





# 2015 NORTHERN TERRITORY GAMBLING PREVALENCE AND WELLBEING SURVEY REPORT

April 2017



# 2015 Northern Territory Gambling Prevalence and Wellbeing Survey

**April 2017** 

Northern Territory Gambling Prevalence and Wellbeing Survey 2015

ISBN (paperback): 978-1-922104-31-1 ISBN (online): 978-1-922104-32-8

Copyright, Menzies School of Health Research, © 2017

Printed by Uniprint NT, Charles Darwin University

### **PREFACE**

This report presents the first release of findings from the second population level gambling prevalence survey done in the Northern Territory (NT), some 10 years after the first. The information contained in this report will be useful to a range of including government, policy-makers, counselling stakeholders researchers, the community and industry. The survey methodology and questions included in the 2015 survey differ slightly to that used in 2005 survey, due to refinements in how gambling surveys are carried out, a move towards public health approaches to reducing gambling-related harm, and the declining number of households with a working landline telephone. However, the report does include comparisons between the 2005 and 2015 surveys, where data item definitions are the same or similar. The inclusion of a mobile sample in this survey has enabled improved coverage across different demographic groups in the Northern Territory. This, along with improvements to the population weighting in the 2015 survey means estimates for problem gambling will be more accurate for the Northern Territory, and problem gambling risk estimates (with margins of error) can now be produced separately for the Indigenous and non-Indigenous populations.

### **REPORT AUTHOR**

Dr Matthew Stevens, Senior Research Fellow, Menzies School of Health Research

### THE RESEARCH TEAM

Dr Matthew Stevens, Senior Research Fellow, Menzies School of Health Research Maren Thoss, Research Assistant, Menzies School of Health Research Professor Tony Barnes, Charles Darwin University

### **SURVEY REFERENCE GROUP**

Sarah Hare, Expert Consultant, Schottler Consulting
Professor Tony Barnes, the Northern Institute, Charles Darwin University
Dr Matthew Stevens, Menzies School of Health Research, Charles Darwin University
Dr Mal Flack, School of Psychological & Clinical Sciences, Charles Darwin University
Anna McGill, Senior Director, Racing, Gaming & Licensing Policy, NT Government
Nicola Coulter, Deputy Executive Officer, Amity Community Services Inc.

### **ACKNOWLEDGMENTS**

The research team would like to thank participants of the survey for their time, the Northern Territory Government Department of Business for providing electronic gaming machine player loss data, and the Survey Reference Group.

### **FUNDING**

Funding for the 2015 Gambling Prevalence and Wellbeing Survey came from the Northern Territory Government Department of Business. Matt Stevens also receives funding through an Early Career Fellowship from the Australian National Health and Medical Research Council (GNT1070357).

## **CONTENTS**

Executive Summary	xv
1 Introduction	1
1.1 Background	1 1
2 Survey methodology and accuracy	5
2.1 Survey development and information collected 2.2 Survey scope and sample design 2.3 Consent rate 2.4 Population weights 2.5 Sample characteristics 2.6 Data analysis and reporting	6 8 8
3 Gambling participation	11
3.1 Background	
4 Single Highest SPEND gambling Activity expenditure	41
4.1 Introduction	41
5 Gambling motivations	47
5.1 Background	48
6 Problem gambling and negative consequencs from own gambling	
6.1 Background	
7 Negative consequences from another person's gambling	
7.1 Background	

7.3 Harm from another person's gambling by region, gender and age	77
7.4 Negative consequences from someone else's gambling by socio-demog	raphic
characteristics	
7.5 Negative consequences from another's gambling by socioeconomic characteris	
7.6 Negative consequences from another person's gambling by health risk factors	
7.7 Negative consequences from another person's gambling by gambling participat	
7.8 Negative consequences from another person's gambling by problem gambling r 7.9 Relationship to person causing gambling-related negative consequences	
7.7 Relationship to person causing garmbling-related negative consequences	
8 Community opinions on the number of EGMs in the Northern Territory	
8.1 Background	
8.2 Chapter highlights	
8.3 Community opinions on EGM numbers in hotels, clubs and casinos	
8.4 Community opinion on change in number of EGMs by region, age and gender	
8.5 Community opinion on change in number of EGMs in hotels in 2015	96
8.6 Community opinion on change in number of EGMs in clubs in 2015	
8.7 Community opinion on change in number of EGMs in casinos in 2015	102
9 Electronic Gaming Machines	105
9.1 Background	
9.2 Chapter highlights	
9.3 EGM participation in the NT	
9.4 EGM frequency of play	
9.5 EGM players venue preferences	
9.6 EGMs as highest spend gambling activity         9.7 In-venue regulation and EGM gambling behaviour	
9.8 EGM play and problem gambling risk	
9.9 EGM players and harm from their own or another person's gambling	
10 Electronic Gaming Machines player loss	
10.1 Background	
10.2 Chapter highlights	
10.3 Casinos, hotels and clubs player loss and EGM numbers	
10.4 Casinos, hotels and clubs player losses per EGM	
10.5 Percentage player returns for casinos and hotels and clubs	143
11 Conclusions and future research	145
11.1 Conclusions	145
11.2 Future research	146
Appendix A: Detailed survey methodology (Roy Morgan Research)	149
Appendix B: Sample characteristics	169
Appendix C: Survey Instrument	171
References	191

# **CONTENTS: Figures**

Figure 1: Change in gambling participation by activity, 2005 to 2015, NT Adult population .1	3
Figure 2: Change in number of activities gambled on, 2005 to 2015, NT adult population 1	4
Figure 3: Participation in any gambling activity* by region, NT Adult population1	5
Figure 4: Participation in any gambling activity§ by region, NT Adult population1	5
Figure 5: Gambling participation by activity and region, NT adult population1	6
Figure 6: Gambling participation by activity and gender, percentage NT adult population 1	7
Figure 7: Gambling participation in 2005 and 2015 for selected activities by gender, NT adult population1	8
<b>Figure 8:</b> Gambling participation for selected activities by gender, percentage NT adult population, 2005 and 20151	8
Figure 9: Number of activities gambled on by gender, NT adult population1	9
Figure 10: Gambling participation by activity and age, NT adult population2	0
Figure 11: Number of activities gambled on by age, NT adult population2	1
Figure 12: Gambling participation for selected activities for 18-24 years, NT adult population 2005 and 20152	
Figure 13: Gambling participation for selected activities for 25-34 years, NT adult population 2005 and 20152	
Figure 14: Gambling participation for selected activities for 35-44 years, NT adult population 2005 and 20152	
Figure 15: Gambling participation for selected activities for 45-54 years, NT adult population 2005 and 20152	
Figure 16: Gambling participation for selected activities for 55 or more years, NT adult population, 2005 and 20152	4
Figure 17: Frequency of participation in gambling by activity, NT population who gambled on activity2	
<b>Figure 18:</b> Change in frequency of participation for all gambling, other gambling, lotteries, racetrack betting and keno from 2005 to 2015, NT population who gambled on activity3	0
<b>Figure 19:</b> Change in frequency of participation in sports betting, EGMs, instant scratch tickets, bingo and casino games from 2005 to 2015, NT adult population who gambled on activity	0
Figure 20: Frequency of gambling by number of activities, NT adult gambling population3	1
Figure 21: Frequency of gambling by region, NT adult gambling population3	1
Figure 22: Frequency of gambling by gender, NT adult gambling population3	2
Figure 23: Frequency of gambling by age, NT adult gambling population3	2
Figure 24: Mode of EGM play by age, NT EGM gamblers	6
Figure 25: Mode of keno play by age, NT EGM gamblers	7
Figure 26: Mode of racetrack betting by age, NT population gambling on activity3	9
Figure 27: Mode of sport betting by age, NT population gambling on activity3	9
Figure 28: Distribution of highest spend gambling activity by gender, all gamblers4	3
Figure 29: Distribution of highest spend gambling activity by age, all gamblers4	4

Figure 30: Gamblers positive endorsement of types of gambling motivations, NT adult gamblers4
Figure 31: Five types of gambling motivation by gender, NT adult gamblers4
Figure 32: Five types of gambling motivation by age, NT adult gamblers4
Figure 33: PGSI prevalence for regular and all gamblers, 2005 and 2015 NT adult population
Figure 34: At-risk gambling prevalence by region, 2015 NT adult population5
<b>Figure 35:</b> PGSI prevalence for regular and all gamblers by gender, 2005 and 2015 NT adult population
Figure 36: PGSI prevalence for 18-24 years regular and all gamblers, 2005 and 2015 NT adult population5
Figure 37: PGSI prevalence for 25-34 years regular and all gamblers, 2005 and 2015 NT adult population
Figure 38: PGSI prevalence for 35-44 years regular and all gamblers, 2005 and 2015 NT adult population
Figure 39: PGSI prevalence for 45-54 years regular and all gamblers, 2005 and 2015 NT adult population
<b>Figure 40:</b> PGSI prevalence for 55 or more years regular and all gamblers, 2005 and 2015 NT adult population
Figure 41: At-risk of problem gambling by gambling activity, NT gambling population6
Figure 42: PGSI prevalence by number of gambling activities played, all gamblers6
Figure 43: PGSI prevalence by frequency of any gambling, all gamblers
Figure 44: PGSI by number of harms from own gambling, at-risk gamblers6
Figure 45: In-venue ATM access for gambling by PGSI, at-risk gamblers6
Figure 46: Number of times accessed ATM on average per gambling session by PGSI, at-risk gamblers
Figure 47: Spoken to by venue staff member about their gambling by PGSI, at-risk gamblers
Figure 48: Negative consequences from someone else's gambling by PGSI, NT adult population
Figure 49: Negative consequences from someone else's gambling by PGSI, NT adult population
Figure 50: Negatively affected by someone else's gambling by region, NT adults7
Figure 51: Negatively affected by someone else's gambling by age, NT adults7
Figure 52: Number of negative consequences by the PGSI, percentage NT adult population
Figure 53: Number of negative consequences from someone else's gambling by the PGSI, NT adult population8
<b>Figure 54:</b> Relationship to person whose gambling negatively affected them, percentage affected persons
Figure 55: Relationship to person whose gambling negatively affected them by gender, affected persons
<b>Figure 56:</b> Relationship to person whose gambling negatively affected them by age,

Figure 57: Types of negative consequences because of someone else's gambling, percentage NT Adult population88
Figure 58: Types of negative consequences because of someone else's gambling by gender, affected population89
Figure 59: Types of negative consequences because of someone else's gambling by age, affected population91
Figure 60: Community opinions on whether to change the number of EGMs in the NT by venue type, 2005 and 2015 NT Adult population94
Figure 61: Community opinions on whether to change the number of EGMs in the local community by region, 2005 NT Adult population95
Figure 62: Community opinions on whether to change the number of EGMs in the local community by gender, 2005 NT Adult population95
Figure 63: Community opinions on whether to change the number of EGMs in the local community by gender, 2005 NT Adult population96
Figure 64: Community opinions on whether to change the number of EGMs in the local community by EGM gambling frequency, 2005 NT Adult population96
Figure 65: Community opinions on whether to change the number of EGMs in hotels by region, 2015 NT Adult population97
Figure 66: Community opinions on whether to change the number of EGMs in hotels by gender, 2015 NT Adult population98
Figure 67: Community opinions on whether to change the number of EGMs in hotels by age, 2015 NT Adult population99
Figure 68: Community opinions on whether to change the number of EGMs in hotels by EGM gambling frequency, 2015 NT Adult population100
Figure 69: Community opinions on whether to change the number of EGMs in clubs by region, 2015 NT Adult population100
Figure 70: Community opinions on whether to change the number of EGMs in clubs by gender, 2015 NT Adult population101
Figure 71: Community opinions on whether to change the number of EGMs in clubs by age, 2015 NT Adult population101
Figure 72: Community opinions on whether to change the number of EGMs in clubs by EGM gambling frequency, 2015 NT Adult population102
Figure 73: Community opinions on whether to change the number of EGMs in casinos by region, 2015 NT Adult population102
Figure 74: Community opinions on whether to change the number of EGMs in casinos by gender, 2015 NT Adult population103
Figure 75: Community opinions on whether to change the number of EGMs in casinos by age, 2015 NT Adult population103
Figure 76: Community opinions on whether to change the number of EGMs in casinos by EGM gambling frequency, 2015 NT Adult population104
Figure 77: EGM participation by region, gamblers population and NT adult population106
Figure 78: EGM participation by gender, gamblers population and NT adult population 106
Figure 79: EGM participation by age, gamblers population and NT adult population107
Figure 80: Age distribution of EGM players by gender107

Figure 81: Frequency of EGM play in the EGM gamblers, all gamblers and the NT adult populations
Figure 82: Frequency of EGM play by region, EGM players
Figure 83: Frequency of EGM play by gender, EGM players
Figure 84: Frequency of EGM play by age, EGM players110
Figure 85: Mode/venue type where played EGMs by region, EGM players111
Figure 86: Mode/venue type where played EGMs by gender, EGM players112
Figure 87: Mode/venue type where played EGMs by age, EGM players113
Figure 88: Regular EGM venue by age, EGM players114
Figure 89: Preferred regular venue for playing EGMs for the NT, EGM players115
Figure 90: Preferred regular venue for playing EGMs, Darwin and Palmerston EGM players
Figure 91: Preferred regular venue for playing EGMs, Alice Springs EGM players116
Figure 92: Preferred regular venue for playing EGMs, Regional Towns EGM players117
Figure 93: Preferred regular venue for playing EGMs, Rest of NT EGM players117
Figure 94: Distance from home to regular EGM venue by region, EGM players with regular venue118
Figure 95: Distance from home to regular EGM venue by gender, EGM players with regular venue118
Figure 96: Distance from home to regular EGM venue by age, EGM players with regular venue119
Figure 97: EGMs as highest spend gambling activity by region, All gamblers119
Figure 98: EGMs as highest spend gambling activity by gender, All gamblers120
Figure 99: EGMs as highest spend gambling activity by age, All gamblers120
Figure 100: EGMs as highest spend gambling activity by EGM frequency of play, EGM gamblers121
Figure 101: Distribution of highest spend activity of whether gambles on EGMs, EGM gamblers whose highest spend was not EGMs122
Figure 102: EGM weekly expenditure quartiles by region, gamblers whose highest spend activity was EGMs123
Figure 103: EGM weekly expenditure quartiles by gender, gamblers whose highest spend activity was EGMs124
Figure 104: EGM weekly expenditure quartiles by age, gamblers whose highest spend activity was EGMs125
Figure 105: EGM weekly expenditure quartiles by EGM frequency of gambling, gamblers whose highest spend activity was EGMs126
Figure 106: Has the ban on smoking in gaming areas changed how much you spend on EGMs by region, EGM players127
Figure 107: Has the ban on smoking in gaming areas changed how much you spend on EGMs by gender, EGM players128
Figure 108: Has the ban on smoking in gaming areas changed how much you spend on EGMs by region, EGM players128

<b>Figure 109:</b> Has moving the ATM out of sight of the gaming area changed how much you spend on EGMs by region, EGM players	
Figure 110: Has moving the ATM out of sight of the gaming area changed how much you spend on EGMs by gender, EGM players	
Figure 111: Has moving the ATM out of sight of the gaming area changed how much you spend on EGMs by age, EGM players	
Figure 112: PGSI by EGM player, all gamblers	130
Figure 113: PGSI by frequency of EGM play, all gamblers	131
Figure 114: PGSI by plays EGMs at a Hotel, EGM players	132
Figure 115: PGSI by plays EGMs at a Club, EGM players	132
Figure 116: PGSI by plays EGMs at a Casino, EGM players	133
Figure 117: PGSI by plays EGMs at a Online, EGM players	133
Figure 118: PGSI by number of modes/venues where plays EGMs, EGM players	134
Figure 119: PGSI by has a regular venue where plays EGMs, all EGM players	134
Figure 120: PGSI by has a regular venue where plays EGMs, male EGM players	135
Figure 121: PGSI by has a regular venue where plays EGMs, female EGM players	135
Figure 122: EGM gamblers by negative consequences of their own gambling, at-risk gamblers	136
Figure 123: EGM gamblers by negative consequences of their own gambling, at-risk gamblers	136
Figure 124: Number of EGMs by venue type, 2003/04 to 2014/15	138
Figure 125: Percentage of EGMs by venue type, 2003/04 to 2014/15	139
Figure 126: Number of venues by venue type, 2003/04 to 2014/15	139
Figure 127: Unadjusted player loss by venue type, 2003/04 to 2014/15	I 40
Figure 128: Entertainment CPI adjusted player loss by venue type, 2003/04 to 2014/15	141
Figure 129: Unadjusted player loss per machine by venue type, 2003/04 to 2014/15	142
Figure 130: CPI adjusted player loss per machine by venue type, 2003/04 to 2014/15	142
Figure 131: Percentage player return by venue type, 2003/04 to 2014/15	43
CONTENTS: Tables	
Table 1: Participation in gambling by selected activities for seven jurisdictions in Australia,           adult population	.14
Table 2: Socio-demographic characteristics by participation in sports, casino games, insta           scratch tickets and racetrack gambling, NT adult population	
Table 3:         Socio-demographic characteristics by participation in EGMs, keno, raffles and lottery, NT adult population	.25
Table 4:         Socioeconomic characteristics by participation in sports, casino games, instant scratch tickets and racetrack gambling, NT Adult population	.27
Table 5:         Socioeconomic characteristics by participation in EGMs, keno, raffles and lottery,           NT Adult population	

Table 6: Frequency of gambling by socio-demographic variables, NT adult gambling population	33
Table 7: Frequency of gambling by socioeconomic variables, NT adult gambling population	
Table 8: Mode of gambling by activity, NT population gambling on activity	
Table 9: Mode of EGM play by region, NT EGM gamblers	35
Table 10:         Mode of playing keno by region, NT keno gamblers	35
Table 11:         Mode of EGM and keno play by gender, NT population gambling on activity	36
Table 12:         Mode of racetrack betting by region, NT EGM gamblers	37
Table 13: Mode of sports betting by region, NT sports gamblers	38
Table 14:         Mode of racetrack and sports betting by gender, NT population gambling on activity	38
Table 15: Distribution of highest spend gambling activity by region, all gamblers	42
Table 16: Distribution of highest spend activity by all gambling frequency, all gamblers	45
Table 17: PGSI questions used to determine problem gambling risk categories, all gamblers	
Table 18: PGSI prevalence rates, 2015 NT adult population	
Table 19: PGSI prevalence rates among regular gamblers, 2005 and 2015 NT adult         population	54
Table 20: Most recent PGSI estimates by jurisdictions across Australia	55
Table 21: Region by prevalence of PGSI categories, 2015 NT adult population	56
Table 22: PGSI prevalence by gambling activity, all gamblers	60
Table 23: Problem gambling risk by highest spend activity, all gamblers	62
Table 24: PGSI by number of harms from of own gambling, at-risk gamblers	63
Table 25:         Type of negative consequences experienced because of own gambling, at-risk gamblers	
Table 26: In-venue ATM access while in a gambling session, at-risk gamblers	64
Table 27: Number of times accessed In-venue ATM while in a gambling session, at-risk gamblers	65
Table 28: Spoken to by staff about own gambling, at-risk gamblers	66
Table 29: Socio-demographic characteristics by PGSI, NT adult population	67
Table 30: Socioeconomic factors by the PGSI, NT adult population	68
Table 31: Health and health risk factors by the PGSI, NT adult population	69
Table 32: Person whose gambling negatively affected respondents by PGSI, NT adult population affected by someone else's gambling	71
Table 33: Gambling motivations 'excitement', 'escape' and 'ego' by PGSI, NT adult gamblers	71
Table 34: Gambling motivations 'social' and 'money' by PGSI, NT adult gamblers	72
<b>Table 35:</b> Multivariable negative binomial regression model of PGSI score and distribution of explanatory variables and problem/moderate risk gambling, 2015 NT adult gamblers	
Table 36:         Negatively affected by someone else's gambling, NT adult population	77

Table 37: Number of negative consequences because of another's gambling by region, NT adults
Table 38: Number of harms because of someone else's gambling by gender, NT adult population
Table 39:       Number of harms because of someone else's gambling by age, NT adult population
Table 40:         Number of negative consequences because of someone else's gambling by other socio-demographic characteristics, NT adult population
<b>Table 41:</b> Number of negative consequences because of someone else's gambling by socioeconomic characteristics, percentage and number of the NT adult population81
Table 42:         Number of negative consequences because of another's gambling by health and health risk factors, percentage and number of the NT adult population
Table 43:         Number of negative consequences because of someone else's gambling by gambling activity, percentage and number of the NT adult population
Table 44: Number of negative consequences by the PGSI, percentage NT adult population      83
Table 45: Relationship to person whose gambling negatively affected them by gender,         affected persons       86
Table 46:       Relationship to person whose gambling negatively affected them by gender, affected persons
Table 47: Types of negative consequences because of someone else's gambling by gender, affected population       90
Table 48: Types of negative consequences because of someone else's gambling by age,         affected population       92
Table 49:       Mode/venue type & number of modes where played EGMs by region, EGM players         111
Table 50:       Mode/venue type & number of modes where played EGMs by gender, EGM         players       112
Table 51: Mode/venue type & number of modes where played EGMs by age, EGM players
Table 52: Has a regular venue where plays EGMs by region, EGM players114
Table 53: Has a regular venue where plays EGMs by gender, EGM players114
Table 54: Preferred EGM venue/mode of play by age, EGM players    115
Table 55:       EGM weekly expenditure quartiles and median EGM expenditure (IQR) by region, gamblers whose highest spend activity was EGMs
Table 56:       EGM weekly expenditure quartiles and median EGM expenditure (IQR) by gender, gamblers whose highest spend activity was EGMs
Table 57: EGM weekly expenditure quartiles and median EGM expenditure (IQR) by age, gamblers whose highest spend activity was EGMs
<b>Table 58:</b> EGM weekly expenditure quartiles and median EGM expenditure (IQR) by EGM frequency of gambling, gamblers whose highest spend activity was EGMs125
<b>Table 59:</b> EGM frequency of gambling by socio-demographic factors, total EGM spend per week, population and spend per person per week, EGM highest spend activity127
Table 60: PGSI by EGM player and percentage EGM player, all gamblers131
Table 61: Number of EGMs and unadjusted player loss by venue, 2003/4 to 2014/15