

CHAPTER 6

PROBLEM GAMBLING AMONGST GAMING VENUE STAFF

6.1 INTRODUCTION

This chapter addresses Research Objective Three, which was to measure the prevalence of non-gambling, non-problem, low-risk, moderate-risk and problem gambling amongst the gaming venue staff surveyed. It computes scores on the *Canadian Problem Gambling Index*, to calculate the prevalence rates for non-gamblers, non-problem gamblers, low-risk gamblers, moderate risk gamblers and problem gamblers. Differences in the gambling behaviours of the four CPGI categories of gamblers are considered, before demographic, workplace and employment characteristics of each of these groups are analysed.

6.2 PREVALENCE OF PROBLEM GAMBLING

As noted earlier, the *Canadian Problem Gambling Index* (CPGI) was used as the instrument to measure problem gambling. The Index consists of nine items, with response categories and scoring being ‘never’ = 0, ‘sometimes’ = 1, ‘most of the time’ = 2 and ‘almost always’ = 3. The response categories and scoring used in this study adhered to those developed for the Index.

Table 6.1 shows the summed CPGI scores converted into CPGI categories, using the cut-off scores as recommended, where:

- a score of 0 = non-problem gambler;
- a score of 1 or 2 = low risk gambler;
- a score of 3 to 7 = moderate risk gambler;
- a score of 8 or more = problem gambler.

As shown in Table 6.1, a very small proportion (4.1 per cent) of the 533 respondents were non-gamblers, defined as not having gambled at all on any of the surveyed activities in the preceding 12 months. A little over half (54.1 per cent) were categorised as non-problem gamblers, leaving about two-fifths (41.8 per cent) of the sample in one of the at-risk categories for problem gambling. Nearly one-quarter of the sample (22.4 per cent) scored as low risk gamblers, about one in seven respondents (13.7 per cent) scored as moderate risk gamblers, and about one in 18 respondents (5.6 per cent) were classified as problem gamblers.

Table 6-1: CPGI categories amongst all respondents

CPGI category	Frequency	Valid % ^a	Cumulative % ^a
Non-Gambler	22	4.1	4.1
Non-Problem Gambler	288	54.1	58.2
Low Risk Gambler	119	22.4	80.6
Moderate Risk Gambler	73	13.7	94.3
Problem Gambler	30	5.6	100
Total	532	100.0	
Missing	1		
Total	533		

^a based on a valid per centage of n = 533.

6.3 GAMBLING PARTICIPATION AMONGST CPGI GROUPS

This section details gambling participation amongst the CPGI groups for each type of gambling surveyed. Non-gamblers were removed from the analysis to minimise the results being influenced more by any differences between gamblers and non-gamblers, than amongst the four CPGI groups of gamblers.

6.3.1 Gambling Participation for Each CPGI Group

Table 6.2 shows the per centages of each CPGI group who gambled on each activity in the previous 12 months.

Amongst the **problem gamblers**:

- the average number of different activities they had gambled on was 4.4;
- the vast majority had gambled on EGMs (93.3 per cent) and lottery-type games (80.0 per cent);
- two-thirds had bought instant scratch tickets for themselves (66.7 per cent);
- around half had bet on horse or greyhound races at a TAB (56.7 per cent), played Club Keno (53.3 per cent) and bet at a racetrack (50.0 per cent);
- around one-third had played bingo (30.0 per cent);
- about one-quarter had gambled privately (26.7 per cent), played casino table games (23.3 per cent) and bet on sporting events at a TAB (20.0 per cent);
- a very small proportion had gambled on internet casino games (3.3 per cent).

Amongst the **moderate risk** gamblers:

- the average number of different activities they had gambled on was 5.2;

- the vast majority had gambled on EGMs (90.4 per cent) and lottery-type games (89.0 per cent);
- over two-thirds had bet on horse or greyhound races at a TAB (67.1 per cent);
- nearly two-fifths had bet at a racetrack (59.7 per cent) and bought instant scratch tickets for themselves (58.9 per cent);
- nearly one-half (45.2 per cent) had played Club Keno;
- about one-third had bet on sporting events at a TAB (37.0 per cent) and played casino table games (32.9 per cent).
- about one-sixth had gambled privately (16.4 per cent) and played bingo (15.1 per cent);
- a very small proportion had gambled on internet casino games (4.1 per cent).

Amongst the **low risk gamblers**:

- the average number of different activities they had gambled on was 4.9;
- the vast majority had gambled on EGMs (89.1 per cent);
- about three-quarters had gambled on lottery-type games (79.0 per cent) and bet on horse or greyhound races at a TAB (72.3 per cent);
- about half had gambled on instant scratch tickets (58.8 per cent), horse or greyhound races at a racetrack (52.1 per cent) and Club Keno (43.7 per cent);
- about one-quarter had gambled on sporting events at a TAB (26.1 per cent), casino table games (25.2 per cent) and private gambling (21.0 per cent);
- about one-sixth had played bingo (15.1 per cent);
- a very small proportion had gambled on internet casino games (2.5 per cent).

Amongst the **non-problem gamblers**:

- the average number of different activities they had gambled on was 3.9;
- About three-quarters had gambled on lottery-type games (79.2 per cent) and EGMs (73.6 per cent);
- about half had gambled on horse or greyhound races at a TAB (56.6 per cent), instant scratch tickets (47.2 per cent) and horse or greyhound races at a racetrack (42.7 per cent);
- about one-third had played Club Keno (30.6 per cent);
- about one-fifth had played casino table games (19.1 per cent) and gambled on sporting events at a TAB (14.9 per cent);
- around one-tenth had played bingo (9.4 per cent) and gambled privately (9.0 per cent)
- a very small proportion had gambled on internet casino games 1.7 per cent).

Table 6-2: Gambling participation in different activities amongst CPGI groups

Participation in Gambling	Non problem gambler ^a	Low risk gambler ^a	Moderate risk gambler ^a	Problem gambler ^a
Instant Scratch Tickets		$\chi^2 = 8.732, p \leq .03, df = 3$		
Did participate	52.8	41.2	41.1	33.3
Did not participate	47.2	58.8	58.9	66.7
Lottery-Type Game				
Did participate	20.8	21.0	11.0	20.0
Did not participate	79.2	79.0	89.0	80.0
Racetrack Betting		$\chi^2 = 8.034, p \leq .045, df = 3$		
Did participate	57.3	47.9	40.3	50.0
Did not participate	42.7	52.1	59.7	50.0
Casino Table Games				
Did participate	80.9	74.8	67.1	76.7
Did not participate	19.1	25.2	32.9	23.3
Internet Casino Games				
Did participate	98.3	97.5	95.9	96.7
Did not participate	1.7	2.5	4.1	3.3
Private Gambling		$\chi^2 = 15.195, p \leq .002, df = 3$		
Did participate	91.0	79.0	83.6	73.3
Did not participate	9.0	21.0	16.4	26.7
Bingo		$\chi^2 = 11.934, p \leq .008, df = 3$		
Did participate	90.6	84.9	84.9	70.0
Did not participate	9.4	15.1	15.1	30.0
Club Keno		$\chi^2 = 12.954, p \leq .005, df = 3$		
Did participate	69.4	56.3	54.8	46.7
Did not participate	30.6	43.7	45.2	53.3
Horse/Greyhound Races at a TAB		$\chi^2 = 10.034, p \leq .018, df = 3$		
Did participate	43.4	27.7	32.9	43.3
Did not participate	56.6	72.3	67.1	56.7
Sportsbetting at a TAB		$\chi^2 = 19.501, p \leq .000, df = 3$		
Did participate	85.1	73.9	63.0	80.0
Did not participate	14.9	26.1	37.0	20.0
EGMs		$\chi^2 = 22.218, p \leq .000, df = 3$		
Did participate	26.4	10.9	9.6	6.7
Did not participate	73.6	89.1	90.4	93.3
Average number of gambling activities		$F = 24.131, p \leq .000, df = 2$		
	3.9	4.9	5.2	4.4

^abased on a valid per centage of n = 510 (whole sample of 533 with non-gamblers removed).

6.3.2 Differences in Gambling Participation Amongst CPGI Groups

As shown in Table 6.2, cross-tabulations and chi square analyses identified significant differences in participation amongst the four CPGI groups in the 12 months before the survey, although numbers were too small for this analysis in relation to gambling on internet casino games.

From Table 6.2 it can be observed that higher proportions of the **problem gamblers** than of moderate risk, low risk and non-problem gamblers had:

- bought instant scratch tickets for themselves;
- participated in private gambling;
- participated in bingo;
- participated in Club Keno;
- participated in EGM gambling.

From Table 6.2, it can be observed that higher proportions of the **moderate risk gamblers** than of the problem, low risk and non-problem gamblers had:

- bet on horse or greyhound races at a racetrack;
- gambled on sportsbetting at a TAB.

From Table 6.2, it can be observed that higher proportions of the **low risk gamblers** than of the problem, moderate risk and non-problem gamblers had:

- participated in horse/greyhound betting at a TAB.

In **combination**, higher proportions of the problem gamblers, moderate risk gamblers and low risk gamblers than of the non-problem gamblers participated in gambling on:

- instant scratch tickets;
- horse or greyhound races at a racetrack;
- private gambling;
- bingo;
- Club Keno;
- horse or greyhound races at a TAB;
- sportsbetting at a TAB;
- EGMs.

6.4 GAMBLING FREQUENCY AMONGST CPGI GROUPS

This section details the frequency of gambling amongst the CPGI groups for each type of gambling surveyed. Non-gamblers were removed from the analysis to minimise the results being influenced more by any differences between gamblers and non-gamblers, than amongst the four CPGI groups of gamblers.

6.4.1 Gambling Frequency for Each CPGI Group

Table 6.3 shows the frequency of gambling on each activity during the previous 12 months for each CPGI group.

Amongst the **problem gamblers**:

- about one-half were regular (at least weekly) gamblers on EGMs (56.7 per cent) and lottery-type games (50.0 per cent);
- about one-quarter were regular (at least weekly) gamblers on horse or greyhound races at a TAB (23.3 per cent);
- one-tenth were regular (at least weekly) gamblers on Club Keno (10.0 per cent);
- small proportions were regular (at least weekly) gamblers on instant scratch tickets (6.7 per cent), racetrack betting (6.7 per cent), sportsbetting at a TAB (6.7 per cent), private gambling (3.3 per cent) and bingo (3.3 per cent);
- none were regular (at least weekly) gamblers on casino table games or internet casino games.

Amongst the **moderate risk gamblers**:

- about two-fifths were regular (at least weekly) gamblers on EGMs (41.1 per cent) and lottery-type games (37.0 per cent);
- about one-third were regular gamblers on horse or greyhound races at a TAB (30.1 per cent);
- nearly one-fifth were regular gamblers on racetrack betting (17.8 per cent);
- about one-seventh were regular gamblers on instant scratch tickets (13.7 per cent);
- small proportions were regular gamblers on Club Keno (6.8 per cent), sportsbetting at a TAB (5.5 per cent), private gambling (4.1 per cent), casino table games (1.4 per cent) and bingo (1.4 per cent);
- none were regular gamblers on internet casino games.

Amongst the **low risk gamblers**:

- about one-third were regular (at least weekly) gamblers on lottery-type games (35.3 per cent);
- about one-quarter were regular gamblers on EGMs (24.4 per cent);

- about one-sixth were regular gamblers on horse or greyhound races at a TAB (17.6 per cent) and instant scratch tickets (14.3 per cent);
- small proportions were regular gamblers on racetrack betting (8.4 per cent), Club Keno (6.7 per cent), sportsbetting at a TAB (1.7 per cent), bingo (2.5 per cent) and casino table games (0.8 per cent);
- none were regular gamblers on private gambling and internet casino games.

Amongst the **non-problem gamblers**:

- about one-third were regular (at least weekly) gamblers on lottery-type games (32.6 per cent);
- about one-tenth were regular gamblers on horse or greyhound races at a TAB (9.0 per cent);
- small proportions were regular gamblers on EGMs (6.9 per cent), racetrack betting (4.5 per cent), instant scratch tickets (3.5 per cent), Club Keno (2.8 per cent), sportsbetting at a TAB (2.4 per cent), bingo (1.4 per cent), casino table games (0.8 per cent) and internet casino games (0.3 per cent);
 - none were regular gamblers on private gambling and internet casino games.

Table 6-3: Frequency of gambling on different activities amongst CPGI groups

Frequency of Gambling	Non problem gambler ^a	Low risk gambler ^a	Moderate risk gambler ^a	Problem gambler ^a
Instant Scratch Tickets		$\chi^2 = 32.637, p \leq .000, df = 9$		
Never	52.1	38.7	39.7	33.3
Less Than Once A Month	32.3	39.5	26.0	40.0
1-3 Times A Month	12.2	7.6	20.5	20.0
At Least Once A Week	3.5	14.3	13.7	6.7
Lottery-Type Game				
Never	20.5	19.3	11.0	16.7
Less Than Once A Month	30.9	31.1	23.3	16.7
1-3 Times A Month	16.0	14.3	28.8	16.7
At Least Once A Week	32.6	35.3	37.0	50.0
Racetrack Betting				
		$\chi^2 = 19.935, p \leq .018, df = 9$		
Never	56.9	47.1	39.7	50.0
Less Than Once A Month	31.3	33.6	34.2	36.7
1-3 Times A Month	7.3	10.9	8.2	6.7
At Least Once A Week	4.5	8.4	17.8	6.7
Casino Table Games				
Never	80.9	73.9	67.1	76.7
Less Than Once A Month	18.1	23.5	28.8	13.3
1-3 Times A Month	1.0	1.7	2.7	10.0
At Least Once A Week	0.0	0.8	1.4	0.0
Internet Casino Games				
Never	98.3	97.5	95.9	96.7
Less Than Once A Month	1.0	1.7	2.7	0.0
1-3 Times A Month	0.3	0.8	1.4	3.3
At Least Once A Week	0.3	0.0	0.0	0.0
Private Gambling				
Never	91.0	79.0	82.2	73.3
Less Than Once A Month	5.6	14.3	8.2	13.3
1-3 Times A Month	3.5	6.7	5.5	10.0
At Least Once A Week	0.0	0.0	4.1	3.3
Bingo				
Never	90.6	84.9	84.9	70.0
Less Than Once A Month	5.9	5.9	9.6	20.0
1-3 Times A Month	2.1	6.7	4.1	6.7
At Least Once A Week	1.4	2.5	1.4	3.3

Club Keno		$\chi^2 = 30.122, p \leq .000, df = 9$		
Never	69.4	56.3	54.8	46.7
Less Than Once A Month	22.9	26.1	24.7	16.7
1-3 Times A Month	4.9	10.9	13.7	26.7
At Least Once A Week	2.8	6.7	6.8	10.0
Horse/Greyhound Races at a TAB		$\chi^2 = 41.815, p \leq .000, df = 9$		
Never	43.4	27.7	32.9	43.3
Less Than Once A Month	38.9	34.5	27.4	16.7
1-3 Times A Month	8.7	20.2	9.6	16.7
At Least Once A Week	9.0	17.6	30.1	23.3
Sportsbetting at a TAB				
Never	85.1	73.9	63.0	80.0
Less Than Once A Month	9.7	18.5	20.5	6.7
1-3 Times A Month	2.8	5.9	11.0	6.7
At Least Once A Week	2.4	1.7	5.5	6.7
EGMs		$\chi^2 = 117.085, p \leq .000, df = 9$		
Never	26.4	10.9	9.6	6.7
Less Than Once A Month	44.1	29.4	12.3	6.7
1-3 Times A Month	22.6	35.3	37.0	30.0
At Least Once A Week	6.9	24.4	41.1	56.7

^abased on a valid per centage of n = 510 (whole sample of 533 with non-gamblers removed).

6.4.2 Differences in Gambling Frequency Amongst CPGI Groups

The frequency of gambling on different activities was compared amongst the four groups of gamblers by CPGI category, as shown in Table 6.4, with chi square analysis testing for significant differences. However, numbers in some cells were too small for chi square analysis when gambling frequency was cross-tabulated with casino table games, internet casino games, private gambling and sportsbetting.

From Table 6.3, it can be observed that higher proportions of the **problem gamblers** than of the moderate risk, low risk and non-problem gamblers gambled at least weekly on:

- Club Keno;
- EGMs.

From Table 6.3, it can be observed that higher proportions of the **moderate risk gamblers** than of the problem, low risk and non-problem gamblers gambled at least weekly on:

- horse or greyhound races at a racetrack;
- horse or greyhound races at a TAB.

From Table 6.3, it can be observed that higher proportions of the low risk gamblers than of the problem, moderate risk and non-problem gamblers gambled at least weekly on:

- instant scratch tickets.

In **combination**, higher proportions of the problem gamblers, moderate risk gamblers and low risk gamblers than of the non-problem gamblers gambled at least weekly on:

- Instant scratch tickets;
- Horse or greyhound races at a racetrack;
- Club Keno;
- Horse or greyhound races at a TAB;
- EGMs.

6.5 GAMBLING EXPENDITURE AMONGST CPGI GROUPS

This section details expenditure on gambling amongst the CPGI groups for each type of gambling surveyed. Non-gamblers were removed from the analysis to minimise the results being influenced more by any differences between gamblers and non-gamblers, than amongst the four CPGI groups of gamblers.

6.5.1 Gambling Expenditure for Each CPGI Group

Table 6.4 shows expenditure on gambling on each activity during the previous 12 months for each CPGI group.

Amongst the **problem gamblers** and on a **monthly** basis:

- The vast majority spent more than \$20 on gambling on EGMs (90.0 per cent);
- About one-half spent more than \$20 on gambling on lottery-type games (53.3 per cent);
- About one-third spent more than \$20 on gambling on horse or greyhound races at a TAB (33.3 per cent);
- About one-sixth spent more than \$20 on gambling on racetrack betting (16.7 per cent), Club Keno (16.7 per cent), bingo (13.3 per cent) and casino table games (13.3 per cent);
- One in ten spent more than \$20 on gambling on sporting events at a TAB (10.0 per cent);
- Small proportions spent more than \$20 on gambling on private gambling (6.7 per cent);
- No one spent more than \$20 on gambling on internet casino games or instant scratch tickets.

Amongst the **moderate risk gamblers** and on a **monthly** basis:

- About three-quarters spent more than \$20 on gambling on EGMs (76.7 per cent);
- Nearly one-half spent more than \$20 on gambling on lottery-type games (46.6 per cent);
- About one-third spent more than \$20 on gambling on horse or greyhound races at a TAB (34.2 per cent);
- About one-sixth spent more than \$20 on gambling on racetrack betting (17.8 per cent);
- About one in ten spent more than \$20 on gambling on casino table games (12.3 per cent) and sporting events at a TAB (11.0 per cent);

- Small proportions spent more than \$20 on gambling on Club Keno (6.8 per cent), bingo (4.1 per cent), private gambling (2.7 per cent), instant scratch tickets (1.4 per cent) and internet casino games (1.4 per cent).

Amongst the **low risk gamblers** and on a **monthly** basis:

- About two-thirds spent more than \$20 on gambling on EGMs (61.3 per cent);
- Nearly one-third spent more than \$20 on gambling on lottery-type games (37.0 per cent) and horse or greyhound races at a TAB (28.6 per cent);
- About one-sixth spent more than \$20 on gambling on racetrack betting (16.0 per cent);
- About one in ten spent more than \$20 on gambling on casino table games (10.1 per cent);
- Small proportions spent more than \$20 on gambling on Club Keno (6.7 per cent), bingo (6.7 per cent), sportsbetting at a TAB (5.0 per cent), private gambling (1.7 per cent), instant scratch tickets (1.7 per cent) and internet casino games (0.8 per cent).

Amongst the **non-problem gamblers** and on a **monthly** basis:

- About one-quarter spent more than \$20 on gambling on lottery-type games (28.5 per cent) and EGMs (21.9 per cent);
- About one in ten spent more than \$20 on gambling on horse or greyhound races at a TAB (11.1 per cent) and racetrack betting (8.7 per cent);
- Small proportions spent more than \$20 on gambling on casino table games (5.2 per cent), sportsbetting at a TAB (3.1 per cent), bingo (2.8 per cent), private gambling (1.7 per cent), Club Keno (1.0 per cent) and internet casino games (0.3 per cent).
- No one spent more than \$20 on gambling on instant scratch tickets.

Table 6-4: Monthly gambling expenditure on different activities amongst CPGI groups

Monthly expenditure	Non problem gambler ^a	Low risk gambler ^a	Moderate risk gambler ^a	Problem gambler ^a
Instant Scratch Tickets				
\$0	59.6	49.6	46.6	33.3
\$1-\$10	38.0	43.7	45.2	63.3
\$11-\$20	2.4	5.0	6.8	3.3
More than \$20	0.0	1.7	1.4	0.0
Lottery-Type Games				
		$\chi^2 = 17.523, p \leq .041, df = 9$		
\$0	30.2	29.4	17.8	20.0
\$1-\$10	27.1	21.0	27.4	16.7
\$11-\$20	14.2	12.6	8.2	10.0
More than \$20	28.5	37.0	46.6	53.3
Racetrack Betting				
\$0	70.0	58.0	64.4	76.7
\$1-\$10	15.3	17.6	15.1	6.7
\$11-\$20	5.9	8.4	2.7	0.0
More than \$20	8.7	16.0	17.8	16.7
Casino Table Games				
\$0	86.1	79.8	79.5	80.0
\$1-\$10	5.6	5.9	6.8	6.7
\$11-\$20	3.1	4.2	1.4	0.0
More than \$20	5.2	10.1	12.3	13.3
Internet Casino Games				
\$0	98.6	98.3	97.3	100.0
\$1-\$10	0.7	0.8	1.4	0.0
\$11-\$20	0.3	0.0	0.0	0.0
More than \$20	0.3	0.8	1.4	0.0
Private Gambling				
\$0	94.1	81.5	84.9	73.3
\$1-\$10	3.1	12.6	9.6	6.7
\$11-\$20	1.0	4.2	2.7	13.3
More than \$20	1.7	1.7	2.7	6.7
Bingo				
\$0	93.1	86.6	90.4	73.3
\$1-\$10	1.7	3.4	1.4	6.7
\$11-\$20	2.4	3.4	4.1	6.7
More than \$20	2.8	6.7	4.1	13.3

Club Keno		$\chi^2 = 39.053, p \leq .000, df = 9$		
\$0	77.8	63.9	57.5	50.0
\$1-\$10	19.1	21.8	28.8	30.0
\$11-\$20	2.1	7.6	6.8	3.3
More than \$20	1.0	6.7	6.8	16.7
Horse/greyhound races at a TAB		$\chi^2 = 43.249, p \leq .000, df = 9$		
\$0	53.5	31.9	37.0	50.0
\$1-\$10	28.1	27.7	23.3	16.7
\$11-\$20	7.3	11.8	5.5	0.0
More than \$20	11.1	28.6	34.2	33.3
Sportsbetting at a TAB				
\$0	86.8	73.1	69.9	83.3
\$1-\$10	8.3	20.2	13.7	3.3
\$11-\$20	1.7	1.7	5.5	3.3
More than \$20	3.1	5.0	11.0	10.0
EGMs		$\chi^2 = 149.817, p \leq .000, df = 9$		
\$0	40.6	8.4	11.0	10.0
\$1-\$10	27.8	15.1	5.5	0.0
\$11-\$20	9.7	15.1	6.8	0.0
More than \$20	21.9	61.3	76.7	90.0

^abased on a valid percentage of n = 510 (whole sample of 533 with non-gamblers removed).

6.5.2 Differences in Gambling Expenditure Amongst CPGI Groups

Monthly expenditure on gambling on different activities was compared amongst the four groups of gamblers by CPGI category, as shown in Table 6.4, with chi square analyses used to test for significant differences. However, numbers in some cells were too small for this analysis when gambling expenditure was cross-tabulated with instant scratch tickets, casino table games, internet casino games, private gambling, bingo, and sportsbetting.

From Table 6.4, it can be observed that higher proportions of the **problem gamblers** than of the moderate risk, low risk and non-problem gamblers spent more than \$20 per month on:

- lottery-type games;
- Club Keno;
- EGMs.

From Table 6.4, it can be observed that higher proportions of the **moderate risk gamblers** than of the problem, low risk and non-problem gamblers spent more than \$20 per month on:

- betting on horse or greyhound races at a TAB.

In combination, higher proportions of the problem gamblers, moderate risk gamblers and low risk gamblers than of the non-problem gamblers spent more than \$20 per month gambling on:

- lottery-type games;
- Club Keno;
- horse or greyhound races at a TAB;
- EGMs.

6.6 GAMBLING DURATION AMONGST CPGI GROUPS

This section details the reported usual duration of gambling amongst the CPGI groups for each type of gambling surveyed. Non-gamblers were removed from the analysis to minimise the results being influenced more by any differences between gamblers and non-gamblers, than amongst the four CPGI groups of gamblers.

6.6.1 Gambling Duration for Each CPGI Group

Table 6.5 shows usual duration of gambling on each activity during the previous 12 months for each CPGI group.

Amongst the **problem gamblers**:

- over one-half normally spent two hours or more gambling on EGMs (56.7 per cent);
- about one-quarter normally spent two hours or more gambling on racetrack betting (23.3 per cent);
- about one-fifth normally spent two hours or more playing bingo (20.0 per cent);
- about one-seventh normally spent two hours or more gambling on horse or greyhound races at a TAB (13.3 per cent) and gambling on casino table games (13.3 per cent);
- small proportions normally spent two hours or more gambling on Club Keno (6.7 per cent) and private gambling (6.7 per cent);
- no one reported normally spending two hours or more gambling on internet casino games or sportsbetting at a TAB.

Amongst the **moderate risk gamblers**:

- about one-third normally spent two hours or more gambling on EGMs (35.6 per cent);
- about one-sixth normally spent two hours or more gambling on racetrack betting (16.4 per cent);
- small proportions normally spent two hours or more gambling on horse or greyhound races at a TAB (6.8 per cent), casino table games (6.8 per cent), private gambling (1.4 per cent), bingo (2.7 per cent) and Club Keno (1.4 per cent);

- no one reported normally spending two hours or more gambling on internet casino games or sportsbetting at a TAB.

Amongst the **low risk gamblers**:

- nearly one-quarter normally spent two hours or more gambling on EGMs (22.7 per cent);
- about one-seventh normally spent two hours or more gambling on racetrack betting (14.3 per cent);
- nearly one-tenth normally spent two hours or more gambling on horse or greyhound races at a TAB (9.2 per cent);
- small proportions normally spent two hours or more gambling on casino table games (7.6 per cent), private gambling (5.9 per cent), bingo (5.0 per cent), internet casino games (1.7 per cent), sportsbetting at a TAB (1.7 per cent) and Club Keno (0.8 per cent).

Amongst the **non-problem gamblers**:

- about one in twelve normally spent two hours or more gambling on racetrack betting (9.4 per cent) and EGMs (7.3 per cent);
- small proportions normally spent two hours or more gambling on bingo (3.8 per cent), casino table games (3.1 per cent), private gambling (2.4 per cent), horse or greyhound races at a TAB (1.4 per cent), Club Keno (0.7 per cent), internet casino games (0.3 per cent) and sportsbetting at a TAB (0.3 per cent).

Table 6-5: Usual duration of gambling on different activities amongst CPGI groups

Usual duration	Non problem gambler ^a	Low risk gambler ^a	Moderate risk gambler ^a	Problem gambler ^a
Racetrack Betting				
0 minutes	72.2	57.1	63.0	73.3
1-30 minutes	13.5	17.6	8.2	0.0
31-60 minutes	2.4	5.9	8.2	3.3
61-120 minutes	2.4	5.0	4.1	0.0
Longer than 120 minutes	9.4	14.3	16.4	23.3
Casino Table Games				
0 minutes	84.0	75.6	80.8	70.0
1-30 minutes	2.4	7.6	4.1	0.0
31-60 minutes	4.9	4.2	4.1	6.7
61-120 minutes	5.6	5.0	4.1	10.0
Longer than 120 minutes	3.1	7.6	6.8	13.3
Internet Casino Games				
0 minutes	98.6	97.5	98.6	100.0
1-30 minutes	0.3	0.0	0.0	0.0
31-60 minutes	0.3	0.8	1.4	0.0
61-120 minutes	0.3	0.0	0.0	0.0
Longer than 120 minutes	0.3	1.7	0.0	0.0
Private Gambling				
0 minutes	92.7	80.7	82.2	73.3
1-30 minutes	0.3	0.8	0.0	0.0
31-60 minutes	0.3	0.0	1.4	0.0
61-120 minutes	2.4	5.9	1.4	6.7
Longer than 120 minutes	4.3	12.6	15.0	20.0
Bingo				
0 minutes	92.7	84.0	86.3	73.3
1-30 minutes	0.3	0.8	1.4	3.3
31-60 minutes	0.3	0.8	0.0	0.0
61-120 minutes	2.8	9.2	9.6	3.3
Longer than 120 minutes	3.8	5.0	2.7	20.0
Club Keno				
		$\chi^2 = 30.855, p \leq .002, df = 12$		
0 minutes	75.7	62.2	57.5	53.3
1-30 minutes	18.8	27.7	23.3	30.0
31-60 minutes	3.8	5.9	12.3	6.7
61-120 minutes	1.0	3.4	5.5	3.3
Longer than 120 minutes	0.7	0.8	1.4	6.7

Horse/Greyhound Races at a TAB		$\chi^2 = 58.763, p \leq .000, df = 12$		
0 minutes	54.5	32.8	34.2	50.0
1-30 minutes	35.4	47.1	34.2	13.3
31-60 minutes	4.5	8.4	15.1	6.7
61-120 minutes	4.2	2.5	9.6	16.7
Longer than 120 minutes	1.4	9.2	6.8	13.3
Sportsbetting at a TAB				
0 minutes	85.8	73.9	74.0	83.3
1-30 minutes	12.5	21.8	20.5	10.0
31-60 minutes	1.0	0.8	4.1	6.7
61-120 minutes	0.3	1.7	1.4	0.0
Longer than 120 minutes	0.3	1.7	0.0	0.0
EGMs		$\chi^2 = 118.417, p \leq .000, df = 12$		
0 minutes	36.5	10.1	12.3	6.7
1-30 minutes	27.4	21.0	6.8	10.0
31-60 minutes	17.0	25.2	20.5	10.0
61-120 minutes	11.8	21.0	24.7	16.7
Longer than 120 minutes	7.3	22.7	35.6	56.7

^abased on a valid percentage of n = 510 (whole sample of 533 with non-gamblers removed).

6.6.2 Differences in Gambling Duration Amongst CPGI Groups

Usual duration of gambling on different activities was compared amongst the four groups of gamblers by CPGI category, as shown in Table 6.5, with chi square analyses testing for significant differences. However, numbers in some cells were too small for this analysis when gambling expenditure was cross-tabulated with betting on horse or greyhound races at a racetrack, casino table games, internet casino games, private gambling, bingo, and sportsbetting.

From Table 6.5, it can be observed that higher proportions of the **problem gamblers** than of the moderate risk, low risk and non-problem gamblers had normally spent more than two hours each time they gambled on:

- EGMs;
- horse or greyhound races at a TAB;
- Club Keno.

In **combination**, higher proportions of the problem gamblers, moderate risk gamblers and low risk gamblers than of the non-problem gamblers:

- spent more than 30 minutes each time they gambled on Club Keno;
- spent more than 30 minutes each time they bet on horse or greyhound races at a TAB;
- spent more than 60 minutes each time they gambled on EGMs.

6.7 DO WORKPLACE FACTORS INFLUENCE CPGI STATUS?

Table 6.6 examines the distribution of CPGI categories according to the demographic, workplace and employment characteristics of respondents examined in the survey. Chi square statistics are shown where differences amongst groups are significant.

Table 6-6: Demographic, workplace and employment characteristics of CPGI groups

Characteristic	Non-problem gambler ^a	Low risk gambler ^a	Moderate risk gambler ^a	Problem gambler ^a
Employed in venue with EGMs operated by:				
Tabcorp	54.9	24.3	13.2	7.6
Tattersall's	58.7	21.8	16.0	3.4
Employment basis:				
Permanent full-time	54.4	24.2	15.1	6.3
Permanent part-time	58.5	18.3	14.6	8.5
Casual	58.1	24.4	13.4	4.1
Job level:				
Operational	58.0	21.3	14.5	6.3
Supervisory	54.0	24.7	15.3	6.0
Management	56.5	24.5	13.6	5.4
Holds Gaming Industry Employee's Licence: $X^2 = 12.643, p \leq .005, df = 3$				
Yes	78.8	7.7	9.6	3.8
No	53.7	25.1	15.0	6.2
Assists patron with gambling activities: $X^2 = 11.477, p \leq .009, df = 3$				
Yes	76.4	9.1	12.7	1.8
No	54.1	24.9	14.6	6.4
Front vs back of house position:				
Front-of-house	52.4	25.5	15.9	6.3
Back-of-house	67.5	20.0	7.5	5.0
Both	60.0	21.0	13.3	5.6
Can see gambling at work:				
Never	43.8	31.3	18.8	6.3
Sometimes	70.9	14.5	7.3	7.3
Most of the time	53.8	24.5	14.2	7.5
Almost always	56.00	23.90	15.30	4.90
Type of venue employed in:				
Hotel	55.6	23.4	13.5	7.6
Club	56.8	23.2	14.9	5.1
Size of venue:				
Large	54.9	24.7	14.5	6.0
Small	57.6	22.3	14.1	5.9

Years working in gaming venues	8.3 years	8.6 years	8.6 years	9.6 years
Length of responsible gambling training:	$X^2 = 16.966, p \leq .049, df = 9$			
None	68.6	11.8	15.7	3.9
A few hours	35.7	25.0	25.0	14.3
Half a day	71.0	16.1	12.9	0.0
At least one day	54.6	25.4	13.8	6.2
Age category				
18-24 years	60.9	25.0	10.9	3.1
25-34 years	45.3	30.8	17.1	6.8
35-44 years	64.7	13.8	14.7	6.9
45-54 years	54.6	23.8	15.4	6.2
55 years or over	56.8	25.7	12.2	5.4
Sex:				
Male	52.1	22.1	19.0	6.7
Female	58.4	23.8	12.2	5.5

^abased on a valid per centage of n = 510 (whole sample of 533 with non-gamblers removed).

Interestingly, Table 6.6 shows that a lower proportion of Tabcorp than Tattersall's respondents had moderate gambling problems. However, a higher proportion of Tabcorp than Tattersall's respondents scored as problem gamblers. Earlier it was noted that staff who worked in a Tabcorp rather than a Tattersall's venue were over-represented amongst regular workplace TAB gamblers. Tabcorp, as well as operating EGMs in Victoria, also operates the state's network of TAB outlets. It is possible that a culture of punting on horse and greyhound races is more likely to prevail in Tabcorp venues, and this *may* explain the higher rate of problem gambling amongst the respondents in these venues.

As shown in Table 6.6, significant differences were identified amongst the four CPGI groups for:

- holding a Gaming Employee's Licence;
- assisting patrons with gambling-related activities;
- length of responsible gambling training.

Further analysis was undertaken to test the interactive influence of these three variables on CPGI status. Again, non-gamblers were removed from this analysis. Additionally, the problem gamblers were combined with the moderate risk gamblers to provide reasonable sample sizes. This is justified, given that moderate risk gamblers are also of concern when considering workplace factors that might influence their gambling and their risk of problem gambling. Thus, the following analysis was undertaken on 288 non-problem gamblers (54.1 per cent of the sample of 533 staff), 119 low risk gamblers (22.4 per cent), and 103 moderate risk/problem gamblers (19.3 per cent).

The three significant workplace factors identified above were cross-tabulated with the three CPGI categories, and chi square analysis used to test for any significant associations. Significant relationships were found for the *three* groups of CPGI status and:

- holding a Gaming Industry Employee's Licence. Amongst the moderate risk/problem gamblers, 21.1 per cent held a licence compared to 13.5 per cent who did not hold a licence. Amongst the non-problem gamblers, 53.7 per cent held a licence compared to 78.8 per cent who did not ($X^2 = 12.642$, $p \leq .002$, $df = 2$);
- assisting patrons with at least one type of gambling-related activity. Amongst the moderate risk/problem gamblers, 21.0 per cent assisted with gambling-related activities compared to 14.5 per cent who did not. Amongst the non-problem gamblers, 54.1 per cent assisted patrons with at least one type of gambling-related activity, while 76.4 per cent did not ($X^2 = 10.615$, $p \leq .005$, $df = 2$).
- length of responsible gambling training. Amongst the moderate risk/problem gamblers, 20.2 per cent had received at least one day's training in responsible gambling, compared to 54.6 per cent of non-problem gamblers ($X^2 = 14.951$, $p \leq .021$, $df = 6$).

Given that those who assist with gambling-related activities in the workplace are likely to also have a Gaming Industry Employee's Licence, tests of association were conducted for these two variables, with cross-tabulation and chi square analysis indicating a significant, positive relationship ($X^2 = 261.007$, $p \leq .000$, $df = 1$). Therefore, only one of these variables – assisting patrons with at least one gambling activity – was selected for further analysis.

Cross-tabulation and chi square analysis were used to examine whether problem gambling status (CPGI category) was influenced by whether or not staff assist patrons with gambling-related activities and by length of responsible gambling training. Again, non-gamblers were removed from this analysis. The results indicated that those staff who assist patrons with at least one type of gambling-related activity and who have less responsible gambling training were more likely to be moderate risk/problem gamblers ($X^2 = 17.534$, $p \leq .008$, $df = 6$), as shown in Table 6.8. In fact, amongst the staff who assist patrons with gambling-related activities, 85.3 per cent of those who have had only a few hours or less of responsible gambling training are moderate risk/problem gamblers, compared with 32.9 per cent of those who have had at least half a day of responsible gambling training. This suggests that extending the duration of responsible gambling training to at least half a day for staff who assist patrons with gambling-related activities would lower the risk of them becoming moderate risk or problem gamblers.

Table 6-7: Cross-tabulation of assisting patrons with gambling activities, length of responsible gambling training and CPGI groups

Assist patrons with gambling activities	Length of responsible gambling training	Non-problem gambler	Low risk gambler	Moderate risk or problem gambler
No	None	82.9	5.7	11.4
	A few hours	80.0	20.0	0.0
	Half a day	100.0	0.0	0.0
	At least 1 day	50.0	16.7	33.3
	Total	75.5	9.4	15.1
Yes	None	37.5	25.0	37.5
	A few hours	26.1	26.1	47.8
	Half a day	70.0	16.7	13.3
	At least 1 day	54.8	25.7	19.6
	Total	53.7	25.1	21.3

6.8 GAMBLING PROFILES OF THE FOUR CPGI GROUPS

This section provides a profile of respondents in each of the four CPGI categories as distilled from the results in this chapter.

6.8.1 Problem Gambler Group

The problem gambler group comprised 5.6 per cent of respondents. In the previous 12 months, this group had gambled on an average of 4.4 different activities. The vast majority had gambled on EGMs (93.3 per cent) and lottery-type games (80.8 per cent), two-thirds had bought instant scratch tickets for themselves (66.7 per cent), and around one-half had bet on horse or greyhound races at a TAB (56.7 per cent), played Club Keno (53.3 per cent) and bet at a racetrack (50.0 per cent). Around one-third had played bingo (30.0 per cent), about one-quarter had gambled privately (26.7 per cent), played casino table games (23.3 per cent) and bet on sporting events at a TAB (20.0 per cent), while a small proportion had gambled on internet casino games (3.3 per cent). In the previous 12 months, higher proportions of the problem gamblers than of moderate risk, low risk or non-problem gamblers had bought instant scratch tickets for themselves, participated in private gambling, participated in bingo, participated in Club Keno, and participated in EGM gambling.

The proportions of the problem gambler group who were regular (at least weekly) gamblers were about one-half for EGMs (56.7 per cent) and lottery-type games (50.0 per cent), about one-quarter for horse or greyhound betting at a TAB (23.3 per cent), one-tenth for Club Keno (10.0 per cent), and minor for instant scratch tickets (6.7 per cent), racetrack betting (6.7 per cent), sportsbetting at a TAB (6.7 per cent), private gambling (3.3 per cent) and bingo (3.3 per cent). None were regular gamblers on casino table games or internet casino games. In the previous 12 months, higher proportions of the problem gamblers than moderate risk, low risk and non-problem gamblers had gambled at least weekly on Club Keno and EGMs.

The proportions of the problem gambler group who spent \$20 per month or more on the different gambling activities were the vast majority for EGMs (90.0 per cent), about one-half for lottery-type games (53.3 per cent), about one-third for horse or greyhound betting at a TAB (33.3 per cent), about one-sixth for racetrack betting (16.7 per cent), Club Keno (16.7 per cent), bingo (13.3 per cent) and casino table games (13.3 per cent), one in ten for sportsbetting at a TAB (10.0 per cent), minor for private gambling (6.7 per cent), and none for internet casino games or instant scratch tickets. In the previous 12 months, higher proportions of the problem gamblers than of the moderate risk, low risk and non-problem gamblers spent more than \$20 per month on lottery-type games, Club Keno, and EGMs.

The proportions of the problem gambler group who had normally spent two hours or more gambling were over one-half for gambling on EGMs (56.7 per cent), about one-quarter for betting at a racetrack (23.3 per cent), about one-fifth for playing bingo (20.0 per cent), about one-seventh for gambling on horse or greyhound races at a TAB (13.3 per cent) and gambling on casino table games (13.3 per cent), minor for gambling on Club Keno (6.7 per cent) and private gambling (6.7 per cent), and none for gambling on internet casino games or sportsbetting at a TAB. Higher proportions of the problem gamblers than of the moderate risk, low risk and non-problem gamblers had normally spent more than two hours each time they gambled on EGMs, horse or greyhound races at a TAB, and Club Keno. Staff who assisted patrons with gambling activities and who had less responsible gambling training were more likely to be problem or moderate risk gamblers.

6.8.2 Moderate Risk Gambler Group

The moderate risk gambler group comprised 13.7 per cent of respondents. In the previous 12 months, this group had gambled on an average of 5.2 different activities. The vast majority had gambled on EGMs (90.4 per cent) and lottery-type games (89.0 per cent), over two-thirds had bet on horse or greyhound races at a TAB (67.1 per cent), nearly two-fifths had bet at a racetrack (59.7 per cent) and bought instant scratch tickets for themselves (58.9 per cent), nearly one-half (45.2 per cent) had played Club Keno, about one-third had bet on sporting events at a TAB (37.0 per cent) and played casino table games (32.9 per cent), about one-sixth had gambled privately (16.4 per cent) and played bingo (15.1 per cent), and a very small proportion had gambled on internet casino games (4.1 per cent). In the previous 12 months, higher proportions of the moderate risk gamblers than of the problem, low risk or non-problem gamblers had bet on horse or greyhound races at a racetrack, and gambled on sportsbetting at a TAB.

The proportions of the moderate risk gambler group who were regular (at least weekly) gamblers were about two-fifths for EGMs (41.1 per cent) and lottery-type games (37.0 per cent), about one-third for horse or greyhound betting at a TAB (30.1 per cent), nearly one-fifth for racetrack betting (17.8 per cent), about one-seventh for buying instant scratch tickets (13.7 per cent), minor for Club Keno (6.8 per cent), sportsbetting at a TAB (5.5 per cent), private gambling (4.1 per cent), casino table games (1.4 per cent) and bingo (1.4 per cent), and none for internet casino games. In the previous 12 months, higher proportions of the moderate risk gamblers than of the problem, low risk and non-problem gamblers gambled at least weekly on horse or greyhound races at a racetrack, and horse or greyhound races at a TAB.

The proportions of the moderate risk gambler group who spent \$20 per month or more on the different gambling activities were about three-quarters for EGMs (76.7 per cent), nearly one-half for lottery-type games (46.6 per cent), about one-third for horse or greyhound betting at a TAB (34.2 per cent), about one-sixth for racetrack betting (17.8 per cent), about one in ten for casino table games (12.3 per cent) and sportsbetting at a TAB (11.0 per cent), and minor for Club Keno (6.8 per cent), bingo (4.1 per cent), private gambling (2.7 per cent), instant scratch tickets (1.4 per cent) and internet casino games (1.4 per cent). During the previous 12 months, higher proportions

of the moderate risk gamblers than of the problem, low risk and non-problem gamblers spent more than \$20 per month on betting on horse or greyhound races at a TAB.

The proportions of the moderate risk gambler group who had normally spent two hours or more gambling were about one-third for EGMs (35.6 per cent), about one-sixth for racetrack betting (16.4 per cent), minor for horse or greyhound betting at a TAB (6.8 per cent), casino table games (6.8 per cent), private gambling (1.4 per cent), bingo (2.7 per cent) and Club Keno (1.4 per cent), and none for internet casino games or sportsbetting at a TAB.

6.8.3 Low Risk Gambler Group

The low risk gambler group comprised 22.4 per cent of respondents. In the previous 12 months, this group had gambled on an average of 4.9 different activities. The vast majority had gambled on EGMs (89.1 per cent), about three-quarters had gambled on lottery-type games (79.0 per cent) and bet on horse or greyhound races at a TAB (72.3 per cent), about half had gambled on instant scratch tickets (58.8 per cent), horse or greyhound races at a racetrack (52.1 per cent) and Club Keno (43.7 per cent), about one-quarter had gambled on sporting events at a TAB (26.1 per cent), casino table games (25.2 per cent) and private gambling (21.0 per cent), about one-sixth had played bingo (15.1 per cent), and a very small proportion had gambled on internet casino games (2.5 per cent). During the previous 12 months, higher proportions of the low risk gamblers than of the problem, moderate risk or non-problem gamblers had participated in horse or greyhound betting at a TAB.

The proportions of the low risk gambler group who were regular (at least weekly) gamblers were about one-third for lottery-type games (35.3 per cent), about one-quarter for EGMs (24.4 per cent), about one-sixth for horse or greyhound betting at a TAB (17.6 per cent) and instant scratch tickets (14.3 per cent), minor for racetrack betting (8.4 per cent), Club Keno (6.7 per cent), sportsbetting at a TAB (1.7 per cent), bingo (2.5 per cent) and casino table games (0.8 per cent), and none for private gambling and internet casino games. During the previous 12 months, higher proportions of the low risk gamblers than problem, moderate risk and non-problem gamblers gambled at least weekly on instant scratch tickets.

The proportions of the low risk gambler group who spent \$20 per month or more on the different gambling activities were about two-thirds for EGMs (61.3 per cent), nearly one-third for lottery-type games (37.0 per cent) and horse or greyhound betting at a TAB (28.6 per cent), about one-sixth for racetrack betting (16.0 per cent), about one in ten for casino table games (10.1 per cent), and minor for Club Keno (6.7 per cent), bingo (6.7 per cent), sportsbetting at a TAB (5.0 per cent), private gambling (1.7 per cent), instant scratch tickets (1.7 per cent) and internet casino games (0.8 per cent). Low risk gamblers were more likely than non-problem gamblers to spend more than \$20 per month on lottery-type games, Club Keno, betting on horse or greyhound races at a TAB and EGMs.

The proportions of the low risk gambler group who had normally spent two hours or more gambling were nearly one-quarter for EGMs (22.7 per cent), about one-seventh for racetrack betting (14.3 per cent), nearly one-tenth for horse or greyhound betting at a TAB (9.2 per cent), and minor for casino table games (7.6 per cent), private gambling (5.9 per cent), bingo (5.0 per cent), internet casino games (1.7 per cent), sportsbetting at a TAB (1.7 per cent) and Club Keno (0.8 per cent).

6.8.4 Non-Problem Gambler Group

The non-problem gambler group comprised 54.1 per cent of respondents. In the previous 12 months, this group had gambled on an average of 3.9 different activities. About three-quarters had gambled on lottery-type games (79.2 per cent) and EGMs (73.6 per cent), about half had gambled on horse or greyhound races at a TAB (56.6 per cent), instant scratch tickets (47.2 per cent) and horse or greyhound races at a racetrack (42.7 per cent), about one-third had played Club Keno (30.6 per cent), about one-fifth had played casino table games (19.1 per cent) and gambled on sporting events at a TAB (14.9 per cent), around one-tenth had played bingo (9.4 per cent) and gambled privately (9.0 per cent).

A small minority had gambled on internet casino games (1.7 per cent). The proportions of the non-problem gambler group who were regular (at least weekly) gamblers were about one-third for lottery-type games (32.6 per cent), about one-tenth for horse or greyhound betting at a TAB (9.0 per cent), minor for EGMs (6.9 per cent), racetrack betting (4.5 per cent), instant scratch tickets (3.5 per cent), Club Keno (2.8 per cent), sportsbetting at a TAB (2.4 per cent), bingo (1.4 per cent), casino table games (0.8 per cent) and internet casino games (0.3 per cent), and none for private gambling and internet casino games.

The proportions of the non-problem gambler group who spent \$20 per month or more on the different gambling activities were about one-quarter for lottery-type games (28.5 per cent) and EGMs (21.9 per cent), about one in ten for horse or greyhound betting at a TAB (11.1 per cent) and racetrack betting (8.7 per cent), minor for casino table games (5.2 per cent), sportsbetting at a TAB (3.1 per cent), bingo (2.8 per cent), private gambling (1.7 per cent), Club Keno (1.0 per cent) and internet casino games (0.3 per cent), and none for instant scratch tickets.

The proportions of the non-problem gambler group who had normally spent two hours or more gambling were about one in twelve for racetrack betting (9.4 per cent) and EGMs (7.3 per cent), and minor for bingo (3.8 per cent), casino table games (3.1 per cent), private gambling (2.4 per cent), horse or greyhound races at a TAB (1.4 per cent), Club Keno (0.7 per cent), internet casino games (0.3 per cent) and sportsbetting at a TAB (0.3 per cent).

6.9 CHAPTER CONCLUSION

This chapter has addressed Research Objective Three, which was to measure the prevalence of non-gambling, non-problem, low-risk, moderate-risk and problem gambling amongst the gaming venue staff surveyed. Using the *Canadian Problem Gambling Index*, 4.1 per cent of the 533 respondents were classified as non-gamblers, 54.1 per cent as non-problem gamblers, 22.4 per cent as low risk gamblers, 13.7 per cent as moderate risk gamblers, and 5.6 per cent as problem gamblers. The gambling behaviour of each of the gambler groups was analysed in terms of participation, frequency, expenditure and duration, with gambling profiles developed for each group. The next chapter now focuses on gambling and problem gambling amongst staff respondents who can gamble in their workplace, compared to those who cannot.