

# Problem gambling and moderate risk gambling



## Problem gambling

About 0.83% of the Queensland population, or an estimated 21,910 people, experience problem gambling. People in this group are those who have experienced adverse consequences from their gambling and may have lost control of their behaviour.

A considerable proportion (70%) of the problem gambling group is male, significantly more than the general adult population rate of 49.8%. There are also disproportionate numbers of people in the 18–34 year age group (55%) compared to a general population rate of 36% for the same age group.

Gambling activity in this group is heavy. They are likely to participate in multiple gambling activities (four or more products), more frequently and for longer periods of time than other gamblers.

Only 19% of the problem gambling group seek help for their problems.

People experiencing problem gambling identify certain co-related issues (correlates) more significantly than other gambling groups. These correlates include:

- a family history of alcohol, drug and gambling problems
- the urge to gamble if something painful happens in their lives and
- depression and suicide.

## Moderate risk gambling

It is also estimated that 2.7% of the Queensland population, or 71,227 people, are moderate risk gamblers – that is, they are displaying some of the behaviours of problem gambling, but may not have experienced harm from gambling.

Once again, there is a disproportionate number of men in this category (75%).

The moderate risk gambling group are likely to participate in multiple gambling activities. However, the number of times they play and the average time spent on each gambling activity is on average lower than the problem gambling group.

Alcohol usage is a common correlate identified across gambling groups. In common with the problem gambling group, the moderate risk gambling group strongly identify the following correlates:

- the use of alcohol while gambling
- gambling under the influence of alcohol and
- having the urge to drink if a painful event occurs.

Source:

Queensland Household Gambling Survey 2001

