

CHAPTER 7

GAMBLING AND PROBLEM GAMBLING AMONGST STAFF WHO CAN GAMBLE IN THEIR WORKPLACE AND THOSE WHO CANNOT

7.1 INTRODUCTION

This chapter compares the gambling behaviour and prevalence of non-gambling, non-problem gambling, low risk, moderate risk and problem gambling between gaming venue staff who have access to gambling products within their workplace and those who do not. As such, it addresses Research Objective Four.

Within this chapter:

- those who can gamble in the workplace are defined as those who can gamble on at least one activity in the workplace (i.e. any or all of EGMs, Club Keno, horse and greyhound races or sportsbetting at a TAB);
- those who cannot gamble in the workplace are defined as those who cannot gamble on any activity in the workplace.

7.2 GAMBLING PARTICIPATION

Table 7.1 shows the frequency distributions for participation in each type of gambling surveyed, for staff respondents who can and cannot gamble in their workplace.

Cross-tabulations and chi square analyses indicated no significant difference between the total number of gambling activities participated in during the previous 12 months between those able and not able to gamble in their workplace. However, those allowed to gamble in their workplace were significantly more likely than those not allowed to gamble in their workplace to participate in:

- horse or greyhound races at a TAB ($X^2 = 7.590$, $p \leq .006$, $df = 1$), where 67.2 per cent of respondents allowed to gamble in their workplace participated in the previous 12 months, compared to 54.9 per cent of respondents not allowed to gamble in their workplace;
- EGMs ($X^2 = 5.272$, $p \leq .022$, $df = 1$), where 83.1 per cent of respondents allowed to gamble in their workplace participated in the previous 12 months, compared to 74.3 per cent of respondents not allowed to gamble in their workplace.

Being able to gamble in the workplace was not significantly associated with participation any of the other gambling activities surveyed.

Table 7-1: Gambling participation by those who can and cannot gamble in the workplace

Participation	Can gamble in the workplace^a %	Cannot gamble in the workplace^a %
Instant scratch tickets	55.6	48.3
Lottery-type games	77.2	77.7
Racetrack betting	49.7	44.3
Casino table games	21.1	22.6
Internet casino games	2.2	2.3
Private gambling	11.1	14.6
Bingo	13.1	11.7
Club Keno	38.8	33.7
Horse/greyhound betting at a TAB	67.2	54.9
Sportsbetting	22.4	18.9
EGMs	83.1	74.3
Average number of gambling activities	4.6	4.2

^abased on a valid percentage of n = 533.

7.3 GAMBLING FREQUENCY

Table 7.2 shows the frequency distribution for frequency of gambling on the different activities, for staff respondents who can and cannot gamble in their workplace. Cross-tabulations and chi square analyses were used to test for significant differences, with significant results shown in Table 7.2. However, numbers were too small to test for any differences in the frequency of gambling for playing casino table games and internet casino games amongst staff respondents who can and cannot gamble in their workplace.

From Table 7.2, it can be observed that higher proportions of those allowed to gamble in their workplace than of those not allowed to gamble in their workplace:

- gambled at least weekly on horse or greyhound races at a TAB;
- gambled 1-3 times a month and at least weekly on EGMs.

Table 7-2: Frequency of gambling on different activities by staff who can and cannot gamble in their workplace

	Frequency of gambling	Can gamble in the workplace ^a %	Cannot gamble in the workplace ^a %
Instant Scratch Tickets	Never	44.8	50.3
	Less than once a month	36.6	29.7
	1-3 times a month	11.5	12.6
	At least once a week	7.1	7.4
Lottery-Type Games	Never	23.5	21.4
	Less than once a month	26.8	28.3
	1-3 times a month	17.5	16.3
	At least once a week	32.2	34.0
Racetrack Betting	Never	50.8	55.1
	Less than once a month	35.5	29.1
	1-3 times a month	6.0	8.9
	At least once a week	7.7	6.9
Casino Table Games	Never	79.2	77.1
	Less than once a month	19.7	20.0
	1-3 times a month	1.1	2.3
	At least once a week	0.0	0.6
Internet Casino Games	Never	97.8	97.7
	Less than once a month	1.6	1.1
	1-3 times a month	0.5	0.9
	At least once a week	0.0	0.3
Private Gambling	Never	88.5	85.4
	Less than once a month	5.5	9.4
	1-3 times a month	4.9	4.6
	At least once a week	1.1	0.6
Bingo	Never	86.9	88.3
	Less than once a month	6.6	7.1
	1-3 times a month	4.4	3.1
	At least once a week	2.2	1.4
Club Keno	Never	61.2	66.3
	Less than once a month	20.8	23.4
	1-3 times a month	12.0	6.6
	At least once a week	6.0	3.7

Horse or Greyhound Betting at a ($\chi^2 = 9.685, p \leq .021, df = 3$)	Never	32.8	45.1
	Less than once a month	39.9	30.0
	1-3 times a month	10.4	12.0
	At least once a week	16.9	12.9
Sportsbetting	Never	77.6	81.1
	Less than once a month	13.7	12.0
	1-3 times a month	6.6	3.7
	At least once a week	2.2	3.1
EGMs ($\chi^2 = 7.584, p \leq .050, df = 3$)	Never	16.9	25.7
	Less than once a month	31.7	32.9
	1-3 times a month	29.0	25.7
	At least once a week	22.4	15.7

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

7.4 GAMBLING EXPENDITURE

Table 7.3 shows the frequency distributions for expenditure gambling on the different activities, for staff respondents who can and cannot gamble in their workplace. Cross-tabulations and chi square analyses were used to test for significant differences, with significant results shown in Table 7.3. However, numbers were too small to test for any differences in the gambling expenditure for playing internet casino games amongst staff respondents who can and cannot gamble in their workplace.

From Table 7.3, it can be observed that higher proportions of those allowed to gamble in their workplace than of those not allowed to gamble in their workplace:

- spent more than \$20 per month on horse or greyhound races at a TAB.

Table 7-3: Gambling expenditure on different activities by staff who can and cannot gamble in their workplace

	Gambling expenditure	Can gamble in the workplace ^a %	Cannot gamble in the workplace ^a %
Instant Scratch Tickets	\$0	51.9	57.9
	\$1-\$10	43.7	38.1
	\$11-\$21	3.3	3.7
	More than \$20	1.1	0.3
Lottery-Type Games	\$0	30.6	30.9
	\$1-\$10	26.2	22.9
	\$11-\$21	10.9	12.9
	More than \$20	32.2	33.4

Testing the Link Between Accessibility & Gambling

Racetrack Betting	\$0	65.6	69.3
	\$1-\$10	17.5	13.2
	\$11-\$21	6.0	5.2
	More than \$20	10.9	12.3
Casino Table Games	\$0	86.9	82.3
	\$1-\$10	3.3	6.9
	\$11-\$21	2.7	2.9
	More than \$20	7.1	8.0
Internet Casino Games	\$0	98.4	98.6
	\$1-\$10	0.5	0.9
	\$11-\$21	0.5	
	More than \$20	0.5	0.6
Private Gambling	\$0	92.9	86.9
	\$1-\$10	3.8	7.7
	\$11-\$21	1.6	3.1
	More than \$20	1.6	2.3
Bingo	\$0	89.1	91.1
	\$1-\$10	1.6	2.6
	\$11-\$21	4.9	2.0
	More than \$20	4.4	4.3
Club Keno	\$0	68.3	72.9
	\$1-\$10	23.0	19.7
	\$11-\$21	3.3	4.3
	More than \$20	5.5	3.1
Horse or Greyhound Betting at a TAB $\chi^2 = 16.090, p \leq .001, df = 3$	\$0	41.5	51.7
	\$1-\$10	32.2	22.0
	\$11-\$21	3.3	9.4
	More than \$20	23.0	16.9
Sportsbetting	\$0	82.5	81.4
	\$1-\$10	12.0	10.6
	\$11-\$21	1.6	2.6
	More than \$20	3.8	5.4
EGMs	\$0	26.8	32.0
	\$1-\$10	20.2	18.6
	\$11-\$21	6.6	11.1
	More than \$20	46.4	38.3

^abased on a valid percentage of n =533.

7.5 GAMBLING DURATION

Table 7.4 shows the frequency distributions for usual duration of gambling on the different activities surveyed, for staff respondents who can and cannot gamble in their workplace. Cross-tabulations and chi square analyses were used to test for significant differences, with significant results shown in Table 7.4. However, numbers were too small to test for any differences in usual duration for gambling on internet casino games, private gambling, bingo and sportsbetting amongst staff respondents who can and cannot gamble in their workplace.

From Table 7.4, it can be observed that higher proportions of those allowed to gamble in their workplace than of those not allowed to gamble in their workplace:

- normally spent more than 2 hours playing EGMs.

Table 7-4: Usual duration of gambling on different activities by staff who can and cannot gamble in their workplace

	Frequency of gambling	Can gamble in the workplace ^a %	Cannot gamble in the workplace ^a %
Racetrack Betting	0 minutes	65.6	70.3
	1-30 minutes	13.1	12.0
	31-60 minutes	3.8	4.0
	61-120 minutes	5.5	1.7
	More than 120 minutes	12.0	12.0
Casino Table Games	0 minutes	86.9	78.9
	1-30 minutes	1.6	4.6
	31-60 minutes	2.7	5.4
	61-120 minutes	4.9	5.4
	More than 120 minutes	3.8	5.7
Internet Casino Games	0 minutes	98.9	98.3
	1-30 minutes	0.0	0.3
	31-60 minutes	0.5	0.6
	61-120 minutes	0.0	0.3
	More than 120 minutes	0.5	0.6
Private Gambling	0 minutes	91.8	85.4
	1-30 minutes	1.1	0.0
	31-60 minutes	0.0	0.6
	61-120 minutes	2.2	3.7
	More than 120 minutes	4.9	10.3
Bingo	0 minutes	86.9	90.0
	1-30 minutes	0.5	0.9
	31-60 minutes	0.0	0.6
	61-120 minutes	8.2	3.4
	More than 120 minutes	4.4	5.1

Club Keno	0 minutes	67.2	71.1
	1-30 minutes	24.0	19.7
	31-60 minutes	4.9	6.0
	61-120 minutes	2.7	2.0
	More than 120 minutes	1.1	1.1
Horse or Greyhound Betting at	0 minutes	41.0	52.0
	1-30 minutes	39.9	32.9
	31-60 minutes	8.7	5.7
	61-120 minutes	6.0	4.6
	More than 120 minutes	4.4	4.9
Sportsbetting	0 minutes	83.1	81.1
	1-30 minutes	14.2	15.7
	31-60 minutes	1.6	1.7
	61-120 minutes	0.5	0.9
	More than 120 minutes	0.5	0.6
EGMs $X^2 = 10.476, p \leq .033, df = 4$	0 minutes	27.9	27.7
	1-30 minutes	15.3	24.6
	31-60 minutes	18.6	18.3
	61-120 minutes	15.3	15.4
	More than 120 minutes	23.0	14.0

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

7.6 PROBLEM GAMBLING

Using cross-tabulation and chi square analyses, there were no significant differences identified in the distributions of CPGI categories between respondents who can gamble in their workplace and those who cannot (Table 7.5), nor was there any significant association with total CPGI scores.

Table 7-5: Distribution of CPGI categories for staff who can and cannot gamble in their workplace

CPGI category	Can gamble in workplace ^a	Cannot gamble in workplace ^b	Total
Non-Gambler	3.4	5.7	4.1
Non-Problem Gambler	54.5	53.4	54.1
Low Risk Gambler	23.6	19.9	22.4
Moderate Risk Gambler	13.2	14.8	13.7
Problem Gambler	5.3	6.3	5.6
Total	100.0	100.0	100.0

^a based on a per centage of those who can gamble on at least one activity in their workplace, n = 356

^b based on a per centage of those who cannot gamble on at least one activity in their workplace, n = 176

7.7 CHAPTER SUMMARY

In summary, when the gambling behaviour of the staff respondents who have access to the gambling products within their workplace is compared to the gambling behaviour of those who do not have access to the gambling products within their workplace, a few differences are apparent. During the last 12 months, higher proportions of those allowed to gamble in their workplace than of those not allowed to gamble in their workplace:

- participated in horse or greyhound betting at a TAB;
- participated in EGM gambling;
- gambled at least weekly on horse or greyhound races at a TAB;
- gambled 1-3 times a month and at least weekly on EGMs;
- spent more than \$20 per month on horse or greyhound races at a TAB;
- normally spent more than 2 hours playing EGMs.

However, there were no significant differences in the gambling participation, frequency, expenditure and duration for the other types of gambling surveyed, nor for the average number of gambling activities participated in during the previous 12 months. There were also no significant differences identified in the distributions of CPGI categories between respondents who can gamble in their workplace and those who cannot, nor any significant association with total CPGI scores.

7.8 CHAPTER CONCLUSION

This chapter has addressed Research Objective Four by comparing the gambling behaviour and prevalence of non-gambling, non-problem, low-risk, moderate-risk and problem gambling between gaming venue staff who have access to gambling products within their workplace and those who do not. Key results have been summarised above. The following chapter now compares gambling and problem gambling between the gaming venue staff surveyed and the Victorian population.