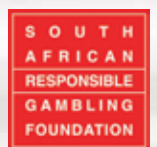


THE NATIONAL 2006 PREVALENCE STUDY

GAMBLING AND PROBLEM GAMBLING IN SOUTH AFRICA



Produced by Professor Peter Collins and
Professor Graham Barr of the University of Cape Town
for The National Centre for the Study of Gambling.

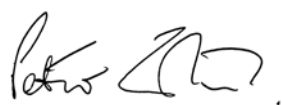


PREFACE

This report owes much to many people, including:

- Dr Vincent Maphai and the members of the South African Responsible Gambling Trust (SARGT), who represent the interests of government regulators and the industry that originally pioneered this programme. Besides providing material and moral support they have offered many invaluable insights into the nature of the gambling business and its customers while remaining scrupulous in not seeking to influence the outcome of the research.
- Chris Fisser, Tibbs Majake and their colleagues on the National Gambling Board, who have worked resolutely to secure the public interest in respect of all aspects of the legislation of gambling.
- Our colleagues in the NRGP, Kerry Capstick-Dale and Dr Rodger Meyer, who are responsible for public education and for treatment respectively.
- Charlene Davids and Arthur Mzozoyana of Roots Research, who were responsible for the complex task of arranging for the administration of the survey in a multiplicity of languages.
- Clive Keegan, our NRGP research co-ordinator and Carol Knoetzer who provided first class administrative assistance well beyond the call of duty.

There are countless others in academia, the regulatory community and the industry with whom over the years we have had numerous profitable discussions.



Professor Peter Collins



Professor Graham Barr



Professor Peter Collins is currently executive director of the South African National Responsible Gambling Programme, and director of the Centre for the Study of Gambling and Commercial Gaming at the University of Salford.

He holds degrees from the Universities of Oxford and of London in Modern Languages and in Philosophy respectively. Since 1995 he has raised public and private sector funding in South Africa for research into all aspects of the gambling industry and has led the research work of a team of 27 national and international academics. He then founded and directed The National Centre for the Study of Gambling. As well as researching the potential costs and benefits of casinos in both national and regional contexts, he has also been responsible for researching and reporting to the South African National Gambling Board on slot routes (1998) and on Internet gambling (1999). He has done other policy work for national government and, also, provincial gambling boards. In 2003 he published the book, *Gambling and the Public Interest*, Praeger Books, Connecticut, USA and is a regular keynote speaker at international conferences on gambling.



Dr Graham Barr is a professor in the department of Statistical Sciences and Economics at UCT. He holds a BA and BSc with majors in Mathematics, Statistics and Economics with six class medals and distinctions in all majors, a first class Honours degree in Mathematical Statistics, a Masters degree in Econometrics and a PhD, all from UCT. His research is in the areas of quantitative analysis, econometrics and forecasting and he has published sixty articles in these fields in international and local journals. He has consulted widely in the public and private sectors in the area of quantitative analysis and economic model building.

Graham was a member of the national academic team set up in 1995, and the forerunner of the National Centre for the Study of Gambling, which studied the optimal number and location of casinos in post-apartheid South Africa. He constructed computer models of optimal casino locations and related casino profitability as a basis for determining the optimal number of casinos in each province and their expected profitability.



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INTRODUCTION

This is the third report on Gambling Behaviour and Problem Gambling in South Africa to have been issued by the South African National Responsible Gambling Programme. The previous reports analysed the results of surveys carried out in 2001 and 2003. This report analyses data gathered in 2005.

Objectives

The most common response to reports on gambling and problem gambling behaviour in all jurisdictions - especially by politicians and journalists – is to seize on the number of respondents who reach or exceed the (always somewhat arbitrary) cut-off point at which people are deemed to be “problem gamblers” according to whatever screen is being used.

This is understandable in that the great controversies about gambling and public policy tend to centre round the issue of how much individual and social damage is caused by excessive gambling. However, as Collins (2003)¹ argues at some length, this leads to judgments which are not warranted by evidence.

Moreover, as we have regularly stressed in previous reports, surveys of general populations everywhere in the world use instruments which are at present too blunt to give an accurate number of the problem gamblers in any population. All they can really do is measure how many people answered how many questions affirmatively when presented with any particular screen.

This leads not only to the problem that cut-off points are arbitrary but also means in practice that all screens identify large numbers of false positives (people identified as problem gamblers who are not problem gamblers) and false negatives (people not identified as problem gamblers who in fact are problem gamblers). In 2004, McMillen and Wentzel of the Australian National University presented the results of a systematic review of three screens: the South Oaks Gambling Screen, the Victoria Gambling Screen and the Canadian Problem Gambling Index. They found that even the best screen (the CPGL) identified 49.7% of false positives and 34.1% of false negatives. The comparable figures for SOGS were 69.3% and 46.4 % and for VGS were 66.3% and 63.1%.²

These results confirm that internationally we can have only a very approximate idea of how many people in any community are “problem gamblers.” On the other hand, what can be said with some confidence is that if administration of the same screen is repeated under relevantly similar circumstances to similar population samples at different periods of time, then it should be possible to measure the trend in the incidence of problem gambling.

¹ Peter Collins, *Gambling and the Public Interest*. 2003. Praeger Books. Ohio. USA. Ch 6.

² An even more alarming finding is reported in Ladouceur, R, Jacques C, Chevalier, S, Sevigny, S and Hamel D: “Prevalence of Problem Gambling in Quebec 2002” (July, 2005) *Canadian Journal of Psychiatry*. Vol 50, No 8. They write: “82% of the gamblers initially identified as probable pathological gamblers by the SOGS or the CPGL were not confirmed by clinical interview.”



Declining Problem Gambling Numbers

This is what we have done at two-yearly intervals since 2001. The result in 2005/6 shows that the proportion of our sample, identified as problem gamblers on the basis of answering affirmatively more than one third of the Gamblers Anonymous 20 Questions, has declined since 2003 from 6.8% to 4.8%. In 2003, compared with 2001, we found that overall problem gambling numbers grew from 4.2% to 4.8% overall. This increase, however, was wholly due to an increase in the numbers of lottery-only players who showed up as problem gamblers on the GA screen. The number of problem gamblers amongst those who engage in other forms of gambling such as betting and going to casinos, whether or not they also play the lottery, remained constant between 2001 and 2003.

Does Increased Availability of Gambling Opportunities Lead to an Increase in the Prevalence of Problem Gambling?

This is the \$64 000 question to which all politicians want to know the answer. It is also the question which all those with religious or moral or other principled objections to legalised gambling claim should be answered with a large affirmative. Conversely, it is the question which industry professionals do their utmost to persuade us should be answered negatively. This question consequently generates a huge amount of passion and much name-calling on both sides, much of it justified. Regrettably, academics - with only rare, glistening exceptions - seem to be either afraid of displeasing the gambling industry or of being charged with being too keen to please it. This leads to an unfortunately large amount of bias in published research which makes it abnormally difficult to ascertain the answer to what is, after all, a morally neutral, empirical question, viz. how does the availability of gambling opportunities affect the incidence of problem gambling.

On the face of it, it seems obvious that if you make more gambling more easily available you are going to find more people succumbing to the temptation to gamble to excess. To claim, in particular, that you can substantially increase the availability of rapid-action, high-stakes and high-or-frequent prize gambling without having an increase in problem gambling sounds implausible to the point of perversity.

Indeed, the best early research in this area conducted in the 1990s, and in particular the US National Gambling Impact Commission's Study and the Australian Productivity Report, did indeed find a correlation between availability and problem gambling. The Americans found the increased problem gambling correlated with proximity to casinos and the Australians (who, interestingly, largely exonerated their casinos) found the link with electronic gaming devices located outside casinos in bars, hotels and clubs - the so-called "Pokies."

Subsequent research, however, suggests that this picture of a straightforward causal connexion between increases in the availability of gambling opportunities and increases in the number of problem gamblers is an over-simplification.

One puzzle relates to the relative stability of the numbers which different studies in different jurisdictions come up with for people with serious (addiction-like) problems and with less serious problems. The number for the former seems to be around 1% in all jurisdictions and for the latter around 5% in all jurisdictions where prevalence studies have been conducted regardless of variations in the type and amount of available gambling. It may, at this point, be worth noting in this connection that we don't expect the incidence of compulsive shopping to be more than very slightly correlated



with the number of shops in a neighbourhood and since problem gambling is essentially a spending disorder researchers should perhaps explore this analogy further.

Another puzzle relates to the fact that Nevadans, who have access to seven times as much gambling as the average for the rest of America, have only somewhat higher problem gambling rates (just under double) and this may be explained by the fact that people likely to become addicted to gambling are especially disposed to go and live in Nevada.

However, the really startling challenge to the conventional view that increases in the availability of gambling is closely correlated with the legalisation of new forms of gambling comes from research which expected to find this result but in fact found something close to the opposite.

Rachel A Volberg has conducted or co-conducted more prevalence studies of problem gambling in the USA and elsewhere than any other researcher. In 2004 she published an article in the *Electronic Journal of Gambling Studies* entitled: "Fifteen Years of Problem Gambling Prevalence Research: What do we know? Where do we go?" Having reviewed the main evidence which suggests that there is indeed a general correlation between increased availability of gambling opportunities and increased problem gambling, she goes on to discuss the fact that "a number of replication studies...have identified prevalence rates of past-year pathological gambling that were stable or declined over periods ranging from two to eight years" (she then cites eight such studies). She comments on the possible reason for this (surprising) result in studies many of which she conducted herself: "it is worth noting that despite increased legal opportunities to gamble ... comprehensive services for problem gamblers - including public awareness campaigns, helplines and professional counselling programs - were introduced in all of these jurisdictions. The relationship between heightened opportunities to gamble and the prevalence of problem gambling may increasingly be moderated by declines in regular gambling participation and growth in the availability of problem gambling services."

Significantly, in jurisdictions where problem gambling numbers increased after new casinos were introduced, i.e. in Montana and North Dakota, public awareness campaigns and other services to prevent and mitigate the harm caused by excessive gambling were not introduced.

What all this evidence seems to show may be summarised as follows. If a jurisdiction introduces new forms of gambling *and does nothing else* it will most likely experience an increase in the incidence of problem gambling. However, if the jurisdiction combines the introduction of new forms of gambling especially with an effective public awareness campaign about the dangers of gambling and how to avoid them, it is likely to experience a decrease in problem gambling numbers and even in the numbers of people who gamble regularly as well.

In short, the answer to the question: "Does Increased Availability of Gambling Opportunities Lead to an Increase in the Prevalence of Problem Gambling?" is "it depends on how a society regulates the increase and what else it does when it authorises the increase?"

In South Africa the introduction of new forms of legal gambling has been carried out in such a way as to minimise the temptation to gamble on impulse, especially at casinos. More importantly, the South African National Responsible Gambling Programme (NRGP), supervised by national and provincial governments through the South African Responsible Gambling Trust and paid for by the gambling industry, has carried out extensive campaigns to make people aware of the dangers of gambling and how to avoid them. It is, therefore, not in fact as surprising as might initially appear that we have witnessed over the past two years in South Africa a decline in problem gambling numbers despite the authorisation of a considerable increase in legalised gambling.



In this connection it should also be remembered that, prior to the implementation of the 1996 Gambling Act, South Africa had a very large illegal industry which was neither compelled by law nor chose voluntarily to take steps to reduce the risks of excessive and compulsive gambling. Now both government and industry are committed to taking such steps.

Consequences for Policy and Practice

Given the uncertainties about what is to be meant by “problem gambling” and the adequacy of the instruments we have for measuring it, as well as the ambiguities in the available evidence, it is impossible (and irresponsible) to claim that we are yet able to pronounce with anything like scientific authoritativeness on the relationship between the availability of gambling and the incidence of problem gambling.

However, policy-makers and others concerned with minimising the harm caused by excessive gambling, who have to make decisions now, cannot typically wait for scientific conclusions which are uncontroversial within the research community.

It is, therefore, appropriate to spell out again the hypothesis on which the NRGp has operated from its inception and which has always been consistent with, and recently seems to be receiving increasing confirmation from, the best available research evidence, including our own. It is also worth highlighting what our current state of knowledge intimates as sensible policy and as sensible prevention and treatment strategy.

The hypothesis - which is now receiving growing independent confirmation from the research community - on which the policies advocated by, and the practices implemented by the NRGp, has two components.

The first component postulates that some addicted gamblers - who typically number less than 1% of the adult population - are literally so maladaptively programmed psychologically and/or neurologically that their best interests will be served if their desire to gamble can be eliminated or redirected and the temptation to gamble which they confront can be minimised. In practice this means that for fully-fledged addicted gamblers the best therapy is likely to be a programme of abstinence such as that facilitated by Gamblers Anonymous and offered by ourselves, reinforced by effective self-exclusion mechanisms and supplemented by appropriate psychotherapy of various sorts including - probably increasingly - the use of appropriate psycho-pharmaceutical products.

The second component postulates that the majority of those who get into trouble by gambling too much - approximately an additional 4% - do so with varying frequency and often typically as a result of problems which are not the result of a pathology, however caused, but rather of various forms of ignorance. It is plausible to think that such problem gamblers will respond well to education of various sorts: about the way gambling works, the nature of odds, the truth about luck etc.

Our research, as reported on here, though it should certainly not be taken to warrant complacency, nevertheless shows that South African government policy at both national and provincial level is doing at least as well as any other jurisdiction - and certainly better than most others - in ensuring that effective steps are taken to minimise the harm caused by excessive gambling while at the same time not denying to adults the freedom to decide for themselves how to spend their own time and money in pursuit of recreation. The research also suggests that the treatment and, especially, the prevention programme of the NRGp, are achieving some laudable success.



The Sample

The present report differs from its predecessors in that we only surveyed 3003 people – 1 000 each in Gauteng and the Western Cape and 1003 in KwaZulu-Natal. There were four reasons for this. The first is that we have found in the past that when we sampled 5800 in all nine provinces we were compelled to gather data from samples of only 400 people in the smaller provinces and the results were somewhat erratic and, not particularly informative. Secondly, the three provinces surveyed accounted for about 80% of all gambling spend in South Africa. Thirdly, our sample has always excluded not only the large proportion of South Africans who are under eighteen but also the 8 million or so who live in rural areas. Our samples have therefore always been representative only of the 12 million or so adult South Africans who have relatively easy access to the forms of commercial gambling which are legal in South Africa, i.e. the National Lottery, casinos, betting, bingo and – most recently - limited payout machines. Fourthly, in addition to surveying this representative sample we have also sampled a further 1000 adults living in areas of exceptional poverty and have empanelled a further 1000 regular gamblers whose behaviour we are continuing to monitor in detail. We will report separately on these investigations.

What do non-problem gamblers do right?

Another difference between the survey carried out for this report and its predecessors is that in 2005 we included a series of questions designed to shed light on the question of whether there are significant differences in the beliefs and behaviours of problem and non-problem gamblers. For example, are problem gamblers more likely to hold superstitious beliefs? Are they less likely to understand odds? Are they more prone to think of gambling winnings as integral to their household budgets and less likely to plan their expenditure on gambling as part of their budget for entertainment?

The purpose of asking these questions is twofold. First, we have always hypothesised that much excessive gambling which causes harm to gamblers and those close to them is not the product of any kind of mental illness or psychological disorder; rather it results from three main kinds of ignorance. First there is ignorance about how the world in general works in terms of cause and effect. This often leads to excessive betting based on superstitious beliefs. Then there is ignorance about how gambling, in particular, works so as to ensure that the House always has a statistical advantage determined by the way the random number generators are designed (and, of course, dice, cards and roulette wheels are random number generators no less than programmes which drive electronic gambling machines). Put simply they are designed to ensure that there are more combinations of possible outcomes which result in a House win than there are combinations which produce a win by the player. Finally, there is ignorance about the appropriate steps that need to be taken with respect to gambling or any other expenditure in order to maintain spending within the limits of what individuals can afford. This constitutes a lack of money management skills.

Our results as reported here show that there is indeed a clear correlation between these various forms of ignorance and the propensity to gamble to the point where significant problems are caused to the gambler. In particular, problem gamblers are at least twice as likely to misunderstand how gambling works, to have strong superstitious beliefs and to not set realistic limits to their losses which they then stick to.

The second and related reason why we have devised and included these questions is that we are convinced that it is at least as important to find out what the vast majority of gamblers who don't get into trouble do right, as to find out what the minority of problem gamblers do wrong. This will



be vital for improving the effectiveness of treatment for problem gamblers (especially those which have a strong cognitive component) and even more so for our endeavours to prevent people from becoming problem gamblers by educating them about how gambling works, what are its dangers and how to avoid them.

Partly in furtherance of this objective, the NRGP commissioned in 2005 a separate study from Professors Don Ross (Universities of Cape Town and Alabama at Birmingham), David Spurrett (University of Kwa-Zulu-Natal) and Rudy Vuchinich (University of Alabama at Birmingham) on *“The Behavioural Economics and Neuroeconomics of Disordered Gambling: A Policy-Focused Survey of Research.”* We publish their report separately under this title on our website prior to its appearance as a book to be published by MIT Press.

A number of important suggestions arise from this work. One is that what we have usually described as full-blown or fully fledged gambling addicts, who in virtually all jurisdictions where measurements have been taken, seem to constitute slightly under 1% of the adult population, are likely to suffer from a neurophysiological disorder. In principle this may become treatable pharmacologically.

Another important suggestion that emerges from this work relates to the tendency of problem gamblers to think about how much each individual bet will cost them rather than “bundling” their gambling so that they think in terms of what they might lose over a whole evening or day or week or month or year.

Practical Consequences

The practical importance of this is considerable.

First, it suggests that education targeted so as to reduce these various forms of ignorance and to equip people with general money management skills is likely to be effective in reducing the number of people who get into trouble with excessive gambling. This is indeed confirmed by various research findings, including our own over the past five years which show that the introduction of new forms of gambling, into a jurisdiction by itself and unaccompanied by public awareness campaigns, leads to an increase in the prevalence rates of problem gamblers. However, where the introduction of new forms of gambling is accompanied by a substantial public awareness campaign, prevalence rates at least remain constant or as in the case of South Africa and elsewhere (see below), actually decline.

Furthermore given that the introduction of casinos, at least, are typically accompanied by the establishment or improvement as well as by the publicising of services to help problem gamblers recover from their problem, the overall *harm* caused by excessive gambling is very likely to diminish.

Secondly, if various kinds of ignorance or false beliefs are central to the development of gambling problems this confirms the view of many therapists that the majority of problem gambling disorders are most likely to yield to some form of cognitive behavioural therapy which seeks to change maladaptive behaviour by eliminating various sorts of deeply held misperceptions.

Thirdly, this research suggests the importance from a policy perspective not only of ensuring that gamblers are made aware of the potential dangers of gambling and how to avoid them but also that regulators should encourage gambling companies at least to give their customers the option of setting limits to their losses before they start to gamble. This was pioneered at the Crown Casino



in Melbourne, Victoria and is a standard feature of Fixed Odds Betting Terminals (as the British call the electronic roulette machines permitted in betting shops). It is also being explored by the Nova Scotia Gambling Commission through their successful piloting of smart-cards which allow gamblers to set limits to their losses over a period of their own choosing.

Conclusion

It is clear that with the increased opportunities to gamble which advances in technology are making available (PCs, interactive TVs, cell phones) the regulation of gambling everywhere is going to become more difficult. There is also likely to be increased public concern about the risk that easy and ill-informed access to gambling by consumers will lead to serious trouble for a minority in the same way that easy and ill-informed access to credit and credit cards does.

The rational response to this will be, first, to restrict gambling opportunities to those that can be effectively regulated – and then ensure that they are so. Second to ensure that consumer education, targeted at both adults who may currently gamble legally and adolescents who may want to do this in the future, is both extensive and effective as it has been in the past.

It is gratifying to report that the South African authorities are ensuring that both these things are done.



SECTION ONE: EXECUTIVE SUMMARY

A. Summary of Theoretical Discussion

This research follows the study carried out and reported on by the National Responsible Gambling Programme (NRGP) in 2001 and then in 2003.

1. This research was carried out by South Africa's National Responsible Gambling Programme which is funded by the gambling industry and supervised by a Trust in which regulators and industry professionals have equal representation.
2. In the 2005 survey, the research was carried out by a market research company, Roots Research (who also conducted the 2001 and 2003 surveys) amongst 3 003 adults with easy access to the new forms of legal gambling; namely urban casinos and the National Lottery and with some prior knowledge of their household expenditure. (See Section B.1 below for reasons why the sample this year is smaller and geographically more restricted but not less representative).
3. The research sought to establish:
 - 3.1 how familiar South Africans are with different forms of gambling, how much they participate in them and what their attitudes are towards gambling;
 - 3.2 the prevalence of problem and pathological/addictive gambling in South Africa;
 - 3.3 the principal differences in the beliefs and the behaviours of the vast majority of those who gamble safely and the small minority who get into trouble by gambling to excess.
4. Gambling was defined as staking something valuable in the hope of winning a prize where the outcome is unknown to the participants. Investing on the stock market was excluded but playing the lottery, bingo and charity "jackpots" in newspapers were included as well as fafi, scratch-cards, casino games and betting on horses and other sporting events.
5. Whether gambling is accounted a vice or a recreation depends on moral judgements which vary in different cultures, at different points in history and amongst different individuals. It is not a function of the relative dangerousness or safeness of gambling compared with other activities which some people indulge in excessively and thereby harm themselves and others.
6. Recreational gambling, which is benign from the point of view of the gambler, provides at least the following pleasures:
 - 6.1 of playing games;
 - 6.2 of fantasizing about winning large sums of money;
 - 6.3 of feeling the excitement which comes from hoping to win and fearing to lose; and
 - 6.4 of being in a stimulating environment.
7. Gambling behaviour should be accounted "addictive" or "pathological" when gamblers are:
 - 7.1 gambling excessively and thereby causing significant harm to themselves and to others; and



- 7.2 failing to control this excessive behaviour by themselves and without assistance. Problem gambling behaviour may or may not be a symptom of incipient addiction; it may or may not constitute or be part of a personality disorder; in particular, it may result from ignorance, inexperience or lack of financial management skills.
8. "Pathological gambling" should be used as a synonym for "addictive gambling" and should be for gamblers who display, in relation to gambling, the same kinds of behaviour as do other addicts in relation to the activity to which they are addicted, e.g they are:
 - 8.1 obsessed with gambling and think about it for much of the time when they are not gambling;
 - 8.2 use gambling as a means not of enhancing the pleasure in their life but of escaping the pain; and
 - 8.3 experience a unique but delusional sense of well-being when they gamble.
9. There are severe methodological difficulties about attempts to measure the incidence of problem gambling, most of which apply to all studies of this kind but some of which are peculiar to, or apply with especial force in South Africa. Consequently, all figures for prevalence should be treated only as rough estimates.
10. Rough estimates are adequate for the purposes of:
 - 10.1 informing debate about public policy in respect of gambling; and
 - 10.2 assisting in the work of educators, trainers, counsellors and treatment professionals who deal with problem gambling, to give an idea of the scope and character of the problem they are addressing.
11. Dividing respondents into addictive and problem gamblers may be helpful for the purpose of developing:
 - 11.1 coherent strategies for dealing with all sufferers from addiction, including gambling addicts;
 - 11.2 public education programmes, training programmes for industry professionals, and counselling and treatment programmes, all intended to minimise the incidence of, and harm caused by problem gambling.
12. Instruments for measuring problem gambling invite respondents to identify themselves as having or not having particular symptoms of problematic behaviour. These symptoms vary in their severity and in the degree to which they manifest with people not identified as having a problem. All cut-off points are therefore to some extent arbitrary. This report gives the results of using the Gamblers Anonymous 20 Questions, using 7 or more affirmatives to identify problem gamblers, in accordance with the standard uses of these tests. However, it also supplies details of answers to each question as well as the full range of affirmative answers for the GA questions.
13. Using results from self-identified "full-blown" addicts in GA or the NRGPT treatment programme, the report proposes that 14 or more affirmatives on GA is a reasonable point at which to identify addictive or pathological gamblers.
14. The report notes that in addition to the benefit which accrues to consumers and suppliers of gambling services from easier access to commercial gambling, the main test of whether legalisation and liberalisation of gambling laws have been beneficial in South Africa will be whether overall, the flow of benefits have been from richer to poorer rather than vice versa.



B. Summary of Sample Data and Principal Empirical Findings

I. The Sample

The population of South Africa is composed of some 40 million people. Of these, 18 million live in formal housing in urban areas of whom 12 million are aged 18 or over. 4 million live in informal urban dwellings of whom 2.25 million are aged 18 or over. 12m live in rural areas of whom 9.75 million are aged 18 or over.

The research for the 2005 survey was conducted among 3 003 adult people – 1 000 each in Gauteng and the Western Cape as well as 1 003 in KwaZulu-Natal - with access to the new forms of legal gambling, namely urban casinos and the National Lottery. The research thus differs from that conducted in 2001 and 2003, when surveys were administered to 5 800 and 5816 people respectively, drawn from all of South Africa's nine provinces. There were four reasons for changing the sample this way. The first is that when we sampled 5 800 (5816 in 2003) across all nine provinces we were compelled to gather data from samples of only 400 people in the smaller provinces and these results, in particular, were erratic and not particularly informative. In fact, the results from the smaller provinces may have resulted in an underestimate of problem gambling numbers nationally (see paragraph 9.2 below). Secondly, the three provinces surveyed account for about 80% of all gambling spend in South Africa and thus are generally representative of the mainstream of South African gambling activity. Thirdly, previous samples excluded South Africans under the age of eighteen and those who live in rural areas. Our samples have therefore always been representative only of the 12 million or so adult South Africans who have relatively easy access to the forms of commercial gambling which are legal in South Africa. Thus, to specifically address this problem and widen the scope of the survey, we have, in addition to surveying this representative sample we have also sampled a further 1 000 adults living in areas of exceptional poverty and have empanelled a further 1 000 regular gamblers whose behaviour we are continuing to monitor in detail. We will report separately on these investigations.

The number of respondents per province was as follows:

Gauteng	1000
Western Cape	1000
KwaZulu-Natal	1003

The distribution of respondents by race was as follows:

Black	1468
White	884
Coloured	490
Asian	161

The sample, though obviously not representative of the country as a whole, was adjudged sufficiently representative for the purposes of the research project. This was twofold: first, to inform debate about public policy in respect of gambling amongst policy-makers, regulators, industry professionals, the media and the general public; second, to assist the work of educators and treatment professionals concerned with minimising the incidence of, and harm caused by problem gambling in South Africa. For these purposes it is enough to have a rough picture of gambling behaviour in South Africa and a rough estimate of how many South Africans were gambling excessively and of what social and economic factors make for vulnerability to problem gambling. Studies of gambling behaviour worldwide also have a necessarily high degree of approximateness in the numbers they report (though they do not always make this plain).



2. Participation

The participation percentages are given for the three surveys, 2001 (5800 respondents); 2003 (5816 respondents) and 2005 (3003 respondents).

Type of Game	2001 Participated (%)	2003 Participated (%)	2005 Participated (%)
Jackpots	12.4%	10.2%	11.6%
Scratch	20.8%	23.7%	22.7%
Fafi	5.1%	7.5%	5.8%
Lottery	69.5%	76.3%	86.9%
Bingo	2.7%	3.4%	3.0%
Dice	2.7%	3.8%	2.8%
Roulette	2.4%	3.2%	4.2%
Cards	5.4%	5.7%	5.3%
Slots	28.9%	31.1%	27.7%
Horses	10.8%	10.5%	11.5%
Sports	3.9%	4.7%	3.9%

Of significance is the steady rise in Lottery participation, whereas other gambling activities exhibit no similarly clear trend.

3. Regularity of play

Broad categories of Play	2001 %	2003 %	2005 %
Regular on Lottery only	34.6%	41.4%	52.5%
At least one game regularly but not only Lottery	37.5%	34.3%	33.6%
Occasional game player (regular at none)	2.2%	4.3%	5.5%
Never play	25.6%	20.1%	8.3%
Total	100.0%	100.0%	100.0%

The percentage number who play the Lottery only, and probably do not consider themselves gamblers, has risen steadily, whereas the percentage of conventional gamblers has been falling. In addition, it is seen that general exposure to gambling has risen sharply.



4. Regular Gamblers' (Gaming) profiles

Type of Game	2001 Regular%	2003 Regular%	2005 Regular%
Jackpots	9.5%	3.3%	2.6%
Scratch	12.0%	15.0%	14.0%
Fafi	4.5%	5.6%	4.0%
Lottery	67.6%	72.3%	81.5%
Bingo	1.5%	1.0%	1.2%
Dice	1.7%	2.0%	1.6%
Roulette	1.5%	1.4%	2.2%
Cards	3.4%	3.2%	2.7%
Slots	19.2%	14.1%	13.9%
Horses	7.8%	5.7%	5.9%
Sports	2.8%	2.2%	2.3%

5. Other leisure activities

These figures may be compared with the percentage figures for alternative (regular) leisure activities for the 2001, 2003 and 2005 surveys.

Leisure Activity	2001 Regular %	2003 Regular %	2005 Regular %
Movies at cinemas %	26.90%	30.20%	34.90%
Restaurants %	52.40%	51.80%	64.80%
Sports events %	27.70%	23.80%	23.80%

Leisure activity spend has increased across the surveys in the key categories of movies and restaurants.

6. Key Demographics of Gamblers

Note that in this 2005 survey, we have incorporated the demographic profile of problem gamblers (GA greater than 7), as well as the broad categories of gamblers, into the main demographic tables. This then allows us to consider the demographics of the problem gamblers simultaneously with the broad gambling categories.

- The demographic analysis of the 2005 sample indicates that whites and blacks have a similar gaming profile, with significant percentages in the Regular Lottery-only group (58.9% for blacks and 51.5% for whites) and the Regular (other) group (31.4% for blacks and 36.4% for whites). The Indian group exhibits a particular heavy weighting in the Regular (other) group at 49.1% whilst the coloured group are the least inclined to gamble regularly with 23.5% in the Never category. The racial problem gambling proportions were whites (2.8%), coloureds (4.1%), Indians (5.0%) and blacks (6.2%). (See Tables 4.1.R and 4.1.C)



- There appears to be no obvious link between gambling frequency and dwelling type or proportion of problem gamblers. (See Tables 4.2.R and 4.2.C)
- Most in the sample have completed high school, and the Lottery-only group tends to be more educated. However, no definitive link exists between education level and gambling activity. Similarly, preponderance for problem gambling is not linked to the education level. (See Tables 4.3.R and 4.3.C)
- Somewhat remarkable is the level of gambling activity amongst the “unemployed” (57.9% of the unemployed are regular lottery-only players). This implies that the “unemployed” have an alternative source of income. No clear link exists between problem gambling and type of employment. (See Tables 4.4.R and 4.4.C)
- A large number in the unemployed category reveal a high level of gaming activity (particularly in the Regular Lottery-only category). There is no clear pattern regarding problem gambling occurrence vis-à-vis occupation. (See Tables 4.5.R and 4.5.C)
- Regular gambling activity appears largely independent of income (although the rich are more likely to gamble on slots and roulette so the proportions are higher in the Regular (other) group). Problem gambling is more prevalent amongst the poor and middle-income groups in comparison to the wealthier categories. (See Tables 4.6.R and 4.6.C)

7. Income and spending profiles of the 3 main gambling types

- 7.1 The Regular Lottery player:** analysis of lottery players indicates that expenditure does rise with income, but again indicates the very high (compared to income) expenditure by the poorer income groups. Hence, for example, the average expenditure on the lottery is R88.8 per month in the R8 000 - R11 999 income category (1.2% of median income), but the average expenditure in the R800 - R1 399 income category is R68.0 per month (6.2% of median income). (See Table 4.6L)
- 7.2 The Regular Slot player:** the percentage of people playing slots is low, except in the upper-income groups where it rises to around 30%, which is hardly surprising given the cost of playing. The spending (as a proportion of total income) of regular slot players is very high and for the low-income group is excessive at close to 20%. In respect of this latter percentage, however, it should be borne in mind that very few of this group play slot machines. (See Table 4.6S)
- 7.3 The Regular Horse player:** the percentage of people playing the horses is not very income-dependent and the percentage spend is moderate, except for the very poor group (although this is an unreliable estimate because of small numbers).
- 7.4 Comparative Income profile:** the slots-lottery-horses comparison (see Table 4.6SLH) reveals a fairly even income distribution for lottery regulars. For example, 79.5% (175) of the 220 in the sample who are in the R1 400 - R2 499/month income bracket are regular lottery players, whereas 87.9% of the 462 in the R12 000+/month income bracket are regular lottery players. For slots a different picture emerges, as they are played primarily by the wealthier group. For example, the R8 000/month income group and the R12 000/monthly income groups account for 23.1% and 29.2% respectively, compared to the two lowest income groups at 2.3% and 2.7% respectively. Horses have a tendency to be played by the poorer groups. (See Table 4.6H)



7.5 Key facts about spending on gambling

The sample (across those who gamble and those who don't) spends a very high average of R256 per month on gambling. (See Table 5.1a). Although the lottery is played by a large proportion of people, expenditure on slots far outweighs that on the lottery, but is expended by a much smaller proportion of people. Those who play the lottery spend on average R81.3 a month. Lottery spend is 26.4% of total gambling spend. Those who play slots spend on average R541 per month. Slot spending constitutes 43.7% of total gaming spending. Those who spend some money on gambling (including those who play less regularly than monthly), spend an average of R268 a month.

8. False Beliefs about Gambling amongst Gamblers and Problem Gamblers

The issue of false beliefs is analysed, focusing especially on the differences in profile between the false beliefs of problem gamblers and non-problem gamblers as expressed in questions 22 (Lottery only), then questions 14, 17, 21 and 37. The summary tables focusing on these differences are given as T8.S1 through to T8.S5. The detailed tables follow as tables 8.1 to 8.26.

Firstly, we consider false belief questions specifically linked to the Lottery. Questions 22a to 22e consider whether players generally select numbers according to known or lucky numbers rather than randomly. Question 22f probes the false belief that buying 1 000 tickets gives one a "good" chance of winning the main prize. For all questions (Q22a-f) problem gamblers consistently Agree/Strongly Agree more and Disagree/Strongly Disagree less than non-problem gamblers about selecting "lucky numbers" as well as believing that buying 1 000 tickets gives one a "good" chance of winning the main prize. They thus appear more inclined to see "lucky numbers" as an important factor as well as being more inclined to believe that buying a large number of Lottery tickets improves the odds. We then move on to false beliefs attached to casino gambling.

8.1 Gambling limits: Questions 14a-c are summarised in Table 8S.2 (the detailed responses are contained in tables 8.7 – 8.9). While Q14a and Q14b (quit when up, bale out when down) responses are similar; Q14c (win in long run if clever) exposes very significant differences in false beliefs. Hence, both problem gamblers and non-problem gamblers have similar approaches regarding quitting when there are up or baling out when they have lost a pre-determined amount. However, problem gamblers differ significantly from non-problem gamblers in believing they will win in the long run and that, in particular, if they follow a "system" they will win.

8.2 Runs of symbols and luck Questions 17a-g are summarised in table 8S.3 (the detailed responses are contained in tables 8.10 – 8.16). Problem gamblers believe in runs of red much more than non-problem gamblers. There is no real difference in response to the reverse statement (Q17b). Also there is very little difference in responses to the true statement (Q17c). Q17d is a true statement and problem gamblers pick this up significantly more than non-problem gamblers. Q17e reveals that problem gamblers are more inclined than non-problem gamblers towards a belief in luck and runs of luck regarding gambling outcomes (false belief). Q17f shows no difference between problem gamblers and non-problem gamblers. Q17g again reveals the problem gamblers link to luck, "feeling lucky" and lucky associations. There are significant differences between problem gamblers and non problem gamblers (more luck/false belief) on this question.



8.3 What to do with winnings, keeping a tally: Questions 21a-e are summarised in Table 8S.4 (the detailed responses are contained in tables 8.17 – 8.21). Q21a-d reveal significant differences between problem gamblers and non-problem gamblers. Problem gamblers believe they can meaningfully use their winnings. This may reflect an underlying belief that they have a more consistent belief, compared to non-problem gamblers, that they can consistently win and/or that their gambling activity ultimately leads to a positive outcome for themselves and/or their families. Q21e reveals that problem gamblers are somewhat more inclined than non-problem gamblers to keep a tally of wins/losses.

8.4 Hunches and systems: Questions 37a-e are summarised in Table 8S.5 (the detailed responses are contained in tables 8.22 – 8.26). Q37a-e reveal very significant differences in the responses of problem gamblers and non-problem gamblers. Although both groups strongly believe (and fewer disagree) with the propositions, problem gamblers in particular very strongly support the propositions and few disagree with them. Q37a-d infer, as before, that problem gamblers, in particular, work in a paradigm where luck, runs of luck, hunches (and being clever/keeping your head) are very important. Q37e is very significant and supports the position that problem gamblers, in particular, believe gambling to have a major skill component.

9. Problem Gambling

9.1 Some International Statistics

In 2001 we cited the following numbers derived from international studies of problem gambling. These may, when treated with appropriate caution, provide context for understanding the South African numbers. Amongst these are:

- Some US studies conducted when the legalisation of gambling outside the resorts of Nevada and Atlantic City was in its early stages.

Place and Date	% of Gamblers in sample	Problem Gamblers in sample
New York (1988)	92%	4.2%
Maryland (1988)	89%	3.9%
Massachusetts (1989)	90%	4.4%
Iowa (1989)	84%	1.7%
California (1990)	89%	4.1%

- Similar figures for Canada at an early stage of the development of commercial gambling there are:

Place and Date	Gamblers	Problem Gamblers
Quebec (1989)	88%	3.8%
New Brunswick (1992)	87%	4.5%
Nova Scotia (1993)	80%	4.7%
Alberta (1994)	93%	5.4%
Saskatchewan (1993)	87%	4.0%

- A 1991 study in New Zealand three years after the introduction of slot machine gambling reported 95 % of the New Zealand population to be gamblers and 6.9% to be problem gamblers.



- An early (1991) Australian study is exceptionally honest in reporting on methodological difficulties. Its results using SOGS were clearly erratic since there were more respondents who scored 5 or more affirmatives when asked if they had had problems over the last six months than when they were asked if they had ever had these problems. It also excluded lottery-only players who showed up as problem gamblers when it discovered that these were spending very small amounts on gambling. Nevertheless the researchers offered a figure of 1.16% of the total population as being problem gamblers.
- The SOGS figure for South Africa reported in the 2003 report (1.4% of the total population of 40 million suggesting about 5.5 thousand problem gamblers in the country as a whole) compares with the following most recent estimates from the developed world as quoted in the UK Gambling Review Report (Budd et al: 2001):

Country	Population (Approx)	SOGS Prevalence %	No. of Problem Gamblers (estimated)
USA	280 m	1.1%	3 000 000
Canada	31 m	1.6%	500 000
Australia	18 m	2.3%	430 000
New Zealand	2.8m	1.3%	36 000
Sweden	9 m	0.6%	54 000
UK	50 m	0.8%	370 000

- The incidence of Lottery-only players in South Africa who exhibit problems, though only 15.83% of all problem gamblers, is at 1.74% of all Lottery-only players, much higher than the comparable figure for the UK (0.1%).
- More recent international studies continue to show that about 1% of adults are addicted to gambling and about 5% will experience some, less severe problem with gambling in the course of their lives. We discuss these and other aspects of recent research in our introduction.



9.2 South African Figures

	Estimated Percentage of problem gamblers (GA 7 or more) across provinces (each provincial sample close to 1 000)		
Province	2001 survey	2003 survey	2005 survey
Gauteng	5.2%	7.0%	3.4%
Western Cape	1.8%	5.6%	3.9%
KwaZulu-Natal	5.5%	8.0%	7.1%
Average over 3 provinces	4.2%	6.8%	4.8%
Eastern Cape	7.29%	4.14%	
Free State	1.00%	2.00%	
Limpopo	6.75%	0.50%	
Mpumalanga	1.00%	0.00%	
Northern Cape	0.50%	3.25%	
North West	1.75%	2.50%	
All	3.81%	4.64%	

In our analysis, using a cut-off of 7 or more questions answered affirmatively in the GA test, 144 (4.8%) respondents were classified as problem gamblers and hence identified as people who should be getting help. This is 1.4% of the total population but 5.6% of regular gamblers. This suggests that preventative and treatment services should be targeting some 570 000 people in South Africa.

The appropriate comparison regarding the profile of problem gambling over time is for the common provinces sampled, namely Gauteng, Western Cape and KZN. It is seen that for these provinces, problem gambling peaked in 2003 at 6.8% (4.2% in 2001) but has since declined to 4.8%. The table above reveals that KwaZulu-Natal has the highest problem gambling percentage, at 7.1%, although this is still down from the 2003 figure of 8.0%. This reflects the lower income of that province's respondents on average. (See tables 4.10.R and 4.10.C)

9.3 Demographic Profile of South African Problem Gambling Group

- In the case of problem gamblers, the percentage amounts of their total gambling spend on slots, cards, roulette and horses is 54.0%, 8.9%, 12.3%, and 13.3%, respectively, whereas in the case of the overall group the percentage is 43.7%, 6.9%, 5.1%, and 12.2%. For problem gamblers, monthly Lottery spend averages R83.1, which is very similar to the full sample, but this figure constitutes just 6.4% of total gambling spending for problem gamblers (26.4% for the full sample).
- The average monthly spend on gambling by the 144 Problem gamblers is R1 044 (the overall average is R256 per month). The proportion of gambling spend by the problem gambling group constitutes 19.5% of the total spend on gaming. Thus, problem gamblers spend 10.3% more (proportionally) on slots than the overall group, 2% more on cards, 7.2% more on roulette and 1.1% more on horses than the overall group. (See tables 5.2 and 5.2P)
- There is no clear pattern on gambling frequency vis-à-vis asset possession, although those with no key assets do appear to be more inclined to be problem gamblers. This is in line with the findings of international research. (See tables 4.7R, 4.8R, 4.9R and 4.7C, 4.8C, 4.9C)
- The racial PG (problem gambling) proportions were whites (2.8%), coloureds (4.1%), indians (5.0%) and blacks (6.2%).



- No clear pattern regarding PG occurrence vis-à-vis occupation. (See tables 4.5R and 4.5C)
- Problem gambling is more prevalent amongst the poor and middle-income groups in comparison to the wealthier categories. (See tables 4.6R and 4.6C)

9.4 Games Played by Problem Gamblers (2005 and 2003 surveys)

Type of Game	2003 Played regularly by PG(%)	2005 Played regularly by PG(%)
Jackpots	5.9%	2.1%
Scratch	23.7%	19.4%
Fafi	13.3%	6.3%
Lottery	92.6%	81.3%
Bingo	0.7%	2.1%
Dice	9.3%	9.7%
Roulette	5.2%	4.9%
Cards	8.9%	11.1%
Slots	33.7%	35.4%
Horses	15.6%	22.9%
Sports	2.6%	4.2%

- The analysis gives an insight into which games problem gamblers play. The largest proportion of actual spend (see Table 5.2) in the case of problem gamblers was directed towards slots, cards and roulette, and horses. The table above demonstrates that (for 2005) the top four proportional gambling types for problem gamblers were Lottery, slots, horses and scratch cards, with percentages of regular play at 81.3%, 35.4%, 22.9% and 19.4% respectively. As may be seen in Table 2.1, the proportion of regular play for the full sample for these four games was 81.5%, 13.9%, 5.9% and 12.0%. Only the lottery figure is comparable.

Proportion of Problem Gamblers in Broad categories		
Category	2003	2005
Regular Lottery only	32.2%	25.7%
Regular other	67.4%	74.3%
Occasional	0.0%	0.0%
Never	0.4%	0.0%
Total	100.0%	100.0%

- The table above gives proportions for the problem gambling group in 2003 and 2005 contained in the broad gambling categories. It indicates that for 2005 in comparison to 2003, amongst the problem gambling group, there is a slight proportional fall-off in the Lottery-only category and a commensurate increase in the Regular other category. The consistent conclusion of this research is that although expenditure on the Lottery is rising absolutely (and relatively as a proportion of total gambling spend), problem gamblers remain more likely to come from the group that plays other games (perhaps including the lottery but not exclusively the lottery). (See tables 6.3 and 6.4)
- In the Lottery-only group, there is no clear distribution difference (with respect to Lottery tickets bought) between problem gamblers and non-problem gamblers. The former are proportionately less likely to buy 1 or 2 tickets, more likely to buy 3 or 4, less likely to buy 7-10 and more likely to buy more than 10. The average number of tickets bought by problem gamblers is 4.4 and for non-problem gamblers 4.5.



- In the regular (not Lottery-only) group, the average number of tickets bought by problem gamblers 4.3 (note the large percentage who buy none - that is, don't play Lottery) and for non-problem gamblers, 4.9. Most lottery players buy four tickets (25.4%), then two (20.8%) and then the 7-10 category (15.4%). Problem gamblers have a similar pattern.

10. Concluding remarks

- The results are consistent and mutually reinforcing; the profile of the slot player is somewhat wealthier than the lottery player who is somewhat wealthier than the horse player and these results are consistent across the whole sample and for problem gamblers.
- Problem gambling has begun to decrease in South Africa after peaking around 2003. Novelty effects have worn off and the market is maturing to an equilibrium incidence of problem gambling of approximately 4%. Moreover, the South African National Responsible Gambling Programme, supervised by National and Regional Governments and paid for by the Gambling Industry, has carried out extensive campaigns to make people aware of the dangers of gambling and how to avoid them. Their active campaign has been instrumental in leading to a decline in problem gambling numbers despite the authorisation of a considerable increase in legalised gambling in South Africa.



SECTION TWO: THEORETICAL CONSIDERATIONS

1. Background

This report presents the principal findings of research carried out by the National Centre for the Study of Gambling at the University of Cape Town on behalf of the South African National Responsible Gambling Programme between 1 May 2004 and 1 December 2005. It follows the studies carried out and reported on in 2001 and 2003.

The research reported on here, therefore, had the following objectives:

- To estimate changes in public familiarity with, attitudes towards and participation in different forms of gambling in South Africa.
- To estimate changes in the prevalence of problem gambling in South Africa and to identify any groups at special risk.
- To provide further baseline data against which it would be possible to measure the impact of the extensive legalisation of gambling in South Africa on a biannual basis.

2. Objectives of the survey

The survey sought to ascertain information about both moderate recreational gambling which is harmless and about excessive gambling which causes harm to gamblers and those close to them. In relation to gambling behaviour in general we were concerned to answer the following questions:

- How familiar are South Africans with different forms of gambling?
- To what extent do South Africans approve or disapprove of the legalisation of gambling?
- How well do they understand how commercial gambling works?
- How many South Africans currently participate in different forms of gambling, what are their demographic characteristics and how does participation in gambling compare with participation in other recreational activities (both those which have a well-recognised potential to become addictive and those which do not)?
- What proportion of those who gamble are causing significant harm to themselves and others?
- What are their typical characteristics?

We knew in advance that the vast majority of South Africans, like the majority of the rest of the human race, either don't gamble at all or, if they do, treat gambling in the same way that they treat other leisure pursuits such as playing golf, drinking with friends or watching television. A minority who gamble (like a minority of those who play golf, drink alcohol or watch television) spend an excessive amount of money or time on these activities to the point where it impacts negatively on their lives and on the lives of those around them. But how many people are there in each of these categories as a proportion of the population as a whole and what determines who falls into which category?



These were general questions on which we sought information without any preconception as to what we might find. We did, however, also start with some general hypotheses which we hoped this survey and follow-up surveys would confirm or refute. The most important of these were:

- The legalisation of gambling will increase the amount of gambling in South Africa. This hypothesis, to be tested by comparing the before and after situations in South Africa, is less obvious than appears at first sight. This is because in South Africa gambling was mainly legalised in order to eradicate a huge illegal casino industry estimated to have operated over 100 000 slot machines in almost every town in South Africa. This compares with 20 000 machines located at 32 legal casinos at the time of writing. The assumption nevertheless is that when gambling becomes legal many people who would otherwise not gamble begin to do so. It is also true that national lotteries expand the market for gambling generally and not just for their own big prize games.
- The growth of gambling in South Africa will increase the incidence of problem gambling somewhat but not proportionately. Gambling in some form is always available to people and in South Africa it has been easy and legal for a long time to bet on horses. Moreover, problem gambling usually takes a fairly long time to develop to the point where it is recognisable. Consequently we expected that South Africa would already have significant numbers of problem gamblers - as suggested by the Western Cape Study which found 2.6% of the adult population scoring seven or more affirmative answers on the Gamblers Anonymous screen. On the other hand we expected that some new gamblers who may be expected to become problem gamblers are still in the early stages of their gambling careers when problems will not yet have clearly surfaced.
- We expected, on the basis of international experience, that the increase in problem gamblers would be mainly among players of slot machines and that players of the weekly big prize online Lottery game would not exhibit problems. If this were so, it could be explained by the fact that slot machines offer so-called "hard" gambling where the rapidity of the play encourages the wagering of high stakes. By contrast people are expected to spend only a small amount of money buying lottery tickets once or twice a week.
- We expected that South African gamblers would exhibit higher rates of problem gambling than gamblers in wealthier countries. We expected this because in a country where there is a large population of poor people (and no social security or welfare state) it is obviously easier for people to get into trouble through gambling. Also, widespread legal gambling is a novelty in South Africa and prior to the establishment of the NRGP there had been very little public education about gambling. In addition, there is a substantial section of the population who are not only poor but also under-educated. These constitute further reasons for expecting that, at present, more people will get into trouble with gambling through ignorance than in North America, Oceania and Europe.

We are now in a position to report on these hypotheses. Thus:

- Gambling in South Africa has increased but modestly and mainly through the lottery, which is the least harmful form of gambling.
- Problem gambling has increased less than we expected.
- As expected, slot players are more likely to exhibit problems than other types of gamblers, although there remains significant numbers (although falling proportionately) of problem gamblers who only play the lottery.
- The proportion of problem gamblers is not significantly larger than in comparable jurisdictions and poor people are not more irresponsible than rich people.



3. Analysis of key concepts (I)

3.1 Gambling

In our view one of the weaknesses of much writing about gambling is lack of precision in the definition of terms and lack of rigour in the analysis of concepts, particularly in relation to “problem” gambling. We wish, therefore, to set out as clearly as possible how we understand the terms we employ and why we use them as we do.

We have followed the standard definition of gambling as an activity where:

- two or more parties place at risk something of value (the stakes)
- in the hope of winning something of greater value (the prize)
- where the outcome depends on the outcome of events which are unknown to the participants at the time of the bet (the result).

This definition covers all forms of gambling, whether undertaken privately or offered commercially. Our interest is principally in commercial gambling where a company offers to take bets as a for-profit business. It might be argued by some that since commercial gambling operations typically depend on mathematical facts which ensure that the company cannot lose in the long run, these companies are not in fact gambling because they are not in fact taking risks, but this view neglects the commercial realities of the gambling business, not least of which, the investment risk profile of the industry.

Three other questions about what is and what is not “gambling” seems to us more serious.

The first is whether people buying and selling shares are gambling. We argue that normally they are not. Some people do indeed use the securities exchange as a medium for gambling and literally choose their share purchases by using a pin. However, the securities exchange is first and foremost an instrument for investment which enables people to participate in the creation of wealth. Also, investing in the securities exchange is not a zero sum game in which one person's winnings are another's losses. On the whole attempts to assimilate investing on the securities exchange to gambling are intended either to discredit the business of buying and selling shares or to make commercial gambling more respectable.

Another suggestion, less frequently made perhaps because it does not plausibly serve either of these aims, is that buying insurance is a form of gambling. The difference here, however, is that both parties to the transaction desire the same result, e.g. that the client will not die prematurely. The purpose of the transaction is to enable the client to purchase not the hope of winning but a measure of peace of mind in the face of (remotely) possible disaster.

Finally, one should consider whether certain types of professional gamblers are really gambling. The first-rate poker player who plays only with people of far less expertise comes close to being in the position of casino owners who know that in the long run they are bound to win. For most purposes it makes better sense to understand such people as practising a profession or plying a trade rather than as gambling.

The small number of professional gamblers to be found in South Africa are not identified in this survey and we exclude on principle those who treat the buying of shares or insurance as a form



of gambling. We do, however, include some forms of gambling which may not be thought of as gambling by those who participate in them. In particular, we include playing the lottery, scratch cards, fafi and newspaper charity "jackpot" competitions. The full list of the gambling activities we surveyed is:

- newspaper jackpots
- scratch cards
- fafi
- the lottery
- bingo
- dice
- roulette
- card games
- slot machines
- horse racing and other sports betting

3.2 Vice and Recreation

Gambling used to be treated as a vice to be discouraged if it could not be eradicated by legal and religious sanction. Nowadays, given the widespread legalisation of gambling globally, those in the commercial gambling business make the point that gambling has become, in effect, a branch of the entertainment business.

To what extent is gambling similar to, and different from other activities which used to be thought to be vices, which are usually prohibited to the young and which some people in most societies think should be prohibited to adults too? Vices were traditionally understood as forms of wickedness which did damage not to others but to the (immortal) soul of those who engaged in them. As such, the concept of vice is originally dependent on a religious concept of the soul. But in secular culture the idea of vice retains the sense of being something which you should not engage in because of the harm you will do to yourself rather than to others.

When people were more accepting of the idea that government has an obligation to ensure that its citizens live virtuously - and in particular to facilitate the saving of immortal souls - it seemed natural that government should ban vices even though this meant creating a category of victimless crime. More recently people have come to accept either that it is impractical for government to ban vices or that the project of using government for the enforcement of morals is itself morally illegitimate. These activities include smoking tobacco and drinking alcohol. The use and sale of other psychotropic drugs, ranging from cannabis and ecstasy, to cocaine and heroin continue to be proscribed in South Africa as they are elsewhere. Trade in pornographic material has been considerably liberalised since 1994 and is now in line with what is permitted in most developed countries. All these activities used to be collectively designated "vices" and as such disapproved of even when indulged in moderation. Most of them - the partial exception is moderate drinking - continue to be viewed by not only the more puritanical adherents of major religions but also by large numbers of people who on secular grounds think it would be better if people did not participate in these activities. Historically, most vices in contexts where it was widely accepted that a major function of government is "the removal of wickedness and vice." It should be remembered, however, that going to the theatre has also often



been treated as a vice, with actors being regarded as engaged in an essentially immoral profession and the provision of theatrical entertainment being vigorously circumscribed by laws.

This shows that perceptions of what is a vice change substantially as societies change, whether vice is perceived as defiance of the will of God, or simply as a form of self-damaging behaviour which the law should at least discourage if not prohibit. It also shows that societies are typically inconsistent in their attitude to different alleged vices and what government should do about them.

Naturally those who work in the gambling industry do not wish to be thought of as being in a similar line of business to purveyors of drugs or pornography or even of alcohol and tobacco. They wish to be seen as participants in the leisure or entertainment industry and they believe that, just as going to the theatre was once, but is no longer considered to be depraved, so going to a betting shop, visiting a casino or buying a lottery ticket should now be treated as a normal part of the pursuit of fun. Clearly, as our survey shows, in South Africa, as in Europe and Australia, though less so in the USA, the dominant view is that gambling is not immoral but simply a form of entertainment which gives people significant pleasure and, like all other forms of enjoyment, does no harm provided it is not engaged in to excess.

It is worth asking at this point what exactly is the entertainment which purveyors of commercial gambling services are selling. A number of distinct forms of pleasure needs to be distinguished here.

Thus there is:

- The pleasure of playing games. Slot machines and table games primarily offer the enjoyment associated with playing other games which do not offer the chance of winning money: pinball, patience, solitaire, computer games.
- The pleasure of fantasizing about being rich. The lottery offers the clearest example of this form of pleasure. People buy a ticket (or plan to buy a ticket) and spend the rest of the week daydreaming and discussing with friends and family what they will do with the money when they win. Big jackpot machines, premium bonds, accumulator bets and pools also offer fuel for this kind of fantasy, where for a small stake, players have the remote chance of winning a huge prize.
- The pleasure of being intoxicated with fear and hope. This is the aspect of gambling which is analogous to riding roller coasters or the fear is of dying and the hope is to survive. But participants know that the risks are not for real and that they are, therefore, taking part in a simulation. The pleasure to be derived in this way from gambling requires that the stakes be high from the point of view of the gambler and the chances of both winning and losing be real.
- The pleasures of escape. Race-courses, bingo halls, betting shops and casinos all offer places where people can escape from loneliness, boredom, stress and even the strain of having to take life and money seriously the whole time. They offer escape from these things into places which are congenial, convivial, stimulating and even glamorous.

Obviously, the immoderate pursuit of any of these pleasures may be damaging to the well-being of the individual but, in general, the provision of these forms of pleasure may be reasonably accounted a part of the entertainment industry and deserving to be treated as such. Nevertheless, there is no doubt that many aspects of the regulation of gambling hark back to days when it was felt that gambling was a vice and much legislation world-wide continues to reflect the view that gambling is an unsavoury activity which should be discouraged and which needs to be tightly controlled because of its historic association with criminals who make huge profits from the supply of forbidden pleasures. Casinos, in particular, also offer a wide variety of attractive, non-gaming leisure and entertainment options.



This is clearly what explains the exceptionally rigorous probity investigations which governments require for the purveyors of gambling services and the high degree of consumer protection against fraud and exploitation which government insists on supplying to the customers of gambling companies. Governments, including the South African government, do not treat either other financial service industries or other entertainment industries in this way.

Whether there are good reasons for singling out the gambling industry as needing exceptional measures to keep it crime-free is a question beyond the scope of the research reported on here. On the other hand, there is widespread and clearly accurate agreement that gambling has the potential to be very damaging for some of those who engage in it. What is crucial to our purposes is the question of whether there are good reasons for singling out the gambling industry for special government regulation to minimise its dangerousness. Gambling clearly can be a dangerous activity for some people. The question is whether it is no more dangerous than other activities which are not singled out for special regulation or whether it is more like activities which are believed to be so peculiarly dangerous that they are severely circumscribed by law or banned. What you think about how the law should treat the gambling industry will depend to some extent on whether you think gambling is more like going to the theatre or more like ingesting cocaine.

Moreover, apart from its general importance for public policy debates, the issue of whether gambling is a vice or a harmless recreation is of particular importance - notably in the USA - will happen in South Africa. This is that people who want gambling banned because they view it as a vice, will seek to accomplish their end by persuading people that the legalisation of gambling creates another substantial problem of addiction.

More generally, people who disapprove of gambling on moral, religious, political and/or aesthetic grounds will look for inflated measures of the harm which "problem gambling" allegedly does to individual gamblers and to others in order to render more plausible their prior anti-gambling convictions. The converse problem is better-known, namely those that argue that gambling is almost entirely a harmless entertainment with virtually no social costs (and substantial social benefits) especially when compared to other forms of self-indulgence. At all events, people have strong and conflicting views, based on anterior interests, about what the statistics relating to the dangers of gambling ought to show.

In order to expose the fallaciousness of arguments on both sides about the dangers of gambling based on ideological prejudice or self-interest (or both) it is helpful to compare gambling both with other alleged vices and with other recreational activities which people may engage in excessively and, thereby, do damage to themselves and those close to them. In particular we need to be clear about how gambling resembles and differs from:

- other recreational activities which may be colloquially described as an addiction for some people who indulge in them excessively and even obsessively
- normal and typically necessary activities which can become addictive for some people, activities which produce a sense of well-being which for most people is life-enhancing but for some is addictive and destructive addictive activities where the motive for indulgence is to avoid the distress which comes from interrupting the habit of indulgence



4. Analysis of key concepts (2)

4.1 Addiction and Problem Gambling

This brings us to the concepts of gambling addiction and problem gambling. In general, gambling may fall into any of the above categories. Thus:

- All activities that people enjoy have the propensity to lure them into spending so much time and money indulging themselves that they damage their own vital interests and those of the people dependent on them financially or emotionally. An inordinate enthusiasm for any leisure activity - from playing (or more) members of a family doing palpable damage to themselves and to others. Gambling also has this propensity.
- Activities like eating, shopping, working and making love are paradigmatic of normal activities which, however, some people engage in, in a morbid way. It makes sense to talk of foodaholics, shopaholics, workaholics and sexaholics to capture the analogy between the behaviour of people who engage in these activities excessively, obsessively and compulsively and the way in which the behaviour of alcoholics differs from that of normal drinkers. Some gamblers clearly gamble in this excessive, compulsive way although neither drinking alcohol nor gambling, however, are normal - let alone necessary - in the way that these other activities are.
- In fact, for this reason the activity which gambling is most similar to is, indeed, drinking alcohol. Most people drink harmlessly, for the pleasure it affords them and as an enhancement of conviviality. Some drink very self-destructively either occasionally or regularly. Some others, without being classifiable as addicted or dependent, drink more than is prudent.

However, alcohol is a mind-altering drug which, like other drugs, offers easy and reliable access to a more or less intense sense of well-being. All such psychotropic drugs, including alcohol, are likely to be addictive in the sense that some people find it difficult to resist over-indulgence in them even when they know that their indulgence is doing them harm. Most people, at least with alcohol, however, do not become addicted. Alcohol also differs from other stimulating drugs which yield a "high" in that many people drink without wanting to get drunk whereas the principal point of taking most drugs is to get "high". The mixture of hope and danger which gambling offers means that gambling as a form of risk-taking can produce a "high" and become addictive in the (paradigmatic) way that other drugs can.

In extreme cases gambling, like drug-taking, becomes not only the most important activity in people's lives but an all-consuming and very self-destructive obsession. Excessive gambling, however, even if it has a physiological base, does not seem to generate as much or the same kind of physical dependency as taking psychotropic drugs. Moreover, people who gamble excessively do not characteristically start fights or kill people on the roads.

- Activities are addictive in another sense if they are habit-forming and have the consequence that interrupting the habit produces a degree of physical and/or mental distress. Cigarette smoking is highly and almost universally addictive in this sense. Repetitive forms of play on machines - whether for money or points - have something of this character. With smoking, however, the vast majority of consumers experience withdrawal when they cannot smoke regularly and indeed, since most smoking is an unconscious activity, the principal reason why they smoke is to avoid the discomfort of not smoking.



Furthermore, there is no way of smoking safely, whereas repetitive gambling is not physically harmful and, like doing a lot of crosswords or playing a lot of solitaire, patience, computer games or pinball is only harmful to people who cannot afford the time or the money or both. For people with enough money and too much time on their hands repetitive gambling, like watching lots of soap operas, may be a reasonably effective antidote to boredom and loneliness.

In terms of the dangers of physical damage, excessive gambling would seem to score very low in comparison with over-eating, drinking or taking drugs to excess and smoking (too many) cigarettes. However, excessive gambling has one characteristic in terms of which it is far more dangerous than these other activities. This is that the substance which excessive gamblers abuse is money and it is possible to spend unlimited amounts of money on gambling in a very short time.

This means that:

- excessive gambling is uniquely dangerous because it threatens people's financial health;
- excessive gambling is an activity to which poor people are especially vulnerable simply because they are poor.

An important consequence of this for defining problem gambling is that we will not be concerned only with people who have something which can plausibly be accounted a physical and/or mental disease. Problem gamblers, especially if they are poor, may owe their troubles to ignorance or inexperience of how gambling works rather than to some form of incapacity or to mere weakness of will.

Colloquially or by analogy, as the above examples show, almost any activity can be intelligibly described as addictive in at least one sense of the term for at least some of the people who engage in it. When used by psychologists, doctors, philosophers, economists and other social scientists the term "addiction" is highly contested reflecting different views about, for example, whether addiction has a physiological basis or whether addictive behaviour is or is not rational. A further difficulty is whether addiction is a matter of degree. If we think of addicts as people with essentially faulty wiring, we are likely to think of addiction as a condition which you either have or do not have. On the other hand we may think of addictive behaviour as being on a continuum ranging from the somewhat or occasionally excessive to the ruinously and permanently uncontrolled.

We are disposed to follow the view here, elaborated by Max Abbott, that disordered gambling is a continuum of varying degrees of loss of control which reaches a brink after which the gambler falls into a condition of total uncontrollability. However, for our purposes, in categorising our respondents, we distinguish between gamblers towards alcohol and drug addicts towards their drug of choice, and those who have a less severe problem, whether or not they have a condition which resembles a disease and whether or not they are likely to develop into full-blown addicts.

In particular, we define all problem gamblers, whether addicted or not, as people who:

- spend so much money and/or time gambling that they do significant damage to themselves in areas of their lives which are important to them, notably their personal relationships, their work, their sense of security or self-respect find it difficult to control their gambling without assistance.



In addition to meeting these criteria, gambling addicts exhibit other characteristics common to other addicts but not to non-addicts. Most notably:

- they will be obsessed with gambling and think about it for much of the time when they are not gambling, including first thing in the morning
- they will be using gambling not as a means of enhancing the pleasure in their lives but as a means of escaping pain, they will feel an intense but delusional sense of well-being which nothing else, apart from indulging in their addiction affords them, and for which they will sacrifice almost everything else.

It is clearly plausible to describe gamblers who exhibit all these symptoms as having some form of “pathological” condition or some kind of behavioural or psychological disorder characterised by acting in a way which is both obsessive and compulsive. It may be debatable how similar addictive, compulsive, pathological gambling is to other behaviours termed “addictive”, “compulsive” and “pathological”.

But for our purposes it seems useful to separate out gamblers to whom these adjectives clearly and plausibly apply from others who, although getting into trouble because of excessive gambling, cannot clearly or plausibly be described as “pathological,” i.e. as having something like a disease. These latter are usefully called “problem gamblers” which carries no implication that they have a medical or quasi-medical condition, nor that their problems are all of the same kind, severity or causal origin. Instead the term “problem gambler” focuses only on the fact that gambling, for whatever reason, is causing significant difficulties for the problem gambler and/or for others.

Many other characteristics which are very commonly found in addicts are fairly commonly found in problem gamblers and much less commonly found in gamblers who have no problems. Importantly, addicts share the tendency to deny the truth about their behaviour; not only with problem gamblers but also with non-problem gamblers who believe that gambling is not very respectable. Similarly, both addicts and problem gamblers, but also some non-problem gamblers, are prone to the dangerously false belief that they can manipulate or defy the laws of physics and mathematics.

In distinguishing between problem gamblers and “addictive”, “compulsive” or “pathological” gambling (and treating these terms as equivalent) we are broadly following international research trends, pioneered by Howard Shaffer and his colleagues, which speak of different “levels” of gambling behaviour. However, what we mean by “addiction,” is behaviour which is strictly comparable to what is observed in the better-known cases of alcohol and drug addiction, while among problem gamblers we include not only those who are “sub-clinical” or at risk of developing a medical or quasi-medical condition, but also those who may be gambling too much through ignorance or lack of good money management skills.



5. Measuring problem gambling

The business of measuring problem gambling is notoriously fraught with a multiplicity of methodological difficulties, some of which are exceptionally acute in the South African context. Among the general problems are the facts that:

- in surveys, people are often reluctant to tell the truth to strangers about their gambling and drinking habits. (Addictive gamblers in recovery often claim that they would have lied about their gambling had they been surveyed when they were still gambling). People vary greatly in the extent to which their answers are influenced by their attitude to the interviewer. Some answers are distorted by the respondent's desire to please the interviewer; others by resentment of a perceived intrusion into the respondent's privacy
- people with problems of any kind, including addiction problems, are more likely to elude being caught in a sample
- addicts have a strong tendency to deceive themselves about their behaviour and to deny the existence of their problem or its severity
- people often have very inaccurate notions of how much money they spend and on what
- there is no internationally agreed survey instrument for testing for problem gambling
- all the instruments available consist of a battery of questions which assign an arbitrary score above which people are accounted "problem gamblers"
- the items on the individual tests pick out symptoms of very different orders of severity ranging from "have you felt remorse after gambling?" to "have you ever contemplated suicide because of gambling?"
- some of the items may identify behaviour which is abnormal in some cultures but not in others, or much more likely to affect the poor than the rich. Borrowing money to gamble may fall into both these categories
- most items pick out significantly more people who score below the cut-off point and are therefore not accounted problem gamblers, than those who score above the cut-off point
- all surveys depend on the competence and honesty of the people who administer them
- human beings have a substantial capacity for believing logically incompatible things simultaneously.

Given what has been described as the general state of chaos (Shaffer) in respect of research into problem gambling, it is tempting to think that all the numbers are worthless and serve only to keep the research community in research grants, conferences and journal publications. Such scepticism, although not wholly baseless, is misplaced. What is remarkable, given the methodological difficulties and other practical constraints on conducting research into problem gambling, is how consistent and credible most of the results are.

What has been much less satisfactory has been the lack of thoughtfulness concerning what these findings can properly be used for. Too much of the debate has been crudely focused on the question of whether particular societies have too much legal gambling or not, whether the law should be liberalised or made more restrictive, or simply whether gambling is or is not a bad thing. It is assumed that if the number of people who are gambling excessively in a society is relatively high, it follows automatically that government should a) be clamping down on legal gambling opportunities, and b) spending more money on social services (and research) for problem gamblers and (perhaps) c) taxing the industry more highly.



To establish any of these far from self-evident propositions would require us to have good grounds for believing that:

- as a matter of empirical fact clamping down on legal gambling opportunities would, in fact, lead to a reduction in problem gambling
- the provision of publicly funded social services will, in fact, give good value for money, given other claims on the public purse
- the curtailing of the freedom of the many to engage in harmless entertainment, is justified to prevent a hapless or reckless few from doing damage to themselves and
- that quite a strong, paternalist and anti-liberal thesis about the legitimate role of government, is morally defensible.

These issues are of universal relevance, but they are particularly acute in South Africa where:

- there used to be a huge illegal industry, which is probably where many of the problem gamblers we are identifying today, first acquired their addiction
- the claims on the public purse by the homeless, the illiterate, those suffering from TB and AIDS, the victims of violent crime, those addicted to illegal drugs etc, are far more compelling than the claims of problem gamblers
- it would rightly be regarded as morally abhorrent to say in South Africa that poor people, and especially poor black people, can't be trusted to behave by government

In South Africa as elsewhere, we wouldn't necessarily know what to do about problem gambling, if it turned out that 20% or 30% of regular gamblers gamble too much. We don't, after all, know what to do about smoking where almost everyone who smokes, smokes too much. Still less do we know what to do if the number of problem gamblers is under 10%. On the other hand, we would not be justified in ignoring the problem even if it turned out that the right number is only 1% of the gambling population, if there was indeed something effective we could do to reduce the incidence of this kind of human distress.

What everyone concerned with these numbers, therefore, needs to ask themselves is: "What do we want these numbers for?" "What is the purpose of the research?" "How can it be of practical usefulness other than as a morally obnoxious weapon in a propaganda battle?"

Our view has been that these numbers should assist in two areas:

- To give politicians, regulators, the industry, and the general public, an idea of the size and the character of the problem to be addressed, so that sensible decisions can be made about what to do about it. Obviously, it will make a real difference to such decision-making how widespread the problem is, how serious it is in comparison with other social problems, and who is mainly affected by it. But for these purposes only rough numbers are needed.
- To give those involved in counselling and treating problem gamblers, and those involved in educational and training strategies of a preventative nature, an idea of how large their potential clientele is and how it is composed. Again only rough numbers are needed.

In particular, by trying to identify what we call "full-blown" addicts, we are mindful that this might suggest that the problem of gambling addiction be treated within a coherent public policy for dealing with the problem of addiction, generally. In identifying those about whom we know no more than that they seem to be gambling in a way which is significantly damaging to themselves and those close to them - whether through ignorance, fecklessness, incipient mental illness, or mild personality disorder - we have in mind the need of a public education programme, a programme of training for those who work in the industry, strategies for alerting people to the possibility of their



having a problem and of the availability of help, and a programme of counselling and treatment for those who seek it.

Since we sought no more than rough numbers, we were not particularly concerned with which instrument we used. All questionnaires, in fact, offer a scattershot of symptoms which problem gamblers may be expected to exhibit with greater frequency than those who have no problem. Many of the questions are very similar than they capture. In particular, they omit most of what will be readily listed by any group of industry professionals with long experience of observing gambling behaviour in betting shops, casinos and lottery outlets. What they show is, that if you score at or above the designated cut-off point for identifying problem gamblers, your gambling is probably making your home life unhappy and damaging important personal relations, causing you significant financial problems, perhaps undermining your effectiveness at work in various ways, and causing yourself various forms of emotional distress. This seems a reasonable description of someone for whom gambling has become more of a problem than a pleasure.

In fact, in this second survey we administered only the Gamblers Anonymous 20 Questions. For purposes of analysis, we have so far used the GA 20 Questions with a cut-off of seven or more affirmatives (more than one-third). The GA 20 Questions gave us 270 problem gamblers out of a sample of 5 816.

A 1998 Spanish study found that the GA 20 Questions was effective in distinguishing individuals known to be problem gamblers from those known not to be and found it compared well with SOGS. (Ursua and Uribealarea: JGS, Spring 1998.) We have some reasons for preferring the GA 20 Questions, on the grounds that it relies less on borrowing behaviour, which may be culture-specific. More importantly, it makes it easier to compare results with those from the 20 Questions used by Alcoholics Anonymous, which we also administered.

In addition to testing our sample, we had also administered the GA, SOGA and DSMIV instruments to people in either the NRGP treatment programme or in Gamblers Anonymous: They scored, as expected, more than double the number of affirmative answers in comparison with those identified as problem gamblers.

There were some difficulties which were specific to South Africa and which we have attempted to overcome. These include:

- the need to administer the questionnaire in five different languages (out of eleven official ones)
- the fact that, as a developing country, South Africa has an inordinately large number of people who are transitional between urban and rural, as well as an abnormally large population of young people
- the fact that a representative sample across, race, religion, region, language and socio-economic position, would have been impossibly large and complex
- the fact that gambling is administered by nine different provincial authorities, which have different histories in respect of gambling, and whose legal gambling industries are at different stages of development

These considerations should be noted as further reasons for not treating the numbers given here as more than estimates. They remain, however, estimates including responsible industry professionals, who are trying to reduce the incidence of, and damage caused by, problem gambling.



Finally, we have presented some numbers which are intended to put the findings of the present research into gambling in South Africa into some international perspective. However, some cautions need to be noted in respect of this exercise. These include the facts that:

- the South Oaks Gambling Screen which is the principal instrument used for making these comparisons, is not always used in the same way or in the same form
- there are clearly cultural differences in what constitutes “problematic” behaviour: borrowing from family for all purposes is common among poor people, whereas the possession of a credit card is not
- there are clearly differences which make developing countries relevantly dissimilar from developed ones: developing populations tend to have a very large number of minors
- studies for different countries do not always take into account regional variations in the availability of commercial gambling which are crucial in South Africa
- the most important number for problem gambling is probably that which gives the proportion of regular gamblers in the population. Studies do not all use the same definition of regular gambler
- the numbers for populations as a whole may be distorted, by not taking account of regional variations in the availability of gambling
- different studies were conducted at different stages of the development of commercial gambling in the countries concerned
- different studies were also carried out at different stages in the development of problem gambling research, a discipline which is still reasonably described as being at the pioneering stage

In conclusion then, we offer numbers which are no more than estimates, but we believe they are estimates which will serve the purposes for which they were intended. These were to inform debate about public policy concerning gambling in South Africa and to assist the work of those, including counsellors, educators and responsible industry professionals, who are trying to promote healthy, recreational gambling in South Africa and to reduce the incidence of and damage caused by excessive gambling.



6. Costs and benefits of legalising gambling in South Africa

Although the present research does not seek to throw any light on the question of what benefits the legalising of gambling in South Africa may have brought, it is important, in the interest of providing perspective to the problem gambling impact of excessive gambling and alleged benefits of legalising gambling in South Africa.

Among other undesirable consequences, which may be thought to ensue from the liberalisation of gambling law, the most important are:

- moral degeneration
- increase in crime, and
- economic damage to other (allegedly more desirable or deserving) businesses.

It is impossible to comment yet on whether the introduction of extensive new legal gambling opportunities in South Africa has led to South Africans become idler, more irresponsible, greedier or spiritually more coarse, or whether, on the contrary it has led to their becoming braver, more spontaneous, more tolerant and more fun-loving.

It may be possible, at some future date, to form an estimate based on something other than prejudice and self-interest of the effect on people's character of being exposed to extensive gambling opportunities and being encouraged thereby to experiment with gambling. It should be noted, however, that even if we had evidence now that, for example, the existence of lotteries in some way makes people morally worse, this would not tell us by itself that in a free and democratic society lotteries should be outlawed. We would also need to demonstrate that lotteries are a source of substantial harm to people who are entitled to be protected by law from that harm.

In respect of crime, a regulated industry, one which is tightly controlled and administered, is much less vulnerable to criminal activity, to the extent that illegal gambling has been replaced by legal gambling operated by reputable companies who have undergone rigorous probity investigation. There is no evidence yet available of whether people are committing crimes such as fraud, robbery and theft to fund gambling in a way similar to that in which they commit such crimes to buy drugs. If it turns out that this is happening, then this will be, by definition, a function of problem gambling. If there is damage to other industries as a consequence of legal gambling, this is likely to be because people spend less on other leisure pursuits such as going to restaurants; on other luxuries such as buying fashionable clothing; and on acquiring or replacing consumer durables such as cars or kitchen equipment. The money being spent on gambling must, as a matter of logic, be money which is not being either saved or spent on other goods and services. So the legalisation of gambling will have had some adverse effect on what would have been the current situation of some other businesses. But this is, of course, true of any new industry which competes for consumer expenditure and it is not normally thought of as being the businesses which consumers might otherwise prefer to patronise.

Be that as it may, the major economic effect in terms of displacement of extending legal gambling in South Africa has been on other gambling industries and most substantially on the old illegal industry, and while gambling has taken a share of disposable income away from other businesses, the most significant negative impacts on disposable income since 1994 have come from the increased expenditure which middle income earners have had to pay for education, health care, security and transport.



On the other hand, contrary to what was originally expected by some, gambling - outside of certain rural resorts - has not contributed to an increase in foreign earnings through tourism. People do not decide to come to South Africa so that they can enjoy the gambling. (It is, however, true that provinces which did not previously have legal casinos are now seeing their residents gambling within their borders rather than travelling to other provinces to gamble.)

It is, of course, also true as a matter of logical necessity, that consumers of gambling services are spending their money in a way which will, in their estimation, furnish them with greater satisfaction than would spending it in any other way. If more gambling opportunities become available, those who choose to avail themselves of the opportunities may be said to be better off in the sense of being able to consume more of what they want. This does not mean they will live happier or more fulfilling lives in some objective sense; only that to the extent that they turn out to be right about what they will most enjoy, then the more choice they have the greater will be their enjoyment.

More choice and/or cheaper goods and services (more “consumer surplus” and “wealth” in society as the economists jargon has it) may result in greater happiness for a greater number of people to the extent that people succeed in using their money to buy happiness.

It may also be a sound presumption to think that the best way of maximising satisfaction in the sense of contentment, is to maximise their opportunities for satisfying the preferences they currently have, i.e. to let them choose what they get. More profoundly, it may be desirable on moral grounds to treat people as if they are the best judges of their own real interests, even if often they are not. Not to do so is to fail to respect them as autonomous moral agents and to arrogate to a paternalist government the right to treat them as children. In other words, it may be a good thing to maximise the choices people have over how to conduct their own lives, including whether or not to gamble, in the interests of promoting liberty rather than happiness.

Apart from this, aside from cross-subsidising new tourism infrastructure, the real benefit which legalised gambling confers on society, is the possibility of raising relatively unresented taxes, that is funds for causes deemed to be in the general public interest. This is fully perspicuous in the case of lotteries where the avowed purpose is to raise money for good causes. But all taxation is supposed to be justified on the grounds that it is necessary to fund good causes which would not otherwise be funded - such as defence against foreign aggression and the maintenance of law and order. With the additional revenues which accrue to government from gambling, therefore, the crucial question is how well is the additional revenue spent in the public interest. In South Africa it is too early to tell in the case of the lottery which has been, perhaps culpably, late in actually distributing the 28% of the proceeds of lottery sales earmarked for good causes. The casinos have in the main been required to fund non-gambling infrastructure, such as conference centres and “must-see” attractions designed to increase South Africa’s earnings from tourism.

The more general point that needs to be made, very forcibly in South Africa and to a lesser extent in more developed countries with extensive social security, is that whether gambling has been a good thing from a public policy point of view, will depend crucially on whether and how far the flow of funds generated by legalised gambling has been from richer to poorer or from poorer to richer. If any policy in South Africa, including the legalisation of gambling, has made the poor not better off but worse off, it must be accounted a failure in both the government’s own terms and, arguably, in absolute terms as well.



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THE NATIONAL PREVALENCE STUDY 2006

GAMBLING AND PROBLEM GAMBLING IN SOUTH AFRICA



This needs to be carefully researched, but there is some reason to think that, because South Africa set up its gambling industry with these redistributive objectives clearly in view, the result will turn out to be more positive from this point of view than in countries where the liberalisation of gambling law has been primarily driven by a less qualified commitment to market forces.

At all events, the most indisputable benefit of the recent legalisation of gambling in South Africa has been the benefits of exchanging an unregulated and untaxed illegal industry for a thoroughly regulated and substantially taxed legal one.



SECTION THREE: EMPIRICAL DATA

In this summary we present the main tabulated results. The questionnaire is included as an Appendix.

The population of South Africa is composed of some 40 million people. Of these, 18 million live in formal housing in urban areas of whom 12 million are aged 18 or over. 4 million live in informal urban dwellings of whom 2.25 million are aged 18 or over. 12 million live in rural areas of whom 9.75 million are aged 18 or over.

The 2005 sample

The research for the 2005 survey was conducted among 3 003 adult people – 1 000 each in Gauteng and the Western Cape as well as 1003 in KwaZulu-Natal - with access to the new forms of legal gambling, namely urban casinos and the National Lottery. The research thus differs from that conducted in 2001 and 2003, when surveys were administered to 5 800 and 5816 people respectively, drawn from all of South Africa's nine provinces. There were four reasons for changing the sample this way. The first is that when we sampled 5 800 (5816 in 2003) across all nine provinces we were compelled to gather data from samples of only 400 people in the smaller provinces and these results, in particular, were erratic and not particularly informative. In fact, the results from the smaller provinces may have resulted in an underestimate of problem gambling numbers nationally, (see paragraph 9.2 below). Secondly, the three provinces surveyed account for about 80% of all gambling spend in South Africa and thus are generally representative of the mainstream of South African gambling activity. Thirdly, previous samples excluded South Africans under the age of eighteen and those who live in rural areas. Our samples have therefore always been representative only of the 12 million or so adult South Africans who have relatively easy access to the forms of commercial gambling which are legal in South Africa. Thus, to specifically address this problem and widen the scope of the survey, we have, in addition to surveying this representative sample we have also sampled a further 1 000 adults living in areas of exceptional poverty and have empanelled a further 1 000 regular gamblers whose behaviour we are continuing to monitor in detail. We will report separately on these investigations.

The number of respondents per province was as follows:

Gauteng	1000
Western Cape	1000
KwaZulu-Natal	1003

The sample, though obviously not representative of the country as a whole, was adjudged sufficiently representative for the purposes of the research project. This was twofold: first, to inform debate about public policy in respect of gambling amongst policy-makers, regulators, industry professionals, the media and the general public; second, to assist the work of educators and treatment professionals concerned with minimising the incidence of, and harm caused by problem gambling in South Africa. For these purposes it is enough to have a rough picture of gambling behaviour in South Africa and a rough estimate of how many South Africans were gambling excessively and of what social and economic factors make for vulnerability to problem gambling. Studies of gambling behaviour world-wide also have a necessarily high degree of approximateness in the numbers they report (though they do not always make this plain).



STATISTICAL TABLES

Preamble – the identification of problem gamblers for tabular purposes.

In a slight departure from previous survey tabulations, it was thought appropriate that all the main statistical tables should also include the statistics for the identified problem gambling (PG) group. However, to maintain the flow of logical analysis, the actual problem gambling identification is done later on in the document, in section 7. The reader who requires more information on exactly how the problem gamblers are identified is thus referred to section 7.



Table I.1 (2001) - Counts of respondents who partake in competing leisure events (national picture)

	Movies at cinemas	%	Restaurants	%	Sports events	%
More than once a week	61	1.1%	114	2.0%	142	2.4%
Once a week	180	3.1%	409	7.1%	464	8.0%
Once every 2 weeks	326	5.6%	717	12.4%	309	5.3%
Once a month	996	17.2%	1 797	31.0%	694	12.0%
Regular	1 563	26.9%	3 037	52.4%	1 609	27.7%
Twice a year	639	11.0%	569	9.8%	478	8.2%
Once a year	315	5.4%	205	3.5%	365	6.3%
Less often than once a year	424	7.3%	282	4.9%	419	7.2%
Occasional	1 378	23.8%	1 056	18.2%	1 262	21.8%
Never	2 762	47.6%	1 654	28.5%	2 834	48.9%
Don't know	97	1.7%	53	0.9%	95	1.6%
Total	5 800	100.0%	5 800	100.0%	5 800	100.0%

Table I.1 (2003)- Counts of respondents who partake in competing leisure events (national picture)

	Movies at cinemas	%	Restaurants	%	Sports events	%
More than once a week	69	1.2%	141	2.4%	132	2.3%
Once a week	239	4.1%	369	6.3%	365	6.3%
Once every 2 weeks	365	6.3%	744	12.8%	294	5.1%
Once a month	1 084	18.6%	1 761	30.3%	593	10.2%
Regular	1 757	30.2%	3 015	51.8%	1 384	23.8%
Twice a year	677	11.6%	605	10.4%	557	9.6%
Once a year	333	5.7%	226	3.9%	452	7.8%
Less often than once a year	396	6.8%	324	5.6%	516	8.9%
Occasional	1 406	24.2%	1 155	19.9%	1 525	26.2%
Never	2 569	44.2%	1 576	27.1%	2 791	48.0%
Don't know	84	1.4%	70	1.2%	116	2.0%
Total	5 816	100%	5 816	100%	5 816	100%



Table 1.1 (2005)- Counts of respondents who partake in competing leisure events (national picture)

	Movies at cinemas	%	Restaurants	%	Sports events	%
More than once a week	16	0.5%	107	3.6%	61	2.0%
Once a week	125	4.2%	244	8.1%	184	6.1%
Once every 2 weeks	291	9.7%	492	16.4%	175	5.8%
Once a month	616	20.5%	1 102	36.7%	294	9.8%
Regular	1 048	34.9%	1 945	64.8%	714	23.8%
Twice a year	358	11.9%	296	9.9%	349	11.6%
Once a year	193	6.4%	123	4.1%	216	7.2%
Less often than once a year	353	11.8%	191	6.4%	408	13.6%
Occasional	904	30.1%	610	20.3%	973	32.4%
Never	1 020	34.0%	417	13.9%	1 258	41.9%
Don't know	31	1.0%	31	1.0%	58	1.9%
Total	3 003	100.0%	3 003	100.0%	3 003	100.0%

The trend from 2003 to 2005 indicates increasing frequency/participation in leisure activities, reflecting the greater wealth of large sections of the South African community.



Table 2.1 (2001)– National gambling activity 2001

Type of Game	Aware of	Aware of %	Participated	Participated %	>Weekly	Weekly	Monthly	Regulars	Regular %	Non-Regular (less than Monthly)	Never	Never %	Total
Jackpots	3 417	58.9%	720	12.4%	10	140	399	549	9.5%	120	5 131	88.5%	5 800
Scratch	4 865	83.9%	1 207	20.8%	27	267	400	694	12.0%	252	4 854	83.7%	5 800
Fafi	2 653	45.7%	293	5.1%	150	69	42	261	4.5%	35	5 504	94.9%	5 800
Lottery	5 636	97.2%	4 029	69.5%	26	3373	524	3923	67.6%	64	1 813	31.3%	5 800
Bingo	1 961	33.8%	154	2.7%	2	15	70	87	1.5%	56	5 657	97.5%	5 800
Dice	2 837	48.9%	155	2.7%	24	29	48	101	1.7%	41	5 658	97.6%	5 800
Roulette	1 906	32.9%	139	2.4%	1	6	79	86	1.5%	44	5 670	97.8%	5 800
Cards	3 072	53.0%	316	5.4%	16	35	148	199	3.4%	86	5 515	95.1%	5 800
Slots	4 666	80.4%	1 678	28.9%	12	140	964	1116	19.2%	454	4 230	72.9%	5 800
Horses	4 505	77.7%	626	10.8%	67	202	182	451	7.8%	131	5 218	90.0%	5 800
Sports	2 822	48.7%	224	3.9%	7	44	114	165	2.8%	48	5 587	96.3%	5 800

Table 2.1 (2003)– National gambling activity 2003

Type of Game	Aware of	Aware of %	Participated	Participated %	>Weekly	Weekly	Monthly	Regulars	Regular %	Non-Regular (less than Monthly)	Never	Never %	Total
Jackpots	3 231	55.6%	593	10.2%	9	27	158	194	3.3%	332	5 290	91.0%	5 816
Scratch	4 823	82.9%	1 381	23.7%	74	279	518	871	15.0%	398	4 547	78.2%	5 816
Fafi	2 878	49.5%	434	7.5%	174	60	92	326	5.6%	72	5 418	93.2%	5 816
Lottery	5 729	98.5%	4 439	76.3%	1563	1870	774	4 207	72.3%	167	1 442	24.8%	5 816
Bingo	2 175	37.4%	200	3.4%	7	11	40	58	1.0%	109	5 649	97.1%	5 816
Dice	3 186	54.8%	221	3.8%	39	24	55	118	2.0%	80	5 618	96.6%	5 816
Roulette	2 247	38.6%	184	3.2%	4	13	67	84	1.4%	88	5 644	97.0%	5 816
Cards	3 334	57.3%	334	5.7%	42	35	109	186	3.2%	124	5 506	94.7%	5 816
Slots	4 758	81.8%	1 806	31.1%	35	79	706	820	14.1%	909	4 087	70.3%	5 816
Horses	4 633	79.7%	610	10.5%	62	106	162	330	5.7%	256	5 230	89.9%	5 816
Sports	3 140	54.0%	273	4.7%	6	30	91	127	2.2%	124	5 565	95.7%	5 816



Table 2.1 (2005) – National gambling activity 2005

Type of Game	Aware of	Aware of %	Participated	Participated %	>Weekly	Weekly	Monthly	Regulars	Regular %	Non-Regular (less than monthly)	Never	Never %	Total
Jackpots	1 910	63.6%	348	11.6%	3	6	68	77	2.6%	240	2 686	89.4%	3 003
Scratch	2 679	89.2%	682	22.7%	36	100	283	419	14.0%	259	2 325	77.4%	3 003
Fafi	1 574	52.4%	175	5.8%	74	25	20	119	4.0%	69	2 815	93.7%	3 003
Lottery	2 971	98.9%	2 610	86.9%	820	1 099	527	2446	81.5%	145	412	13.7%	3 003
Bingo	1 431	47.7%	89	3.0%	2	11	24	37	1.2%	82	2 884	96.0%	3 003
Dice	1 926	64.1%	84	2.8%	12	8	29	49	1.6%	63	2 891	96.3%	3 003
Roulette	1 488	49.6%	125	4.2%	2	6	59	67	2.2%	86	2 850	94.9%	3 003
Cards	2 082	69.3%	159	5.3%	10	10	62	82	2.7%	92	2 829	94.2%	3 003
Slots	2 638	87.8%	831	27.7%	17	51	350	418	13.9%	421	2 164	72.1%	3 003
Horses	2 605	86.7%	344	11.5%	30	46	100	176	5.9%	189	2 638	87.8%	3 003
Sports	1 801	60.0%	118	3.9%	2	22	46	70	2.3%	84	2 849	94.9%	3 003

The figures reflect fairly stable patterns of regular gambling activity, although lottery activity continues to increase and is now above 80% of sample.

Table 2.2 (2003) - A detailed breakdown of the frequency of gambling activity (2003)

	Frequency of play												
Game	> Weekly	Weekly	Bi-weekly	Monthly	Bi-annual	Annually	< Annually	No response	Don't know				
Jackpots	9	27	26	132	155	84	93	5 223	67	5 816			
Scratch	74	279	177	341	156	78	164	4 435	112	5 816			
Fafi	174	60	44	48	8	9	55	5 382	36	5 816			
Lottery	1 563	1 870	366	408	73	20	74	1 377	65	5 816			
Bingo	7	11	7	33	37	28	44	5 616	33	5 816			
Dice	39	24	16	39	18	15	47	5 595	23	5 816			
Roulette	4	13	14	53	34	22	32	5 632	12	5 816			
Cards	42	35	24	85	52	19	53	5 482	24	5 816			
Slots	35	79	121	585	415	205	289	4 010	77	5 816			
Horses	62	106	49	113	69	93	94	5 206	24	5 816			
Sports	6	30	17	74	49	26	49	5 543	22	5 816			



Table 2.2 (2005) - A detailed breakdown of the frequency of gambling activity (2005)

	Frequency of play											
Game	> Weekly	Weekly	Bi-weekly	Monthly	Regular	%Regular	Bi-annual	Annually	< Annually	No	Don't know	
Jackpots	3	6	11	57	77	2.6%	115	37	88	2 662	24	3 003
Scratch	36	100	93	190	419	14.0%	95	45	119	2 301	24	3 003
Fafi	74	25	6	14	119	4.0%	9	2	58	2 787	28	3 003
Lottery	820	1 099	218	309	2 446	81.5%	81	17	47	397	15	3 003
Bingo	2	11	5	19	37	1.2%	15	16	51	2 870	14	3 003
Dice	12	8	9	20	49	1.6%	8	7	48	2 875	16	3 003
Roulette	2	6	8	51	67	2.2%	29	16	41	2 837	13	3 003
Cards	10	10	15	47	82	2.7%	32	14	46	2 810	19	3 003
Slots	17	51	85	265	418	13.9%	216	96	109	2 151	13	3 003
Horses	30	46	37	63	176	5.9%	55	69	65	2 621	17	3 003
Sports	2	22	14	32	70	2.3%	27	14	43	2 836	13	3 003

A large percentage of people are playing the lottery twice a week.

Table 2.22 – Detailed breakdown of gambling activity for the problem gambling group (2005) – 144 individuals

	> Weekly	Weekly	Bi-weekly	Monthly	Regular	% Regular	Bi-monthly	Annually	< Annually	Negative	Don't know	
Jackpots	0	0	1	2	3	2.1%	6	1	8	124	2	144
Scratch	6	9	5	8	28	19.4%	3	3	5	102	3	144
Fafi	7	2	0	0	9	6.3%	3	0	4	126	2	144
Lottery	57	48	4	8	117	81.3%	1	0	1	25	0	144
Bingo	0	1	1	1	3	2.1%	3	0	7	130	1	144
Dice	8	3	1	2	14	9.7%	3	0	3	123	1	144
Roulette	2	2	0	3	7	4.9%	5	2	4	125	1	144
Cards	5	4	3	4	16	11.1%	2	0	2	123	1	144
Slots	10	10	10	21	51	35.4%	13	2	6	71	1	144
Horses	7	12	4	10	33	22.9%	4	3	5	97	2	144
Sports	0	3	2	1	6	4.2%	4	2	4	127	1	144

There is a higher incidence of gambling activity amongst all games, except notably the lottery.



Table 2.3 (2001) - Summary National (2001)

	Total	%	Problem gambler	%
Regular on lottery only	2 007	34.6%	39	17.6%
At least one game regularly but not only lottery	2 177	37.5%	179	81.0%
Occasional game player (regular at none)	129	2.2%	3	1.4%
Never play	1 487	25.6%		0.0%
Total	5 800	100.0%	221	100.0%

Table 2.3 (2003) - Summary National (2003)

	Total	%	Problem gambler	%
Regular on lottery only	2 408	41.4%	87	32.2%
At least one game regularly but not only lottery	1 993	34.3%	182	67.4%
Occasional game player (regular at none)	248	4.3%		0.0%
Never plays	1 167	20.1%	1	0.4%
Total	5 816	100.0%	270	100.0%

Table 2.3 (2005) – Summary National (2005)

	Total	%	Problem gambler	%
Regular on lottery only	1 578	52.5%	37	25.7%
At least one game regularly but not only lottery	1 009	33.6%	107	74.3%
Occasional game player (regular at none)	166	5.5%	0	0.0%
Never plays	250	8.3%	0	0.0%
Total	3 003	100.0%	144	100.0%

Table 3.1 (2005) – Analysis of games played regularly and when combined with the Lottery

Type of Game	Regular player	% of Sample	Also play the lottery (regularly)	% who also play the lottery
Jackpots	77	2.6%	68	88.3%
Scratch	419	14.0%	382	91.2%
Fafi	119	4.0%	91	76.5%
Lottery	2 446	81.5%	2 446	100.0%
Bingo	37	1.2%	29	78.4%
Dice	49	1.6%	42	85.7%
Roulette	67	2.2%	62	92.5%
Cards	82	2.7%	69	84.1%
Slots	418	13.9%	377	90.2%
Horses	176	5.9%	145	82.4%
Sports	70	2.3%	63	90.0%



6. BASIC DEMOGRAPHICS OF THE 2005 NATIONAL SAMPLE

Explaining the table layout

A large part of the analysis below uses a cross-tabulated format of counts with (either) row and column percentages. Each table is split into four mutually exclusive row categories, namely "Regular (lottery only)", "Regular (not lottery only)", "Occasional" and "Never". "Regular (lottery only)" is the group of people who are regular (at least once per month) lottery players only; they are not regular players of any other game. "Regular (not lottery only)" is the group who are regular players of some game or games but are not in the "Regular (lottery only)" group. "Occasional" players are those who play less than once a month. "Never" are the group who never play. In many examples of the tables below, for each of the four row categories of "Regular (lottery only)", "Regular (not lottery only)", "Occasional" and "Never", a further row sub-division is given - that of the number of problem gamblers in each group. These row categories are then crossed with the different categories of the column variable under consideration to form a cross-tabulation of counts. In addition, the so-called row and column percentages are also given.

In order to explain the row and column percentages we use a hypothetical example below which has both row and column percentages (for almost all the actual tabulations, only row percentages or column percentages are used, not both). For clarity, in the hypothetical example, we will leave out the counts of the problem gamblers. We use the column variable gender with categories, male and female.

Col #		(1)	(2)	(3)
Row #	Levels of Participation	Male	Female	Total
(1)	Regular (lottery only)	600	650	1250
(2)	Row %	48.0%	52.0%	100.0%
(3)	Col %	60.0%	65.0%	62.5%
(4)	Regular (not lottery only)	200	100	300
(5)	Row %	66.7%	33.3%	100.0%
(6)	Col %	20.0%	10.0%	15.0%
(7)	Occasional	100	50	150
(8)	Row %	66.7%	33.3%	100.0%
(9)	Col %	10.0%	5.0%	7.5%
(10)	Never	100	200	300
(11)	Row %	33.3%	66.7%	100.0%
(12)	Col %	10.0%	20.0%	15.0%
(13)	Total	1 000	1 000	2 000
(14)	Row %	50.0%	50.0%	100.0%
(15)	Col %	100.0%	100.0%	100.0%

Row percentages computations condition or fix the row variable category. They answer questions of the type:

What is the gender composition of the Regular (lottery only) group? Here the row category "Regular (lottery only)" group is fixed. Answer is obtained by considering the relevant row percentages: hence, 48% are male and 52% are female (Row (2)).

What is the gender composition of all the gambling categories? Here the row category total is fixed. The answer is obtained by considering the relevant row percentages: hence, 50% are male and 50% are female (Row (14)).



In contrast, column percentages computations condition or fix the column variable category. They answer questions of the type:

What broad types of gambling do women engage in? Here the column category women (Col (2)) is fixed. The answer is obtained by considering the relevant column percentages: hence, 65% are Regular (lottery only) players; 10% are Regular (not lottery only) players; 5% are Occasional gamblers; and 20% Never gamble (Col (2)).

What broad types of gambling do men engage in? The answer is obtained by considering the relevant column percentages: hence, 60% are Regular (lottery only) players; 20% are Regular (not lottery only) players; 10% are Occasional gamblers and 10% Never gamble (Col (1)).

Table 4.1.R - Race D6 (Row %)

Levels of Participation	White	Black	Coloured	Indian	Total
Regular (Lottery only)	455	865	194	64	1 578
Row% (full sample)	28.8%	54.8%	12.3%	4.1%	100.0%
PGs-Regular (Lottery only)	2	31	2	2	37
Regular (not Lottery only)	322	461	147	79	1 009
Row% (full sample)	31.9%	45.7%	14.6%	7.8%	100.0%
PGs-Regular (not Lott. only)	23	61	17	6	107
Occasional	44	70	34	18	166
Row% (full sample)	26.5%	42.2%	20.5%	10.8%	100.0%
PGs - Occasional	0	0	0	0	0
Never	63	72	115	0	250
Row% (full sample)	25.2%	28.8%	46.0%	0.0%	100.0%
PGs - Never	0	0	0	0	0
Total	884	1 468	490	161	3 003
Row% (full sample)	29.4%	48.9%	16.3%	5.4%	100.0%
PGs (Total)	25	92	19	8	144

Table 4.1.C - Race D6 (Column %)

Levels of Participation	White	Black	Coloured	Indian	Total
Regular (Lottery only)	455	865	194	64	1 578
Col% (full sample)	51.5%	58.9%	39.6%	39.8%	52.5%
PGs-Regular (Lottery only)	2	31	2	2	37
Regular (not lottery only)	322	461	147	79	1 009
Col% (full sample)	36.4%	31.4%	30.0%	49.1%	33.6%
PGs-Regular(notLotteryonly)	23	61	17	6	107
Occasional	44	70	34	18	166
Col% (full sample)	5.0%	4.8%	6.9%	11.2%	5.5%
PGs - Occasional	0	0	0	0	0
Never	63	72	115	0	250
Col% (full sample)	7.1%	4.9%	23.5%	0.0%	8.3%
PGs - Never	0	0	0	0	0
Total	884	1 468	490	161	3 003
Col% (full sample)	100.0%	100.0%	100.0%	100.0%	100.0%
PGs (Total)	25	92	19	8	144
Col% (PGs)	2.8%	6.3%	3.9%	5.0%	4.8%

Black respondents exhibit the greatest tendency to be problem gamblers, followed by Indians, then coloureds and then whites. Indians are highest other (not lottery only) in a small sample and then whites. Blacks are the highest lottery (only) gamblers.



Table 4.2.R – D10 – Type of dwelling – (Row %)

Levels of Participation	Brick House	Flat	Hostel	Out- building	Other formal	Shack - backyard	Shack – squatter camp	Other informal	Total
Regular (Lottery only)	1 177	245	12	50	7	25	61	1	1 578
Row% (full sample)	74.6%	15.5%	0.8%	3.2%	0.4%	1.6%	3.9%	0.1%	100.0%
PGs-Regular (Lottery only)	29	4	0	2	0	1	1	0	37
Regular (not Lottery only)	771	155	5	32	5	12	28	1	1 009
Row% (full sample)	76.4%	15.4%	0.5%	3.2%	0.5%	1.2%	2.8%	0.1%	100.0%
PGs-Regular (not Lott. only)	77	16	0	8	0	3	3	0	107
Occasional	126	23	0	6	0	3	8	0	166
Row% (full sample)	75.9%	13.9%	0.0%	3.6%	0.0%	1.8%	4.8%	0.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0	0
Never	186	24	2	7	3	12	15	1	250
Row% (full sample)	74.4%	9.6%	0.8%	2.8%	1.2%	4.8%	6.0%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0	0
Total	2 260	447	19	95	15	52	112	3	3 003
Row% (full sample)	75.3%	14.9%	0.6%	3.2%	0.5%	1.7%	3.7%	0.1%	100.0%
PGs (Total)	106	20	0	10	0	4	4	0	144



Table 4.2.C – D10 – Type of dwelling – (Col %)

Levels of Participation	Brick House	Flat	Hostel	Out- building	Other formal	Shack - backyard	Shack – squatter camp	Other informal	Total
Regular (Lottery only)	1 177	245	12	50	7	25	61	1	1 578
Col% (full sample)	52.1%	54.8%	63.2%	52.6%	46.7%	48.1%	54.5%	33.3%	52.5%
PGs-Regular (Lottery only)	29	4	0	2	0	1	1	0	37
Regular (not lottery only)	771	155	5	32	5	12	28	1	1 009
Col% (full sample)	34.1%	34.7%	26.3%	33.7%	33.3%	23.1%	25.0%	33.3%	33.6%
PGs-Regular (not Lottery only)	77	16	0	8	0	3	3	0	107
Occasional	126	23	0	6	0	3	8	0	166
Col% (full sample)	5.6%	5.1%	0.0%	6.3%	0.0%	5.8%	7.1%	0.0%	5.5%
PGs - Occasional	0	0	0	0	0	0	0	0	0
Never	186	24	2	7	3	12	15	1	250
Col% (full sample)	8.2%	5.4%	10.5%	7.4%	20.0%	23.1%	13.4%	33.3%	8.3%
PGs - Never	0	0	0	0	0	0	0	0	0
Total	2 260	447	19	95	15	52	112	3	3 003
Col% (full sample)	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
PGs (Total)	106	20	0	10	0	4	4	0	144
Col% (PGs)	4.7%	4.5%	0.0%	10.5%	0.0%	7.7%	3.6%	0.0%	4.8%



Table 4.3.R D2 – Education (Row %)

Levels of Participation	No formal	Some primary	Primary completed	Some high	High school completed	Some post matric	Total
Regular (Lottery only)	7	24	55	456	648	388	1 578
Row% (full sample)	0.4%	1.5%	3.5%	28.9%	41.1%	24.6%	100.0%
PGs-Regular (Lottery only)	0	1	1	13	18	4	37
Regular (not Lottery only)	7	16	45	258	442	241	1 009
Row% (full sample)	0.7%	1.6%	4.5%	25.6%	43.8%	23.9%	100.0%
PGs-Regular (not Lott. only)	1	2	12	36	41	15	107
Occasional	2	8	11	38	60	47	166
Row% (full sample)	1.2%	4.8%	6.6%	22.9%	36.1%	28.3%	100.0%
PGs - Occasional	0	0	0	0	0	0	0
Never	4	25	13	94	71	43	250
Row% (full sample)	1.6%	10.0%	5.2%	37.6%	28.4%	17.2%	100.0%
PGs - Never	0	0	0	0	0	0	0
Total	20	73	124	846	1 221	719	3 003
Row% (full sample)	0.7%	2.4%	4.1%	28.2%	40.7%	23.9%	100.0%
PGs (Total)	1	3	13	49	59	19	144



Table 4.3.C D2 – Education (Col %)

Levels of Participation	No formal	Some primary	Primary completed	Some high	High school completed	Some post matric	Total
Regular (Lottery only)	7	24	55	456	648	388	1 578
Col% (full sample)	35.0%	32.9%	44.4%	53.9%	53.1%	54.0%	52.5%
PGs-Regular (Lottery only)	0	1	1	13	18	4	37
Regular (not lottery only)	7	16	45	258	442	241	1 009
Col% (full sample)	35.0%	21.9%	36.3%	30.5%	36.2%	33.5%	33.6%
PGs-Regular (not Lottery only)	1	2	12	36	41	15	107
Occasional	2	8	11	38	60	47	166
Col% (full sample)	10.0%	11.0%	8.9%	4.5%	4.9%	6.5%	5.5%
PGs - Occasional	0	0	0	0	0	0	0
Never	4	25	13	94	71	43	250
Col% (full sample)	20.0%	34.2%	10.5%	11.1%	5.8%	6.0%	8.3%
PGs - Never	0	0	0	0	0	0	0
Total	20	73	124	846	1 221	719	3 003
Col% (full sample)	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
PGs (Total)	1	3	13	49	59	19	144
Col% (PGs)	5.0%	4.1%	10.5%	5.8%	4.8%	2.6%	4.8%

Although most have completed high school and lottery-only tends to be more educated, there is no definitive link between education level and gambling activity.



Table 4.4.R – D3 - Employed-Unemployed (Row %)

Levels of Participation	Full-time	Part-time (away from home)	Part-time (from home)	Retired	Student	Unemployed – looking for work	Unemployed – not looking for work	Housewife	Total
Regular (Lottery only)	771	201	71	71	110	172	34	148	1 578
Row% (full sample)	48.9%	12.7%	4.5%	4.5%	7.0%	10.9%	2.2%	9.4%	100.0%
PGs-Regular (Lottery only)	13	6	2	1	4	7	2	2	37
Regular (not Lottery only)	535	132	47	71	53	80	31	60	1 009
Row% (full sample)	53.0%	13.1%	4.7%	7.0%	5.3%	7.9%	3.1%	5.9%	100.0%
PGs-Regular (not Lottery only)	44	21	4	10	3	10	10	5	107
Occasional	89	22	3	13	13	12	4	10	166
Row% (full sample)	53.6%	13.3%	1.8%	7.8%	7.8%	7.2%	2.4%	6.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0	0
Never	101	29	6	24	24	33	7	26	250
Row% (full sample)	40.4%	11.6%	2.4%	9.6%	9.6%	13.2%	2.8%	10.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0	0
Total	1 496	384	127	179	200	297	76	244	3 003
Row% (full sample)	49.8%	12.8%	4.2%	6.0%	6.7%	9.9%	2.5%	8.1%	100.0%
PGs (Total)	57	27	6	11	7	17	12	7	144



Table 4.4.C – D3 - Employed-Unemployed (Col %)

Levels of Participation	Full-time	Part-time (away from home)	Part-time (from home)	Retired	Student	Unemployed – looking for work	Unemployed – not looking for work	Housewife	Total
Regular (Lottery only)	771	201	71	71	110	172	34	148	1 578
Col% (full sample)	51.5%	52.3%	55.9%	39.7%	55.0%	57.9%	44.7%	60.7%	52.5%
PGs-Regular (Lottery only)	13	6	2	1	4	7	2	2	37
Regular (not Lottery only)	535	132	47	71	53	80	31	60	1 009
Col% (full sample)	35.8%	34.4%	37.0%	39.7%	26.5%	26.9%	40.8%	24.6%	33.6%
PGs-Regular (not lottery only)	44	21	4	10	3	10	10	5	107
Occasional	89	22	3	13	13	12	4	10	166
Col% (full sample)	5.9%	5.7%	2.4%	7.3%	6.5%	4.0%	5.3%	4.1%	5.5%
PGs - Occasional	0	0	0	0	0	0	0	0	0
Never	101	29	6	24	24	33	7	26	250
Col% (full sample)	6.8%	7.6%	4.7%	13.4%	12.0%	11.1%	9.2%	10.7%	8.3%
PGs - Never	0	0	0	0	0	0	0	0	0
Total	1 496	384	127	179	200	297	76	244	3 003
Col% (full sample)	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
PGs (Total)	57	27	6	11	7	17	12	7	144
Col% (PGs)	3.8%	7.0%	4.7%	6.1%	3.5%	5.7%	15.8%	2.9%	4.8%

Surprisingly, there is no clear link between whether someone is employed and whether they gamble. This presumably indicates that, for most, there is an alternative source of income.



Table 4.5.R – D4 – Occupation – (Row %)

Levels of Participation	White collar exec	White collar admin	Sales	Service	Skilled trade	Semi-skilled	Farm worker	Other (incl. unemployed, student, housewife)	Total
Regular (Lottery only)	219	164	159	120	173	174	13	556	1 578
Row% (full sample)	13.9%	10.4%	10.1%	7.6%	11.0%	11.0%	0.8%	35.2%	100.0%
PGs-Regular (Lottery only)	1	1	6	2	2	9	0	16	37
Regular (not Lottery only)	137	138	109	92	113	113	8	299	1 009
Row% (full sample)	13.6%	13.7%	10.8%	9.1%	11.2%	11.2%	0.8%	29.6%	100.0%
PGs-Regular (not Lottery only)	9	11	11	6	14	19	0	37	107
Occasional	13	24	14	13	16	18	2	66	166
Row% (full sample)	7.8%	14.5%	8.4%	7.8%	9.6%	10.8%	1.2%	39.8%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0	0
Never	24	20	11	10	21	33	6	125	250
Row% (full sample)	9.6%	8.0%	4.4%	4.0%	8.4%	13.2%	2.4%	50.0%	100.0%
PGs - Never	0	0	0	0	0	0	0	0	0
Total	393	346	293	235	323	338	29	1 046	3 003
Row% (full sample)	13.1%	11.5%	9.8%	7.8%	10.8%	11.3%	1.0%	34.8%	100.0%
PGs (Total)	10	12	17	8	16	28	0	53	144



Table 4.5.C – D4 – Occupation – (Col %)

Levels of Participation	White collar exec	White collar admin	Sales	Service	Skilled trade	Semi-skilled	Farm worker	Other (incl. unemployed, student, housewife)	Total
Regular (Lottery only)	219	164	159	120	173	174	13	556	1 578
Col% (full sample)	55.7%	47.4%	54.3%	51.1%	53.6%	51.5%	44.8%	53.2%	52.5%
PGs-Regular (Lottery only)	1	1	6	2	2	9	0	16	37
Regular (not Lottery only)	137	138	109	92	113	113	8	299	1 009
Col% (full sample)	34.9%	39.9%	37.2%	39.1%	35.0%	33.4%	27.6%	28.6%	33.6%
PGs-Regular (not Lottery only)	9	11	11	6	14	19	0	37	107
Occasional	13	24	14	13	16	18	2	66	166
Col% (full sample)	3.3%	6.9%	4.8%	5.5%	5.0%	5.3%	6.9%	6.3%	5.5%
PGs - Occasional	0	0	0	0	0	0	0	0	0
Never	24	20	11	10	21	33	6	125	250
Col% (full sample)	6.1%	5.8%	3.8%	4.3%	6.5%	9.8%	20.7%	12.0%	8.3%
PGs - Never	0	0	0	0	0	0	0	0	0
Total	393	346	293	235	323	338	29	1046	3 003
Col% (full sample)	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%
PGs (Total)	10	12	17	8	16	28	0	53	144
Col% (PGs)	2.5%	3.5%	5.8%	3.4%	5.0%	8.3%	0.0%	5.1%	4.8%

There is a very large portion of the sample in the "other" category – primarily informally employed. Fairly consistent across categories; as before, very high (considering the circumstances) in the other/unemployed group.



Table 4.6R Q23 Monthly Disposable Income (Row %)

Counts		Monthly Disposable Income Levels										
Type	up to R799	R800- R1 399	R1 400- R2 499	R2 500- R3 999	R4 000- R5 999	R6 000- R7 999	R8 000- R1 199	R12 000+	Don't know	Refuse	Total	
Regular (Lottery only)	35	127	182	207	207	148	187	230	127	128	1 578	
Row% (full sample)	2.2%	8.0%	11.5%	13.1%	13.1%	9.4%	11.9%	14.6%	8.0%	8.1%	100.0%	
PGs-Regular (Lottery only)	1	5	4	8	4	8	4	1	2	0	37	
Regular (not Lottery only)	30	60	104	105	141	86	130	193	71	89	1 009	
Row% (full sample)	3.0%	5.9%	10.3%	10.4%	14.0%	8.5%	12.9%	19.1%	7.0%	8.8%	100.0%	
PGs-Regular (not Lottery only)	4	8	15	16	16	12	10	10	8	8	107	
Occasional	10	15	17	14	20	17	26	16	16	15	166	
Row% (full sample)	6.0%	9.0%	10.2%	8.4%	12.0%	10.2%	15.7%	9.6%	9.6%	9.0%	100.0%	
PGs - Occasional	0	0	0	0	0	0	0	0	0	0	0	
Never	12	18	36	37	22	15	20	23	31	36	250	
Row% (full sample)	4.8%	7.2%	14.4%	14.8%	8.8%	6.0%	8.0%	9.2%	12.4%	14.4%	100.0%	
PGs - Never	0	0	0	0	0	0	0	0	0	0	0	
Total	87	220	339	363	390	266	363	462	245	268	3 003	
Row%(full sample)	2.9%	7.3%	11.3%	12.1%	13.0%	8.9%	12.1%	15.4%	8.2%	8.9%	100.0%	
PGs (Total)	5	13	19	24	20	20	14	11	10	8	144	



Table 4.6C Q23 Monthly Disposable Income (Col %)

Counts		Monthly Disposable Income Levels										
Type	up to R799	R800- R1 399	R1 400- R2 499	R2 500- R3 999	R4 000- R5 999	R6 000- R7 999	R8 000- R11 999	R12 000+	Don't know	Refuse	Total	
Regular (Lottery only)	35	127	182	207	207	148	187	230	127	128	1 578	
Col% (full sample)	40.2%	57.7%	53.7%	57.0%	53.1%	55.6%	51.5%	49.8%	51.8%	47.8%	52.5%	
PGs-Regular (Lottery only)	1	5	4	8	4	8	4	1	2	0	37	
Regular (not Lottery only)	30	60	104	105	141	86	130	193	71	89	1 009	
Col% (full sample)	34.5%	27.3%	30.7%	28.9%	36.2%	32.3%	35.8%	41.8%	29.0%	33.2%	33.6%	
PGs-Regular (not Lottery only)	4	8	15	16	16	12	10	10	8	8	107	
Occasional	10	15	17	14	20	17	26	16	16	15	166	
Col% (full sample)	11.5%	6.8%	5.0%	3.9%	5.1%	6.4%	7.2%	3.5%	6.5%	5.6%	5.5%	
PGs - Occasional	0	0	0	0	0	0	0	0	0	0	0	
Never	12	18	36	37	22	15	20	23	31	36	250	
Col% (full sample)	13.8%	8.2%	10.6%	10.2%	5.6%	5.6%	5.5%	5.0%	12.7%	13.4%	8.3%	
PGs - Never	0	0	0	0	0	0	0	0	0	0	0	
Total	87	220	339	363	390	266	363	462	245	268	3 003	
Col% (full sample)	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	
PGs (Total)	5	13	19	24	20	20	14	11	10	8	144	
Col% (PGs)	5.7%	5.9%	5.6%	6.6%	5.1%	7.5%	3.9%	2.4%	4.1%	3.0%	4.8%	

Regular Gambling activity appears fairly independent of income, although the rich are more likely to gamble on slots and roulette. Problem gambling is more prevalent amongst the poor and middle-income groups.



4.6SLH – Monthly Disposable Income Levels for regular players of Lottery, Slots and Horses respectively

Counts	Disposable Income Levels											Total
	up to R799	R800- R1 399	R1 400- R2 499	R2 500- R3 999	R4 000- R5 999	R6 000- R7 999	R8 000- R11 999	R12 000+	Don't know	Refuse		
Lottery Regular	53	175	270	294	325	227	303	406	186	207		2446
Col%	60.9%	79.5%	79.6%	81.0%	83.3%	85.3%	83.5%	87.9%	75.9%	77.2%		81.5%
Total	87	220	339	363	390	266	363	462	245	268		3003
%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%		100.0%
Slots Regular	2	6	19	30	53	25	84	135	26	38		418
Col%	2.3%	2.7%	5.6%	8.3%	13.6%	9.4%	23.1%	29.2%	10.6%	14.2%		13.9%
Total	87	220	339	363	390	266	363	462	245	268		3003
%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%		100.0%
Horses Regular	8	10	22	21	27	19	15	31	11	12		176
Col%	9.2%	4.5%	6.5%	5.8%	6.9%	7.1%	4.1%	6.7%	4.5%	4.5%		5.9%
Total	87	220	339	363	390	266	363	462	245	268		3003
%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%		100.0%

Conclusions: There is a fairly even income distribution for lottery regulars – for example, 79.5% (175) of the 220 in the sample who are in the R1 400-R2 499/month category are regular lottery players, whereas 87.9% of the 462 in the R12 000+/month bracket are regular lottery players. For slots, a different picture emerges, as they are played by primarily the wealthier category (for example, the R8 000/month and R12 000+/month groups, with 23.1% and 29.2% respectively, whereas the two lowest income groups stand at 2.3% and 2.7% respectively). Horses tend to be played by the poorer groups.



Table 4.6L - Income Distribution of regular Lottery players with average amounts spent

Counts	Disposable Income Levels											
	Type	up to R799	R800- R1 399	R1 400- R2 499	R2 500- R3 999	R4 000- R5 999	R6 000- R7 999	R8 000- R11 999	R12 000+	Don't know	Refuse	Total
Lottery regular		53	175	270	294	325	227	303	406	186	207	2 446
Col%		60.9%	79.5%	79.6%	81.0%	83.3%	85.3%	83.5%	87.9%	75.9%	77.2%	81.5%
Average monthly spend		29.8	68.0	39.1	66.9	61.3	71.1	88.8	174.0	62.8	68.2	83.0
Spend as % of income (mid-point)		7.4%	6.2%	2.0%	2.1%	1.2%	1.0%	0.9%	1.2%	0.0%	0.0%	0.0%
Total		87	220	339	363	390	266	363	462	245	268	3 003
Col%		100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

A very large proportion of people in each income group play the lottery regularly, averaging about 80%. The average monthly spend is quite high at R83, but for the lower-income group this is a significant amount of money. In the top income groups, the average monthly spend is in the range R88-R174, which is not proportionately high for that group.



Table 4.6S - Income Distribution of Regular Slot players with average amounts spent

Counts	Disposable Income Levels										
	up to R799	R800- R1 399	R1 400- R2 499	R2 500- R3 999	R4 000- R5 999	R6 000- R7 999	R8 000- R11 999	R12 000+	Don't know	Refuse	Total
Slots Regular	2	6	19	30	53	25	84	135	26	38	418
Col%	2.3%	2.7%	5.6%	8.3%	13.6%	9.4%	23.1%	29.2%	10.6%	14.2%	13.9%
Average monthly spend	90.0	183.3	284.2	370.8	334.3	712.0	818.1	1164.4	1016.5	663.2	791.6
Spend as % of income (mid-point)	22.5%	16.7%	14.6%	11.4%	6.7%	10.2%	8.2%	7.8%	0.0%	0.0%	0.0%
Total	87	220	339	363	390	266	363	462	245	268	3 003
Col%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

The percentage of people playing slots is low, except in the upper-income groups where it rises to above 20%. The spending (as a proportion of total income) of regular slot players on slots is very high and for the low-income group around 20%.



Table 4.6H - Income Distribution of Regular Horse betters with average amounts spent

Counts	Disposable Income Levels										
	up to R799	R800- R1 399	R1 400- R2 499	R2 500- R3 999	R4 000- R5 999	R6 000- R7 999	R8 000- R11 999	R12 000+	Don't know	Refuse	Total
Horse Regular	8	10	22	21	27	19	15	31	11	12	176
Col%	9.2%	4.5%	6.5%	5.8%	6.9%	7.1%	4.1%	6.7%	4.5%	4.5%	5.9%
Average monthly spend	133.0	127.8	146.1	250.6	157.5	588.9	1719.3	1122.9	144.4	395.8	529.5
Spend as % of income (mid-point)	33.3%	11.6%	7.5%	7.7%	3.1%	8.4%	17.2%	7.5%	0.0%	0.0%	0.0%
Total	87	220	339	363	390	266	363	462	245	268	3 003
Col%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%	100.0%

The percentage of people playing the horses is not very income-dependent and the percentage spend is moderate, except for the very poor group. However this is an unreliable estimate.



Table 4.7.R – Q10 - Fridge – (Row %)

Counts			
Levels of Participation	Has Fridge	No Fridge	Total
Regular (Lottery only)	1 510	68	1 578
Row% (full sample)	95.7%	4.3%	100.0%
PGs-Regular (Lottery only)	36	1	37
Regular (not Lottery only)	982	27	1 009
Row% (full sample)	97.3%	2.7%	100.0%
PGs-Regular (not Lott. only)	101	6	107
Occasional	161	5	166
Row% (full sample)	97.0%	3.0%	100.0%
PGs - Occasional	0	0	0
Never	226	24	250
Row% (full sample)	90.4%	9.6%	100.0%
PGs - Never	0	0	0
Total	2 879	124	3 003
Row% (full sample)	95.9%	4.1%	100.0%
PGs (Total)	137	7	144

Table 4.7.C – Q10 - Fridge – (Col %)

Counts			
Levels of Participation	Has Fridge	No Fridge	Total
Regular (Lottery only)	1 510	68	1 578
Col% (full sample)	52.4%	54.8%	52.5%
PGs-Regular (Lottery only)	36	1	37
Regular (not lottery only)	982	27	1 009
Col% (full sample)	34.1%	21.8%	33.6%
PGs-Regular (not Lottery only)	101	6	107
Occasional	161	5	166
Col% (full sample)	5.6%	4.0%	5.5%
PGs - Occasional	0	0	0
Never	226	24	250
Col% (full sample)	7.8%	19.4%	8.3%
PGs - Never	0	0	0
Total	2 879	124	3 003
Col% (full sample)	100.0%	100.0%	100.0%
PGs (Total)	137	7	144
Col% (PGs)	4.8%	5.6%	4.8%

Gambling activity and asset possession appear unrelated



Table 4.8.R – Q10 - TV – (Row %)

Counts			
Levels of Participation	Has TV	No TV	Total
Regular (Lottery only)	1 548	30	1 578
Row% (full sample)	98.1%	1.9%	100.0%
PGs-Regular (Lottery only)	37	0	37
Regular (not Lottery only)	988	21	1 009
Row% (full sample)	97.9%	2.1%	100.0%
PGs-Regular (not Lott. only)	100	7	107
Occasional	159	7	166
Row% (full sample)	95.8%	4.2%	100.0%
PGs - Occasional	0	0	0
Never	237	13	250
Row% (full sample)	94.8%	5.2%	100.0%
PGs - Never	0	0	0
Total	2 932	71	3 003
Row% (full sample)	97.6%	2.4%	100.0%
PGs (Total)	137	7	144

Table 4.8.C – Q10 - TV – (Col %)

Counts			
Levels of Participation	Has TV	No TV	Total
Regular (Lottery only)	1 548	30	1 578
Col% (full sample)	52.8%	42.3%	52.5%
PGs-Regular (Lottery only)	37	0	37
Regular (not lottery only)	988	21	1 009
Col% (full sample)	33.7%	29.6%	33.6%
PGs-Regular (not Lottery only)	100	7	107
Occasional	159	7	166
Col% (full sample)	5.4%	9.9%	5.5%
PGs - Occasional	0	0	0
Never	237	13	250
Col% (full sample)	8.1%	18.3%	8.3%
PGs - Never	0	0	0
Total	2 932	71	3 003
Col% (full sample)	100.0%	100.0%	100.0%
PGs (Total)	137	7	144
Col% (PGs)	4.7%	9.9%	4.8%



Table 4.9.R – Q10 - Telephone – (Row %)

Counts Levels of Participation	Has Telephone	No Telephone	Total
Regular (Lottery only)	915	663	1 578
Row% (full sample)	58.0%	42.0%	100.0%
PGs-Regular (Lottery only)	20	17	37
Regular (not Lottery only)	644	365	1 009
Row% (full sample)	63.8%	36.2%	100.0%
PGs-Regular (not Lott. only)	55	52	107
Occasional	104	62	166
Row% (full sample)	62.7%	37.3%	100.0%
PGs - Occasional	0	0	0
Never	143	107	250
Row% (full sample)	57.2%	42.8%	100.0%
PGs - Never	0	0	0
Total	1 806	1 197	3 003
Row% (full sample)	60.1%	39.9%	100.0%
PGs (Total)	75	69	144

Table 4.9.C – Q10 - Telephone – (Col %)

Counts Levels of Participation	Has Telephone	No Telephone	Total
Regular (Lottery only)	915	663	1 578
Col% (full sample)	50.7%	55.4%	52.5%
PGs-Regular (Lottery only)	20	17	37
Regular (not lottery only)	644	365	1 009
Col% (full sample)	35.7%	30.5%	33.6%
PGs-Regular (not Lottery only)	55	52	107
Occasional	104	62	166
Col% (full sample)	5.8%	5.2%	5.5%
PGs - Occasional	0	0	0
Never	143	107	250
Col% (full sample)	7.9%	8.9%	8.3%
PGs - Never	0	0	0
Total	1 806	1 197	3 003
Col% (full sample)	100.0%	100.0%	100.0%
PGs (Total)	75	69	144
Col% (PGs)	4.2%	5.8%	4.8%

Gambling activity and asset possession appear unrelated



Table 4.10.R – DII – Provinces (Row %)

Levels of Participation	Gauteng	KwaZulu-Natal	Western Cape	Total
Regular (Lottery only)	525	515	538	1 578
Row% (full sample)	33.3%	32.6%	34.1%	100.0%
PGs-Regular (Lottery only)	7	21	9	37
Regular (not Lottery only)	335	405	269	1 009
Row% (full sample)	33.2%	40.1%	26.7%	100.0%
PGs-Regular (not Lott. only)	27	50	30	107
Occasional	41	75	50	166
Row% (full sample)	24.7%	45.2%	30.1%	100.0%
PGs - Occasional	0	0	0	0
Never	99	8	143	250
Row% (full sample)	39.6%	3.2%	57.2%	100.0%
PGs - Never	0	0	0	0
Total	1 000	1 003	1 000	3 003
Row% (full sample)	33.3%	33.4%	33.3%	100.0%
PGs (Total)	34	71	39	144

Table 4.10.R – DII – Provinces (Col %)

Levels of Participation	Gauteng	KwaZulu-Natal	Western Cape	Total
Regular (Lottery only)	525	515	538	1 578
Col% (full sample)	52.5%	51.3%	53.8%	52.5%
PGs-Regular (Lottery only)	7	21	9	37
Regular (not lottery only)	335	405	269	1 009
Col% (full sample)	33.5%	40.4%	26.9%	33.6%
PGs-Regular (not Lottery only)	27	50	30	107
Occasional	41	75	50	166
Col% (full sample)	4.1%	7.5%	5.0%	5.5%
PGs - Occasional	0	0	0	0
Never	99	8	143	250
Col% (full sample)	9.9%	0.8%	14.3%	8.3%
PGs - Never	0	0	0	0
Total	1 000	1 003	1 000	3 003
Col% (full sample)	100.0%	100.0%	100.0%	100.0%
PGs (Total)	34	71	39	144
Col% (PGs)	3.4%	7.1%	3.9%	4.8%

A high proportion of on average low-income problem gamblers are identified in KwaZulu-Natal



Gambling Spend

Table 5.1 - Average monthly gambling spend per month according to (mutually exclusive) gambling category

Category	Rand per month
2005 National	
Regular lottery only	61.8
Regular other	664.9
Occasional	6.4
Never	0.0
Overall Average	256.2
2005 Poverty (for comparison)	
Regular lottery only	45.4
Regular other	115.3
Occasional	3.9
Never	0.0
Overall Average	66.7

The average across the entire sample, whether respondents play or not, is a high R256 per month.

Table 5.2 (2005) - Analysis of monthly Gambling Expenditure - National

Game	Total Rand spend in sample	Number spending any money on game	Average spend R/month	% of total gaming spend
Jackpots	3 370	180	18.7	0.4%
Scratch	15 181	505	30.1	2.0%
Fafi	4 327	117	37.0	0.6%
Lottery	203 253	2 499	81.3	26.4%
Bingo	3 192	40	79.8	0.4%
Dice	8 589	53	162.1	1.1%
Roulette	39 098	94	415.9	5.1%
Card	53 318	108	493.7	6.9%
Slots	336 474	622	541.0	43.7%
Horse	94 048	222	423.6	12.2%
Sport	8 595	92	93.4	1.1%
Total	769 446	2 875*	267.6	100.0%

* That is, the total spending on at least one game.

Although Lottery is played by a large proportion of people, expenditure on slots far outweighs that on the lottery, but is expended by a much smaller proportion of people. Hence the average monthly spend on the lottery is R81.3 and on slots R541.0



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Table 5.2P (2005) - Analysis of monthly Gambling Expenditure – the 2005 PG group

Game	Total spend in sample	Number spending any money on game	Average spend R/month	% of total gaming spend
Jackpots	156	8	19.5	0.1%
Scratch	1 504	28	53.7	1.0%
Fafi	556	11	50.5	0.4%
Lottery	9 552	115	83.1	6.4%
Bingo	530	5	106.0	0.4%
Dice	3 788	16	236.7	2.5%
Roulette	18 553	12	1 546.1	12.3%
Card	13 348	17	785.2	8.9%
Slots	81 198	62	1 309.7	54.0%
Horse	20 023	37	541.2	13.3%
Sport	1 115	10	111.5	0.7%
Total	150 322	142*	1 058.6	100.0%

* Two individuals in the sample who were characterised as problem gamblers revealed no expenditure.



7. IDENTIFICATION AND ANALYSIS OF THE PROBLEM GAMBLER

Problem gamblers were identified on the basis of the number of positive responses on the Gamblers Anonymous (GA) test. The results for the two comprehensive National Surveys are given in Tables 6.1a and 6.1b below. The results for 2005 are given in Table 6.1c.

It should be noted that the GA test is not definitive, but rather a rough attempt to assess whether somebody is a problem gambler. As such, it is more useful comparatively to tell, for example, whether a fixed group of people are exhibiting increasing problem gambling behaviour over time than as a tool to determine absolutely whether someone is a problem gambler or not.

Table 6.1a – National 2001

Total "Yes" responses	Count of "Yes" responses		Cumulative number of "Yes" responses				
	Alcohol	Gambling		Alcohol	Alcohol (%)	Gambling	Gambling (%)
0	1 417	2269	0 or more Y	2 226	38.4%	3 720	64.1%
1	203	355	1 or more Y	809	13.9%	1 451	25.0%
2	160	292	2 or more Y	606	10.4%	1 096	18.9%
3	98	237	3 or more Y	446	7.7%	804	13.9%
4	79	155	4 or more Y	348	6.0%	567	9.8%
5	74	117	5 or more Y	269	4.6%	412	7.1%
6	34	74	6 or more Y	195	3.4%	295	5.1%
7	34	63	7 or more Y	161	2.8%	221	3.8%
8	28	35	8 or more Y	127	2.2%	158	2.7%
9	19	32	9 or more Y	99	1.7%	123	2.1%
10	24	32	10 or more Y	80	1.4%	91	1.6%
11	14	14	11 or more Y	56	1.0%	59	1.0%
12	14	13	12 or more Y	42	0.7%	45	0.8%
13	9	10	13 or more Y	28	0.5%	32	0.6%
14	8	4	14 or more Y	19	0.3%	22	0.4%
15	4	6	15 or more Y	11	0.2%	18	0.3%
16	4	7	16 or more Y	7	0.1%	12	0.2%
17	1	4	17 or more Y	3	0.1%	5	0.1%
18	1	1	18 or more Y	2	0.0%	1	0.0%
19	0	0	19 or more Y	1	0.0%	0	0.0%
20	1	0	20 or more Y	1	0.0%	0	0.0%
Grand Total	2 226	3 720					

According to a GA cut-off point of 7 or more, the 2000/2001 analysis revealed the number of problem gamblers at 3.8%. Note that these results were obtained from a survey that covered all nine provinces. The results for the Gauteng, KwaZulu-Natal and Western Cape survey are given below in Table 6.2.



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Table 6.1b – National (2003), listing the frequency counts for AA 20 questions and GA 20 questions, as well as the cumulatives.

Total "Yes" responses	Count of "Yes" responses		Cumulative number of "Yes" responses				
	Alcohol	Gambling		Alcohol	Alcohol (%)	Gambling	Gambling (% to total)
0	681	2 805	0 or more Y	1 214	40.3%	4 282	73.6%
1	124	350	1 or more Y	533	17.7%	1 477	25.4%
2	93	276	2 or more Y	409	13.6%	1 127	19.4%
3	67	223	3 or more Y	316	10.5%	851	14.6%
4	62	154	4 or more Y	249	8.3%	628	10.8%
5	33	127	5 or more Y	187	6.2%	474	8.1%
6	36	77	6 or more Y	154	5.1%	347	6.0%
7	30	76	7 or more Y	118	3.9%	270	4.6%
8	19	62	8 or more Y	88	2.9%	194	3.3%
9	18	25	9 or more Y	69	2.3%	132	2.3%
10	12	25	10 or more Y	51	1.7%	107	1.8%
11	8	18	11 or more Y	39	1.3%	82	1.4%
12	11	12	12 or more Y	31	1.0%	64	1.1%
13	6	13	13 or more Y	20	0.7%	52	0.9%
14	4	13	14 or more Y	14	0.5%	39	0.7%
15	2	7	15 or more Y	10	0.3%	26	0.4%
16	4	9	16 or more Y	8	0.3%	19	0.3%
17	0	4	17 or more Y	4	0.1%	10	0.2%
18	3	3	18 or more Y	4	0.1%	6	0.1%
19	1	2	19 or more Y	1	0.0%	3	0.1%
20	0	1	20 or more Y	0	0.0%	1	0.0%
Grand Total	1 214	4 282	0	0	0	0	0



Table 6.1c – National (2005), listing the frequency counts for AA 20 questions and GA 20 questions, as well as the cumulatives.

Total "Yes" responses	Count of "Yes" responses		Cumulative number of "Yes" responses				
	Alcohol	Gambling		Alcohol	Alcohol (%)	Gambling	Gambling (% to total)
0	2 513	2 101	0 or more Y	3 003	100.0%	3 003	100.0%
1	128	223	1 or more Y	490	16.3%	902	30.0%
2	95	172	2 or more Y	362	12.1%	679	22.6%
3	79	134	3 or more Y	267	8.9%	507	16.9%
4	52	100	4 or more Y	188	6.3%	373	12.4%
5	30	74	5 or more Y	136	4.5%	273	9.1%
6	17	55	6 or more Y	106	3.5%	199	6.6%
7	25	45	7 or more Y	89	3.0%	144	4.8%
8	18	23	8 or more Y	64	2.1%	99	3.3%
9	14	23	9 or more Y	46	1.5%	76	2.5%
10	10	9	10 or more Y	32	1.1%	53	1.8%
11	6	10	11 or more Y	22	0.7%	44	1.5%
12	6	4	12 or more Y	16	0.5%	34	1.1%
13	6	6	13 or more Y	10	0.3%	30	1.0%
14	0	5	14 or more Y	4	0.1%	24	0.8%
15	2	6	15 or more Y	4	0.1%	19	0.6%
16	0	6	16 or more Y	2	0.1%	13	0.4%
17	1	2	17 or more Y	2	0.1%	7	0.2%
18	0	3	18 or more Y	1	0.0%	5	0.2%
19	1	0	19 or more Y	1	0.0%	2	0.1%
20	0	2	20 or more Y	0	0.0%	2	0.1%
Grand Total	3 003	3 003					

The 2005 analysis gives a percentage count of 4.8% for a cut-off of 7 or more questions on GA.

Table 6.2: Provincial breakdown of problem gambling percentages over the three surveys with a 99% confidence interval

Province	Percentage of problem gamblers (GA 7 or more) across provinces (each provincial sample close to 1 000) and 99% confidence limit		
	2000/2001 survey	2003 survey	2005 survey
Gauteng	5.2% ($\pm 1.8\%$)	7.0% ($\pm 2.1\%$)	3.4% ($\pm 1.48\%$)
Western Cape	1.8% ($\pm 1.1\%$)	5.6% ($\pm 1.9\%$)	3.9% ($\pm 2.09\%$)
KwaZulu-Natal	5.5% ($\pm 1.9\%$)	8.0% ($\pm 2.2\%$)	7.1% ($\pm 1.58\%$)
Average over 3 provinces	4.2% ($\pm 0.9\%$)	6.8% ($\pm 1.2\%$)	4.8% ($\pm 1.01\%$)
Eastern Cape	7.29% ($\pm 2.5\%$)	4.14% ($\pm 1.9\%$)	
Free State	1.00% ($\pm 1.1\%$)	2.00% ($\pm 1.6\%$)	
Limpopo	6.75% ($\pm 3.2\%$)	0.50% ($\pm 0.9\%$)	
Mpumalanga	1.00% ($\pm 1.3\%$)	0.00% ($\pm 0.4\%$)	
Northern Cape	0.50% ($\pm 0.9\%$)	3.25% ($\pm 2.3\%$)	
North West	1.75% ($\pm 1.7\%$)	2.50% ($\pm 2.0\%$)	
All	3.81% ($\pm 0.6\%$)	4.64% ($\pm 0.7\%$)	

A 99% confidence limit is given for each figure. (See discussion in the first section of this document). Note, importantly, that since the actual people included in the sample change from time-period to time-period, there is a large amount of sampling variation which is not encapsulated in this "error" term.



Table 6.3a – Detailed breakdown of gambling activity for the problem gambling group (2003), the gambling profile of the 2003 270-member problem gambling group (as identified by GA) and the 2005, 144-member problem gambling group.

	> Weekly	Weekly	Bi-weekly	Monthly	Regular	% Regular	Bi-monthly	Annually	<Annually	Negative response	Don't know
Jackpots	2	4	2	8	16	5.9%	11	2	3	236	2
Scratch	8	28	15	13	64	23.7%	8	1	3	189	5
Fafi	16	6	9	5	36	13.3%	0	1	2	229	2
Lottery	131	92	15	12	250	92.6%	1	0	0	18	1
Bingo	0	0	0	2	2	0.7%	3	0	0	263	2
Dice	17	3	0	5	25	9.3%	1	1	2	237	4
Roulette	0	5	6	3	14	5.2%	1	0	3	251	1
Cards	8	5	2	9	24	8.9%	3	1	2	240	0
Slots	5	23	22	41	91	33.7%	18	3	6	148	4
Horses	10	12	8	12	42	15.6%	3	11	7	207	0
Sports	0	2	1	4	7	2.6%	2	4	0	257	0

For 2003, 250 of the 270 problem gamblers are regular lottery players and 91 are regular slot players. Of the 250 regular lottery players, 87 play only the lottery. Thus 163 of the regular lottery players play something else. Looked at in another way, of the 182 regular other, only 19 do not play the lottery (10%).

Table 6.3b – Detailed breakdown of gambling activity for problem gambling group (2005)

	> Weekly	Weekly	Bi-weekly	Monthly	Regular	% Regular	Bi-monthly	Annually	< Annually	Negative response	Don't know
Jackpots	0	0	1	2	3	2.1%	6	1	8	124	2
Scratch	6	9	5	8	28	19.4%	3	3	5	102	3
Fafi	7	2	0	0	9	6.3%	3	0	4	126	2
Lottery	57	48	4	8	117	81.3%	1	0	1	25	0
Bingo	0	1	1	1	3	2.1%	3	0	7	130	1
Dice	8	3	1	2	14	9.7%	3	0	3	123	1
Roulette	2	2	0	3	7	4.9%	5	2	4	125	1
Cards	5	4	3	4	16	11.1%	2	0	2	123	1
Slots	10	10	10	21	51	35.4%	13	2	6	71	1
Horses	7	12	4	10	33	22.9%	4	3	5	97	2
Sports	0	3	2	1	6	4.2%	4	2	4	127	1



Table 6.4a – Summary table of gambling activity of problem gambling group (2003)

Reg. Lottery only	87	32.2%
Reg. other	182	67.4%
Occasional	0	0.0%
Never	1	0.4%
Total	270	100.0%

This table reveals, inexplicably, a respondent who was identified as a problem gambler but didn't reveal any gambling activity. 87 (32%) of the problem group are "lottery only" players, thus the majority of problem gamblers (as expected) are multi-game players (who almost all play the lottery as one of their games).

Table 6.4b – Summary table of gambling activity of problem gambling group (2005)

Reg. Lottery only	37	25.7%
Reg. other	107	74.3%
Occasional	0	0.0%
Never	0	0.0%
Total	144	100.0%

For 2005, there is a slight proportional fall-off in the lottery-only PG players and a commensurate increase in the regular other category.



Table 7.1

Q23c	How many Lottery tickets do you buy?									
	0	1	2	3	4	5	6	7-10	> 10	Total
# tickets Regular (Lottery only)	20	114	413	86	479	19	95	262	90	1 578
Row% (full sample)	1.3%	7.2%	26.2%	5.4%	30.4%	1.2%	6.0%	16.6%	5.7%	100.0%
PGs-Regular (Lottery only)	0	1	8	6	12	1	3	4	2	37
Regular (not Lottery only)	113	40	155	52	250	28	74	189	108	1 009
Row% (full sample)	11.2%	4.0%	15.4%	5.2%	24.8%	2.8%	7.3%	18.7%	10.7%	100.0%
PGs-Regular (not Lott. only)	23	5	19	5	17	1	10	17	10	107
Occasional	33	31	51	4	31	2	3	10	1	166
Row% (full sample)	19.9%	18.7%	30.7%	2.4%	18.7%	1.2%	1.8%	6.0%	0.6%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0	0	0
Never	234	1	7	3	2	0	0	2	1	250
Row% (full sample)	93.6%	0.4%	2.8%	1.2%	0.8%	0.0%	0.0%	0.8%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0	0	0
Total	400	186	626	145	762	49	172	463	200	3003
Row% (full sample)	13.3%	6.2%	20.8%	4.8%	25.4%	1.6%	5.7%	15.4%	6.7%	100.0%
PGs (Total)	23	6	27	11	29	2	13	21	12	144



8. COMPARING FALSE BELIEFS BETWEEN PROBLEM GAMBLERS AND NON-PROBLEM GAMBLERS – SUMMARY, ANALYSIS AND CONCLUSIONS

8.1 Lucky numbers

Respondents were asked to respond to five statements (questions 22a to 22e) to test whether players generally select numbers according to known or lucky numbers rather than select them randomly. A further statement (question 22f) probed the false belief that buying 1 000 tickets gives one a “good” chance of winning the main prize.

For all questions (Q22a-f) problem gamblers consistently agreed/strongly agreed more and disagree/strongly disagreed less than non-problem gamblers about selecting “lucky numbers” as well as believing that buying 1 000 tickets gives one a “good” chance of winning the main prize. They thus appear more inclined to see “lucky numbers” as an important factor as well as being more inclined to believe that buying a large number of Lottery tickets improves the odds.

Q22a-e Represented in Tables T8.1 – 8.6 (apply to the Lottery only)

Questionnaire #	Table #	Question
22a	T8.1	When it comes to playing the Lottery, I always play the same numbers every week
22b	T8.2	I often seek expert advice on which Lottery numbers are most likely to win
22c	T8.3	I have different combinations every week of my favourite peoples birth dates
22d	T8.4	I check my horoscopes for which numbers are right for me that week
22e	T8.5	I take every persons “lucky number” in the household
22f	T8.6	If I made a big effort to raise the money and bought 1000 Lottery tickets I would have a good chance of winning

T8.S1 Summary of sample responses (occasional gamblers and non-gamblers excluded)

Category	Questionnaire #	Table #		Agree/Strongly Agree % of sample	Disagree/Strongly Disagree % of sample
Lottery	22a	T8.1	non-PG	19.2%	56.9%
		T8.1	PG	23.6%	45.8%
Lottery	22b	T8.2	non-PG	10.6%	66.7%
		T8.2	PG	20.1%	53.5%
Lottery	22c	T8.3	non-PG	34.3%	39.5%
		T8.3	PG	38.9%	30.6%
Lottery	22d	T8.4	non-PG	14.5%	62.7%
		T8.4	PG	14.6%	59.0%
Lottery	22e	T8.5	non-PG	26.7%	47.8%
		T8.5	PG	34.7%	37.5%
Lottery	22f	T8.6	non-PG	30.5%	40.9%
		T8.6	PG	45.1%	21.5%



8.2 Limits and Systems

Problem gamblers and non-problem gamblers have similar approaches regarding quitting when they are up or baling out when they have lost a pre-determined amount. While responses to the statements in Q14a and Q14b are similar, Q14c exposes very significant differences (in false beliefs).

However, problem gamblers differ significantly from non-problem gamblers in believing they will win in the long run, particularly if they follow a “system”.

Q14a-c Represented in Tables T8.7 – 8.9 (excludes lottery-only players)

Questionnaire #	Table #	Question
I4a	T8.7	When I go to a casino or bet on races or play scratch-cards I would decide in advance that I will quit as soon as I have won more than a specific amount of money
I4b	T8.8	When I go to a casino or bet on races or play scratch-cards I decide in advance about how much I could afford to lose and decide what is the maximum I would risk losing
I4c	T8.9	I have a system for gambling in casinos which makes it more likely that in the long run I will win rather than lose

T8.S2 Summary of sample responses (occasional gamblers and non-gamblers excluded)

Category	Questionnaire #	Table #		Agree/Strongly Agree % of sample	Disagree/Strongly Disagree % of sample
Casino*	I4a	T8.7	non-PG	31.8%	10.2%
		T8.7	PG	35.5%	16.8%
Casino*	I4b	T8.8	non-PG	37.7%	5.8%
		T8.8	PG	34.6%	14.0%
Casino*	I4c	T8.9	non-PG	8.3%	29.3%
		T8.9	PG	18.7%	21.5%

Casino* = Statistics computed for not lottery-only category



8.3 Runs of red and luck

Respondents' reaction to Q17a reveals that problem gamblers believe in runs of red much more than non-problem gamblers. There is no real difference in responses to the reverse statement (Q17b). Also, there is very little difference in the responses to the true statement (Q17c). Q17d is a true statement and problem gamblers pick this up significantly more than non-problem gamblers.

Q17e reveals that problem gamblers are more inclined than non-problem gamblers towards a belief in luck and runs of luck regarding gambling outcomes (false belief).

Q17f reveals no difference between problem gamblers and non-problem gamblers.

Q17g again reveals the problem gambler's confidence in luck, "feeling lucky" and lucky associations. There are significant differences between problem gamblers and non-problem gamblers on this question.

Q17a-g Represented in Tables T8.9 – 8.16 (Applies to casinos only and hence excludes lottery-only players)

Questionnaire #	Table #	Question
17a	T8.10	If RED has come up six times in a row at roulette, this makes it more likely that it will come up red next time
17b	T8.11	If RED has come up six times in a row at roulette, it is less likely that it will come up red next time
17c	T8.12	If RED has come up six times in a row at roulette, neither likely nor less likely that it will come up red next time
17d	T8.13	It is possible to have an advantage over the HOUSE at games like blackjack by remembering which cards have already been played and counting the number of each type of card which are left in the deck or shoe
17e	T8.14	If two jackpot symbols come up in a winning line on a gambling machine and another one shows up just above the winning line so that you nearly win but don't actually win does this make you feel that your luck is hotting up and that you are close to winning a jackpot if you keep trying
17f	T8.15	I restrict my gambling to certain days and/or certain times of the day
17g	T8.16	I sometimes feel lucky or unlucky or feel that a particular game is going to be lucky or unlucky for me?

T8.S3 Summary of sample responses (occasional gamblers and non-gamblers excluded)

Category	Questionnaire #	Table #		Agree/Strongly Agree % of sample	Disagree/Strongly Disagree % of sample
Casino*	17a	T8.10	non-PG	9.1%	15.8%
		T8.10	PG	21.5%	14.0%
Casino*	17b	T8.11	non-PG	8.1%	13.5%
		T8.11	PG	8.4%	18.7%
Casino*	17c	T8.12	non-PG	6.7%	9.5%
		T8.12	PG	6.5%	13.1%
Casino*	17d	T8.13	non-PG	9.0%	10.4%
		T8.13	PG	17.8%	8.4%
Casino*	17e	T8.14	non-PG	20.9%	12.1%
		T8.14	PG	32.7%	7.5%
Casino*	17f	T8.15	non-PG	17.2%	20.0%
		T8.15	PG	17.8%	26.2%
Casino*	17g	T8.16	non-PG	19.1%	11.0%
		T8.16	PG	31.8%	6.5%

Casino* = Statistics computed for not-lottery-only category



8.4 What to do with winnings

Responses to the statements in Q21a-d reveal significant differences between problem gamblers and non-problem gamblers. Problem gamblers believe they can use their winnings meaningfully. This may reflect an underlying belief that problem gamblers have a more consistent belief, compared to non-problem gamblers, that they can consistently win and/or that their gambling activity ultimately leads to a positive outcome for themselves and/or their families.

Responses to Q21e suggest that problem gamblers are somewhat more inclined, compared to non-problem gamblers, to keep a tally of wins/losses.

Q21a-d Represented in Tables T8.17 – 8.21 (Apply to casinos and hence exclude lottery-only players)

Questionnaire #	Table #	Question
21a	T8.17	I regard my gambling winnings as an important contribution to my household budget
21b	T8.18	When I have a reasonably big win I spend it on something nice for myself and my family
21c	T8.19	When I have a reasonably big win, I use it to pay off debts
21d	T8.20	When I have a reasonably big win, save it to gamble with, another day
21e	T8.21	I keep a tally of how much I am up or down over periods of a month or even longer

T8.S4 Summary of sample responses (occasional Gamblers and non-Gamblers excluded)

Category	Questionnaire #	Table #		Agree/Strongly Agree % of sample	Disagree/Strongly Disagree % of sample
Casino*	21a	T8.17	non-PG	14.1%	31.4%
		T8.17	PG	33.6%	17.8%
Casino*	21b	T8.18	non-PG	46.0%	3.3%
		T8.18	PG	49.5%	5.6%
Casino*	21c	T8.19	non-PG	22.7%	21.0%
		T8.19	PG	40.2%	11.2%
Casino*	21d	T8.20	non-PG	11.8%	30.2%
		T8.20	PG	23.4%	22.4%
Casino*	21e	T8.21	non-PG	9.5%	33.9%
		T8.21	PG	14.0%	28.0%

Casino* = Statistics computed for not-lottery-only category



8.5 Hunches and systems

Responses to Q37a – Q37e reveal very significant differences between problem gamblers and non-problem gamblers. Although both groups strongly believe (and fewer disagree) with the propositions, problem gamblers, in particular, very strongly support the propositions and few disagree with them.

Responses to Q37a-d infer, as before, that problem gamblers, in particular, work in a paradigm where luck, runs of luck and hunches are very important.

Responses to Q37e are very significant and supports the position that problem gamblers, in particular, believe gambling to have a major skill component.

Q37a-e Represented in Tables T8.22 – 8.26 (Apply to both lottery and casino players).

Questionnaire #	Table #	Question
37a	T8.22	Over the long run do you think you will win more money than you lose in gambling, if you can keep your head
37b	T8.23	When you are gambling, do you sometimes get strong hunches that your next play will be a winner?
37c	T8.24	Do you think, while you are gambling, that these hunches are telling you something you can trust?
37d	T8.25	Do you believe thinking about it right now, that these hunches should be trusted?
37e	T8.26	There are some people who are so good at gambling that they usually win (without cheating)

T8.S5 Summary of sample responses (occasional gamblers and non-gamblers excluded)

Category	Questionnaire #	Table #		Agree/Strongly Agree % of sample	Disagree/Strongly Disagree % of sample
General*	37a	T8.22	non-PG	38.0%	25.0%
		T8.22	PG	73.6%	14.6%
General*	37b	T8.23	non-PG	40.4%	22.5%
		T8.23	PG	90.3%	2.8%
General*	37c	T8.24	non-PG	26.9%	6.1%
		T8.24	PG	63.9%	6.9%
General*	37d	T8.25	non-PG	23.3%	7.2%
		T8.25	PG	54.9%	7.6%
General*	37e	T8.22	non-PG	48.0%	13.9%
		T8.22	PG	80.6%	7.6%

General* - All forms of gambling



Querying Gambling Beliefs - Tables

LOTTERY PLAYERS

Table 8.1

Q22a	When it comes to playing the Lottery, I always play the same numbers every week									
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total		
Regular (Lottery only)	137	218	182	628	400	12	1	1 578		
Row% (full sample)	8.7%	13.8%	11.5%	39.8%	25.3%	0.8%	0.1%	100.0%		
PGs-Regular (Lottery only)	7	5	1	15	8	1	0	37		
Regular (not Lottery only)	70	133	137	342	223	102	2	1 009		
Row% (full sample)	6.9%	13.2%	13.6%	33.9%	22.1%	10.1%	0.2%	100.0%		
PGs-Regular (not Lottery only)	8	14	19	25	18	23	0	107		
Occasional	3	14	11	63	45	30	0	166		
Row% (full sample)	1.8%	8.4%	6.6%	38.0%	27.1%	18.1%	0.0%	100.0%		
PGs - Occasional	0	0	0	0	0	0	0	0		
Never	0	3	5	4	5	233	0	250		
Row% (full sample)	0.0%	1.2%	2.0%	1.6%	2.0%	93.2%	0.0%	100.0%		
PGs - Never	210	368	335	1037	673	377	3	3 003		
Total	7.0%	12.3%	11.2%	34.5%	22.4%	12.6%	0.1%	100.0%		
Row% (full sample)	15	19	20	40	26	24	0	144		
PGs (Total)	10.4%	13.2%	13.9%	27.8%	18.1%	16.7%	0.0%	100.0%		
Row% (PGs)										



LOTTERY PLAYERS

Table 8.2

Q22b	I often seek expert advice on which Lottery numbers are most likely to win							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	41	174	178	621	547	15	2	1 578
Row% (full sample)	2.6%	11.0%	11.3%	39.4%	34.7%	1.0%	0.1%	100.0%
PGs-Regular (Lottery only)	4	11	4	7	10	1	0	37
Regular (not Lottery only)	16	72	109	364	344	102	2	1 009
Row% (full sample)	1.6%	7.1%	10.8%	36.1%	34.1%	10.1%	0.2%	100.0%
PGs-Regular (not Lottery only)	5	9	10	33	27	23	0	107
Occasional	3	9	8	56	60	30	0	166
Row% (full sample)	1.8%	5.4%	4.8%	33.7%	36.1%	18.1%	0.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	2	4	6	5	233	0	250
Row% (full sample)	0.0%	0.8%	1.6%	2.4%	2.0%	93.2%	0.0%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	60	257	299	1047	956	380	4	3 003
Row% (full sample)	2.0%	8.6%	10.0%	34.9%	31.8%	12.7%	0.1%	100.0%
PGs (Total)	9	20	14	40	37	24	0	144
Row% (PGs)	6.3%	13.9%	9.7%	27.8%	25.7%	16.7%	0.0%	100.0%



LOTTERY PLAYERS

Table 8.3

Q22c	I have different combinations every week of my favourite people's birth dates							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	157	447	249	423	286	14	2	1 578
Row% (full sample)	9.9%	28.3%	15.8%	26.8%	18.1%	0.9%	0.1%	100.0%
PGs-Regular (Lottery only)	4	15	6	4	7	1	0	37
Regular (not Lottery only)	96	271	139	235	163	103	2	1 009
Row% (full sample)	9.5%	26.9%	13.8%	23.3%	16.2%	10.2%	0.2%	100.0%
PGs-Regular (not Lottery only)	15	22	14	20	13	23	0	107
Occasional	8	46	8	40	33	30	1	166
Row% (full sample)	4.8%	27.7%	4.8%	24.1%	19.9%	18.1%	0.6%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	2	3	5	4	3	233	0	250
Row% (full sample)	0.8%	1.2%	2.0%	1.6%	1.2%	93.2%	0.0%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	263	767	401	702	485	380	5	3003
Row% (full sample)	8.8%	25.5%	13.4%	23.4%	16.2%	12.7%	0.2%	100.0%
PGs (Total)	19	37	20	24	20	24	0	144
Row% (PGs)	13.2%	25.7%	13.9%	16.7%	13.9%	16.7%	0.0%	100.0%



LOTTERY PLAYERS

Table 8.4

Q22d	I check my horoscopes for which numbers are right for me that week							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	108	176	173	609	492	17	3	1 578
Row% (full sample)	6.8%	11.2%	11.0%	38.6%	31.2%	1.1%	0.2%	100.0%
PGs-Regular (Lottery only)	2	7	2	14	11	1	0	37
Regular (not Lottery only)	25	95	96	367	316	106	4	1 009
Row% (full sample)	2.5%	9.4%	9.5%	36.4%	31.3%	10.5%	0.4%	100.0%
PGs-Regular (not Lottery only)	5	7	12	37	23	23	0	107
Occasional	4	22	17	45	45	31	2	166
Row% (full sample)	2.4%	13.3%	10.2%	27.1%	27.1%	18.7%	1.2%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	4	4	4	5	4	233		250
Row% (full sample)	0.0%	1.6%	1.6%	2.0%	1.6%	93.2%	0.0%	100.0%
PGs - Never		0	0	0	0	0		0
Total	137	297	290	1 026	857	387	9	3 003
Row% (full sample)	4.6%	9.9%	9.7%	34.2%	28.5%	12.9%	0.3%	100.0%
PGs (Total)	7	14	14	51	34	24	0	144
Row% (PGs)	4.9%	9.7%	9.7%	35.4%	23.6%	16.7%	0.0%	100.0%



LOTTERY PLAYERS

Table 8.5

Q22e	I take every persons "lucky number" in the household							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	136	345	242	466	368	19	2	1 578
Row% (full sample)	8.6%	21.9%	15.3%	29.5%	23.3%	1.2%	0.1%	100.0%
PGs-Regular (Lottery only)	2	13	4	10	7	1	0	37
Regular (not Lottery only)	70	197	118	288	231	103	2	1 009
Row% (full sample)	6.9%	19.5%	11.7%	28.5%	22.9%	10.2%	0.2%	100.0%
PGs-Regular (not Lott. only)	14	21	12	21	16	23	0	107
Occasional	6	42	13	37	36	31	1	166
Row% (full sample)	3.6%	25.3%	7.8%	22.3%	21.7%	18.7%	0.6%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	6	3	5	3	233	0	250
Row% (full sample)	0.0%	2.4%	1.2%	2.0%	1.2%	93.2%	0.0%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	212	590	376	796	638	386	5	3 003
Row% (full sample)	7.1%	19.6%	12.5%	26.5%	21.2%	12.9%	0.2%	100.0%
PGs (Total)	16	34	16	31	23	24	0	144
Row% (PGs)	11.1%	23.6%	11.1%	21.5%	16.0%	16.7%	0.0%	100.0%



LOTTERY PLAYERS

Table 8.6

Q22f	If I made a big effort to raise the money and bought 1 000 Lottery tickets, I would have a good chance of winning							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	230	358	226	429	299	19	17	1 578
Row% (full sample)	14.6%	22.7%	14.3%	27.2%	18.9%	1.2%	1.1%	100.0%
PGs-Regular (Lottery only)	7	17	9	2	1	1	0	37
Regular (not Lottery only)	119	178	168	256	167	102	19	1 009
Row% (full sample)	11.8%	17.6%	16.7%	25.4%	16.6%	10.1%	1.9%	100.0%
PGs-Regular (not Lott. only)	21	20	15	17	11	23	0	107
Occasional	12	16	25	41	30	30	12	166
Row% (full sample)	7.2%	9.6%	15.1%	24.7%	18.1%	18.1%	7.2%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	3	2	5	3	2	233	2	250
Row% (full sample)	1.2%	0.8%	2.0%	1.2%	0.8%	93.2%	0.8%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	364	554	424	729	498	384	50	3 003
Row% (full sample)	12.1%	18.4%	14.1%	24.3%	16.6%	12.8%	1.7%	100.0%
PGs (Total)	28	37	24	19	12	24	0	144
Row% (PGs)	19.4%	25.7%	16.7%	13.2%	8.3%	16.7%	0.0%	100.0%



CASINO PLAYERS

Table 8.7

Q14a	When I go to a casino or bet on races or play scratch-cards, I decide in advance that I will quit as soon as I have won more than a specific amount									
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total		
Regular (Lottery only)	56	92	42	36	16	1333	3	1 578		
Row% (full sample)	3.5%	5.8%	2.7%	2.3%	1.0%	84.5%	0.2%	100.0%		
PGs-Regular (Lottery only)	4	5	3	0	1	24	0	37		
Regular (not Lottery only)	109	212	127	81	22	455	3	1 009		
Row% (full sample)	10.8%	21.0%	12.6%	8.0%	2.2%	45.1%	0.3%	100.0%		
PGs-Regular (not Lott. only)	13	25	9	13	5	42	0	107		
Occasional	8	22	23	3	2	104	4	166		
Row% (full sample)	4.8%	13.3%	13.9%	1.8%	1.2%	62.7%	2.4%	100.0%		
PGs - Occasional	0	0	0	0	0	0	0	0		
Never		1	1			247	1	250		
Row% (full sample)	0.0%	0.4%	0.4%	0.0%	0.0%	98.8%	0.4%	100.0%		
PGs - Never		0	0			0	0	0		
Total	173	327	193	120	40	2 139	11	3 003		
Row% (full sample)	5.8%	10.9%	6.4%	4.0%	1.3%	71.2%	0.4%	100.0%		
PGs (Total)	17	30	12	13	6	66	0	144		
Row% (PGs)	11.8%	20.8%	8.3%	9.0%	4.2%	45.8%	0.0%	100.0%		



CASINO PLAYERS

Table 8.8

Q 14b	When I go to a casino or bet on races or play scratch-cards, I decide in advance about how much I could afford to lose and decide what is the maximum I would risk losing							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	70	110	31	17	12	1333	5	1 578
Row% (full sample)	4.4%	7.0%	2.0%	1.1%	0.8%	84.5%	0.3%	100.0%
PGs-Regular (Lottery only)	4	7	2	0	0	24	0	37
Regular (not Lottery only)	126	254	112	43	16	455	3	1 009
Row% (full sample)	12.5%	25.2%	11.1%	4.3%	1.6%	45.1%	0.3%	100.0%
PGs-Regular (not Lott. only)	12	25	13	10	5	42	0	107
Occasional	8	25	14	1	3	104	11	166
Row% (full sample)	4.8%	15.1%	8.4%	0.6%	1.8%	62.7%	6.6%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	1	0	0	0	247	2	250
Row% (full sample)	0.0%	0.4%	0.0%	0.0%	0.0%	98.8%	0.8%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	204	390	157	61	31	2139	21	3 003
Row% (full sample)	6.8%	13.0%	5.2%	2.0%	1.0%	71.2%	0.7%	100.0%
PGs (Total)	16	32	15	10	5	66	0	144
Row% (PGs)	11.1%	22.2%	10.4%	6.9%	3.5%	45.8%	0.0%	100.0%



CASINO PLAYERS

Table 8.9

Q14c	I have a system for gambling in casinos which makes it more likely that in the long run I will win rather than lose							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	9	18	49	73	84	1 333	12	1 578
Row% (full sample)	0.6%	1.1%	3.1%	4.6%	5.3%	84.5%	0.8%	100.0%
PGs-Regular (Lottery only)	1	2	3	1	5	24	1	37
Regular (not Lottery only)	17	67	157	201	95	458	14	1 009
Row% (full sample)	1.7%	6.6%	15.6%	19.9%	9.4%	45.4%	1.4%	100.0%
PGs-Regular (not Lott. only)	7	13	19	13	10	43	2	107
Occasional		2	11	15	14	104	20	166
Row% (full sample)	0.0%	1.2%	6.6%	9.0%	8.4%	62.7%	12.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	1	0	0	0	247	2	250
Row% (full sample)	0.0%	0.4%	0.0%	0.0%	0.0%	98.8%	0.8%	100.0%
PGs - Never		0	0	0	0	0	0	0
Total	26	88	217	289	193	2 142	48	3 003
Row% (full sample)	0.9%	2.9%	7.2%	9.6%	6.4%	71.3%	1.6%	100.0%
PGs (Total)	8	15	22	14	15	67	3	144
Row% (PGs)	5.6%	10.4%	15.3%	9.7%	10.4%	46.5%	2.1%	100.0%



CASINO PLAYERS

Table 8.10

Q17a	If RED has come up six times in a row at roulette, this makes it more likely that it will come up red next time							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	12	34	32	32	21	1 338	109	1 578
Row% (full sample)	0.8%	2.2%	2.0%	2.0%	1.3%	84.8%	6.9%	100.0%
PGs-Regular (Lottery only)	2	3	3	1	0	24	4	37
Regular (not Lottery only)	19	73	100	119	40	466	192	1009
Row% (full sample)	1.9%	7.2%	9.9%	11.8%	4.0%	46.2%	19.0%	100.0%
PGs-Regular (not Lott. only)	9	14	7	11	4	44	18	107
Occasional	1	26	9	8	3	104	15	166
Row% (full sample)	0.6%	15.7%	5.4%	4.8%	1.8%	62.7%	9.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	1	1	0	0	247	1	250
Row% (full sample)	0.0%	0.4%	0.4%	0.0%	0.0%	98.8%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	32	134	142	159	64	2 155	317	3 003
Row% (full sample)	1.1%	4.5%	4.7%	5.3%	2.1%	71.8%	10.6%	100.0%
PGs (Total)	11	17	10	12	4	68	22	144
Row% (PGs)	7.6%	11.8%	6.9%	8.3%	2.8%	47.2%	15.3%	100.0%



CASINO PLAYERS

Table 8.11

Q17b	If RED has come up six times in a row at roulette, it is less likely that it will come up red next time							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	2	27	46	41	12	1 337	113	1 578
Row% (full sample)	0.1%	1.7%	2.9%	2.6%	0.8%	84.7%	7.2%	100.0%
PGs-Regular (Lottery only)	0	4	5	0	1	24	3	37
Regular (not Lottery only)	18	64	123	113	23	471	197	1 009
Row% (full sample)	1.8%	6.3%	12.2%	11.2%	2.3%	46.7%	19.5%	100.0%
PGs-Regular (not Lott. only)	2	7	13	16	4	46	19	107
Occasional	2	5	28	6	1	104	20	166
Row% (full sample)	1.2%	3.0%	16.9%	3.6%	0.6%	62.7%	12.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	0	2	0	0	247	1	250
Row% (full sample)	0.0%	0.0%	0.8%	0.0%	0.0%	98.8%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	22	96	199	160	36	2 159	331	3 003
Row% (full sample)	0.7%	3.2%	6.6%	5.3%	1.2%	71.9%	11.0%	100.0%
PGs (Total)	2	11	18	16	5	70	22	144
Row% (PGs)	1.4%	7.6%	12.5%	11.1%	3.5%	48.6%	15.3%	100.0%



CASINO PLAYERS

Table 8.12

Q17c	If RED has come up six times in a row at roulette, it is neither likely nor less likely that it will come up red next time									
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total		
Regular (Lottery only)	8	33	45	21	15	1 338	118	1 578		
Row% (full sample)	0.5%	2.1%	2.9%	1.3%	1.0%	84.8%	7.5%	100.0%		
PGs-Regular (Lottery only)	3	1	6	0	0	24	3	37		
Regular (not Lottery only)	10	58	181	80	16	467	197	1 009		
Row% (full sample)	1.0%	5.7%	17.9%	7.9%	1.6%	46.3%	19.5%	100.0%		
PGs-Regular (not Lott. only)	1	6	19	12	2	46	21	107		
Occasional	3	3	24	3	2	104	27	166		
Row% (full sample)	1.8%	1.8%	14.5%	1.8%	1.2%	62.7%	16.3%	100.0%		
PGs - Occasional	0	0	0	0	0	0	0	0		
Never	0	0	1	0	0	247	2	250		
Row% (full sample)	0.0%	0.0%	0.4%	0.0%	0.0%	98.8%	0.8%	100.0%		
PGs - Never	0	0	0	0	0	0	0	0		
Total	21	94	251	104	33	2 156	344	3 003		
Row% (full sample)	0.7%	3.1%	8.4%	3.5%	1.1%	71.8%	11.5%	100.0%		
PGs (Total)	4	7	25	12	2	70	24	144		
Row% (PGs)	2.8%	4.9%	17.4%	8.3%	1.4%	48.6%	16.7%	100.0%		



CASINO PLAYERS

Table 8.13

Q17d	It is possible to have an advantage over the HOUSE at games like blackjack by remembering which cards have already been played and counting the number of each type of card that is left in the deck or shoe							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	2	34	35	21	20	1 337	129	1 578
Row% (full sample)	0.1%	2.2%	2.2%	1.3%	1.3%	84.7%	8.2%	100.0%
PGs-Regular (Lottery only)	0	4	4	0	1	24	4	37
Regular (not Lottery only)	31	60	138	69	36	467	208	1 009
Row% (full sample)	3.1%	5.9%	13.7%	6.8%	3.6%	46.3%	20.6%	100.0%
PGs-Regular (not Lott. only)	9	10	13	7	2	44	22	107
Occasional	1	3	21	3	4	104	30	166
Row% (full sample)	0.6%	1.8%	12.7%	1.8%	2.4%	62.7%	18.1%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	1	0	0	0	247	2	250
Row% (full sample)	0.0%	0.4%	0.0%	0.0%	0.0%	98.8%	0.8%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	34	98	194	93	60	2 155	369	3 003
Row% (full sample)	1.1%	3.3%	6.5%	3.1%	2.0%	71.8%	12.3%	100.0%
PGs (Total)	9	14	17	7	3	68	26	144
Row% (PGs)	6.3%	9.7%	11.8%	4.9%	2.1%	47.2%	18.1%	100.0%

This question was probably too subtle for most respondents and thus not understood.



CASINO PLAYERS

Table 8.14

Q17e	If two jackpot symbols come up in a winning line on a gambling machine and another one shows up just above the winning line so that you nearly win but don't actually win, does this make you feel that your luck is hotting up and that you are close to winning a jackpot if you keep trying?							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	17	64	40	31	21	1 334	71	1 578
Row%	1.1%	4.1%	2.5%	2.0%	1.3%	84.5%	4.5%	100.0%
PGs-Regular (Lottery only)	1	7	2	0	0	24	3	37
Regular (not Lottery only)	67	144	118	85	37	457	101	1 009
Row%	6.6%	14.3%	11.7%	8.4%	3.7%	45.3%	10.0%	100.0%
PGs-Regular (not Lott. only)	11	24	9	7	1	44	11	107
Occasional	2	28	10	6	5	104	11	166
Row%	1.2%	16.9%	6.0%	3.6%	3.0%	62.7%	6.6%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	1	1	1	0	0	247	1	250
Row%	0.0%	0.4%	0.4%	0.0%	0.0%	98.8%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	86	237	169	122	63	2 142	184	3 003
Row%	2.9%	7.9%	5.6%	4.1%	2.1%	71.3%	6.1%	100.0%
PGs (Total)	12	31	11	7	1	68	14	144
Row% (PGs)	8.3%	21.5%	7.6%	4.9%	0.7%	47.2%	9.7%	100.0%



CASINO PLAYERS

Table 8.15

Q17f	I restrict my gambling to certain days and/or certain times of the day							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	17	34	48	43	49	1 334	53	1 578
Row% (full sample)	1.1%	2.2%	3.0%	2.7%	3.1%	84.5%	3.4%	100.0%
PGs-Regular (Lottery only)	2	2	2	0	5	24	2	37
Regular (not Lottery only)	47	127	102	131	71	457	74	1 009
Row% (full sample)	4.7%	12.6%	10.1%	13.0%	7.0%	45.3%	7.3%	100.0%
PGs-Regular (not Lott. only)	9	10	8	14	14	44	8	107
Occasional	3	20	19	2	6	104	12	166
Row% (full sample)	1.8%	12.0%	11.4%	1.2%	3.6%	62.7%	7.2%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	1	1	0	0	247	1	250
Row% (full sample)	0.0%	0.4%	0.4%	0.0%	0.0%	98.8%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	67	182	170	176	126	2 142	140	3 003
Row% (full sample)	2.2%	6.1%	5.7%	5.9%	4.2%	71.3%	4.7%	100.0%
PGs (Total)	11	12	10	14	19	68	10	144
Row% (PGs)	7.6%	8.3%	6.9%	9.7%	13.2%	47.2%	6.9%	100.0%



CASINO PLAYERS

Table 8.16

Q17g	I sometimes feel lucky or unlucky or feel that a particular game is going to be lucky or unlucky for me							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	10	41	69	49	19	1 334	56	1 578
Row% (full sample)	0.6%	2.6%	4.4%	3.1%	1.2%	84.5%	3.5%	100.0%
PGs-Regular (Lottery only)	3	3	4	0	0	24	3	37
Regular (not Lottery only)	39	154	169	79	32	457	79	1 009
Row% (full sample)	3.9%	15.3%	16.7%	7.8%	3.2%	45.3%	7.8%	100.0%
PGs-Regular (not Lott. only)	9	25	14	5	2	44	8	107
Occasional	1	8	18	5	7	104	23	166
Row% (full sample)	0.6%	4.8%	10.8%	3.0%	4.2%	62.7%	13.9%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	1	0	1	0	247	1	250
Row% (full sample)	0.0%	0.4%	0.0%	0.4%	0.0%	98.8%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	50	204	256	134	58	2 142	159	3 003
Row% (full sample)	1.7%	6.8%	8.5%	4.5%	1.9%	71.3%	5.3%	100.0%
PGs (Total)	12	28	18	5	2	68	11	144
Row% (PGs)	8.3%	19.4%	12.5%	3.5%	1.4%	47.2%	7.6%	100.0%



CASINO PLAYERS

Table 8.17

Q21a	I regard my gambling winnings as an important contribution to my household budget							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	23	45	23	54	103	1 327	3	1 578
Row% (full sample)	1.5%	2.9%	1.5%	3.4%	6.5%	84.1%	0.2%	100.0%
PGs-Regular (Lottery only)	1	4	6	2	1	23	0	37
Regular (not Lottery only)	42	100	98	146	171	448	4	1 009
Row% (full sample)	4.2%	9.9%	9.7%	14.5%	16.9%	44.4%	0.4%	100.0%
PGs-Regular (not Lott. only)	10	26	9	14	5	42	1	107
Occasional	1	19	14	12	17	103		166
Row% (full sample)	0.6%	11.4%	8.4%	7.2%	10.2%	62.0%	0.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	1	0	0	2	247	0	250
Row% (full sample)	0.0%	0.4%	0.0%	0.0%	0.8%	98.8%	0.0%	100.0%
PGs - Never	0	0	0	0	0	0	7	0
Total	66	165	135	212	293	2 125		3 003
Row% (full sample)	2.2%	5.5%	4.5%	7.1%	9.8%	70.8%	0.2%	100.0%
PGs (Total)	11	30	15	16	6	65	1	144
Row% (PGs)	7.6%	20.8%	10.4%	11.1%	4.2%	45.1%	0.7%	100.0%



CASINO PLAYERS

Table 8.18

Q21b	When I have a reasonably big win, I spend it on something nice for myself and my family							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	85	113	30	8	13	1 327	2	1 578
Row% (full sample)	5.4%	7.2%	1.9%	0.5%	0.8%	84.1%	0.1%	100.0%
PGs-Regular (Lottery only)	5	8	1	0	0	23	0	37
Regular (not Lottery only)	176	288	60	19	14	448	4	1 009
Row% (full sample)	17.4%	28.5%	5.9%	1.9%	1.4%	44.4%	0.4%	100.0%
PGs-Regular (not Lott. only)	25	28	5	5	1	42	1	107
Occasional	12	33	13	3	2	103	0	166
Row% (full sample)	7.2%	19.9%	7.8%	1.8%	1.2%	62.0%	0.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	2	2			1	247	0	250
Row% (full sample)	0.0%	0.8%	0.0%	0.0%	0.4%	98.8%	0.0%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	273	436	103	30	30	2 125	6	3 003
Row% (full sample)	9.1%	14.5%	3.4%	1.0%	1.0%	70.8%	0.2%	100.0%
PGs (Total)	30	36	6	5	1	65	1	144
Row% (PGs)	20.8%	25.0%	4.2%	3.5%	0.7%	45.1%	0.7%	100.0%



CASINO PLAYERS

Table 8.19

Q21c	When I have a reasonably big win, I use it to pay off debts							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	33	71	47	49	46	1 328	4	1 578
Row% (full sample)	2.1%	4.5%	3.0%	3.1%	2.9%	84.2%	0.3%	100.0%
PGs-Regular (Lottery only)	3	8	3	0	0	23	0	37
Regular (not Lottery only)	75	154	114	119	93	446	8	1 009
Row% (full sample)	7.4%	15.3%	11.3%	11.8%	9.2%	44.2%	0.8%	100.0%
PGs-Regular (not Lott. only)	16	27	9	9	3	42	1	107
Occasional	0	13	23	15	10	103	2	166
Row% (full sample)	0.0%	7.8%	13.9%	9.0%	6.0%	62.0%	1.2%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	0	1	1	1	247	0	250
Row% (full sample)	0.0%	0.0%	0.4%	0.4%	0.4%	98.8%	0.0%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	108	238	185	184	150	2 124	14	3 003
Row% (full sample)	3.6%	7.9%	6.2%	6.1%	5.0%	70.7%	0.5%	100.0%
PGs (Total)	19	35	12	9	3	65	1	144
Row% (PGs)	13.2%	24.3%	8.3%	6.3%	2.1%	45.1%	0.7%	100.0%



CASINO PLAYERS

Table 8.20

Q21d	When I have a reasonably big win, I save it to gamble with on another day							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	6	37	35	75	95	1 327	3	1 578
Row% (full sample)	0.4%	2.3%	2.2%	4.8%	6.0%	84.1%	0.2%	100.0%
PGs-Regular (Lottery only)	0	3	6	1	4	23	0	37
Regular (not Lottery only)	23	96	131	174	131	446	8	1 009
Row% (full sample)	2.3%	9.5%	13.0%	17.2%	13.0%	44.2%	0.8%	100.0%
PGs-Regular (not Lott. only)	7	18	15	17	7	42	1	107
Occasional	1	3	15	15	19	103	10	166
Row% (full sample)	0.6%	1.8%	9.0%	9.0%	11.4%	62.0%	6.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	0	0	1	1	247	1	250
Row% (full sample)	0.0%	0.0%	0.0%	0.4%	0.4%	98.8%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	30	136	181	265	246	2 123	22	3 003
Row% (full sample)	1.0%	4.5%	6.0%	8.8%	8.2%	70.7%	0.7%	100.0%
PGs (Total)	7	21	21	18	11	65	1	144
Row% (PGs)	4.9%	14.6%	14.6%	12.5%	7.6%	45.1%	0.7%	100.0%



CASINO PLAYERS

Table 8.2 I

Q21e	I keep a tally of how much I am up or down over periods of a month or even longer							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	6	20	38	71	105	1 327	11	1 578
Row% (full sample)	0.4%	1.3%	2.4%	4.5%	6.7%	84.1%	0.7%	100.0%
PGs-Regular (Lottery only)	1	4	5	0	4	23	0	37
Regular (not Lottery only)	22	74	108	175	167	448	15	1 009
Row% (full sample)	2.2%	7.3%	10.7%	17.3%	16.6%	44.4%	1.5%	100.0%
PGs-Regular (not Lott. only)	3	12	18	18	12	42	2	107
Occasional		2	9	17	17	103	18	166
Row% (full sample)	0.0%	1.2%	5.4%	10.2%	10.2%	62.0%	10.8%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	0	0	1	1	1	247	0	250
Row% (full sample)	0.0%	0.0%	0.4%	0.4%	0.4%	98.8%	0.0%	100.0%
PGs - Never	28	96	156	264	290	2 125	44	3 003
Total	0.9%	3.2%	5.2%	8.8%	9.7%	70.8%	1.5%	100.0%
Row% (full sample)	0.9%	3.2%	5.2%	8.8%	9.7%	70.8%	1.5%	100.0%
PGs (Total)	4	16	23	18	16	65	2	144
Row% (PGs)	2.8%	11.1%	16.0%	12.5%	11.1%	45.1%	1.4%	100.0%



Gambling Beliefs (continued) – General (Lottery and/or Casino)

Table 8.22

Q37a	Over the long run, do you think you will win more money than you lose in gambling, if you can keep your head?							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	190	484	259	286	196	103	60	1 578
Row% (full sample)	12.0%	30.7%	16.4%	18.1%	12.4%	6.5%	3.8%	100.0%
PGs-Regular (Lottery only)	10	20	3	0	2	0	2	37
Regular (not Lottery only)	180	279	236	187	68	30	29	1 009
Row% (full sample)	17.8%	27.7%	23.4%	18.5%	6.7%	3.0%	2.9%	100.0%
PGs-Regular (not Lott. only)	48	28	10	17	2	0	2	107
Occasional	2	2	8	5	6	139	4	166
Row% (full sample)	1.2%	1.2%	4.8%	3.0%	3.6%	83.7%	2.4%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	2	3		2	1	242	0	250
Row% (full sample)	0.8%	1.2%	0.0%	0.8%	0.4%	96.8%	0.0%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	374	768	503	480	271	514	93	3 003
Row% (full sample)	12.5%	25.6%	16.7%	16.0%	9.0%	17.1%	3.1%	100.0%
PGs (Total)	58	48	13	17	4	0	4	144
Row% (PGs)	40.3%	33.3%	9.0%	11.8%	2.8%	0.0%	2.8%	100.0%



Gambling Beliefs (continued) - General (Lottery and/or Casino)

Table 8.23

Q37b	When you are gambling, do you sometimes get strong hunches that your next play will be a winner?							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	206	443	285	317	161	107	59	1 578
Row% (full sample)	13.1%	28.1%	18.1%	20.1%	10.2%	6.8%	3.7%	100.0%
PGs-Regular (Lottery only)	17	17	2	0	1	0	0	37
Regular (not Lottery only)	164	387	226	132	52	31	17	1 009
Row% (full sample)	16.3%	38.4%	22.4%	13.1%	5.2%	3.1%	1.7%	100.0%
PGs-Regular (not Lott. only)	42	54	8	3	0	0	0	107
Occasional	1	9	3	7	4	139	3	166
Row% (full sample)	0.6%	5.4%	1.8%	4.2%	2.4%	83.7%	1.8%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	1	2	2	0	2	242	1	250
Row% (full sample)	0.4%	0.8%	0.8%	0.0%	0.8%	96.8%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	372	841	516	456	219	519	80	3 003
Row% (full sample)	12.4%	28.0%	17.2%	15.2%	7.3%	17.3%	2.7%	100.0%
PGs (Total)	59	71	10	3	1	0	0	144
Row% (PGs)	41.0%	49.3%	6.9%	2.1%	0.7%	0.0%	0.0%	100.0%



Gambling Beliefs (continued) - General (Lottery and/or Casino)

Table 8.24

Q37c	Do you think, while you are gambling, that these hunches are telling you something you can trust?							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	130	330	110	84	10	894	20	1 578
Row% (full sample)	8.2%	20.9%	7.0%	5.3%	0.6%	56.7%	1.3%	100.0%
PGs-Regular (Lottery only)	11	17	4	2	0	3	0	37
Regular (not Lottery only)	105	241	126	81	5	441	10	1 009
Row% (full sample)	10.4%	23.9%	12.5%	8.0%	0.5%	43.7%	1.0%	100.0%
PGs-Regular (not Lott. only)	32	32	21	6	2	13	1	107
Occasional			7	3	0	156	0	166
Row% (full sample)	0.0%	0.0%	4.2%	1.8%	0.0%	94.0%	0.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never	1	0	1	0	0	247	1	250
Row% (full sample)	0.4%	0.0%	0.4%	0.0%	0.0%	98.8%	0.4%	100.0%
PGs - Never	0		0	0	0	0	0	0
Total	236	571	244	168	15	1 738	31	3 003
Row% (full sample)	7.9%	19.0%	8.1%	5.6%	0.5%	57.9%	1.0%	100.0%
PGs (Total)	43	49	25	8	2	16	1	144
Row% (PGs)	29.9%	34.0%	17.4%	5.6%	1.4%	11.1%	0.7%	100.0%



Gambling Beliefs (continued) - General (Lottery and/or Casino)

Table 8.25

Q37d	Do you believe, thinking about it right now, that these hunches should be trusted?							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	149	278	125	82	18	902	24	1 578
Row% (full sample)	9.4%	17.6%	7.9%	5.2%	1.1%	57.2%	1.5%	100.0%
PGs-Regular (Lottery only)	16	10	6	2	0	3	0	37
Regular (not Lottery only)	89	183	160	98	14	448	17	1 009
Row% (full sample)	8.8%	18.1%	15.9%	9.7%	1.4%	44.4%	1.7%	100.0%
PGs-Regular (not Lott. only)	28	25	28	7	2	14	3	107
Occasional	0	0	3	4	0	156	3	166
Row% (full sample)	0.0%	0.0%	1.8%	2.4%	0.0%	94.0%	1.8%	100.0%
PGs - Occasional		0	0	0	0	0	0	0
Never	1	0	2	0	0	246	1	250
Row% (full sample)	0.4%	0.0%	0.8%	0.0%	0.0%	98.4%	0.4%	100.0%
PGs - Never	0	0	0	0	0	0	0	0
Total	239	461	290	184	32	1 752	45	3 003
Row% (full sample)	8.0%	15.4%	9.7%	6.1%	1.1%	58.3%	1.5%	100.0%
PGs (Total)	44	35	34	9	2	17	3	144
Row% (PGs)	30.6%	24.3%	23.6%	6.3%	1.4%	11.8%	2.1%	100.0%



Gambling Beliefs (continued) - General (Lottery and/or Casino)

Table 8.26

Q37e	There are some people who are so good at gambling that they usually win (without cheating)							
	Strongly agree	Agree	Ambivalent	Disagree	Strongly disagree	No response	Refuse	Total
Regular (Lottery only)	303	539	233	140	120	105	138	1 578
Row% (full sample)	19.2%	34.2%	14.8%	8.9%	7.6%	6.7%	8.7%	100.0%
PGs-Regular (Lottery only)	18	13	5	0	0	0	1	37
Regular (not Lottery only)	207	380	195	98	50	32	47	1 009
Row% (full sample)	20.5%	37.7%	19.3%	9.7%	5.0%	3.2%	4.7%	100.0%
PGs-Regular (not Lott. only)	48	37	10	6	5	0	1	107
Occasional	3	6	6	3	4	139	5	166
Row% (full sample)	1.8%	3.6%	3.6%	1.8%	2.4%	83.7%	3.0%	100.0%
PGs - Occasional	0	0	0	0	0	0	0	0
Never		2	2		2	242	2	250
Row% (full sample)	0.0%	0.8%	0.8%	0.0%	0.8%	96.8%	0.8%	100.0%
PGs - Never		0	0		0	0	0	0
Total	513	927	436	241	176	518	192	3 003
Row% (full sample)	17.1%	30.9%	14.5%	8.0%	5.9%	17.2%	6.4%	100.0%
PGs (Total)	66	50	15	6	5	0	2	144
Row% (PGs)	45.8%	34.7%	10.4%	4.2%	3.5%	0.0%	1.4%	100.0%



Table 9.1

Q27	Have you ever borrowed money to gamble?				Total
	Counts	Yes	No	Refusal/No response	
Levels of Participation					
Regular (Lottery only)		87	1 445	46	1578
Row% (full sample)		5.5%	91.6%	2.9%	100.0%
PGs-Regular (Lottery only)		14	23	0	37
Regular (not Lottery only)		107	883	19	1009
Row% (full sample)		10.6%	87.5%	1.9%	100.0%
PGs-Regular (not Lott. only)		61	43	3	107
Occasional		0	164	2	166
Row% (full sample)		0.0%	98.8%	1.2%	100.0%
PGs - Occasional			0	0	0
Never		1	139	110	250
Row% (full sample)		0.4%	55.6%	44.0%	100.0%
PGs - Never		0	0	0	0
Total		195	2 631	177	3003
Row% (full sample)		6.5%	87.6%	5.9%	100.0%
PGs (Total)		75	66	3	144
Row% (PGs)		52.1%	45.8%	2.1%	100.0%



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THE STUDY QUESTIONNAIRE

Roots Research SA
1st Floor – Standard Bank
37 Main Road
Mowbray
Tel: 021 659 1800

Version: 21 September 2005



ROOTS RESEARCH SA

	CHECKBACK	DATE	INITIALS	F-T-F	PHONE	
FIELD	YES -1			-1	-2	RESPONDENT NO: _____
CODING	NO -2			-1	-2	

DEBRIEFED BY: _____ CODING CHECKED BY: _____

EDITED BY: _____ CONSISTENCY CHECKED BY: _____

CODED BY: _____ EDITING CHECKED BY: _____

INTRODUCTION

A Hello, my name is I work for Roots Research SA, an independent research organisation. We are conducting a study to find out the types of leisure / recreational activities you participate in and how you feel about certain things. The interview will take about 25 - 40 minutes and your participation will be greatly appreciated. All the information you provide me with in this interview will be held in strictest confidence. Are you willing to participate?

I. IF NO OR IN DOUBT, CLOSE INTERVIEW

B Please could you give me your name, address and the exact suburb and town in which you live even if there is no postal delivery there.

ENSURE THAT SPELLING OF SUBURB AND TOWN IS CORRECT

NAME OF RESPONDENT/-NAAM VAN RESPONDENT: _____

ADDRESS/-ADRES: _____

SUBURB/-VOORSTAD: _____ F2 – 5

TOWN/-DORP: _____ F6

TELEPHONE NUMBER/-TELEFOONNOMMER: (H) _____

(C) _____

(W) _____

INTERVIEWER/-ONDERHOUDVOERDER: _____

FIELD MANAGER/-VELDBESTUURDER: _____





SCREENING QUESTIONS

Q1	GENDER:	Male female	F7-I -2	PLEASE CHECK QUOTA
----	----------------	----------------	------------	--------------------

Q2 Which of these phrases best describes your own situation? READ OUT (SINGLE MENTION)

I am wholly responsible for the <u>household finances</u> – i.e. deciding how much of the household income to spend on education, entertainment, travelling and so on	F8-I
I am partly responsible for the <u>household finances</u> – i.e. deciding how much of the household income to spend on education, entertainment, travelling and so on	-2
I am not responsible for the <u>household finances</u> – i.e. deciding how much of the household income to spend on education, entertainment, travelling and so on	-3

Q3 Please tell me into which age category you fall? You need only tell me the corresponding letter of your age group. HAND RESPONDENT AGE CARD

A. Under 18 years	F9-I	-CLOSE INTERVIEW
B. 18 - 24 years	-2	
C. 25 - 29 years	-3	
D. 30 - 34 years	-4	
E. 35 - 39 years	-5	
F. 40 - 49 years	-6	

Q4 G. 50+ years -7

Approximately how often on average do you... READ OUT ACTIVITIES, SINGLE MENTION PER ACTIVITY

ACTIVITIES	More than once a week	Once a week	Once every two weeks	Once a month	Twice a year (bi-annually)	Once a year (annually)	Less often than once a year	Never	Don't know
1. Watch movies at cinemas / go to theatres	F10-I	-2	-3	-4	-5	-6	-7	-8	-55
2. Go to restaurants	F11-I	-2	-3	-4	-5	-6	-7	-8	-55
3. Attend sports events	F12-I	-2	-3	-4	-5	-6	-7	-8	-55

Q5 Which of the following activities do you know of or have you ever heard of? HAND RESPONDENT CARD A - MMP RECORD ON GRID THAT FOLLOWS UNDER THE COLUMN HEADED 'AIDED AWARENESS'

Q6 Thinking carefully, which of the following activities have you ever participated in? REFER TO CARD A - MMP RECORD ON GRID THAT FOLLOWS UNDER THE COLUMN HEADED 'EVER PARTICIPATED IN'

ACTIVITIES	Q5. Aided awareness	Q6. Ever participated in
1. Charity jackpots in newspapers, raffles, lucky draws where money is spent	F13-I	F15-I
2. Scratch cards	-2	-2
3. Faf/i/China	-3	-3
4. Lottery	-4	-4
5. Bingo	-5	-5
6. Dice games for money, e.g. Craps, Poker Dice	-6	-6



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7. Roulette	-7	-7
8. Card games for money, e.g. Poker, Black Jack, 21	-8	-8
9. Slot machines or other gambling machines	-9	-9
10. Horse racing, dog betting or any other animal betting games	-10	-10
11. Sport betting for e.g. placing money on a rugby, cricket or soccer game	F14-11	F16-11
12. None	-12	-12

IF NONE OF THE ACTIVITIES MENTIONED ABOVE IS EVER PARTICIPATED IN, IN Q6, - GO TO Q24

Q7 Thinking about the last time you did/participated in..... (ASK FOR EACH GAME EVER PLAYED IN Q6), approximately how much money would you say you spent on that occasion. In the case of those activities where money was placed with a chance of winning money back, please only give me the amount spent and not the amount you might have won. Please take your time to think carefully about this. REFER TO SHOW CARD A

1. INTERVIEWER PLEASE FILL IN RAND AMOUNT (ROUNDED TO THE NEAREST RAND)
2. IF RESPONDENT DOES NOT PARTICIPATE IN AN ACTIVITY – PLEASE FILL THE AMOUNT COLUMN WITH 0.00

ACTIVITIES	Rand Amount Don't participate = 0.00	DK/Can't remember
1. Charity jackpots in newspapers, raffles, lucky draws where money is spent	F17	55
2. Scratch cards i.e. Zama-Zama, Ithuba Win & Spin, Community Chest, etc.	F18	55
3. Fafi/iChina	F19	55
4. Lottery [TOTAL SPENT PER WEEK]	F20	55
5. Bingo	F21	55
6. Dice games for money, e.g. Craps, Poker Dice	F22	55
7. Roulette	F23	55
8. Card games for money, e.g. Poker, Black Jack, 21	F24	55
9. Slot machines or other gambling machines	F25	55
10. Horse racing, dog betting or any other animal betting games	F26	55





11. Sport betting for e.g. placing money on a rugby, cricket or soccer game

F27

55

On average, approximately how often do you participate in? ASK FOR EACH ACTIVITY EVER PLAYED IN Q6
– REFER TO MEMORY AID SHEET:

Q8

1. HAND RESPONDENT CARD B WITH SCALE
2. SINGLE MENTION POSSIBLE
3. RECORD ON GRID THAT FOLLOWS

	ACTIVITIES	More than once a week	Once a week	Once every two weeks	Once a month	Twice a year -bi- annually	Once a year - annually	Less often than once a year	Don't know
1.	Charity jackpots in news- papers, raffles, lucky draws where money is spent	F28-I	-2	-3	-4	-5	-6	-7	-55
2.	Scratch cards i.e. Zama- Zama, Ithuba Win & Spin, Community Chest, etc.	F29-I	-2	-3	-4	-5	-6	-7	-55
3.	Fafi/iChina	F30-I	-2	-3	-4	-5	-6	-7	-55
4.	Lottery	F31-I	-2	-3	-4	-5	-6	-7	-55
5.	Bingo	F32-I	-2	-3	-4	-5	-6	-7	-55
6.	Dice games for money, e.g. Craps, Poker Dice	F33-I	-2	-3	-4	-5	-6	-7	-55
7.	Roulette	F34-I	-2	-3	-4	-5	-6	-7	-55
8.	Card games for money, e.g. Poker, Black Jack, 21	F35-I	-2	-3	-4	-5	-6	-7	-55
9.	Slot machines or other gambling machines	F36-I	-2	-3	-4	-5	-6	-7	-55
10.	Horse racing, dog betting or any other animal bet- ting games	F37-I	-2	-3	-4	-5	-6	-7	-55
11.	Sport betting for e.g. placing money on a rugby, cricket or soccer game	F38-I	-2	-3	-4	-5	-6	-7	-55



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Q9 Where do you usually participate in? ASK FOR EACH ACTIVITY EVER PARTICIPATED IN Q6:

1. HAND RESPONDENT CARD D
2. MULTIPLE MENTION POSSIBLE

	ACTIVITIES	Sports- clubs and other so- cial clubs	Casinos at resorts and larger enter-tainment centres, such as Sun City	Informal Casinos and smaller gam- bling houses/ casinos	At own or friend's home	Pub/ Cafe	Internet	Betting outlets such as Tab, Tat- ter-salls and Tote	Race course
3	Fafi/iChina	F39-I	-2	-3	-4	-5	-6	-7	-8
5	Bingo	F40-I	-2	-3	-4	-5	-6	-7	-8
6	Dice games for money, e.g. Craps	F41-I	-2	-3	-4	-5	-6	-7	-8
7	Roulette	F42-I	-2	-3	-4	-5	-6	-7	-8
8	Card games for money, e.g. Poker, Black Jack, 21	F43-I	-2	-3	-4	-5	-6	-7	-8
9	Slot machines or other gambling machines	F44-I	-2	-3	-4	-5	-6	-7	-8
10	Horse racing, dog betting or any other animal bet- ting games	F45-I	-2	-3	-4	-5	-6	-7	-8
11	Sport betting for e.g. placing money on a rugby, cricket or soccer game	F46-I	-2	-3	-4	-5	-6	-7	-8

	ACTIVITIES	Any other place (Please specify)
3	Fafi/iChina	
5	Bingo	
6	Dice games for money, e.g. Craps	
7	Roulette	
8	Card games for money, e.g. Poker, Black Jack, 21	
9	Slot machines or other gambling machines	
10	Horse racing, dog betting or any other animal betting games	
11	Sport betting for e.g. placing money on a rugby, cricket or soccer game	

Q10 How many Lotto tickets do you normally buy? That is, how many lines of R2.50 do you buy?

N10

PLEASE NOTE: IF RESPONDENT ENGAGES IN 'CHARITY JACKPOTS', SCRATCH CARDS AND / OR LOTTERY ONLY [ANSWERS TO ACTIVITIES 1, 2, 4 ABOVE], GO TO QUESTION 22





Q11 Do you usually drink alcohol when you gamble (playing cards / dice etc.)?

- Yes N11-1
No -2
Refused / Don't know (DO NOT READ) -3

Q12 Have you witnessed fights when you gamble?

- Yes N12-1
No -2
Refused / Don't know (DO NOT READ) -3

ASK CASINO PLAYERS ONLY

Q13 - CASINO PLAYERS

Please rank the following reasons for gambling in order of their importance to you. Using a scale of 1-5 where 1 = "Most Important" and 5 = "Least important", please tell me for each statement that I am going to read out to you which number between 1 and 5 it should be

Most important ----- Least important

A	Escape from boredom	N300-1	2	3	4	5
B	Excitement and enjoyment from playing the games	N301-1	2	3	4	5
C	The best hope of solving your financial problems	N302-1	2	3	4	5
D	Social interaction with players and staff	N303-1	2	3	4	5
E	The chance to dream about winning a really large sum of money	N304-1	2	3	4	5
F	The atmosphere of glamour and excitement	N305-1	2	3	4	5
G	Relaxation	N306-1	2	3	4	5

Please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each of the following statements? Read scale out as often is necessary		STRONGLY AGREE	AGREE	NEITHER AGREE NOR DISAGREE	DISAGREE	STRONGLY DISAGREE	DK/ Refused
Q14							
A	When I go to a casino or bet on races or play scratch-cards I would decide in advance that I will quit as soon as I have won more than a specific amount of money	N307-1	2	3	4	5	6
B	When I go to a casino or bet on races or play scratch-cards I decide in advance about how much I could afford to lose and decide what is the maximum I would risk losing	N308-1	2	3	4	5	6
C	I have a system for gambling in casinos which makes it more likely that in the long I will win rather than lose	N309-1	2	3	4	5	6

Q15a If codes 1 and 2 in Q14a ask: You mentioned earlier that you would quit as soon as you have won at a casino or if you bet on a race....
Do you stick to this limit and stop when you have won the amount of money you intended to stop at, do you do this ...?

Q15b If codes 1 and 2 in Q14b ask: You mentioned earlier that you think in advance about how much you can afford to lose at a casino or at the races and set a maximum on losing...
Do you stick to these limits and avoid losing more than the maximum you have set yourself, do you do this ...?



	Q15a	Q15b
Always	N310-1	N311-1
Usually	2	2
Sometimes	3	3
	4	4

Q15c If codes 1 and 2 in Q14c ask: You mentioned earlier that you have a system for gambling in casinos... How well does your system work, does it work ...?

1.	Most of the time	N312-1
2.	About half of the time	-2
3.	Sometimes	-3
4.	Rarely	-4

Q16 Please describe your techniques, if any, you have for bringing luck to yourself? Do you.....?

a	Like the players in the east who always bend the corners of their cards in a particular way before looking at them	N313-1
b	Say a little prayer before gambling	2
c	Have a favourite machine	3
d	Have a favourite place at a gambling table	4
e	Have no technique	5
f	Other(please specify) _____	6

Q17 Please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each of the following statements? Read scale out as often is necessary

	If RED has come up six times in a row at roulette, this makes it...	STRONGLY AGREE	AGREE	NEITHER AGREE NOR DISAGREE	DISAGREE	STRONGLY DISAGREE	DK/ Refused
a	More likely that it will come up red next time	N314-1	2	3	4	5	6
b	Less likely that it will come up red next time	N315-1	2	3	4	5	6
c	Neither likely nor less likely that it will come up red next time	N316-1	2	3	4	5	6
	Please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each of the following statements? Read scale out as often is necessary						
	If RED has come up six times in a row at roulette, this makes it...?						
	It is possible to have the advantage of the HOUSE at games like blackjack by remembering which cards have already been played and counting the number of each type of card which is left in the deck or shoe?						
d		N317-1	2	3	4	5	6
	If two jackpot symbols come up in a winning line on a gambling machine and another one shows up just above the winning line so that you nearly win but don't actually win does this make you feel that your luck is hotting up and that you are close to winning a jackpot if you keep trying						
e		N318-1	2	3	4	5	6



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f I restrict my gambling to certain days and/or certain times of the day N319-I 2 3 4 5 6

g I sometimes feel lucky or unlucky or feel that a particular game is going to be lucky or unlucky for me? N320-I 2 3 4 5 6

If codes 1 and 2 in Q17g ask:
Q18 You mentioned that you feel lucky or unlucky..... Are you...? Usually right about this feeling More often right than wrong About equally right and wrong Usually wrong
N321-1 -2 -3 -4

Q19 Which of the following statements most accurately describes your attitude towards people who gamble regularly? MMP

A They know how to enjoy life to the full N322-I
B They're crazy but they've got guts 2
C It's a pity they can't think of better things to do with their time and money 3
D They just have different tastes to people who like spending their money and leisure time watching sports, going to movies, going to a pub or bar, reading books, or whatever 4
E They are doing something which is actually wrong 5
F They are cool guys 6

Q20 When you, if at all, set aside a certain amount of money every week or month for spending on gambling, do you usually spend.....?
READ OUT – SINGLE MENTION ONLY

a About what you budgeted N323-I
b More than you budgeted 2
c Less than you budgeted 3
d Do not set aside any money for gambling, play on a whim/impulse or when I have extra cash 4

Q21 Please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each of the following statements? Read scale out as often is necessary.
strongly agree agree neither agree nor disagree disagree strongly disagree dk/ refused

A I regard my gambling winnings as an important contribution to my household budget N324-I 2 3 4 5 6
B When I have a reasonably big win I spend it on something nice for myself and my family N325-I 2 3 4 5 6
C Use it to pay off debts N326-I 2 3 4 5 6
D Save it to gamble with, another day N327-I 2 3 4 5 6
E I keep a tally of how much I am up or down over periods of a month or even longer N328-I 2 3 4 5 6

LOTTO PLAYERS (who participate in Q8)





Q22 Please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each of the following statements?
Read scale out as often is necessary

		STRONGLY AGREE	AGREE	NEITHER AGREE NOR DISAGREE	DISAGREE	STRONGLY DISAGREE	DK/ Refused
	How do you decide which lotto numbers to play?						
A	When it comes to playing the lotto, I always play the same numbers every week	N329-I	2	3	4	5	6
B	I often seek expert advice on which lotto numbers are most likely to win	N330-I	2	3	4	5	6
C	I have different combinations every week of my favourite peoples birth dates;	N331-I	2	3	4	5	6
D	I check my horoscopes for which numbers are right for me that week	N332-I	2	3	4	5	6
E	I take every persons "lucky number" in the household	N333-I	2	3	4	5	6
F	If I made a big effort to raise the money and bought 1000 lotto tickets I would have a good chance of winning	N334-I	2	3	4	5	6

HORCE RACING (who participate in Q8)

Q23	If you had a vivid dream about seeing a bottle of Red Rum and an outsider called "Red Rum which you would never heard of turned out to be running in a race next day would you be most likely	GOTO
A	Take no notice and use your usual decision-making processes to decide which horses to back?	N335-I
B	Have a modest bet on Red Rum on the off-chance	2
C	Bet on Red Rum even though you would have backed one of the favourites if you hadn't had your dream	3
D	Borrow as much money as possible so you could have a really big bet on Red Rum	4
E	Take money without asking from your family or employer intending to pay it back after you had won	5



ASK ALL

Q24 The following section asks you a few questions about the spending patterns of your household within the last month. Please remember that the information that you give me is treated as confidential and will not be divulged and will be used for research purposes only. Your co-operation and honesty will be greatly appreciated.

Now thinking about the money you spend on household expenditures in the last month, how much money did your household as a whole spend on each of the following expenses. Please think carefully about each item before giving me an answer.

INTERVIEWER PLEASE FILL IN RAND AMOUNT ROUNDED TO THE NEAREST RAND

	Rands Nothing = 0.00	Don't know	Refuse
1. Housing such as rent, bond, water, rates		F62-55	-66
2. Telephone		F63-55	-66
3. Electricity		F64-55	-66
4. Alcoholic drinks, such as spirits, beers, wine and so on		F65-55	-66
5. Food and non-alcoholic drinks		F66-55	-66
6. Leisure, recreation – such as movies, theatre, sports, music, other entertainment and holidays		F67-55	-66
7. Transport – i.e. public transport, car repayments, car insurance, petrol, maintenance and repairs		F68-55	-66
8. Education		F69-55	-66
9. Gambling – i.e. all activities where money bets are placed, such as scratch cards, jackpots, craps, roulette, poker, horse racing, sport betting, and so on		F70-55	-66
10. Tobacco – including cigarettes, lighters, matches, pipe tobacco		F71-55	-66
11. Savings – including short and long term investments		F72-55	-66

Q25 You mentioned that you spend money on gambling / Lotto etc. If you spending money on gambling activities what are you spending less money on? Do you ...?

Spend less money on food for the household	N336-1
Spend less money on alcohol	-2
Use the money meant to pay accounts – like clothing and furniture	-3
Use the money meant to pay accounts – electricity / water	-4
Use the money meant to school fees	-5
Save less money at the bank / savings club / stokvel etc.	-6
Other (please specify)	-7
Do not spend less	-8



Q26 Thinking specifically about gambling, betting activities, if you earned more money would you spend more or less on ...?

	Will spend more on	Will spend less on	Will not change the way I play	N/A
Gambling – playing Lotto	N337-I	2	3	4
Gambling – slot machines	N338-I	2	3	4
Gambling – cards, dice, horse betting etc	N339-I	2	3	4
Alcohol	N340-I	2	3	4
Tobacco	N341-I	2	3	4

Q27 Have you ever borrowed money to gamble?

Yes	N342-I
No	-2
Refused / Don't know (DO NOT READ)	-3

Q28 MONTHLY DISPOSABLE INCOME: HAND RESPONDENT INCOME CARD

Please tell me into which of the following groups your Monthly Household Disposable Income / Take Home Pay falls. By Monthly Disposable Income / Take Home Pay, I mean your household income, from all sources, after taxes and deductions, such as medical aid, pension, and provident fund. You need only give me the number of the group in which your income falls

1.	Up to R499 per month	F73-I
2.	R500 - R799 per month	-2
3.	R800 - R1 399 per month	-3
4.	R1 400 - R2 499 per month	-4
5.	R2 500 - R3 999 per month	-5
6.	R4 000 - R5 999 per month	-6
7.	R6 000 - R7 999 per month	-7
8.	R8 000 - R9 999 per month	-8
9.	R10 000 - R11 999 per month	-9
10.	R12 000+ per month	-10
11.	Don't know	-55
12.	Refused	-66

Everyone must please answer this section

Q29 Thinking about the people you know - such as friends, acquaintances, family, and so on. Please tell me how common or widespread do you think the following are amongst these people, using a scale of 1 to 5 where 1= not common at all and 5= very common. HAND RESPONDENT CARD G WITH SCALE
READ OUT ISSUES ONE AT A TIME; SINGLE MENTION PER ISSUE

	Not common at all	Not common	Neither common nor uncommon	Common	Very common
Smoking addiction	F74-I	-2	-3	-4	-5
Alcoholism	F75-I	-2	-3	-4	-5
Gambling addiction	F76-I	-2	-3	-4	-5
Drug addiction	F77-I	-2	-3	-4	-5



Q30 Thinking again about the people you know, please RANK the following in terms of how much damage those who indulge in them do to themselves and those close to them

Damage people do to themselves

1	Smoking addiction	F78
2	Alcoholism	F79
3	Gambling addiction	F80
4	Drug addiction	F81

ASK ALL

Q31 Relative to other forms of entertainment and recreation which you may participate in, how important is the role that gambling plays in your life, using the following scale? **READ OUT SCALE, SINGLE MENTION**

1	Extremely important	F114-1
2	Very important	-2
3	Moderately important	-3
4	Slightly important	-4
5	Not at all important	-5

Q32 On a scale of 1 to 5 with 1=very positive and 5=very negative, please indicate how do you feel about the legalising of gambling in South Africa, Do you feel ...? **READ OUT SCALE, SINGLE MENTION ONLY**

1	Very positive	F115-1
2	Positive	-2
3	Neither positive nor negative	-3
4	Negative	-4
5	Very negative	-5

Q33 IF RESPONDENT ANSWERED CODE -1 OR -2 IN Q32,ASK:
You said you feel positive about the legalising of gambling in South Africa, why is this?

F116

Q34 IF RESPONDENT ANSWERED CODE -4 OR -5 IN Q32,ASK:
You said you feel negative about the legalising of gambling in South Africa, why is this?

F117



Q35 Using the following scale, please indicate approximately how often you

ACTIVITIES SCALE

1. Hand respondent card with scale					
2. Read list of activities one by one	Daily	Weekly	Monthly	Less often than monthly	Never
3. Single mention per activity					
Participate in gambling/betting activities	F104-1	-2	-3	-4	-5
SUCH AS THOSE MENTIONED IN QUESTION 8 [CODES 1 – 11]					

*** PLEASE NOTE YOUR ROUTING FROM HERE-ON ***

IF CODE -1, -2, -3 IS MENTIONED IN Q35, PLEASE ASK THE RESPONDENTS TO COMPLETE Q36

IF CODE -4, -5 IS MENTIONED IN Q35, GO TO Q40 ON PAGE 13

Q36	Will you kindly answer either “yes” or “no” to the following questions	YES	NO
1	Have you ever lost time from work due to gambling?	F225-1	2
2	Has gambling ever made your home life unhappy?	F226-1	2
3	Has gambling affected your reputation?	F227-1	2
4	Have you ever felt remorse after gambling?	F228-1	2
5	Have you ever gambled to get money with which to pay debts or otherwise solve financial difficulties?	F229-1	2
6	Has gambling ever made you less ambitious or less efficient?	F230-1	2
7	Have you ever felt that you must return as soon as possible, after having lost, to try and win back the money you have lost?	F231-1	2
8	After a win, have you ever felt a strong urge to return and win more?	F232-1	2
9	Have you ever gambled until your last Rand was gone?	F233-1	2
10	Have you ever borrowed to finance your gambling?	F234-1	2
11	Have you ever sold any real or personal property to finance your gambling?	F235-1	2
12	Have you ever been reluctant to use “gambling money” for normal expenditure or have you ever used money earmarked for household necessities for gambling?	F236-1	2
13	Has gambling ever made you careless of the welfare of your family or yourself?	F237-1	2
14	Have you ever gambled longer than planned?	F238-1	2
15	Have you ever gambled to escape worry or trouble?	F239-1	2
16	Have you ever committed or considered an illegal act to finance your gambling?	F240-1	2
17	Has gambling caused you difficulty in sleeping?	F241-1	2
18	Do arguments, disappointments or frustrations bring on an urge to gamble?	F242-1	2
19	Do you have an urge to celebrate any good fortune by a few hours gambling?	F243-1	2
20	Have you ever considered self-destruction as a result of gambling?	F244-1	2



BELIEFS

Q37	Please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each of the following statements? Read scale out as often is necessary i.e. with every 3 rd statement.	strongly agree	agree	neither agree nor disagree	disagree	strongly disagree	dk/ refused
A	Over the long run do you think you will win more money than you lose in gambling, if you can keep your head?	N343-I	-2	-3	-4	-5	6
B	When you are gambling, do you sometimes get strong hunches that your next play will be a winner?	N344-I	-2	-3	-4	-5	6
C	Ask only if codes 1 OR 2 TO STATEMENT B: Do you think, while you are gambling, that these hunches are telling you something you can trust?	N345-I	-2	-3	-4	-5	6
D	Ask only if codes 1 OR 2 TO STATEMENT B: Do you believe thinking about it right now, that these hunches should be trusted?	N346-I	-2	-3	-4	-5	6
E	There are some people who are so good at gambling that they usually win (without cheating)	N347-I	-2	-3	-4	-5	6

LIMITS

Q38	When gambling... READ OUT LEAD IN for 1-5 AND SCALE WHERE NECESSARY	Very often	Often	Less often	Seldom	Never	DK Refused
A	How often have you said to yourself "Just one more play" and then played more than once?	N348-I	2	3	4	5	6
B	How often just after a loss, do you think about other things you could have done with that money?	N349-I	2	3	4	5	6
C	How often just after a loss, when you think about these other things you could have done with the money, do you decide that they are not actually that important to you?	N350-I	2	3	4	5	6
D	How often have you ever run out money and staked an object you owned?	N351-I	2	3	4	5	6
E	How often would you say you put aside special money?	N352-I	2	3	4	5	6
F	How often, if ever, have you lost all the money you put aside and then added a bit more from your other funds to keep playing?	N353-I	2	3	4	5	6



LIMITS

Q39	Please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each of the following statements? Read scale out as often as necessary	STRONG- LY AGREE	AGREE	NEITHER AGREE NOR DISAGREE	DISAGREE	STRONG- LY DISA- GREE	DK/ Refused
A	When you lose at gambling, you think to yourself, that it was your own fault	N354-I	2	3	4	5	6
B	When you lose at gambling, you usually write it off to back luck	N355-I	2	3	4	5	6
C	When you lose at gambling you blame your spouse	N356-I	2	3	4	5	6
D	When you lose at gambling you go on a shopping spree/splurge	N357-I	2	3	4	5	6
E	When you lose at gambling you tend to eat more	N358-I	2	3	4	5	6
F	When you lose at gambling you become very emotional and want to give vent to your emotion	N359-I	2	3	4	5	6
G	I have a number / set of numbers which I believe brings me luck	N360-I	2	3	4	5	6
H	I have a colour that brings me luck	N361-I	2	3	4	5	6
I	I have an object / charm that I use to bring me luck	N362-I	2	3	4	5	6

Q40 Using the following scale, please indicate approximately how often you

ACTIVITIES

	Daily	Weekly	SCALE Monthly	Less often than monthly	Never
1. Hand respondent card I with scale					
2. Read list of activities one by one					
3. Single mention per activity					
a) Drink alcoholic beverages, such as wine, beer, cider, or spirits	F102-I	-2	-3	-4	-5

*** PLEASE NOTE YOUR ROUTING FROM HERE-ON ***

IF CODE -1, -2, -3 IS MENTIONED IN Q40, PLEASE ASK THE "ALCOHOLIC BEVERAGE QUESTIONS"

IF CODE -4,5 IS MENTIONED IN Q40, GO TO DEMOGRAPHICS

ALCOHOLIC BEVERAGE QUESTIONS

Answered alcohol section

Didn't answer alcohol section

F105 - 1

- 2

- PLEASE ASK Q41 - 45 IF RESPONDENT DRINKS ALCOHOLIC BEVERAGES MONTHLY, OR MORE OFTEN
- PLEASE READ QUESTIONS TO RESPONDENTS IF THEY ARE ILLITERATE
- PLEASE EXPLAIN TO RESPONDENT HOW THE ANSWER SHEET WORKS FOR QUESTION 46

For this section respondent to give one answer for each of the following:

- Please indicate how often, if at all, drinking has caused you problems in your work or in personal relationships
- Please indicate how often, if at all, in the mornings you either have a drink or start looking forward to what you are going to drink in the course of the day.
- Please indicate how often, if at all, you feel that drink helps you to get away from your problems and to stop feeling anxious or depressed.
- Please indicate how often, if at all, you have ever felt ashamed or guilty because of things you have done when drinking.
- Please indicate how often, if at all, you have wanted to stop drinking or to cut down on your drinking.



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	Q41	Q42	Q43	Q44	Q45
	F107-I	F108-I	F109-I	F110-I	F111-I
Very often					
Often	2	2	2	2	2
Occasionally	3	3	3	3	3
Seldom	4	4	4	4	4
Never	5	5	5	5	5

START OF SELF COMPLETION, CONFIDENTIAL QUESTIONS

HAND RESPONDENT QUESTIONNAIRE

INTERVIEWER PLEASE READ TO RESPONDENTS:

The following questions I realise may be rather personal and sensitive, however, as mentioned earlier, the information will be used for research purposes only and once again honesty is extremely important. However, to ensure that the information you are about to disclose is not able to be tied back to you by anyone that reads the outcomes of this study, please tear off the back page and complete separately so that you remain anonymous.

Please think carefully before answering each question.

Q46 Will you kindly answer either "yes" or "no" to the following questions

		YES	NO
1	Do you lose time from work due to drinking?	F205-I	2
2	Is drinking making your home life unhappy?	F206-I	2
3	Do you drink because you are shy with other people?	F207-I	2
4	Is drinking affecting your reputation?	F208-I	2
5	Have you ever felt remorse after drinking?	F209-I	2
6	Have you gotten into financial difficulties because of drinking?	F210-I	2
7	Do you turn to lower companions and an inferior environment when drinking?	F211-I	2
8	Does your drinking make you careless of your family's welfare?	F212-I	2
9	Has your ambition decreased since drinking?	F213-I	2
10	Do you crave a drink at a definite time daily?	F214-I	2
11	Do you want a drink the next morning?	F215-I	2
12	Does drinking cause you to have difficulty in sleeping?	F216-I	2
13	Has your efficiency decreased since drinking?	F217-I	2
14	Is drinking jeopardising your job or business?	F218-I	2
15	Do you drink to escape from worries or trouble?	F219-I	2
16	Do you drink alone?	F220-I	2
17	Have you ever had a complete loss of memory as a result of drinking?	F221-I	2
18	Has your physician ever treated you for drinking?	F222-I	2
19	Do you drink to build up your self-confidence?	F223-I	2
20	Have you ever been to a hospital or institution on account of drinking?	F224-I	2





DEMOGRAPHICS / PERSOONLIKE BESONDERHEDE

- D1 LIFE CYCLE: Can you please tell me which of the following best describes you? HAND RESPONDENT CARD**
- | | |
|--|--------|
| Single, living with parents | FI18-1 |
| Single, living outside the family home | -2 |
| Single with small children under the age of six | -3 |
| Single with school-going children | -4 |
| Single with independent children | -5 |
| Married without children | -6 |
| Married with small children under the age of six | -7 |
| Married with school-going children | -8 |
| Married with independent children | -9 |
| Sole survivor/widowed | -10 |
| Divorced | -11 |
- D2 EDUCATION: Can you please tell me which level of education you have attained? HAND RESPONDENT CARD**
- | | |
|----------------------------------|--------|
| No formal education | FI19-1 |
| Some primary school | -2 |
| Primary school completed | -3 |
| Some high school | -4 |
| High school completed | -5 |
| Some university education | -6 |
| University education completed | -7 |
| Other post-matric qualifications | -8 |
- D3 Which of the following best describes your working status? You work.... READ OUT**
- | | |
|-----------------------------------|--------|
| Full-time | FI20-1 |
| Part-time (away from home) | -2 |
| Part-time (from home) | -3 |
| Retired | -4 |
| Student | -5 |
| Unemployed - looking for work | -6 |
| Unemployed - not looking for work | -7 |
| Housewife | -8 |
- D4 What is your occupation, or what work do you do?**
- | | |
|-----------------------|--------|
| Professional | FI21-1 |
| Executive | -2 |
| Technical | -3 |
| Administrative | -4 |
| Clerical/secretarial | -5 |
| Sales | -6 |
| Service | -7 |
| Skilled trade | -8 |
| Semi- /unskilled work | -9 |
| Farm-worker | -10 |
| Other (Specify) _____ | |



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D5 Now I am going to read out a list of things to you. Please tell me which, if any, are presently in your household.

READ OUT, MULTIPLE MENTION POSSIBLE

In your household do you have / own / use:

	YES	NO
Fridge or freezer	F122-I	2
Polisher or vacuum cleaner	F123-I	2
Hi-fi or music centre	F124-I	2
Microwave oven	F125-I	2
Washing machine	F126-I	2
Shop at a supermarket for the household	F127-I	2
Shop at supermarket for personal goods	F128-I	2
Live in a metropolitan area	F129-I	2
Live in a hut [traditional]	F130-I	2
Live in a rural area	F131-I	2
Have a domestic servant	F132-I	2
Have a flush toilet	F133-I	2
Have at least one car	F134-I	2
Have one or more insurance policy	F135-I	2
Have a telephone	F136-I	2
Have hot running water	F137-I	2
Have any credit facilities	F138-I	2
Use any financial services	F139-I	2
Use dishwashing liquid	F140-I	2
Have a television set	F141-I	2
Have electricity or running water	F142-I	2

D6 **RACE: BY OBSERVATION:** What is your occupation, or what work do you do?

White	F143-I
Black	-2
Coloured	-3
Indian	-4

D7 **LANGUAGE:** What is your home language i.e. the language you speak most often at home?

English	F144-I
Afrikaans	-2
Xhosa	-3
Zulu	-4
North Sotho	-5
South Sotho	-6
Swazi	-7
Shangaan	-8
Venda	-9
Ndebele	-10
Other (Specify)	-11

D8 **RELIGION:** What is your current religion?

Christian, including Catholics	F145-I
Jewish	-2
Muslim	-3
Buddhist	-4
Hindu	-5
Atheist	-6
Agnostic	-7
Other (Please specify)	-10
None	-9



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- D9 LEVEL OF URBANISATION:** Interviewer please record:
- | | |
|--------------|--------|
| Small urban | FI46-1 |
| Metropolitan | -2 |
- D10 TYPE OF DWELLING:** What is your current religion?
- Formal:**
- | | |
|--|--------|
| Brick house or part of brick house | FI47-1 |
| Flat/Maisonette/Townhouse | -2 |
| Hostel | -3 |
| Outbuilding/Garage/Back room | -4 |
| Other formal dwelling (Please specify) _____ | -5 |
- Informal:**
- | | |
|--|----|
| Shack – backyard | -6 |
| Shack – squatter camp | -7 |
| Other informal dwelling (Please specify) _____ | -8 |
- D11 PROVINCE:** Interviewer please record:
- | | |
|----------------|--------|
| Gauteng | FI48-3 |
| Kwa Zulu Natal | -4 |
| Western Cape | -9 |

THANK RESPONDENT AND CLOSE INTERVIEW

I hereby certify that this interview has been carried out by me according to the instructions I received from Roots Research SA and has been thoroughly checked.

SIGNED/-GETEKEN: _____

DATE/-DATUM: _____



Winners know when to stop



N A T I O N A L

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P R O G R A M M E

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