicates a positive screen for PTSD. This instrument has yielded a sensitivity of .78 and specificity of .87 (Prins, et al., 2004). The PC-PTSD was used at screening and at a one-month follow-up and these administrations demonstrated good test-retest reliability with a correlation coefficient of .83.

Generalised social phobia symptoms

The Social Phobia Inventory (Mini SPIN) (Connor, Kobak, Churchill, Katzelnick, & Davidson, 2001) was employed to screen for generalised social anxiety disorder in the 2013 Gambling Prevalence Survey. The Mini SPIN consists of three questions and respondents reply on a 5 point scale from (0) not at all to (4) extremely. Scores range from 0 to 18 and a score of 6 or greater indicates a positive screen for generalised social anxiety disorder. The measure shows sensitivity of 88.7 per cent, specificity of 90.0 per cent, positive predictive value of 52.5 per cent, and negative predictive value of 98.5 per cent (Connor, Kobak, Churchill,

Katzelnick, & Davidson, 2001). The internal consistency for the Mini SPIN in the current study was .74.

Attention-deficit hyperactivity disorder symptoms

The ADHD Self-Report Scale (ASRS) (Kessler, et al., 2005) was used to screen for attention-deficit hyperactivity disorder (ADHD) in the 2013 Gambling Prevalence Survey. The 6 item ASRS asks respondents to describe how often they have conducted themselves in certain ways over the previous six months. Responses include never, rarely, sometimes, often or very often, with scoring differing for each item. A response of sometimes, often or very often on the first three items is given a score of 1. All other responses on those items are given a score of 0. A response of often or very often on the final three items is given a score of 1, with all other responses on those items given a score of 0. Scores range from 0 to 6 and a score of four or greater indicates a positive screen for ADHD. The ASRS has demonstrated a sensitivity of 68.7 per cent, specificity of 99.5 per cent and total classification accuracy of 97.9 per cent (Kessler, et al., 2005).

Impulsivity

Impulsivity was measured in both the 2013 Gambling Prevalence Survey and the Tasmanian Gambling Prevalence Survey using the Barratt Impulsivity Scale-Brief (BIS-Brief) (Steinberg, Sharp, Stanford, & Tharp, 2013). The BIS-Brief is a one-dimensional, eight item questionnaire developed from the original 30 item Barratt Impulsivity Scale (BIS-11), which was based on a 3-factor model (Steinberg, Sharp, Stanford, & Tharp, 2013). The BIS-Brief items are scored on a four-point scale from (1) 'rarely/never' to (4) 'almost always/always'. The BIS-Brief has been shown to have comparable results with the BIS-11 (e.g., in samples of individuals with borderline personality disorder, and adolescents and young adults (Steinberg, Sharp, Stanford, & Tharp, 2013).

Personality disorders

Personality disorders were screened for in the Tasmanian Longitudinal Gambling Study using the Standardised Assessment of Personality: Abbreviated Scale (SAPAS: Moran et al., 2003). The SAPAS comprises 8 dichotomously rated items. A score of 3 correctly identified the presence of DSM-IV personality disorder in 90 per cent of psychiatric patients compared with the Structured Clinical Interview for DSM-IV Personality Disorders (SCID-II). This cut-off score maximises the sensitivity and specificity of the screening tool (0.94 and 0.85 respectively). The scale displays moderate internal consistency ($\alpha=.68$) and test-retest reliability.

Risk involvement

A modified version of the 30-item Domain-Specific Risk-Taking (DOSPERT) scale (Blais & Weber, 2006) was employed to measure the risk involvement of respondents in Tasmanian Longitudinal Gambling Study. The DOSPERT scale evaluates behavioural intentions, that is, the likelihood with which respondents might engage in risky behaviours originating from five domains of life (ethical, financial, health/safety, social and recreational risks) using a 7-point rating scale. To reduce respondent burden, 4 of the 6 items in the Health/Safety subscale of the DOSPERT scale were administered using a 5-point rating scale ranging from 1 (Very unlikely) to 5 (Very likely). The Health/Safety subscale displays good internal consistency ($\alpha=.71$). Ratings are added across all items to obtain a scale score, with higher scores suggesting greater risk taking behavioural intentions.

Stressful life events

The eight most stressful events of the Social Readjustment Rating Scale (SRRS: Holmes & Rahe, 1967) were measured in seven items (divorce/marital separation combined) in the Tasmanian Longitudinal Gambling Study. The SRRS was developed by examining the medical records of more than 5,000 medical patients to determine the degree to which stressful events are related to illness (Holmes & Rahe, 1967). The number of 'life change units' that apply to events in the past 12 months of an individual's life are summed and the final score is related to how stress affects health. The SRRS correlates with other indices of stress and access to medical services (Rahe et al. 1970). It has been tested cross-culturally (Komaroff et al. 1968). Accordingly, the life change units for each stressful event evaluated in the current study were summed to form a total life events score. Life event scores could range from 47 to 444, with higher scores indicating a higher endorsement of stressful life events.

J.4 Positive mental health characteristics

Quality of life

The 26-item World Health Organisation Quality of Life-Bref (WHO-QOL-BREF: (World Health Organization (WHO), 1998) was employed to measure quality of life in the 2013 Gambling Prevalence Survey and Wave 1 of the Tasmanian Longitudinal Gambling Study. The WHO-QOL-BREF consists of items measuring quality of life across four domains: Physical Health (7 items), Psychological Health (6 items), Social Relationships (3 items), and Environment (8 items). It also includes two separate items that examine an individual's perception of their health and overall quality of life. The WHO-QOL-BREF shows good internal consistency with Cronbach's alpha values for each of the four domain scores ranging from 0.66 to 0.84, and good discriminant validity (World Health Organization (WHO), 1998). It demonstrates the contribution of all four domains to quality of life. Scores are derived by averaging the sum of the items multiplied by four. Respondents indicated how often each item applied to them in the last four weeks on five-point scales that varies slightly across items.

The 8-item EUROHIS (Schmidt, Muhlan, & Power, 2005), a subset of the WHO-QOL-BREF, was employed in Waves 2 and 3 of the Tasmanian Longitudinal Gambling Study. The overall QOL score is formed by averaging the scores on the eight items, with higher scores indicating better QOL. However, conceptually the psychological, physical, social and environmental domains are each represented by two items. All items have a 5-point response format on a Likert scale, ranging from 'not at all' to 'completely'. The EUROHIS displays good internal consistencies across a range of countries ($\alpha=0.72-0.83$), shows acceptable convergent validity with physical and mental health measures, and discriminates well between individuals that report having a longstanding condition and health individuals across all countries (Schmidt et al., 2005; Sica da Rocha, 2012). A universal one-factor structure has been identified.

Positive mental health characteristics

The Positive Mental Health (PMH) (Vaingankar, et al., 2011) instrument was employed in both the 2013 Gambling Prevalence Survey and the Tasmanian Longitudinal Study. Respondents are given a series of statements that may describe them, and respond on a six point scale ranging from (1) 'not at all like me' to (6) 'exactly like me'. The items are summed and divided by the number of items. The alpha reliability of the subscales of this inventory range from 0.89 to 0.94. In the 2013 Gambling Prevalence Survey, the 10-item

Personal Growth and Autonomy subscale was employed to measure the level of control respondents feel they have in their own lives and the 9-item Interpersonal Skills subscale was employed to measure interpersonal and social skills. In the Tasmanian Longitudinal Gambling Study, the three top loading items of the Emotional Support, Spirituality, Interpersonal Skills, and Personal Growth and Autonomy subscales were employed to reduce respondent burden.

Coping skills

The Brief COPE scale (Carver, 1997) is a 28-item self-report measure of both adaptive and maladaptive coping skills. The scale was designed to yield fourteen subscales, each comprising two items. The items are presented as coping statements, and respondents are asked to rate to what extent they have been using each way of coping using a four-point scale ranging from (0) 'I haven't been doing this at all' to (3) 'I've been doing this a lot'.

The scales, which include both potentially dysfunctional as well as adaptive responses, are: Active Coping; Planning; Positive Reframing; Acceptance; Humour; Religion; Using Emotional Support; Using Instrumental Support; Self-Distraction; Denial; Venting; Substance Use; Behavioural Disengagement, and; Self-blame (Carver, 1997). The alpha reliabilities of the scales for the population of 294 participants involved in the validation study ranged from .50-.90, with three falling below .60. A factor analysis yielded a structure generally consistent with the original version of the COPE.

In the 2013 Gambling Prevalence Survey, seven BRIEF COPE subscales with acceptable reliabilities were employed. These were Active Coping (where active steps are taken to eliminate the stressor); Planning (the process of thinking about how best to cope with the stressor); Positive Reframing (where the focus is on dealing with the distressful emotions rather than the stressor itself); Religion (where a stressor is dealt with by turning to religion); Emotional Support (where moral support, understanding or sympathy is sought to cope with a stressor); Instrumental Support (where more tangible support is sought such as advice, information or assistance); and Self-Distraction (where individuals divert their attention and mind from the stressor through other activities).

In the Tasmanian Longitudinal Gambling Study, only five of the BRIEF COPE subscales were employed. These were Active Coping (where active steps are taken to eliminate the stressor); Planning (the process of thinking about how best to cope with the stressor); Positive Reframing (where the focus is on dealing with the distressful emotions rather than the stressor itself); Emotional Support (where moral support, understanding or sympathy is sought to cope with a stressor); and Self-Distraction (where individuals divert their attention and mind from the stressor through other activities).

J.5 EGM venue features

In Wave 1 of the Tasmanian Longitudinal Gambling Study, EGM gamblers were asked about how important different features of EGM venues (such as hotels, clubs, or casinos) were in their decision about where to gamble. These venue characteristics were identified from Hing and Haw (2010). Venue characteristics most significantly correlated with PGSI scores in Hing and Haw's (2010) study were selected for use in the present study, with the exception of characteristics that described features of EGMs that were evaluated in the EGM styles of play section (Section J.6 in this Appendix). The venue characteristics measured in the current study were: (1) location features (venue being easy to get to, venue having extended opening hours); (2) internal features (easy access to an ATM in the venue, venue having adequate gambling facilities so you don't have to wait, to be able to gamble privately in the venue without feeling watched); (3) hospitality features: not being interrupted

at the venue while gambling; and (4) EGM features (venue having a large number of EGM machines, the layout of EGMs in the venues allows privacy). The four-point response format employed by Hing and Haw (2010) was slightly modified for use in the current CATI survey: (1) Not important at all, (2) Very important, (3) Somewhat important, and (4) Unimportant.

J.6 EGM styles of play

In Wave 1 of the Tasmanian Longitudinal Gambling Study, EGM gamblers were asked how often they had engaged in certain styles of EGM play behaviour in the previous 12 months. These included gambling alone, spending all available money, drinking alcohol while playing, drinking alcohol after playing, playing for bonus features, using the 'gamble' or 'double-up' feature, playing on EGMs with linked jackpots, taking breaks in play (reverse scored), withdrawing extra money from venue ATM or EFTPOS facilities during session, and using a loyalty or rewards card. Respondents were required to indicate whether they had engaged in each style of play (1) None of the time (0 per cent of the time), (2) Rarely (1 per cent to 25 per cent of the time), (3) Sometimes (25 per cent to 50 per cent of the time), (4) Most of the time (more than 50 per cent of the time), and (5) Always (100 per cent of the time).

J.7 Responsible gambling practices

Responsible gambling practices were evaluated in the Tasmanian Longitudinal Gambling Study using the 16-item Gambling Protective Behavior Scale (GPBS: Lostutter et al., 2014). The GPBS has two subscales: the 9-item harm reduction strategies subscale (behaviours that reduce the money or time spent on gambling) and the 7-item avoidance strategies subscale (behaviours that help to minimise engagement in gambling activities). The items employ a 5-point Likert-type scale with response option anchors from 0 (Never) to 5 (Always). The timeframe was changed from the past 6 months to the past 12 months to be consistent with that of the PGSI. Both subscales displayed good internal consistencies: Harm Reduction Strategies ($\alpha=.89$) and Avoidance Strategies ($\alpha=.83$).

Appendix K Qualitative telephone interview: Phase 1 discussion guide

Part 1 - Advertising

QUESTION: Thinking about any advertising you have seen, heard, or read about *gambling* (not problem gambling). Please describe the first ad that comes to mind.

PROMPTS:

- Who was the advertiser?
- What was the main thing that the ad was trying to tell you?
- Where did you see, read, or hear the ad?
- Did seeing, reading, or hearing the ad prompt you to do anything? If yes, what was that? (e.g., think about my own gambling, want to gamble more, want to seek help for self or others)
- What other ads do you remember reading, seeing, or hearing relating to gambling?

QUESTION: Thinking about any advertising you have seen, heard, or read about *problem gambling*. Please describe the first ad that comes to mind.

PROMPTS:

- Who was the advertiser?
- What was the main thing that the ad was trying to tell you?
- Where did you see, read, or hear the ad?
- Did seeing, reading, or hearing the ad prompt you to do anything? If yes, what was that? (e.g., think about my own gambling, want to gamble more, want to seek help for self or others)
- What other ads do you remember reading, seeing, or hearing relating to problem gambling?

QUESTION: I would like you to think about any news items or articles you have read, heard or seen recently about gambling or problem gambling. Please tell me as much as you can remember about what you heard or saw.

PROMPTS:

- Where did you read, hear, or see that?

QUESTION: What other television/radio programs or news items/articles about gambling or problem gambling do you remember reading, seeing, or hearing?

Part 2 - Player exclusions scheme

QUESTION: Are you aware of the Tasmanian Gambling Exclusion Scheme that allows you to exclude yourself from poker machine gambling in a venue?⁶

QUESTION: Are you aware of changes to the Exclusion Scheme in 2010 (e.g., simplifying options to exclusion from gambling or venue, having 6 month minimum and 3 year maximum period)

QUESTION: Have you ever considered taking out an exclusion?

QUESTION: What might discourage you from taking out an exclusion?

QUESTION: Have you ever taken out an exclusion?

QUESTION: What impact do you think self-exclusion would have on your poker machine gambling?

Part 3 - Other harm minimisation measures

QUESTION: The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive poker machine gambling. Can you tell me about any of these measures?

PROMPTS: What do you think of these measures? Advantages and disadvantages?

Following 3 questions for each harm minimisation measure:

QUESTION: I will read out a range of harm minimisation measures that the Tasmanian Government has introduced. Could you please tell me if you have heard of any of these measures? If so, please tell me what you think of each measure? What are the benefits of each measure? What are the disadvantages of each measure?

QUESTION: Do you think these measures will be effective in reducing how often people gamble and how much they spend? How do you think they would reduce poker machine gambling frequency or spend? Who do you think they would work best for?

QUESTION: Do you think these measures would impact on people's enjoyment of poker machine gambling? How would they impact on people's enjoyment or annoy players? Who do you think they would most impact on?

HARM MINIMISATION MEASURES:

- the ban on having ATMs in hotels and clubs with poker machines (INTERVIEWER NOTE: This does not apply to the casinos in Tasmania)
- the reduction in the maximum number of lines on new poker machines
- the reduction of the maximum bet per spin on new poker machines
- the reduction in the amount of cash you can insert into the note acceptors of new poker machines located in casinos

⁶ The term 'poker machines' was used to describe EGMs given this term is more commonly used by consumers.

- allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)
- limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming venues
- casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling
- reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- restricting the amount of cash for poker machine payouts to \$1,000
- providing adequate lighting in poker machine areas
- not serving food or alcohol to people playing or seated at poker machines after 6pm
- locating highly visible clocks on the walls of poker machine areas
- providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning.

QUESTION: Do you think the Government should remove any of these measures?

QUESTION: Do you think the Government should introduce anything else to help people reduce the harm caused by excessive poker machine gambling?

Part 4 – Transitions across the gambling continuum

QUESTION: Please think about your poker machine gambling. Compared to when we last interviewed you, would you say that your poker machine gambling stayed the same, increased or decreased?

For participants with descending pattern:

QUESTION: What are the strategies that you've used to improve your poker machine gambling?

QUESTION: What else has happened that has helped you control your poker machine gambling?

QUESTION: Do you think any of the harm minimisation strategies the Government has introduced has had anything to do with your lower involvement in poker machine gambling?

QUESTION: Is there anything else the Government could do to help you control your poker machine gambling?

For participants with ascending pattern:

QUESTION: Is there anything else the Government could do to help you control your poker machine gambling?

Appendix L Qualitative telephone interview: Phase 2 discussion guide

Part 1 – Responsible gambling

QUESTION: What does responsible gambling mean to you?

QUESTION: What responsibilities do the industry and government have in relation to responsible gambling?

PROMPT (use this question if participants do not understand what we mean by responsible gambling [e.g. visible clocks, information on responsible gambling, limiting access to cash etc.]): What can you expect the industry and government to do so that your gambling does not become a problem?

QUESTION: What responsibilities do you have as an individual in relation to responsible gambling?

PROMPT (use this question if participants do not understand what we mean by responsible gambling): What can I do so that my gambling does not become problematic?

Part 2 - Advertising

QUESTION: Thinking about any advertising you have seen, heard, or read about *gambling* (not problem gambling) in the last six months. Please describe the first ad that comes to mind.

PROMPTS:

- Who was the advertiser?
- What was the main thing that the ad was trying to tell you?
- Where did you see, read, or hear the ad?
- Did seeing, reading, or hearing the ad prompt you to do anything? If yes, what was that? (e.g., think about my own gambling, want to gamble more, want to seek help for self or others)
- What other ads do you remember reading, seeing, or hearing relating to gambling?

QUESTION: Thinking about any advertising you have seen, heard, or read about *problem gambling* in the last six months. Please describe the first ad that comes to mind.

PROMPTS:

- Who was the advertiser?
- What was the main thing that the ad was trying to tell you?
- Where did you see, read, or hear the ad?
- Did seeing, reading, or hearing the ad prompt you to do anything? If yes, what was that? (e.g., think about my own gambling, want to gamble more, want to seek help for self or others)
- What other ads do you remember reading, seeing, or hearing relating to problem gambling?

QUESTION: I would like you to think about any news items or articles you have read, heard or seen recently about gambling or problem gambling in the last 6 months. Please tell me as much as you can remember about what you heard or saw.

PROMPTS:

— Where did you read, hear, or see that?

QUESTION: What other television/radio programs or news items/articles about gambling or problem gambling do you remember reading, seeing, or hearing?

Part 3 - Player exclusions scheme

QUESTION: Are you aware of the Tasmanian Gambling Exclusion Scheme that allows you to exclude yourself from poker machine gambling in a venue?

QUESTION: Are you aware of changes to the Exclusion Scheme in 2010 (e.g., simplifying options to exclusion from gambling or venue, having 6 month minimum and 3 year maximum period)

QUESTION: In the last six months, have you considered taking out an exclusion?

QUESTION: What might discourage you from taking out an exclusion?

QUESTION: Have you taken out an exclusion in the last six months?

QUESTION: What impact do you think self-exclusion would have on your poker machine gambling?

Part 4 - Other harm minimisation measures

QUESTION: The Tasmanian Government has introduced a range of measures that aim to reduce the harm caused by excessive poker machine gambling. Can you tell me about any of these measures?

PROMPTS: What do you think of these measures? Advantages and disadvantages?

QUESTION: I will read out a range of harm minimisation measures that the Tasmanian Government has introduced. Could you please tell me if you think these measures have impacted on how often you have gambled, how much money you have spent, or your enjoyment of poker machines in the last six months?

HARM MINIMISATION MEASURES:

- the ban on having ATMs in hotels and clubs with poker machines (INTERVIEWER NOTE: This does not apply to the casinos in Tasmania)
- the reduction in the maximum number of lines on new poker machines
- the reduction of the maximum bet per spin on new poker machines
- the reduction in the amount of cash you can insert into the note acceptors of new poker machines located in casinos
- allowing only socially responsible advertising of gambling (INTERVIEWER NOTE: This refers to advertising that takes the adverse impacts of gambling into account)

- limiting free vouchers that can be used for gambling and banning free or discounted alcohol for consumption in gaming venues
- casino player loyalty programs having to provide player activity statements, responsible gambling information and limited rewards that can be used for gambling
- reducing the amount you can withdraw from venue EFTPOS facilities, casino ATMs, and cheque cashing facilities
- restricting the amount of cash for poker machine payouts to \$1,000
- providing adequate lighting in poker machine areas
- not serving food or alcohol to people playing or seated at poker machines after 6pm
- locating highly visible clocks on the walls of poker machine areas
- providing information about responsible gambling, help for gambling problems, exclusion from gambling and chances of winning.

QUESTION: Do you think the Government should remove any of these measures?

QUESTION: Do you think the Government should introduce anything else to help people reduce the harm caused by excessive EGM gambling?

Part 5 - Transitions across the gambling continuum

QUESTION: Please think about your poker machine gambling. Compared to when we last interviewed you, would you say that your poker machine gambling stayed the same, increased or decreased?

For participants with descending pattern:

QUESTION: What are the strategies that you've used to improve your poker machine gambling?

QUESTION: What else has happened that has helped you control your poker machine gambling?

QUESTION: Do you think any of the harm minimisation strategies the Government has introduced has had anything to do with your lower involvement in poker machine gambling?

QUESTION: Is there anything else the Government could do to help you control your poker machine gambling?

For participants with ascending pattern:

QUESTION: Is there anything else the Government could do to help you control your poker machine gambling?

Appendix M Characteristics predicting awareness of suites of harm minimisation measures for each gambling activity

This appendix provides the data tables for regression analyses exploring the characteristics of gamblers who are aware of any harm minimisation measure on each gambling activity. These tables employ data from each wave of the Tasmanian Longitudinal Gambling Study and the 2013 Gambling Prevalence Survey.

Table M1 Characteristics predicting awareness of implemented EGM harm minimisation measures in Wave 1

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(5,4290)=1.4, p=0.22; n=813						
Gender (ref=Male)						
Female	0.796	0.638	0.21	2.217	-0.456	2.048
Age	0.002	0.044	0.96	1.002	-0.084	0.088
Employment status (ref=Employed)						
Unemployed	0.061	1.008	0.95	1.063	-1.914	2.037
Retired	-0.626	1.345	0.64	0.535	-3.263	2.012
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk/moderate risk/problem gambling	0.514	1.049	0.62	1.672	-1.543	2.571
Gambling-related cognitive characteristics F(7,4288)=3.81, p<0.001; n=809						
RCQ Gambling motivations						
Money	0.336	0.171	0.049	1.399	0.001	0.671
Recreation	0.188	0.228	0.41	1.207	-0.259	0.636
Enhancement	-0.183	0.180	0.31	0.833	-0.536	0.169
Coping	-0.432	0.291	0.14	0.649	-1.004	0.139
Social	-0.184	0.201	0.36	0.832	-0.578	0.210
IGS Gambling triggers						
Positive reinforcement	0.035	0.310	0.91	1.036	-0.573	0.644
Negative reinforcement	3.676	1.080	0.001	39.488	1.558	5.793
Mental health difficulties F(4,4291)=0.39, p=0.81; n=825						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.658	0.696	0.34	0.518	-2.022	0.706
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.031	0.765	0.97	1.031	-1.469	1.531
Drug use (Ref=No drug use)						
Drug use	-0.294	0.665	0.66	0.745	-1.598	1.010
Stressful life events (Log)	0.069	0.161	0.67	1.071	-0.247	0.384
Positive mental health characteristics F(4,4291)=5.18, p<0.001; n=825						
Quality of life						
Social relationships	0.624	0.642	0.33	1.866	-0.634	1.882
Physical health	0.299	0.240	0.21	1.349	-0.172	0.771
Psychological	-0.682	0.544	0.21	0.506	-1.749	0.385
Environment	-0.114	0.441	0.80	0.892	-0.978	0.750
EGM venue characteristics F(4,4291)=8.26, p<0.001; n=794						
Location features						
Location features	1.411	0.314	<0.001	4.100	0.796	2.027
Internal features						
Internal features	-0.504	0.190	0.008	0.604	-0.876	-0.132

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Hospitality features	-0.144	0.531	0.79	0.866	-1.185	0.896
Gaming machine features	0.298	0.241	0.22	1.347	-0.173	0.770
EGM styles of play F(4,4291)=5.18, p<0.001; n=825						
Gambling on EGMs alone	1.202	1.232	0.33	3.327	-1.213	3.617
Drinking alcohol while playing EGMs	2.348	1.322	0.08	10.465	-0.244	4.939
Drinking alcohol after playing EGMs	-1.702	1.073	0.11	0.182	-3.807	0.402
Playing for bonus features (e.g., free spins)	-0.664	0.679	0.33	0.515	-1.995	0.668
Using the 'gamble' or 'double' up feature	0.145	1.175	0.90	1.156	-2.158	2.448
Playing EGMs with linked jackpots	-0.114	1.206	0.93	0.892	-2.479	2.250
Avoiding taking a break from EGM gambling	-1.838	0.767	0.02	0.159	-3.342	-0.335
<i>Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals</i>						
<i>Base: EGM gamblers</i>						
<i>Source: Wave 1, Tasmanian Longitudinal Gambling Study</i>						

Table M2 Characteristics predicting awareness of EGM harm minimisation measures in Wave 2

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(5,1026)=1.03, p=0.40; n=400						
Gender (ref=Male)						
Female	0.007	0.647	0.99	1.007	-1.262	1.277
Age						
	0.041	0.023	0.07	1.042	-0.003	0.085
Employment status (ref=Employed)						
Unemployed	0.300	0.673	0.66	1.350	-1.020	1.620
Retired	-1.094	0.589	0.06	0.335	-2.251	0.062
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk/moderate risk/problem gambling	0.784	1.081	0.47	2.190	-1.336	2.905
Gambling-related cognitive characteristics F(9,1022)=2.75, p=0.004; n=387						
RCQ Gambling motivations						
Money	0.627	0.273	0.02	1.872	0.091	1.163
Recreation	-2.613	0.805	0.00	0.073	-4.193	-1.034
Enhancement	1.817	0.986	0.07	6.153	-0.118	3.751
Coping	0.116	0.743	0.88	1.123	-1.342	1.573
Social	0.500	0.310	0.11	1.649	-0.109	1.108
IGS Gambling triggers						
Positive reinforcement	-0.736	0.440	0.10	0.479	-1.600	0.128
Negative reinforcement	0.340	0.189	0.07	1.405	-0.031	0.711
GBQ Gambling cognitions						
Luck and perseverance	-0.095	0.140	0.50	0.909	-0.369	0.179
Illusion of control	0.193	0.265	0.47	1.213	-0.327	0.712
Mental health difficulties F(8,1023)=0.54, p=0.83; n=299						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	0.230	0.672	0.73	1.259	-1.089	1.549
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	1.208	1.038	0.25	3.347	-0.830	3.246
Drug use (Ref=No drug use)						
Drug use	-0.772	0.830	0.35	0.462	-2.400	0.856
PHQ-2 Depression symptoms	0.682	0.573	0.23	1.978	-0.442	1.807

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
GAD-2 Generalised anxiety symptoms	-0.173	0.263	0.51	0.841	-0.689	0.342
BIS-Brief Impulsivity	-0.029	0.076	0.70	0.971	-0.179	0.121
SAPAS Personality disorders	-0.165	0.217	0.45	0.848	-0.591	0.261
DOSPERT Risk involvement	-0.068	0.109	0.53	0.934	-0.282	0.145
Positive mental health characteristics F(11,1020)=1.50, p=0.13; n=371						
EUROHIS Quality of life	-0.109	0.554	0.84	0.897	-1.195	0.978
PMH Positive mental health						
Emotional support	0.025	0.240	0.92	1.025	-0.447	0.496
Spirituality	0.119	0.245	0.63	1.126	-0.361	0.599
Interpersonal skills	0.436	0.290	0.13	1.547	-0.134	1.005
Personal growth and autonomy	0.346	0.297	0.25	1.413	-0.237	0.928
Brief COPE Coping						
Active coping	-0.024	0.321	0.94	0.976	-0.654	0.606
Planning	0.211	0.248	0.40	1.235	-0.276	0.699
Positive reframing	-0.423	0.188	0.03	0.655	-0.792	-0.053
Emotional support	0.009	0.311	0.98	1.009	-0.600	0.619
Instrumental support	-0.029	0.198	0.88	0.971	-0.417	0.359
Self-distraction	0.044	0.227	0.85	1.045	-0.401	0.488

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying EGMs as a main gambling activity

Source: Wave 2, Tasmanian Longitudinal Gambling Study

Table M3 Characteristics predicting awareness of EGM harm minimisation measures in Wave 3

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(5,807)=5.46, p<0.001; n=352						
Gender (ref=Male)						
Female	1.378	0.479	0.004	3.967	0.438	2.318
Age	0.003	0.023	0.89	1.003	-0.042	0.049
Employment status (ref=Employed)						
Unemployed	0.467	0.798	0.56	1.595	-1.100	2.034
Retired	-0.671	0.627	0.28	0.511	-1.901	0.559
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk/moderate risk/problem gambling	3.822	1.063	<0.001	45.696	1.736	5.907
Gambling-related cognitive characteristics F(2,810)=0.53, p=0.59; n=336						
GBQ Gambling cognitions						
Luck and perseverance	-0.137	0.133	0.31	0.872	-0.398	0.125
Illusion of control	2.959	0.663	<0.001	19.279	1.657	4.261
Mental health difficulties F(6,806)=2.04, p=0.06; n=251						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	1.093	0.529	0.04	2.983	0.055	2.132
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	1.833	0.984	0.06	6.253	-0.099	3.764
Drug use (Ref=No drug use)						
Drug use	-3.084	1.117	0.006	0.046	-5.275	-0.892
PHQ-2 Depression symptoms	0.269	0.349	0.44	1.309	-0.417	0.954
GAD-2 Generalised anxiety symptoms	-0.094	0.189	0.62	0.910	-0.465	0.278
DOSPERT Risk involvement	0.158	0.142	0.27	1.171	-0.122	0.437

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Positive mental health characteristics F(11,801)=1.88, p=0.04; n=309						
EUROHIS Quality of life	-0.558	0.463	0.23	0.572	-1.466	0.351
PMH Positive mental health						
Emotional support	0.108	0.357	0.76	1.114	-0.593	0.809
Spirituality	0.188	0.253	0.46	1.207	-0.308	0.685
Interpersonal skills	-0.061	0.369	0.87	0.941	-0.785	0.664
Personal growth and autonomy	0.269	0.398	0.50	1.309	-0.513	1.050
Brief COPE Coping						
Active coping	-0.352	0.403	0.38	0.703	-1.143	0.438
Planning	-0.173	0.348	0.62	0.841	-0.856	0.510
Positive reframing	0.253	0.271	0.35	1.288	-0.278	0.785
Emotional support	0.648	0.291	0.03	1.912	0.075	1.220
Instrumental support	-0.590	0.247	0.02	0.554	-1.075	-0.106
Self-distraction	-0.169	0.214	0.43	0.845	-0.589	0.251

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals
Base: Respondents identifying EGMs as a main gambling activity
Source: Wave 3, Tasmanian Longitudinal Gambling Study

Table M4 Gambling Prevalence Survey

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=2.60, p=0.02; n=872						
Gender (ref=Male)						
Female	-0.159	0.438	0.72	0.853	-1.018	0.700
Age						
	0.026	0.014	0.06	1.027	-0.001	0.053
Employment status (ref=Employed)						
Unemployed	-1.198	0.552	0.03	0.302	-2.280	-0.116
Retired	-1.167	0.524	0.03	0.311	-2.194	-0.140
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	2.535	0.814	0.002	12.619	0.939	4.131
Moderate risk/problem gambling	0.587	0.718	0.41	1.799	-0.820	1.994
Gambling-related cognitive characteristics F(5,4987)=0.77, p=0.57; n=634						
GEQ Gambling expectancies						
Enjoyment/arousal	0.106	0.192	0.58	1.111	-0.271	0.483
Self-enhancement	-0.216	0.518	0.68	0.806	-1.230	0.799
Money	0.274	0.257	0.29	1.315	-0.230	0.777
Over-involvement	-0.069	0.252	0.79	0.933	-0.564	0.426
Emotional impact	0.198	0.239	0.41	1.219	-0.271	0.667
Mental health difficulties F(11, 4981)=1.41, p=0.16; n=514						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.861	0.596	0.15	0.423	-2.030	0.308
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	-0.106	0.523	0.84	0.899	-1.131	0.919
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	-1.362	0.599	0.02	0.256	-2.536	-0.189
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	0.004	0.696	>0.99	1.004	-1.360	1.369

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
PHQ-2 Depression symptoms	-0.008	0.244	0.97	0.992	-0.486	0.469
GAD-2 Generalised anxiety symptoms	0.584	0.310	0.06	1.793	-0.024	1.191
ANS Panic disorder symptoms	-0.452	0.390	0.25	0.636	-1.216	0.311
PC-PTSD Post-traumatic stress disorder symptoms	-0.255	0.270	0.35	0.775	-0.783	0.274
Mini SPIN Generalised social phobia symptoms	-0.069	0.096	0.47	0.934	-0.256	0.119
ASRS ADHD symptoms	-0.759	0.263	0.004	0.468	-1.275	-0.244
BIS-Brief Impulsivity	0.175	0.068	0.01	1.191	0.041	0.308
Positive mental health characteristics F(13, 4979)=4.23, p<0.001; n=531						
Quality of life						
Physical health	-0.222	0.153	0.15	0.801	-0.521	0.078
Psychological	-0.161	0.204	0.43	0.852	-0.560	0.239
Social relationships	-0.220	0.157	0.16	0.802	-0.528	0.087
Environment	0.345	0.191	0.07	1.412	-0.030	0.720
PMH Positive mental health						
Personal growth and autonomy	-0.364	0.510	0.48	0.695	-1.363	0.635
Interpersonal skills	1.679	0.636	0.008	5.363	0.433	2.926
Brief COPE Coping						
Active coping	-0.673	0.287	0.02	0.510	-1.235	-0.111
Planning	-0.271	0.261	0.30	0.763	-0.783	0.241
Positive reframing	0.562	0.200	0.005	1.755	0.171	0.954
Religion	-0.442	0.104	<0.001	0.643	-0.645	-0.239
Emotional support	0.500	0.217	0.02	1.648	0.075	0.924
Instrumental support	-0.360	0.205	0.08	0.698	-0.761	0.042
Self-distraction	-0.156	0.209	0.46	0.855	-0.566	0.254

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals
Base: EGM gamblers
Source: 2013 Tasmanian Gambling Prevalence Survey

Table M5 Characteristics predicting awareness of terrestrial wagering harm minimisation measures in Wave 2

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(5,1026)=2.09, p=0.06; n=97						
Gender (ref=Male)						
Female	1.297	0.859	0.13	3.658	-0.389	2.983
Age	-0.007	0.037	0.86	0.993	-0.080	0.067
Employment status (ref=Employed)						
Unemployed	-2.660	1.207	0.03	0.070	-5.028	-0.291
Retired	1.265	1.042	0.23	3.543	-0.779	3.309
PGSI problem gambling severity (ref=Non-problem gambling)						
Low/moderate risk/problem gambling	1.544	1.647	0.35	4.683	-1.687	4.775
Gambling-related cognitive characteristics F(9,1022)=0.66, p=0.74; n=94						
RCQ Gambling motivations						
Money	-0.686	0.629	0.28	0.504	-1.921	0.549
Recreation	-2.758	2.163	0.20	0.063	-7.003	1.488
Enhancement	1.778	1.456	0.22	5.918	-1.080	4.636

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Coping	2.959	2.083	0.16	19.279	-1.127	7.046
Social	1.053	1.059	0.32	2.866	-1.024	3.131
IGS Gambling triggers						
Positive reinforcement	-0.634	0.512	0.22	0.530	-1.638	0.370
Negative reinforcement	-0.016	0.446	0.97	0.984	-0.891	0.860
GBQ Gambling cognitions						
Luck and perseverance	-0.963	0.516	0.06	0.382	-1.975	0.049
Illusion of control	1.039	0.601	0.08	2.826	-0.141	2.218
Mental health difficulties F(8,1023)=3.98, p<0.001; n=87						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-3.098	1.524	0.04	0.045	-6.088	-0.108
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	-2.182	1.024	0.03	0.113	-4.191	-0.173
Drug use (Ref=No drug use)						
Drug use	4.654	1.336	0.001	105.004	2.032	7.276
PHQ-2 Depression symptoms	-0.370	0.430	0.39	0.691	-1.214	0.473
GAD-2 Generalised anxiety symptoms	0.860	0.354	0.02	2.363	0.165	1.555
BIS-Brief Impulsivity	-0.036	0.142	0.80	0.965	-0.314	0.242
SAPAS Personality disorders	-0.016	0.373	0.97	0.984	-0.748	0.715
DOSPERS Risk involvement	-0.270	0.174	0.12	0.763	-0.611	0.071
Positive mental health characteristics F(11,1020)=1.86, p=0.04; n=91						
EUROHIS Quality of life						
EUROHIS Quality of life	2.895	1.438	0.04	18.084	0.073	5.718
PMH Positive mental health						
Emotional support	-2.682	1.223	0.03	0.068	-5.083	-0.281
Spirituality	0.086	0.335	0.80	1.090	-0.572	0.744
Interpersonal skills	1.263	0.967	0.19	3.536	-0.635	3.161
Personal growth and autonomy	-1.954	1.116	0.08	0.142	-4.143	0.236
Brief COPE Coping						
Active coping	0.555	0.676	0.41	1.742	-0.770	1.881
Planning	1.788	0.679	0.009	5.977	0.457	3.120
Positive reframing	-1.226	0.478	0.01	0.293	-2.163	-0.288
Emotional support	1.584	0.590	0.007	4.874	0.427	2.741
Instrumental support	-0.295	0.406	0.47	0.745	-1.093	0.502
Self-distraction	-1.068	0.522	0.04	0.344	-2.094	-0.043

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying terrestrial wagering as a main gambling activity

Source: Wave 2, Tasmanian Longitudinal Gambling Study

Table M6 Characteristics predicting awareness of terrestrial wagering harm minimisation measures in Wave 3

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(4,808)=1.35, p=0.25; n=95						
Gender (ref=Male)						
Female	-1.177	0.941	0.21	0.308	-3.025	0.670
Age	-0.032	0.041	0.43	0.969	-0.114	0.049
Employment status (ref=Employed)						
Unemployed	-1.807	0.889	0.04	0.164	-3.552	-0.062
Retired	-0.195	1.041	0.85	0.823	-2.239	1.848

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Gambling-related cognitive characteristics F(2,810)=0.31, p=0.73; n=94						
GBQ Gambling cognitions						
Luck and perseverance	0.353	0.813	0.67	1.423	-1.244	1.949
Illusion of control	1.189	1.536	0.44	3.284	-1.825	4.204
Mental health difficulties F(6,806)=1.74, p=0.11; n=82						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-2.233	1.147	0.05	0.107	-4.485	0.018
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.133	1.387	0.92	1.142	-2.589	2.855
Drug use (Ref=No drug use)						
Drug use	1.189	1.474	0.42	3.284	-1.704	4.082
PHQ-2 Depression symptoms	-0.299	0.488	0.54	0.742	-1.256	0.658
GAD-2 Generalised anxiety symptoms	0.481	0.354	0.17	1.618	-0.214	1.176
DOSPERS Risk involvement	-0.035	0.219	0.87	0.966	-0.465	0.394
Positive mental health characteristics F(11,801)=1.6, p=0.09; n=84						
EUROHIS Quality of life						
	3.017	1.139	0.008	20.430	0.781	5.254
PMH Positive mental health						
Emotional support	-0.926	1.365	0.50	0.396	-3.604	1.753
Spirituality	-1.332	0.988	0.18	0.264	-3.272	0.607
Interpersonal skills	-0.996	1.136	0.38	0.369	-3.226	1.235
Personal growth and autonomy	2.973	2.476	0.23	19.550	-1.887	7.832
Brief COPE Coping						
Active coping	-2.713	1.873	0.15	0.066	-6.390	0.963
Planning	-0.288	0.653	0.66	0.750	-1.570	0.994
Positive reframing	2.307	1.516	0.13	10.044	-0.670	5.284
Emotional support	0.199	0.604	0.74	1.220	-0.986	1.383
Instrumental support	-2.470	1.137	0.03	0.085	-4.702	-0.238
Self-distraction	0.085	0.255	0.74	1.089	-0.415	0.585

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying terrestrial wagering as a main gambling activity

Source: Wave 3, Tasmanian Longitudinal Gambling Study

Table M7 Characteristics predicting awareness of lottery harm minimisation measures in Wave 2

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,1025)=2.08, p=0.052; n=487						
Gender (ref=Male)						
Female	-0.402	0.346	0.25	0.669	-1.081	0.277
Age	0.015	0.020	0.46	1.015	-0.025	0.054
Employment status (ref=Employed)						
Unemployed	1.476	0.536	0.006	4.375	0.425	2.527
Retired	-0.471	0.479	0.33	0.624	-1.410	0.469
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.594	0.694	0.39	0.552	-1.956	0.768
Moderate risk/problem gambling	-0.056	0.947	0.95	0.946	-1.913	1.802

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Gambling-related cognitive characteristics F(9,1022)=1.26, p=0.25; n=473						
RCQ Gambling motivations						
Money	0.044	0.154	0.78	1.045	-0.259	0.347
Recreation	0.195	0.390	0.62	1.215	-0.570	0.959
Enhancement	0.375	0.551	0.50	1.455	-0.706	1.455
Coping	-0.443	0.932	0.64	0.642	-2.271	1.386
Social	0.328	0.217	0.13	1.388	-0.098	0.754
IGS Gambling triggers						
Positive reinforcement	-0.440	0.331	0.19	0.644	-1.090	0.211
Negative reinforcement	0.092	0.118	0.43	1.096	-0.139	0.324
GBQ Gambling cognitions						
Luck and perseverance	0.148	0.109	0.17	1.160	-0.065	0.362
Illusion of control	-0.111	0.178	0.53	0.895	-0.460	0.238
Mental health difficulties F(8,1023)=0.73, p=0.66; n=376						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	0.207	0.385	0.59	1.230	-0.548	0.962
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.173	0.525	0.74	1.189	-0.858	1.203
Drug use (Ref=No drug use)						
Drug use	0.234	0.797	0.77	1.264	-1.329	1.797
PHQ-2 Depression symptoms	0.252	0.211	0.23	1.287	-0.163	0.666
GAD-2 Generalised anxiety symptoms	0.014	0.153	0.93	1.014	-0.287	0.315
BIS-Brief Impulsivity	-0.056	0.057	0.33	0.946	-0.167	0.056
SAPAS Personality disorders	-0.190	0.181	0.29	0.827	-0.545	0.165
DOSPRT Risk involvement	-0.090	0.080	0.26	0.914	-0.246	0.066
Positive mental health characteristics F(11,1020)=1.2, p=0.28; n=454						
EUROHIS Quality of life						
EUROHIS Quality of life	0.372	0.357	0.30	1.451	-0.328	1.073
PMH Positive mental health						
Emotional support	-0.054	0.206	0.79	0.947	-0.459	0.350
Spirituality	-0.051	0.110	0.64	0.950	-0.266	0.164
Interpersonal skills	-0.295	0.253	0.24	0.745	-0.791	0.200
Personal growth and autonomy	0.144	0.229	0.53	1.155	-0.306	0.593
Brief COPE Coping						
Active coping	0.335	0.217	0.12	1.398	-0.091	0.761
Planning	0.205	0.172	0.23	1.228	-0.133	0.542
Positive reframing	-0.279	0.147	0.06	0.757	-0.568	0.010
Emotional support	-0.189	0.161	0.24	0.828	-0.505	0.126
Instrumental support	0.046	0.123	0.71	1.047	-0.194	0.287
Self-distraction	0.006	0.116	0.96	1.006	-0.222	0.235

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying lotteries as a main gambling activity

Source: Wave 2, Tasmanian Longitudinal Gambling Study

Table M8 Characteristics predicting awareness of lottery harm minimisation measures in Wave 3

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,806)=1.81, p=0.10; n=410						
Gender (ref=Male)						
Female	-0.061	0.341	0.86	0.941	-0.730	0.608
Age	-0.027	0.018	0.14	0.973	-0.063	0.009
Employment status (ref=Employed)						
Unemployed	-0.548	0.550	0.32	0.578	-1.628	0.532
Retired	-0.337	0.441	0.45	0.714	-1.202	0.529
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.976	0.802	0.22	0.377	-2.549	0.598
Moderate risk/problem gambling	0.669	0.991	0.50	1.952	-1.277	2.615
Gambling-related cognitive characteristics F(2,810)=0.13, p=0.88; n=407						
GBQ Gambling cognitions						
Luck and perseverance	-0.067	0.148	0.65	0.935	-0.357	0.223
Illusion of control	1.376	0.410	0.001	3.959	0.570	2.181
Mental health difficulties F(6,806)=0.91, p=0.49; n=308						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	0.222	0.422	0.60	1.249	-0.606	1.050
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.174	0.558	0.76	1.190	-0.920	1.269
Drug use (Ref=No drug use)						
Drug use	1.600	0.888	0.07	4.953	-0.144	3.343
PHQ-2 Depression symptoms	0.249	0.188	0.19	1.283	-0.120	0.618
GAD-2 Generalised anxiety symptoms	-0.116	0.157	0.46	0.890	-0.425	0.193
DOSPERS Risk involvement	-0.109	0.093	0.24	0.897	-0.291	0.073
Positive mental health characteristics F(11,801)=1.36, p=0.19; n=371						
EUROHIS Quality of life						
	-0.123	0.288	0.67	0.884	-0.689	0.442
PMH Positive mental health						
Emotional support	0.381	0.275	0.17	1.464	-0.158	0.921
Spirituality	-0.175	0.113	0.12	0.839	-0.396	0.046
Interpersonal skills	0.235	0.273	0.39	1.265	-0.301	0.770
Personal growth and autonomy	0.010	0.264	0.97	1.010	-0.507	0.528
Brief COPE Coping						
Active coping	0.178	0.176	0.31	1.195	-0.168	0.524
Planning	-0.189	0.204	0.35	0.828	-0.589	0.211
Positive reframing	0.043	0.175	0.81	1.044	-0.301	0.386
Emotional support	0.184	0.166	0.27	1.202	-0.141	0.509
Instrumental support	-0.234	0.146	0.11	0.791	-0.521	0.054
Self-distraction	-0.034	0.104	0.74	0.967	-0.239	0.171

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying lotteries as a main gambling activity

Source: Wave 3, Tasmanian Longitudinal Gambling Study

Table M9 Characteristics predicting awareness of Keno harm minimisation measures in Wave 2

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(5,1026)=3.89, p=0.002; n=199						
Gender (ref=Male)						
Female	-0.093	0.753	0.90	0.911	-1.570	1.385
Age	-0.040	0.024	0.10	0.961	-0.087	0.008
Employment status (ref=Employed)						
Unemployed	0.178	1.089	0.87	1.195	-1.958	2.315
Retired	-0.680	1.091	0.53	0.507	-2.821	1.462
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk/moderate risk/problem gambling	2.684	1.105	0.02	14.644	0.516	4.852
Gambling-related cognitive characteristics F(9,1022)=1.68, p=0.09; n=198						
RCQ Gambling motivations						
Money	0.457	0.463	0.33	1.579	-0.453	1.366
Recreation	-2.194	1.126	0.05	0.111	-4.405	0.016
Enhancement	-1.225	1.358	0.37	0.294	-3.890	1.441
Coping	-11.715	5.401	0.03	0.000	-22.314	-1.116
Social	-0.191	0.437	0.66	0.826	-1.049	0.667
IGS Gambling triggers						
Positive reinforcement	0.972	0.605	0.11	2.643	-0.215	2.158
Negative reinforcement	-0.542	0.422	0.20	0.582	-1.370	0.285
GBQ Gambling cognitions						
Luck and perseverance	0.462	0.346	0.18	1.587	-0.218	1.142
Illusion of control	-0.584	0.379	0.12	0.558	-1.327	0.159
Mental health difficulties F(8,1023)=1.39, p=0.20; n=156						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.047	0.982	0.96	0.954	-1.973	1.880
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	-0.625	1.159	0.59	0.535	-2.900	1.650
Drug use (Ref=No drug use)						
Drug use	2.450	1.325	0.07	11.588	-0.149	5.050
PHQ-2 Depression symptoms	1.490	0.919	0.11	4.437	-0.314	3.294
GAD-2 Generalised anxiety symptoms	1.542	0.873	0.08	4.674	-0.170	3.255
BIS-Brief Impulsivity	0.108	0.098	0.27	1.114	-0.085	0.301
SAPAS Personality disorders	0.134	0.345	0.70	1.143	-0.543	0.810
DOSPERS Risk involvement	0.397	0.317	0.21	1.487	-0.224	1.018
Positive mental health characteristics F(11,1020)=2.29, p=0.009; n=187						
EUROHIS Quality of life						
	-0.305	0.533	0.57	0.737	-1.352	0.741
PMH Positive mental health						
Emotional support	0.976	0.507	0.05	2.654	-0.018	1.971
Spirituality	0.364	0.295	0.22	1.439	-0.215	0.942
Interpersonal skills	0.001	0.613	>0.99	1.001	-1.202	1.203
Personal growth and autonomy	-1.232	0.550	0.03	0.292	-2.311	-0.154
Brief COPE Coping						
Active coping	-0.347	0.577	0.55	0.707	-1.480	0.786
Planning	-0.160	0.566	0.78	0.852	-1.271	0.951
Positive reframing	-0.006	0.306	0.98	0.994	-0.607	0.595
Emotional support	-0.695	0.325	0.03	0.499	-1.332	-0.058
Instrumental support	0.283	0.331	0.39	1.327	-0.366	0.932
Self-distraction	-0.300	0.251	0.23	0.741	-0.793	0.193

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying Keno as a main gambling activity

Source: Wave 2, Tasmanian Longitudinal Gambling Study

Table M10 Characteristics predicting awareness of Keno harm minimisation measures in Wave 3

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(5,1026)=3.89, p=0.002; n=199						
Gender (ref=Male)						
Female	0.127	0.569	0.82	1.135	-0.990	1.244
Age	-0.034	0.029	0.25	0.967	-0.091	0.023
Employment status (ref=Employed)						
Unemployed	-0.455	0.736	0.54	0.634	-1.899	0.990
Retired	-0.239	0.796	0.76	0.787	-1.800	1.323
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk/moderate risk/problem gambling	0.406	0.709	0.57	1.501	-0.985	1.798
Gambling-related cognitive characteristics F(2,810)=1.07, p=0.35; n=170						
GBQ Gambling cognitions						
Luck and perseverance	0.265	0.211	0.21	1.303	-0.149	0.680
Illusion of control	0.863	1.663	0.60	2.370	-2.402	4.128
Mental health difficulties F(4,808)=1.74, p=0.14; n=133						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	0.820	1.039	0.43	2.270	-1.219	2.860
PHQ-2 Depression symptoms	0.917	0.822	0.27	2.502	-0.698	2.531
GAD-2 Generalised anxiety symptoms	-0.307	0.287	0.29	0.736	-0.870	0.257
DOSPERS Risk involvement	0.538	0.231	0.02	1.713	0.086	0.991
Positive mental health characteristics F(11,801)=1.02, p=0.43; n=156						
EUROHIS Quality of life						
	0.047	0.669	0.94	1.048	-1.266	1.360
PMH Positive mental health						
Emotional support	0.049	0.425	0.91	1.050	-0.786	0.884
Spirituality	0.180	0.214	0.40	1.197	-0.240	0.599
Interpersonal skills	-0.354	0.411	0.39	0.702	-1.160	0.452
Personal growth and autonomy	-0.347	0.431	0.42	0.707	-1.194	0.499
Brief COPE Coping						
Active coping	0.802	0.388	0.04	2.230	0.040	1.564
Planning	-0.776	0.374	0.04	0.460	-1.510	-0.043
Positive reframing	-0.217	0.309	0.48	0.805	-0.823	0.389
Emotional support	0.690	0.426	0.11	1.994	-0.145	1.525
Instrumental support	-0.105	0.366	0.78	0.900	-0.823	0.614
Self-distraction	0.032	0.185	0.86	1.033	-0.331	0.396

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying Keno as a main gambling activity

Source: Wave 3, Tasmanian Longitudinal Gambling Study

Appendix N Characteristics predicting awareness of individual EGM harm minimisation measures

This appendix provides the tables for the regression analyses predicting awareness of each individual EGM harm minimisation measure. It employs data from the 2013 Gambling Prevalence Survey.

Table N1 Characteristics predicting awareness of socially responsible advertising

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=0.75, p=0.61; n=853						
Gender (ref=Male)						
Female	-0.201	0.205	0.33	0.818	-0.603	0.202
Age	0.003	0.008	0.74	1.003	-0.013	0.018
Employment status (ref=Employed)						
Unemployed	-0.211	0.296	0.48	0.810	-0.790	0.368
Retired	-0.093	0.273	0.73	0.911	-0.629	0.443
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.543	0.344	0.11	0.581	-1.217	0.131
Moderate risk/problem gambling	-0.109	0.366	0.77	0.897	-0.826	0.609
Gambling-related cognitive characteristics F(5,4987)=3.51, p=0.004; n=622						
GEQ Gambling expectancies						
Enjoyment/arousal	0.010	0.092	0.91	1.011	-0.170	0.191
Self-enhancement	-0.214	0.193	0.27	0.808	-0.593	0.166
Money	0.144	0.141	0.31	1.155	-0.133	0.421
Over-involvement	0.175	0.125	0.16	1.192	-0.069	0.420
Emotional impact	0.258	0.096	0.007	1.294	0.070	0.446
Mental health difficulties F(11,4981)=1.33, p=0.20; n=503						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.183	0.269	0.50	0.833	-0.710	0.344
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.363	0.336	0.28	1.438	-0.295	1.022
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	-0.321	0.452	0.48	0.725	-1.208	0.566
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	-0.297	0.429	0.49	0.743	-1.139	0.545
PHQ-2 Depression symptoms	0.098	0.138	0.48	1.103	-0.172	0.368
GAD-2 Generalised anxiety symptoms	-0.080	0.128	0.53	0.923	-0.332	0.171
ANS Panic disorder symptoms	-0.358	0.228	0.12	0.699	-0.805	0.088
PC-PTSD Post-traumatic stress disorder symptoms	-0.170	0.155	0.27	0.843	-0.475	0.134
Mini SPIN Generalised social phobia symptoms	-0.027	0.058	0.64	0.973	-0.141	0.087
ASRS ADHD symptoms	0.016	0.040	0.68	1.017	-0.063	0.096
BIS-Brief Impulsivity	-0.264	0.103	0.01	0.768	-0.465	-0.062
Positive mental health characteristics F(13,4979)=1.23, p=0.25; n=523						
Quality of life						
Physical health	-0.018	0.053	0.74	0.982	-0.122	0.087
Psychological	-0.077	0.087	0.38	0.926	-0.248	0.094
Social relationships	-0.038	0.061	0.54	0.963	-0.157	0.082

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Environment	0.097	0.085	0.26	1.102	-0.070	0.263
PMH Positive mental health						
Personal growth and autonomy	0.623	0.268	0.02	1.865	0.097	1.149
Interpersonal skills	-0.051	0.248	0.84	0.951	-0.537	0.435
Brief COPE Coping						
Active coping	-0.263	0.128	0.04	0.769	-0.513	-0.012
Planning	0.140	0.116	0.23	1.150	-0.087	0.366
Positive reframing	0.126	0.097	0.19	1.134	-0.063	0.315
Religion	-0.066	0.073	0.36	0.936	-0.209	0.077
Emotional support	-0.055	0.096	0.56	0.946	-0.243	0.132
Instrumental support	0.059	0.096	0.54	1.060	-0.130	0.247
Self-distraction	-0.072	0.088	0.41	0.930	-0.245	0.101

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N2 Characteristics predicting awareness of limiting free vouchers or alcohol

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=2.80, p=0.01; n=864						
Gender (ref=Male)						
Female	-0.296	0.229	0.20	0.744	-0.746	0.154
Age	0.006	0.009	0.52	1.001	-0.012	0.024
Employment status (ref=Employed)						
Unemployed	0.075	0.368	0.84	1.078	-0.646	0.796
Retired	0.380	0.334	0.26	1.462	-0.275	1.035
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.120	0.376	0.75	0.887	-0.857	0.618
Moderate risk/problem gambling	-1.275	0.502	0.01	0.280	-2.260	-0.291
Gambling-related cognitive characteristics F(5,4987)=1.48, p=0.19; n=631						
GEQ Gambling expectancies						
Enjoyment/arousal	0.050	0.103	0.63	1.051	-0.151	0.251
Self-enhancement	-0.279	0.213	0.19	0.756	-0.697	0.138
Money	-0.120	0.173	0.49	0.886	-0.459	0.218
Over-involvement	0.361	0.219	0.10	1.434	-0.068	0.790
Emotional impact	0.122	0.133	0.36	1.130	-0.138	0.383
Mental health difficulties F(11,4981)=1.92, p=0.03; n=512						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.463	0.329	0.16	0.630	-1.107	0.182
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.423	0.379	0.26	1.526	-0.320	1.165
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	-0.124	0.540	0.82	0.884	-1.182	0.934
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	0.163	0.463	0.72	1.178	-0.745	1.072
PHQ-2 Depression symptoms	-0.015	0.200	0.94	0.958	-0.407	0.378
GAD-2 Generalised anxiety symptoms	-0.119	0.208	0.57	0.888	-0.527	0.290

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
ANS Panic disorder symptoms	0.152	0.257	0.56	1.164	-0.352	0.655
PC-PTSD Post-traumatic stress disorder symptoms	-0.128	0.173	0.46	0.880	-0.466	0.211
Mini SPIN Generalised social phobia symptoms	-0.065	0.083	0.43	0.937	-0.227	0.097
ASRS ADHD symptoms	-0.233	0.156	0.14	0.792	-0.539	0.074
BIS-Brief Impulsivity	-0.042	0.049	0.39	0.959	-0.138	0.054
Positive mental health characteristics F(13,4979)=2.05, p=0.01; n=528						
Quality of life						
Physical health	-0.015	0.064	0.82	0.985	-0.141	0.111
Psychological	-0.037	0.099	0.71	0.964	-0.231	0.157
Social relationships	0.055	0.089	0.54	1.057	-0.120	0.230
Environment	0.066	0.105	0.53	1.068	-0.140	0.272
PMH Positive mental health						
Personal growth and autonomy	0.343	0.352	0.33	1.409	-0.346	1.033
Interpersonal skills	0.465	0.331	0.16	1.593	-0.183	1.113
Brief COPE Coping						
Active coping	-0.144	0.148	0.33	0.866	-0.435	0.147
Planning	0.105	0.159	0.51	1.110	-0.206	0.415
Positive reframing	-0.093	0.104	0.37	0.912	-0.297	0.112
Religion	0.161	0.084	0.06	1.175	-0.004	0.327
Emotional support	0.205	0.109	0.06	1.227	-0.010	0.419
Instrumental support	-0.120	0.112	0.29	0.887	-0.340	0.100
Self-distraction	-0.097	0.099	0.33	0.907	-0.292	0.097

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals
Base: EGM gamblers
Source: 2013 Tasmanian Gambling Prevalence Survey

Table N3 Characteristics predicting awareness of loyalty programs providing information

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=1.08, p=0.37; n=862						
Gender (ref=Male)						
Female	0.286	0.232	0.22	1.331	-0.169	0.741
Age	0.007	0.009	0.45	1.007	-0.011	0.025
Employment status (ref=Employed)						
Unemployed	-0.368	0.315	0.24	0.692	-0.986	0.250
Retired	-0.133	0.292	0.65	0.876	-0.706	0.440
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.155	0.363	0.67	0.856	-0.867	0.556
Moderate risk/problem gambling	0.494	0.365	0.18	1.640	-0.220	1.209
Gambling-related cognitive characteristics F(5,4987)=0.88, p=0.49; n=625						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.003	0.101	0.97	0.997	-0.201	0.194
Self-enhancement	0.061	0.183	0.74	1.063	-0.299	0.420
Money	0.017	0.138	0.90	1.017	-0.254	0.288
Over-involvement	-0.053	0.131	0.69	0.948	-0.310	0.204
Emotional impact	0.205	0.114	0.07	1.228	-0.018	0.429
Mental health difficulties F(11,4981)=1.81, p=0.047; n=509						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Hazardous drinking	-0.623	0.289	0.03	0.536	-1.189	-0.057
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.361	0.387	0.35	1.435	-0.397	1.120
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.206	0.534	0.70	1.229	-0.840	1.253
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	-0.794	0.465	0.09	0.452	-1.706	0.118
PHQ-2 Depression symptoms	0.162	0.148	0.27	1.176	-0.129	0.453
GAD-2 Generalised anxiety symptoms	-0.231	0.145	0.11	0.793	-0.516	0.053
ANS Panic disorder symptoms	0.052	0.239	0.83	1.053	-0.416	0.520
PC-PTSD Post-traumatic stress disorder symptoms	-0.063	0.148	0.67	0.940	-0.352	0.227
Mini SPIN Generalised social phobia symptoms	0.036	0.059	0.55	1.036	-0.080	0.151
ASRS ADHD symptoms	-0.114	0.117	0.33	0.892	-0.344	0.116
BIS-Brief Impulsivity	0.011	0.042	0.79	1.011	-0.071	0.094
Positive mental health characteristics F(13,4979)=0.95, p=0.50; n=524						
Quality of life						
Physical health	-0.031	0.065	0.64	0.970	-0.159	0.097
Psychological	0.061	0.100	0.54	1.063	-0.134	0.257
Social relationships	-0.090	0.079	0.26	0.914	-0.245	0.065
Environment	0.080	0.096	0.40	1.084	-0.108	0.269
PMH Positive mental health						
Personal growth and autonomy	0.154	0.269	0.57	1.166	-0.373	0.680
Interpersonal skills	-0.030	0.252	0.91	0.970	-0.524	0.463
Brief COPE Coping						
Active coping	-0.283	0.137	0.04	0.753	-0.551	-0.015
Planning	-0.095	0.120	0.43	0.910	-0.330	0.140
Positive reframing	0.151	0.103	0.14	1.163	-0.052	0.354
Religion	-0.003	0.084	0.98	0.997	-0.167	0.162
Emotional support	0.110	0.116	0.35	1.116	-0.119	0.338
Instrumental support	0.149	0.117	0.20	1.161	-0.081	0.379
Self-distraction	-0.091	0.098	0.35	0.913	-0.283	0.100

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N4 Characteristics predicting awareness of the ban on ATMs in hotels/clubs with EGMs

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=2.35, p=0.03; n=861						
Gender (ref=Male)						
Female	-0.292	0.207	0.16	0.746	-0.699	0.114
Age	0.024	0.008	0.004	1.024	0.008	0.040
Employment status (ref=Employed)						
Unemployed	-0.206	0.280	0.46	0.814	-0.756	0.343
Retired	-0.272	0.267	0.31	0.762	-0.795	0.252
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.096	0.333	0.77	0.910	-0.748	0.556
Moderate risk/problem gambling	-0.192	0.377	0.61	0.825	-0.931	0.546

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Gambling-related cognitive characteristics F(5,4987)=1.77, p=0.11; n=630						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.020	0.088	0.82	0.980	-0.194	0.153
Self-enhancement	0.098	0.189	0.61	1.103	-0.274	0.469
Money	0.192	0.141	0.17	1.211	-0.084	0.468
Over-involvement	0.037	0.120	0.75	1.038	-0.197	0.272
Emotional impact	0.149	0.096	0.12	1.161	-0.038	0.337
Mental health difficulties F(11,4981)=1.54, p=0.11; n=509						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.213	0.268	0.43	0.809	-0.738	0.313
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.127	0.325	0.70	1.135	-0.510	0.763
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	-0.183	0.445	0.68	0.832	-1.055	0.688
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	0.569	0.416	0.17	1.766	-0.247	1.384
PHQ-2 Depression symptoms	-0.045	0.149	0.76	0.956	-0.337	0.246
GAD-2 Generalised anxiety symptoms	-0.132	0.121	0.28	0.876	-0.370	0.105
ANS Panic disorder symptoms	-0.387	0.206	0.06	0.679	-0.790	0.017
PC-PTSD Post-traumatic stress disorder symptoms	-0.236	0.152	0.12	0.790	-0.534	0.062
Mini SPIN Generalised social phobia symptoms	0.003	0.054	0.96	1.003	-0.103	0.109
ASRS ADHD symptoms	-0.199	0.105	0.06	0.819	-0.405	0.007
BIS-Brief Impulsivity	0.004	0.037	0.92	1.004	-0.070	0.077
Positive mental health characteristics F(13,4979)=2.03, p=0.02; n=527						
Quality of life						
Physical health	-0.154	0.054	0.005	0.857	-0.261	-0.048
Psychological	0.058	0.084	0.49	1.060	-0.106	0.222
Social relationships	-0.118	0.059	0.047	0.889	-0.234	-0.002
Environment	0.145	0.089	0.10	1.156	-0.028	0.319
PMH Positive mental health						
Personal growth and autonomy	0.563	0.270	0.04	1.757	0.035	1.092
Interpersonal skills	-0.020	0.279	0.94	0.980	-0.567	0.526
Brief COPE Coping						
Active coping	0.043	0.124	0.73	1.044	-0.201	0.287
Planning	0.108	0.118	0.36	1.114	-0.124	0.339
Positive reframing	0.005	0.099	0.96	1.005	-0.189	0.199
Religion	0.103	0.072	0.15	1.109	-0.037	0.244
Emotional support	0.124	0.092	0.18	1.312	-0.056	0.304
Instrumental support	-0.112	0.094	0.24	0.894	-0.297	0.073
Self-distraction	-0.030	0.080	0.71	0.971	-0.187	0.128

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals
Base: EGM gamblers
Source: 2013 Tasmanian Gambling Prevalence Survey

Table N5 Characteristics predicting awareness of reducing withdrawal amount

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=1.87, p=0.08; n=866						
Gender (ref=Male)						
Female	-0.193	0.209	0.36	0.824	-0.603	0.217
Age	0.015	0.008	0.06	1.015	-0.001	0.031

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Employment status (ref=Employed)						
Unemployed	-0.330	0.276	0.23	0.719	-0.870	0.211
Retired	-0.762	0.268	0.005	0.467	-1.288	-0.236
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.430	0.383	0.26	1.538	-0.320	1.180
Moderate risk/problem gambling	0.304	0.380	0.42	1.356	-0.440	1.049
Gambling-related cognitive characteristics F(5,4987)=1.20, p=0.31; n=629						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.003	0.091	0.98	0.997	-0.181	0.175
Self-enhancement	-0.239	0.182	0.19	0.787	-0.596	0.118
Money	0.109	0.136	0.42	1.115	-0.158	0.375
Over-involvement	-0.089	0.124	0.48	0.915	-0.332	0.155
Emotional impact	0.203	0.096	0.03	1.225	0.016	0.390
Mental health difficulties F(11,4981)=1.12, p=0.34; n=511						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	0.071	0.267	0.79	1.074	-0.453	0.595
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.520	0.336	0.12	1.681	-0.139	1.178
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.018	0.471	0.97	1.018	-0.905	0.941
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	-0.197	0.390	0.61	0.822	-0.961	0.568
PHQ-2 Depression symptoms	-0.029	0.142	0.84	0.971	-0.307	0.249
GAD-2 Generalised anxiety symptoms	-0.034	0.118	0.78	0.967	-0.265	0.198
ANS Panic disorder symptoms	-0.298	0.228	0.19	0.742	-0.746	0.150
PC-PTSD Post-traumatic stress disorder symptoms	-0.193	0.166	0.25	0.825	-0.519	0.133
Mini SPIN Generalised social phobia symptoms	-0.084	0.056	0.14	0.920	-0.194	0.027
ASRS ADHD symptoms	-0.060	0.102	0.55	0.941	-0.260	0.139
BIS-Brief Impulsivity	0.057	0.038	0.13	1.059	-0.017	0.131
Positive mental health characteristics F(13,4979)=1.72, p=0.05; n=527						
Quality of life						
Physical health	-0.139	0.054	0.009	0.870	-0.245	-0.034
Psychological	0.173	0.084	0.04	1.189	0.008	0.339
Social relationships	-0.078	0.058	0.17	0.925	-0.191	0.034
Environment	0.137	0.088	0.12	1.147	-0.035	0.309
PMH Positive mental health						
Personal growth and autonomy	-0.260	0.256	0.31	0.771	-0.762	0.242
Interpersonal skills	0.383	0.307	0.21	1.467	-0.219	0.985
Brief COPE Coping						
Active coping	0.103	0.133	0.44	1.108	-0.158	0.363
Planning	-0.242	0.117	0.04	0.785	-0.471	-0.013
Positive reframing	-0.056	0.099	0.57	0.946	-0.250	0.138
Religion	-0.142	0.070	0.04	0.868	-0.280	-0.004
Emotional support	-0.034	0.098	0.73	0.966	-0.227	0.158
Instrumental support	-0.040	0.100	0.69	0.961	-0.235	0.155
Self-distraction	0.065	0.086	0.45	1.067	-0.104	0.233

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N6 Characteristics predicting awareness of restricting payouts to \$1,000

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=1.20, p=0.30; n=867						
Gender (ref=Male)						
Female	0.100	0.209	0.63	1.105	-0.309	0.510
Age	0.009	0.008	0.30	1.010	-0.008	0.025
Employment status (ref=Employed)						
Unemployed	-0.141	0.279	0.61	0.869	-0.688	0.406
Retired	-0.031	0.270	0.91	0.970	-0.561	0.499
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.088	0.326	0.79	0.916	-0.728	0.552
Moderate risk/problem gambling	0.716	0.358	0.045	2.047	0.015	1.417
Gambling-related cognitive characteristics F(5,4987)=1.43, p=0.21; n=631						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.064	0.093	0.50	0.938	-0.246	0.119
Self-enhancement	0.314	0.192	0.10	1.369	-0.063	0.691
Money	-0.024	0.138	0.86	0.976	-0.294	0.245
Over-involvement	-0.191	0.115	0.10	0.826	-0.418	0.035
Emotional impact	0.179	0.102	0.08	1.195	-0.021	0.378
Mental health difficulties F(11,4981)=2.53, p=0.004; n=511						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.496	0.280	0.08	0.609	-1.044	0.053
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.788	0.352	0.03	2.198	0.097	1.478
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.195	0.428	0.65	1.216	-0.643	1.034
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	-0.688	0.444	0.12	0.503	-1.559	0.183
PHQ-2 Depression symptoms	0.189	0.149	0.21	1.208	-0.104	0.481
GAD-2 Generalised anxiety symptoms	-0.053	0.122	0.66	0.948	-0.293	0.186
ANS Panic disorder symptoms	-0.346	0.227	0.13	0.707	-0.790	0.098
PC-PTSD Post-traumatic stress disorder symptoms	-0.454	0.170	0.008	0.635	-0.787	-0.121
Mini SPIN Generalised social phobia symptoms	-0.028	0.060	0.64	0.972	-0.145	0.089
ASRS ADHD symptoms	-0.187	0.113	0.10	0.829	-0.409	0.035
BIS-Brief Impulsivity	0.098	0.042	0.02	1.103	0.016	0.180
Positive mental health characteristics F(13,4979)=0.69, p=0.77; n=529						
Quality of life						
Physical health	-0.074	0.057	0.19	0.929	-0.185	0.038
Psychological	0.119	0.091	0.19	1.127	-0.059	0.298
Social relationships	-0.080	0.063	0.21	0.924	-0.204	0.045
Environment	-0.031	0.089	0.73	0.970	-0.205	0.144
PMH Positive mental health						
Personal growth and autonomy	0.023	0.301	0.94	1.023	-0.567	0.613
Interpersonal skills	-0.066	0.264	0.80	0.936	-0.585	0.452
Brief COPE Coping						
Active coping	-0.002	0.124	0.99	0.998	-0.245	0.242
Planning	-0.217	0.120	0.07	0.805	-0.452	0.018
Positive reframing	0.093	0.095	0.33	1.097	-0.094	0.280
Religion	-0.042	0.080	0.60	0.959	-0.199	0.114
Emotional support	0.165	0.094	0.08	1.179	-0.020	0.350
Instrumental support	-0.006	0.093	0.95	0.994	-0.187	0.176

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Self-distraction	-0.012	0.086	0.89	0.988	-0.180	0.156

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N7 Characteristics predicting awareness of adequate lighting

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=1.96, p=0.07; n=863						
Gender (ref=Male)						
Female	-0.643	0.242	0.008	0.525	-1.118	-0.169
Age	0.000	0.010	0.97	1.000	-0.019	0.019
Employment status (ref=Employed)						
Unemployed	-0.123	0.403	0.76	0.884	-0.913	0.667
Retired	0.194	0.333	0.56	1.214	-0.459	0.848
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.253	0.352	0.47	0.777	-0.942	0.437
Moderate risk/problem gambling	0.369	0.378	0.33	1.447	-0.372	1.111
Gambling-related cognitive characteristics F(5,4987)=1.54, p=0.17; n=627						
GEQ Gambling expectancies						
Enjoyment/arousal	0.031	0.103	0.77	1.031	-0.171	0.233
Self-enhancement	-0.395	0.173	0.02	0.674	-0.734	-0.056
Money	-0.103	0.136	0.45	0.903	-0.370	0.165
Over-involvement	-0.059	0.131	0.65	0.943	-0.317	0.198
Emotional impact	0.131	0.111	0.24	1.140	-0.088	0.350
Mental health difficulties F(11,4981)=1.66, p=0.08; n=510						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.135	0.303	0.66	0.874	-0.729	0.459
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.598	0.371	0.11	1.819	-0.129	1.325
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.564	0.475	0.24	1.757	-0.367	1.494
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	-0.040	0.473	0.93	0.961	-0.968	0.888
PHQ-2 Depression symptoms	0.215	0.158	0.17	1.240	-0.095	0.525
GAD-2 Generalised anxiety symptoms	-0.179	0.148	0.23	0.836	-0.469	0.111
ANS Panic disorder symptoms	-0.099	0.293	0.74	0.906	-0.673	0.475
PC-PTSD Post-traumatic stress disorder symptoms	-0.156	0.192	0.42	0.855	-0.532	0.219
Mini SPIN Generalised social phobia symptoms	-0.159	0.073	0.03	0.853	-0.302	-0.016
ASRS ADHD symptoms	-0.030	0.111	0.79	0.971	-0.248	0.188
BIS-Brief Impulsivity	0.074	0.047	0.11	1.077	-0.018	0.166
Positive mental health characteristics F(13,4979)=1.24, p=0.24; n=525						
Quality of life						
Physical health	-0.008	0.060	0.89	0.992	-0.125	0.109
Psychological	-0.188	0.109	0.08	0.829	-0.401	0.025
Social relationships	0.070	0.072	0.33	1.073	-0.070	0.210
Environment	0.122	0.098	0.21	1.130	-0.069	0.313
PMH Positive mental health						

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Personal growth and autonomy	0.005	0.293	0.99	1.005	-0.570	0.580
Interpersonal skills	0.353	0.305	0.25	1.424	-0.245	0.951
Brief COPE Coping						
Active coping	-0.113	0.137	0.41	0.893	-0.381	0.155
Planning	-0.058	0.120	0.63	0.944	-0.294	0.178
Positive reframing	-0.074	0.105	0.48	0.929	-0.280	0.132
Religion	0.098	0.076	0.20	1.103	-0.051	0.247
Emotional support	0.114	0.111	0.30	1.121	-0.103	0.332
Instrumental support	-0.102	0.125	0.42	0.903	-0.347	0.143
Self-distraction	0.062	0.093	0.50	1.064	-0.119	0.244

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N8 Characteristics predicting awareness of no food or alcohol service after 6pm

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=0.64, p=0.70; n=861						
Gender (ref=Male)						
Female	0.098	0.248	0.69	1.103	-0.388	0.585
Age	-0.006	0.010	0.53	0.994	-0.026	0.013
Employment status (ref=Employed)						
Unemployed	-0.032	0.373	0.93	0.969	-0.762	0.699
Retired	0.523	0.339	0.12	1.687	-0.142	1.188
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.330	0.391	0.40	1.391	-0.437	1.097
Moderate risk/problem gambling	0.161	0.479	0.74	1.175	-0.778	1.100
Gambling-related cognitive characteristics F(5,4987)=1.61, p=0.15; n=627						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.013	0.104	0.90	0.987	-0.216	0.190
Self-enhancement	-0.121	0.248	0.63	0.886	-0.608	0.366
Money	-0.059	0.173	0.73	0.942	-0.399	0.280
Over-involvement	0.326	0.281	0.25	1.386	-0.224	0.877
Emotional impact	0.146	0.150	0.33	1.157	-0.147	0.439
Mental health difficulties F(11, 981)=0.81, p=0.63; n=507						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.101	0.312	0.75	0.904	-0.713	0.510
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	-0.074	0.444	0.87	0.929	-0.945	0.797
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.354	0.589	0.55	1.425	-0.800	1.508
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	0.317	0.539	0.56	1.373	-0.740	1.374
PHQ-2 Depression symptoms	-0.184	0.196	0.35	0.832	-0.568	0.199
GAD-2 Generalised anxiety symptoms	0.002	0.169	0.99	1.002	-0.330	0.333
ANS Panic disorder symptoms	-0.140	0.278	0.61	0.869	-0.686	0.405
PC-PTSD Post-traumatic stress disorder symptoms	-0.227	0.220	0.30	0.797	-0.658	0.205
Mini SPIN Generalised social phobia symptoms	-0.008	0.072	0.91	0.992	-0.150	0.133
ASRS ADHD symptoms	-0.048	0.140	0.73	0.953	-0.323	0.227

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
BIS-Brief Impulsivity	0.058	0.045	0.20	1.060	-0.031	0.147
Positive mental health characteristics F(13, 979)=2.20, p=0.008; n=523						
Quality of life						
Physical health	0.077	0.082	0.35	1.080	-0.084	0.239
Psychological	0.067	0.093	0.47	1.070	-0.114	0.249
Social relationships	-0.039	0.080	0.63	0.962	-0.195	0.118
Environment	-0.080	0.105	0.45	0.924	-0.285	0.126
PMH Positive mental health						
Personal growth and autonomy	-0.409	0.335	0.22	0.665	-1.065	0.248
Interpersonal skills	0.780	0.365	0.03	2.181	0.064	1.495
Brief COPE Coping						
Active coping	-0.400	0.158	0.01	0.670	-0.711	-0.089
Planning	-0.065	0.150	0.66	0.937	-0.359	0.229
Positive reframing	0.038	0.110	0.73	1.039	-0.179	0.255
Religion	0.102	0.080	0.20	1.107	-0.055	0.258
Emotional support	0.514	0.129	<0.001	1.672	0.261	0.767
Instrumental support	0.018	0.117	0.88	1.019	-0.212	0.249
Self-distraction	-0.028	0.098	0.77	0.972	-0.220	0.164

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N9 Characteristics predicting awareness of highly visible clocks

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=2.16, p=0.04; n=866						
Gender (ref=Male)						
Female	-0.347	0.254	0.17	0.707	-0.845	0.151
Age	0.003	0.009	0.78	1.003	-0.016	0.021
Employment status (ref=Employed)						
Unemployed	-0.637	0.314	0.04	0.530	-1.253	-0.020
Retired	0.103	0.302	0.73	1.109	-0.489	0.696
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.349	0.350	0.32	0.705	-1.035	0.337
Moderate risk/problem gambling	0.222	0.427	0.60	1.248	-0.616	1.059
Gambling-related cognitive characteristics F(5,4987)=1.44, p=0.21; n=628						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.087	0.106	0.41	0.916	-0.295	0.120
Self-enhancement	0.054	0.204	0.79	1.055	-0.345	0.453
Money	0.116	0.148	0.43	1.122	-0.174	0.405
Over-involvement	0.087	0.137	0.53	1.091	-0.181	0.354
Emotional impact	0.211	0.133	0.11	1.235	-0.049	0.471
Mental health difficulties F(11,4981)=1.49, p=0.13; n=509						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.131	0.336	0.70	0.877	-0.791	0.528
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.528	0.382	0.17	1.695	-0.221	1.276

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.497	0.468	0.29	1.643	-0.421	1.414
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	0.339	0.423	0.42	1.404	-0.490	1.169
PHQ-2 Depression symptoms	-0.359	0.174	0.04	0.699	-0.701	-0.017
GAD-2 Generalised anxiety symptoms	0.046	0.138	0.74	1.047	-0.225	0.317
ANS Panic disorder symptoms	-0.096	0.236	0.68	0.908	-0.558	0.366
PC-PTSD Post-traumatic stress disorder symptoms	-0.223	0.166	0.18	0.800	-0.548	0.102
Mini SPIN Generalised social phobia symptoms	-0.105	0.067	0.12	0.900	-0.236	0.026
ASRS ADHD symptoms	-0.040	0.107	0.71	0.961	-0.249	0.170
BIS-Brief Impulsivity	0.045	0.051	0.38	1.046	-0.055	0.144
Positive mental health characteristics F(13,4979)=1.38, p=0.16; n=526						
Quality of life						
Physical health	-0.012	0.063	0.85	0.988	-0.135	0.110
Psychological	0.001	0.094	0.99	1.001	-0.184	0.186
Social relationships	0.100	0.072	0.17	1.106	-0.041	0.242
Environment	0.046	0.098	0.64	1.047	-0.146	0.238
PMH Positive mental health						
Personal growth and autonomy	0.325	0.291	0.26	1.383	-0.245	0.894
Interpersonal skills	0.018	0.293	0.95	1.018	-0.557	0.594
Brief COPE Coping						
Active coping	-0.137	0.146	0.35	0.872	-0.423	0.150
Planning	-0.012	0.123	0.92	0.988	-0.253	0.228
Positive reframing	-0.136	0.107	0.20	0.873	-0.346	0.074
Religion	0.174	0.081	0.03	1.190	0.015	0.333
Emotional support	-0.092	0.119	0.44	0.912	-0.324	0.140
Instrumental support	0.113	0.125	0.36	1.120	-0.131	0.358
Self-distraction	0.087	0.109	0.43	1.090	-0.126	0.300

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N10 Characteristics predicting awareness of providing player information

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=0.46, p=0.84; n=859						
Gender (ref=Male)						
Female	-0.079	0.217	0.72	0.924	-0.504	0.345
Age	0.003	0.008	0.70	1.003	-0.013	0.020
Employment status (ref=Employed)						
Unemployed	-0.118	0.313	0.71	0.888	-0.732	0.495
Retired	-0.216	0.287	0.45	0.805	-0.779	0.346
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.513	0.388	0.19	1.670	-0.248	1.275
Moderate risk/problem gambling	0.333	0.456	0.46	1.396	-0.560	1.227
Gambling-related cognitive characteristics F(5,4987)=1.20, p=0.31; n=622						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.079	0.100	0.43	0.924	-0.274	0.116
Self-enhancement	0.002	0.204	0.99	1.002	-0.397	0.401

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Money	0.004	0.156	0.98	1.004	-0.303	0.311
Over-involvement	0.264	0.130	0.04	1.303	0.010	0.519
Emotional impact	0.024	0.104	0.82	1.024	-0.181	0.228
Mental health difficulties F(11,4981)=2.29, p=0.009; n=508						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.105	0.281	0.71	0.901	-0.655	0.445
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.281	0.369	0.45	1.325	-0.441	1.004
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.573	0.475	0.23	1.774	-0.358	1.504
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	-1.058	0.399	0.008	0.347	-1.840	-0.277
PHQ-2 Depression symptoms	0.123	0.141	0.38	1.131	-0.153	0.400
GAD-2 Generalised anxiety symptoms	0.015	0.146	0.92	1.015	-0.270	0.301
ANS Panic disorder symptoms	-0.392	0.208	0.06	0.676	-0.799	0.015
PC-PTSD Post-traumatic stress disorder symptoms	-0.093	0.170	0.59	0.911	-0.426	0.241
Mini SPIN Generalised social phobia symptoms	-0.166	0.059	0.005	0.847	-0.282	-0.050
ASRS ADHD symptoms	0.024	0.118	0.84	1.024	-0.208	0.255
BIS-Brief Impulsivity	0.014	0.045	0.75	1.014	-0.074	0.102
Positive mental health characteristics F(13,4979)=1.33, p=0.19; n=521						
Quality of life						
Physical health	-0.117	0.058	0.045	0.890	-0.231	-0.003
Psychological	0.004	0.084	0.97	1.004	-0.161	0.168
Social relationships	-0.010	0.061	0.88	0.991	-0.129	0.110
Environment	0.068	0.093	0.46	1.071	-0.113	0.250
PMH Positive mental health						
Personal growth and autonomy	0.363	0.286	0.21	1.438	-0.198	0.924
Interpersonal skills	-0.123	0.320	0.70	0.884	-0.751	0.505
Brief COPE Coping						
Active coping	-0.266	0.144	0.07	0.766	-0.549	0.017
Planning	-0.057	0.131	0.66	0.944	-0.314	0.199
Positive reframing	0.263	0.113	0.02	1.301	0.042	0.485
Religion	-0.003	0.072	0.96	0.997	-0.144	0.137
Emotional support	0.187	0.107	0.08	1.205	-0.023	0.396
Instrumental support	0.042	0.101	0.68	1.043	-0.155	0.240
Self-distraction	-0.091	0.091	0.32	0.913	-0.270	0.088

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N11 Characteristics predicting awareness of the reduction of maximum bet on EGMs

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=4.71, p=0.001; n=867						
Gender (ref=Male)						
Female	-0.541	0.208	0.009	0.582	-0.949	-0.133
Age	0.028	0.008	<0.001	1.029	0.012	0.044
Employment status (ref=Employed)						
Unemployed	-0.222	0.280	0.43	0.801	-0.771	0.327

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Retired	-0.138	0.258	0.59	0.871	-0.644	0.368
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.303	0.315	0.34	0.739	-0.921	0.315
Moderate risk/problem gambling	0.343	0.342	0.32	1.409	-0.327	1.012
Gambling-related cognitive characteristics F(5,4987)=0.54, p=0.74; n=632						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.044	0.088	0.62	0.957	-0.217	0.129
Self-enhancement	-0.061	0.177	0.73	0.941	-0.407	0.286
Money	0.176	0.143	0.22	1.193	-0.105	0.457
Over-involvement	-0.022	0.124	0.86	0.978	-0.265	0.222
Emotional impact	0.116	0.095	0.22	1.123	-0.070	0.301
Mental health difficulties F(11,4981)=2.03, p=0.02; n=511						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.621	0.260	0.02	0.538	-1.130	-0.111
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.290	0.330	0.38	1.336	-0.357	0.937
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.052	0.466	0.91	1.053	-0.861	0.965
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	-0.155	0.484	0.75	0.856	-1.104	0.794
PHQ-2 Depression symptoms	-0.023	0.134	0.86	0.977	-0.286	0.240
GAD-2 Generalised anxiety symptoms	-0.130	0.132	0.33	0.879	-0.388	0.129
ANS Panic disorder symptoms	-0.321	0.207	0.12	0.726	-0.726	0.084
PC-PTSD Post-traumatic stress disorder symptoms	0.001	0.151	>0.99	0.999	-0.296	0.295
Mini SPIN Generalised social phobia symptoms	0.052	0.055	0.35	1.053	-0.057	0.160
ASRS ADHD symptoms	-0.298	0.101	0.003	0.742	-0.496	-0.101
BIS-Brief Impulsivity	0.078	0.038	0.04	1.081	0.002	0.153
Positive mental health characteristics F(13,4979)=1.79, p=0.04; n=528						
Quality of life						
Physical health	-0.113	0.056	0.04	0.893	-0.223	-0.003
Psychological	-0.098	0.087	0.26	0.907	-0.269	0.073
Social relationships	-0.091	0.064	0.16	0.913	-0.217	0.035
Environment	0.251	0.092	0.006	1.286	0.071	0.432
PMH Positive mental health						
Personal growth and autonomy	0.285	0.284	0.32	1.329	-0.272	0.841
Interpersonal skills	0.117	0.331	0.72	1.124	-0.532	0.766
Brief COPE Coping						
Active coping	0.063	0.123	0.61	1.065	-0.178	0.304
Planning	-0.020	0.110	0.85	0.980	-0.236	0.196
Positive reframing	0.053	0.098	0.59	1.054	-0.139	0.244
Religion	0.008	0.073	0.91	1.008	-0.136	0.151
Emotional support	-0.018	0.091	0.85	0.982	-0.196	0.160
Instrumental support	-0.075	0.099	0.45	0.927	-0.269	0.118
Self-distraction	-0.228	0.081	0.005	0.796	-0.386	-0.069

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N12 Characteristics predicting awareness of the reduction of maximum lines on EGMs

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=1.95, p=0.07; n=866						
Gender (ref=Male)						
Female	-0.397	0.230	0.09	0.672	-0.849	0.054
Age	0.018	0.009	0.03	1.018	0.001	0.035
Employment status (ref=Employed)						
Unemployed	-0.356	0.312	0.25	0.700	-0.967	0.255
Retired	-0.355	0.296	0.23	0.701	-0.935	0.226
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	-0.013	0.352	0.97	0.987	-0.704	0.678
Moderate risk/problem gambling	0.176	0.372	0.64	1.193	-0.553	0.905
Gambling-related cognitive characteristics F(5,4987)=0.58, p=0.72; n=631						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.089	0.109	0.41	0.914	-0.304	0.125
Self-enhancement	-0.031	0.218	0.89	0.970	-0.458	0.396
Money	0.062	0.151	0.68	1.064	-0.234	0.359
Over-involvement	0.152	0.149	0.31	1.164	-0.141	0.444
Emotional impact	-0.133	0.107	0.22	0.876	-0.343	0.078
Mental health difficulties F(11,4981)=2.06, p=0.02; n=511						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.774	0.302	0.01	0.461	-1.367	-0.182
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.418	0.345	0.23	1.518	-0.259	1.095
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.370	0.496	0.46	1.447	-0.604	1.343
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	0.371	0.507	0.47	1.449	-0.624	1.365
PHQ-2 Depression symptoms	-0.067	0.177	0.71	0.936	-0.413	0.280
GAD-2 Generalised anxiety symptoms	0.145	0.150	0.33	1.157	-0.149	0.440
ANS Panic disorder symptoms	-0.157	0.238	0.51	0.855	-0.623	0.309
PC-PTSD Post-traumatic stress disorder symptoms	-0.233	0.175	0.18	0.792	-0.577	0.110
Mini SPIN Generalised social phobia symptoms	-0.057	0.062	0.36	0.945	-0.178	0.064
ASRS ADHD symptoms	-0.273	0.109	0.01	0.761	-0.486	-0.060
BIS-Brief Impulsivity	-0.014	0.049	0.78	0.986	-0.110	0.082
Positive mental health characteristics F(13,4979)=0.98, p=0.47; n=530						
Quality of life						
Physical health	-0.089	0.063	0.16	0.915	-0.213	0.036
Psychological	-0.070	0.095	0.46	0.932	-0.256	0.116
Social relationships	0.059	0.070	0.39	1.061	-0.077	0.196
Environment	0.210	0.105	0.046	1.233	0.004	0.416
PMH Positive mental health						
Personal growth and autonomy	0.074	0.324	0.82	1.077	-0.561	0.708
Interpersonal skills	0.009	0.314	0.98	1.009	-0.606	0.624
Brief COPE Coping						

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Active coping	-0.021	0.168	0.90	0.979	-0.351	0.308
Planning	0.134	0.148	0.36	1.144	-0.155	0.424
Positive reframing	-0.060	0.104	0.57	0.942	-0.264	0.144
Religion	-0.036	0.082	0.66	0.964	-0.198	0.125
Emotional support	-0.072	0.109	0.51	0.931	-0.286	0.143
Instrumental support	0.002	0.117	0.98	1.002	-0.226	0.231
Self-distraction	-0.076	0.088	0.39	0.927	-0.248	0.096

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Table N13 Characteristics predicting awareness of reduced cash accepted in casino EGMs

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=3.09, p=0.005; n=868						
Gender (ref=Male)						
Female	-0.327	0.219	0.14	0.721	-0.757	0.103
Age	0.009	0.009	0.30	1.010	-0.008	0.027
Employment status (ref=Employed)						
Unemployed	-0.396	0.304	0.19	0.673	-0.992	0.201
Retired	0.391	0.277	0.16	1.478	-0.153	0.935
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.029	0.362	0.94	1.030	-0.680	0.738
Moderate risk/problem gambling	0.552	0.388	0.16	1.736	-0.210	1.313
Gambling-related cognitive characteristics F(5,4987)=0.83, p=0.55; n=630						
GEQ Gambling expectancies						
Enjoyment/arousal	0.046	0.099	0.64	1.047	-0.148	0.240
Self-enhancement	-0.080	0.219	0.71	0.923	-0.511	0.350
Money	0.201	0.140	0.15	1.223	-0.074	0.476
Over-involvement	0.080	0.134	0.55	1.083	-0.183	0.343
Emotional impact	-0.013	0.099	0.90	0.987	-0.206	0.180
Mental health difficulties F(11,4981)=2.27, p=0.009; n=510						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.480	0.272	0.08	0.619	-1.013	0.053
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.006	0.382	0.99	1.006	-0.743	0.755
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	0.145	0.415	0.73	1.156	-0.668	0.959
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	0.184	0.388	0.64	1.201	-0.577	0.944
PHQ-2 Depression symptoms	-0.093	0.146	0.52	0.911	-0.379	0.192
GAD-2 Generalised anxiety symptoms	-0.019	0.121	0.87	0.981	-0.256	0.218
ANS Panic disorder symptoms	-0.505	0.213	0.02	0.603	-0.923	-0.088
PC-PTSD Post-traumatic stress disorder symptoms	-0.108	0.153	0.48	0.897	-0.409	0.192
Mini SPIN Generalised social phobia symptoms	-0.029	0.057	0.61	0.971	-0.142	0.083
ASRS ADHD symptoms	-0.353	0.117	0.003	0.703	-0.582	-0.123
BIS-Brief Impulsivity	0.053	0.037	0.16	1.054	-0.020	0.125

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Positive mental health characteristics F(13,4979)=1.78, p=0.04; n=526						
Quality of life						
Physical health	-0.134	0.059	0.02	0.875	-0.249	-0.018
Psychological	0.153	0.101	0.13	1.165	-0.046	0.352
Social relationships	-0.091	0.077	0.24	0.913	-0.242	0.061
Environment	0.105	0.088	0.24	1.110	-0.068	0.278
PMH Positive mental health						
Personal growth and autonomy	-0.100	0.273	0.72	0.905	-0.636	0.436
Interpersonal skills	0.482	0.271	0.08	1.620	-0.049	1.014
Brief COPE Coping						
Active coping	-0.167	0.124	0.18	0.846	-0.410	0.076
Planning	-0.143	0.121	0.24	0.867	-0.380	0.094
Positive reframing	-0.020	0.107	0.85	0.980	-0.229	0.189
Religion	0.026	0.071	0.72	1.027	-0.113	0.166
Emotional support	0.198	0.108	0.07	1.219	-0.013	0.409
Instrumental support	-0.140	0.096	0.15	0.869	-0.329	0.048
Self-distraction	0.023	0.082	0.78	1.023	-0.138	0.184
<i>Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals</i>						
<i>Base: EGM gamblers</i>						
<i>Source: 2013 Tasmanian Gambling Prevalence Survey</i>						

Table N14 Characteristics predicting awareness of the Tasmanian Gambling Exclusion Scheme

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4986)=4.21, p<0.001; n=870						
Gender (ref=Male)						
Female	-0.514	0.211	0.02	0.600	-0.929	-0.100
Age	0.035	0.008	<0.001	1.035	0.019	0.051
Employment status (ref=Employed)						
Unemployed	-0.179	0.281	0.52	0.836	-0.729	0.372
Retired	-0.769	0.277	0.006	0.463	-1.313	-0.226
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.095	0.336	0.78	1.100	-0.563	0.753
Moderate risk/problem gambling	0.619	0.417	0.14	1.857	-0.199	1.437
Gambling-related cognitive characteristics F(5,4987)=0.54, p=0.74; n=632						
GEQ Gambling expectancies						
Enjoyment/arousal	-0.087	0.093	0.35	0.916	-0.270	0.095
Self-enhancement	-0.114	0.180	0.53	0.892	-0.467	0.239
Money	0.169	0.140	0.23	1.185	-0.104	0.443
Over-involvement	-0.057	0.124	0.65	0.945	-0.299	0.186
Emotional impact	0.065	0.097	0.50	1.068	-0.125	0.256
Mental health difficulties F(11,4981)=0.53, p=0.89; n=513						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.200	0.262	0.45	0.818	-0.715	0.314
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	-0.064	0.347	0.85	0.938	-0.744	0.616
Illegal drug use (Ref=No illegal drug use)						
Illegal drug use	-0.323	0.476	0.50	0.724	-1.257	0.610

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Prescription drug use (Ref=No prescription drug use)						
Prescription drug use	-0.345	0.427	0.42	0.708	-1.181	0.491
PHQ-2 Depression symptoms	-0.036	0.144	0.81	0.965	-0.317	0.246
GAD-2 Generalised anxiety symptoms	-0.056	0.125	0.65	0.946	-0.300	0.188
ANS Panic disorder symptoms	-0.114	0.235	0.63	0.892	-0.575	0.347
PC-PTSD Post-traumatic stress disorder symptoms	0.005	0.157	0.98	1.005	-0.304	0.313
Mini SPIN Generalised social phobia symptoms	0.110	0.062	0.07	1.117	-0.011	0.231
ASRS ADHD symptoms	-0.126	0.108	0.24	0.881	-0.338	0.086
BIS-Brief Impulsivity	0.020	0.039	0.60	1.020	-0.056	0.097
Positive mental health characteristics F(13,4979)=1.14, p=0.32; n=530						
Quality of life						
Physical health	0.007	0.057	0.90	1.007	-0.104	0.118
Psychological	-0.075	0.096	0.44	0.928	-0.264	0.114
Social relationships	-0.019	0.061	0.76	0.981	-0.139	0.101
Environment	0.140	0.096	0.14	1.151	-0.048	0.328
PMH Positive mental health						
Personal growth and autonomy	0.121	0.260	0.64	1.128	-0.390	0.631
Interpersonal skills	-0.111	0.401	0.78	0.895	-0.897	0.675
Brief COPE Coping						
Active coping	-0.223	0.141	0.11	0.800	-0.500	0.053
Planning	0.189	0.118	0.11	1.208	-0.043	0.420
Positive reframing	-0.177	0.114	0.12	0.837	-0.401	0.046
Religion	0.055	0.069	0.43	1.056	-0.080	0.190
Emotional support	0.009	0.099	0.92	1.009	-0.184	0.203
Instrumental support	-0.117	0.102	0.25	0.889	-0.317	0.083
Self-distraction	0.074	0.087	0.39	1.077	-0.096	0.245

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers

Source: 2013 Tasmanian Gambling Prevalence Survey

Appendix O Characteristics predicting perceived decrease in expenditure and enjoyment due to EGM harm minimisation measures

This appendix provides the data tables for regression analyses exploring the characteristics of gamblers who perceived a decrease in expenditure and enjoyment as a result of any harm minimisation measure on each gambling activity. These tables employ data from each wave of the Tasmanian Longitudinal Gambling Study.

Table O1 **Characteristics predicting perceived decrease in expenditure due to implemented EGM harm minimisation measures in Wave 1**

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4261)=3.25, p=0.004; n=785						
Gender (ref=Male)						
Female	-0.410	0.349	0.24	0.664	-1.094	0.275
Age	0.000	0.009	0.97	1.000	-0.018	0.019
Employment status (ref=Employed)						
Unemployed	-0.171	0.508	0.74	0.843	-1.167	0.825
Retired	-0.232	0.536	0.67	0.793	-1.283	0.819
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.726	0.412	0.08	2.067	-0.082	1.534
Moderate risk/problem gambling	1.802	0.473	<0.001	6.062	0.875	2.729
Gambling-related cognitive characteristics F(7,4288)=5.82, p<0.001; n=782						
RCQ Gambling motivations						
Money	-0.180	0.101	0.07	0.835	-0.378	0.018
Recreation	0.084	0.076	0.27	1.088	-0.066	0.233
Enhancement	0.050	0.111	0.65	1.051	-0.167	0.268
Coping	0.277	0.265	0.30	1.319	-0.242	0.795
Social	-0.036	0.079	0.65	0.965	-0.190	0.119
IGS Gambling triggers						
Positive reinforcement	-0.033	0.129	0.80	0.968	-0.286	0.221
Negative reinforcement	0.347	0.105	0.001	1.415	0.141	0.552
Mental health difficulties F(4,4291)=6.04, p<0.001; n=795						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.001	0.363	>0.99	0.999	-0.712	0.711
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	1.612	0.413	<0.001	5.013	0.801	2.422
Drug use (Ref=No drug use)						
Drug use	0.188	0.487	0.70	1.207	-0.768	1.143
Stressful life events (Log)	-0.059	0.092	0.52	0.943	-0.239	0.122
Positive mental health characteristics F(4,4291)=0.73, p=0.57; n=795						
Quality of life						
Social relationships	0.264	0.304	0.39	1.302	-0.332	0.859
Physical health	-0.198	0.145	0.17	0.820	-0.483	0.086
Psychological	0.125	0.252	0.62	1.133	-0.370	0.619
Environment	-0.109	0.196	0.59	0.897	-0.492	0.275

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
EGM venue characteristics F(4,4291)=3.48, p=0.008; n=768						
Location features	0.090	0.140	0.52	1.094	-0.184	0.364
Internal features	-0.168	0.098	0.09	0.845	-0.360	0.023
Hospitality features	0.497	0.191	0.009	1.644	0.122	0.872
Gaming machine features	0.155	0.131	0.24	1.168	-0.101	0.411
EGM styles of play F(10,4285)=3.18, p<0.001; n=629						
Gambling on EGMs alone	-0.149	0.400	0.71	0.862	-0.934	0.635
Spending all available money on EGMs	0.656	0.636	0.30	1.927	-0.592	1.903
Drinking alcohol while playing EGMs	1.012	0.516	0.05	2.751	0.001	2.023
Drinking alcohol after playing EGMs	-1.195	0.604	0.048	0.303	-2.379	-0.012
Playing for bonus features (e.g., free spins)	-0.454	0.404	0.26	0.635	-1.246	0.339
Using the 'gamble' or 'double' up feature	-0.662	0.721	0.36	0.516	-2.076	0.752
Playing EGMs with linked jackpots	0.263	0.480	0.58	1.301	-0.677	1.203
Avoiding taking a break from EGM gambling	-0.790	0.392	0.04	0.454	-1.558	-0.021
Withdrawing money from ATM/EFTPOS	3.154	0.959	0.001	23.430	1.275	5.033
Using a loyalty or rewards card	-0.194	0.625	0.76	0.824	-1.420	1.032

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: EGM gamblers aware of specific harm minimisation measures

Source: Wave 1, Tasmanian Longitudinal Gambling Prevalence Study

Table O2 Characteristics predicting perceived decrease in expenditure due to EGM harm minimisation measures in Wave 2

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,1025)=3.41, p=0.003; n=218						
Gender (ref=Male)						
Female	-0.766	0.798	0.34	0.465	-2.330	0.799
Age	0.058	0.028	0.04	1.060	0.003	0.112
Employment status (ref=Employed)						
Unemployed	-2.319	1.622	0.15	0.098	-5.501	0.864
Retired	-0.527	0.943	0.58	0.590	-2.377	1.323
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	3.822	0.902	<0.001	45.696	2.052	5.592
Moderate risk/problem gambling	2.502	0.937	0.008	12.207	0.664	4.340
Gambling-related cognitive characteristics F(9,1022)=4.45, p<0.001; n=210						
RCQ Gambling motivations						
Money	-0.437	0.413	0.29	0.646	-1.246	0.373
Recreation	0.633	0.680	0.35	1.883	-0.701	1.967
Enhancement	3.069	0.828	<0.001	21.52	1.444	4.694
Coping	0.214	1.033	0.84	1.239	-1.814	2.241
Social	-0.026	0.411	0.95	0.974	-0.832	0.780
IGS Gambling triggers						
Positive reinforcement	-2.198	0.437	<0.001	0.111	-3.054	-1.341
Negative reinforcement	-0.124	0.272	0.65	0.883	-0.658	0.409
GBQ Gambling cognitions						
Luck and perseverance	0.080	0.229	0.73	1.083	-0.370	0.530
Illusion of control	0.148	0.310	0.63	1.160	-0.461	0.757

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Mental health difficulties F(8,1023)=1.07, p=0.38; n=162						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.290	0.720	0.69	0.748	-1.703	1.123
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.403	0.853	0.64	1.496	-1.270	2.075
Drug use (Ref=No drug use)						
Drug use	-1.040	1.515	0.49	0.353	-4.013	1.933
PHQ-2 Depression symptoms	-0.338	0.486	0.49	0.713	-1.292	0.617
GAD-2 Generalised anxiety symptoms	-0.221	0.398	0.58	0.802	-1.003	0.560
BIS-Brief Impulsivity	-0.140	0.093	0.13	0.869	-0.321	0.042
SAPAS Personality disorders	0.297	0.319	0.35	1.346	-0.330	0.924
DOSPERS Risk involvement	-0.116	0.166	0.48	0.890	-0.442	0.210
Positive mental health characteristics F(11,1020)=1.94, p=0.03; n=200						
EUROHIS Quality of life	0.169	0.532	0.75	1.184	-0.875	1.213
PMH Positive mental health						
Emotional support	-0.183	0.413	0.66	0.833	-0.993	0.627
Spirituality	-0.018	0.214	0.94	0.982	-0.437	0.402
Interpersonal skills	-1.235	0.355	0.001	0.291	-1.931	-0.539
Personal growth and autonomy	0.530	0.375	0.16	1.699	-0.206	1.266
Brief COPE Coping						
Active coping	-0.091	0.295	0.76	0.913	-0.671	0.489
Planning	0.498	0.369	0.18	1.645	-0.226	1.223
Positive reframing	0.080	0.219	0.71	1.083	-0.350	0.511
Emotional support	-0.630	0.385	0.10	0.533	-1.385	0.126
Instrumental support	0.332	0.312	0.29	1.394	-0.280	0.944
Self-distraction	-0.269	0.152	0.08	0.764	-0.569	0.030

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying EGMs as a main gambling activity, who were aware of specific EGM harm minimisation measures

Source: Wave 2, Tasmanian Longitudinal Gambling Study

Table O3 Characteristics predicting perceived decrease in expenditure due to EGM harm minimisation measures in Wave 3

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,806)=2.9, p=0.008; n=169						
Gender (ref=Male)						
Female	-1.774	0.667	0.008	0.170	-3.083	-0.466
Age						
	-0.011	0.042	0.79	0.989	-0.093	0.071
Employment status (ref=Employed)						
Unemployed	-0.450	0.907	0.62	0.638	-2.230	1.330
Retired	1.273	1.149	0.27	3.572	-0.983	3.528
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.321	0.914	0.73	1.379	-1.473	2.114
Moderate risk/problem gambling	0.862	1.369	0.53	2.368	-1.826	3.550
Gambling-related cognitive characteristics F(2,810)=13.96, p<0.001; n=167						
GBQ Gambling cognitions						
Luck and perseverance	-0.119	0.179	0.51	0.888	-0.470	0.233
Illusion of control	1.010	0.356	0.005	2.746	0.312	1.708
Mental health difficulties F(6,806)=2.31, p=0.03; n=121						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	1.013	0.781	0.20	2.754	-0.519	2.546
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	1.165	0.979	0.23	3.206	-0.757	3.088
Drug use (Ref=No drug use)						
Drug use	-1.084	2.097	0.61	0.338	-5.202	3.033
PHQ-2 Depression symptoms	0.555	0.477	0.24	1.742	-0.381	1.491
GAD-2 Generalised anxiety symptoms	-4.600	1.718	0.008	0.010	-7.972	-1.227
DOSPRT Risk involvement	0.278	0.143	0.05	1.320	-0.004	0.559
Positive mental health characteristics F(11,801)=1.5, p=0.13; n=150						
EUROHIS Quality of life						
	0.670	0.501	0.18	1.954	-0.313	1.654
PMH Positive mental health						
Emotional support	-0.269	0.375	0.47	0.764	-1.006	0.467
Spirituality	-0.082	0.228	0.72	0.921	-0.529	0.365
Interpersonal skills	0.147	0.554	0.79	1.158	-0.94	1.233
Personal growth and autonomy	-0.469	0.589	0.43	0.626	-1.625	0.687
Brief COPE Coping						
Active coping	0.513	0.298	0.09	1.670	-0.071	1.098
Planning	0.042	0.365	0.91	1.043	-0.675	0.760
Positive reframing	-0.015	0.255	0.95	0.985	-0.516	0.487
Emotional support	0.154	0.319	0.63	1.166	-0.473	0.781
Instrumental support	-0.097	0.266	0.72	0.908	-0.619	0.426
Self-distraction	-0.348	0.171	0.04	0.706	-0.684	-0.012

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying EGMs as a main gambling activity, who were aware of specific EGM harm minimisation measures

Source: Wave 3, Tasmanian Longitudinal Gambling Study

Table O4 Characteristics predicting perceived decrease in enjoyment due to implemented EGM harm minimisation measures in Wave 1

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,4289)=2.45, p=0.02; n=786						
Gender (ref=Male)						
Female	-0.620	0.362	0.09	0.538	-1.330	0.090
Age	-0.009	0.010	0.35	0.991	-0.028	0.010
Employment status (ref=Employed)						
Unemployed	0.595	0.483	0.22	1.813	-0.352	1.542
Retired	0.630	0.570	0.27	1.878	-0.487	1.747
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.567	0.434	0.19	1.763	-0.284	1.418
Moderate risk/problem gambling	1.423	0.481	0.003	4.150	0.480	2.365
Gambling-related cognitive characteristics F(7,4288)=7.07, p<0.001; n=782						
RCQ Gambling motivations						
Money	-0.038	0.127	0.76	0.963	-0.286	0.210
Recreation	0.107	0.091	0.24	1.113	-0.071	0.284
Enhancement	0.185	0.108	0.09	1.203	-0.026	0.396
Coping	0.270	0.290	0.35	1.310	-0.298	0.839
Social	0.003	0.101	0.98	1.003	-0.195	0.202
IGS Gambling triggers						
Positive reinforcement	-0.356	0.122	0.004	0.700	-0.595	-0.117
Negative reinforcement	0.545	0.104	<0.001	1.725	0.341	0.749
Mental health difficulties F(4,4291)=6.11, p<0.001; n=796						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.082	0.366	0.82	0.921	-0.799	0.635
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	1.693	0.403	<0.001	5.436	0.903	2.482
Drug use (Ref=No drug use)						
Drug use	-0.016	0.499	0.98	0.984	-0.993	0.962
Stressful life events (Log)	-0.009	0.090	0.92	0.991	-0.186	0.167
Positive mental health characteristics F(4,4291)=1.65, p=0.16; n=796						
Quality of life						
Social relationships	0.101	0.333	0.76	1.106	-0.552	0.755
Physical health	-0.059	0.158	0.71	0.943	-0.369	0.251
Psychological	-0.029	0.264	0.91	0.971	-0.546	0.488
Environment	-0.297	0.234	0.20	0.743	-0.755	0.161
EGM venue characteristics F(4,4291)=4.15, p=0.002; n=768						
Location features						
Location features	0.176	0.143	0.22	1.192	-0.104	0.456
Internal features						
Internal features	-0.129	0.099	0.19	0.879	-0.324	0.065
Hospitality features						
Hospitality features	0.672	0.188	<0.001	1.958	0.304	1.040
Gaming machine features						
Gaming machine features	-0.016	0.137	0.91	0.984	-0.285	0.253
EGM styles of play F(10,4285)=1.81, p=0.054; n=628						
Gambling on EGMs alone						
Gambling on EGMs alone	-0.093	0.389	0.81	0.911	-0.856	0.669
Spending all available money on EGMs						
Spending all available money on EGMs	0.857	0.528	0.10	2.356	-0.178	1.892
Drinking alcohol while playing EGMs						
Drinking alcohol while playing EGMs	0.700	0.746	0.35	2.014	-0.762	2.163
Drinking alcohol after playing EGMs						
Drinking alcohol after playing EGMs	-0.689	0.859	0.42	0.502	-2.374	0.995
Playing for bonus features (e.g., free spins)						
Playing for bonus features (e.g., free spins)	0.281	0.393	0.47	1.324	-0.489	1.051
Using the 'gamble' or 'double' up feature						
Using the 'gamble' or 'double' up feature	-0.377	0.705	0.59	0.686	-1.759	1.005
Playing EGMs with linked jackpots						
Playing EGMs with linked jackpots	-0.151	0.498	0.76	0.860	-1.127	0.824
Avoiding taking a break from EGM gambling						
Avoiding taking a break from EGM gambling	-0.868	0.351	0.01	0.420	-1.556	-0.180

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Withdrawing money from ATM/EFTPOS	0.902	0.837	0.28	2.465	-0.740	2.543
Using a loyalty or rewards card	-0.484	0.589	0.41	0.616	-1.639	0.671

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals.

Base: EGM gamblers aware of specific harm minimisation measures.

Source: Wave 1, Tasmanian Longitudinal Gambling Study

Table O5 Characteristics predicting perceived decrease in enjoyment due to EGM harm minimisation measures in Wave 2

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(6,1025)=2.59, p=0.02; n=218						
Gender (ref=Male)						
Female	-0.573	0.643	0.37	0.564	-1.836	0.689
Age	0.038	0.018	0.04	1.039	0.003	0.073
Employment status (ref=Employed)						
Unemployed	-0.392	0.867	0.65	0.676	-2.093	1.309
Retired	-1.113	0.768	0.15	0.329	-2.620	0.394
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	1.590	0.834	0.06	4.904	-0.047	3.227
Moderate risk/problem gambling	2.222	1.055	0.04	9.226	0.151	4.293
Gambling-related cognitive characteristics F(9,1022)=3.01, p=0.002; n=210						
RCQ Gambling motivations						
Money	-0.588	0.405	0.15	0.555	-1.382	0.206
Recreation	-0.394	0.359	0.27	0.674	-1.097	0.310
Enhancement	3.072	0.698	<0.001	21.585	1.703	4.441
Coping	1.547	1.383	0.26	4.697	-1.167	4.262
Social	0.336	0.376	0.37	1.399	-0.403	1.074
IGS Gambling triggers						
Positive reinforcement	-1.176	0.490	0.02	0.309	-2.138	-0.214
Negative reinforcement	-0.122	0.242	0.61	0.885	-0.596	0.353
GBQ Gambling cognitions						
Luck and perseverance	0.083	0.316	0.79	1.087	-0.538	0.703
Illusion of control	0.191	0.426	0.66	1.210	-0.646	1.027
Mental health difficulties F(8,1023)=3.24, p=0.001; n=162						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	-0.391	0.839	0.64	0.676	-2.037	1.255
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	1.144	0.910	0.21	3.139	-0.642	2.931
Drug use (Ref=No drug use)						
Drug use	-2.870	1.563	0.07	0.057	-5.936	0.196
PHQ-2 Depression symptoms	-0.321	0.342	0.35	0.725	-0.993	0.350
GAD-2 Generalised anxiety symptoms	0.135	0.281	0.63	1.145	-0.416	0.686
BIS-Brief Impulsivity	-0.011	0.113	0.92	0.989	-0.232	0.210
SAPAS Personality disorders	0.434	0.279	0.12	1.543	-0.114	0.982
DOSPERS Risk involvement	-0.385	0.285	0.18	0.680	-0.945	0.174

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Positive mental health characteristics F(11,1020)=1.37, p=0.18; n=200						
EUROHIS Quality of life	0.598	0.568	0.29	1.818	-0.517	1.712
PMH Positive mental health						
Emotional support	-0.053	0.424	0.90	0.948	-0.885	0.778
Spirituality	0.028	0.205	0.89	1.028	-0.374	0.431
Interpersonal skills	-0.618	0.308	0.045	0.539	-1.221	-0.014
Personal growth and autonomy	0.023	0.517	0.97	1.023	-0.991	1.037
Brief COPE Coping						
Active coping	0.143	0.387	0.71	1.154	-0.617	0.904
Planning	-0.067	0.322	0.84	0.935	-0.699	0.564
Positive reframing	0.398	0.266	0.13	1.489	-0.123	0.920
Emotional support	-0.576	0.340	0.09	0.562	-1.242	0.090
Instrumental support	0.350	0.285	0.22	1.419	-0.208	0.909
Self-distraction	-0.373	0.213	0.08	0.689	-0.792	0.046

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying EGMs as a main gambling activity, who were aware of specific EGM harm minimisation measures

Source: Wave 2, Tasmanian Longitudinal Gambling Study

Table O6 Characteristics predicting perceived decrease in enjoyment due to EGM harm minimisation measures in Wave 3

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Demographic characteristics F(5,807)=1.21, p=0.30; n=165						
Gender (ref=Male)						
Female	-0.683	0.799	0.39	0.505	-2.252	0.885
Age	0.068	0.024	0.004	1.070	0.021	0.114
Employment status (ref=Employed)						
Unemployed	-1.154	1.144	0.31	0.315	-3.400	1.092
Retired	-1.774	1.078	0.10	0.170	-3.891	0.342
PGSI problem gambling severity (ref=Non-problem gambling)						
Low risk gambling	0.366	0.804	0.65	1.442	-1.212	1.944
Moderate risk/problem gambling	1.545	0.926	0.10	4.688	-0.273	3.364
Gambling-related cognitive characteristics F(2,810)=2.47, p=0.09; n=163						
GBQ Gambling cognitions						
Luck and perseverance	-0.008	0.141	0.95	0.992	-0.285	0.268
Illusion of control	0.482	0.320	0.13	1.619	-0.147	1.110
Mental health difficulties F(6,806)=0.96, p=0.46; n=120						
AUDIT-C Hazardous drinking (Ref=Non-hazardous drinking)						
Hazardous drinking	0.002	0.931	>0.99	1.002	-1.827	1.830
Tobacco use (Ref=Non-daily smoker)						
Daily smoker	0.375	1.172	0.75	1.455	-1.925	2.675
Drug use (Ref=No drug use)						
Drug use	1.279	1.445	0.38	3.593	-1.557	4.115
PHQ-2 Depression symptoms	-0.114	0.482	0.81	0.892	-1.060	0.833
GAD-2 Generalised anxiety symptoms	-0.385	0.749	0.61	0.680	-1.855	1.085
DOSPERS Risk involvement	-0.053	0.154	0.73	0.948	-0.355	0.249

	Estimate	SE	p	OR	95% CI	
					Lower	Upper
Positive mental health characteristics F(11,801)=0.93, p=0.51; n=146						
EUROHIS Quality of life	-0.193	0.512	0.71	0.824	-1.199	0.813
PMH Positive mental health						
Emotional support	0.174	0.591	0.77	1.190	-0.985	1.334
Spirituality	-0.364	0.299	0.22	0.695	-0.951	0.222
Interpersonal skills	-0.406	0.618	0.51	0.666	-1.620	0.808
Personal growth and autonomy	1.352	0.643	0.04	3.865	0.090	2.613
Brief COPE Coping						
Active coping	0.016	0.267	0.95	1.016	-0.507	0.539
Planning	0.426	0.257	0.10	1.531	-0.079	0.932
Positive reframing	0.585	0.376	0.12	1.795	-0.153	1.323
Emotional support	-0.744	0.430	0.08	0.475	-1.589	0.101
Instrumental support	-0.074	0.324	0.82	0.929	-0.710	0.561
Self-distraction	-0.317	0.246	0.20	0.728	-0.799	0.165

Note: Estimate = Coefficient estimate of predictor variable; SE = Linearized standard errors; p = p-value; OR = Odds ratio; 95% CI = 95% confidence intervals

Base: Respondents identifying EGMs as a main gambling activity, who were aware of specific EGM harm minimisation measures

Source: Wave 3, Tasmanian Longitudinal Gambling Study

Appendix P Regression analyses predicting longitudinal gambling behaviour changes by harm minimisation measure awareness

This appendix provides the data tables for regression analyses examining whether awareness of harm minimisation measures for each gambling activity at one wave predicted changes to gambling behaviour (PGSI category, specific gambling activity expenditure, specific gambling activity frequency, total gambling expenditure, and total gambling frequency) at a subsequent wave, after controlling for gambling behaviour at the initial wave. In these analyses, the interaction effect allows for the comparison of gambling behaviour trajectories over time between aware and non-aware gamblers. Interaction effects are only displayed in this appendix when they relate to the findings across 3 waves or are significant for Waves 2-3.

Table P1 Prediction of problem gambling status by EGM harm minimisation measure awareness: Waves 1 to 3

	Estimate	95% CI	p	OR
Awareness (Ref=No)	(ref)			
Yes	1.856	[0.503,3.210]	0.007	6.401
Wave (linear; centred)	-2.416	[-3.974,-0.858]	0.002	0.089
Awareness x Wave (linear; centred)	2.476	[0.825,4.126]	0.003	N.A
F(2,739)=3.38, p=0.02; n=330				

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value; OR = Odds ratio

Base: EGM gamblers

Source: Waves 1 to 3, Tasmanian Longitudinal Gambling Study

Table P2 Prediction of problem gambling reduction by EGM harm minimisation measure awareness: Waves 2 to 3

	Estimate	95% CI	p	OR
Awareness (Ref=No)	(ref)			
Yes	3.643	[1.496,5.791]	0.001	38.206
PGSI problem gambling severity (ref=Non-problem gambling) (Wave 2)	(ref)			
Low risk gambling	2.123	[0.515,3.731]	0.01	8.356
Moderate risk/Problem gambling	5.533	[2.817,8.249]	<0.001	252.901
F(2,741)= 8.01, p<0.001; n=285				

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value; OR = Odds ratio

Base: Respondents identifying EGMs as a main gambling activity

Source: Waves 2 and 3, Tasmanian Longitudinal Gambling Study

Table P3 Prediction of EGM expenditure changes by EGM harm minimisation measure awareness: Waves 1 to 3

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	1.151	[0.274,2.029]	0.01
Wave (linear; centred)	-0.341	[-1.214,0.532]	0.44
Awareness x Wave (linear; centred)	0.846	[-0.110,1.802]	0.08
F(3,739)= 2.23, p=0.08; R ² = 0.018 ; n=304			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: EGM gamblers

Source: Waves 1 to 3, Tasmanian Longitudinal Gambling Study

Table P4 Prediction of EGM expenditure changes by EGM harm minimisation measure awareness: Waves 2 to 3

	Estimate	95% CI	p
Awareness (Ref=No)			
Yes	-0.468	[-1.504,0.569]	0.38
EGM expenditure (log) (Wave 2)	0.905	[0.653,1.157]	<0.001
F(2,740)= 33.19, p<0.001; R ² = 0.64; n=110			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value;

Base: Respondents identifying EGMs as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P5 Prediction of EGM frequency changes by EGM harm minimisation measure awareness: Waves 1 to 3

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	0.246	[-0.047,0.540]	0.10
Wave (linear; centred)	0.116	[-0.168,0.401]	0.42
Awareness x Wave (linear; centred)	-0.201	[-0.519,0.118]	0.22
F(3,739)= 1.58, p=0.19; R ² = 0.015; n=328			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: EGM gamblers

Source: Waves 1 to 3, Tasmanian Longitudinal Gambling Study

Table P6 Prediction of EGM frequency changes by EGM harm minimisation measure awareness: Waves 2 to 3

	Estimate	95% CI	p
Awareness (Ref=No)			
Yes	-0.103	[-0.531,0.326]	0.64
EGM frequency (log) (Wave 2)	0.468	[0.225,0.712]	<0.001
Awareness x EGM frequency (log) (Wave 2)	0.361	[0.056,0.666]	0.02
F(2,741)= 31.06, p<0.001; R ² = 0.57; n=118			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying EGMs as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P7 Prediction of total gambling expenditure changes by EGM harm minimisation measure awareness: Waves 1 to 3

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	0.341	[-0.886,1.568]	0.59
Wave (linear; centred)	-0.484	[-1.414,0.446]	0.31
Awareness x Wave (linear; centred)	0.039	[-0.930,1.008]	0.94

F(3, 739)= 4.59, p=0.003; R²= 0.041; n=325

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: EGM gamblers

Source: Waves 1 to 3, Tasmanian Longitudinal Gambling Study

Table P8 Prediction of total gambling expenditure changes by EGM harm minimisation measure awareness: Waves 2 to 3

	Estimate	95% CI	p
Awareness (Ref=No)			
Yes	-0.866	[-1.735,0.003]	0.05
Total gambling expenditure (log) (Wave 2)	1.318	[1.090,1.547]	<0.001
Awareness x Total gambling expenditure (log) (Wave 2)	-0.665	[-1.010,-0.321]	<0.001

F(3,739)= 51.42, p<0.001; R²= 0.38; n=207

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value; OR = Odds ratio

Base: Respondents identifying EGMs as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P9 Prediction of total gambling frequency changes by EGM harm minimisation measure awareness: Waves 1 to 3

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	0.108	[-0.76,0.976]	0.81
Wave (linear; centred)	-0.122	[-0.593,0.348]	0.61
Awareness x Wave (linear; centred)	-0.154	[-0.661,0.352]	0.55

F(3,739)=4.41, p=0.004; R²=0.027; n=329

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: EGM gamblers

Source: Waves 1 to 3, Tasmanian Longitudinal Gambling Study

Table P10 Prediction of total gambling frequency changes by EGM harm minimisation measure awareness: Waves 2 to 3

	Estimate	95% CI	p
Awareness (Ref=No)			
Yes	-0.746	[-1.280,-0.211]	0.006
Total gambling expenditure (log) (Wave 2)	1.058	[0.793,1.322]	<0.001
Awareness x Total gambling expenditure (log) (Wave 2)	-0.444	[-0.807,-0.081]	0.02

F(3,741)= 45.06, p<0.001; R²= 0.38; n=233

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value; OR = Odds ratio

Base: Respondents identifying EGMs as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P11 Prediction of problem gambling changes by terrestrial wagering harm minimisation measure awareness

	Estimate	95% CI	p	OR
Awareness (Ref=No)				
Yes	-1.477	[-5.324,2.369]	0.45	0.228
PGSI problem gambling severity (ref=Non-problem gambling) (Wave 2)				
Low risk gambling	2.743	[0.822,4.663]	0.005	15.526
Moderate risk/Problem gambling	7.721	[5.110,10.332]	<0.001	2255.723
F(3, 740)= 27.08, p<0.001; n=79				

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value; OR = Odds ratio

Base: Respondents identifying terrestrial wagering as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P12 Prediction of terrestrial wagering frequency changes by terrestrial wagering harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)			
	(ref)		
Yes	0.566	[0.303,0.829]	<0.001
Terrestrial wagering frequency (log; centred) (Wave 2)			
	1.500	[1.301,1.698]	<0.001
Awareness x Terrestrial wagering frequency (log; centred) (Wave2)			
	-0.711	[-0.976,-0.446]	<0.001
F(3,739)=108.58, p=<0.001; R ² = 0.63; n=61			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying terrestrial wagering as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P13 Prediction of total gambling expenditure changes by terrestrial wagering harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)			
	(ref)		
Yes	2.490	[0.499,4.48]	0.01
Total expenditure (log) (Wave 2)			
	0.737	[0.518,0.955]	<0.001
F(2,740)= 28.03, p<0.001; n=69; R ² = 0.55			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying terrestrial wagering as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P14 Prediction of total gambling frequency reduction by terrestrial wagering harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)			
	(ref)		
Yes	1.501	[0.257,2.744]	0.02
Total frequency (log) (Wave 2)			
	0.892	[0.634,1.150]	<0.001
F(2,740)= 33.14, p<0.001; n=73; R ² = 0.56			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying terrestrial wagering as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P15 Prediction of problem gambling changes by lottery harm minimisation measure awareness

	Estimate	95% CI	p	OR
Awareness (Ref=No)	(ref)			
Yes	0.633	[-0.415,1.681]	0.24	1.884
PGSI problem gambling severity (ref=Non-problem gambling) (Wave 2)				
Low risk gambling	3.136	[1.728,4.546]	<0.001	23.030
Moderate risk/Problem gambling	3.613	[1.644,5.584]	<0.001	37.110

F(3,739)= 10.21, p<0.001; n=354

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value; OR = Odds ratio

Base: Respondents identifying lotteries as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P16 Prediction of lottery expenditure changes by lottery harm minimisation measure

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	-0.124	[-0.417,0.169]	0.41
Lottery expenditure (log) (Wave 2)	0.793	[0.665,0.920]	<0.001

F(2,740)= 77.25, p<0.001; R²=0.54; n=275

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying lotteries as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P17 Prediction of lottery frequency changes by lottery harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	-0.088	[-0.310,0.134]	0.44
Lottery frequency (log) (Wave 2)	0.868	[0.766,0.971]	<0.001

F(2,740)= 137.63, p<0.001; R²= 0.65; n=280

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying lotteries as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P18 Prediction of total gambling expenditure changes by lottery harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	-0.524	[-1.105,0.056]	0.08
Total gambling expenditure (log) (Wave 2)	0.948	[0.701,1.194]	<0.001

F(2,740)= 29.82, p<0.001; n=293; R²= 0.36

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying lotteries as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P19 Prediction of total gambling frequency changes by lottery harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	-0.323	[-0.657,0.012]	0.06
Total frequency (log) (Wave 2)	0.815	[0.668,0.962]	<0.001

F(2,740)= 68.88, p<0.001; n=320; R²= 0.44

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying lotteries as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P20 Prediction of problem gambling changes by Keno harm minimisation measure awareness

	Estimate	95% CI	p	OR
Awareness (Ref=No)	(ref)			
Yes	-0.839	[-3.031,1.353]	0.45	0.432
PGSI problem gambling severity (ref=Non-problem gambling) (Wave 2)	(ref)			
Low risk gambling	3.640	[1.391,5.890]	0.002	38.105
Moderate risk/Problem gambling	4.208	[1.259,7.157]	0.005	67.230

F(3,739)=3.62, p= 0.01; n=140

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value; OR = odds ratio

Base: Respondents identifying Keno as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P21 Prediction of Keno expenditure changes by Keno harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	-0.900	[-1.243,-0.557]	<0.001
Keno expenditure (log) (Wave 2)	0.701	[0.539,0.863]	<0.001

F(2,740)=43.91, p<0.001; R²= 0.54; n=97

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying Keno as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P22 Prediction of Keno frequency changes by Keno harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	-0.476	[-0.94,-0.012]	0.04
Keno frequency (log) (Wave 2)	1.066	[0.806,1.326]	<0.001
Awareness x Keno frequency (log) (Wave 2)	-0.513	[-0.836,-0.190]	0.002

F(3,739)=67.70, p<0.001; R²= 0.44; n=98

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying Keno as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P23 Prediction of total gambling expenditure changes by Keno harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	-1.127	[-2.683,0.429]	0.16
Total gambling expenditure (log) (Wave 2)	0.558	[0.271,0.846]	<0.001
F(2,740)=9.76, p=0.001; n=115; R ² =0.28			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying Keno as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study

Table P24 Prediction of total gambling frequency changes by Keno harm minimisation measure awareness

	Estimate	95% CI	p
Awareness (Ref=No)	(ref)		
Yes	-0.406	[-1.078,0.266]	0.24
Total gambling frequency (log) (Wave 2)	0.624	[0.338,0.910]	<0.001
F(2,740)=13.14, p<0.001; n=126; R ² =0.36			

Note: Estimate = Coefficient estimate of predictor variable; 95% CI = 95% confidence intervals; p = p-value

Base: Respondents identifying Keno as a main gambling activity

Source: Waves 2 & 3, Tasmanian Longitudinal Gambling Study