

Location	Year Study Conducted	Age	Sources	Sample Size	Sampling Strategy	Survey Description	Administration Method	Response Rate	Weighting	Threshold for PG Questions	Assessment Instrument	Gambling Availability	Past-Year Gambling Prevalence	Problem Gambling Prevalence	Standardized Problem Gambling Prevalence	Standardization Calculations	Demographic Correlates of PG	Game Correlates of PG	Comments	Reference URL	Reference URL	
AUSTRALIAN CAPITAL TERRITORY	2001	18+	McMillen, J., Tremayne, K., & Masterson-Smith, H. (2001). Survey of the Nature and Extent of Gambling and Problem Gambling in the ACT, 2001. Sydney, Australian Institute for Gambling Research.	5445	Random selection of listed telephone numbers, random selection within household, oversampling of regular gamblers, stratified by area, age and gender.	"conducting important social research for the ACT Government about gambling"	telephone interview	41.7%	Yes	participated at least once a week in one or all forms of gambling activity other than lottery games or instant scratch tickets	SOGS-PY; HARM (Elements of Harmful Gambling; Australian Productivity Commission, 1999)	106,176 EGMs in NSW&ACT in 2002. Combined population of 6,846,630 in 2001. 64 people per EGM.	72.9%	SOGS-PY: 1.91% (+) HARM: 1.2%	2.2%	1.91 * 1.49 * 1.44 * .53 = 2.2%	males; under 25 years of age; lower levels of education and income; English speaking backgrounds; single	EGMs; racing; casino table games	Survey was to replicate the National Gambling Survey commissioned by the Productivity Commission for its inquiry into Australia's Gambling Industries.	http://www.problemgaming.gov.au		
AUSTRALIAN CAPITAL TERRITORY	2009	18+	Davidson, T. & Rodgers, B. (2010). 2009 Survey of the Nature and Extent of Gambling, and Problem Gambling, in the Australian Capital Territory. Report for the ACT Gambling and Racing Commission, Canberra.	5,500 (2,089 subsample)	Random digit dialing; selection of youngest person in household; after briefly assessing gambling participation 2,089 people who represented the full spectrum of gambling participation were given more detailed interview.	"The ACT Gambling and Racing Commission has asked us to conduct research on gambling, health and wellbeing."	telephone interview		age, gender, marital status	Gambled at least 12 or more times in the last 12 months (on activities other than lottery or scratch tickets), or who reported spending \$2,000 or more (on any activity).	CPGI	97,259 EGMs in NSW & ACT in 2008. Estimated 347,843 people in ACT in 2008 and 6,980,000 in NSW. 75 People per EGM.	70%	1.5% (3-7), 0.5% (8+); 2.0% combined	1.3%	2.0 * 1.58 * 1.44 * .76 = 1.3%	male, young, Australian born, less-well educated, never married, either unemployed or employed full time.	casino type games on the internet; casino table games; private card games for money; betting on sports or other events; keno; EGMs; horse race or dog race betting.		http://www.problemgaming.gov.au		
AUSTRALIAN CAPITAL TERRITORY	2014-2015	18+	Davidson, T., Rodgers, B., Taylor-Rodgers, E., Suoni, A., & Lucas, N. (2015). Final Report 2014 Survey on Gambling, Health and Wellbeing in the ACT. Prepared for the Australian Capital Territory Gambling and Racing Commission.	6,995 (2,274 subsample)	Random digit dialing; two stage selection process	"The ACT Gambling and Racing Commission have asked us to do a survey about gambling, health and wellbeing in the ACT."	telephone interview		age, sex, marital status (weight 1); subsample was also weighted so that levels of gambling were proportionately represented (weight 2)	Gambling on any activity in the last 12 months	CPGI		55%	1.1% (3-7), 0.4% (8+); 1.5% combined		male, separated/divorced, more likely to be aged under 60, never married.	Keno, betting on sports and other events, playing EGMs, table games, and informal games like cards for money.	similar surveys conducted in 2001 and 2009; first assessment of gambling using the internet	http://www.gambling.gov.au			
NEW SOUTH WALES	1995	18+	Dickerson, M., Alcock, C., Blaszczynski, A., Nichols, B., Williams, J., & Maddern, R. (1996). Study 2 - An Examination of the Socio-economic Effects of Gambling on Individuals, Families and the Community, including Research into the Costs of Problem Gambling in NSW. Report for the Australian Institute for Gambling Research, University of Western Sydney, Macarthur.	1390	stratified by sex and age		face-to-face residential interview	(Refusal rate for city sample = 47.5%; Refusal rate for the country sample = 25.9%)	No	weekly participation in gambling	SOGS-L		2.58% (5+)		1.8%	2.58 * 1.49 * .60 * .76 = 1.8%	males; metropolitan areas; younger age groups; non-English speaking	horse racing; EGMs	Page 89 of 1997 prevalence study report contains table with SOGS values for both 1997 and 1995 studies (differs from figures in 2010 Productivity Commission table).	http://www.cigr.nsw.gov.au		
NEW SOUTH WALES	1997	18+	Dickerson, M., Blaszczynski, A., Nichols, B., Williams, R., & Maddern, R. (1998). An examination of the Socio-economic Effects of Gambling on Individuals, Families and the Community including Research into the Costs of Problem Gambling in New South Wales: The 1997 Study 2 Update. Report prepared for the Casino Community Benefit Fund, NSW Government.	1209	Similar methodology to 1995 study stratified by sex, age and area		face-to-face residential interview	(Refusal rate for city sample = 24%; Refusal rate for the country sample = 14%)	No	weekly participation in gambling	SOGS-L	94,426 EGMs in NSW & ACT in 1998. 6,396,703 NSW in 1999 and 308,900 in ACT. 71 people per EGM.	Not specifically indicated (pp. 30-31 details prevalence for gender and urban/rural); in general, gambling prevalence similar to 1995 figures.	3.1% (5+)		2.4%	3.1 * 1.49 * .67 * .76 = 2.4%	age 25-34; fully employed as skilled or semi-skilled workers; males; annual income less than \$10,000.	horse racing; EGMs	Page 89 of 1997 prevalence study report contains table with SOGS values for both 1997 and 1995 studies (differs from figures in 2010 Productivity Commission table). Opening of the Sydney casino occurred between this survey and the previous NSW survey.		
NEW SOUTH WALES	2006	18+	Brookelby, A., Kennick, M., & A.C. Nielsen. (2007). Prevalence of Gambling and Problem Gambling in NSW - A Community Survey 2006. Sydney: NSW Office of Liquor, Gaming and Racing.	5,026 (sub-sample = 2,010)	Random digit dialing; random selection of household member; a selected sample approach was utilised where all respondents were screened and classified as regular gambler, non-regular gambler or a non-gambler and selectively interviewed depending on their gambling status: 1 in 2 non-gamblers were interviewed; 1 in 4 non-regular gamblers were interviewed; all regular gamblers were interviewed.	"people's gambling activities"	telephone interview	15%	age, sex, area and household size	Participation of at least once a week in gambling (other than lottery games or instant scratch tickets)	CPGI	100,308 EGMs in 2006. Population of 6,820,000. 68 people per EGM.	69%	1.6% (3-7), 0.8% (8+); 2.4% combined	1.1%	2.4 * .58 * 1.44 * .53 = 1.1%	young adult males (aged 18-24 years); never been married; full time work; lower levels of education.	EGMs; horse/dog races; linked jackpot gaming machines; higher denomination machines		https://www.austlii.gov.au		
NEW SOUTH WALES	2011	18+	Sproston, K., Hing, N., & Palankay, C. (2012). Prevalence of gambling and problem gambling in New South Wales. Prepared by Ogilvy Illumination and submitted to NSW Office of Liquor, Gaming and Racing. http://www.cigr.nsw.gov.au/pdfs/research/ogilvy_201210_prevalence_study.pdf	10000 (4428 people conducted the full interview)	Contact telephone numbers were obtained from SamplePages and one household member (aged 18 or over) was quasi randomly selected, using the last birthday method. A selected sample approach was used, where all respondents were screened and selectively interviewed, according to their gambling behaviour, and classified as a regular gambler, non-regular gambler, or non-gambler.	gambling activities	telephone interview		age, gender, gambling status, probability of selection of one random adult in household	gambled in the past 12 months	CPGI		65%	2.9% (3-7), 0.6% (8+); 3.7% combined		male, younger (18-24 years and 35-54 years), be single, be divorced/separated/widowed, unemployed, have low educational attainment	gaming machines; horse or greyhound races; sports or non-sports events	The 2011 approach differed from the 2006 method, and therefore the prevalence rates from the two surveys cannot be directly compared; uses modified five-item response codes for the CPGI.				
NEW SOUTH WALES	2008-2009	18+	NSW Health. (2010). Gambling Module. NSW Population Health Survey 2008-2009, February 2010.	9,408 (sub-sample = 3,014)	Prenotification letter sent describing aims and methods of survey; random digit dialing; up to 7 calls attempts to contact household, and up to 5 calls to contact a selected respondent.	Part of a general questionnaire on health	telephone interview	63.4%	gender, age	gambled in the past 12 months	CPGI	97,259 EGMs in 2008. 2008 population of 6,890,000. 71 people per EGM.	69%	1.3% (3-7), 0.4% (8+); 3.7% combined	1.4%	1.7 * .58 * 1.44 = 1.4%			Two reports are provided. One contains data for respondents aged 16 years and over (16+). The other report contains data for respondents aged 18 years and over (18+). The 18+ report is the same as the 16+ report except with the data for 16 and 17 year olds removed.	https://www.austlii.gov.au		
NORTHERN TERRITORY	2005	18+	Young, M., Abu-Duhou, I., Barnes, T., Creed, E., Norris, M., Stevens, M., & Tyler, B. (2006). Northern Territory Gambling Prevalence Survey 2005. School for Social and Policy Research, Charles Darwin University.	5,264 (sub-sample = 1,873)	"Two-stage population survey that involved selecting certain individuals for a full interview based on their gambling participation. Participants were categorised based on their responses to an initial screening questionnaire that assessed the type and frequency of their gambling behaviour; sample stratified by gender, age, and geographic area; sample selected randomly from the electronic White Pages; random selection within household; loose quotas for age and sex and strict quotas for area."	"the study is on gambling"	telephone interview	37%	yes	gambled at least once a week on activities other than lottery games or instant scratch tickets	CPGI; SOGS-PY	1,678 EGMs in 2004. 2004 population of 199,900. 119 people per EGM.	73% (if raffles are included this figure rises to 85%)	CPGI: 0.64% (8+) SOGS-PY: 1.06% (5+)	1.1%	CPGI: .64 * 2.17 * 1.44 * .53 = 1.1% SOGS-PY: 1.06 * 1.49 * 1.44 * .53 = 1.2% Average = 1.1%	non-English speaking background; households with an income of less than \$20,000 pa.; Indigenous population; less education; males; urban	EGMs	Significant underrepresentation of indigenous people (who comprise 30% of the population) due to the fact that only a minority of indigenous people in the NT have a home phone.	http://www.nt.gov.au		

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NORTHERN TERRITORY	2015	18+	Stevens, M. (2017, April). 2015 Northern Territory gambling prevalence and wellbeing survey. Menzies School of Health Research, Charles Darwin University.	4,945	dual frame sampling, which included, in addition to the landline telephone frame, three mobile phone lists, from which numbers were randomly selected.	"This is one of the world's few studies to explore a link between gambling and health and well-being."	telephone interview	Consent rate was for 28% for landlines and 44% for mobile phones, with an overall consent rate of 31%.	yes - separate population weights developed for the non-Indigenous and Indigenous samples.	any gambling.	PGSI		68% (if raffles are included this figure rises to 76%)	CPGI: 0.68% (8+ problem gamblers); 2.5% (3-7 moderate risk gamblers).			Indigenous (1.1%), unemployed (4%), full-time students (2.5%), ear 10 or less highest duration (1.6%) and those on ross annual income less than \$30,000 (1.1%), \$100,000 to \$119,999 (1%) and \$120,000 or more (1.1%), males: 18-34;	Informal games (5.8%), EGMs (2.7%), sports betting (2.5%), casino table games (2.3%), keno (2%) and racetrack betting (1.6%).	The survey methodology and questions included in the 2015 survey differ slightly to that used in 2005 survey.	https://veloce.nt.gov.au/	
QUEENSLAND	2001	18+	Gambling Policy Directorate and Office of the Government Statistician. (2002). Queensland Household Gambling Survey 2001. Brisbane: Queensland Treasury.	13082		"Your household may have recently received a letter from the Office explaining about an important social survey we are conducting."	telephone interview	72.3%	Household size, age, sex. Weights also applied to the subset of respondents who answered all, or nearly all, those questions relevant to them (i.e. who did the long version of the interview); weights for this subset were factored up by the inverse of the fraction doing the long version then adjusted so as to sum to the benchmark data again.	Gambling other than sweepstakes in previous 12 months.	CPGI	36,192 EGMs in 2002. 2001 population of 3,670,500. 101 people per EGM.	85%	2.7% (3-7); 0.83% (8+); 3.53% combined	2.9%	3.53 * 58 * 1.44 = 2.9%				http://qandora.nta.qc.gov.au/	
QUEENSLAND	2003-2004	18+	Gambling Policy Directorate and Office of the Government Statistician. (2005). Queensland Household Gambling Survey 2003-04. Brisbane: Queensland Treasury.	30000	Random digit dialing with random selection within household; geographically stratified to ensure that approximately 1000 respondents were recruited in each of 30 identified regions of the State.	"We are currently conducting an important social survey throughout Queensland."	telephone interview	59.2%	age, sex, education, geography	Gambling other than sweepstakes in previous 12 months.	CPGI	41,548 EGMs in 2004. 2004 population of 3,882,037. 93 people per EGM.	80%	2.0% (3-7); 0.55% (8+); 2.55% combined	2.1%	2.55 * 58 * 1.44 = 2.1%	less education; age 18-24	EGMs		http://www.oqtr.qld.gov.au/	
QUEENSLAND	2006-2007	18+	Gambling Policy Directorate and Office of the Government Statistician. (2008). Queensland Household Gambling Survey 2006-07. Brisbane: Queensland Treasury.	30000	Random digit dialing with random selection within household; geographically stratified to ensure that approximately 1000 respondents were recruited in each of 30 identified regions of the State.	"We are currently conducting an important social survey throughout Queensland."	telephone interview	49.6%	yes	Gambling in past 12 months other than sweepstakes	CPGI	40,312 EGMs in 2006. 2006 population of 4,090,000. 101 people per EGM.	75%	1.8% (3-7); 0.47% (8+); 2.27% combined	1.9%	2.27 * 58 * 1.44 = 1.9%	age 35 to 54 years; less likely to be married or in a relationship; smokers	EGMs; horse/dog racing; keno; casino table games; bingo		http://www.oqtr.qld.gov.au/	
QUEENSLAND	2008-2009	18+	State of Queensland, Department of Employment, Economic Development and Innovation. (2010). Queensland Household Gambling Survey 2008-09. Brisbane, Australia: Author.	15000	Random digit dialing with random selection within household; geographically stratified to ensure appropriate representation from each of the 11 identified regions of the State.	"We are conducting important research for the Queensland Government about social activities and attitudes."	telephone interview	39.2%	Age, sex, income, education	All low risk, moderate risk and problem gamblers completed the full questionnaire. Random samples of non-gamblers and recreational gamblers completed a shortened form of the questionnaire (pp. 87-89 provides details).	CPGI	41,671 EGMs in 2008. 2008 population of 4,313,500. 104 people per EGM.	75%	1.6% (3-7); 0.37% (8+); 1.97% combined	1.6%	1.97 * 58 * 1.44 = 1.6%	Smokers			http://www.oqtr.qld.gov.au/	
QUEENSLAND	2011-2012	18+	Department of Justice and Attorney-General, State of Queensland. (2012). Queensland Household Gambling Survey 2011-12. Brisbane, Australia: Author. http://www.oqtr.qld.gov.au/resources/responsibleGamblingDocuments/Queensland_Household_Gambling_Survey_Report_2011-12.pdf	15000	The sample was selected from a household based frame (list) which included both landline and mobile telephone numbers; randomised process was used to select one adult from each household for interview.	"We are conducting important research for the Queensland Government about social activities and attitudes."	telephone interview	44.6%	regional distribution and demographic characteristics of the population	gambled in the past 12 months	CPGI		74%	1.9% (3-7); 0.48% (8+); 2.38% combined			men aged 18-34 years over-represented in the low risk, moderate risk and problem gambling groups.		The sampling methodology used in the 2011-12 survey was more representative than in previous years (in Queensland).	http://www.oqtr.qld.gov.au/	
SOUTH AUSTRALIA	1996	18+	DeLafabro, P. & Winefield, D. (1996). Community Gambling Patterns and the Prevalence of Gambling-Related Problems in South Australia. Report commissioned by the Department for Family and Community Services, University of Adelaide, South Australia.	1206			telephone interview				SOGS	12,794 EGMs in 1999	1.2% (5+)				EGMs		This report is not available and is not included in the tables or analyses.		
SOUTH AUSTRALIA	2001	18+	Taylor, A., Dal Grande, E., Gill, T., DeLafabro, P., Glenn, V., Goulding, S., Weston, H., Barton, S., Rogers, N., Stanley, A., Bianly, R., Tolchard, B., Kingston, R. (2001). Gambling Patterns of South Australians and Associated Health Indicators - May 2001. Adelaide: Department of Human Services. DeLafabro, P.H. (2005). Population Gambling Trends in South Australia 2001-2004. September 2005. Report prepared for the Department for Families and Communities.	6045	Random selection of telephone listings; random selection within household; prenotification letter; at least 6 call-backs	"We are conducting an important survey about the health and well being of South Australians."	telephone interview	73.1%	age, sex, household size	gambled regularly at least once a fortnight on all types of gambling excluding Lotto and bingo	SOGS-PY	15,499 EGMs in 2002. 2001 population of 1,519,000. 98 people per EGM.	76%	2.0% (5+) Problem gamblers were identified if they were "frequent" gamblers (defined in the previous chapter) and if they scored 5 or more on the SOGS scale (Section 5.1.1), or if they rated their gambling problem 5 to 10 on a scale of 1 to 10 (Section 5.1.2). Overall, most of the problem gamblers were classified using the SOGS scoring method with only a small number (n=10) self-diagnosing themselves as problem gamblers.	4.3%	4.3%	age 25-34; never been married; employed part time or be unemployed; live in a rented dwelling	Poker; EGMs		http://health.adelaide.gov.au/	
SOUTH AUSTRALIA	2005	16+	South Australian Department for Families and Communities. (2005). Gambling Prevalence in South Australia: October to December 2005. Adelaide: Author.	17,140 (ages 18+)	Telephone numbers were randomly selected from the Adelaide metropolitan and country regions. EMIP telephone listings. Within each household, the person who had their birthday most recently. A letter introducing the survey was sent to the household of each selected telephone number. At least 10 call back attempts were made.	"We are conducting an important health, lifestyle and social survey about South Australian EMIP telephone listings. [Telephone], I am writing to ask you who take part in an important health, lifestyle and social survey being conducted by the South Australian Department of Health." [Letter].	telephone interview	64.5%	age, sex, geography, household size	Frequent gamblers - defined as those over 18 who had gambled at least fortnightly in the previous twelve months, on any type of gambling excluding lottery and bingo.	CPGI (For adults 18+); DSM-IV-Juvenile-PY (For ages 16-17)	15,688 EGMs in 2004. 2005 population of 1,542,000. 98 people per EGM.	69.5%	CPGI: 1.2% (3-7); 0.4% (8+); combined = 1.6%	1.3%	1.6 * 58 * 1.44 = 1.3%	male; no children in the household; secondary school education only	EGMs	The DSM-IV-Juvenile-PY found that 1% of 16 and 17 year olds were classified as problem gamblers.	http://hdl.handle.net/	

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SOUTH AUSTRALIA	2012	16+	Social Research Centre. (2013). Gambling prevalence in South Australia (2012). North Melbourne, Australia: Author.	9402	The in-scope population for the survey is South Australian residents aged 16 years and over contactable by either a landline or mobile phone. Data collection was via Computer Assisted Telephone Interviewing (CATI). An explanation of the dual-frame sampling methodology and its application to this survey is provided in a separate Technical Report (Gambling Prevalence in South Australia (2012); Technical and Methodological Summary Report, July 2013)	"We are telephoning South Australians about an important survey into gambling, lifestyle and health issues."	telephone interview	cooperatio n rate = 53.4%, response rate = 32.5% [AAPOR Response Rate 3]	A four-step weighting procedure (further details are provided in a separate Technical Report) was adopted for the survey, adjusted by region, to the age, sex and educational attainment profile of the South Australian population aged 16 year and over.	gambling on any form in past 12 months.	CPGI (For adults 18+); DSM-IV-Juvenile-PY (For ages 16-17)			68.8% CPGI: 2.5% (3-7); 0.6% (8+); 3.1% combined			males, from households with only one person aged 16 years or more; those exhibiting two or more indicators of financial stress; separated or divorced marital status; those with no formal post-secondary education qualification; people from an Aboriginal or Torres Strait Islander cultural background; and those with annual household incomes below \$15,600.	[Problem Gamblers] Showed a disproportionately high prevalence of all gambling activities except for purchasing lotto/lottery tickets.	In 2005 the PGSI questions were only administered to "frequent gamblers" (that is, people who gambled at least once a fortnight on any type of gambling activity apart from lotteries or bingo) as a result, meaningful comparisons between 2005 and 2012 figures can only be made for this group of "frequent gamblers".	http://hdl.handle.net/	
TASMANIA	1994	18+	Dickerson, M., Walker, M. & Baron, E. (1994). A Baseline Study on the Extent and Impact of Gambling in Tasmania. Australian Institute of Gambling Research, Sydney.	1220	Quotas set on area, age and sex to ensure representativeness of the sample.		face-to-face residential interview	(Refusal rate = 23%)		Gambling weekly or more	SOGS-PY (a past year time frame is presumed based on information from subsequent studies)			72% 1.14% (5+) (as reported in Dickerson & Maddern, 1997)	1.3%	90 * 1.49 * 1.3%			Unable to locate original report.		
TASMANIA	1996	18+	Dickerson, M., & Maddern, R. (1997). The Extent and Impact of Gambling in Tasmania with Particular Reference to Problem Gambling: A Follow up to the Baseline Study Conducted in 1994. Australian Institute for Gambling Research.	1211	random sample stratified by age, sex and locality. 4 call-backs; random selection within household	"survey on behalf of the Tasmanian Gaming Commission about your attitudes to gaming"	telephone interview	(Refusal rate = 5.4%)		Gambling on any form in past 12 months.	SOGS-Past 6-months	2,373 EGMs in 1996. 1996 population of 469,212. 194 people per EGM.		89% 2.84% (5+) (as reported in the study)	6.4%	6.4% 2.97 * 1.49 * 1.44 = 6.4%	metropolitan areas; males	TAB betting (horse/dog racing, sports betting); telephone betting; club keno	Complete SOGS scores (0-16) for survey years 2005, 2009, 1996, and 1994-REVISED are listed on page 287 of 2005 report. The purpose of the study was primarily to ensure that the baseline information from 1994 was updated to be an accurate reflection of the situation immediately prior to the extension of the availability of EGMs beyond the casinos from 1st January 1997.	http://www.dhhs.tas.gov.au/	
TASMANIA	2000	18+	Roy Morgan Research. (2001). The Third Study into the Extent and Impact of Gambling in Tasmania with Particular Reference to Problem Gambling. Prepared for Department of Health and Human Services.	1223	Random sample of listed numbers; quotas were set on age, gender and locality to ensure a representative sample.	"Today, we are conducting a survey on behalf of the Department of Health and Human Services of Tasmania about your attitudes to gambling"	telephone interview	yes		Gambling on any form in past 12 months.	SOGS-PY	2,373 EGMs in 1999. 2000 population of 470,376. 198 people per EGM.		82% 0.90% (5+)	1.5%	0.9 * 1.49 * 1.44 * 1.44 = 1.5%	males; age 35-49; skilled workers; income earners <\$50,000.	EGMs; betting on horses or greyhounds at the track		http://www.dhhs.tas.gov.au/	
TASMANIA	2005	18+	Roy Morgan Research. (2006). The Fourth Study into the Extent and Impact of Gambling in Tasmania with Particular Reference to Problem Gambling. Roy Morgan Research Pty Ltd for Department of Health and Human Services.	6,048 (sub-sample = 2,023 completed full interview)	Random sampling from listed numbers; random selection within household; all respondents went through initial screening and were classified as regular, non-regular or non-gambler; all regular gamblers subsequently interviewed, one in four non-regular gamblers, one in two non-gamblers.	"Today we are conducting a survey for the Department of Health and Human Services on gambling in Tasmania"	telephone interview		age, sex, geography, household size	For CPGI, questions were only administered to "Regular Gamblers" (participated weekly or equivalent of weekly over the course of 52 weeks in a single gambling activity other than lottery games or instant scratch tickets). For SOGS, questions were asked of both "Regular Gamblers" and "Non-Regular Gamblers" (less than weekly gambling participation excluding lottery games or instant scratch tickets).	CPGI; SOGS-PY	3,233 EGMs in 2004. 2005 population of 485,300. 150 people per EGM.	85%	CPGI: 1.02% (3-7); 0.73% (8+); 1.75% combined SOGS-PY: 1.41% (6+)	1.7%	CPGI: 1.75 * .58 * 1.44 * .76 = 1.1%; SOGS-PY: 1.41 * 1.49 * 1.44 * .76 = 2.3%. Average = 1.7%	males; ages 18-24; part-time workers	EGMs; sports betting; betting on races by phone.		http://www.dhhs.tas.gov.au/	
TASMANIA	2007	18+	South Australian Centre for Economic Studies. (2008). Social and Economic Impact Study into Gambling in Australia. Adelaide: Author.	4051	Random selection of listed numbers; quotas were set for the 4 major Statistical Districts of Tasmania and for the 18-24 year old age-group; up to 8 call backs for each household	"gambling in Tasmania"	telephone interview	40% (Complete on rate)	Household size, age, gender	Gambling at least once per week (or 52 times or more per year) on activities other than lotteries, scratch tickets or bingo.	CPGI	3,680 EGMs in 2006. 2007 population of 485,772. 135 people per EGM.	71.7%	0.86% (3-7); 0.54% (8+); 1.40% combined	0.6%	1.4 * .58 * 1.44 * .53 = 0.6%	males, aged 18-29 years, living in the Greater Hobart area	Keno, scratch tickets, EGMs. Less likely to gamble on casino table games.		http://www.adelaide.gov.au/	
TASMANIA	2011	18+	Allen Consulting Group, Problem Gambling Research and Treatment Centre, & Social Research Centre. (2011). Social and economic impact study of gambling in Tasmania. Volume 2. Gambling survey. Prepared for the Tasmanian Government Department of Treasury and Finance.	4000	Combination of random telephone interviews across all of Tasmania and additional booster telephone interviews across the eight target local government areas; participant selection based on the "next birthday" method.	"a survey of social issues"	telephone interview	40% (participat on rate)	age, gender, region (Local Government Area)	All respondents	CPGI			64.5%	1.8% (3-7); 0.7% (8+); 2.5% combined		younger age; no dependent children in household; failure to complete secondary school	EGMs, Keno, sporting events, horse/greyhound racing, instant scratch tickets, participate in 4 or more forms of gambling in past 12 months		http://www.treasury.tas.gov.au/	
TASMANIA	2013	18+	ACIL Allen Consulting, Social Research Centre, & Problem Gambling Research And Treatment Centre. (2014). Third Social And Economic Impact Study Of Gambling In Tasmania. Volume 2. 2013 Tasmanian Gambling Prevalence Survey. Melbourne, Australia.	5000	The sample for the 2013 survey again featured a disproportionate stratified sample design such that over-sampling occurred in the same eight focus LGAs as in 2011. The 2013 design also featured slightly more interviews (n=5,000) in total and a slightly altered distribution of interviews across the eight focus LGAs in order to produce a more balanced sample and hence reduce the size of the standard errors of the survey estimates.		telephone interview	27.2% (response rate); 54.6% (cooperat on rate)	yes	gambling in past year	CPGI/PGSI			61.2%	1.8% (3-7); 0.5% (8+); 2.4% combined			EGMs, betting on horse or greyhound races, playing Keno, playing casino table games at a casino, betting on sporting or other events and betting on informal private games.		http://www.treasury.tas.gov.au/	

Location	Year Study Conducted	Age	Sources	Sample Size	Sampling Strategy	Survey Description	Administration Method	Response Rate	Weighting	Threshold for PG Questions	Assessment Instrument	Gambling Availability	Past-Year Gambling Prevalence	Problem Gambling Prevalence	Standardized Problem Gambling Prevalence	Standardization Calculations	Demographic Correlates of PG	Game Correlates of PG	Comments	Reference URL	Reference URL	
TASMANIA	2017	18+	ACIL Allen Consulting, Deakin University, Central Queensland University and the Social Research Centre. (2017). Fourth social and economic impact study of gambling in Tasmania: Report 2: Hobart, Australia. Tasmanian Department of Treasury and Finance.	5000	The 2017 Tasmanian Gambling Prevalence Survey was conducted via Computer Assisted Telephone Interviews (CATI) with residents of Tasmania aged 18 years and over. The total achieved sample size was n=5000. A dual frame sample design was again employed for the 2017 survey, with a 50% landline and 50% mobile split. Sample was drawn from three sources: random digit dial (RDD) landline, pre-screened RDD mobile sample and listed mobile phone numbers. Due to a focus on state-level estimates, sample was stratified according to broad geographic regions (North, North West and South) and allocated in proportion to population. The questionnaire instrument for the 2017 survey largely replicated measures from previous waves to ensure comparability to prior years. Despite minimal changes to these key items, several new measures reflective of current issues and interest areas were added. Given the complexity of the questionnaire structure and due to the addition of new measures, a pilot test of 50 interviews was undertaken to ensure internal logic. While the main aim was to replicate procedures of recent surveys to ensure comparability, some methodological changes were implemented to improve estimates and ensure the survey was conducted in line with current best practice.	"health and lifestyle choices"	telephone interview	~...the final combined response rate for the survey was 41.5%* (see Section A. 7).	yes	gambling in past year	CPGI/PGSI			58.5%	1.4% (3-7); 0.6% (8+); 2.0% combined			PGSI category was significantly negatively predicted by age, where by the odds of being classified in the next highest PGSI category decreased with age.	EGMs, betting on horse or greyhound racing, purchasing instant scratch tickets and playing keno.	A new component of the prevalence survey in 2017 allowed for the assessment of the gambling harms in Tasmania. The 2017 survey allowed the measurement of harms to gamblers and affected others in three ways. A sequential discrete choice protocol using a Time-Tradeoff (TTO) task. Direct solicitation on the impact of gambling, the Short Gambling Harms Scale (SGHS) and disability weights.	http://www.treasury.tas.gov.au	
VICTORIA	1996	18+	Maddern, C., Horman, S. & Dickerson, M. (1997). Fifth Community Gambling Patterns Survey combined with Second Positive And Negative Perceptions Of Gambling Survey, Melbourne, Australia. Victorian Casino and Gaming Authority.	2000	Random selection of listed numbers; 40 sampling quotas representing unique geo-demographic segments of the Victorian population; multilingual interviews; random selection within household.	"We're conducting an important research study on behalf of a Victorian Government Authority about what people do in their spare time."	telephone interview	age, sex, region	gambling in past 6 months	SOGS-PY	29,789 EGMs in 1999-1998 population of 4,373,520; 147 people per EGM.		87%	"just under 1%" (6+)		2.1% 1.0 * 1.49 * 1.44 = 2.1%	males; younger age (average age of 31); student; unemployed	EGMs	The abstract version, available online, provides details from an earlier 4th survey (i.e., not actually the 5th survey). (http://www.vcgr.vic.gov.au/CAC25F300017E3D4/research/3655D40F907A3710CA25771E000DC487?Open)	http://www.vcgr.vic.g		
VICTORIA	1998	18+	Roy Morgan Research. (1999). Sixth Survey of Community Gambling Patterns & Perceptions: Project Report 1. Prepared for Victorian Casino and Gaming Authority.	1737	Random selection of listed numbers; 32 sampling quotas to represent unique geo-demographic segments of the Victorian population; random selection within household; multilingual interviews.	"Today we're conducting an important research study on behalf of a Victorian Government Authority about what people do in their spare time."	telephone interview	age, sex, region	gambling in past 6 months	SOGS-PY	29,789 EGMs in 1999-1998 population of 4,663,800; 157 people per EGM.		76%	1.5% (5+)		2.4% 1.5 * 1.49 * 1.44 * .76 = 2.4%	males; younger than average age profile (average age of 38 years); higher proportion of skilled workers	casino gambling; EGMs		http://www.vcgr.vic.g		
VICTORIA	1999	18+?	KPMG Consulting. (2000). Report of the 1999 Longitudinal Community Impact Study, Survey of Community Attitudes. September 2000. Report to Victorian Casino and Gaming Authority.	1,000 (Dandenong, Geelong, Maribyrnong, Mildura, Moreland and Wellington)	Sample for the survey was drawn so as to coincide with local government areas for each of the 6 study regions. From each of the 6 local government areas (LGAs) 167 responses were collected.		telephone interview		Gambling in past 6 months.	SOGS-PY	29,789 EGMs in 1999-1998 population of 4,707,600; 158 people per EGM.		51% (gambled in 6-12 months prior to survey)	2.0% (5+)		3.5% 2.0 * 1.49 * 1.59 * .74 = 3.5%				http://ipgo.org/article		
VICTORIA	1999	18+	Roy Morgan Research. (2000). Seventh Community Survey of Community Gambling Patterns and Perceptions. Prepared for Victorian Casino and Gaming Authority.	1760	Sample randomly generated from electronic white pages; multilingual interviews; sampling quotas to represent geo-demographic segments; last birthday method.	"Today we're conducting an important research study on behalf of a Victorian Government Authority about what people do in their spare time."	telephone interview	age, sex, county/metropolitan area	gambling in past 6 months	SOGS-PY	29,789 EGMs in 1999-1998 population of 4,707,600; 158 people per EGM.		81%	0.8% (5+)		2.6% 0.8 * 1.49 * 1.44 = 1.7% Averaged with KPMG 1999 study = 2.6%	males; younger age profile; full-time workers; plant/machine operators/drivers	Not indicated but "Acknowledged Heavy Gamblers" tend to gamble on EGMs and casinos.		http://www.vcgr.vic.g		
VICTORIA	2003	18+	McMillen, J., Marshall, D., Ahmed, E., & Wenzel, M. (2004). 2003 Victorian Longitudinal Community Attitudes Survey: Australia. The Centre for Gambling Research, Australian National University	8479	Random selection of listed numbers; random selection within households; stratified sampling of gambler groups	"attitudes to gambling"	telephone interview	34.2% age, gender and metro/non-metropolitan variables	Weekly participation in some form of gambling other than raffles and sweeps in the past 12 months.	CPGI; SOGS-PY; Victorian Gambling Screen (VGS)	27,400 EGMs in 2002-2003 population of 4,911,400; 179 people per EGM.		77%	CPGI: 0.91% (3-7); 0.97% (8+); 1.88% combined SOGS-PY: 1.12% (5+) VGS: 0.74% (2+)		1% CPGI: 1.88 * .58 * 1.44 * .53 = 0.83% SOGS-PY: 1.12 * 1.49 * 1.44 * .53 = 1.3% Average = 1.0%	males; aged 50-64 and 35-49; low levels of education (below tertiary level); derive main income from social security payments (other than pension); live with others; live in metropolitan areas; family history of gambling; consume alcohol and drugs; depression	EGMs	Each screen was administered to a separate cohort of regular gamblers and the responses and prevalence rates compared.	http://www.justice.vic		
VICTORIA	2007	18+	Thomas, S. A., & Jackson, A. C. (2008). Risk and Protective Factors, Depression and Comorbidities in Problem Gambling: A Report to beyondblue. Melbourne: Problem Gambling Research and Treatment Centre.	2012	Random digit dialing; quota method to achieve a high level of representativeness for age, sex and urban/rural location dimensions in the Victorian community; requirement that 300 of the participants had to be problem gamblers	gambling risk and protective factors	telephone interview			CPGI	27,124 EGMs in 2006-2007 population of 5,200,000; 192 people per EGM.		2.8% (3-7); 1.4% (8+); 4.2% combined			2.7% 4.2 * .58 * 1.44 * .76 = 2.7%	males; smoking		Prevalence estimates from Table 5.2 in 2010 Australian Productivity Commission report. Study more related to problem gambling co-morbidity than prevalence.	http://www.beyondblue		

Location	Year Study Conducted	Age	Sources	Sample Size	Sampling Strategy	Survey Description	Administration Method	Response Rate	Weighting	Threshold for PG Questions	Assessment Instrument	Gambling Availability	Past-Year Gambling Prevalence	Problem Gambling Prevalence	Standardized Problem Gambling Prevalence	Standardization Calculations	Demographic Correlates of PG	Game Correlates of PG	Comments	Reference URL	Reference URL
VICTORIA	2008	18+	Hare, S. (2009). A Study of Gambling in Victoria: Problem Gambling from a Public Health Perspective. Melbourne, Australia: State of Victoria, Department of Justice.	15000	Random digit dialing; random selection within households; multilingual interviews, sample stratified across the 8 Victorian Government regions, concentration of study sampling within high Electronic Gaming Machine (EGM) expenditure Local Government Areas (LGA) across Victorian Government regions, stratified sampling of gambler types	"The Victorian Government is conducting a study on an important public health and well-being issue to Victorian communities."	telephone interview	43.5%	age, gender, region, household size, # land phone lines	past year gambling	CPGI; NODS-CLIP 2 (brief screen for DSM-IV-L)	27,279 EGMs in 2008, 2008 population of 5,310,000 people, 195 people per EGM.	73%	CPGI: 2.36% (3-7); 0.70% (8+); 3.06% combined DSM-NODS-CLIP2: Lifetime pathological = 1.13%; NODS-CLIP2 Lifetime problem = 1.18%	2.6% 3.06 * .58 * 1.44 = 2.6%	males; Indigenous; sales workers, machinery operators/drivers and labourers	EGMs; table games; lotto products; betting on horse or harness racing or greyhounds		http://www.justice.vic		
VICTORIA	2014	18+	Hare, S. (2015). Study of gambling and health in Victoria, Victoria, Australia: Victorian Responsible Gambling Foundation and Victorian Department of Justice and Regulation.	13,554	The study involved 13,554 Computer Aided Telephone Interview (CATI) surveys of Victorians aged 18 years and older. The survey used a dual frame (mobile and landline) sample, which included 12,551 landline surveys and 1,003 mobile surveys.	"We are conducting a study on an important public health issue"... "gambling and health and well-being."	telephone interview	Method 1 (Less Conservative) was 68.46 per cent (compared to 52.65 per cent in the 2008 epidemiological study) and based on Method 2 (More conservative) was 57.85 per cent (compared to 43.50 per cent in the 2008 epidemiological study). Calculation of response rate using outlined adjustments for the mobile sample using Method 1 (Less Conservative) was 68.22 per cent and using Method 2 (More Conservative) was 60.88 per cent.	Weighted to ensure they represented the Victorian adult population.	past year gambling	CPGI							This survey is the first gambling survey to use a true random digit dial methodology for both landline and mobile samples. This means that both mobile phone numbers and landline numbers were selected at random.	http://www.responsible		
VICTORIA	2016	18+	Howe, P. D. L., Vargas-Saenz, A., Hubert, C. A. & Bodiolo, J. M. (2016). Final report on gambling and problem gambling in Victoria. Melbourne, Australia: Responsible Gambling Foundation.	3361	Participants were recruited by a survey company, The Online Research Unit (ORU), who guaranteed that the participants were representative of the general population in terms of the distributions of their ages, genders and locations; incentives provided.		online survey				PGSI		95%				25-34 years of age	poker machines; gaming tables at casinos; internet gambling			
WESTERN AUSTRALIA	1994	18+	Dickson, M.G., Baron, E., & O'Conner, J. (1994). An Assessment of the Extent and Degree of Gambling Related Problems in Western Australia. Report to the Department of Racing and Gaming, Western Australia.	1250	Random household selection stratified for sex and age; 2-part interview. Part 1 = Leisure and gambling activities; Part 2 = In depth survey of regular gamblers.		face-to-face residential interview	(Refusal rate = 39%)	No	gambling at least 4 or more times in past month	SOGS-Past 6 months	1500 EGMs introduced in 1994, 1994 population of 1,465,500, 977 people per EGM.	65%	0.48% (3-4); 56% (5+); 1.04% combined	0.6% 1.04% * .72 * .76 = 0.6%	single; males; under 30 years of age	continuous forms of gambling				

Location	AUSTRALIAN CAPITAL TERRITORY
Year Study Conducted	2001
Age	18+
Sources	McMillen, J., Tremayne, K., & Masterman-Smith, H. (2001). Survey of the Nature and Extent of Gambling and Problem Gambling in the ACT, 2001. Sydney: Australian Institute for Gambling Research.
Sample Size	5445
Sampling Strategy	Random selection of listed telephone numbers; random selection within household; oversampling of regular gamblers; stratified by area, age and gender.
Survey Description	"conducting important social research for the ACT Government about people's attitudes to gambling"
Administration Method	telephone interview
Response Rate	41.7%
Weighting	Yes
Threshold for PG Questions	participated at least once a week in one or all forms of gambling activity other than lottery games or instant scratch tickets
Assessment Instrument	SOGS-PY; HARM (Elements of Harmful Gambling; Australian Productivity Commission, 1999)
Gambling Availability	106,176 EGMs in NSW&ACT in 2002. Combined population of 6,846,630 in 2001. 64 people per EGM.
Past-Year Gambling Prevalence	72.9%
Problem Gambling Prevalence	SOGS-PY: 1.91% (5+) HARM: 1.2%
Standardized Problem Gambling Prevalence	2.2%
Standardization Calculations	$1.91 * 1.49 * 1.44 * .53 = 2.2\%$
Demographic Correlates of PG	males; under 25 years of age; lower levels of education and income; English speaking backgrounds; single
Game Correlates of PG	EGMs; racing; casino table games
Comments	Survey was to replicate the National Gambling Survey commissioned by the Productivity Commission for its inquiry into Australia's Gambling Industries.
Reference URL	http://www.problemgambling.act.gov.au/Survey%20of%20Problem%20G

Location	AUSTRALIAN CAPITAL TERRITORY
Year Study Conducted	2009
Age	18+
Sources	Davidson, T. & Rodgers, B. (2010). 2009 Survey of the Nature and Extent of Gambling, and Problem Gambling, in the Australian Capital Territory. Report for the ACT Gambling and Racing Commission, Canberra.
Sample Size	5,500 (2,089 subsample)
Sampling Strategy	Random digit dialing; selection of youngest person in household; after briefly assessing gambling participation 2,089 people who represented the full spectrum of gambling participation were given more detailed interview.
Survey Description	"The ACT Gambling and Racing Commission has asked us to conduct research on gambling, health and wellbeing."
Administration Method	telephone interview
Response Rate	
Weighting	age, gender, marital status
Threshold for PG Questions	Gambled at least 12 or more times in the last 12 months (on activities other than lottery or scratch tickets), or who reported spending \$2,000 or more (on any activity).
Assessment Instrument	CPGI
Gambling Availability	97,259 EGMs in NSW & ACT in 2008. Estimated 347,843 people in ACT in 2008 and 6,980,000 in NSW. 75 People per EGM.
Past-Year Gambling Prevalence	70%
Problem Gambling Prevalence	1.5% (3-7); 0.5% (8+); 2.0% combined
Standardized Problem Gambling Prevalence	1.3%
Standardization Calculations	$2.0 * .58 * 1.44 * .76 = 1.3\%$
Demographic Correlates of PG	male, young, Australian born, less-well educated, never married, either unemployed or employed full time.
Game Correlates of PG	casino type games on the Internet; casino table games; private card games for money; betting on sports or other events; keno; EGMs; horse race or dog race betting
Comments	
Reference URL	http://www.problemgambling.act.gov.au/Recent%20Research/ACT%20G

Location	AUSTRALIAN CAPITAL TERRITORY
Year Study Conducted	2014-2015
Age	18+
Sources	Davidson, T., Rodgers, B., Taylor-Rodgers, E., Suomi, A., & Lucas, N. (2015). Final Report: 2014 Survey on Gambling, Health and Wellbeing in the ACT. Prepared for the Australian Capital Territory Gambling and Racing Commission.
Sample Size	6,995 (2,274 subsample)
Sampling Strategy	Random digit dialling; two stage selection process
Survey Description	"The ACT Gambling and Racing Commission have asked us to do a survey about gambling, health and wellbeing in the ACT..."
Administration Method	telephone interview
Response Rate	
Weighting	age, sex, marital status (weight 1); subsample was also weighted so that levels of gambling were proportionately represented (weight 2)
Threshold for PG Questions	Gambling on any activity in the last 12 months
Assessment Instrument	CPGI
Gambling Availability	
Past-Year Gambling Prevalence	55.1%
Problem Gambling Prevalence	1.1% (3-7); 0.4% (8+); 1.5% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	male, separated/divorced, more likely to be aged under 60; never married.
Game Correlates of PG	Keno, betting on sports and other events, playing EGMs, table games, and informal games like cards for money.
Comments	similar surveys conducted in 2001 and 2009; first assessment of gambling using the internet
Reference URL	http://www.gamblingandracing.act.gov.au/_data/assets/pdf_file/0010/84

Location	NEW SOUTH WALES
Year Study Conducted	1995
Age	18+
Sources	Dickerson, M., Allcock, C., Blaszczyński, A., Nicholls, B., Williams, J., & Maddern, R. (1996). Study 2 - An Examination of the Socio-economic Effects of Gambling on Individuals, Families and the Community, including Research into the Costs of Problem Gambling in NSW. Report for the Australian Institute for Gambling Research, University of Western Sydney, Macarthur.
Sample Size	1390
Sampling Strategy	stratified by sex and age
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	(Refusal rate for city sample = 47.5%; Refusal rate for the country sample = 25.9%)
Weighting	
Threshold for PG Questions	weekly participation in gambling
Assessment Instrument	SOGS-L
Gambling Availability	
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	2.58% (5+)
Standardized Problem Gambling Prevalence	1.8%
Standardization Calculations	$2.58 * 1.49 * .60 * .76 = 1.8\%$
Demographic Correlates of PG	males; metropolitan areas; younger age groups; non-English speaking
Game Correlates of PG	horse racing; EGMs
Comments	Page 89 of 1997 prevalence study report contains table with SOGS values for both 1997 and 1995 studies (differs from figures in 2010 Productivity Commission table).
Reference URL	http://www.olgr.nsw.gov.au/rr_see.asp

Location	NEW SOUTH WALES
Year Study Conducted	1997
Age	18+
Sources	Dickerson, M., Blaszczyński, A., Nicholls, B., Williams, R., & Maddern, R. (1998). An examination of the Socio-economic Effects of Gambling on Individuals, Families and the Community including Research into the Costs of Problem Gambling in New South Wales: The 1997 Study 2 Update. Report prepared for the Casino Community Benefit Fund, NSW Government.
Sample Size	1209
Sampling Strategy	Similar methodology to 1995 study stratified by sex, age and area
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	(Refusal rate for city sample = 24%; Refusal rate for the country sample = 14%)
Weighting	No
Threshold for PG Questions	weekly participation in gambling
Assessment Instrument	SOGS-L
Gambling Availability	94,426 EGMs in NSW & ACT in 1999. 6,396,703 in NSW in 1999 and 309,900 in ACT. 71 people per EGM.
Past-Year Gambling Prevalence	Not specifically indicated (pp. 30-31 details prevalence for gender and urban/rural); in general, gambling prevalence similar to 1995 figures.
Problem Gambling Prevalence	3.1% (5+)
Standardized Problem Gambling Prevalence	2.4%
Standardization Calculations	$3.1 * 1.49 * .67 * .76 = 2.4\%$
Demographic Correlates of PG	age 25-34; fully employed as skilled or semi-skilled workers; males; annual income less than \$10,000.
Game Correlates of PG	horse racing; EGMs
Comments	Page 89 of 1997 prevalence study report contains table with SOGS values for both 1997 and 1995 studies (differs from figures in 2010 Productivity Commission table); Opening of the Sydney casino occurred between this survey and the previous NSW survey.
Reference URL	

Location	NEW SOUTH WALES
Year Study Conducted	2006
Age	18+
Sources	Brockelsby, A., Kenrick, M., & A.C. Nielsen. (2007). Prevalence of Gambling and Problem Gambling in NSW – A Community Survey 2006 . Sydney: NSW Office of Liquor, Gaming and Racing.
Sample Size	5,026 (sub-sample = 2,010)
Sampling Strategy	Random digit dialing; random selection of household member; a selected sample approach was utilised where all respondents were screened and classified as regular gambler, non-regular gambler or a non-gambler and selectively interviewed depending on their gambling status: 1 in 2 non- gamblers were interviewed; 1 in 4 non-regular gamblers were interviewed; all regular gamblers were interviewed.
Survey Description	"people's gambling activities"
Administration Method	telephone interview
Response Rate	15%
Weighting	age, sex, area and household size
Threshold for PG Questions	Participation of at least once a week in gambling (other than lottery games or instant scratch tickets)
Assessment Instrument	CPGI
Gambling Availability	100,308 EGMs in 2006. Population of 6,820,000. 68 people per EGM.
Past-Year Gambling Prevalence	69%
Problem Gambling Prevalence	1.6% (3-7); 0.8% (8+); 2.4% combined
Standardized Problem Gambling Prevalence	1.1%
Standardization Calculations	$2.4 * .58 * 1.44 * .53 = 1.1\%$
Demographic Correlates of PG	young adult males (aged 18-24 years); never been married; full time work; lower levels of education.
Game Correlates of PG	EGMs; horse/dog races; linked jackpot gaming machines; higher denomination machines
Comments	
Reference URL	https://www.austgamingcouncil.org.au/elibrary

Location	NEW SOUTH WALES
Year Study Conducted	2008-2009
Age	18+
Sources	NSW Health. (2010). Gambling Module: NSW Population Health Survey 2008-2009, February 2010.
Sample Size	9,408 (sub-sample = 3,014)
Sampling Strategy	Prenotification letter sent describing aims and methods of survey; random digit dialing; up to 7 calls attempts to contact household, and up to 5 calls to contact a selected respondent.
Survey Description	Part of a general questionnaire on health
Administration Method	telephone interview
Response Rate	63.4%
Weighting	gender, age
Threshold for PG Questions	gambled in the past 12 months
Assessment Instrument	CPGI
Gambling Availability	97,259 EGMs in 2008. 2008 population of 6,890,000. 71 people per EGM.
Past-Year Gambling Prevalence	69%
Problem Gambling Prevalence	1.3% (3-7); 0.4% (8+); 1.7% combined
Standardized Problem Gambling Prevalence	1.4%
Standardization Calculations	$1.7 * .58 * 1.44 = 1.4\%$
Demographic Correlates of PG	
Game Correlates of PG	
Comments	Two reports are provided. One contains data for respondents aged 16 years and over (16+). The other report contains data for respondents aged 18 years and over (18+). The 18+ report is the same as the 16+ report except with the data for 16 and 17 year olds removed.
Reference URL	https://www.austgamingcouncil.org.au/elibrary

Location	NEW SOUTH WALES
Year Study Conducted	2011
Age	18+
Sources	Sproston, K., Hing, N., & Palankay, C. (2012). Prevalence of gambling and problem gambling in New South Wales. Prepared by Ogilvy Illumination and submitted to NSW Office of Liquor, Gaming and Racing. http://www.olgr.nsw.gov.au/pdfs/research/olgr_201210_prevalence_study.pdf
Sample Size	10000 (4428 people conducted the full interview)
Sampling Strategy	Contact telephone numbers were obtained from SamplePages and one household member (aged 18 or over) was quasi randomly selected, using the last birthday method. A selected sample approach was used, where all respondents were screened, and selectively interviewed, according to their gambling behaviour, and classified as a regular gambler, non-regular gambler, or non-gambler.
Survey Description	gambling activities
Administration Method	telephone interview
Response Rate	
Weighting	age, gender, gambling status, probability of selection of one random adult in household
Threshold for PG Questions	gambled in the past 12 months
Assessment Instrument	CPGI
Gambling Availability	
Past-Year Gambling Prevalence	65%
Problem Gambling Prevalence	2.9% (3-7); 0.8% (8+); 3.7% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	male, younger (18-24 years and 35-54 years), be single, be divorced/separated/widowed, unemployed, have low educational attainment
Game Correlates of PG	gaming machines; horse or greyhound races; sports or non-sports events
Comments	The 2011 approach differed from the 2006 method, and therefore the prevalence rates from the two surveys cannot be directly compared; uses modified five-item response codes for the CPGI.

Reference URL

Location	NORTHERN TERRITORY
Year Study Conducted	2005
Age	18+
Sources	Young, M., Abu-Duhou, I., Barnes, T., Creed, E., Morris, M., Stevens, M., & Tyler, B. (2006). Northern Territory Gambling Prevalence Survey 2005. School for Social and Policy Research, Charles Darwin University.
Sample Size	5,264 (sub-sample = 1,873)
Sampling Strategy	"Two-stage population survey that involved selecting certain individuals for a full interview based on their gambling participation. Participants were categorised based on their responses to an initial screening questionnaire that assessed the type and frequency of their gambling behaviour; sample stratified by gender, age, and geographic area; sample selected randomly from the electronic White Pages; random selection within household; loose quotas for age and sex and strict quotas for area."
Survey Description	"the study is on gambling"
Administration Method	telephone interview
Response Rate	37%
Weighting	yes
Threshold for PG Questions	gambled at least once a week on activities other than lottery games or instant scratch tickets
Assessment Instrument	CPGI; SOGS-PY
Gambling Availability	1,678 EGMs in 2004. 2004 population of 199,900. 119 people per EGM.
Past-Year Gambling Prevalence	73% (if raffles are included this figure rises to 85%)
Problem Gambling Prevalence	CPGI: 0.64% (8+) SOGS-PY: 1.06% (5+)
Standardized Problem Gambling Prevalence	1.1%
Standardization Calculations	CPGI: $.64 * 2.17 * 1.44 * .53 = 1.1\%$ SOGS-PY: $1.06 * 1.49 * 1.44 * .53 = 1.2\%$ Average = 1.1%
Demographic Correlates of PG	non-English speaking background; households with an income of less than \$20,000 pa.; Indigenous population; less education; males; urban
Game Correlates of PG	EGMs
Comments	Significant underrepresentation of indigenous people (who comprise 30% of the population) due to the fact that only a minority of indigenous people in the NT have a home phone.
Reference URL	http://www.nt.gov.au/justice/policycoord/documents/cbf/Gambling_preval

Location	NORTHERN TERRITORY
Year Study Conducted	2015
Age	18+
Sources	Stevens, M. (2017, April). 2015 Northern Territory gambling prevalence and wellbeing survey. Menzies School of Health Research, Charles Darwin University.
Sample Size	4945
Sampling Strategy	dual frame sampling, which included, in addition to the landline telephone frame, three mobile phone lists, from which numbers were randomly selected.
Survey Description	"This is one of the world's few studies to explore a link between gambling and health and well-being. "
Administration Method	telephone interview
Response Rate	Consent rate was for 28% for landlines and 44% for mobile phones, with an overall consent rate of 31%.
Weighting	yes - separate population weights developed for the non-Indigenous and Indigenous samples.
Threshold for PG Questions	any gambling.
Assessment Instrument	PGSI
Gambling Availability	
Past-Year Gambling Prevalence	68% (if raffles are included this figure rises to 76%)
Problem Gambling Prevalence	CPGI: 0.68% (8+; problem gamblers); 2.9% (3-7; moderate risk gamblers).
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	Indigenous (1.1%), unemployed (4%), full-time students (2.5%), ear 10 or less highest ducation (1.6%) and those on ross annual income less than \$30,000 (1.1%), \$100,000 to \$119,999 (1%) and \$120,000 or more (1.1%).
Game Correlates of PG	Informal games (5.8%), EGMs (2.7%), sports betting (2.5%), casino table games (2.3%), keno (2%) and racetrack betting (1.6%).
Comments	The survey methodology and questions included in the 2015 survey differslightly to that used in 2005 survey.
Reference URL	https://justice.nt.gov.au/_data/assets/pdf_file/0019/424135/nt-2015-gam

Location	QUEENSLAND
Year Study Conducted	2001
Age	18+
Sources	Gambling Policy Directorate and Office of the Government Statistician. (2002). Queensland Household Gambling Survey 2001. Brisbane: Queensland Treasury.
Sample Size	13082
Sampling Strategy	
Survey Description	"Your household may have recently received a letter from this Office explaining about an important social survey we are conducting."
Administration Method	telephone interview
Response Rate	72.3%
Weighting	Household size, age, sex. Weights also applied to the subset of respondents who answered all, or nearly all, those questions relevant to them (i.e. who did the long version of the interview), weights for this subset were factored up by the inverse of the fraction doing the long version then adjusted so as to sum to the benchmark data again.
Threshold for PG Questions	Gambling other than sweepstakes in previous 12 months.
Assessment Instrument	CPGI
Gambling Availability	36,192 EGMs in 2002. 2001 population of 3,670,500. 101 people per EGM.
Past-Year Gambling Prevalence	85%
Problem Gambling Prevalence	2.7% (3-7); 0.83% (8+); 3.53% combined
Standardized Problem Gambling Prevalence	2.9%
Standardization Calculations	$3.53 * .58 * 1.44 = 2.9\%$
Demographic Correlates of PG	males; 18-34; single
Game Correlates of PG	
Comments	
Reference URL	http://pandora.nla.gov.au/pan/51569/20050905-0000/www.responsiblega

Location	QUEENSLAND
Year Study Conducted	2003-2004
Age	18+
Sources	Gambling Policy Directorate and Office of the Government Statistician. (2006). Queensland Gambling Household Survey, 2003-04. Brisbane: Queensland Treasury.
Sample Size	30000
Sampling Strategy	Random digit dialing with random selection within household; geographically stratified to ensure that approximately 1000 respondents were recruited in each of 30 identified regions of the State
Survey Description	"We are currently conducting an important social survey throughout Queensland."
Administration Method	telephone interview
Response Rate	59.2%
Weighting	age, sex, education, geography
Threshold for PG Questions	Gambling other than sweepstakes in previous 12 months.
Assessment Instrument	CPGI
Gambling Availability	41,548 EGMs in 2004. 2004 population of 3,882,037. 93 people per EGM.
Past-Year Gambling Prevalence	80%
Problem Gambling Prevalence	2.0% (3-7); 0.55% (8+); 2.55% combined
Standardized Problem Gambling Prevalence	2.1%
Standardization Calculations	$2.55 * .58 * 1.44 = 2.1\%$
Demographic Correlates of PG	less education; age 18-24
Game Correlates of PG	EGMs
Comments	
Reference URL	http://www.olgr.qld.gov.au/resources/responsibleGamblingDocuments/qu

Location	QUEENSLAND
Year Study Conducted	2006-2007
Age	18+
Sources	Gambling Policy Directorate and Office of the Government Statistician. (2008). Queensland Gambling Household Survey, 2006– 07. Brisbane: Queensland Treasury.
Sample Size	30000
Sampling Strategy	Random digit dialing with random selection within household; geographically stratified to ensure that approximately 1000 respondents were recruited in each of 30 identified regions of the State.
Survey Description	"We are currently conducting an important social survey throughout Queensland."
Administration Method	telephone interview
Response Rate	49.6%
Weighting	yes
Threshold for PG Questions	Gambling in past 12 months other than sweepstakes
Assessment Instrument	CPGI
Gambling Availability	40,312 EGMs in 2006. 2006 population of 4,090,000. 101 people per EGM.
Past-Year Gambling Prevalence	75%
Problem Gambling Prevalence	1.8% (3-7); 0.47% (8+); 2.27% combined
Standardized Problem Gambling Prevalence	1.9%
Standardization Calculations	$2.27 * .58 * 1.44 = 1.9\%$
Demographic Correlates of PG	age 35 to 54 years; less likely to be married or in a relationship; smokers
Game Correlates of PG	EGMs; horse/dog racing; keno; casino table games; bingo
Comments	
Reference URL	http://www.olgr.qld.gov.au/resources/responsibleGamblingDocuments/qu

Location	QUEENSLAND
Year Study Conducted	2008-2009
Age	18+
Sources	State of Queensland, Department of Employment, Economic Development and Innovation. (2010). Queensland Household Gambling Survey 2008-09. Brisbane, Australia: Author.
Sample Size	15000
Sampling Strategy	Random digit dialing with random selection within household; geographically stratified to ensure appropriate representation from each of the 11 identified regions of the State.
Survey Description	"We are conducting important research for the Queensland Government about social activities and attitudes."
Administration Method	telephone interview
Response Rate	39.2%
Weighting	Age, sex, income, education
Threshold for PG Questions	All low risk, moderate risk and problem gamblers completed the full questionnaire. Random samples of non-gamblers and recreational gamblers completed a shortened form of the questionnaire (pp. 87-89 provides details).
Assessment Instrument	CPGI
Gambling Availability	41,671 EGMs in 2008. 2008 population of 4,313,500. 104 people per EGM.
Past-Year Gambling Prevalence	75%
Problem Gambling Prevalence	1.6% (3-7); 0.37% (8+); 1.97% combined
Standardized Problem Gambling Prevalence	1.6%
Standardization Calculations	$1.97 * .58 * 1.44 = 1.6\%$
Demographic Correlates of PG	Smokers
Game Correlates of PG	
Comments	
Reference URL	http://www.olgr.qld.gov.au/resources/responsibleGamblingDocuments/Q

Location	QUEENSLAND
Year Study Conducted	2011-2012
Age	18+
Sources	Department of Justice and Attorney-General, State of Queensland. (2012). Queensland Household Gambling Survey 2011–12. Brisbane, Australia: Author. http://www.olgr.qld.gov.au/resources/responsibleGamblingDocuments/Queensland_Household_Gambling_Survey_Report_2011-12.pdf
Sample Size	15000
Sampling Strategy	The sample was selected from a household-based frame (list) which included both landline and mobile telephone numbers; randomised process was used to select one adult from each household for interview.
Survey Description	"We are conducting important research for the Qld Government about social activities and attitudes."
Administration Method	telephone interview
Response Rate	44.6%
Weighting	regional distribution and demographic characteristics of the population
Threshold for PG Questions	gambled in the past 12 months
Assessment Instrument	CPGI
Gambling Availability	
Past-Year Gambling Prevalence	74%
Problem Gambling Prevalence	1.9% (3-7); 0.48% (8+); 2.38% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	men aged 18-34 years over-represented in the low risk, moderate risk and problem gambling groups.
Game Correlates of PG	
Comments	The sampling methodology used in the 2011-12 survey was more representative than in previous years [in Queensland].
Reference URL	http://www.olgr.qld.gov.au/resources/responsibleGamblingDocumen

Location	SOUTH AUSTRALIA
Year Study Conducted	1996
Age	18+
Sources	Delfabbro, P, & Winefield, D. (1996). Community Gambling Patterns and the Prevalence of Gambling-Related Problems in South Australia. Report commissioned by the Department for Family and Community Services. University of Adelaide, South Australia.
Sample Size	1206
Sampling Strategy	
Survey Description	
Administration Method	telephone interview
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	SOGS
Gambling Availability	12,794 EGMs in 1999
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	1.2% (5+)
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	EGMs
Comments	This report is not available and is not included in the tables or analyses.
Reference URL	

Location	SOUTH AUSTRALIA
Year Study Conducted	2001
Age	18+
Sources	<p>Taylor, A., Dal Grande, E., Gill, T., Delfabbro, P., Glenn, V., Goulding, S., Weston, H., Barton, S., Rogers, N., Stanley, A., Blandy, R., Tolchard, B., Kingston, R. (2001). Gambling Patterns of South Australians and Associated Health Indicators – May 2001. Adelaide: Department of Human Services.</p> <p>Delfabbro, P.H. (2005). Population Gambling Trends in South Australia 2001-2004. September 2005. Report prepared for the Department for Families and Communities.</p>
Sample Size	6045
Sampling Strategy	Random selection of telephone listings; random selection within household; prenotification letter; at least 6 call-backs
Survey Description	"We are conducting an important survey about the health and well being of South Australians."
Administration Method	telephone interview
Response Rate	73.1%
Weighting	age, sex, household size
Threshold for PG Questions	gambled regularly at least once a fortnight on all types of gambling excluding Lotto and bingo
Assessment Instrument	SOGS-PY
Gambling Availability	15,499 EGMs in 2002. 2001 population of 1,519,000. 98 people per EGM.
Past-Year Gambling Prevalence	76%
Problem Gambling Prevalence	2.0% (5+) Problem gamblers were identified if they were "frequent" gamblers (derived in the previous chapter) and if they scored 5 or more on the SOGS scale (Section 5.1.1), or if they rated their gambling problem 5 to 10 on a scale of 1 to 10 (Section 5.1.2). Overall, most of the problem gamblers were classified using the SOGS scoring method with only a small number (n=10) self-diagnosing themselves as problem gamblers.
Standardized Problem Gambling Prevalence	4.3%
Standardization Calculations	$2.0 * 1.49 * 1.44 = 4.3\%$
Demographic Correlates of PG	age 25-34; never been married; employed part time or be unemployed; live in a rented dwelling
Game Correlates of PG	Poker; EGMs

Comments	
Reference URL	http://health.adelaide.edu.au/pros/docs/reports/general/gambling_patterr
Reference URL	

Location	SOUTH AUSTRALIA
Year Study Conducted	2005
Age	16+
Sources	South Australian Department for Families and Communities. (2006). Gambling Prevalence in South Australia: October to December 2005. Adelaide: Author.
Sample Size	17,140 (ages 18+)
Sampling Strategy	Telephone numbers were randomly selected from the Adelaide metropolitan and country regions EWP telephone listings. Within each household, the person who had their birthday most recently; A letter introducing the survey was sent to the household of each selected telephone number; At least 10 call back attempts were made.
Survey Description	"We are conducting an important health, lifestyle and social survey about South Australians." [Telephone]; "I am writing to ask you to take part in an important health, lifestyle and social survey being conducted by the South Australian Department of Health." [Letter].
Administration Method	telephone interview
Response Rate	64.5%
Weighting	age, sex, geography, household size
Threshold for PG Questions	Frequent gamblers' - defined as those over 18 who had gambled at least fortnightly in the previous twelve months, on any type of gambling excluding lottery and bingo.
Assessment Instrument	CPGI (For adults 18+); DSM-IV-Juvenile-PY (For ages 16-17)
Gambling Availability	15,688 EGMs in 2004. 2005 population of 1,542,000. 98 people per EGM.
Past-Year Gambling Prevalence	69.5%
Problem Gambling Prevalence	CPGI: 1.2% (3-7); 0.4% (8+); combined = 1.6%
Standardized Problem Gambling Prevalence	1.3%
Standardization Calculations	$1.6 * .58 * 1.44 = 1.3\%$
Demographic Correlates of PG	male; no children in the household; secondary school education only
Game Correlates of PG	EGMs
Comments	The DSM-IV-Juvenile-PY found that 1% of 16 and 17 year olds were classified as problem gamblers.
Reference URL	http://hdl.handle.net/1880/49968

Location	SOUTH AUSTRALIA
Year Study Conducted	2012
Age	16+
Sources	Social Research Centre. (2013). Gambling prevalence in South Australia (2012). North Melbourne, Australia: Author.
Sample Size	9402
Sampling Strategy	The in-scope population for the survey is South Australian residents aged 16 years and over contactable by either a landline or mobile phone. Data collection was via Computer Assisted Telephone Interviewing (CATI); An explanation of the dual-frame sampling methodology and its application to this survey is provided in a separate Technical Report (Gambling Prevalence in South Australia (2012); Technical and Methodological Summary Report; July 2013)
Survey Description	"We are telephoning South Australians about an important survey into gambling, lifestyle and health issues."
Administration Method	telephone interview
Response Rate	cooperation rate = 53.4%; response rate = 32.5% [AAPOR Response Rate 3]
Weighting	A four-step weighting procedure (further details are provided in a separate Technical Report) was adopted for the survey; adjusted by region, to the age, sex and educational attainment profile of the South Australian population aged 16 year and over.
Threshold for PG Questions	gambling on any form in past 12 months.
Assessment Instrument	CPGI (For adults 18+); DSM-IV-Juvenile-PY (For ages 16-17)
Gambling Availability	
Past-Year Gambling Prevalence	68.8%
Problem Gambling Prevalence	CPGI: 2.5% (3-7); 0.6% (8+); 3.1% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	males; from households with only one person aged 16 years or more; those exhibiting two or more indicators of financial stress; separated or divorced marital status; those with no formal post-secondary education qualification; people from an Aboriginal or Torres Strait Islander cultural background; and those with annual household incomes below \$15,600.

Game Correlates of PG	[Problem Gamblers] Showed a disproportionately high prevalence of all gambling activities except for purchasing lotto/lottery tickets.
Comments	In 2005 the PGSI questions were only administered to “frequent gamblers” (that is, people who gambled at least once a fortnight on any type of gambling activity apart from lotteries or bingo); as a result, meaningful comparisons between 2005 and 2012 figures can only be made for this group of “frequent gamblers”.
Reference URL	http://hdl.handle.net/1880/49969

Location	TASMANIA
Year Study Conducted	1994
Age	18+
Sources	Dickerson, M., Walker, M. & Baron, E. (1994). A Baseline Study on the Extent and Impact of Gambling in Tasmania. Australian Institute of Gambling Research, Sydney.
Sample Size	1220
Sampling Strategy	Quotas set on area, age and sex to ensure representativeness of the sample.
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	(Refusal rate = 23%)
Weighting	
Threshold for PG Questions	Gambling weekly or more
Assessment Instrument	SOGS-PY (a past year time frame is presumed based on information from subsequent studies)
Gambling Availability	
Past-Year Gambling Prevalence	72%
Problem Gambling Prevalence	1.14% (5+) (as reported in Dickerson & Maddern, 1997) 0.90% (5+) (as reported in Roy Morgan Research, 2001, 2006)
Standardized Problem Gambling Prevalence	1.3%
Standardization Calculations	.90 *1.49 =1.3%
Demographic Correlates of PG	
Game Correlates of PG	
Comments	Unable to locate original report.

Location	TASMANIA
Year Study Conducted	1996
Age	18+
Sources	Dickerson, M., & Maddern, R. (1997). The Extent and Impact of Gambling in Tasmania with Particular Reference to Problem Gambling: A Follow up to the Baseline Study Conducted in 1994. Australian Institute for Gambling Research.
Sample Size	1211
Sampling Strategy	random sample stratified by age, sex and locality; 4 call-backs; random selection within household
Survey Description	"survey on behalf of the Tasmanian Gaming Commission about your attitudes to gaming"
Administration Method	telephone interview
Response Rate	(Refusal rate = 5.4%)
Weighting	
Threshold for PG Questions	Gambling on any form in past 12 months.
Assessment Instrument	SOGS-Past 6-months
Gambling Availability	2,373 EGMs in 1999. 1996 population of 459,212. 194 people per EGM.
Past-Year Gambling Prevalence	89%
Problem Gambling Prevalence	2.84% (5+) (as reported in the study) 2.97% (5+) (as reported in Roy Morgan Research, 2001, 2006)
Standardized Problem Gambling Prevalence	6.4%
Standardization Calculations	$2.97 * 1.49 * 1.44 = 6.4\%$
Demographic Correlates of PG	metropolitan areas; males
Game Correlates of PG	TAB betting (horse/dog racing, sports betting); telephone betting; club keno
Comments	Complete SOGS scores (0-16) for survey years 2005, 2000, 1996, and 1994-REVISED are listed on page 287 of 2005 report; The purpose of the study was primarily to ensure that the baseline information from 1994 was updated to be an accurate reflection of the situation immediately prior to the extension of the availability of EGMs beyond the casinos from 1st January 1997.
Reference URL	http://www.dhhs.tas.gov.au/_data/assets/pdf_file/0004/7960/report96.p

Location	TASMANIA
Year Study Conducted	2000
Age	18+
Sources	Roy Morgan Research. (2001). The Third Study into the Extent and Impact of Gambling in Tasmania with Particular Reference to Problem Gambling. Prepared for Department of Health and Human Services.
Sample Size	1223
Sampling Strategy	Random sample of listed numbers; quotas were set on age, gender and locality to ensure a representative sample.
Survey Description	"Today, we are conducting a survey on behalf of the Department of Health and Human Services of Tasmania about your attitudes to gambling"
Administration Method	telephone interview
Response Rate	
Weighting	yes
Threshold for PG Questions	Gambling on any form in past 12 months.
Assessment Instrument	SOGS-PY
Gambling Availability	2,373 EGMs in 1999. 2000 population of 470,376. 198 people per EGM.
Past-Year Gambling Prevalence	82%
Problem Gambling Prevalence	0.90% (5+)
Standardized Problem Gambling Prevalence	1.5%
Standardization Calculations	$0.9 * 1.49 * 1.44 * .76 = 1.5\%$
Demographic Correlates of PG	males; age 35-49; skilled workers; income earners <\$50,000.
Game Correlates of PG	EGMs; betting on horses or greyhounds at the track
Comments	
Reference URL	http://www.dhhs.tas.gov.au/_data/assets/pdf_file/0007/7963/tas_gambl

Location	TASMANIA
Year Study Conducted	2005
Age	18+
Sources	Roy Morgan Research. (2006). The Fourth Study into the Extent and Impact of Gambling in Tasmania with Particular Reference to Problem Gambling. Roy Morgan Research Pty Ltd for Department of Health and Human Services.
Sample Size	6,048 (sub-sample = 2,003 completed full interview)
Sampling Strategy	Random sampling from listed numbers; random selection within household; all respondents went through initial screening and were classified as regular, non-regular or non-gambler; all regular gamblers subsequently interviewed, one in four non-regular gamblers, one in two non-gamblers.
Survey Description	"Today we are conducting a survey for the Department of Health and Human Services on gambling in Tasmania"
Administration Method	telephone interview
Response Rate	
Weighting	age, sex, geography, household size
Threshold for PG Questions	For CPGI, questions were only administered to 'Regular Gamblers' (participated weekly or equivalent of weekly over the course of 52 weeks in a single gambling activity other than lottery games or instant scratch tickets); For SOGS, questions were asked of both 'Regular Gamblers' and 'Non-Regular Gamblers' (less than weekly gambling participation excluding lottery games or instant scratch tickets).
Assessment Instrument	CPGI; SOGS-PY
Gambling Availability	3,233 EGMs in 2004. 2005 population of 485,300. 150 people per EGM.
Past-Year Gambling Prevalence	85%
Problem Gambling Prevalence	CPGI: 1.02% (3-7); 0.73% (8+); 1.75% combined SOGS-PY: 1.41% (5+)
Standardized Problem Gambling Prevalence	1.7%
Standardization Calculations	CPGI: $1.75 * .58 * 1.44 * .76 = 1.1\%$ SOGS-PY: $1.41 * 1.49 * 1.44 * .76 = 2.3\%$ Average = 1.7%
Demographic Correlates of PG	males; ages 18-24; part-time workers
Game Correlates of PG	EGMs; sports betting; betting on races by phone.
Comments	
Reference URL	http://www.dhhs.tas.gov.au/_data/assets/pdf_file/0009/31887/final_repc

Location	TASMANIA
Year Study Conducted	2007
Age	18+
Sources	South Australian Centre for Economic Studies. (2008). Social and Economic Impact Study into Gambling in Australia. Adelaide: Author.
Sample Size	4051
Sampling Strategy	Random selection of listed numbers; quotas were set for the 4 major Statistical Districts of Tasmania and for the 18-24 year old age-group; up to 6 call backs for each household
Survey Description	"gambling in Tasmania"
Administration Method	telephone interview
Response Rate	40% (Completion rate)
Weighting	Household size, age, gender
Threshold for PG Questions	Gambling at least once per week (or 52 times or more per year) on activities other than lotteries, scratch tickets or bingo.
Assessment Instrument	CPGI
Gambling Availability	3,680 EGMs in 2006. 2007 population of 495,772. 135 people per EGM.
Past-Year Gambling Prevalence	71.7%
Problem Gambling Prevalence	0.86% (3-7); 0.54% (8+); 1.40% combined
Standardized Problem Gambling Prevalence	0.6%
Standardization Calculations	$1.4 * .58 * 1.44 * .53 = 0.6\%$
Demographic Correlates of PG	males, aged 18-29 years, living in the Greater Hobart area
Game Correlates of PG	Keno, scratch tickets, EGMs. Less likely to gamble on casino table games.
Comments	
Reference URL	http://www.adelaide.edu.au/saces/gambling/publications/TasSocialEcon

Location	TASMANIA
Year Study Conducted	2011
Age	18+
Sources	Allen Consulting Group, Problem Gambling Research and Treatment Centre, & Social Research Centre. (2011). Social and economic impact study of gambling in Tasmania, Volume 2: Gambling survey. Prepared for the Tasmanian Government Department of Treasury and Finance.
Sample Size	4000
Sampling Strategy	Combination of random telephone interviews across all of Tasmania and additional booster telephone interviews across the eight target local government areas; participant selection based on the 'next birthday' method.
Survey Description	"a survey of social issues"
Administration Method	telephone interview
Response Rate	40% (participation rate)
Weighting	age, gender, region (Local Government Area)
Threshold for PG Questions	All respondents
Assessment Instrument	CPGI
Gambling Availability	
Past-Year Gambling Prevalence	64.5%
Problem Gambling Prevalence	1.8% (3-7); 0.7% (8+); 2.5% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	younger age; no dependent children in household; failure to complete secondary school
Game Correlates of PG	EGMs, Keno, sporting events, horse/greyhound racing, instant scratch tickets, participate in 4 or more forms of gambling in past 12 months
Comments	
Reference URL	http://www.treasury.tas.gov.au/domino/df/df.nsf/LookupFiles/Vol

Location	TASMANIA
Year Study Conducted	2013
Age	18+
Sources	ACIL Allen Consulting, Social Research Centre, & Problem Gambling Research And Treatment Centre. (2014). Third Social And Economic Impact Study Of Gambling In Tasmania: Volume 2. 2013 Tasmanian Gambling Prevalence Survey. Melbourne, Australia.
Sample Size	5000
Sampling Strategy	The sample for the 2013 survey again featured a disproportionate stratified sample design such that over-sampling occurred in the same eight focus LGAs as in 2011. The 2013 design also featured slightly more interviews (n=5,000) in total and a slightly altered distribution of interviews across the eight focus LGAs in order to produce a more balanced sample and hence reduce the size of the standard errors of the survey estimates.
Survey Description	
Administration Method	telephone interview
Response Rate	27.2% (response rate); 54.6% (cooperation rate)
Weighting	yes
Threshold for PG Questions	gambling in past year
Assessment Instrument	CPGI/PGSI
Gambling Availability	
Past-Year Gambling Prevalence	61.2%
Problem Gambling Prevalence	1.8% (3-7); 0.5% (8+); 2.4% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	EGMs, betting on horse or greyhound races, playing Keno, playing casino table games at a casino, betting on sporting or other events and betting on informal private games.
Comments	
Reference URL	http://www.treasury.tas.gov.au/domino/df/df.nsf/LookupFiles/201

Location	TASMANIA
Year Study Conducted	2017
Age	18+
Sources	ACIL Allen Consulting, Deakin University, Central Queensland University and the Social Research Centre. (2017). Fourth social and economic impact study of gambling in Tasmania: Report 2. Hobart, Australia: Tasmanian Department of Treasury and Finance.
Sample Size	5000
Sampling Strategy	The 2017 Tasmanian Gambling Prevalence Survey was conducted via Computer Assisted Telephone Interviews (CATI) with residents of Tasmania aged 18 years and over. The total achieved sample size was n=5000. A dual frame sample design was again employed for the 2017 survey, with a 50% landline and 50% mobile split. Sample was drawn from three sources: random digit dial (RDD) landline, pre-screened RDD mobile sample and listed mobile phone numbers. Due to a focus on state-level estimates, sample was stratified according to broad geographic regions (North, North West and South) and allocated in proportion to population. The questionnaire instrument for the 2017 survey largely replicated measures from previous waves to ensure comparability to prior years. Despite minimal changes to these key items, several new measures reflective of current issues and interest areas were added. Given the complexity of the questionnaire structure and due to the addition of new measures, a pilot test of 50 interviews was undertaken to ensure internal logic. While the main aim was to replicate procedures of recent surveys to ensure comparability, some methodological changes were implemented to improve estimates and ensure the survey was conducted in line with current best practice.
Survey Description	"health and lifestyle choices"
Administration Method	telephone interview
Response Rate	"...the final combined response rate for the survey was 41.5%" (see Section A.7).
Weighting	yes
Threshold for PG Questions	gambling in past year
Assessment Instrument	CPGI/PGSI
Gambling Availability	
Past-Year Gambling Prevalence	58.5%
Problem Gambling Prevalence	1.4% (3-7); 0.6% (8+); 2.0% combined

Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	PGSI category was significantly negatively predicted by age, where by the odds of being classified in the next highest PGSI category decreased with age.
Game Correlates of PG	EGMs, betting on horse or greyhound racing, purchasing instant scratch tickets and playing keno.
Comments	A new component of the prevalence survey in 2017 allowed for the assessment of the gambling harms in Tasmania. The 2017 survey allowed the measurement of harms to gamblers and affected others in three ways: A sequential discrete choice protocol using a Time-Tradeoff (TTO) task; Direct solicitation on the impact of gambling; the Short Gambling Harms Scale (SGHS) and disability weights.
Reference URL	http://www.treasury.tas.gov.au/Documents/Vol%202%20-%20SE

Location	VICTORIA
Year Study Conducted	1996
Age	18+
Sources	Maddern, C., Horman, S. & Dickerson, M. (1997). Fifth Community Gambling Patterns Survey combined with Second Positive And Negative Perceptions Of Gambling Survey. Melbourne, Australia: Victorian Casino and Gaming Authority.
Sample Size	2000
Sampling Strategy	Random selection of listed numbers; 40 sampling quotas representing unique geo-demographic segments of the Victorian population; multilingual interviewers; random selection within household.
Survey Description	"We're conducting an important research study on behalf of a Victorian Government Authority about what people do in their spare time."
Administration Method	telephone interview
Response Rate	
Weighting	age, sex, region
Threshold for PG Questions	gambling in past 6 months
Assessment Instrument	SOGS-PY
Gambling Availability	29,789 EGMs in 1999. 1996 population of 4,373,520. 147 people per EGM.
Past-Year Gambling Prevalence	87%
Problem Gambling Prevalence	"just under 1%" (5+)
Standardized Problem Gambling Prevalence	2.1%
Standardization Calculations	$1.0 * 1.49 * 1.44 = 2.1\%$
Demographic Correlates of PG	males; younger age (average age of 31); student; unemployed
Game Correlates of PG	EGMs
Comments	The abstract version, available online, provides details from an earlier 4th survey (i.e., not actually the 5th survey). (http://www.vcgr.vic.gov.au/CA256F800017E8D4/research/3B95D40F907A3710CA25777E000DC497?Open) .
Reference URL	http://www.vcgr.vic.gov.au/CA256F800017E8D4/research/3B95D40F90

Location	VICTORIA
Year Study Conducted	1998
Age	18+
Sources	Roy Morgan Research. (1999). Sixth Survey of Community Gambling Patterns & Perceptions: Project Report. Prepared for Victorian Casino and Gaming Authority.
Sample Size	1737
Sampling Strategy	Random selection of listed numbers; 32 sampling quotas to represent unique geo-demographic segments of the Victorian population; random selection within household; multilingual interviewers.
Survey Description	"Today we're conducting an important research study on behalf of a Victorian Government Authority about what people do in their spare time."
Administration Method	telephone interview
Response Rate	
Weighting	age, sex, region
Threshold for PG Questions	gambling in past 6 months
Assessment Instrument	SOGS-PY
Gambling Availability	29,789 EGMs in 1999. 1998 population of 4,683,800. 157 people per EGM.
Past-Year Gambling Prevalence	76%
Problem Gambling Prevalence	1.5% (5+)
Standardized Problem Gambling Prevalence	2.4%
Standardization Calculations	$1.5 * 1.49 * 1.44 * .76 = 2.4\%$
Demographic Correlates of PG	males; younger than average age profile (average age of 38 years); higher proportion of skilled workers
Game Correlates of PG	casino gambling; EGMs
Comments	
Reference URL	http://www.vcgr.vic.gov.au/CA256F800017E8D4/WebObj/51FE829F892

Location	VICTORIA
Year Study Conducted	1999
Age	18+?
Sources	KPMG Consulting. (2000). Report of the 1999 Longitudinal Community Impact Study: Survey of Community Attitudes, September 2000. Report to\ Victorian Casino and Gaming Authority.
Sample Size	1,000 (Dandenong, Geelong, Maribyrnong, Mildura, Moreland and Wellington)
Sampling Strategy	Sample for the survey was drawn so as to coincide with local government areas for each of the 6 study regions; From each of the 6 local government areas (LGAs) 167 responses were collected.
Survey Description	
Administration Method	telephone interview
Response Rate	
Weighting	
Threshold for PG Questions	Gambling in past 6 months.
Assessment Instrument	SOGS-PY
Gambling Availability	29,789 EGMs in 1999. 1999 population of 4,707,600. 158 people per EGM.
Past-Year Gambling Prevalence	51% (gambled in 6-months prior to survey)
Problem Gambling Prevalence	2.0% (5+)
Standardized Problem Gambling Prevalence	3.5%
Standardization Calculations	$2.0 * 1.49 * 1.59 * .74 = 3.5\%$
Demographic Correlates of PG	
Game Correlates of PG	
Comments	
Reference URL	http://rgco.org/articles/report_of_the_1999_longitudinal_community.pdf

Location	VICTORIA
Year Study Conducted	1999
Age	18+
Sources	Roy Morgan Research. (2000). Seventh Community Survey of Community Gambling Patterns and Perceptions. Prepared for Victorian Casino and Gaming Authority.
Sample Size	1760
Sampling Strategy	Sample randomly generated from electronic white pages; multilingual interviewers; sampling quotas to represent geo-demographic segments; last birthday method.
Survey Description	"Today we're conducting an important research study on behalf of a Victorian Government Authority about what people do in their spare time."
Administration Method	telephone interview
Response Rate	
Weighting	age, sex, county/metropolitan area
Threshold for PG Questions	gambling in past 6 months
Assessment Instrument	SOGS-PY
Gambling Availability	29,789 EGMs in 1999. 1999 population of 4,707,600. 158 people per EGM.
Past-Year Gambling Prevalence	81%
Problem Gambling Prevalence	0.8% (5+)
Standardized Problem Gambling Prevalence	2.6%
Standardization Calculations	$0.8 * 1.49 * 1.44 = 1.7\%$ Averaged with KPGM 1999 study = 2.6%
Demographic Correlates of PG	males; younger age profile; full-time workers; plant/machine operators/drivers
Game Correlates of PG	Not indicated but "Acknowledged Heavy Gamblers" tend to gamble on EGMs and casinos.
Comments	
Reference URL	http://www.vcgr.vic.gov.au/CA256F800017E8D4/WebObj/9AAFC04BF6/

Location	VICTORIA
Year Study Conducted	2003
Age	18+
Sources	McMillen, J., Marshall, D., Ahmed, E., & Wenzel, M. (2004). 2003 Victorian Longitudinal Community Attitudes Survey. Australia: The Centre for Gambling Research, Australian National University
Sample Size	8479
Sampling Strategy	Random selection of listed numbers; random selection within household; stratified sampling of gambler groups
Survey Description	"attitudes to gambling"
Administration Method	telephone interview
Response Rate	34.2%
Weighting	age, gender and metro/non-metropolitan variables
Threshold for PG Questions	Weekly participation in some form of gambling other than raffles and sweeps in the past 12 months.
Assessment Instrument	CPGI; SOGS-PY; Victorian Gambling Screen (VGS)
Gambling Availability	27,400 EGMs in 2002. 2003 population of 4,911,400. 179 people per EGM.
Past-Year Gambling Prevalence	77%
Problem Gambling Prevalence	CPGI: 0.91% (3-7); 0.97% (8+); 1.88% combined SOGS-PY: 1.12% (5+) VGS: 0.74% (21+)
Standardized Problem Gambling Prevalence	1%
Standardization Calculations	CPGI: $1.88 * .58 * 1.44 * .53 = 0.83\%$ SOGS-PY: $1.12 * 1.49 * 1.44 * .53 = 1.3\%$ Average = 1.0%
Demographic Correlates of PG	males; aged 50–64 and 35–49; low levels of education (below tertiary level); derive main income from social security payments (other than pension); live with others; live in metropolitan areas; family history of gambling; consume alcohol and drugs; depression
Game Correlates of PG	EGMs
Comments	Each screen was administered to a separate cohort of regular gamblers and the responses and prevalence rates compared.
Reference URL	http://www.justice.vic.gov.au/wps/wcm/connect/justlib/DOJ+Internet/reso

Location	VICTORIA
Year Study Conducted	2007
Age	18+
Sources	Thomas, S. A., & Jackson, A. C. (2008). Risk and Protective Factors, Depression and Comorbidities in Problem Gambling: A Report to beyondblue. Melbourne: Problem Gambling Research and Treatment Centre.
Sample Size	2012
Sampling Strategy	Random digit dialing; quota method to achieve a high level of representativeness for age, sex and urban rural location dimensions in the Victorian community; requirement that 300 of the participants had to be problem gamblers
Survey Description	gambling risk and protective factors
Administration Method	telephone interview
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	CPGI
Gambling Availability	27,124 EGMs in 2006. 2007 population of 5,200,000. 192 people per EGM.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	2.8% (3-7); 1.4% (8+); 4.2% combined
Standardized Problem Gambling Prevalence	2.7%
Standardization Calculations	$4.2 * .58 * 1.44 * .76 = 2.7\%$
Demographic Correlates of PG	males; smoking
Game Correlates of PG	
Comments	Prevalence estimates from Table 5.2 in 2010 Australian Productivity Commission report. Study more related to problem gambling co-morbidity than prevalence.
Reference URL	http://www.beyondblue.org.au/index.aspx?link_id=6.717

Location	VICTORIA
Year Study Conducted	2008
Age	18+
Sources	Hare, S. (2009). A Study of Gambling in Victoria: Problem Gambling from a Public Health Perspective. Melbourne, Australia: State of Victoria, Department of Justice.
Sample Size	15000
Sampling Strategy	Random digit dialing; random selection within household; multilingual interviews; sample stratified across the 8 Victorian Government regions; concentration of study sampling within high Electronic Gaming Machine (EGM) expenditure Local Government Areas (LGA) across Victorian Government regions; stratified sampling of gambler types
Survey Description	"The Victorian Government is conducting a study on an important health and well-being issue to Victorian communities."
Administration Method	telephone interview
Response Rate	43.5%
Weighting	age, gender, region, household size, # land phone lines
Threshold for PG Questions	past year gambling
Assessment Instrument	CPGI; NODS-CLiP 2 (brief screen for DSM-IV-L)
Gambling Availability	27,279 EGMs in 2008. 2008 population of 5,310,000 people. 195 people per EGM.
Past-Year Gambling Prevalence	73%
Problem Gambling Prevalence	CPGI: 2.36% (3-7); 0.70% (8+); 3.06% combined DSM-NODS-CLiP2: Lifetime pathological = 1.13%; NODS-CLiP2 Lifetime problem = 1.18%
Standardized Problem Gambling Prevalence	2.6%
Standardization Calculations	$3.06 * .58 * 1.44 = 2.6\%$
Demographic Correlates of PG	males; Indigenous; sales workers, machinery operators/drivers and labourers
Game Correlates of PG	EGMs; table games; lotto products; betting on horse or harness racing or greyhounds
Comments	
Reference URL	http://www.justice.vic.gov.au/wps/wcm/connect/DOJ+Internet/Home/Gambling

Location	VICTORIA
Year Study Conducted	2014
Age	18+
Sources	Hare, S. (2015). Study of gambling and health in Victoria, Victoria, Australia: Victorian Responsible Gambling Foundation and Victorian Department of Justice and Regulation.
Sample Size	13554
Sampling Strategy	The study involved 13,554 Computer Aided Telephone Interview (CATI) surveys of Victorians aged 18 years and older. The survey used a dual frame (mobile and landline) sample, which included 12,551 landline surveys and 1,003 mobile surveys.
Survey Description	"We are conducting a study on an important public health issue."... and... "gambling and health and well-being."
Administration Method	telephone interview
Response Rate	Method 1 (Less Conservative) was 68.46 per cent (compared to 52.65 per cent in the 2008 epidemiological study) and based on Method 2 (More conservative) was 57.85 per cent (compared to 43.50 per cent in the 2008 epidemiological study). Calculation of response rate using outlined adjustments for the mobile sample using Method 1 (Less Conservative) was 68.22 per cent and using Method 2 (More Conservative) was 60.88 per cent.
Weighting	Weighted to ensure they represented the Victorian adult population.
Threshold for PG Questions	past year gambling
Assessment Instrument	CPGI
Gambling Availability	
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	
Comments	This survey is the first gambling survey to use a true random digit dial methodology for both landline and mobile samples. This means that both mobile phone numbers and landline numbers were selected at random.

Reference URL

http://www.responsiblegambling.vic.gov.au/_data/assets/pdf_file/0018/2

Location	VICTORIA
Year Study Conducted	2016
Age	18+
Sources	Howe, P. D. L., Vargas-Saenz, A., Hulbert, C. A. & Boldero, J. M. (2018). Final report on gambling and problem gambling in Victoria. Melbourne, Australia: Responsible Gambling Foundation.
Sample Size	3361
Sampling Strategy	Participants were recruited by a survey company, The Online Research Unit (ORU), who guaranteed that the participants were representative of the general population in terms of the distributions of their ages, genders and locations; incentives provided.
Survey Description	
Administration Method	online survey
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	PGSI
Gambling Availability	
Past-Year Gambling Prevalence	95%
Problem Gambling Prevalence	
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	25-34 years of age
Game Correlates of PG	poker machines; gaming tables at casinos; internet gambling
Comments	
Reference URL	

Location	WESTERN AUSTRALIA
Year Study Conducted	1994
Age	18+
Sources	Dickerson, M.G., Baron, E., & O'Conner, J. (1994). An Assessment of the Extent and Degree of Gambling Related Problems in Western Australia. Report to the Department of Racing and Gaming, Western Australia.
Sample Size	1253
Sampling Strategy	Random household selection stratified for sex and age; 2-part interview; Part 1 = Leisure and gambling activities; Part 2 = In depth survey of regular gamblers.
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	(Refusal rate = 39%)
Weighting	No
Threshold for PG Questions	gambling at least 4 or more times in past month
Assessment Instrument	SOGS-Past 6 months
Gambling Availability	1500 EGMs introduced in 1994. 1994 population of 1,465,500. 977 people per EGM.
Past-Year Gambling Prevalence	65%
Problem Gambling Prevalence	0.48% (3-4); .56% (5+); 1.04% combined
Standardized Problem Gambling Prevalence	0.6%
Standardization Calculations	$1.04\% \times .72 \times .76 = 0.6\%$
Demographic Correlates of PG	single; males; under 30 years of age
Game Correlates of PG	continuous forms of gambling
Comments	