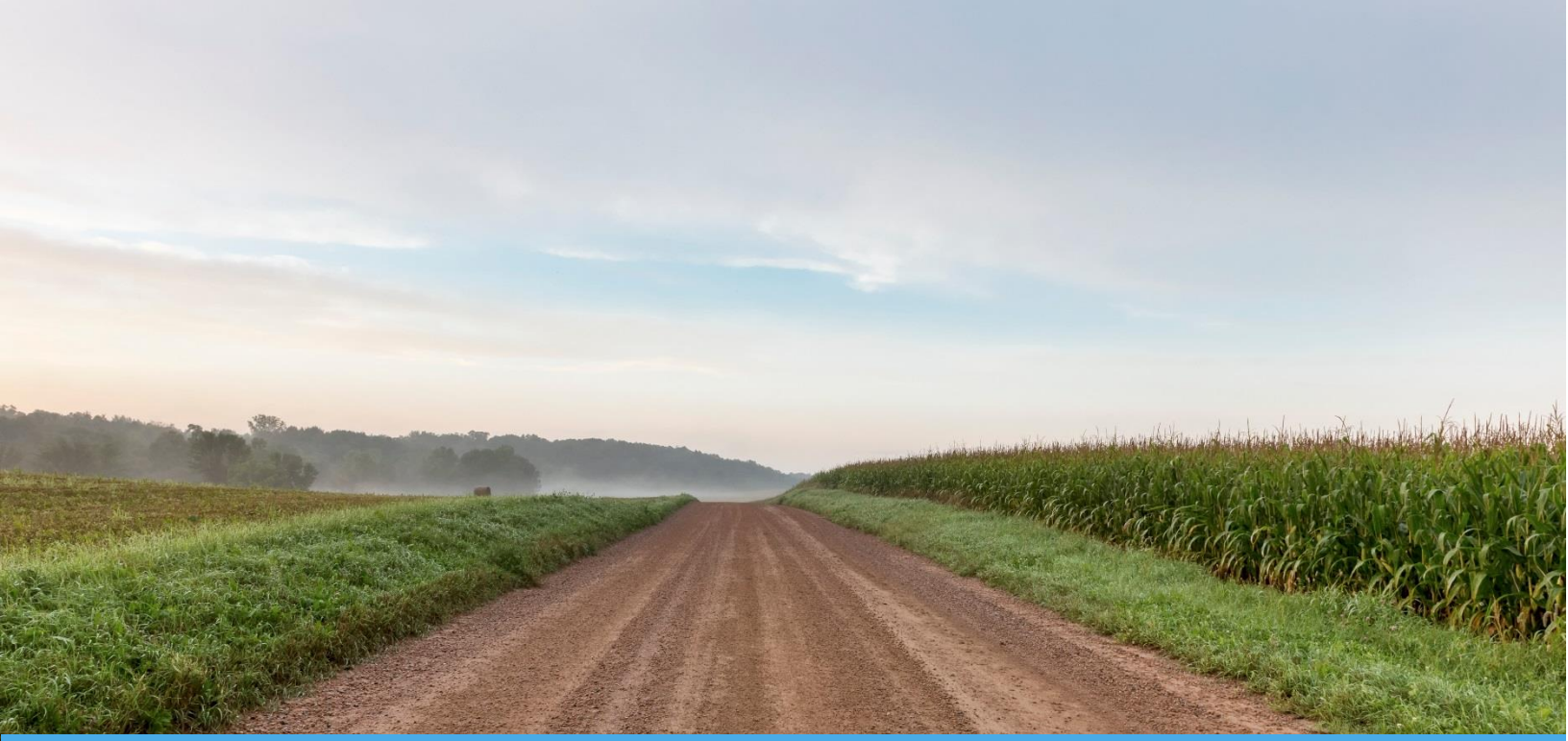

A. PREVALENCE OF GAMBLING

GAMBLING ATTITUDES AND BEHAVIORS: A 2018 SURVEY OF ADULT IOWANS

Prepared for
Iowa Department of Public Health
Iowa Gambling Treatment Program

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Iowa Department of Public Health
Protecting and Improving the Health of Iowans

IDPH Iowa Department of Public Health

July 2019

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The views and conclusions expressed in this report are the authors' and do not necessarily represent those of the Iowa Department of Public Health, Office of Problem Gambling Treatment and Prevention, or the University of Northern Iowa. This project was conducted under a contract between the University of Northern Iowa and the Iowa Department of Public Health.

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PREVALENCE OF GAMBLING[1]
EXECUTIVE SUMMARY

GAMBLING ATTITUDES AND BEHAVIORS: A 2018 SURVEY OF ADULT IOWANS

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

May 2019

BACKGROUND & METHODOLOGY

The 2018 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 2018 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 1,761 interviews (190 landline and 1,571 cell phone) were completed from September 12, 2018, to January 16, 2019. Similar studies were conducted in 2011, 2013 and 2015.

The primary purpose of this study was to collect data from adult Iowans to assess:

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

The 2018 data have been weighted in order to obtain point estimates to allow population generalization of non-institutionalized adults in Iowa (weighting variables included age, ethnicity, race, education, place and telephone status).

KEY FINDINGS

- The prevalence of gambling in the state increased from 2015 to 2018. The 2018 prevalence estimates indicate that:
    - Nearly 9 in 10 adult Iowans have gambled in the past.
    - About 7 in 10 adult Iowans gambled in the past 12 months.
    - About half of adult Iowans gambled in the past 30 days.
- Similarily, the estimation of at-risk gamblers in 2018 is about 14% and this is slightly higher than in 2015. This represents about 315,000 adults in the state who may be experiencing some problem gambling symptoms.
- Gambling in the adult population has impacted persons in their social networks. About 1in 4 adult Iowans (27%) know persons whose gambling may be causing problems for them.
- In addition, about 1 in 5 adult Iowans (22%) said that they have been negatively affected by others' gambling behaviors.

[1] This is the first report of a series (six in total) produced from the 2018 Survey of Public Gambling Attitudes and Behaviors toward Gambling.

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BACKGROUND & METHODOLOGY

The 2018 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 increase in the number of gambling licenses issued in the state was observed. Surveys of public attitudes and behaviors toward gambling were also conducted in 2011, 2013 and 2015. The timeline of the Iowa gambling industry and five gambling studies are shown in Figure A.

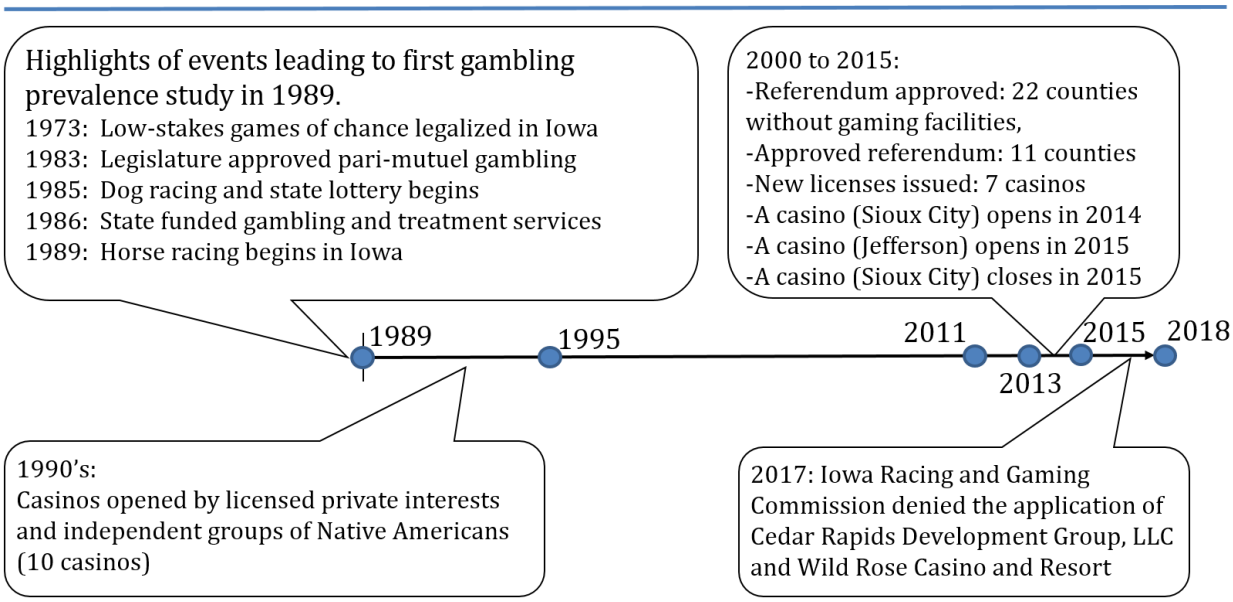

Figure A. Chronology of Iowa gaming industry[2] and gambling prevalence studies

[2] 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*. Current information can be found at *https://irgc.iowa.gov/about/chronology* (retrieved on 03-23-2016).
*The low-stake games of chance (such as bingo) legalization (1973) started with a raid in 1971 in the small town of 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:

Methodology

The 2018 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 1,761 interviews (190 landline and 1,571 cell phone) were completed from September 12, 2018, to January 16, 2019. The overall response rate (AAPOR RR3) was 26%, in which the cellphone RR3 (30%) was higher than the RR3 for landlines (13%). The overall cooperation rate (AAPOR CR3) was 70%, in which the cellphones CR3 (76%) was higher than the CR3 for landlines (42%)[3]. Participants included Iowans who were at least 18 years of age or older at the time of the interview.

This report focuses on findings from the 2018 study, but also includes some key findings from the 2015, 2013 and 2011 studies for comparison. The 2015 and 2013 Iowa Gambling Attitudes and Experiences Survey also used DF-RDD telephone sampling methodology. A detailed methodology report can be found in the 2015 and 2013 final report[4]. The 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. More detailed 2011 survey methodology can be found in the 2011 final report.

Measures

The 2018 questionnaire was developed by CSBR in collaboration with the Iowa Gambling Treatment Program (IGTP). Many of the measures/questions were obtained from the IGTP data collection system (I-SMART/Problem Gambling Domain) 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
E. Demographics

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

Weighting and precision of estimates

For analyses, the data were weighted to mirror the Iowa adult population on key characteristics including age, gender, race/ethnicity, education, place of residence and telephone status.[5] The post-stratification weights were computed with SUDAAN (see www.rti.org/sudaan). These weighted data help adjust for any areas of over- or underrepresentation in the sample and are used to

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). More extensive chronology since 2013 can be found at *https://irgc.iowa.gov/about/chronology/2010-present*

[3] See Appendix B for the complete response rates which follow the AAPOR Standard Definitions guidelines for calculation.
[4] See the 2011, 2013, and 2015 reports at https://idph.iowa.gov/igtp/reports
[5] See Appendix C. Weighting Methodology Report.

generalize the statewide population of adult Iowans. Descriptive statistics, including frequencies and distributions, were calculated for the total sample and for population subgroups including gender, age group, income, education, place of residence and gambling behaviors (e.g., at-risk gamblers). Margin of sampling error (MOE), taking into account the design effect, is ±0.9% for the overall sample and as high as ±5.6% for the analyses using the smallest subgroups (e.g., Hispanics). IBM SPSS Statistics 24 was used for initial data management, descriptive analyses and multivariate analysis. SUDAAN v 11.0.3 was used to determine population estimates of responses. Analyses conducted in SUDAAN have been adjusted for the design effect[6] due to differential probabilities of selection, clustering and weighting. SUDAAN was also used for logistic regression to model some findings of the 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.

Unweighted demographics

The unweighted demographic characteristics of the survey sample can be found in Table A. Percentages were rounded to the nearest whole number; therefore, percentage totals will range from 99% to 101%. One decimal point is used in figures across the report. Unless otherwise noted, proportions reported in all charts and figures and all survey items described in the report are from cued responses (i.e., closed-ended questions).

[6] The Design Effect (**DEFF**) is a measure of estimated ratio variances between cluster versus simple random sampling design in a weighted data analysis.

Table A. Unweighted demographics of respondents in percent (n = 1,761)

	Valid %
Gender	
Male	51
Female	49
Age group	
18-34 years	21
35-49 years	20
50-64 years	29
65 years or older	31
Hispanic or Latino	4
Race	
White	95
African American	2
Asian	1
American Indian/Alaska Native	1
Some other race	1
Employment status	
Employed	50
Self-employed	12
Out of work or unable to work	7
Homemaker or student	6
Retired	26
Marital status	
Married or cohabitating	62
Divorced or separated	13
Widowed	9
Never married	17
Education	
Less than high school graduate	5
Grade 12 or GED	27
College 1 year to 3 years	30
College 4 years	26
Graduate or professional school	13
Household income	
Less than $25,000	20
$25,000 - $49,999	22
$50,000 - $74,999	19
$75,000 or more	39
Place of residence	
On a farm or rural setting	22
Outside of city limits or small town	28
Large town (5000-25,000 people)	18
City (25,000-150,000 people)	26
In a city of 150,000 or more	7

SECTION A1: PREVALENCE OF GAMBLING

An important goal of this study was to provide current estimates of the prevalence of gambling and gambling disorders of adult Iowans. The 2018 survey used the same measures of gambling behaviors included in the 2011, 2013 and 2015 surveys. Starting in 2015, gambling behaviors include fantasy sports betting and betting on outcomes of gaming.

The prevalence of gambling is assessed for 21 gambling behaviors[7]; respondents reporting any of the gambling behaviors in the last 30 days were 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 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. A summary of the 2018 prevalence of gambling is shown in Figure A1-1.

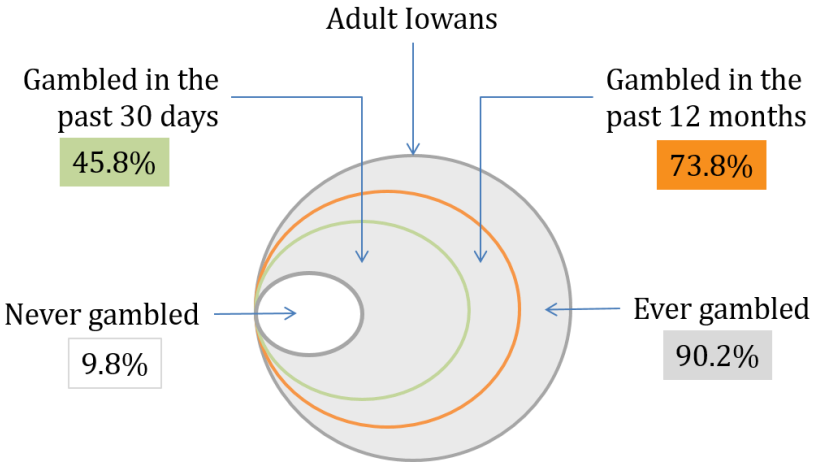

Figure A1-1. Prevalence of gambling classification in the state adult population (figure not to scale)

[7] The list of gambling behaviors 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, (19) Bets or gambling using some other game, activity, or event not listed, (20) betting on Fantasy Sports and Daily Fantasy Sports, and (21) betting on outcomes of gaming.

PREVALENCE OF GAMBLING IN 2018

In the 2018 survey, less than half of adult Iowans reported gambling in the past 30 days, more than two-thirds reported gambling in the past 12 months, and the vast majority reported gambling at some point in the past. Projecting these proportions to the population, the number of adult Iowans who gambled in the past 12 months is estimated to be approximately 1.6 million.

The prevalence of gambling in 2018 was higher than in 2015, but is similar to 2013 (see Figure A1-3). A complete data table for the prevalence of gambling is shown in Appendix D.

45.8% Pop. Est.: 1,059,174	Gambled in the past 30 days
73.8% Pop. Est.: 1,707,241	Gambled in the past 12 months
90.2% Pop. Est.: 2,088,423	Gambled in the past (ever gambled)

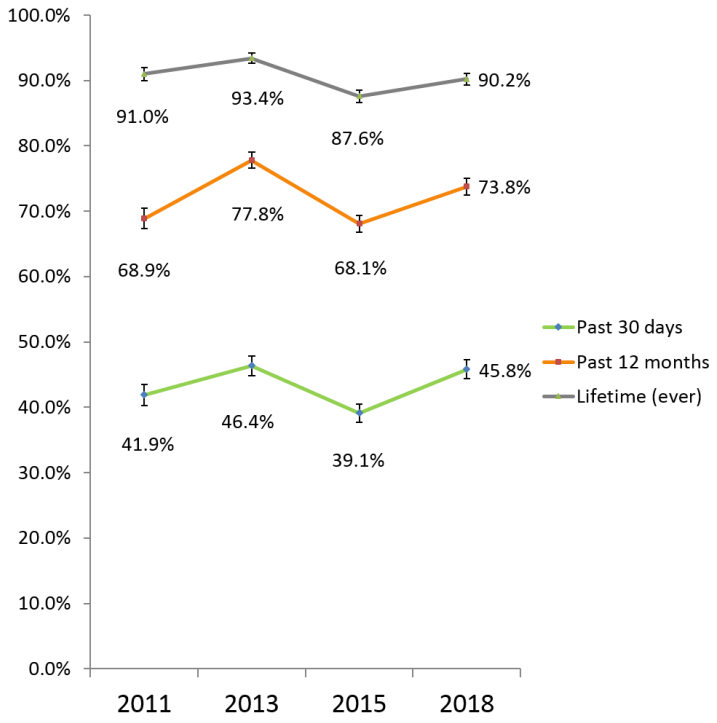

Figure A1-2. Prevalence of gambling by year [8]

[8] 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.

SECTION A2. AT-RISK AND PROBLEM GAMBLING

Another goal of this study was to provide estimates of the population who might be at-risk gamblers. At-risk gamblers are defined as those having one or more symptoms on the Problem Gambling Severity Index (PGSI).

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 scoring criteria provided four classifications of problem gambling in the past 12 months: (1) not at risk, (2) low risk, (3) moderate risk, and (4) high risk problem gambler. Using these scoring criteria, at-risk gamblers (one or more classification criteria) and problem gambling (classification criteria = 4) were computed. A summary of the 2018 prevalence of gambling and problem gambling is shown in Figure A2-1.

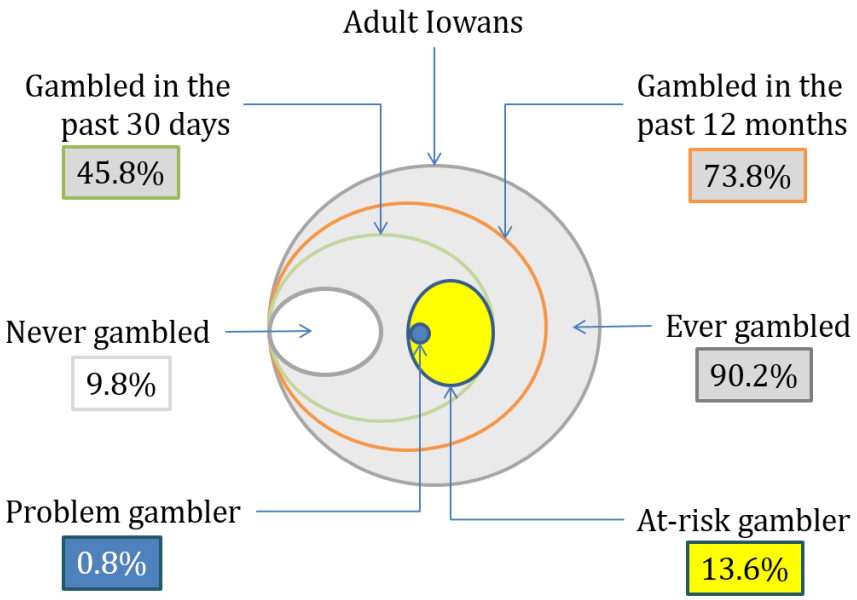

Figure A2-1. Prevalence of gambling and problem gambling in Iowa (the figure is not to scale)

PROBLEM GAMBLING IN THE PAST 12 MONTHS

Problem gambling in the past 12 months was assessed with the PGSI. This is a measure of the level of gambling problems a person may be experiencing or may have experienced in the past.

First, the data were aggregated to estimate the number of Iowans who have at least one symptom according to the PGSI, and defined them as "at risk" gamblers. Estimates of the number of Iowans who may be classified as being the most severe cases by PGSI were also calculated. The point estimate of at-risk gamblers was about 14%, which is slightly higher than the estimate in 2015. This 2018 estimate represents about 315,000 adults in the state who may be experiencing some symptoms of problem gambling.

It is estimated that slightly less than 1% of adult Iowans meets the criteria as problem gamblers, the most severe classification of the PGSI. The variation across point estimates for at-risk and problem gamblers from 2011 to 2018 is not statistically significant, as shown in Figure A2-2.

13.6% Pop. Est. 315,141	At-risk gambler
0.8% Pop. Est. 18,504	Problem gambler

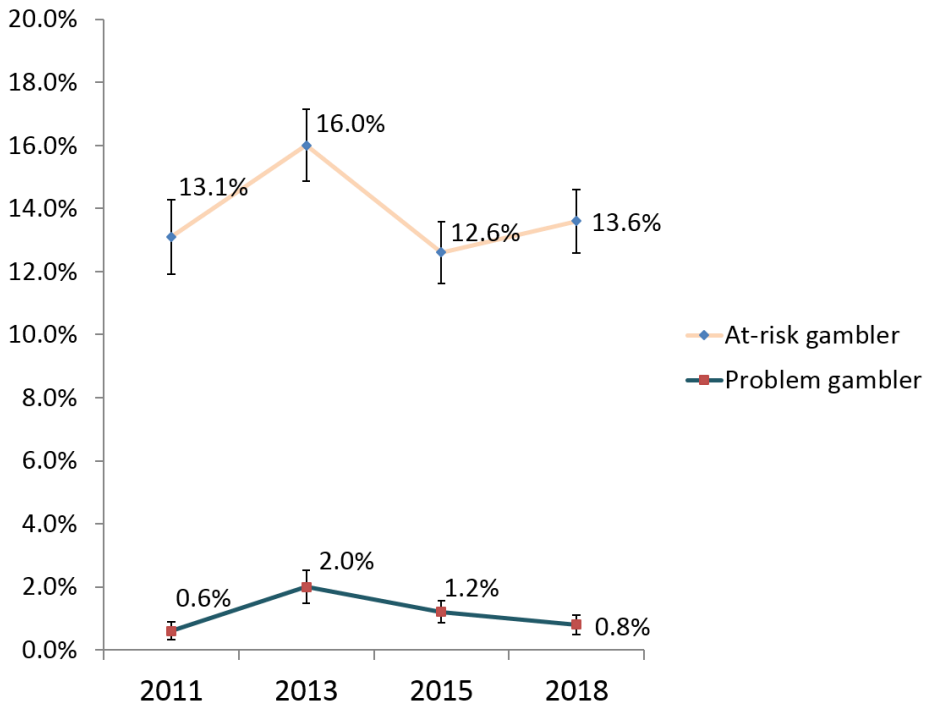

Figure A2-2. At-risk and problem gamblers in the state by year

SUMMARY OF PREVALENCE OF GAMBLING

The findings of the prevalence estimates can be represented with 100 hexagons that emulate the map of Iowa. Each hexagon represents 1% of adult Iowans, and it is equivalent to approximately 23,000 people. This representation is shown in Figure A2-3.

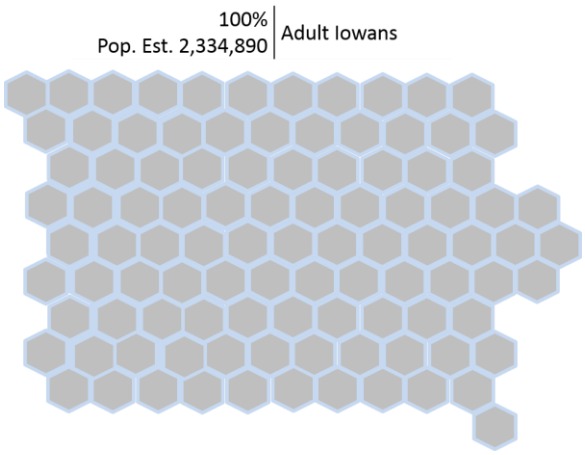

Figure A2-3. Representation of all adult Iowans with 100 hexagons

The point estimates for the prevalence of gambling, at-risk gamblers and problem gamblers in the past 12 months can be represented with hexagons. For instance, 74 hexagons represent the 74% of adult Iowans who gambled in the past 12 months (see Figure A2-4). This is about 1.6 million adult Iowans.

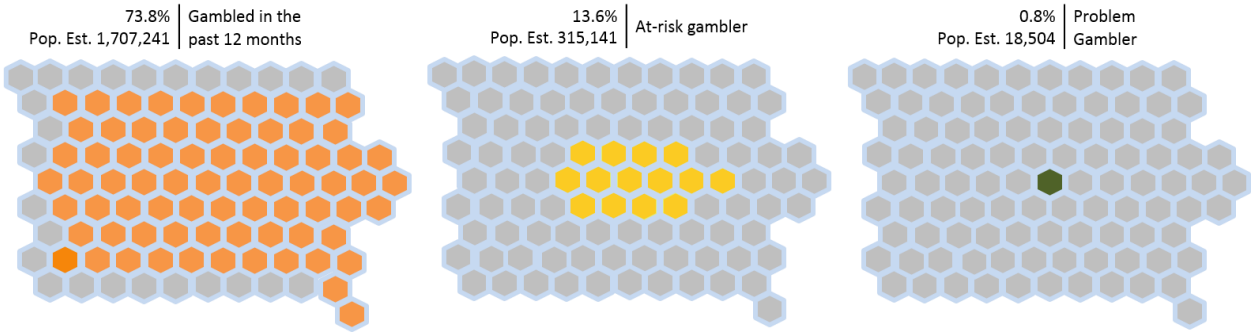

Figure A2-4. Point estimates for prevalence of gambling and problem gambling in the past 12 months

SECTION A3. SELF-REPORTED GAMBLING PROBLEMS

Self-reported gambling problems can be important factors that determine 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).

Self-reported gambling problems were assessed with the following questions:

- Have you ever thought you might have a gambling problem?

- Do you think you might have a gambling problem now?

The point estimates for self-reported problems were 3% for those who had ever experienced gambling problems, and 1% for those who were currently experiencing gambling problems at the time of the survey. These values are similar to the 2013 and 2015 estimates (see Figure A3-1).

2.7% Pop. Est. 62,455	Problem with gambling: EVER
0.9% Pop. Est. 21,017	Problem with gambling: NOW

About 1 in 10 adult Iowans are at-risk gamblers who have experienced one or more problem gambling symptoms. Among at-risk gamblers in the state, about 5% reported they were currently having gambling problems. These values are similar to the 2015 estimates (see Figure A3-3).

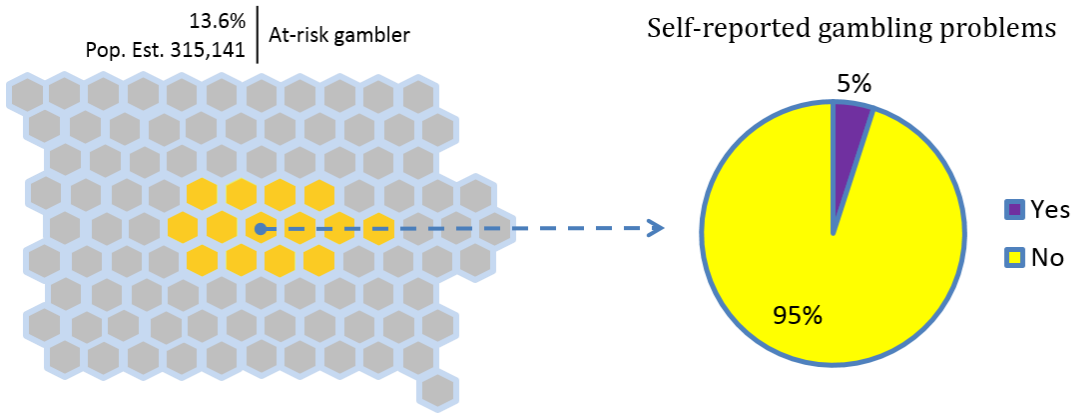

Figure A3-3. At -risk gamblers who self-reported gambling problems

About 1 in a 100 adult Iowans were problem gamblers who have experienced multiple problem gambling symptoms. Among problem gamblers in the state, about 56% of them reported that they were currently having gambling problems (see Figure A3-4). However, this estimate may vary

considerably due to the small sample size (1% of adult Iowans) and readers should be cautious when using this finding. These values are similar to the 2015 estimates.

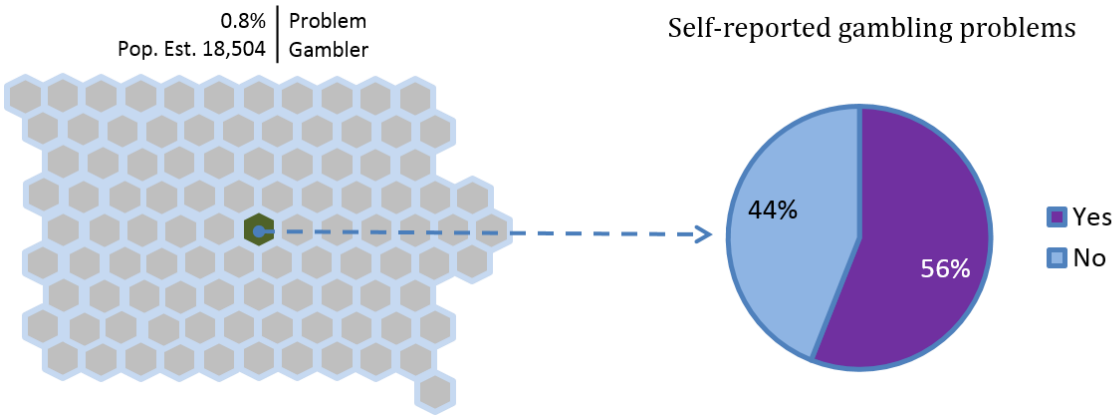

Figure A3-4. Problem gamblers who self-reported gambling problems

For those who were classified as at-risk gamblers or self-reported having gambling problems (13.8%; 320,478 adult Iowans), two other questions were added.

- Have you talked about your gambling problems, if any, with someone?

- Who initiated this conversation?

About 1 in 10 (at-risk gamblers or self-reported gamblers) reported that they have talked with someone about their gambling problems. And, about half of these conversations were initiated by the at-risk gamblers or self-reported gambling problems.

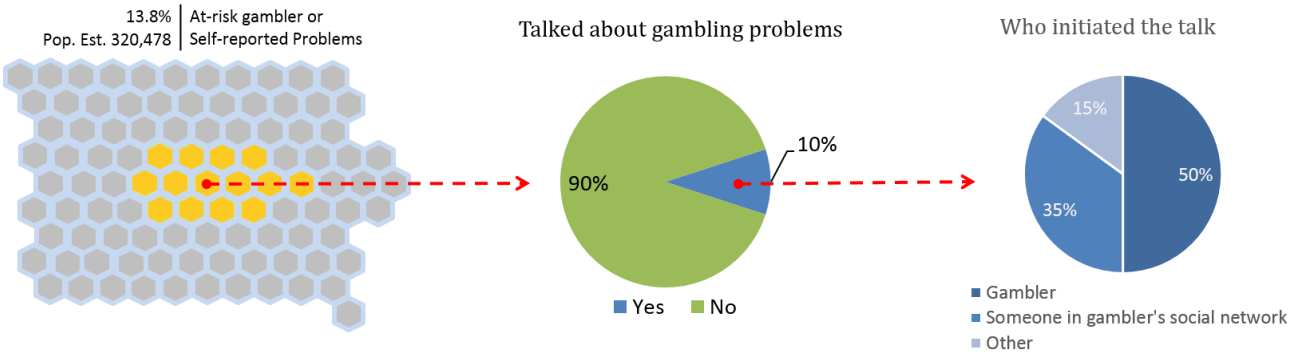

Figure A3-5. At-risk or self-reported problem gamblers and the disclosure of problems

SECTION A4. SOCIAL IMPACT OF GAMBLING PROBLEMS

People with gambling disorders may not experience the adverse consequences of their gambling behaviors alone. The negative physical, emotional and financial consequences of gambling can affect family, friends, coworkers and others whom the gambler knows personally, as illustrated in Figure A4-1.

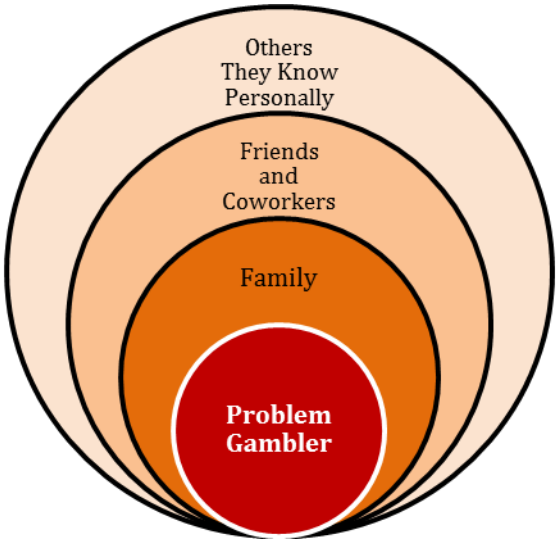

Figure A4-1. Illustration of the spheres of impact from an individual's problem gambling behaviors

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

- **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?**
- **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?**

Nearly 1in 4 (27%) Iowans reported that they know a person with financial, physical or emotional problems caused by gambling. About 1 in 4 (22%) 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.

26.7% Pop. Est. 618,350	Know a person whose gambling may be causing […] problems
21.8% Pop. Est. 504,744	Negatively affected by others' gambling behaviors (aggregated)

SOCIAL IMPACT OF GAMBLING AND POPULATION ESTIMATES

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

At-risk gamblers were slightly more likely than not-at-risk gamblers to report that they knew someone with problems caused by gambling and that they were negatively affected by other people's gambling, but this difference was not statistically significant (see Table A4-1).

Table A4-1. Social impacts of gambling by gambling symptoms

Gambling Activities in 2018		**Gambled in the past 12 months**		
		Not-at-risk %	**At-risk %**	**Total %**
Do you know any person whose gambling may be causing problems	Yes	27	32	28
Negatively affected by friend, coworker, family members or someone else	Yes	22	27	23

APPENDICES

APPENDIX A. QUESTIONNAIRE

GENERAL ATTITUDE

C:.....
Q: Q2D

Which of the following statements best describes your belief about the benefits 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

I:

GAMBLING PARTICIPATION

C:.....
C: Transition Statement
Q: TRQ3
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 participate in these activities.

C:.....
C: Gambling Participation: Recency
C: Items k, l, n, p-s do not have follow-up questions
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…. [RANDOMIZE a-r]

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, or playing basketball?
k. Participated in f*antasy sports leagues or games ?*
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 such as, online slots, online betting, online Blackjack, etc?
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

Gambling Behavior

C:.....
C: IF Q3A GE 3 SKP Q4_2
Q: Q4_1
During the past 12 months, how often did you bet or gamble on <u>slot machines?</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:.....

C: IF Q3B GE 3 SKP Q4_3
Q: Q4_2
During the past 12 months, how often did you bet or gamble on <u>table games at a casino such as poker, roulette, craps, and blackjack?</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:.....
C: How Often Gamble on Video Poker, Video Keno, or Video Blackjack
C: IF Q3C GE 3 SKP Q4_4
Q: Q4_3
During the past 12 months, how often did you bet or gamble on <u>video poker, video keno, or video blackjack?</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:.....
C: How Often Gamble on Dice Games
C: IF Q3D GE 3 SKP Q4_5
Q: Q4_4
During the past 12 months, how often did you bet or gamble on <u>dice games?</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:.....
C: How Often Gamble on Scratch Tickets or Pull Tabs
C: IF Q3E GE 3 SKP Q4_6

Q: Q4_5
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:.....
C: How Often Gamble on Lotteries
C: IF Q3F GE 3 SKP Q4_7
Q: Q4_6
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:.....
C: How Often Gamble on Racetracks Horses or Dogs
C: IF Q3G GE 3 SKP Q4_8
Q: Q4_7
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:.....
C: How Often Gamble on Bingo
C: IF Q3H GE 3 SKP Q4_9

Q: Q4_8
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:.....
C: How Often Gamble on Card Games with Family and Friends
C: IF Q3I GE 3 SKP Q4_10
Q: Q4_9
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:.....
C: How Often Gamble on Games of Personal Skill
C: IF Q3J GE 3 SKP Q4_11
Q: Q4_10
During the past 12 months, how often did you bet or gamble on <u>games of personal skill such as pool, bowling, 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:.....
C: How Often Gamble on Sports
C: IF Q3M GE 3 SKP Q4_12
Q: Q4_11

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

C:.....
C: How Often Gamble on Internet
C: IF Q3O GE 3 SKP Q5A
Q: Q4_12
During the past 12 months, how often did you bet or gamble on <u>the internet, such as Texas Hold'em, online slots, online betting, etc?</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

FANTASY SPORTS

C:.....
C: Fantasy sports INTRO & participation (EVER)
C: IF Q3K GE 4 SKP Q6

Q: Q7A
You have mentioned that you played Fantasy Sports. The following questions are related to the Fantasy Sports as opposed to the Daily Fantasy Sports.

When I say "Fantasy sports", I mean a game in which you draft professional league players –once per season- onto a team that competes in an online league, where scoring points is determined by the actual performance of those players. Some examples include Fantasy Football, baseball, basketball, golfing, etc.

When was the last time you played fantasy sports?

[Interviewer note: Including any fantasy that have no fee or cost]

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

C:.....
C: How Often **played on f*antasy sports leagues or games***
C: This is for those who answered Q7A LE 2. **(Past 12 months)**
Q: Q7C
During the past 12 months, how often, if ever, did you participate in your Fantasy Sports league or leagues? By participation we mean editing your line up, making trades, using the internal chat, checking scores or players status, etc.

Would you say…
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?

6.NEVER

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

C:.....

C: Fantasy Sport - gambling – EVER
C: This is for those who answered Q7A LE 3 **(EVER)**
Q: Q7D
Have you EVER bet or wagered money or possessions on Fantasy Sports?
1. Yes
2. No

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

C:.....
Q: Fantasy Sport – how often
C: This is for those who answered Q7D =1 & Q7ALE 3 (EVER)

Q: Q7F

During the past 12 months, how often did you bet or wager on the outcome of Fantasy Sports? Was it…

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

6. DID NOT BET OR WAGER IN THE PAST 12 MONTHS
7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....

Q: Daily Fantasy Sport–

C: IF Q3K GE 4 SKP Q6

C: Daily Fantasy Sport - gambling – EVER

Q: Q7G

Now, Daily Fantasy Sport is a kind of Fantasy Sports that is concluded in a very short time period, usually in a single day of competition as opposed to the seasonal competition.

Have you EVER bet or wagered money or possessions on Daily Fantasy Sports?

1. Yes
2. No

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

C:.....

Q: Daily Fantasy Sport - How often

C: Ask if Q7G=1.

Q: Q7H

During the past 12 months, how often, if ever, did you participate in Daily fantasy sports through internet sites such as DraftKing or FanDuel?
Would you say…

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

6. Never?

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

GAMING

C:.....
C: Gaming INTRO
Q: TRQ6
In this study, when I say gaming, I mean any type of game including games played on mobile devices, gaming consoles, computers, or within social media websites, such as Candy Crush, League of Legends, Fortnite, Minecraft, etc. Please do not include non-electronic version of games such as board games, card games, puzzles, etc.

C:.....
C: Gaming Participation
Q: Q6A
When was the last time you played games using a mobile device, gaming console, or computer?

[Interviewer note: Including any online game, gaming apps that are free or pay-to-play]

Would you say…
T:
1. Within the past 7 days
2. Between 7 days and 30 days ago,
3. Between 30 days and 12 months ago,
4. More than 12 months ago, or
5. Never?

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

I: IF Q6A GE 5 GO TO Q16 (The follow up Qs are for those who played)

C:.....
C: How Often **played on games**
C: This is for those who answered Q6A LE 3 (past 12 months**)**
Q: Q6A2

During the past 12 months, how often did you play games using a mobile device, gaming console, hand held gaming device, or computer? 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?

6. Did not play in the past 12 months
7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
C: Gaming- platform–EVER
C: This is for those who answered Q6A LE 3. **(12 months)**
Q: Q6B

In the last 12 months, which platform or device did you use the most often to play games?
[Do NOT Read List]

1. Gaming console (e.g., Playstation, Xbox, Switch, etc.)
2. Computer
3. Smartphone, tablet, or other mobile device
4. Hand held gaming devices (e.g., Nintendo DS, Sega Game Gear)
5. Other [Specify]_____

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

GAMING & Gambling

C:.....
C: Gaming - gambling–EVER
C: This is for those who answered Q6A LE 4 **(EVER)**
Q: Q6D1

Have you ever made in-game or in-app purchases –using real money- to gain additional lives, enhancements, currency, or power ups?
[**Interviewer note:** Gaming including games played on mobile devices, gaming consoles, computers, or within social media websites. Please, do not include non-electronic version of games such as board games, card games, puzzles, etc.]

1. Yes
2. No

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

C:.....
Q: Gaming - gambling–past 12 months
C: This is for those who answered Q6D1=1 **& Q6A<4**
Q: Q6D2a

During the past 12 months, how often did you make in-game or in-app purchases –using real money- to gain additional lives, enhancements, currency, or power ups?
Was it…

1. About every day,
2. One to three times a week,
3. Once or twice a month,

4. A few times a year, or
5. Only once in the past 12 months?

6. Did not purchase in the past 12 months
7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
C: Gaming - gambling–EVER
C: This is for those who answered Q6A LE 4 **(EVER)**
Q: Q6E1

Have you ever bet or wagered real money on the outcome of a mobile, console or computer game, whether or not you were participating in that game?

[**Interviewer note:** Gaming including games played on mobile devices, gaming consoles, computers, or within social media websites, Please, do not include non-electronic version of games such as board games, card games, puzzles, etc.]

1. Yes
2. No

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

C:.....
Q: Gaming - **gambling–past 12 months**
C: This is for those who answered Q6E1 =1.
Q: Q6E2a

During the past 12 months, how often did you bet or wager on the outcome of a game? Was it…

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

6. Did not **bet or wager** in the past 12 months
7. DON'T KNOW
9. PREFER NOT TO ANSWER

Gambling Self Assessment

(This is for EVER Gambler: GAMBLE_EVER=1)
C:.....
C: Global Self-Assessment of Gambling Frequency
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:.....
C: Favorite Gambling Activity
C: (This is for **EVER** Gambler: GAMBLE_EVER=1)
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, or playing basketball
21. Fantasy sports (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. Gaming (include only if spend real money in-game purchase to play)
27. Some other game or activity? [SPECIFY:]

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

Resposible Gambling Strategies

C:.....
C: Responsible gaming strategies
C: This is for **12 months** Gambler:) Ask IF Q3A to Q3D, Q3G, or Q3H LE2
C: This is only for Casino - gambling
Q: Q17_A to Q17_I

The following questions are related to planning and some strategies that people may use when engaging in gambling activities. Please respond with a 'Yes' or 'No'.
Have you ever….

[Randomize]

A. Arranged your day and evening beforehand and planned other leisure activities in addition to gambling?
B. Determined the amount of time you were going to gamble before you started gambling?
C. Checked in with yourself before you started to gamble IF you were feeling lonely, anxious or depressed?
D. Brought a friend or planned to meet a friend at the gambling venue so your time and energy spent weren't just about gambling?
E. Learned how the games worked before gambling?
F. Kept track of how much time and the money you spent each time you gambled, as well as how often you went?
G. Took breaks when gambling to avoid getting anxious about losing a win by stepping away?
H. Let your family and friends know about your plans beforehand?
I. Made sure you knew where and how to get free services if you had a gambling problem?

1. Yes
2. No

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

PGSI-Gambling Severity

C:.....
C: Problem Gambling Severity Index
C: Ask Only Respondents Have Gambled During the Past 12 Months –
C: ASK IF GAMBLE_12MO=1.
Q: Q21A-Q21I
Some of the next questions may not apply to you. Thinking about the last 12 months…

a. How often have you bet more than you could afford to lose?

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, or
4. Almost always?

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

GAMBLING IMPACT & TREATMENT

C: (For ALL)
C:.....
C: GAMBLINGS IMPACT ON RESPONDENT'S SOCIAL GROUPS
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:.....
C: GAMBLINGS IMPACT ON RESPONDENT'S SOCIAL GROUPS
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:.....
C: CONFIDENCE IN RECOGNIZINGS SINGS OF PROBLEM GAMBLING IN OTHERS
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

Intention: Sport Betting in Casinos

C:.....
C: Intention to bet or wage on sports in casinos
C: ASK ALL
Q: Q37b_a to Q37b_c

In the coming years, the Iowa State Legislature may pass a sport betting law that would allow Iowans to bet or wager in sports.

To what extent do you disagree or agree with each of the following statements:
[Randomize]

a. I can't wait for Iowa to pass a Sport Betting law, so I can bet or wager on sports.
b. If Iowa passes a Sport Betting law, I would bet or wager on sports more than I do now.
c. If Iowa passes a Sport Betting law, I would bet or wager regularly on Sports.

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

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

C:.....
C: Intention to bet on DFS
C: ASK ALL
Q: Q37c_a to Q37c_c

In the coming years, the Iowa State Legislature may pass a law that would allow Iowans to bet or wager on Daily Fantasy Sports by paying an entry fee on sites such as FanDuel or DraftKings.

To what extent do you disagree or agree with each of the following statements:
[Randomize]

a. I can't wait for Iowa to pass a Daily Fantasy Sports law, so I can bet or wager using online sites.
b. If Iowa passes a Daily Fantasy Sports law, I would bet or wager on Daily Fantasy Sports using online sites more than I do now.
c. If Iowa passes a Daily Fantasy Sports law, I would bet or wager on Daily Fantasy Sports regularly using online sites.

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

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

Quit or Cut Back Gambling

C:.....
C: ENCOURAGEMENT FROM IMPORTANT OTHERS TO GET HELP
C: ASK IF GAMBLE_12MO=1.
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:.....
C: DESIRES TO REDUCE OR QUIT GAMBLING
C: ASK IF GAMBLE_12MO=1.
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

(This is for **EVER** Gambler: GAMBLE_EVER=1)

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

T:
1. Yes
2. No

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

I: IF ANS GE 2 SKP Q43A

C:.....

C: GAMBLING PROBLEM NOW
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

(FOR ALL)

C:.....
C: YLI AWARENESS
Q: Q44_1a
Have you ever seen or heard of "Your Life Iowa"?

1. Yes
2. No

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

I: IF ANS GE 2 SKP Q44_1C

C:.....
C: YLI AWARENESS -place
Q: Q44_1b
Where did you last see or hear something about "Your Life Iowa"?
[Do NOT read]

11. Billboards
12. Radio
13. Casinos
14. yourlifeiowa.org
15. Lottery tickets
16. Youtube
17. Social Media (Facebook, Twitter, Instagram, etc.)
18. Newspaper
19. TV
20. Internet
21. Other [SPECIFY]

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

IF (ANS=14) SKP Q44_1d

C:.....

C: YLI AWARENESS Q: Q44_1c
Have you ever seen or heard of the website *yourlifeiowa.ORG*?

1. Yes

2. No

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

I: IF ANS GE 2 SKP Q44

C:.....
C: YLI AWARENESS -place
Q: Q44_1d
Where did you last see or hear about the site: *yourlifeiowa.ORG*?
[Do NOT read]

11. Billboards
12. Radio
13. Casinos
14. Lottery tickets
15. Youtube
16. Social Media (Facebook, Twitter, Instagram, etc.)
17. Newspaper
18. TV
19. Internet
20. Other [SPECIFY]_____

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

C:.....
C: HELPLINE AWARENESS
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

I: IF ANS GE 2 SKP Q44C

C:.....
C: HELPLINE AWARENESS -place
Q: Q44b
Where did you last see or hear about 1-800-BETS-OFF?
[Do NOT read]

11. Billboards
12. Radio

13. Casinos
14. 1-800-BETS-OFF website
15. Lottery tickets
16. Youtube
17. Social Media (Facebook, Twitter, Instagram, etc.)
18. Newspaper
19. TV
20. Internet
21. Other [SPECIFY]

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

IF (ANS=14) SKP Q44d

C:.....

C: HELPLINE AWARENESS
Q: Q44c
Have you ever seen or heard of the website *www.1800BETSOFF.ORG*?

1. Yes
2. No

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

I: IF ANS GE 2 SKP Q45

C:.....
C: HELPLINE AWARENESS -place
Q: Q44d
Where did you last see or hear about the site: *www.1800BETSOFF.ORG*?
[Do NOT read]

11. Billboards
12. Radio
13. Casinos
14. Lottery tickets
15. Youtube
16. Social Media (Facebook, Twitter, Instagram, etc.)
17. Newspaper
18. TV
19. Internet
20. Other [Specify]_____

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

C:.....
C: IGTP AWARENESS
Q: Q45
The 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 study, were you aware of this?

1. Yes, I knew publicly funded gambling treatment 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

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

C:.....
C: Self-Exclusion Program AWARENESS
Q: Q45C
Currently an adult Iowan can voluntarily choose to self-exclude or ban him/herself from all state licensed casinos and/or Iowa lottery for a certain period of time. This program is called "Statewide Self-Exclusion Program." Before participating in this study, were you aware of Statewide Self-Exclusion Program?

[Do not read]
1. Yes, I knew Statewide Self-Exclusion Program was available in Iowa
2. Yes, I knew Statewide Self-Exclusion Program was available in Iowa, but I thought that it was a lifetime exclusion or ban only
2. No, I was not aware.

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

C:.....
C: Self-Exclusion Program AWARENESS follow up
Q: Q45D
T: Ask if Q45C=1 or 2.

Did you know that one of the options available for the Statewide Self-exclusion program is for 5 years?
1. Yes
2. No

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

C:.....
C: Self-Exclusion Program AWARENESS follow up
Q: Q45E
T: Ask if Q45C=1 or 2.

Did you know that one of the options available for the statewide Self-exclusion program is a lifetime exclusion or ban?

1. Yes
2. No

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

C:.....
C: IMPORTANCE OF STATE PREVENTION AND TREATMENT ACTIVITIES
C: 4 Items
Q: Q46A-Q46D
These next questions ask about your opinions of state-provided gambling treatment and prevention activities. Would you say…
a. public funding to provide problem gambling treatment is…
[RANDOMIZE]
b. public funding to educate youth about the risks of gambling is…
c. public funding to educate adults about the risks of gambling is…
e. public funding to educate seniors about the risks of gambling is…

1. Not at all important,
2. Somewhat important,
3. Important, or
4. Very important?

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

Health and Well-Being

(FOR ALL)

C:.....
C: TRANSITION TO HEALTH AND WELL-BEING SECTION
Q: TR3
The next section of questions is about your health and other health-related topics. This provides some context to the questions about gambling.

C:.....
C: QUALITY OF LIFE
C: EUROHIS-QOL based on WHO-QOL
Q: Q47_3a to Q47_3g

We would like to ask you about how you feel about your quality of life, health, or other areas of your life. Please answer all the questions. If you are unsure about which response to give to a question, please choose one response option that appears most appropriate.

(NOTE: Do not randomize)

a. How would you rate your quality of life? Would you say you are…
b. How satisfied are you with your health? Would you say you are…
d. How satisfied are you with your ability to perform your daily living activities? Would you say you are…
e. How satisfied are you with yourself? Would you say you are…
f. How satisfied are you with your personal relationships? Would you say you are…
h. How satisfied are you with the conditions of your living place? Would you say you are…

1. Very dissatisfied,
2. Somewhat dissatisfied,
3. Neither satisfied nor dissatisfied,
4. Somewhat satisfied, or
5. Very satisfied

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

c. I have enough energy for everyday life. Would you say you strongly disagree, disagree, neither agree nor disagree, somewhat agree, or strongly agree…
g. I have enough money to meet my needs. Would you say you strongly disagree, disagree, neither agree nor disagree, somewhat agree, or strongly agree…

1. Strongly disagree
2. Somewhat disagree
3. Neither agree nor disagree
4. Somewhat agree
5. Strongly agree

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

C:.....
Q: TR4
I am going to read a list of experiences that you may have had in the last 30 days. Tell me on how many days during the past 30 days you had each experience if at all. First….

C:.....
C: MENTAL HEALTH DAYS
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:.....
C: CURRENT TOBACCO USE
Q: Q49

Now think 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:.....
C: CURRENT e-cigarette USE
Q: Q49a
During the past 30 days, have you used e-cigarettes?

Interviewer Note: e-cigarettes are also called electronic, or vapor cigarettes

1 Yes
2 No

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

C:.....
C: Any ALCOHOL use (adapted from *http://www.samhsa.gov/grants/CSAT-GPRA/services.aspx* : instrument SAIS_GPRA_Client_Outcome_Instrument_v2.6.doc)
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

I: IF ANS =0 SKP Q51B_1

C:.....
C: Drink ALCOHOL to intoxication
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:.....
C: CURRENT DRUG USE
Q: Q51B_1
C: Interviewer: for illegal drugs we refer to: Cocaine/crack, Marijuana/Hashish (Pot, Joints, Blunts, Chronic, Weed, Mary Jane), Opiates (e.g. Heroin (Smack, H, Junk, Skag))
During the past 30 days, how many days have you used any kind of illegal drugs?

[INTERVIEWER NOTE: illegal drugs could be: KHAT (pronounced "cot"), **Spice, Bath Salts, Cocaine/crack, Marijuana/Hashish (Pot, Joints, Blunts, Chronic, Weed, Mary Jane), Opiates (e.g. Heroin (Smack, H, Junk, Skag)), etc.]**
[ ] = # of Days illegal drugs {0-30}

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

C:.....
C: CURRENT DRUG USE
Q: Q51B_2
C: Interviewer: etc.
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?

[INTERVIEWER NOTE: common misuse of prescription and over the counter medications includes intentionally or unintentionally using more/less that prescribed, using with incorrect frequency, and using for an unauthorized effect such as getting high. Such drugs include: morphine; Diluadid; Demerol; Percocet; Darvon; Codeine; Tylenol; Oxycotin/Oxycodone; non-prescription methadone; Methamphetamine or other amphetamines (Meth, Uppers, Speed, Ice, Chalk, Crystal, Glass, Fire, Crank); Benzodiazepines: Diazepam (Valium); Alprazolam (Xanax); Triazolam (Halcion); and Estasolam (Prosom and Rohypnol–also known as roofies, roche, and cope);Barbiturates: Mephobarbital (Mebacut); pentobarbital sodium (Nembutal); etc. and any medications that are available from open shelves.]
[ ] = # of Days illegal drugs {0-30}

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

C:.....
C: PROBLEM WITH CIGARETTES, ALCOHOL, OR TOBACCO
C: 5 Items
Q: Q52A-Q52E
During the past 12 months, have you 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:.....
C: RECEIVED TREATMENT
C: 3 Items
Q: Q53A-Q53B
Have you <u>EVER</u> sought treatment for a…

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

1. Yes
2. No

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

C:.....

C: Problem IN FAMILY
Q: Q54
Think back to your home life when you were growing up. Did you or anyone in your family ever have problems related to …
[Randomize]
1. Gambling?
2. Alcohol?
3. Illegal Drugs?
4. Over the counter medication?
5. Mental health?

1. Yes
2. No

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

Help seeking

C:.....
C: Actual disclosure among At-risk (problem gambler)
C: ASK IF (at-risk=1(PGSI >0) or self-reported gambling problem Q42=1)
Q: Q57A1
Have you talked about your gambling problems, if any, with someone?
1. Yes
2. No

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

C:.....
C: INITIATION OF TALK disclosure among At-risk (problem gambler)
C: ASK IF Q57_A1=1.
Q: Q57A2
Who initiated this talk? Would you say that it was

1. You
2. Someone in your social network
3. Someone from outside of your social network

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

Demographics

C:.....
C: TRANSITION TO DEMOGRAPHICS
Q: TR_4
The last few questions are general background demographic questions.

C:.....
C: AGE
Q: Q59
What is your age?
[ ] = Actual Age

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

C:.....
C: HISPANIC/LATINO
Q: Q60
Are you Hispanic or Latino/a?

1. Yes
2. No

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

C:.....
C: RACE CLASSIFICATIONS
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, Alaska Native or
6. Other [Specify]

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

I: IF ANS=7 or ANS=9 SKP Q62
I: IF SUM(Q61.1 to Q61.6) LE 1 SKP Q62

C:.....
C: RACE FOLLOW-UP IF SELECTED MORE THAN ONE RACE TO Q66
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:.....
C: MARITAL STATUS
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:.....
C: NUMBER OF CHILDREN IN HOUSEHOLD
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:.....
C: EDUCATION COMPLETED
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:.....
C: EMPLOYMENT STATUS
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:.....
C: ANNUAL HOUSEHOLD INCOME
Q: Q66
Is your annual gross household income before taxes from all sources…

11. Less than $10,000,
12. $10,000 to less than $15,000,
13. $15,000 to less than $20,000,
14. $20,000 to less than $25,000,
15. $25,000 to less than $35,000,
16. $35,000 to less than $50,000,
17. $50,000 to less than $75,000,
18. $75,000 to less than $100,000, or
19. $100,000 or more?

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

C:.....
C: GENDER

Q: Q67
Are you…

[INTERVIEWER NOTE: SOME PEOPLE DESCRIBE THEMSELVES AS TRANSGENDER WHEN THEY EXPERIENCE A DIFFERENT GENDER IDENTITY FROM THEIR SEX AT BIRTH. FOR EXAMPLE, A PERSON BORN INTO A MALE BODY, BUT WHO FEELS FEMALE OR LIVES AS A WOMAN WOULD BE TRANSGENDER. SOME TRANSGENDER PEOPLE CHANGE THEIR PHYSICAL APPEARANCE SO THAT IT MATCHES THEIR INTERNAL GENDER IDENTITY. SOME TRANSGENDER PEOPLE TAKE HORMONES AND SOME HAVE SURGERY. A TRANSGENDER PERSON MAY BE OF ANY SEXUAL ORIENTATION - STRAIGHT, GAY, LESBIAN, OR BISEXUAL.]
T:
1. Male,
2. Female,
3. Other? (specify_____)

7. Don't Know/Not sure
9. PREFER NOT TO ANSWER

C:.....

C: Living location
Q: Q67_1

Which of the following best describes where you live? Do you live…

11. On a farm,
12. In a rural setting, not on a farm,
13. In a rural subdivision outside of city limits,
14. In a small town of less than 5,000 people,
15. In a larger town of 5,000 to less than 25,000 people,
16. In a city of 25,000 to less than 50,000 people,
17. In a city of 50,000 to less than 150,000 people, or
18. In a larger city of 150,000 or more people?

77. DON'T KNOW/NOT SURE
99. REFUSED

C:.....
C: Region/County/Zip
Q: Q67_2a
What county do you live in?
_____ County

C:.....
C: Region/County/Zip
Q: Q67_2b
T:
What is your ZIP Code?
[ ]

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

C:.....
C: Easy to answer
Q: Q67_3a
Q_M1. **In general, how difficult or easy was it to answer the questions in this survey? Would you say...**

1. Very difficult
2. Somewhat difficult
3. Neither difficult nor easy
4. Somewhat easy
5. Very easy

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

C:.....
C: Multitasking THREE RANDOM COHORT
Q: COHORT 1
Q67_3b1. **During the time we've been on the phone, in what other activities, if any, were you engaged?**
[DO NOT READ – Select up to 3]

11. Working
12. Watching kids
13. Watching TV
14. Cooking
15. Driving
16. Surfing Internet or Social Media
66. Other [SPECIFY]

88. NO OTHER ACTIVITIES
77. DON'T KNOW/NOT SURE
99. REFUSED

I: IF talking to respondent on cell phone, skip to 68B

C:.....
C: Multitasking
Q: COHORT 2

Q67_3b2. **During the time we've been on the phone, in what other activities, if any, were you engaged such as watching TV or watching kids?**
[DO NOT READ – Select up to 3]

11. Working
12. Watching kids
13. Watching TV
14. Cooking
15. Driving
16. Surfing Internet or Social Media
66. Other [SPECIFY]

88. NO OTHER ACTIVITIES
77. DON'T KNOW/NOT SURE
99. REFUSED

I: IF talking to respondent on cell phone, skip to 68B

C:.....
C: Multitasking
Q: COHORT 3

Q67_3b3. **During the time we've been on the phone, in what other activities, if any, were you engaged such as walking or talking with someone else?**
[DO NOT READ – Select up to 3]

11. Working
12. Watching kids
13. Watching TV
14. Cooking
15. Driving
16. Surfing Internet or Social Media
66. Other [SPECIFY]

88. NO OTHER ACTIVITIES
77. DON'T KNOW/NOT SURE
99. REFUSED

I: IF talking to respondent on cell phone, skip to 68B

C:.....
C: TELEPHONE PROFILE
Q: Q68A
Can you also be reached via cell phone?
T:
1. Yes
2. No

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

I: IF talking to respondent on landline, skip to Q68C.

C:.....
C: Landline availability
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:.....
C: Use of cellphone or landline
C: IF Q68A or Q68B =2, SKIP to Q69A.
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:.....
C: WANT HELPLINE NUMBER
Q: Q69A
T:
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: PRE-QUESTION SKIP LOGIC
C: (ASK IF R THINKS HAS A GAMBLING PROBLEM, WANTED TO DECREASE OR STOP GAMBLING, KNOW SOMEONE WITH PROBLEM)
C: IF Q42<>1 and Q36A<>1 and Q36B<>1 and Q36C<>1 and Q39A<>1 and Q39B<>1 and Q39C<>1 SKP CLOSE

C: POST-QUESTION SKIP LOGIC
I: IF ANS GE 2 SKP CLOSE

APPENDIX B. AAPOR RESPONSE RATE

Version 4.0 May 2016	Gambling Landline 2018	Gambling Cell 2018	Gambling Combined 2018
Interview (Category 1)			
Complete	190	1571	1761
Partial			
Eligible, non-interview (Category 2)			
Refusal and breakoff	23	105	128
Household-level refusal	75	3	78
Known-respondent refusal	160	333	493
Break off/ Implicit refusal (internet surveys)	4	45	49
Respondent never available	57	102	159
Telephone answering device (confirming HH)	71	13	84
Physically or mentally unable/incompetent	28	7	35
Household-level language problem	2	67	69
Respondent language problem	0	4	4
Unknown eligibility, non-interview (Category 3)			
Unknown if housing unit/unknown about address	624	7559	8183
Always busy	65	536	601
No answer	577	1218	1795
Answering machine-don't know if household	786	6493	7279
Call Blocking	2	35	37
Housing unit, unknown if eligible respondent	15	4	19
Not eligible (Category 4)			
Out of sample - other strata than originally coded	4	446	450
Fax/data line	72	1	73
Non-working/disconnect	589	8317	8906
Non-residence	222	596	818
No eligible respondent	3	278	281
Total phone numbers used	3569	27733	31302
I=Complete Interviews (1.1)	190	1571	1761
P=Partial Interviews (1.2)	0	0	0
R=Refusal and break off (2.1)	262	486	748
NC=Non-Contact (2.2)	128	115	243
O=Other (2.0, 2.3)	30	78	108
Calculating e:	0.407	0.189	0.214
e is the estimated proportion of cases of unknown eligibility that are eligible.			
UH=Unknown Household (3.1)	2054	15841	17895
UO=Unknown other (3.2-3.9)	15	4	19
Response Rate 1			
I/(I+P) + (R+NC+O) + (UH+UO)	0.071	0.087	0.085
Response Rate 2			
(I+P)/(I+P) + (R+NC+O) + (UH+UO)	0.071	0.087	0.085
Response Rate 3			
I/((I+P) + (R+NC+O) + e(UH+UO))	0.131	0.299	0.263
Response Rate 4			
(I+P)/((I+P) + (R+NC+O) + e(UH+UO))	0.131	0.299	0.263

Appendix B. AAPOR Outcome Rate Calculator[9] (cont.)

Version 4.0 May 2016	Gambling Landline 2018	Gambling Cell 2018	Gambling Combined 2018
Cooperation Rate 1			
I/(I+P)+R+O)	0.394	0.736	0.673
Cooperation Rate 2			
(I+P)/((I+P)+R+0))	0.394	0.736	0.673
Cooperation Rate 3			
I/((I+P)+R))	0.420	0.764	0.703
Cooperation Rate 4			
(I+P)/((I+P)+R))	0.420	0.764	0.702
Refusal Rate 1			
R/((I+P)+(R+NC+O) + UH + UO))	0.098	0.027	0.036
Refusal Rate 2			
R/((I+P)+(R+NC+O) + e(UH + UO))	0.181	0.093	0.112
Refusal Rate 3			
R/((I+P)+(R+NC+O))	0.430	0.216	0.262
Contact Rate 1			
(I+P)+R+O / (I+P)+R+O+NC+ (UH + UO)	0.180	0.118	0.126
Contact Rate 2			
(I+P)+R+O / (I+P)+R+O+NC + e(UH+UO)	0.332	0.407	0.391
Contact Rate 3			
(I+P)+R+O / (I+P)+R+O+NC	0.790	0.949	0.915

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

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WEIGHTING METHODOLOGY REPORT
IOWA GAMBLING SURVEY – DUAL FRAME STUDY

Design Overview:

This study has secured a total of 1,761 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 (RDD) sampling methodology was used, whereby both landline and cellular telephone numbers were included in the sample. In total, 39,000 landline and 16,500 cellular telephone numbers were sampled from their respective universe of 3,486,800 and 5,447,750. Of the total 1,761 interviews, 1,571of which were obtained from the cell phone frame while the remaining 190 were obtained from the landline frame.

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 the 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 Current Population Survey 2018 March Supplement. 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 1. First raking dimension for weight adjustments by gender and age

Age	Males				Females			
	Respondents		Population		Respondents		Population	
18-24	80	8.8%	159,820	14.3%	55	6.4%	143,315	12.0%
25-34	125	13.8%	184,524	16.5%	100	11.7%	194,444	16.2%
35-44	106	11.7%	182,521	16.3%	103	12.0%	185,265	15.5%
45-54	130	14.3%	169,293	15.2%	128	15.0%	183,330	15.3%
55-64	195	21.5%	203,095	18.2%	202	23.6%	219,098	18.3%
65+	270	29.8%	217,484	19.5%	267	31.2%	272,675	22.8%
Total	**906**	**100.0%**	**1,116,737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

Table 2. Second raking dimension for weight adjustments by gender and race/ethnicity

Race / Ethnicity	Males				Females			
	Respondents		Population		Respondents		Population	
White, Non-Hispanic	835	92.2%	1,053,672	94.4%	780	91.2%	1,133,879	94.6%
All Other, Including Hispanic	71	7.8%	63,065	5.6%	75	8.8%	64,248	5.4%
Total	**906**	**100.0%**	**1,116,737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

Table 3. Third raking dimension for weight adjustments by employment status

Employment Status	Respondents		Population	
Employed	1,085	61.6%	1,594,624	68.9%
Not Employed	676	31.4%	720,240	31.1%
Total	**1,761**	**100.0%**	**2,314,864**	**100.0%**

Table 4. Fourth raking dimension for weight adjustments by marital status

Marital Status	Respondents		Population	
Married	1,034	58.7%	1,291,607	55.8%
Not Married	727	41.3%	1,023,257	44.2%
Total	**1,761**	**100.0%**	**2,314,864**	**100.0%**

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

Education	Males				Females			
	Respondents		Population		Respondents		Population	
High School or less	324	35.8%	454,292	40.7%	230	26.9%	384,899	32.1%
Some College / Assoc.	242	26.7%	324,819	29.1%	291	34.0%	464,513	38.8%
College Graduate	232	25.6%	237,291	21.2%	223	26.1%	237,423	19.8%
Post Grad or more	108	11.9%	100,335	9.0%	111	13.0%	111,292	9.3%
Total	**906**	**100.0%**	**1,116,737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

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

Place	Males				Females			
	Respondents		Population		Respondents		Population	
Farm	269	29.7%	231,723	20.7%	243	28.4%	230,536	19.2%
Small Town	204	22.5%	271,752	24.3%	198	23.2%	295,879	24.7%
Large Town	169	18.7%	206,514	18.5%	168	19.6%	227,450	19.0%
Small City	123	13.6%	332,791	29.8%	117	13.7%	362,932	30.3%
Large City	141	15.6%	73,957	6.6%	129	15.1%	81,330	6.8%
Total	**906**	**100.0%**	**1,116,737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

Table 7. Seventh raking dimension for weight adjustments by income

Household Income	Respondents		Population	
Under $15,000	185	10.5%	163,291	7.1%
$15,000 to $24,999	178	10.1%	128,826	5.6%
$25,000 to $49,999	389	22.1%	391,904	16.9%
$50,000 to $74,999	330	18.7%	416,698	18.0%
$75,000 to $99,999	260	14.7%	424,704	18.3%
$100,000 or more	419	23.8%	789,441	34.1%
Total	**1,761**	**100.0%**	**2,314,864**	**100.0%**

Table 8. Eighth raking dimension for weight adjustments by gender and presence of children

Presence of children	Males				Females			
	Respondents		Population		Respondents		Population	
No Children	666	73.5%	758,966	68.0%	599	70.1%	802,852	67.0%
Children	240	26.5%	357,771	32.0%	256	29.9%	395,275	33.0%
Total	**906**	**100.0%**	**1,116,737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

Table 9. Ninth raking dimension for weight adjustments by presence of children and race/ethnicity

Race / Ethnicity	No Children				Children			
	Respondents		Population		Respondents		Population	
White, Non-Hispanic	1,183	93.5%	1,396,781	89.4%	432	87.1%	627,806	83.4%
All Other, Including Hispanic	82	6.5%	165,037	10.6%	64	12.9%	125,241	16.6%
Total	**1,265**	**100.0%**	**1,561,817**	**100.0%**	**496**	**100.0%**	**753,047**	**100.0%**

Table 10. Tenth raking dimension for weight adjustments by telephone status

Telephone Status	Respondents		Population	
Cell-only	1,002	56.9%	1,305,583	56.4%
Others	759	43.1%	1,009,281	43.5%
Total	**1,761**	**100.0%**	**2,314,864**	**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
- 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 ith 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:

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

Summary Information for the Weighted Data:

An overall histogram illustrating the design weights computed from the first step as well as the final, calibrated weights from the second are shown in Figures 1 and 2, respectively. Based on the UWE equation in the previous sample, the value computed for this study based on the final weights is: 1.864. The UWE for the first stage weight (without calibration to population totals) is 1.212. The increase in the UWE is expected as the calibration process potentially decreases coverage/nonresponse bias at the expense of increases in the variability of the sampling weights. However, in this case the increase is rather small. The UWE of 1.864 can be used in the computation of confidence intervals for estimates derived using the final sampling weights as described in the previous section. Please note there are two sets of weights on the file, variable *WtFinal* reflects weights as described above, whereas the variable *WtFinalPrior* uses the prior years weighting design. Please see the technical appendix for more information on the former.

Figure 1: Distribution of the Base Design Weights computed from Step 1 of the overall weight computation (including base weight-probability of selection as well as multiplicity for within household selection of one adult).

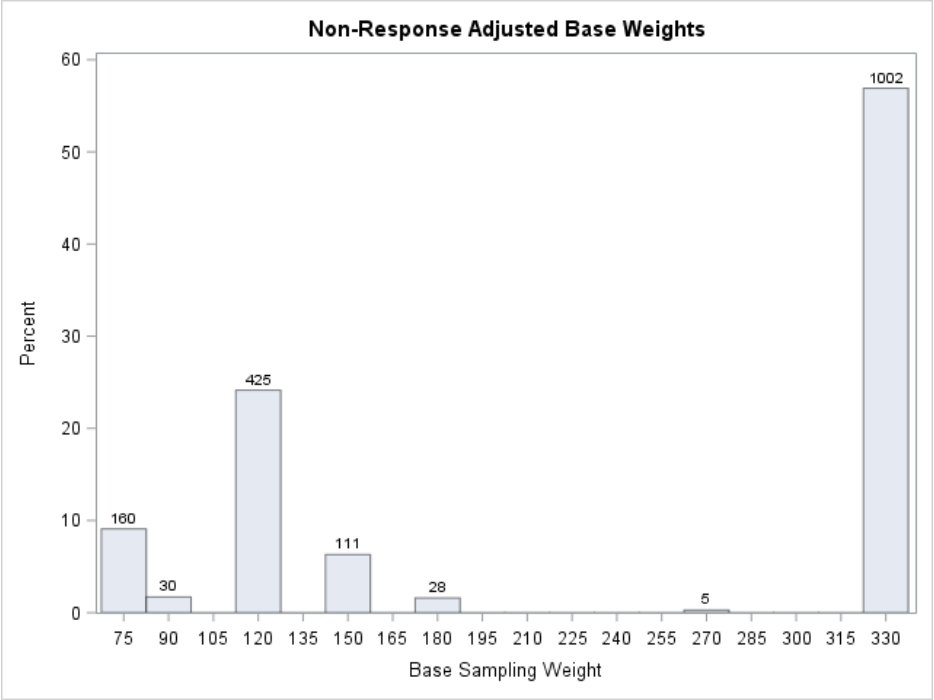
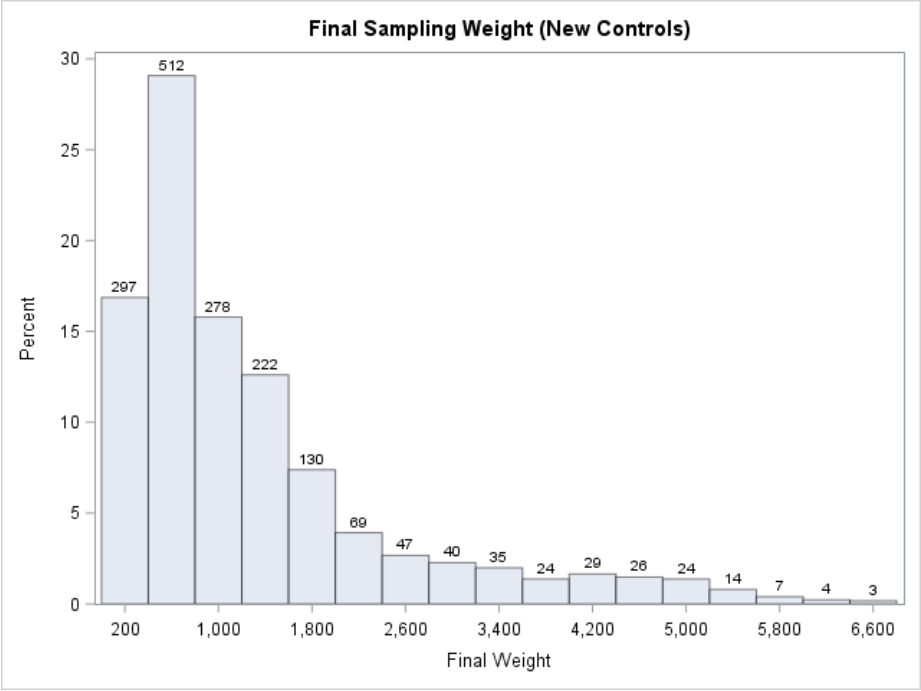


Figure 2: Distribution of the final calibrated sampling weights. These weights should be used in all analyses.



Technical Appendix

A.1: Matching the Prior Weighting Design

In the event that this study needs to be compared to previous years we have replicated the prior years weighting categories with updated CPS controls. Note that the imputation for the sample was completed once using the most granular category, e.g. education is a 4 level variable in the new controls and 5 in the prior year therefore we would impute using 5 levels of education.

Table A1. First raking dimension for weight adjustments by gender and age

Age	Males				Females			
	Respondents		Population		Respondents		Population	
18-24	80	8.8%	159,820	14.3%	55	6.4%	143,315	12.0%
25-34	125	13.8%	184,524	16.5%	100	11.7%	194,444	16.2%
35-44	106	11.7%	182,521	16.3%	103	12.0%	185,265	15.5%
45-54	130	14.3%	169,293	15.2%	128	15.0%	183,330	15.3%
55-64	195	21.5%	203,095	18.2%	202	23.6%	219,098	18.3%
65+	270	29.8%	217,484	19.5%	267	31.2%	272,675	22.8%
Total	**906**	**100.0%**	**1,116,737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

Table A2. Second raking dimension for weight adjustments by gender and ethnicity

Ethnicity	Males				Females			
	Respondents		Population		Respondents		Population	
Hispanic	37	4.1%	63,065	5.6%	41	4.8%	64,248	5.4%
Others	869	95.9%	1,053,672	94.4%	814	95.2%	1,133,879	94.6%
Total	**906**	**100.0%**	**1,116,737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

Table A3. Third raking dimension for weight adjustments by race

Race	Respondents		Population	
White	1673	95.0%	2,140,112	92.5%
African American	40	2.3%	69,344	3.0%
Others	48	2.7%	105,408	4.6%
Total	**1,761**	**100.0%**	**2,314,864**	**100.0%**

Table A4. Fourth raking dimension for weight adjustments by gender and education

Education	Males				Females			
	Respondents		Population		Respondents		Population	
Less than high school	46	5.1%	67,211	6.0%	39	4.6%	86,378	7.2%
High School or GED	278	30.7%	387,081	34.7%	191	22.3%	298,521	24.9%
College 1 year to 3 years	242	26.7%	324,818	29.1%	291	34.0%	464,513	38.8%
College 4 year or more	232	25.6%	237,291	21.2%	223	26.1%	237,423	19.8%
Graduate degree	108	11.9%	100,336	9.0%	111	13.0%	111,292	9.3%
Total	**906**	**100.0%**	**1,116737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

Table A5. Fifth raking dimension for weight adjustments by gender and place of residence

Place	Males				Females			
	Respondents		Population		Respondents		Population	
Farm or Small Town	473	52.2%	503,475	45.1%	441	51.6%	526,415	43.9%
Large Town	169	18.7%	206,514	18.5%	168	19.6%	227,450	19.0%
Small City	123	13.6%	332,791	29.8%	117	13.7%	362,932	30.3%
Large City	141	15.6%	73,957	6.6%	129	15.1%	81,330	6.8%
Total	**906**	**100.0%**	**1,116,737**	**100.0%**	**855**	**100.0%**	**1,198,127**	**100.0%**

Table A6. Sixth raking dimension for weight adjustments by telephone status

Telephone Status	Respondents		Population	
Cell-only	1,002	56.9%	1,305,583	56.4%
Others	759	43.1%	1,009,281	43.5%
Total	**1,761**	**100.0%**	**2,314,864**	**100.0%**

Summary Information for the Weighted Data:

An overall histogram illustrating the design weights computed from the first step as well as the final, calibrated weights from the second are shown in Figures A7 and A8, respectively. Based on the UWE equation in the previous sample, the value computed for this study based on the final weights is: 1.490. The UWE for the first stage weight (without calibration to population totals) is 1.212. The variable *WtFinalPrior* should be used when weights are needed that conform to the 2013 weighting design.

Figure A7: Distribution of the Base Design Weights computed from Step 1 of the overall weight computation (including base weight-probability of selection as well as multiplicity for within household selection of one adult).

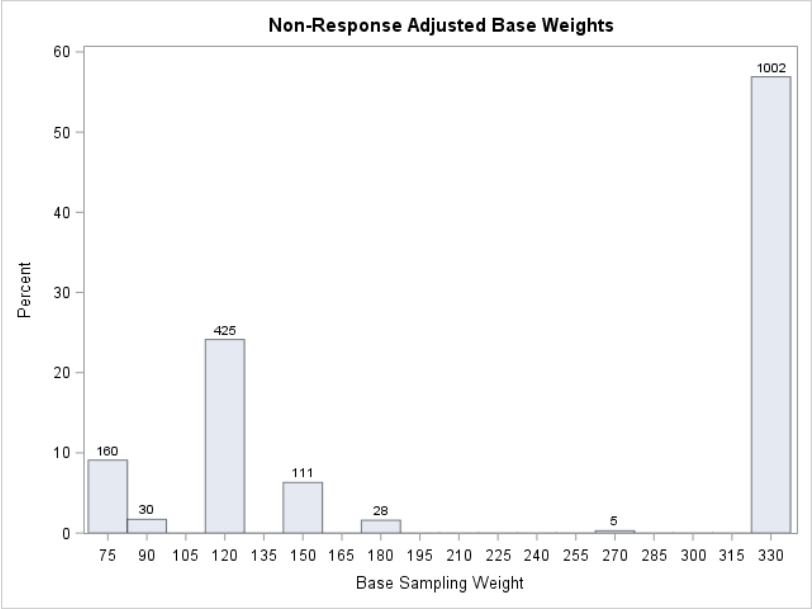


Figure A8: Distribution of the final calibrated sampling weights using 2013 weighting design.

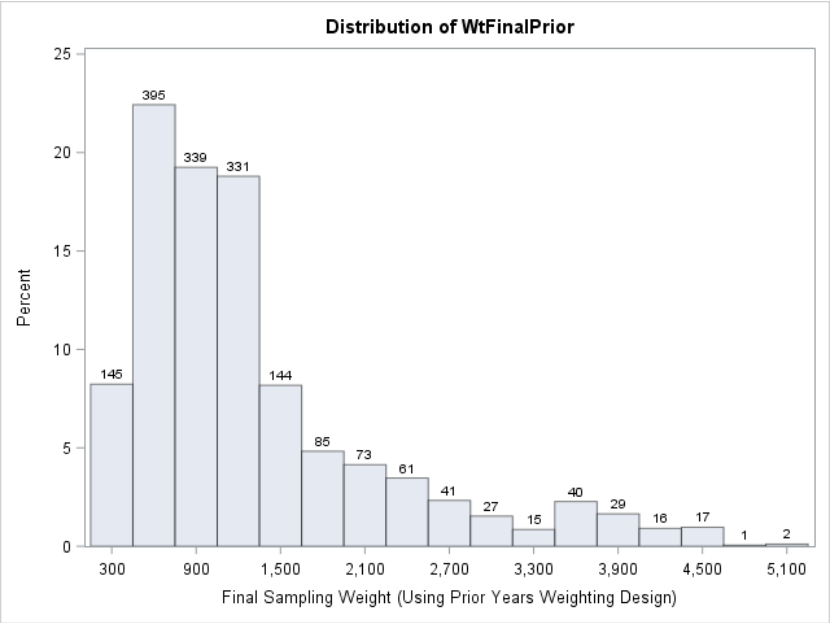


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Table D-1. Population estimates of gambling behavior in Iowa

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
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
	2015	912,898	39.10	1.35	36.49	41.77	1.40
	2018	1,059,174	45.76	1.45	42.93	48.61	1.49
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
	2015	1,590,456	68.12	1.29	65.53	70.60	1.40
	2018	1,707,241	73.75	1.29	71.15	76.20	1.51
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
	2015	2,045,606	87.61	0.97	85.57	89.40	1.59
	2018	2,088,423	90.22	0.94	88.21	91.91	1.77

Table D-2. Population estimates of at-risk and problem gambling

	Year	Pop Est n	Percent	SE Percent	Lower 95%	Upper 95%	DEFF
At-risk	2013	103,235	5.74	0.87	4.26	7.70	1.93
	2015	294,222	12.60	0.97	10.82	14.62	1.55
	2018	315,141	13.61	1.01	11.75	15.72	1.52
Problem Gambling	2013	46,307	2.00	0.53	1.19	3.36	2.63
	2015	29,155	1.25	0.35	0.72	2.17	1.84
	2018	18,504	0.80	0.31	0.37	1.70	2.10

APPENDIX E. PROBLEM GAMBLING ASSESSMENT

PROBLEM GAMBLING SEVERITY INDEX (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:[10] (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 E-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

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).

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