



Assessment of the Impacts of Gambling in New Zealand

This research was funded by the Ministry of Health. The objectives of this survey were to provide quantitative measures of the impacts of gambling from a representative sample of the New Zealand population aged between 15 to 80 years. The total sample size of the survey was 7010 consisting of: a general population sample of 4650 respondents and over samples of Maori, Pacific and Chinese/Korean respondents to allow separate analysis. The survey assessed the negative and positive impacts of gambling experienced by the gambler and by his or her associates (such as family and friends).

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Data collection took place from May 2007 to November 2007 using the SHORE and Whariki in-house Computer Assisted Telephone Interview (CATI) system.

Key Findings from representative sample

Participation in Gambling

The participation in gambling (excluding raffles), in the past 12 months, in the general population was 62%.

More than 50% of the population had engaged with Lottery products while participation in other modes of gambling were much lower, with fewer than 10% betting at a racetrack or at the TAB. Pokies were used by 4% in clubs and 8% in bars/pubs and 8% in the casino. Newer gambling opportunities (such as text messaging and the internet) were used by less than one percent of the sample.

In the present analysis, the definition of higher level participation in gambling was set at three hours or more per week spent gambling and/or a loss of at

Impacts of other people's gambling on domains of life

Approximately 12.4% of people had at least one person in their lives whom they considered to have been 'fairly heavy gamblers' in the last 12 months.

Close family members (i.e., partners, children, parents, siblings) of heavy gamblers were most negatively impacted by their family members' gambling. The life domains affected included physical health, mental well being, housing situation, material standard of living, relationships, care-giving for children, feelings about self, overall quality of life and overall satisfaction with life. Gambling addiction of wider family members, friends and work-related associates did not have significant negative impacts on people.

Key findings from Pacific sample

Prevalence of Gambling Modes

Over 40% of the Pacific sample had engaged with Lottery products while participation in other modes of gambling were much lower, with 7% betting at the TAB and 2% at a racetrack. Pokies were used by 2% in clubs, 8% in bars/pubs and 9% in the casino. About 3% of the Pacific sample gambled at casino tables, 5% played housie in community centres, clubs or bars, and 6% played poker/card games at their own or someone else's house.

Compared to other ethnic groups, Pacific people were more likely to: buy Daily Keno and play housie (in community centres, clubs or bars).

Impact of Gambling on Domains of Life

- For Pacific people there were significant associations between gambling participation and poorer quality of life in a number of life domains. Especially, there were significant negative associations in a number of domains of life with time spent on pokies machines.
- Pacific peoples who spent a longer time playing pokies in a bar reported poorer physical health, mental well being, feelings about self, quality of life, satisfaction with life, and financial situation.
- Pacific people who spent a longer time playing pokies in a club reported poorer physical health and poorer mental well being.
- Playing pokies in a casino was associated with poorer self ratings in regard to overall satisfaction with life, financial situation, and care giving for elderly.