

Location	Sub-Region	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	Reference URL	
AUSTRALIA		1999	18+	Productivity Commission. (1999). Australia's Gambling Industries. Report No. 10, Chapter 6, What is Problem Gambling? & Appendix F. National Gambling Survey. Canberra: AusInfo.	3,498 full interviews from initial sample of 10,525	modified random digit dialing, random selection within household	attitudes toward gambling	telephone interview	47%	region, age, gender, household size; adjustment made for the random selection of 14 nonregular gamblers sampled, but only 1/4 nonregular gamblers and 1/2 nongamblers	participated in a form of gambling (other than lottery games and instant win tickets) 1/week or more	SOGS-PY	105 People per EGM in 1999. 71 people per EGM in NSW/ACT; 158 people per EGM in Queensland; 116 people per EGM in Victoria; 77 people per EGM in Queensland; 117 people per EGM in South Australia; 157 people per EGM in Western Australia; 188 people per EGM in Tasmania; 158 people per EGM in Northern Territory.	82% (excluding raffles); 80% NSW, 81% Victoria, 86% Queensland, 77% South Australia, 84% Western Australia, 77% Queensland; 80% ACT; 80% Northern Territory.	2.8% (3-4); 2.1% (5+); 4.9% combined SOGS 5+ for individual states/territories: 2.55% New South Wales, 2.49% South Australia, 2.4% Victoria, 2.0% Australian Capital Territory, 1.89% Northern Territory, 1.88% Queensland, 0.70% Western Australia, 0.44% Tasmania)	3.9%	Australia: 4.9 * 72 / 1.44 = 76 * 3.0 (4.16% New South Wales, 4.00% slightly lower income; less education; non-English spoken at home; student	EGMs, race betting, casino table games		http://www.pc.gov.au				
AUSTRALIA		2013	18+	Dowling, N. A., Yousef, G. J., Jackson, A. C., Penray, D. W., Francis, K. L., Penray, A., & Lubman, D. I. (2015). National estimates of Australian gambling prevalence. Findings from a dual-frame census survey. <i>Addiction</i> , doi: 10.1111/add.12176	1,768 in PGSI subsample; original sample of 2,000	dual-frame (landline + mobile) sample design using CATI random digit dialing (RDD) aimed to obtain a nationally representative sample; selected from each household using a random allocation to the "next birthday method"; landline frame used probability proportional to size quotas for 15 geographic states		telephone interview	AAPOR Response Rate was 19.5% (21.1% geographical location, telephone status; in-scope persons in each household, number of landline telephone connections; (38.0% adjusted for the overlapping chances of mobile), and the refusal rate was 33.0% (42.0% landline; 24.4% mobile)		PGSI	63.90%	PGSI: 1.9% (3-7); 0.4% (8+); 2.3% combined			higher for mobile phone respondents vs. landline respondents		dual-frame (50% landline and 50% mobile telephone) computer assisted telephone interviewing, first to comprehensively explore the impact of dual-frame sampling approaches in a nationally representative sample with standard measures of gambling participation and problems.	http://dx.doi.org/10.1111/add.12176					
BELGIUM		2006	16-99	Druine, C., Delmarcelle, C., Dubois, M., Joris, L., & Somers, W. (2006). Etude quantitative des habitudes de Jeux de hasard pour l'offre classique et un ligne en Belgique [Quantitative study on online and offline gambling behaviour in Belgium]. Brussels: Foundation Rodin.	3,002			telephone interview					DSM-IV-PY (DSM-IV-MR)	384 people per EGM in 2006	59.7%	1.6% (3-4); 0.4% (5+); 2.0% combined	2.8%	2.0 * 1.19 * 1.59 * 74 = 2.8%	male; age 16-24; single; lower socioeconomic	EGMs; casino; horse race betting; sports betting; Internet; telephone-in quizzes		http://dx.doi.org/10.1111/add.12176		
BRAZIL		2005-2006	14+	Tavares, H., Carneiro, E., Sanchez, M., Pinisky, I., Caetano, R., Zaleski, M., & Larayeyra, R. (2010). Gambling in Brazil: Lifetime prevalences and socio-demographic correlates. <i>Psychiatry Research</i> , 180(1), 35-41. doi:10.1016/j.psychres.2010.04.014	2,007 (2346 of which were 18+)	Stratified sampling of gender and geographic region; household member with most recent birthday selected; 3 attempts for each household.		face-to-face residential interview	66.4%	household size, gender, education, age, and geographic region	Everyone administered the two question Lie-Bet Questionnaire (LBO). Individuals scoring as probable problem gambler on the LBO (i.e., answering at least one of the two questions affirmatively) were administered the NODS-L (18+) or DSM-IV-Juvenile-PY if they were aged 14-17; gamblers in past 12 months	No EGMs in 2006 (12% engage in monthly gambling)	DSM-IV-L (NODS-L & DSM-IV-Juvenile-PY; Fisher, 1992)			1.3% (1-4); 1.0% combined	0.9%	(2.3 * 1.19 * 1.44 * 76 = 0.9%)	young, male, unemployed, nonstudent		First study to investigate the prevalence of gambling and problem gambling in a national Latin-American sample. The standardized rate must be seen as very tentative because of the overly stringent criteria used before administering the problem gambling assessment instrument. Another problem is that the DSM-IV-Juvenile questions use a mixture of current and past year time frames, whereas the NODS-L has a lifetime time frame. This study is not included in the tables or the analyses.	http://dx.doi.org/10.1111/add.12176		
CANADA		2000	18+	Ferris, J., & Wynne, H. (2001). The Canadian Problem Gambling Index: Final Report. Submitted to the Canadian Centre on Substance Abuse.	3120	Random digit dialing stratified by region (Atlantic, Quebec, Ontario, Manitoba/Saskatchewan, Alberta/BC). Household member with most recent birthday selected.	'gambling survey'	telephone interview	No				CPGI, SOGS-PY, DSM-IV-PY	53,877 EGMs in 1999. Estimated population in 1999 is 30,750,000. Approximately 570 people per EGM in 1999.	CPGI: 2.4% (3-7); 0.9% (8+); 3.4% combined SOGS-PY: 1.3% (3-4); 1.3% (5+); 2.6% combined DSM-IV-PY: 0.7% (5+)	2.2%	CPGI: 3.4 * 58 * 1.59 * 74 = 2.2% SOGS-PY: 2.6 * 72 * 1.59 * 74 = 2.2% DSM-IV-PY: 0.7 * 2.60 * 1.59 * 74 = 2.1% Average = 2.2%	males; 18-24 age group; 25-34 age group; under \$20,000 annual income			http://www.ccsa.ca/ ; http://www.ccsa.ca/			
CANADA		2002	15+	Marshall, K., & Wynne, H. (2003). Fighting the odds: Perspectives on Labour and Income, 4(12), 5-13.	24997	Gambling module included in Cycle 1-2 of the Canadian Community Health Survey-Mental Health and Well-being (CCHS 1.2). Target population excludes those living in the 3 territories, individuals living on reserves or crown land, residents of institutions, full-time members of the Armed Forces, and residents of some remote regions.	'well-being and health practices' (gambling a component of a larger general survey on health)	face-to-face residential interview (88%)	77%		Gambling more than 5 times on some form of gambling in past year. People excluded, however, is they said they were not a gambler' regardless of their frequency of gambling		CPGI	456 people per EGM in 2002. 1246 people per EGM in BC; 262 people per EGM in MB; 611 people per EGM in SK; 165 people per EGM in ON; 372 people per EGM in QC; 261 people per EGM in NS; 337 people per EGM in PEI; 200 people per EGM in NL.	76% (75% BC, 72% AB, 76% SK; 74% MB, 75% ON, 75% QC; 76% NS, 75% PEI; 75% NL)	1.5% (3-7); 0.5% (8+); 2.0% combined (CPGI 5+ for individual provinces: 3.1% Manitoba, 3.0% Saskatchewan, 2.1% Alberta, 2.0% Ontario, 1.9% British Columbia, Nova Scotia, 1.8% Quebec; sample sizes too small for other provinces)	1.2%	Canada: 2.0 * 0.58 * 1.5 * 1.19 = 1.90% Manitoba, 1.74% Saskatchewan, 1.22% Alberta, 1.16% Ontario, 1.1% British Columbia, 1.10% Nova Scotia, 0.9% Quebec)	male; younger age; less education; Aboriginal; province: alcohol dependence; stress	VLTs; casinos; sports lotteries; horse racing (using CPGI 5+ threshold)	Unlike most surveys that collect sensitive demographic information at the very end of this is collected at the very outset of the CCHS. In addition the person is asked to provide his/her name, the names of all the other people living in the residence, and his/her date of birth.	http://publications.gc.ca/		
CANADA		2006-2007	18+	Williams, R.J. & Wood, R.J. (2006). Prevalence of Gambling and Problem Gambling in Canada 2006/2007. Unpublished analysis of prevalence data collected by the authors in 2006/2007. Some details of this study are reported in Wood, R. T. & Williams, R. J. (2006). Internet Gambling: Prevalence, Patterns, Problems, and Policy Options. Final Report prepared for the Ontario Problem Gambling Research Centre, Guelph, Ontario, January 5, 2009.	8496	random digit dialing	'gambling survey'	telephone interview	45.6%	age, gender, household size	any past year gambling		CPGI (entire sample), DSM-IV-PY (NODS-PY), and PPGM.	377 people per EGM in 2006. In random 25% sample also administered SOGS-PY, DSM-IV-PY (NODS-PY), and PPGM.	70.7% (includes risky stock market but excludes raffles); 75.4% (3-4); 1.0% (5+); 2.4% combined DSM-IV-PY: 1.1% (3-4); 0.2% (5+); 2.0% combined PPGM: 1.8% (CPGI 3+ for individual provinces: 4.4% Ontario, 4.1% Nova Scotia, 2.80 Prince Edward Island, 2.23 Newfoundland, 69.7% British Columbia.	CPGI: 2.4% (3-7); 0.8% (8+); 3.2% combined SOGS-PY: 1.4% (3-4); 1.0% (5+); 2.4% combined DSM-IV-PY: 1.1% (3-4); 0.2% (5+); 2.0% combined PPGM: 1.8% (CPGI 3+ for individual provinces: 4.4% Ontario, 4.1% Nova Scotia, 2.80 Prince Edward Island, 2.23 Ontario, 1.08% Quebec)	2%	CPGI: 3.2 * 58 * 1.44 * 76 = 2.0% SOGS-PY: 2.4 * 72 * 1.44 * 76 = 2.0% DSM-IV-PY: 2.0 * 1.19 * 1.44 * 76 = 2.0% PPGM: 1.8 * 76 = 2.0% PPGM: 1.6 * 1.44 * 76 = 1.7% Asian, or 'Other' ethnicity; lower income; less education	casino table games; horse race betting; Internet gambling; sports betting		http://hdl.handle.net/			
CYPRUS [NORTHERN]		2007	18-66	Cakou, M. (2012). The prevalence and risk factors of gambling behavior in Turkish Republic of Northern Cyprus. <i>Australian Journal of Psychology</i> , 13(4), 243-249.	929	Household interviews, in urban areas, interviews started from a street determined at random, in rural areas interviews started from the center of the village and went north, east, south and west; research covered every third household; male-female quota was taken into consideration; age quotas; last birthday method.	'gambling behaviour'	Face-to-face residential interviews					SOGS-L (Turkish Version)	55% (lifetime gambling participation)	5.2% (8+)			male; age 18-29; being unmarried or divorced; having no children		http://www.sagepub.com				

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CZECH REPUBLIC		2012	15-64	Mavřík, V., Grohmannová, K., Chomynová, P., Nečas, V., Gromosová, L., Křídlová, L., Nechanská, B., Fidešová, H., Kalina, K., Vopravil, J., Kostelecká, J., Jurystová, L. (2012) Annual Report: The Czech Republic – 2011 Drug Situation. Prague: Office of the Government of the Czech Republic.	2134	6,210 households was addressed as part of the survey; final sample comprised 2,134 respondents	Face-to-face residential interviews	Telephone interview. Face-to-face residential interview for people who could not be contacted by phone.	62%	gender, age, education, region, marital status	losing more than 35 Danish kroner (-\$7 U.S.) in a single day of gambling	DSM-IV-PY & DSM-IV-L (NODS; entire sample) & SOGS-PY & SOGS-L (pre-test sample)	286 People per EGM in 2006	25.5% (past-year); 58.2% (lifetime)	PGSI: 1.7% (3-7); 0.6% (8+); 2.3% combined	0.5%	DSM-IV-PY: 0.4 * 1.19 * 1.44 * .78 = 0.5%	males; no children living at home; lower socioeconomic status; 18-44	VLTs; EGMs; online players of betting games outside the Czech Republic; casino players.	Collected as part of a national survey of drug addiction by the National Monitoring Centre for Drugs and Drug Addiction. Focusing specifically on substance use, this study of a representative sample of the population of the Czech Republic aged 15-64 follows up on the 2008 General Population Survey on the Use of Psychotropic Substances in the Czech Republic as far as its questionnaire, sample size, and extent are concerned.	https://www.drogov.cz		
DENMARK		2005	18-74	Banker, J., & Borregaard, K. (2006). The Prevalence and Heterogeneity of At-Risk and Pathological Gamblers - The Danish Case [Working Paper 15: 2006]. Danish National Institute of Social Research.	8153	Random sample of Danish civil registry	Letter sent in advance to notify participants of the study	Telephone interview. Face-to-face residential interview for people who could not be contacted by phone.	70%	gender, age, education, region, marital status	losing more than 35 Danish kroner (-\$7 U.S.) in a single day of gambling	DSM-IV-PY & DSM-IV-L (NODS; entire sample) & SOGS-PY & SOGS-L (pre-test sample)	286 People per EGM in 2006	77%	DSM-IV-PY: 0.3% (3-4); 0.1% (5+); 0.4% combined DSM-IV-L: 0.4% (3-4); 0.3% (5+); 0.7% combined SOGS-PY: 0.8% (3-4); 0.2% (5+); 1.0% combined SOGS-L: 1.2% (3-4); 0.5% (5+); 1.7% combined	0.5%	DSM-IV-PY: 0.4 * 1.19 * 1.44 * .78 = 0.5%	males; no children living at home; lower socioeconomic status; 18-44	slots; poker and dice games; sports betting		http://pure.ssi.dk/vsp/		
ESTONIA		2004	15-74	Fakum Üuringukeskus. (2004). Etnike kokkupuudega hasartjõu mängudega (Gambling prevalence in Estonia). Tallinn: Fakum. Laansoo, S. (2005). Patoloogiline hasartmängimine: uueks Eesti riigi seadest väljumisele ja riskifaktoritega (Pathological gambling in Estonia and the relationship between behavioural and personal risk factors). Unpublished masters thesis, University of Tallinn, Estonia. Laansoo & Nil (2009). Estonia. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1	986	"Omnibus survey" (i.e., presumably many topics other than gambling)	self-administered	self-administered			losing more than 35 Danish kroner (-\$7 U.S.) in a single day of gambling	SOGS-L (Estonian version)	990 People per EGM in 2004	61% (have played games of chance)	3.1% (3-4); 2.4% (5+); 5.0% combined lifetime	1.6%	6.0 * .72 * .44 = 1.6%	males; 15-29; lower education	casino games; slot machines		http://dx.doi.org/10.1		
ESTONIA		2006	15-74	Taru-uuringud. (2006). Kõrge riskiga kokkupuude hasartjõu mängudega (Gambling prevalence in Estonia). Tallinn: Taru-uuringud. Laansoo & Nil (2009). Estonia. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1	2005	"omnibus survey" (i.e., presumably many topics other than gambling)	self-administered	self-administered			losing more than 35 Danish kroner (-\$7 U.S.) in a single day of gambling	SOGS-L (Estonian version)	1182 People per EGM in 2006	75% (admitted to have played games of chance)	3.1% (3-4); 2.4% (5+); 6.5% combined lifetime	2.1%	6.5 * .72 * .44 = 2.1%	males; 15-29; lower education; students; higher income; worker (as opposed to specialist); urban; greater impulsivity; greater alcohol use; avoidance coping	Fakum & Arko was the survey company. http://www.fakum-arko.ee/2	http://dx.doi.org/10.1			
FINLAND		2003	15-74	Jääskölä (2009). In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1 Jääskölä, H., & Turja, T. (2003). Pienrajoitusuudistuksen, Helsinki: Ministry of Social Affairs and Health. Jääskölä (2009). In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1	5013	Sampling from telephone registers stratified by age, gender and geographic residence.	telephone interview	telephone interview			gambling twice a month in past year	SOGS-L	338 People per EGM in 2002	74%	4.0% (3-4); 1.5% (5+); 5.5% combined	2.1%	5.5 * .72 * .44 = 1.59 * .74 * 2.1%	15-24; low income	higher number of games; slots; sports betting		http://www.carni.net	http://dx.doi.org/10.1	
FINLAND		2007	15+	Aho, P., & Turja, T. (2007). Gambling in Finland 2007. Helsinki: Ministry of Social Affairs and Health.	5008	random sample from Finnish Population Information System	telephone interview	telephone interview	48%	age, gender, location		277 People per EGM in 2008	73% (87% Lifetime)	SOGS-PY: 2.1% (3-4); 1.0% (5+); 3.1% combined SOGS-L: 3.6% (3-4); 1.6% (5+); 5.2% combined	2.4%	3.1 * .72 * 1.44 * .78 = 2.4%	males; age 18-24	slot machines		https://www.easg.org/			
FINLAND		2011-2012 (October-January)	15-74	Turja, T., Halmes, J., Mervola, M., Järvinen-Tassopoulos, J., Ronkainen, E. (2012). Suomalaisen Rahapöytäpelien 2011 (Finnish Gambling 2011). Helsinki: National Institute for Health and Welfare.	4484	Random sample from Finnish Population Register. 10,000 people were sent a letter describing the study. The 4,871 people without a registered phone number were asked to provide a phone number if they wished to participate.	telephone interview	telephone interview	39.9%	Yes	Gambling in past 12 months	SOGS-PY	19,745 EGMs in 2010, with population of 5,351,427; this equates to 271 people per EGM in 2010. Note: the number reported in the World Count of Gaming Machines (9,431) is not accurate	78%	1.9% (3-4); 1.0% (5+); 2.9% combined	1.5%	2.7 * 0.72 * 1.44 * .53 = 1.6%	males; age 15-34	Internet gambling; casino gambling; private betting; horse race betting	The survey description correction weight is 0.53 in the present study because of a response rate <45% (i.e., 38.9%), whereas this weight was 0.78 in the 2007 and 2003 Finnish studies because of response rates >45% (i.e., 48% in 2007). If a 0.78 weighting was applied in the present study the standardized rate would be 2.1% rather than 1.5%.	http://www.tilastokeskus.fi		
FRANCE		2009-2010 (October-July)	18-75	Costes, J.M., Poussel, M., Erkoumanoff, V., le Nézet, O., Richard, J.S., Guignard, R., Beck, F., & Anwidson, P. (2011). Les Niveaux et Pratiques des Jeux de Hasard et D'argent en 2010. French Monitoring Centre for Drugs and Drug Addiction and the National Institute for Prevention and Health Education. September 2011.	25,034, but only 2,762 were administered problem gambling questions	23,605 contacted via random digit dialing with random selection within household; this was supplemented by interviewing 2,844 individuals who only had cellphones.	telephone interview	telephone interview	60%	Household size, number of landlines, and national reference data	played at least 52 times and / or has wagered at least 500 euros over the last 12 months	CPGI	407 People per EGM in 2010	47.8%	0.9% (3-7); 0.4% (8+); 1.3% combined	1.09%	1.3 * .58 * 1.44 * 1.09%	Male (75.5%); younger age (average age of 41); lower education; lower income; substance abuse (alcohol, tobacco, in particular)	Larger number of gambling formats; Rapido (lottery with draws every 5 minutes); internet gambling; horse racing; sports betting; poker	The threshold to administer problem gambling questions is overly stringent, thus true rates of problem gambling are likely slightly higher.	http://www.cfdi.fr/60		
GERMANY		2006	18-65	Buth, S., & Slöwer, H. (2008). Glücksspielprobleme in Deutschland: Ergebnisse einer bundesweiten Repräsentativbefragung (Gambling and gambling problems in Germany: Results of a national survey). Suchtherapie, 9, 3-11. Meyer & Hayer (2009). Germany. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1	7980	Random sampling	leisure habits; interview starts with questions concerning general leisure activities	50% telephone; 50% self-administered online (this may be an Online Panel survey)	58.8% phone; 68% online	age, gender, education, region, and nationality	gambed at least 1 week or €50/month on some form	DSM-IV-PY (DIGS-PY)	407 People per EGM in 2006	39.2%	0.64% (3-4); 0.56% (5+); 1.2% combined	1.4%	(1.2 * 1.19 = 1.4%)	male; age 18-29; relative with games; EGMs; horse racing; casinos; sports betting	BISDRO 2007. Funded by the Verband der Lotteriemittel (association of independent Lotto providers). This study not included in the tables or analyses (as 50% of the sample may have been from an Online Panel).	http://cat.inist.fr/?M	http://dx.doi.org/10.1		
GERMANY		2006	18-64	Bühninger, G., Kraus, L., Sonntag, D., Pfeiffer-Geschel, T., & Steiner, S. (2007). Pathologisches Glücksspiel in Deutscher Hand: Spiel- und Bevölkerungsrisiken (Pathological gambling in Germany: Gambling and population based risks). Sucht, 53(5), 296-308. Kraus, L., & Baumeister, S. (2008). Studien design und Methodik des Epidemiologischen Sucht surveys 2006 (Study design and methodology of the 2006 Epidemiological Survey of Substance Abuse). Sucht, 54, S6-S15. http://www.ifl.de/literaturverzeichnis/Kraus_Baumeister_2008_Sucht_54_S6-S15.pdf	7912	Two step selection. Geographically representative sampling and then random sampling from the population registers for that community. Oversampling of younger age groups.	Part of a general survey on substance use and abuse. Supplemented with telephone interviews for those who did not respond after 3 reminders (n = 1,314).	Self-administered survey on substance use and abuse.	48%	age, gender, geography	Spent at least €50/month on some form of gambling in past year	DSM-IV-PY (DIGS-PY)	407 People per EGM in 2006	49.4% (Lifetime = 71.5%)	0.20% (3-4); 0.29% (5+); 0.49% combined	0.6%	0.49 * 1.19 = 0.6%		card games on Internet; EGMs	ESA 2006. Funded by Ministry of Health.	http://www.lsgbayer.de	http://www.ifl.de/literaturverzeichnis/Kraus_Baumeister_2008_Sucht_54_S6-S15.pdf	

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GERMANY		2007	16-65	Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2008). Glücksspielverhalten und Problematik des Glücksspiels in Deutschland 2007. Gambling behaviour and problem gambling in Germany in 2007. Federal Centre for Health Education, January 2012. Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2012). Glücksspielverhalten und Glücksspiel sucht in Deutschland. Ergebnisse aus drei repräsentativen Bevölkerungsbefragungen 2007, 2009 und 2011. [Results from three representative population surveys 2007, 2009 and 2011. Federal Centre for Health Education, January 2012.]	10001	Random digit dialing. Selection within the household of the person with the next birthday.	Unspecified, starting with leisure activities	telephone interview	63.3%	# telephones per household, age, sex, education, region	Gambled on some form of gambling at least once in past 12 months.	SOGS-PY	407 people per EGM in 2006	55%	0.41% (3-4); 0.19% (5+); 0.8% combined	0.62%	0.6 * 72 * 1.44 * 0.62%	Male; age 18-25	EGM (Casino and Non-Casino), sports betting, Poker.	BZgA 2007. Funded by German Lotto and Toto-Bloc. The rate of problem gambling is probably underestimated because some SOGS items weren't answered by the respondents caused by a filter mistake.	http://www.bzga.de/	http://www.bzga.de/		
GERMANY		2010	14-64	Meyer, C., Rumpf, H.-J., Kreuzer, A., de Brito, S., Glorius, S., Jeske, C., Kießler, M., Pörs, S., Schön, D., Westram, A., Klinger, D., Goetze, D., Birschel, G. & John, U. (2011). Pathologisches Glücksspielverhalten, Komorbidität, Remission und Behandlung. Einbericht an das Hessische Ministerium des Innern und für Sport - Universitäten Greifswald und Lübeck.	15023	Landlines + 1,001 cell phones (1st known prevalence study to use cell phones) with sampling of German communities proportional to size. Additional recruiting of problem gamblers by media campaigns, popular gambling venues (gambling halls, casinos), treatment institutions, prisons, credit counseling centres, and self-help groups. This supplemental sample was not used in the prevalence estimates.	telephone interviews	52.4% (landline); 58.6% cell phones	Number of telephone numbers in the household, age, gender, education, unemployment, immigrant status (separated for landline and cell phones)	> 10 days gambling in lifetime	DSM-IV-L & DSM-IV-PY	388 people per EGM in 2010	45%	0.31% (3-4) + 0.35% (5+); 0.67% combined	0.61%	0.67 * 1.19 * 1.44 * 0.61%	male, younger people, lower education, unemployment, immigrant	EGMs, Poker, 'other sports betting	PAGE 2010. Funded by the 16 federal states of Germany under the gambling state treaty.					
GERMANY		2009 (March-May)	16-65	Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2010). Glücksspielverhalten in Deutschland 2007 und 20 09. [Gambling Behavior in Germany in 2007 and 2009. Federal Centre for Health Education, January 2010]. Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2012). Glücksspielverhalten und Glücksspiel sucht in Deutschland. Ergebnisse aus drei repräsentativen Bevölkerungsbefragungen 2007, 2009 und 2011. [Results from three representative population surveys 2007, 2009 and 2011. Federal Centre for Health Education, January 2012.]	10000	Random digit dialing. Random selection of adult within household.	leisure habits, interview starts with questions concerning general leisure activities	telephone interviews	61.6%	Number of telephone numbers in the household, age, gender, education, region.	Gambled on some form of gambling at least once in past 12 months.	SOGS-PY	412 people per EGM in 2008.	53.8%	0.64% (3-4); 0.45% (5+); 1.09%	1.13%	1.09 * 72 * 1.44 * 1.13%	Male; age 18-25; elementary school education; immigrant; unemployed	Greater number of gambling formats; Internet-casino gambling; EGMs, keno, casino table games	BZgA 2010. Funded by German Lotto and Toto-Bloc.	http://www.bzga.de/	http://www.bzga.de/		
GERMANY		2009 (May-October)	18-64	Kraus, L., Sassen, M., Pabst, A., & Bühringer, G. (2010). Kurzbericht: Epidemiologischer Suchtsurvey 2009. Zusatzauswertungen zum Glücksspielverhalten: Prävalenz des (pathologischen) Glücksspiels. November 2010. Kraus, L. & Pabst, A. (2010). Studiendesign und Methodik des Epidemiologischen Suchtsurveys 200 9. Sucht, 56, 315-326	8030	Two step selection. Geographically representative sampling and then random sample from the population registers for that community. Oversampling of younger age groups.	Part of a general survey on substance use and abuse.	3,731 self-administered mail-in survey, 3,376 telephone interview	50.1%	Age, gender, citizenship, education.	Spent at least €50/month on some form of gambling in past year	DSM-IV-PY (DIGS-PY)	412 people per EGM in 2008.	45.2%	19% (3-4) + 27% (5+); 0.46% combined	0.84%	0.46 * 1.19 * 0.84%	Averaged with the 2009 BzGA study = 0.84%	Males; age 18 - 29		ESA 2009. Funded by Ministry of Health.	https://www.fl.de/fl/		
GERMANY		2011 (April-June)	16-65	Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2012). Glücksspielverhalten und Glücksspiel sucht in Deutschland. Ergebnisse aus drei repräsentativen Bevölkerungsbefragungen 2007, 2009 und 2011. Bundeszentrale für gesundheitliche Aufklärung (BZgA) [Results from three representative population surveys 2007, 2009 and 2011. Federal Centre for Health Education, January 2012]. Hesse, H. & Puhse, H. (2011). Spielen mit um Geld in Deutschland. TNS Emnid, October 2011.	10002	Random digit dialing of landlines, with oversampling of 16-25 year olds. Random selection of adult within household.	leisure habits, interview starts with questions concerning general leisure activities	telephone interviews	59.9%	Number of telephone numbers in the household, age, gender, education, region.	Gambled on some form of gambling at least once in past 12 months.	SOGS-PY	388 people per EGM in 2010.	50.7%	0.51% (3-4); 0.49% (5+); 1.00% combined	0.88%	1.0 * 72 * 1.44 * 0.88%	Males; age 21-25; low level of education; immigrant; unemployed	Sports betting; slot machines; greater number of gambling formats	BZgA 2011. Funded by German Lotto and Toto-Bloc	http://www.bzga.de/			
GERMANY		2011 (Feb-March)	18+	Hasse, H. & Puhse, H. (2011). Spielen mit um Geld in Deutschland. TNS Emnid, October 2011.	15002	Random digit dialing of landlines. Random selection of adult within household.	starting question leisure activities, then immediate recording of gambling activities	telephone interviews	58.2%	Yes, by 'sociodemographic characteristics'	>50 Euro in an average month	DSM-IV-PY	388 people per EGM in 2010	63.5%	21% (3-4) + 23% (5+); 0.44% combined	0.75%	.44 * 1.19 * 1.44 * 0.75%	young age	Engagement in multiple forms.	Funded by AWI Automaten-Wirtschaftsverbände-Info GmbH (umbrella organization for automaten providers including EGMs)	http://www.automaten.de/			
GREAT BRITAIN (England, Wales, Scotland)		1999	16+	Sproston, K., Erens, R., & Orford, J. (2000). British Gambling Prevalence Survey 1999. London: National Centre for Social Research.	7770	Random sample of 7,000 addresses from publicly available Postcode Address Files. At each address interviewers attempted to obtain face-to-face interview with 1 person. In addition, everyone 16 and older was asked to fill in self-completion questionnaire and return it in the mail.	Face to face residential interview + self-administered mail in	65%	age, sex, gambling in past year	gambling in past year	SOGS 'current' & DSM-IV 'current'	250,000 EGMs in 1999. United Kingdom population in 1999 was 59,113,439, 236 people per EGM.		72%	SOGS-PY: 1.3% (3-4); 0.8% (5+); 2.1% combined DSM-IV-PY: 0.4% (3-4); 0.2% (5+); 0.6% combined	0.8%	SOGS-PY: 2.1 * 0.7 * 76 * 1.1% DSM-IV-PY: 0.6 * 1.19 * 76 * 0.5% Average = 0.7%	male; age 16-24; parent who was problem gambler; lowest income group; separated or divorced	greater number of gambling formats; table games; sports and/or horse racing betting		http://www.gambling.gov.uk/			
GREAT BRITAIN (England, Wales, Scotland)		2010	16+	Wardle, H., Moody, A., Spence, S., Orford, J., Volberg, R., Jeziorska, D., Griffiths, M., Hussy, D., & Dobbs, F. (2011). British Gambling Prevalence Survey 2010. Prepared for The Gambling Commission, London: National Centre for Social Research.	7756	Random sample of 9,775 addresses from England, Scotland and Wales selected from the Postcode Address File. Interviewers visited each address and attempted to gain a face to face interview with an adult at that address. Everyone age 16+ was asked to complete an individual questionnaire using computer-assisted self-interviewing. An advance letter was also sent to all sampled addresses. Participants received £5 for participation. An attempt was made to conduct a telephone interview for participants who refused or could not be contacted at home.	computer-assisted self-interview + supplemental telephone interviews	47%	age, sex and regional distribution	Gambling in past 12 months.	CPGI; DSM-IV-PY	251 people per EGM in 2010	73%	CPGI: 1.8% (3-7); 0.7% (8+); 2.5% combined DSM-IV-PY: 0.5% (3-4); 0.4% (5+); 0.9% combined	1.3%	CPGI: 2.5 * 58 * 1.4% DSM-IV-PY: 0.9 * 1.19 * 1.1% Average = 1.3%	male, younger, parents who gambled regularly and had experienced gambling problems; tobacco smoker; DSM-IV problem gambling was also associated with being Asian/Asian British whereas CPGI problem gambling was associated with being unemployed and being in bad health.	larger number of gambling formats; poker at a pub/cub (12.8%); online slot machine style games (9.1%); fixed odds betting terminals (EGMs) (8.8%)	Data collection in 2010 was computer-assisted for the first time.	http://www.gambling.gov.uk/				
GREAT BRITAIN (England, Wales, Scotland)		2006-2007	16+	Wardle, H., Sproston, K., Orford, J., Erens, R., Griffiths, M., Constantine, R., & Pigot, S. (2007). British Gambling Prevalence Survey 2007. London: National Centre for Social Research.	9003	Random sample of 9,000 addresses from England, Scotland and Wales selected from the Postcode Address File. Interviewers attempted to obtain face-to-face interview with 1 person. In addition, each person 16+ asked to fill in self-completion questionnaire and return (either online or paper & pen). Participants received £5 for participation. An attempt was made to conduct a telephone interview for participants who refused or could not be contacted at home.	'gambling attitudes and activities'	face-to-face residential (except problem gambling section which was self-administered) + self-administered mail-in or online + supplemental telephone interviews	52%	age, sex, region	spent money on gambling activity in past 12 months	CPGI & DSM-IV-PY	223 people per EGM in U.K. in 2006		68%	CPGI: 1.5% (3-7); 0.9% (8+); 2.0% combined DSM-IV-PY: 0.3% (3-4); 0.3% (5+); 0.6% combined	0.7%	CPGI: 2.0 * 58 * 0.7% + 0.9% DSM-IV-PY: 0.6 * 1.19 * 76 * 0.5% Average = 0.7%	male, age 16-34; parent who is/was problem gambler; single, low income; minority group membership	greater number of gambling formats; spread betting (sports betting); fixed odds betting terminals (EGMs); betting exchanges (Internet); Internet gambling	http://www.gambling.gov.uk/			

Location	Sub-Region	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	Reference URL
GREAT BRITAIN (England & Scotland)		2012	16+	Wardle, H., Seabury, C., Ahmed, H., Payne, C., Byron, C., Corbett, J., & Sutton, R. (2016). Gambling behaviour in England and Scotland: Findings from the Health Survey for England 2012 and Scottish Health Survey 2012. Prepared for The Gambling Commission.	[England] Past year gambling participation data were obtained from 7,359 people. Problem gambling data were obtained from 6,791 adults. [Scotland] Past year gambling participation data were obtained from 4,203 adults aged 16 and over. Problem gambling data were obtained from 4,081 adults.	See Section 1.2.1 of the report "Sample and response" for full details. Problem gambling data were obtained from 7,359 people. Problem gambling data were obtained from 6,791 adults. [Scotland] Past year gambling participation data were obtained from 4,203 adults aged 16 and over. Problem gambling data were obtained from 4,081 adults.	Presented as a health survey.	Data collection for both the HSE and SHES followed the same procedures. Interviews were carried out face-to-face using computer-assisted interviewing.	[England] Interviews were carried out at 64% of the HSE and SHES eligible households found in their respective technical reports. Interviews were obtained with 80% of adults in top-operating household s. individual response rate, based on all eligible household s, was estimated to be 86% among adults. [Scotland] Interviews were carried out at 66% of sampled eligible household s. Interviews were obtained with 90% of adults in top-operating household s (where at least one person was interviewed). The individual response rate, based on all eligible household s, was estimated to be 86% among adults.	Yes. See Section 1.2.4 "Weighting combined data." Full details of the weighting strategies used for the HSE and SHES individually can be found in their respective technical reports.	Gambled at least once in past 12-months.	PGSI (CPGI); DSM-IV-PY		65% CPGI: 1.0% (3-7); 0.4% (8+); 1.4% combined DSM-IV-PY: 0.5% (3+)			Being male, being from Black/Black British, Asian/Asian British or other non-White backgrounds, having low mental wellbeing and having ever had high blood pressure.	Report provides information about gambling behaviour in England and Scotland using data combined from the Health Survey for England (HSE) 2012 and the Scottish Health Survey (SHES) 2012.	http://www.gambling.com	http://hdl.handle.net/			
GREAT BRITAIN (Wales)		2015	16+	Gambling Commission. (2016). Welsh problem gambling survey. Birmingham, UK: Author.	4048	sample is designed to be representative of the adult population resident in Wales aged 16 and over. The unit of sampling is Lower Layer Super Output Areas (LSOA) and 69 interviewing points throughout the Wales are selected with probability proportional to resident population, after stratification by Local Authority and Social Grade.	Not indicated	Data collection for both the HSE and SHES followed the same procedures. Interviews were carried out face-to-face using computer-assisted interviewing.	age, gender	Gambled at least once in past 12-months.	PGSI (CPGI); DSM-IV-PY		61% Problem gambler according to either DSM-IV or PGSI = 1%							http://www.gambling.com			
GREAT BRITAIN (England, Scotland & Wales)		2015	16+	Conolly, A., Fuller, E., Jones, H., Maplethorpe, N., Sondal, A., & Wardle, H. (2017). Gambling behaviour in Great Britain in 2015: Evidence from England, Scotland and Wales. London: NatCen Social Research.		Survey methodology varied between countries, particularly in Wales. See Appendix A.	Health survey (England/Scotland); Survey on a wide variety of interesting topics (Wales).	Face-to-face; paper self-completion (England/Scotland); computer-assisted self-completion (Wales).	Yes. See Section 1.2.2 for details.	Past year gambling	PGSI (CPGI); DSM-IV-PY		63%	CPGI: 1.1% (3-7); 0.6% (8+); 1.7% combined DSM-IV-PY: 0.7% (3+)			male	spread betting, betting via a betting exchange, playing poker in pubs or clubs, betting offline on events other than sports or horse or dog racing, and playing machines in bookmakers.	"...we would caution against making cross national comparisons between Wales and the other two countries because of the underlying differences in how the data were collected. Cross national comparisons between England and Scotland can be made as the data were collected using very similar methods."	http://www.gambling.com			
GREAT BRITAIN (England, Scotland & Wales)		2017	16+	Conolly, A., Davies, B., Fuller, E., Henze, N., & Wardle, H. (2018). Gambling behaviour in Great Britain in 2016: Evidence from England, Scotland and Wales. London: NatCen Social Research.		Survey methodology varied between countries, particularly in Wales.			Yes. See Appendix A for details.	Past year gambling	PGSI (CPGI); DSM-IV-PY		57%	CPGI: 1.1% (3-7); 0.5% (8+); 1.6% combined DSM-IV-PY: 0.8% (3+)			male	played machines in bookmakers (13.7%), bet offline on events (other than horse or dog racing) other sports events) (13.1%), reported another gambling activity not covered by the survey questions (11.6%), bet offline on dog racing (9.5%), or gambled on/online slot, casino or bingo games (9.2%).	This report provides information about gambling behaviour in Great Britain using data combined from the Health Survey for England (HSE) 2016, the Scottish Health Survey (SHES) 2016 and the Wales Omnibus in 2016.	https://www.gambling.com			
GREAT BRITAIN (England, Scotland & Wales)		2018	16+	Gambling Commission. (2019). Gambling participation in 2016: Behaviour, awareness and attitudes. Annual Report. Birmingham: Author.		Combination of telephone and online surveys.							46% (past four-weeks)						Data on rates of problem, moderate and low-risk gambling are taken from our latest Combined Health Survey 2016 (which incorporates the Health Survey for England, the Scottish Health Survey and the Welsh Problem Gambling Survey) due to its use of the full PGSI (Problem Gambling Severity Index) and DSM-IV screens.	https://www.gambling.com			
HONG KONG		2001	15-64	Wong, I. L. K., & So, E. M. T. (2003). Prevalence estimates of problem and pathological gambling in Hong Kong. American Journal of Psychiatry, 160, 1363-4.	2004	Random digit dialing with random selection of individual within the household. Six attempts at each number over a 10 day period.	telephone interview	57.4%	No, but the 'sample was comparable (through 1 test analyses) to 2001 census figures for gender and age'.		DSM-IV (modified Chinese version) (designated as PY because no specific time frame provided)	No EGMs in Hong Kong.	78.0% (legal gambling = 77.8%; illegal gambling = 4.2%)	4.0% (3-4); 1.8% (5+); 5.8% combined	7.6%	5.8 * 1.19 = 7.6%	male; lower education; lower income	horse racing; sports betting; casino table games		http://ag.psychiatry.hk	http://www.hab.gov.hk		

Location	Sub-Region	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	Reference URL
HONG KONG		2005	15-64	Social Sciences Research Centre (2005). A Study of Hong Kong People's Participation in Gambling Activities. University of Hong Kong. Commissioned by Home Affairs Bureau, Government of Hong Kong Special Administrative Region, Dec 2005.	293	Random digit dialing with 6 attempts in a 23 day window. Random selection within household (next birthday).	participation in gambling activities	telephone interview	23.7% (CASRO calculation derived from data in the report)	age, gender		DSM-IV (modified Chinese version) (designated as PY because no specific time frame provided)	No EGMs in Hong Kong.	81.1% (legal gambling = 80.4%; illegal gambling = 2.1%)	3.1% (3-4); 2.2% (5+); 5.3% combined	4.8%	5.3 * 1.19 = 1.44 * 53 = 4.8%	male; lowest family income group	horse racing, soccer betting, casino table games, social gambling		http://www.hab.gov.hk		
HONG KONG		2011 (July-August)	15-64	Hong Kong Polytechnic University (2012). A Study of Hong Kong People's Participation in Gambling Activities. Department of Applied Social Sciences, The Hong Kong Polytechnic University. Commissioned by the Secretary for Home Affairs, Government of Hong Kong Special Administrative Region, March 2012.	204	Random digit dialing of listed residential phone numbers with 3 attempts to contact each sampled respondent. Sample was supplemented with telephone numbers not listed in the directory. Random selection within household (selecting person with next birthday).	participation in gambling activities	telephone interview	14.8% (CASRO calculation derived from data in the report)			DSM-IV (modified Chinese version) (designated as PY because no specific time frame provided)	No EGMs in Hong Kong in 2011.	62%	1.9% (3-4); 1.4% (5+); 3.3% combined	4.4%	3.3 * 1.19 = 2.18 * 51 = 4.4%	male; less education; lower family income group	horse racing, soccer betting, Macau casinos		http://www.hab.gov.hk		
HONG KONG		2016	15-64	Hong Kong Polytechnic University (2017). Report on the Study of Hong Kong People's Participation in Gambling Activities in 2016. Department of Applied Social Sciences, The Hong Kong Polytechnic University. Commissioned by the Ping Wo Fund.	2045	Random digit dialing of listed residential phone numbers with 3 attempts to contact each sampled respondent. Sample was supplemented with telephone numbers not listed in the directory. Random selection within household (selecting person with next birthday).		telephone interview	59.31% "cooperation rate"	Yes		DSM-V (Chinese)		61.50%	1.4% (4-9 items)			male, aged 50+, unemployed	horserace betting, mahjong, Mark Six lottery, Macau casinos wagering, Macau horserace betting	Also included a youth survey (aged 15-22).	http://www.hab.gov.hk		
HUNGARY		2007	18-64	Kun B., Balázs H., Arnold, P., Paksi, B., & Demetrovics, Z. (2011). Gambling in western and eastern Europe: The example of Hungary. Journal of Gambling Studies. doi: 10.1007/s10899-011-9242-4	2710	Sampling addresses from the civil registry stratified by geographic location, degree of urbanization and age.	Problem gambling assessed as part of a more thorough assessment of all addiction: "National Survey on Addiction Problems"	face-to-face residential interview, self-administered SOGS	85.1%	Yes	ever gambled on a weekly basis in their lifetime	SOGS-L	304 people per EGM in 2006	(65.3% Lifetime)	1.9% (3-4); 1.4% (5+); 3.3% combined		1% 3.3 * 72 = 44 * 1.0%	males; age 18-24; less education; lower income; smoker; heavier drinking; lifetime horse use		http://dx.doi.org/10.1007/s10899-011-9242-4			
ICELAND		2000	16-78	IMG Gallup (2000). Vidhorfrannsókn (Attitude survey) Report. Reykjavík: Íslenskar Markaðsrannsóknir. Ólason D. T., Barudóttir, S. K., & Grétarsson, S. J. (2005). Prevalence of pathological gambling among adults in Iceland. Paper presented at the 8th conference on research in Social Sciences, Reykjavik, Iceland. Jonsson, J. (2006). An overview of prevalence surveys of problem and pathological gambling in the Nordic countries. Journal of Gambling Issues, 16.	1500	randomly drawn from the national register				70.5%			DSM-IV-L (NOCDS-L)		0.7% (3-4); 0.6% (5+); 1.3% combined	0.7%	1.3 * 1.19 = 1.44 * 0.7%	Males			http://www.camh.net		
ICELAND		2005	18-70	Ólason, D. T., & Grétarsson, S. J. (2009). Iceland. In G. Meyer, T. Hayter, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions (pp. 137-151). New York: Springer. doi: 10.1007/978-0-387-09486-1 Jonsson, J. (2006). An overview of prevalence surveys of problem and pathological gambling in the Nordic countries. Journal of Gambling Issues, 16. Ólason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May 2009.	3358	randomly drawn from the national register		telephone interview + a few self-administered mail-in (n = 100)		69.8%	gender, age, residency		280 People per EGM in 2008		69% DSM-IV-PY 0.5% (3-4); 0.6% (5+); 1.1% combined CPGI: 1.1% (3/7); 0.5% (8+); 1.6% combined	1.2%	DSM-IV-PY: 1.1 * 1.19 = 1.44 * 76 = 1.4% CPGI: 1.6 * 58 = 1.44 * 78 = 1.0% Average = 1.2%	male; 18-25; less education; single; ADHD; cognitive dissonance	larger number of games; private card games, EGMs		http://dx.doi.org/10.1007/978-0-387-09486-1	http://www.camh.net	
ICELAND		2007	18-70	Ólason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May 2009.	3009	randomly drawn from the national register		telephone interview		63.4%	Not indicated, but presumed.		280 People per EGM in 2008	69.4% (11.8% weekly)	1.3% (3-7); 0.3% (8+); 1.6% combined		1% 1.6 * 58 = 1.44 * 76 = 1.0%		slot machines; poker; internet poker		http://www.stausa.org		
ICELAND		2011		Ólason, D. T., Hayter, T., Brosowski, T., & Meyer G. (2015). Gambling in the mid of economic crisis: Results from three national prevalence studies from Iceland. Journal of Gambling Studies [Epub ahead of print].	1887	randomly drawn from the national register		telephone interview							76.2%	1.7% (3-7); 0.8% (8+); 2.5% combined			males; age group 18-25; primary education		https://dx.doi.org/10.1007/s10899-015-9242-4		
IRELAND, Republic of		2014-2015	15+	National Advisory Committee on Drugs and Alcohol (NACDA) (2016). Prevalence of drug use and gambling in Ireland and drug use in Northern Ireland Bulletin 1 & 2. Dublin: Author.	7005 (Republic of Ireland)	Face-to-face interviews; computer-assisted personal interviewing (CAPI); those who are normally resident in households	Face-to-face			Yes - by gender, age and former Health Board region to maximise its representativeness of the general population.				64.5%					In 2014/15, in Ireland, the survey asked about the last year and last month prevalence of Gambling for the first time. Lifetime prevalence was not asked. Gambling includes all forms of gambling, buying a lottery ticket or scratchcard in person, playing lottery games online, gambling in a bookmaker's shop, gambling online or by telephone, placing a bet at a horse or dog racing meeting, playing games at a casino, playing gaming/slot machines, playing card games for money with friends/family, playing bingo in person and other such as work sweepstakes.	https://www.health.gov.ie	https://www.health.gov.ie		
ISLE OF MAN		2012	16+	Askari, M. (2012). Isle of Man gambling prevalence survey 2012. Prepared for The Alcohol Advisory Service, in association with IOM Department of Health, Mental Health Services and the IOM Gambling Supervision Commission.	1942	A postal questionnaire was sent to 4000 randomly selected addresses chosen from the Small Users Postcode Address File.	Isle of Man Lottery & Gambling study	postal questionnaire		51% Yes - to reflect the relative size of each group of the population.	Gambling in past 12 months	DSM-IV-PY			78% 97.0% (0); 2.4% (1); 0.5% (2); 0.2% (8)			unemployed and unable to work due to long term disability; lived in a household as a couple.	Questionnaire design was compatible with a larger gambling prevalence survey, the 2010 British Gambling Prevalence Survey (BGPS 2010).	http://hdl.handle.net/10021/10021			
ITALY		2008	18-74	Barbanelli, C. (2010). Prevalence and Correlates of Problem Gambling in Italy. 8th European Conference on Gambling Studies and Policy Issues, September 14-17, 2010 and www.lotomatica.org.com/eng/lotomatica_pre_sintesi_7_10_new.pdf	2000	Quota sampling for geographic area, city size, age, gender								54%	1.27% (6+)	2.3%	1.27 * (2.17+1.48) / (2 + 2.3%)	male, divorced, higher income, a parent with gambling problems, gambling at a younger age, more gambling salaries, higher depression and anxiety, greater impulsivity, higher risk taking, greater motivation to gamble for symbolic, economic, and hedonistic motives, lower self-efficacy	larger number of games; higher income; racing, card games, EGMs, casinos	http://www.esag.org	http://www.lotomatica.org		

Location	Sub-Region	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	Reference URL	
ITALY		2010	18-74	Barbaraneli, C., Vecchione, M., Fida, R., & Padoa-Schioppa, S. (2013). Estimating the prevalence of adult problem gambling in Italy with SOGS and PGSI. <i>Journal of Gambling Issues</i> , 28, 1-24. http://dx.doi.org/10.4309/jgi.2013.28.3	1979	Self-report questionnaire consisting of about 300 items administered to each participant. Data were collected by GFK Eurisko between June 2010 (pilot) and July 2010 (study). A quota sample, balanced by geographical area (four areas), city size (five groups), and age by gender (12 groups), was used. Participants were contacted by an interviewer, and then invited to fill out a questionnaire. The questionnaire was individually administered to participants at their own house. Individuals received a reimbursement of about 20 euros for their participation. About 5% of the persons who were first contacted later declined to participate and were replaced by other participants with homogeneous characteristics.	self-report questionnaire			Weights have been defined by considering level of education (four levels), occupation (nine categories), percentage of population into the Italian population of the games considered in the survey (12 categories), geographical area (four areas) by size of city (five levels), and gender (two categories) by age (six categories) (note: frequencies used for the weighting procedure are available from the first author).		SOGS (Italian Version); CPGL (Italian Translation)				SOGS: probably pathological = 2.05%; CPGL: problem gambling = 2.17%					Results preliminarily demonstrated that the psychometric properties of the SOGS and PGSI can be confirmed in the Italian population; a social desirability scale was included in the questionnaire.	http://dx.doi.org/10.4309/jgi.2013.28.3		
ITALY		2010-2011	15-64	Colasante, E., Gori, M., Bastiani, L., Scialoja, V., Giordano, P., Oraso, M., & Molinaro, S. (2012). An assessment of the psychometric properties of Italian version of CPGL. <i>Journal of Gambling Studies</i> .	5292	Cross-sectional study of a representative randomized sample of the Italian population between 15 and 64 years, extracted randomly from the registry lists of selected municipalities in the sample design.	postal questionnaire		35%			CPGL (Italian Version)			4.3% (3-7); 1.3% (0-1); 5.6% combined					Data for this study were drawn from IPSAD-Italia® 2010-2011 (Italian Population Survey on Alcohol and other Drugs); also included the Lieftel questionnaire; aim of the study included assessment of the psychometric properties of the CPGL.	http://dx.doi.org/10.1007/978-94-007-0464-1			
LITHUANIA		2006	18-64	Stokauskas (2009). Lithuania. In G. Meyer, T. Hayler, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> . New York: Springer. doi: 10.1007/978-0-387-09464-1	1002							No established instrument used.	6305 People per EGM in 2008	30.1% of respondents admitted they had gambled?	2.1% reported they had financial problems because of their gambling. 2.0% reported they had psychological problems. 0.1% reported they had other problems. 13.0% do not answer the question about problems.	2.1%	>2.1%. Note: single item questions asking about the presence of gambling-related problems always significantly underestimates true rates of problem gambling (e.g., Rodolfo et al., 2011). Validation of a one item screen for problem gambling. <i>Journal of Gambling Studies</i> . DOI:10.1007/s10899-010-9232-y			This dataset not considered reliable by author; results are from an opinion poll on gambling.	http://dx.doi.org/10.1007/978-0-387-09464-1			
MACAU		2003	15-64	Fong, D. K. C., & Orozco, B. (2005). Gambling participation and prevalence estimates for pathological gambling in a far east gambling city: Macau. <i>UNLV Gaming Research & Review Journal</i> , 9(2), 15-28.	1121	Half of all residential telephone numbers provided by the only fixed-line telephone service provider were randomly drawn; random selection within household.	telephone interview		68%		lifetime participation in gambling	DSM-IV (modified Chinese version) (designated as PV because no specific time frame provided)	550 People per EGM in 2002	67.9%	2.5% (3-4); 1.8% (5-1); 4.3% combined	6%	4.3 * 1.19 * 1.59 * 74 = 6.0%	males, monthly personal income less than MOP 8,000	casino gambling; betting on soccer; mahjong house gambling					
MACAU		2013	15-64	Institute for the Study of Commercial Gaming, University of Macao (2014). A study of Macao people's participation in gambling activities 2013. Commissioned by Macao Social Welfare Bureau. Retrieved from http://www.iac.gov.mo/wp-content/uploads/2013/10/2014-05-16-12013676.pdf	2158		telephone interview							49.5%	1.9% probable problem gamblers; 0.9% probable pathological gamblers				soccer/basketball betting; casino gambling	Report summary indicates that similar research studies were undertaken in 2010 and 2007; rate of problem/pathological gambling noted as being lower than in 2010.	http://www.iac.gov.mo			
NETHERLANDS		2004	16+	De Bruin, D. E., Meijerman, C. J. M., Leenders, R. R. A., & Braam, R. V. (2006). Verslingeling aan meer dan één spel: Een onderzoek naar de aard en omvang van kansspelproblematiek in Nederland [Wired to more than one game: A study on the nature and extent of problem gambling in the Netherlands]. Den Haag: Research and Documentation Centre of the Ministry of Justice, commissioned by the Ministry of Justice. Goudriaan et al (2009). The Netherlands. In G. Meyer, T. Hayler, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> . New York: Springer. doi: 10.1007/978-0-387-09464-1 (citing De Bruin et al., 2006).	5575	Households randomly selected based on Dutch postal codes. Those with a landline are phoned. Those without a landline (32%) are given a questionnaire and asked to complete online or via paper and pencil and return via mail. This procedure is also used for people with a landline who could not be contacted. Person with the next birthday within the household asked to complete the survey/questionnaire. Pre-notification letter sent to households. Ten call attempts.	Predominantly telephone interview. However, respondents could also complete online or via paper & pencil and mail-in.		28%	gender, age, education, ethnicity, household size		SOGS-PY & SOGS-L	2579 People per EGM in 2004	71.7% (87% gambled in Lifetime)	SOGS-PY: 0.6% (3-4); 0.3% (5-1); 0.9% combined SOGS-L: 1.5% (3-4); 1.0% (5-1); 2.5% combined	0.5%	0.9 * 72 * 1.44 * 63 = 0.9%	male, age 30-50; nonwestern; unemployed; single; lower education	larger number of gambling formats; illegal gambling; slots, cards & dice; casino games		http://www.wodc.nl	http://dx.doi.org/10.1007/978-0-387-09464-1		
NETHERLANDS		2011	16+	Bieleman, B., Blesma, S., Kruijze, A., Zimmerman, C., Boerdamer, M., Nijkamp, R., & Bak, T. (2011). Dutch population aged 60 and older and 500 interviews with regular players. WOOC, ministerie van Veiligheid en Justitie.	6,000 surveys conducted among the Dutch population aged 60 and older and 500 interviews with regular players.		telephone interview																	
NEW ZEALAND		1991		Abbott, M.W., & Volberg, R.A. (1991). <i>Gambling and Problem Gambling in New Zealand</i> . Research Series No. 12. Wellington: Department of Internal Affairs. Abbott, M.W., & Volberg, R.A. (1992). <i>Frequent Gamblers and Problem Gamblers in New Zealand</i> . Research Series No. 14. Wellington: Department of Internal Affairs. Abbott, M.W., & Volberg, R.A. (1999). <i>The New Zealand national survey of problem and pathological gambling</i> . <i>Journal of Gambling Studies</i> , 15(2), 145-180. doi: http://dx.doi.org/10.1007/BF01539171 Volberg, R.A., & Abbott, M.W. (1994). Lifetime prevalence estimates of pathological gambling in New Zealand. <i>International Journal of Epidemiology</i> , 23, 976-983. doi: http://dx.doi.org/10.1093/ije/23.5.976	4053	random digit dialing; random selection within household; up to 8 callbacks	"The survey we are doing has to do with betting activities or games, in which there is an element of luck or chance."	telephone interview		66%	age, gender and household size		SOGS-PY & SOGS-L	(95% Lifetime)	SOGS-PY: 2.1% (3-4); 1.2% (5-1); 3.3% combined SOGS-L: 4.3% (3-4); 2.7% (5-1); 7.0% combined	2.6%	3.3 * 72 * 1.44 * 78 = 2.6%	18-29, males; Maori & Pacific Islander; unemployed; single	race track betting; EGMs		http://dx.doi.org/10.1007/978-0-387-09464-1	http://dx.doi.org/10.1007/978-0-387-09464-1		

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NEW ZEALAND		1999	18+	Abbott, M.W., & Volberg, R.A. (2000). Taking the Pulse on Gambling and Problem Gambling in New Zealand: A Report on Phase One of the 1999 National Prevalence Survey. Wellington: Department of Internal Affairs. Abbott, M.W., Volberg, R.A., & Rönberg, S. (2004). Comparing the New Zealand and Swedish national surveys of gambling and problem gambling. <i>Journal of Gambling Studies</i> , 23(3), 227-258. doi:10.1023/B:JOGS.0000040278.08853.c0	6452	prenotification letter sent to listed telephone numbers; survey conducted by Statistics New Zealand	The survey has to do with betting activities or games in which there is an element of luck or chance, for example Lotto, TAB or Tebelego.	telephone interview		75% Yes		any lifetime gambling	SOGS-Past 6 months & SOGS-L	14,877 EGMs in 1999. Estimated population of 3,800,000 in 1999. 255 people per EGM.	(94% - Lifetime; 86% - Past 6-month)	SOGS-6 months: 0.6% (3-4); 0.5% (5+); 1.3% combined SOGS-L: 1.9% (3-4); 1.0% (5+); 2.9% combined	1% 1.3 * 72 * 1.44 * 76 = 1.0%	Pacific Island ethnicity; Maori, born outside New Zealand, Europe, Australia and North America; Catholic; households with incomes between \$40,001 and \$50,000; male	casino games; EGMs; tebelego		http://www.ia.govt.nz	http://dx.doi.org/10.1007/s10832-004-0008-8		
NEW ZEALAND		2010	15+	Health Sponsorship Council. (2012). New Zealanders' attitudes, views and experience of gambling and problem gambling: Results from the 2010 Health and Lifestyles Survey. Wellington. Author. http://archive.hsc.org.nz/sites/default/files/publications/Gambling2010review-%2008-120608.pdf	1740	The survey was designed to be able to produce nationally representative estimates. The 2010 HLS adopted a multi-stage, stratified, probability-proportional-to-size (PPS) of the meshblocks, sampling design	health and lifestyle	face-to-face residential interviews	Adult Sample 55.5% (unweighted); 56.7% (weighted)			gender, ethnicity and age	gambling on one of the listed gambling activities in the last 12 months.	CPGI		81% 2.3% (3-4); 0.7% (5+); 3.0% combined		living in more deprived areas; Maori and Pacific ethnicities	continuous forms of gambling; EGMs; 4 or more gambling formats	The gambling section of the 2010 HLS contained more than 60 questions and was the largest section of the questionnaire. The 2010 HLS also included questions relating to tobacco control, healthy eating and sun safety.	http://archive.hsc.org			
NEW ZEALAND		2002-2004	15+	Mason, K. (2006). Problem Gambling in New Zealand: A review of the 2002/03 New Zealand Health Survey. Wellington: Ministry of Health.	12929	Complex multi-stage design, with stratification and clustering. Pre-survey letters were sent to selected households before the interviewer visited the house, and up to 10 callbacks were made to each selected household.	face-to-face residential interview		72%	Yes - to represent the New Zealand adult civilian population aged 15 and over, who are non-institutionalised, live in permanent private dwellings and are usually resident in New Zealand.		custom 10 question gambling screen	158 people per EGM in 2002	66.4%	1.2% (current problem gambling); 1.9% (combined problem gambling and at-risk gambling)		age 25-34; male; Maori or Pacific ethnicity; employed; living alone; lower educational attainment; hazardous drinking; smokers; poorer health; mental health problems		The custom gambling screen and scoring system were developed for the 2002/03 New Zealand Health Survey by the Ministry of Health and a contracted technical specialist, as it was thought no existing gambling screen met the criteria required for the screen.	http://www.moh.govt.nz				
NEW ZEALAND		2006-2007	15+	Mason, K. (2009). A review of the Problem Gambling Results of the 2006/07 New Zealand Health Survey. Wellington: Ministry of Health.	12488	Random sample of small areas (meshblocks), and from these a sample of households was selected, and from each household one adult and one child (if there were any residing in the household) were randomly selected. Oversampling for Maori, Pacific and Asian peoples to ensure sufficient sample sizes for these groups. Up to 10 callbacks.	Health Survey	face-to-face residential interview	68%	age, gender, District Health Board area and ethnic group.		gambling on one of the listed gambling activities in the last 12 months.	CPGI	197 People per EGM in 2006	65.3%	1.3% (3-4); 0.4% (5+); 1.7% combined		age 35-44; males; Maori & Pacific people; socioeconomic deprivation; less education; smoker; hazardous drinker; anxiety or depressive disorder	greater number of gambling formats		http://www.moh.govt.nz			
NORTHERN IRELAND		2010	16+	Department for Social Development (Northern Ireland) (2010). Northern Ireland Gambling Prevalence Survey 2010. Belfast: Author	1032	Random sample of 2,069 addresses selected from the Pioneer Database, the most up-to-date listing of private households in Northern Ireland. At each address, interviewers attempted a short, face to face, interview with one household member.	gambling attitudes and activities	Face-to-face residential interview, although CPGI section completed privately.	57%	age, gender, and regional distribution		457 people per EGM in Ireland in 2010	75.3%	5.3% (3-7); 2.2% (8+); 7.5% combined	3.3% 7.5 * 56 * 76 = 3.3%	males; age 16 to 29; single	EGMs, horse race betting, football betting, online gambling		http://www.dsdni.gov					
NORWAY		1997	18+	Gøtestam K.G., & Johnsson, A. (2003). Characteristics of gambling and problematic gambling in the Norwegian context. A DSM-IV based telephone interview study. <i>Addictive Behaviors</i> , 28, 186-197. doi:10.1016/S0306-4603(01)00256-8 Gøtestam & Johnsson (2009). Norway. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> . New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing Gøtestam & Johnsson, 2003)	2014	random-digit telephone dialing of residential dwellings, up to 8 callbacks		telephone interview	47.8%	age * sex * geography weights calculated, but were not applied to the problem gambling prevalence rates			DSM-IV (designated as PY because no specific time frame provided)	28,000 EGMs in 1999. Population of 4,438,547 in 1999. 152 people per frame provided)	Not specifically indicated, although 31.2% reported never gambling.	0.45% (3-4); 0.15% (5+); 0.6% combined	0.8% 0.6 * 119 * 1.59 = 1.1%	age 18-30; males	slots; lotteries		http://dx.doi.org/10.1007/s10832-003-0008-8	http://dx.doi.org/10.1007/s10832-003-0008-8		
NORWAY		2002	15-74	Lund, L., & Nordlund, S. (2003). Prengespill og pengeproblemer i Norge (Report nr. 2/2003). Oslo: Statens institutt for rusmiddeleforskning. Gøtestam & Johnsson (2009). Norway. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> . New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing Lund & Nordlund, 2003). Jonsson, J. (2006). An overview of prevalence surveys of problem and pathological gambling in the Nordic countries. <i>Journal of Gambling Issues</i> , 16.	5235	random selection of people from the national registry		phone + mail in for those not contacted by phone	55% (telephone response rate = 65.3%; postal response rate = 40.8%)				SOGS-PY & SOGS-L; DSM-IV PY & DSM-IV L (NODS)	150 People per EGM in 2002	81%	SOGS-PY: 0.4% (3-4); 0.2% (5+); 0.6% combined DSM-IV PY: 0.4% (3-4); 0.3% (5+); 0.7% combined SOGS-L: 0.7% (3-4); 0.3% (5+); 1.0% combined DSM-IV L: 0.8% (3-4); 0.6% (5+); 1.4% combined	0.7% SOGS: 0.6 * 72 * 1.59 * 74 = 0.5% DSM-IV PY: 0.7 * 1.19 * 1.59 * 74 = 1.0% Average = .7%	males	larger number of games; EGMs; sports betting		http://dx.doi.org/10.1007/s10832-002-0008-8	http://www.cramb.net		
NORWAY		2005	15-74	Kavli, H., & Berntsen, W. (2005). Undersøkelser om pengespill (Study of gambling for money). Spillevaner og spilleproblemer i befolkningen. Oslo: MMI. Gøtestam, K.G., & Johnsson, A. (2009). Norway. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 209-218). New York: Springer. doi: 10.1007/978-0-387-09486-1 Olsson, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.	3135	Randomly selected from landline (50%) and cell phone numbers (50%) with quotas for gender, age, and region. Individuals were asked if they were willing to participate. If they agreed they were sent a questionnaire in the mail.	'a study of Norwegians' attitudes to gambling and gambling habits'	self-administered mailed-in surveys	estimated to be as low or lower than 25%	age, gender, region			151 people per EGM in 2004	92.5%	3.6% (3-7); 1.9% (8+); 5.5% combined	1.7% 5.5 * 56 * 53 = 1.7%			Study conducted by Synovate (formerly known as Market and Media Institute (MMI)). This study was critiqued by Volberg, R.A. Abbott, MW, & March (May 29, 2006). Review of Kavli & Berntsen. Study on Gambling Habits and Gambling Problems in the Population.	http://www.google.se	http://dx.doi.org/10.1007/s10832-005-0008-8	http://www.synovate.com		
NORWAY		2007	15-74	Kavli, H. (2007). Spillevaner og spilleproblemer i befolkningen. Analyserapport 2007. Synovate MMI. Gøtestam, K. G., & Johnsson, A. (2009). Norway. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 209-218). New York: Springer. doi: 10.1007/978-0-387-09486-1 Olsson, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.	3135	Randomly selected from landline (50%) and cell phone numbers (50%) with quotas for gender, age, and region. Individuals were asked if they were willing to participate. If they agreed they were sent a questionnaire in the mail.	'a study of Norwegians' attitudes to gambling and gambling habits'	self-administered mailed-in surveys	22%	age, gender, region			Slot machines were removed from Norway in July 2007 and reintroduced in January 2009.	2.6% (3-7); 1.7% (8+); 4.3% combined	1.3% 4.3 * 56 * 53 = 1.3%			Study conducted by Synovate (formerly known as Market and Media Institute (MMI)).	http://dx.doi.org/10.1007/s10832-007-0008-8	http://dx.doi.org/10.1007/s10832-007-0008-8				

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NORWAY		2007	16-74	Bakken, I. J., Gøttestam, K. G., Gævre, R. W., Wenzel, H. G. & Øren, A. (2008). Gambling behavior and gambling problems in Norway 2007. <i>Scandinavian Journal of Psychology</i> , 50, 333-339. doi: 10.1111/j.1467-9450.2008.00713.x Oason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.	3482	Random sample of 10,000 people from the national population register mailed a survey.	self-administered mailed-in surveys (or completed online)		38.1%	age, gender, geography		DSM-IV-PY & DSM-IV-L (NCOSS)	Slot machines were removed from Norway in July 2007 and reintroduced in January 2009.	67.9%	DSM-IV-PY: 0.4% (3-4); 0.3% (5+); 0.7% combined DSM-IV-L: 1.1% (3-4); 0.7% (5+); 1.7% combined	0.9%	0.7 * 1.19 + .53 = 4%	Averaged with Synovate 2007 Study = 0.9%	male; 16-24; born outside Norway; lower education; single	slot machines; instant win	conducted by SINTEF organization	http://dx.doi.org/10.1111/j.1467-9450.2008.00713.x	http://www.sensus.org	
NORWAY		2008	16-74	Bakken, I. J. & Weggeberg, H. (2008). <i>Persegill og pengespillproblem i Norge 2008</i> (Gambling Behaviour and Problem Gambling in Norway 2008). SINTEF Rapport A8499. Oason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.	3441	10,000 surveys mailed out to random sample from the national population register.	self-administered mailed-in surveys (or completed online)		35%	age, gender, geography		DSM-IV-PY (NCOSS)	Slot machines were removed from Norway in July 2007 and reintroduced in January 2008. Note: Worst Count of Gambling Machines; incorrectly reports 250 people per EGM in 2008.	77%	0.6% (3-4); 0.2% (5+); 0.8% combined	0.5%	0.9 * 1.19 + .53 = 0.8%		male; 16-24; born outside Norway; lower education; single	greater number of games; Internet gambling; slots	conducted by SINTEF organization	http://www.sintef.no		
NORWAY		2008	15-70+	Kavli, H. & Torvik, F. A. (2008). Spillevaner og spilleproblemer i befolkningen 2008 (Playing habits and gambling problems in the population 2008). Synovate. Norak Tipping Annual Reports	3165	Randomly selected from landline (50%) and cell phone numbers (50%) with quotas for gender, age, and region. Individuals were asked if they were willing to participate. If they agreed they were sent a questionnaire in the mail.	face-to-face residential interview	self-administered mailed-in surveys	23%	Age, gender, region		CPGI	Slot machines were removed from Norway in July 2007 and reintroduced in January 2009.	2.1% (3-7); 1.9% (8+); 4.0% combined	0.87%	4.0 * .56 + .53 = 1.23%	Averaged with Bakken, I. J. & Weggeberg, H. (2008) = 0.87%	70% male; under age 30; low income; lower educational attainment; urban; single; unemployed/student salaries/pensioners		Study conducted by Synovate.	http://www.spillevet	https://www.norsk.sg		
NORWAY		2010	15-70+	Phan, K.R. & Ushkeberg, A. (2010). Spillevaner og spilleproblemer i befolkningen 2010 Synovate Norge. Norak Tipping Annual Reports	4636	Randomly selected from landline (50%) and cell phone numbers (50%) with quotas for gender, age, and region. Individuals were asked if they were willing to participate. If they agreed they were sent a questionnaire in the mail.	face-to-face residential interview	self-administered mailed-in surveys	14%	Age, gender, region		CPGI	1,686 people per EGM in 2010.	2.3% (3-7); 2.1% (8+); 4.4% combined	1.35%	4.4 * .56 + .53 = 1.35%		80% male; under age 30; low income; less education; urban and northern Norway; single; unemployed and pensioners	Internet gambling	Study conducted by Synovate.	www.spillevet.norsk	https://www.norsk.sg		
SINGAPORE		2004-2005	18+	Ministry of Community Development, Youth and Sports (2005, April). Ministry of Community Development, Youth and Sports Survey. Singapore: Author.	2004	random sample of residences with oversampling of minority ethnic groups	face-to-face residential interview		90%	Yes		DSM-IV-PY	2,433 people per EGM in 2004	58% (of those 18 and above)	2.0% (3-4); 2.1% (5+); 4.1% combined	4.9%	4.1 * 1.19 + 4.9%	male; Chinese; 30-49; higher income; divorced/separated; less than university education			http://www.mcas.gov			
SINGAPORE		2007-2008	18+	Ministry of Community Development, Youth and Sports (2008). Report of Survey on Participation in Gambling Activities Among Singapore Residents, 2008. Singapore: Author.	2300	random sample of residences; oversampling of minority ethnic	face-to-face residential interview		89%	Yes		DSM-IV-PY	2,277 People per EGM in 2008	54%	1.2% (3-4); 1.7% (5+); 2.9% combined	3.5%	2.9 * 1.19 + 3.5%	male; Chinese; 30-59; less than university education; married; middle income			http://www.mcas.gov			
SINGAPORE		2011 (May-August)	18+	National Council on Problem Gambling (2012). Report of Survey on Participation in Gambling Activities among Singapore Residents, 2011. Singapore: Author. February 23, 2012.	3315	random sample of residences; oversampling of minority ethnic	face-to-face residential interview		81%	Yes		DSM-IV-PY	2,351 People per EGM in 2010	47%	1.2% (3-4); 1.4% (5+); 2.6% combined	3.1%	2.6 * 1.19 + 3.1%	male; Chinese; 18-29 & 40-49; less than university education; married; middle income			http://www.knowful.sg			
SINGAPORE		2014 (March-August)	18+	National Council on Problem Gambling (2015). Report of Survey on Participation in Gambling Activities among Singapore Residents, 2014. Singapore: Author. February 5, 2015.	3000	A probability disproportionate stratified sampling method was used to select the subjects. From a sampling frame of residents' addresses, a randomly selected sample of 3,000 Singapore residents was interviewed using a structured questionnaire between March 2014 and August 2014. The minority ethnic groups were over-sampled.	face-to-face residential interview		73%	Yes, based on corresponding cohort proportions from published resident figures by the Department of Statistics as of 2014.		DSM-IV-PY		44%	0.5% (3-4); 0.2% (5+); 0.7% combined			Male; Chinese; aged 40 to 46 years; aged 60 years & above; lower education; monthly personal income of \$1,000-\$1,999 and \$3,000-\$3,999.			http://www.ncpg.org			
SOUTH AFRICA		2005	18+	Collins, P. & Barr, G. (2006). Gambling and Problem Gambling in South Africa: The National Prevalence Study 2006. National Centre for the Study of Gambling at the University of Cape Town.	3003	1000 from Gauteng; 1000 from Western Cape; 1003 in KwaZulu-Natal (chosen as these 3 provinces account for 80% of all gambling expenditure); sample is only representative of the 12 million who have relatively easy access to legal forms of gambling; also surveyed 1000 living in exceptional poverty. Approximately 90% of those surveyed lived in flats or houses made of brick, as opposed to living in shacks or other informal kinds of dwelling. Person must have had knowledge of household finances.	face-to-face residential interview	television/recreational activities					Gamblers Anonymous 20 Questions - Lifetime	2,204 People per EGM in 2004	91.7% have gambled	7+ = 4.8% Extrapolating from the 2003/2001 study to get a SOGS score: 1.4% SOGS-PY 5+ / 3.8% GA = 7 / 4.8 GA; 7 = 1.8% SOGS-PY 5+	2.7%	(1.8 * 1.49 + 2.7%)	nonwhite; poor and middle income		Results are very tentative due to the nonrepresentative sampling and the extrapolation to a SOGS 5+ rate from a GA20 rate. This study is not reported in the tables or included in the analyses.	http://www.respond		

Location	Sub-Region	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	Reference URL	
SOUTH AFRICA		2008	18+	Ross, D., Barr, G., Collins, P., Delis, A., Holmery, A., Kincaid, H., Rousseau, J., Schurr, A., Sharp, C., Vasser, M., & Vuchnich, R. (2010). Summary of Basic Data on from the National Urban Prevalence Study of Gambling Behaviour: The Research Division of the National Responsible Gambling Programme. Collins, P. & Barr, G. (2009). Gambling and Problem Gambling in South Africa: A Comparative Report. A report prepared for the South African Responsible Gambling Foundation.	3000	1,000 randomly drawn from the three main metropolises (Johannesburg, Tshwane, Cape Town and eThekweni (Durban)); sample designed to be demographically representative of the adult population of South Africa as a whole without selection for members of households with knowledge of household finances. Approximately 60% of those surveyed lived in flats or houses made of brick, as opposed to living in shacks or other informal kinds of dwelling. (This survey differs from previous S. African studies as it includes a lower proportion of relatively affluent South Africans). The most notable difference in the way the data was collected was that the 2005 sample was deliberately skewed towards the 'developed or first world' sector of the South African economy rather than towards a 'developing or third world' sector.	face-to-face residential interview				any participation in gambling	Gamblers Anonymous 20 Questions CPGI	2,075 People per EGM in 2008	52.1%	CPGI: 8% (3-7); 3% (8+); 11% combined	8.4%	11.0 * .58 = 6.4%	younger age; depression; substance abuse	Ranking games based on proportions of participants at high risk for problem gambling, we obtain from highest to lowest: Dice games for money; Card games for money; Roulette; Fall 'n' China tied with Sports betting; Horse racing and other animal events tied with Electronic gaming machines; Lucky draws; Scratch cards tied with Slot machines tied with Bingo; Lottery / Lotto; casino gambling is negatively associated with problem gambling.	Survey administered by Ipsos-Mori.	http://www.responsiblegambling.org.za	http://www.responsiblegambling.org.za		
SOUTH AFRICA		2000-2001	18+	Collins, P. & Barr, G. (2001). Gambling and Problem Gambling in South Africa: A National Study. National Centre for the Study of Gambling at the University of Cape Town.	5800	South African adults living in towns and cities (i.e. 45% of the total adult population). The exclusion of people living in Tribal Trust or remote rural areas, approximately 90% of those surveyed lived in flats or houses made of brick, as opposed to living in shacks or other informal kinds of dwelling. Only interviewed members of households who claimed knowledge of total household budgets. Questionnaire translated into all main South African languages and administered to respondents in language of their choice by interviewers fluent in that language.	Face-to-face residential interview. However, the 20 questions from Gamblers Anonymous and from Alcoholics Anonymous were administered by asking respondents to fill out a card and place it (anonymously) in a box.				same survey form?	Gamblers Anonymous 20 Questions (Lifetime, as all the questions ask about 'ever'); SOGS (designated as PV, as no time frame is specified and the term 'ever' has been removed from the questions)	2,132 people per EGM in 2002	74.4% have gambled	GAQD-L: 3.8% (7+) SOGS-PV: 1.4% (5+)	2.1%	(1.4 * 1.49 = 2.1%)		The requirement that the person had to have knowledge of household finances will have biased respondents in favour of senior members of households'. Results must be seen as very tentative due to the nonrepresentative sampling. This study is not reported in the tables or included in the analyses.	http://www.responsiblegambling.org.za				
SOUTH AFRICA		2002-2003	18+	Collins, P. & Barr, G. (2003). Gambling and Problem Gambling in South Africa: A National Study. National Centre for the Study of Gambling at the University of Cape Town.	5816	Same methodology as the 2000/2001 study.	Face-to-face residential interview. However, the 20 questions from Gamblers Anonymous and from Alcoholics Anonymous were administered by asking respondents to fill out a card and place it (anonymously) in a box.				same survey form?	Gamblers Anonymous 20 Questions - Lifetime	2,132 people per EGM in 2002	79.5% have gambled	7+ = 4.6% Extrapolating from the 2000/2001 study to get a SOGS score: 1.4% SOGS-PV 6+ 3.8% GAQD = ? / 4.8% GAQD = ? = 1.7% SOGS-PV 5+	2.5%	(1.7 * 1.49 = 2.5%)		Repeated the 2001 survey using an identically selected sample but did not use SOGS instrument, as its emphasis on financial consequences (e.g., borrowing, bounced cheques, selling assets) was unsuitable for large portions of the population. Results must be seen as very tentative due to the nonrepresentative sampling and the extrapolation to a SOGS 5+ rate from a GAQD rate. This study is not reported in the tables or included in the analyses.	http://sargf.org.za	http://sargf.org.za			
SOUTH KOREA		1984	18-65	Lee, C.K., Kwak, Y.S., Yamamoto, J., Rhee, H., Kim, Y.S., Han, J.H., Choi, J.O., & Lee, Y.H. (1990a). Psychiatric epidemiology in Korea. Part I: gender and age differences in Seoul. Journal of Nervous & Mental Disease, 178, 242-246. Lee, C.K., Kwak, Y.S., Yamamoto, J., Rhee, H., Kim, Y.S., Han, J.H., Choi, J.O., & Lee, Y.H. (1990b). Psychiatric epidemiology in Korea. Part II: urban and rural differences. Journal of Nervous & Mental Disease, 178, 247-252.	5176	Urban samples from Seoul and rural samples from scattered rural locations; all family members 18 - 65 interviewed if they had lived >3 months in the house	Gambling component contained within a general survey of psychiatric disorders.	face-to-face residential interview	83.5%			age, gender	no EGMs in South Korea in 1984.	DSM-III-L (DIS-III)	1.02% (pathological gambling)	1.4%	(1.02 * 2.6 * .53 = 1.4%)	age 45-65	Results very tentative because of the unknown weighting factor that should be applied to the DIS-III and the fact that DIS only has 4 questions, whereas the DSM-III has 8 criteria. Results are not included in the tables or the analysis.					
SOUTH KOREA		2011	19+	Williams, R. J., Lee, C.K., & Back, K. J. (2012). The prevalence and nature of gambling and problem gambling in South Korea. Social Psychiatry and Psychiatric Epidemiology. http://dx.doi.org/10.1007/s00127-012-0580-z	4,000	4,000 telephone; 4,000 Online Panel	Cell Phones: Random digit dialing; age x gender cell quotas that were at least 50% of census figures; 16 attempts for each number with these attempts spread over a 1 month period; Online Panel: age x gender cell quotas that are at least 50% of census figures; 3 email solicitations	'health & recreational behaviour'	telephone interview; self-administered online (Online Panel)	Cell phones: 17.0% Online Panel: 20.2%	age, gender	Gambling at least once a month on some form	CPGI (cell phones) CPGI PPGM_NODS (online)	32,796 People per EGM in 2010	41.8%	Cell Phone: CPGI: 0.70% (0-7); 0.33% (8+); 1.0% combined Online Panel: CPGI: 7.6% (3-7); 3.8% (8+); 11.4% combined Online Panel: PPGM: 6.3% Online Panel: NODS: 3.1% (3-4); 2.6% (5+); 5.7% combined	0.84%	1.0 * .58 * 1.44 = 0.84%	Gambling fallacies; mental health problems; lower income; male; under age 65; gambling motivation (to escape)	Greater number of games: betting on horses, bicycling, or motorboat races; Internet gambling; casino gambling; social gambling; sports betting	First prevalence study to exclusively use cell phones for random digit dialing	http://dx.doi.org/10.1007/s00127-012-0580-z		
SOUTH KOREA		2006-2007	18-64	Park, S., Cho, M.J., Jeon, H.J., Lee, H.W., Bae, J.N., Park, J.I., Sohn, J.H., Lee, Y.R., Lee, J.Y., & Hong, J.P. (2010). Prevalence, clinical correlates, comorbidities, and suicidal tendencies in pathological Korean gamblers: results from the Korean Epidemiologic Catchment Area Study. Social Psychiatry and Psychiatric Epidemiology, 45 (6), 621-629. doi:10.1007/s00127-009-0102-9	6,510	although only 5,333 fully completed the Korean DIS for pathological gambling	stratified cluster sample based on population census in 2005; random selection within household	Gambling component contained within a general survey of psychiatric disorders.	face-to-face residential interview	81.7%	age, gender, region		DSM-IV-L (DIS-IV)	36,878 People per EGM in 2006	3.0% (1-4); 0.8% (5+)	0.9%	0.8 * 2.6 * .44 = 0.9%	male; age 30 - 49; divorced/separated/widowed; urban living; substance abuse; mood disorders; anxiety disorders			http://dx.doi.org/10.1007/s00127-009-0102-9			
SPAIN		2014-2016	18-75	Yáñez, J. A. G. (2017). La transformación del juego problemático en España. (The Transformation of Problematic Gambling/Gaming in Spain). Revista Española de Sociología. doi:10.22323/RES.2017.1									PGSL DSM-IV						Review of three national studies that took place between 2014 and 2016. The studies were produced by different authors and used different methodologies. The studies, when combined, indicated a prevalence rate of 0.3% for the Spanish population aged from 18 to 75. Page 8 of the article provides a detailed listing of known Spanish gambling prevalence studies.	http://www.fes.socio				

Location	Sub-Region	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	Reference URL
SWITZERLAND		1998	18+	Bondolfi, G., Osiek, C., & Ferrero, F. (2000). Prevalence estimates of pathological gambling in Switzerland. <i>Acta Psychiatrica Scandinavica</i> , 101 (6), 473-475. doi: http://dx.doi.org/10.1034/1600-0447.2000.101006473.x Bondolfi & Ferrero (1999). Cited in Hafeeli, J. (2009). Switzerland. In G. Meyer, T. Hayler, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 317-328). New York: Springer. doi: 10.1007/978-0-387-05486-1	2526	stratified for age, gender, region, occupation	telephone interview		59% Yes			SOGS-PY	8,595 EGMs in 1999. Population in 1999 was 7,164,434. 834 people per EGM.	2.2% (3-4), 0.8% (5+); 3.0% combined	2.4% (3-4), 0.8% (5+); 3.0% combined	2.4% (3-4), 0.8% (5+); 3.0% combined	alcohol abuse, males, singles, people under age 29; people who began gambling in adolescence	proximity to gambling, especially EGMs outside casinos		http://dx.doi.org/10.1017/S0000754700005473	http://dx.doi.org/10.1017/S0000754700005473		
SWITZERLAND		2005	18+	Bondolfi, G., Jermann, F., Ferrero, F., Zulino, D., & Osiek, C.H. (2008). Prevalence of pathological gambling in Switzerland after the opening of casinos and the introduction of new preventive legislation. <i>Acta Psychiatrica Scandinavica</i> , 117(3), 236-239. doi: http://dx.doi.org/10.1111/j.1600-0447.2007.01414.x	2803	Random digit dialing. Up to 30 attempts made to contact each number. Quotas for sex, age and occupational status.	telephone interview		47% Yes			SOGS-PY & SOGS-L	659 people per EGM in 2004		SOGS-PY: 0.8% (3-4), 0.5% (5+); combined = 1.3% SOGS-L: 2.2% (3-4), 1.1% (5+); combined = 3.3%	1% (3-4), 1.4% (5+); combined = 1.4%	No significant differences found between non-gamblers/non-problem gamblers and problem/pathologic gamblers.		Replication of 1998 survey; method used was identical to the previous survey.	http://dx.doi.org/10.1111/j.1600-0447.2007.01414.x			
SWITZERLAND		2006-2007	14+	Brodbeck, J., Durrenberger, S., & Zsig, H. (2007). Grundgesamtheitsstudie Spielsucht: Prävalenzen, Nutzung der Glücksspielangebote und deren Einfluss auf die Diagnose des Pathologischen Spielens (Baseline study: Prevalences and consumption of games of chance and their influence on the diagnosis of pathological gambling). Bern: University of Bern. Hafeeli, J. (2009). Switzerland. In G. Meyer, T. Hayler, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 317-328). New York: Springer. doi: 10.1007/978-0-387-05486-1 (citing Brodbeck et al., 2007).	4497	Random sampling of listed landline phone numbers (excluding the 3% with unlisted; and the 12-15% of households only with a cell phone) with subsample sizes stratified to regional size; random selection within household.	telephone interview		40.4% participati on rate	Yes	Spending at least CHF 500 per month (\$634 USD) on gambling at some point in their lives + an attempt to control their gambling behaviour at some point in their lives.	DSM-IV-L (NODS)	2,191 People per EGM in 2006	(34.4% participated in at least one game of chance during the month prior to the survey)	0.6% (3-4), 0.3% (5+); 0.9% combined	0.4% (0.9 * 1.9 * 1.44 * 1.44 * .53 = 0.4%)	Males	EGMs	These figures are unreliable due to the overly stringent criteria required to be administered the problem gambling instrument: a) using a monetary loss as a threshold (especially a very high one) excludes many problem gamblers who deny losses (but will acknowledge the frequency of their gambling); b) requiring an admission of an attempt to control gambling excludes problem gamblers who have not yet attempted this. This study is not included in the tables or the analyses.	http://www.gesund.ch	http://dx.doi.org/10.1111/j.1600-0447.2007.01414.x		
UNITED STATES		1975	18+	U.S. Commission on the Review of the National Policy Toward Gambling. (1976). <i>Gambling in America</i> . Final Report. Washington, DC: Author. Kallick, M., Sate, D., Dielman, T., & Hyslop, J. (1970). A Survey of American Gambling Attitudes and Behavior. Ann Arbor, MI: Institute for Social Research, The University of Michigan. National Opinion Research Center. (1999). <i>Gambling Impact and Behavior Study</i> . Chicago: Author.	1,738 (reported as 1,749 in NORC report)	Three-stage sample design. First, a set of primary sampling units (counties, large cities, and boroughs) were selected at random to represent all of the household dwellings in the country. Approximately 3,250 households were then selected randomly within these primary sampling units (including an oversample of households in 12 of the largest U.S. cities). Random selection of individual within households, with a two-to-one oversample of males. This initial household contact was the screening stage, completed in approximately 2,860 households, or 82.5% of those sampled. Survey carried out by the Institute for Social Research, University of Michigan.	face-to-face residential interviews		75.5% gender (adjusting for oversampling), geography, household type, income, race, education, and occupation			"Clinical analysis" based on a) the similarity of the respondent answered 18 questions relative to how 274 known compulsive gamblers answered the same questions; b) observations recorded by the interviewer at the end of each interview; c) betting patterns reported by the respondent.	Most casino style gambling expansion occurred after 1989 (after 1988 (IGRA), 582,604 EGMs in 1999. With population of 272,990,813 this males 496 people per EGM.	61% (Lifetime = 68%)	As a result of this clinical examination, it was estimated that 0.77% of the national sample could be classified as "probable" compulsive gamblers, with another 2.33% as "potential" compulsive gamblers.	Males		The 1975 survey included a supplementary adult survey of 286 persons in three counties in the State of Nevada. This study not included in the tables or analyses.	http://hdl.handle.net/10300/2	http://dx.doi.org/10.1111/j.1600-0447.2007.01414.x			
UNITED STATES		1998	18+	National Opinion Research Center. (1999). <i>Gambling Impact and Behavior Study</i> . Chicago: Author.	2947	Random digit dialing (in 2,417) + Patron survey sample (n = 535). Weighting procedure in order to combine the telephone survey respondents and the patron survey respondents.	Telephone Questionnaire: "You've been selected to represent your household by participating in the Gambling Impact and Behavior Study and Behavior Study Commission." Patron Questionnaire: "Now I would like to ask about your experience with various kinds of gambling."	telephone interview	(cooperates on rate of 55.5%)	patron survey appropriately weighted	Losing \$100 or more in a single day of gambling, and/or been behind at least \$100 across an entire year at some point in their lives.	DSM-IV-PY & DSM-IV-L (NODS)	Most casino style gambling expansion occurred after 1989 (after 1988 (IGRA), 582,604 EGMs in 1999. With population of 272,990,813 this males 496 people per EGM.	63% (86% Lifetime)	DSM-IV-PY: 0.7% (3-4), 0.6% (5+); 1.3% combined DSM-IV-L: 1.5% (3-4), 1.2% (5+); 2.7% combined	1.7% (3-4), 1.9% (5+); combined = 1.7%	males; age 50-64			http://dx.doi.org/10.1111/j.1600-0447.2007.01414.x			
UNITED STATES		1999-2000	18+	Weite, J. W., Barnes, G. M., Wieczorek, W.F., Tidwell, M. C., & Parker, J. (2002). Gambling participation in the U.S. - results from a national survey. <i>Journal of Gambling Studies</i> , 18(4), 313-337. doi: 10.1023/A:1021019815591	2630	Random digit dialing with random selection of individual within the household, geographically stratified	telephone interview		65.4%	household size, gender, age, race		DSM-IV-PY (DIS-IV-PY)	Most casino style gambling expansion occurred after 1989 (after 1988 (IGRA), 582,604 EGMs in 1999. With population of 272,990,813 this males 496 people per EGM.	82% (3-4), 3.5% (5+); 3.5% combined	4.6% (3-4), 1.4% (5+); combined = 4.6%	1.3 * 1.9 * 1.44 * 1.44 * .53 = 0.4%	males; Blacks, Hispanics and Asians; lower socioeconomic status			http://dx.doi.org/10.1111/j.1600-0447.2007.01414.x			
UNITED STATES		2001-2002	18+	Petry, N.M., Stinson, F.S., & Grant, B. F. (2005). Comorbidity of DSM-IV pathological gambling and other psychiatric disorders: Results from the National Epidemiologic Survey on Alcohol and Related Conditions (NESARC). <i>Journal of Clinical Psychiatry</i> , 66, 564-574.	43,093 (PG was assessed in a probability subsample of 3435 of the 2252 respondents)	Problem gambling part of a much larger survey on substance use/abuse.	face-to-face residential interview		81% Yes		To be routed into the Gambling section of the interview. Associated respondents had to acknowledge having "gambled" at least 5 times in any one year of their life, resulting in about one quarter of respondents being administered questions about problem gambling.	DSM-IV-L (Alcohol Use Disorder and Associated Disabilities Interview Schedule - DSM-IV)	426 People per EGM in 2002	0.42% (5+)	0.48% (3-4), 0.42% (5+); combined = 0.48%	0.48% (3-4), 0.42% (5+); combined = 0.48%	Alcohol use disorder, drug use disorder, tobacco use, mood disorder, anxiety disorder, personality disorder, male, black, age 45-64, not married, residing in western or southern U.S.		The threshold for administering PG questions is too stringent, as it requires respondents to self-identify as a gambler. Consequently, the obtained rate of problem gambling is also an underestimate.	http://www.psychiatry.com			

Location	Sub-Region	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	Reference URL
UNITED STATES		2001-2003	18+	Kessler, R.C., Hwang, I., LaBrie, R., Petukhova, M., Sampson, N.J., Walters, K.C., et al. (2008). DSM-IV pathological gambling in the National Comorbidity Survey Replication. <i>Psychological Medicine</i> , 38(9), 1351-1360. doi: 10.1017/S0033291708002900	3,435 (PG was assessed in a probability subsample of 3435 of the 9282 respondents)	\$50 for participation	Problem gambling part of a much larger survey on mental health conditions.	face-to-face residential interview	70.9%	Yes	Person reports gambling 100 or more on some type of gambling PLUS person endorses at least one of four questions about problem gambling (e., interference with responsibilities at work, school or home; repeated arguments or serious problems with family, friends, neighbors, or coworkers; hiding gambling from friends or family, claim to be winning when actually losing).	DSM-IV-L (CIDI-Lifetime)	426 People per EGM in 2002	(Lifetime =78.4%)	2.3% (1-4); 0.6% (5+); 2.9% combined		1.5% (2.9 * 1.19 * .44 = 1.5%)	young; male; black; gambling earlier	larger number of gambling formats; card games; sports betting with booksie; EGAs; betting on horse racing or cockidog fights	Past year rates of problem gambling (5+) were "estimated" to be 0.3%, but the mechanism for estimating these past year rates was not specified. The standardized rate is very tentative because of the overly stringent criteria used before administering the problem gambling assessment instrument. This study is not included in the tables or the analyses.	http://dx.doi.org/10.1		
UNITED STATES		2011-2013	18+	Weite, J. W., Barnes, G. M., Tidwell, M. O., Hoffman, J. H., & Weczorek, W. F. (2014). Gambling and problem gambling in the United States: Changes between 1999 and 2013. <i>Journal of Gambling Studies</i> [Epub ahead of print]. http://dx.doi.org/10.1007/s10899-014-9471-4	2963	Random digit dialing with random selection of individual within the household; geographically stratified		telephone interview	54.0% (landline sample); 62.7% (cell phone sample)	Yes, adjustments to account for selection by landline or cell phone; also weighted for gender, age and race distribution of U.S. population.	DSM-IV-PY (DIS-IV-PY); SOGS		76.9%	3.6% (3-4); 1.0% (5+); 4.6% combined			male; black; Hispanic; lower socio-economic status		Replication of 1999-2000 survey by Weite et al.; measures and methodology for both surveys was the same; respondents paid \$30.	http://dx.doi.org/10.1			

Location	AUSTRALIA
Sub-Region	
Year Study Conducted	1999
Age	18+
Sources	Productivity Commission. (1999). Australia's Gambling Industries. Report No. 10. Chapter 6. What is Problem Gambling? & Appendix F. National Gambling Survey. Canberra: AusInfo.
Sample Size	3,498 full interviews from initial sample of 10,525
Sampling Strategy	modified random digit dialing; random selection within household; stratified by region, age, gender; all regular gamblers sampled, but only 1/4 nonregular gamblers and 1/2 nongamblers
Survey Description	'attitudes toward gambling'
Administration Method	telephone interview
Response Rate	47%
Weighting	region, age, gender, household size; adjustment made for the random selection of 1/4 nonregular gamblers and 1/2 nongamblers
Threshold for PG Questions	participated in a form of gambling (other than lottery games and Instant win tickets) 1/week or more
Assessment Instrument	SOGS-PY
Gambling Availability	105 People per EGM in 1999. 71 people per EGM in NSW/ACT; 158 people per EGM in Victoria; 116 people per EGM in Queensland; 117 people per EGM in South Australia; 1576 people per EGM in Western Australia; 198 people per EGM in Tasmania; 158 people per EGM in Northern Territory.
Past-Year Gambling Prevalence	82% (excluding raffles); 80% NSW; 81% Victoria; 86% Queensland; 77% South Australia; 84% Western Australia; 77% Tasmania; 80% ACT; 80% Northern Territory.
Problem Gambling Prevalence	2.8% (3-4); 2.1% (5+); 4.9% combined(SOGS 5+ for individual states/territories: 2.55% New South Wales, 2.45% South Australia, 2.14% Victoria, 2.06% Australian Capital Territory, 1.89% Northern Territory, 1.88% Queensland, 0.70% Western Australia, 0.44% Tasmania)
Standardized Problem Gambling Prevalence	3.9%
Standardization Calculations	Australia: $4.9 * .72 * 1.44 * .76 = 3.9\%$ (4.16% New South Wales, 4.00% South Australia, 3.49% Victoria, 3.36% Australian Capital Territory, 3.08% Northern Territory, 3.07% Queensland, 1.14% Western Australia, 0.72% Tasmania)
Demographic Correlates of PG	age 18-25; males; separated/divorced; unemployed; slightly lower income; less education; non-English spoken at home; student
Game Correlates of PG	EGMs, race betting, casino table games

Comments	
Reference URL	http://www.pc.gov.au/projects/inquiry/gambling/docs/finalreport

Location	AUSTRALIA
Sub-Region	
Year Study Conducted	2013
Age	18+
Sources	Dowling, N. A., Youssef, G. J., Jackson, A. C., Pennay, D. W., Francis, K. L., Pennay, A., & Lubman, D. I. (2015). National estimates of Australian gambling prevalence: Findings from a dual-frame omnibus survey. <i>Addiction</i> . doi: 10.1111/add.13176
Sample Size	1,768 in PGSI sub-sample; original sample of 2,000
Sampling Strategy	dual-frame (landline / mobile) sample design using CATI random digit dialling (RDD) aimed to obtain a nationally representative sample; selected from each household using a random allocation to the “next birthday method”; landline frame used probability proportional to size quotas for 15 geographic strata
Survey Description	
Administration Method	telephone interview
Response Rate	AAPOR Response Rate was 19.5% (21.7% landline; 17.8% mobile), the cooperation rate was 43.1% (38.0% landline; 49.7% mobile), and the refusal rate was 33.0% (42.0% landline; 24.4% mobile)
Weighting	age, gender, educational attainment, country of birth, geographical location, telephone status; in-scope persons in each household, number of landline telephone connections; adjusted for the overlapping chances of selection for persons with both landline and mobile telephones into both sample frames
Threshold for PG Questions	
Assessment Instrument	PGSI
Gambling Availability	
Past-Year Gambling Prevalence	63.90%
Problem Gambling Prevalence	PGSI: 1.9% (3-7); 0.4% (8+); 2.3% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	higher for mobile phone respondents vs. landline respondents
Game Correlates of PG	

Comments	dual-frame (50% landline and 50% mobile telephone) computer assisted telephone interviewing; first to comprehensively explore the impact of dual-frame sampling approaches in a nationally representative sample with standard measures of gambling participation and problems.
Reference URL	http://dx.doi.org/10.1111/add.13176

Location	BELGIUM
Sub-Region	
Year Study Conducted	2006
Age	16-99
Sources	<p>Druine, C., Delmarcelle, C., Dubois, M., Joris, L., & Somers, W. (2006). Etude quantitative des habitudes de Jeux de hasard pour l'offre classique et un ligne en Belgique [Quantitative study on online and offline gambling behaviour in Belgium]. Bruxelles: Foundation Rodin.</p> <p>Druine (2009). Belgium. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing Druine et al., 2006).</p>
Sample Size	3,002
Sampling Strategy	
Survey Description	
Administration Method	telephone interview
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY (DSM-IV-MR)
Gambling Availability	384 people per EGM in 2006
Past-Year Gambling Prevalence	59.7%
Problem Gambling Prevalence	1.6% (3-4); 0.4% (5+); 2.0% combined
Standardized Problem Gambling Prevalence	2.8%
Standardization Calculations	$2.0 * 1.19 * 1.59 * .74 = 2.8\%$
Demographic Correlates of PG	male; age 16-24; single; lower socioeconomic
Game Correlates of PG	"EGMs; casino; horse race betting; sports betting; Internet; telephonephone-in quizzes"
Comments	
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	BRAZIL
Sub-Region	
Year Study Conducted	2005-2006
Age	14+
Sources	Tavares, H., Carneiro, E., Sanches, M., Pinsky, I., Caetano, R., Zaleski, M., & Laranjeira, R. (2010). Gambling in Brazil: Lifetime prevalences and socio-demographic correlates. <i>Psychiatry Research</i> , 180(1), 35-41. doi:10.1016/j.psychres.2010.04.014
Sample Size	3,007 (2346 of which were 18+)
Sampling Strategy	Stratified sampling of gender and geographic region; household member with most recent birthday selected; 3 attempts for each household.
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	66.4%
Weighting	household size, gender, education, age, and geographic region
Threshold for PG Questions	Everyone administered the two question Lie/Bet Questionnaire (LBQ). Individuals scoring as probable problem gambler on the LBQ (i.e., answering at least one of the two questions affirmatively) were administered the NODS-L (18+) or DSM-IV-Juvenile-PY if they were aged 14 – 17.
Assessment Instrument	DSM-IV-L (NODS-L & DSM-IV-Juvenile; Fisher, 1992)
Gambling Availability	No EGMs in 2006
Past-Year Gambling Prevalence	(12% engage in monthly gambling)
Problem Gambling Prevalence	1.3% (1-4); 1.0% (5+); 2.3% combined
Standardized Problem Gambling Prevalence	0.9%
Standardization Calculations	$(2.3 * 1.19 * .44 * .76 = 0.9\%)$
Demographic Correlates of PG	young, male, unemployed, nonstudent
Game Correlates of PG	

Comments	First study to investigate the prevalence of gambling and problem gambling in a national Latin–American sample. The standardized rate must be seen as very tentative because of the overly stringent criteria used before administering the problem gambling assessment instrument. Another problem is that the DSM-IV-Juvenile questions use a mixture of current and past year time frames, whereas the NODS-L has a lifetime time frame. This study is not included in the tables or the analyses.
Reference URL	http://dx.doi.org/10.1016/j.psychres.2010.04.014

Location	CANADA
Sub-Region	
Year Study Conducted	2000
Age	18+
Sources	Ferris, J., & Wynne, H. (2001). The Canadian Problem Gambling Index: Final Report. Submitted to the Canadian Centre on Substance Abuse. Ferris, J., & Wynne, H. (2001). The Canadian Problem Gambling Index: User Manual. January 28, 2001. Submitted to the Canadian Centre on Substance Abuse.
Sample Size	3120
Sampling Strategy	Random digit dialing stratified by region (Atlantic, Quebec, Ontario, Manitoba/Saskatchewan, Alberta/BC. Household member with most recent birthday selected.
Survey Description	'gambling survey'
Administration Method	telephone interview
Response Rate	
Weighting	No
Threshold for PG Questions	gambled in past 12 months
Assessment Instrument	CPGI, SOGS-PY, DSM-IV-PY
Gambling Availability	53,877 EGMs in 1999. Estimated population in 1999 is 30,750,000. Approximately 570 people per EGM in 1999.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	CPGI: 2.4% (3-7); 0.9% (8+); 3.4% combined SOGS-PY: 1.3% (3-4); 1.3% (5+); 2.6% combined DSM-IV-PY: 0.7% (5+)
Standardized Problem Gambling Prevalence	2.2%
Standardization Calculations	CPGI: $3.4 * .58 * 1.59 * .74 = 2.3\%$ SOGS-PY: $2.6 * .72 * 1.59 * .74 = 2.2\%$ DSM-IV-PY: $0.7 * 2.60 * 1.59 * .74 = 2.1\%$ Average = 2.2%
Demographic Correlates of PG	males; 18-24 age group; 25-34 age group; under \$20,000 annual income
Game Correlates of PG	
Comments	
Reference URL	http://www.ccsa.ca/2003%20and%20earlier%20CCSA%20Documents/c
Reference URL	http://www.ccsa.ca/2003%20and%20earlier%20CCSA%20Documents/c

Location	CANADA
Sub-Region	
Year Study Conducted	2006-2007
Age	18+
Sources	Williams, R.J. & Wood, R.J. (2008). Prevalence of Gambling and Problem Gambling in Canada 2006/2007. Unpublished analysis of prevalence data collected by the authors in 2006/2007. Some details of this study are reported in Wood, R.T. & Williams, R.J. (2009). Internet Gambling: Prevalence, Patterns, Problems, and Policy Options. Final Report prepared for the Ontario Problem Gambling Research Centre, Guelph, Ontario. January 5, 2009
Sample Size	8496
Sampling Strategy	random digit dialing
Survey Description	'gambling survey'
Administration Method	telephone interview
Response Rate	45.6%
Weighting	age, gender, household size
Threshold for PG Questions	any past year gambling
Assessment Instrument	CPGI (entire sample); random 25% of sample also administered SOGS-PY, DSM-IV-PY (NODS-PY), and PPGM.
Gambling Availability	377 people per EGM in 2006. In 2007 482 people per EGM in British Columbia; 197 Alberta; 151 Saskatchewan; 141 Manitoba; 556 Ontario; 417 Quebec; 289 New Brunswick; 285 Nova Scotia; 260 Prince Edward Island; 223 Newfoundland.
Past-Year Gambling Prevalence	70.7% (includes risky stock market but excludes raffles). 75.4% Newfoundland; 72.2% PEI; 72.8% Nova Scotia; 68.9% New Brunswick; 71.7% Quebec; 70.4% Ontario; 71.0% Manitoba; 68.1% Saskatchewan; 70.3% Alberta; 69.7% British Columbia.
Problem Gambling Prevalence	CPGI: 2.4% (3-7); 0.8% (8+); 3.2% combined SOGS-PY: 1.4% (3-4); 1.0% (5+); 2.4% combined DSM-IV-PY: 1.1% (3-4); 0.9% (5+); 2.0% combined PPGM: 1.8% (CPGI 3+ for individual provinces: 4.4% BC, 3.6% AB, 3.5% ONT, 1.7% QU other provinces not reported due to small sample size)
Standardized Problem Gambling Prevalence	2%
Standardization Calculations	CPGI: $3.2 * .58 * 1.44 * .76 = 2.0\%$ SOGS-PY: $2.4 * .72 * 1.44 * .76 = 1.9\%$ DSM-IV-PY: $2.0 * 1.19 * 1.44 * .76 = 2.6\%$ PPGM: $1.8 * 1.44 * .76 = 2.0\%$ (CPGI: 2.79% British Columbia, 2.29% Alberta, 2.22% Ontario, 1.08% Quebec)

Demographic Correlates of PG	male; age 18 – 29; mental health problems; illicit drug use; tobacco use; Aboriginal, Asian, or 'Other' ethnicity; lower income; less education
Game Correlates of PG	casino table games; horse race betting; Internet gambling; sports betting
Comments	
Reference URL	http://hdl.handle.net/10133/693

Location	CANADA
Sub-Region	
Year Study Conducted	2002
Age	15+
Sources	Marshall, K., & Wynne, H. (2003). Fighting the odds. Perspectives on Labour and Income, 4(12), 5-13.
Sample Size	24997
Sampling Strategy	Gambling module included in Cycle 1.2 of the Canadian Community Health Survey-Mental Health and Well-being (CCHS 1.2). Target population excludes those living in the 3 territories, individuals living on reserves or crown land, residents of institutions, full-time members of the Armed Forces, and residents of some remote regions.
Survey Description	'well-being and health practices' (gambling a component of a larger general survey on health)
Administration Method	face-to-face residential interview (86%)
Response Rate	77%
Weighting	
Threshold for PG Questions	Gambling more than 5 times on some form of gambling in past year. People excluded, however, is they said 'they were not a gambler' regardless of their frequency of gambling.
Assessment Instrument	CPGI
Gambling Availability	436 people per EGM in 2002. 1246 people per EGM in BC; 282 people per EGM in AB; 177 people per EGM in SK; 165 people per EGM in MB; 611 people per EGM in ONT; 372 people per EGM in QU; 293 people per EGM in NB; 216 people per EGM in NS; 337 people per EGM in PEI; 200 people per EGM in NL.
Past-Year Gambling Prevalence	76% (75% BC; 72% AB; 76% SK; 74% MB; 75% ON; 79% QU; 76% NB; 78%NS; 75% PEI; 75% NL).
Problem Gambling Prevalence	1.5% (3-7); 0.5% (8+); 2.0% combined (CPGI 3+ for individual provinces: 3.1% Manitoba, 3.0% Saskatchewan, 2.1% Alberta, 2.0% Ontario, 1.9% British Columbia, Nova Scotia, 1.6% Quebec; sample sizes too small for other provinces)
Standardized Problem Gambling Prevalence	1.2%
Standardization Calculations	Canada: $2.0 * 0.58 = 1.2\%$ (1.80% Manitoba, 1.74% Saskatchewan, 1.22% Alberta, 1.16% Ontario, 1.10% British Columbia, 1.10% Nova Scotia, .93% Quebec)
Demographic Correlates of PG	male; younger age; less education; Aboriginal; province; alcohol dependence; stress
Game Correlates of PG	VLTs; casinos; sports lotteries; horse racing (using CPGI 5+ threshold)

Comments	Unlike most surveys that collect sensitive demographic information at the very end, much of this is collected at the very outset of the CCHS. In addition the person is asked to provide his/her name, the names of all the other people living in the residence, and his/her date of birth.
Reference URL	http://publications.gc.ca/collections/Collection-R/Statcan/75-001-XIE/012

Location	CYPRUS [NORTHERN]
Sub-Region	
Year Study Conducted	2007
Age	18-65
Sources	Çakıcı, M. (2012) The prevalence and risk factors of gambling behavior in Turkish Republic of Northern Cyprus. <i>Anatolian Journal of Psychiatry</i> , 13(4), 243-249.
Sample Size	929
Sampling Strategy	Household interviews; in urban areas, interviewers started from a street determined at random, in rural areas interviewers started from the center of the village and went north, east, south and west; research covered every third household; male-female quota was taken into consideration; age quotas; last birthday method.
Survey Description	gambling behaviour'
Administration Method	Face-to-face residential interviews
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	SOGS-L [Turkish Version]
Gambling Availability	
Past-Year Gambling Prevalence	55% (Lifetime gambling participation)
Problem Gambling Prevalence	2.2% (8+)
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	male, age 18-29, being unmarried or divorced, having no children
Game Correlates of PG	
Comments	
Reference URL	http://www.scopemed.org/?mno=31832

Location	CZECH REPUBLIC
Sub-Region	
Year Study Conducted	2012
Age	15-64
Sources	Mravčík, V., Grohmannová, K., Chomynová, P., Nečas, V., Grolmusová, L., Kiššová, L., Nechanská, B., Fidesová, H., Kalina, K., Vopravil, J., Kostelecká, L., Jurystová, L. (2012) Annual Report: The Czech Republic – 2011 Drug Situation. Prague: Office of the Government of the Czech Republic.
Sample Size	2134
Sampling Strategy	6,210 households was addressed as part of the survey; final sample comprised 2,134 respondents
Survey Description	
Administration Method	Face-to-face residential interviews
Response Rate	62%
Weighting	
Threshold for PG Questions	Gambling in past 12-months
Assessment Instrument	PGSI
Gambling Availability	
Past-Year Gambling Prevalence	25.5% (past-year); 58.2% (lifetime)
Problem Gambling Prevalence	PGSI: 1.7% (3-7); 0.6% (8+); 2.3% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	younger age groups
Game Correlates of PG	VLTs; EGMs; online players of betting games operated by entities outside the Czech Republic; casino players.
Comments	Collected as part of a national survey of drug addiction by the the National Monitoring Centre for Drugs and Drug Addiction. "Focusing specifically on substance use, this study of a representative sample of the population of the Czech Republic aged 15–64 follows up on the 2008 General Population Survey on the Use of Psychotropic Substances in the Czech Republic as far as its questionnaire, sample size, and extent are concerned."
Reference URL	https://www.drogy-info.cz/data/obj_files/1619/706/GAMBLING%20REPC
Reference URL	

Location	DENMARK
Sub-Region	
Year Study Conducted	2005
Age	18-74
Sources	Bonke, J., & Borregaard, K. (2006). The Prevalence and Heterogeneity of At-Risk and Pathological Gamblers - The Danish Case [Working Paper 15:2006]. Danish National Institute of Social Research.
Sample Size	8153
Sampling Strategy	Random sample of Danish civil registry. Letter sent in advance to notify participants of the study.
Survey Description	
Administration Method	Telephone interview. Face-to-face residential interview for people who could not be contacted by phone.
Response Rate	70%
Weighting	gender, age, region, marital status
Threshold for PG Questions	losing more than 35 Danish kroner (~\$7 U.S.) in a single day of gambling
Assessment Instrument	DSM-IV-PY & DSM-IV-L (NODS; entire sample) & SOGS-PY & SOGS-L (pre-test sample)
Gambling Availability	286 People per EGM in 2006
Past-Year Gambling Prevalence	77%
Problem Gambling Prevalence	DSM-IV-PY: 0.3% (3-4); 0.1% (5+); 0.4% combined DSM-IV-L: 0.4% (3-4); 0.3% (5+); 0.7% combined SOGS-PY: 0.8% (3-4); 0.2% (5+); 1.0% combined SOGS-L: 1.2% (3-4); 0.5% (5+); 1.7% combined
Standardized Problem Gambling Prevalence	0.5%
Standardization Calculations	DSM-IV-PY: $0.4 * 1.19 * 1.44 * .76 = 0.5\%$
Demographic Correlates of PG	males; no children living at home; lower socioeconomic status; 18-44
Game Correlates of PG	slots; poker and dice games; sports betting
Comments	
Reference URL	http://pure.sfi.dk/ws/files/236757/2006_15_WP.pdf

Location	ESTONIA
Sub-Region	
Year Study Conducted	2004
Age	15-74
Sources	<p>Faktum Uuringukeskus. (2004). Elanike kokkupuuted hasart- ja õnnemängudega (Gambling prevalence in Estonia). Tallinn: Faktum.</p> <p>Laansoo, S. (2005). Patoloogiline hasartmängimine: ulatus Eestis ning seosed käitumuslike ja isiksuslike riskifaktoritega (Pathological gambling in Estonia and the relationships with behavioural and personal risk factors). Unpublished master's thesis, University of Tallinn, Estonia.</p> <p>Laansoo & Niit (2009). Estonia. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing Faktum Uuringukeskus, 2004).</p>
Sample Size	986
Sampling Strategy	
Survey Description	"Omnibus survey" (i.e., presumably many topics other than gambling)
Administration Method	
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	SOGS-L (Estonian version)
Gambling Availability	990 People per EGM in 2004
Past-Year Gambling Prevalence	61% ("have played games of chance")
Problem Gambling Prevalence	2.6% (3-4); 2.4% (5+); 5.0% combined lifetime
Standardized Problem Gambling Prevalence	1.6%
Standardization Calculations	$5.0 * .72 * .44 = 1.6\%$
Demographic Correlates of PG	males; 15-29; lower education
Game Correlates of PG	casino games; slot machines
Comments	
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	ESTONIA
Sub-Region	
Year Study Conducted	2006
Age	15-74
Sources	Turu-uuringud. (2006). Elanikkonna kokkupuude hasart-jaõnnemängudega (Gambling prevalence in Estonia). Tallinn: Turu-uuringud. Laansoo & Niit (2009). Estonia. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1.
Sample Size	2005
Sampling Strategy	Stratified
Survey Description	"omnibus survey" (i.e., presumably many topics other than gambling)
Administration Method	self-administered
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	SOGS-L (Estonian version)
Gambling Availability	1182 People per EGM in 2006
Past-Year Gambling Prevalence	75% ("admitted to have played games of chance")
Problem Gambling Prevalence	3.1% (3-4); 3.4% (5+); 6.5% combined lifetime
Standardized Problem Gambling Prevalence	2.1%
Standardization Calculations	$6.5 * .72 * .44 = 2.1\%$
Demographic Correlates of PG	males; 15-29; lower education; students; higher income; worker (as opposed to 'specialist'); urban; greater impulsivity; greater alcohol use; avoidance coping
Game Correlates of PG	greater number of games; casino games; slots
Comments	Faktum & Ariko was the survey company: http://www.faktum-ariko.ee/2
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	FINLAND
Sub-Region	
Year Study Conducted	2003
Age	15-74
Sources	<p>Ilkas, H., & Turja, T. (2003). Penningspelsundersökning. Helsinki: Ministry of Social Affairs and Health.</p> <p>Jonsson, J. (2006). An overview of prevalence surveys of problem and pathological gambling in the Nordic countries. <i>Journal of Gambling Issues</i>, 18.</p> <p>Jaakkola (2009). In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i>. New York: Springer. doi: 10.1007/978-0-387-09486-1 Finland. (citing Ilkas & Turja, 2003).</p>
Sample Size	5013
Sampling Strategy	Sampling from telephone registers stratified by age, gender and geographic residence.
Survey Description	
Administration Method	telephone interview
Response Rate	
Weighting	
Threshold for PG Questions	gambling twice a month in past year
Assessment Instrument	SOGS-L
Gambling Availability	338 People per EGM in 2002
Past-Year Gambling Prevalence	74%
Problem Gambling Prevalence	4.0% (3-4); 1.5% (5+); 5.5% combined
Standardized Problem Gambling Prevalence	2.1%
Standardization Calculations	$5.5 * .72 * .44 * 1.59 * .74 = 2.1\%$
Demographic Correlates of PG	15-24; low income
Game Correlates of PG	higher number of games; slots; sports betting
Comments	
Reference URL	http://www.camh.net/egambling/issue18/jonsson.html
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	FINLAND
Sub-Region	
Year Study Conducted	2007
Age	15+
Sources	Aho, P., & Turja, T. (2007). Gambling in Finland 2007. Helsinki: Ministry of Social Affairs and Health.
Sample Size	5008
Sampling Strategy	random sample from Finnish Population Information System
Survey Description	
Administration Method	telephone interview
Response Rate	48%
Weighting	age, gender, location
Threshold for PG Questions	
Assessment Instrument	SOGS-PY & SOGS-L
Gambling Availability	277 People per EGM in 2006
Past-Year Gambling Prevalence	73% (87% Lifetime)
Problem Gambling Prevalence	SOGS-PY: 2.1% (3-4); 1.0% (5+); 3.1% combined SOGS-L: 3.6% (3-4); 1.6% (5+); 5.2% combined
Standardized Problem Gambling Prevalence	2.4%
Standardization Calculations	$3.1 * .72 * 1.44 * .76 = 2.4\%$
Demographic Correlates of PG	males; age 18-24
Game Correlates of PG	slot machines
Comments	
Reference URL	https://www.easg.org/media/file/conferences/novagorica2008/thursday/1

Location	FINLAND
Sub-Region	
Year Study Conducted	2011-2012 (October-January)
Age	15-74
Sources	Turja, T., Halme, J., Mervola, M., Järvinen-Tassopoulos, J., Ronkainen, J-E. (2012). Suomalaisten Rahapelaaminen 2011 [Finnish Gambling 2011]. Helsinki: National Institute for Health and Welfare.
Sample Size	4484
Sampling Strategy	Random sample from Finnish Population Register. 16,000 people were sent a letter describing the study. The 4,871 people without a registered phone number were asked to provide a phone number if they wished to participate.
Survey Description	"research on Finnish gambling"
Administration Method	telephone interview
Response Rate	39.9%
Weighting	Yes
Threshold for PG Questions	Gambling in past 12 months.
Assessment Instrument	SOGS-PY
Gambling Availability	19,745 EGMs in 2010, with population of 5,351,427, this equates to 271 people per EGM in 2010. Note: the number reported in the World Count of Gaming Machines (9,431) is not accurate.
Past-Year Gambling Prevalence	78%
Problem Gambling Prevalence	SOGS-PY: 1.7% (3-4); 1.0% (5+); 2.7% combined
Standardized Problem Gambling Prevalence	1.5%
Standardization Calculations	$2.7 * 0.72 * 1.44 * .53 = 1.5\%$
Demographic Correlates of PG	males; age 15-34
Game Correlates of PG	Internet gambling; casino gambling; private betting, horse race betting
Comments	The survey description correction weight is 0.53 in the present study because of a response rate <45% (i.e., 39.9%), whereas this weight was 0.76 in the 2007 and 2003 Finnish studies because of response rates >45% (i.e., 48% in 2007). If a 0.76 weighting was applied in the present study the standardized rate would be 2.1% rather than 1.5%.
Reference URL	http://www.thl.fi/thl-client/pdfs/948b7a38-bd15-4d6c-91ae-c0b565cc3cb9

Location	FRANCE
Sub-Region	
Year Study Conducted	2009-2010 (October-July)
Age	18-75
Sources	Costes, J-M., Pousett, M., Eroukmanoff, V., le Nezet, O., Richard, J-B., Guignard, R., Beck, F., & Arwidson, P. (2011). Les Niveaux et Pratiques des Jeux de Hasard et D'argent en 2010. French Monitoring Centre for Drugs and Drug Addiction and the National Institute for Prevention and Health Education. September 2011.
Sample Size	25,034, but only 2,762 were administered problem gambling questions
Sampling Strategy	23,605 contacted via random digit dialing with random selection within household; this was supplemented by interviewing 2,944 individuals who only had cellphones.
Survey Description	Included in a larger survey of health behaviors (Health Barometer 2010)
Administration Method	telephone interview
Response Rate	60%
Weighting	Household size, number of landlines, and 'national reference data'
Threshold for PG Questions	played at least 52 times and / or has wagered at least 500 euros over the last 12 months
Assessment Instrument	CPGI
Gambling Availability	3,657 people per EGM in 2010
Past-Year Gambling Prevalence	47.8%
Problem Gambling Prevalence	0.9% (3-7); 0.4% (8+); 1.3% combined
Standardized Problem Gambling Prevalence	1.09%
Standardization Calculations	$1.3 * .58 * 1.44 = 1.09\%$
Demographic Correlates of PG	Male (75.5%); younger age (average age of 41); lower education; lower income; substance abuse (alcohol, tobacco, in particular)
Game Correlates of PG	Larger number of gambling formats; Rapido (lottery with draws every 5 minutes); Internet gambling (horse racing, sports betting, poker).
Comments	The threshold to administer problem gambling questions is overly stringent, thus true rates of problem gambling are likely slightly higher.
Reference URL	http://www.ofdt.fr/BDD/publications/docs/eftxjcr9.pdf

Location	GERMANY
Sub-Region	
Year Study Conducted	2006
Age	18-65
Sources	<p>Buth, S. & Stöver, H. (2008). Glücksspielteilnahme und Glücksspielprobleme in Deutschland: Ergebnisse einer bundesweiten Repräsentativbefragung [Gambling and gambling problems in Germany: Results of a national survey]. Suchttherapie, 9, 3-11.</p> <p>Meyer & Hayer (2009). Germany. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing Buth & Stover, 2008)</p>
Sample Size	7980
Sampling Strategy	Random sampling
Survey Description	leisure habits, interview starts with questions concerning general leisure activities
Administration Method	50% telephone; 50% self-administered online (this may be an Online Panel survey)
Response Rate	55.8% phone; 68% online
Weighting	age, gender, education, region, and nationality
Threshold for PG Questions	gambled at least 1/week or €50/month on some form
Assessment Instrument	DSM-IV-PY (DIGS-PY)
Gambling Availability	407 People per EGM in 2006
Past-Year Gambling Prevalence	39.2%
Problem Gambling Prevalence	0.64% (3-4); 0.56% (5+); 1.2% combined
Standardized Problem Gambling Prevalence	1.4%
Standardization Calculations	(1.2 * 1.19 = 1.4%)
Demographic Correlates of PG	male; age 18-29; relative with gambling problems
Game Correlates of PG	greater number of games; EGMs, horse racing, casinos; sports betting
Comments	BISDRO 2007. Funded by the Verband der Lottovermittler (association of independent Lotto-providers). This study not included in the tables or analyses (as 50% of the sample may have been from an Online Panel).
Reference URL	http://cat.inist.fr/?aModele=afficheN&cpsidt=20112715

Reference URL

<http://dx.doi.org/10.1007/978-0-387-09486-1>

Location	GERMANY
Sub-Region	
Year Study Conducted	2006
Age	18-64
Sources	<p>Bühringer, G., Kraus, L., Sonntag, D., Pfeiffer-Gerschel, T. & Steiner, S. (2007). Pathologisches Glücksspiel in Deutschland: Spiel- und Bevölkerungsrisiken [Pathological gambling in Germany: Gambling and population based risks]. <i>Sucht</i>, 53(5), 296-308.</p> <p>Kraus, L., & Baumeister, S. (2008). Studien design und Methodik des Epidemiologischen Sucht surveys 2006 [Study design and methodology of the 2006 Epidemiological Survey of Substance Abuse]. <i>Sucht</i>, 54, S6–S15. http://www.ift.de/literaturverzeichnis/Kraus_Baumeister_2008_Sucht_54_S6-S15.pdf</p>
Sample Size	7912
Sampling Strategy	Two step selection. Geographically representative sampling and then random sample from the population registers for that community. Oversampling of younger age groups.
Survey Description	Part of a general survey on substance use and abuse.
Administration Method	Self-administered mail-in survey (n = 6,598). Supplemented with telephone interviews for those who did not respond after 3 reminders (n = 1,314).
Response Rate	48%
Weighting	age, gender, geography
Threshold for PG Questions	Spent at least €50/month on some form of gambling in past year
Assessment Instrument	DSM-IV-PY (DIGS-PY)
Gambling Availability	407 People per EGM in 2006
Past-Year Gambling Prevalence	49.4% (Lifetime =71.5%)
Problem Gambling Prevalence	0.20% (3-4); 0.29% (5+); 0.49% combined
Standardized Problem Gambling Prevalence	0.6%
Standardization Calculations	0.49 * 1.19 = 0.6%
Demographic Correlates of PG	
Game Correlates of PG	card games on Internet; EGMs
Comments	ESA 2006. Funded by Ministry of Health.

Reference URL	http://www.lsgbayern.de/fileadmin/user_upload/lsg/Praxishandbuch_neu
Reference URL	http://www.ift.de/literaturverzeichnis/Kraus_Baumeister_2008_Sucht_54

Location	GERMANY
Sub-Region	
Year Study Conducted	2007
Age	16-65
Sources	<p>Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2008). Glücksspielverhalten und Problematisches Glücksspielen in Deutschland 2007 [Gambling behaviour and problem gambling in Germany in 2007. Federal Center for Health Education].</p> <p>Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2012). Glücksspielverhalten und Glücksspielsucht in Deutschland. Ergebnisse aus drei repräsentativen Bevölkerungsbefragungen 2007, 2009 und 2011 [Results from three representative population surveys 2007, 2009 and 2011. Federal Centre for Health Education]. January 2012.</p>
Sample Size	10001
Sampling Strategy	Random digit dialing. Selection within the household of the person with the next birthday.
Survey Description	Unspecified, starting with leisure activities
Administration Method	telephone interview
Response Rate	63.3%
Weighting	# telephones per household, age, sex, education, region
Threshold for PG Questions	Gambled on some form of gambling at least once in past 12 months.
Assessment Instrument	SOGS-PY
Gambling Availability	407 People per EGM in 2006
Past-Year Gambling Prevalence	55%
Problem Gambling Prevalence	0.41% (3-4); 0.19% (5+); 0.6% combined
Standardized Problem Gambling Prevalence	0.62%
Standardization Calculations	$0.6 * .72 * 1.44 = 0.62\%$
Demographic Correlates of PG	Male; age 18-25
Game Correlates of PG	EGM (Casino and Non Casino), sports betting, Poker.
Comments	BZgA 2007. Funded by German Lotto and Toto-Bloc. The rate of problem gambling is probably underestimated because some SOGS-items weren't answered by the respondents caused by a filter mistake.

Reference URL	http://www.bzga.de/pdf.php?id=e3424fa656f5a2a402a2d92003669dc5
Reference URL	http://www.bzga.de/forschung/studien-untersuchungen/studien/glueckss

Location	GERMANY
Sub-Region	
Year Study Conducted	2010
Age	14-64
Sources	Meyer, C., Rumpf, H.-J., Kreuzer, A.-., de Brito, S., Glorius, S., Jeske, C., Kastirke, N., Porz, S., Schön, D., Westram, A., Klinger, D., Goeze, D., Bischof, G. & John, U. (2011). Pathologisches Glücksspielen und Epidemiologie (PAGE): Entstehung, Komorbidität, Remission und Behandlung. Endbericht an das Hessische Ministerium des Innern und für Sport . Universitäten Greifswald und Lübeck.
Sample Size	15023
Sampling Strategy	Landlines + 1,001 cell phones (1st known prevalence study to use cell phones) with sampling of German communities proportional to size. Additional recruiting of problem gamblers by media campaigns, popular gambling venues (gambling halls, casinos), treatment institutions, prisons, credit counseling centres, and self-help groups. This supplemental sample was not used in the prevalence estimates.
Survey Description	
Administration Method	telephone interviews
Response Rate	52.4% (landline), 56.6% cell phones
Weighting	Number of telephone numbers in the household, age, gender, education, unemployment, immigrant status (separated for landline and cell phones)
Threshold for PG Questions	> 10 days gambling in lifetime
Assessment Instrument	DSM-IV-L & DSM-IV-PY
Gambling Availability	388 people per EGM in 2010
Past-Year Gambling Prevalence	45%
Problem Gambling Prevalence	0.31% (3-4) + 0.35 (5+); 0.67% combined
Standardized Problem Gambling Prevalence	0.61%
Standardization Calculations	$0.67 * 1.19 * 1.44 * .53 = 0.61\%$
Demographic Correlates of PG	male, younger people, lower education, unemployment, immigrant
Game Correlates of PG	EGMs, Poker, 'other sports betting'
Comments	PAGE 2010. Funded by the 16 federal states of Germany under the gambling state treaty.
Reference URL	

Reference URL

Location	GERMANY
Sub-Region	
Year Study Conducted	2009 (March-May)
Age	16-65
Sources	<p>Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2010). Glücksspiel-verhalten in Deutschland 2007 und 2009. [Gambling Behavior in Germany in 2007 and 2009. Federal Centre for Health Education]. January 2010.</p> <p>Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2012). Glücksspielverhalten und Glücksspielsucht in Deutschland. Ergebnisse aus drei repräsentativen Bevölkerungsbefragungen 2007, 2009 und 2011 [Results from three representative population surveys 2007, 2009 and 2011. Federal Centre for Health Education]. January 2012.</p>
Sample Size	10000
Sampling Strategy	Random digit dialing. Random selection of adult within household.
Survey Description	leisure habits, interview starts with questions concerning general leisure activities
Administration Method	telephone interviews
Response Rate	61.6%
Weighting	Number of telephone numbers in the household, age, gender, education, region.
Threshold for PG Questions	Gambled on some form of gambling at least once in past 12 months.
Assessment Instrument	SOGS-PY
Gambling Availability	412 people per EGM in 2008.
Past-Year Gambling Prevalence	53.8%
Problem Gambling Prevalence	0.64% (3-4); 0.45% (5+); 1.09%
Standardized Problem Gambling Prevalence	1.13%
Standardization Calculations	$1.09 * .72 * 1.44 = 1.13\%$
Demographic Correlates of PG	Male; age 16-25; elementary school education; immigrant; unemployed
Game Correlates of PG	Greater number of gambling formats; Internet-casino gambling; EGMs, keno, casino table games
Comments	BZgA 2010. Funded by German Lotto and Toto-Bloc.
Reference URL	http://www.bzga.de/forschung/studien-untersuchungen/studien/glueckss

Reference URL

<http://www.bzga.de/forschung/studien-untersuchungen/studien/glueckss>

Location	GERMANY
Sub-Region	
Year Study Conducted	2009 (May-October)
Age	18-64
Sources	Kraus, L., Sassen, M., Pabst, A., & Buhringer, G. (2010). Kurzbericht Epidemiologischer Suchtsurvey 2009. Zusatzauswertungen zum Glücksspielverhalten: Prävalenz des (pathologischen) Glücksspiels. November 2010. Kraus, L., & Pabst, A. (2010). Studiendesign und Methodik des Epidemiologischen Suchtsurveys 2009. Sucht, 56, 315-326.
Sample Size	8030
Sampling Strategy	Two step selection. Geographically representative sampling and then random sample from the population registers for that community. Oversampling of younger age groups.
Survey Description	Part of a general survey on substance use and abuse.
Administration Method	3,731 self-administered mail-in survey, 927 self-administered online survey, 3,376 telephone interview
Response Rate	50.1%
Weighting	Age, gender, citizenship, education.
Threshold for PG Questions	Spent at least €50/month on some form of gambling in past year
Assessment Instrument	DSM-IV-PY (DIGS-PY)
Gambling Availability	412 people per EGM in 2008.
Past-Year Gambling Prevalence	45.2%
Problem Gambling Prevalence	.19% (3-4) + .27 (5+); 0.46% combined
Standardized Problem Gambling Prevalence	0.84%
Standardization Calculations	0.46 * 1.19 = 0.55% Averaged with the 2009 BzGA study = 0.84%
Demographic Correlates of PG	Males; age 18 - 29
Game Correlates of PG	
Comments	ESA 2009. Funded by Ministry of Health.

Location	GERMANY
Sub-Region	
Year Study Conducted	2011 (April-June)
Age	16-65
Sources	Bundeszentrale für gesundheitliche Aufklärung (BZgA) (2012). Glücksspielverhalten und Glücksspielsucht in Deutschland. Ergebnisse aus drei repräsentativen Bevölkerungsbefragungen 2007, 2009 und 2011 Bundeszentrale für gesundheitliche Aufklärung (BZgA) [Results from three representative population surveys 2007, 2009 and 2011. Federal Centre for Health Education]. January 2012.
Sample Size	10002
Sampling Strategy	Random digit dialing of landlines, with oversampling of 16-25 year olds. Random selection of adult within household.
Survey Description	leisure habits, interview starts with questions concerning general leisure activities
Administration Method	telephone interviews
Response Rate	59.9%
Weighting	Number of telephone numbers in the household, age, gender, education, region.
Threshold for PG Questions	Gambled on some form of gambling at least once in past 12 months.
Assessment Instrument	SOGS-PY
Gambling Availability	388 people per EGM in 2010.
Past-Year Gambling Prevalence	50.7%
Problem Gambling Prevalence	0.51% (3-4); 0.49% (5+); 1.00% combined
Standardized Problem Gambling Prevalence	0.88%
Standardization Calculations	$1.0 * .72 * 1.44 = 1.0\%$ Combined with the AWI 2011 study = .88%
Demographic Correlates of PG	Males; age 21-25; low level of education; immigrant; unemployment
Game Correlates of PG	Sports betting; slot machines; greater number of gambling formats
Comments	BZgA 2011. Funded by German Lotto and Toto-Bloc
Reference URL	http://www.bzga.de/forschung/studien-untersuchungen/studien/glueckss

Location	GERMANY
Sub-Region	
Year Study Conducted	2011 (Feb-March)
Age	18+
Sources	Haase, H. & Puhe, H. (2011). Spielen mit und um Geld in Deutschland. TNS Emnid. October 2011.
Sample Size	15002
Sampling Strategy	Random digit dialing of landlines. Random selection of adult within household.
Survey Description	starting question leisure activities, then immediate recording of gambling activities
Administration Method	telephone interviews
Response Rate	58.2%
Weighting	Yes, by 'sociodemographic characteristics'.
Threshold for PG Questions	>50 Euro in an average month
Assessment Instrument	DSM-IV-PY
Gambling Availability	388 people per EGM in 2010
Past-Year Gambling Prevalence	63.5%
Problem Gambling Prevalence	.21% (3-4) + .23 (5+); 0.44% combined
Standardized Problem Gambling Prevalence	0.75%
Standardization Calculations	.44 * 1.19 * 1.44 = .75%
Demographic Correlates of PG	young age
Game Correlates of PG	Engagement in multiple forms.
Comments	Funded by AWI Automaten-Wirtschaftsverbände-Info GmbH (umbrella organization for automat providers including EGMs)

Location	GREAT BRITAIN (England, Wales, Scotland)
Sub-Region	
Year Study Conducted	1999
Age	16+
Sources	Sproston, K., Erens, R., & Orford, J. (2000). British Gambling Prevalence Survey 1999. London: National Centre for Social Research.
Sample Size	7770
Sampling Strategy	Random sample of 7,000 addresses from publicly available Postcode Address Files. At each address interviewers attempted to obtain face-to-face interview with 1 person. In addition, everyone 16 and older was asked to fill in self-completion questionnaire and return it in the mail.
Survey Description	'gambling behavior'
Administration Method	Face to face residential interview + self-administered mail in
Response Rate	65%
Weighting	age, sex
Threshold for PG Questions	gambling in past year
Assessment Instrument	SOGS 'current' & DSM-IV 'current'
Gambling Availability	250,000 EGMs in 1999. United Kingdom population in 1999 was 59,113,439. 236 people per EGM.
Past-Year Gambling Prevalence	72%
Problem Gambling Prevalence	SOGS-PY: 1.3% (3-4); 0.8% (5+); 2.1% combined DSM-IV-PY: 0.4% (3-4); 0.2% (5+); 0.6% combined
Standardized Problem Gambling Prevalence	0.8%
Standardization Calculations	SOGS-PY: $2.1 * .72 * .76 = 1.1\%$ DSM-IV-PY: $0.6 * 1.19 * .76 = 0.5\%$ Average = 0.8%
Demographic Correlates of PG	male; age 16-24; parent who was problem gambler; lowest income group; separated or divorced
Game Correlates of PG	greater number of gambling formats; table games; sports and/or horse race betting
Comments	
Reference URL	http://www.gamblingcommission.gov.uk/research_consultations/research

Location	GREAT BRITAIN (England, Wales, Scotland)
Sub-Region	
Year Study Conducted	2006-2007
Age	16+
Sources	Wardle, H., Sproston, K., Orford, J., Erens, B., Griffiths, M., Constantine, R., & Pigott, S. (2007). British Gambling Prevalence Survey 2007. London: National Centre for Social Research.
Sample Size	9003
Sampling Strategy	Random sample of 10,144 households. At each address interviewers attempted to obtain face-to-face interview with 1 person. In addition, each person 16+ asked to fill in self-completion questionnaire and return (either online or paper & pencil). Participants received £5 for participation. An attempt was made to conduct a telephone interview for participants who refused or could not be contacted at home.
Survey Description	'gambling attitudes and activities'
Administration Method	face-to-face residential (except problem gambling section which was self-administered) + self-administered mail-in or online + supplemental telephone interviews
Response Rate	52%
Weighting	age, sex, region
Threshold for PG Questions	spent money on gambling activity in past 12 months
Assessment Instrument	CPGI & DSM-IV-PY
Gambling Availability	223 people per EGM in U.K. in 2006
Past-Year Gambling Prevalence	68%
Problem Gambling Prevalence	CPGI: 1.5% (3-7); 0.5% (8+); 2.0% combined DSM-IV-PY: 0.3% (3-4); 0.3% (5+); 0.6% combined
Standardized Problem Gambling Prevalence	0.7%
Standardization Calculations	CPGI: $2.0 * .58 * .76 = 0.9\%$ DSM-IV-PY: $0.6 * 1.19 * .76 = 0.5\%$ Average = 0.7%
Demographic Correlates of PG	male, age 16-34; parent who is/was problem gambler; single, low income; minority group membership
Game Correlates of PG	greater number of gambling formats; spread betting (sports betting); fixed odds betting terminals (EGMs); betting exchanges (Internet); Internet gambling
Comments	
Reference URL	http://www.gamblingcommission.gov.uk/research_consultations/research

Location	GREAT BRITAIN (England, Wales, Scotland)
Sub-Region	
Year Study Conducted	2010
Age	16+
Sources	Wardle, H., Moody, A., Spence, S., Orford, J., Volberg, R., Jotangia, D., Griffiths, M., Hussey, D., & Dobbie, F. (2011). British Gambling Prevalence Survey 2010. Prepared for The Gambling Commission. London: National Centre for Social Research.
Sample Size	7756
Sampling Strategy	Random sample of 9,775 addresses from England, Scotland and Wales selected from the Postcode Address File. Interviewers visited each address and attempted to gain a face to face interview with an adult at that address. Everyone age 16+ was asked to complete an individual questionnaire using computer-assisted self-interviewing. An advance letter was also sent to all sampled addresses. Participants received £5 for participation. An attempt was made to conduct a telephone interview for participants who refused or could not be contacted at home.
Survey Description	“The first few questions are about your leisure activities.” Unlike previous surveys, the 2010 survey was given a survey title that did not explicitly mention the term gambling (i.e., ‘Leisure time: Lottery and Recreation Study 2010’).
Administration Method	computer-assisted self-interview + supplemental telephone interviews
Response Rate	47%
Weighting	age, sex and regional distribution
Threshold for PG Questions	Gambling in past 12-months.
Assessment Instrument	CPGI; DSM-IV-PY
Gambling Availability	251 people per EGM in 2010
Past-Year Gambling Prevalence	73%
Problem Gambling Prevalence	CPGI: 1.8% (3-7); 0.7% (8+); 2.5% combined DSM-IV-PY: 0.5% (3-4); 0.4% (5+); 0.9% combined
Standardized Problem Gambling Prevalence	1.3%
Standardization Calculations	CPGI: $2.5 * .58 = 1.4\%$ DSM-IV-PY: $0.9 * 1.19 = 1.1\%$ Average = 1.3%

Demographic Correlates of PG	male, younger, parents who gambled regularly and had experienced gambling problems, tobacco smoker; DSM-IV problem gambling was also associated with being Asian/Asian British whereas CPGI problem gambling was associated with being unemployed and being in bad health.
Game Correlates of PG	larger number of gambling formats; poker at a pub/club (12.8%); online slot machine style games (9.1%); fixed odds betting terminals (EGMs) (8.8%)
Comments	Data collection in 2010 was computer-assisted for the first time.
Reference URL	http://www.gamblingcommission.gov.uk/research_consultations/research

Location	GREAT BRITAIN (England & Scotland)
Sub-Region	
Year Study Conducted	2012
Age	16+
Sources	Wardle, H., Seabury, C., Ahmed, H., Payne, C., Byron, C., Corbett, J., & Sutton, R. (2014). Gambling behaviour in England and Scotland: Findings from the Health Survey for England 2012 and Scottish Health Survey 2012. Prepared for The Gambling Commission.
Sample Size	[England] Past year gambling participation data were obtained from 7,359 people. Problem gambling data were obtained from 6,791 adults. [Scotland] Past year gambling participation data were obtained from 4,393 adults aged 16 and over. Problem gambling data were obtained from 4,081 adults.
Sampling Strategy	See Section 1.2.1 of the report "Sample and response" for full details.
Survey Description	Presented as a health survey.
Administration Method	Data collection for both the HSE and SHeS followed the same procedures. Interviews were carried out face-to-face using computer-assisted interviewing.
Response Rate	[England] Interviews were carried out at 64% of sampled eligible households; Interviews were obtained with 85% of adults in 'co-operating' households; individual response rate, based on all eligible households, was estimated to be 56% among adults. [Scotland] Interviews were carried out at 66% of sampled eligible households. Interviews were obtained with 90% of adults in 'co-operating' households (where at least one person was interviewed). The individual response rate, based on all eligible households, was estimated to be 56% among adults.
Weighting	Yes. See Section 1.2.4 "Weighting combined data." Full details of the weighting strategies used for the HSE and SHeS individually can be found in their respective technical reports.
Threshold for PG Questions	Gambled at least once in past 12-months.
Assessment Instrument	PGSI (CPGI); DSM-IV-PY
Gambling Availability	
Past-Year Gambling Prevalence	65%
Problem Gambling Prevalence	CPGI: 1.0% (3-7); 0.4% (8+); 1.4% combined DSM-IV-PY: 0.5% (3+)
Standardized Problem Gambling Prevalence	
Standardization Calculations	

Demographic Correlates of PG	Being male, being from Black/Black British, Asian/Asian British or other non-White backgrounds, having low mental wellbeing and having ever had high blood pressure.
Game Correlates of PG	
Comments	Report provides information about gambling behaviour in England and Scotland using data combined from the Health Survey for England (HSE) 2012 and the Scottish Health Survey (SHeS) 2012.
Reference URL	http://www.gamblingcommission.gov.uk/pdf/Gambling%20behaviour%20in%20England%20and%20Scotland.pdf
Reference URL	http://hdl.handle.net/1880/50217

Location	GREAT BRITAIN (Wales)
Sub-Region	
Year Study Conducted	2015
Age	16+
Sources	Gambling Commission. (2016). Welsh problem gambling survey. Birmingham, UK: Author.
Sample Size	4048
Sampling Strategy	sample is designed to be representative of the adult population resident in Wales aged 16 and over. The unit of sampling is Lower Layer Super Output Area (LSOA) and 69 interviewing points throughout the Wales are selected with probability proportional to resident population, after stratification by Local Authority and Social Grade.
Survey Description	Not indicated
Administration Method	Data collection for both the HSE and SHeS followed the same procedures. Interviews were carried out face-to-face using computer-assisted interviewing.
Response Rate	
Weighting	age, gender
Threshold for PG Questions	Gambled at least once in past 12-months.
Assessment Instrument	PGSI (CPGI); DSM-IV-PY
Gambling Availability	
Past-Year Gambling Prevalence	61%
Problem Gambling Prevalence	Problem gambler according to either DSM-IV or PGSI = 1%
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	
Comments	
Reference URL	http://www.gamblingcommission.gov.uk/docs/Welsh-Problem-Gambling
Reference URL	

Location	GREAT BRITAIN (England, Scotland & Wales)
Sub-Region	
Year Study Conducted	2015
Age	16+
Sources	Conolly, A., Fuller, E., Jones, H., Maplethorpe, N., Sondaal, A., & Wardle, H. (2017). Gambling behaviour in Great Britain in 2015: Evidence from England, Scotland and Wales. London: NatCen Social Research.
Sample Size	
Sampling Strategy	Survey methodology varied between countries, particularly in Wales. See Appendix A.
Survey Description	Health survey (England/Scotland); Survey on a wide variety of interesting topics (Wales)
Administration Method	Face-to-face; paper self-completion (England/Scotland); computer-assisted self-completion (Wales).
Response Rate	
Weighting	Yes. See Section 1.2.2 for details.
Threshold for PG Questions	Past year gambling
Assessment Instrument	PGSI (CPGI); DSM-IV-PY
Gambling Availability	
Past-Year Gambling Prevalence	63%
Problem Gambling Prevalence	CPGI: 1.1% (3-7); 0.6% (8+); 1.7% combined; DSM-IV-PY: 0.7% (3+)
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	male
Game Correlates of PG	spread betting, betting via a betting exchange, playing poker in pubs or clubs, betting offline on events other than sports or horse or dog racing, and playing machines in bookmakers.
Comments	"...we would caution against making cross national comparisons between Wales and the other two countries because of the underlying differences in how the data were collected. Cross national comparisons between England and Scotland can be made as the data were collected using very similar methods."
Reference URL	http://www.gamblingcommission.gov.uk/PDF/survey-data/Gambling-beh
Reference URL	

Location	GREAT BRITAIN (England, Scotland & Wales)
Sub-Region	
Year Study Conducted	2017
Age	16+
Sources	Conolly, A., Davies, B., Fuller, E., Heinze, N., & Wardle, H. (2018). Gambling behaviour in Great Britain in 2016: Evidence from England, Scotland and Wales. London: NatCen Social Research.
Sample Size	
Sampling Strategy	Survey methodology varied between countries, particularly in Wales.
Survey Description	
Administration Method	
Response Rate	
Weighting	Yes. See Appendix A. for details.
Threshold for PG Questions	Past year gambling
Assessment Instrument	PGSI (CPGI); DSM-IV-PY
Gambling Availability	
Past-Year Gambling Prevalence	57%
Problem Gambling Prevalence	CPGI: 1.1% (3-7); 0.5% (8+); 1.6% combined; DSM-IV-PY: 0.6% (3+)
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	male
Game Correlates of PG	played machines in bookmakers (13.7%), bet offline on events (other than horse or dog racing or other sports events) (13.1%), reported another gambling activity not covered by the survey questions (11.6%), bet offline on dog racing (9.5%), or gambled online on slots, casino or bingo games (9.2%).
Comments	This report provides information about gambling behaviour in Great Britain using data combined from the Health Survey for England (HSE) 2016, the Scottish Health Survey (SHeS) 2016 and the Wales Omnibus in 2016.
Reference URL	https://www.gamblingcommission.gov.uk/PDF/survey-data/Gambling-be
Reference URL	

Location	GREAT BRITAIN (England, Scotland & Wales)
Sub-Region	
Year Study Conducted	2018
Age	16+
Sources	Gambling Commission. (2019). Gambling participation in 2018: Behaviour, awareness and attitudes. Annual Report. Birmingham: Author.
Sample Size	
Sampling Strategy	Combination of telephone and online surveys.
Survey Description	
Administration Method	
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	
Gambling Availability	
Past-Year Gambling Prevalence	46% (past four-weeks)
Problem Gambling Prevalence	
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	
Comments	Data on rates of problem, moderate and low-risk gambling are taken from our latest Combined Health Survey 2016 (which incorporates the Health Survey for England, the Scottish Health Survey and the Welsh Problem Gambling Survey) due to its use of the full PGSI (Problem Gambling Severity Index) and DSM-IV screens.
Reference URL	https://www.gamblingcommission.gov.uk/PDF/survey-data/Gambling-pa
Reference URL	

Location	HONG KONG
Sub-Region	
Year Study Conducted	2001
Age	15-64
Sources	<p>Wong, I. L. K., & So, E. M. T. (2003). Prevalence estimates of problem and pathological gambling in Hong Kong. <i>American Journal of Psychiatry</i>, 160, 1353–4.</p> <p>Centre for Social Policy Studies of The Department of Applied Social Sciences & The General Education Centre of The Hong Kong Polytechnic University. (2002, March). Report on a Study of Hong Kong People's Participation in Gambling Activities. Commissioned By Home Affairs Bureau.</p>
Sample Size	2004
Sampling Strategy	Random digit dialing with random selection of individual within the household. Six attempts at each number over a 10 day period.
Survey Description	
Administration Method	telephone interview
Response Rate	57.4%
Weighting	No, but the "sample was comparable (through t test analyses) to 2001 census figures for gender and age".
Threshold for PG Questions	
Assessment Instrument	DSM-IV (modified Chinese version) (designated as PY because no specific time frame provided)
Gambling Availability	No EGMs in Hong Kong.
Past-Year Gambling Prevalence	78.0% (legal gambling = 77.8%; illegal gambling = 4.2%)
Problem Gambling Prevalence	4.0% (3-4); 1.8% (5+); 5.8% combined
Standardized Problem Gambling Prevalence	7.6%
Standardization Calculations	$5.8 * 1.19 * 1.44 * .76 = 7.6\%$
Demographic Correlates of PG	male; lower education; lower income
Game Correlates of PG	horse racing; sports betting; casino table games
Comments	
Reference URL	http://ajp.psychiatryonline.org/cgi/content/full/160/7/1353
Reference URL	http://www.hab.gov.hk/file_manager/en/documents/whats_new/gambling

Location	HONG KONG
Sub-Region	
Year Study Conducted	2005
Age	15-64
Sources	Social Sciences Research Centre (2005). A Study of Hong Kong People's Participation in Gambling Activities. University of Hong Kong. Commissioned by Home Affairs Bureau, Government of Hong Kong Special Administrative Region. Dec 2005.
Sample Size	2093
Sampling Strategy	Random digit dialing with 6 attempts in a 23 day window. Random selection within household (next birthday).
Survey Description	'participation in gambling activities'
Administration Method	telephone interview
Response Rate	23.7% (CASRO calculation derived from data in the report)
Weighting	age, gender
Threshold for PG Questions	
Assessment Instrument	DSM-IV (modified Chinese version) (designated as PY because no specific time frame provided)
Gambling Availability	No EGMs in Hong Kong.
Past-Year Gambling Prevalence	81.1% (legal gambling = 80.4%; illegal gambling = 2.1%)
Problem Gambling Prevalence	3.1% (3-4); 2.2% (5+); 5.3% combined
Standardized Problem Gambling Prevalence	4.8%
Standardization Calculations	$5.3 * 1.19 * 1.44 * .53 = 4.8\%$
Demographic Correlates of PG	male; lowest family income group
Game Correlates of PG	horse racing, soccer betting, casino table games, social gambling
Comments	
Reference URL	http://www.hab.gov.hk/file_manager/en/documents/publications_and_pr

Location	HONG KONG
Sub-Region	
Year Study Conducted	2011 (July-August)
Age	15-64
Sources	Hong Kong Polytechnic University (2012). A Study of Hong Kong People's Participation in Gambling Activities. Department of Applied Social Sciences. The Hong Kong Polytechnic University. Commissioned by the Secretary for Home Affairs, Government of Hong Kong Special Administrative Region. March 2012.
Sample Size	2024
Sampling Strategy	Random digit dialing of listed residential phone numbers with 3 attempts to contact each sampled respondent. Sample was supplemented with telephone numbers not listed in the directory. Random selection within household (selecting person with next birthday).
Survey Description	'participation in gambling activities'
Administration Method	telephone interview
Response Rate	14.8% (CASRO calculation derived from data in the report)
Weighting	
Threshold for PG Questions	
Assessment Instrument	DSM-IV (modified Chinese version) (designated as PY because no specific time frame provided)
Gambling Availability	No EGMs in Hong Kong in 2011.
Past-Year Gambling Prevalence	62%
Problem Gambling Prevalence	1.9% (3-4); 1.4% (5+); 3.3% combined
Standardized Problem Gambling Prevalence	4.4%
Standardization Calculations	$3.3 * 1.19 * 2.18 * .51 = 4.4\%$
Demographic Correlates of PG	male; less education; lower family income group
Game Correlates of PG	horse racing, soccer betting, Macau casinos
Comments	
Reference URL	http://www.hab.gov.hk/file_manager/en/documents/publications_and_pr

Location	HONG KONG
Sub-Region	
Year Study Conducted	2016
Age	15-64
Sources	Hong Kong Polytechnic University (2017). Report on the Study of Hong Kong People's Participation in Gambling Activities in 2016. Department of Applied Social Sciences. The Hong Kong Polytechnic University. Commissioned by the Ping Wo Fund.
Sample Size	2045
Sampling Strategy	Random digit dialing of listed residential phone numbers with 3 attempts to contact each sampled respondent. Sample was supplemented with telephone numbers not listed in the directory. Random selection within household (selecting person with next birthday).
Survey Description	
Administration Method	telephone interview
Response Rate	59.31% "cooperation rate"
Weighting	Yes
Threshold for PG Questions	
Assessment Instrument	DSM-V (Chinese)
Gambling Availability	
Past-Year Gambling Prevalence	61.5%
Problem Gambling Prevalence	1.4% (4-9 items).
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	male, aged 50+, unemployed
Game Correlates of PG	horserace betting, mahjong, Mark-Six lottery, Macau casinos wagering, Macau horserace betting
Comments	Also included a youth survey (aged 15-22).
Reference URL	http://www.hab.gov.hk/file_manager/en/documents/policy_responsibilitie

Location	HUNGARY
Sub-Region	
Year Study Conducted	2007
Age	18-64
Sources	Kun B., Balázs H., Arnold, P., Paksi, B., & Demetrovics, Z. (2011). Gambling in western and eastern Europe: The example of Hungary. Journal of Gambling Studies. doi:10.1007/s10899-011-9242-4
Sample Size	2710
Sampling Strategy	Sampling addresses from the civil registry stratified by geographical location, degree of urbanization and age.
Survey Description	Problem gambling assessed as part of a more thorough assessment of all addiction: "National Survey on Addiction Problems"
Administration Method	face-to-face residential interview; self-administered SOGS
Response Rate	85.1%
Weighting	Yes
Threshold for PG Questions	ever gambled on a weekly basis in their lifetime
Assessment Instrument	SOGS-L
Gambling Availability	304 people per EGM in 2006
Past-Year Gambling Prevalence	(65.3% Lifetime)
Problem Gambling Prevalence	1.9% (3-4); 1.4% (5+); 3.3% combined
Standardized Problem Gambling Prevalence	1%
Standardization Calculations	$3.3 * .72 * .44 = 1.0\%$
Demographic Correlates of PG	males; age 18-24; less education; lower income; smoker; heavier drinking; lifetime cannabis use
Game Correlates of PG	
Comments	
Reference URL	http://dx.doi.org/10.1007/s10899-011-9242-4

Location	ICELAND
Sub-Region	
Year Study Conducted	2000
Age	16-75
Sources	<p>IMG-Gallup (2000). Vidhorfsrannsókn [Attitude survey]. Report. Reykjavik: Íslenskar Markaðsrannsóknir.</p> <p>Ólason D. T., Barudottir, S. K., & Gretarsson, S. J. (2005). Prevalence of pathological gambling among adults in Iceland. Paper presented at the 6th conference on research in Social Sciences, Reykjavík, Iceland.</p> <p>Jonsson, J. (2006). An overview of prevalence surveys of problem and pathological gambling in the Nordic countries. Journal of Gambling Issues, 18.</p>
Sample Size	1500
Sampling Strategy	randomly drawn from the national register
Survey Description	
Administration Method	
Response Rate	70.5%
Weighting	
Threshold for PG Questions	
Assessment Instrument	DSM-IV-L (NODS-L)
Gambling Availability	
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	0.7% (3-4); 0.6% (5+); 1.3% combined
Standardized Problem Gambling Prevalence	0.7%
Standardization Calculations	$1.3 * 1.19 * .44 = 0.7\%$
Demographic Correlates of PG	Males
Game Correlates of PG	
Comments	
Reference URL	http://www.camh.net/egambling/issue18/jonsson.html

Location	ICELAND
Sub-Region	
Year Study Conducted	2005
Age	18-70
Sources	<p>Olason, D. T., & Gretarsson, S. J. (2009). Iceland. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 137-151). New York: Springer. doi: 10.1007/978-0-387-09486-1</p> <p>Jonsson, J. (2006). An overview of prevalence surveys of problem and pathological gambling in the Nordic countries. <i>Journal of Gambling Issues</i>, 18.</p> <p>Ólason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.</p>
Sample Size	3358
Sampling Strategy	randomly drawn from the national register
Survey Description	
Administration Method	telephone interview + a few self-administered mail-in (n = 100)
Response Rate	69.8%
Weighting	gender, age, residency
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY (DIGS-PY) & CPGI
Gambling Availability	280 People per EGM in 2008
Past-Year Gambling Prevalence	69%
Problem Gambling Prevalence	DSM-IV-PY: 0.5% (3-4); 0.6% (5+); 1.1% combined CPGI: 1.1% (3-7); 0.5% (8+); 1.6% combined
Standardized Problem Gambling Prevalence	1.2%
Standardization Calculations	DSM-IV-PY: $1.1 * 1.19 * 1.44 * .76 = 1.4\%$ CPGI: $1.6 * .58 * 1.44 * .76 = 1.0\%$ Average = 1.2%
Demographic Correlates of PG	male; 18-25; less education; single; ADHD; cognitive distortions
Game Correlates of PG	larger number of games; private card games; EGMs
Comments	
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1
Reference URL	http://www.camh.net/egambling/issue18/jonsson.html
Reference URL	

Location	ICELAND
Sub-Region	
Year Study Conducted	2007
Age	18-70
Sources	Ólason, D.T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.
Sample Size	3009
Sampling Strategy	randomly drawn from the national register
Survey Description	
Administration Method	telephone interview
Response Rate	63.4%
Weighting	Not indicated, but presumed.
Threshold for PG Questions	
Assessment Instrument	CPGI
Gambling Availability	280 People per EGM in 2008
Past-Year Gambling Prevalence	69.4% (11.8% weekly)
Problem Gambling Prevalence	1.3% (3-7); 0.3% (8+); 1.6% combined
Standardized Problem Gambling Prevalence	1%
Standardization Calculations	$1.6 * .58 * 1.44 * .76 = 1.0\%$
Demographic Correlates of PG	
Game Correlates of PG	slot machines; poker; Internet poker
Comments	
Reference URL	http://www.snsus.org/pdf/2009/gambling_and_problem_gambling_studies.pdf

Location	ICELAND
Sub-Region	
Year Study Conducted	2011
Age	
Sources	Olason, D.T., Hayer, T., Brosowski, T., & Meyer G. (2015). Gambling in the mist of economic crisis: Results from three national prevalence studies from Iceland. Journal of Gambling Studies [Epub ahead of print].
Sample Size	1887
Sampling Strategy	randomly drawn from the national register
Survey Description	
Administration Method	telephone interview
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	CPGI
Gambling Availability	
Past-Year Gambling Prevalence	76.2%
Problem Gambling Prevalence	1.7% (3-7); 0.8% (8+); 2.5% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	males; age group 18–25; primary education
Game Correlates of PG	
Comments	
Reference URL	https://dx.doi.org/10.1007/s10899-015-9523-4

Location	IRELAND, Republic of
Sub-Region	
Year Study Conducted	2014-2015
Age	15+
Sources	National Advisory Committee on Drugs and Alcohol (NACDA). (2016). Prevalence of drug Use and gambling in Ireland and drug use in Northern Ireland Bulletins 1 & 2. Dublin: Author.
Sample Size	7005 (Republic of Ireland)
Sampling Strategy	Face-to-face interviews; computer-assisted personal interviewing (CAPI); those who are normally resident in households
Survey Description	
Administration Method	Face-to-face
Response Rate	
Weighting	Yes - by gender, age and former Health Board region to maximise its representativeness of the general population.
Threshold for PG Questions	
Assessment Instrument	
Gambling Availability	
Past-Year Gambling Prevalence	64.5%
Problem Gambling Prevalence	
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	
Comments	In 2014/15, in Ireland, the survey asked about the last year and last month prevalence of Gambling for the first time. Lifetime prevalence was not asked. Gambling includes all forms of gambling, buying a lottery ticket or scratchcard in person, playing lottery games online, gambling in a bookmaker's shop, gambling online or by telephone, placing a bet at a horse or dog racing meeting, playing games at a casino, playing gaming/slot machines, playing card games for money with friends/family, playing bingo in person and other such as work sweepstakes.
Reference URL	https://www.health-ni.gov.uk/sites/default/files/publications/health/all-irel

Location	ISLE OF MAN
Sub-Region	
Year Study Conducted	2012
Age	16+
Sources	Askari, M. (2012). Isle of Man gambling prevalence survey 2012. Prepared for The Alcohol Advisory Service, in association with IOM Department of Health, Mental Health Services and the IOM Gambling Supervision Commission.
Sample Size	1942
Sampling Strategy	A postal questionnaire was sent to 4000 randomly selected addresses chosen from the Small Users Postcode Address File.
Survey Description	Isle of Man Lottery & Gambling study
Administration Method	postal questionnaire
Response Rate	51%
Weighting	Yes - to reflect the relative size of each group of the population.
Threshold for PG Questions	Gambling in past 12-months
Assessment Instrument	DSM-IV-PY
Gambling Availability	
Past-Year Gambling Prevalence	78%
Problem Gambling Prevalence	97.0% (0); 2.4% (1); 0.5% (2); 0.2% (6)
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	unemployed and unable to work due to long term disability; lived in a household as a couple.
Game Correlates of PG	
Comments	Questionnaire design was compatible with a larger gambling prevalence survey, the 2010 British Gambling Prevalence Survey (BGPS 2010).

Reference URL

<http://hdl.handle.net/1880/49352>

Location	ITALY
Sub-Region	
Year Study Conducted	2008
Age	18-74
Sources	Barbaranelli, C. (2010). Prevalence and Correlates of Problem Gambling in Italy. 8th European Conference on Gambling Studies and Policy Issues, September 14-17, 2010 and www.lottomaticagroup.com/eng/pdf/social/pre_sintesi_7_10_new.pdf
Sample Size	2000
Sampling Strategy	Quota sampling for geographic area, city size, age, gender
Survey Description	
Administration Method	
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	CPGI and SOGS cross classification (presumably using the SOGS-PY)
Gambling Availability	291 People per EGM in 2008
Past-Year Gambling Prevalence	54%
Problem Gambling Prevalence	1.27% (5+)
Standardized Problem Gambling Prevalence	2.3%
Standardization Calculations	$1.27 * (2.17+1.49)/2 = 2.3\%$
Demographic Correlates of PG	male, divorced, higher income, a parent with gambling problems, gambling at a younger age, more gambling fallacies, higher depression and anxiety, greater impulsivity, higher risk taking, greater motivation to gamble for symbolic, economic, and hedonistic motives, lower self-efficacy
Game Correlates of PG	larger number of games; horse racing, card games, EGMs, casinos
Comments	
Reference URL	http://www.easg.org/media/file/vienna2010/presentations/Friday/0930/P...
Reference URL	http://www.lottomaticagroup.com/eng/pdf/social/pre_sintesi_7_10_new.pdf

Location	ITALY
Sub-Region	
Year Study Conducted	2010
Age	18-74
Sources	Barbaranelli, C., Vecchione, M., Fida, R., & Podio-Guidugli, S. (2013). Estimating the prevalence of adult problem gambling in Italy with SOGS and PGSI. <i>Journal of Gambling Issues</i> , 28, 1-24. http://dx.doi.org/10.4309/jgi.2013.28.3
Sample Size	1979
Sampling Strategy	Self-report questionnaire consisting of about 300 items administered to each participant; Data were collected by GFK Eurisko between June 2010 (pilot) and July 2010 (study). A quota sample, balanced by geographical area (four areas), city size (five groups), and age by gender (12 groups), was used. Participants were contacted by an interviewer, and then invited to fill out a questionnaire. The questionnaire was individually administered to participants at their own house. Individuals received a reimbursement of about 20 euros for their participation. About 5% of the persons who were first contacted later declined to participate and were replaced by other participants with homogeneous characteristics.
Survey Description	
Administration Method	self-report questionnaire
Response Rate	
Weighting	Weights have been defined by considering level of education (four levels), occupation (nine categories), penetration/diffusion into the Italian population of the games considered in the survey (12 categories), geographical area (four zones) by size of city (five levels), and gender (two categories) by age (six categories) (note: frequencies used for the weighting procedure are available from the first author).
Threshold for PG Questions	
Assessment Instrument	SOGS [Italian Version]; CPGI [Italian Translation]
Gambling Availability	
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	SOGS: probably pathological = 2.05%; CPGI: problem gambling = 2.17%
Standardized Problem Gambling Prevalence	

Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	
Comments	Results preliminarily demonstrated that the psychometric properties of the SOGS and PGSI can be confirmed in the Italian population; a social desirability scale was included in the questionnaire.
Reference URL	http://dx.doi.org/10.4309/jgi.2013.28.3
Reference URL	

Location	ITALY
Sub-Region	
Year Study Conducted	2010-2011
Age	15-64
Sources	Colasante, E., Gori, M., Bastiani, L., Siciliano, V., Giordani, P., Grassi, M., & Molinaro, S. (2012). An assessment of the psychometric properties of Italian version of CPGI. Journal of Gambling Studies.
Sample Size	5292
Sampling Strategy	Cross-sectional study of a representative randomized sample of the Italian population between 15 and 64 years, extracted randomly from the registry lists of selected municipalities in the sample design.
Survey Description	
Administration Method	postal questionnaire
Response Rate	35%
Weighting	
Threshold for PG Questions	
Assessment Instrument	CPGI [Italian Version]
Gambling Availability	
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	4.3% (3-7); 1.3% (8+); 5.6% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	
Comments	Data for this study were drawn from IPSAD–Italia® 2010–2011 (Italian Population Survey on Alcohol and other Drugs); also included the Lie/Bet questionnaire; aim of the study included assessment of the psychometric properties of the CPGI.

Reference URL	http://dx.doi.org/10.1007/s10899-012-9331-z
Reference URL	

Location	LITHUANIA
Sub-Region	
Year Study Conducted	2006
Age	18-64
Sources	Skokauskas (2009). Lithuania. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1
Sample Size	1002
Sampling Strategy	
Survey Description	
Administration Method	
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	No established instrument used.
Gambling Availability	6305 People per EGM in 2008
Past-Year Gambling Prevalence	"30.1% of respondents admitted they had gambled"
Problem Gambling Prevalence	2.1% reported they had financial problems because of their gambling; 2.0% reported they had psychological problems; 0.1% reported they had 'other' problems. 13.0% did not answer the question about problems.
Standardized Problem Gambling Prevalence	2.1%
Standardization Calculations	>2.1%. Note: single item questions asking about the presence of gambling-related problems always significantly underestimates true rates of problem gambling (e.g., Rockloff et al., 2011. Validation of a one item screen for problem gambling. Journal of Gambling Studies. DOI:10.1007/s10899-010-9232-y).
Demographic Correlates of PG	
Game Correlates of PG	
Comments	This dataset not considered reliable by author; results are from an opinion poll on gambling.
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	MACAU
Sub-Region	
Year Study Conducted	2003
Age	15-64
Sources	Fong , D. K. C., & Orozio, B. (2005). Gambling participation and prevalence estimates for pathological gambling in a far east gambling city: Macau. UNLV Gaming Research & Review Journal, 9(2), 15-28.
Sample Size	1121
Sampling Strategy	Half of all residential telephone numbers provided by the only fixed-line telephone service provider were randomly drawn; random selection within household.
Survey Description	
Administration Method	telephone interview
Response Rate	68%
Weighting	
Threshold for PG Questions	lifetime participation in gambling
Assessment Instrument	DSM-IV (modified Chinese version) (designated as PY because no specific time frame provided)
Gambling Availability	550 People per EGM in 2002
Past-Year Gambling Prevalence	67.9%
Problem Gambling Prevalence	2.5% (3-4); 1.8% (5+); 4.3% combined
Standardized Problem Gambling Prevalence	6%
Standardization Calculations	$4.3 * 1.19 * 1.59 * .74 = 6.0\%$
Demographic Correlates of PG	males; monthly personal income of less than MOP 8,000
Game Correlates of PG	casino gambling; betting on soccer; mahjong house gambling
Comments	

Location	MACAU
Sub-Region	
Year Study Conducted	2013
Age	15-64
Sources	Institute for the Study of Commercial Gaming, University of Macao (2014). A study of Macao people's participation in gambling activities 2013. Commissioned By Macao Social Welfare Bureau. Retrieved from http://www.ias.gov.mo/wp-content/uploads/2013/10/2014-05-16-120116-76.pdf
Sample Size	2158
Sampling Strategy	
Survey Description	
Administration Method	telephone interview
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	Not indicated
Gambling Availability	
Past-Year Gambling Prevalence	49.5%
Problem Gambling Prevalence	1.9% probable problem gamblers; 0.9% probable pathological gamblers
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	soccer/basketball betting; casino gambling
Comments	Report summary indicates that similar research studies were undertaken in 2010 and 2007; rate of problem/pathological gambling noted as being lower than in 2010.

Location	NETHERLANDS
Sub-Region	
Year Study Conducted	2004
Age	16+
Sources	<p>De Bruin, D.E., Meijerman, C.J.M., Leenders, F.R.J., & Braam, R.V. (2006). Verslingerd aan meer dan één spel: Een onderzoek naar de aard en omvang van kansspelproblematiek in nederland [Wired to more than one game. A study on the nature and extent of problem gambling in the Netherlands]. Den Haag: Research and Documentation Centre of the Ministry of Justice, commissioned by the Ministry of Justice.</p> <p>Goudriaan et al (2009). The Netherlands. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing De Bruin et al., 2006).</p>
Sample Size	5575
Sampling Strategy	Households randomly selected based on Dutch postal codes. Those with a landline are phoned. Those without a landline (32%) are given a questionnaire and asked to complete online or via paper and pencil and return via mail. This procedure is also used for people with a landline who could not be contacted. Person with the next birthday within the household asked to complete the survey/questionnaire. Pre-notification letter sent to households. Ten call attempts.
Survey Description	
Administration Method	Predominantly telephone interview. However, respondents could also complete online or via paper & pencil and mail-in.
Response Rate	28%
Weighting	gender, age, education, ethnicity, household size
Threshold for PG Questions	
Assessment Instrument	SOGS-PY & SOGS-L
Gambling Availability	2579 People per EGM in 2004
Past-Year Gambling Prevalence	71.7% (87% gambled in Lifetime)
Problem Gambling Prevalence	SOGS-PY: 0.6% (3-4); 0.3% (5+); 0.9% combined SOGS-L: 1.5% (3-4); 1.0% (5+); 2.5% combined
Standardized Problem Gambling Prevalence	0.5%
Standardization Calculations	$0.9 * .72 * 1.44 * .53 = 0.5\%$

Demographic Correlates of PG	male; age 30-50; nonwestern; unemployed; single; lower education
Game Correlates of PG	larger number of gambling formats; illegal gambling; slots; cards & dice; casino games
Comments	
Reference URL	http://www.wodc.nl/images/ob238_volledige%20tekst_tcm44-59674.pdf
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	NETHERLANDS
Sub-Region	
Year Study Conducted	2011
Age	16+
Sources	Bieleman, B., Biesma, S., Kruize, A., Zimmerman, C., Boendermaker, M., Nijkamp, R., & Bak, T. (2011). Gokken in kaart: Tweede meting aard en omvang kansspelen in Nederland. Groningen-Rotterdam: WODC, ministerie van Veiligheid en Justitie.
Sample Size	6,000 surveys conducted among the Dutch population aged 16 and older and 500 interviews with regular players.
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	

Location	NEW ZEALAND
Sub-Region	
Year Study Conducted	1991
Age	
Sources	<p>Abbott, M.W., & Volberg, R.A. (1991). Gambling and Problem Gambling in New Zealand. Research Series No. 12. Wellington: Department of Internal Affairs.</p> <p>Abbott, M.W., & Volberg, R.A. (1992). Frequent Gamblers and Problem Gamblers in New Zealand. Research Series No. 14. Wellington: Department of Internal Affairs.</p> <p>Abbott, M.W., & Volberg, R.A. (1996). The New Zealand national survey of problem and pathological gambling. <i>Journal of Gambling Studies</i>, 12(2), 143-160. doi: http://dx.doi.org/10.1007/BF01539171</p> <p>Volberg, R.A., & Abbott, M.W. (1994). Lifetime prevalence estimates of pathological gambling in New Zealand. <i>International Journal of Epidemiology</i>, 23, 976-983. doi: http://dx.doi.org/10.1093/ije/23.5.976</p>
Sample Size	4053
Sampling Strategy	random digit dialing; random selection within household; up to 8 callbacks
Survey Description	"The survey we are doing has to do with betting activities or games, in which there is an element of luck or chance."
Administration Method	telephone interview
Response Rate	66%
Weighting	age, gender and household size
Threshold for PG Questions	
Assessment Instrument	SOGS-PY & SOGS-L
Gambling Availability	
Past-Year Gambling Prevalence	(95% - Lifetime)
Problem Gambling Prevalence	SOGS-PY: 2.1% (3-4); 1.2% (5+); 3.3% combined SOGS-L: 4.3% (3-4); 2.7% (5+); 7.0% combined
Standardized Problem Gambling Prevalence	2.6%
Standardization Calculations	$3.3 * .72 * 1.44 * .76 = 2.6\%$
Demographic Correlates of PG	18-29; males; Maori & Pacific Islander; unemployed; single

Game Correlates of PG	race track betting; EGMs
Comments	
Reference URL	http://dx.doi.org/10.1007/BF01539171
Reference URL	http://dx.doi.org/10.1093/ije/23.5.976

Location	NEW ZEALAND
Sub-Region	
Year Study Conducted	1999
Age	18+
Sources	Abbott, M.W., & Volberg, R.A. (2000). Taking the Pulse on Gambling and Problem Gambling in New Zealand: A Report on Phase One of the 1999 National Prevalence Survey. Wellington: Department of Internal Affairs. Abbott, M.W., Volberg, R.A., & Rönnerberg, S. (2004). Comparing the New Zealand and Swedish national surveys of gambling and problem gambling. <i>Journal of Gambling Studies</i> , 20(3), 237-258. doi:10.1023/B:JOGS.0000040278.08853.c0
Sample Size	6452
Sampling Strategy	prenotification letter sent to listed telephone numbers; survey conducted by Statistics New Zealand
Survey Description	"The survey has to do with betting activities or games in which there is an element of luck or chance, for example Lotto, TAB or Telebingo."
Administration Method	telephone interview
Response Rate	75%
Weighting	Yes
Threshold for PG Questions	any lifetime gambling
Assessment Instrument	SOGS-Past 6 months & SOGS-L
Gambling Availability	14,877 EGMs in 1999. Estimated population of 3,800,000 in 1999. 255 people per EGM.
Past-Year Gambling Prevalence	(94% - Lifetime; 86% - Past 6-months)
Problem Gambling Prevalence	SOGS-6 months: 0.8% (3-4); 0.5% (5+); 1.3% combined SOGS-L: 1.9% (3-4); 1.0% (5+); 2.9% combined
Standardized Problem Gambling Prevalence	1%
Standardization Calculations	$1.3 * .72 * 1.44 * .76 = 1.0\%$
Demographic Correlates of PG	Pacific Island ethnicity; Māori; born outside New Zealand, Europe, Australia and North America; Catholic; households with incomes between \$40,001 and \$50,000; male
Game Correlates of PG	casino games; EGMs; telebingo
Comments	
Reference URL	http://www.dia.govt.nz/pubforms.nsf/URL/TakingthePulse.pdf/\$file/Takin

Reference URL

<http://dx.doi.org/10.1023/B:JOGS.0000040278.08853.c0>

Location	NEW ZEALAND
Sub-Region	
Year Study Conducted	2010
Age	15+
Sources	Health Sponsorship Council. (2012). New Zealanders' knowledge, views and experience of gambling and gambling harm: Results from the 2010 Health and Lifestyles Survey. Wellington: Author. http://archive.hsc.org.nz/sites/default/files/publications/Gambling%20Overview-%20fnl-120608.pdf
Sample Size	1740
Sampling Strategy	The survey was designed to be able to produce nationally representative estimates. The 2010 HLS adopted a multi-stage, stratified, probability-proportional-to-size (PPS) of the meshblocks, sampling design.
Survey Description	health and lifestyles'
Administration Method	face-to-face residential interviews
Response Rate	Adult Sample: 55.5% (unweighted); 56.7% (weighted)
Weighting	gender, ethnicity and age
Threshold for PG Questions	gambled on one of the listed gambling activities in the last 12 months.
Assessment Instrument	CPGI
Gambling Availability	
Past-Year Gambling Prevalence	81%
Problem Gambling Prevalence	2.3% (3-4); 0.7% (5+); 3.0% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	living in more deprived areas; Māori and Pacific ethnicities
Game Correlates of PG	continous forms of gambling; EGMs; 4 or more gambling formats
Comments	The gambling section of the 2010 HLS contained more than 80 questions and was the largest section of the questionnaire. The 2010 HLS also included questions relating to tobacco control, healthy eating and sun safety.
Reference URL	http://archive.hsc.org.nz/sites/default/files/publications/Gambling%20Ov

Location	NEW ZEALAND
Sub-Region	
Year Study Conducted	2002-2004
Age	15+
Sources	Mason, K. (2006). Problem Gambling in New Zealand: Analysis of the 2002/03 New Zealand Health Survey. Wellington: Ministry of Health.
Sample Size	12929
Sampling Strategy	Complex multi-stage design, with stratification and clustering. Pre-survey letters were sent to selected households before the interviewer visited the house, and up to 10 callbacks were made to each selected household.
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	72%
Weighting	Yes - to represent the New Zealand adult civilian population aged 15 and over, who are non-institutionalised, live in permanent private dwellings and are usually resident in New Zealand.
Threshold for PG Questions	
Assessment Instrument	custom 10 question gambling screen
Gambling Availability	158 people per EGM in 2002
Past-Year Gambling Prevalence	69.4%
Problem Gambling Prevalence	1.2% ("current problem gambling"); 1.9% (combined problem gambling and at-risk gambling)
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	age 25-34; male; Maori or Pacific ethnicity; employed; living alone; lower educational attainment; hazardous drinking; smokers; poorer health; mental health problems
Game Correlates of PG	
Comments	The custom gambling screen and scoring system were developed for the 2002/03 New Zealand Health Survey by the Ministry of Health and a contracted technical specialist, as it was thought no existing gambling screen met the criteria required for the screen.
Reference URL	http://www.moh.govt.nz/moh.nsf/pagesmh/5025/\$File/problemgamblingr

Location	NEW ZEALAND
Sub-Region	
Year Study Conducted	2006-2007
Age	15+
Sources	Mason, K. (2009). A Focus on Problem Gambling: Results of the 2006/07 New Zealand Health Survey. Wellington: Ministry of Health.
Sample Size	12488
Sampling Strategy	Random sample of small areas (meshblocks), and from these a sample of households was selected, and from each household one adult and one child (if there were any residing in the household) were randomly selected. Oversampling for Māori, Pacific and Asian peoples to ensure sufficient sample sizes for these groups. Up to 10 call-backs.
Survey Description	"Health Survey"
Administration Method	face-to-face residential interview
Response Rate	68%
Weighting	age, gender, District Health Board area and ethnic group.
Threshold for PG Questions	gambled on one of the listed gambling activities in the last 12 months.
Assessment Instrument	CPGI
Gambling Availability	197 People per EGM in 2006
Past-Year Gambling Prevalence	65.3%
Problem Gambling Prevalence	1.3% (3-4); 0.4% (5+); 1.7% combined
Standardized Problem Gambling Prevalence	1%
Standardization Calculations	$1.7 * .58 = 1.0\%$
Demographic Correlates of PG	age 35-44; males; Maori & Pacific people; socioeconomic deprivation; less education; smoker; hazardous drinker; anxiety or depressive disorder
Game Correlates of PG	greater number of gambling formats
Comments	
Reference URL	http://www.moh.govt.nz/moh.nsf/pagesmh/9072/\$File/a-focus-on-problem-

Location	NORTHERN IRELAND
Sub-Region	
Year Study Conducted	2010
Age	16+
Sources	Department for Social Development [Northern Ireland]. (2010). Northern Ireland Gambling Prevalence Survey 2010. Belfast: Author
Sample Size	1032
Sampling Strategy	Random sample of 2,069 addresses selected from the Pointer Database, the most up-to-date listing of private households in Northern Ireland. At each address, interviewers attempted a short, face to face, interview with one household member.
Survey Description	'gambling attitudes and activities'
Administration Method	Face-to-face residential interview; although CPGI section completed privately.
Response Rate	57%
Weighting	age, gender, and regional distribution
Threshold for PG Questions	
Assessment Instrument	CPGI
Gambling Availability	457 people per EGM in Ireland in 2010
Past-Year Gambling Prevalence	75.3%
Problem Gambling Prevalence	5.3% (3-7); 2.2% (8+); 7.5% combined
Standardized Problem Gambling Prevalence	3.3%
Standardization Calculations	$7.5 * .58 * .76 = 3.3\%$
Demographic Correlates of PG	males; age 18 to 29; single
Game Correlates of PG	EGMs, horse race betting, football betting, online gambling
Comments	
Reference URL	http://www.dsdni.gov.uk/northern_ireland_gambling_prevalence_survey

Location	NORWAY
Sub-Region	
Year Study Conducted	1997
Age	18+
Sources	<p>Götestam K.G., & Johansson, A. (2003). Characteristics of gambling and problematic gambling in the Norwegian context: A DSM-IV based telephone interview study. <i>Addictive Behaviors</i>, 28, 189–97. doi: 10.1016/S0306-4603(01)00256-8</p> <p>Götestam & Johansson (2009). Norway. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i>. New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing Götestam & Johansson, 2003).</p>
Sample Size	2014
Sampling Strategy	random-digit telephone dialing of residential dwellings; up to 8 call-backs made to complete an interview
Survey Description	
Administration Method	telephone interview
Response Rate	47.8%
Weighting	age * sex * geography weights calculated, but were not applied to the problem gambling prevalence rates
Threshold for PG Questions	
Assessment Instrument	DSM-IV (designated as PY because no specific time frame provided)
Gambling Availability	28,600 EGMs in 1999. Population of 4,438,547 in 1999. 155 people per EGM.
Past-Year Gambling Prevalence	Not specifically indicated, although 31.2% reported never gambling.
Problem Gambling Prevalence	0.45% (3-4); 0.15% (5+); 0.6% combined
Standardized Problem Gambling Prevalence	0.8%
Standardization Calculations	$0.6 * 1.19 * 1.59 * .74 = 0.8\%$
Demographic Correlates of PG	age 18-30; males
Game Correlates of PG	slots; lotteries
Comments	
Reference URL	http://dx.doi.org/10.1016/S0306-4603(01)00256-8

Reference URL

<http://dx.doi.org/10.1007/978-0-387-09486-1>

Location	NORWAY
Sub-Region	
Year Study Conducted	2002
Age	15-74
Sources	<p>Lund, I., & Nordlund, S. (2003). Pengespill og pengeproblemer i Norge (Rapport nr. 2/2000). Oslo: Statens institutt for rusmiddelforskning.</p> <p>Gotestam & Johansson (2009). Norway. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions. New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing Lund & Nordlund, 2003).</p> <p>Jonsson, J. (2006). An overview of prevalence surveys of problem and pathological gambling in the Nordic countries. Journal of Gambling Issues, 18.</p>
Sample Size	5235
Sampling Strategy	random selection of people from the national registry
Survey Description	
Administration Method	phone + mail in for those not contacted by phone
Response Rate	55% (telephone response rate = 65.3%; postal response rate = 40.8%)
Weighting	
Threshold for PG Questions	
Assessment Instrument	SOGS-PY & SOGS-L; DSM-IV-PY & DSM-IV-L (NODS)
Gambling Availability	150 People per EGM in 2002
Past-Year Gambling Prevalence	81%
Problem Gambling Prevalence	SOGS-PY: 0.4% (3-4); 0.2% (5+); 0.6% combined DSM-IV-PY: 0.4% (3-4); 0.3% (5+); 0.7% combined SOGS-L: 0.7% (3-4); 0.3% (5+) 1.0% combined DSM-IV-L: 0.8% (3-4); 0.6% (5+); 1.4% combined
Standardized Problem Gambling Prevalence	0.7%
Standardization Calculations	SOGS: $0.6 * .72 * 1.59 * .74 = 0.5\%$ DSM-IV-PY: $0.7 * 1.19 * 1.59 * .74 = 1.0\%$ Average = .7%
Demographic Correlates of PG	males
Game Correlates of PG	larger number of games; EGMs; sports betting
Comments	
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Reference URL

<http://www.camh.net/egambling/issue18/jonsson.html>

Location	NORWAY
Sub-Region	
Year Study Conducted	2005
Age	15-70+
Sources	<p>Kavli, H., & Berntsen, W. (2005). Undersøkelse om pengespill [Study of gambling for money]. Spillevaner og spilleproblemer I befolkningen. Oslo: MMI.</p> <p>Götestam, K.G., & Johansson, A. (2009). Norway. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions (pp. 209-218). New York: Springer. doi: 10.1007/978-0-387-09486-1</p> <p>Ólason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.</p>
Sample Size	3135
Sampling Strategy	Randomly selected from landline (50%) and cell phone numbers (50%) with quotas for gender, age, and region. Individuals were asked if they were willing to participate. If they agreed they were sent a questionnaire in the mail.
Survey Description	"a study of Norwegians' attitudes to gambling and gambling habits"
Administration Method	self-administered mailed-in surveys
Response Rate	estimated to be as low or lower than 25%
Weighting	age, gender, region
Threshold for PG Questions	
Assessment Instrument	CPGI
Gambling Availability	151 people per EGM in 2004
Past-Year Gambling Prevalence	92.5%
Problem Gambling Prevalence	3.6% (3-7); 1.9% (8+); 5.5% combined
Standardized Problem Gambling Prevalence	1.7%
Standardization Calculations	$5.5 * .58 * .53 = 1.7\%$
Demographic Correlates of PG	
Game Correlates of PG	

Comments	Study conducted by Synovate (formerly known as Market and Media Institute (MMI)). This study was critiqued by Volberg, RA, Abbott, MW, & Munck (May 29, 2006). Review of Kavli & Bernstein, Study on Gambling Habits and Gambling Problems in the Population.
Reference URL	http://www.google.ca/url?sa=t&source=web&cd=1&ved=0CBoQFjAA&u
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1
Reference URL	http://www.snsus.org/pdf/2009/gambling_and_problem_gambling_studies

Location	NORWAY
Sub-Region	
Year Study Conducted	2007
Age	15-70+
Sources	<p>Kavli, H. (2007). Spillevaner og spilleproblemer i den norske befolkningen. Analyserapport 2007. Synovate MMI.</p> <p>Götestam, K. G., & Johansson, A. (2009). Norway. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions (pp. 209-218). New York: Springer. doi: 10.1007/978-0-387-09486-1</p> <p>Ólason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.</p>
Sample Size	3135
Sampling Strategy	Randomly selected from landline (50%) and cell phone numbers (50%) with quotas for gender, age, and region. Individuals were asked if they were willing to participate. If they agreed they were sent a questionnaire in the mail.
Survey Description	"a study of Norwegians' attitudes to gambling and gambling habits"
Administration Method	self-administered mailed-in surveys
Response Rate	22%
Weighting	age, gender, region
Threshold for PG Questions	
Assessment Instrument	CPGI
Gambling Availability	Slot machines were removed from Norway in July 2007 and reintroduced in January 2009.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	2.6% (3-7); 1.7% (8+); 4.3% combined
Standardized Problem Gambling Prevalence	1.3%
Standardization Calculations	$4.3 * .58 * .53 = 1.3\%$
Demographic Correlates of PG	
Game Correlates of PG	

Comments	Study conducted by Synovate (formerly known as Market and Media Institute (MMI)).
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1
Reference URL	

Location	NORWAY
Sub-Region	
Year Study Conducted	2007
Age	16-74
Sources	Bakken, I. J., Gøtestam, K. G., Gråwe, R. W., Wenzel, H. G. & Øren, A. (2009). Gambling behavior and gambling problems in Norway 2007. Scandinavian Journal of Psychology, 50, 333-339. doi: 10.1111/j.1467-9450.2009.00713.x Ólason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.
Sample Size	3482
Sampling Strategy	Random sample of 10,000 people from the national population register mailed a survey.
Survey Description	
Administration Method	self-administered mailed-in surveys (or completed online)
Response Rate	36.1%
Weighting	age, gender, geography
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY & DSM-IV-L (NODS)
Gambling Availability	Slot machines were removed from Norway in July 2007 and reintroduced in January 2009.
Past-Year Gambling Prevalence	67.9%
Problem Gambling Prevalence	DSM-IV-PY: 0.4% (3-4); 0.3% (5+); 0.7% combined DSM-IV-L: 1.1% (3-4); 0.7% (5+); 1.7% combined
Standardized Problem Gambling Prevalence	0.9%
Standardization Calculations	$0.7 * 1.19 * .53 = .4\%$ Averaged with Synovate 2007 Study = 0.9%
Demographic Correlates of PG	male; 16-24; born outside Norway; lower education; single
Game Correlates of PG	slot machines; instant win
Comments	conducted by SINTEF organization
Reference URL	http://dx.doi.org/10.1111/j.1467-9450.2009.00713.x
Reference URL	http://www.snsus.org/pdf/2009/gambling_and_problem_gambling_studies

Location	NORWAY
Sub-Region	
Year Study Conducted	2008
Age	16-74
Sources	Bakken, I.J. & Weggeberg, H. (2008). Pengespill og pengespillproblem i Norge 2008 [Gambling Behaviour and Problem Gambling in Norway 2008]. SINTEF Rapport A8499. Ólason, D. T. (2009). Gambling and Problem Gambling Studies among Nordic Adults: Are they Comparable? Conference presentation @ 7th Nordic Conference, Helsinki, Finland, May, 2009.
Sample Size	3441
Sampling Strategy	10,000 surveys mailed out to random sample from the national population register.
Survey Description	
Administration Method	self-administered mailed-in surveys (or completed online)
Response Rate	35%
Weighting	age, gender, geography
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY (NODS)
Gambling Availability	Slot machines were removed from Norway in July 2007 and reintroduced in January 2009. Note: World Count of Gaming Machines incorrectly reports 250 people per EGM in 2008
Past-Year Gambling Prevalence	77%
Problem Gambling Prevalence	0.6% (3-4); 0.2% (5+); 0.8% combined
Standardized Problem Gambling Prevalence	0.5%
Standardization Calculations	.8 * 1.19 * .53 = 0.5%
Demographic Correlates of PG	male; 16-24; born outside Norway; lower education; single
Game Correlates of PG	greater number of games; Internet gambling; slots
Comments	conducted by SINTEF organization
Reference URL	http://www.sintef.no/uploadpages/218303/a8499.pdf
Reference URL	

Location	NORWAY
Sub-Region	
Year Study Conducted	2008
Age	15-70+
Sources	Kavli, H. & Torvik, F.A. (2008). Spillevaner og spilleproblemer i befolkningen 2008 [Playing habits and gambling problems in the population 2008]. Synovate. Norsk Tipping Annual Reports
Sample Size	3165
Sampling Strategy	Randomly selected from landline (50%) and cell phone numbers (50%) with quotas for gender, age, and region. Individuals were asked if they were willing to participate. If they agreed they were sent a questionnaire in the mail.
Survey Description	"a study of Norwegians' attitudes to gambling and gambling habits"
Administration Method	self-administered mailed-in surveys
Response Rate	23%
Weighting	Age, gender, region
Threshold for PG Questions	
Assessment Instrument	CPGI
Gambling Availability	Slot machines were removed from Norway in July 2007 and reintroduced in January 2009.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	2.1% (3-7); 1.9% (8+); 4.0% combined
Standardized Problem Gambling Prevalence	0.87%
Standardization Calculations	$4.0 * .58 * .53 = 1.23\%$ Averaged with Bakken, I.J. & Weggeberg, H. (2008) = 0.87%
Demographic Correlates of PG	70% male; under age 30; low income; lower educational attainment; urban; single; unemployed/students/retirees/pensioners
Game Correlates of PG	
Comments	Study conducted by Synovate.
Reference URL	http://www.spillevelt.no/binary/7089/file?download...
Reference URL	https://www.norsk-tipping.no/selskapet/english/annual_reports

Location	NORWAY
Sub-Region	
Year Study Conducted	2010
Age	15-70+
Sources	Pran, K.R. & Ukkelberg, A. (2010). Spillevaner og spilleproblemer I befolkningen 2010 Synovate Norge. Norsk Tipping Annual Reports
Sample Size	4636
Sampling Strategy	Randomly selected from landline (50%) and cell phone numbers (50%) with quotas for gender, age, and region. Individuals were asked if they were willing to participate. If they agreed they were sent a questionnaire in the mail.
Survey Description	“a study of Norwegians’ attitudes to gambling and gambling habits”
Administration Method	self-administered mailed-in surveys “The methodology used by the survey company, Synovate, was revised between the 2008 and 2010 surveys. This raises questions over the comparability of the two surveys”.
Response Rate	14%
Weighting	Age, gender, region
Threshold for PG Questions	
Assessment Instrument	CPGI
Gambling Availability	1,686 people per EGM in 2010.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	2.3% (3-7); 2.1% (8+); 4.4% combined
Standardized Problem Gambling Prevalence	1.35%
Standardization Calculations	$4.4 * .58 * .53 = 1.35\%$
Demographic Correlates of PG	80% male; under age 30; low income; less education; urban and northern Norway; single; unemployed and pensioners
Game Correlates of PG	Internet gambling
Comments	Study conducted by Synovate.
Reference URL	www.spillevelt.no/binary/36282/file?download...
Reference URL	https://www.norsk-tipping.no/selskapet/english/annual_reports

Location	SINGAPORE
Sub-Region	
Year Study Conducted	2004-2005
Age	18+
Sources	Ministry of Community Development, Youth and Sports (2005, April). Ministry of Community Development, Youth and Sports Survey. Singapore: Author.
Sample Size	2004
Sampling Strategy	random sample of residences with oversampling of minority ethnic groups
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	90%
Weighting	Yes
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY
Gambling Availability	2,433 people per EGM in 2004
Past-Year Gambling Prevalence	58% (of those 18 and above)
Problem Gambling Prevalence	2.0% (3-4); 2.1% (5+); 4.1% combined
Standardized Problem Gambling Prevalence	4.9%
Standardization Calculations	$4.1 * 1.19 = 4.9\%$
Demographic Correlates of PG	male; Chinese; 30-49; higher income; divorced/separated; less than university education
Game Correlates of PG	
Comments	
Reference URL	http://www.mcys.gov.sg/MCDSFiles/download/gambling_survey.pdf

Location	SINGAPORE
Sub-Region	
Year Study Conducted	2007-2008
Age	18+
Sources	Ministry of Community Development, Youth and Sports (2008). Report of Survey on Participation in Gambling Activities Among Singapore Residents, 2008. Singapore: Author.
Sample Size	2300
Sampling Strategy	random sample of residences; oversampling of minority ethnic
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	89%
Weighting	Yes
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY
Gambling Availability	2,277 People per EGM in 2008
Past-Year Gambling Prevalence	54%
Problem Gambling Prevalence	1.2% (3-4); 1.7% (5+); 2.9% combined
Standardized Problem Gambling Prevalence	3.5%
Standardization Calculations	$2.9 * 1.19 = 3.5\%$
Demographic Correlates of PG	male; Chinese; 30-59; less than university education; married; middle income
Game Correlates of PG	
Comments	
Reference URL	http://www.mcys.gov.sg/MCDSFiles/Resource/Materials/GamblingSurve

Location	SINGAPORE
Sub-Region	
Year Study Conducted	2011 (May-August)
Age	18+
Sources	National Council on Problem Gambling (2012). Report of Survey on Participation in Gambling Activities among Singapore Residents, 2011. Singapore: Author. February 23, 2012.
Sample Size	3315
Sampling Strategy	random sample of residences; oversampling of minority ethnic
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	81%
Weighting	Yes
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY
Gambling Availability	2,351 People per EGM in 2010
Past-Year Gambling Prevalence	47%
Problem Gambling Prevalence	1.2% (3-4); 1.4% (5+); 2.6% combined
Standardized Problem Gambling Prevalence	3.1%
Standardization Calculations	$2.6 * 1.19 = 3.1\%$
Demographic Correlates of PG	male; Chinese; 18-29 & 40-49; less than university education; married; middle income
Game Correlates of PG	
Comments	
Reference URL	http://www.knowtheline.sg/pdf/2011_NCPG_Gambling_Participation_Su

Location	SINGAPORE
Sub-Region	
Year Study Conducted	2014 (March-August)
Age	18+
Sources	National Council on Problem Gambling (2015). Report of Survey on Participation in Gambling Activities among Singapore Residents, 2014. Singapore: Author. February 5, 2015.
Sample Size	3000
Sampling Strategy	A probability disproportionate stratified sampling method was used to select the subjects. From a sampling frame of residents' addresses, a randomly selected sample of 3,000 Singapore residents was interviewed using a structured questionnaire between March 2014 and August 2014. The minority ethnic groups were over-sampled.
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	73%
Weighting	Yes. based on corresponding cohort proportions from published resident figures by the Department of Statistics as of 2014.
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY
Gambling Availability	
Past-Year Gambling Prevalence	44%
Problem Gambling Prevalence	0.5% (3-4); 0.2% (5+); 0.7% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	Male; Chinese; aged 40 to 49 years; aged 60 years & above; lower education; monthly personal income of \$1,000-\$1,999 and \$3,000-\$3,999.
Game Correlates of PG	
Comments	
Reference URL	http://www.ncpg.org.sg/en/pdf/2014%20NCPG%20Gambling%20Partici

Location	SOUTH AFRICA
Sub-Region	
Year Study Conducted	2005
Age	18+
Sources	Collins, P. & Barr, G. (2006). Gambling and Problem Gambling in South Africa: The National Prevalence Study 2006. National Centre for the Study of Gambling at the University of Cape Town.
Sample Size	3003
Sampling Strategy	1000 from Gauteng; 1000 from Western Cape; 1003 in KwaZulu-Natal (chosen as these 3 provinces account for 80% of all gambling expenditure); sample is only representative of the 12 million who have relatively easy access to legal forms of gambling; also surveyed 1000 living in exceptional poverty. Approximately 90% of those surveyed lived in flats or houses made of brick, as opposed to living in shacks or other informal kinds of dwelling. Person must have had knowledge of household finances.
Survey Description	'leisure/recreational activities'
Administration Method	face-to-face residential interview
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	Gamblers Anonymous 20 Questions – Lifetime
Gambling Availability	2,204 People per EGM in 2004
Past-Year Gambling Prevalence	91.7% have gambled
Problem Gambling Prevalence	7+ = 4.8% Extrapolating from the 2000/2001 study to get a SOGS score: 1.4% SOGS-PY 5+ / 3.8% GA = ? / 4.8 GA; ? = 1.8% SOGS-PY 5+
Standardized Problem Gambling Prevalence	2.7%
Standardization Calculations	(1.8 * 1.49 = 2.7%)
Demographic Correlates of PG	nonwhite; poor and middle income
Game Correlates of PG	
Comments	Results are very tentative due to the nonrepresentative sampling and the extrapolation to a SOGS 5+ rate from a GA20 rate. This study is not reported in the tables or included in the analyses.
Reference URL	http://www.responsiblegambling.co.za/media/user/documents/NRGP%2

Location	SOUTH AFRICA
Sub-Region	
Year Study Conducted	2008
Age	18+
Sources	<p>Ross, D., Barr, G., Collins, P., Dellis, A., Hofmeyr, A., Kincaid, H., Rousseau, J., Schuhr, A., Sharp, C., Visser, M., & Vuchinich, R. (2010). Summary of Basic Data on from the National Urban Prevalence Study of Gambling Behaviour. The Research Division of the National Responsible Gambling Programme.</p> <p>Collins, P. & Barr, G. (2009). Gambling and Problem Gambling in South Africa: A Comparative Report. A report prepared for the South African Responsible Gambling Foundation.</p>
Sample Size	3000
Sampling Strategy	<p>1,000 randomly drawn from the three main metropolises (Johannesburg-Tshwane, Cape Town and eThekweni (Durban)); sample designed to be demographically representative of the adult population of South Africa as a whole without selection for members of households with knowledge of household finances. Approximately 60% of those surveyed lived in flats or houses made of brick, as opposed to living in shacks or other informal kinds of dwelling. [This survey differs from previous S. African studies as it includes a lower proportion of relatively affluent South Africans]. "The most notable difference in the way the data was collected was that the 2005 sample was deliberately skewed towards the 'developed or first world' sector of the South African economy rather than towards it 'developing or third world' sector."</p>
Survey Description	
Administration Method	face-to-face residential interview
Response Rate	
Weighting	
Threshold for PG Questions	any participation in gambling
Assessment Instrument	Gamblers Anonymous 20 Questions; CPGI
Gambling Availability	2,075 People per EGM in 2008
Past-Year Gambling Prevalence	52.1%
Problem Gambling Prevalence	CPGI: 8% (3-7); 3% (8+); 11% combined
Standardized Problem Gambling Prevalence	6.4%

Standardization Calculations	11.0 *.58 = 6.4%
Demographic Correlates of PG	younger age; depression; substance abuse
Game Correlates of PG	Ranking games based on proportions of participants at high risk for problem gambling, we obtain, from highest to lowest: Dice games for money, Card games for money, Roulette, Fafi / iChina tied with Sports betting, Horse racing and other animal events tied with Electronic gaming machines, Lucky draws, Scratch cards tied with Slot machines tied with Bingo, Lottery / Lotto; casino gambling is negatively associated with problem gambling.
Comments	Survey administered by Ipsos-Mori.

Location	SOUTH AFRICA
Sub-Region	
Year Study Conducted	2000-2001
Age	18+
Sources	Collins, P., & Barr, G. (2001). Gambling and Problem Gambling in South Africa: A National Study. National Centre for the Study of Gambling at the University of Cape Town.
Sample Size	5800
Sampling Strategy	South African adults 18+ living in towns and cities (i.e.,45% of the total adult population); exclusion of people living in Tribal Trust or remote rural areas; approximately 90% of those surveyed lived in flats or houses made of brick, as opposed to living in shacks or other informal kinds of dwelling). Only interviewed members of households who claimed knowledge of total household budgets. Questionnaire translated into all main South African languages and administered to respondents in language of their choice by interviewers fluent in that language.
Survey Description	Leisure/recreational activities? (as was done in the 2006 survey by the same survey firm?)
Administration Method	Face-to-face residential interview. However, the 20 questions from Gamblers Anonymous and from Alcoholics Anonymous were administered by asking respondents to fill out a card and place it (anonymously) in a box.
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	Gamblers Anonymous 20 Questions (Lifetime, as all the questions ask about 'ever'); SOGS (designated as PY, as no time frame is specified and the term 'ever' has been removed from the questions)
Gambling Availability	2,132 people per EGM in 2002
Past-Year Gambling Prevalence	74.4% have gambled
Problem Gambling Prevalence	GA20-L: 3.8% (7+) SOGS-PY: 1.4% (5+)
Standardized Problem Gambling Prevalence	2.1%
Standardization Calculations	(1.4 * 1.49 = 2.1%)
Demographic Correlates of PG	

Game Correlates of PG	
Comments	The requirement that the person had to have knowledge of household finances “will have biased respondents in favour of senior members of households”. Results must be seen as very tentative due to the nonrepresentative sampling. This study is not reported in the tables or included in the analyses.
Reference URL	http://www.responsiblegambling.co.za/media/user/documents/gambling

Location	SOUTH AFRICA
Sub-Region	
Year Study Conducted	2002-2003
Age	18+
Sources	Collins, P., & Barr, G. (2003). Gambling and Problem Gambling in South Africa: A National Study. National Centre for the Study of Gambling at the University of Cape Town.
Sample Size	5816
Sampling Strategy	Same methodology as the 2000/2001 study.
Survey Description	Leisure/recreational activities? (as was done in the 2006 survey by the same survey firm?)
Administration Method	Face-to-face residential interview. However, the 20 questions from Gamblers Anonymous and from Alcoholics Anonymous were administered by asking respondents to fill out a card and place it (anonymously) in a box.
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	Gamblers Anonymous 20 Questions - Lifetime
Gambling Availability	2,132 people per EGM in 2002
Past-Year Gambling Prevalence	79.9% have gambled
Problem Gambling Prevalence	7+ = 4.6% Extrapolating from the 2000/2001 study to get a SOGS score: 1.4% SOGS-PY 5+/ 3.8% GA20 = ? / 4.6% GA20; ? = 1.7% SOGS-PY 5+
Standardized Problem Gambling Prevalence	2.5%
Standardization Calculations	(1.7 * 1.49 = 2.5%)
Demographic Correlates of PG	
Game Correlates of PG	
Comments	Repeated the 2001 survey using an identically selected sample but did not use SOGS instrument, as its emphasis on financial consequences (e.g., borrowing, bounced cheques, selling assets) was unsuitable for large portions of the population. Results must be seen as very tentative due to the nonrepresentative sampling and the extrapolation to a SOGS 5+ rate from a GA20 rate. This study is not reported in the tables or included in the analyses.
Reference URL	http://sargf.org.za/wp-content/uploads/2016/11/Gambling-and-Problem-4

Reference URL

<http://sargf.org.za/wp-content/uploads/2016/11/Gambling-and-Problem-4>

Location	SOUTH KOREA
Sub-Region	
Year Study Conducted	1984
Age	18-65
Sources	<p>Lee, C.K., Kwak, Y.S., Yamamoto, J., Rhee, H., Kim, Y.S., Han, J.H., Choi, J.O., & Lee, Y.H. (1990a). Psychiatric epidemiology in Korea. Part I: gender and age differences in Seoul. <i>Journal of Nervous & Mental Disease</i>, 178, 242–246.</p> <p>Lee, C.K., Kwak, Y.S., Yamamoto, J., Rhee, H., Kim, Y.S., Han, J.H., Choi, J.O., & Lee, Y.H. (1990b). Psychiatric epidemiology in Korea. Part II: urban and rural differences. <i>Journal of Nervous & Mental Disease</i>, 178, 247–252.</p>
Sample Size	5176
Sampling Strategy	Urban samples from Seoul and rural samples from scattered rural locations; all family members 18 – 65 interviewed if they had lived >3 months in the house
Survey Description	Gambling component contained within a general survey of psychiatric disorders.
Administration Method	face-to-face residential interview
Response Rate	83.5%
Weighting	
Threshold for PG Questions	
Assessment Instrument	No EGMs in South Korea in 1984.
Gambling Availability	
Past-Year Gambling Prevalence	DSM-III-L (DIS-III)
Problem Gambling Prevalence	1.02% (pathological gambling)
Standardized Problem Gambling Prevalence	1.4%
Standardization Calculations	$(1.02 * 2.6 * .53 = 1.4\%)$
Demographic Correlates of PG	age 45-65
Game Correlates of PG	
Comments	Results very tentative because of the unknown weighting factor that should be applied to the DIS-III and the fact that DIS only has 4 questions, whereas the DSM-III has 8 criteria. Results are not included in the tables or the analysis.

Location	SOUTH KOREA
Sub-Region	
Year Study Conducted	2006-2007
Age	18-64
Sources	Park, S., Cho, M.J., Jeon, H.J., Lee, H.W., Bae, J.N., Park, J.I., Sohn, J.H., Lee, Y.R., Lee, J.Y. & Hong, J.P. (2010). Prevalence, clinical correlations, comorbidities, and suicidal tendencies in pathological Korean gamblers: results from the Korean Epidemiologic Catchment Area Study. <i>Social Psychiatry and Psychiatric Epidemiology</i> , 45 (6), 621-629. doi:10.1007/s00127-009-0102-9
Sample Size	6,510, although only 5,333 fully completed the Korean DIS for pathological gambling
Sampling Strategy	stratified cluster sample based on population census in 2005; random selection within household
Survey Description	Gambling component contained within a general survey of psychiatric disorders.
Administration Method	face-to-face residential interview
Response Rate	81.7%
Weighting	age, gender, region
Threshold for PG Questions	
Assessment Instrument	DSM-IV-L (DIS-IV)
Gambling Availability	36,878 People per EGM in 2006
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	3.0% (1-4); 0.8% (5+)
Standardized Problem Gambling Prevalence	0.9%
Standardization Calculations	$0.8 * 2.6 * .44 = 0.9\%$
Demographic Correlates of PG	male, age 30 – 49, divorced/separated/widowed, urban living, substance abuse, mood disorders, anxiety disorders
Game Correlates of PG	poker; EGMs; horse racing
Comments	
Reference URL	http://dx.doi.org/10.1007/s00127-009-0102-9

Location	SOUTH KOREA
Sub-Region	
Year Study Conducted	2011
Age	19+
Sources	Williams, R. J., Lee, C-K., & Back, K-J. (2012). The prevalence and nature of gambling and problem gambling in South Korea. <i>Social Psychiatry & Psychiatric Epidemiology</i> . http://dx.doi.org/10.1007/s00127-012-0580-z
Sample Size	4,000 telephone; 4,000 Online Panel
Sampling Strategy	Cell Phones: Random digit dialing; age x gender cell quotas that were at least 50% of census figures; 16 attempts for each number with these attempts spread over a 1 month period. Online Panel: age x gender cell quotas that are at least 50% of census figures; 3 email solicitations
Survey Description	"health & recreational behaviour"
Administration Method	telephone interview; self-administered online (Online Panel)
Response Rate	Cell phones: 17.0% Online Panel: 20.2%
Weighting	age, gender
Threshold for PG Questions	Gambling at least once a month on some form
Assessment Instrument	CPGI (cell phones); CPGI, PPGM, NODS (online)
Gambling Availability	32,796 People per EGM in 2010
Past-Year Gambling Prevalence	41.8%
Problem Gambling Prevalence	Cell Phone: CPGI: 0.70% (3-7); 0.33% (8+); 1.0% combined Online Panel: CPGI: 7.6% (3-7); 3.8% (8+); 11.4% combined Online Panel: PPGM: 6.3% Online Panel: NODS: 3.1% (3-4); 2.6% (5+); 5.7% combined
Standardized Problem Gambling Prevalence	0.84%
Standardization Calculations	$1.0 * .58 * 1.44 = 0.84\%$
Demographic Correlates of PG	Gambling fallacies; mental health problems; lower income; male; under age 65; gambling motivation (to escape)
Game Correlates of PG	Greater number of games; betting on horses, bicycling, or motorboat races; Internet gambling; casino gambling; social gambling; sports betting
Comments	First prevalence study to exclusively use cell phones for random digit dialling.
Reference URL	http://dx.doi.org/10.1007/s00127-012-0580-z

Location	SPAIN
Sub-Region	
Year Study Conducted	2014-2016
Age	18-75
Sources	Yáñez, J. A. G. (2017). La transformación del juego problemático en España. [The Transformation of Problematic Gambling/Gaming in Spain]. Revista Española de Sociología. doi:10.22325/fes/res.2017.1
Sample Size	
Sampling Strategy	
Survey Description	
Administration Method	
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	PGSI; DSM-IV
Gambling Availability	
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	
Game Correlates of PG	
Comments	Review of three national studies that took place between 2014 and 2016. The studies were produced by different authors and used different methodologies. The studies, when combined, indicated a prevalence rate of 0.3% for the Spanish population aged from 18 to 75; Page 8 of the article provides a detailed listing of known Spanish gambling prevalence studies.
Reference URL	http://www.fes-sociologia.com/texto-principal-la-transformacion-del-jueg

Location	SPAIN
Sub-Region	Catalonia
Year Study Conducted	
Age	
Sources	<p>Cayuela (1990)</p> <p>Becoña, E. (1996). Prevalence surveys of problem and pathological gambling in Europe: The cases of Germany, Holland, and Spain. <i>Journal of Gambling Studies</i>, 12, 179-192. doi:http://dx.doi.org/10.1007/BF01539173</p> <p>Becona, E. (2009). Spain. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 137-151). New York: Springer. doi: 10.1007/978-0-387-09486-1</p>
Sample Size	1230
Sampling Strategy	
Survey Description	
Administration Method	face-to-face residential
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	SOGS-L
Gambling Availability	228877 EGMs in 1999.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	2.5% (3+)
Standardized Problem Gambling Prevalence	1.2%
Standardization Calculations	$2.5 * 1.19 * .53 * .74 = 1.2\%$
Demographic Correlates of PG	
Game Correlates of PG	EGMs
Comments	In 2005 spending per capita in Spain was 642 Euros, one of the highest in the European Union. This study not included in the tables or analyses.
Reference URL	http://dx.doi.org/10.1007/BF01539173
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	SPAIN
Sub-Region	7 Galicia cities
Year Study Conducted	
Age	
Sources	<p>Becoña (1993d). Becoña, E. (1996). Prevalence surveys of problem and pathological gambling in Europe: The cases of Germany, Holland, and Spain. <i>Journal of Gambling Studies</i>, 12, 179-192. doi:http://dx.doi.org/10.1007/BF01539173</p> <p>Becona, E. (2009). Spain. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 137-151). New York: Springer. doi: 10.1007/978-0-387-09486-1</p>
Sample Size	1615
Sampling Strategy	
Survey Description	
Administration Method	face-to-face residential
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	DSM-III-R- PY
Gambling Availability	228877 EGMs in 1999.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	1.7% (2-3); 1.6% (4+); 3.3% (2+)
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	males; low income; 18-30; lower education; alcohol abuse
Game Correlates of PG	EGMs
Comments	In 2005 spending per capita in Spain was 642 Euros, one of the highest in the European Union. This study not included in the tables or analyses.
Reference URL	http://dx.doi.org/10.1007/BF01539173

Reference URL

<http://dx.doi.org/10.1007/978-0-387-09486-1>

Location	SPAIN
Sub-Region	Galicia
Year Study Conducted	2002
Age	
Sources	<p>Becoña, E. (2004). Prevalencia del juego patológico en Galicia mediante el NODS. ¿Descenso de la prevalencia o mejor evaluación del trastorno? <i>Adicciones</i>, 16(3), 173-184.</p> <p>Becoña, E. (1996). Prevalence surveys of problem and pathological gambling in Europe: The cases of Germany, Holland, and Spain. <i>Journal of Gambling Studies</i>, 12, 179-192. doi:http://dx.doi.org/10.1007/BF01539173</p> <p>Becona, E. (2009). Spain. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 137-151). New York: Springer. doi: 10.1007/978-0-387-09486-1</p>
Sample Size	1624
Sampling Strategy	
Survey Description	
Administration Method	face-to-face residential
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY & L (NODS)
Gambling Availability	228877 EGMs in 1999.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	0.9% L (3-4) 0.3% PY (5+); 0.2% L (3-4) 0.3% PY (5+); 1.1% L (3-4) 0.5% PY (5+)
Standardized Problem Gambling Prevalence	1%
Standardization Calculations	.5 * 2.6 *.74 = 1.0%
Demographic Correlates of PG	males; 31-44; married; alcohol abuse
Game Correlates of PG	EGMs
Comments	In 2005 spending per capita in Spain was 642 Euros, one of the highest in the European Union. This study not included in the tables or analyses.

Reference URL	http://dx.doi.org/10.1007/BF01539173
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	SPAIN
Sub-Region	Andalusia
Year Study Conducted	
Age	
Sources	<p>Irurita (1996). Becoña, E. (1996). Prevalence surveys of problem and pathological gambling in Europe: The cases of Germany, Holland, and Spain. <i>Journal of Gambling Studies</i>, 12, 179-192. doi:http://dx.doi.org/10.1007/BF01539173</p> <p>Becona, E. (2009). Spain. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 137-151). New York: Springer. doi: 10.1007/978-0-387-09486-1</p>
Sample Size	4977
Sampling Strategy	
Survey Description	
Administration Method	face-to-face residential
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	DSM-IV-L
Gambling Availability	228877 EGMs in 1999.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	1.7% (2-3); 3.3% (4+); 5.0% (2+)
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	males
Game Correlates of PG	EGMs
Comments	In 2005 spending per capita in Spain was 642 Euros, one of the highest in the European Union. This study not included in the tables or analyses.
Reference URL	http://dx.doi.org/10.1007/BF01539173
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	SPAIN
Sub-Region	Andalusia
Year Study Conducted	
Age	
Sources	<p>Ramirez et al. (1999). Becoña, E. (1996). Prevalence surveys of problem and pathological gambling in Europe: The cases of Germany, Holland, and Spain. <i>Journal of Gambling Studies</i>, 12, 179-192. doi:http://dx.doi.org/10.1007/BF01539173</p> <p>Becona, E. (2009). Spain. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 137-151). New York: Springer. doi: 10.1007/978-0-387-09486-1</p>
Sample Size	3000
Sampling Strategy	
Survey Description	
Administration Method	face-to-face residential
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	SOGS-L
Gambling Availability	228877 EGMs in 1999.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	1.6% (3-4); 1.4% (5+); 3.0% (3+)
Standardized Problem Gambling Prevalence	1.4%
Standardization Calculations	$3.0 * 1.19 * .53 * .74 = 1.4\%$
Demographic Correlates of PG	
Game Correlates of PG	EGMs
Comments	In 2005 spending per capita in Spain was 642 Euros, one of the highest in the European Union. This study not included in the tables or analyses.
Reference URL	http://dx.doi.org/10.1007/BF01539173
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	SPAIN
Sub-Region	Galicia
Year Study Conducted	
Age	
Sources	<p>Becoña & Fuentes (1995) Becoña, E. (1996). Prevalence surveys of problem and pathological gambling in Europe: The cases of Germany, Holland, and Spain. <i>Journal of Gambling Studies</i>, 12, 179-192. doi:http://dx.doi.org/10.1007/BF01539173</p> <p>Becona, E. (2009). Spain. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 137-151). New York: Springer. doi: 10.1007/978-0-387-09486-1</p>
Sample Size	1028
Sampling Strategy	
Survey Description	
Administration Method	face-to-face residential
Response Rate	
Weighting	
Threshold for PG Questions	
Assessment Instrument	SOGS-L
Gambling Availability	228877 EGMs in 1999.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	1.4% (3-4); 2.0% (5+); 3.4% (3+)
Standardized Problem Gambling Prevalence	1.6%
Standardization Calculations	$3.4 * 1.19 * .53 * .74 = 1.6\%$
Demographic Correlates of PG	males; 16-24; lower education
Game Correlates of PG	EGMs
Comments	In 2005 spending per capita in Spain was 642 Euros, one of the highest in the European Union. This study not included in the tables or analyses.
Reference URL	http://dx.doi.org/10.1007/BF01539173
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1
Reference URL	

Location	SWEDEN
Sub-Region	
Year Study Conducted	1997-1998
Age	15-74
Sources	<p>Rönnberg, S., Volberg, R.A., Abbott, M.W., Moore, W.L., Andre´n, Munck, I., Jonsson, J., Nilsson, T., & Svensson, O. (1999). Gambling and Problem Gambling in Sweden. Report Number Two of the National Institute of Public Health Series on Gambling. Stockholm: National Institute of Public Health.</p> <p>Volberg, R.A., Abbott, M.W., Ronnberg, S., & Munck, I.M. (2001). Prevalence and risks of pathological gambling in Sweden. Acta Psychiatrica Scandinavica 104(4), 250-256.</p> <p>Abbott, M. W., Volberg, R. A., & Rönnberg, S. (2004). Comparing the New Zealand and Swedish national surveys of gambling and problem gambling. Journal of Gambling Studies, 20(3), 237-258.doi: 10.1023/B: JOGS.0000040278.08853.c0</p>
Sample Size	7139
Sampling Strategy	stratified by age, gender, and education; oversampling of age 15-17 (n = 1000) and immigrants (n = 500)
Survey Description	"I am calling from Statistics Sweden for a large study of people's gambling habits and the addiction to gambling in Sweden."
Administration Method	89% phone; 11% mail (ones who could not be contacted by phone)
Response Rate	71.9%
Weighting	yes
Threshold for PG Questions	
Assessment Instrument	SOGS & DSM-IV-PY (DSM-IV-MR)
Gambling Availability	8,000 EGMs in 1999. Estimated population in 1999 was 8,911,296. 1114 people per EGM.
Past-Year Gambling Prevalence	89% (95% Lifetime); Note: Reported as 88% in 2008-09 study results.
Problem Gambling Prevalence	SOGS-PY: 1.4% (3-4); 0.6% (5+); 2.0% combined SOGS-L: 2.7% (3-4); 1.2% (5+); 3.9% combined DSM-IV-PY: 0.6% (3+); 0.3% (5+); 0.9% combined
Standardized Problem Gambling Prevalence	1.4%

Standardization Calculations	SOGS-PY: $2.0 * .72 * 1.44 * .76 = 1.6\%$ DSM-IV-PY: $0.9 * 1.19 * 1.44 * .76 = 1.2\%$ Average = 1.4%
Demographic Correlates of PG	males; 15-24; gambling at an early age; immigrants; more likely receive social welfare; socially unstable childhood; adopted; gambling fallacies; dissociative states; negative life experiences; depression; alcohol abuse; personality disorders; substance use
Game Correlates of PG	casinos; EGMs
Comments	
Reference URL	http://www.spelinstitutet.se/reports/objects/gambling_and_problem_gam
Reference URL	http://dx.doi.org/10.1023/B:JOGS.0000040278.08853.c0

Location	SWEDEN
Sub-Region	
Year Study Conducted	2008-2009
Age	16-84
Sources	<p>Swedish National Institute of Public Health (2009, November 24). SWELOGS – a Population Study on Gambling and Health 2008/09: A Presentation of Key Findings from the First Data Collection. Breakfast seminar World Trade Center, Stockholm.</p> <p>Swedish National Institute of Public Health. (2011). Spel om pengar och spelproblem i Sverige 2008/2009, SWELOGS, Swedish Longitudinal Gambling Study. Report No. 3.</p>
Sample Size	15000
Sampling Strategy	
Survey Description	“a study about gambling and health”
Administration Method	telephone interview + mail (for individuals uncontactable by phone)
Response Rate	63%
Weighting	Yes
Threshold for PG Questions	
Assessment Instrument	SOGS-PY & SOGS-L; CPGI
Gambling Availability	1,017 People per EGM in 2002
Past-Year Gambling Prevalence	70%
Problem Gambling Prevalence	SOGS-L: 2.4% (3-4); 1.8% (5+); 4.2% combined SOGS-PY: 1.2% (3-4); 0.8% (5+); 2.0% combined CPGI: 1.9% (3-7); 0.3% (8+); 2.2% combined
Standardized Problem Gambling Prevalence	1.5%
Standardization Calculations	SOGS-PY: $2.0 * .72 * 1.44 * .76 = 1.6\%$ CPGI: $2.2 * .58 * 1.44 * .76 = 1.4\%$ Average: 1.5%
Demographic Correlates of PG	males; 16-24; poorer mental health
Game Correlates of PG	Internet gambling; bingo, EGMs, poker, casino games; gambling on multiple forms
Comments	
Reference URL	http://www.fhi.se/Documents/Vart-uppdrag/spel/SWELOGS/frukostsemi
Reference URL	http://www.fhi.se/PageFiles/10965/R2010-23-Spel-om-pengar-o-spelpro

Location	SWITZERLAND
Sub-Region	
Year Study Conducted	1998
Age	18+
Sources	<p>Bondolfi, G., Osiek, C., & Ferrero, F. (2000). Prevalence estimates of pathological gambling in Switzerland. <i>Acta Psychiatrica Scandinavica</i>, 101(6), 473–475. doi: http://dx.doi.org/10.1034/j.1600-0447.2000.101006473.x</p> <p>Bondolfi & Ferrero (1999). Cited in Hafeli, J. (2009). Switzerland. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), <i>Problem Gambling in Europe: Challenges, Prevention, and Interventions</i> (pp. 317-326). New York: Springer. doi: 10.1007/978-0-387-09486-1</p>
Sample Size	2526
Sampling Strategy	stratified for age, gender, region, occupation
Survey Description	
Administration Method	telephone interview
Response Rate	59%
Weighting	Yes
Threshold for PG Questions	
Assessment Instrument	SOGS-PY
Gambling Availability	8,595 EGMs in 1999. Population in 1999 was 7,164,434. 834 people per EGM.
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	2.2% (3-4); 0.8% (5+); 3.0% combined
Standardized Problem Gambling Prevalence	2.4%
Standardization Calculations	$3.0 * .72 * 1.44 * .76 = 2.4\%$
Demographic Correlates of PG	alcohol abuse; males, singles, people under age 29; people who began gambling in adolescence
Game Correlates of PG	proximity to gambling, especially EGMs outside casinos
Comments	
Reference URL	http://dx.doi.org/10.1034/j.1600-0447.2000.101006473.x
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	SWITZERLAND
Sub-Region	
Year Study Conducted	2005
Age	18+
Sources	Bondolfi, G., Jermann, F., Ferrero, F., Zullino, D., & Osiek, C.H. (2008). Prevalence of pathological gambling in Switzerland after the opening of casinos and the introduction of new preventive legislation. <i>Acta Psychiatrica Scandinavica</i> , 117(3), 236-239. doi: http://dx.doi.org/10.1111/j.1600-0447.2007.01149.x
Sample Size	2803
Sampling Strategy	Random digit dialing. Up to 30 attempts made to contact each number. Quotas for sex, age and occupational status.
Survey Description	
Administration Method	telephone interview
Response Rate	47%
Weighting	Yes
Threshold for PG Questions	
Assessment Instrument	SOGS-PY & SOGS-L
Gambling Availability	659 people per EGM in 2004
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	SOGS-PY: 0.8% (3-4); 0.5% (5+); combined = 1.3% SOGS-L: 2.2% (3-4); 1.1% (5+); combined = 3.3%
Standardized Problem Gambling Prevalence	1%
Standardization Calculations	$1.3 * .72 * 1.44 * .76 = 1.0\%$
Demographic Correlates of PG	No significant differences found between non-gamblers/non-problem gamblers and problem/pathological gamblers.
Game Correlates of PG	
Comments	Replication of 1998 survey; method used was identical to the previous survey.
Reference URL	http://dx.doi.org/10.1111/j.1600-0447.2007.01149.x

Location	SWITZERLAND
Sub-Region	
Year Study Conducted	2006-2007
Age	14+
Sources	<p>Brodbeck, J., Durrenberger, S., & Znoj, H. (2007). Grundlagenstudie Spielsucht: Prävalenzen, Nutzung der Glücksspielangebote und deren Einfluss auf die Diagnose des Pathologischen Spielens [Baseline study: Prevalences and consumption of games of chance and their influence on the diagnosis of pathological gambling]. Bern: University of Bern.</p> <p>Hafeli, J. (2009). Switzerland. In G. Meyer, T. Hayer, & M. Griffiths (Eds.), Problem Gambling in Europe: Challenges, Prevention, and Interventions (pp. 317-326). New York: Springer. doi: 10.1007/978-0-387-09486-1 (citing Brodbeck et al., 2007).</p>
Sample Size	4497
Sampling Strategy	Random sampling of listed landline phone numbers (excluding the 3% with unlisted; and the 12-15% of households only with a cell phone) with subsample sizes stratified to regional size; random selection within household.
Survey Description	
Administration Method	telephone interview
Response Rate	40.4% participation rate
Weighting	Yes
Threshold for PG Questions	Spending at least CHF 500 per month (\$634 USD) on gambling at some point in their lives + an attempt to control their gambling behaviour at some point in their lives.
Assessment Instrument	DSM-IV-L (NODS)
Gambling Availability	2,191 People per EGM in 2006
Past-Year Gambling Prevalence	(34.4% participated in at least one game of chance during the month prior to the survey)
Problem Gambling Prevalence	0.6% (3-4); 0.3% (5+); 0.9% combined
Standardized Problem Gambling Prevalence	0.4%
Standardization Calculations	$(0.9 * 1.19 * .44 * 1.44 * .53 = 0.4\%)$
Demographic Correlates of PG	Males
Game Correlates of PG	EGMs

Comments	These figures are unreliable due to the overly stringent criteria required to be administered the problem gambling instrument: a) using a monetary loss as a threshold (especially a very high one) excludes many problem gamblers who deny losses (but will acknowledge the frequency of their gambling); b) requiring an admission of an attempt to control gambling excludes problem gamblers who have not yet attempted this. This study is not included in the tables or the analyses.
Reference URL	http://www.gesundheitsfoerderung-uri.ch/fileadmin/dateien/dokumente/V
Reference URL	http://dx.doi.org/10.1007/978-0-387-09486-1

Location	UNITED STATES
Sub-Region	
Year Study Conducted	1975
Age	18+
Sources	<p>U.S. Commission on the Review of the National Policy Toward Gambling. (1976). Gambling in America: Final Report. Washington, DC: Author.</p> <p>Kallick, M., Suits, D., Dielman, T., & Hybels, J. (1979). A Survey of American Gambling Attitudes and Behavior. Ann Arbor, MI: Institute for Social Research, The University of Michigan.</p> <p>National Opinion Research Center. (1999). Gambling Impact and Behavior Study. Chicago: Author.</p>
Sample Size	1,736 (reported as 1,749 in NORC report)
Sampling Strategy	Three-stage sample design; First, a set of primary sampling units (counties, large cities, and boroughs) were selected at random to represent all of the household dwellings in the country. Approximately 3,250 households were then selected randomly within these primary sampling units (including an oversample of households in 12 of the largest U.S. cities). Random selection of individual within households, with a two-to-one oversample of males. This initial household contact was the “screening” stage, completed in approximately 2,680 households, or 82.5% of those sampled. Survey carried out by the Institute for Social Research, University of Michigan.
Survey Description	
Administration Method	face-to-face residential interviews
Response Rate	75.5%
Weighting	gender (adjusting for oversampling), geography, household type, income, race, education, and occupation
Threshold for PG Questions	
Assessment Instrument	“Clinical analysis” based on a) the similarity of the respondent answered 18 questions relative to how 274 known compulsive gamblers answered the same questions; b) observations recorded by the interviewer at the end of each interview; c) betting patterns reported by the respondent.
Gambling Availability	Most casino style gambling expansion occurred after 1989 (after 1988 IGRA).
Past-Year Gambling Prevalence	61% (Lifetime = 68%)

Problem Gambling Prevalence	As a result of this clinical examination, it was estimated that 0.77% of the national sample could be classified as "probable" compulsive gamblers, with another 2.33% as "potential" compulsive gamblers.
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	Males
Game Correlates of PG	
Comments	The 1975 survey included a supplementary adult survey of 296 persons in three counties in the State of Nevada. This study not included in the tables or analyses.
Reference URL	http://hdl.handle.net/1880/41368
Reference URL	http://cloud9.norc.uchicago.edu/dlib/ngis.htm

Location	UNITED STATES
Sub-Region	
Year Study Conducted	1998
Age	18+
Sources	National Opinion Research Center. (1999). Gambling Impact and Behavior Study. Chicago: Author.
Sample Size	2947
Sampling Strategy	Random digit dialing (n = 2,417)+ Patron survey sample (n = 530). Weighting procedure in order to combine the telephone survey respondents and the patron survey respondents.
Survey Description	Telephone Questionnaire: "You've been selected to represent your household by participating in the Gambling Impact and Behavior Study which is sponsored by the National Gambling Impact Study Commission." Patron Questionnaire: "Now I would like to ask about your experience with various kinds of gambling."
Administration Method	telephone interview
Response Rate	(cooperation rate of 55.5%)
Weighting	patron survey appropriately weighted
Threshold for PG Questions	Losing \$100 or more in a single day of gambling, and/or been behind at least \$100 across an entire year at some point in their lives.
Assessment Instrument	DSM-IV-PY & DSM-IV-L (NODS)
Gambling Availability	Most casino style gambling expansion occurred after 1989 (after 1988 IGRA). 582,604 EGMs in 1999. With population of 272,690,813 this makes 47 people per EGM.
Past-Year Gambling Prevalence	63% (86% Lifetime)
Problem Gambling Prevalence	DSM-IV-PY: 0.7% (3-4); 0.6% (5+); 1.3% combined DSM-IV-L: 1.5% (3-4); 1.2% (5+); 2.7% combined
Standardized Problem Gambling Prevalence	1.7%
Standardization Calculations	$1.3 * 1.19 * 1.44 * .76 = 1.7\%$
Demographic Correlates of PG	males; age 50-64
Game Correlates of PG	
Comments	
Reference URL	http://cloud9.norc.uchicago.edu/dlib/ngis.htm

Location	UNITED STATES
Sub-Region	
Year Study Conducted	1999-2000
Age	18+
Sources	Welte, J. W., Barnes, G. M., Wieczorek, W.F., Tidwell, M. C., & Parker, J. (2002). Gambling participation in the U.S. - results from a national survey. <i>Journal of Gambling Studies</i> , 18(4), 313-337. doi: 10.1023/A:1021019915591
Sample Size	2630
Sampling Strategy	Random digit dialing with random selection of individual within the household; geographically stratified
Survey Description	
Administration Method	telephone interview
Response Rate	65.4%
Weighting	household size, gender, age, race
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY (DIS-IV-PY)
Gambling Availability	Most casino style gambling expansion occurred after 1989 (after 1988 IGRA). 582,604 EGMs in 1999. With population of 272,690,813 this makes 468 people per EGM.
Past-Year Gambling Prevalence	82%
Problem Gambling Prevalence	2.1% (3-4); 1.4% (5+); 3.5% combined
Standardized Problem Gambling Prevalence	4.6%
Standardization Calculations	$3.5 * 1.19 * 1.44 * .76 = 4.6\%$
Demographic Correlates of PG	males; Blacks, Hispanics and Asians; lower socioeconomic status
Game Correlates of PG	
Comments	
Reference URL	http://dx.doi.org/10.1023/A:1021019915591

Location	UNITED STATES
Sub-Region	
Year Study Conducted	2001-2002
Age	18+
Sources	Petry, N.M., Stinson, F.S., & Grant, B.F. (2005). Comorbidity of DSM-IV pathological gambling and other psychiatric disorders: Results from the National Epidemiologic Survey on Alcohol and Related Conditions (NESARC). <i>Journal of Clinical Psychiatry</i> , 66, 564-574.
Sample Size	43,093 (PG was assessed in a probability subsample of 3435 of the 9282 respondents)
Sampling Strategy	
Survey Description	Problem gambling part of a much larger survey on substance use/abuse.
Administration Method	face-to-face residential interview
Response Rate	81%
Weighting	Yes
Threshold for PG Questions	To be routed into the Gambling section of the interview, respondents had to acknowledge having "gambled" at least 5 times in any one year of their life, resulting in about one-quarter of respondents being administered questions about problem gambling.
Assessment Instrument	DSM-IV-L (Alcohol Use Disorder and Associated Disabilities Interview Schedule – DSM-IV)
Gambling Availability	426 People per EGM in 2002
Past-Year Gambling Prevalence	
Problem Gambling Prevalence	0.42% (5+)
Standardized Problem Gambling Prevalence	0.48%
Standardization Calculations	$0.42\% * 2.6 * .44 = 0.48\%$
Demographic Correlates of PG	Alcohol use disorder, drug use disorder, tobacco use, mood disorder, anxiety disorder, personality disorder, male, black, age 45-64, not married, residing in western or southern U.S.
Game Correlates of PG	
Comments	The threshold for administering PG questions is too stringent, as it requires respondents to self-identify as a gambler. Consequently, the obtained rate of problem gambling is also an underestimate.
Reference URL	http://www.psychiatrist.com/abstracts/abstracts.asp?abstract=200505/0/

Location	UNITED STATES
Sub-Region	
Year Study Conducted	2001-2003
Age	18+
Sources	Kessler, R.C., Hwang, I., LaBrie, R., Petukhova, M., Sampson, N.A., Winters, K.C., et al. (2008). DSM-IV pathological gambling in the National Comorbidity Survey Replication. <i>Psychological Medicine</i> , 38 (9), 1351-1360. doi: 10.1017/S0033291708002900
Sample Size	3,435 (PG was assessed in a probability subsample of 3435 of the 9282 respondents)
Sampling Strategy	\$50 for participation
Survey Description	Problem gambling part of a much larger survey on mental health conditions.
Administration Method	face-to-face residential interview
Response Rate	70.9%
Weighting	Yes
Threshold for PG Questions	Person reports gambling 100 or more on some type of gambling PLUS person endorses at least one of four questions about problem gambling (i.e., interference with responsibilities at work, school or home; repeated arguments or serious problems with family, friends, neighbors, or coworkers; hiding gambling from friends or family; claim to be winning when actually losing).
Assessment Instrument	DSM-IV-L (CIDI-Lifetime)
Gambling Availability	426 People per EGM in 2002
Past-Year Gambling Prevalence	(Lifetime =78.4%)
Problem Gambling Prevalence	2.3% (1-4); 0.6% (5+); 2.9% combined
Standardized Problem Gambling Prevalence	1.5%
Standardization Calculations	$(2.9 * 1.19 * .44 = 1.5\%)$
Demographic Correlates of PG	young; male; black; gambling earlier
Game Correlates of PG	larger number of gambling formats; card games; sports betting with bookie; EGMs; betting on horse racing or cock/dog fights

Comments	Past year rates of problem gambling (5+) were “estimated” to be 0.3%, but the mechanism for estimating these past year rates was not specified. The standardized rate is very tentative because of the overly stringent criteria used before administering the problem gambling assessment instrument. This study is not included in the tables or the analyses.
Reference URL	http://dx.doi.org/10.1017/S0033291708002900

Location	UNITED STATES
Sub-Region	
Year Study Conducted	2011-2013
Age	18+
Sources	Welte, J. W., Barnes, G. M., Tidwell, M. O., Hoffman, J. H., & Wieczorek, W. F. (2014). Gambling and problem gambling in the United States: Changes between 1999 and 2013. <i>Journal of Gambling Studies</i> [Epub ahead of print]. http://dx.doi.org/10.1007/s10899-014-9471-4
Sample Size	2963
Sampling Strategy	Random digit dialing with random selection of individual within the household; geographically stratified
Survey Description	
Administration Method	telephone interview
Response Rate	54.0% (landline sample); 62.7% (cell phone sample)
Weighting	Yes, adjustments to account for selection by landline or cell phone; also weighted for gender, age and race distribution of U.S. population.
Threshold for PG Questions	
Assessment Instrument	DSM-IV-PY (DIS-IV-PY); SOGS
Gambling Availability	
Past-Year Gambling Prevalence	76.9%
Problem Gambling Prevalence	3.6% (3-4); 1.0% (5+); 4.6% combined
Standardized Problem Gambling Prevalence	
Standardization Calculations	
Demographic Correlates of PG	male, black, Hispanic, lower socio-economic status
Game Correlates of PG	
Comments	Replication of 1999-2000 survey by Welte et al.; measures and methodology for both surveys was the same; respondents paid \$30.
Reference URL	http://dx.doi.org/10.1007/s10899-014-9471-4