

## 4 SINGLE HIGHEST SPEND GAMBLING ACTIVITY EXPENDITURE

### 4.1 Introduction

The 2015 survey asked all gamblers on which activity they spent the most money, followed by asking how much money they would usually spend per week/month/year. How much money people spend gambling will affect their risk of developing gambling problems (Markham, Young & Doran 2014), with research in Australian jurisdictions often finding that EGM density per capita is higher in lower socioeconomic areas for some capital cities. The activity a gambler plays the most will also affect their risk of developing gambling problems. For example, playing EGMs is the activity most associated with problem gambling risk (ACIL Allen Consulting et al. 2014, Dowling, Smith & Thomas 2005, Young, Stevens & Morris 2008). The current survey asked gamblers about how much they usually spent when gambling on their highest spend activity; however, this chapter does not provide information on self-reported gambling expenditure, due to concerns with data quality at the time of writing.

#### 4.1.1 Chapter contents

This chapter includes:

- Highest spend activity for the NT and for regions, age and gender, along with statistical tests of association.
- Highest spend activity by all gambling frequency, with statistical tests of association.

### 4.2 Chapter highlights

- Lotteries (34%) were the most common activity gamblers spent the most money on each week and this trend occurred across regions, except in Regional Towns (25%, but still the most common) and the Rest of NT (23%), with keno (24%), the most common in the latter.
- Women were significantly more likely than men to select raffles (24% cf. 14%), EGMs (15% cf. 10%) and bingo (1.2% cf. 0.3%) as their highest spend activity.
- There was a significant positive association between highest spend activity and age for lotteries (19% up to 50% in older), and a significant negative association with casino table games (14% down to 1% in older).
- Amongst highest spend activities, weekly gamblers compared with all gamblers were significantly over-represented for lotteries (48% cf. 34%), racetrack betting (17% cf. 12%) and other gambling (1.4% cf. 0.4%).

### 4.3 Gamblers highest spend activity

Table 15 shows gamblers highest spend activity by regions sorted from most popular to least popular activity. Over a third of all gamblers spent the most money gambling on lotteries (34%), followed by raffles/sweep (19%), EGMs (13%), racetrack betting (12%), keno (8%), casino table games (7%), instant scratch tickets (2.5%), sports betting (2.1%), and informal games, bingo, other gambling and non-sports betting all had less than 1% of gamblers choosing these activities as their highest spend. Across regions, there were significant differences for lotteries, with gamblers in Darwin/Palmerston (38%) and Alice Springs (34%) more likely than Regional Towns (25%) and the Rest of the NT (23%) to choose lotteries as their

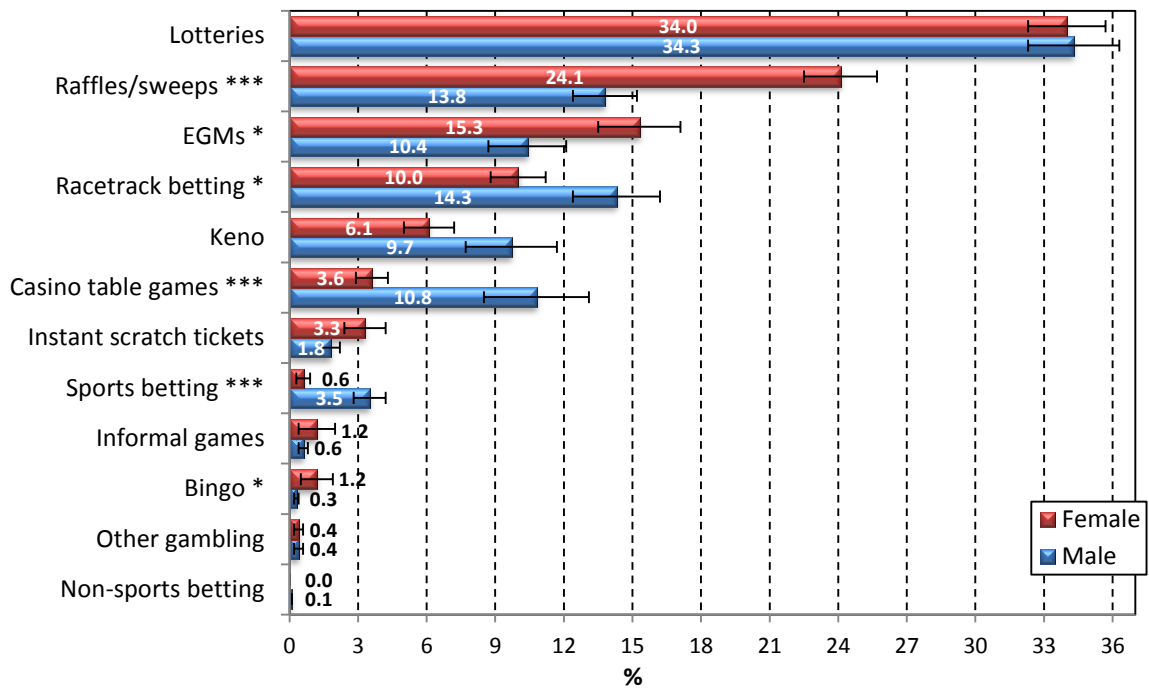
highest spend. Keno as a highest spend activity also varied across regions, with 24% in the Rest of NT choosing keno, compared with less than 8% in the other regions. Sports betting varied significantly across regions, with it being more popular as a highest spend activity amongst gamblers in Darwin/Palmerston (3%), compared with all other regions being less than 1% of gamblers. Informal games and bingo varied significantly across regions, with both activities being more likely to be a highest spend activity in the Rest of the NT (4% for both) compared with other regions having no gamblers choosing them, except in Darwin/Palmerston (0.6% and 0.4%).

**Table 15:** Distribution of highest spend gambling activity by region, all gamblers

	<b>Darwin &amp; Palmerston</b> % (SE)	<b>Alice Springs</b> % (SE)	<b>Regional Towns</b> % (SE)	<b>Rest of NT</b> % (SE)	<b>Northern Territory</b> % (SE)
Lotteries **	37.5 (1.4)	34.3 (3.4)	24.5 (4.9)	22.6 (4.5)	34.2 (1.3)
Raffles/sweeps	18.7 (1.2)	20.6 (3.1)	19.2 (3.5)	15.3 (3.9)	18.7 (1.1)
EGMs	11.8 (1.1)	16.2 (3.9)	17.5 (7.2)	8.5 (3.4)	12.8 (1.3)
Racetrack betting	12.3 (1.1)	9.1 (2.3)	17.8 (6.9)	11.8 (4.2)	12.3 (1.2)
Keno ***	6.3 (0.8)	5.3 (2.0)	7.4 (3.0)	24.2 (8.7)	8.0 (1.2)
Casino table games	6.6 (1.0)	8.6 (3.8)	9.6 (6.7)	7.9 (6.7)	7.3 (1.3)
Instant scratch tickets	2.4 (0.5)	3.6 (2.0)	3.4 (1.8)	0.4 (0.3)	2.5 (0.5)
Sports betting ***	3.0 (0.6)	0.7 (0.4)	0.4 (0.4)	0.7 (0.5)	2.1 (0.4)
Informal games *	0.6 (0.2)	0.6 (0.4)	0.0 (0.0)	4.1 (3.5)	0.9 (0.4)
Bingo *	0.4 (0.1)	0.8 (0.4)	0.0 (0.0)	4.0 (3.5)	0.8 (0.4)
Other gambling	0.5 (0.2)	0.2 (0.1)	0.0 (0.0)	0.5 (0.3)	0.4 (0.2)
Non-sports betting	0.0 (0.0)	0.1 (0.1)	0.2 (0.2)	0.0 (0.0)	0.0 (0.0)
<b>Total</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>
Population (N)	85,044	23,068	13,237	13,175	134,524

Significant association between highest spend activity and region: \*\*\* p<0.001, \*\* p<0.01, \* p<0.05

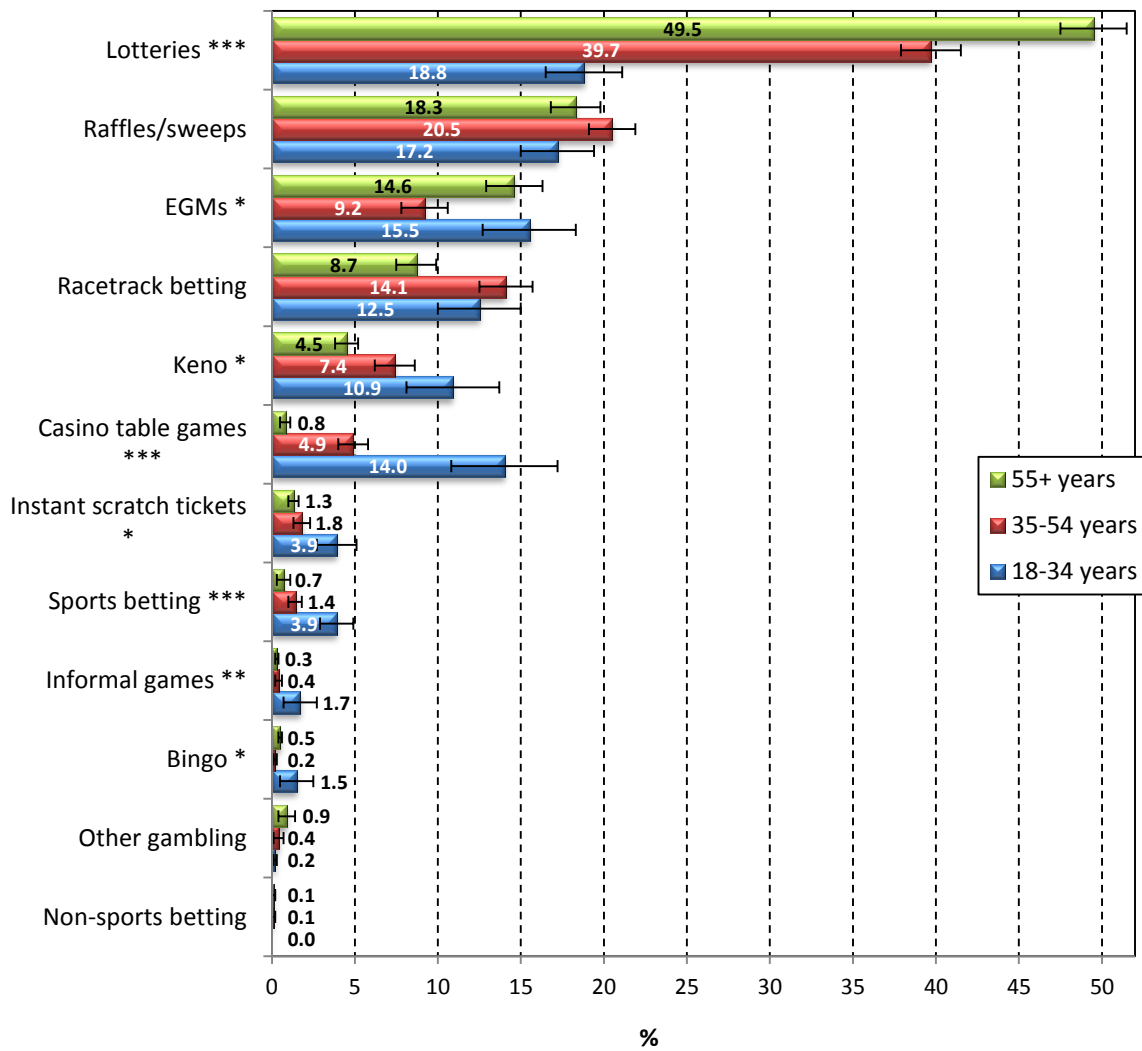
Figure 28 shows highest spend activity by gender. Women were significantly more likely than men to have a highest spend for raffles/sweeps (24% cf. 14%), EGMs (15% cf. 10%) and bingo (1.2% cf. 0.3%). Men were significantly more likely than women to have a highest spend activity for racetrack betting (14% cf. 10%), casino table games (11% cf. 4%), and sports betting (3.5% cf. 0.6%).



**Figure 28:** Distribution of highest spend gambling activity by gender, all gamblers

Significant association between highest spend activity and gender: \*\*\*  $p < 0.001$ , \*\*  $p < 0.01$ , \*  $p < 0.05$

Figure 29 shows the distribution of gamblers highest spend activity by age. There was significant variation in highest spend activity by age for most gambling activities. There was a significant increasing percentage of people choosing lotteries as their highest spend activity as they got older (19% to 50%). The opposite of this was present for keno (11% to 4.5%), casino table games (14% to 0.8%), sports betting (3.9% to 0.7%), instant scratch tickets (3.9% to 1.3%), informal private games (1.7% to 0.3%) and bingo (1.5% to 0.5%) where there was a decreasing percentage of people choosing these as their highest spend activities with age. EGMs were more likely to be a gamblers highest spend activity for older (15%) and younger (16%), compared with those aged 35-54 years (9%).



**Figure 29:** Distribution of highest spend gambling activity by age, all gamblers

Significant association between highest spend activity and age: \*\*\*  $p < 0.001$ , \*\*  $p < 0.01$ , \*  $p < 0.05$

There was significant variation in the distribution of highest spend activities by gambling frequency (Table 16). Compared with all gamblers, those who selected lotteries (48% *cf.* 34%), racetrack betting (17% *cf.* 12%), sports betting (3.9% *cf.* 2.1%) and other gambling (1.4% *cf.* 0.4%) as a highest spend activity were significantly over-represented amongst weekly gamblers. Converse to this, those who selected raffles/sweeps (3% *cf.* 19%), and instant scratch tickets (0.7% *cf.* 2.5%) as their highest spend activity were significantly under-represented amongst weekly gamblers compared with all gamblers.

**Table 16:** Distribution of highest spend activity by all gambling frequency, all gamblers

	<b>1+ per week % (SE)</b>	<b>1-3 per month % (SE)</b>	<b>Less than monthly % (SE)</b>	<b>All gamblers % (SE)</b>
Lotteries ***	48.3 (2.7)	34.7 (2.7)	27.9 (1.8)	34.2 (1.3)
Raffles/sweeps ***	3.1 (0.9)	13.3 (1.9)	28.2 (1.8)	18.7 (1.1)
EGMs *	13.7 (2.0)	18.1 (2.9)	9.6 (1.7)	12.8 (1.3)
Racetrack betting *	17.2 (2.4)	10.4 (1.6)	11.2 (1.8)	12.3 (1.2)
Keno	7.6 (1.6)	8.5 (2.7)	7.9 (1.7)	8.0 (1.2)
Casino table games	3.2 (1.0)	8.2 (1.7)	8.7 (2.3)	7.3 (1.3)
Instant scratch tickets ***	0.7 (0.2)	1.7 (0.5)	3.7 (0.9)	2.5 (0.5)
Sports betting *	3.9 (1.2)	2.7 (0.9)	1.1 (0.3)	2.1 (0.4)
Informal games	0.2 (0.1)	0.8 (0.5)	1.2 (0.7)	0.9 (0.4)
Bingo	0.8 (0.3)	1.6 (1.3)	0.3 (0.1)	0.8 (0.4)
Other gambling ***	1.4 (0.7)	0.1 (0.1)	0.2 (0.1)	0.4 (0.2)
Non-sports betting	0.0 (0.0)	0.0 (0.0)	0.1 (0.1)	0.0 (0.0)
<b>Total</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>	<b>100.0</b>
Population (N)	29,537	36,069	68,918	134,524

Significant association between highest spend activity and frequency of gambling across all activities:

\*\*\* p<0.001, \*\* p<0.01, \* p<0.05

