PREVALENCE OF GAMBLING

GAMBLING ATTITUDES AND BEHAVIORS: A 2015 SURVEY OF ADULT IOWANS

Report 1 of 6

Prepared for
Iowa Department of Public Health
Iowa Gambling Treatment Program

Prepared by
Ki H. Park
Mary E. Losch

May 2016

For further information, contact:
Eric M. Preuss, MA, IAADC, CCS, Program Manager
Iowa Gambling Treatment Program
Iowa Department of Public Health, Division of Behavioral Health,
Lucas State Office Building, Sixth Floor
321 East 12th Street, Des Moines, IA 50319-0075
(515) 281-8802; *eric.preuss@idph.iowa.gov*

Mary E. Losch, PhD, Professor and Director,
Center for Social and Behavioral Research
University of Northern Iowa, Cedar Falls, IA 50614-0402
(319) 273-2105; Mary.Losch@uni.edu

or
Ki Park, PhD, Senior Research Scientist
Center for Social and Behavioral Research
University of Northern Iowa, Cedar Falls, IA 50614-0402
(319) 273-2105; Ki.Park@uni.edu

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.

This study was conducted by the Center for Social and Behavioral Research at the University of Northern Iowa under contract with and funding from the Iowa Department of Public Health, Office of Problem Gambling Treatment and Prevention.

Citation: Park, K. & Losch, M. (2016). *Gambling Attitudes and Behaviors: A 2015 Survey of Adult Iowans. Prevalence of Gambling*. Cedar Falls, IA: Center for Social and Behavioral Research, University of Northern Iowa.

PREVALENCE OF GAMBLING[1]
EXECUTIVE SUMMARY

GAMBLING ATTITUDES AND BEHAVIORS: A 2015 SURVEY OF ADULT IOWANS

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

May 2016

BACKGROUND & METHODOLOGY

The 2015 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 2015 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 1,825 interviews (549 landline and 1,276 cell phone) were completed from September 10th, 2015 to December 8th, 2015. Similar studies were conducted in 2011 and 2013.

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 2015 data have been weighted in order to obtain point estimates to allow generalization to the population of non-institutionalized adults in Iowan (weighting variables included age, ethnicity, race, education, place, and telephone status).

KEY FINDINGS

- The prevalence of gambling in the state declined from 2013 to 2015. The 2015 prevalence estimates indicate that:
    - Nearly nine in ten adult Iowans have gambled in the past.
    - About seven in ten adult Iowans gambled in the past 12 months.
    - About four in ten adult Iowans gambled in the past 30 days.
- Similarily, the estimation of at-risk gamblers in 2015 is about 13% and this is slightly lower than in 2013. This represents about 294,000 adults in the state who may be experiencing some problem gambling symptoms.
- Gambling in the adult population has impacted persons in their social network. About one in four adult Iowans (23%) know a person whose gambling may be causing problems for him/her.
- In addition, about one in seven adult Iowans (15%) 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 2015 Survey of Public Gambling Attitudes and Behaviors toward Gambling.

TABLE OF CONTENTS

Prevalence of gambling 3
Executive Summary 3
Background & Methodology 3
Key Findings 3
Background & Methodology 5
Methodology 6
SECTION A1: Prevalence of Gambling 9
Prevalence of Gambling in 2015 10
SECTION A2. At-Risk and Problem Gambling 11
NODS and PGSI Combined: Past 12 months 12
Summary of Prevalence of Gambling 13
SECTION A3. Self-reported Gambling Problems 14
SECTION A4. Social Impact of Gambling Problems 16
Social Impact of Gambling and Population Estimates 17
APPENDICES 18
Appendix A. Questionnaire 18
Appendix B. AAPOR Response Rate 57
Appendix C. Weighting Report 59
Appendix D. Prevalence of Gambling and Population Estimates 68
Appendix E. Problem Gambling Assessment 69
The Diagnostic and Statistical Manual of Mental Disorder Fifth Edition (DSM-5) 69
Gambling Disorder Related Terminologies 70
Measures of Problem Gambling in the Study 70
Population Estimates of Problem Gambling in Iowa 72
DSM-5: Past 12 Months 72
PGSI: Past 12 Months 73
Self-reported Gambling Problems 73
Appendix F. Social Impact of Gambling and Population Estimates 74

BACKGROUND & METHODOLOGY

The 2015 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 study similar to the 2015 was conducted by CSBR in 2011 and another was conducted in 2013. The timeline of the Iowa gambling industry and five gambling studies are shown in Figure A.

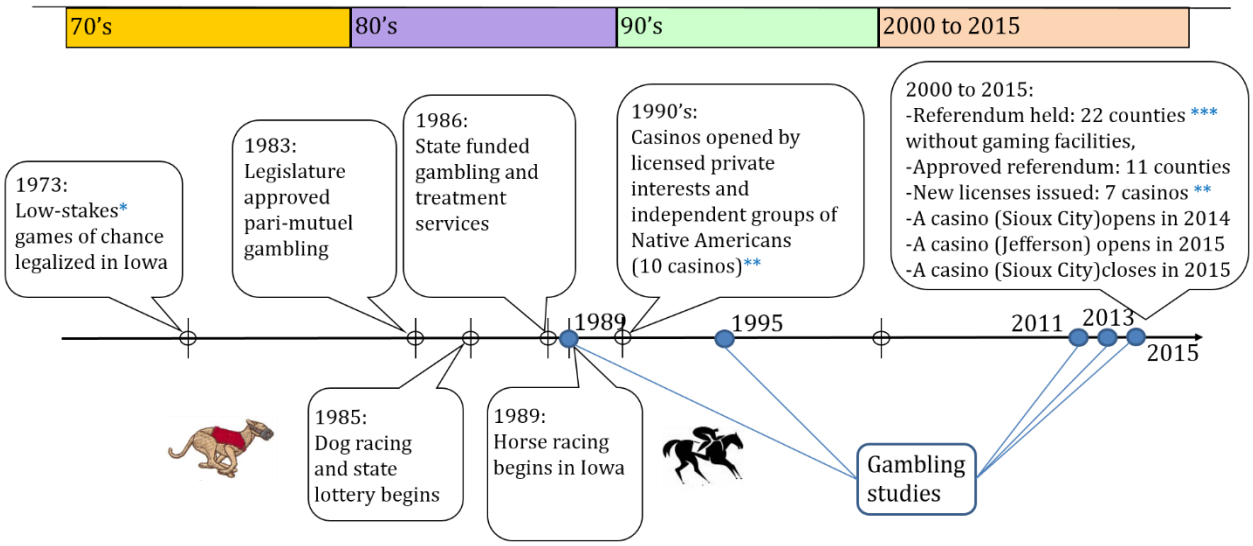


Figure A. Chronology of Iowa gaming industry[2] and gambling prevalence studies

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

Methodology

The 2015 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 1,825 interviews (549 landline and 1,276 cell phone) were completed from September 10th, 2015 to December 8th, 2015. The overall response rate (AAPOR RR3) was 27% with RR3 for cellphones (28%) slightly higher than the RR3 for landlines (23%). The overall cooperation rate (AAPOR CR3) was 65% with CR for cellphones (76%) higher than the CR for landlines (50%)[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 2015 study but also includes some key findings from the 2013 and 2011 studies for comparison. The 2013 Iowa Gambling Attitudes and Experiences Survey also used a DF-RDD telephone sampling methodology. A detailed methodology report can be found in the 2013 final report[4]. In 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[5].

Measures

The 2015 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 and
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.[6] 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 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 ±7.1% for the analyses using the smallest subgroups (e.g., Hispanics). IBM SPSS Statistics 22 was used for initial data management, descriptive analyses and multivariate analysis. SUDAAN v 11.0.1 was used to determine population estimates of responses. Analyses

[3] See Appendix B for the complete response rates which follow the AAPOR Standard Definitions guidelines for calculation.
[4] See the 2011 report at *http://idph.iowa.gov/Portals/1/Files/IGTP/attitudes_behaviors.pdf*
[5] See the 2013 report at *http://idph.iowa.gov/Portals/1/Files/IGTP/2013_adult_iowans_survey.pdf*
[6] See Appendix C. Weighting Methodology Report.

conducted in SUDAAN have been adjusted for the design effect[7] 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).

[7] 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 = 1,825)

	Valid %
Gender	
Male	48
Female	52
Age group	
18-34 years	19
35-49 years	20
50-64 years	31
65 years or older	30
Hispanic or Latino	4
Race	
White	95
African American	2
Asian	1
Some other race	2
Employment status	
Employed	49
Self-employed	11
Out of work or unable to work	6
Homemaker or student	7
Retired	28
Marital status	
Married or cohabitating	63
Divorced or separated	13
Widowed	10
Never married	14
Education	
Less than high school graduate	4
Grade 12 or GED	29
College 1 year to 3 years	31
College 4 years	24
Graduate or professional school	12
Household income	
Less than $25,000	21
$25,000 - $49,999	25
$50,000 - $74,999	20
$75,000 or more	34
Place of residence	
On a farm or rural setting	22
Outside of city limits or small town	28
Large town (5000-25,000 people)	17
City (25,000-150,000 people)	22
In a city of 150,000 or more	10

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 2015 survey used the same measures of gambling behaviors included in the 2011 and 2013 surveys.

The prevalence of gambling is assessed for 19 gambling behaviors[8]; 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 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. A summary of the 2015 prevalence of gambling is shown in Figure A1-1.

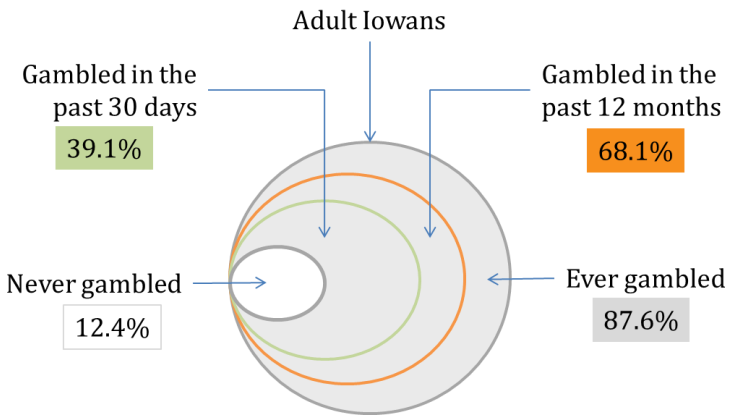


Figure A1-1. Prevalence of gambling classification in the state population (the figure is not to scale)

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 variability.

[8] 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, and (19) Bets or gambling using some other game, activity, or event not listed.

PREVALENCE OF GAMBLING IN 2015

In the 2015 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 2015 was significantly lower than in 2013, but is similar to 2011 (see Figure A1-3). A complete data table for the prevalence of gambling is shown in Appendix D.

Pop. Est.:	39.1% 912,898	Gambled in the past 30 days
Pop. Est.:	68.1% 1,590,456	Gambled in the past 12 months
Pop. Est.:	87.6% 2,045,606	Gambled in the past (ever gambled)

Figure A1-2. Prevalence of gambling in 2015

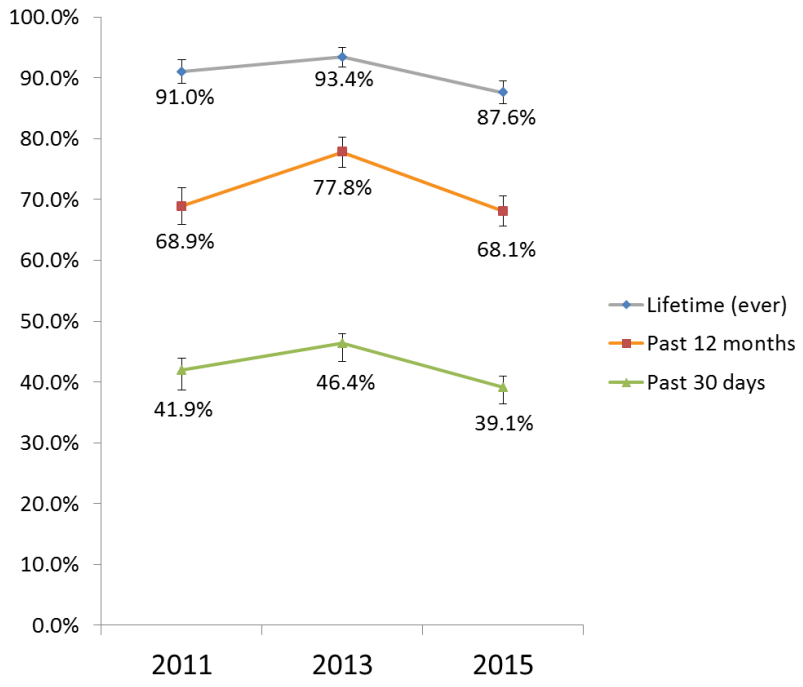


Figure A1-3. Prevalence of gambling by year

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 of the Diagnostic and Statistical Manual of Mental Disorders fifth edition (DSM-5) or symptoms of the Problem Gambling Severity Index (PGSI).

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. The NODS was specifically designed as a telephone interviewing screening tool. The list of the questions and scoring criteria is shown in Appendix E. Using NODS, at-risk gamblers (one or more classification criteria) and those with a possible gambling disorder (4 or more classification criteria) were computed.

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 provide 4 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 this scoring criteria, at-risk gamblers (one or more classification criteria) and problem gambling (classification criteria = 4) were computed. A summary of the 2015 prevalence of gambling and problem gambling is shown in Figure A2-1.

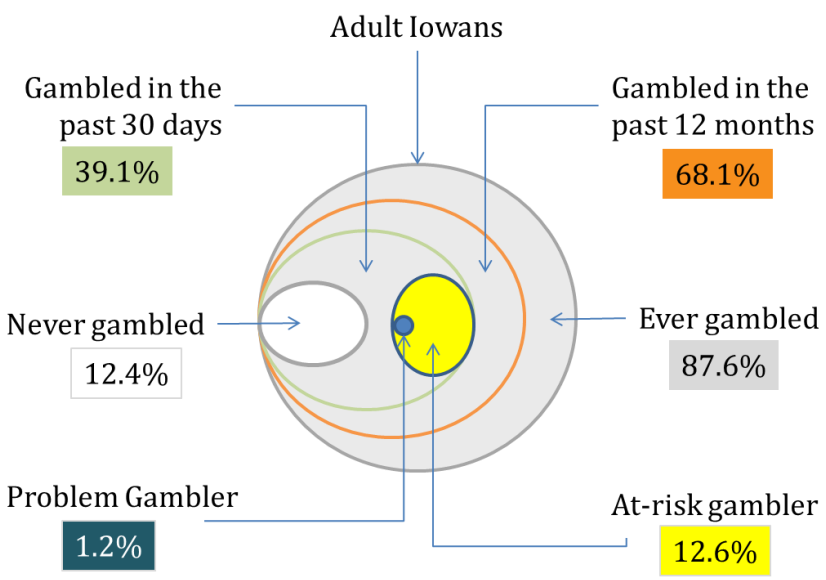


Figure A2-1. Prevalence of gambling and problem gambling in Iowa (the figure is not to scale)

NODS AND PGSI COMBINED: PAST 12 MONTHS

Problem gambling in the past 12 months was assessed using DSM-5 criteria and the PGSI. Both instruments measure 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 PGSI or NODS, and defined 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. The point estimate of at-risk gamblers was about 13% which is slightly lower than the estimate in 2013. This 2015 estimate represents about 294,000 adults in the state who may be experiencing some symptoms of problem gambling.

It is estimated that slightly more than one percent of adult Iowans meet the criteria as problem gamblers (1%), the most severe classification of DSM-5 or PGSI. The variation across point estimates for at-risk and problem gamblers from 2011 to 2015 is not statistically significant as shown in Figure A2-2.

12.6% Pop. Est. 294,222	At-risk gambler
1.2% Pop. Est. 29,155	Problem gambler

Figure A2-2. At-risk and problem gamblers in the state in 2015

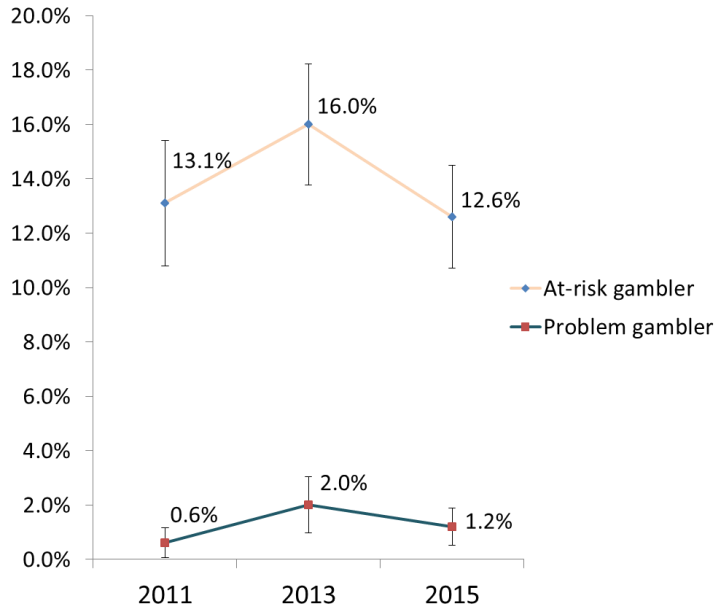


Figure A2-3. At-risk and problem gamblers in the state by year

The findings of the prevalence estimates can be also 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 A2-4.

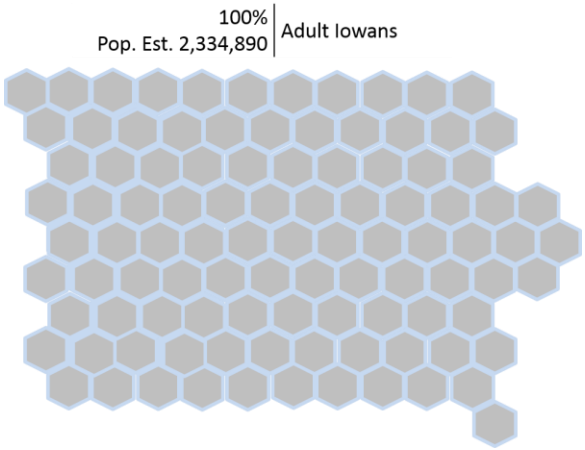


Figure A2-4. Representation of all adult Iowans with 100 hexagons

The point estimates for the prevalence of gambling, at-risk gamblers, and problem gamblers in the past 12 months can also be represented with hexagons. For instance, 68 hexagons represent the 68% of adult Iowans who gambled in the past 12 months (see Figure A2-5). This is about 1.6 million adult Iowans.

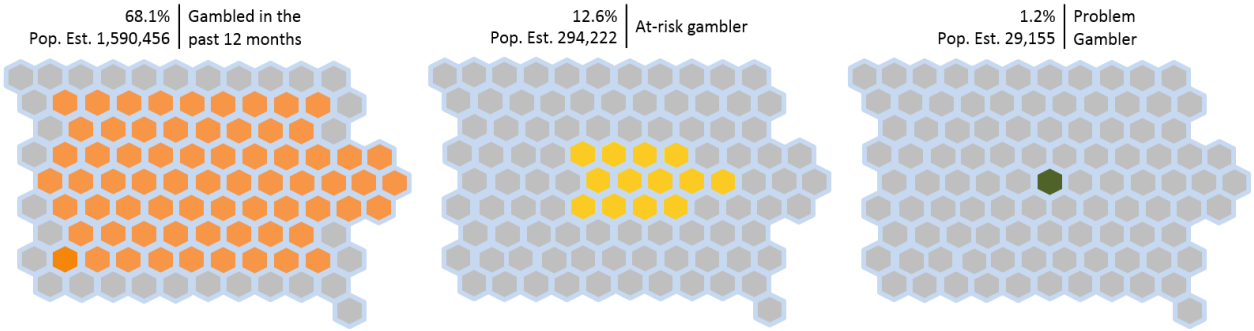


Figure A2-5. Point estimates for prevalence of gambling and problem gambling in the past 12 months

SECTION A3. SELF-REPORTED GAMBLING PROBLEMS

Self-reported gambling problems can be 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?

Q42. 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 a gambling problem and 1% for those who were currently experiencing a gambling problem at that time. These values are similar to the 2013 estimates (see Figure A3-1).

3.0% Pop. Est. 69,859	Problem with gambling: EVER
0.8% Pop. Est. 18,327	Problem with gambling: NOW

Figure A3-1. Estimates of Iowans with a self reported gambling problem

An early study of help seeking revealed that only one in ten adults who are classified as pathological gamblers may seek professional help (Narrow, Rae, Robins, & Regier, 2002). Therefore, the number of adult Iowans in treatment might be only a portion of those believe that they have a gambling problem. In 2015, the number of people with gambling problems who called the 1-800-BETS OFF lines and received referrals to one of the state's publicly funded treatment centers was 720[9], the number of adult Iowans who received crisis intervention was 353, and Iowans who were admitted into treatment centers was 344[10] (see Figure A3-2).

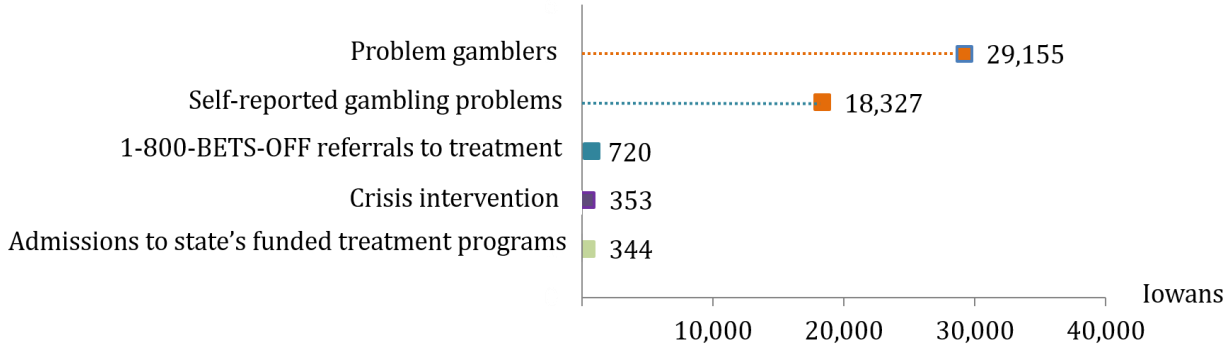


Figure A3-2. Estimates of Iowans with a gambling problem and the number of people who sought treatment

[9] Iowa Gambling Treatment Program 1-800-BETS OFF Helpline Annual Summary for FY 2015.
[10] As of December, 2015. This number could increase in the next few months after the database is updated.

About one in ten adult Iowans are at-risk gamblers who have experienced one or more problem gambling symptoms. Among at-risk gamblers in the state, about 6% reported they were currently having gambling problems (see Figure A3-3).

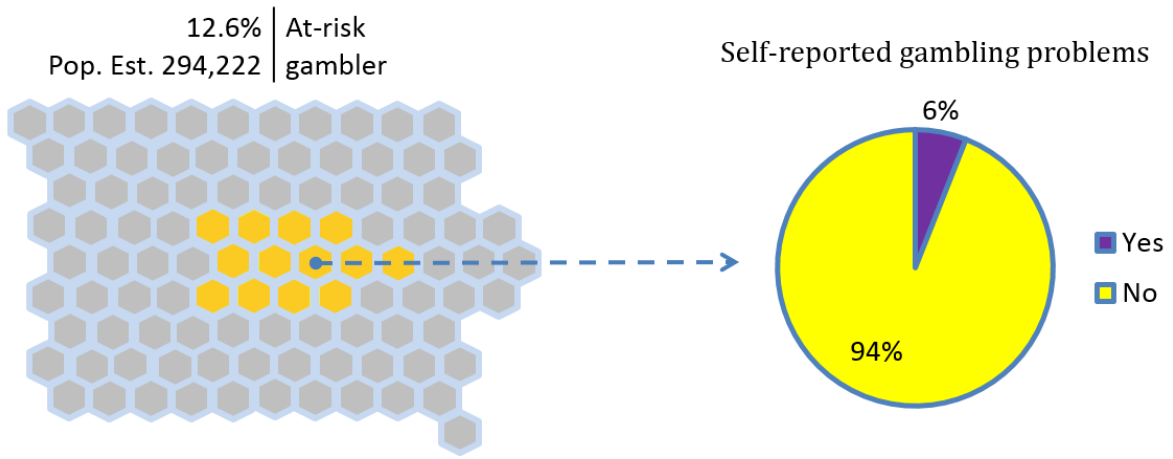


Figure A3-3. At -risk gamblers who self-reported gambling problems

About one in a hundred 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 having gambling problems now (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.

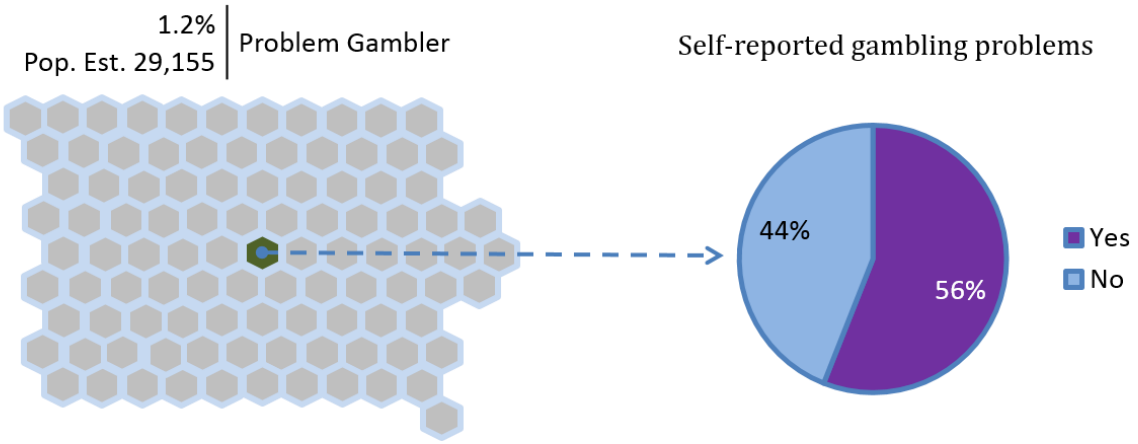


Figure A3-4. Problem gamblers who self-reported gambling problems[11]

[11] The point estimate and 95% Confidence Interval (CI) for the problem gambling was: 1.25, 95% CI (0.72, 2.17).

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.

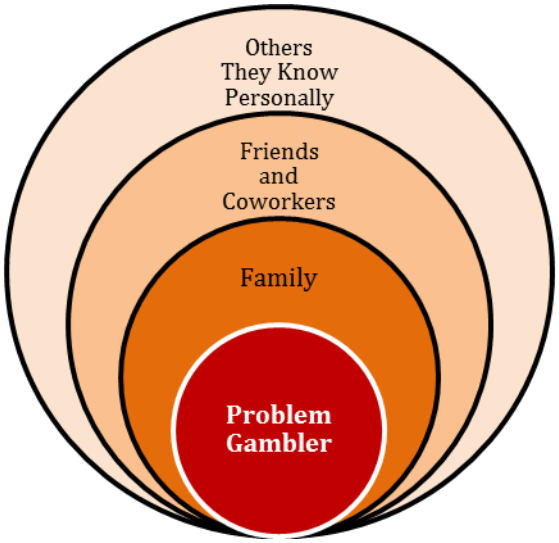


Figure A4-1. Illustration of the spheres of impact from an individual's problem gambling behaviors

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

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?

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?

Nearly one in four (23%) Iowans reported that they know a person with financial, physical, or emotional problems caused by gambling. About one in six (15%) 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.

22.6% Pop. Est. 526,008	Know a person whose gambling may be causing […] problems
15.2% Pop. Est. 355,325	Negatively affected by others' gambling behaviors (aggregated estimate)

Figure A4-2. Iowans reported that they have been personally and negatively affected by the gambling behaviors of others

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 as a function of the respondents personal gambling behavior (e.g. has gambled in the past 12 months or not.)

However, at-risk gamblers were more likely than others to report that they knew someone with problems caused by gambling and that they were negatively affected by other people's gambling (see Table A4-1).

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

Gambling Activities in 2015		**Gambled in the past 12 months**		
		Not-at-risk %	**At-risk %**	**Total %**
Do you know any person whose gambling may be causing problems*	Yes	20	33	23
	No	80	67	77
Negatively affected by friend, coworker, family members or someone else*	Yes	13	23	15
	No	87	77	85

$^*p < 0.05$

APPENDIX A. QUESTIONNAIRE

BBGS

C:.....
Q: Q1_1
Have you gambled or bet for money or possessions in the past 12 months?

1. Yes
2. No [SKIP TO Q2D]

7. Don't know / Not sure [SKIP TO Q2D]
9. Refused [SKIP TO Q2D]

C:.....
Q: Q1_2
During the past 12 months, have you become restless, irritable or anxious when trying to stop or cut down on gambling?

1. Yes
2. No

7. Don't know / Not sure
9. Refused

C:.....
Q: Q1_3
During the past 12 months, have you tried to keep your family or friends from knowing how much you gamble?

1. Yes
2. No

7. Don't know / Not sure
9. Refused

C:.....
Q: Q1_4
During the past 12 months, did you have such financial trouble as a result of your gambling that you had to get help with living expenses from family, friends, or welfare?

1. Yes
2. No

7. Don't know / Not sure
9. Refused

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:.....
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. 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?
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 Texas Hold'em, online slots, online betting, 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…

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

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, World of Warcraft, Call of Duty, Farmville, 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…

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

C:.....
C: Gaming- platform–EVER
C: This is for those who answered Q6A LE 4. **(EVER)**
Q: Q6B
Which platforms or devices have you used the most often to play games**?** Please list up to three platforms or devices.
[Do NOT Read List]

A) Gaming console (e.g., Wii, Playstation, Xbox, Super Nintendo, Sega Genesis, etc.)
B) Computer
C) Smartphone, tablet, or other mobile device
D) Hand held gaming devices (e.g., Nintendo DS, Gameboy, Playstation Vita, Sega Game Gear)
E) Other [Specify]_____

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

C:.....
C: How Often **played on games**
C: This is for those who answered Q6A LE 3 **(past 12 month)**
Q: Q6C
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…

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

GAMING & Gambling

C:.....
C: Gaming - gambling–EVER
C: This is for those who answered Q6A LE 4 **(EVER)**
Q: Q6D1
Have you ever spent real money on in-game currency, additional lives, enhancements, 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.
Q: Q6D2
Have you spent real money on in-game currency, additional lives, enhancements, or power ups **within the past 12 months?**

1. Yes
2. No

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 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: Q6E2
Have you bet or wagered on the outcome of a game **within the past 12 months?**

[**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

FANTASY SPORTS

C:.....
C: Fantasy sports INTRO & participation
C: All respondents
Q: Q7A
Now I would like to ask you a few questions about Fantasy Sports.

When I say "Fantasy sports", I mean a game in which you can draft professional league players 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 any fantasy sports?

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

Would you say…

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

I: IF Q7A GE 4 GO TO Q16

C:.....
C: Fantasy Sport – platform –ever
C: This is for those who answered Q7A LE3. **(EVER)**
Q: Q7B
In which platforms or devices have you played Fantasy sports?
[Do NOT Read List]

1) Computer
2) Smartphone, tablet, or other mobile device
3) Other [Specify]

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, on average, how often 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…

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: 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 - gambling –past 12 months
C: This is for those who answered Q7D =1.
Q: Q7E
Have you bet or wagered money or possessions on Fantasy Sports **within the past 12 months?**

1. Yes
2. No

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

REASONS FOR GAMBLING/NOT

(This is for **EVER** Gambler: GAMBLE_EVER=1)
C:.....
C: Reasons for Gambling
C: Ask of Respondents who say They Gamble Occasionally, Often, or Very Often
C: 9 Items
Q: Q18A-Q18I
Think about the reasons you do any type of gambling. Tell me whether each of the following is very important, important, somewhat important, or not at all important to you as a reason for gambling. [RANDOMIZE]

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. Somewhat important, or
4. Not at all important?

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

(This is for **NEVER** Gambler: GAMBLE_EVER=0)

C:.....
C: Reasons for Not Gambling
C: Ask if GAMBLE_EVER=0

C: 6 Items
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.
[RANDOMIZE]

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. Somewhat important, or
4. Not at all important?

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.
C: 9 Items
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

NORC-Gambling severity

(This is for **past 12 months** Gambler: GAMBLE_12MO=1.)
C:.....
C: NODS DSM-BASED DIAGNOSTIC SCREEN
Q: TR2

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: Q22A2
During the past 12 months, have there 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: Q23A2
During the past 12 months, have there 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: Q24A2
During the past 12 months, have there 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: Q25A2
During the past 12 months, have you tried to stop, cut down, or control your gambling?

1. Yes
2. No

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

C:.....
Q: Q25A4
On one or more of these times when you 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: Q26A1
During the past 12 months, have you 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: Q26A2
How many times has this happened during the past 12 months?

1. One
2. Two
3. Three or more times

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

C:.....
Q: Q27A2
During the past 12 months, have you gambled as a way to escape from personal problems?

1. Yes
2. No

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

C:.....
Q: Q28A2
During the past 12 months, have you 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: Q29A2
During the past 12 months, 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: Q30A1
During the past 12 months, have you 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: Q30A2
How many times has this happened during the past 12 months?

1. One
2. Two
3. Three or more times

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

C:.....
Q: Q31A2
During the past 12 months, have you 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: Q32A2
During the past 12 months, has your gambling 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: Q33A2
During the past 12 months, has your gambling caused you any problems in school, such as missing classes or days of school or your grades dropping?

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: Q34A2
During the past 12 months, has your gambling 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
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: Q35A2
During the past 12 months, have you 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

GAMBLING IMPACT & TREATMENT

C: (For ALL)
C:.....
C: GAMBLINGS IMPACT ON RESPONDENT'S SOCIAL GROUPS
C: 1 Item
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
C: 3 Items
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

C:.....
I: ASK IF Q37= 2, 3 or 4

Q: Q37a

What are the signs that may reveal that a friend or family member has a gambling problem?

[SELECT ALL THAT APPLY]

11. Spending too much MONEY gambling
12. Spending too much TIME gambling
13. PREOCCUPIED with gambling (i.e. reliving past gambling experiences, planning the next venture, or thinking of ways to get money with which to gamble)
14. SECRETIVE about his/her gambling habits, and DEFENSIVE when confronted
15. INCREASING BET amounts when gambling in order to achieve the desired excitement ("high")
16. Trying UNSUCCESSFULLY to control, cut back or stop gambling
17. RESTLESS or IRRITABLE when not gambling
18. Gambling to ESCAPE problems
19. CHASING losses with more gambling
20. LYING to family and others about the extent of gambling
21. Committing CRIMES to finance gambling
22. Jeopardizing or LOSING relationships, jobs, education or career opportunities because of gambling
23. Relying on others TO BAIL him or her out to relieve a desperate financial situation caused by gambling
24. Other [SPECIFY]
25. Borrow or ask for money

77. DON'T KNOW
99. 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.
C: 3 Items
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?

1. Yes
2. No

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

C:.....
C: AGE FIRST HAD GAMBLING PROBLEM
Q: Q41

How old were you when you first thought you might have a gambling problem?

(Actual age) _____ {5-125}

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

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

C:.....
C: PERCEIVED TREAMENT BARRIERS & STIGMA
C: 8 Items
Q: Q43A-Q43J
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. [RANDOMIZE]

a. There is a place to get treatment for problem gambling in my community.
b. I 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 am aware of 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:.....
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.)
18. Newspaper
18. TV
19. Internet
20. Other [Specify]_____

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

C:.....
C: IGTP AWARENESS
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 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

9. PREFER NOT TO ANSWER

C:.....
C: Insurance coverage for gambling treatment
Q: Q45a
Is problem gambling treatment covered under your current health insurance benefits?

1. Yes
2. No
3. Don't have insurance

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

C:.....
C: participants' priorities
Q: Q45b
If you were to provide input to your legislator about gambling in Iowa, what would be the most important issue that comes to your mind?
[Field coded]

11. Smoking in casinos
12. Number of casinos in the state
13. Underage gambling
14. Internet gambling regulation
15. Percent of pay back
16. Crime levels in casino communities
17. Gambling among veterans
18. Fantasy Sports regulation
19. Gaming addictions
20. Gaming & gambling
21. Other [Specify]

88. NO IMPORTANT ISSUES
77. DON'T KNOW
99. 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…
[RANDOMIZE]
a. public funding to provide problem gambling treatment is…
b. public funding to educate youth about the risks of gambling is…
c. public funding to educate adults about the risks of gambling is…
d. public funding to educate adults on gambling responsibly 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: OVERALL HEALTH STATUS
Q: Q47_1
T:
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:.....
C: Special HEALTH conditions
Q: Q47_2
Have you ever …
a suffered a concussion?
b experienced an event that was traumatic?
c been diagnosed with Parkinson's disease?

1 Yes
2 No

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

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?

[ ] = # 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

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
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: 2 Items
Q: Q53A-Q53B
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?

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 a serious problem with …
[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

C:.....
C: RECEIVED Gambling TREATMENT
C: 1 Item
Q: Q54A
Have you ever sought professional treatment for a gambling problem?

1. Yes
2. No

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

IF ANS GE 2 SKP Q54B

C:.....
C: Effectiveness of Gambling TREATMENT
C: 2 Items
Q: Q54A1
How effective were the services received? Would you say…

1. Very effective,
2. Somewhat effective,
3. Not very effective, or
4. Not at all effective?

5. SOUGHT TREATMENT BUT DID NOT/COULD NOT GET IT
7. DON'T KNOW
9. PREFER NOT TO ANSWER

C:.....
C: RECEIVED Gambling TREATMENT
Q: Q54B
Has someone you known ever sought professional treatment for a gambling problem?

1. Yes
2. No

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

IF ANS GE 2 SKP Q55A

C:.....
C: Effectiveness of Gambling TREATMENT
Q: Q54B1
How effective were the services received? Would you say…

1. Very effective,
2. Somewhat effective,
3. Not very effective, or
4. Not at all effective?

5. SOUGHT TREATMENT BUT DID NOT/COULD NOT GET IT
7. DON'T KNOW
9. PREFER NOT TO ANSWER

Social Support Network

C:.....
C: EASE OF DISCLOSURE
C: 6 Items
Q: Q55A-Q55F

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

Do you think it would be very easy, fairly easy, fairly difficult, or very difficult to find people to talk to *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:.....
C: SIZE OF SUPPORT NETWORK
Q: Q56
About how many people are part of your social support network?

[INTERVIEWER NOTE: REMEMBER these are circle of friends and coworkers. DO NOT INCLUDE PROFESSIONALS SUCH AS COUNSELORS OR DOCTORS.]

[ ] = Number of people in your social support network

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

I: IF ANS = 0 SKP Q57_DK
I: IF ANS GE 77 SKP Q57_DK

C:.....
C: Gamblers in the SUPPORT NETWORK
C: Ask if Gamble_12months=1. And Q56>0.
Q: Q56A
How many of these people gambled with you during the past 12 months?

[ ] = Number of people who gamble

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

Help seeking

C:.....
C: Help seeking within the SSN
C: ASK IF gamble_ever=1.
Q: Q57
Suppose that you have a gambling problem, with how many of these [SHOW Q56 number] people would you PREFER to talk to about this problem?

[ ] = Actual number

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

I: IF ANS=0 or ANS GE 77 SKP Q57_DK

C:.....
C: Actual disclosure among At-risk (problem gambler)
C: ASK IF (at-risk=1(PGSI or NODS >0) or self-reported gambling problem Q42=1)
Q: Q57_at_risk
Have you talked about your gambling problems, if any, with any of these [SHOW Q56 number] people?

1. Yes
2. No

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

C:.....
C: DISCLOSURE AMONG UNKNOWN SIZED SOCIAL NETWORK or those with Nobody in the SSN that they can talk to.
C: 1 Item
C: Ask IF Q56 or Q57=0 or IF Q56 GE 77
Q: Q57_DK
Suppose that you have a gambling problem, would you be able to talk with somebody in your community about this problem?
[This 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:.....
C: RECENT LIFE EXPERIENCES
Q: Q58A-Q58D
In the past 30 days, have you… [Randomize]

1) **Been late paying your bills?**
2) **Had an argument with a loved one about gambling/gaming?**
3) **Been concerned about the gambling/gaming behaviors of people close to you?**
4) **Been concerned about your own gambling/gaming behaviors?**

1. Yes
2. No

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
T:
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

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: veteran STATUS
Q: Q65a
Have you ever served on active duty in the United States Armed Forces, either in the regular military or in a National Guard or military reserve unit?

INTERVIEWER NOTE: Active duty does not include training for the Reserves or National Guard, but DOES include activation, for example, for the Persian Gulf War.

1. Yes
2. No

7. DON'T KNOW
9. 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.]

1. Male,
2. Female, or
3. Transgender?

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 150,000 people or
17. 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
What is your ZIP Code?

[ ]

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

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

1. Yes
2. No

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

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?
T:

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

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

C:.....
C: WANT HELPLINE NUMBER
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:.....
C: HELPLINE INFORMATION
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 Live Chat, a directory of treatment providers, locations, and telephone numbers is online at:
www.1800betsoff.org

C:.....
Q: CLOSE
That is my last question about gambling. Everyone's answers will be combined to give us information about the opinions of people in Iowa. Thank you.

ENTER FIPS CODE
___ ___ ___ = FIPS

APPENDIX B. AAPOR RESPONSE RATE

Version 3.1 November, 2010	Gambling Landline 2015	Gambling Cell 2015	Gambling Combined 2015
Interview (Category 1)			
Complete	578	1247	1825
Partial			
Eligible, non-interview (Category 2)			
Refusal and breakoff	54	106	160
Household-level refusal	256	16	272
Known-respondent refusal	262	223	485
Break off/ Implicit refusal (internet surveys)	17	53	70
Respondent never available	237	89	326
Telephone answering device (confirming HH)	96	6	102
Deceased respondent	0	1	1
Physically or mentally unable/incompetent	58	16	74
Household-level language problem	3	5	8
Respondent language problem	2	9	11
Unknown eligibility, non-interview (Category 3)			
Unknown if housing unit/unknown about address	924	4122	5046
Always busy	93	11	104
No answer	922	327	1249
Answering machine-don't know if household	704	2112	2816
Call Blocking	14	5	19
Technical phone problems	26	140	166
Housing unit, unknown if eligible respondent	23	1	24
Not eligible (Category 4)			
Out of sample - other strata than originally coded	7	364	371
Fax/data line	285	1	286
Non-working/disconnect	2515	1529	4044
Non-residence	340	448	788
No eligible respondent	7	252	259
Total phone numbers used	7425	11317	18742
I=Complete Interviews (1.1)	579	1281	1860
P=Partial Interviews (1.2)	0	0	
R=Refusal and break off (2.1)	590	412	1002
NC=Non-Contact (2.2)	333	96	429
O=Other (2.0, 2.3)	63	31	94
Calculating e:			
e is the estimated proportion of cases of unknown eligibility that are eligible.	0.331355	0.405727	0.367100
UH=Unknown Household (3.1)	2683	6717	9400
UO=Unknown other (3.2-3.9)	23	1	24
Response Rate 1			
I/(I+P) + (R+NC+O) + (UH+UO)	0.135395	0.146896	0.143047
Response Rate 2			
(I+P)/(I+P) + (R+NC+O) + (UH+UO)	0.135395	0.146896	0.143047
Response Rate 3			
I/((I+P) + (R+NC+O) + e(UH+UO))	0.234993	0.277316	0.268637
Response Rate 4			
(I+P)/((I+P) + (R+NC+O) + e(UH+UO))	0.234993	0.277316	0.268637

Appendix B. AAPOR Outcome Rate Calculator[12] (cont.)

Version 3.1 November, 2010	Gambling Landline 2013	Gambling Cell 2013	Gambling Combined 2013
Cooperation Rate 1			
I/(I+P)+R+O)	0.469919	0.744033	0.628011
Cooperation Rate 2			
(I+P)/((I+P)+R+0))	0.469919	0.744033	0.628011
Cooperation Rate 3			
I/((I+P)+R))	0.495287	0.758055	0.649004
Cooperation Rate 4			
(I+P)/((I+P)+R))	0.495287	0.758055	0.649004
Refusal Rate 1			
R/((I+P)+(R+NC+O) + UH + UO))	0.137971	0.046884	0.077363
Refusal Rate 2			
R/((I+P)+(R+NC+O) + e(UH + UO))	0.239465	0.088510	0.145285
Refusal Rate 3			
R/((I+P)+(R+NC+O))	0.376839	0.224732	0.296041
Contact Rate 1			
(I+P)+R+O / (I+P)+R+O+NC+ (UH + UO)	0.288124	0.197432	0.227779
Contact Rate 2			
(I+P)+R+O / (I+P)+R+O+NC + e(UH+UO)	0.500072	0.372720	0.427759
Contact Rate 3			
(I+P)+R+O / (I+P)+R+O+NC	0.786948	0.946358	0.871626

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

Report prepared by Trent D. Buskirk, Ph.D.
Marketing Systems Group

January 14, 2016

WEIGHTING METHODOLOGY REPORT
IOWA GAMBLING SURVEY – DUAL FRAME STUDY

Design Overview:

This study has secured a total of 1,825 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, 25,100 landline and 17,300 cellular telephone numbers were sampled from their respective universe of 3,470,200 and 4,343,750. Of the total 1,825 interviews, 1,247 of which were obtained from the cell phone frame while the remaining 578 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 2015 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. We do note one case, ID#965, was missing all demographic data.

Table 1. First raking dimension for weight adjustments by gender and age

Age	Males				Females			
	Respondents		Population		Respondents		Population	
18-24	75	8.5%	132,621	11.5%	51	5.4%	125,397	10.6%
25-34	111	12.5%	222,666	19.3%	106	11.3%	221,973	18.8%
35-44	123	13.9%	159,735	13.9%	107	11.4%	166,187	14.0%
45-54	155	17.5%	208,351	18.1%	141	15.0%	201,233	17.0%
55-64	187	21.1%	193,815	16.8%	220	23.4%	218,317	18.4%
65+	235	26.5%	233,978	20.3%	314	33.4%	250,617	21.2%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**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	819	92.4%	1,035,974	90.0%	879	93.6%	1,075,456	90.9%
All Other, Including Hispanic	67	7.6%	115,192	10.0%	60	6.4%	108,268	9.1%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**100.0%**

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

Employment Status	Respondents		Population	
Employed	1079	59.1%	1,572,169	67.3%
Not Employed	746	40.9%	762,721	32.7%
Total	**1,825**	**100.0%**	**2,334,890**	**100.0%**

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

Marital Status	Respondents		Population	
Married	1072	58.7%	1,382,214	59.2%
Not Married	753	41.3%	952,676	40.8%
Total	**1,825**	**100.0%**	**2,334,890**	**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	323	36.5%	501,600	43.6%	271	28.9%	424,466	35.9%
Some College / Assoc.	244	27.5%	359,511	31.2%	323	34.4%	413,832	35.0%
College Graduate	210	23.7%	210,130	18.3%	234	24.9%	235,888	19.9%
Post Grad or more	109	12.3%	79,925	6.9%	111	11.8%	109,538	9.3%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**100.0%**

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

Place	Males				Females			
	Respondents		Population		Respondents		Population	
Farm	247	27.9%	242,542	21.1%	272	29.0%	222,894	18.8%
Small Town	184	20.8%	247,482	21.5%	218	23.2%	263,483	22.3%
Large Town	144	16.3%	211,556	18.4%	170	18.1%	226,791	19.2%
Small City	221	24.9%	375,308	32.6%	186	19.8%	390,812	33.0%
Large City	90	10.2%	74,278	6.5%	93	9.9%	79,744	6.7%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**100.0%**

Table 7. Seventh raking dimension for weight adjustments by income

Household Income	Respondents		Population	
Under $15,000	188	10.3%	171,746	7.4%
$15,000 to $24,999	213	11.7%	175,476	7.5%
$25,000 to $49,999	456	25.0%	476,066	20.4%
$50,000 to $74,999	362	19.8%	415,392	17.8%
$75,000 to $99,999	287	15.7%	440,923	18.9%
$100,000 or more	319	17.5%	655,287	28.1%
Total	**1,825**	**100.0%**	**2,334,890**	**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	637	71.9%	778,882	67.7%	665	70.8%	785,581	66.4%
Children	249	28.1%	372,284	32.3%	274	29.2%	398,143	33.6%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**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	1232	94.6%	1,453,919	92.9%	466	89.1%	657,512	85.3%
All Other, Including Hispanic	70	5.4%	110,544	7.1%	57	10.9%	112,915	14.7%
Total	**1302**	**100.0%**	**1,564,463**	**100.0%**	**523**	**100.0%**	**770,427**	**100.0%**

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

Telephone Status	Respondents		Population	
Cell-only	738	40.4%	1,139,962	48.8%
Others	1087	59.6%	1,194,928	51.2%
Total	**1825**	**100.0%**	**2,334,890**	**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:

A) SAS: http://www.sas.com

B) SUDAAN: http://www.rti.org/sudaan

C) WesVar: www.westat.com/westat/statistical_software/wesVar

D) 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: 1.698. The UWE for the first stage weight (without calibration to population totals) is 1.141. 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 1.698 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).

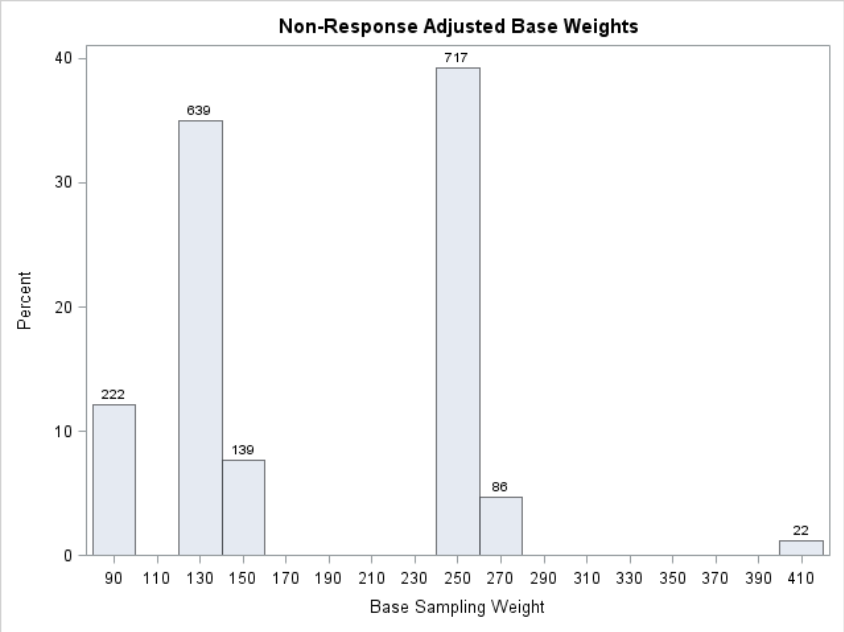
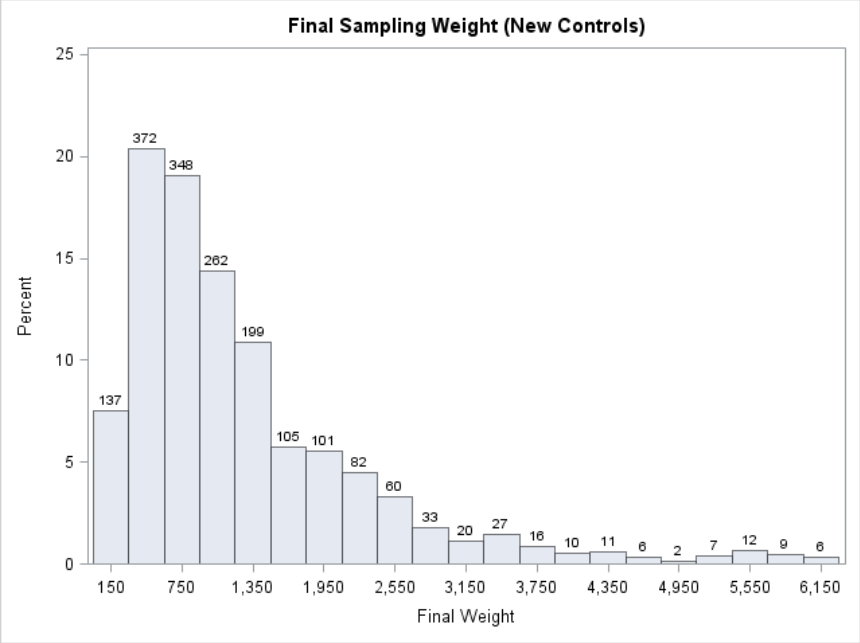


Figure 2: Distribution of the final calibrated sampling weights. These weights should be used in all analyses.



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	75	8.5%	132,621	11.5%	51	5.4%	125,397	10.6%
25-34	111	12.5%	222,666	19.3%	106	11.3%	221,973	18.8%
35-44	123	13.9%	159,735	13.9%	107	11.4%	166,187	14.0%
45-54	155	17.5%	208,351	18.1%	141	15.0%	201,233	17.0%
55-64	187	21.1%	193,815	16.8%	220	23.4%	218,317	18.4%
65+	235	26.5%	233,978	20.3%	314	33.4%	250,617	21.2%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**100.0%**

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

Ethnicity	Males				Females			
	Respondents		Population		Respondents		Population	
Hispanic	38	4.3%	47,862	4.2%	26	2.8%	37,030	3.1%
Others	848	95.7%	1,103,304	95.8%	913	97.2%	1,146,694	96.9%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**100.0%**

Table A3. Third raking dimension for weight adjustments by race

Race	Respondents		Population	
White	1724	94.5%	2,188,752	93.7%
African American	39	2.1%	70,857	3.0%
Others	62	3.4%	75,281	3.2%
Total	**1,825**	**100.0%**	**2,334,890**	**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	40	4.5%	90,458	7.9%	25	2.7%	73,419	6.2%
High School or GED	283	31.9%	411,142	35.7%	246	26.2%	351,047	29.7%
College 1 year to 3 years	244	27.5%	359,512	31.2%	323	34.4%	413,831	35.0%
College 4 year or more	210	23.7%	210,130	18.3%	234	24.9%	235,888	19.9%
Graduate degree	109	12.3%	79,925	6.9%	111	11.8%	109,538	9.3%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**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	431	48.6%	490,024	42.6%	490	52.2%	486,377	41.1%
Large Town	144	16.3%	211,556	18.4%	170	18.1%	226,791	19.2%
Small City	221	24.9%	375,308	32.6%	186	19.8%	390,812	33.0%
Large City	90	10.2%	74,278	6.5%	93	9.9%	79,744	6.7%
Total	**886**	**100.0%**	**1,151,166**	**100.0%**	**939**	**100.0%**	**1,183,724**	**100.0%**

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

Telephone Status	Respondents		Population	
Cell-only	738	40.4%	1,139,962	48.8%
Others	1087	59.6%	1,194,928	51.2%
Total	**1825**	**100.0%**	**2,334,890**	**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: 1.398. The UWE for the first stage weight (without calibration to population totals) is 1.141. 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).

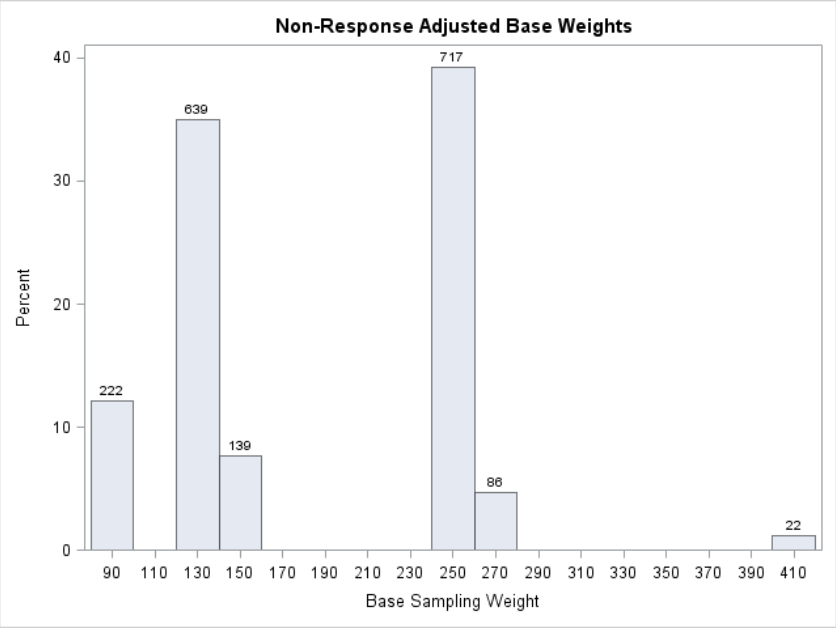
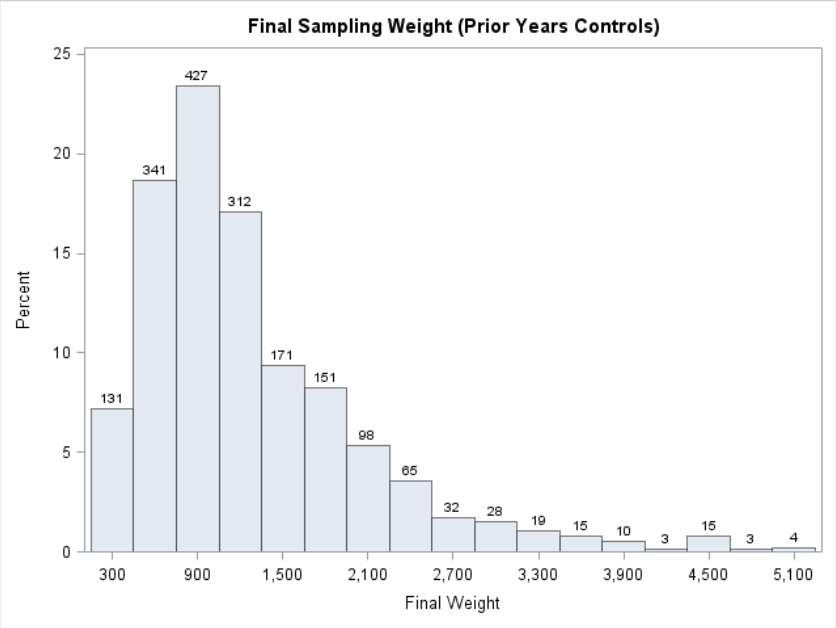


Figure A8: Distribution of the final calibrated sampling weights using 2013 weighting design.



References

Bankier MD (1986). "Estimators Based on Several Stratified Samples with Applications to Multiple Frame Surveys," *Journal of the American Statistical Association*, Vol. 81(396), 1074-1079.

Battaglia, M., Izrael, D., Hoaglin, D. C. and Frankel, M.R. (2009) "Practical Considerations in Raking Survey Data," accessed from: http://www.abtassoc.us/presentations/raking_survey_data_2_JOS.pdf

Buskirk, T. D. and Best, J. (2012) "Venn Diagrams, Probability 101, and Sampling Weights Computed from Dual-Frame Telephone RDD Designs," In JSM Proceedings, Survey Research Methods Section, American Statistical Association, pp. 3696-3710.
https://www.amstat.org/sections/SRMS/Proceedings/y2012/Files/304351_72969.pdf
Kalton, Graham and Flores-Cervantes, Ismael. (2003) "Weighting Methods," J*ournal of Official Statistics*, Vol. 19, No. 2, pp. 81-97.

Kish, Leslie. (1965) Survey Sampling. New York: John Wiley & Sons, Inc.

SUDAAN Language Manual, Release 10.0. (2008) Research Triangle Institute.

Wireless Substitution: State-level Estimates from the National Health Interview Survey, 2012 accessed at http://www.cdc.gov/nchs/data/nhsr/nhsr070.pdf, Oct 9, 2014.

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
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
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

Table D-2. Population estimates of gambling behavior in Iowa (with spending money in gaming)

	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
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	1,623,199	69.52	1.28	66.96	71.96	1.40
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	2,058,842	88.18	0.95	86.18	89.92	1.59

APPENDIX E. PROBLEM GAMBLING ASSESSMENT

THE DIAGNOSTIC AND STATISTICAL MANUAL OF MENTAL DISORDER FIFTH EDITION (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 E-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 [13]:

- 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.

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

- 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.
    - 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.
    - 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:

1) NODS

This study includes the DSM-IV based diagnostic tool along with other measures of problem gambling in order to compare the 2015 results with the 2013 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. [14] The NODS was specifically designed as a telephone interviewing screening tool. The list of the questions and scoring criteria[15] is shown in Appendix A. The NODS provides 4 levels of classification: (1) not at risk, (2) at risk for subclinical gambler, (3) possible problem gambler, and (4) probable pathological gambler. Because a criterion was dropped in DSM-5, the measure of NODS was adjusted as indicated in the Table A2-2.

[14] 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
[15] NODS items and scoring criteria can be also downloaded from: fttp://www.ct.gov/dmhas/lib/dmhas/prevention/NODS.pdf

Table E-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	Possible Problem Gambler
4-9	Probable Pathological

2) 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:[16] (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

3) 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).

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

Table E-4. Population estimates of NODS or/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[17]	303,315	13.08	1.18	10.93	15.58	-
	2013	369,004	15.97	1.14	13.86	18.33	1.77
	2015	294,222	12.60	0.97	10.82	14.62	1.55
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
	2015	29,155	1.25	0.35	0.72	2.17	1.84

DSM-5: Past 12 Months

Table E-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
	2015	88,060	3.77	0.58	2.79	5.08	1.66
Possible pathological/ problem gambling	2011	4,909	0.21	0.21	0.08	0.57	-
	2013	11,680	0.51	0.22	0.22	1.16	1.69
	2015	6,994	0.30	0.17	0.10	0.90	1.73
Probable pathological	2011	5,980	0.26	0.24	0.04	1.59	-
	2013	10,256	0.44	0.23	0.16	1.21	2.15
	2015	18,322	0.78	0.30	0.37	1.66	2.11

[17] The 2011 data uses the DSM-IV criteria.

PGSI: Past 12 Months

Table E-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
	2015	175,041	7.50	0.76	6.13	9.14	1.54
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
	2015	56,893	2.44	0.41	1.75	3.39	1.31
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
	2015	25,247	1.08	0.34	0.58	2.00	1.98

Self-reported Gambling Problems

Table E-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
	2015	18,327	0.78	0.30	0.37	1.65	2.09
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
	2015	69,859	2.99	0.50	2.16	4.14	1.56

Table F-1. 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
	2015	526,008	22.61	1.16	20.42	24.96	1.39
Negatively affected by							
Friends or coworker	2013	189,410	8.23	0.84	6.72	10.03	1.70
	2015	164,260	7.04	0.70	5.79	8.53	1.35
Family members	2013	249,873	10.81	0.99	9.02	12.91	1.86
	2015	173,360	7.43	0.73	6.12	9.00	1.42
Someone else	2013	341,682	14.81	1.10	12.78	17.10	1.74
	2015	300,479	12.87	0.92	11.18	14.78	1.37
Negatively affected by friend, coworker, family members or someone else							
	2013	406,805	17.70	1.17	15.51	20.12	1.72
	2015	355,325	15.22	0.98	13.40	17.25	1.36