GAMBLING ATTITUDES AND BEHAVIORS: A 2013 SURVEY OF ADULT IOWANS

Prepared for
Iowa Department of Public Health
Iowa Gambling Treatment Program

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EXECUTIVE SUMMARY

GAMBLING ATTITUDES AND BEHAVIORS: A 2013 SURVEY OF ADULT IOWANS

Prepared for the Iowa Department of Public Health, the Iowa Gambling Treatment Program
Prepared by the Center for Social and Behavioral Research, University of Northern Iowa

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BACKGROUND & METHODOLOGY

The 2013 Survey of Public Gambling Attitudes and Behaviors toward Gambling was conducted by the Center for Social and Behavioral Research (CSBR) at the University of Northern Iowa (UNI) and funded by the Iowa Gambling Treatment Program (IGTP) at the Iowa Department of Public Health (IDPH).

The 2013 Survey of Public Attitudes and Behaviors toward Gambling used a dual-frame (land and cell) random digit dial (DFRRD) telephone sampling methodology. A total of 1,826 interviews (564 landlines and 1,262 cellphones) were completed from September 2013 to December 2013. The Iowa Department of Public Health also funded the Iowa 2011 Gambling Attitudes and Experiences Survey which used an address-based sampling methodology (ABS) to invite participation by a random sample of residential Iowa adults. A total of 1,700 questionnaires/interviews were completed (470 online and 1,230 by telephone) from February 2011 to May 2011.

The primary purpose of these surveys was to collect data from adult Iowans and to assess:

- types and frequency of gambling activities,
- prevalence of problem gambling, and
- awareness and opinions of publicly-funded gambling treatment services.

Both 2011 and 2013 data have been weighted in order to obtain probability-based samples representative of all adult Iowans (age, gender, education, etc.).

KEY FINDINGS

- The 2013 prevalence rates of any gambling among adult Iowans were: 93.4% lifetime (ever), 77.8% during the past 12 months, and 46.4% during the past 30 days. The rates of gambling behavior in the past 12 months in 2013 were significantly higher than 2011 (77.8% vs. 68.9%). It is estimated that almost 1.8 million adult Iowans gambled during the past 12 months (see *Section 1*).

- Using the National Opinion Research Center's DSM-IV Screen for Gambling Problems, commonly referred to as the NODS, the prevalence of "probable pathological gambling" among adult Iowans was 0.9% for lifetime (*ever*) and 0.4% for the past 12 months. The rates of gambling pathology in the past 12 months in 2013 were not significantly higher than in 2011. It is estimated that more than 8,000 adult Iowans may be classified as pathological gamblers in the past 12 months (see *Section 2*).

- Using the Problem Gambling Severity Index (PGSI), the 2013 prevalence of "problem gambling" among adult Iowans was 1.9% for the past 12 months and 3.8% were at moderate risk for problem gambling. The rates of gambling problems using the PGSI in the past 12 months in

2013 were not significantly higher than in 2011. It is estimated that about 43,000 adult Iowans may be classified as problem gamblers using the PGSI in the past 12 months (see *Section 2*).

- Approximately 16% of adult Iowans were classified as "at-risk" gamblers in 2013 by having one or more symptoms of problem gambling as assessed with NODS or PGSI during the past 12 months. Thus, it is estimated that 369,000 adult Iowans may have one or more symptoms as assessed with NODS or PGSI in the past 12 months (see *Section 2* & also *Section 4* for definition of "at risk".)

- Approximately 1 in 5 adult Iowans (17.7%) said they have been negatively affected by the gambling behavior of a family member, friend, or someone else they know (see *Section 2*).

- More than half of adult Iowans (55.7%) said that the harms of gambling for society outweigh the benefits when asked about the impacts gambling has on society. About 1 in 3 adult Iowans (29.9%) said that the benefits are equal to the harm. Adult Iowans with more positive attitude toward gambling were more likely to be "at-risk" gamblers (see *Section3*).

- Almost 9 in 10 adult Iowans (89.4%) said they are aware of the gambling helpline 1-800-BETS OFF. However, only 44.1% were aware that Iowa has publicly-funded gambling treatment services (see *Section 3*).

- The types of gambling activities adult Iowans *most often engaged in at least once* during the past 12 months in rank order were lottery tickets, raffle tickets, lotteries, scratch tickets/pull-tabs, slot machines, and card games with friends, family members or others (not at a casino) (see *Section 4*).

- Among those who said they gambled at least occasionally in the past 12 months, the most important reason was for fun or entertainment (80.6%) followed by for excitement (61.6%) (see *Section 4*).

- Among those who *seldom* or *never* gamble, the main reasons for not gambling were the *possibility of losing money* (83.5%) and *not being interested in gambling* (76.4%.) (see *Section 4*).

- *Multivariate analysis* revealed that substance use and mental health status are primary factors that increase the likelihood of being identified as an "at-risk" gambler. Whether or not respondents gambled in the past 12 months did not differ by most demographic characteristics, with the exceptions of higher household income, tobacco use, and alcohol intoxication after controlling for other covariates in the model (see *Section 8*).

- Awareness of state-funded problem gambling treatment differed by gender, race, and geographical location of the respondents after controlling for other covariates in the model. Females were less likely to know about state-funded treatment than males. Additionally, adult Iowans who self-identified as Whites were more likely to know about state-funded treatment than non-Whites. Similarly, people who lived on a farm or in a town of less than 5,000 were more likely to know about state-funded treatment than were those who lived in more urban areas (see *Section 8*).

HIGHLIGHTS OF FINDINGS

SECTION 1. PREVALENCE OF GAMBLING

GAMBLING

- 93.4% of adult Iowans have gambled sometime in their life (*page 20*)
- 77.8% of adult Iowans have gambled during the past 12 months (*page 20*)
- 46.4% of adult Iowans have gambled during the past 30 days (*page 20*)
- Rates of gambling behavior in the past 12 months in 2013 were significantly higher than 2011 (77.8% vs. 68.9%) (*page 20*)
    - It is estimated that almost 1.8 million adult Iowans gambled during the past 12 months (*page 21*)
- 6.6% of adult Iowans never gambled (*page 20*)

GAMBLING DISORDER

Using the National Opinion Research Center's DSM-IV Screen for Gambling Problems (NODS) adult Iowans were classified as:

- 0.9% lifetime probable pathological gambling (*page 26*)
- 0.4% past 12 months probable pathological gambling (*page 28*)

Using the Problem Gambling Severity Index (PGSI) adult Iowans were classified as:

- 1.9% problem gambling for the past 12 months (*page 30*)
- 3.8% were at moderate risk for problem gambling (*page 30*)
- 9.0% were at low risk for problem gambling (*page 30*)

Aggregating the results from both measures (NODS and PGSI) adult Iowans were classified as:

- 16.0% at-risk gamblers for the past 12 months (*page 33*)
- About one in seven Iowans were at-risk gamblers in the past 12 months (*page 33*)
- 2.0% had most severe classification (NODS: Pathological & PGSI: Problem Gambling) (*page 33*)

Self-reported gambling problems

- 3.4% of Iowans think they have/had a problem with gambling (*page 32*)
- Similarly, among those who were classified in the most severe gambling problem category by NODS or PGSI (pathological or problem) in the past 12 months, about 25.3% reported that they think they have a gambling problem now (*page 33*)

- Nearly one in three (29.8%) Iowans reported that they know a person with gambling problems. About one in six (17.7%) have been negatively affected by friend, coworker, family members or someone else caused by gambling (*page 37*)
- However, respondents who met one or more symptoms in NODS or PGSI in the past 12 months were more likely to report that they knew someone with problems caused by gambling and that they were negatively affected by other people's gambling (*page 38*)
- Another question assessed the respondents' family lives related to gambling problems when they were growing up. It is estimated that one in fifteen (6.7%) Iowans may have experienced someone in their family having a gambling problem when they were growing up (*page 38*)

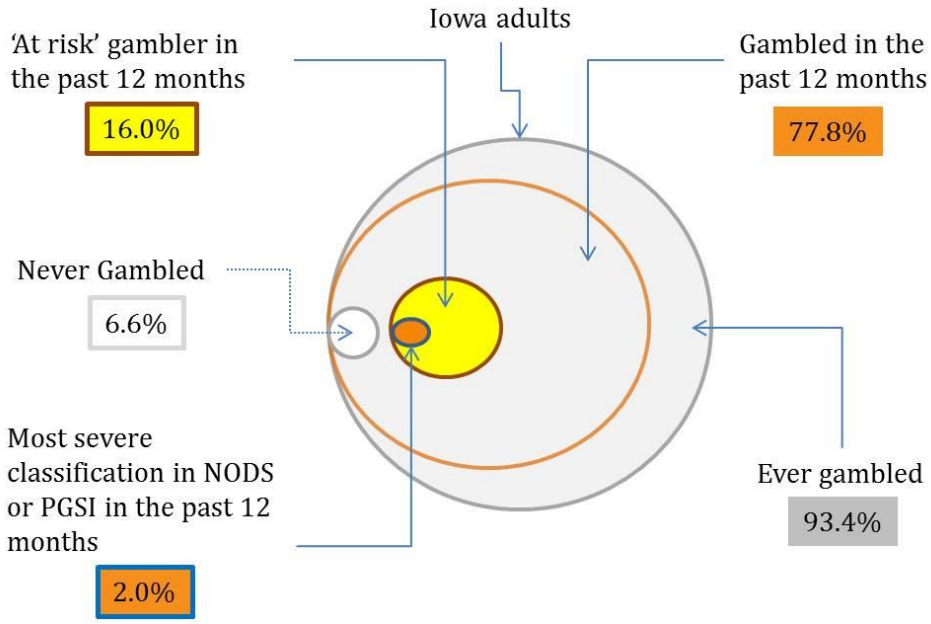

Figure H-1. Prevalence and gambling pathology in Iowa (the figure is not to scale)

SECTION 3. ATTITUDES ABOUT GAMBLING AND OPINION ABOUT GAMBLING PREVENTION &TREATMENT

ATTITUDE ABOUT GAMBLING

- Although 77.8% of adult Iowans gambled during the past 12 months, more than half of adult Iowans (55.7%) said that the harms of gambling for society outweigh the benefits when asked about the impacts gambling has on society (*page 41*)
- About 1 in 3 adult Iowans (29.9%) said that the benefits are equal to the harm (*page 41*)
- Adult Iowans with more positive attitude toward gambling were more likely to be "at-risk" gamblers (*page 42*)

AWARENESS OF PREVENTION & TREATMENT

- Almost 9 in 10 adult Iowans (89.4%) said they are aware of the gambling helpline 1-800-BETS OFF (*page 44*)
- However, only 44.1% were aware that Iowa has publicly-funded gambling treatment services (*page 44*)
- Public funding to make gambling treatment available was important to 90.9% of Iowans (55.9% *very important,* 35.0% *somewhat important*) (*page 43*)
- Similarly, 91.8% of adult Iowans said public funding to educate young people about the risks of gambling was important (64.6% *very important,* 27.3% *somewhat important*) (*page 43*)
- The attitudes toward treatment-seeking were favorable in the state. The vast majority of Iowans (98.2%) said they admire the courage of people who seek help for a gambling problem (*page 47*)

SECTION 4. GAMBLING BEHAVIOR

- The types of gambling activities adult Iowans *most often engaged in at least once* during the past 12 months in rank order were (*page 56*):
    - lottery tickets,
    - raffle tickets,
    - scratch tickets/pull-tabs,
    - slot machines, and
    - card games with friends, family members or others (not at a casino)
- More prevalent gambling activities such as lottery tickets and scratch ticket and pull tabs were not the "favorite" gambling activities among "at risk" gamblers (*page 66*)
- Among those who said they gambled at least occasionally in the past 12 months, the most important reasons were (*page 67*):
    - For fun or entertainment (80.6%)
    - For excitement (61.6%)
- Among those who never or seldom gamble, the main reason for not gambling were (*page 68*):
    - The "possibility of losing money" (83.5%)
    - "Just not interested in gambling" (76.4%)
    - the "distances from betting opportunities" (13.2%) was the least important reason for not gambling for this group
- Almost one in ten adult Iowans (9.7%) who reported gambling said they wanted to decrease the amount of time or money they spent gambling or they wanted to quit gambling altogether (*page 69*)
    - 3.0% wanted to decrease the amount of time spent gambling
    - 5.4% wanted to decrease the amount of money spent gambling, and
    - 5.1 % wanted to quit altogether
- Among those who experienced any problem gambling symptoms during the past 12 months (*page 69*)
    - 21.1% said they wanted to decrease the amount of time or money they spent gambling or quit gambling altogether

SECTION 6. GAMBLING ATTITUDES, BEHAVIORS, PATHOLOGY BY DEMOGRAPHICS

- Iowans with a 4-year college degree or more are more likely to have ever gambled than those Iowans who completed high school or less (*page 78*)
- Although the vast majority of Iowans have gambled in the past, the majority hold negative attitudes toward gambling (*page 89*)
- Because non-White Iowans are more likely to be classified as problem gamblers (see Figure 6-7, page 85), and less likely to know about the availability of publicly funded programs in the state, they may be least likely to access treatment services (*page 91*)

SECTION 8. MULTIVARIATE ANALYSIS

GAMBLED IN THE PAST 12 MONTHS

The logistic regression focused on those who gambled in the past 12 months (an estimated 77.8% of adult Iowans) (*page 106*.)

The odds ratios for those whose household income was in a higher bracket were consistently higher than for those who said that their household income was less than $25,000. The odds ratio could be interpreted as the "distance" from the reference group value of 1. The odds ratio for those with household income between $25,000 and $49,999, or $50,000 and $74,999 was 1.93 with a confidence interval [CI: 1.22, 3.05] and 1.92 [CI: 1.14, 3.22]. The odds ratio for those with an income of $75,000 or more was 3.46 [CI: 2.02, 5.91].

- This suggests that those with the first two income brackets ($25,000 and $49,999, or $50,000 and $74,999) were about 2 times more likely to have gambled in the past 12 months compared to those who had a household income of less than $25,000 (reference group).
- This suggests that those with an income of $75,000 or more (the highest income bracket) were 3.5 times more likely to have gambled in the past 12 months than those with income less than $25,000.

Similarly, the odds ratio for those who used tobacco in the past 30 days or were intoxicated (with alcohol) at least once in the past 30 days were 2.15 [CI: 1.39, 3.31] and 3.16 [CI: 1.81, 5.54] respectively. Thus, the finding suggests that

- Respondents who used tobacco were about 2 times more likely to have gambled in the past 12 months than those who did not. Also,
- It suggests that respondents who were intoxicated at least once in the past 30 days were about 3 times more likely to have gambled in the past 12 months than those who did not.

AWARE OF STATE FUNDED PROBLEM GAMBLING TREATMENT PROGRAMS

Awareness of state-funded problem gambling treatment programs initially had 3 response options: 1) Yes, I knew it was available in Iowa but not who provided it, 2) Yes, I knew the Iowa Department of Public Health provided gambling treatment, and 3) No, I was not aware of either of these facts (*page 110*.)

Three demographic characteristics of the respondents were significant in the model: gender, race, and geographical location of the respondents. The race variable was defined as 1 = Whites (non-Hispanic) and 0 = All others (as a result of aggregating all non-White respondents.)

The odds ratio for females was 0.65 [CI: 0.49, 0.86]. Thus,

- females were 35% less likely than males to know of state-funded problem gambling treatment programs.

Similarly, the odds ratio for non-Whites was 0.44 [CI: 0.26, 0.76], which suggests that

- non-Whites were 56% less likely to know of state-funded problem gambling treatment programs compared to Whites.

Also, the odds ratio for those who lived in a large town of 5,000 to 25,000 was 0.64 [CI: 0.44, 0.91], for those who lived in a city of 25,000 to 50,000 was 0.56 [CI: 0.36, 0.89], and for those who lived in a city of 50,000 or more was 0.48 [CI: 0.33, 0.69]. Thus,

- respondents in bigger towns and cities were less likely to know of state-funded problem gambling treatment.

The odds ratio for respondents who had gambled in the past 12 months was 1.55 [CI: 1.11, 2.15]. Thus,

- those who gambled were 1.6 times (or 65%) more likely to know of state-funded problem gambling treatment programs.

Among the substance use variables, the odds ratio for those who were alcohol intoxicated at least once in the past 30 days was 0.65 [CI: 0.45, 0.94]. Thus,

- they were 35% less likely to know about the treatment compared to those who have not been intoxicated with alcohol.

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TERMINOLOGY

This report often uses terminologies that are common in social science research. Yet, these words might be a barrier to understanding the content of this report. Although it is impossible to create a complete list of terminologies that were used in this report, this intial section introduces some of them to assist a reader to understand the findings. At the end of each terminology, there is a link to a open source website that addresses the same topic.

DEFINITIONS

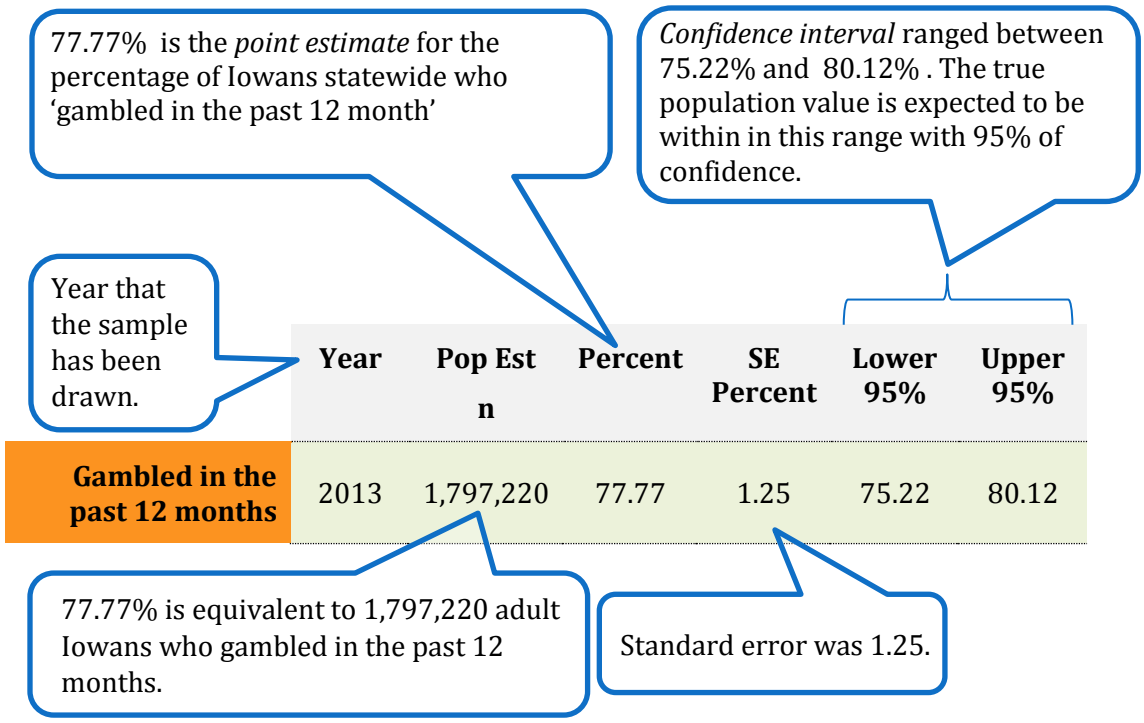
In social science research, a sample of a population is used to investigate a particular area of interest in order to gain an understanding of what is likely occuring in the entire population. This report summarizes findings from a survey about gambling attitudes among a sample of Iowans. Statistical methods are used to take the results from a sample of Iowans and convert them to the total estimated number (called the *population estimate)* and percentage (called the *point estimate)* of Iowans statewide represented by any given survey question or study variable.

Point estimate is the best estimate of the percentage of the sample (e.g. a random sample of adult Iowans) for any given variable (e.g. prevalence of gambling) (see also *Point Estimation*).

95% Confidence interval are values above and below the point estimate that indicate with 95% probability the upper and lower range that the "true" population parameter falls (i.e., the "true" level of the variable within the actual Iowa adult population) (see also *CI*).

Standard error (SE) is a measure of variability in a sample mean that is used in statistical calculations such as confidence interval (*CI*.) For instance, if *SE* increases then the *CI will also increase.* (see also *SE*)

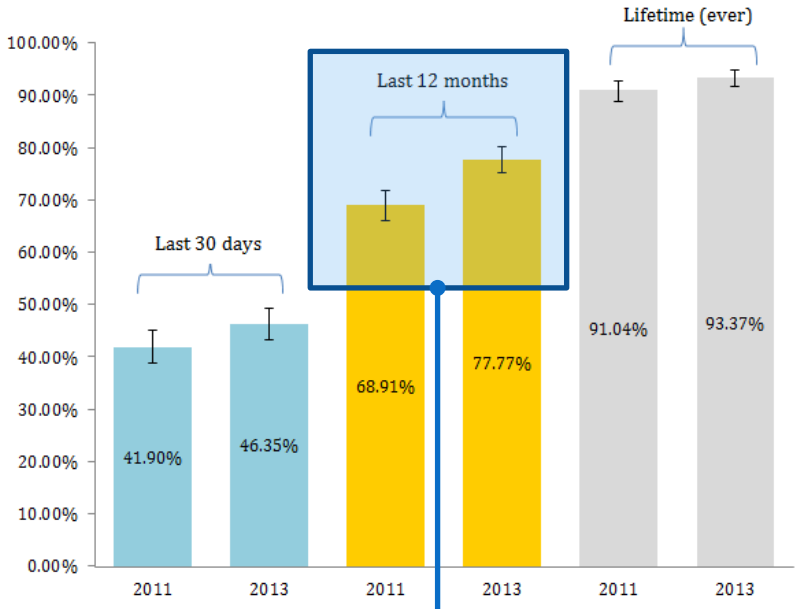
Example 1: Population estimates of Iowa adults who gambled in the past 12 month (from *Table 1-1* in this report)

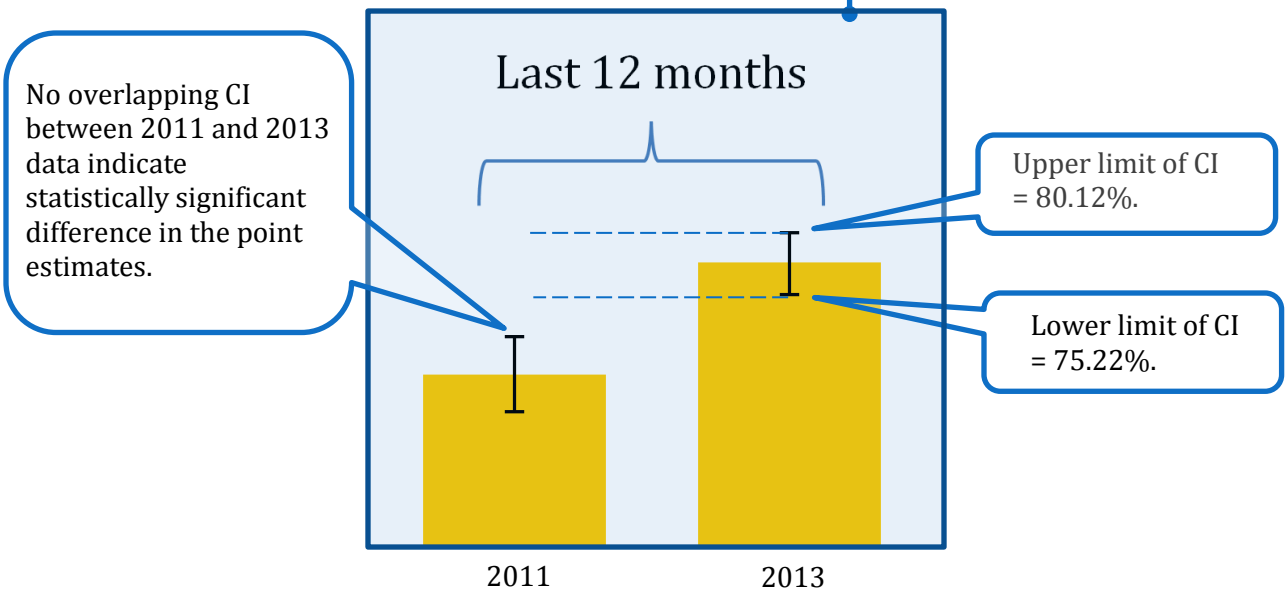


	Year	Pop Estn	Percent	SE Percent	Lower 95%	Upper 95%
Gambled in the past 12 months	2013	1,797,220	77.77	1.25	75.22	80.12

Example 2: Population estimates of Iowa adults who gambled in the past 12 month (from *Figure 1-2* in this report)

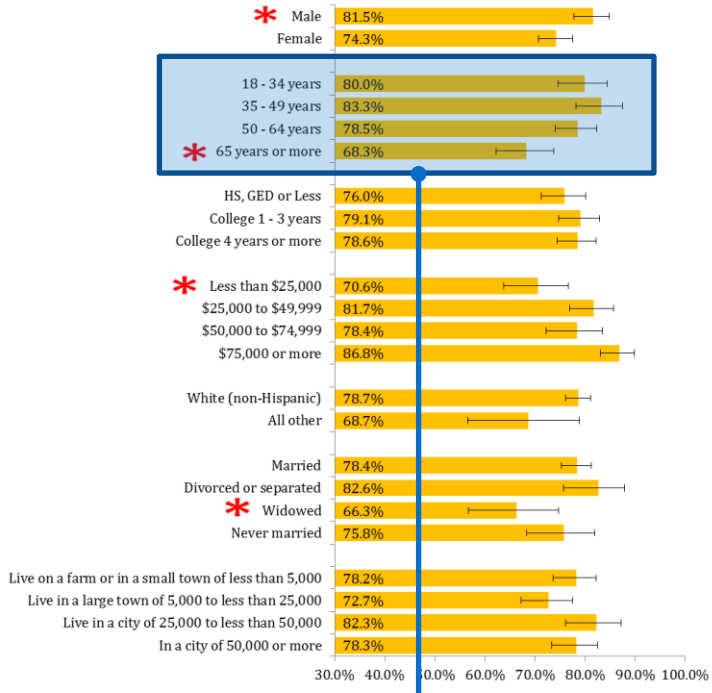
The *confidence interval (CI)* is important when comparing the point estimates between 2011 and 2013 data. In this figure the range of CI values are indicated as "I" at the top of each bar. These small 'lines' are drawn in scale across the report

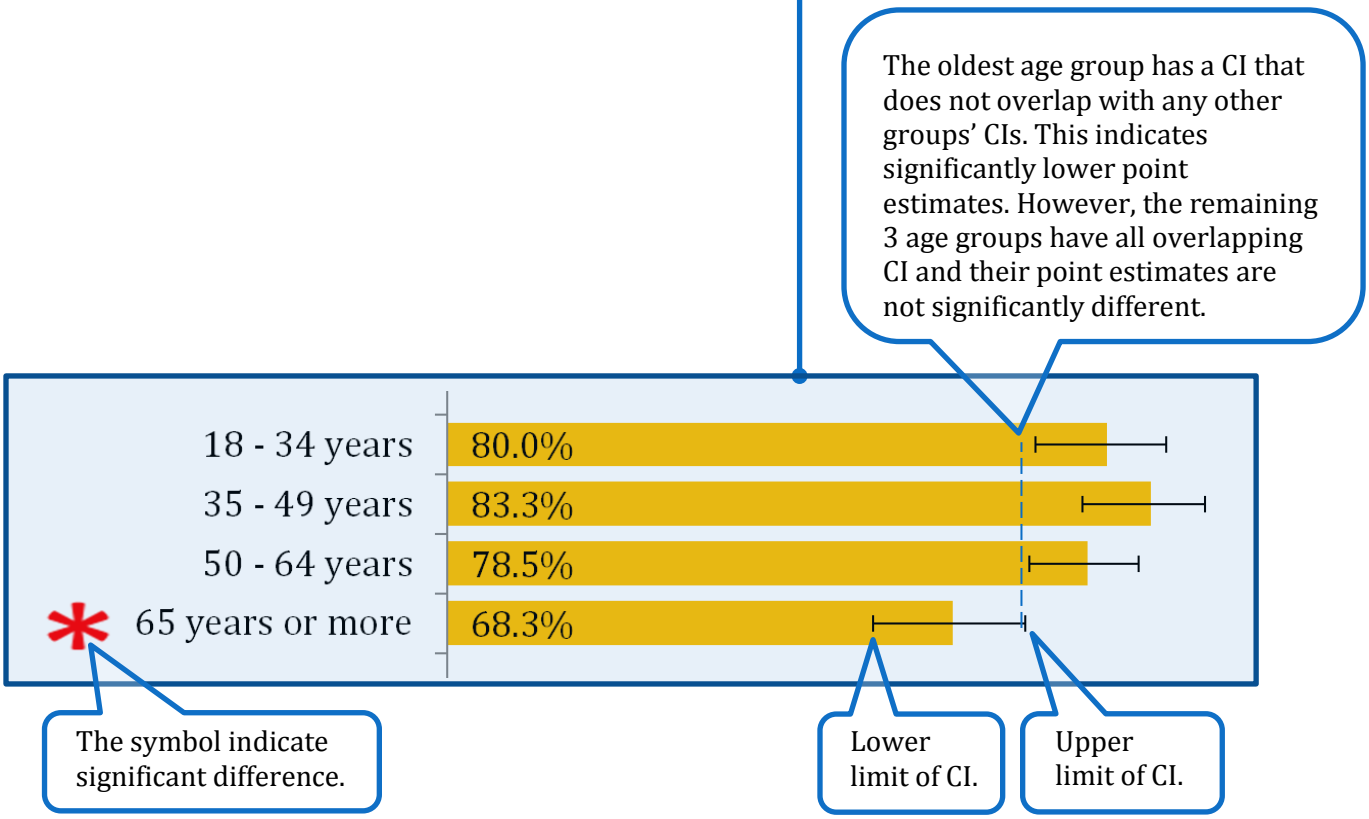




Example 3: Population estimates of Iowa adults gambled in the past 12 month by demographics (from *Figure 6-3* in this report)

The *confidence interval (CI)* is important when comparing the point estimates across the different groups within a demographic characteristic such as age. In this figure the range of CI values are indicated as horizontal "I" at the end of each bar. These small 'lines' are drawn in scale across the report. Larger 'lines' at the end indicated smaller sample or larger variation.





Bivariate analysis is the examination of two variables to assess their possible relationship. An example of bivariate analysis is assessing the differences in prevalence of gambling behavior between males and females. The two variables used in the bivariate analysis are gambling behavior and gender. (see *Section 6* in this report & see also *Bivariate Analysis*).

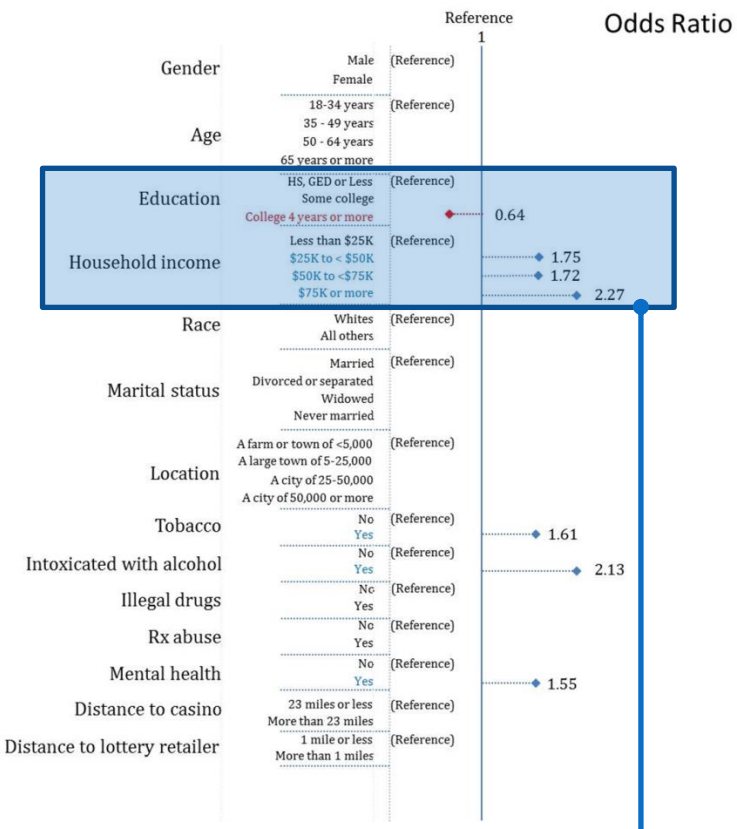
Multivariate analysis is a broad term to indicate multiple variables involved in a statistical procedure (see *Section 8* in this report). In this report, multivariate analysis refers to examination of an outcome (e.g. prevalence of gambling among adult Iowans) using multiple factors (e.g. gender, age, substance use, etc) and how are they related to the outcomes (see also *Multivariate Statistics* or *Multivariate Statistics*)

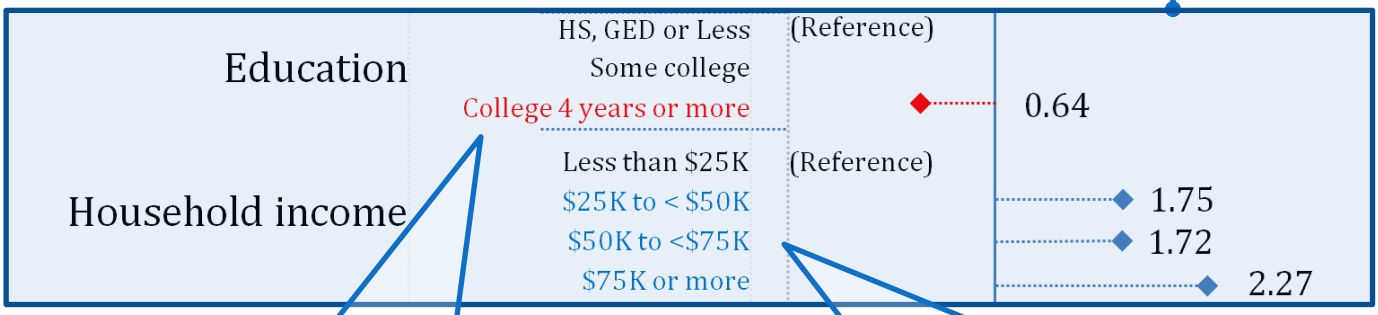
Logistic regression or logit regression is a statistical procedure used when the outcome (e.g. gambling behavior) is binary, that is, the outcome variable is constructed to have only two possible outcomes (e.g. gambled vs. not gambled) (see Section 6 in this report). It uses multiple factors such as gender, age, substance use, to estimate the odds (or likelihood) that a particular factor results in one of the two outcomes (see also *Logistic Regression*).

Odds ratio (OR) is a measure of the relationship between two variables (e.g. A: gambling and B: males) and quantify how much variable A will happen in the event variable B is present (e.g. how likelygambling occurs among males). Odds ratios from 0 to 1 indicate the presence of variable B **decreases** the likelihood of variable A happening. Odds ratios greater than 1 indicatethe presence of variable B **increases** the likelihood of variable A happening (see also *Odds Ratio*)

Example 4: Representation odds ratios modeling "played any lottery ticket in the past 12 months" (from *Figure 8-5* in this report)

The odds ratios are indicated with red (less than 1) and blue (more than 1) lines.
In this representation of logistic regression coefficients, there is always a "reference." For instance, when assessing the lottery ticket purchase by gender, the male is the reference group, and the odds ratio is calculated for females. The complete set of tables (and coefficients can be seen at the Appendix 11).





Adult Iowans with 4 years or more of college education have an odds ratio of 0.64. This means that this group is significantly **less** likely to buy lottery tickets than those who have HS or less (reference group.)

Adult Iowans with higher income have an odds ratio greater than 1 (e.g. 2.27 in the highest income group). This means that these groups are significantly **more** likely to buy lottery tickets than those who have less than $25K (reference group.)

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INTRODUCTION

The 2013 Survey of Public Attitudes and Behaviors toward Gambling was conducted by the Center for Social and Behavioral Research (CSBR) at the University of Northern Iowa (UNI) and funded by the Iowa Gambling Treatment Program (IGTP) at the Iowa Department of Public Health (IDPH).

The primary purpose of this survey was to collect data from adult Iowans who were 18 years or older to assess the following areas:

- Prevalence of problem gambling,
- Attitudes toward gambling and publicly-funded gambling treatment services, and
- Types and frequency of gambling activities.

There have been previous studies with similar purposes conducted in the state. The first study was conducted in 1989 (Volberg & Steadman, 1989) after the state legalized riverboat casinos in 1974. A replication study was conducted in 1995 (Volberg, 1995) after an observed increase in the number of gambling licenses issued in the state. A similar study to the one in 2013 was conducted by CSBR in 2011. That study found that, although the gambling behavior in the state had increased substantially, gambling pathology remained at a level similar to in the 90's (Gonnerman & Lutz, 2011). The timeline of the Iowa gambling industry and the times of the four studies are shown in Figure A.

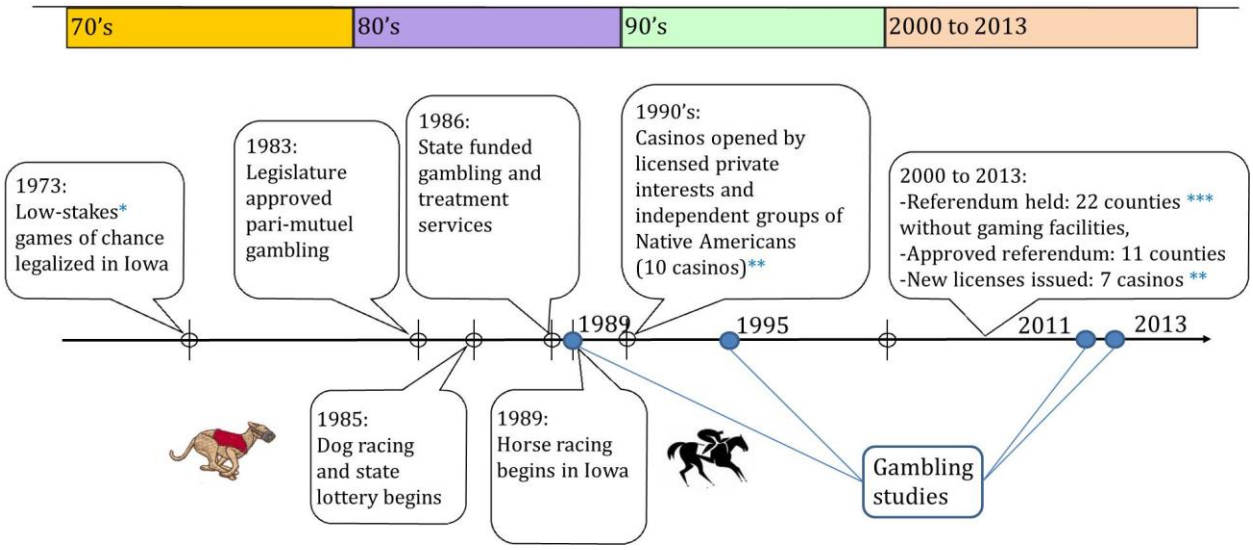

Figure A. Chronology of Iowa gaming industry[1] and gambling prevalence studies

[1] The Iowa gaming industry timeline was primarily obtained from IGRC website & Iowa gaming commission website. Retrieved 03-07-2014, from http://www.iowa.gov/irgc/CommChronology.htm & http://www.iowagaming.org/about-us/iowa-gaming-history.aspx

*The low-stake games of chance such as bingo legalization (1973) started with a raid in 1971 in small town North Buena Vista, from http://offenburger.com/index.php/where-how-legalized-gambling-in-iowa-was-launched-in-1971/ & http://en.wikipedia.org/wiki/North_Buena_Vista,_Iowa

**The number of casinos refers only to the IRGC regulated casinos

*** The list of counties (year: Aprroved or Defeated) is: Palo Alto (2003: A), Worth (2003: A), Dickinson (2003: D), Cerro Gordo (2003: D), Black Hawk (2003: A), Wapello (2003: A), Linn (2003: D), Clay (2003: D), Sac (2004: D), Franklin (2004: A), Webster (2004: A), Washington (2004: A), Dallas (2004: D), Madison (2004: D), Warren (2004: D), Buena Vista (2006: D), Tama (2006: A), Cherokee (2007: D), Lyon (2008: A), Jasper (2008: D), Linn (2013: A), Warren (2013: D), Green (2013: A).

The gambling industry is continually evolving in the state and there is ongoing discussion regarding additional licenses for casinos, online gambling, and lottery gaming options. Currently, there are 18 casinos, three of which have race tracks in Iowa which are regulated by the Iowa Racing and Gaming Commission[2]. In addition, there are 3 Native American Indian casinos.[3] The locations of these gambling venues are shown on the following maps. After geocoding[4] these casinos and racetracks, it is estimated that the mean (average) and median distance that an adult Iowan would have to travel to reach a casino was about 23 miles. The farthest distance was about 70 miles and that casino is located in the northwest part of the state (Zip Code: 51440.)

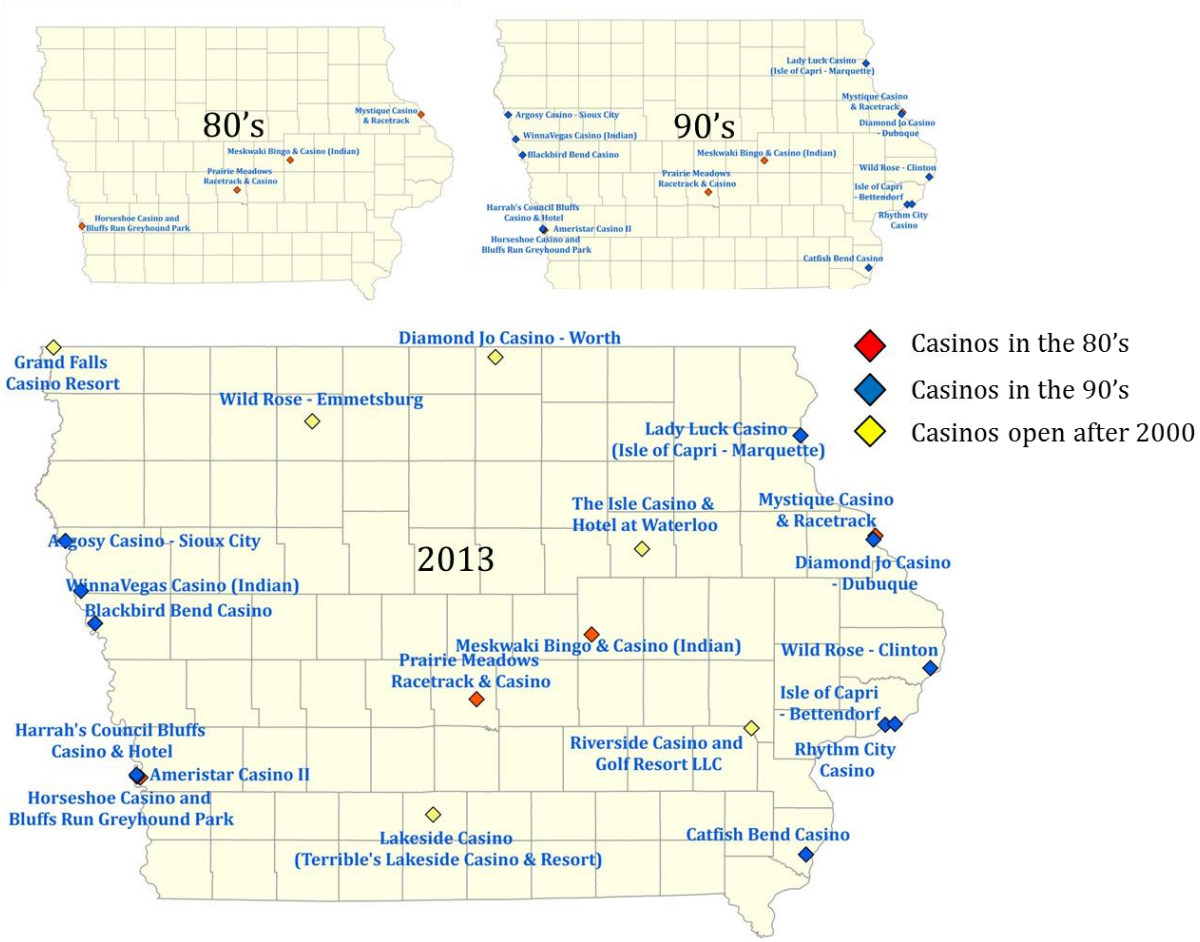

Figure B. Casino locations in Iowa

[2] See Iowa Racing and Gaming Commission for more information: *http://www.iowa.gov/irgc/*
[3] See Indian Gaming website for more information: *http://www.indiangaming.com/casino/?state=ia*
[4] The map was created in collaboration with UNI GeoTREE. John DeGroote was the lead expert creating the maps in this report.

In addition, there are state-sponsored lotteries[5] that offer lottery tickets (e.g. Powerball & Mega Millions), pull tabs, and scratch tickets. According to the state lottery website, there are more than 2,400 lottery retailers across the state, and the various game tickets can be purchased only through authorized retailers. The distribution of lottery retailers across the state is shown on the following map. The geographical accessibility to lottery retailers is much greater across the state than accessibility to casinos, and the mean (average) distance that an adult Iowan would have to travel to a lottery retailer was 1 mile. The maximum distance from a lottery retailer was about 13 miles and that area is located in the southwest part of the state (Zip Code: 50074.)

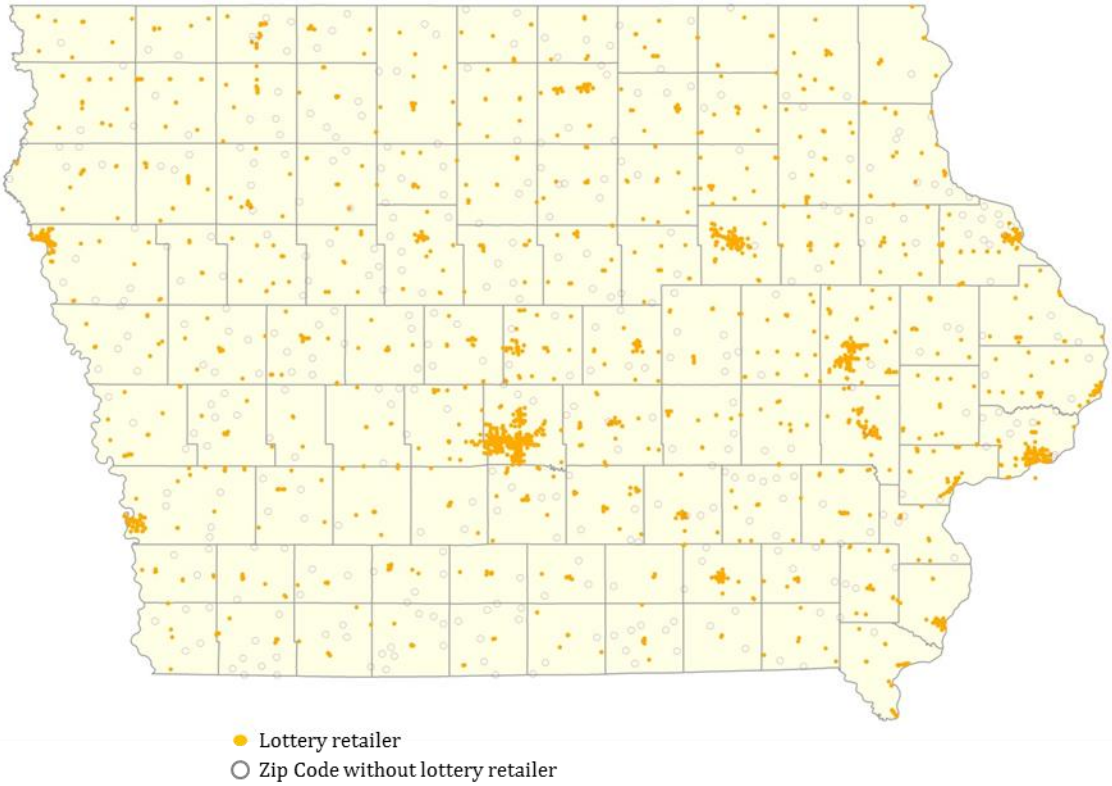

Figure C. Iowa Lottery retailers' location

The accessibility of the lottery retailers can also be visually represented using a geographical information system (GIS) heatmap tool. For instance, the heatmap in Polk county and the surrounding area was created using a GIS tool in ArcGIS package: the Point Density. This tool counts the number of lottery retailers within a 5 km (about 3 miles) radius and creates a gradient of color ranging from red (high concentration) to yellow (low concentration). The following map shows the concentration of the retailers as a proxy measure of accessibility. This Iowa Lottery retailers heatmap can also be found at *http://bit.ly/1jp1Q7S*.

[5] See Iowa Lottery website for more information: *http://www.ialottery.com/AboutUs/AboutUs_main.asp*

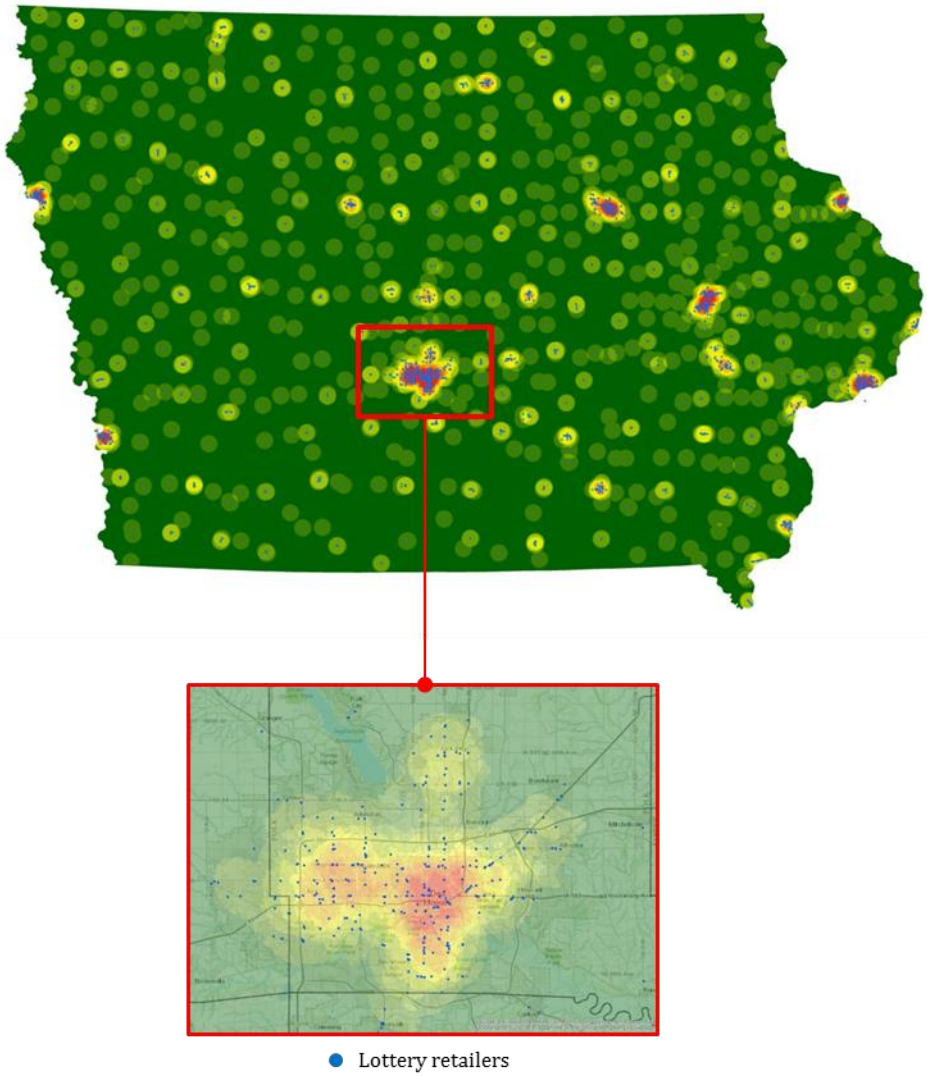

Figure D. Iowa Lottery retailers heatmap (concentration of retailers) with a zoom in Polk county and surroundings

Since 1988, the Iowa Gambling Treatment Program at the Iowa Department of Public Health, Division of Behavioral Health[6] coordinates prevention and treatment efforts in order to reduce the harm caused by gambling problems in the state. These treatment services and prevention efforts are funded are funded with tax revenues from the gaming industry in the state through a state appropriation from the Iowa General Fund. One of the primary activities is to provide state-funded gambling treatment across the state with outpatient counseling to problem gamblers and concerned others, along with distance treatment for problem gamblers and to manage the state-funded 1-800-BETS OFF gambling helpline. There are 11 service areas in the state. The state-funded gambling treatment program offers gambling treatment to all counties. The gambling treatment office locations are shown in Figure 5. Counties without an office may call the closest agency to receive the treatment locally. The mean (average) distance that an adult Iowan would

[6] See the Iowa Gambling Treatment Program website for more information: *http://www.idph.state.ia.us/IGTP/*

have to travel to visit a state-funded gambling treatment agency office was about 10 miles. The maximum distance was 31 miles and that area is located in the northeast part of the state (Zip Code: 52160.)

Figure E. Location of gambling treatment agencies

A combined map with Iowa casinos, lottery retailers, and problem gambling treatment locations are shown in the Appendix 1.

Methodology

The 2013 Survey of Public Attitudes and Behaviors toward Gambling used a dual-frame (land and cell) random digit dial (DF-RRD) telephone sampling methodology. A total of 1,826 interviews (564 landlines and 1,262 cell phones) were completed from September 2013 to December 2013. The overall response rate (AAPOR RR3) was 30% with similar rates for cell phones and landlines. The overall cooperation rate (AAPOR CR3) was 72% with CR for cellphones (80%) higher than the CR for landlines (59%)[7]. Participants were Iowans who were at least 18 years of age or older at the time of the interview.

[7] See Appendix 2 for the complete response rate which followed the AAPOR Standard Definitions guidelines for calculation.

Slightly more than half of the participants were female (55.3%) and the vast majority were White (94.7%). The demographic characteristics of the respondents are shown in Table 1. According to the US Census Bureau, there were 50.4% of females and 92.5% of White in Iowa[8].

In 2011 Iowa Gambling Attitudes and Experiences Survey which used an address-based sampling methodology (ABS) invited participants from a random sample of residential Iowa adults to participate either by web or by phone. A total of 1,700 questionnaires/interviews were completed (470 online and 1,230 by telephone) from February 2011 to May 2011. More detailed 2011 survey methodology can be found in the 2011 final report[9].

Measures

The 2013 questionnaire was developed by CSBR in collaboration with the Iowa Gambling Treatment Program. Many of the measures were obtained from the Iowa Gambling Treatment Outcome System (IGTO) and the state's Gambling Services Reporting System (GSRS), and other gambling studies. These measures are in the following topical areas:

A) Gambling type and involvement
B) Problem gambling assessment
C) Attitudes toward gambling and gambling treatment
D) Co-morbid conditions and
E) Demographics

The complete survey instrument used for data collection can be found in Appendix 3.

Analysis

This report focuses on findings from the 2013 study but also includes some key findings from the 2011 study for comparison.

Both 2011 and 2013 data have been weighted[10] in order to obtain point estimates (e.g. prevalence of gambling) that are representative of all adult Iowans. The SPSS software (see www.ibm.com/software/analytics/spss/) was used for initial data management and descriptive analysis, and SUDAAN software (see www.rti.org/sudaan) was used to estimate population parameters of gambling attitudes, behaviors, and pathology. SUDAAN was also used for Logistic regression to model some of the main findings of this study. Further explanation of this multivariate analysis (RLOGIST command in SUDAAN) can be found at www.rti.org/sudaan. The significance level was set at a *p*-value of 0.05 (or 5%) for all analyses.

[8] See the Iowa population demographics at *http://quickfacts.census.gov/qfd/states/19000.html*
[9] See the 2011 report at *http://www.idph.state.ia.us/IGTP/common/pdf/reports/attitudes_behaviors.pdf*
[10] See Appendix 4. Weighting Methodology Report for the 2013 data.

Table A. Unweighted demographics of respondents in percents (n = 1,826)

	Valid %
Age group	
18-34 years	22.0
35-49 years	19.3
50-64 years	32.8
65 years or older	25.9
Hispanic or Latino	2.5
Race	
White	94.7
African American	1.4
Asian	0.9
Some other race	3.0
Employment status	
Employed	51.8
Self-employed	10.7
Out of work	2.4
Homemaker	4.4
Student	3.8
Retired	23.7
Unable to work	3.2
Marital status	
Married	59.4
Divorced	11.1
Widowed	9.0
Separated	1.2
Never married	14.6
Cohabitating	4.7
Education	
Less than high school graduate	3.3
Grade 12 or GED	29.5
College 1 year to 3 years	31.5
College 4 years or more	24.0
Graduate or professional school	11.7
Household income	
Less than $25,000	21.1
$25,000 - $49,999	26.4
$50,000 - $74,999	20.6
$75,000 or more	31.9

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SECTION 1. PREVALENCE OF GAMBLING

An important goal of this study was to provide current estimates of the prevalence of gambling and gambling involvement of adult Iowans. The 2013 survey used the same measures of gambling behavior as the 2011 survey, and the results are shown in this section.

The prevalence of gambling is assessed for 19 gambling behaviors[11]; a respondent reporting any of the gambling behaviors in the last 30 days was included in the first group (gambled in the past 30 days). The second group (gambled in the past 12 months) included those who had reported any gambling behaviors in the past 12 months, therefore, it also includes those gamblers from the first group. A third group was defined as those who have gambled in the past (ever gambled), and includes the previous two groups. Finally, a fourth group was defined as those who have never gambled.

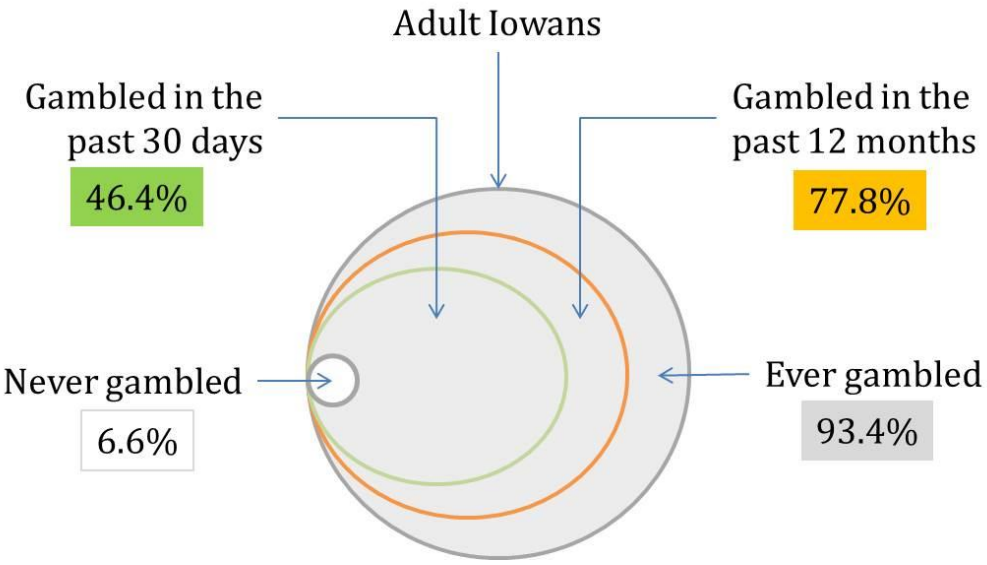

Figure 1-1. Prevalence of gambling classification in the state population

When useful, the point estimates are compared between the 2011 findings and the current study. Along with the sample point estimates, the 95% Confidence Intervals (CI) are shown in the figures and tables. The 95% CI indicates that there is a 95% probability that the population parameter (i.e., the "true" level of the variable within the actual Iowa adult population) falls within the confidence interval indicated. Therefore, if the CIs in the following tables and figures do not overlap, we can be 95% confident that the observed differences are real and not a function of sampling error.

[11] The list of gambling behavior was as follows: (1) Slot machines, (2) Table games at a casino such as poker, roulette, craps, and blackjack, (3) Video poker, video keno, or video blackjack, (4) Dice games, (5) Scratch tickets or pull tabs, (6) Lotteries such as Powerball, Hot Lotto, Mega Millions, and daily numbers, (7) Racetracks (either horses or dogs), (8) Bingo, (9) Bets or wagers on card games with friends, family, or others but not at a casino, (10) Bets or wagers on games of personal skill such as pool, bowling, video games, or playing basketball, (11) Bets or wagers on fantasy sports leagues or games (included only if there was an entry fee to play), (12) Office pools such as college basketball tournaments or "delivery dates" for babies, (13) Other sports betting on professional, college, and amateur games or events, (14) Raffle tickets including those in support of charitable causes, (15) Online gambling using the Internet, (16) Live keno, (17) Video lottery machines, (18) High-risk trading of stocks, commodities, or futures, and (19) Bets or gambling using some other game, activity, or event not listed.

PREVALENCE OF GAMBLING: YEAR 2013

In the 2013 Survey, nearly one-half of adult Iowans reported gambling in the past 30 days, more than three-fourths reported gambling in the past 12 months, and the vast majority reported gambling at some point in the past.

46.4%	Gambled in the past 30 days
77.8%	Gambled in the past 12 months
93.4%	Gambled in the past (ever gambled)

Prevalence of Gambling: Comparison between 2011 and 2013

The rates of gambling behavior in the past 12 months in 2013 were significantly higher than in 2011 (77.8% vs. 68.9%).

However, the increase in rates of gambling behaviors in the past 30 days from 2011 to 2013 did not reach statistical significance (41.9% vs. 46.4%).[12] The observed increase for lifetime rates was also not statistically significant.

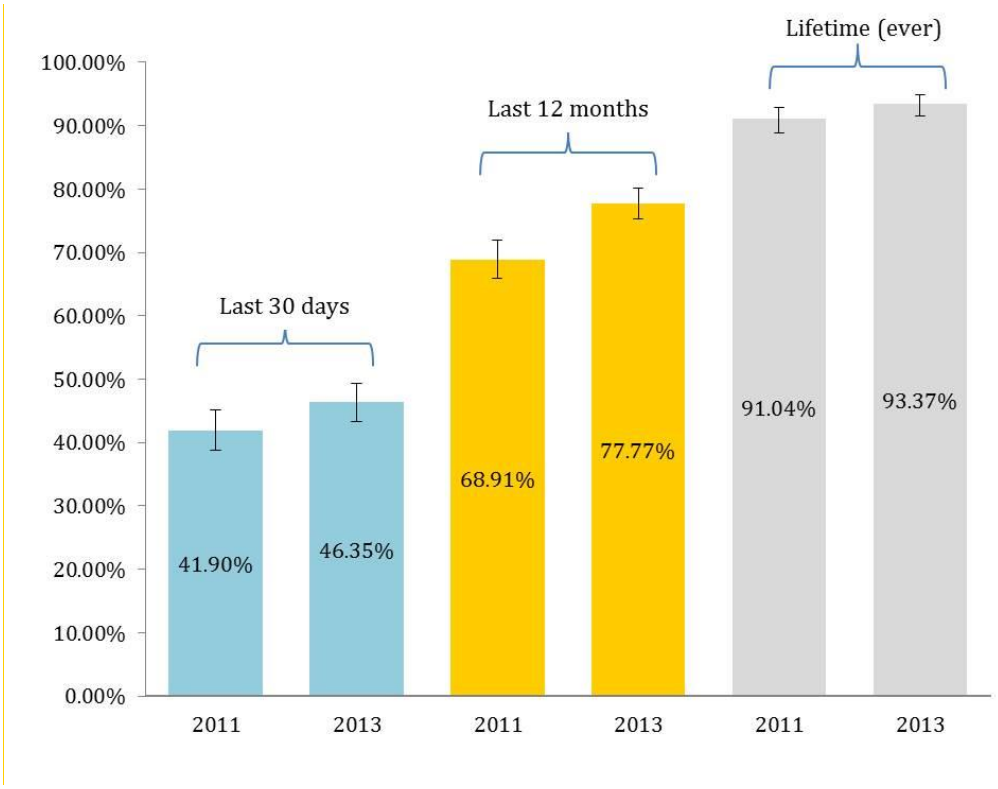

Figure 1-2. Percent of adult Iowans who reported that they gambled in 2011 and 2013

[12] Note: Gambling behavior information in the past 30 days may be more volatile since it will be affected by seasonal changes (e.g. betting on sports during the NCAA March Madness) while the gambling behavior in respondents' lifetimes is more stable.

Prevalence of Gambling and Population Estimates

Gambling behavior in the past 12 months may provide a useful indication of how much Iowans gambled in the past overall. More than three-fourths of Iowans (77.8%) gambled in the past 12 months. It is estimated that about 1.8 million Iowans participated in one or more gambling activities in the past 12 months. This is an increase of approximately 200,000 Iowans.

Table 1-1. Population estimates of gambling behavior in Iowa

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF[13]
Gambled in the past 30 days	2011	965,855	41.90	1.63	38.74	45.14	
	2013	1,071,060	46.35	1.53	43.36	49.36	1.72
Gambled in the past 12 months	2011	1,588,290	68.91	1.55	65.91	71.86	
	2013	1,797,220	77.77	1.25	75.22	80.12	1.64
Ever gambled	2011	2,098,351	91.04	0.99	88.89	92.80	
	2013	2,157,704	93.37	0.81	91.59	94.79	1.94

[13] The Design Effect (**DEFF**) is a measure to adjust the variance in a cluster sampling design. It inflates the variances to allow a coorect estimation of the parameters.

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SECTION 2. GAMBLING DISORDER

Another goal of this study was to provide estimates of the prevalence of problem gambling symptoms (newly redefined as "gambling disorder" in the Diagnostic and Statistical Manual of Mental Disorder fifth edition-DSM 5 when it meets 4 or more criteria from 9 items) among adult Iowans. One challenge when discussing problem gambling is the lack of standardization of terminology in the field. People from different disciplinary backgrounds such as clinicians, researchers, policymakers, and lay people may use the same term to communicate different things or may use different terms to communicate the same thing. This creates challenges when attempting to compare information from various sources between studies and when collecting information from the general public.

The newly redefined "gambling disorder" is a non-substance related disorder in the DSM 5. The DSM 5 diagnostic criteria for problem gambling fall under the definition "persistent and recurrent problematic gambling behavior leading to clinically significant impairment or distress." (APA, 2013)

Table 2-1. DSM-IV and DSM 5 items

DSM-IV	DSM 5
1. Find yourself thinking a lot about gambling, such as past gambling experiences, future gambling ventures, or ways of getting money for gambling?	**1**. Find yourself thinking a lot about gambling, such as past gambling experiences, future gambling ventures, or ways of getting money for gambling?
2. Need to gamble with larger amounts of money or with larger bets in order to get the same feeling of excitement?	**2**. Need to gamble with larger amounts of money or with larger bets in order to get the same feeling of excitement?
3. Repeatedly try to cut down or stop your gambling but have been unsuccessful?	**3**. Repeatedly try to cut down or stop your gambling but have been unsuccessful?
4. Feel restless or irritable when you tried to cut down or stop gambling?	**4**. Feel restless or irritable when you tried to cut down or stop gambling?
5. Gamble to run away from problems or to get relief from feeling depressed, anxious, or bad about yourself?	**5**. Gamble to run away from problems or to get relief from feeling depressed, anxious, or bad about yourself?
6. After losing money gambling, often return another day in order to win back your losses?	**6**. After losing money gambling, often return another day in order to win back your losses?
7. Lie to family members, friends, or others in order to hide your gambling from them?	**7**. Lie to family members, friends, or others in order to hide your gambling from them?
8. Commit any illegal acts to finance your gambling, such as writing bad checks, theft, forgery, embezzlement, or fraud?	*Dropped criterion*
9. Lose or almost lose a significant relationship, job, or an educational or career opportunity because of gambling?	**9**. Lose or almost lose a significant relationship, job, or an educational or career opportunity because of gambling?
10. Rely on others to provide money to relieve a desperate financial situation caused by gambling?	**10**. Rely on others to provide money to relieve a desperate financial situation caused by gambling?

The diagnostic criteria for the DSM 5 are different than the DSM-IV classification for gambling disorder. Although there is still ongoing discussion regarding the changes in the DSM 5, these changes can be summarized as [14]:

1) Gambling disorder is the first "Non-Substance Related Disorder", and moves away from the previous classification as part of "Impulse-Control Disorders Not Elsewhere Classified." This is the first APA recognized behavioral addiction.

2) The threshold for the diagnostic criteria and the number of items required for diagnosis have also changed. An individual who meets the criteria of four (or more) from the nine items within a 12-month period is classified as having a gambling disorder. Formerly, the threshold required meeting five of the 10 criteria.

    a. The nine criteria items in the DSM 5 are the same as the DSM-IV, but the criterion for "committed illegal acts to gamble" has been removed from the previous list.

    b. The DSM 5 does not specify –as in the previous versions- how a lower level of gambling problems should be classified. Therefore, people who meet 1 to 3 criteria are not included in the disorder classification.

Gambling Disorder Related Terminologies

Thus, a formal "gambling disorder" is of particular importance for clinicians and treatment providers. However, the term "problem gambling" is typically used in a more general sense and it continues to be used in the field because it acknowledges different levels of gambling problems beyond the clinical classification. It is often used to include the idea of gambling pathology as well as less severe forms of gambling behaviors that, while problematic for the individual, do not satisfy enough of the criteria for a diagnosis of "gambling disorder." Accordingly, this report uses the term "**problem gambling**" to indicate degree of severity and the presence of DSM-based symptoms over particular time periods.

Measures of Problem Gambling in the Study

This report include these measures to assess problem hambling:

A. NODS

This study includes the DSM-IV based diagnostic tool along with other measures of problem gambling in order to compare the 2013 results with the 2011 survey. The National Opinion Research Center's DSM Screen for Gambling Problems, commonly referred to as the NODS (Gerstein et al., 1999), was used to provide information about whether respondents would likely meet these criteria if screened by a clinician, counselor, or gambling treatment service provider. [15] The NODS was specifically designed as a telephone interviewing screening tool. The list of the questions and scoring criteria[16] is shown in Appendix 10. The NODS provides 4 levels of classification: (1) not at

[14] Note: The highlights were also adapted from NCPG's comments on the DSM 5. Visit http://www.ncpgambling.org

[15] See also Development of questionnaires for the National Random-Digit-Dial, Patron-Intercept, and Self-Administered Surveys. Gambling Impact and Behavior Study. Available online: http://www2.norc.org/new/pdf/a.pdf

[16] NODS items and scoring criteria can be also downloaded from: fttp://www.ct.gov/dmhas/lib/dmhas/prevention/NODS.pdf

risk, (2) at risk for subclinical gambler, (3) possible problem gambler, and (4) probable pathological gambler (see the Table 2-2).

Table 2-2. NODS lifetime (ever) and past 12 months classification

Score	Ever or Past 12 Months
0	Not At Risk
1-2	At Risk/Sub Clinical Gambler
3-4	Possible Problem Gambler
5-10	Probable Pathological

B. PGSI

In this study, the Problem Gambling Severity Index (PGSI), which is a subset of items from the Canadian Problem Gambling Severity Index (CPGI) (Ferris, & Wynne, 2001), was also used to assess problem gambling during the past 12 months. The PGSI contains 9 items with Likert-type response options from 0 (never) to 3 (almost always); the scoring criteria provide 4 classifications of problem gambling in the past 12 months:[17] (1) not at risk, (2) low risk, (3) moderate risk, and (4) high risk problem gambler. These items were also used in the 2011 survey.

Table 2-3. PGSI past 12 months classification

Score	Past 12 Months
0	Not At Risk
1-2	Low risk
3-7	Moderate Risk
8 or more	High Risk Problem Gambler

C. SELF-REPORTED GAMBLING PROBLEMS

Self reported gambling problems were assessed in this study by asking respondents about whether they have ever had or currently have. This approach is based on the respondents' subjective appraisals of their gambling behaviors and of the consequences they attribute to their gambling (i.e., it was not based on any objective set of behavioral criteria).

[17] PGSI items and scoring criteria can be found at Problem Gambling Institute of Ontario: https://www.problemgambling.ca/en/resourcesforprofessionals/pages/problemgamblingseverityindexpgsi.aspx

PROBLEM GAMBLING: LIFETIME (EVER)

The lifetime (ever) problem gambling can be assessed using the NODS. As stated before, the NODS provided the following classifications: (1) not at risk, (2) sub-clinical/at risk gambler, (3) possible problem gambler, and the most severe classification, (4) probable pathological. This classification is referred to as "not at risk", "at risk", "problem", and "pathological" gambler hereafter.

NODS Lifetime (Ever)

According to the NODS measure, it is estimated that slightly fewer than one in ten adult Iowans (8.9%) could be classified as either "at risk" gamblers (6.5%), "problem" gamblers (1.5%), or "pathological" gamblers (0.9%) in their lifetime.

6.5%	At Risk (NODS ever)
1.5%	Problem Gambling (NODS ever)
0.9%	Pathological (NODS ever)

NODS Lifetime (Ever): Comparison between 2011 and 2013

When comparing the NODS lifetime (ever) point estimates between 2011 and 2013, there were no statistically significant differences in the findings, although the 2013 point estimates were slightly higher in each classification category.

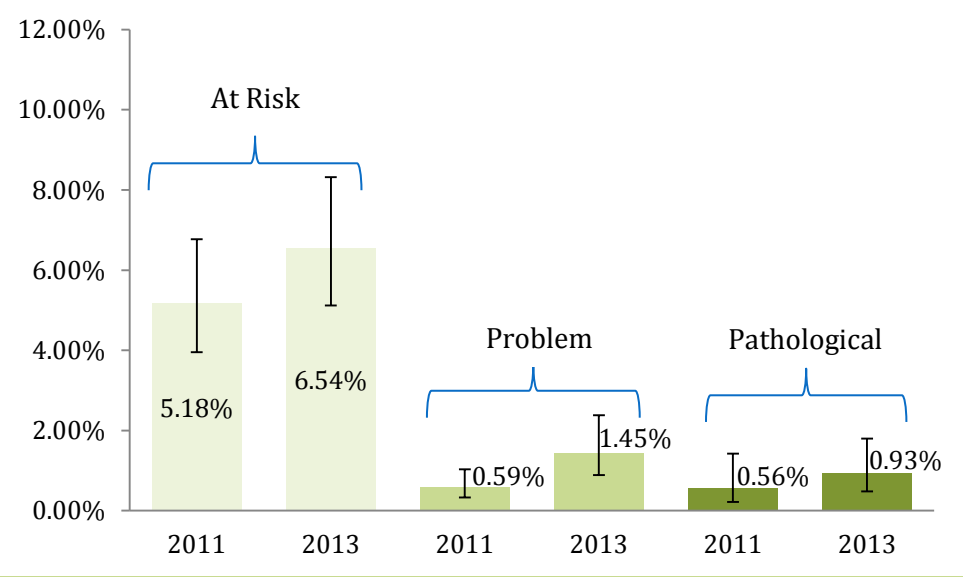

Figure 2-1. NODS lifetime (ever) classification in 2011 and 2013

NODS Lifetime (Ever) and Population Estimates

Using the NODS lifetime (ever) assessment tool, it is estimated that about 21,000 Iowans may be classified as probable pathological gamblers in their lifetime. However, more than 151,000 Iowans may be classified as "at risk" gamblers in their lifetime. Although the population estimates between the 2011 and 2013 surveys are noticeably different, these differences were not statistically significant due to the overlapping 95% Confidence Intervals (CI) for the two years.

Table 2-4. Population estimates of NODS lifetime (ever) classification in the state

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Subclinical/at risk	2011	120,097	5.18	0.71	3.95	6.77	-
	2013	151,160	6.54	0.81	5.12	8.32	1.96
Possible pathological/ problem gambling	2011	13,584	0.59	0.17	0.33	1.03	-
	2013	33,617	1.45	0.37	0.89	2.38	1.71
Probable pathological	2011	12,883	0.56	0.27	0.22	1.42	-
	2013	21,604	0.93	0.31	0.48	1.80	1.94

PROBLEM GAMBLING: PAST 12 MONTHS

Problem gambling in the past 12 months was assessed by NODS and PGSI. Both instruments measure the level of gambling problems a person may have experienced with three levels of gambling problem severity.

NODS: Past 12 Months

According to the NODS measure, it is estimated that slightly fewer than one in twenty adult Iowans meet the criteria as either "at risk" gamblers (3.6%), "problem" gamblers (0.6%), or "pathological" gamblers (0.4%) in the past 12 months.

3.6%	At Risk (NODS 12 months)
0.6%	Problem Gambling (NODS 12 months)
0.4%	Pathological (NODS 12 months)

NODS Past 12 Months: Comparison between 2011 and 2013

When comparing the NODS "past 12 months" classification between 2011 and 2013, there was not a statistically significant difference in these findings, although the 2013 point estimates slightly exceed those for 2011 in each category.

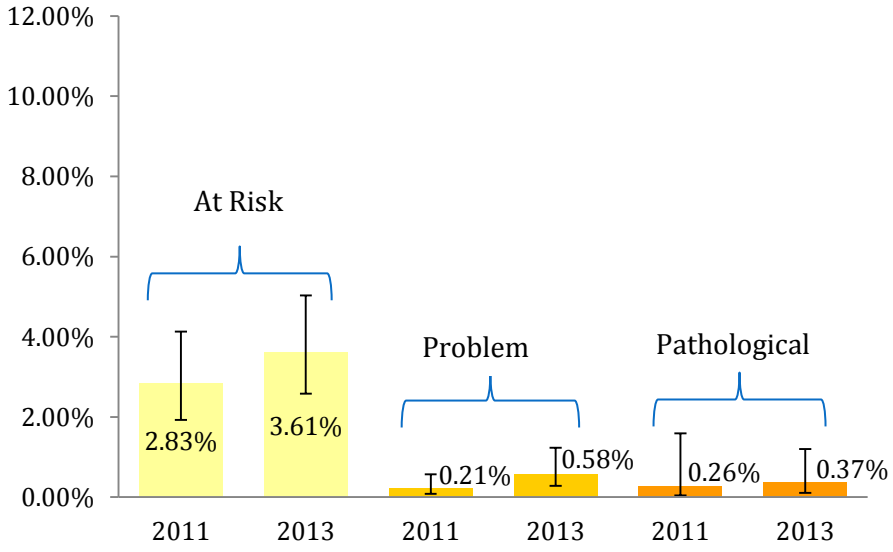

Figure 2-2. NODS (12 months) classification in 2011 and 2013

NODS Past 12 Months and Population Estimates

Using the NODS classification, it is estimated that over 8,000 Iowans may be classified as probable pathological gamblers in the past 12 months. However, more than 80,000 Iowans may be classified as "at risk" gamblers in the past 12 months. Although the population estimate between the 2011 and 2013 surveys are noticeably different, these differences were not statistically significant due to the overlapping 95% Confidence Intervals (CIs) for the two years.

Table 2-5. Population estimates of NODS past 12 months classification in the state

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Subclinical/at risk	2011	65,591	2.83	0.55	1.93	4.13	-
	2013	83,377	3.61	0.62	2.58	5.03	1.99
Possible pathological/ problem gambling	2011	4,909	0.21	0.21	0.08	0.57	-
	2013	13,494	0.58	0.22	0.28	1.23	1.54
Probable pathological	2011	5,980	0.26	0.24	0.04	1.59	-
	2013	8,441	0.37	0.22	0.11	1.20	2.49

PGSI: Past 12 Months

Problem gambling in the past 12 months was also assessed by PGSI. With the PGSI measure, it is estimated that slightly more than one in seven adult Iowans meet the criteria to be classified as either "low risk" gamblers (9.0%), "moderate risk" gamblers (3.8%), or "problem" gamblers (1.9%) in the past 12 months.

9.0%	Low Risk (PGSI 12 months)
3.8%	Moderate Risk (PGSI 12 months)
1.9%	Problem Gambler (PGSI 12 months)

PGSI Past 12 Months: Comparison between 2011 and 2013

When comparing the PGSI estimates for the past 12 months between 2011 and 2013, there was not a statistically significant difference between these estimates.

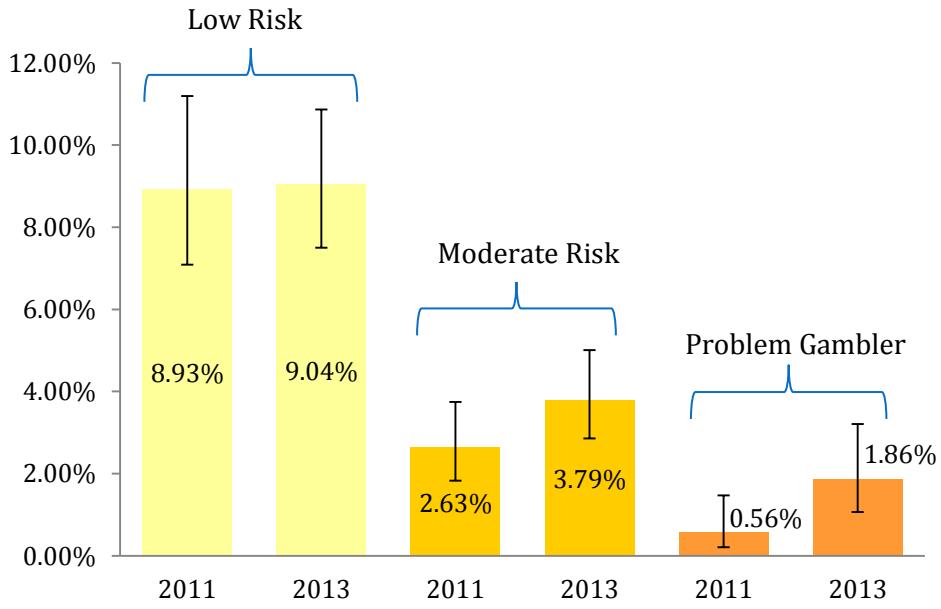

Figure 2-3. PGSI (12 months) classification in 2011 and 2013

PGSI and Population Estimates

Using the PGSI classification, it is estimated that nearly 43,000 Iowans may be classified as problem gamblers in the past 12 months. In addition, about 209,000 Iowans may be classified as "low or moderate risk" gamblers in the past 12 months. Although the population estimates for 2011 and 2013 are noticeably different, , these differences were not statistically significant due to the overlapping 95% Confidence Intervals (CIs) for the two years.

Table 2-6. Population estimates of PGSI 12 months classification in the state

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Low risk	2011	206,991	8.93	1.04	7.09	11.19	-
	2013	209,001	9.04	0.86	7.50	10.87	1.63
Moderate risk	2011	60,864	2.63	0.48	1.83	3.75	-
	2013	87,652	3.79	0.54	2.86	5.01	1.47
Problem gambler	2011	13,036	0.56	0.28	0.21	1.47	-
	2013	42,934	1.86	0.52	1.07	3.21	2.73

SELF-REPORTED GAMBLING PROBLEMS

Self-reported gambling problems can be an important factor that determines help-seeking behavior. Studies of help-seeking behaviors with stigmatized health conditions indicate that self-awareness of the problem is critical to the process of getting necessary support (Greene, 2009). Therefore, self-reported gambling problems must be understood in this context of help-seeking behavior, rather than replacing the more clinically oriented problem gambling assessment tools.

The self-reported gambling problem was assessed with the following questions:

Q41. Have you ever thought you might have a gambling problem?

1. Yes 2. No

Q42. Do you think you might have a gambling problem now?

1. Yes 2. No

The point estimates for self-reported problems were 2.6% for those who had ever experienced a gambling problem and 0.8% for those who were experiencing a gambling problem at that time.

0.8%	Problem Now (self-reported)
2.6%	Problem Ever (self-reported)

Self-reported Gambling Problems and Population Estimates

At the population level, it is estimated that about 59,000 adult Iowans may have perceived that they have had gambling problems sometime in their life. In addition, about 20,000 adult Iowans report that they may have a gambling problem now. Although the population estimates for 2011 and 2013 are noticeably different, these differences were not statistically significant due to the wide overlapping 95% Confidence Intervals (CI) for the two years. This increased variability is common with small subgroup sample sizes.

Table 2-7. Population estimates of self-reported gambling problems in the past 12 months

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Self-reported gambling problems (now)	2011	9,215	0.40	0.25	0.11	1.39	-
	2013	19,494	0.84	0.28	0.44	1.62	1.73
Self-reported gambling problems (ever)	2011	41,748	1.80	0.44	1.11	2.91	-
	2013	59,298	2.57	0.47	1.79	3.66	1.60

NODS and PGSI Combined Population Estimates

The relationship between self-reported gambling problems and the clinical classifications of gambling pathology using NODS and PGSI may be important in order to better understand a gambler's decision to seek professional help. It is plausible that people who have identified more symptoms of a gambling disorder may recognize the severity of their problems and seek support to reduce or stop their gambling.

In order to assess a possible relationship between self-assessment and the problem gambling diagnostic classification (NODS and PGSI: 12 months), the data were aggregated first to estimate the number of Iowans who may have at least one symptom according to PGSI or NODS, and define them as "at risk" gamblers. Estimates of the number of Iowans who may be classified as being the most severe cases by NODS (pathological) or PGSI (problem) were also calculated. More than 369,000 of adult Iowans may be classified as at-risk gamblers with endorsement of one or more items in the PGSI or NODS. Moreover, using this breakdown, more than 45,000 adult Iowans may be classified with the most severe classification by PGSI or NODS. These estimates are shown in Table 2-8.

Table 2-8. Population estimates of NODS and PGSI past 12 months classification in the state

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Any NODS or PGSI problem gambling symptoms (at risk)	2011	303,315	13.08	1.18	10.93	15.58	-
	2013	369,004	15.97	1.14	13.86	18.33	1.77
Most severe classification with NODS or PGSI (problem or pathological)	2011	13,036	0.56	0.28	0.21	1.47	-
	2013	46,307	2.00	0.53	1.19	3.36	2.63

Among Iowans who have at least one symptom in NODS or PGSI (at risk) in the past 12 months, about one in twenty (5.3%) reported that they think they have a gambling problem now. Similarly, among those who were classified in the most severe gambling problem category by NODS or PGSI (problem or pathological) in the past 12 months, about 25.3% reported that they think they have a gambling problem now; a 5 times greater self-reported rate for severe versus minimal at-risk respondents.

Table 2-9. Population estimates of gamblers with NODS and PGSI 12 months classification who self-reported gambling problems in 2013

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Any NODS or PGSI problem gambling symptoms (at risk)	2013	19,494	5.28	1.72	2.76	9.88	1.58
Most severe classification with NODS or PGSI (problem or pathological)	2013	11,705	25.28	10.39	10.31	49.88	1.14

In other words, about one in four gamblers with the most severe classification in NODS or PGSI may recognize and report gambling problems. About six in ten self-reported problem gamblers were also classified in the most severe classification in NODS or PGSI.

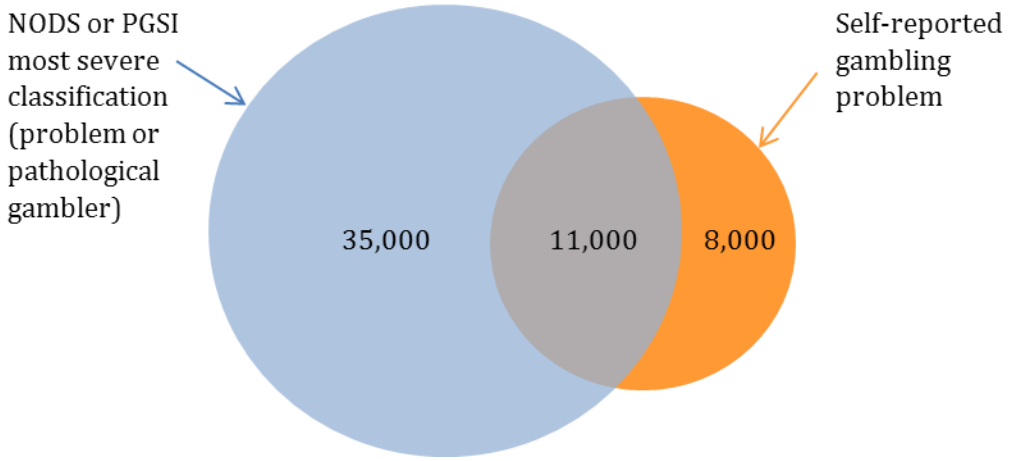

Figure 2-4. Population estimates of problem or pathological gamblers who self-reported gambling problems

These findings suggest that many Iowans who might be classified as problem gamblers may not necessarily be aware that they have gambling problems (they do not report this, at least.) Consequently, these problem gamblers may be less likely to seek professional help to reduce or quit gambling.

An early studiy has revealed that only one in ten adults who are classified as pathological gamblers may seek professional help (Narrow, Rae, Robins, & Regier, 2002). Also, taking into account the number of gamblers and significant others who called the 1-800-BETS OFF lines and received referrals to one of the state's publicly funded treatment centers (n = 755) [18] and the number of admissions into the treatment centers (n = 311) [19] in the state in calendar year 2013, this study reveals a noticeable gap between those who may need treatment and those who seek formal treatment.

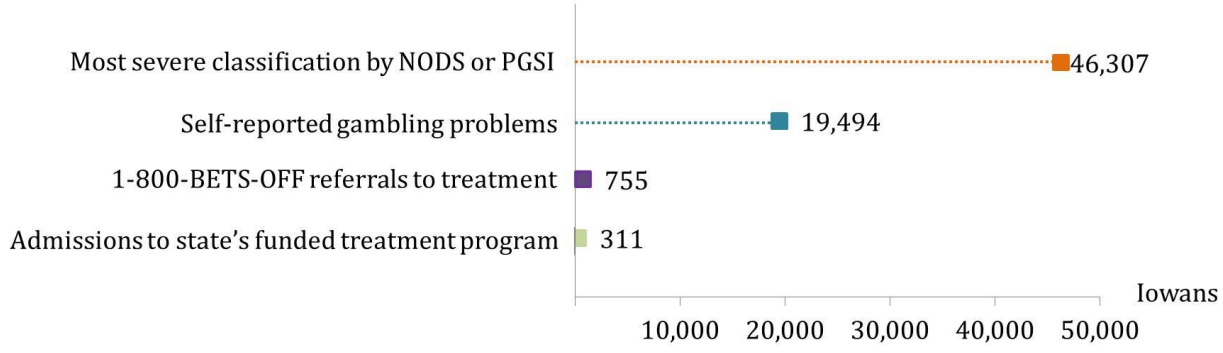

Figure 2-5. Estimates of Iowans with problem gambling behaviors and the number of people who sought treatment

[18] Iowa Gambling Treatment Program 1-800-BETS OFF Helpline Annual Summary for FY 2013.
[19] As in March 20, 2014. This number could increase in the next few months when the database is updated.

SUMMARY OF THE PREVALENCE OF PROBLEM GAMBLING

The 2013 prevalence of adult Iowans who have ever gambled was 93.4%. The prevalence of gambling in the past 12 months was 77.8%. There was a significant increase from 2011 to 2013 in the point estimate of gambling prevalence in the past 12 months.

Two measures can be relevant to the prevention and treatment efforts in the state. About one in seven Iowans were classified as "at risk" gamblers in the past 12 months when aggregating the results of any symptoms using NODS or PGSI. About 2% of adult Iowans were classified as having the highest level of gambling problems using NODS or PGSI (see figure 2-6).

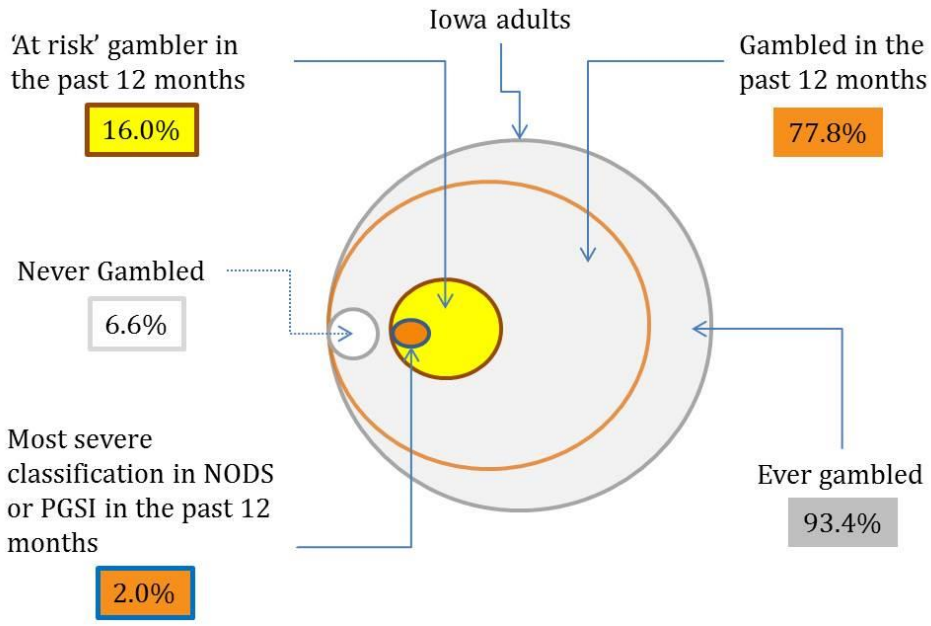

Figure 2-6. Prevalence and gambling pathology in Iowa (the figure is not to scale)

SOCIAL IMPACT OF GAMBLING PROBLEMS

People with gambling disorder may not experience the adverse consequences of their gambling behaviors alone. The negative physical, emotional, and financial consequences of their gambling can spread to affect family, friends, coworkers, and others whom the gambler knows personally.

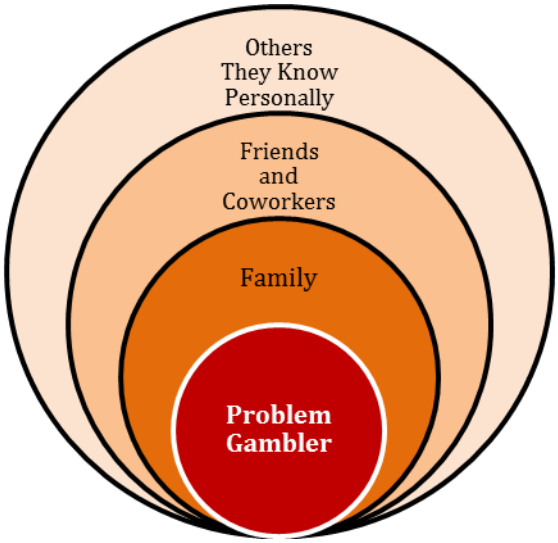

Figure 2-7. Illustration of the spheres of impact from an individual's problem gambling behaviors

The following questions assessed the respondents' perceptions of the social impacts of gambling:

Q36. Do you know any person whose gambling may be causing financial difficulties, physical or emotional health problems, or damaging their personal, family, or work relationships?

1. Yes
2. No

Q36A-C. Have you personally been negatively affected by the gambling behaviors of a...

a. Friend or coworker?
b. Family member?
c. Someone else you know personally?

1. Yes
2. No

Nearly one in three (29.8%) Iowans reported that they know a person with financial, physical, or emotional problems caused by gambling. About one in six (17.7%) Iowans reported that they have been personally and negatively affected by the gambling behaviors of friends, coworkers, family members, or someone else that they know.

29.8%	Know a person whose gambling may be causing [...] problems
17.7%	Negatively affected by others' gambling behaviors (aggregated estimate)

Social Impact of Gambling and Population Estimates

The 2013 study estimates that about 680,000 adult Iowans know a person with gambling problems. About 250,000 adult Iowans have been negatively affected by a family member's gambling. When the negative effects of gambling (friends, coworkers, family members, and someone else) were aggregated, more than 400,000 adult Iowans stated that they have been negatively affected by others' gambling.

Table 2-10. Social impact of gambling (now)

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Know a person with problems							
	2013	684,459	29.77	1.41	27.09	32.61	1.72
Negatively affected by							
Friends or coworker	2013	189,410	8.23	0.84	6.72	10.03	1.70
Family members	2013	249,873	10.81	0.99	9.02	12.91	1.86
Someone else	2013	341,682	14.81	1.10	12.78	17.10	1.74
Negatively affected by friend, coworker, family members or someone else							
	2013	406,805	17.70	1.17	15.51	20.12	1.72

When assessing the association between these social impact perceptions and prevalence of gambling and problem gambling, the study found that the perception of social impact of gambling did not differ as a function of the respondent's personal gambling behavior (e.g. has gambled in the past 12 months or not.)

However, respondents who met one or more symptoms in NODS or PGSI in the past 12 months were more likely to report that they knew someone with problems caused by gambling and that they were negatively affected by other people's gambling (see Table 2-11).

Table 2-11. Social impact of gambling by gambling symptoms

NODS or PGSI in the past 12 months

		Yes, Any Problem Gambling Symptom (at risk)	No Problem Gambling Symptoms
Do you know any person whose gambling may be causing problems	Yes	44.1	27.0
	No	55.9	73.0
Negatively affected by friend, coworker, family members or someone else	Yes	26.2	16.1
	No	73.8	83.9

Another question assessed the respondents' family lives related to gambling problems when they were growing up. It is estimated that one in fifteen (6.7%) Iowans may have experienced someone in their family having a gambling problem when they were growing up.

Q54. Think back to your home life when you were growing up. Did you or anyone in your family ever have a serious problem with gambling?

1 Yes, you had a gambling problem

2 Yes, someone else in the family had a gambling problem

4 No one in the family had a gambling problem

6.7%	Someone else in the family had a serious problem with gambling

Table 2-12. Someone in the family ever had a serious gambling problem (when growing up)

	Year	Pop Est N	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
No one in the family	2013	2,144,467	93.15	0.90	91.17	94.71	2.29
Yes, respondent	2013	4,538	0.20	0.20	0.03	1.39	3.59
Yes, someone else	2013	153,217	6.66	0.88	5.13	8.59	2.25

SECTION 3. ATTITUDES ABOUT GAMBLING AND OPINION ABOUT GAMBLING PREVENTION &TREATMENT

Several behavioral theories (Montaño & Kasprzyk, 2008) suggest that knowledge and attitudes are strong predictors of behaviors. In addition, studies have also found that knowledge and attitudes are only part of a more complex dynamic of behavioral decisions (Greene, 2009). Perception of risk, perception of social norms and injunctive norms, and awareness of a problem are only a few other factors that scientists measure to examine behavioral decisions.

In gambling studies, these factors could be relevant to understanding people's decisions to gamble, to approve or disapprove of gambling-related laws, or to seek professional help when needed. Yet, these relationships are not always easy to understand. For instance, the 2011 survey found that the vast majority of adult Iowans gambled in the past 12 months, while the majority of adult Iowans also reported negative attitudes toward gambling.

In this section, knowledge and attitudes toward gambling and the problem gambling treatment available in the state are presented with respondents' social support network characteristics. This information can be relevant to understanding adult Iowans' gambling behaviors and help–seeking (see Section 4). Overall, there were not significant differences between the 2011 and 2013 Iowa data for attitudes and knowledge related to gambling in the state.

Attitudes toward gambling can be measured in different ways. In the current study, gambling behavior is measured as an aggregate of 19 gambling activities. However, attitudes toward gambling may vary depending on the type of gambling activities. For instance, the 2013 American Gaming Association (AGA) survey of casino entertainment assessed attitudes toward casino gaming and reported that 85% Americans[20] reported that casino gaming is acceptable at some level. Yet, about one in seven Americans (14%) believes that casino gaming is not acceptable for anyone (see Figure 3-1).

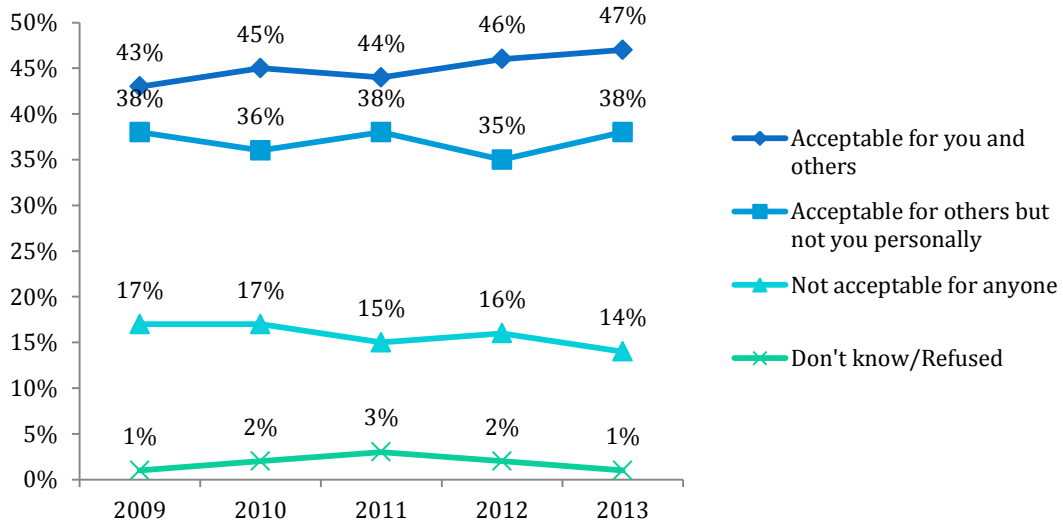

Figure 3-1. U.S. casino gaming acceptability, 2009-2013 (adapted from 2013 AGA survey)

[20] AGA survey respondents are 21 years old or older.

As stated above, the Iowa Gambling Treatment Program coordinates prevention and treatment efforts in order to reduce the harm caused by gambling problems in the state. These prevention and treatment programs are funded with tax revenues from the gaming industry in the state through a state appropriation from the Iowa General Fund.

The measures to assess gambling knowledge and attitudes were obtained from multiple sources. The attitudes toward gambling measures were obtained from the 2007 British Gambling Prevalence study (Orford, Griffiths, Wardle, Sproston, & Erens, 2009) and 2009 Canadian Internet Gambling study (Wood & Williams, 2009). The knowledge and attitudes toward gambling treatment measures were obtained from the IGTO, the GSRS, and adapted items from the perceived treatment barriers and stigma sections (Fischer & Farina,1995).

Respondents were asked about the extent to which they agreed or disagreed with three statements about gambling. Nearly two-thirds (64.9%) of adult Iowans agreed that "gambling is (not) an important part of cultural life" and "gambling is dangerous for family life," and about one-half (49.1%) agreed that "gambling is a harmful form of entertainment." The overall agreement toward these gambling attitude statements has not changed between 2011 and 2013.

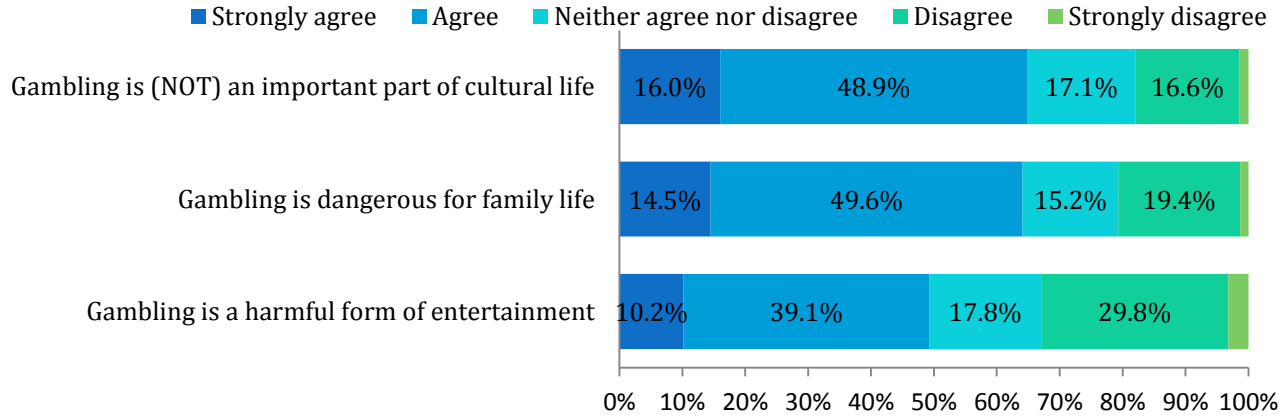

Figure 3-2. Agreement and disagreement with four statements about gambling and society

Another question assessed perceptions about the benefits and harm that gambling may have for society (see Figure 3-3). More than one-half (55.7%) stated that harm outweighs the benefits.

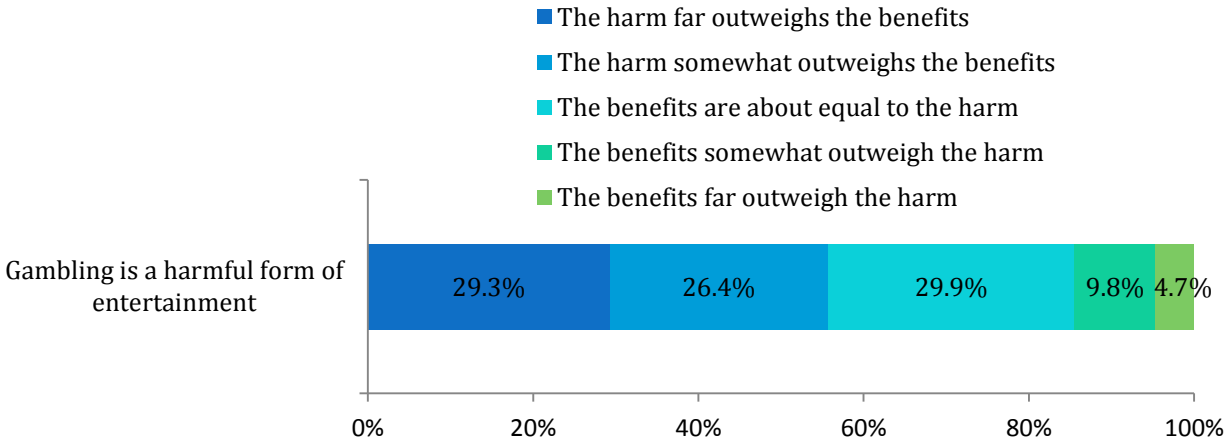

Figure 3-3. Harm and benefits that gambling has for society

Opinions about these gambling-related statements varied by whether or not a person had gambled during the past 30 days or 12 months, and by whether or not they had experienced any symptoms of problem gambling during these time periods (see Table 3-1). As expected, people who had gambled in the past 30 days or past year had more favorable attitudes toward gambling. Similarly, even people who are at risk (by exhibiting one or more problem gambling symptoms) had more favorable attitudes toward gambling than did others.

Table 3-1. Attitudes about gambling by gambling behaviors and problem gambling symptomology[21]

Attitude Statement	Gambled Past 12 Months %		Gambled Past 30 Days %		Any Problem Gambling Symptoms (at risk) %	
	Yes	No	Yes	No	Yes	No
Gambling is (not) an important part of cultural life						
Strongly agree or agree	60.2	81.4	54.1	74.2	47.4	68.2
Gambling is a harmful form of entertainment						
Strongly agree or agree	43.6	68.9	38.1	58.8	40.0	51.1
Gambling is dangerous for family life						
Strongly agree or agree	58.3	84.2	53.7	73.1	55.2	65.8
Which best describes your belief about the benefit or harm that gambling has for society?						
Harm far or somewhat outweighs the benefits	50.7	72.9	42.3	67.1	45.5	57.6
About the same or benefits far or somewhat outweigh the harm	49.3	27.1	57.7	32.9	54.5	42.4

[21] See the full table with all response categories in Appendix 6.

OPINION ABOUT PUBLIC FUNDING FOR GAMBLING TREATMENT

Respondents were asked their opinions about the importance of public funding for gambling-related prevention and treatment goals (see Figure 3-4). Specifically, they were asked, "Given the wide availability of gambling options in Iowa such as state-regulated casinos and lotteries, would you say it is very important, important, or not very important for there to be public funding to: (a) make problem gambling treatment available, (b) educate young people about the risks of gambling, (c) inform adults about the problems gambling can cause, and (d) provide information to adults about how they can gamble responsibly."

Public funding to make gambling treatment available was important to 90.9% of Iowans (55.9% *very important,* 35.0% *somewhat important*). Similarly, 91.8% of adult Iowans said public funding to educate young people about the risks of gambling was important (64.6% *very important,* 27.3% *somewhat important*). Likewise, 89.3% said it was important for public funding to inform adults about the problems gambling can cause (54.3% *very important*, 35.0% *somewhat important*). Public funding to provide information to adults about how they can gamble responsibly was important to 80.8% of adult Iowans (42.9% *very important*, 37.9% *somewhat important*). There was not a significant change on these overall opinions between the 2011 and 2013 surveys.

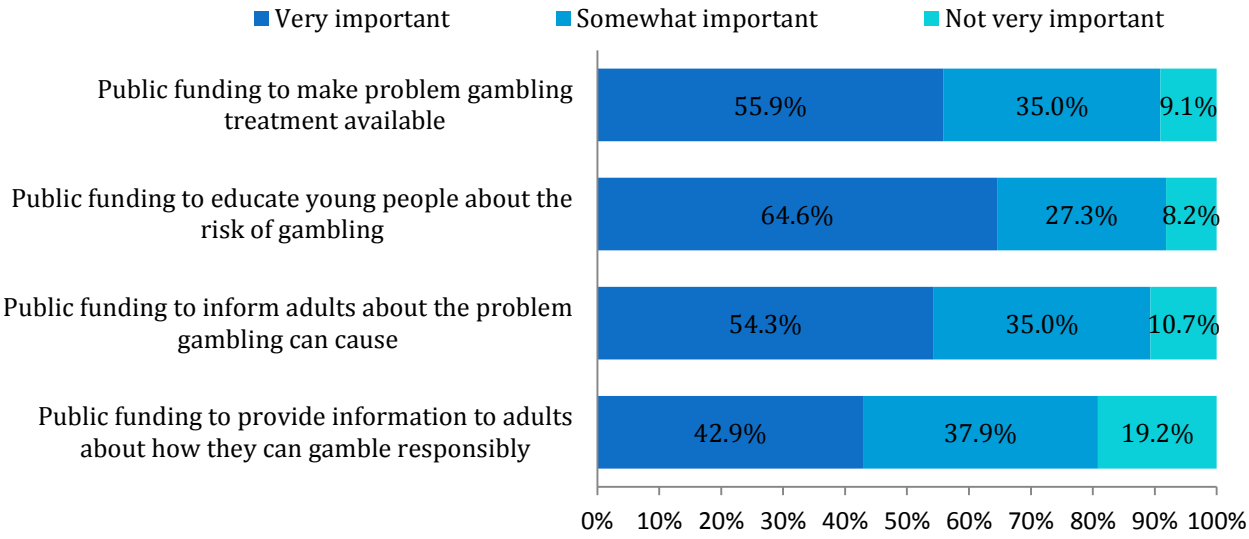

Figure 3-4. Opinions about public funding for gambling-related prevention and treatment goals

Awareness of State Gambling Treatment

The state-funded helpline has been operating since 1987. This was the most recognizable treatment effort in the state with almost nine in ten adult Iowans (89.4%) indicating they are aware of the gambling helpline 1-800-BETS OFF. The 2013 level of awareness was similar to 2011.

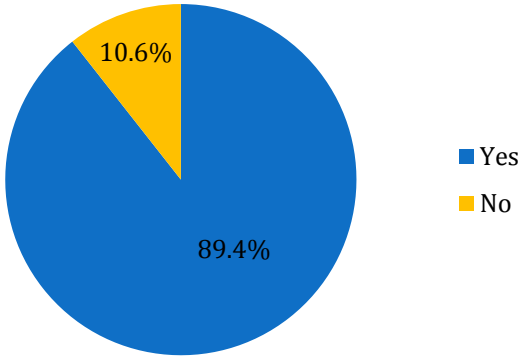

Figure 3-5. Awareness of the 1-800-BETS OFF in the state

However, only about one-half (53.2%) of adult Iowans were aware that publicly-funded gambling treatment services were available in Iowa. Specifically, 45.9% were not aware, 35.3% said they knew publicly-funded treatment was available but did not know who provided it, and 18.9% said they knew IDPH provided publicly-funded gambling treatment services. This level of awareness was similar to 2011.

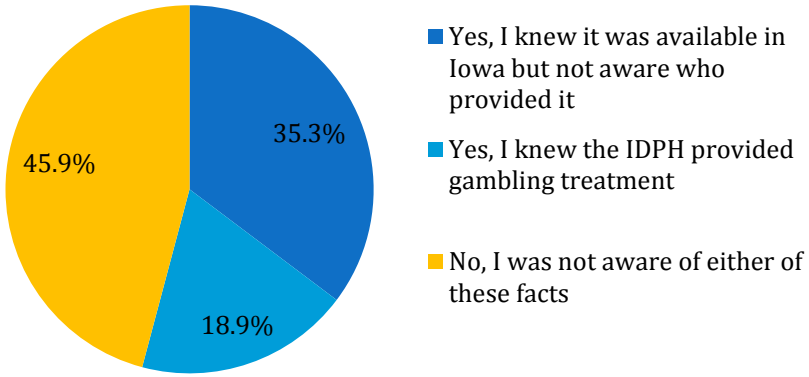

Figure 3-6. Awareness of publicly funded gambling treatment

Those who reported a gambling problem during the past 30 days or during the past 12 months were significantly more likely than other adults who did not gamble in the same time periods to be aware of 1-800-BETS OFF (see Table 3-2). Similarly, those who reported that they experienced one of the problem gambling symptoms (at-risk gambler) during the past 12 months were significantly

more likely than other adults (who did not classify as an at-risk gambler) to be aware of 1-800-BETS OFF. However, there was not a significant difference in the awareness of publicly funded gambling treatment programs based on gambling behavior and problem gambling symptoms in the state.

Table 3-2. Awareness of treatment by gambling behavior and problem gambling

Have you ever seen or heard of the gambling helpline 1-800-BETS OFF?	Gambled Past 30 Days		Gambled Past 12 Months		Any Problem Gambling Symptoms (At Risk)	
	Yes	No	Yes	No	Yes	No
Yes	93.3	86.0	92.7	77.9	93.3	88.6
No	6.7	14.0	7.3	22.1	6.7	11.4

When examining the relationship between the awareness of 1-800-BETS OFF and awareness of publicly funded gambling treatment, adult Iowans who have seen or heard of the gambling helpline were significantly more likely to know that there are publicly-funded gambling treatment services available in Iowa than those who were not aware of the gambling helpline.

Table 3-3. Awareness of 1-800-BETS OFF by awareness of treatment

Aware of publicly funded gambling treatment	Seen or heard of the gambling helpline 1-800-BETS OFF	
	Yes	No
Yes, I knew it was available in Iowa but not who provided it	37.8	13.3
Yes, I knew the Iowa Department of Public Health provided gambling treatment	20.8	2.5
No, I was not aware of either of these facts	41.3	84.1

The majority (59.4%) of Iowans said they think that treatment for problem gambling "works." About one in seven (12.8%) said their opinion was that gambling treatment does *not* work; the remaining 28% were neutral (i.e., 13.1% said *neither agree nor disagree*) or undecided (i.e., 14.5% said *don't know*) regarding whether or not treatment works.

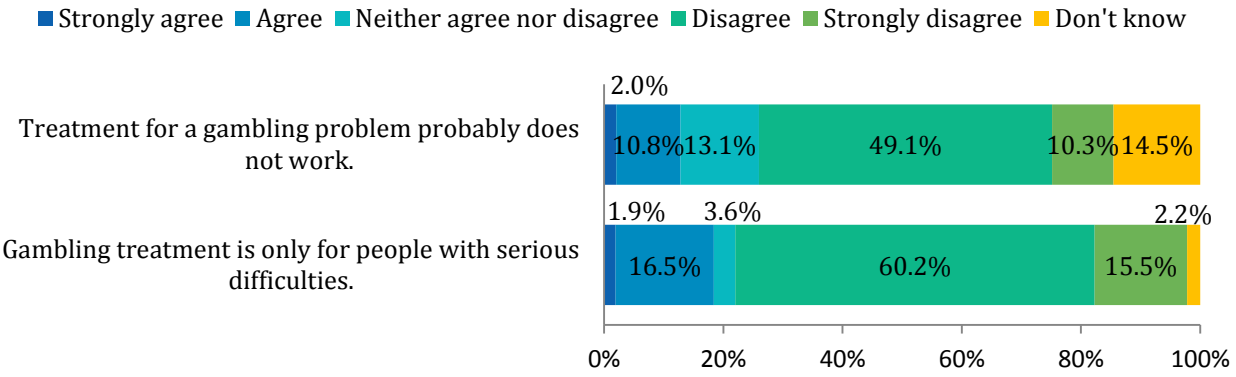

Figure 3-7. Opinions about gambling treatment

Although a majority of Iowans believe that treatment for problem gambling works, less than half (41.3%) said they knew of some treatment options in their community and 20.4% said their community had *no* convenient treatment options. Opinions about the affordability of gambling treatment services varied: 39.6% thought treatment would be affordable for the average person, but 31.2% thought treatment would not be affordable for the average person. About one in four said they were unsure about the affordability of treatment.

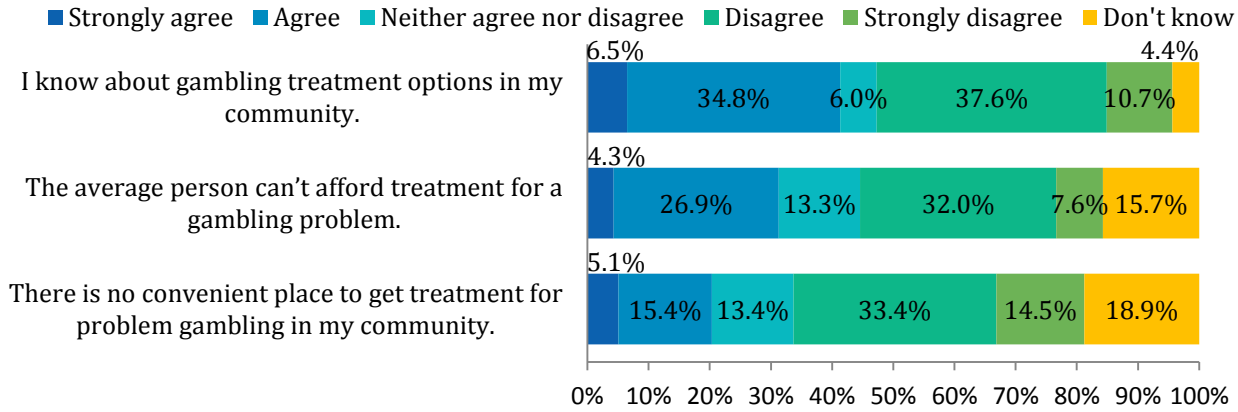

Figure 3-8. Awareness of gambling treatment options

When examining the relationship between awareness of 1-800-BETS OFF and awareness of other treatment options, adult Iowans who had seen or heard about the helpline were more likely to know about the treatment options in their community (see Table 3-4).

Table 3-4. Awareness of 1-800-BETS OFF by awareness of treatment options

		Seen or heard of the gambling helpline 1-800-BETS OFF	
		Yes	**No**
I know about gambling treatment options in my community	Yes	43.3	24.3
	No	56.7	75.7
The average person can afford treatment for a gambling problem	Yes	40.7	30.3
	No	59.3	69.7
There is convenient place to get treatment for problem gambling in my community	Yes	49.3	36.3
	No	50.7	63.7

The attitudes toward treatment-seeking were favorable in the state. The vast majority of Iowans (98.2%) said they admire the courage of people who seek help for a gambling problem.

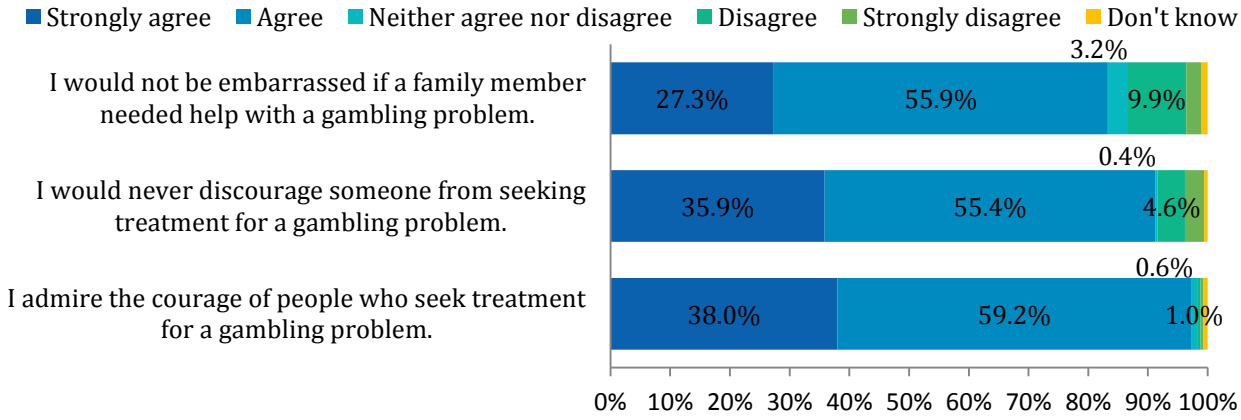

Figure 3-9. Attitudes toward treatment-seeking

About three in four adult Iowans (74.3%) stated that they are either extremely or moderately confident that they would recognize the signs that a friend or family member has a gambling problem.

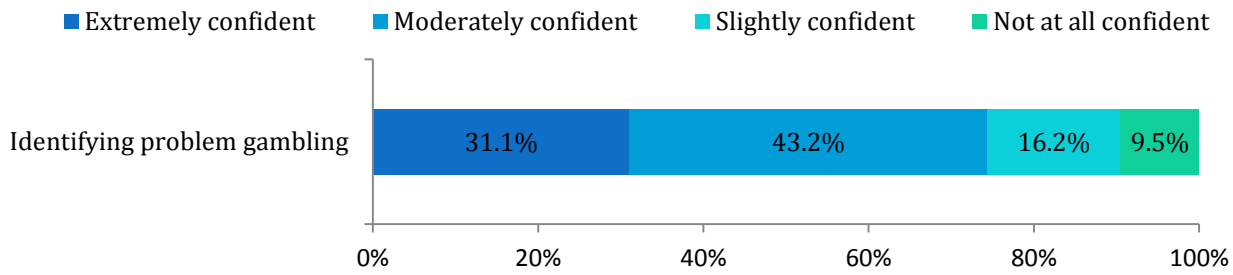

Figure 3-10. Level of confidence identifying problem gambling

Consistent with the previous sections, adults Iowans who were aware of 1-800-BETS OFF and/or had at least one of the problem gambling symptoms were more likely to recognize signs that a friend or family members has a gambling problem.

Table 3-5. Awareness of 1-800-BETS OFF by awareness of treatment options

You would recognize the signs that a friend or family member has a gambling problem	Seen or heard of the gambling helpline 1-800-BETS OFF		Any Problem Gambling Symptom (At Risk)	
	Yes	No	Yes	No
Not at all confident	8.3	19.3	4.1	10.5
Slightly confident	16.1	17.4	13.8	16.7
Moderately confident	44.1	35.7	41.7	43.5
Extremely confident	31.5	27.6	40.5	29.3

Help Seeking-Social Support System

Respondents were asked to think about their social support networks (i.e., people one can talk with about important matters and can count on in times of difficulty.) Informal social support networks would not include professionals such as counselors or doctors. The respondents were asked how many people they had in their social support network. The number of people ranged from no one to more than 76 people. The traditional concept of social support systems or networks is changing with the recent and prolific rise in online social networks or communities. The extent to which these online relationships overlap with "offline" or "face-to-face, in-person" relationships varies considerably. Having online "friends" may help explain the responses of some individuals who purport to have very large social support networks. The overall mean number of people in social support networks was 13 people, and the median and mode were 10 people. There was not a significant difference in mean values of the size of social support groups between those who gambled and those who had not gambled in the past 12 months. Likewise, there was not a significant difference in mean values of the size of social support groups between those who had at least one of the problem gambling symptoms and those who did not have any symptoms. These results are similar to the 2011 responses.

Table 3-6. Number of people in respondents' social support network

	Percent
None	0.8
1 to 5	28.6
6 to 10	34.5
11 to 15	14.8
16 to 20	10.4
21 to 75	8.4
76 or more	2.5

Respondents were asked how many of the people in their social support group they can talk to if gambling problems arise. The mean number of people that respondents could talk to was nine and the median was six people. The number of people that respondents can talk to about gambling problems and the number of people in their social support network was divided to create a ratio. About six in ten Iowans (57.5%) reported they could talk to all members of their social support network if gambling problems arise. However, about one in twenty adult Iowans did not have anybody to talk to if a gambling problem arises.

Table 3-7. Proportion of social support network that can talk if a gambling problem arises

	Percent
None	**5.6**
1% to 24%	6.4
25% to 49%	11.6
50% to 74%	15.1
75% to 99%	3.8
All	**57.5**

Also, about 0.8% of respondents (un-weighted n = 19) reported that they did not have any people as a social support network. This percentage represents an estimate of about 19,000 adult Iowans. For these respondents, the questionnaire asked if they have any people to talk to in the community if gambling problems arise. About eight in ten respondents (77.1%) who did not have any people in their social support network said that they have a person in their community to whom they can talk.

Table 3-8. Communication with the members of social support network

Areas of communication	Valid %
Work (Very or fairly easy)	**93.0**
Very easy	57.3
Fairly easy	35.8
Fairly difficult	4.6
Very difficult	2.4
Physical health (Very or fairly easy)	**91.6**
Very easy	56.4
Fairly easy	35.2
Fairly difficult	5.7
Very difficult	2.7
Gambling (Very or fairly easy)	**84.2**
Very easy	50.3
Fairly easy	33.9
Fairly difficult	9.7
Very difficult	6.2
Emotional health (Very or fairly easy)	**82.2**
Very easy	45.8
Fairly easy	36.4
Fairly difficult	11.7
Very difficult	6.0
Finances (Very or fairly easy)	**80.3**
Very easy	42.8
Fairly easy	37.5
Fairly difficult	12.7
Very difficult	7.0
Marriage and Romantic relationship (Very or fairly easy)	**79.8**
Very easy	46.0
Fairly easy	33.8
Fairly difficult	13.2
Very difficult	7.0

Overall, respondents had been asked how easy or difficult they thought it would be to talk with someone in their social support system if they thought they had any one of six types of problems: work, physical health, gambling, emotional health, finances, and marriage or romantic relationship. Of these six, the two that people said would be easiest for them to talk about were *physical health* and *work*. Gambling and mental (or emotional) health conditions were perceived as being easier to talk about than romantic relationship and financial problems; however, gambling and mental (or emotional) health were perceived as being more difficult to talk about than physical health or work problems (Appendix 10).

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SECTION 4. GAMBLING BEHAVIOR

Gambling behavior can be assessed in many different ways. In this study, gambling behaviors were measured by 19 gambling activities such as slots and lottery tickets[22] for three different timeframes: (1) ever (in lifetime), (2) in the past 12 months, and (3) in the past 30 days.

The gambling behavior data are shown at the population level as well as for subgroups defined by the NODS and PGSI. In order to increase the sample size and thereby the confidence in the resulting inferential statistical tests, the group of participants based on those who experienced one or more symptoms (past 12 months) is generally used in analyses referring to respondents with problem gambling symptoms or defined as "at risk" gamblers.

Unless otherwise stated, references to adults with any problem gambling symptoms or "at risk" gamblers in this section are based on approximately 16% of adult Iowans who said they had experienced one or more negative symptoms of pathological or problem gambling during the past 12 months. This is distinct from "problem or pathological gamblers" or (PG) who met the scoring classification criteria for the NODS, or PGSI, or who self-defined as having a gambling problem.

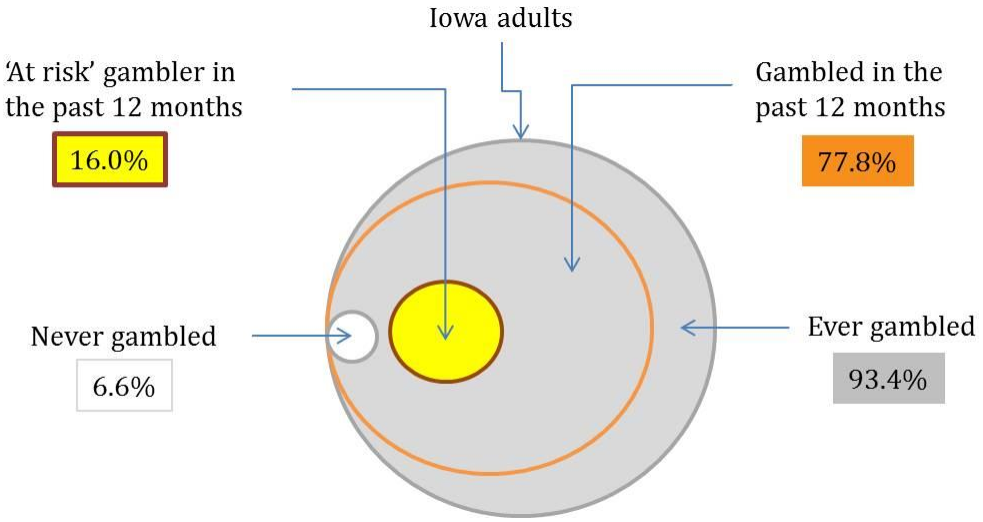

Figure 4-1. Gamblers and "at risk" gamblers

In addition to gambling behavior within the defined timeframes, this section aggregates 19 gambling activities into three major groups: (1) Any casino, tracks, or organized sport betting, (2) Any lottery, and (3) Other gambling activities.[23] The aggregated gambling activities allow us to

[22] See the complete list of gambling types in Appendix 5.

[23] (1) Any Casino: a. Slot machines, b. Table games at casino, c. Video poker, video keno, or video blackjack, d. Dice games, p. Live keno, h. Bingo, g. Racetracks either on horses or dogs, m. Other sport betting on professional, college, or amateur events (*note*: the letter for each of the gambling activities matches with the questionnaire. See also Appendix 3).
(2) Lotteries: e. Scratch tickets or pull tabs, f. Lottery tickets (numbers), q. Video lottery machines.
(3) Other gambling activities: i. Card games with friends, family, or others (not at casinos), j. Personal skills such as pool, bowling, video games, or playing basketball, k. Betting or wagering on fantasy sports leagues or games, l. Office pools (including tournament brackets), n. Raffle tickets (including those supporting charities), r. High-risk trading of stocks, commodities, or futures, s. Betting or gambling using some other game, activity, or event, o. Online gambling using the Internet.

compare information with national data such as the 2013 AGA survey of casino entertainment. For instance, in the 2013 AGA survey, lottery was the most frequent gambling activity in the past 12 months.

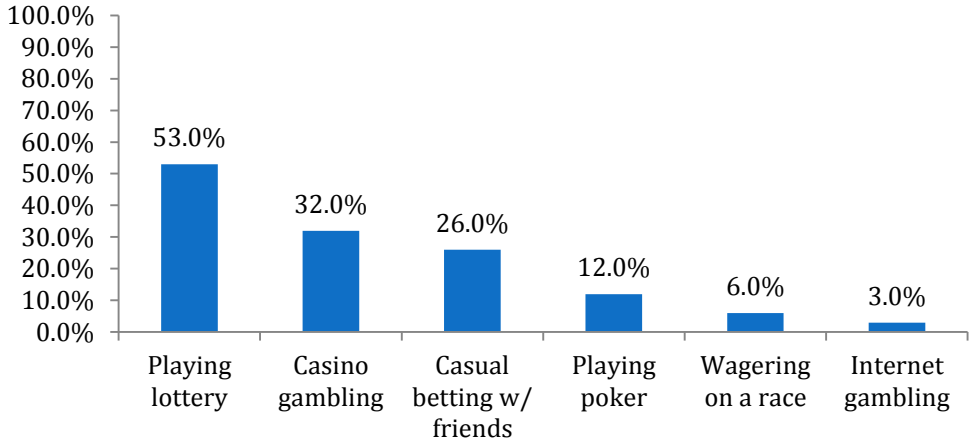

Figure 4-2. Gambling activities among U.S. adult population (21+ years) in 2012[24]

The 2013 AGA survey of casino entertainment also reported that the five most favorite casino games are: slot machines, blackjack, roulette, poker, and craps. Overall, these findings have similar trends to the findings in Iowa.

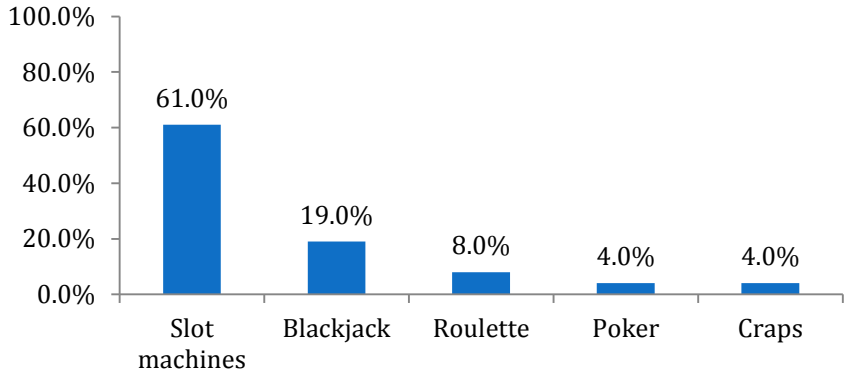

Figure 4-3. Top five favorite gambling activities among U.S. adult population (21+ years) in 2012[25]

The number of gaming machines (slots) per state is also reported by AGA. In 2012, there were 20,324 slot machines in commercial and Indian casinos combined in Iowa. Compared to other states where the gaming industry is operating, Iowa is ranked at number 13 for total number of slot machines. This number should have remained similar in 2013 since there were not any casino openings in the state since 2011 unless some casinos expanded the number of gaming machines in 2013. Thus, Iowa has about 7 slots per 1000 Iowans. When comparing the number of slot machines per capita with other states where the gaming industry operates, Iowa is ranked 10th .[26]

[24] Adapted from 2013 AGA survey of casino entertainment (pp.25).
[25] Adapted from 2013 AGA survey of casino entertainment (pp.26).
[26] Adapted from 2013 AGA survey of casino entertainment (pp.35).

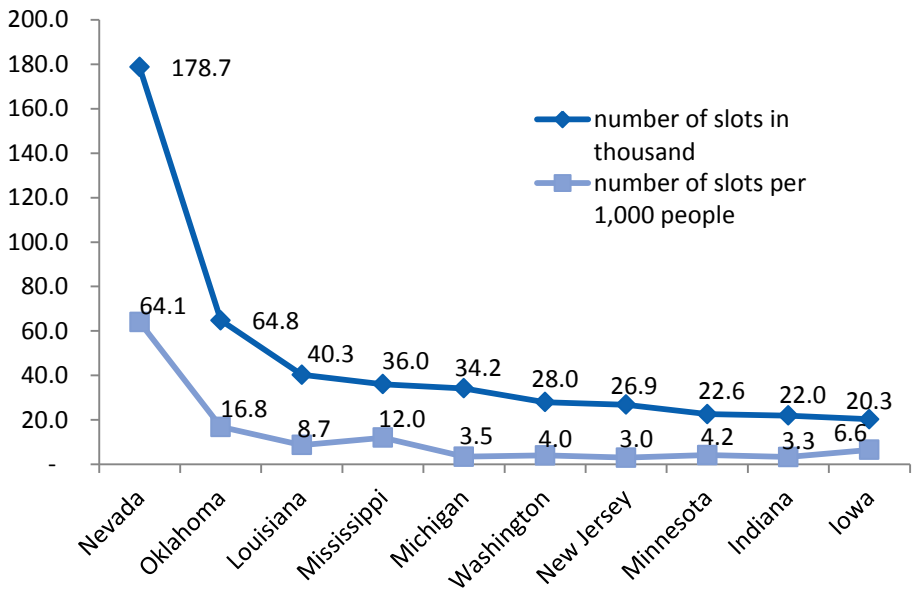

Figure 4-4. Total number of slot machines and the number of gaming machines per 1,000 people in state

In 2012, Iowa reported the highest percentage of gaming machine revenue as percentage of overall gaming revenue in the U.S. Slot machines are the favored gaming activity within casinos in the state, and 91% of gaming revenue generated by slot machines corresponds to $1,254 million in 2012 in Iowa[27].

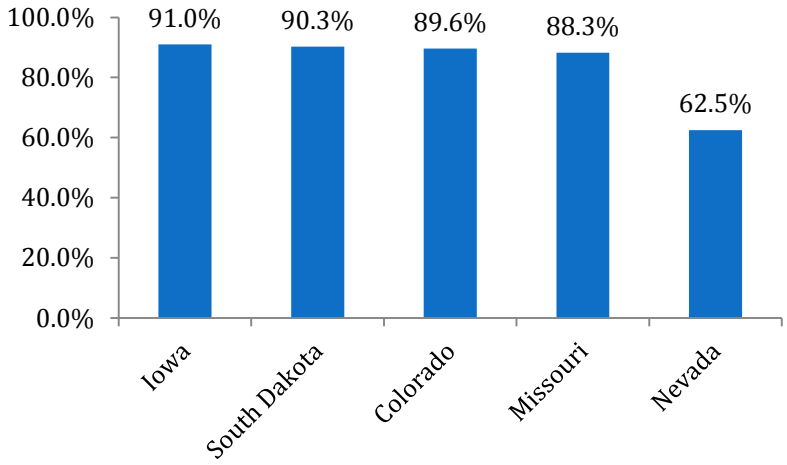

Figure 4-5. Top 4 states with the highest percentage of slot machines revenues as percentage of the overall state gaming revenue compared to Nevada's gaming machine revenue (the lowest in the U.S. gaming industry)

[27] See 2013 AGA survey of casino entertainment (pp.14 & 35).

GAMBLING ACTIVITIES AND GAMBLING BEHAVIOR

There are a variety of activities that some people consider *gambling* and others may not necessarily consider *gambling* (see section 1 for the list of activities assessed in the present study). In this study, gambling was described to respondents as "betting or gambling for money or possessions." The most common types of gambling activities adult Iowans engaged in at least once in the past 12 months are shown below.

The overall ranking of the most common gambling activities of Iowans in 2013 remains similar to 2011. However, there are a few specific gambling activities that have increased significantly such as lottery tickets.

Table 4-1. Ranking of most common gambling activities in the state[28]

	Gambling Activities	
	Ever gambled	**Gambled in the past 12 months**
1	Slot machines	Lottery tickets (numbers)
2	Raffle tickets (including those supporting charities)	Raffle tickets (including those supporting charities)
3	Lottery tickets (numbers)	Scratch tickets or pull tabs
4	Scratch tickets or pull tabs	Slot machines
5	Card games with friends, family, or others (not at casinos)	Card games with friends, family, or others (not at casinos)

For each activity, Table 4-2 shows the percentages for adult Iowans who said they had bet or gambled (a) 2011 adult population, (b) 2013 adult population, (c) adult Iowans who gambled in the past 12 months, or (d) adult Iowans who were classified as "at risk" gamblers in the past 12 months. For example, 71.5% of adult Iowans said they have ever gambled using slot machines in 2013 compared to 70.4% in 2011.

The general trend in the 2013 data for these activity groups remain similar to 2011. As expected, the data suggest that people who are "at risk" have consistently higher rates of gambling activities than non-"at risk" adults who gambled in the past 12 months.

Among the most common gambling activities during the past 12 months, slot machines increased more than 20% in the point estimate when comparing the gambling activities of those who gambled in the past 12 months to those who were classified as "at risk" gamblers (see Table 4-2).

[28] See the complete list of ranking by gambling activities in the Appendix 7.

Table 4-2. Ranking of the 5 most common gambling activities and the level of gambling behavior within the population subgroups

Gambling Activities	2011 IA pop est n=2,318,400	2013 IA pop est n=2,311,000	2013 Gambled Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Ever in Lifetime				
Slot machines	70.4	71.5	80.9	90.9
Raffle tickets (including those supporting charities)	73.2	71.0	78.4	71.8
Lottery tickets (numbers)	59.5	65.5	76.6	77.8
Scratch tickets or pull tabs	57.5	61.6	70.6	79.3
Card games with friends, family, or others (not at casinos)	39.2	39.7	46.5	58.2
During Past 12 Months				
Lottery tickets (numbers)	37.6	49.6	63.8	64.9
Raffle tickets (including those supporting charities)	42.1	45.4	58.2	55.7
Scratch tickets or pull tabs	27.4	36.7	47.2	60.7
Slot machines	24.8	29.0	37.4	58.5
Card games with friends, family, or others (not at casinos)	15.9	18.6	24.0	33.4
During Past 30 Days				
Lottery tickets (numbers)	22.9	25.6	32.9	40.8
Scratch tickets or pull tabs	11.3	16.2	20.8	32.9
Raffle tickets (including those supporting charities)	12.5	12.9	16.5	20.7
Slot machines	9.8	10.3	13.3	32.9
Card games with friends, family, or others (not at casinos)	5.9	6.9	8.9	16.2

AGGREGATED GAMBLING ACTIVITIES

As stated previously, gambling activities were also aggregated into 3 groups: (1) Any casino, tracks, or organized sport betting, (2) Any lotteries, and (3) Other gambling activities[29]. When comparing the results from 2011 and 2013, there is an increasing trend in gambling activities, and the aggregated lottery activities had the most significant increase between 2011 and 2013 among respondents who gambled in the past 12 months. In addition to the change in aggregated gambling activities at the population level, the following table shows the gambling activities among those Iowans who gambled in the past 12 months and who were classified as "at risk" gamblers in either NODS or PGSI screening tools. As expected, the gambling activity increases as it moves from the general population to "at risk" gamblers.

Table 4-3. Aggregated gambling activities in the state

Gambling Activities	2011 IA pop est n=2,318,400	2013 IA pop est n=2,311,000	2013 Gambled Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Ever in Lifetime				
Any casinos, tracks, or organized sport betting	76.7	80.5	89.3	96.1
Any lottery	69.7	76.5	87.4	89.4
Other gambling activities	81.6	80.8	88.9	90.7
Past 12 months				
Any casinos, tracks, or organized sport betting	32.9	37.9	48.8	71.8
Any lottery	44.4	58.5	75.3	79.1
Other gambling activities	52.4	57.8	74.4	77.6
Past 30 Days				
Any casinos, tracks, or organized sport betting	13.9	15.5	19.9	41.4
Any lottery	25.5	31.1	40.0	49.5
Other gambling activities	22.1	24.9	32.0	44.2

[29] (1) Any Casinos: a. Slot machines, b. Table games at casinos, c. Video poker, video keno, or video blackjack, d. Dice games, p. Live keno, h. Bingo, g. Racetracks either on horses or dogs, m. Other sport betting on professional, college, or amateur events (*note*: the letter for each of the gambling activities matches with the questionnaire. See also Appendix 3).
(2) Lotteries: e. Scratch tickets or pull tabs, f. Lottery tickets (numbers), q. Video lottery machines.
(3) Other gambling activities: i. Card games with friends, family, or others (not at casinos), j. Personal skills such as pool, bowling, video games, or basketball, k. Bets or wagers on fantasy sports leagues or games, l. Office pools (including tournament brackets), n. Raffle tickets (including those supporting charities), r. High-risk trading of stocks, commodities, or futures, s. Betting or gambling using some other game, activity, or event, o. Online gambling using the Internet.

When comparing the aggregated gambling activities of the general population between the 2011 and 2013 (see first and second column in Table 4-3), the most significant change is observed in the lottery activities (see Figure 4-6). More specifically, the prevalence of all lottery activities increased significantly from 44.4% in 2011 to 58.5% in 2013. Other aggregated gambling activities also show a slight increase in the prevalence points, but they were not statistically significant.

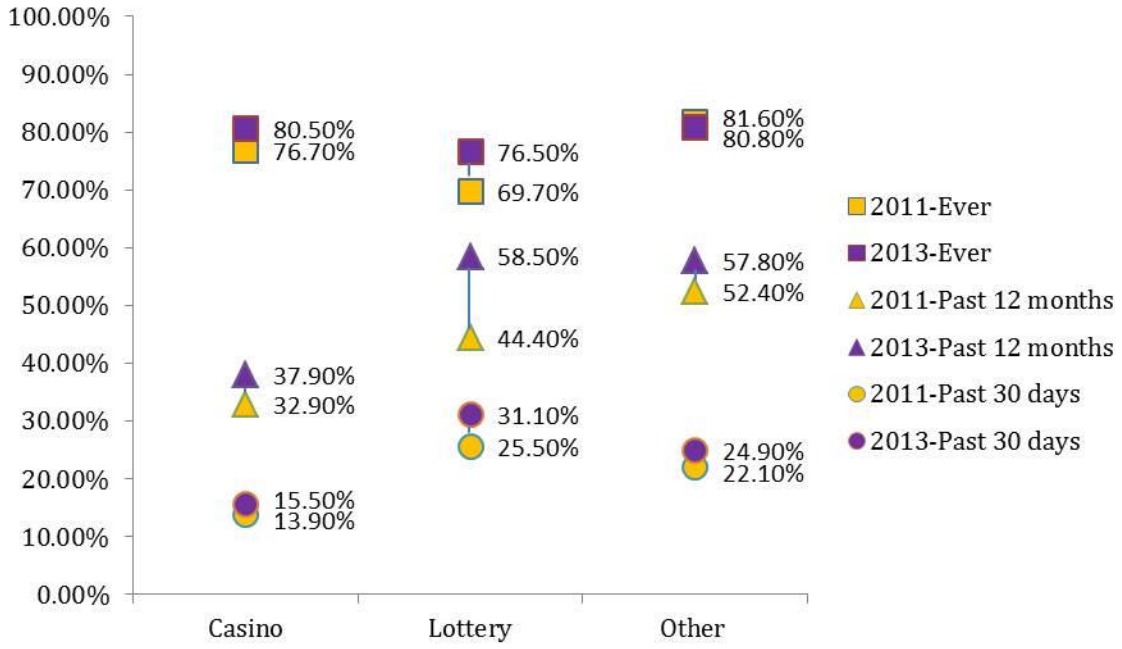

Figure 4-6. Aggregated gambling activities among all Iowans in year 2011 and 2013

In 2013, more than half of adult Iowans (58.5%) bought lottery tickets, scratch tickets or pull tabs, or played video lottery machines during the past 12 months. More than 1.3 million adult Iowans engaged in these activities in the past 12 months. A similar number of adult Iowans also engaged in all other gambling activities[30].

Significantly fewer Iowans gambled on any type of activities at casinos. Slightly more than one third of adult Iowans (37.9%) engaged in gambling activities in casinos. An estimated 876,000 adult Iowans have gone to casinos in the past 12 months.

Table 4-4. Population estimate by aggregated gambling activities: casino or lottery or other gambling activities (past 12 months)

	Year	Pop Estn	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Casino	2013	876,252	37.92	1.49	35.04	40.88	1.72
Lottery	2013	1,352,837	58.54	1.49	55.59	61.42	1.67
Other	2013	1,336,865	57.85	1.51	54.86	60.78	1.71

[30] As noted previously, "other gambling activities" includes: (1) Card games with friends, family, or others (not at casinos), (2) Personal skills such as pool, bowling, video games, or playing basketball, (3) Bets or wagers on fantasy sports leagues or games, (4) Office pools (including tournament brackets), (5) Raffle tickets (including those supporting charities), (6) High-risk trading of stocks, commodities, or futures, (7) Betting or gambling using some other game, activity, or event, (8) Online gambling using the Internet.

The increase in lottery activities in the past 12 months is also supported by reports of the Iowa gambling revenues in the state. The Iowa Lottery reported a record high of $339 million from ticket sales in fiscal year 2013,[31] while the three racetrack casinos and 15 riverboat casinos reported a adjusted gross revenue of $1.4 billion dollars in fiscal year 2013.[32] The casino revenue in 2013 is higher than the casino revenue in 2011.

This suggests that the increase of Iowa Lottery revenue is consistent with the increased number of Iowans who bought lottery tickets, pull tabs, and played lottery video games in the past 12 months. Likewise, the slight increase in the number of adult Iowans involved in casino games may also be reflected in the increase in revenues in 2013 compared to 2011.

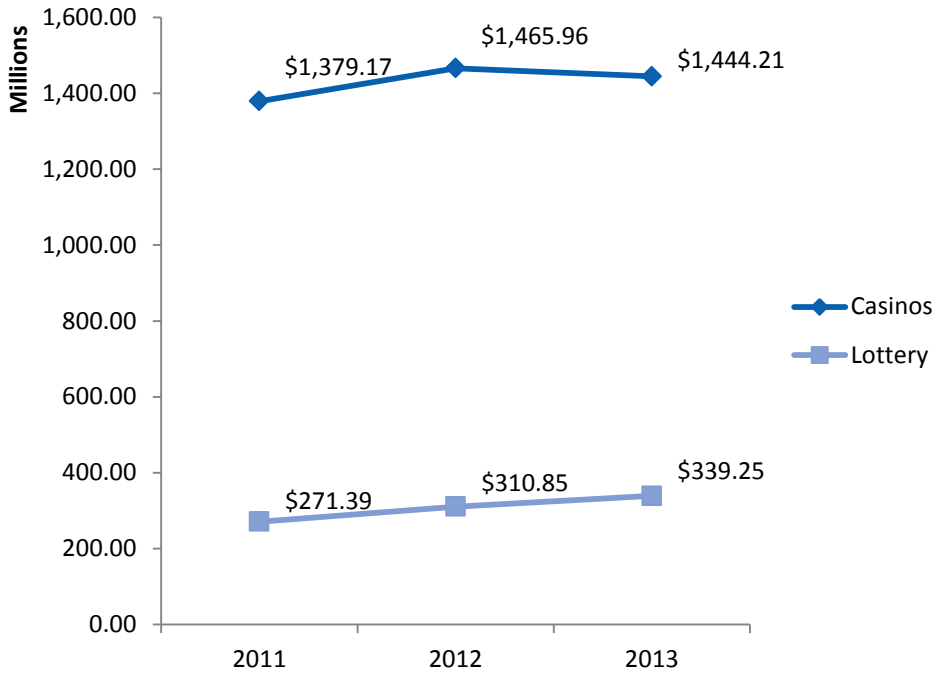

Figure 4-7. Gambling revenues in Iowa: years 2011 and 2013 in millions

Another way to look at the data is to focus on the aggregated gambling activity types in the past 12 months. The study suggests that there is significantly higher casino gambling among "at risk" gamblers compared to those not "at risk" who gambled in the past 12 months. Those "at risk" (71.8%) were much more likely to gamble in *casinos* compared to those were not "at risk" (31.5%). The aggregated gambling activities in *lottery* and *other* gambling activities also differ significantly between "at risk" gamblers and those who were not "at risk", but these differences was relatively smaller than the *casino* group (see Figure 4-8).

[31] See the 2013 Iowa Lottery revenue report at http://www.ialottery.com/PDF/2013AnnualReport.pdf
[32] Aggregated data from Iowa Gaming Commission website, annual revenue report from casinos and racetracks.

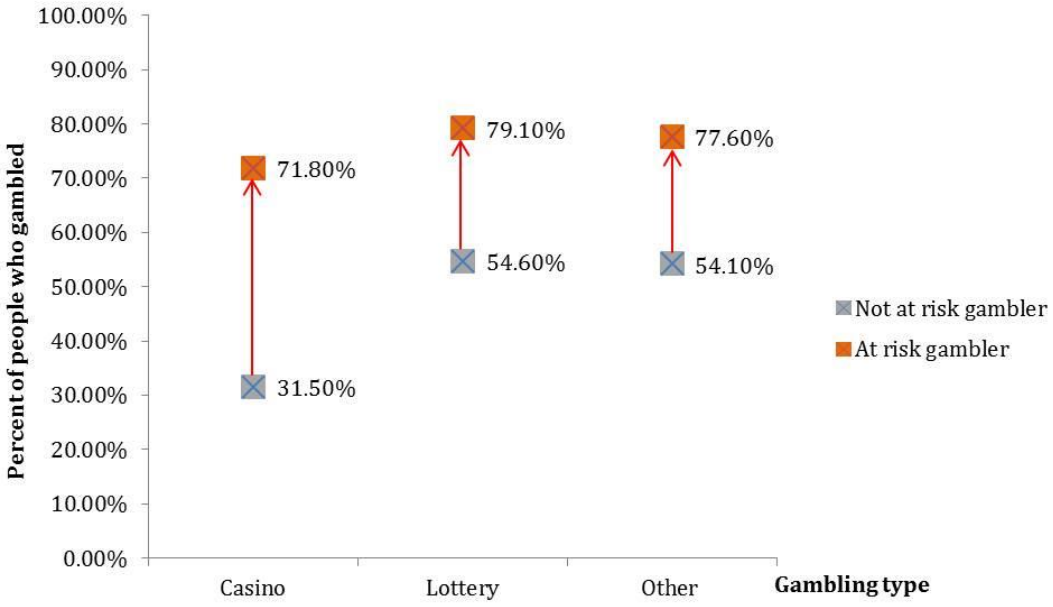

Figure 4-8. Aggregated gambling activities between those Iowans who gambled in the past 12 months and who were classified as "at risk" gamblers in the past 12 months

Aggregated gambling activities among those who gambled in casinos and played lotteries can be further classified as (1) casino only, (2) lottery only, and (3) casino AND lottery among those who gambled in the past 12 months (see Figure 4-9).

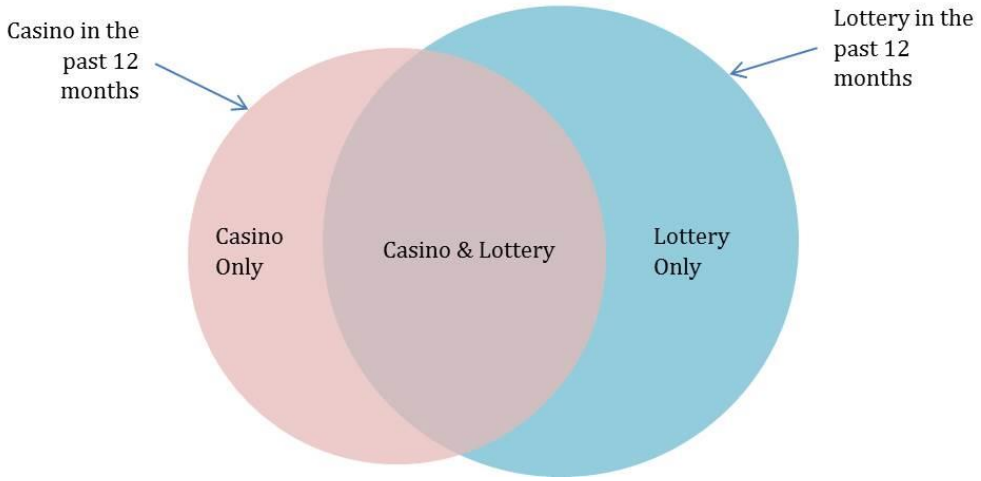

Figure 4-9. Aggregated gambling activities classification among those Iowans who gambled in the past 12 month

It is estimated that 170,000 adult Iowans gambled in casinos only, and 650,000 adult Iowans only played lotteries in the past 12 months. Also, it is estimated that 700,000 adult Iowans both gambled in casinos and played lotteries in the past 12 months. These gambling behaviors do not account for *other*[33] gambling activities such as office pools or Internet gambling.

Table 4-5. Population estimate by aggregated gambling activities: casino, lottery, or casino & lottery activities (past 12 months)

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Casino only	2013	172,965	7.48	0.74	6.15	9.08	1.46
Lottery only	2013	649,550	28.11	1.40	25.44	30.94	1.78
Casino and lottery	2013	703,287	30.43	1.43	27.70	33.31	1.77

Adult Iowans who gambled only in casinos or in casinos and lotteries were significantly more likely to be classified as "at risk" gamblers than those who only bought lottery tickets. Casino gambling is the primary correlate of being "at-risk" (see Table 4-6)

Table 4-6. At risk gamblers by aggregated gambling activities: casino, lottery, or casino & lottery (past 12 months)

		Casinos only	Lotteries Only	Casinos & lotteries
At risk gamblers	**Yes**	28.8	11.8	30.6
	No	71.2	88.2	69.4

The state casino and lottery revenues can be divided by the adult population gambling estimates to calculate an average (mean) per capita spending. In 2013, those who gambled in casinos may have spent more than $1,600 dollars a year. It is important to note, however, that Iowa has gamblers coming from the bordering states (specifically Illinois and Nebraska,) and the actual average per capita spending for Iowans may be somewhat lower. Among those who played lottery tickets, the average amount of spending was more than $250 in 2013. The average per capita spending may not be a best indicator of gambling spending because studies have shown that the gambling behavior

[33] *Other* gambling activities: i. Card games with friends, family, or others (not at casinos), j. Personal skills such as pool, bowling, video games, or basketball, k. Bets or wagers on fantasy sports leagues or games, l. Office pools (including tournament brackets), n. Raffle tickets (including those supporting charities), r. High-risk trading of stocks, commodities, or futures, s. Betting or gambling on some other game, activity, or event, o. Online gambling using the Internet (*note*: the letter for each of the gambling activities matches with the questionnaire. See also Appendix 3).

and spending have an exponential trend relationship meaning that there is a small group of gamblers who usually gamble and spend much more than the "average" gambler (LaPlante, D. A., Kleschinsky, LaBrie, Nelson, & Shaffer, 2009). The figure below shows this relationship curve for Internet poker.

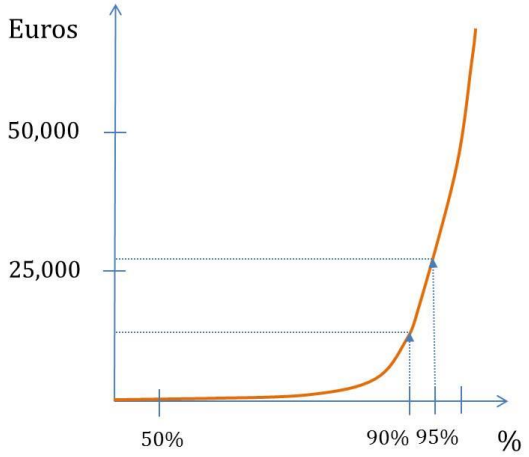

Figure 4-10. Exponential distribution of total amount of money wagered among Internet poker players (n = 4,459) (Adapted from LaPlante et al., 2009).

Gross gambling revenues (about $1.7 billion in 2013) generate gambling tax revenue for the state. The casino tax revenue for the state in 2013 was about $327 million[34], and the proceeds from the Iowa lottery in the same period were about $84 million[35]. Thus gambling tax revenue ($411 million) was 23.1% of total gross gambling revenue. In contrast, the amount state appropriation that was used for prevention and treatment of problem gambling in the state in 2013 was about $3.1 million[36]. This represents about 0.8% of tax revenue and 0.2% of gross gambling revenue in the state.

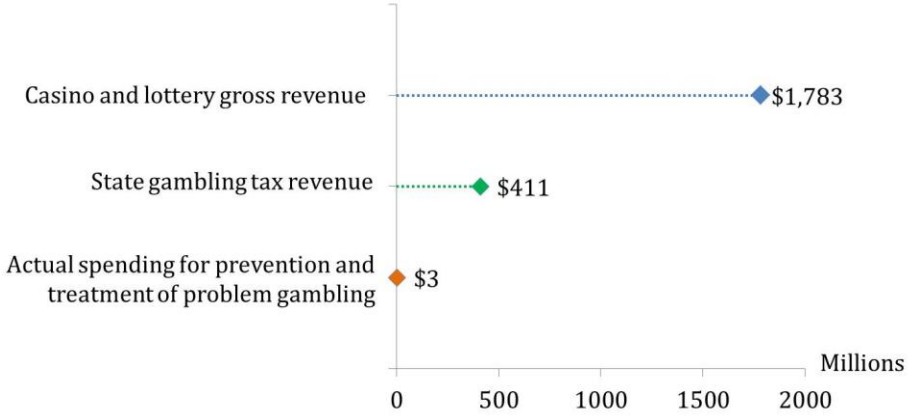

Figure 4-11. Gambling revenues and actual spending for prevention and treatment of problem gambling in 2013[37]

[34] See the Iowa Gaming Association report in economic impact *http://www.iowagaming.org/support/upload/docs/Economic%20Impact/2013%20Economic%20Impact.pdf*
[35] See the 2013 Iowa Lottery revenue report at http://www.ialottery.com/PDF/2013AnnualReport.pdf
[36] From Iowa Problem Gambling Treatment and Prevention Program Stakeholder's Meeting, January 10, 2014.
[37] The casino revenue and casino tax revenue is by calendar year. However, lottery revenue and proceeds are by fiscal year.

GAMBLING INVOLVEMENT

For most of the gambling activities included in the survey, respondents were asked questions about how often they engaged in each activity and how much money they usually spent per day when doing that activity. For efficiency reasons and to minimize respondent burden, follow-up questions were asked for only 11 of the 19 types of gambling activities.

Of the gambling activities assessed in this study, playing the lottery with numbers and scratch tickets were the activities reported most frequently. Among adult Iowans who said they bought lottery tickets during the past 12 months, 18% said they usually bought scratch tickets or pull tabs weekly and an additional 25% reported that they bought tickets monthly.

Table 4-7. Frequency of gambling among those have gambled in the past 12 months

Gambling Activities	Daily or weekly	Monthly	Infrequently
Lottery tickets (numbers)	18.1	25.4	56.5
Lottery scratch tickets or pull tabs	12.0	27.5	60.5
Bet or wagered on fantasy sports leagues or games	14.4	21.3	64.3
Bingo	18.7	12.0	69.3
Card games with friends, family, or others (not at casinos)	5.6	23.4	71.0
Personal skills such as pool, bowling, video games, or playing basketball	4.1	24.8	71.1
Dice games	10.7	11.5	77.9
Slot machines	4.8	14.6	80.6
Video poker, video keno, or video blackjack	7.9	11.1	81.1
Table games at casino	1.8	10.3	87.9
Racetracks (either horses or dogs)	4.4	3.1	92.5

Self-reported Gambling Frequency and Preferences

Self-reported gambling frequency and preferences may have slightly different results compared to behaviors by gambling type. This is because respondents' perceptions of their gambling behaviors could vary and also because it could be affected by other factors such as proximity to gambling venues, cost of gambling activities, or the characteristics of the respondents' social networks.

As expected, the self-assessment of gambling frequency increased in "at risk" gamblers compared to the general population and compared to those Iowans who gambled in the past 12 months. Gamblers who were classified as "at risk" gamblers were 3 times more likely than those who gambled in the past 12 months (but were not "at risk") to state that they gambled "often" or "very often" (see Table 4-8). It is worth noting that about half of "at-risk" gamblers (46.5%) consider that they *seldom* or *never* gamble.

Table 4-8. Self-assessment of gambling frequency

Thinking about all types of activities that involve wagering money or possessions, would you say you bet or gamble….	**2011 IA pop est n=2,318,400**	**2013 IA pop est n=2,311,000**	**2013 Gambled Past 12 m pop est n=1,797,200**	**2013 At risk pop est n=369,000**
Very often	0.8	1.4	1.5	4.4
Often	2.9	3.9	4.7	14.6
Occasionally	15.6	20.3	24.2	34.6
Seldom	51.0	54.8	57.2	39.6
Never	29.6	19.6	12.4	6.9

The gambling preferences did not vary when comparing the overall Iowa population with those Iowans who gambled in the past 12 months. However, Iowans who were classified as "at risk" gamblers reported a higher preference for slot machines and table games than those who gambled in the past 12 months (but were not "at risk"). Interestingly, more prevalent gambling activities such as lottery tickets and scratch ticket and pull tabs were <u>not</u> the "favorite" gambling activities among "at risk" gamblers (see Figure 4-12).

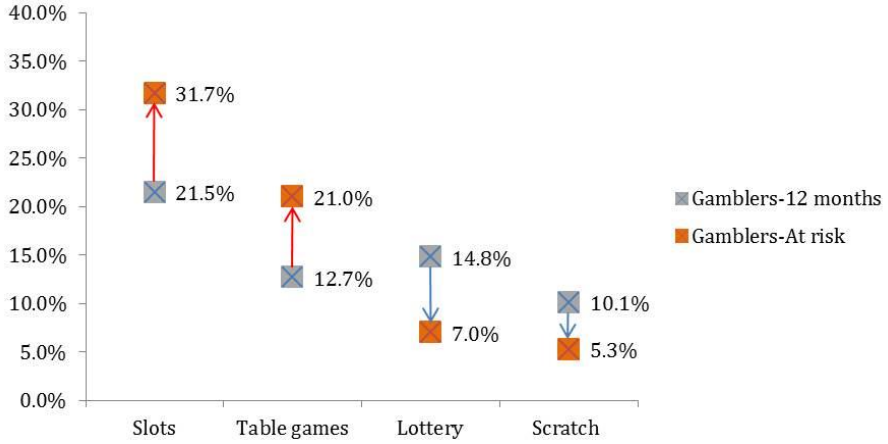

Figure 4-12. Gambling preferences between Iowans who gambled in the past 12 months and those who were classified as "at risk" gamblers in the past 12 months

Table 4-9. Gambling preferences

What is your favorite gambling activity?	2011 IA pop est n=2,318,400	2013 IA pop est n=2,311,000	2013 Gambled Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Slot machines	19.2	22.1	21.5	31.7
Lotteries such as Powerball, Hot Lotto, Mega Millions, and daily numbers	12.1	13.8	14.8	7.0
Table games at a casino such as poker, roulette, craps, and blackjack	11.6	12.3	12.7	21.0
Scratch tickets or pull tabs	7.5	9.5	10.1	5.3
Card games with friends, family, or others but not at a casino	10.4	8.5	9.1	7.3
Bingo	2.9	3.3	3.1	3.2
Games of personal skill such as pool, bowling, video games, or basketball	2.7	3.3	3.6	5.8
Other sports betting on professional, college, and amateur games or events	1.9	3.3	3.6	4.0
Video poker, video keno, or video blackjack	2.0	3.0	3.1	3.3
Raffle tickets including those in support of a charitable cause	3.4	2.2	2.1	0.4
None (No favorite gambling activity)	16.3	12.2	9.8	5.0

Reasons for Gambling

For those who responded that they have gambled "Very often," "Often" and "Occasionally," a series of follow-up questions asked about the importance of their reasons for gambling. As expected, adult Iowans who gambled very often or often were more likely to have higher point estimates for aggregated responses of "very important" or "important" compared to those who gambled occasionally.

As shown in Table 4-10, the main reasons expressed for gambling were for entertainment or fun (76.4%) followed by excitement (50.7%.) Among those who said that they gambled very often or often, 80.6% said they gamble for entertainment or fun followed by 61.6% who said they gambled for excitement. The point estimates for the reason for gambling among those who gambled occasionally were higher than those who gambled more "for socializing" and "out of curiosity."

Table 4-10. Point estimates for aggregated "Very Important" or "Important" reasons for gambling among those who gambled "very often", "often", or "occasionally."

	Reasons among those who gambled :	"Very often" or "often"	Average	"Occasionally"
		"Very important" or "Important"		
1	For entertainment or fun	80.6%	76.4%	75.3%
2	For excitement	61.6%	50.7%	47.9%
3	To support worthy causes	52.4%	48.8%	47.9%
4	Just to win money	49.5%	41.1%	38.9%
5	For socializing	32.0%	37.1%	38.4%
6	Out of curiosity	20.3%	23.3%	24.1%
7	As hobby	23.8%	22.1%	21.7%
8	To win money to use for paying bills	29.8%	17.8%	14.6%
9	To distract myself from everyday problems	27.2%	14.5%	11.2%

Although it was the lowest average point estimate among reasons for gambling (14.5%), distraction from everyday problems differed significantly between those who gambled very often or often (27.2%) and those who gambled occasionally (11.2%). The largest group differences in reasons for gambling were: for excitement, to win money to use for paying bills, to distract myself from everyday problems, and just to win money (see Figure 4-13).

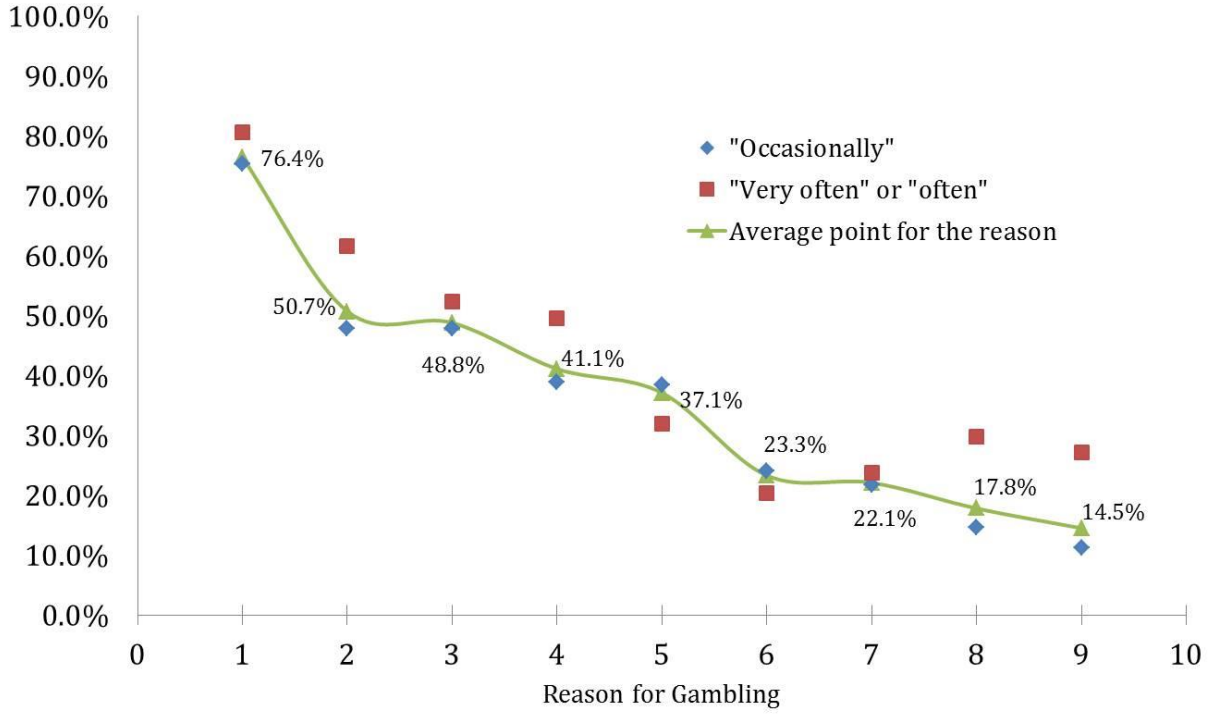

Figure 4-13. Point estimate for aggregated "Very Important" or "Important" reason for gambling: (the numbers match with the list of reasons in the Table 4-10)

Reason for NOT Gambling

Among those who never or seldom gamble, the main reason for not gambling was the "possibility of losing money" (83.5%) followed by "just not interested in gambling" (76.4%). Interestingly, the "distances from betting opportunities" (13.2%) was the least important reason for not gambling for this group.

Table 4-11. Point estimates for aggregated "Very Important" or "Important" reasons for not gambling among those who stated that they seldom or never gamble

Reasons for not gambling	Seldom or never gamble
Possibility of losing money	83.5
Just not interested in gambling	76.4
Don't have the money to gamble with	54.9
Moral or ethical concerns	47.0
Too busy or don't have enough time	38.8
Distance from betting opportunities	13.2

HELP SEEKING-ENCOURAGED TO QUIT GAMBLING

Few (2.1%) adult Iowans said they had gambled in the past 12 months and also said that someone important in their lives told them they should cut back, stop, or try to control their gambling. Similarly, about one in ten adult Iowans who were classified as "at risk" gamblers (10.3%) were told that they should cut back, stop, or try to control their gambling. About half of Iowans (45.7%) who met the criteria as probable or possible pathological gamblers (NODS) or problem gamblers (PGSI) said that someone had told them during the past 12 months that they should cut back, stop, or try to control their gambling. Similarly, about half of those who self-reported gambling problems (55.8%) reported that they had been told during the past 12 months that they should cut back, stop, or try to control their gambling.

Almost one in ten adult Iowans (9.7%) who reported gambling said they wanted to decrease the amount of time or money they spent gambling or they wanted to quit gambling altogether. Specifically, 3.0% wanted to decrease the amount of time spent gambling, 5.4% wanted to decrease the amount of money spent gambling, and 5.1 % wanted to quit altogether.

Among those who experienced any problem gambling symptoms during the past 12 months, 21.1% said they wanted to decrease the amount of time or money they spent gambling or quit gambling altogether. These findings were similar to the 2011. In the 2013 survey,

- 9.9% said they wanted to cut-back on the amount of time they spend gambling,
- 16.1% said they wanted to decrease the amount of money they spend gambling, and
- 4.6% said they wanted to stop betting or wagering altogether.

Table 4-12. Percent of gamblers who were told to cut-back, or try to control their gambling

	2013 Gambled Past 12 m pop est n=1,797,200	**2013 At risk pop est n=369,000**	**2013 Problem or Pathological pop est n=46,307**	**2013 Self-reported problems pop est n=19,494**
Have people who are important to you said they thought you should cut-back, stop, or try to control your gambling?	2.1	10.3	45.7	55.8
Do you want to…cut-back on the amount of time you spend betting or wagering?	3.0	9.9	41.0	18.6
Do you want to… decrease the amount of money you spend betting or wagering?	5.4	16.1	36.4	34.9
Do you want to… stop betting or wagering altogether?	5.1	4.6	10.1	12.7
Aggregated: Cut back… on the amount of time you spend betting or wagering?	9.7	21.1	55.2	45.5

The population estimate for those who gambled in the past 12 months (see Table 1-1 in Section 1) was about 1.8 million. About one in ten (9.7%) of these gamblers tried to cut back on gambling (about 174,000 Iowans). In addition, about 2% of those who gambled in the past 12 months were told to quit or reduce their gambling (about 38 thousand Iowans). The proportion of gamblers who were told to or wanted to quit or control their gambling was higher for "problem" or "pathological" gamblers than it was for those merely "at risk." However, the reader should be cautious interpreting these estimates due to wide 95% CIs.

Table 4-13. Population estimate for those who were told or wanted to quit/reduce gambling

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Among those who gambled in the past 12 months							
Have been told in the past 12 months	2013	38,124	2.12	0.50	1.34	3.35	1.65
Aggregated-cut back in gambling	2013	173,524	9.67	1.05	7.81	11.93	1.73
At risk							
Have been told in the past 12 months	2013	37,830	10.25	2.32	6.51	15.78	1.55
Aggregated-cut back in gambling	2013	77,688	21.05	3.39	15.16	28.46	1.83
Problem or pathological gambler							
Have been told in the past 12 months	2013	21,167	45.71	13.19	22.89	70.49	1.40
Aggregated-cut back in gambling	2013	25,538	55.15	13.45	29.74	78.13	1.46
Self-reported gambling problems							
Have been told in the past 12 months	2013	10,870	55.76	16.59	25.21	82.50	1.23
Aggregated-cut back in gambling	2013	8,873	45.52	16.77	18.15	75.88	1.25

SECTION 5. CO-OCURRING CONDITIONS

Respondents were asked about a variety of life experiences and potential co-occurring health conditions they may have had "recently" (i.e., during the past 30 days). Overall health status, life satisfaction, a list of specific life experiences, tobacco use, alcohol use, illicit drug use, and prescription drug abuse questions were asked to respondents.

The questions were mostly an adaptation of existing measures from sources such as Behavioral Risk Factor Surveillance System (BRFSS) for health status, Government Performance and Results Act (GPRA) client outcome instrument for substance abuse[38], Iowa Gambling Treatment Outcome System (IGTO) and the state's Gambling Services Reporting System (GSRS).

OVERALL HEALTH STATUS AND LIFE EXPERIENCES

About two thirds of adult Iowans stated that their health status was either excellent (22.0%) or very good (41.5%). About one in ten adult Iowans stated that their overall health status was either fair (7.2%) or poor (2.7%). There was not a significant difference between adult Iowans and those Iowans who were classified as "at risk"[39] gamblers.

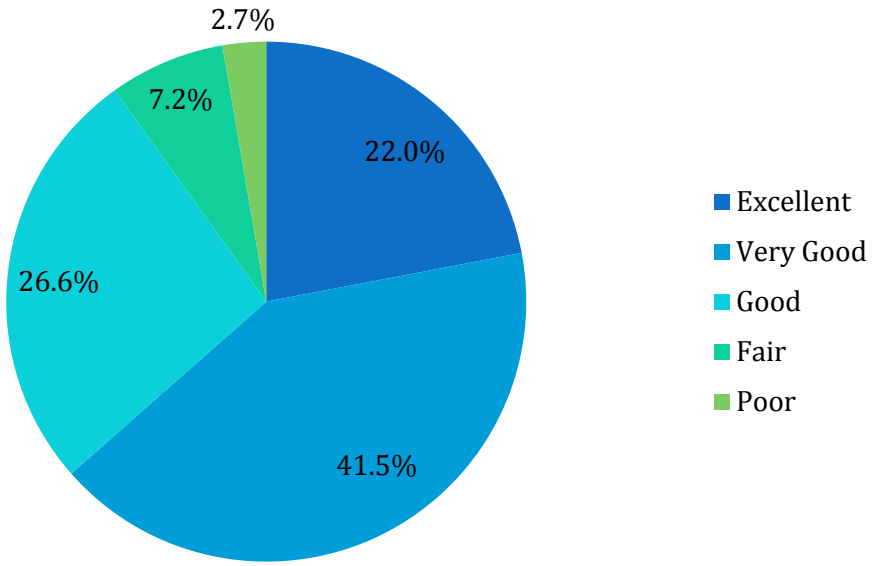

Figure 5-1. Overall health status for adult Iowans

[38] See instrument at *http://www.samhsa.gov/grants/CSAT-GPRA/services.aspx* for substance abuse.
[39] See the definition of "at risk" gambler in this report in *Section 4*.

The overall health status did not vary significantly among those who gambled in the past 12 months and those who met the criteria to be "at risk" gambler (see Table 5-1.)

Table 5-1. Health status, overall and by any gambling in the past 12 months and any gambling symptoms

In general, how would you rate your overall health now?	**2011 IA pop est n=2,318,400**	**2013 IA pop est n=2,311,000**	**2013 Gambled Past 12 m pop est n=1,797,200**	**2013 At risk pop est n=369,000**
Excellent	NA	22.0	21.9	19.5
Very good	NA	41.5	41.6	37.9
Good	NA	26.6	26.5	26.9
Fair	NA	7.2	7.1	11.0
Poor	NA	2.7	2.9	4.7

The vast majority (95.8%) of adult Iowans said they were generally satisfied with their lives (51.1% *very satisfied* and 44.7% *satisfied*). Those who experienced any problem gambling symptoms in the past 12 months were significantly less likely to report being *very satisfied* with their lives compared to those who had not experienced these symptoms (32.1% vs. 50.3%, respectively).

Table 5-2. Life satisfaction, overall and by any gambling in the past 12 months and any gambling symptoms

How satisfied are you with your life?	**2011 IA pop est n=2,318,400**	**2013 IA pop est n=2,311,000**	**2013 Gambled Past 12 m pop est n=1,797,200**	**2013 At risk pop est n=369,000**
Very Satisfied	57.2	51.1	50.3	32.1
Satisfied	39.5	44.7	45.2	59.1
Dissatisfied	2.9	3.3	3.7	7.0
Very Dissatisfied	0.3	0.9	0.8	1.8

About 13% of adult Iowans said they had been late paying their bills in the past 30 days. Also, 7% said they had difficulties managing their responsibilities at home. One in 10 adult Iowans said they had felt depressed or hopeless during the past 30 days. In addition, 18% said they had lacked self-confidence or felt bad about themselves during the past 30 days. "At risk" respondents reported consistently higher rates of difficulty than those with no problem gambling symptoms (see Table 5-3).

Table 5-3. Life experiences in the past 30 days, overall and by any gambling in the past 12 months and any gambling symptoms

	2011 IA pop est n=2,318,400	2013 IA pop est n=2,311,000	2013 Gambled Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Lacked self-confidence or felt bad about yourself	17.1	17.9	17.5	28.2
Been late paying bills	8.4	13.1	14.4	22.2
Felt depressed or hopeless	10.6	12.7	12.5	20.8
Felt generally dissatisfied with life	11.2	12.2	12.4	21.6
Difficulty managing responsibilities at home	6.6	6.9	7.0	12.7
Given up or reduced greatly important activities so you could gamble	0.2	0.3	0.3	1.3

SUBSTANCE USE

Slightly less than one in three adult Iowans (30.3%) reported using some kind of tobacco products in the past 30 days and more than half of adult Iowans (55.9%) used alcohol at least once in the past 30 days. Among those who drank alcohol, about one in three (37.2%) became intoxicated with alcohol during that time. A small portion of adult Iowans reported use of either illegal drugs (2.2%) or misuse of a prescription medication or an over-the-counter medication (2.6%). Finally, about two in five adult Iowans (40.4%) stated that their mental health was not good at least one day during the past 30 days prior to the survey (see Figure 5-2).

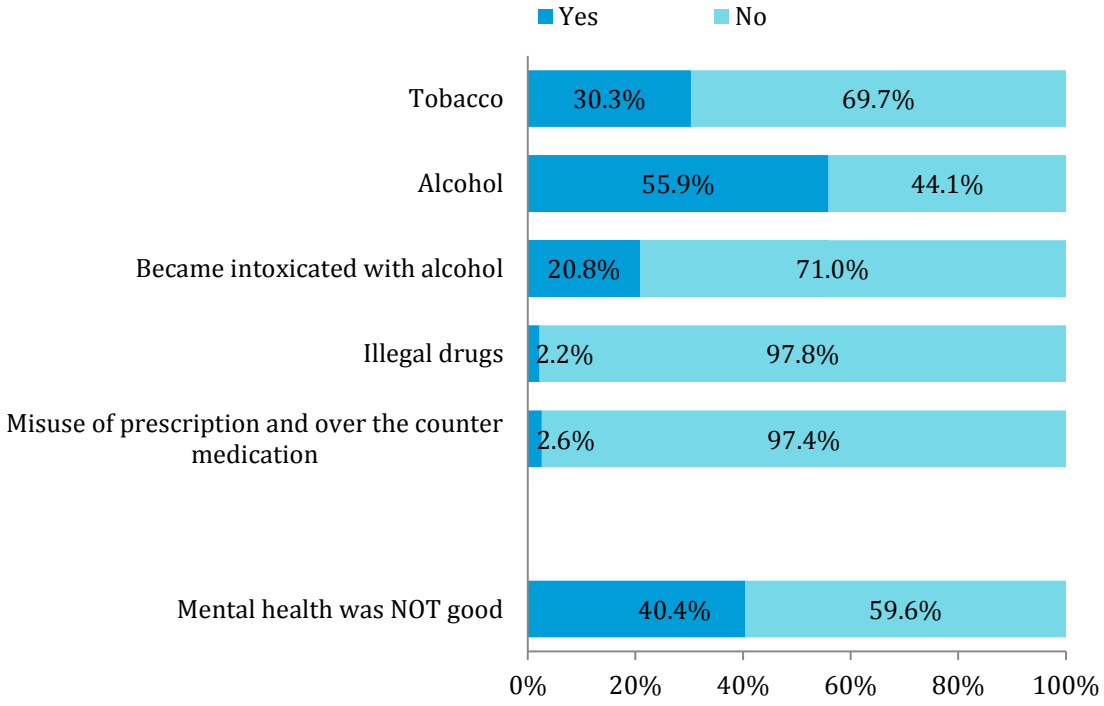

Figure 5-2. Substance use and mental health in the past 30 days (at least one day) among adult Iowans

As expected, substance use was more prevalent for those who had gambled in the past 12 months and for those who were classified as "at risk"[40] gamblers than the overall population. More specifically, "at risk" gamblers were significantly more likely to use tobacco products than the adult Iowa population (44.3% vs. 30.3% respectively). Also, "at risk" gamblers were significantly more likely to drink alcohol and become intoxicated (at least for a day) than the general adult population in Iowa (34.5% vs. 20.8% respectively). Likewise, "at risk" gamblers were more likely to report that their mental health was not good on one or more days compared to the adult Iowa population (54.2% vs. 40.4%) (see Table 5-4.)

[40] See the definition of "at risk" in this report in *Section 4*.

Table 5-4. Substance use and mental health in the past 30 days[41]

At least one day	2013 IA pop est n=2,311,000	2013 Gambled Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Used tobacco	30.3	33.9	44.3
Used alcohol	55.9	62.4	67.2
Drunk alcohol and became intoxicated	20.8	24.8	34.5
Used illegal drugs	2.2	2.5	7.7
Used any prescription drug or any over the counter medication in ways other than directed	2.6	2.7	5.1
ANY substance use	67.9	74.3	78.1
Mental health was NOT good	40.4	41.5	54.2

SELF-REPORTED PROBLEMS AND TREATMENT

When asked if they have ever experienced a "problem with, been dependent on, or addicted to" substances, slightly less than one in three adult Iowans (30.2%) said they have experienced a problem with cigarettes or other tobacco products. About one in twenty adult Iowans said that they have experienced a problem with alcohol (5.9%). Around 3% of adult Iowans said that they have experienced a problem with illegal drugs (3.1%), misuse of prescription medications (3.0%) or have experienced problems with over the counter medications (1.0%). As noted in Section 2, the proportion endorsing a self-reported gambling problem was 2.6% in the state.

[41] This set of questions was modified in 2013, and it was not possible to compare to the 2011 data.

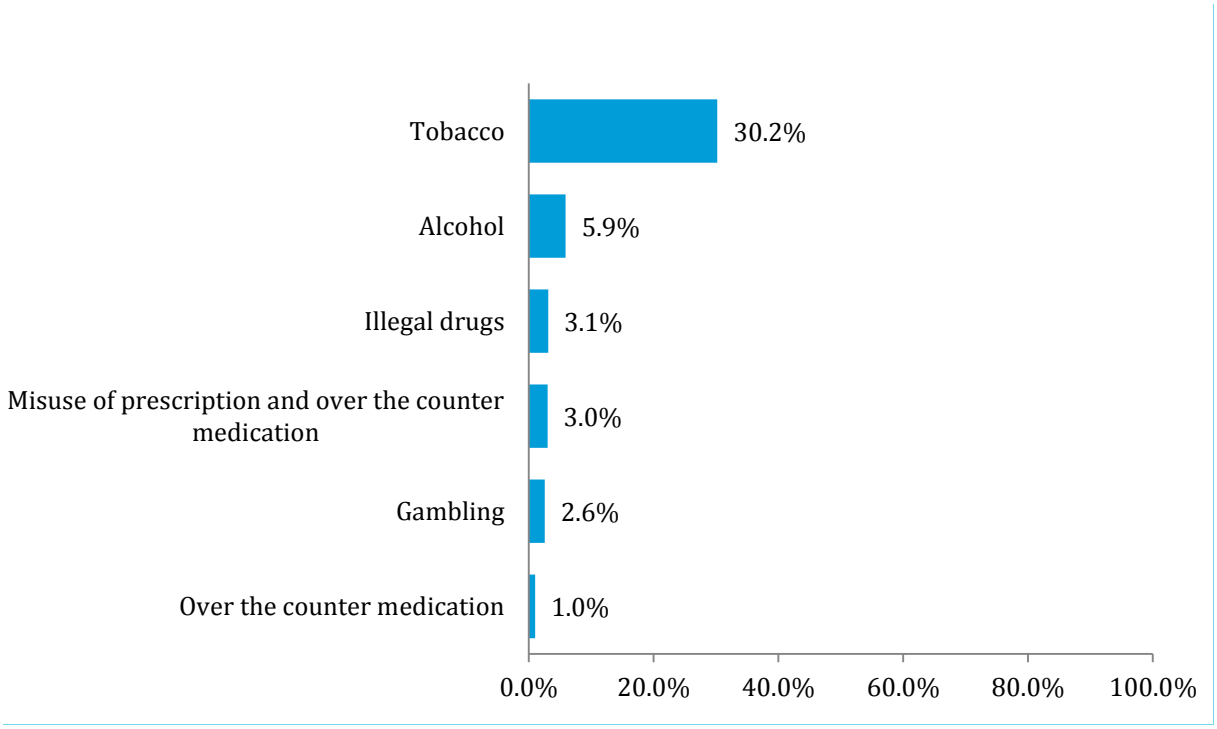

Figure 5-3. Self-reported problems with substance use and gambling

When asked if they have ever sought treatment for a mental health condition such as depression or anxiety, about one in four adult Iowans (23.5%) had sought mental health treatment. About 7% of adult Iowans had sought treatment for substance use related problems including alcohol, drugs, misuse of prescription medications, or over the counter medications. Less than 1% of adult Iowans had sought treatment for gambling problems.

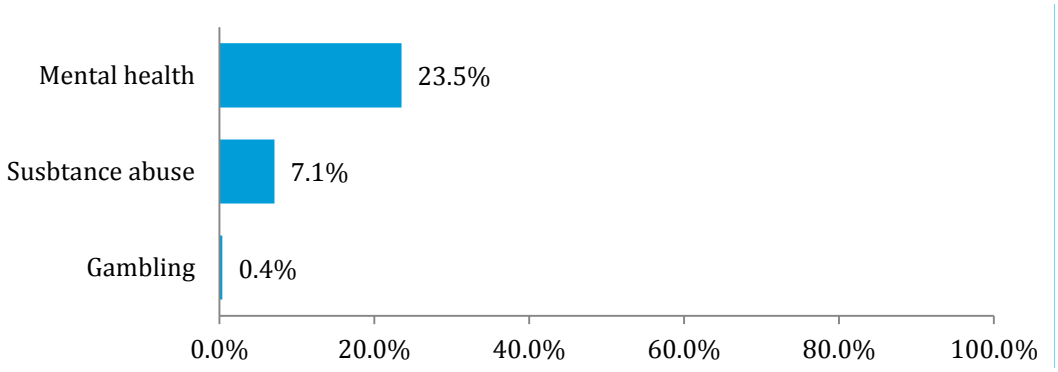

Figure 5-4. Adult Iowans who have sought treatment

SECTION 6. GAMBLING ATTITUDES, BEHAVIORS, PATHOLOGY BY DEMOGRAPHICS

In this section, the key findings of the report are revisited with attention to some bivariate analyses. It focuses on examining the variation of these key findings across some key demographic variables in the 2013 survey data. Unless otherwise specified, all of the significant differences were assessed using the pairwise comparison (e.g. male vs. female or young adult vs. elderly, etc.) and crosstab procedures in SUDAAN software (see www.rti.org/sudaan). Each of the figures also contains the 95% CI for each of the point estimates within the demographic characteristics. As a reminder, where the CIs do not overlap, statistically significant differences can be identified. Beside these bar charts, there is a symbol " * " indicating that there is a significant difference by the specified demographic characteristic. The full tables of the prevalence estimates with 95% CIs, Standard Errors, and Design effects are in Appendix 6.

One variation across a demographic characteristic (e.g. age group) is shown below from the 2013 AGA survey of casino entertainment. About one third of the U.S. adult population visited casinos in 2012. This is about 76 million casino visitors in the reporting period across the U.S. The age group that visited the casinos most frequently in the past 12 months was young adults between 21 and 35 years of age. The comparison between the 2012 US data and the 2013 Iowa data may suggest that adult Iowans casinos visitors between the ages of 36 to 46 is higher than the US average in the same age group.

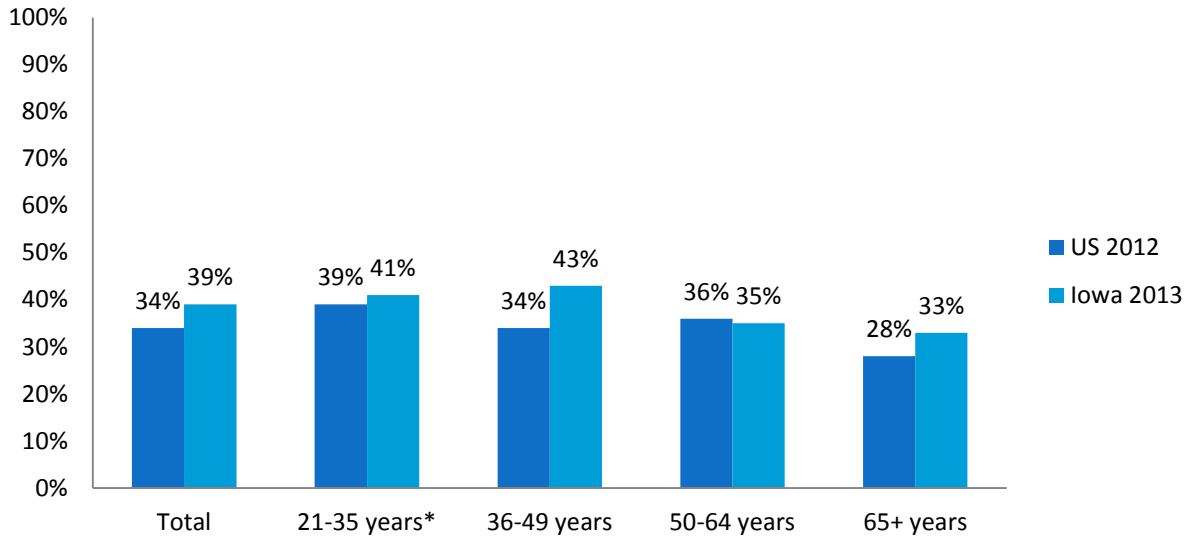

Figure 6-1. Casino visitors among 2012 U.S. adult population (21+ years) and the 2013 Iowa adult population by age group[42]

[42] Adapted from 2013 AGA survey of casino entertainment (pp.26). The readers should be cautious drawing inferences from this figure since the 2 surveys has been in the field in 2 different years, and the survey methodologies are also different.

* In Iowa, the youngest age group is 18 to 35 years. See the results in the *Figure 6-16* in this section. In Iowa the Casino visitors are determined by the type of gambling activities. In constrast, the AGA survey the prevalence estimates are for US adult visitors to casinos regardless they chose to gamble or not in a casino.

PREVALENCE OF GAMBLING BY DEMOGRAPHIC VARIABLES

The bivariate analysis suggests that adult Iowans have many similar patterns of gambling to those of the entire U.S. population (Nelson, LaPlante, LaBrie & Shaffer, 2006). Males are more likely to gamble (in the past 30 days and 12 months) than females, yet there is not a difference in gender when comparing the "ever" gamblers. The summary of findings regarding the prevalence of gambling across the different time frames is listed below:

Gender	Male were more likely to gamble than females in the past 30 days and in the past 12 months. However, the prevalence estimates between males and females were not significantly different for ever (lifetime).
Age	The youngest age group was less likely to have ever gambled. Yet, this difference was not noted in the past 12 months and 30 days timeframe. Older adults (65+ years) were less likely to have gambled than any other age group in the past 12 months.
Education	Iowans with a 4-year college degree or more are more likely to have ever gambled than those Iowans who completed high school or less.
Income	Iowans in the lowest income category (less than $25,000) were less likely to have ever gambled compared to those Iowans who reported a household income of $75,000 or more. This difference was also observed in the past 12 months period.
Race	No significant differences[43].
Marital Status	Widowed respondents were least likely to have gambled in the past 12 months.
Location	No significant differences.

[43] Recall that the sample size for non-whites in the State was relatively small (un-weighted $n = 96$), and the estimation CI is relatively wider compared to whites.

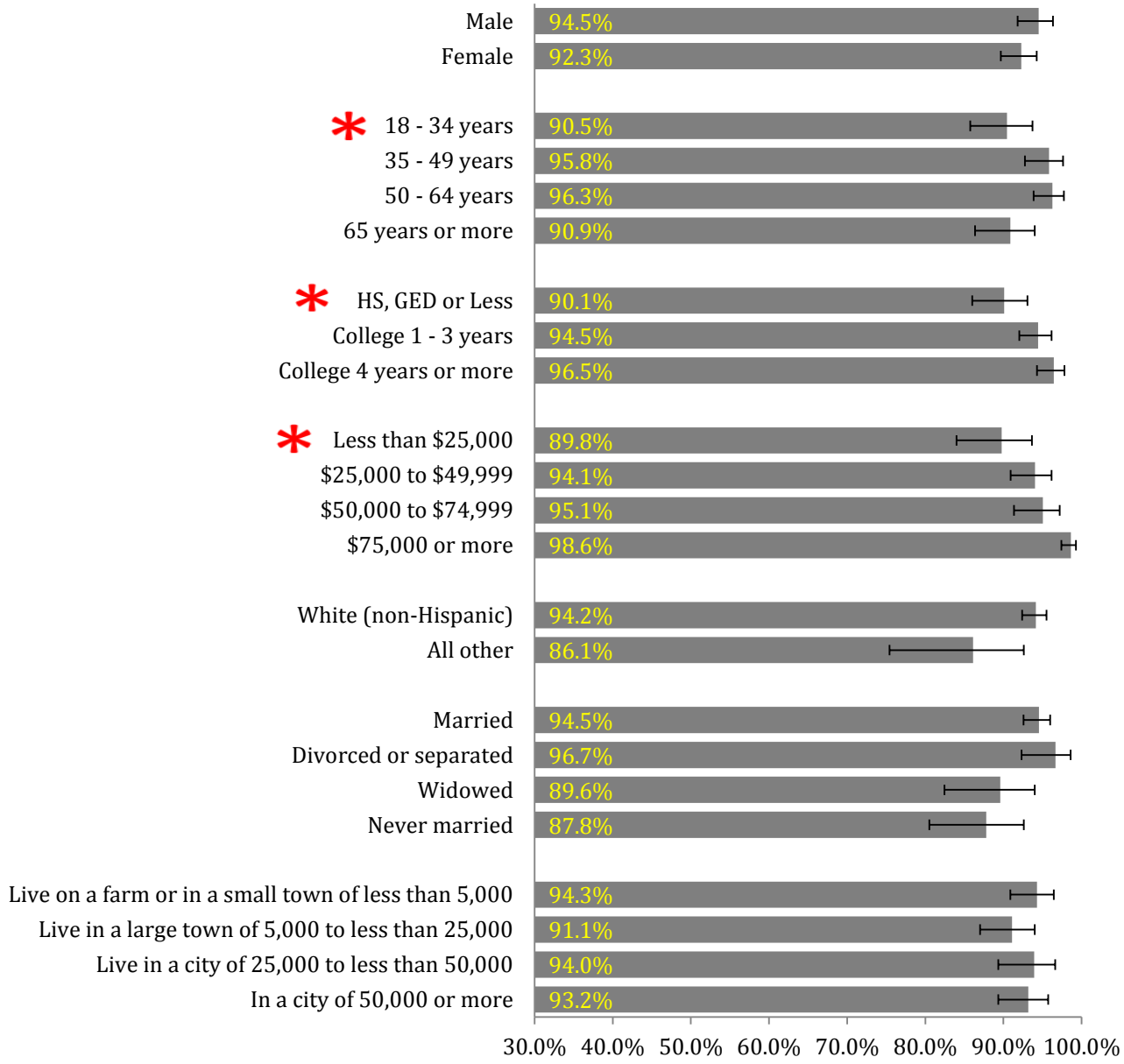

Figure 6-2. Prevalence of gambling EVER (in lifetime) by demographics

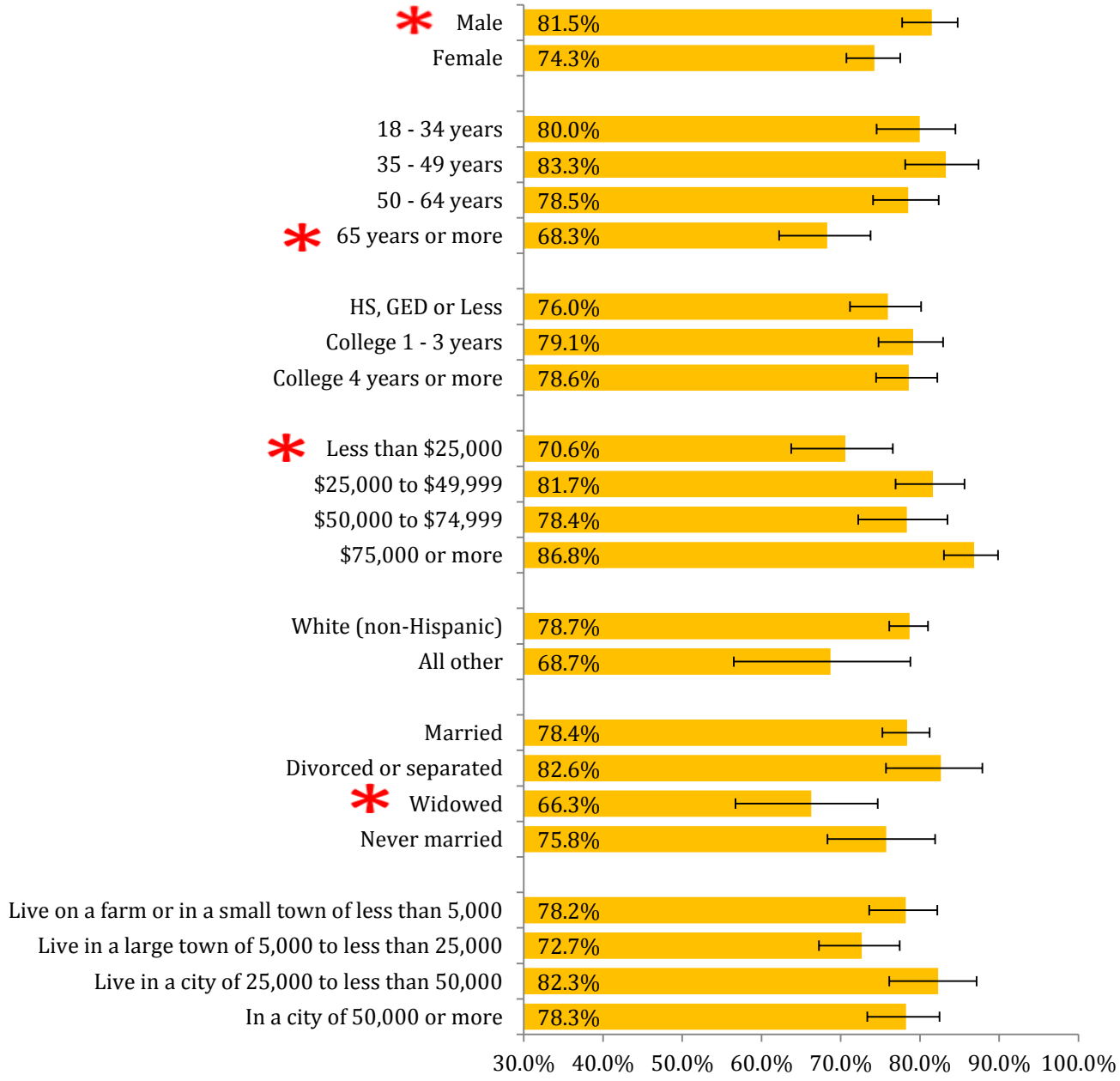

Figure 6-3. Prevalence of gambling in the past 12 months by demographics

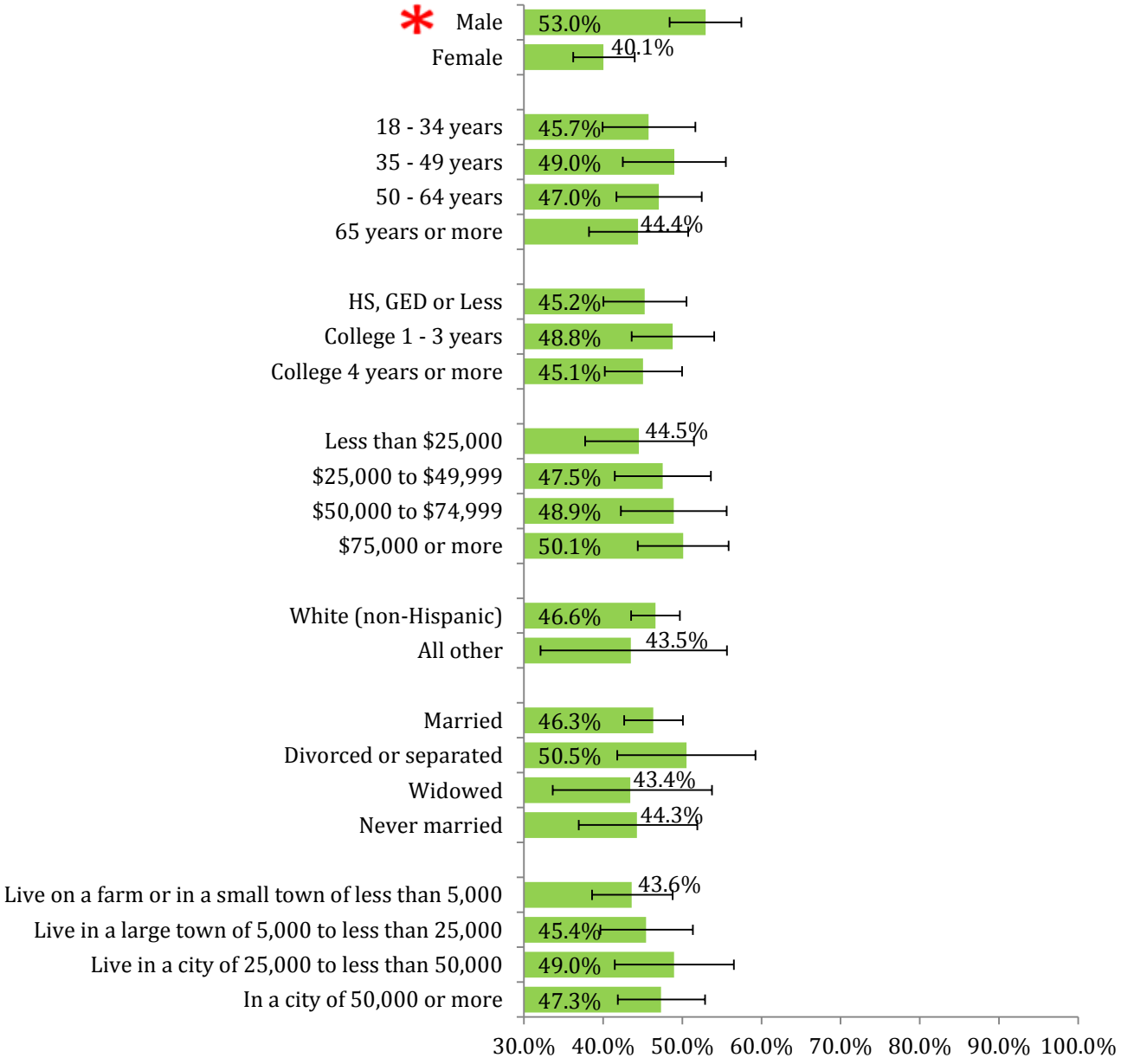

Figure 6-4. Prevalence of gambling in the past 30 days by demographics

PROBLEM GAMBLING BY DEMOGRAPHICS VARIABLES

The bivariate analysis suggests that non-White adult Iowans who gamble are more likely to be classified as "at risk" gamblers. This finding is consistent with other studies that suggest that minority groups are at higher risk for gambling problems than Whites (Petry, 2005). Also, people who live in urban areas are at higher risk to be classified as problem gamblers than those who live in rural areas. Although the differences were not statistically significant in this sample, there is a consistent pattern for younger age groups and lower income individuals to have a higher prevalence of problem gambling. These are patterns that should be monitored in future studies. The summary of findings regarding the prevalence of problem gambling across the different time frames are listed below:

Gender	No significant differences.
Age	No significant differences.
Education	No significant differences.
Income	No significant differences.
Race	PGSI and aggregated score (NODS & PGSI) indicate a higher problem gambling point estimate for non-White Iowans.
Marital Status	No significant differences.
Location	Iowans who lived on a farm or in small town of less than 5,000 people were significantly less likely to have any problem gambling symptoms in NODS and PGSI.

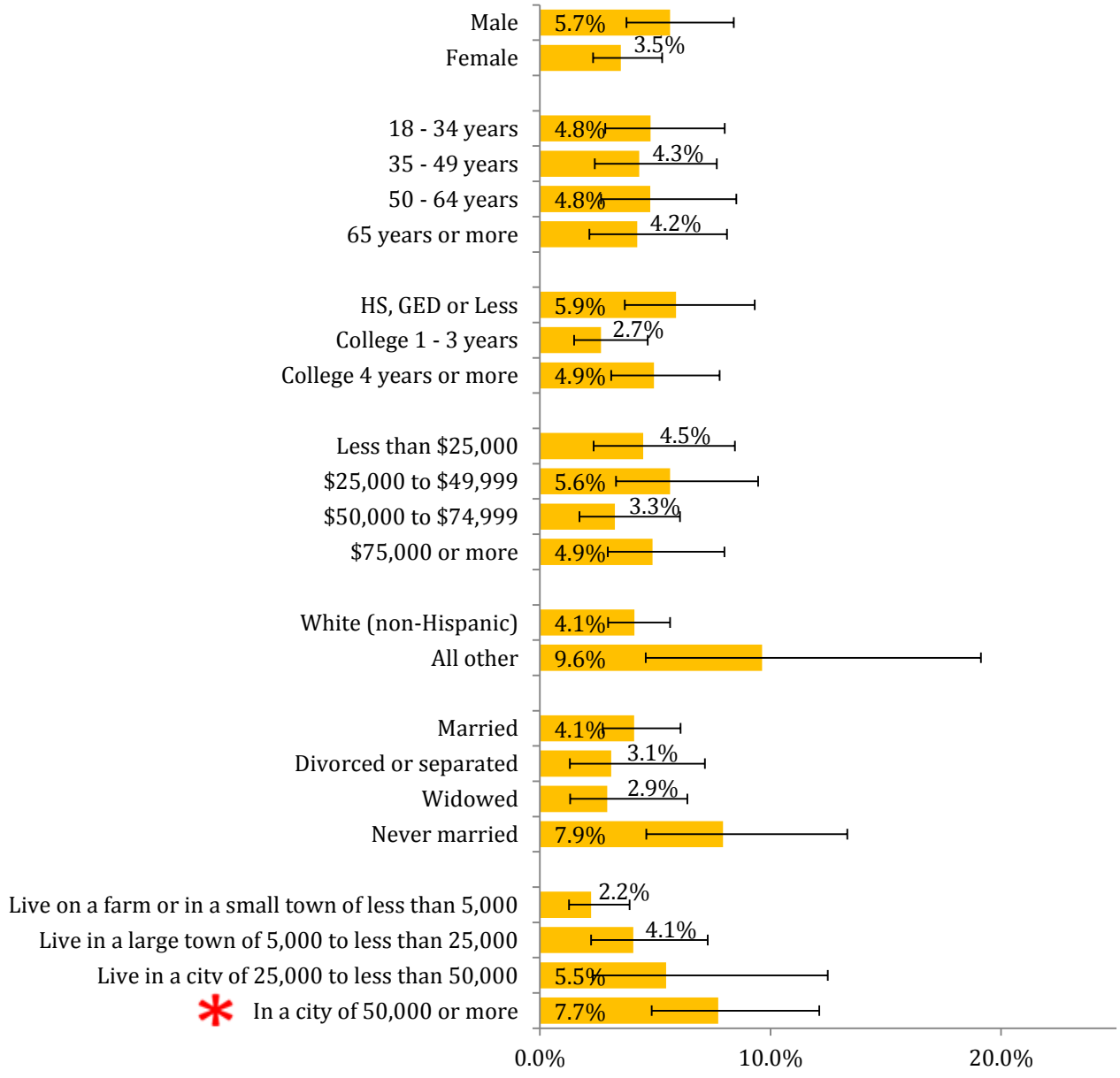

Figure 6-5. NODS classification (at risk, problem and pathological gambler) in the past 12 months by demographics

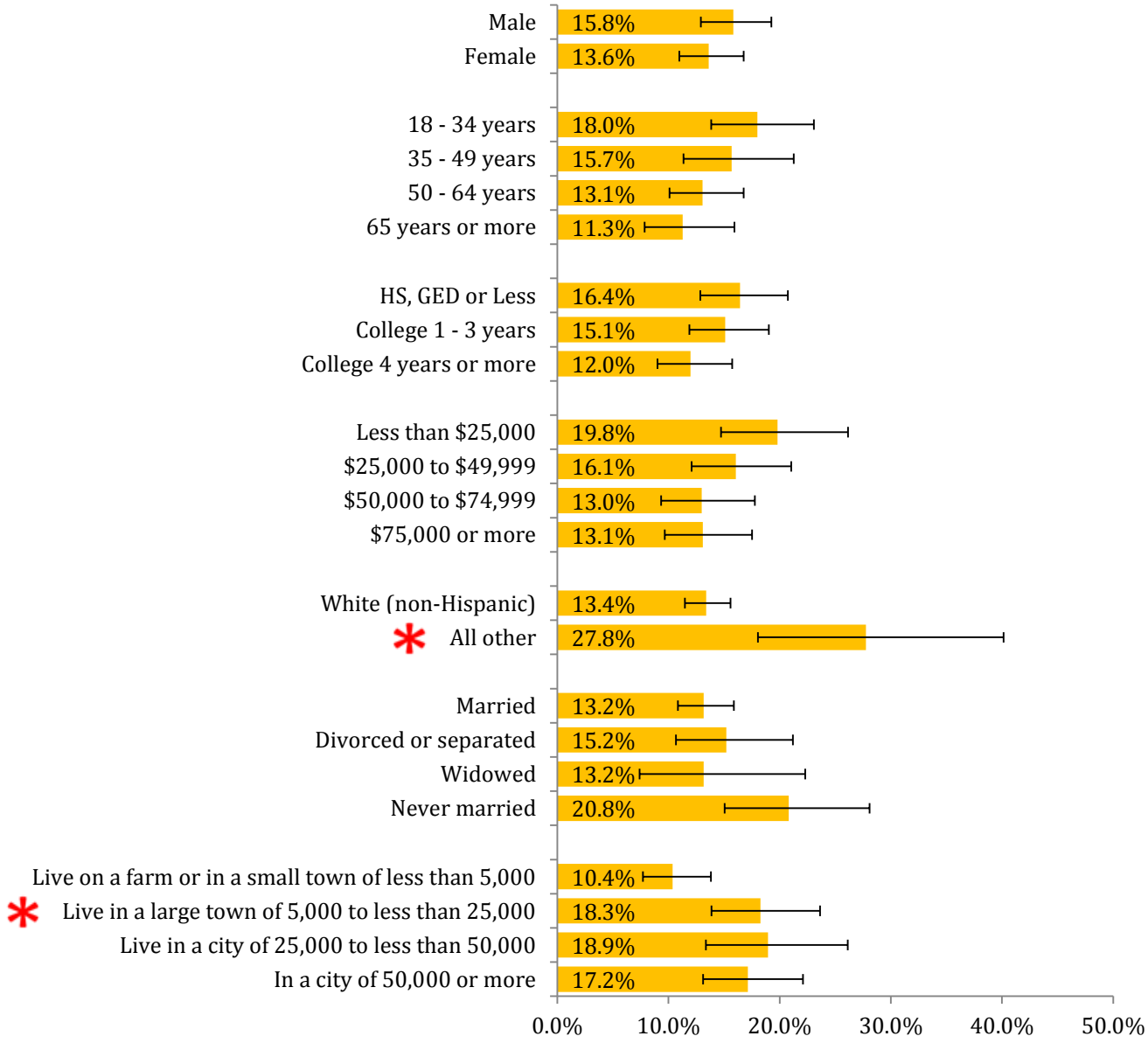

Figure 6-6. PGSI classification (low risk, moderate risk, and problem gambler) in the past 12 months by demographics

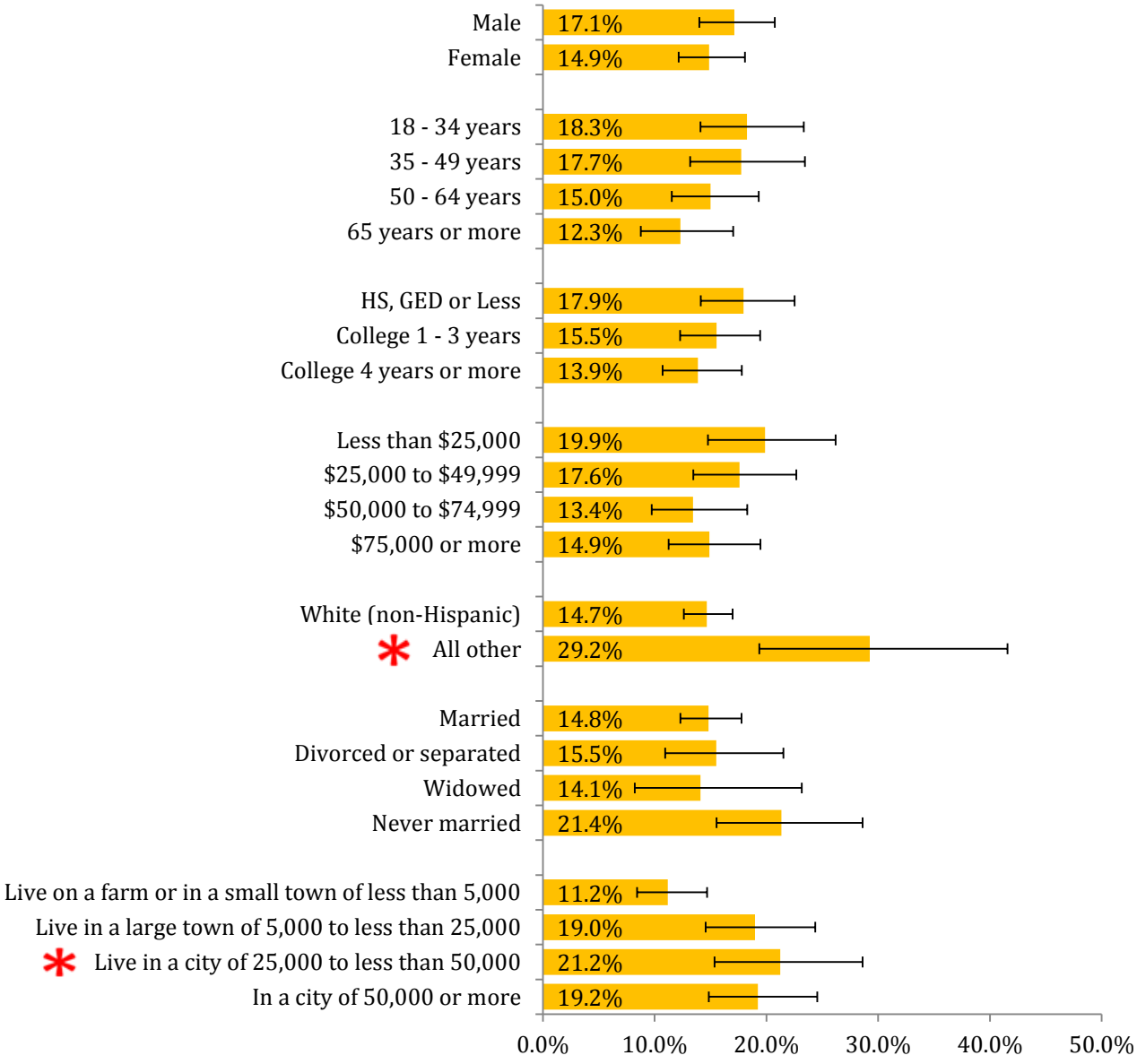

Figure 6-7. NODS and PGSI (one or more symptoms) in the past 12 months by demographics

Of the demographic analyses, only the youngest Iowan adults were less likely to have experienced negative impacts of gambling. The summary of findings regarding the social impact of gambling is listed below:

Gender	No significant differences.
Age	Young adult Iowans (18-34 years) were significantly less likely to know a person with problems due to gambling compared to adult Iowans between 35-65 years of age. Likewise, young adult Iowans were significantly less likely to say that they were negatively affected by others' gambling behaviors.
Education	No significant differences.
Income	No significant differences.
Race	No significant differences.
Marital Status	No significant differences.
Location	No significant differences.

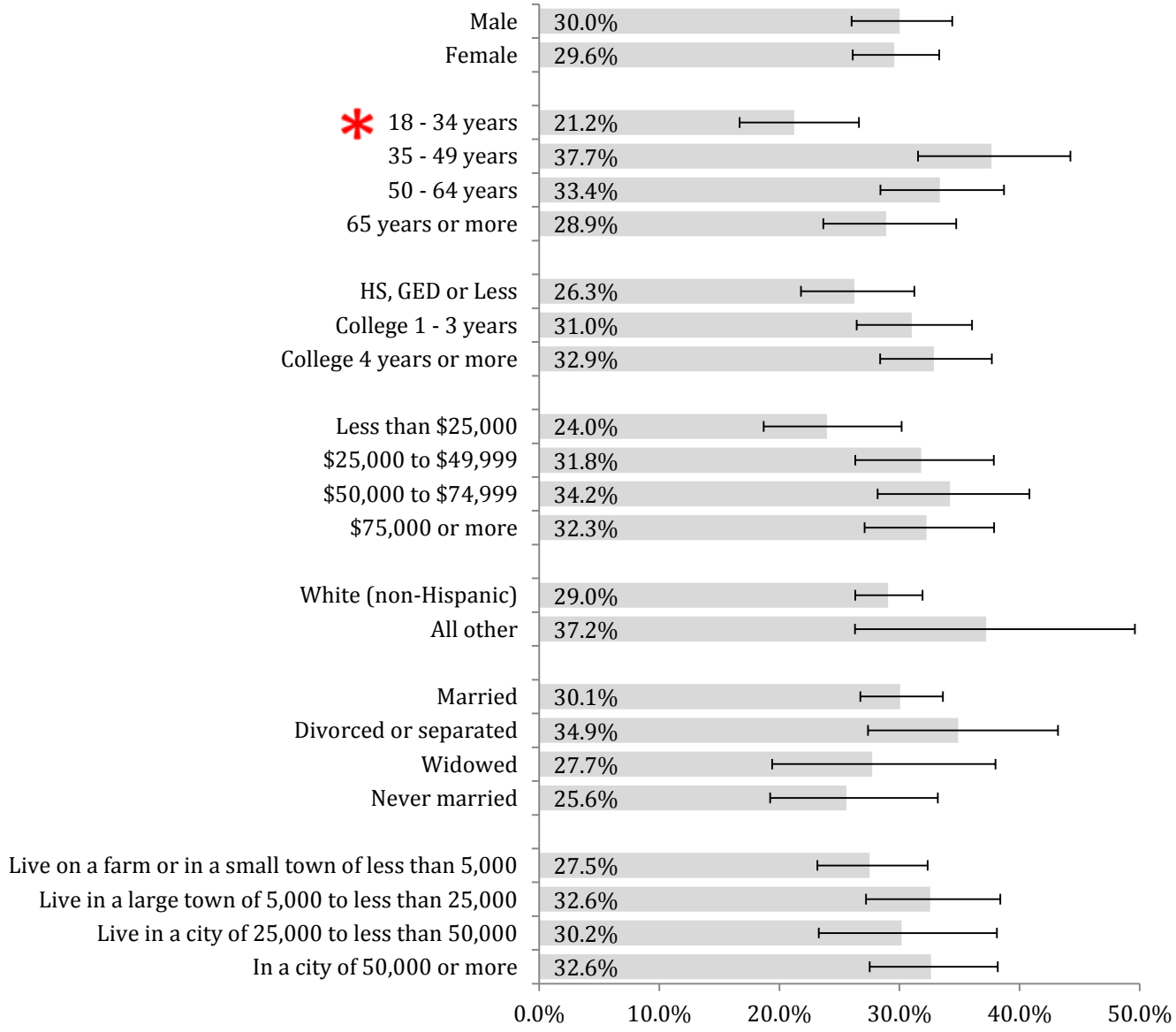

Figure 6-8. Iowans who know a person with problems due to gambling by demographics

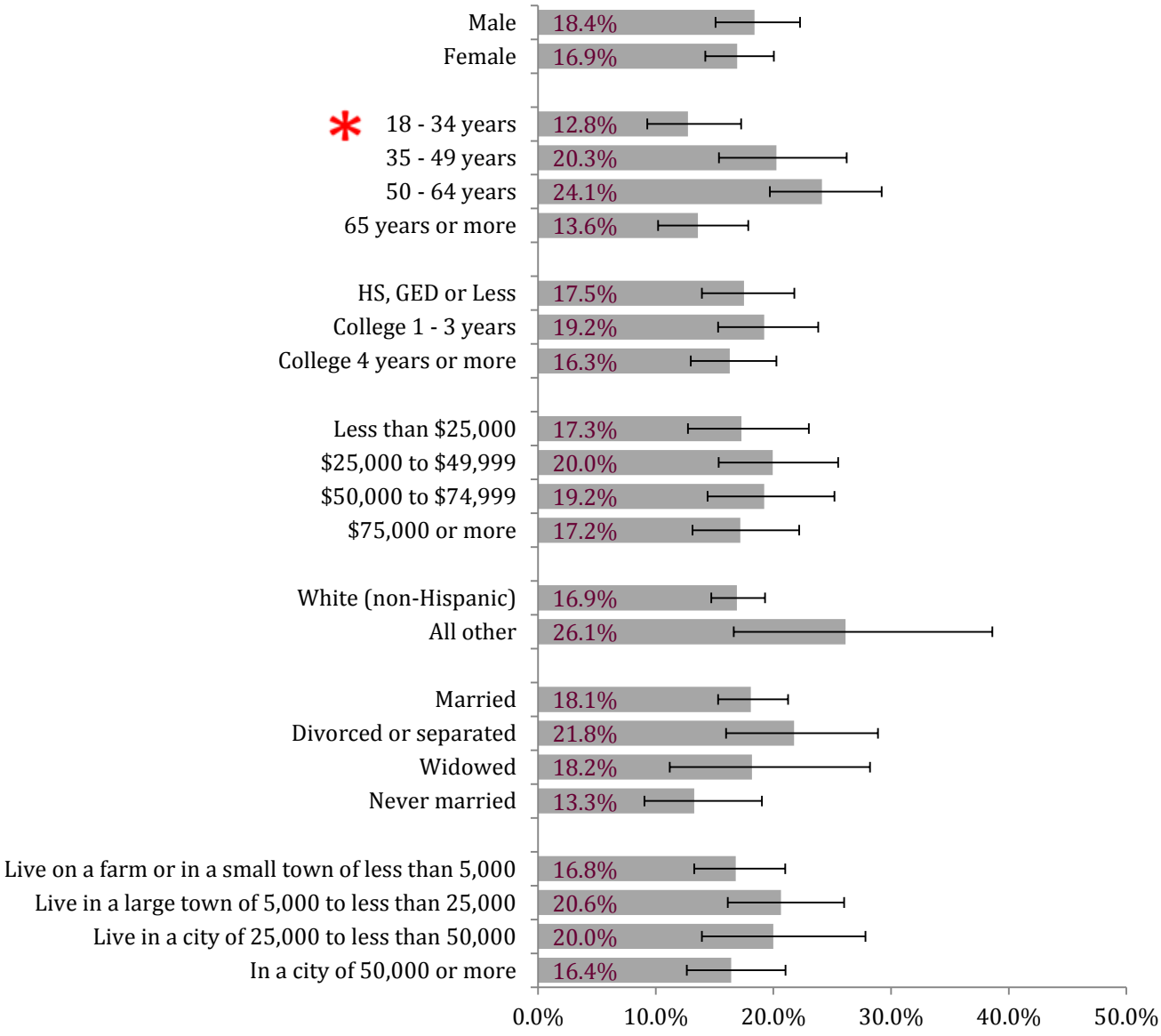

Figure 6-9. Iowans who have been negatively affected by others' gambling by demographics

ATTITUDES TOWARD GAMBLING

Although the vast majority of Iowans have gambled in the past, the majority hold negative attitudes toward gambling, overall. The summary of the demographic breakdown of findings regarding attitudes toward gambling is listed below:

Gender	No significant differences.
Age	Adult Iowans between 50 and 64 years of age were more likely to say that the "harm outweighs the benefits" of gambling than young adults between 18 to 34 years of age.
Education	No significant differences.
Income	No significant differences.
Race	No significant differences.
Marital Status	No significant differences.
Location	No significant differences.

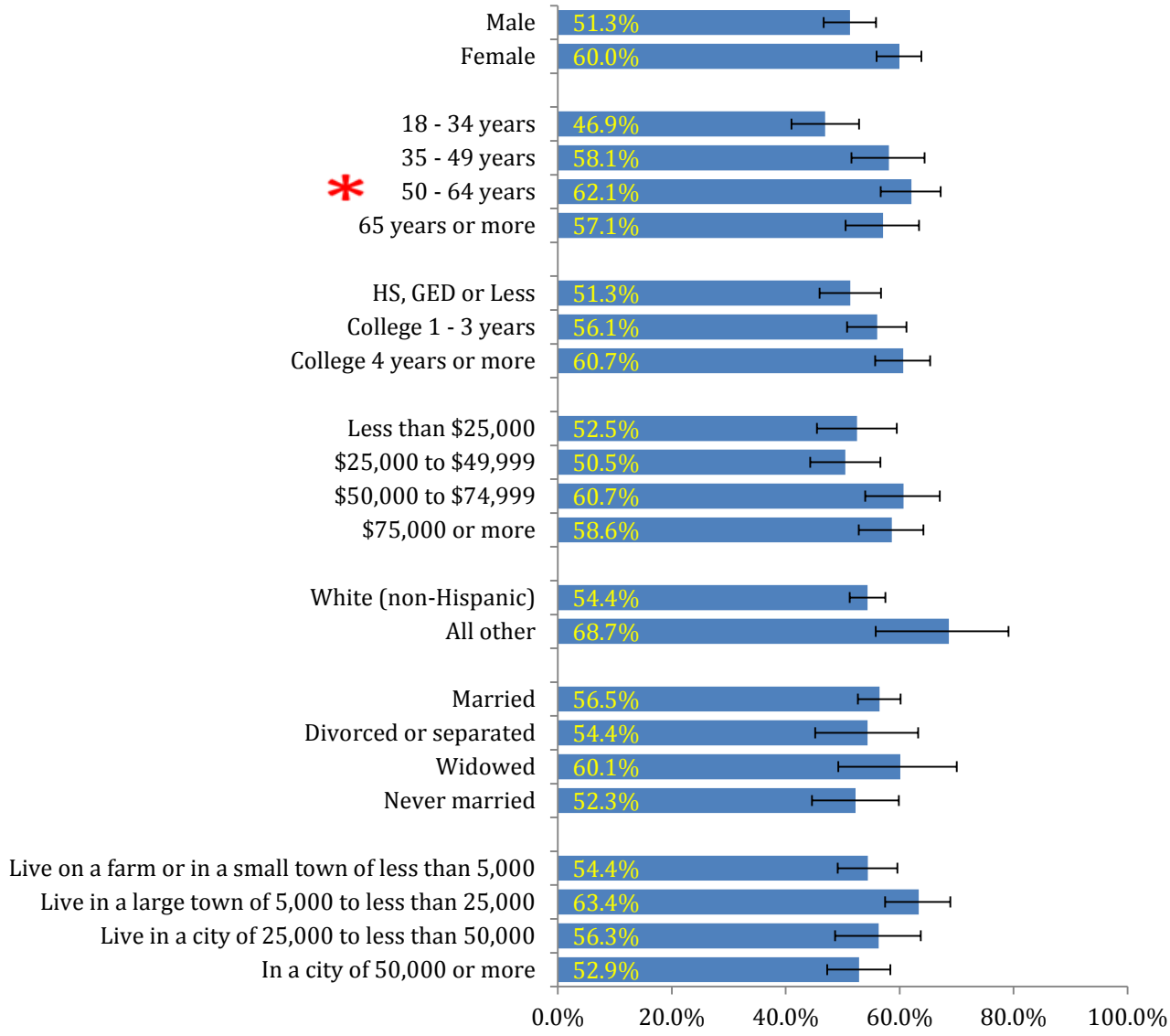

Figure 6-10. Iowans who believe that the harm outweighs the benefits by demographics

AWARENESS OF STATE GAMBLING TREATMENT

Many more people are aware of 1-800-BETS OFF than reported that they know about other treatment services. Also, Iowans who were 65 years or older at the time of the survey were least likely to know about the state services. Likewise, Iowans in lower income brackets or who were non-Whites, were least likely to be aware of 1-800-BETS OFF or know of publicly funded gambling treatment programs. Because non-White Iowans are more likely to be classified as problem gamblers (see Figure 6-7), and less likely to know about the availability of publicly funded programs in the state, they may be least likely to access treatment services. The summary of findings regarding the awareness of state gambling treatment programs is listed below:

Gender	There was not significant differences by gender. For instance, almost nine in ten adult Iowans ever heard or seen the gambling helpline 1-800-BETS OFF.
Age	Iowans who were 65 years or older were least likely to have heard about 1-800-BETS OFF and to know about the treatment options in their community.
Education	Iowans with less education were least likely to have heard about 1-800-BETS OFF and to be aware of publicly funded gambling treatment programs.
Income	Iowans with less than $25,000 in annual household income were least likely to have heard about 1-800-BETS OFF and to be aware of publicly funded gambling treatment programs.
Race	Non-White Iowans were least likely to have heard about 1-800-BETS OFF and to be aware of publicly funded gambling treatment programs.
Marital Status	Widowed Iowans were least likely to have heard about 1-800-BETS OFF and to be aware of publicly funded gambling treatment programs.
Location	Iowans in cities of 50,000 or more were least likely to be aware of publicly funded gambling programs.

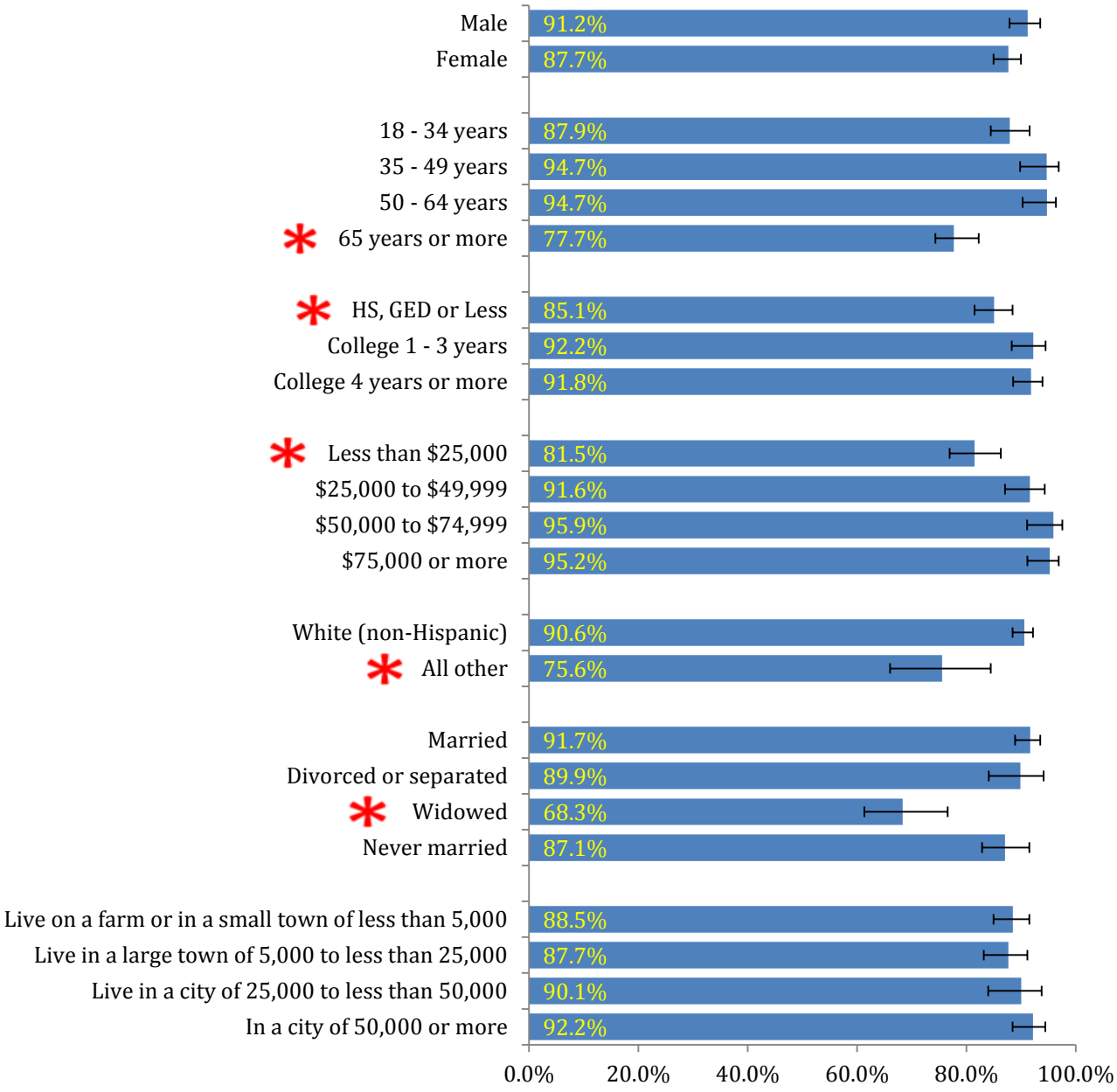

Figure 6-11. Iowans who have ever heard or seen the gambling helpline 1-800-BETS OFF by demographics

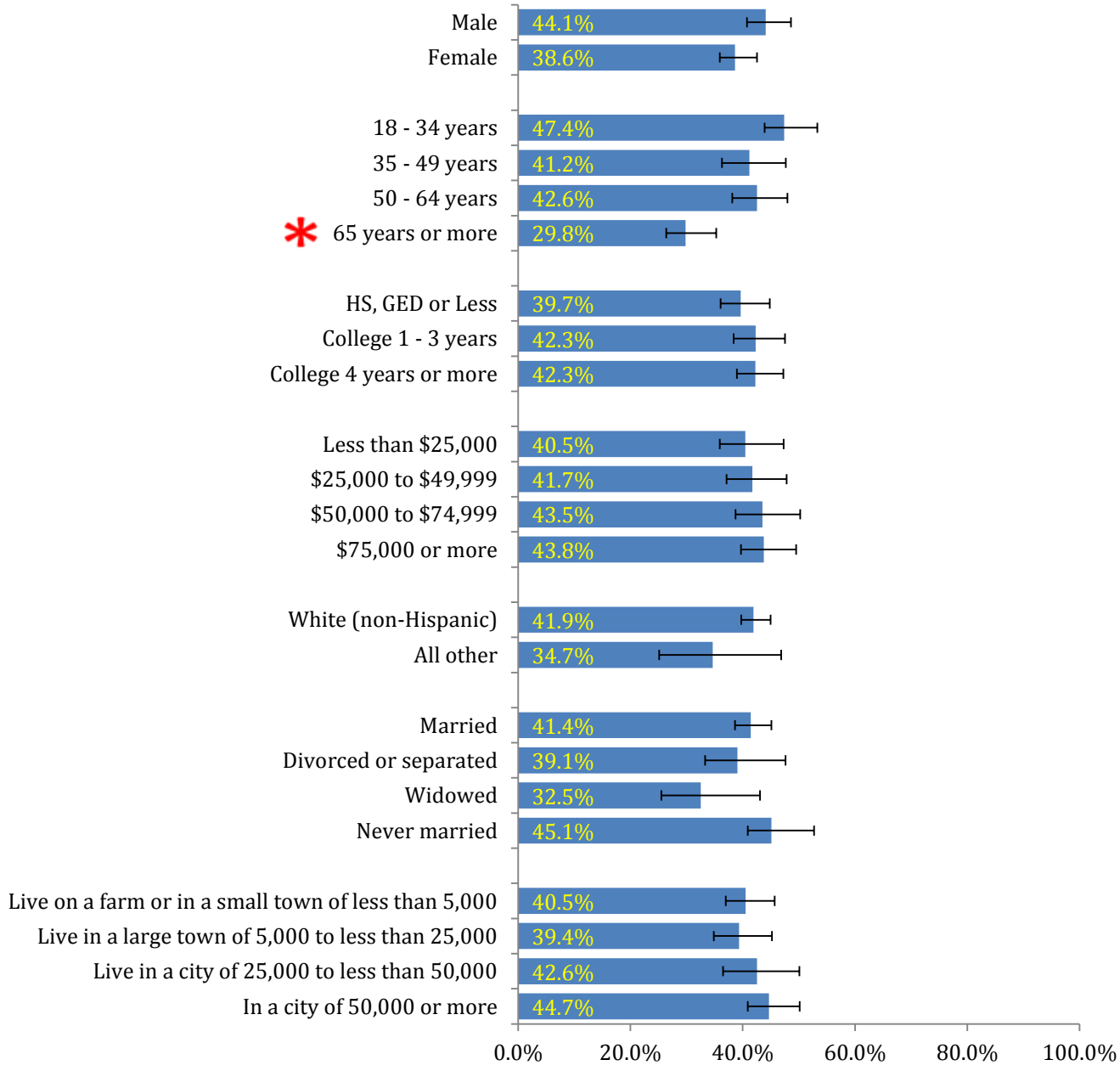

Figure 6-12. Iowans who said they either agree or strongly agree that they know about gambling treatment options in their community by demographics

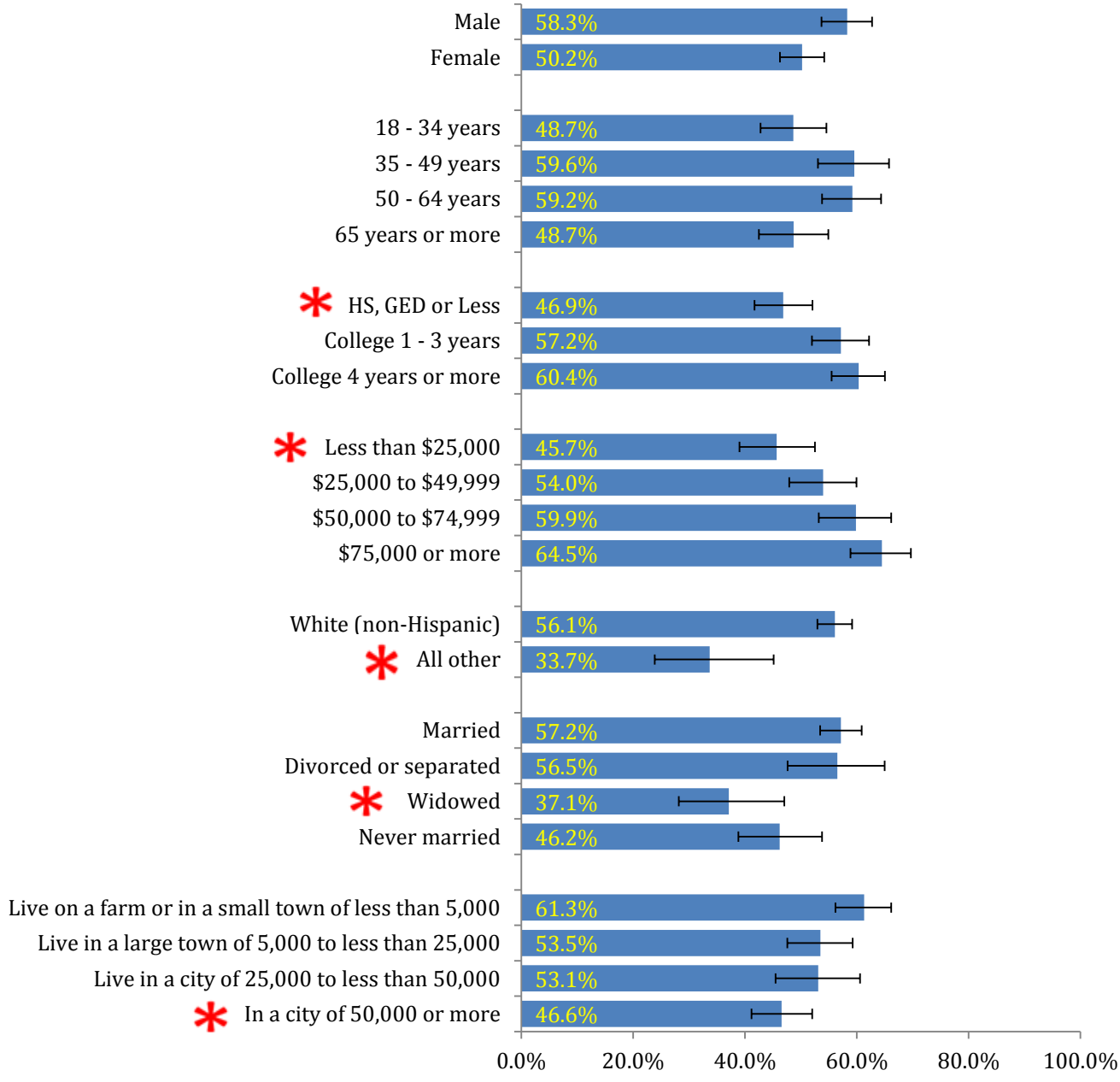

Figure 6-13. Iowans who said that they are aware of publicly funded gambling treatment programs by demographics

AGGREGATED GAMBLING TYPE BY DEMOGRAPHICS

Iowans who were 65 years or older were least likely to have gambled in casinos or played lotteries. In contrast, Iowans in the highest household income bracket were more likely to gamble in casinos and play lotteries. Similarly, divorced or separated Iowans were more likely to gamble in casinos and play lotteries.

Gender	There was not significant differences by gender. For instance, eight in ten adult Iowans ever played at casinos, tracks, or organized sport betting.
Age	Younger adult Iowans (18-34 years) were least likely to gamble in casinos, tracks or organized sport bettings. Also, Iowans who were 65 years or older were least likely to have played lotteries.
Education	Iowans with least education (high school or less) were least likely to have ever gambled in casinos.
Income	Iowans with household income of 75,000 dollar or more were more likely to have gambled in casinos (ever) and played lotteries (ever and in past 12 months).
Race	Non-White Iowans were least likely to have ever gambled with lotteries.
Marital Status	Divorced or separated Iowans were more likely to have gambled in casinos (ever) and played lotteries (ever and in past 12 months).
Location	No significant differences.

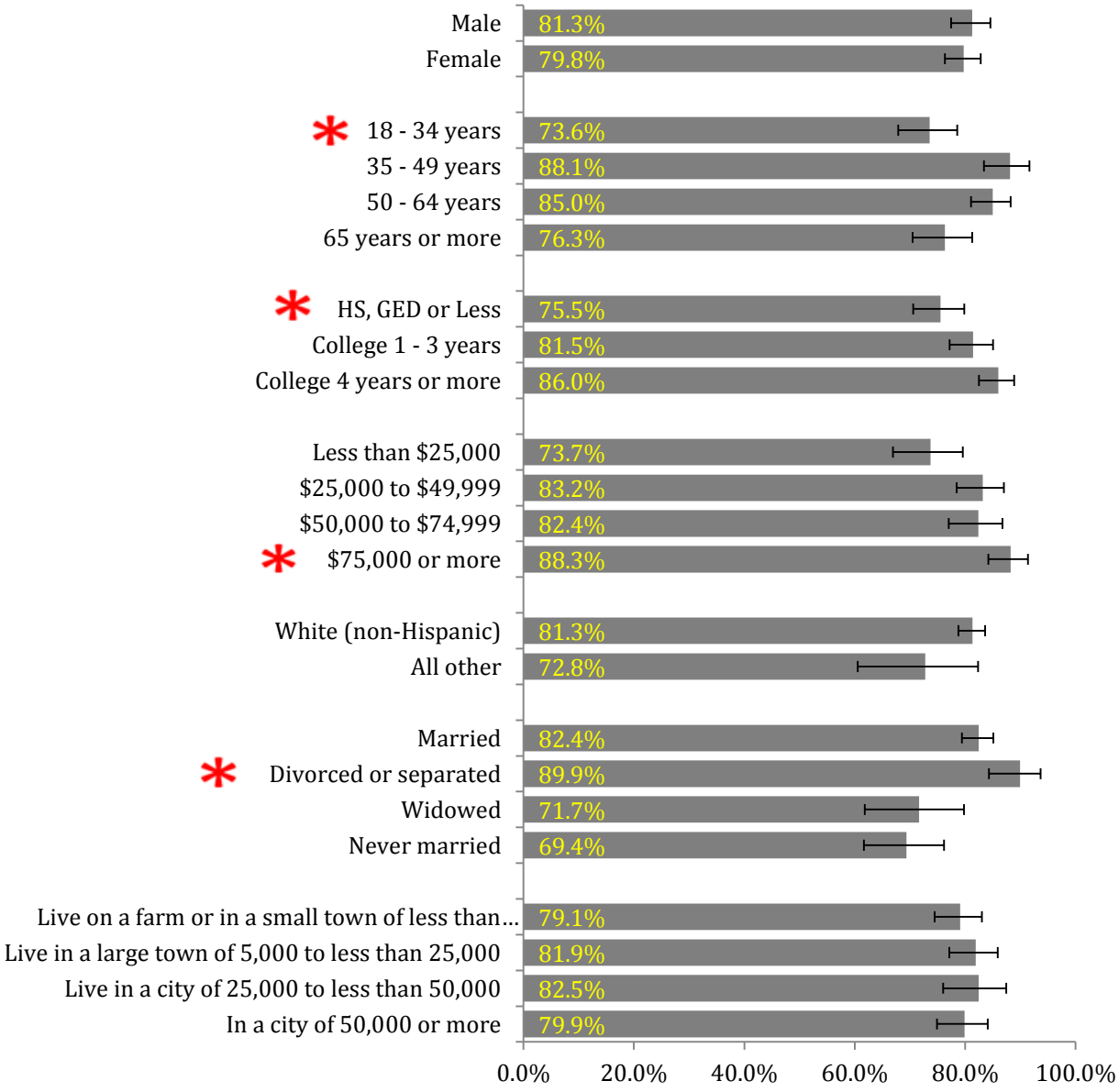

Figure 6-14. Iowans who said that they have ever played at casinos, tracks, or organized sport betting by demographics

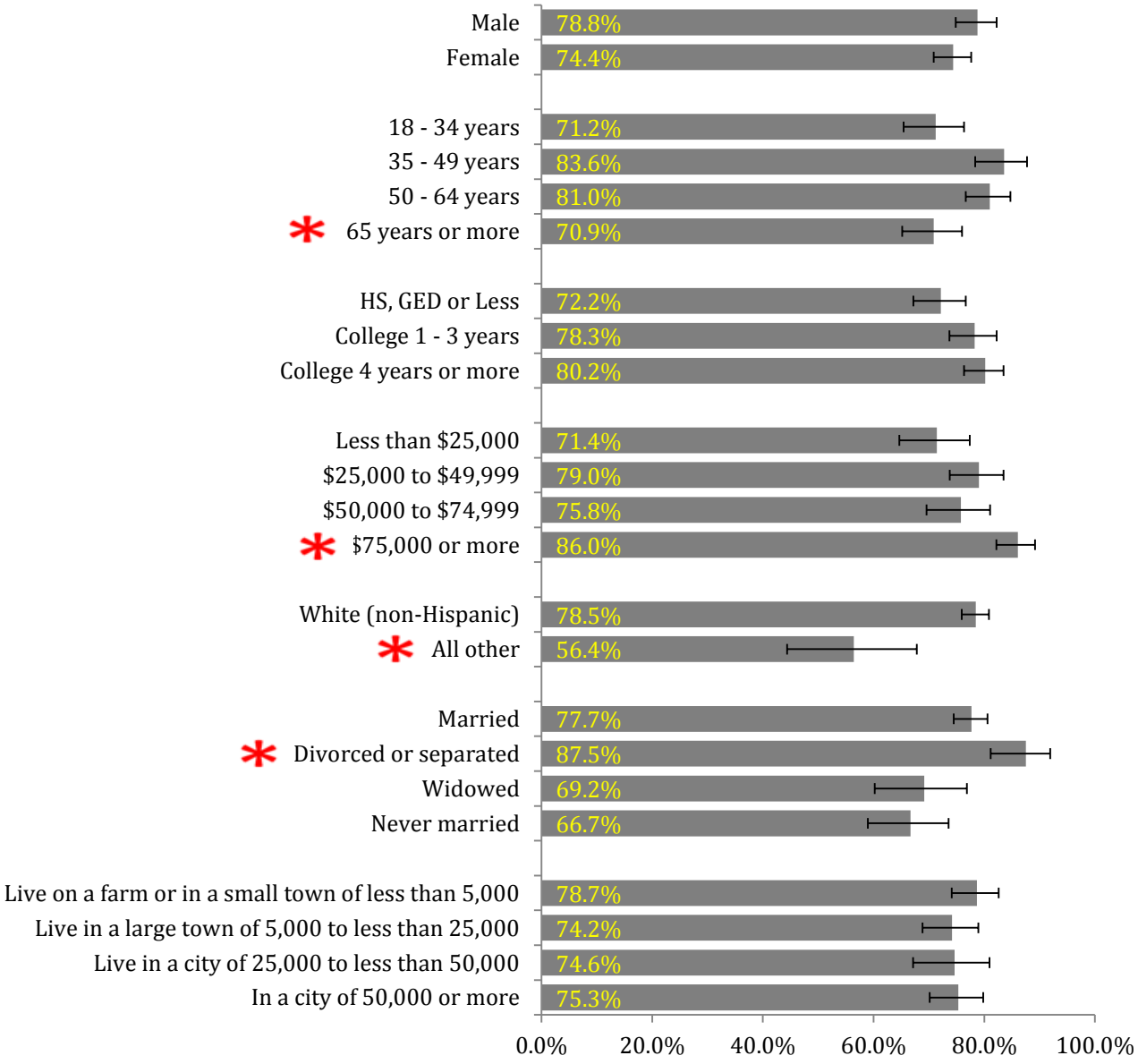

Figure 6-15. Iowans who said that they have ever played any lottery by demographics

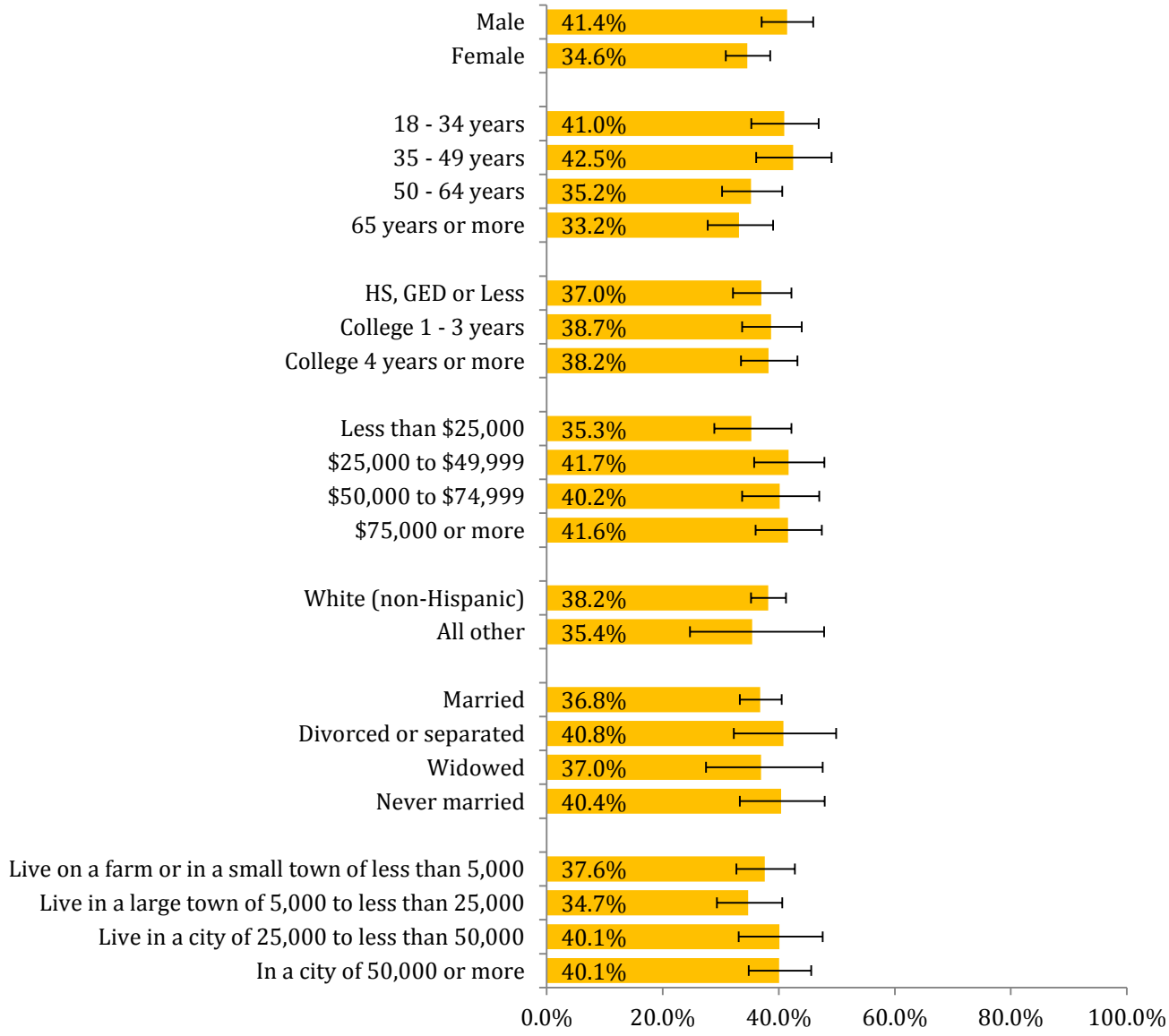

Figure 6-16. Iowans who said that they have played any casinos, tracks, or organized sport betting in the past 12 months by demographics

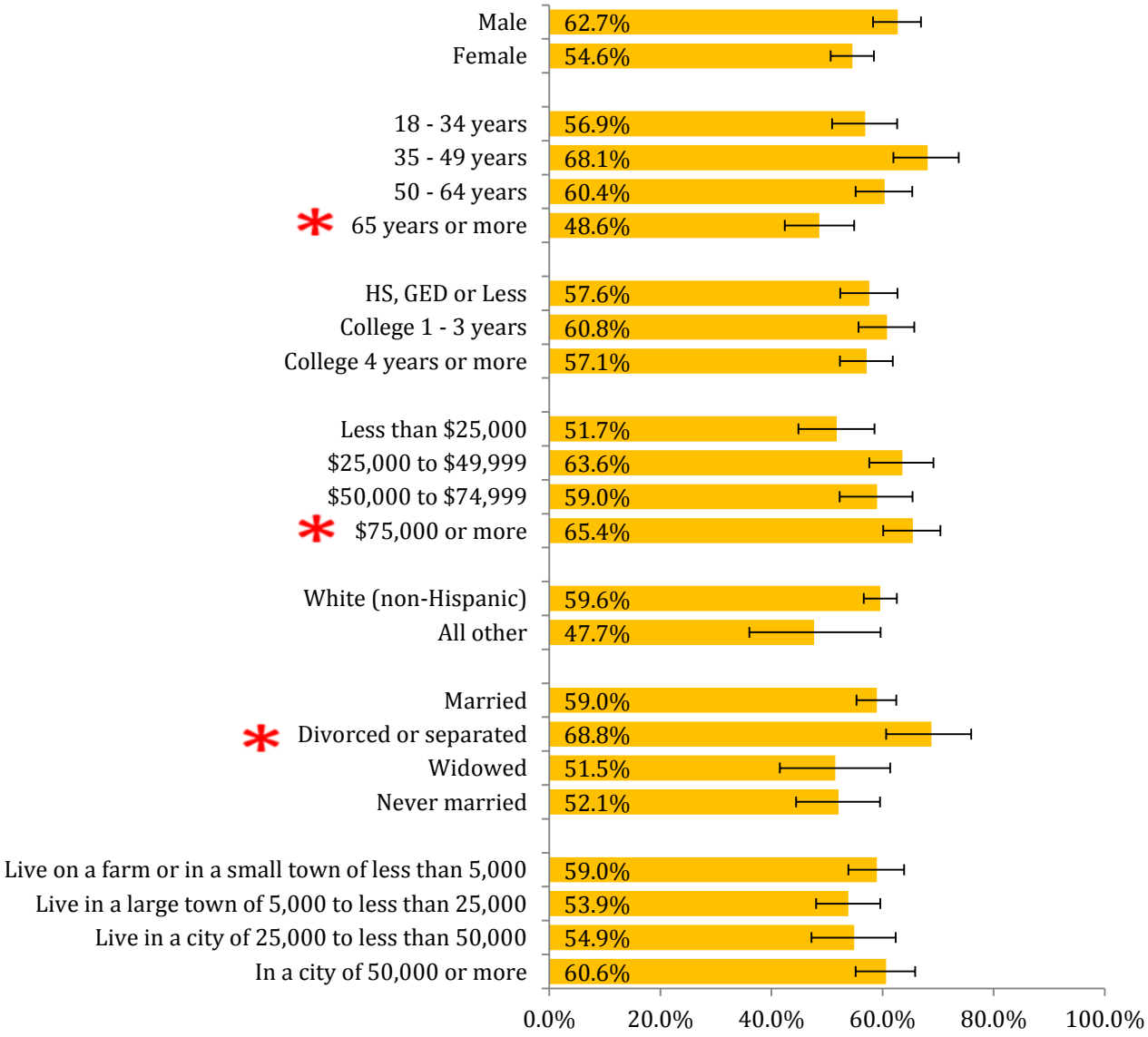

Figure 6-17. Iowans who said that they have played any lottery in the past 12 months by demographics

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SECTION 7. INTERNET GAMBLING

According to the 2013 AGA survey of casino entertainment, 3% of the adult U.S. population engaged in Internet gambling in 2012. In addition, the AGA survey reported that, among the casino visitors in 2012, the prevalence of Internet gambling is about 8%.

Studies have indicated that Internet gambling may have negative impacts on those who are at greater risk such as youth or those who are already problem gamblers (Griffiths, 2003). Online gambling is illegal in Iowa, yet a small portion of adult Iowans still reported using the Internet to gamble. According to the president and CEO of the Iowa Gaming Association, a bill for the legalization of online gambling is likely to come back during the 2015 state legislature session[44]. Also, online ticket sales for the state lottery are currently being examined by the Iowa Lottery officials[45].

3.2%	Ever gambled using Internet
1.2%	Gambled using Internet in the past 12 months

It is estimated that about 25,000 adult Iowans gambled online in the past 12 months. About three times as many gambled online in their lifetime. There were no significant differences in Internet gambling by demographic variables.

Table 7-1. Internet use and Internet gambling

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Use of the Internet							
Do you use the Internet for email?	2013	1,832,605	79.32	1.25	76.77	81.66	1.73
Do you use the Internet for buying goods or services?	2013	1484,,573	64.36	1.48	61.40	67.22	1.75
Internet gambling							
Ever	2013	72,701	3.15	0.57	2.21	4.47	1.92
In the past 12 months	2013	26,787	1.16	0.39	0.60	2.24	2.43

[44] See article on Casino Enterprise Management at http://www.casinoenterprisemanagement.com/articles/january-2014/2014-gaming-industry-forecast-part-1

[45] See Smith, R. (2013, July 25). Iowans may soon buy Powerball and other lottery tickets online . The Gazette, retrieved from http://thegazette.com/2013/07/25.

Among those who ever gambled online (3.2%), about one in three adult Iowans (30.3%) stated that they started three or fewer years ago. Also, about two thirds said that their preference for the use of credit cards or electronic bank transfers rather than actual cash did not impact their spending on gambling (see Figure 7-1).

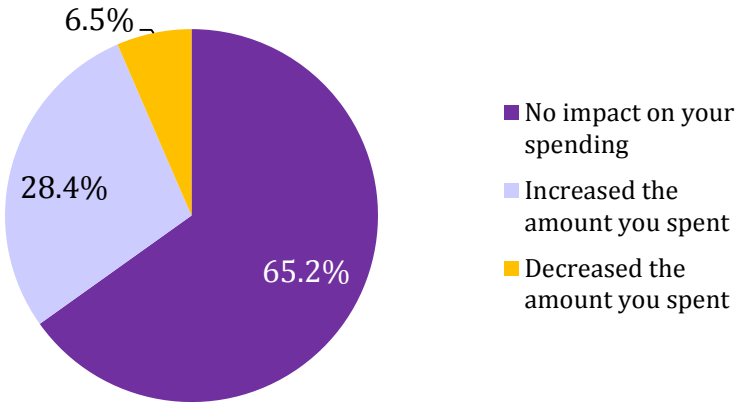

Figure 7-1. Use of credit cards and online bank transfers and its impact on gambling spending

Among those who ever gambled online (3.2%), about one in three adult Iowans (37.9%) stated that their total gambling behavior decreased while 10.3% increased their total gambling behavior (see Figure 7-2).

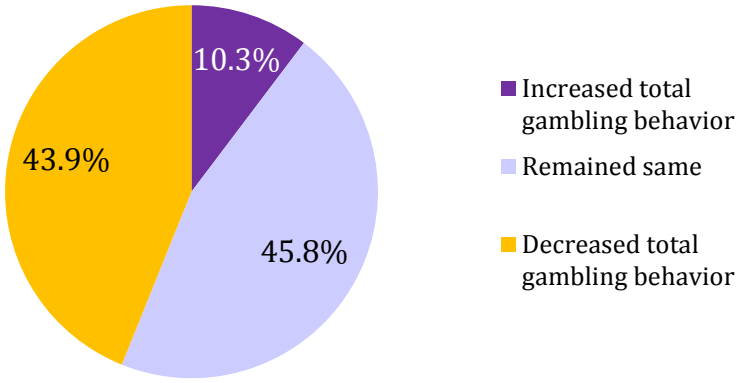

Figure 7-2. Impact of Internet gambling on total gambling behavior

When asked what the main advantage of Internet gambling is, slightly more than one third of adult Iowans who ever gambled on the Internet stated that it was the 24-hour availability. On the other hand, when asked what the main disadvantage of Internet gambling is, about one fifth of adult Iowans who ever gambled on the Internet stated that there are no disadvantages.

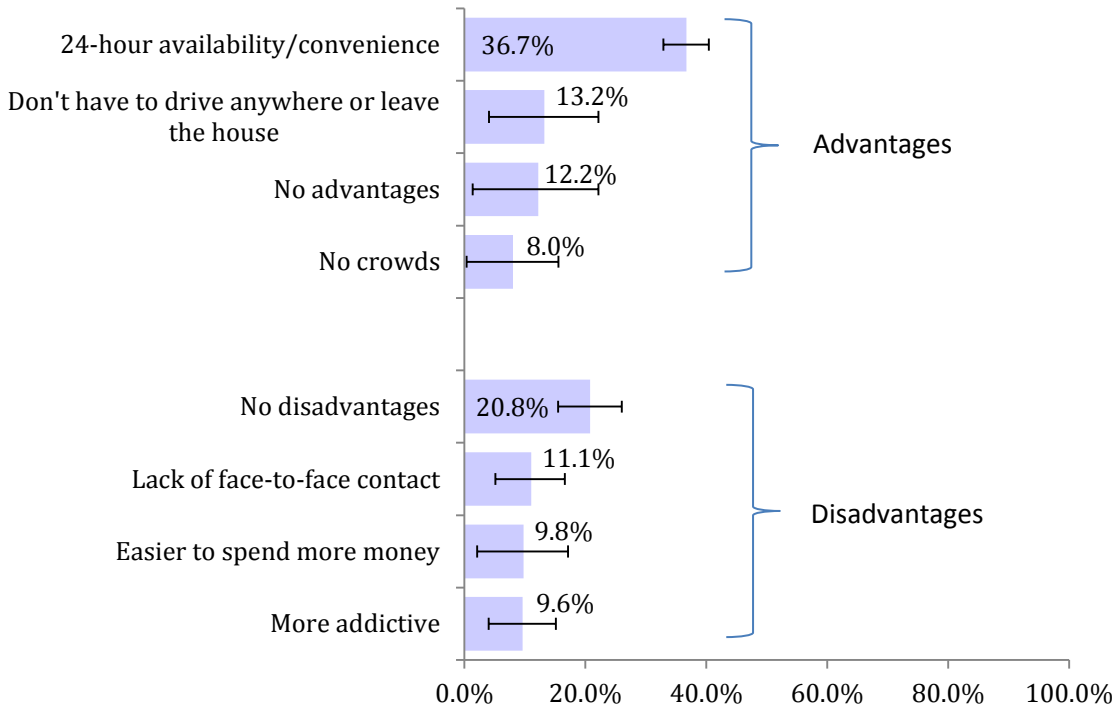

Figure 7-3. Main advantages and disadvantages of Internet gambling among those who ever gambled using Internet

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SECTION 8. MULTIVARIATE ANALYSIS

Some of the main point estimates of findings above were further examined using a multivariate procedure. The purpose of these analysis was to determine the strongest predictors of each outcome variable WHEN all the potential predictors are considered simultaneously. Outcomes being predicted by the analysis (i.e., dependent variables) in this section were:

1) Gambled in the past 12 months
2) Were "at-risk" gamblers
3) Were aware of state funded gambling treatment programs
4) Played any casinos, tracks, or organized sport betting in the past 12 months
5) Played lottery tickets in the past 12 months

Predictors included in the model were respondent demographics, substance abuse, mental health, and distance to gambling venues. The additional variable of gambling in the past 12 months was included in an awareness outcome model.

The procedure used in SUDAAN was TLOGISTIC to estimate the odds ratios and their confidence intervals (CI). The outcomes were all binary variables (e.g. 0 = Not "at-risk" gamblers, 1 = "At-risk" gambler). Respondents with missing values for any variable in the model were excluded from the analysis. Each of the independent variables used in the modeling was also categorical, thus some numerical variables such as distances were recoded. Reference levels for all the independent variables can be seen in the following pages and also in the Appendix 11.

The independent variables were:

A) Demographics
    a. Gender
    b. Age
    c. Household income
    d. Race
    e. Marital status
    f. Geographic location
B) Substance abuse & mental health in the past 30 days
    a. Tobacco use
    b. Intoxicated with alcohol
    c. Illegal drug use
    d. Prescription abuse
    e. Mental health status
C) Accesibility to gambling venues
    a. Distance to closest casino
    b. Distance to closest lottery retailer

The awareness of state-funded gambling treatment programs was also included if the respondents had gambled in the past 12 months.

The following pages show a representation of the findings. The complete set of tables with SUDAAN's outputs is in Appendix 11. These tables show estimated regression coefficients, standard errors, 95% confidence intervals, *t*-test and *p*-values. The reference subgroup for all covariates in the model is the first subgroup (as indicated in the figures). The following pages show only those covariates with *p*-values less than .05. It is important to note that caution should be used in generalizing the findings where wide confidence intervals are indicated (e.g., race and substance abuse).

GAMBLED IN THE PAST 12 MONTHS

The logistic regression focused on those who gambled in the past 12 months (an estimated 77.8% of adult Iowans). The dependent variable was coded as 1 = "Yes, gambled in the past 12 months", and 0 = "No, did not gamble in the past 12 months." The overall model was significant at the .001 *p* level. The coefficient on the "at-risk" variable had a Wald statistic equal to 14.31 and it was significant at the .001 level with degrees of freedom of 24 [df = 24].

The odds ratios for those whose household income was in a higher bracket were consistently higher than for those who said that their household income was less than $25,000. The odds ratio could be interpreted as the "distance" from the reference group value of 1. The odds ratio for those with household income between $25,000 and $49,999, or $50,000 and $74,999 was 1.93 with a confidence interval [CI: 1.22, 3.05] and 1.92 [CI: 1.14, 3.22]. The odds ratio for those with an income of $75,000 or more was 3.46 [CI: 2.02, 5.91].

- This suggests that these income brackets were about 2 times (93% and 92%) more likely to have gambled in the past 12 months compared to those who had a household income of less than $25,000 (reference group).
- This suggests that adult Iowans in the highest income bracket were 3.5 times (246%) more likely to have gambled in the past 12 months than those with income less than $25,000.

Similarly, the odds ratio for those who used tobacco in the past 30 days or were intoxicated (with alcohol) at least once in the past 30 days were 2.15 [CI: 1.39, 3.31] and 3.16 [CI: 1.81, 5.54] respectively. Thus, the finding suggests that

- respondents who used tobacco were about 2 times (or 115%) more likely to have gambled in the past 12 months than those who did not. Also,
- it suggests that respondents who were intoxicated at least once in the past 30 days were about 3 times (or 216%) more likely to have gambled in the past 12 months than those who did not.

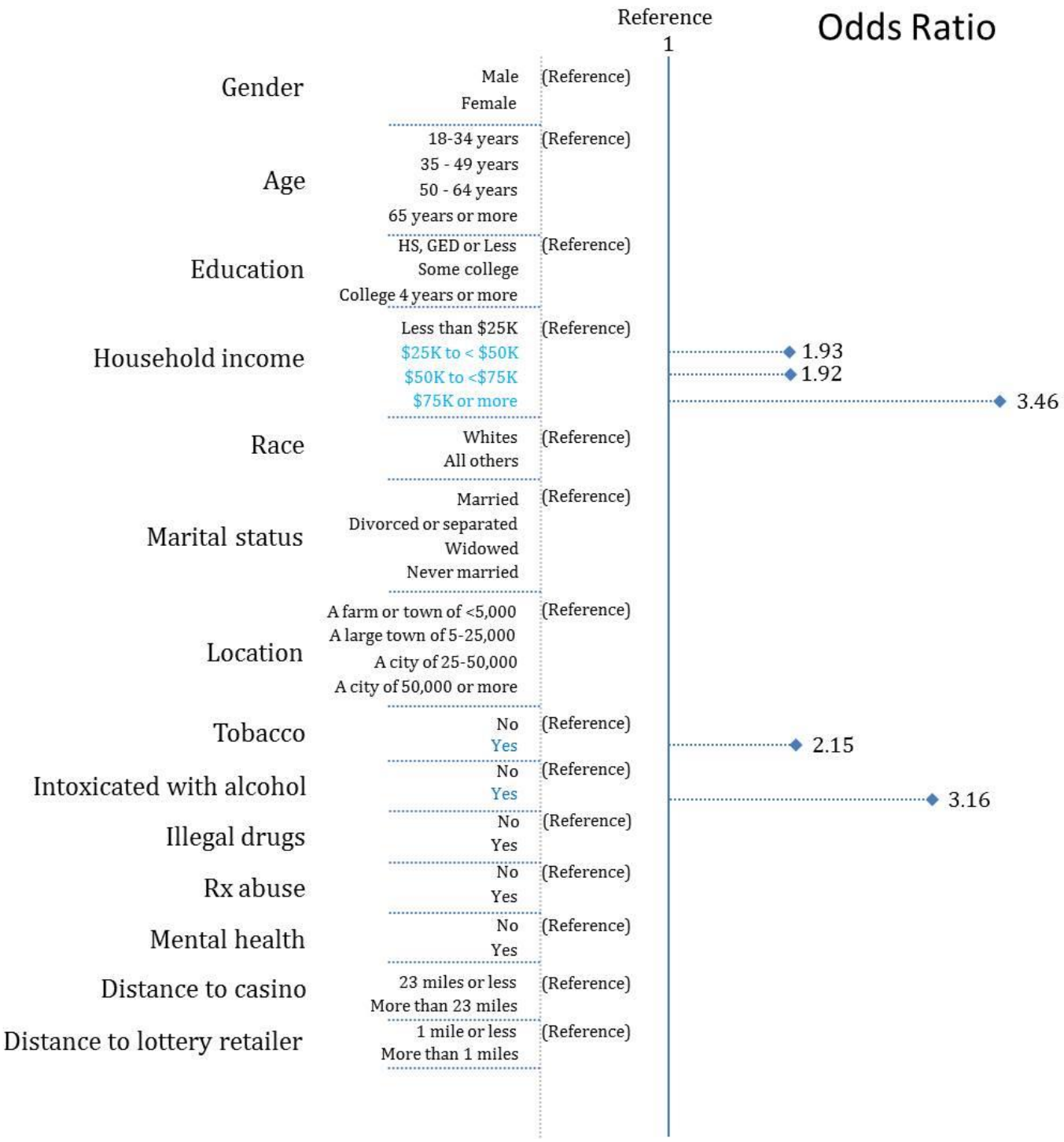

Figure 8-1. Representation of regression coefficients (odds ratios) modeling gambled in the past 12 months

"AT-RISK" GAMBLERS

This logistic regression focused on the "at-risk" gamblers (estimated 16.0% of adult Iowans). The dependent variable was coded as 1 = "Yes, at-risk gambler", and 0 = "No, at-risk gambler." The overall model was significant at a *p* level of .001. The coefficient on the "at-risk" variable had a Wald statistic equal to 16.36 and it was significant at the .001 level with degrees of freedom of 24 [df = 24].

The odds ratio for those who lived in large towns of 5,000 to 25,000 was 2.06 [CI: 1.26, 3.37]. This odds ratio could be interpreted as the "distance" from the reference group value of 1. This suggests that

- those who lived in large towns of 5,000 to 25,000 were 2 times (or 106%) more likely to be "at-risk" gamblers compared to those who lived on a farm or in a small town of less than 5,000 (reference group).

Similarly, the odds ratio for those who used tobacco in the past 30 days or who were intoxicated at least once in the past 30 days were 1.98 [CI: 1.30, 3.03] and 1.94 [CI: 1.24, 3.03] respectively. Thus, the finding suggests that

- respondents who used tobacco or were intoxicated with alcohol were about 2 times (or 100%) more likely to be an "at-risk" gambler than those who did not.

The odds ratio for those who used illegal drugs in the past 30 days was estimated as 4.31 [CI:1.41, 13.13]. Although the CI is wide, the model suggests that

- those who used illegal drugs in the past 30 days were 4 times (or 331% more) more likely to be an "at-risk" gambler compared to those who did not use illegal drugs.

Finally, those who reported one or more days of mental health problems during the past 30 days had an odds ratio of 1.65 [CI:1.12, 2.45]. Thus,

- those who reported mental health problems were 1.6 times (or 65%) more likely to be an "at-risk" gambler than those who did not report mental health problems in the past 30 days.

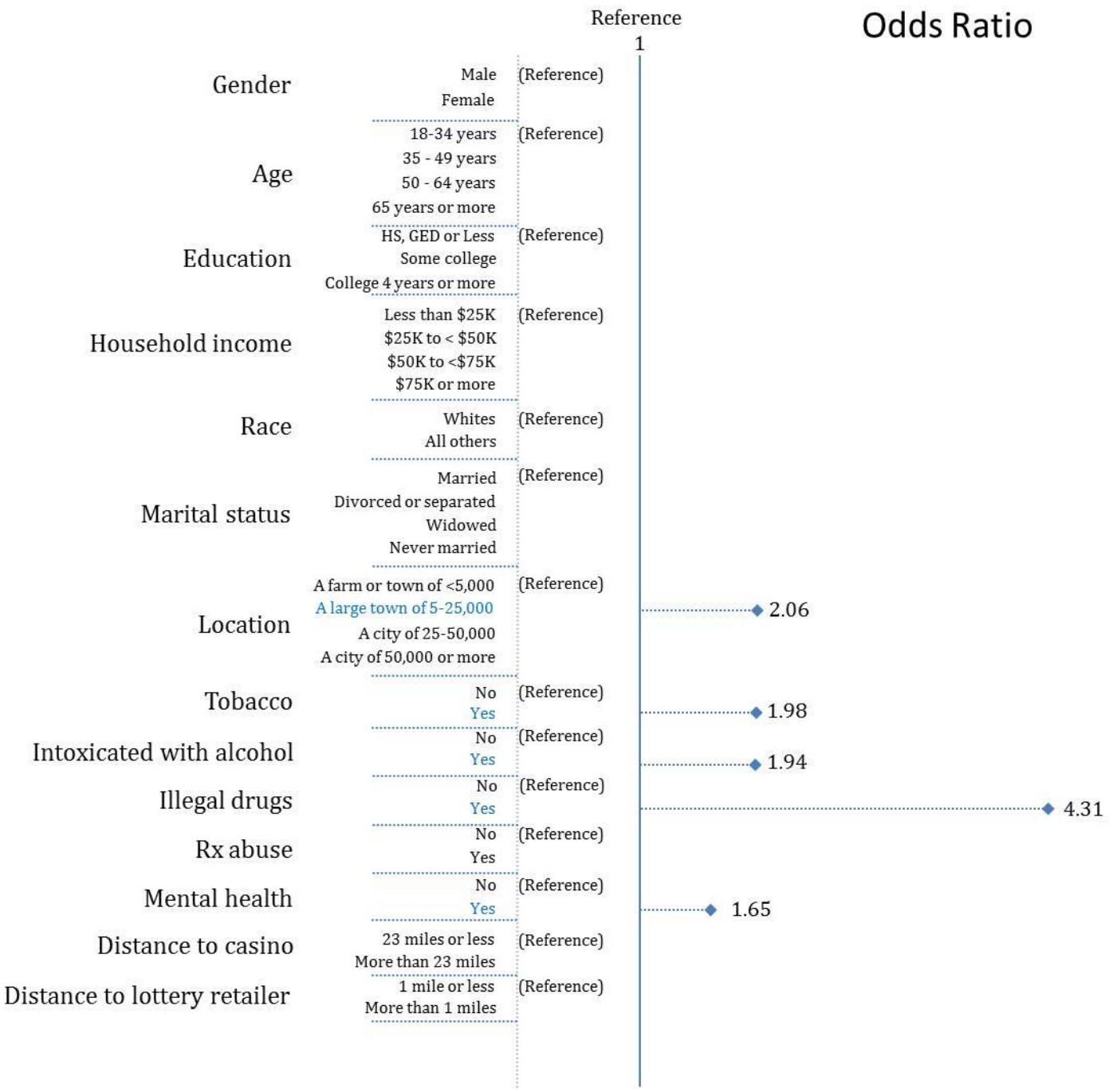

Figure 8-2. Representation of regression coefficients (odds ratios) modeling "at-risk" gamblers are the outcome variable

AWARE OF STATE FUNDED PROBLEM GAMBLING TREATMENT PROGRAMS

Awareness of state-funded problem gambling treatment programs had initially 3 response options: 1) Yes, I knew it was available in Iowa but not who provided it, 2) Yes, I knew the Iowa Department of Public Health provided gambling treatment, and 3) No, I was not aware of either of these facts. The first two response options were aggregated to create the main outcome 1 = "Yes, aware of state- funded treatment", and third response option was coded as 0 = "No, I was not aware." The overall model was significant at the *p* level of .001. The coefficient on awareness had a Wald statistic equal to 3.53 and it was significant at the .001 level with degrees of freedom of 25[df = 25].

Three demographic characteristics of the respondents were significant in the model: gender, race, and geographical location of the respondents. The race variable was defined as 1 = Whites (non-Hispanic) and 0 = All others (as a result of aggregating all non-White respondents: African-American, Asian & Pacific Islander, Native American or American Indian, and other.)

The odds ratio for females was 0.65 [CI: 0.49, 0.86]. Thus,

- females were 35% less likely than males to know of state-funded problem gambling treatment programs.

Similarly, the odds ratio for non-Whites was 0.44 [CI: 0.26, 0.76], which suggests that

- non-Whites were 56% less likely to know of state-funded problem gambling treatment programs compared to Whites.

Also, the odds ratio for those who lived in a large town of 5,000 to 25,000 was 0.64 [CI: 0.44, 0.91], for those who lived in a city of 25,000 to 50,000 was 0.56 [CI: 0.36, 0.89], and for those who lived in a city of 50,000 or more was 0.48 [CI: 0.33, 0.69]. Thus,

- respondents in bigger towns and cities were less likely to know of state-funded problem gambling treatment.

The odds ratio for respondents who had gambled in the past 12 months was 1.55 [CI: 1.11, 2.15]. Thus,

- those who gambled were 1.6 times (or 65%) more likely to know of state-funded problem gambling treatment programs.

Among the substance use variables, the odds ratio for those who were alcohol intoxicated at least once in the past 30 days was 0.65 [CI: 0.45, 0.94]. Thus,

- they were 35% less likely to know about the treatment compared to those who have not been intoxicated with alcohol.

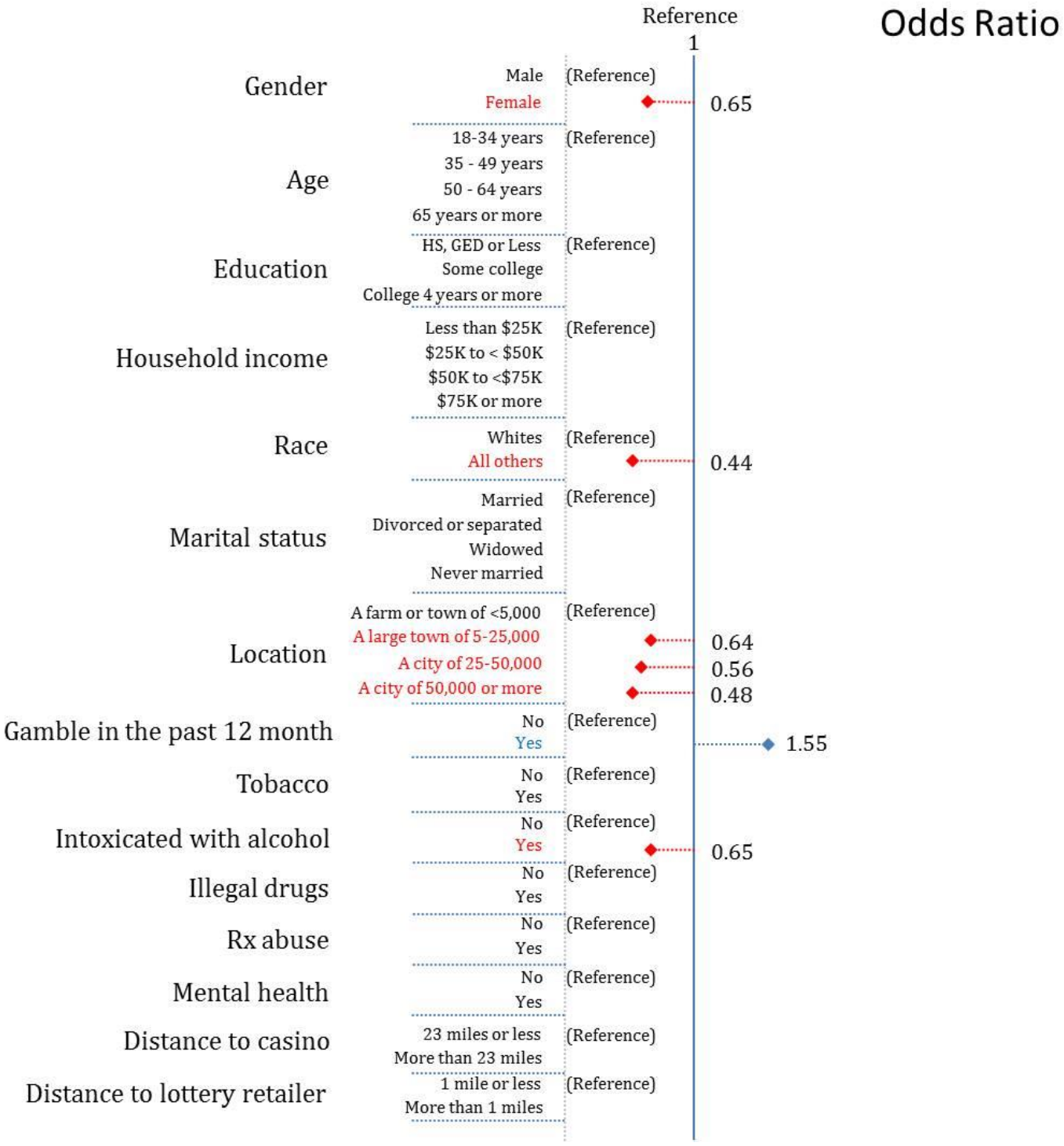

Figure 8-3. Representation of regression coefficients (odds ratios) modeling awareness of state funded problem gambling treatment program

PLAYED ANY CASINO, TRACKS, OR ORGANIZED SPORT BETTING IN THE PAST 12 MONTHS

This outcome was defined as gambling activities in casinos, tracks, and/or in organized sport betting in the past 12 months. The two response options were 1 = "Yes" and 0 = "No." The overall model was significant at the .001 *p* level. The coefficient on gambling activities in casinos had a Wald statistic equal to 4.56 and it was significant at the .001 *p* level with degrees of freedom of 24[df = 24].

The odds ratio for those who used tobacco in the past 30 days was 1.95 [CI: 1.40, 2.72.] Thus, the finding suggests that

- respondents who used tobacco were about 2 times (or 95%) more likely to play in casinos and/or organized sports betting in the past 12 months compared with those who did not use tobacco.

The odds ratio for those who were intoxicated with alcohol in the past 30 days was 2.52 [CI: 1.74, 3.65.] Thus, the finding suggests that

- respondents who were intoxicated with alcohol were more than 2 times (or 152%) more likely to play in casinos and/or organized sports betting in the past 12 months compared to those who were not intoxicated with alcohol.

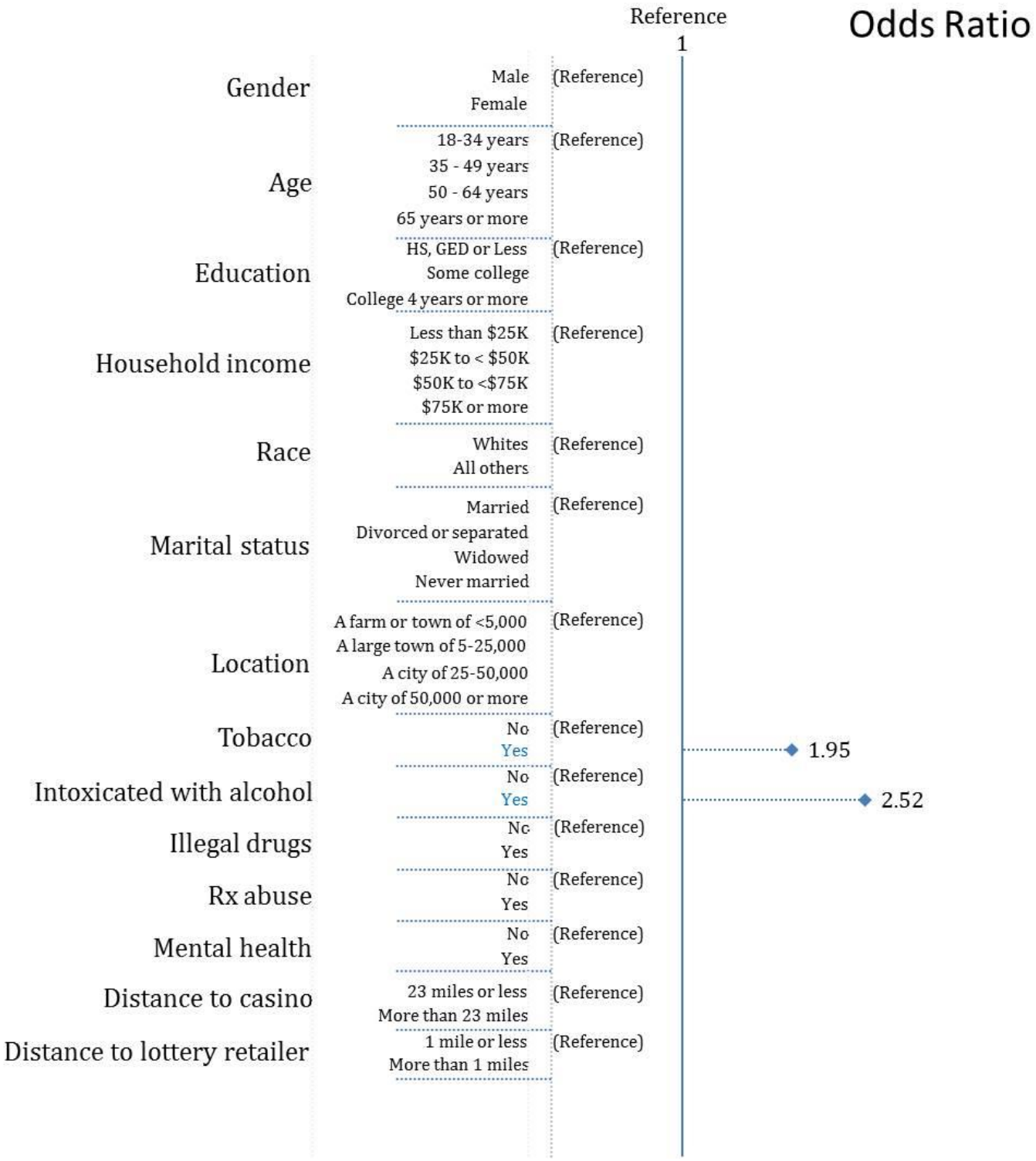

Figure 8-4. Representation of regression coefficients (odds ratios) modeling played any casino games in the past 12 months

PLAYED LOTTERY TICKETS IN THE PAST 12 MONTHS

This outcome was defined playing lottery tickets in the past 12 months. The response option was created as 1 = "Yes, lottery" and 0 = "No." The overall model was significant at the .001 *p* level. The coefficient on the model had a Wald statistic equal to 4.17 and it was significant at the .001 *p* level with degrees of freedom of 24[df = 24].

The odds ratio for those who had 4 years of college or more was 0.64 [CI: 0.45, 0.91]. Thus,

- respondents with 4 or more years of college were 36% less likely than those who have a high school degree or less to play the lottery.

Similarly, the odds ratios for those who had higher incomes were consistently higher than those with income of $25,000 or less. The odds ratio for respondents with household income between $25,000 and $50,000 was 1.75 [CI: 1.16, 2.64], the odds ratio for respondents with a household income between $50,000 and $75,000 was 1.72 [CI: 1.09, 2.72], and the odds ratio for respondents with household income of $75,000 or more was 2.27 [CI: 1.42, 3.64]. Thus, the finding suggests that

- respondents who were in higher income brackets were about 2 times (or 100%) more likely to be have played lottery tickets in the past 12 months as compared to those households making less than $25,000.

The odds ratio for those who used tobacco in the past 30 days was 1.61 [CI: 1.14, 2.26]. Thus, the finding suggests that

- respondents who used tobacco were about 1.6 times (or 61%) more likely to have played lottery tickets than those who did not use tobacco.

Similarly, the odds ratio for those who were intoxicated at least once with alcohol in the past 30 days was 2.13 [CI: 1.44, 3.16] respectively. Thus, the finding suggests that

- respondents who were alcohol intoxicated were about 2 times (or 113%) more likely to have played lottery tickets than those who were not intoxicated.

Finally, those who reported one or more days of mental health problems during the past 30 days had an odds ratio of 1.55 [CI:1.17, 2.06]. Thus,

- those who reported mental health problems were 1.5 times (or 55%) more likely to have played lottery tickets than those who did not report mental health problems in the past 30 days.

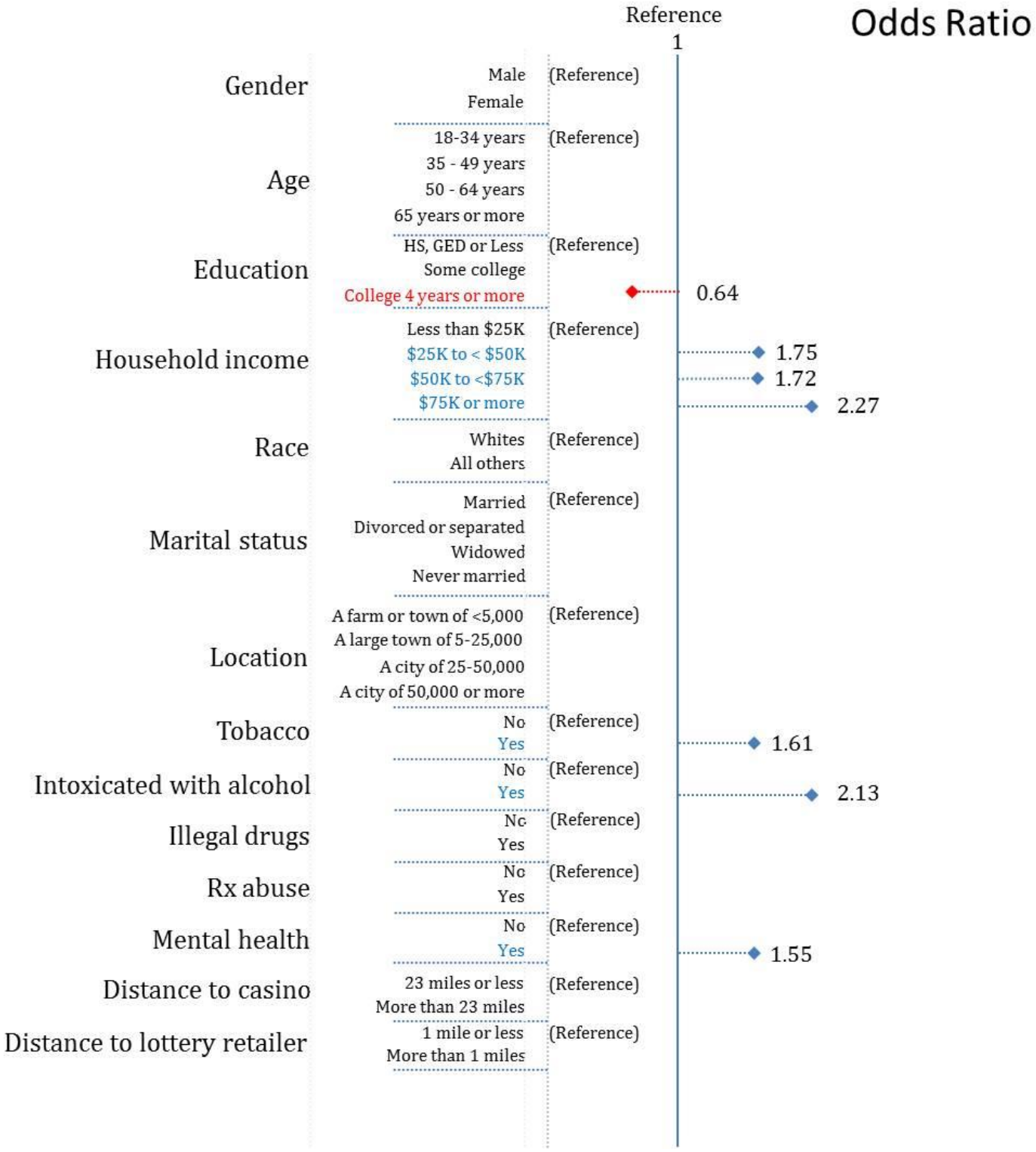

Figure 8-5. Representation of regression coefficients (odds ratios) modeling "played any lottery ticket in the past 12 months"

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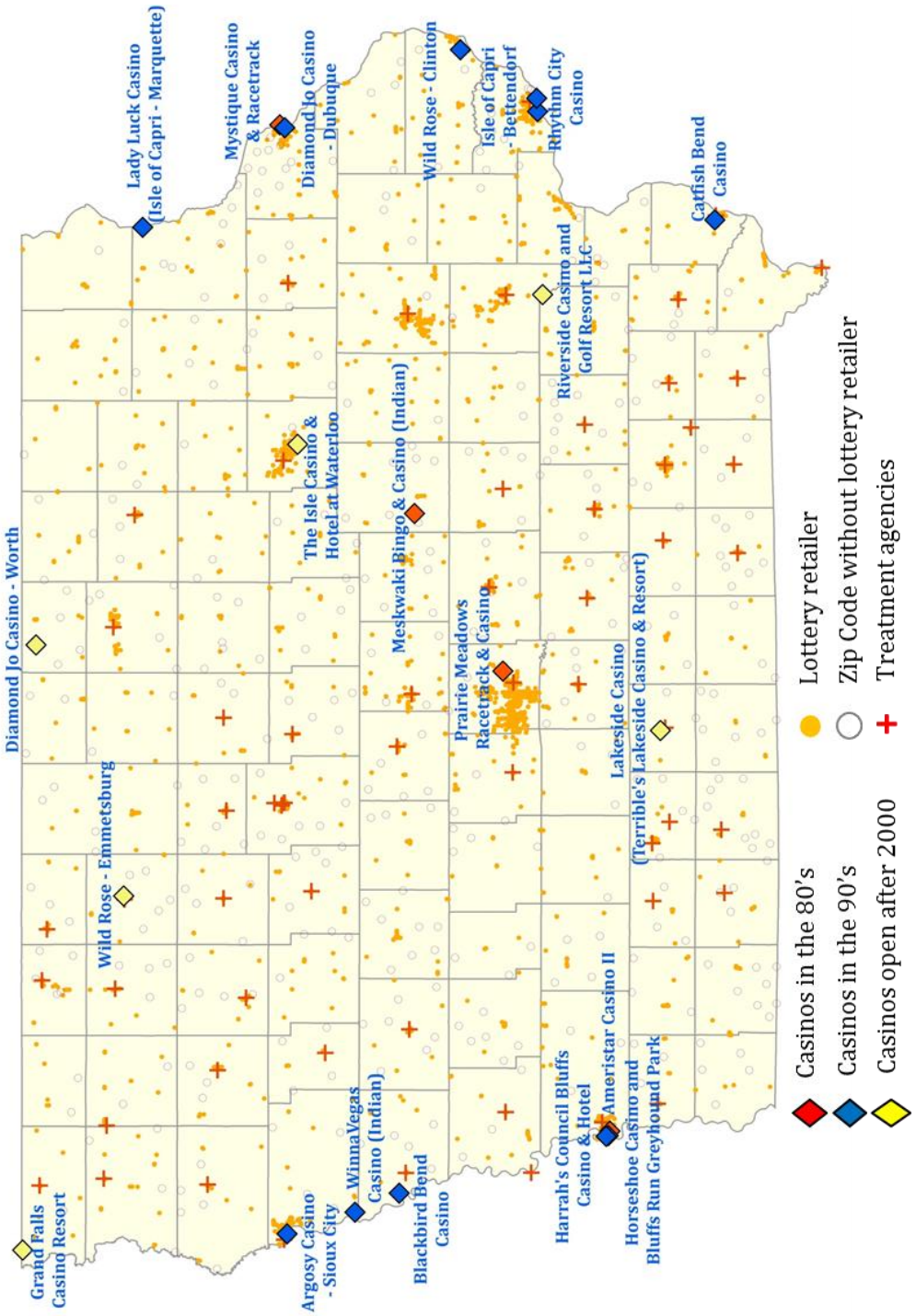
APPENDIX 1. GAMBLING VENUES & PROBLEM GAMBLING TREATMENT CENTERS



APPENDIX 2. AAPOR OUTCOME RATE CALCULATOR

Version 3.1 November, 2010	**Gambling Landline 2013**	**Gambling Cell 2013**	**Gambling Combined 2013**
Interview (Category 1)			
Complete	564	1262	1826
Partial			
Eligible, non-interview (Category 2)			
Refusal and breakoff	33	114	147
Household-level refusal	101	6	107
Known-respondent refusal	244	145	389
Break off/ Implicit refusal (internet surveys)	17	59	76
Respondent never available	130	59	189
Telephone answering device (confirming HH)	68	3	71
Physically or mentally unable/incompetent	31	11	42
Household-level language problem	1	14	15
Respondent language problem	7	12	19
Unknown eligibility, non-interview (Category 3)			
Unknown if housing unit/unknown about address	664	2991	3655
Always busy	45	20	65
No answer	560	2	562
Answering machine-don't know if household	380	1574	1954
Technical phone problems	13	5	18
Housing unit, unknown if eligible respondent	85	12	97
Other - Center Do Not Call List	191	865	1056
Not eligible (Category 4)			
Out of sample - other strata than originally coded	9	347	356
Fax/data line	220		220
Non-working/disconnect	1548	404	1952
Non-residence	246	554	800
No eligible respondent	10	289	299
Total phone numbers used	5166	8745	13911
I=Complete Interviews (1.1)	564	1262	1826
P=Partial Interviews (1.2)	0	0	0
R=Refusal and break off (2.1)	395	324	719
NC=Non-Contact (2.2)	198	62	260
O=Other (2.0, 2.3)	39	37	76
Calculating e:			
e is the estimated proportion of cases of unknown eligibility that are eligible.	0.3701983	0.513431	0.4423432
UH=Unknown Household (3.1)	1662	4592	6254
UO=Unknown other (3.2-3.9)	276	877	1153
Response Rate 1			
I/(I+P) + (R+NC+O) + (UH+UO)	0.1799617	0.1764048	0.1774883
Response Rate 2			
(I+P)/(I+P) + (R+NC+O) + (UH+UO)	0.1799617	0.1764048	0.1774883
Response Rate 3			
I/((I+P) + (R+NC+O) + e(UH+UO))	0.2947564	0.2808842	0.296552
Response Rate 4			
(I+P)/((I+P) + (R+NC+O) + e(UH+UO))	0.2947564	0.2808842	0.296552

Appendix 2. AAPOR Outcome Rate Calculator[46] (cont.)

Version 3.1 November, 2010	Gambling Landline 2013	Gambling Cell 2013	Gambling Combined 2013
Cooperation Rate 1			
I/(I+P)+R+O)	0.5651303	0.7775724	0.6966807
Cooperation Rate 2			
(I+P)/((I+P)+R+0))	0.5651303	0.7775724	0.6966807
Cooperation Rate 3			
I/((I+P)+R))	0.5881126	0.7957125	0.7174853
Cooperation Rate 4			
(I+P)/((I+P)+R))	0.5881126	0.7957125	0.7174853
Refusal Rate 1			
R/((I+P)+(R+NC+O) + UH + UO))	0.126037	0.0452893	0.0698872
Refusal Rate 2			
R/((I+P)+(R+NC+O) + e(UH + UO))	0.206434	0.0721129	0.1167694
Refusal Rate 3			
R/((I+P)+(R+NC+O))	0.3302676	0.1922849	0.2495661
Contact Rate 1			
(I+P)+R+O / (I+P)+R+O+NC+ (UH + UO)	0.3184429	0.2268661	0.2547628
Contact Rate 2			
(I+P)+R+O / (I+P)+R+O+NC + e(UH+UO)	0.5215726	0.3612323	0.4256642
Contact Rate 3			
(I+P)+R+O / (I+P)+R+O+NC	0.8344482	0.9632047	0.9097536

[46] AAPOR's Standard Definitions & Response Rate Calculators can be downloaded at: http://www.aapor.org/Standard_Definitions2.htm#.U1EvQqIvAjw

INTRODUCTION & SELECTING RESPONDENT

C:.....

Hello, this is [your name] calling for the Iowa Department of Public Health. The Center for Social and Behavioral Research at the University of Northern Iowa is conducting a study about gambling in Iowa. Everyone's views on this topic are important for the State to hear, whether you gamble or not.

C:.....
Is this XXX-XXX-XXXX?

1. Yes

2. No **[Thank you very much, but I seem to have dialed the wrong number. It's possible that your number may be called at a later time.]**

C:.....
Is this a cellular telephone?

1. YES Cell, personal
3. YES Cell, business **[Thank you very much, but we are only interviewing Iowa households at this time.]**
2. NO, landline

C:.....
How many adults age 18 or older live in your household?

[ ] = Actual Number [If adults=0, EXIT: Our study is only for household with adults. I am sorry to have bothered you. Thank you for your time.]

C:.....
Are you the adult, age 18 or older, in this household who had the most recent birthday?

1. Yes [Go to Explanation]
2. No

C:.....
May I speak with the adult who had the most recent birthday?

1. Yes, coming to the phone
2. No, not available

Could you tell me who to ask for when we call back AND when would be a good time to call back?
[FIRST NAME] [IMPORT INTO CONTACT NAME]

C:.....
Hello, this is [your name] calling for the Iowa Department of Public Health. The Center for Social and Behavioral Research at the University of Northern Iowa is conducting a study about gambling in Iowa. Everyone's views on this topic are important for the State to hear, whether you gamble or not.

C:.....
Is this a safe time to talk with you now?

1. Yes
2. No [READ SCRIPT BELOW]

[Thank you very much. We will call you back at a more convenient time.]

C:.....
Are you a resident of Iowa?

1. Yes
2. No **[Thank you very much, but we are only interviewing Iowa residents at this time.]**

C:.....
Are you an adult 18 years of age or older?

1. Yes and respondent is male
2. Yes and respondent is female
3. No **[Thank you very much, but we are only interviewing person 18 years of age or older at this time.]**

7. DON'T KNOW/NOT SURE
9. REFUSED

C:.....
Do you live in a private residence, that is, not in a dormitory or other group living situation?

1. Yes, continue
2. No, non-residential **[Thank you very much, but we are only interviewing private residences in Iowa.]**

7. DON'T KNOW/NOT SURE

C:.....
How many members of your household, including yourself, are 18 years of age or older?

[ ] = ADULTS {1-20}

C:.....
Let me tell you more about the study before we go on. We have randomly selected your cell phone number to be included in this study. Your participation in the study is very important to us as your answers will represent many other Iowans. In all of the reports, the results of our interviews will not be reported individually. I will ask questions about your opinions about gambling, experiences you may have with gambling, and awareness of gambling treatment in Iowa.

Your participation is voluntary and confidential. Your responses remain anonymous. The study takes about 20 to 25 minutes for most people. Risks are minimal and like those experienced in day-to-day life. I would be happy to provide a phone number for you to call to get more information if you have questions about the study.

C:.....
Let me tell you more about the study before we go on. We have randomly selected your phone number to be included in this study. Your participation in the study is very important to us as your answers will represent many other Iowans. In all of the reports, the results of our interviews will not be reported individually. I will ask questions about your opinions about gambling, experiences you may have with gambling, and awareness of gambling treatment in Iowa.

Your participation is voluntary and confidential. Your responses remain anonymous. The study takes about 20 to 25 minutes for most people. Risks are minimal and like those experienced in day-to-day life. I would be happy to provide a phone number for you to call to get more information if you have questions about the study.

INTERNET ACCESS & USE

C:.....
Q: Q1_2a
Do you use the Internet for email?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q1_2b
Do you use the Internet for buying goods or services?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

GENERAL ATTITUDE ABOUT

C:.....
Q: Q2A-Q2C
People have a variety of opinions about the topic of gambling. Gambling includes any activities where someone is betting or wagering money, possessions or something of value. I'm going to read you a list of statements about gambling, please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each statement.

a. Gambling is an important part of cultural life.
b. Gambling is a harmful form of entertainment.
c. Gambling is dangerous for family life.

Would you…
1. Strongly agree,
2. Agree,
3. Neither agree nor disagree,
4. Disagree, or
5. Strongly disagree?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q2D

Which best describes your belief about the benefit or harm that gambling has for the society? Would you say…
1. The harm far outweighs the benefits,
2. The harm somewhat outweighs the benefits,
3. The benefits are about equal to the harm,
4. The benefits somewhat outweigh the harm,
5. Or, the benefits far outweigh the harm

7. DON'T KNOW
9. PREFER NOT TO ANSWER

GAMBLING PARTICIPATION

C:.....
The next questions are about how often people may participate in a variety of activities that some people consider gambling. In order to get accurate information about the gambling behaviors of adult Iowans, it is important that we ask these questions of everyone regardless of how much, if at all, they gamble.

C:.....
Q: Q3A-Q3S
When was the last time, if at all, you bet or gambled for money or possessions on each of the following? Was it within the past 30 days, between 30 days and 12 months ago, more than 12 months ago, or have you never bet or gambled on….

a. Slot machines?
b. Table games at a casino such as poker, roulette, craps, and blackjack?
c. Video poker, video keno, or video blackjack?
d. Dice games?
e. Scratch tickets or pull tabs?
f. Lotteries such as Powerball, Hot Lotto, Mega Millions, and daily numbers?
g. Racetracks either on horses or dogs?
h. Bingo?
i. Bet or wagered on card games with friends, family, or others but not at a casino?
j. Bet or wagered on games of personal skill such as pool, bowling, video games, or playing basketball?
k. Bet or wagered on f*antasy sports leagues or games, include only if there is an entry fee to play?*
l. Office pools such as college basketball tournaments or "delivery dates" for babies?
m. Other sports betting on professional, college, and amateur games or events?
n. *Raffle tickets including those in support of a charitable cause?*
o. Online gambling using the Internet?
p. Live keno?
q. Video lottery machines?

r. High-risk trading of stocks, commodities, or futures?
s. *Betting or gambling using some other game, activity, or event we have not listed?*

Would you say…
T:
1. Within the past 30 days,
2. Between 30 days and 12 months ago,
3. More than 12 months ago, or
4. Never?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Never Gambler

C:.....
Q: Q4A
So, just to confirm, you have NEVER, even once, wagered money, possessions or something of value, on any game, activity, or event, is that correct?

1. That is INCORRECT, because I have gambled at least once.
2. That is CORRECT. I have never gambled even once.

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q4B
When was the most recent time you wagered money, possessions or something of value, on any game, activity, or event? Was it…

1. Within the past 30 days,
2. Between 30 days and 12 months ago, or
3. More than 12 months ago?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Gambling Behavior

C:.....
Q: Q5A
During the past 12 months, how often did you bet or gamble on slot machines? Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q6A
During the past 12 months, how often did you bet or gamble on table games at a casino such as poker, roulette, craps, and blackjack? Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q7A
During the past 12 months, how often did you bet or gamble on video poker, video keno, or video blackjack? Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q8A
During the past 12 months, how often did you bet or gamble on <u>dice games?</u> Was it….

T:
1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q9A
During the past 12 months, how often did you bet or gamble on <u>scratch tickets or pull tabs?</u> Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q10A
During the past 12 months, how often did you bet or gamble on <u>lotteries such as Powerball, Hot Lotto, Mega Millions, and daily numbers?</u> Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q11A
During the past 12 months, how often did you bet or gamble at <u>racetracks either on horses or dogs?</u> Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q12A
During the past 12 months, how often did you bet or gamble on <u>bingo?</u> Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q13A
During the past 12 months, how often did you bet or gamble on <u>card games with friends, family, or others but not at a casino?</u> Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q14A
During the past 12 months, how often did you bet or gamble on <u>games of personal skill such as pool, bowling, video games, or playing basketball?</u> Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q15A
During the past 12 months, how often did you bet or gamble on <u>sports including professional, college, and amateur games or events?</u> Do not include playing fantasy sports or office pools. Was it….

1. About every day,
2. One to three times a week,
3. Once or twice a month,
4. A few days a year, or
5. Only one day in the past 12 months?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

INTERNET GAMBLING

C:.....
C: Internet gambling initiation (From Canadian Gambling Telephone Survey- Wood and Williams 2009)
C: This is Internet gambling EVER (responses 1, 2, and 3 in Q3O)
C: IF Q3O GE 4 SKP Q16
Q: Q15_2A
T:
What year did you first start using the Internet for gambling purpose?

T:
[ ] = Actual year

7777. DON'T KNOW
9999. PREFER NOT TO ANSWER

C:.....
Q: Q15_2B
Does the fact that you can use a credit card or electronic bank transfers rather than actual cash have…

1. No impact on your spending
2. does it increase the amount you spend, or
3. does it decrease the amount you spend

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q15_2C1 to Q15_2C11
What are the main things that influence your decision to gamble at one Internet site over another?
[DO NOT READ – SELECT ALL THAT APPLY]

11. General reputation
12. Recommendation from a friend(s)
13. Legality
14. Fairness of games
15. Monetary deposits safe and wins paid out in timely fashion
16. Compensation/provision of monetary incentives to play
17. Jurisdiction operating out of
18. Software used
19. Better games experience/interface
20. Larger range of games
21. Other [Specify_____]

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q15_2D1 to Q15_2D15
What would you say are the main advantages of Internet gambling over gambling at an actual casino, bingo hall, racetrack or other facility?
[DO NOT READ – SELECT ALL THAT APPLY]

11. 24 hour availability/convenience
12. don't have to drive anywhere or leave the house
13. land based gambling unavailable
14. more physically comfortable
15. less smoke;
16. able to smoke;
17. less noise;
18. greater privacy/anonymity;
19. no crowds;
20. no unpleasant people;

21. better game experience (higher speed of play, more leisurely speed of play, more interesting/exciting games);
22. higher payout rates (better odds, lower potential losses);
23. lower secondary costs (travel, food, drinks);
24. no advantages
25. Other [Specify_____]

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q15_2E1 to Q15_2E13
What would you say are the main disadvantages of Internet gambling over gambling at an actual casino, bingo hall, racetrack or other facility?

11. illegality;
12. difficulty verifying fairness of games;
13. worry about monetary deposits being safe and/or having wins paid out in timely fashion;
14. too convenient;
15. more addictive;
16. easier to spend more money;
17. poorer game experience (not as fun, etc.);
18. poorer physical atmosphere (lacks the lights and noise of a real casino, etc.);
19. poorer social atmosphere (no crowds, too isolating);
20. lack of face-to-face contact makes betting more difficult;
21. difficulty excluding underage gamblers;
22. no advantages
23. Other [Specify_____]

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q15_2F

Since you started using the Internet for gambling, has your total gambling behavior…

1. increased significantly,
2. increased a little,
3. remained same,
3. decreased a little, or
5. decreased significantly?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Gambling Self Assessment

C:.....

Q: Q16
Thinking about all types of activities that involve wagering money or possessions, would you say you bet or gamble….

1. Very often,
2. Often,
3. Occasionally,
4. Seldom, or
5. Never?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q17
What is your favorite gambling activity? [Do NOT Read List]

11. Slot machines
12. Table games at a casino such as poker, roulette, craps, and blackjack
13. Video poker, video keno, or video blackjack
14. Dice games
15. Scratch tickets or pull tabs
16. Lotteries such as Powerball, Hot Lotto, Mega Millions, and daily numbers
17. Racetracks either on horses or dogs
18. Bingo
19. Card games with friends, family, or others but not at a casino
20. Games of personal skill such as pool, bowling, video games, or playing basketball
21. Fantasy sports leagues or games (include only if there is an entry fee to play)
22. Office pools such as college basketball tournaments or "delivery dates" for babies
23. Other sports betting on professional, college, and amateur games or events
24. Raffle tickets including those in support of a charitable cause
25. Gambling using the Internet
26. Some other game or activity? [SPECIFY:]

77. Don't know/Not Sure
88. None (No favorite gambling activity)
99. Prefer Not To Answer

REASONS FOR GAMBLING/NOT

C:.....
Q: Q18A-Q18I
Think about the reasons you do any type of gambling. Tell me whether each of the following is very important, important, not very important, or not at all important to you as a reason for gambling?

a. For socializing
b. For excitement or as a challenge
c. As a hobby
d. To win money to use for paying bills
e. To support worthy causes
f. Out of curiosity
g. For entertainment or fun
h. To distract myself from everyday problems
i. Just to win money

Would you say…
1. Very important,
2. Important,
3. Not very important, or
4. Not at all important?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q19A-Q19F
Think about the reasons you seldom or never gamble. Tell me whether each of the following is very important, important, not very important, or not at all important to you as a reason for seldom or never gambling?

a. You are too busy or don't have enough time
b. Distance from betting opportunities
c. Moral or ethical concerns
d. Possibility of losing money
e. Don't have the money to gamble with
f. Just not interested in gambling

Would you say…
1. Very important,
2. Important,
3. Not very important, or
4. Not at all important?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

PGSI-Gambling Severity

C:.....
Q: Q21A-Q21I
Some of the next questions may not apply to you, but please try to be as accurate as possible. Thinking about the last 12 months…

a. How often have you bet more than you could afford to lose? Would you say you never, sometimes, most of the time, or almost always?
b. How often have you needed to gamble with larger amounts of money to get the same feeling of excitement?
c. How often have you gone back another day to try to win back the money you lost?
d. How often have you borrowed money or sold anything to get money to gamble?
e. How often have you felt that you might have a problem with gambling?
f. How often have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?
g. How often have you felt guilty about the way you gambled or what happens when you gamble?
h. How often has your gambling caused you any health problems, including stress or anxiety?
i. How often has your gambling caused any financial problems for you or your household?

Would you say…
1. Never
2. Sometimes
3. Most of the time
4. Almost always

7. DON'T KNOW
9. PREFER NOT TO ANSWER

NORC-Gambling severity

C:.....
The next questions are about how gambling may affect some people's relationships, health, and finances. To understand everyone's experiences it is important for us to ask these questions of everyone regardless of how much or how often, if at all, you gamble now or how much you gambled in the past.

C:.....
Q: Q22A1
Have there ever been any periods lasting two weeks or longer when you spent a lot of time thinking about your gambling experiences or planning future gambling ventures or bets?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q22A2
Were any of these periods during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q23A1
Have there ever been periods lasting two weeks or longer when you spent a lot of time thinking about ways of getting money to gamble with?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q23A2
Were any of these periods during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q24A1
Have there ever been any periods when you needed to gamble with increasing amounts of money or with larger bets than before in order to get the same feeling of excitement?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q24A2
Were any of these periods during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q25A1
Have you ever tried to stop, cut down, or control your gambling?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q25A2
Was the last time you tried during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q25A3
On one or more of these times when you EVER tried to stop, cut down, or control your gambling, were you restless or irritable?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q25A4
Were any of these times during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q26A1A

Have you ever tried but not succeeded in stopping, cutting down, or controlling your gambling?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q26A1B
Have you EVER tried but not succeeded in stopping, cutting down, or controlling your gambling THREE OR MORE TIMES?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q26A2
How many times has this happened during the past 12 months?

1. One
2. Two
3. Three or more times
4. None

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q27A1
Have you ever gambled as a way to escape from personal problems?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q27A2
Has this happened during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q28A1
Have you ever gambled to relieve uncomfortable feelings such as guilt, anxiety, helplessness, or depression?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q28A2
Has this happened during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q29A1
Has there ever been a period in your life when, if you lost money gambling on one day, you would return another day to get even?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q29A2
Were any of these periods during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q30A1A
Have you ever lied to family members, friends, or others about how much you gamble or how much money you lost on gambling?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q30A1B
Has this happened THREE OR MORE TIMES?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q30A2
How many times has this happened during the past 12 months?

1. One
2. Two
3. Three or more times
4. None

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q31A1

Have you ever written a bad check or taken money that didn't belong to you from family members or anyone else in order to pay for your gambling?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q31A2

Has this happened during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q32A1

Has your gambling ever caused serious or repeated problems in your relationships with any of your family members or friends?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q32A2

Has this happened during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q33A1
Has your gambling ever caused you any problems in school, such as missing classes or days of school or your grades dropping?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q33A2

Has this happened during the past 12 months?

1. Yes
2. No
3. No, but I was not in school or taking classes during the past 12 months

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q34A1
Has your gambling ever caused you to lose a job, have trouble with your job, or miss out on an important job or career opportunity?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q34A2
Has this happened during the past 12 months?

1. Yes
2. No
3. No, but I have not been employed for wages during the past 12 months

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q35A1
Have you ever needed to ask family members or anyone else to loan you money or otherwise bail you out of a desperate money situation that was largely caused by your gambling?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q35A2
Has this happened during the past 12 months?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

GAMBLING IMPACT & TREATMENT

C:.....
Q: Q36
Do you know any person whose gambling may be causing financial difficulties, physical or emotional health problems, or damaging their personal, family, or work relationships?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q36A- Q36C
Have you personally been negatively affected by the gambling behaviors of a…

a. Friend or coworker?
b. Family member?
c. Someone else you know personally?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q37
How confident are you that you would recognize the signs that a friend or family member has a gambling problem? Would you say…

1. Not at all confident,
2. Slightly confident,
3. Moderately confident, or
4. Extremely confident?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Quit or Cut Back Gambling

C:.....
Q: Q38

During the past 12 months, have people who are important to you said they thought you should cut-back, stop, or try to control your gambling?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q39A-Q39C

Do you want to…
a. cut-back on the amount of time you spend betting or wagering?
b. decrease the amount of money you spend betting or wagering?
c. stop betting or wagering altogether?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Gambling Problems

C:.....
Q: Q40
Have you ever thought you might have a gambling problem?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q41
How old were you when you first thought you might have a gambling problem?

11. Under 18 years old
12. 18-24
13. 25-34
14. 35-44
15. 45-54
16. 55-64
17. 65 or older

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q42
Do you think you might have a gambling problem now?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Treatment & Barriers

C:.....
Q: Q43A-Q43H
The next questions ask for your opinion about gambling treatment services. Please tell me whether you strongly agree, agree, neither agree nor disagree, disagree, or strongly disagree with each statement.

a. There is no convenient place to get treatment for problem gambling in my community.
b. The average person can't afford treatment for a gambling problem.
c. Treatment for a gambling problem probably does not work.
d. I would be embarrassed if a family member needed help with a gambling problem.
e. Gambling treatment is only for people with serious difficulties.
f. I know about gambling treatment options in my community.
g. I would never discourage someone from seeking treatment for a gambling problem.
h. I admire the courage of people who seek treatment for a gambling problem.
i. When I feel upset, I usually confide in my friends.
j. I prefer not to talk about my problems.

Would you…

1. Strongly agree,
2. Agree,
3. Neither agree nor disagree,
4. Disagree, or
5. Strongly disagree?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q44

Have you ever seen or heard of the gambling helpline 1-800-BETS-OFF?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q45

T**he Iowa Department of Public Health currently provides publicly funded outpatient counseling for families, concerned others, and gamblers affected by problem gambling. Before participating in this survey, were you aware of this?**

1. Yes, I knew it was available in Iowa but not who provided it
2. Yes, I knew the Iowa Department of Public Health provided gambling treatment
3. No, I was not aware of either of these facts

9. PREFER NOT TO ANSWER

C:.....
Q: Q46A-Q46D

Given the wide availability of gambling options in Iowa such as state-regulated casinos and lotteries, would you say it is very important, somewhat important, or not very important for there to be…

a. public funding to make problem gambling treatment available?
b. public funding to educate young people about the risks of gambling?
c. public funding to inform adults about the problems gambling can cause?
d. public funding to provide information to adults about how they can gamble responsibly?

Would you say…

1. Very important,
2. Somewhat important, or
3. Not very important?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Health and Well-Being

C:.....

The next to last section of questions is about your health and other health-related topics. This provides some context to the questions about gambling.

Q: Q47_1

In general, how would you rate your overall health now? Would you say …

1. Excellent,
2. Very good,
3. Good,
4. Fair, or
5. Poor?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....

I am going to read a list of experiences that you may have had in the last 30 days. For each one tell me on how many days during the past 30 days you had each experience if at all First….

Q: Q48

T**hinking about your mental health, which includes stress, depression, and problems with emotions, for how many days during the past 30 days was your mental health NOT good?**

[ ] = # of Days mental health was NOT good {0-30}

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q49

Now thinking about your tobacco use, which includes smoking, chewing, snuffing or dipping tobacco, during the past 30 days, how many days have you used tobacco?

[ ] = # of Days used tobacco {0-30}

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q51A

During the past 30 days, how many days have you used any alcohol?

[ ] = # of Days alcohol use {0-30}

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q51A_1
During the past 30 days, how many days have you drunk alcohol and became intoxicated?

[ ] = # of Days alcohol to intoxication {0-30}

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q51B_1
During the past 30 days, how many days have you used any kind of illegal drugs?

[ ] = # of Days illegal drugs {0-30}

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q51B_2
During the past 30 days, how many days have you used any prescription drug or any over the counter medication in ways other than directed?

[ ] = # of Days illegal drugs {0-30}

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q52A-Q52E

Have you ever thought you might have a problem with, been dependent on, or addicted to…

a. Cigarettes or some other tobacco product?
b. Alcohol?
c. Illegal Drugs?
d. Prescription Drugs or Medications?
e. Over the Counter Medications?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q47
In general, how satisfied are you with your life? Would you say…

1. Very satisfied,
2. Satisfied,
3. Dissatisfied, or
4. Very dissatisfied?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q53A-Q53C
Have you ever sought treatment for a…

a. substance abuse problem including alcohol, drugs, abuse of prescription medications, or over the counter medication?
b. mental health condition such as depression or anxiety?
c. gambling problem?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q54
Think back to your home life when you were growing up. Did you or anyone in your family ever have a serious problem with gambling?

1. Yes, you had a gambling problem
2. Yes, someone else in the family had a gambling problem
3. Yes, both you and someone else in the family had a gambling problem
4. No one in the family had a gambling problem

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Social Support Network

C:.....
Next, think about what some would call your social support network. These are people you can talk with about important matters and can count on in times of difficulty. Do NOT include health care professionals such as counselors or doctors.

C:.....
Q: Q55A-Q55F
Do you think it would be very easy, fairly easy, fairly difficult, or very difficult to talk to any of these people *if you had a problem* with your…

a. finances?
b. physical health?
c. emotional or mental health?
d. gambling?
e. marriage or romantic relationships?
f. work? (If you are not employed, consider volunteer service activities)

Would you say…

1. Very easy,
2. Fairly easy,
3. Fairly difficult, or
4. Very difficult?

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q56
About how many people are part of your social support network?

[ ] = Number of people in your social support network

76. 76 or more
77. DON'T KNOW
99. PREFER NOT TO ANSWER

Help seeking

C:.....
Q: Q57
Suppose that you have some gambling problem, with how many of these [SHOW Q56 number] people, would you be able to talk to about this problem?

[ ] = Actual number

76. 76 or more
77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q57_DK
Suppose that you have some gambling problem, would you be able to talk with somebody in your community about this problem?
[May include health care professionals such as counselors or doctors.]

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Recent Life Experiences

C:.....
Q: Q58A-Q58F
In the past 30 days, have you…

a. Been late paying your bills?
b. Had difficulty managing your responsibilities at home?
c. Lacked self-confidence or felt bad about yourself?
d. Felt generally dissatisfied with life?
e. Felt depressed or hopeless?
f. Given up or greatly reduced important activities so you could gamble, for example sports, work, meetings, and friends?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

Demographics

C:.....
The last few questions are general background demographic questions.

C:.....
Q: Q59
What is your age?

[ ] = Actual Age

777. DON'T KNOW
999. PREFER NOT TO ANSWER

C:.....
Q: Q60
Are you Hispanic or Latino?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q61
Which one or more of the following would you say is your race? Would you say…
(Select all that apply)

1. White
2. Black or African American
3. Asian
4. Native Hawaiian or Other Pacific Islander
5. American Indian or Alaska Native
6. Other [Specify]

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q61_BEST
Which one of these groups would you say BEST represents your race?

1. White
2. Black or African American
3. Asian
4. Native Hawaiian or Other Pacific Islander
5. American Indian or Alaska Native
6. Other [Specify]

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q62
Are you…

1. Married,
2. Divorced,
3. Widowed,
4. Separated,
5. Never married, or
6. A member of an unmarried couple?

9. PREFER NOT TO ANSWER

C:.....
Q: Q63
How many children less than 18 years of age live in your household at least half the time?

[ ] = Number of Children (0-11)

12. 12 or more
99. PREFER NOT TO ANSWER

C:.....
Q: Q64
What is the highest level of school you completed or the highest degree you received?

1. Never attended school or only attended kindergarten
2. Grades 1 through 8 (elementary)
3. Grades 9 through 11 (some high school)
4. Grade 12 or GED (high school graduate)
5. College 1 year to 3 years (some college, technical school or A.A.)
6. College 4 years or more (college graduate, e.g. B.A, B.S. degree)
7. Graduate or professional school (e.g. M.A., Ph.D., M.D., J.D.)

9. PREFER NOT TO ANSWER

C:.....
Q: Q65
Are you currently…

11. Employed for wages,
12. Self-employed,
13. Out of work for more than 1 year,
14. Out of work for less than 1 year,
15. A homemaker,
16. A student,
17. Retired, or
18. Unable to work?

99. PREFER NOT TO ANSWER

C:.....
Q: Q66
Is your annual gross household income before taxes from all sources…

11. Less than $10,000,
12. $10,000 - $14,999,
13. $15,000 - $19,999,
14. $20,000 - $24,999,
15. $25,000 - $34,999,
16. $35,000 - $49,999,
17. $50,000 - $74,999,
18. $75,000 -$99,999, or
19. $100,000 or more?

77. DON'T KNOW
99. PREFER NOT TO ANSWER

C:.....
Q: Q67
Are you…

1. Male or
2. Female

9. PREFER NOT TO ANSWER

C:.....
Q: Q67_2a

What county do you live in?
_____ County

C:.....
Q: Q67_2b
What is your ZIP Code?

[ ]

77777. Don't know/Not sure
99999. Refused

C:.....
Q: Q68A
Can you also be reached via cell phone?

1. Yes
2. No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q68B
Does the house you live in also have a landline telephone?

1 Yes
2 No

7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
Q: Q68C
Thinking about all the phone calls that you receive on your landline and cell phone, what percent, between 0 and 100, are received on your cell phone?

_ _ _ Enter percent (1 to 100)
888. Zero

777. DON'T KNOW
999. PREFER NOT TO ANSWER

C:.....
Q: Q69A
Earlier you mentioned you or someone you know might want to get help to reduce or stop gambling. Would you like me to give you the helpline number to talk with someone about cutting back or stopping gambling?

1. Yes
2. No

9. PREFER NOT TO ANSWER

C:.....
Q: Q69B
To speak with someone about getting information about treatment, you can call the toll-free helpline at 1-800-BETS-OFF (1-800-238-7633). Or, if you prefer, a directory of treatment providers, locations, and telephone numbers is online at:
www.1800betsoff.org

C:.....
Q: CLOSE
That concludes the interview. I don't have any more questions for you. Thank you very much for participating in this survey.

ENTER FIPS CODE
___ ___ ___ = FIPS

The weighing and the weighing methodology report by Fahimi, Mansour

WEIGHTING METHODOLOGY REPORT
Iowa Gambling Prevalence 2013

Design Overview:

This study has secured a total of 1,826 interviews with adults 18 or older residing in Iowa. In order to provide a probability-based sample representative of all adults in Iowa, a dual-frame random digit dial (DFRDD) sampling methodology was use, whereby both landline and cellular telephone numbers were included in the sample. The following table provides a summary of completed interviews by sampling strata.

Table 1. Distribution of completed interviews by sampling strata

Stratum	Sample		Respondents	
Landline RDD	5,176	37.1%	564	30.9%
Cellular RDD	8,760	62.9%	1,262	69.1%
Total	**13,936**	**100.0%**	**1,826**	**100.0%**

Weighting:

Virtually, all survey data are weighted before they can be used to produce reliable estimates of population parameters. While reflecting the selection probabilities of sampled units, weighting also attempts to compensate for practical limitations of a sample survey, such as differential nonresponse and undercoverage. The weighting process for this survey essentially entailed two major steps. The first step consisted of computation of *base weights* to reflect unequal selection probabilities for different sampling strata, increased chance of selection for adults with both landline and cell phones, and selection of one adult per household. In the second step, base weights were adjusted so that the resulting final weights aggregate to reported totals for the target population.

For the second step, weights were adjusted (raked) simultaneously along several dimensions using the *WgtAdjust* procedure of SUDAAN. The needed population totals for weighting have been obtained from the August 2013 Current Population Survey (CPS). It should be noted that survey data for a number of demographic questions, such as race, age, and education, included missing values. All such missing values were first imputed using a *hot-deck* procedure before construction of the survey weights. As such, respondent counts reflected in the following tables correspond to the post-imputation step.

Table 2. First raking dimension for weight adjustments by gender and age

Age	Males				Females			
	Respondents		Population		Respondents		Population	
18-24	86	10.6%	152,811	13.5%	87	8.6%	140,016	11.9%
25-34	106	13.0%	203,298	17.9%	121	12.0%	200,572	17.0%
35-44	129	15.8%	169,165	14.9%	116	11.5%	172,664	14.7%
45-54	125	15.3%	196,493	17.3%	165	16.3%	187,241	15.9%
55-64	185	22.7%	213,690	18.9%	235	23.2%	221,368	18.8%
65+	184	22.6%	197,266	17.4%	287	28.4%	256,445	21.8%
Total	**815**	**100.0%**	**1,132,723**	**100.0%**	**1,011**	**100.0%**	**1,178,306**	**100.0%**

Table 3. Second raking dimension for weight adjustments by gender and ethnicity

Ethnicity	Males				Females			
	Respondents		Population		Respondents		Population	
Hispanic	24	2.9%	47,728	4.2%	22	2.2%	53,819	4.6%
Others	791	97.1%	1,084,995	95.8%	989	97.8%	1,124,487	95.4%
Total	**815**	**100.0%**	**1,132,723**	**100.0%**	**1,011**	**100.0%**	**1,178,306**	**100.0%**

Table 4. Third raking dimension for weight adjustments by gender and race

Race	Males				Females			
	Respondents		Population		Respondents		Population	
White	751	92.1%	1,058,280	93.4%	968	95.7%	1,103,850	93.7%
Black	14	1.7%	32,412	2.9%	12	1.2%	27,886	2.4%
Others	50	6.1%	42,031	3.7%	31	3.1%	46,570	4.0%
Total	**815**	**100.0%**	**1,132,723**	**100.0%**	**1,011**	**100.0%**	**1,178,306**	**100.0%**

Table 5. Fourth raking dimension for weight adjustments by gender and education

Education	Males				Females			
	Respondents		Population		Respondents		Population	
Less than high school	25	3.1%	86,123	7.6%	38	3.8%	70,326	6.0%
High School or GED	255	31.3%	357,794	31.6%	283	28.0%	372,257	31.6%
College 1 year to 3 years	237	29.1%	362,857	32.0%	337	33.3%	391,084	33.2%
College 4 year or more	184	22.6%	240,224	21.2%	254	25.1%	245,175	20.8%
Graduate degree	114	14.0%	85,725	7.6%	99	9.8%	99,464	8.4%
Total	**815**	**100.0%**	**1,132,723**	**100.0%**	**1,011**	**100.0%**	**1,178,306**	**100.0%**

Table 6. Fifth raking dimension for weight adjustments by gender and place of residence

Place	Males				Females			
	Respondents		Population		Respondents		Population	
Farm or Small Town	260	31.9%	482,067	42.6%	336	33.2%	483,048	41.0%
Large Town	194	23.8%	210,952	18.6%	245	24.2%	227,839	19.3%
Small City	129	15.8%	108,301	9.6%	154	15.2%	118,394	10.0%
Large City	232	28.5%	331,403	29.3%	276	27.3%	349,025	29.6%
Total	**815**	**100.0%**	**1,132,723**	**100.0%**	**1,011**	**100.0%**	**1,178,306**	**100.0%**

Table 7. Sixth raking dimension for weight adjustments by telephone status

Telephone Status	Respondents		Population	
Cell-only	688	37.7%	808,860	35.0%
Others	1,138	62.3%	1,502,169	65.0%
Total	**1,826**	**100.0%**	**2,311,029**	**100.0%**

Variance Estimation for Weighted Data:

Survey estimates can only be interpreted properly in light of their associated sampling errors. Since weighting often increases variances of estimates, use of standard variance calculation formulae with weighted data can result in misleading statistical inferences. With weighted data, two general approaches for variance estimation can be distinguished. One method is *Taylor Series linearization* and the second is *replication*. There are several statistical software packages that can be used to produce design-proper estimates of variances using linearization or replication methodologies, including:

- SAS: http://www.sas.com
- SUDAAN: http://www.rti.org/sudaan
- WesVar: http://www.westat.com/westat/statistical_software/wesVar
- Stata: http://www.stata.com

An Approximation Method for Variance Estimation can be used to avoid the need for special software packages. Researchers who do not have access to such tools for design-proper estimation of standard errors can approximate the resulting variance inflation due to weighting and incorporate that in subsequent calculations of confidence intervals and tests of significance. With w_i representing the final weight of the i^{th} respondent, the inflation due to weighting, which is commonly referred to as *Design Effect*, can be approximated by:

$$\delta = 1 + \frac{\sum_{i=1}^{n} \frac{(w_i - \bar{w})^2}{n-1}}{\bar{w}^2}$$

For calculation of a confidence interval for an estimated percentage, $\hat{p}$, one can obtain the conventional variance of the given percentage $S^2(\hat{p})$, multiply it by the approximated design effect, δ, and use the resulting quantity as adjusted variance. That is, the adjusted variance $\hat{S}^2(\hat{p})$ would be given by:

$$\hat{S}^2(\hat{p}) \approx \frac{\hat{p}(1-\hat{p})}{n-1}\left(\frac{N-n}{N}\right) \times \delta$$

Subsequently, the (100-α) percent confidence interval for P would be given by:

$$\hat{p} - z_{\alpha/2}\sqrt{\frac{\hat{p}(1-\hat{p})}{n-1}\left(\frac{N-n}{N}\right) \times \delta} \leq P \leq \hat{p} + z_{\alpha/2}\sqrt{\frac{\hat{p}(1-\hat{p})}{n-1}\left(\frac{N-n}{N}\right) \times \delta}$$

APPENDIX 5. AGGREGATED GAMBLING ACTIVITIES

Any Casino, Tracks, or Organized Sport Betting

Q3a Slot machines
Q3b Table games at casino
Q3c Video poker, video keno, or video blackjack
Q3d Dice games
Q3p Live keno
Q3h Bingo
Q3g Racetracks either on horses or dogs
Q3m Other sport betting on professional, college, or amateur events

Any Lottery

Q3e Scratch tickets or pull tabs
Q3f Lottery tickets (numbers)
Q3q Video lottery machines

Other Gambling activities

Q3i Card games with friends, family, or others (not at casinos)
Q3j Personal skills such as pool, bowling, video games, or playing basketball
Q3k Bet or wagered on fantasy sports leagues or games
Q3l Office pools (including tournament brackets)
Q3n Raffle tickets (including those supporting charities)
Q3r High-risk trading of stocks, commodities, or futures
Q3s Betting or gambling using some other game, activity, or event
Q3o Online gambling using the Internet

APPENDIX 6. ATTITUDE ABOUT GAMBLING

Table nn. Attitudes about gambling: descriptive statistics by gambling behavior and problem gambling symptomology

Attitude Statement	Gambled Past 12 Months		Gambled Past 30 Days		At Risk 12 Months	
	Yes	No	Yes	No	Yes	No
Gambling is (not) an important part of cultural life (sum of negative attitude)	**60.2%**	**81.4%**	**54.1%**	**74.2%**	**47.4%**	**68.2%**
Strongly agree	12.6%	27.9%	10.2%	21.0%	7.1%	17.7%
Agree	47.5%	53.5%	43.9%	53.2%	40.2%	50.5%
Neither agree nor disagree	19.5%	8.5%	19.4%	15.1%	20.8%	16.4%
Disagree	19.1%	8.0%	25.0%	9.4%	29.6%	14.1%
Strongly disagree	1.2%	2.0%	1.5%	1.3%	2.2%	1.3%
Gambling is a harmful form of entertainment (sum of negative attitude)	**43.6%**	**68.9%**	**38.1%**	**58.8%**	**40.0%**	**51.1%**
Strongly agree	6.6%	22.6%	5.9%	13.8%	6.9%	10.8%
Agree	37.1%	46.2%	32.2%	45.0%	33.1%	40.2%
Neither agree nor disagree	20.1%	9.9%	20.2%	15.7%	22.1%	16.9%
Disagree	33.0%	18.7%	37.0%	23.6%	32.2%	29.3%
Strongly disagree	3.3%	2.6%	4.7%	1.8%	5.7%	2.7%
Gambling is dangerous for family life (sum of negative attitude)	**58.3%**	**84.2%**	**53.7%**	**73.1%**	**55.2%**	**65.8%**
Strongly agree	11.3%	25.7%	9.0%	19.3%	11.4%	15.1%
Agree	47.0%	58.5%	44.7%	53.7%	43.7%	50.7%
Neither agree nor disagree	17.0%	8.6%	17.7%	13.0%	17.9%	14.6%
Disagree	23.1%	6.6%	26.8%	13.1%	24.1%	18.6%
Strongly disagree	1.5%	.6%	1.9%	.8%	2.8%	1.0%
Which best describes your belief about the benefit or harm that gambling has for the society? (sum of harm outweighs the benefits)	**50.7%**	**72.9%**	**42.3%**	**67.1%**	**45.5%**	**57.6%**
The harm far outweighs the benefits	22.7%	52.1%	18.5%	38.4%	18.3%	31.3%
The harm somewhat outweighs the benefits	28.0%	20.8%	23.8%	28.7%	27.2%	26.3%
The benefits are about equal to the harm	33.4%	17.7%	38.4%	22.6%	36.3%	28.6%
The benefits somewhat outweigh the harm	11.1%	5.3%	13.7%	6.4%	10.1%	9.7%
The benefits far outweigh the harm	4.9%	4.2%	5.6%	3.9%	8.2%	4.1%

APPENDIX 7. GAMBLING ACTIVITIES

Ranking of most common gambling activities (ever in lifetime)

Top Gambling Activities (Ever in Lifetime)	2011 IA pop est n=2,318,400	2013 IA pop est n=2,311,000	2013 Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Slot machines	70.4	71.5	80.9	90.9
Raffle tickets (including those supporting charities)	73.2	71.0	78.4	71.8
Lottery tickets (numbers)	59.5	65.5	76.6	77.8
Scratch tickets or pull tabs	57.5	61.6	70.6	79.3
Card games with friends, family, or others (not at casinos)	39.2	39.7	46.5	58.2
Table games at casino	32.9	32.6	38.2	56.4
Bingo	31.2	31.0	35.0	44.4
Office pools (including tournament brackets)	38.3	30.1	35.3	40.3
Personal skills such as pool, bowling, video games, or playing basketball	27.1	25.7	31.4	45.2
Video poker, video keno, or video blackjack	24.4	23.8	28.3	40.7
Racetracks either on horses or dogs	28.2	21.7	24.9	36.8
Other sport betting on professional, college, or amateur events	15.5	15.9	19.3	27.9
Dice games	16.7	13.5	15.8	28.0
Bet or wagered on fantasy sports leagues or games	11.6	12.7	15.3	20.9
High-risk trading of stocks, commodities, or futures	9.9	9.2	11.2	15.7
Betting or gambling using some other game, activity, or event	10.2	7.1	8.1	11.7
Video lottery machines	9.1	6.1	7.6	15.6
Live keno	6.8	5.1	6.2	10.7
Online gambling using the Internet	4.6	3.1	4.0	10.8

Appendix 7. Gambling Activities (cont.)

Ranking of most common gambling activities (during past 12 months)

Top Gambling Activities (During Past 12 Months)	2011 IA pop est n=2,318,400	2013 IA pop est n=2,311,000	2013 Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Lottery tickets (numbers)	37.6	49.6	63.8	64.9
Raffle tickets (including those supporting charities)	42.1	45.4	58.2	55.7
Scratch tickets or pull tabs	27.4	36.7	47.2	60.7
Slot machines	24.8	29.0	37.4	58.5
Card games with friends, family, or others (not at casinos)	15.9	18.6	24.0	33.4
Office pools (including tournament brackets)	16.4	13.0	16.7	18.6
Personal skills such as pool, bowling, video games, or playing basketball	8.8	12.5	16.0	29.9
Table games at casino	10.0	10.6	13.6	28.4
Video poker, video keno, or video blackjack	7.1	7.9	10.2	19.3
Bet or wagered on fantasy sports leagues or games	5.8	7.6	9.8	8.6
Bingo	6.4	6.9	8.9	15.7
Other sport betting on professional, college, or amateur events	5.3	6.9	8.9	13.4
High-risk trading of stocks, commodities, or futures	4.5	4.8	6.1	7.9
Racetracks either on horses or dogs	3.3	3.4	4.4	8.2
Betting or gambling using some other game, activity, or event	3.2	3.3	4.3	8.1
Dice games	4.1	3.1	4.0	11.2
Video lottery machines	2.8	1.7	2.2	6.2
Online gambling using the Internet	2.0	1.2	1.5	5.3
Live keno	1.0	0.7	0.9	1.9

Appendix 7. Gambling Activities (cont.)

Ranking of most common gambling activities (during past 30 days)

Top Gambling Activities (During Past 30 Days)	**2011 IA pop est n=2,318,400**	**2013 IA pop est n=2,311,000**	**2013 Past 12 m pop est n=1,797,200**	**2013 At risk pop est n=369,000**
Lottery tickets (numbers)	22.9	25.6	32.9	40.8
Scratch tickets or pull tabs	11.3	16.2	20.8	32.9
Raffle tickets (including those supporting charities)	12.5	12.9	16.5	20.7
Slot machines	9.8	10.3	13.3	32.9
Card games with friends, family, or others (not at casinos)	5.9	6.9	8.9	16.2
Personal skills such as pool, bowling, video games, or playing basketball	3.7	5.3	6.8	14.5
Bet or wagered on fantasy sports leagues or games	1.7	4.9	6.3	6.0
Table games at casino	4.2	3.7	4.8	12.2
High-risk trading of stocks, commodities, or futures	2.5	3.2	4.2	5.4
Other sport betting on professional, college, or amateur events	2.5	2.9	3.8	7.3
Video poker, video keno, or video blackjack	7.1	2.4	3.1	10.6
Bingo	0.8	2.4	3.1	7.0
Office pools (including tournament brackets)	7.7	2.2	2.8	1.3
Betting or gambling using some other game, activity, or event	1.6	1.6	2.1	6.8
Dice games	4.1	1.3	1.6	5.2
Online gambling using the Internet	1.5	0.9	1.1	4.0
Video lottery machines	0.5	0.7	0.9	3.4
Racetracks either on horses or dogs	0.4	0.6	0.8	1.2
Live keno	0.2	0.1	0.1	0.1

Appendix 7. Gambling Activities (cont.)

Self-assessment of gambling frequency

What is your favorite gambling activity?	2011 IA pop est n=2,318,400	2013 IA pop est n=2,311,000	2013 Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Slot machines	19.2	22.1	21.5	31.7
Table games at a casino such as poker, roulette, craps, and blackjack	11.6	12.3	12.7	21.0
Video poker, video keno, or video blackjack	2.0	3.0	3.1	3.3
Dice games	0.5	0.4	0.2	0.3
Scratch tickets or pull tabs	7.5	9.5	10.1	5.3
Lotteries such as Powerball, Hot Lotto, Mega Millions, and daily numbers	12.1	13.8	14.8	7.0
Racetracks either on horses or dogs	2.1	1.4	1.4	1.9
Bingo	2.9	3.3	3.1	3.2
Card games with friends, family, or others but not at a casino	10.4	8.5	9.1	7.3
Games of personal skill such as pool, bowling, video games, or playing basketball	2.7	3.3	3.6	5.8
Fantasy sports leagues or games (include only if there is an entry fee to play)	2.5	1.3	1.4	0.5
Office pools such as college basketball tournaments or 'delivery dates' for babies	3.8	1.8	1.7	1.1
Other sports betting on professional, college, and amateur games or events	1.9	3.3	3.6	4.0
Raffle tickets including those in support of a charitable cause	3.4	2.2	2.1	0.4
Gambling using Internet	0.2	0.0	0.0	0.0
Some other game or activity? [SPECIFY:]	0.8	1.6	1.7	2.0
None (No favorite gambling activity)	16.3	12.2	9.8	5.0

APPENDIX 8. LIFE EXPERIENCES AND GAMBLING CONTROL

Life experiences and population estimates

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	Deff
All adult Iowans							
Been late paying your bills?	2013	301,887	13.08	1.07	11.11	15.33	1.85
Had difficulty managing your responsibilities at home?	2013	159,026	6.88	0.84	5.41	8.72	2.00
Lacked self-confidence or felt bad about yourself?	2013	414,010	17.94	1.22	15.67	20.45	1.84
Felt generally dissatisfied with life?	2013	282,599	12.23	1.01	10.38	14.35	1.73
Felt depressed or hopeless?	2013	293,358	12.70	1.11	10.67	15.04	2.04
Given up or greatly reduced important activities so you could gamble?	2013	5,950	0.26	0.12	0.10	0.64	1.01
At risk							
Been late paying your bills?	2013	81,561	22.16	3.24	16.45	29.16	1.61
Had difficulty managing your responsibilities at home?	2013	46,728	12.66	2.84	8.05	19.35	1.94
Lacked self-confidence or felt bad about yourself?	2013	104,020	28.19	3.62	21.66	35.79	1.71
Felt generally dissatisfied with life?	2013	79,571	21.56	3.33	15.74	28.80	1.74
Felt depressed or hopeless?	2013	76,767	20.82	3.11	15.38	27.57	1.55
Given up or greatly reduced important activities so you could gamble?	2013	4,796	1.30	0.68	0.47	3.59	0.95

Appendix 8. Life Experiences and Gambling Control (cont.)

Life experiences in the past 30 days[47]

	2013 IA pop est n=2,311,000	2013 Past 12 m pop est n=1,797,200	2013 At risk pop est n=369,000
Used tobacco			
None	69.7	66.1	55.7
1-7 days	2.6	2.9	3.9
8-14 days	0.7	0.6	1.0
15-22 days	1.3	1.3	0.9
23-30 days	25.7	29.0	38.5
Used alcohol			
None	44.1	37.6	32.8
1-7 days	36.0	40.2	46.0
8-14 days	8.4	9.8	7.3
15-22 days	7.0	7.9	9.0
23-30 days	4.4	4.5	5.0
Drunk alcohol and became intoxicated			
None	79.0	75.0	61.7
1-7 days	17.7	21.1	28.9
8-14 days	2.1	2.6	1.9
15-22 days	0.3	0.2	0.7
23-30 days	0.7	0.8	2.9
Used illegal drugs			
None	97.8	97.5	92.3
1-7 days	0.9	1.0	2.7
8-14 days	0.4	0.5	1.2
15-22 days	0.2	0.2	0.0
23-30 days	0.7	0.9	3.9
Used any prescription drug or any over the c. medication in ways other than directed			
None	97.4	97.3	94.9
1-7 days	1.2	1.1	1.5
8-14 days	0.3	0.4	1.1
15-22 days	0.3	0.3	0.6
23-30 days	0.8	0.8	1.9
Mental health was NOT good			
None	59.6	58.5	45.8
1-7 days	27.5	29.0	33.2
8-14 days	5.1	4.6	7.5
15-22 days	3.7	4.0	8.4
23-30 days	4.0	3.9	5.1

[47] This set of questions was modified in 2013.

Appendix 8. Life Experiences and Gambling Control (cont.)

Population estimate for those who were told or wanted to quit/reduce gambling

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	Deff
All adult Iowans							
Used tobacco	2013	700,961	30.33	1.47	27.53	33.29	1.87
Used any alcohol	2013	1,291,160	55.90	1.52	52.90	58.87	1.72
Drunk alcohol and became intoxicated	2013	480,793	20.85	1.29	18.44	23.48	1.83
Used any kind of illegal drugs	2013	49,976	2.16	0.45	1.43	3.26	1.78
Used any prescription drug or any over the counter medication in ways other than directed	2013	59,961	2.60	0.52	1.76	3.83	1.92
ANY substance use	2013	1,569,846	67.93	1.42	65.07	70.65	1.70
Mental health was NOT good	2013	922,984	40.38	1.51	37.46	43.38	1.71
At risk							
Used tobacco	2013	163,382	44.28	3.92	36.79	52.03	1.65
Used any alcohol	2013	248,142	67.25	3.68	59.67	74.02	1.63
Drunk alcohol and became intoxicated	2013	127,079	34.53	3.75	27.58	42.20	1.64
Used any kind of illegal drugs	2013	28,243	7.68	2.22	4.31	13.31	1.83
Used any prescription drug or any over the counter medication in ways other than directed	2013	18,692	5.07	1.84	2.46	10.16	1.87
ANY substance use	2013	288,261	78.12	3.36	70.84	83.99	1.75
Mental health was NOT good	2013	197,492	54.22	3.93	46.47	61.78	1.63

APPENDIX 9. PROBLEMS WITH SUBSTANCE USE AND GAMBLING AND TREATMENT SEEKING

Population estimate for those who have ever had a problem with…

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	Deff
All adult Iowans							
Cigarettes or some other tobacco product?	2013	698,492	30.25	1.44	27.50	33.14	1.79
Alcohol?	2013	135,505	5.87	0.75	4.56	7.51	1.84
Illegal drugs?	2013	72,531	3.14	0.60	2.15	4.56	2.19
Prescription drugs or medications?	2013	68,614	2.97	0.54	2.08	4.23	1.84
Gambling?	2013	59,298	2.57	0.47	1.79	3.66	1.60
Over the counter medications?	2013	22,078	0.96	0.26	0.56	1.61	1.27

Population estimate for those who sought treatment for …

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	Deff
All adult Iowans							
Substance abuse problem including alcohol, drugs, abuse of prescription medications, or over the counter medication?	2013	163,386	7.07	0.95	5.42	9.17	2.49
Mental health condition such as depression or anxiety?	2013	542,337	23.52	1.30	21.06	26.16	1.72
Gambling problem?	2013	8,767	0.38	0.17	0.16	0.90	1.35

INTERNET ACCESS & USE

Q1_2a. Do you use the Internet for email?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	1454	1,832,605	79.3%
2 No	371	477,672	20.7%
Total	1825	2310278	100.0%

Q1_2b. Do you use the Internet for buying goods or services?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	1191	1,484,573	64.4%
2 No	631	821,941	35.6%
Total	1822	2306514	100.0%

GENERAL ATTITUDE ABOUT

Q2A. Gambling is an important part of cultural life

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	26	32,437	1.4%
2 Agree	293	382,305	16.6%
3 Neither agree nor disagree	287	392,591	17.1%
4 Disagree	881	1,123,881	48.9%
5 Strongly disagree	329	368,077	16.0%
Total	1816	2299291	100.0%

Appendix 10. Frequency Tables (cont.)

Q2B. Gambling is a harmful form of entertainment

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	220	232,889	10.2%
2 Agree	710	894,980	39.1%
3 Neither agree nor disagree	310	407,032	17.8%
4 Disagree	518	681,680	29.8%
5 Strongly disagree	56	72,543	3.2%
Total	1814	2289123	100.0%

Q2C. Gambling is dangerous for family life

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	312	335,006	14.5%
2 Agree	861	1,142,398	49.6%
3 Neither agree nor disagree	267	349,387	15.2%
4 Disagree	355	448,240	19.4%
5 Strongly disagree	23	30,258	1.3%
Total	1818	2305288	100.0%

Q2D. Which best describes your belief about the benefit or harm that gambling has for the society?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 The harm far outweighs the benefits	566	651,943	29.3%
2 The harm somewhat outweighs the benefits	460	588,633	26.4%
3 The benefits are about equal to the harm	525	665,378	29.9%
4 The benefits somewhat outweigh the harm	153	217,382	9.8%
5 Or, the benefits far outweigh the harm	70	104,908	4.7%
Total	1774	2228244	100.0%

GAMBLING PARTICIPATION

Q3A. SLOT MACHINES:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	188	237,842	10.3%
2 Between 30 days and 12 months ago	311	431,370	18.7%
3 More than 12 months ago	824	979,909	42.5%
4 Never	501	656,035	28.5%
Total	1824	2305155	100.0%

Q3B. TABLE GAMES AT A CASINO SUCH AS POKER, ROULETTE, CRAPS, AND BLACKJACK:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	54	85,695	3.7%
2 Between 30 days and 12 months ago	126	158,788	6.9%
3 More than 12 months ago	395	508,840	22.0%
4 Never	1249	1,556,030	67.4%
Total	1824	2309353	100.0%

Q3C. VIDEO POKER, VIDEO KENO, OR VIDEO BLACKJACK:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	35	54,991	2.4%
2 Between 30 days and 12 months ago	94	128,077	5.6%
3 More than 12 months ago	281	366,282	15.9%
4 Never	1413	1,756,529	76.2%
Total	1823	2305879	100.0%

Appendix 10. Frequency Tables (cont.)

Q3D. DICE GAMES:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	18	29,387	1.3%
2 Between 30 days and 12 months ago	38	41,673	1.8%
3 More than 12 months ago	182	240,871	10.4%
4 Never	1585	1,993,657	86.5%
Total	1823	2305588	100.0%

Q3E. SCRATCH TICKETS OR PULL TABS:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	252	373,914	16.2%
2 Between 30 days and 12 months ago	349	473,373	20.5%
3 More than 12 months ago	485	574,050	24.9%
4 Never	736	885,869	38.4%
Total	1822	2307207	100.0%

Q3F. LOTTERIES SUCH AS POWERBALL, HOT LOTTO, MEGA MILLIONS, AND DAILY NUMBERS:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	446	590,904	25.6%
2 Between 30 days and 12 months ago	435	554,324	24.0%
3 More than 12 months ago	320	365,943	15.9%
4 Never	622	796,745	34.5%
Total	1823	2307917	100.0%

Q3G. RACETRACKS EITHER ON HORSES OR DOGS:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	13	14,248	.6%
2 Between 30 days and 12 months ago	53	65,341	2.8%
3 More than 12 months ago	378	421,269	18.2%
4 Never	1382	1,810,171	78.3%
Total	1826	2311029	100.0%

Q3H. BINGO:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	37	54,936	2.4%
2 Between 30 days and 12 months ago	82	104,711	4.5%
3 More than 12 months ago	455	556,713	24.1%
4 Never	1252	1,594,668	69.0%
Total	1826	2311029	100.0%

Q3I. BET OR WAGERED ON CARD GAMES WITH FRIENDS, FAMILY, OR OTHERS BUT NOT AT A CASINO:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	106	158,126	6.9%
2 Between 30 days and 12 months ago	183	269,990	11.7%
3 More than 12 months ago	388	484,307	21.1%
4 Never	1143	1,385,471	60.3%
Total	1820	2297894	100.0%

Q3J. BET OR WAGERED ON GAMES OF PERSONAL SKILL SUCH AS POOL, BOWLING, VIDEO GAMES, OR PLAYING BASKETBALL:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	75	122,136	5.3%
2 Between 30 days and 12 months ago	98	165,261	7.2%
3 More than 12 months ago	237	305,150	13.2%
4 Never	1413	1,714,444	74.3%
Total	1823	2306991	100.0%

Q3K. BET OR WAGERED ON FANTASY SPORTS LEAGUES OR GAMES, INCLUDE ONLY IF THERE IS AN ENTRY FEE TO PLAY:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	68	113,780	4.9%
2 Between 30 days and 12 months ago	42	61,845	2.7%
3 More than 12 months ago	83	116,225	5.0%
4 Never	1629	2,014,149	87.3%
Total	1822	2305999	100.0%

Q3L. OFFICE POOLS SUCH AS COLLEGE BASKETBALL TOURNAMENTS OR 'DELIVERY' DATES FOR BABIES:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	30	50,574	2.2%
2 Between 30 days and 12 months ago	183	248,429	10.8%
3 More than 12 months ago	348	394,801	17.1%
4 Never	1262	1,614,640	69.9%
Total	1823	2308444	100.0%

Q3M. OTHER SPORTS BETTING ON PROFESSIONAL, COLLEGE, AND AMATEUR GAMES OR EVENTS:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	44	67,766	2.9%
2 Between 30 days and 12 months ago	70	92,125	4.0%
3 More than 12 months ago	158	206,349	8.9%
4 Never	1552	1,941,817	84.1%
Total	1824	2308057	100.0%

Q3N. RAFFLE TICKETS INCLUDING THOSE IN SUPPORT OF A CHARITABLE CAUSE:When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	245	296,568	12.9%
2 Between 30 days and 12 months ago	589	749,333	32.5%
3 More than 12 months ago	508	589,956	25.6%
4 Never	481	669,674	29.0%
Total	1823	2305530	100.0%

Q3O. ONLINE GAMBLING USING THE INTERNET: When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	11	20,496	.9%
2 Between 30 days and 12 months ago	5	6,291	.3%
3 More than 12 months ago	35	45,914	2.0%
4 Never	1775	2,238,328	96.9%
Total	1826	2311029	100.0%

Q3P. LIVE KENO: When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	2	1,611	.1%
2 Between 30 days and 12 months ago	10	13,929	.6%
3 More than 12 months ago	81	101,376	4.4%
4 Never	1728	2,190,107	94.9%
Total	1821	2307024	100.0%

Q3Q. VIDEO LOTTERY MACHINES: When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	12	16,557	.7%
2 Between 30 days and 12 months ago	18	23,028	1.0%
3 More than 12 months ago	86	101,464	4.4%
4 Never	1704	2,162,471	93.9%
Total	1820	2303520	100.0%

Q3R. HIGH-RISK TRADING OF STOCKS, COMMODITIES, OR FUTURES: When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	66	74,722	3.2%
2 Between 30 days and 12 months ago	32	35,312	1.5%
3 More than 12 months ago	83	100,742	4.4%
4 Never	1631	2,089,248	90.8%
Total	1812	2300024	100.0%

Q3S. BETTING OR GAMBLING USING SOME OTHER GAME, ACTIVITY, OR EVENT WE HAVE NOT LISTED: When was the last time, if at all, you bet or gambled for money or possessions on each of the following?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	26	37,321	1.6%
2 Between 30 days and 12 months ago	26	38,793	1.7%
3 More than 12 months ago	68	86,851	3.8%
4 Never	1696	2,140,204	92.9%
Total	1816	2303169	100.0%

Never Gambler

Q4A. So, just to confirm, you have NEVER, even once, wagered money, possessions or something of value, on any game, activity, or event, is that correct?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 That is INCORRECT, because I have gambled at least once	4	3,667	2.3%
2 That is CORRECT. I have never gambled even once	113	153,325	97.7%
Total	117	156992	100.0%

Q4B. When was the most recent time you wagered money, possessions or something of value, on any game, activity, or event? Was it...

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Within the past 30 days	0	0	0.0%
2 Between 30 days and 12 months ago	1	939	25.6%
3 More than 12 months ago	3	2,728	74.4%
4 Never	0	0	0.0%
Total	4	3667	100.0%

Gambling Behavior

Q5A. During the past 12 months, how often did you bet or gamble on slot machines? Was it....

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	2	7,095	1.1%
2 One to three times a week	20	24,934	3.8%
3 Once or twice a month	87	96,576	14.6%
4 A few days a year	225	326,942	49.4%
5 Only one day in the past 12 months	158	206,476	31.2%
Total	492	662024	100.0%

Q6A. During the past 12 months, how often did you bet or gamble on table games at a casino such as poker, roulette, craps, and blackjack? Was it....

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	0	0	0.0%
2 One to three times a week	2	4,288	1.8%
3 Once or twice a month	22	24,444	10.3%
4 A few days a year	89	130,167	54.6%
5 Only one day in the past 12 months	59	79,486	33.3%
Total	172	238385	100.0%

Q7A. During the past 12 months, how often did you bet or gamble on video poker, video keno, or video blackjack? Was it….

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	2	7,111	4.2%
2 One to three times a week	6	6,147	3.7%
3 Once or twice a month	13	18,677	11.1%
4 A few days a year	45	60,890	36.2%
5 Only one day in the past 12 months	52	75,165	44.7%
Total	118	167990	100.0%

Q8A. During the past 12 months, how often did you bet or gamble on dice games? Was it….

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	1	963	1.5%
2 One to three times a week	4	5,741	9.1%
3 Once or twice a month	5	7,216	11.5%
4 A few days a year	24	28,875	45.9%
5 Only one day in the past 12 months	18	20,070	31.9%
Total	52	62866	100.0%

Q9A. During the past 12 months, how often did you bet or gamble on scratch tickets or pull tabs? Was it….

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	6	13,891	1.7%
2 One to three times a week	55	85,985	10.3%
3 Once or twice a month	153	229,768	27.5%
4 A few days a year	275	379,264	45.4%
5 Only one day in the past 12 months	102	126,363	15.1%
Total	591	835271	100.0%

Q10A. During the past 12 months, how often did you bet or gamble on lotteries such as Powerball, Hot Lotto, Mega Millions, and daily numbers? Was it....

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	3	1,753	.2%
2 One to three times a week	144	202,557	17.9%
3 Once or twice a month	226	287,305	25.4%
4 A few days a year	386	489,877	43.4%
5 Only one day in the past 12 months	113	147,493	13.1%
Total	872	1128984	100.0%

Q11A. During the past 12 months, how often did you bet or gamble at racetracks either on horses or dogs? Was it....

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	0	0	0.0%
2 One to three times a week	3	3,248	4.4%
3 Once or twice a month	2	2,299	3.1%
4 A few days a year	20	26,774	36.4%
5 Only one day in the past 12 months	37	41,314	56.1%
Total	62	73635	100.0%

Q12A. During the past 12 months, how often did you bet or gamble on bingo? Was it....

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	2	8,548	5.5%
2 One to three times a week	14	20,478	13.2%
3 Once or twice a month	12	18,559	12.0%
4 A few days a year	43	53,221	34.3%
5 Only one day in the past 12 months	43	54,165	35.0%
Total	114	154970	100.0%

Q13A. During the past 12 months, how often did you bet or gamble on card games with friends, family, or others but not at a casino? Was it....

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	3	9,120	2.2%
2 One to three times a week	17	14,129	3.4%
3 Once or twice a month	61	96,521	23.4%
4 A few days a year	143	209,859	50.8%
5 Only one day in the past 12 months	58	83,251	20.2%
Total	282	412880	100.0%

Q14A. During the past 12 months, how often did you bet or gamble on games of personal skill such as pool, bowling, video games, or playing basketball? Was it....

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	2	4,957	1.8%
2 One to three times a week	7	6,148	2.3%
3 Once or twice a month	38	66,387	24.8%
4 A few days a year	81	131,481	49.1%
5 Only one day in the past 12 months	34	59,027	22.0%
Total	162	268001	100.0%

Q15A. During the past 12 months, how often did you bet or gamble on sports including professional, college, and amateur games or events? Do not include playing fantasy sports or office pools. Was it....

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 About every day	1	1,054	.7%
2 One to three times a week	15	21,507	13.8%
3 Once or twice a month	26	33,258	21.3%
4 A few days a year	42	64,310	41.1%
5 Only one day in the past 12 months	27	36,209	23.2%
Total	111	156338	100.0%

INTERNET GAMBLING

Q15_2a. What year did you first start using the Internet for gambling purpose?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1992	1	2,498	4.2%
1998	1	963	1.6%
1999	2	3,552	6.0%
2000	4	6,986	11.7%
2001	2	1,167	2.0%
2002	1	3,169	5.3%
2003	4	3,591	6.0%
2004	1	2,059	3.5%
2005	6	5,210	8.8%
2006	3	2,526	4.2%
2007	3	5,528	9.3%
2008	3	1,437	2.4%
2009	2	708	1.2%
2010	2	2,034	3.4%
2011	2	3,175	5.3%
2012	3	6,833	11.5%
2013	2	8,053	13.5%
Total	42	59489	100.0%

Q15_2b. Does the fact that you can use a credit card or electronic bank transfers rather than actual cash have…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 No impact on your spending	31	43,822	65.2%
2 does it increase the amount you spend	11	19,082	28.4%
3 does it decrease the amount you spend	5	4,340	6.5%
Total	47	67244	100.0%

Q15_2c11. GENERAL REPUTATION: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	47	63,826	87.8%
1 Yes	4	8,875	12.2%
Total	51	72701	100.0%

Q15_2c12. RECOMMENDATION FROM A FRIEND(S): What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	70,063	96.4%
1 Yes	1	2,637	3.6%
Total	51	72701	100.0%

Q15_2c13. LEGALITY: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	70,203	96.6%
1 Yes	1	2,498	3.4%
Total	51	72701	100.0%

Q15_2c14. FAIRNESS OF GAMES: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	72,495	99.7%
1 Yes	1	206	.3%
Total	51	72701	100.0%

Q15_2c15. MONETARY DEPOSITS SAFE AND WINS PAID OUT IN TIMELY FASHION: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	71,906	98.9%
1 Yes	1	794	1.1%
Total	51	72701	100.0%

Q15_2c16. COMPENSATION/PROVISION OF MONETARY INCENTIVES TO PLAY: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	49	70,299	96.7%
1 Yes	2	2,402	3.3%
Total	51	72701	100.0%

Q15_2c17. JURISDICTION OPERATING OUT OF: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2c18. SOFTWARE USED: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2c19. BETTER GAMES EXPERIENCE/INTERFACE: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	49	71,957	99.0%
1 Yes	2	744	1.0%
Total	51	72701	100.0%

Q15_2c20. LARGER RANGE OF GAMES: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	71,053	97.7%
1 Yes	1	1,648	2.3%
Total	51	72701	100.0%

Q15_2c21. OTHER [SPECIFY____]: What are the main things that influence your decision to gamble at one Internet site over another?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	34	43,137	59.3%
1 Yes	17	29,564	40.7%
Total	51	72701	100.0%

Q15_2c77. Dont' Know: What are the main things that influence your decision to gamble at one Internet site over another

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	32	54,207	74.6%
1 Yes	19	18,493	25.4%
Total	51	72701	100.0%

Q15_2c99. Prefer not to answer: What are the main things that influence your decision to gamble at one Internet site over another

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	47	66,451	91.4%
1 Yes	4	6,249	8.6%
Total	51	72701	100.0%

Q15_2d11. 24 HOUR AVAILABILITY/CONVENIENCE: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	31	46,028	63.3%
1 Yes	20	26,672	36.7%
Total	51	72701	100.0%

Q15_2d12. DON'T HAVE TO DRIVE ANYWHERE OR LEAVE THE HOUSE: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	43	63,085	86.8%
1 Yes	8	9,615	13.2%
Total	51	72701	100.0%

Q15_2d13. LAND BASED GAMBLING UNAVAILABLE: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2d14. MORE PHYSICALLY COMFORTABLE: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	71,212	98.0%
1 Yes	1	1,489	2.0%
Total	51	72701	100.0%

Q15_2d15. LESS SMOKE: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	70,527	97.0%
1 Yes	1	2,174	3.0%
Total	51	72701	100.0%

Q15_2d16. ABLE TO SMOKE: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2d17. LESS NOISE: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2d18. GREATER PRIVACY/ANONYMITY: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	72,124	99.2%
1 Yes	1	576	.8%
Total	51	72701	100.0%

Q15_2d19. NO CROWDS: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	49	66,876	92.0%
1 Yes	2	5,825	8.0%
Total	51	72701	100.0%

Q15_2d20. NO UNPLEASANT PEOPLE: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2d21. BETTER GAME EXPERIENCE (HIGHER SPEED OF PLAY, MORE LEISURELY SPEED OF PLAY, MORE INTERESTING/EXCITING GAMES): What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2d22. HIGHER PAYOUT RATES (BETTER ODDS, LOWER POTENTIAL LOSSES): What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2d23. LOWER SECONDARY COSTS (TRAVEL, FOOD, DRINKS): What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	70,586	97.1%
1 Yes	1	2,115	2.9%
Total	51	72701	100.0%

Q15_2d24. NO ADVANTAGES: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	47	63,817	87.8%
1 Yes	4	8,884	12.2%
Total	51	72701	100.0%

Q15_2d25. OTHER [SPECIFY____]: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	42	60,256	82.9%
1 Yes	9	12,445	17.1%
Total	51	72701	100.0%

Q15_2d77. Don't know: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	47	68,801	94.6%
1 Yes	4	3,900	5.4%
Total	51	72701	100.0%

Q15_2d99. Prefer not to answer: What would you say are the main advantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	71,580	98.5%
1 Yes	1	1,120	1.5%
Total	51	72701	100.0%

Q15_2e11. ILLEGALITY: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	51	72,701	100.0%
1 Yes	0	0	0.0%
Total	51	72701	100.0%

Q15_2e12. DIFFICULTY VERIFYING FAIRNESS OF GAMES: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	49	70,599	97.1%
1 Yes	2	2,102	2.9%
Total	51	72701	100.0%

Q15_2e13. WORRY ABOUT MONETARY DEPOSITS BEING SAFE AND/OR HAVING WINS PAID OUT IN TIMELY FASHION: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	72,233	99.4%
1 Yes	1	467	.6%
Total	51	72701	100.0%

Q15_2e14. TOO CONVENIENT: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	47	66,541	91.5%
1 Yes	4	6,160	8.5%
Total	51	72701	100.0%

Q15_2e15. MORE ADDICTIVE: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	47	65,727	90.4%
1 Yes	4	6,974	9.6%
Total	51	72701	100.0%

Q15_2e16. EASIER TO SPEND MORE MONEY: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	45	65,607	90.2%
1 Yes	6	7,094	9.8%
Total	51	72701	100.0%

Q15_2e17. POORER GAME EXPERIENCE (NOT AS FUN, ETC.): What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	71,693	98.6%
1 Yes	1	1,008	1.4%
Total	51	72701	100.0%

Q15_2e18. POORER PHYSICAL ATMOSPHERE (LACKS THE LIGHTS AND NOISE OF A REAL CASINO, ETC.): What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	49	70,708	97.3%
1 Yes	2	1,993	2.7%
Total	51	72701	100.0%

Q15_2e19. POORER SOCIAL ATMOSPHERE (NO CROWDS, TOO ISOLATING): What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	45	66,200	91.1%
1 Yes	6	6,501	8.9%
Total	51	72701	100.0%

Q15_2e20. LACK OF FACE-TO-FACE CONTACT MAKES BETTING MORE DIFFICULT: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	47	64,667	88.9%
1 Yes	4	8,034	11.1%
Total	51	72701	100.0%

Q15_2e21. DIFFICULTY EXCLUDING UNDERAGE GAMBLERS: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	72,124	99.2%
1 Yes	1	576	.8%
Total	51	72701	100.0%

Q15_2e22. NO ADVANTAGES: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	46	57,577	79.2%
1 Yes	5	15,123	20.8%
Total	51	72701	100.0%

Q15_2e23. OTHER [SPECIFY____]: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	40	59,371	81.7%
1 Yes	11	13,330	18.3%
Total	51	72701	100.0%

Q15_2e77. Don't know: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	46	67,253	92.5%
1 Yes	5	5,448	7.5%
Total	51	72701	100.0%

Q15_2e99. Prefer not to answer: What would you say are the main disadvantages of Internet gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	50	71,580	98.5%
1 Yes	1	1,120	1.5%
Total	51	72701	100.0%

Q15_2f. Since you started using the Internet for gambling, has your total gambling behavior…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Increased significantly	1	530	.8%
2 Increased a little	6	6,172	9.5%
3 Remained same	22	29,804	45.8%
4 Decreased a little	4	3,920	6.0%
5 Decreased significantly	11	24,655	37.9%
Total	44	65081	100.0%

Gambling Self Assessment

Q16. Thinking about all types of activities that involve wagering money or possessions, would you say you bet or gamble….

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very often	20	29,609	1.4%
2 Often	62	84,956	3.9%
3 Occasionally	318	438,006	20.3%
4 Seldom	942	1,182,820	54.8%
5 Never	371	422,314	19.6%
Total	1713	2157704	100.0%

Appendix 10. Frequency Tables (cont.)

Q17. What is your favorite gambling activity?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
11 Slot machines	301	364,791	22.1%
12 Table games at a casino such as poker, roulette, craps, and blackjack	148	203,475	12.3%
13 Video poker, video keno, or video blackjack	38	50,158	3.0%
14 Dice games	4	6,535	.4%
15 Scratch tickets or pull tabs	93	157,770	9.5%
16 Lotteries such as Powerball, Hot Lotto, Mega Millions, and daily numbers	200	228,650	13.8%
17 Racetracks either on horses or dogs	18	23,355	1.4%
18 Bingo	43	54,007	3.3%
19 Card games with friends, family, or others but not at a casino	96	140,342	8.5%
20 Games of personal skill such as pool, bowling, video games, or playing basketball	27	53,969	3.3%
21 Fantasy sports leagues or games (include only if there is an entry fee to play)	13	20,818	1.3%
22 Office pools such as college basketball tournaments or 'delivery dates' for babies	22	29,146	1.8%

Q17. What is your favorite gambling activity? (cont.)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
23 Other sports betting on professional, college, and amateur games or events	36	55,225	3.3%
24 Raffle tickets including those in support of a charitable cause	43	36,609	2.2%
25 Gambling using the Internet	0	0	0.0%
26 Some other game or activity? [SPECIFY:]	25	26,784	1.6%
88 None (No favorite gambling activity)	162	201,136	12.2%
Total	1269	1652767	100.0%

REASONS FOR GAMBLING/NOT

Q18A. FOR SOCIALIZING: the reasons you do any type of gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	29	28,162	5.1%
2 Important	137	176,587	32.0%
3 Not very important	143	193,893	35.1%
4 Not at all important	91	153,928	27.9%
Total	400	552571	100.0%

Q18B. FOR EXCITEMENT OR AS A CHALLENGE: the reasons you do any type of gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	30	35,814	6.5%
2 Important	170	241,590	44.1%
3 Not very important	136	180,852	33.0%
4 Not at all important	61	89,054	16.3%
Total	397	547310	100.0%

Q18C. AS A HOBBY: the reasons you do any type of gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	11	15,914	2.9%
2 Important	81	106,411	19.3%
3 Not very important	174	241,721	43.7%
4 Not at all important	134	188,524	34.1%
Total	400	552571	100.0%

Q18D. TO WIN MONEY TO USE FOR PAYING BILLS: the reasons you do any type of gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	23	53,747	9.8%
2 Important	32	44,186	8.0%
3 Not very important	92	117,137	21.3%
4 Not at all important	251	336,028	61.0%
Total	398	551098	100.0%

Q18E. TO SUPPORT WORTHY CAUSES: the reasons you do any type of gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	35	57,148	10.4%
2 Important	150	212,423	38.5%
3 Not very important	107	139,313	25.2%
4 Not at all important	107	143,010	25.9%
Total	399	551895	100.0%

Q18F. OUT OF CURIOSITY: the reasons you do any type of gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	5	9,451	1.7%
2 Important	76	117,534	21.6%
3 Not very important	181	242,721	44.6%
4 Not at all important	135	174,995	32.1%
Total	397	544701	100.0%

Q18G. FOR ENTERTAINMENT OR FUN: the reasons you do any type of gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	104	128,681	23.5%
2 Important	212	289,613	52.9%
3 Not very important	63	93,325	17.0%
4 Not at all important	19	36,177	6.6%
Total	398	547797	100.0%

Q18H. TO DISTRACT MYSELF FROM EVERYDAY PROBLEMS: the reasons you do any type of g

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	10	18,344	3.3%
2 Important	46	61,212	11.2%
3 Not very important	127	160,198	29.2%
4 Not at all important	215	308,503	56.3%
Total	398	548257	100.0%

Q18I. JUST TO WIN MONEY: the reasons you do any type of gambling

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	44	61,525	11.2%
2 Important	118	165,411	30.0%
3 Not very important	130	188,464	34.2%
4 Not at all important	107	136,156	24.7%
Total	399	551556	100.0%

Q19A. YOU ARE TOO BUSY OR DON'T HAVE ENOUGH TIME: the reasons you seldom or never

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	197	268,387	15.4%
2 Important	294	405,950	23.3%
3 Not very important	376	457,308	26.3%
4 Not at all important	540	607,247	34.9%
Total	1407	1738892	100.0%

Q19B. DISTANCE FROM BETTING OPPORTUNITIES: the reasons you seldom or never gamble.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	47	65,646	3.8%
2 Important	123	162,120	9.4%
3 Not very important	442	545,883	31.6%
4 Not at all important	792	955,043	55.2%
Total	1404	1728692	100.0%

Q19C. MORAL OR ETHICAL CONCERNS: the reasons you seldom or never gamble.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	369	402,687	23.2%
2 Important	336	413,507	23.8%
3 Not very important	333	437,826	25.2%
4 Not at all important	370	481,196	27.7%
Total	1408	1735216	100.0%

Q19D. POSSIBILITY OF LOSING MONEY: the reasons you seldom or never gamble.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	782	964,984	55.1%
2 Important	401	497,900	28.4%
3 Not very important	127	147,927	8.4%
4 Not at all important	109	141,776	8.1%
Total	1419	1752586	100.0%

Q19E. DON'T HAVE THE MONEY TO GAMBLE WITH: the reasons you seldom or never gamble.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	419	527,333	30.2%
2 Important	317	432,628	24.7%
3 Not very important	340	375,481	21.5%
4 Not at all important	337	412,913	23.6%
Total	1413	1748355	100.0%

Q19F. JUST NOT INTERESTED IN GAMBLING: the reasons you seldom or never gamble.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	663	754,497	43.6%
2 Important	413	569,455	32.9%
3 Not very important	209	267,936	15.5%
4 Not at all important	116	140,235	8.1%
Total	1401	1732123	100.0%

PGSI-Gambling Severity

Q21A. How often have you bet more than you could afford to lose?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1295	1,648,154	91.7%
2 Sometimes	65	103,678	5.8%
3 Most of the time	11	14,587	.8%
4 Almost always	18	30,801	1.7%
Total	1389	1797220	100.0%

Q21B. How often have you needed to gamble with larger amounts of money to get the same feeling of excitement?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1342	1,719,164	95.7%
2 Sometimes	37	59,541	3.3%
3 Most of the time	5	12,376	.7%
4 Almost always	5	6,140	.3%
Total	1389	1797220	100.0%

Q21C. How often have you gone back another day to try to win back the money you lost?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1336	1,714,849	95.4%
2 Sometimes	45	65,503	3.6%
3 Most of the time	4	3,690	.2%
4 Almost always	4	13,178	.7%
Total	1389	1797220	100.0%

Q21D. How often have you borrowed money or sold anything to get money to gamble?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1368	1,747,905	97.3%
2 Sometimes	18	42,128	2.3%
3 Most of the time	1	2,890	.2%
4 Almost always	2	4,297	.2%
Total	1389	1797220	100.0%

Q21E. How often have you felt that you might have a problem with gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1340	1,738,371	96.7%
2 Sometimes	42	49,530	2.8%
3 Most of the time	1	531	.0%
4 Almost always	6	8,789	.5%
Total	1389	1797220	100.0%

Q21F. How often have people criticized your betting or told you that you had a gambling problem, regardless of whether or not you thought it was true?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1347	1,733,399	96.4%
2 Sometimes	34	47,797	2.7%
3 Most of the time	3	3,500	.2%
4 Almost always	5	12,524	.7%
Total	1389	1797220	100.0%

Q21G. How often have you felt guilty about the way you gambled or what happens when you gamble?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1246	1,599,156	89.0%
2 Sometimes	119	155,627	8.7%
3 Most of the time	8	16,452	.9%
4 Almost always	16	25,985	1.4%
Total	1389	1797220	100.0%

Q21H. How often has your gambling caused you any health problems, including stress or anxiety?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1347	1,729,914	96.3%
2 Sometimes	37	54,975	3.1%
3 Most of the time	2	7,958	.4%
4 Almost always	3	4,373	.2%
Total	1389	1797220	100.0%

Q21I. How often has your gambling caused any financial problems for you or your household?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never	1355	1,729,925	96.3%
2 Sometimes	28	58,618	3.3%
3 Most of the time	3	4,691	.3%
4 Almost always	3	3,986	.2%
Total	1389	1797220	100.0%

NORC-Gambling severity

Q22A1. Have there ever been any periods lasting two weeks or longer when you spent a lot of time thinking about your gambling experiences or planning future gambling ventures or bets?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	47	70,816	3.1%
2 No	1776	2,234,589	96.9%
Total	1823	2305404	100.0%

Appendix 10. Frequency Tables (cont.)

Q22A2. Were any of these periods during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	23	36,782	51.9%
2 No	24	34,034	48.1%
Total	47	70816	100.0%

Q23A1. Have there ever been periods lasting two weeks or longer when you spent a lot of time thinking about ways of getting money to gamble with?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	10	10,927	.5%
2 No	1816	2,300,102	99.5%
Total	1826	2311029	100.0%

Q23A2. Were any of these periods during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	4	3,700	33.9%
2 No	6	7,226	66.1%
Total	10	10927	100.0%

Q24A1. Have there ever been any periods when you needed to gamble with increasing amounts of money or with larger bets than before in order to get the same feeling of excitement?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	20	27,702	1.2%
2 No	1806	2,283,327	98.8%
Total	1826	2311029	100.0%

Q24A2. Were any of these periods during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	9	11,966	43.2%
2 No	11	15,735	56.8%
Total	20	27702	100.0%

Q25A1. Have you ever tried to stop, cut down, or control your gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	110	145,155	6.3%
2 No	1701	2,148,580	93.7%
Total	1811	2293735	100.0%

Q25A2. Was the last time you tried during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	59	71,590	49.7%
2 No	49	72,579	50.3%
Total	108	144169	100.0%

Q25A3. On one or more of these times when you EVER tried to stop, cut down, or control your gambling, were you restless or irritable?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	19	29,392	20.4%
2 No	89	114,389	79.6%
Total	108	143781	100.0%

Q25A4. Were any of these times during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	9	11,866	40.4%
2 No	10	17,526	59.6%
Total	19	29392	100.0%

Q26A1A. Have you ever tried but not succeeded in stopping, cutting down, or controlling your gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	23	38,374	26.5%
2 No	86	106,325	73.5%
Total	109	144699	100.0%

Q26A1B. Have you EVER tried but not succeeded in stopping, cutting down, or controlling your gambling THREE OR MORE TIMES?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	13	21,683	56.5%
2 No	10	16,691	43.5%
Total	23	38374	100.0%

Q26A2. How many times has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 One	2	880	2.4%
2 Two	6	15,407	41.4%
3 Three or more times	6	8,625	23.2%
4 None	8	12,272	33.0%
Total	22	37183	100.0%

Q27A1. Have you ever gambled as a way to escape from personal problems?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	52	80,126	3.5%
2 No	1772	2,230,164	96.5%
Total	1824	2310290	100.0%

Q27A2. Has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	32	43,371	54.1%
2 No	20	36,755	45.9%
Total	52	80126	100.0%

Q28A1. Have you ever gambled to relieve uncomfortable feelings such as guilt, anxiety, helplessness, or depression?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	43	66,413	2.9%
2 No	1781	2,241,829	97.1%
Total	1824	2308242	100.0%

Q28A2. Has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	26	41,631	62.7%
2 No	17	24,782	37.3%
Total	43	66413	100.0%

Q29A1. Has there ever been a period in your life when, if you lost money gambling on one day, you would return another day to get even?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	50	70,423	3.0%
2 No	1775	2,240,241	97.0%
Total	1825	2310664	100.0%

Q29A2. Were any of these periods during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	20	29,857	42.8%
2 No	29	39,919	57.2%
Total	49	69776	100.0%

Q30A1A. Have you ever lied to family members, friends, or others about how much you gamble or how much money you lost on gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	49	74,294	3.2%
2 No	1777	2,236,735	96.8%
Total	1826	2311029	100.0%

Q30A1B. Has this happened THREE OR MORE TIMES?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	24	37,333	50.3%
2 No	25	36,961	49.7%
Total	49	74294	100.0%

Q30A2. How many times has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 One	12	16,656	24.4%
2 Two	8	10,388	15.2%
3 Three or more times	8	11,555	16.9%
4 None	19	29,580	43.4%
Total	47	68179	100.0%

Q31A1. Have you ever written a bad check or taken money that didn't belong to you from family members or anyone else in order to pay for your gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	7	14,189	.6%
2 No	1819	2,296,840	99.4%
Total	1826	2311029	100.0%

Q31A2. Has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	2	6,937	48.9%
2 No	5	7,252	51.1%
Total	7	14189	100.0%

Q32A1. Has your gambling ever caused serious or repeated problems in your relationships with any of your family members or friends?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	21	38,442	1.7%
2 No	1805	2,272,587	98.3%
Total	1826	2311029	100.0%

Q32A2. Has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	6	8,435	21.9%
2 No	15	30,008	78.1%
Total	21	38442	100.0%

Q33A1. Has your gambling ever caused you any problems in school, such as missing classes or days of school or your grades dropping?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	5	12,073	.5%
2 No	1820	2,298,159	99.5%
Total	1825	2310232	100.0%

Q33A2. Has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	1	4,538	37.6%
2 No	4	7,536	62.4%
3 No, but I was not in school or taking classes during the past 12 months	0	0	0.0%
Total	5	12073	100.0%

Q34A1. Has your gambling ever caused you to lose a job, have trouble with your job, or miss out on an important job or career opportunity?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	4	7,560	.3%
2 No	1822	2,303,469	99.7%
Total	1826	2311029	100.0%

Q34A2. Has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	1	1,461	19.3%
2 No	3	6,099	80.7%
3 No, but I have not been employed for wages during the past 12 months	0	0	0.0%
Total	4	7560	100.0%

Q35A1. Have you ever needed to ask family members or anyone else to loan you money or otherwise bail you out of a desperate money situation that was largely caused by your gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	15	27,368	1.2%
2 No	1811	2,283,661	98.8%
Total	1826	2311029	100.0%

Q35A2. Has this happened during the past 12 months?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	5	11,151	40.7%
2 No	10	16,217	59.3%
Total	15	27368	100.0%

GAMBLING IMPACT & TREATMENT

Q36. Do you know any person whose gambling may be causing financial difficulties, physical or emotional health problems, or damaging their personal, family, or work relationships?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	553	684,459	29.8%
2 No	1263	1,614,317	70.2%
Total	1816	2298775	100.0%

Q36A. FRIEND OR COWORKER? Have you personally been negatively affected by the gambling behaviors of a...

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	150	189,410	8.2%
2 No	1674	2,113,172	91.8%
Total	1824	2302582	100.0%

Q36B. FAMILY MEMBER? Have you personally been negatively affected by the gambling behaviors of a…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	178	249,873	10.8%
2 No	1648	2,061,156	89.2%
Total	1826	2311029	100.0%

Q36C. SOMEONE ELSE YOU KNOW PERSONALLY? Have you personally been negatively affected by the gambling behaviors of a…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	275	341,682	14.8%
2 No	1547	1,965,470	85.2%
Total	1822	2307152	100.0%

Q37. How confident are you that you would recognize the signs that a friend or family member has a gambling problem? Would you say…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Not at all confident	176	215,172	9.5%
2 Slightly confident	311	368,133	16.2%
3 Moderately confident	796	981,389	43.2%
4 Extremely confident	517	704,968	31.1%
Total	1800	2269662	100.0%

Quit or Cut Back Gambling

Q38. During the past 12 months, have people who are important to you said they thought you should cut-back, stop, or try to control your gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	27	38,124	1.8%
2 No	1686	2,119,581	98.2%
Total	1713	2157704	100.0%

Q39A. Do you want to…cut-back on the amount of time you spend betting or wagering?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	41	55,494	2.6%
2 No	1651	2,079,656	97.4%
Total	1692	2135150	100.0%

Q39B. Do you want to… decrease the amount of money you spend betting or wagering?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	77	107,077	5.0%
2 No	1621	2,030,296	95.0%
Total	1698	2137373	100.0%

Q39C. Do you want to… stop betting or wagering altogether?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	125	141,334	6.7%
2 No	1547	1,967,168	93.3%
Total	1672	2108502	100.0%

Gambling Problems

Q40. Have you ever thought you might have a gambling problem?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	45	59,298	2.7%
2 No	1668	2,098,406	97.3%
Total	1713	2157704	100.0%

Q41. How old were you when you first thought you might have a gambling problem?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
11 Under 18 years old	3	9,093	15.5%
12 18-24	13	15,248	25.9%
13 25-34	7	7,899	13.4%
14 35-44	6	10,485	17.8%
15 45-54	10	9,930	16.9%
16 55-64	4	3,544	6.0%
17 65 or older	1	2,618	4.5%
Total	44	58818	100.0%

Q42. Do you think you might have a gambling problem now?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	12	19,494	32.9%
2 No	33	39,805	67.1%
Total	45	59298	100.0%

Treatment & Barriers

Q43A. There is no convenient place to get treatment for problem gambling in my community.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	98	118,879	6.4%
2 Agree	247	336,238	18.0%
3 Neither agree nor disagree	255	308,728	16.5%
4 Disagree	608	772,815	41.3%
5 Strongly disagree	248	335,384	17.9%
Total	1456	1872043	100.0%

Q43B. The average person can't afford treatment for a gambling problem.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	81	99,427	5.1%
2 Agree	480	620,536	31.9%
3 Neither agree nor disagree	242	307,141	15.8%
4 Disagree	573	739,723	38.1%
5 Strongly disagree	136	175,809	9.1%
Total	1512	1942636	100.0%

Q43C. Treatment for a gambling problem probably does not work.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	35	47,292	2.4%
2 Agree	221	249,879	12.7%
3 Neither agree nor disagree	244	302,754	15.3%
4 Disagree	876	1,134,518	57.5%
5 Strongly disagree	179	238,822	12.1%
Total	1555	1973266	100.0%

Q43D. I would be embarrassed if a family member needed help with a gambling problem.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	51	59,557	2.6%
2 Agree	227	229,133	10.0%
3 Neither agree nor disagree	54	73,695	3.2%
4 Disagree	992	1,291,194	56.5%
5 Strongly disagree	483	631,886	27.6%
Total	1807	2285465	100.0%

Q43E. Gambling treatment is only for people with serious difficulties.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	36	44,431	2.0%
2 Agree	276	381,133	16.9%
3 Neither agree nor disagree	75	83,358	3.7%
4 Disagree	1102	1,390,940	61.6%
5 Strongly disagree	286	358,042	15.9%
Total	1775	2257903	100.0%

Q43F. I know about gambling treatment options in my community.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	103	150,831	6.8%
2 Agree	637	803,162	36.3%
3 Neither agree nor disagree	130	138,507	6.3%
4 Disagree	672	869,207	39.3%
5 Strongly disagree	195	248,384	11.2%
Total	1737	2210090	100.0%

Q43G. I would never discourage someone from seeking treatment for a gambling problem.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	699	829,332	36.1%
2 Agree	985	1,280,025	55.7%
3 Neither agree nor disagree	9	9,723	.4%
4 Disagree	77	105,278	4.6%
5 Strongly disagree	47	73,365	3.2%
Total	1817	2297721	100.0%

Q43H. I admire the courage of people who seek treatment for a gambling problem.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	724	877,060	38.3%
2 Agree	1056	1,367,744	59.7%
3 Neither agree nor disagree	20	22,709	1.0%
4 Disagree	13	14,502	.6%
5 Strongly disagree	5	10,669	.5%
Total	1818	2292683	100.0%

Q43I. when I feel upset, I usually confide in my friends.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	290	373,072	16.3%
2 Agree	1063	1,374,418	60.0%
3 Neither agree nor disagree	83	93,914	4.1%
4 Disagree	338	405,201	17.7%
5 Strongly disagree	36	43,177	1.9%
Total	1810	2289782	100.0%

Q43J. I prefer not to talk about my problems.

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Strongly agree	65	74,682	3.3%
2 Agree	546	658,317	29.0%
3 Neither agree nor disagree	179	249,700	11.0%
4 Disagree	838	1,069,917	47.1%
5 Strongly disagree	168	218,981	9.6%
Total	1796	2271597	100.0%

Q44. Have you ever seen or heard of the gambling helpline 1-800-BETS-OFF?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	1615	2,063,836	89.4%
2 No	210	245,757	10.6%
Total	1825	2309593	100.0%

Q45. The IDPH currently provides publicly funded outpatient counseling for families, concerned others, and gamblers affected by problem gambling. Before participating in this survey, were you aware of this?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes, I knew it was available in Iowa but not who provided it	681	814,659	35.3%
2 Yes, I knew the Iowa Department of Public Health provided gambling treatment	340	435,562	18.9%
3 No, I was not aware of either of these facts	804	1,059,040	45.9%
Total	1825	2309261	100.0%

Q46A. Public funding to make problem gambling treatment available?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	1014	1,264,706	55.9%
2 Somewhat important	610	792,866	35.0%
3 Not very important	168	206,688	9.1%
Total	1792	2264260	100.0%

Q46B. Public funding to educate young people about the risks of gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	1173	1,473,421	64.6%
2 Somewhat important	497	621,837	27.3%
3 Not very important	136	186,512	8.2%
Total	1806	2281770	100.0%

Q46C. Public funding to inform adults about the problems gambling can cause?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	976	1,240,660	54.3%
2 Somewhat important	637	800,869	35.0%
3 Not very important	194	245,031	10.7%
Total	1807	2286560	100.0%

Q46D. Public funding to provide information to adults about how they can gamble responsibly?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very important	753	979,421	42.9%
2 Somewhat important	684	864,058	37.9%
3 Not very important	360	437,675	19.2%
Total	1797	2281154	100.0%

Health and Well-Being

Q47_1. In general, how would you rate your overall health now? Would you say …

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Excellent	381	507,910	22.0%
2 Very good	762	956,822	41.5%
3 Good	503	614,296	26.6%
4 Fair	129	166,991	7.2%
5 Poor	49	62,262	2.7%
Total	1824	2308280	100.0%

Q48. Thinking about your mental health, which includes stress, depression, and problems with emotions, for how many days during the past 30 days was your mental health NOT good?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	1097	1,362,603	59.6%
1	92	103,020	4.5%
2	166	209,000	9.1%
3	84	93,169	4.1%
4	38	47,827	2.1%
5	87	120,719	5.3%
6	9	14,230	.6%
7	27	41,199	1.8%
8	3	4,991	.2%
9	1	3,651	.2%
10	48	70,523	3.1%
12	3	6,553	.3%
13	3	9,538	.4%
14	13	22,287	1.0%
15	38	49,118	2.1%
16	1	1,372	.1%
20	21	35,198	1.5%

Q48. Thinking about your mental health, which includes stress, depression, and problems with emotions, for how many days during the past 30 days was your mental health NOT good? (cont.)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
25	6	8,074	.4%
26	1	1,055	.0%
28	4	3,748	.2%
29	3	7,721	.3%
30	57	69,989	3.1%
Total	1802	2285587	100.0%

Q49. Now thinking about your tobacco use, which includes smoking, chewing, snuffing or dipping tobacco, during the past 30 days, how many days have you used tobacco?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	1383	1,610,068	69.7%
1	8	10,357	.4%
2	12	20,140	.9%
3	13	19,424	.8%
4	4	3,513	.2%
5	2	2,883	.1%
6	3	3,522	.2%
10	8	8,095	.4%
12	2	2,724	.1%
14	4	5,095	.2%
15	5	4,360	.2%
20	11	22,334	1.0%
21	1	2,536	.1%
22	1	1,398	.1%
23	2	2,349	.1%
24	1	1,080	.0%
25	6	15,658	.7%
27	1	592	.0%
28	4	7,589	.3%
29	1	6,741	.3%
30	354	560,570	24.3%
Total	1826	2311029	100.0%

Appendix 10. Frequency Tables (cont.)

Q51A. During the past 30 days, how many days have you used any alcohol?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	812	1,018,425	44.1%
1	157	187,092	8.1%
2	144	186,799	8.1%
3	91	114,997	5.0%
4	101	109,420	4.7%
5	95	133,286	5.8%
6	36	45,715	2.0%
7	30	54,774	2.4%
8	27	33,365	1.4%
9	2	2,655	.1%
10	99	134,333	5.8%
11	1	856	.0%
12	12	14,871	.6%
14	4	8,895	.4%
15	65	90,484	3.9%
17	2	1,697	.1%
19	1	554	.0%
20	55	65,960	2.9%
21	3	3,078	.1%
23	1	592	.0%
24	2	1,873	.1%
25	12	19,245	.8%
27	2	1,342	.1%
28	5	9,703	.4%
29	3	5,359	.2%
30	63	64,216	2.8%
Total	1825	2309585	100.0%

Q51A_1. During the past 30 days, how many days have you drunk alcohol and became intoxicated?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	703	806,982	62.7%
1	94	124,958	9.7%
2	67	121,633	9.4%
3	27	42,635	3.3%
4	25	43,909	3.4%
5	28	45,947	3.6%
6	11	17,442	1.4%
7	9	12,304	1.0%
8	8	10,701	.8%
10	15	24,147	1.9%
11	1	1,462	.1%
12	3	4,542	.4%
13	1	1,605	.1%
14	2	6,481	.5%
15	6	5,478	.4%
22	1	1,055	.1%
25	1	341	.0%
26	1	1,340	.1%
27	1	507	.0%
28	2	6,594	.5%
30	5	7,711	.6%
Total	1011	1287775	100.0%

Q51B_1. During the past 30 days, how many days have you used any kind of illegal drugs?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	1792	2,259,971	97.8%
1	5	11,818	.5%
2	3	3,067	.1%
3	3	4,799	.2%
5	1	940	.0%
8	1	605	.0%
9	1	341	.0%
10	4	6,446	.3%
14	2	2,033	.1%
15	3	3,666	.2%
27	1	1,022	.0%
30	9	15,238	.7%
Total	1825	2309947	100.0%

Q51B_2. During the past 30 days, how many days have you used any prescription drug or any over the counter medication in ways other than directed?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	1782	2,248,062	97.4%
1	8	8,829	.4%
2	4	4,529	.2%
3	4	9,457	.4%
5	2	4,032	.2%
10	2	1,521	.1%
14	2	5,707	.2%
15	3	4,305	.2%
20	2	2,945	.1%
30	16	18,635	.8%
Total	1825	2308023	100.0%

Appendix 10. Frequency Tables (cont.)

Q52A. CIGARETTES OR SOME OTHER TOBACCO PRODUCT? Have you ever thought you might have a problem with, been dependent on, or addicted to…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	500	698,492	30.2%
2 No	1324	1,610,711	69.8%
Total	1824	2309202	100.0%

Q52B. ALCOHOL? Have you ever thought you might have a problem with, been dependent on, or addicted to…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	105	135,505	5.9%
2 No	1719	2,174,798	94.1%
Total	1824	2310303	100.0%

Q52C. ILLEGAL DRUGS? Have you ever thought you might have a problem with, been dependent on, or addicted to…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	44	72,531	3.1%
2 No	1782	2,238,498	96.9%
Total	1826	2311029	100.0%

Q52D. PRESCRIPTION DRUGS OR MEDICATIONS? Have you ever thought you might have a problem with, been dependent on, or addicted to…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	50	68,614	3.0%
2 No	1775	2,241,761	97.0%
Total	1825	2310375	100.0%

Q52E. OVER THE COUNTER MEDICATIONS? Have you ever thought you might have a problem with, been dependent on, or addicted to…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	23	22,078	1.0%
2 No	1803	2,288,951	99.0%
Total	1826	2311029	100.0%

Q47. In general, how satisfied are you with your life? Would you say…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very satisfied	928	1,179,193	51.1%
2 Satisfied	822	1,031,861	44.7%
3 Dissatisfied	59	76,413	3.3%
4 Very dissatisfied	14	20,897	.9%
Total	1823	2308364	100.0%

Q53A. SUBSTANCE ABUSE PROBLEM INCLUDING ALCOHOL, DRUGS, ABUSE OF PRESCRIPTION MEDICATIONS, OR OVER THE COUNTER MEDICATION? Have you ever sought treatment for a…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	96	163,386	7.1%
2 No	1730	2,147,643	92.9%
Total	1826	2311029	100.0%

Q53B. MENTAL HEALTH CONDITION SUCH AS DEPRESSION OR ANXIETY? Have you ever sought treatment for a…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	425	542,337	23.5%
2 No	1399	1,763,988	76.5%
Total	1824	2306325	100.0%

Q53C. GAMBLING PROBLEM? Have you ever sought treatment for a...

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	7	8,767	.4%
2 No	1819	2,302,262	99.6%
Total	1826	2311029	100.0%

Q54. Think back to your home life when you were growing up. Did you or anyone in your family ever have a serious problem with gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes, you had a gambling problem	1	4,538	.2%
2 Yes, someone else in the family had a gambling problem	89	153,217	6.7%
3 Yes, both you and someone else in the family had a gambling problem	0	0	0.0%
4 No one in the family had a gambling problem	1732	2,144,467	93.1%
Total	1822	2302222	100.0%

Social Support Network

Q55A. FINANCES? Social support network

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very easy	731	973,138	42.8%
2 Fairly easy	698	854,174	37.5%
3 Fairly difficult	249	288,354	12.7%
4 Very difficult	126	159,106	7.0%
Total	1804	2274773	100.0%

Q55B. PHYSICAL HEALTH? Social support network

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very easy	993	1,288,547	56.4%
2 Fairly easy	674	803,324	35.2%
3 Fairly difficult	106	131,153	5.7%
4 Very difficult	38	61,582	2.7%
Total	1811	2284605	100.0%

Q55C. EMOTIONAL OR MENTAL HEALTH? Social support network

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very easy	790	1,049,374	45.8%
2 Fairly easy	686	832,732	36.4%
3 Fairly difficult	232	268,584	11.7%
4 Very difficult	98	138,290	6.0%
Total	1806	2288981	100.0%

Q55D. GAMBLING? Social support network

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very easy	856	1,130,626	50.3%
2 Fairly easy	595	760,979	33.9%
3 Fairly difficult	187	217,450	9.7%
4 Very difficult	121	138,374	6.2%
Total	1759	2247429	100.0%

Q55E. MARRIAGE OR ROMANTIC RELATIONSHIPS? Social support network

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very easy	764	1,038,637	46.0%
2 Fairly easy	643	761,633	33.8%
3 Fairly difficult	247	297,791	13.2%
4 Very difficult	114	157,479	7.0%
Total	1768	2255540	100.0%

Q55F. WORK? (IF YOU ARE NOT EMPLOYED, CONSIDER VOLUNTEER SERVICE ACTIVITIES) Social support network

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Very easy	978	1,274,210	57.3%
2 Fairly easy	639	795,517	35.8%
3 Fairly difficult	92	102,691	4.6%
4 Very difficult	39	52,775	2.4%
Total	1748	2225193	100.0%

Q56. About how many people are part of your social support network?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	19	19,083	.8%
1	27	39,712	1.8%
2	56	77,091	3.4%
3	80	115,901	5.2%
4	118	142,007	6.3%
5	215	267,648	11.9%
6	183	230,898	10.3%
7	53	78,123	3.5%
8	84	101,136	4.5%
9	13	14,730	.7%
10	286	349,769	15.6%

Q56. About how many people are part of your social support network? (cont.)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
11	7	8,481	.4%
12	131	144,609	6.4%
13	3	4,706	.2%
14	5	7,591	.3%
15	122	166,283	7.4%
16	3	2,632	.1%
17	1	1,949	.1%
18	5	7,290	.3%
19	2	3,157	.1%
20	159	218,768	9.7%
22	1	201	.0%
24	9	10,302	.5%
25	38	33,579	1.5%
30	60	84,818	3.8%
32	2	1,425	.1%
35	7	11,574	.5%
40	11	11,593	.5%
45	2	3,146	.1%
50	29	23,821	1.1%
55	3	4,963	.2%
60	5	2,772	.1%
75	2	923	.0%
76 76 or more	42	56,207	2.5%
Total	1783	2246890	100.0%

Help seeking

Q57. Suppose that you have some gambling problem, with how many of these [SHOW Q56 number] people, would you be able to talk to about this problem?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	33	37,062	1.8%
1	84	103,270	5.0%
2	184	209,732	10.1%
3	159	197,272	9.5%
4	126	164,804	7.9%
5	244	316,799	15.2%
6	139	169,521	8.1%
7	42	67,978	3.3%
8	66	88,951	4.3%
9	14	18,342	.9%
10	202	242,407	11.6%
11	7	8,205	.4%
12	73	80,941	3.9%
13	2	3,589	.2%
14	3	2,690	.1%
15	84	107,931	5.2%
16	4	7,428	.4%
17	1	6,741	.3%
18	2	1,016	.0%
19	1	2,603	.1%
20	81	111,403	5.4%
24	4	4,182	.2%
25	19	17,410	.8%
30	25	40,583	1.9%
35	5	9,997	.5%
40	6	8,869	.4%
45	2	3,146	.2%
50	18	15,603	.7%

Q57. Suppose that you have some gambling problem, with how many of these [SHOW Q56 number] people, would you be able to talk to about this problem? (cont.)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
55	3	4,963	.2%
60	1	654	.0%
76 76 or more	18	27,344	1.3%
Total	1652	2081437	100.0%

Q57_DK. Suppose that you have some gambling problem, would you be able to talk with somebody in your community about this problem?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	71	86,455	77.1%
2 No	19	25,623	22.9%
Total	90	112077	100.0%

Recent Life Experiences

Q58A. BEEN LATE PAYING YOUR BILLS? In the past 30 days, have you…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	192	301,887	13.1%
2 No	1631	2,006,660	86.9%
Total	1823	2308547	100.0%

Q58B. HAD DIFFICULTY MANAGING YOUR RESPONSIBILITIES AT HOME? In the past 30 days, have you…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	108	159,026	6.9%
2 No	1717	2,151,457	93.1%
Total	1825	2310482	100.0%

Q58C. LACKED SELF-CONFIDENCE OR FELT BAD ABOUT YOURSELF? In the past 30 days, have you…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	315	414,010	17.9%
2 No	1508	1,894,175	82.1%
Total	1823	2308185	100.0%

Q58D. FELT GENERALLY DISSATISFIED WITH LIFE? In the past 30 days, have you…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	228	282,599	12.2%
2 No	1598	2,028,430	87.8%
Total	1826	2311029	100.0%

Q58E. FELT DEPRESSED OR HOPELESS? In the past 30 days, have you…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	216	293,358	12.7%
2 No	1609	2,017,336	87.3%
Total	1825	2310694	100.0%

Q58F. GIVEN UP OR GREATLY REDUCED IMPORTANT ACTIVITIES SO YOU COULD GAMBLE, FOR EXAMPLE SPORTS, WORK, MEETINGS, AND FRIENDS? In the past 30 days, have you…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	6	5,950	.3%
2 No	1818	2,303,511	99.7%
Total	1824	2309461	100.0%

Demographics

Q59. What is your age?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
18	21	33,856	1.5%
19	26	44,617	1.9%
20	17	30,965	1.3%
21	27	44,581	1.9%
22	24	50,366	2.2%
23	29	47,603	2.1%
24	29	40,839	1.8%
25	18	37,993	1.7%
26	22	44,026	1.9%
27	21	48,036	2.1%
28	32	59,256	2.6%
29	21	32,172	1.4%
30	16	26,810	1.2%
31	22	38,234	1.7%
32	29	56,382	2.5%
33	19	29,176	1.3%
34	25	30,523	1.3%
35	27	40,063	1.7%
36	24	44,410	1.9%
37	26	30,580	1.3%
38	22	35,059	1.5%
39	23	29,154	1.3%
40	24	25,289	1.1%
41	18	21,122	.9%
42	22	32,717	1.4%
43	23	40,081	1.7%
44	32	41,053	1.8%
45	27	31,347	1.4%

Q59. What is your age? (cont.)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
46	21	35,787	1.6%
47	18	21,553	.9%
48	16	21,588	.9%
49	27	29,260	1.3%
50	42	56,351	2.5%
51	27	43,897	1.9%
52	35	45,177	2.0%
53	36	38,248	1.7%
54	40	58,951	2.6%
55	51	56,042	2.4%
56	37	42,892	1.9%
57	44	44,511	1.9%
58	41	43,605	1.9%
59	36	40,487	1.8%
60	53	50,342	2.2%
61	31	34,454	1.5%
62	53	56,308	2.4%
63	33	27,047	1.2%
64	36	35,571	1.5%
65	30	26,785	1.2%
66	43	35,716	1.6%
67	18	20,107	.9%
68	34	39,028	1.7%
69	30	31,161	1.4%
70	43	52,339	2.3%
71	32	33,615	1.5%
72	29	32,095	1.4%
73	16	17,106	.7%
74	23	15,224	.7%
75	23	20,610	.9%
76	16	19,001	.8%
77	19	18,787	.8%
78	19	16,455	.7%
79	12	10,577	.5%
80	13	14,687	.6%

Q59. What is your age? (cont.)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
81	11	5,837	.3%
82	11	7,023	.3%
83	8	6,011	.3%
84	8	5,579	.2%
85	7	5,565	.2%
86	7	3,045	.1%
87	2	1,334	.1%
88	4	3,120	.1%
89	1	651	.0%
90	4	2,815	.1%
91	2	1,423	.1%
93	3	1,895	.1%
94	1	1,202	.1%
97	1	1,178	.1%
Total	1813	2298350	100.0%

Q60. Are you Hispanic or Latino?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	46	101,547	4.4%
2 No	1777	2,206,363	95.6%
Total	1823	2307910	100.0%

Q61_1. White

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	102	140,969	6.1%
1 Yes	1724	2,170,060	93.9%
Total	1826	2311029	100.0%

Appendix 10. Frequency Tables (cont.)

Q61_2. Black or African American

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	1797	2,245,200	97.2%
1 Yes	29	65,829	2.8%
Total	1826	2311029	100.0%

Q61_3. Asian

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	1804	2,295,079	99.3%
1 Yes	22	15,950	.7%
Total	1826	2311029	100.0%

Q61_4. Native Hawaiian or Other Pacific Islander

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	1823	2,307,379	99.8%
1 Yes	3	3,650	.2%
Total	1826	2311029	100.0%

Q61_5. American Indian or Alaska Native

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	1808	2,295,968	99.3%
1 Yes	18	15,061	.7%
Total	1826	2311029	100.0%

Q61_6. Other [Specify]

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0 No	1778	2,251,370	97.4%
1 Yes	48	59,659	2.6%
Total	1826	2311029	100.0%

Q61_BEST. Which one of these groups would you say BEST represents your race?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 White	16	15,396	53.9%
2 Black or African American	4	7,323	25.6%
3 Asian	3	1,794	6.3%
4 Native Hawaiian or Other Pacific Islander	1	1,522	5.3%
5 American Indian or Alaska Native	2	2,549	8.9%
Total	26	28585	100.0%

Q62. MARITAL STATUS: Are you…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Married	1084	1,368,905	59.3%
2 Divorced	203	240,615	10.4%
3 Widowed	164	131,499	5.7%
4 Separated	21	31,891	1.4%
5 Never married	267	391,145	16.9%
6 A member of an unmarried couple	85	145,863	6.3%
Total	1824	2309918	100.0%

Q63. How many children less than 18 years of age live in your household at least half the time?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
0	1298	1,520,816	65.9%
1	216	346,331	15.0%
2	172	259,507	11.2%
3	103	133,951	5.8%
4	28	35,438	1.5%
5	2	2,101	.1%
6	2	4,174	.2%
7	1	692	.0%
8	1	2,101	.1%
11	1	3,741	.2%
Total	1824	2308852	100.0%

Q64. What is the highest level of school you completed or the highest degree you received?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Never attended school or only attended kindergarten	0	0	0.0%
2 Grades 1 through 8 (elementary)	18	37,587	1.6%
3 Grades 9 through 11 (some high school)	43	117,611	5.1%
4 Grade 12 or GED (high school graduate)	538	730,051	31.6%
5 College 1 year to 3 years (some college, technical school or A.A.)	574	753,941	32.6%
6 College 4 years or more (college graduate, e.g. B.A, B.S. degree)	438	485,399	21.0%
7 Graduate or professional school (e.g. M.A., Ph.D., M.D., J.D.)	213	185,189	8.0%
Total	1824	2309778	100.0%

Q65. EMPLOYMENT STATUS: Are you currently…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
11 Employed for wages	944	1,288,773	55.9%
12 Self-employed	194	216,437	9.4%
13 Out of work for more than 1 year	20	26,875	1.2%
14 Out of work for less than 1 year	23	39,763	1.7%
15 A homemaker	81	103,644	4.5%
16 A student	69	124,409	5.4%
17 Retired	432	415,323	18.0%
18 Unable to work	58	89,414	3.9%
Total	1821	2304638	100.0%

Q66. Is your annual gross household income before taxes from all sources…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
11 Less than $10,000	86	147,013	7.2%
12 $10,000 - $14,999	65	85,261	4.2%
13 $15,000 - $19,999	75	100,384	4.9%
14 $20,000 - $24,999	108	165,522	8.1%
15 $25,000 - $34,999	180	257,044	12.6%
16 $35,000 - $49,999	237	304,141	14.9%
17 $50,000 - $74,999	325	409,284	20.1%
18 $75,000 -$99,999	220	271,966	13.3%
19 $100,000 or more	284	299,309	14.7%
Total	1580	2039924	100.0%

Q67. GENDER: Are you…

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Male	815	1,132,723	49.0%
2 Female	1010	1,176,834	51.0%
Total	1825	2309557	100.0%

Q68A. Can you also be reached via cell phone?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	363	247,079	53.1%
2 No	180	216,002	46.5%
7 DON'T KNOW	0	0	0.0%
9 PREFER NOT TO ANSWER	3	1,853	.4%
Total	546	464934	100.0%

Q68B. Does the house you live in also have a landline telephone?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	589	342,295	18.5%
2 No	688	1,502,169	81.4%
7 DON'T KNOW	1	667	.0%
9 PREFER NOT TO ANSWER	2	963	.1%
Total	1280	1846095	100.0%

Q68C. Thinking about all the phone calls that you receive on your landline and cell phone, what percent, between 0 and 100, are received on your cell phone?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1	37	21,117	3.7%
2	23	12,742	2.2%
3	6	3,465	.6%
4	1	309	.1%
5	46	29,160	5.1%
8	2	1,036	.2%
9	1	767	.1%
10	85	56,353	9.8%
15	11	6,641	1.2%
20	41	23,663	4.1%
25	24	12,201	2.1%
30	25	15,487	2.7%
33	1	324	.1%
35	3	2,888	.5%
40	19	9,423	1.6%
50	125	73,667	12.8%
55	1	654	.1%
60	25	16,273	2.8%
65	6	2,888	.5%
70	26	14,382	2.5%
75	86	54,774	9.5%

Q68C. Thinking about all the phone calls that you receive on your landline and cell phone, what percent, between 0 and 100, are received on your cell phone?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
78	1	449	.1%
80	46	29,445	5.1%
85	14	8,489	1.5%
86	1	858	.1%
87	1	713	.1%
90	88	55,801	9.7%
95	50	30,318	5.3%
96	1	250	.0%
97	1	690	.1%
98	24	16,878	2.9%
99	35	24,448	4.2%
100	60	42,153	7.3%
888 Zero	11	8,039	1.4%
Total	927	576747	100.0%

Q69A. Earlier you mentioned you or someone you know ... Would you like me to give you the helpline number to talk with someone about cutting back or stopping gambling?

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1 Yes	54	75,574	11.0%
2 No	482	612,726	89.0%
Total	536	688300	100.0%

Gambling Behavior

gamb_30days. Gambled in the past 30 days in at least one of the (19) gambling types

	Unweighted n	Weighted Pop Est n	Valid Weighted %
.00 No	990	1,239,969	53.7%
1.00 Yes	836	1,071,060	46.3%
Total	1826	2311029	100.0%

gamb_12months. Gambled in the past 12 months in at least one of the (19) gambling types

	Unweighted n	Weighted Pop Est n	Valid Weighted %
.00 No	437	513,809	22.2%
1.00 Yes	1389	1,797,220	77.8%
Total	1826	2311029	100.0%

gamb_ever. Gambled in the past (ever) in at least one of the (19) gambling types

	Unweighted n	Weighted Pop Est n	Valid Weighted %
.00 No	113	153,325	6.6%
1.00 Yes	1713	2,157,704	93.4%
Total	1826	2311029	100.0%

gamb_never. Never gambled in the past

	Unweighted n	Weighted Pop Est n	Valid Weighted %
.00 No	1713	2,157,704	93.4%
1.00 Yes, never gambled	113	153,325	6.6%
Total	1826	2311029	100.0%

PGSI

pgsi_12c. Problem Gambling Severity Index Classification Past 12 Months (Categorical Variable)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1.00 No	1583	1,971,442	85.3%
2.00 Low risk	156	209,001	9.0%
3.00 Moderate Risk	68	87,652	3.8%
4.00 Problem Gambler	19	42,934	1.9%
Total	1826	2311029	100.0%

pgsi_12a. PGSI Classification Any Symptoms Past 12 Months (Categorical Variable)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1.00 Yes, At Least 1 Symptom	243	339,587	14.7%
2.00 No Symptoms	1583	1,971,442	85.3%
Total	1826	2311029	100.0%

NODS

NODS_EVERc. NODS Classification Ever in Lifetime (Categorical Variable)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1.00 No	1682	2,104,648	91.1%
2.00 Subclinical/At-Risk	111	151,160	6.5%
3.00 Possible Pathological/Problem Gambling	21	33,617	1.5%
4.00 Probable Pathological	12	21,604	.9%
Total	1826	2311029	100.0%

Appendix 10. Frequency Tables (cont.)

NODS_EVERa. NODS Classififcation Any Symptoms Ever in Lifetime (Categorical Variable)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1.00 Yes, At Least 1 Symptom Ever	144	206,381	8.9%
2.00 No Symptoms	1682	2,104,648	91.1%
Total	1826	2311029	100.0%

NODS_12c. NODS Classification Past 12 Months (Categorical Variable)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1.00 No	1750	2,205,716	95.4%
2.00 Subclinical/At-Risk	63	83,377	3.6%
3.00 Possible Pathological/Problem Gambling	9	13,494	.6%
4.00 Probable Pathological	4	8,441	.4%
Total	1826	2311029	100.0%

NODS_12a. NODS Classification Any Symptoms Past 12 Months (Categorical Variable)

	Unweighted n	Weighted Pop Est n	Valid Weighted %
1.00 Yes, At Least 1 Symptom Past 12 Months	76	105,313	4.6%
2.00 No	1750	2,205,716	95.4%
Total	1826	2311029	100.0%

APPENDIX 11. MULTIVARIATE LOGISTIC REGRESSION

Gambled in the Past 12 Months

Variance Estimation Method: Taylor Series (WR)
SE Method: Robust (Binder, 1983)
Working Correlations: Independent
Link Function: Logit
Response variable GAMB_12MONTHS: Gambled in the past 12 months in at least one of the (19) gambling types
For Subpopulation: ELEGIBLE_12M_ANY = 1
LOGISTIC REGRESSION - gambled past 12 months - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Intercept		0.56	0.46	-0.33	1.46	1.23	0.2186
Respondent's gender	Male	0.00	0.00	0.00	0.00	.	.
	Female	0.01	0.18	-0.34	0.36	0.06	0.9551
Ag group recoded	18 - 34 years	0.00	0.00	0.00	0.00	.	.
	35 - 49 years	-0.03	0.27	-0.57	0.50	-0.13	0.8991
	50 - 64 years	-0.16	0.24	-0.63	0.31	-0.67	0.5046
	65 years or more	-0.25	0.28	-0.81	0.30	-0.89	0.3725
Education recoded	HS, GED or Less	0.00	0.00	0.00	0.00	.	.
	College 1 - 3 years	0.05	0.22	-0.37	0.48	0.24	0.8133
	College 4 years or more	-0.35	0.22	-0.78	0.08	-1.59	0.1120
Household income categories	Less than $25,000	0.00	0.00	0.00	0.00	.	.
	$25,000 to $49,999	0.66	0.23	0.20	1.12	2.82	0.0049
	$50,000 to $74,999	0.65	0.26	0.13	1.17	2.46	0.0138
	$75,000 or more	1.24	0.27	0.70	1.78	4.53	0.0000
2 races-Race & ethnicity combined	White (non-Hispanic)	0.00	0.00	0.00	0.00	.	.
	All other	-0.50	0.35	-1.18	0.18	-1.45	0.1481

(cont.)

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Recoded marital status	Married	0.00	0.00	0.00	0.00	.	.
	Divorced or separated	0.23	0.26	-0.27	0.73	0.90	0.3700
	Widowed	0.01	0.33	-0.63	0.65	0.03	0.9731
	never married	-0.18	0.28	-0.73	0.37	-0.63	0.5256
Population within ZIPCODE categorical	Live in a farm or small town of less than 5000	0.00	0.00	0.00	0.00	.	.
	Live in a large town of 5000 to less than 25000	-0.24	0.22	-0.68	0.19	-1.09	0.2762
	Live in a city of 25000 to less than 50000	0.31	0.29	-0.27	0.88	1.05	0.2925
	In a city of 50000 or more	-0.11	0.24	-0.58	0.36	-0.45	0.6495
TOBACCO_30D	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.76	0.22	0.33	1.20	3.46	0.0006
INTOX_ALC_30D	None	0.00	0.00	0.00	0.00	.	.
	1 or more	1.15	0.29	0.59	1.71	4.03	0.0001
ILLEGAL_D_30D	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.44	1.08	-1.68	2.56	0.41	0.6813
PRESCRIP_30D	None	0.00	0.00	0.00	0.00	.	.
	1 or more	-0.15	0.43	-1.01	0.70	-0.36	0.7220
MH_30DAY	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.21	0.18	-0.14	0.55	1.18	0.2381
D_CASINO_LOG	23 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 23 miles	0.32	0.17	-0.01	0.66	1.90	0.0581
D_LOTTERY_LOG	1 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 1 miles	-0.25	0.20	-0.63	0.14	-1.25	0.2115

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION - gambled past 12 months - YEAR 2013
by: Contrast.

Contrast	Degrees of Freedom	Wald F	P-value Wald F
OVERALL MODEL	24	14.31	0.0000
MODEL MINUS INTERCEPT	23	3.67	0.0000
INTERCEPT	.	.	.
GENDER2	1	0.00	0.9551
AGE_GRP2	3	0.35	0.7905
EDUCATION2	2	2.19	0.1124
INCOME2	3	6.99	0.0001
RACE_ETHNICITY2	1	2.09	0.1481
MARITAL_STATUS2	3	0.52	0.6689
PLACE_LIVE	3	1.39	0.2454
TOBACCO_30D	1	11.94	0.0006
INTOX_ALC_30D	1	16.22	0.0001
ILLEGAL_D_30D	1	0.17	0.6813
PRESCRIP_30D	1	0.13	0.7220
MH_30DAY	1	1.39	0.2381
D_CASINO_LOG	1	3.59	0.0581
D_LOTTERY_LOG	1	1.56	0.2115

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION - gambled past 12 months - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		**Odds Ratio**	**Lower 95% Limit OR**	**Upper 95% Limit OR**
Intercept		1.75	0.72	4.29
Respondent's gender	Male	1.00	1.00	1.00
	Female	1.01	0.71	1.43
Ag group recoded	18 - 34 years	1.00	1.00	1.00
	35 - 49 years	0.97	0.57	1.65
	50 - 64 years	0.85	0.53	1.36
	65 years or more	0.78	0.45	1.35
Education recoded	HS, GED or Less	1.00	1.00	1.00
	College 1 - 3 years	1.05	0.69	1.61
	College 4 years or more	0.71	0.46	1.09
Household income categories	Less than $25,000	1.00	1.00	1.00
	$25,000 to $49,999	1.93	1.22	3.05
	$50,000 to $74,999	1.92	1.14	3.22
	$75,000 or more	3.46	2.02	5.91
2 races-Race & ethnicity combined	White (non-Hispanic)	1.00	1.00	1.00
	All other	0.61	0.31	1.20
Recoded marital status	Married	1.00	1.00	1.00
	Divorced or separated	1.26	0.76	2.08
	Widowed	1.01	0.53	1.92
	never married	0.84	0.48	1.45
Population within ZIPCODE categorical	Live in a farm or small town of less than 5000	1.00	1.00	1.00
	Live in a large town of 5000 to less than 25000	0.79	0.51	1.21
	Live in a city of 25000 to less than 50000	1.36	0.77	2.42
	In a city of 50000 or more	0.90	0.56	1.44

(cont.)

Independent Variables and Effects		Odds Ratio	Lower 95% Limit OR	Upper 95% Limit OR
TOBACCO_30D	None	1.00	1.00	1.00
	1 or more	2.15	1.39	3.31
INTOX_ALC_30D	None	1.00	1.00	1.00
	1 or more	3.16	1.81	5.54
ILLEGAL_D_30D	None	1.00	1.00	1.00
	1 or more	1.56	0.19	12.97
PRESCRIP_30D	None	1.00	1.00	1.00
	1 or more	0.86	0.37	2.01
MH_30DAY	None	1.00	1.00	1.00
	1 or more	1.23	0.87	1.74
D_CASINO_LOG	23 miles or less	1.00	1.00	1.00
	more than 23 miles	1.38	0.99	1.93
D_LOTTERY_LOG	1 miles or less	1.00	1.00	1.00
	more than 1 miles	0.78	0.53	1.15

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

Variance Estimation Method: Taylor Series (WR)
SE Method: Robust (Binder, 1983)
Working Correlations: Independent
Link Function: Logit
Response variable PGSI_NODS_12M_ANY_LOG: PGSI_NODS_12M_ANY_LOG
For Subpopulation: ELEGIBLE_12M_ANY = 1
LOGISTIC REGRESSION TO AT RISK POPULATION - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		**Beta Coeff.**	**SE Beta**	**Lower 95% Limit Beta**	**Upper 95% Limit Beta**	**T-Test B=0**	**P-value T-Test B=0**
Intercept		-2.65	0.42	-3.47	-1.83	-6.33	0.0000
Gender	Male	0.00	0.00	0.00	0.00	.	.
	Female	0.14	0.21	-0.27	0.55	0.67	0.5061
Age	18 - 34 years	0.00	0.00	0.00	0.00	.	.
	35 - 49 years	0.13	0.29	-0.44	0.70	0.44	0.6623
	50 - 64 years	0.18	0.27	-0.35	0.72	0.66	0.5081
	65 years or more	0.40	0.35	-0.28	1.08	1.16	0.2455
Education	HS, GED or Less	0.00	0.00	0.00	0.00	.	.
	College 1 - 3 years	-0.20	0.23	-0.65	0.26	-0.84	0.4010
	College 4 years or more	-0.17	0.25	-0.67	0.33	-0.68	0.4962
Household income	Less than $25,000	0.00	0.00	0.00	0.00	.	.
	$25,000 to $49,999	-0.02	0.26	-0.53	0.48	-0.09	0.9247
	$50,000 to $74,999	-0.16	0.29	-0.73	0.41	-0.55	0.5823
	$75,000 or more	-0.02	0.32	-0.64	0.61	-0.05	0.9604
Race & ethnicity	White (non-Hispanic)	0.00	0.00	0.00	0.00	.	.
	All other	0.60	0.31	-0.02	1.21	1.90	0.0574

(cont.)

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Marital status	Married	0.00	0.00	0.00	0.00	.	.
	Divorced or separated	-0.10	0.26	-0.62	0.42	-0.39	0.6986
	Widowed	-0.28	0.46	-1.19	0.63	-0.60	0.5496
	never married	-0.12	0.28	-0.68	0.44	-0.43	0.6701
Population within Zip Code	Live in a farm or small town of less than 5000	0.00	0.00	0.00	0.00	.	.
	Live in a large town of 5000 to less than 25000	0.72	0.25	0.23	1.21	2.87	0.0042
	Live in a city of 25000 to less than 50000	0.54	0.31	-0.07	1.14	1.75	0.0808
	In a city of 50000 or more	0.42	0.28	-0.13	0.96	1.50	0.1336
Tobacco use	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.68	0.22	0.26	1.11	3.16	0.0016
Intoxicated with alcohol	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.66	0.23	0.21	1.11	2.90	0.0037
Illegal drugs	None	0.00	0.00	0.00	0.00	.	.
	1 or more	1.46	0.57	0.35	2.58	2.57	0.0103
Prescription drug abuse	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.59	0.46	-0.32	1.50	1.27	0.2032
Mental health	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.50	0.20	0.11	0.89	2.52	0.0119
Distance to a casino	23 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 23 miles	0.05	0.21	-0.36	0.45	0.23	0.8205
Distance to a lottery retailer	1 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 1 miles	-0.37	0.20	-0.76	0.02	-1.85	0.0652

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION TO AT RISK POPULATION - YEAR 2013
by: Contrast.

Contrast	Degrees of Freedom	Wald F	P-value Wald F
OVERALL MODEL	24	16.36	0.0000
MODEL MINUS INTERCEPT	23	3.04	0.0000
INTERCEPT	.	.	.
Gender	1	0.44	0.5061
Age	3	0.45	0.7157
Education	2	0.40	0.6724
Household income	3	0.14	0.9332
Race & ethnicity	1	3.61	0.0574
Marital status	3	0.20	0.8958
Population within Zip Code	3	2.79	0.0390
Tobacco use	1	9.97	0.0016
Intoxicated with alcohol	1	8.42	0.0037
Illegal drugs	1	6.60	0.0103
Prescription drug abuse	1	1.62	0.2032
Mental health	1	6.34	0.0119
Distance to a casino	1	0.05	0.8205
Distance to a lottery retailer	1	3.40	0.0652

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION TO AT RISK POPULATION - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		**Odds Ratio**	**Lower 95% Limit OR**	**Upper 95% Limit OR**
Intercept		0.07	0.03	0.16
Gender	Male	1.00	1.00	1.00
	Female	1.15	0.76	1.73
Age	18 - 34 years	1.00	1.00	1.00
	35 - 49 years	1.14	0.64	2.01
	50 - 64 years	1.20	0.70	2.05
	65 years or more	1.49	0.76	2.94
Education	HS, GED or Less	1.00	1.00	1.00
	College 1 - 3 years	0.82	0.52	1.30
	College 4 years or more	0.84	0.51	1.38
Household income	Less than $25,000	1.00	1.00	1.00
	$25,000 to $49,999	0.98	0.59	1.62
	$50,000 to $74,999	0.85	0.48	1.50
	$75,000 or more	0.98	0.53	1.83
Race & ethnicity	White (non-Hispanic)	1.00	1.00	1.00
	All other	1.82	0.98	3.37
Marital status	Married	1.00	1.00	1.00
	Divorced or separated	0.90	0.54	1.52
	Widowed	0.76	0.31	1.88
	never married	0.89	0.51	1.55
Population within Zip Code	Live in a farm or small town of less than 5000	1.00	1.00	1.00
	Live in a large town of 5000 to less than 25000	2.06	1.26	3.37
	Live in a city of 25000 to less than 50000	1.71	0.94	3.14
	In a city of 50000 or more	1.52	0.88	2.61

(cont.)

Independent Variables and Effects		Odds Ratio	Lower 95% Limit OR	Upper 95% Limit OR
Tobacco use	None	1.00	1.00	1.00
	1 or more	1.98	1.30	3.03
Intoxicated with alcohol	None	1.00	1.00	1.00
	1 or more	1.94	1.24	3.03
Illegal drugs	None	1.00	1.00	1.00
	1 or more	4.31	1.41	13.13
Prescription drug abuse	None	1.00	1.00	1.00
	1 or more	1.80	0.73	4.47
Mental health	None	1.00	1.00	1.00
	1 or more	1.65	1.12	2.45
Distance to a casino	23 miles or less	1.00	1.00	1.00
	more than 23 miles	1.05	0.70	1.57
Distance to a lottery retailer	1 miles or less	1.00	1.00	1.00
	more than 1 miles	0.69	0.47	1.02

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

Variance Estimation Method: Taylor Series (WR)
SE Method: Robust (Binder, 1983)
Working Correlations: Independent
Link Function: Logit
Response variable Q45R_LOG: Q45R_LOG
For Subpopulation: ELEGIBLE_KNOW = 1
LOGISTIC REGRESSION TO knows treatment IDPH - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Intercept		0.41	0.34	-0.26	1.08	1.21	0.2250
Gender	Male	0.00	0.00	0.00	0.00	.	.
	Female	-0.43	0.14	-0.71	-0.16	-3.06	0.0023
Age	18 - 34 years	0.00	0.00	0.00	0.00	.	.
	35 - 49 years	0.09	0.20	-0.30	0.49	0.47	0.6385
	50 - 64 years	0.05	0.20	-0.33	0.43	0.26	0.7977
	65 years or more	-0.07	0.23	-0.51	0.37	-0.30	0.7605
Education	HS, GED or Less	0.00	0.00	0.00	0.00	.	.
	College 1 - 3 years	0.25	0.17	-0.09	0.58	1.45	0.1460
	College 4 years or more	0.26	0.18	-0.10	0.61	1.43	0.1543
Household income	Less than $25,000	0.00	0.00	0.00	0.00	.	.
	$25,000 to $49,999	0.11	0.20	-0.28	0.50	0.55	0.5796
	$50,000 to $74,999	0.28	0.22	-0.16	0.71	1.26	0.2095
	$75,000 or more	0.33	0.24	-0.14	0.79	1.38	0.1679
Race & ethnicity	White (non-Hispanic)	0.00	0.00	0.00	0.00	.	.
	All other	-0.82	0.28	-1.36	-0.27	-2.93	0.0034

(cont.)

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Marital status	Married	0.00	0.00	0.00	0.00	.	.
	Divorced or separated	0.02	0.22	-0.42	0.46	0.10	0.9235
	Widowed	-0.69	0.33	-1.34	-0.03	-2.06	0.0391
	never married	0.14	0.22	-0.28	0.57	0.66	0.5110
Population within Zip Code	Live in a farm or small town of less than 5000	0.00	0.00	0.00	0.00	.	.
	Live in a large town of 5000 to less than 25000	-0.45	0.18	-0.81	-0.09	-2.47	0.0135
	Live in a city of 25000 to less than 50000	-0.57	0.23	-1.03	-0.12	-2.47	0.0138
	In a city of 50000 or more	-0.73	0.19	-1.10	-0.37	-3.94	0.0001
Gambled in the past 12 m	No	0.00	0.00	0.00	0.00	.	.
	Yes	0.44	0.17	0.11	0.76	2.60	0.0093
Tobacco use	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.10	0.16	-0.22	0.42	0.59	0.5583
Intoxicated with alcohol	None	0.00	0.00	0.00	0.00	.	.
	1 or more	-0.43	0.19	-0.80	-0.06	-2.26	0.0239
Illegal drugs	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.22	0.47	-0.69	1.13	0.47	0.6395
Prescription drug abuse	None	0.00	0.00	0.00	0.00	.	.
	1 or more	-0.11	0.38	-0.85	0.64	-0.28	0.7802
Mental health	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.17	0.15	-0.12	0.45	1.13	0.2569
Distance to a casino	23 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 23 miles	-0.26	0.14	-0.54	0.02	-1.81	0.0701
Distance to a lottery retailer	1 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 1 miles	-0.11	0.15	-0.40	0.18	-0.77	0.4411

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION TO knows treatment IDPH - YEAR 2013
by: Contrast.

Contrast	Degrees of Freedom	Wald F	P-value Wald F
OVERALL MODEL	25	3.53	0.0000
MODEL MINUS INTERCEPT	24	3.03	0.0000
INTERCEPT	.	.	.
Gender	1	9.36	0.0023
Age	3	0.21	0.8863
Education	2	1.37	0.2531
Household income	3	0.79	0.4979
Race & ethnicity	1	8.60	0.0034
Marital status	3	1.71	0.1629
Population within Zip Code	3	5.42	0.0010
Gambled 12 m	1	6.78	0.0093
Tobacco use	1	0.34	0.5583
Intoxicated with alcohol	1	5.11	0.0239
Illegal drugs	1	0.22	0.6395
Prescription drug abuse	1	0.08	0.7802
Mental health	1	1.29	0.2569
Distance to a casino	1	3.28	0.0701
Distance to a lottery retailer	1	0.59	0.4411

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION TO knows treatment IDPH - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		**Odds Ratio**	**Lower 95% Limit OR**	**Upper 95% Limit OR**
Intercept		1.51	0.77	2.96
Gender	Male	1.00	1.00	1.00
	Female	0.65	0.49	0.86
Age	18 - 34 years	1.00	1.00	1.00
	35 - 49 years	1.10	0.74	1.63
	50 - 64 years	1.05	0.72	1.54
	65 years or more	0.93	0.60	1.45
Education	HS, GED or Less	1.00	1.00	1.00
	College 1 - 3 years	1.28	0.92	1.78
	College 4 years or more	1.29	0.91	1.84
Household income	Less than $25,000	1.00	1.00	1.00
	$25,000 to $49,999	1.12	0.76	1.65
	$50,000 to $74,999	1.32	0.86	2.03
	$75,000 or more	1.39	0.87	2.21
Race & ethnicity	White (non-Hispanic)	1.00	1.00	1.00
	All other	0.44	0.26	0.76
Marital status	Married	1.00	1.00	1.00
	Divorced or separated	1.02	0.66	1.58
	Widowed	0.50	0.26	0.97
	never married	1.15	0.75	1.76
Population within Zip Code	Live in a farm or small town of less than 5000	1.00	1.00	1.00
	Live in a large town of 5000 to less than 25000	0.64	0.44	0.91
	Live in a city of 25000 to less than 50000	0.56	0.36	0.89
	In a city of 50000 or more	0.48	0.33	0.69

(cont.)

Independent Variables and Effects		Odds Ratio	Lower 95% Limit OR	Upper 95% Limit OR
Gambled in the past 12 months	No	1.00	1.00	1.00
	Yes	1.55	1.11	2.15
Tobacco use	None	1.00	1.00	1.00
	1 or more	1.10	0.80	1.51
Intoxicated with alcohol	None	1.00	1.00	1.00
Intoxicated with alcohol	1 or more	0.65	0.45	0.94
Illegal drugs	None	1.00	1.00	1.00
	1 or more	1.24	0.50	3.10
Prescription drug abuse	None	1.00	1.00	1.00
	1 or more	0.90	0.43	1.89
Mental health	None	1.00	1.00	1.00
	1 or more	1.18	0.89	1.57
Distance to a casino	23 miles or less	1.00	1.00	1.00
	more than 23 miles	0.77	0.58	1.02
Distance to a lottery retailer	1 miles or less	1.00	1.00	1.00
	more than 1 miles	0.89	0.67	1.19

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

Variance Estimation Method: Taylor Series (WR)
SE Method: Robust (Binder, 1983)
Working Correlations: Independent
Link Function: Logit
Response variable CASINO12M_LOG: CASINO12M_LOG
For Subpopulation: ELEGIBLE_CASINO = 1
LOGISTIC REGRESSION TO going casino IDPH - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Intercept		-1.18	0.33	-1.82	-0.54	-3.59	0.0003
Gender	Male	0.00	0.00	0.00	0.00	.	.
	Female	-0.10	0.15	-0.39	0.20	-0.63	0.5273
Age	18 - 34 years	0.00	0.00	0.00	0.00	.	.
	35 - 49 years	0.14	0.22	-0.29	0.57	0.64	0.5222
	50 - 64 years	0.07	0.21	-0.35	0.48	0.32	0.7519
	65 years or more	0.27	0.24	-0.20	0.74	1.13	0.2579
Education	HS, GED or Less	0.00	0.00	0.00	0.00	.	.
	College 1 - 3 years	-0.00	0.18	-0.36	0.35	-0.01	0.9908
	College 4 years or more	0.02	0.19	-0.35	0.39	0.11	0.9102
Household income	Less than $25,000	0.00	0.00	0.00	0.00	.	.
	$25,000 to $49,999	0.32	0.21	-0.10	0.73	1.49	0.1359
	$50,000 to $74,999	0.41	0.23	-0.05	0.86	1.74	0.0822
	$75,000 or more	0.43	0.25	-0.06	0.93	1.73	0.0845
Race & ethnicity	White (non-Hispanic)	0.00	0.00	0.00	0.00	.	.
	All other	-0.21	0.30	-0.80	0.38	-0.68	0.4941

(cont.)

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Marital status	Married	0.00	0.00	0.00	0.00	.	.
	Divorced or separated	0.12	0.23	-0.34	0.57	0.50	0.6174
	Widowed	0.29	0.30	-0.31	0.89	0.95	0.3435
	never married	0.18	0.23	-0.27	0.62	0.78	0.4353
Population within Zip Code	Live in a farm or small town of less than 5000	0.00	0.00	0.00	0.00	.	.
	Live in a large town of 5000 to less than 25000	-0.18	0.19	-0.55	0.19	-0.94	0.3450
	Live in a city of 25000 to less than 50000	-0.02	0.24	-0.49	0.46	-0.07	0.9444
	In a city of 50000 or more	0.07	0.19	-0.31	0.44	0.36	0.7202
Tobacco use	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.67	0.17	0.34	1.00	3.96	0.0001
Intoxicated with alcohol	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.93	0.19	0.56	1.30	4.91	0.0000
Illegal drugs	None	0.00	0.00	0.00	0.00	.	.
	1 or more	-0.08	0.59	-1.24	1.08	-0.14	0.8906
Prescription drug abuse	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.45	0.39	-0.32	1.22	1.14	0.2551
Mental health	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.04	0.15	-0.26	0.34	0.27	0.7855
Distance to a casino	23 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 23 miles	-0.03	0.15	-0.32	0.27	-0.18	0.8584
Distance to a lottery retailer	1 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 1 miles	-0.11	0.15	-0.41	0.19	-0.72	0.4721

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION TO going casino IDPH - YEAR 2013
by: Contrast.

Contrast	Degrees of Freedom	Wald F	P-value Wald F
OVERALL MODEL	24	4.56	0.0000
MODEL MINUS INTERCEPT	23	2.80	0.0000
INTERCEPT	.	.	.
Gender	1	0.40	0.5273
Age	3	0.51	0.6729
Education	2	0.01	0.9901
Household income	3	1.24	0.2951
Race & ethnicity	1	0.47	0.4941
Marital status	3	0.46	0.7119
Population within Zip Code	3	0.56	0.6414
Tobacco use	1	15.72	0.0001
Intoxicated with alcohol	1	24.14	0.0000
Illegal drugs	1	0.02	0.8906
Prescription drug abuse	1	1.30	0.2551
Mental health	1	0.07	0.7855
Distance to a casino	1	0.03	0.8584
Distance to a lottery retailer	1	0.52	0.4721

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION TO going casino IDPH - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		**Odds Ratio**	**Lower 95% Limit OR**	**Upper 95% Limit OR**
Intercept		0.31	0.16	0.59
Gender	Male	1.00	1.00	1.00
	Female	0.91	0.68	1.22
Age	18 - 34 years	1.00	1.00	1.00
	35 - 49 years	1.15	0.75	1.77
	50 - 64 years	1.07	0.71	1.62
	65 years or more	1.31	0.82	2.10
Education	HS, GED or Less	1.00	1.00	1.00
	College 1 - 3 years	1.00	0.70	1.42
	College 4 years or more	1.02	0.71	1.48
Household income	Less than $25,000	1.00	1.00	1.00
	$25,000 to $49,999	1.37	0.91	2.08
	$50,000 to $74,999	1.50	0.95	2.37
	$75,000 or more	1.54	0.94	2.52
Race & ethnicity	White (non-Hispanic)	1.00	1.00	1.00
	All other	0.81	0.45	1.47
Marital status	Married	1.00	1.00	1.00
	Divorced or separated	1.12	0.71	1.76
	Widowed	1.33	0.73	2.43
	never married	1.19	0.77	1.85
Population within Zip Code	Live in a farm or small town of less than 5000	1.00	1.00	1.00
	Live in a large town of 5000 to less than 25000	0.84	0.58	1.21
	Live in a city of 25000 to less than 50000	0.98	0.61	1.58
	In a city of 50000 or more	1.07	0.74	1.56

(cont.)

Independent Variables and Effects		Odds Ratio	Lower 95% Limit OR	Upper 95% Limit OR
Tobacco use	None	1.00	1.00	1.00
	1 or more	1.95	1.40	2.72
Intoxicated with alcohol	None	1.00	1.00	1.00
	1 or more	2.52	1.74	3.65
Illegal drugs	None	1.00	1.00	1.00
	1 or more	0.92	0.29	2.95
Prescription drug abuse	None	1.00	1.00	1.00
Prescription drug abuse	1 or more	1.56	0.72	3.38
Mental health	None	1.00	1.00	1.00
	1 or more	1.04	0.77	1.40
Distance to a casino	23 miles or less	1.00	1.00	1.00
	more than 23 miles	0.97	0.73	1.31
Distance to a lottery retailer	1 miles or less	1.00	1.00	1.00
	more than 1 miles	0.90	0.66	1.21

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

Variance Estimation Method: Taylor Series (WR)
SE Method: Robust (Binder, 1983)
Working Correlations: Independent
Link Function: Logit
Response variable LOTTERY12M_LOG: LOTTERY12M_LOG
For Subpopulation: ELEGIBLE_LOTTERY = 1
LOGISTIC REGRESSION playing lottery - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Intercept		-0.32	0.35	-1.00	0.36	-0.94	0.3493
Gender	Male	0.00	0.00	0.00	0.00	.	.
	Female	-0.16	0.14	-0.45	0.12	-1.15	0.2516
Age	18 - 34 years	0.00	0.00	0.00	0.00	.	.
	35 - 49 years	0.29	0.22	-0.14	0.71	1.32	0.1877
	50 - 64 years	0.01	0.21	-0.40	0.42	0.05	0.9605
	65 years or more	-0.19	0.24	-0.66	0.28	-0.80	0.4236
Education	HS, GED or Less	0.00	0.00	0.00	0.00	.	.
	College 1 - 3 years	-0.02	0.18	-0.37	0.33	-0.12	0.9073
	College 4 years or more	-0.45	0.18	-0.80	-0.09	-2.47	0.0136
Household income	Less than $25,000	0.00	0.00	0.00	0.00	.	.
	$25,000 to $49,999	0.56	0.21	0.15	0.97	2.65	0.0080
	$50,000 to $74,999	0.54	0.23	0.08	1.00	2.31	0.0209
	$75,000 or more	0.82	0.24	0.35	1.29	3.42	0.0006
Race & ethnicity	White (non-Hispanic)	0.00	0.00	0.00	0.00	.	.
	All other	-0.45	0.29	-1.01	0.11	-1.56	0.1183

(cont.)

Independent Variables and Effects		Beta Coeff.	SE Beta	Lower 95% Limit Beta	Upper 95% Limit Beta	T-Test B=0	P-value T-Test B=0
Marital status	Married	0.00	0.00	0.00	0.00	.	.
	Divorced or separated	0.34	0.22	-0.10	0.77	1.52	0.1290
	Widowed	0.42	0.29	-0.15	0.99	1.44	0.1486
	never married	-0.21	0.23	-0.65	0.24	-0.91	0.3603
Population within Zip Code	Live in a farm or small town of less than 5000	0.00	0.00	0.00	0.00	.	.
	Live in a large town of 5000 to less than 25000	-0.19	0.19	-0.56	0.18	-1.01	0.3111
	Live in a city of 25000 to less than 50000	-0.15	0.24	-0.63	0.33	-0.60	0.5462
	In a city of 50000 or more	0.07	0.19	-0.30	0.45	0.38	0.7005
Tobacco use	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.47	0.17	0.13	0.82	2.73	0.0063
Intoxicated with alcohol	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.76	0.20	0.36	1.15	3.76	0.0002
Illegal drugs	None	0.00	0.00	0.00	0.00	.	.
	1 or more	-0.39	0.51	-1.39	0.60	-0.77	0.4390
Prescription drug abuse	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.30	0.42	-0.53	1.13	0.71	0.4794
Mental health	None	0.00	0.00	0.00	0.00	.	.
	1 or more	0.44	0.15	0.15	0.72	3.02	0.0026
Distance to a casino	23 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 23 miles	0.21	0.14	-0.07	0.50	1.49	0.1362
Distance to a lottery retailer	1 miles or less	0.00	0.00	0.00	0.00	.	.
	more than 1 miles	-0.17	0.15	-0.48	0.13	-1.13	0.2586

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION playing lottery - YEAR 2013
by: Contrast.

Contrast	Degrees of Freedom	Wald F	P-value Wald F
OVERALL MODEL	24	4.17	0.0000
MODEL MINUS INTERCEPT	23	3.17	0.0000
INTERCEPT	.	.	.
Gender	1	1.32	0.2516
Age	3	1.50	0.2117
Education	2	4.15	0.0159
Household income	3	4.06	0.0069
Race & ethnicity	1	2.44	0.1183
Marital status	3	1.86	0.1348
Population within Zip Code	3	0.77	0.5095
Tobacco use	1	7.47	0.0063
Intoxicated with alcohol	1	14.16	0.0002
Illegal drugs	1	0.60	0.4390
Prescription drug abuse	1	0.50	0.4794
Mental health	1	9.13	0.0026
Distance to a casino	1	2.22	0.1362
Distance to a lottery retailer	1	1.28	0.2586

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

LOGISTIC REGRESSION playing lottery - YEAR 2013
by: Independent Variables and Effects.

Independent Variables and Effects		**Odds Ratio**	**Lower 95% Limit OR**	**Upper 95% Limit OR**
Intercept		0.72	0.37	1.43
Gender	Male	1.00	1.00	1.00
	Female	0.85	0.64	1.12
Age	18 - 34 years	1.00	1.00	1.00
	35 - 49 years	1.33	0.87	2.04
	50 - 64 years	1.01	0.67	1.52
	65 years or more	0.82	0.51	1.32
Education	HS, GED or Less	1.00	1.00	1.00
	College 1 - 3 years	0.98	0.69	1.39
	College 4 years or more	0.64	0.45	0.91
Household income	Less than $25,000	1.00	1.00	1.00
	$25,000 to $49,999	1.75	1.16	2.64
	$50,000 to $74,999	1.72	1.09	2.72
	$75,000 or more	2.27	1.42	3.64
Race & ethnicity	White (non-Hispanic)	1.00	1.00	1.00
	All other	0.64	0.36	1.12
Marital status	Married	1.00	1.00	1.00
	Divorced or separated	1.40	0.91	2.16
	Widowed	1.52	0.86	2.70
	never married	0.81	0.52	1.27
Population within Zip Code	Live in a farm or small town of less than 5000	1.00	1.00	1.00
	Live in a large town of 5000 to less than 25000	0.83	0.57	1.19
	Live in a city of 25000 to less than 50000	0.86	0.53	1.39
	In a city of 50000 or more	1.08	0.74	1.57

(cont.)

Independent Variables and Effects		Odds Ratio	Lower 95% Limit OR	Upper 95% Limit OR
Tobacco use	None	1.00	1.00	1.00
	1 or more	1.61	1.14	2.26
Intoxicated with alcohol	None	1.00	1.00	1.00
	1 or more	2.13	1.44	3.16
Illegal drugs	None	1.00	1.00	1.00
	1 or more	0.67	0.25	1.83
Prescription drug abuse	None	1.00	1.00	1.00
Prescription drug abuse	1 or more	1.35	0.59	3.09
Mental health	None	1.00	1.00	1.00
	1 or more	1.55	1.17	2.06
Distance to a casino	23 miles or less	1.00	1.00	1.00
	more than 23 miles	1.24	0.93	1.64
Distance to a lottery retailer	1 miles or less	1.00	1.00	1.00
	more than 1 miles	0.84	0.62	1.14

Gambling Attitude & Prevalence 2013 , CSBR, Iowa adults (18+)

APPENDIX 12. DSM-5 SCORING

Comparing the NODS with DSM-IV & DSM 5 Criteria

There is not yet a specification for how the NODS should be used based on the new DSM 5 diagnostic criteria. Nine items from the DSM 5 were used to create an 'equivalent' NODS score with the new threshold (4 positive criterions for gambling disorder). Items Q31A1 and Q31A2 (see questionnaire in Appendix 3) were dropped, and NODS score was recalculated and compared to the DSM-IV-based NODS scoring.

There were some differences between the two approaches, yet these differences were not significant in terms of overall point estimates for gauging the prevalence of the pathological gamblers (or gambling disorder in DSM 5) type of Iowans.

Population estimates of NODS ever classification in the state using DSM IV and DSM 5 criteria

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Subclinical/At risk	2011	120,097	5.18	0.71	3.95	6.77	-
	2013	151,160	6.54	0.81	5.12	8.32	1.96
(DSM-5 9 Criteria)	2013	148,995	6.45	0.81	5.03	8.22	1.97
Possible Pathological/ Problem Gambling	2011	13,584	0.59	0.17	0.33	1.03	-
	2013	33,617	1.45	0.37	0.89	2.38	1.71
(DSM-5 9 Criteria)	2013	20,096	0.87	0.28	0.46	1.64	1.70
Probable Pathological	2011	12,883	0.56	0.27	0.22	1.42	-
	2013	21,604	0.93	0.31	0.48	1.80	1.94
(DSM-5, 9 Criteria)	2013	35,125	1.52	0.39	0.92	2.51	1.86

Population estimates of NODS 12 months classification in the state using DSM IV and DSM 5 criteria

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
Subclinical/At risk	2011	65,591	2.83	0.55	1.93	4.13	-
	2013	83,377	3.61	0.62	2.58	5.03	1.99
(DSM-5, 9 Criteria)	2013	83,377	3.61	0.62	2.58	5.03	1.99
Possible Pathological/ Problem Gambling	2011	4,909	0.21	0.21	0.08	0.57	-
	2013	13,494	0.58	0.22	0.28	1.23	1.54
(DSM-5, 9 Criteria)	2013	11,680	0.51	0.22	0.22	1.16	1.69
Probable Pathological	2011	5,980	0.26	0.24	0.04	1.59	-
	2013	8,441	0.37	0.22	0.11	1.20	2.49
(DSM-5, 9 Criteria)	2013	10,256	0.44	0.23	0.16	1.21	2.15