3 GAMBLING PARTICIPATION

3.1 Background

How much in time and money and what type of gambling activities a person bets or wagers on will affect their risk of developing gambling problems (Davidson, Rodgers, Taylor-Rodgers, Suomi & Lucas 2016, Holtgraves 2009, Stevens & Young 2010b). The distribution of problem gambling risk can also differ for men and women, across a person's lifespan, socioeconomically, and across different population groups (Hare 2015, Hing, Russell, Tolchard & Nower 2014, Moodie & Finnigan 2006, Stevens & Golebiowska 2013, Stevens & Young 2010a, Young & Stevens 2009). For example, in a Victorian study, men were more likely to experience some level of problem gambling compared with women, over either their whole lifetime or the last year. However, EGM participation and frequency of play was at similar levels for men and women, but the level of gambling by women on EGMs increased their risk of problem gambling more so than men (Hing et al. 2014).

This chapter presents information on the eleven types of betting and wagering, and an 'other' gambling as listed below.

- Lotteries
- Raffles or sweeps
- Keno
- Electronic gaming machines (EGMs) or pokies
- Instant scratch tickets

- Bingo

- Racetrack betting
- Casino table games
- Sports betting
- Non-sports betting (e.g. Logies)

- Informal private games (e.g. cards, pool)
- Other gambling

Respondents were asked about gambling participation, frequency of play, and where/how (e.g. hotel, club, online) they gambled for each activity.

3.1.1 Chapter contents

Specifically, this chapter contains:

- Estimates of participation and frequency of play for the 11 gambling activities for the NT, and broken down by regional, socio-demographic, and socioeconomic factors;
  - including statistical tests of association between gambling activities and regional, socio-demographic, and socioeconomic factors.
- Comparisons with 2005 estimates for participation and frequency of play for all activities (except non-sports betting) for the NT and broken down by selected demographic variables;
  - including statistical tests of difference between the 2005 and 2015 estimates, and
- Estimates of how and where people gambled for EGMs, racetrack betting, sports betting and keno.

3.2 Chapter highlights

- From 2005 to 2015, annual gambling participation in the last year decreased significantly across all activities, except racetrack and sports betting, which increased significantly, and casino table games and keno, which had non-significant increases. The trend in decreasing gambling participation occurred across all regions (Darwin/Palmerston, Alice Springs, Regional Towns and the Rest of NT).
- In 2015, compared with women, men were significantly more likely to participate in keno (28% *cf*. 22%), casino table games (17% *cf*. 9%) and sports betting (12% *cf*. 3%), while women, compared with men had significantly higher participation for raffles (48% *cf*. 38%), instant scratch tickets (21% *cf*. 14%) and bingo (3% *cf*. 1%).
- Lower levels of participation between 2005 and 2015 across most activities occurred similarly for men and women, except racetrack betting with female participation increasing significantly (17% to 22%) and male participation increasing marginally non-significantly (21% to 24%).
- Decreases in annual participation between 2005 and 2015 generally occurred across all age groups, and in 2015, there was significant decreasing participation with age for casino table games, sports betting and informal games (e.g. cards, pool).
- Decreases between 2005 and 2015 were also observed for weekly (and in some instances monthly) gambling, with significant decreases in weekly gambling for any gambling (35% to 22%), lotteries (33% to 22%), sports betting (18% to 8%), EGMs (9% to 6%), instant scratch tickets (8% to 4%), and casino table games (2% to 1%).

3.3 Gambling participation in the Northern Territory, 2005 and 2015

Figure 1 shows change in gambling participation for eleven activities and any gambling between 2005 and 2015. There was a significant decrease in any gambling between 2005 and 2015, regardless of whether raffle only respondents were included in the any gambling group. There were statistically significant declines in participation for lotteries (52.8% to 46.1%); raffles (65.1% to 42.7%); EGMs (27% to 22.9%); and instant scratch tickets (28.6% to 17.5%). There were significant increases in participation for racetrack betting (19% to 22.8%) and sports betting (5.2% to 7.5%). Betting on non-sporting events (e.g. elections, Logies etc) was not measured in the 2005 survey, but was estimated at 0.3% in the 2015 survey. Participation in 'other' gambling option decreased (1.1% to 0.4%) between 2005 and 2015, though this category could have contained 'non-sporting events' betting in the 2005 survey.
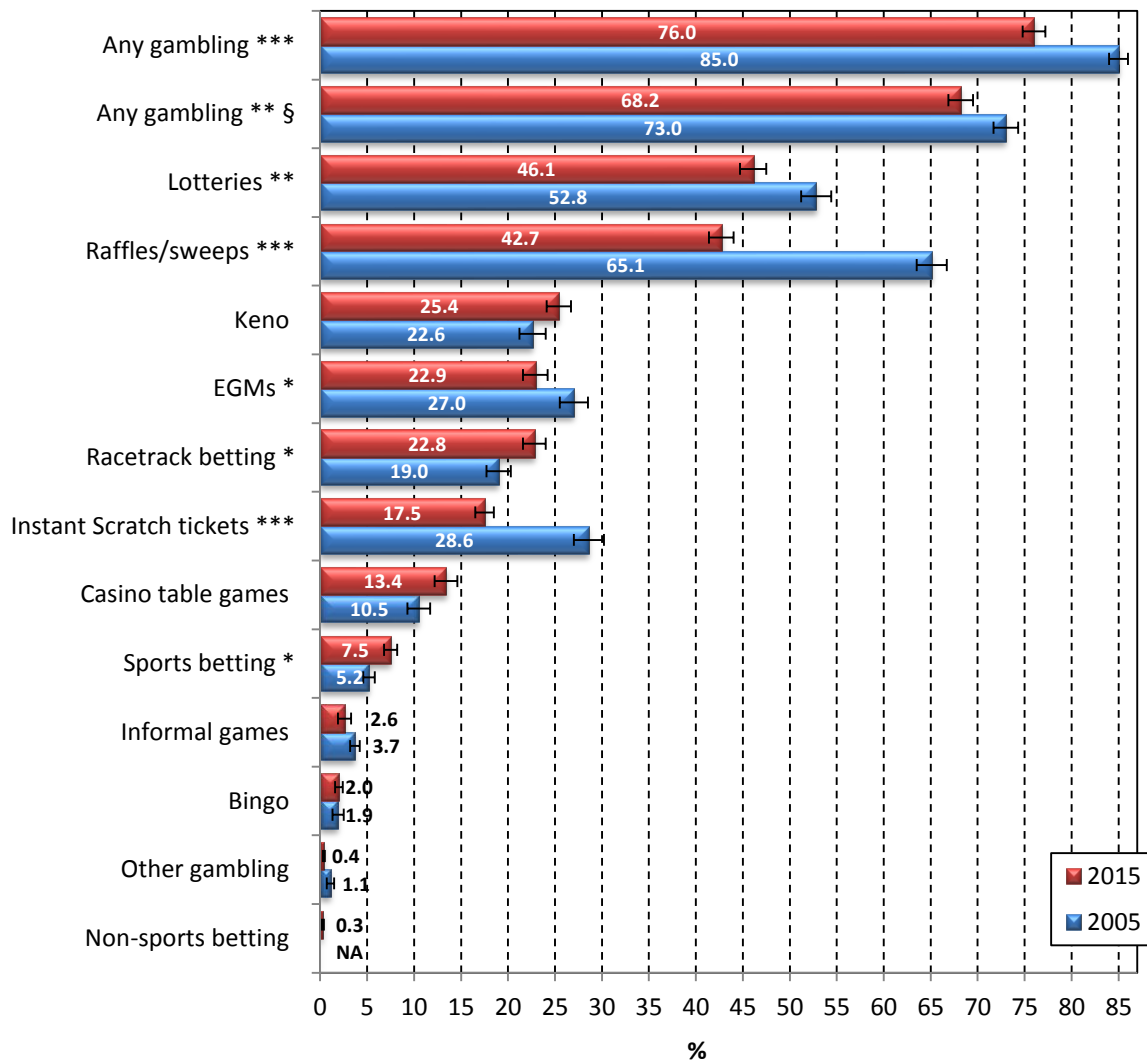
Figure 1: Change in gambling participation by activity, 2005 to 2015, NT Adult population

§Excludes people who only gambled on raffles and no other activities
Significant difference between 2005 and 2015, *** p < 0.001, ** p < 0.01, * p < 0.05

Figure 2 shows there was significant variation between 2005 and 2015 in the number of activities people bet on. Two versions of non-gambler and played one activity are presented that enable comparison with 2005 data and highlight the effect of declining participation in raffles. Including raffle only gamblers as non-gamblers (far left bars), there was a significantly higher percentage of non-gamblers in 2015 (31.8%) compared with 2005 (27%), and there was also a higher percentage of one activity only players in 2015 (12.5%) compared with 2005 (9.2%). The latter difference was not present when raffles were included as an activity in its own right, with 20.3% playing one activity in 2015, compared with a slightly higher percentage in 2005 (21.2%). Overall, there was a higher percentage of the adult population gambling on two, three, four and five or more activities in 2005 compared with 2015, with the largest difference for the five or more activities (13.2% in 2005 compared with 9.7% in 2015).
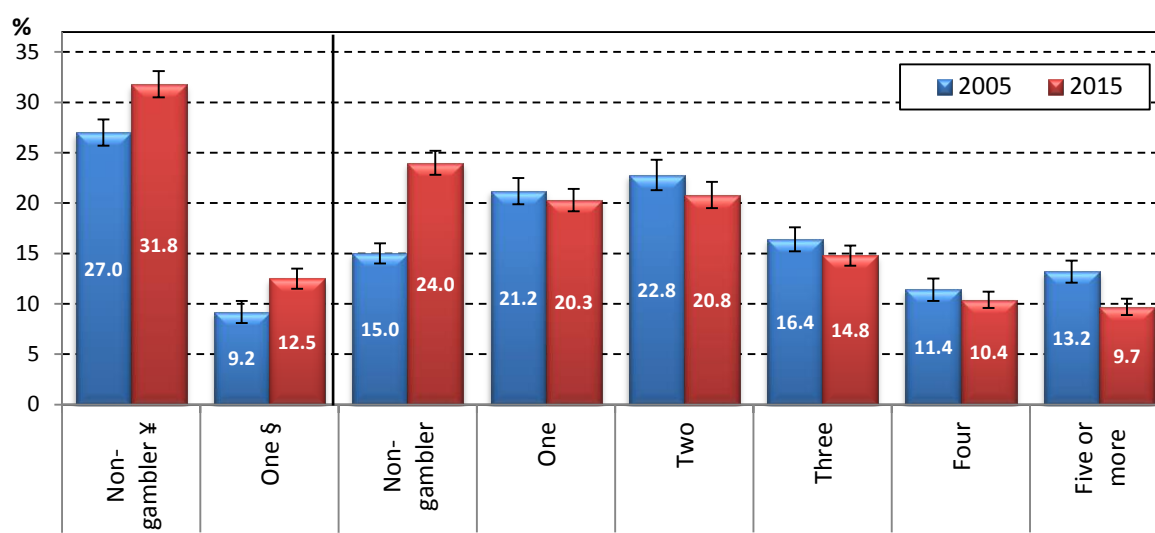
Figure 2: Change in number of activities gambled on, 2005 to 2015, NT adult population

§Excludes people who only gambled on raffles and no other activities
¥ Includes people who only gambled on raffles and no other activities

3.3 Gambling participation in the Northern Territory and other jurisdictions

Table 1 shows a comparison of participation by activity with seven of the eight jurisdictions in Australia (excluding Western Australia), along with an unweighted average participation. Statistical tests comparing gambling activity estimates between jurisdictions were not done for this table, though participation was higher in the NT compared with the average across jurisdictions for keno (25% *cf*. 14%), casino table games (13% *cf*. 7%), and sports betting (8% *cf*. 6%).

Table 1: Participation in gambling by selected activities for seven jurisdictions in Australia, adult population

Gambling activity	NT (2015) %	ACT[1] (2014) %	SA[2] (2012) %	NSW[3] (2011) %	VIC[4] (2014) %	QLD[5] (2011/12) %	TAS[6] (2013) %	Unweighted average %
Any gambling activity	76/68[§]	55	69	65	70	74	63	67
Lotteries	46	33	56	41	47	59	43	46
Raffles/sweeps	43	-	-	-	47	-	-	45
Keno	25	3	8	14	4	16	26	14
EGMs	23	20	27	27	17	30	19	23
Racetrack betting	23	18	21	24	21	19	11	20
Instant Scratch tickets	18	15	21	28	11	-	21	19
Casino table games	13	6	6	6	4	6	6	7
Sports betting	8	7	6	7	5	5	4	6
Informal games	3	4	3	3	3	3	3	3
Bingo	2	2	3	2	3	3	2	2

Notes: [1] (Davidson et al. 2016), [2] (The Social Research Centre 2013), [3] (Sproston, Hing & Palankay 2012) , [4] (Hare 2015), [5] (Queensland Government 2012), [6] (ACIL Allen Consulting, The Social Research Centre & The Problem Gambling Research and Treatment Centre 2014); [§] Lower prevalence excludes raffle/sweeps only gamblers

3.4 Gambling participation by region, age and gender

Figures 3 and 4 show change in annual gambling participation between 2005 and 2015 for regions, with and without the inclusion of raffle only gamblers. Both graphs show a similar trend, with gambling participation declining significantly in the NT and Darwin and Palmerston. When raffles only are included in gambling participation (Figure 3), there were also significant declines in Alice Springs and Regional Towns. When excluding raffles only gamblers (Figure 4), the decline in Alice Springs was marginally non-significant (p=0.07).
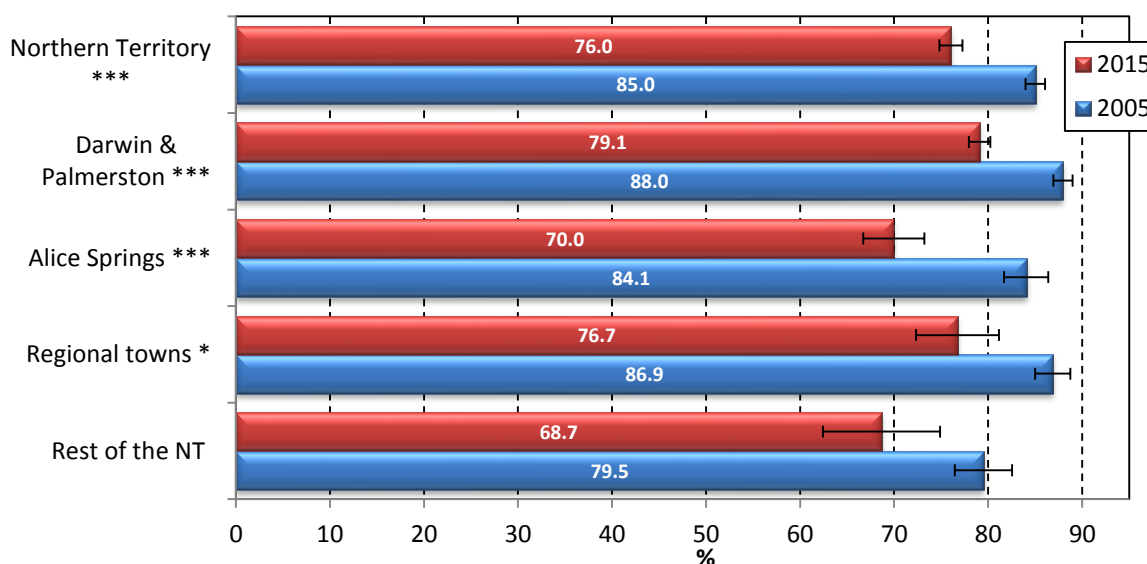

Figure 3: Participation in any gambling activity[¥] by region, NT Adult population

Significant difference between 2005 and 2015, *** p < 0.001, ** p < 0.01, * p < 0.05
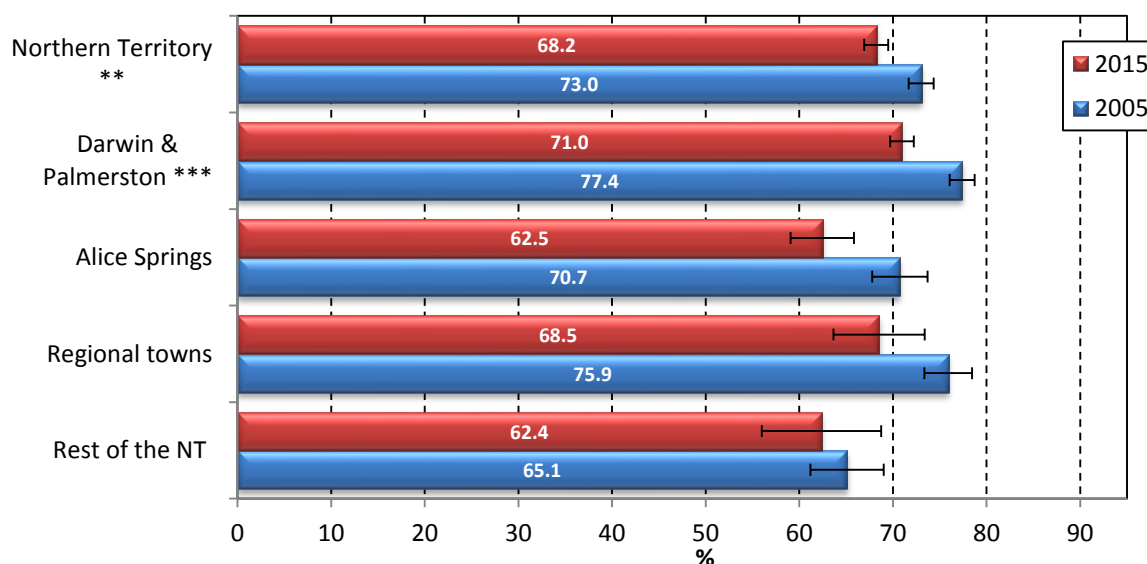¥ Includes people who only gambled on raffles and no other activities

Figure 4: Participation in any gambling activity[§] by region, NT Adult population

Significant difference between 2005 and 2015, *** p < 0.001, ** p < 0.01, * p < 0.05
§Excludes people who only gambled on raffles and no other activities

Figure 5 shows the breakdown in participation by activity for the different regions in the NT. Standard errors have been left out for ease of interpretation; however,

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statistical tests have been carried out and stars indicate significant variation across regions for each activity. There was significant variation in participation by region for: lotteries (highest in Darwin & Palmerston and lowest in Rest of the NT); raffles (highest in Alice Springs and lowest in the Rest of the NT); keno (highest in Rest of the NT and lowest in Alice Springs); instant scratch tickets (highest in Alice Springs and lowest in Rest of the NT); and sports betting (highest in Darwin & Palmerston and lowest in Rest of the NT). Other differences in participation across regions, while not being statistically significant, but of note, was the high participation in racetrack betting and informal games in Regional Towns, the higher participation in casino games in Darwin/Palmerston and Alice Springs, and the higher participation in bingo in the Rest of the NT.
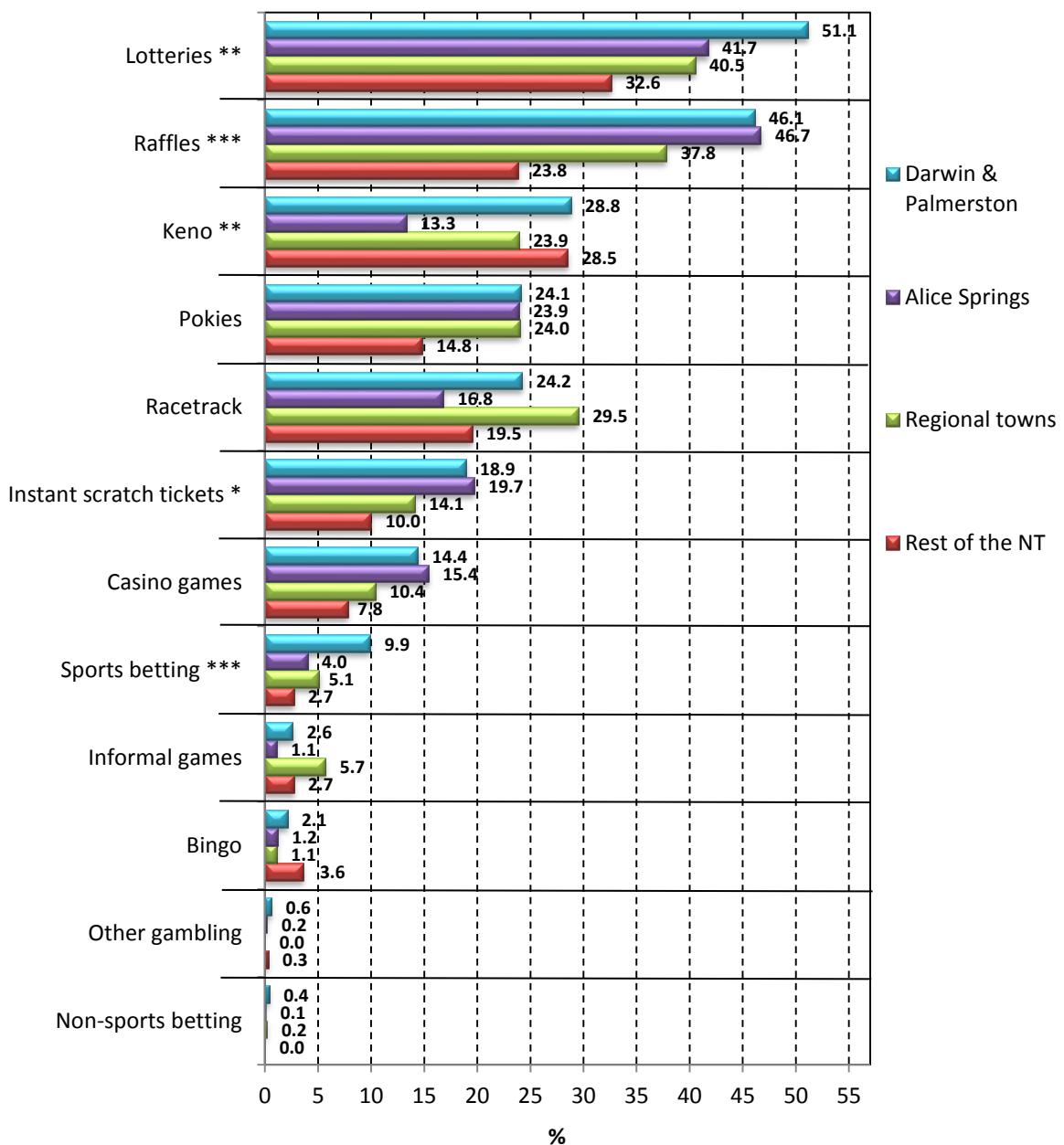

Figure 5: Gambling participation by activity and region, NT adult population

Significant difference between regions for activity, *** p < 0.001, ** p < 0.01, * p < 0.05

Figure 6 shows 2015 gambling participation by gender for each activity. There were significant differences between male and female participation in raffles (female higher), keno (male higher), instant scratch tickets (female higher), casino games (male higher), sports betting (male higher), informal games (male higher), and bingo (female higher).
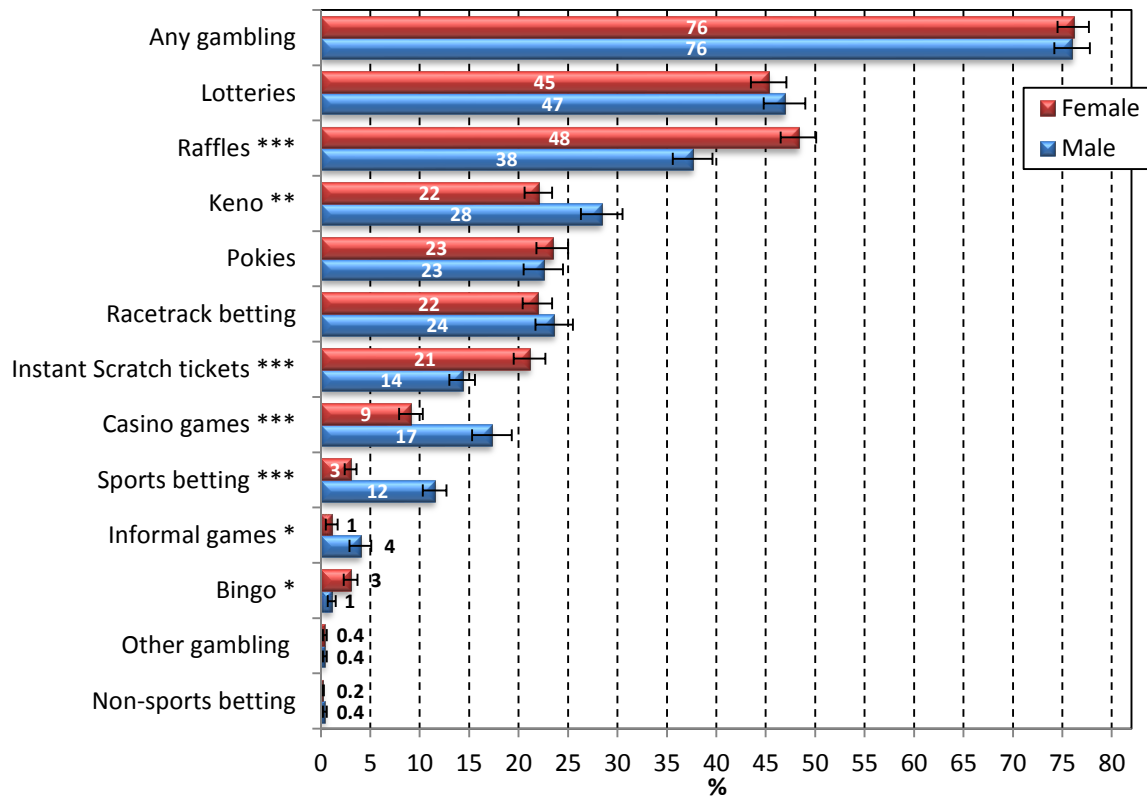

Figure 6: Gambling participation by activity and gender, percentage NT adult population

Significant difference between male and female participation, *** p < 0.001, ** p < 0.01, * p < 0.05

Figure 7 shows gambling participation between 2005 and 2015 for EGMs, racetrack betting, instant scratch tickets, keno, lotteries and raffles by gender)see Figure 8 for other activities). Between 2005 and 2015 there was a significant change in annual participation for racetrack betting for females (increase), instant scratch tickets for males (decrease) and females (decrease), lotteries for females (decrease), and raffles for males (decrease) and females (decrease).
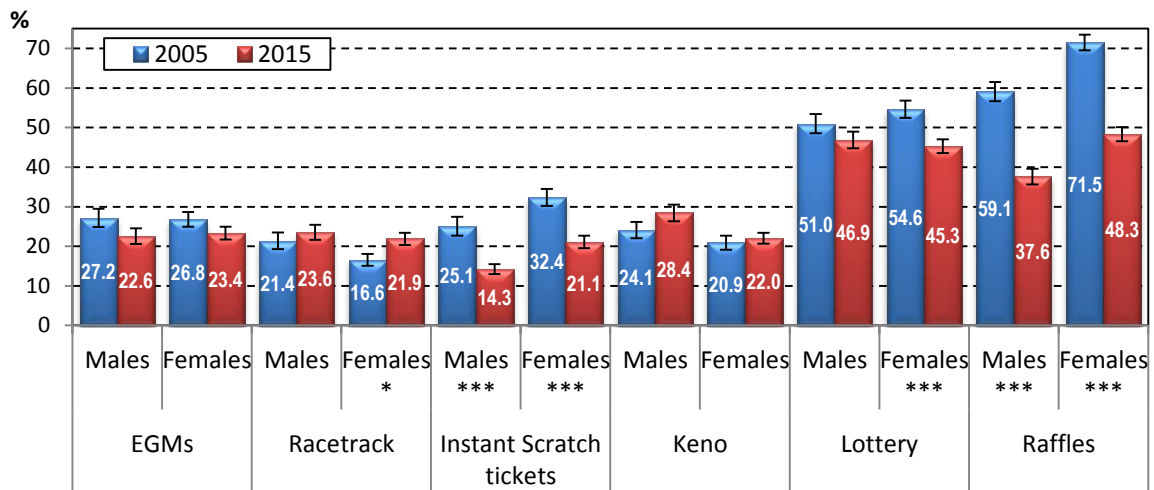
Figure 7: Gambling participation in 2005 and 2015 for selected activities by gender, NT adult population

Significant difference between 2005 and 2015 participation, *** p < 0.001, ** p < 0.01, * p < 0.05

Figure 8 shows gambling participation between 2005 and 2015 for other gambling, bingo, informal betting, sports betting and casino table games by gender. Between 2005 and 2015 there was a significant change in annual participation for other gambling for males (decrease), informal betting for females (decrease), sports betting for males (increase) and casino table games for females (increase).
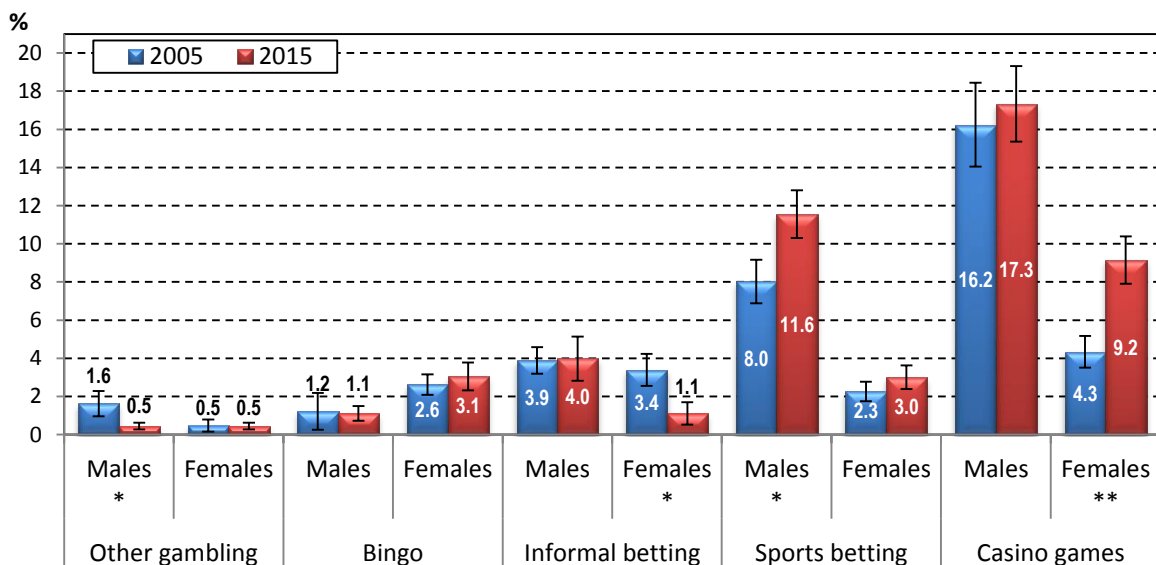
Figure 8: Gambling participation for selected activities by gender, percentage NT adult population, 2005 and 2015

NOTES: Significant difference between 2005 and 2015 participation,
*** p < 0.001, ** p < 0.01, * p < 0.05

While there were differences between male and female participation in different types of gambling, there was no statistical association between the number of activities gambled on and gender (Figure 9). However, a slightly higher percentage of men (10.9%) gambled on five or more activities compared with women (8.6%).

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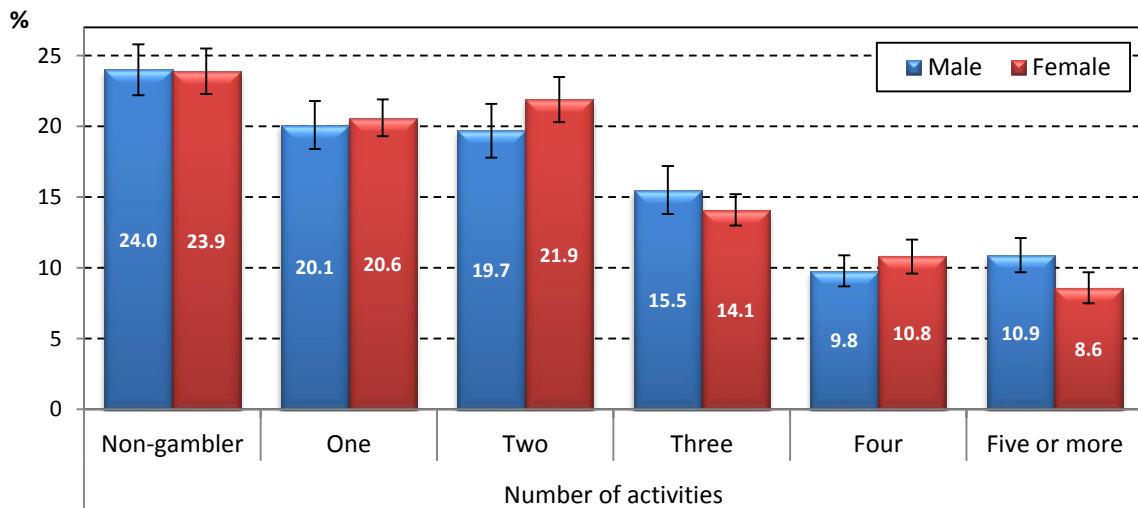
Figure 9: Number of activities gambled on by gender, NT adult population

Figure 10 shows that there were statistical differences in gambling participation by age for lotteries (18-24 years less), raffles (18-24 years less), casino table games (decreasing participation with age), sports betting (over 34 years less), and informal games (18-24 years more). Standard error bars have been left out for ease of interpretation.
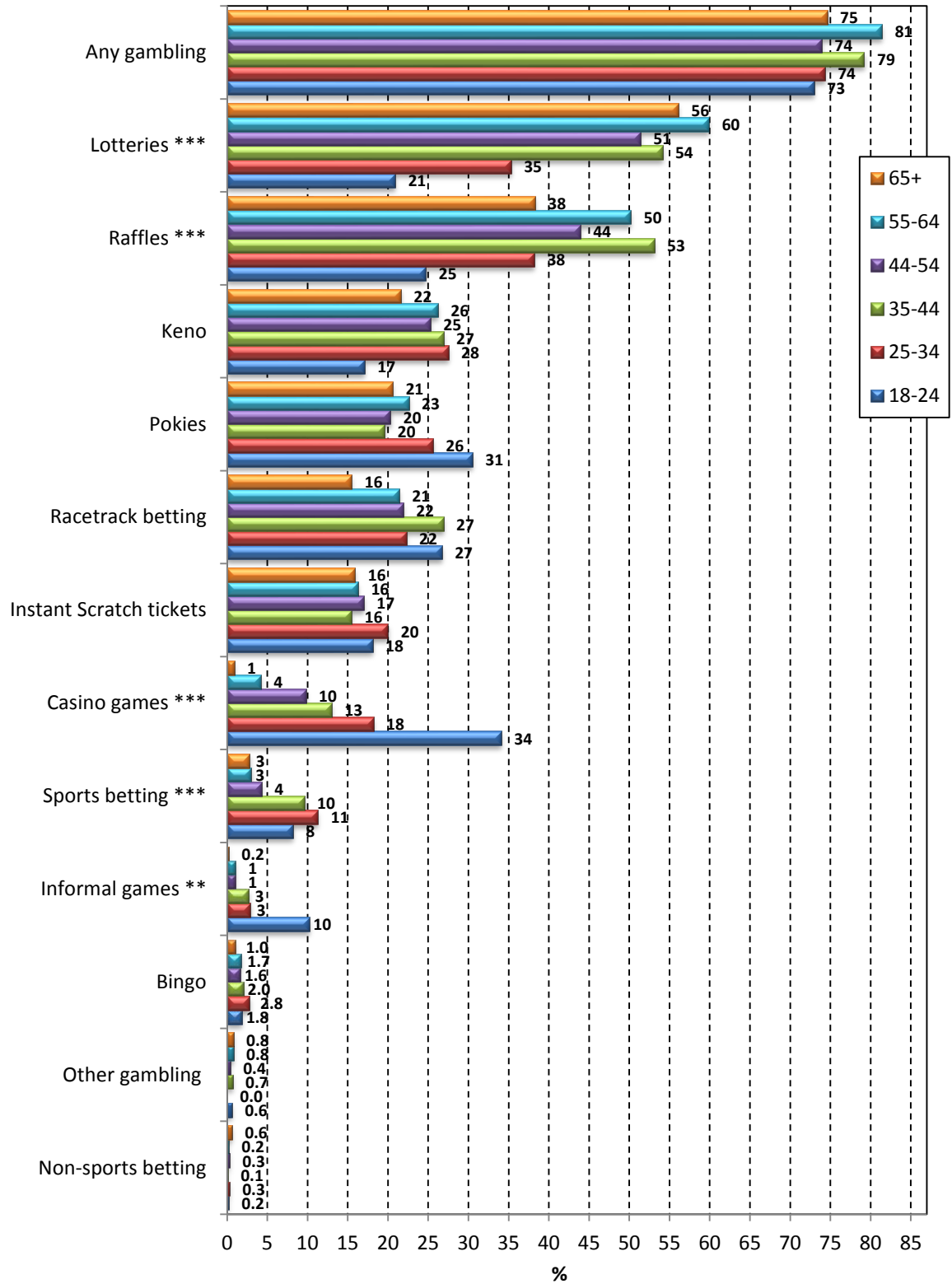
Figure 10: Gambling participation by activity and age, NT adult population

Significant association between age and participation, *** p < 0.001, ** p < 0.01, * p < 0.05

There was a significant association between age and the number of activities participated in, though this relationship did not appear to follow a consistent pattern (Figure 11). Significance testing within each category of number of activities showed that the only statistical difference was for participation in two

activities (more common amongst people less than 25 years). The association between participation in one activity and age was marginally non-significant (p=0.09), with increasing participation with age.
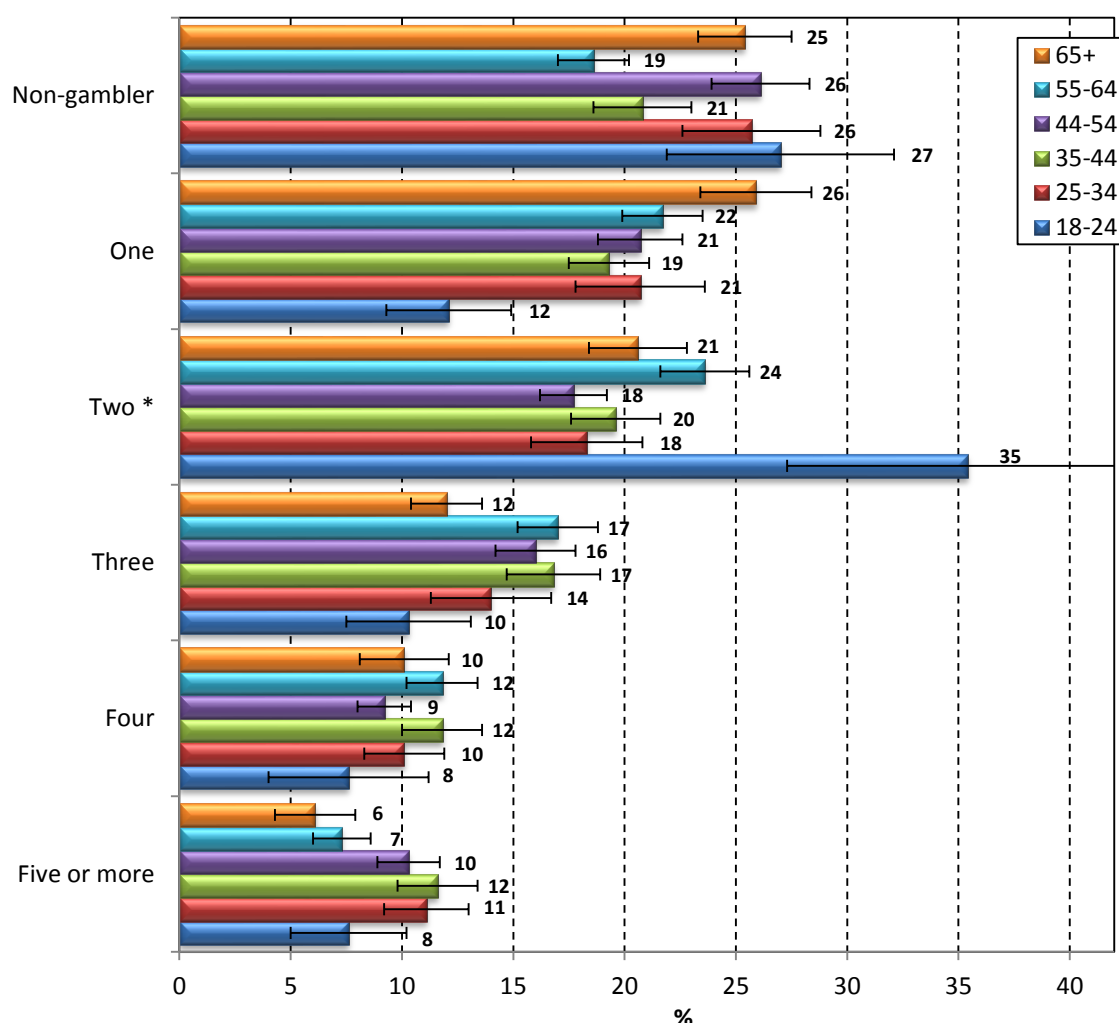
Figure 11: Number of activities gambled on by age, NT adult population

Significant association between age and number of activities, *** p < 0.001, ** p < 0.01, * p < 0.05

The next five figures show age-specific 2005 and 2015 estimates for annual participation for 11 activities (excludes non-sports betting), along with statistical differences. Note, for consistency with the 2005 reporting that the 'all gambling' category excludes people who participated in raffles only, and because most raffles are mostly confined to non-commercial gambling.

Figure 12 shows gambling participation for people aged 18-24 year. Two activities had significant decreases in participation across the two surveys for this age group. Between 2005 and 2015, purchasing instant scratch tickets halved from 36% to 18%, and raffles more than halved from 63% to 25%. There was an increase casino table games participation (19% to 34%), though this increase was marginally non-significant (p=0.09). The decrease in participation in other gambling (2.8% to 0.6%) was marginally non-significant (p=0.08), though this could be a result of non-sports betting being captured separately in the 2015 survey.

Figure 12: Gambling participation for selected activities for 18-24 years, NT adult population, 2005 and 2015

Significant difference between 2005 and 2015 participation, *** p < 0.001, ** p < 0.01, * p < 0.05

Figure 13 shows annual gambling participation for 25 to 34 year olds. Lotteries (48% to 35%) and raffles (63% to 38%) both decreased significantly between 2005 and 2015, while participation in sports betting increased significantly from 6% to 11% for this age group. The decrease in purchasing instant scratch tickets from 28% to 20% was marginally non-significant (p=0.06).

Figure 13: Gambling participation for selected activities for 25-34 years, NT adult population, 2005 and 2015

Significant difference between 2005 and 2015 participation, *** p < 0.001, ** p < 0.01, * p < 0.05

Figure 14 shows annual gambling participation for 35 to 44 year olds. There were significant decreases in participation for instant scratch tickets (27% to 16%) and raffles (66% to 53%) between 2005 and 2015. Racetrack betting increased significantly from 20% to 27%, while participation in sports betting increased significantly from 5% to 10% between the two surveys. The increase in participation in casino table games (8% to 13%) was marginally non-significant (p=0.06).
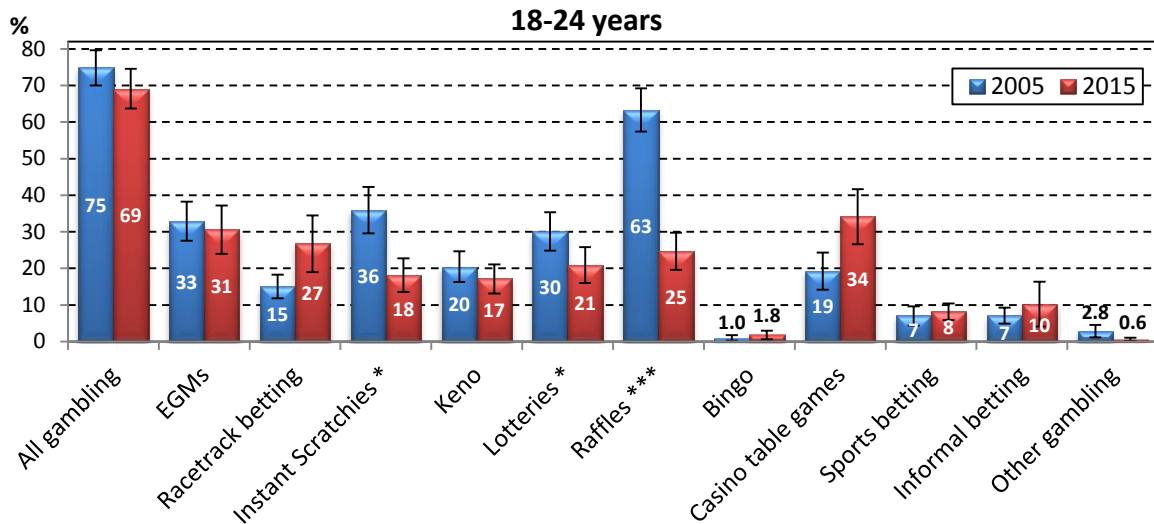
Figure 14: Gambling participation for selected activities for 35-44 years, NT adult population, 2005 and 2015

Significant difference between 2005 and 2015 participation, *** p < 0.001, ** p < 0.01, * p < 0.05

There were significant differences in participation in four activities for 45 to 54 year olds (Figure 15) and for all gambling. Gambling participation decreased significantly between 2005 and 2015 for any gambling (75% to 66%), EGMs (30% to 20%), instant scratch tickets (28% to 17%), lotteries (63% to 51%) and raffles (68% to 44%).
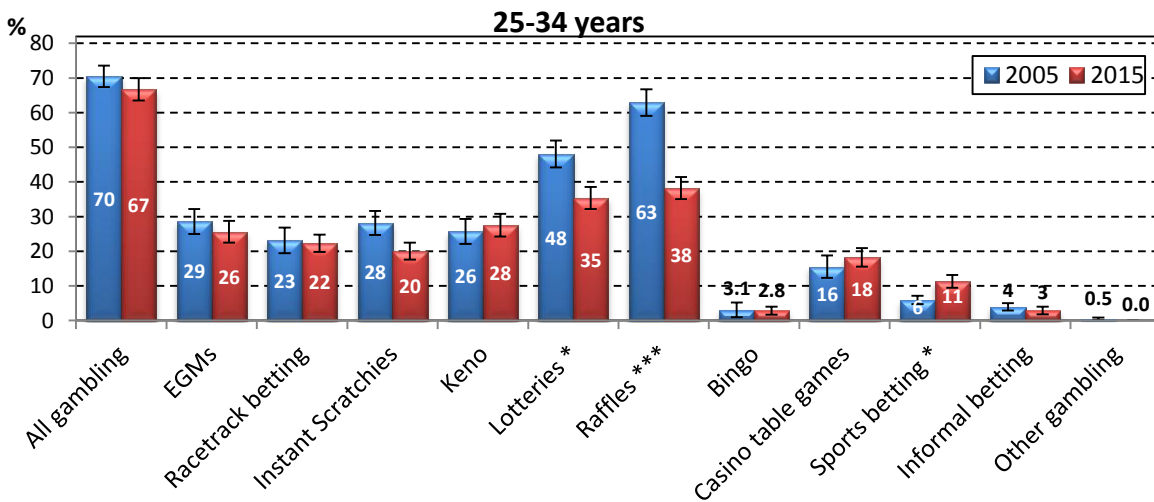

Figure 15: Gambling participation for selected activities for 45-54 years, NT adult population, 2005 and 2015

Significant difference between 2005 and 2015 participation, *** p < 0.001, ** p < 0.01, * p < 0.05

Lastly, Figure 16 shows participation for people aged 55 years or more decreased significantly between 2005 and 2015 for instant scratch tickets (24% to 16%) and raffles (64% to 45%). The increase in keno participation from 19% to 24% was marginally non-significant (p=0.07) for this age group.
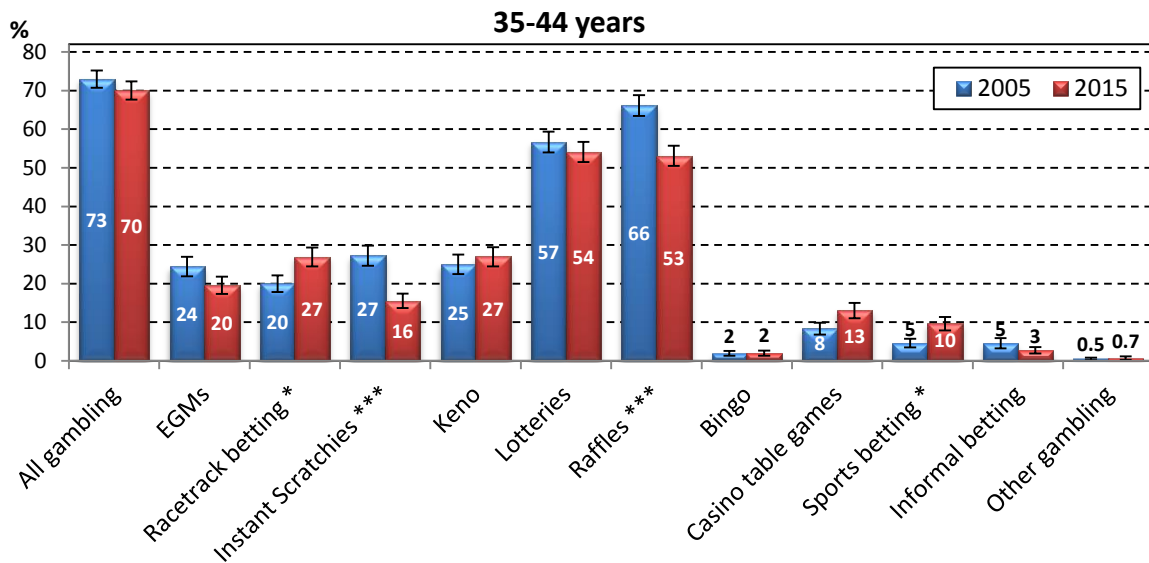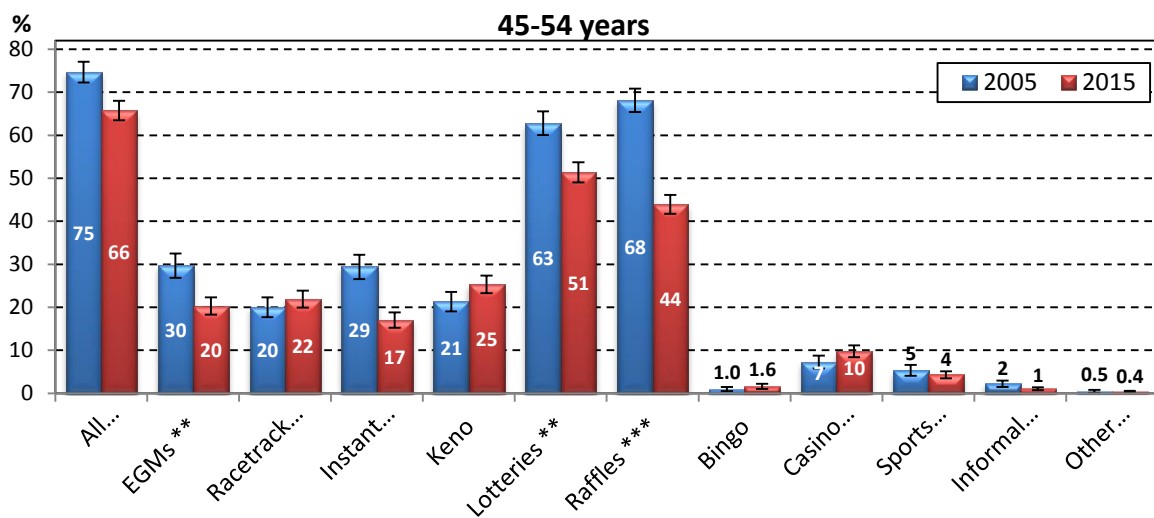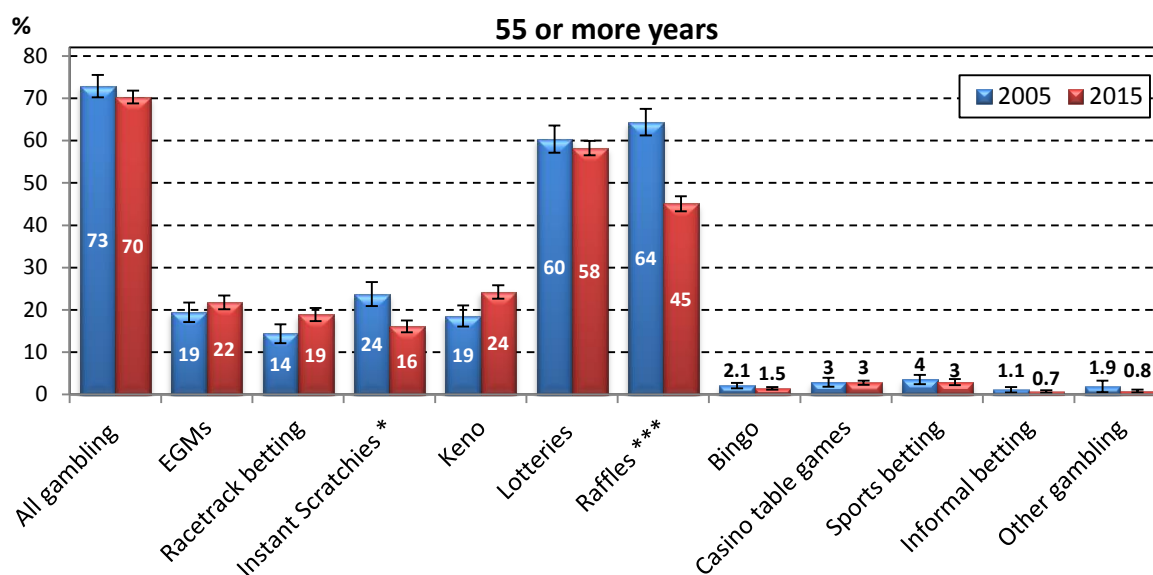
Figure 16: Gambling participation for selected activities for 55 or more years, NT adult population, 2005 and 2015

Significant difference between 2005 and 2015 participation, *** p < 0.001, ** p < 0.01, * p < 0.05

3.4 Gambling participation by other socio-demographic characteristics

The following two tables show gambling participation for each activity by other socio-demographic variables not already presented. Reliable estimates were unable to be produced for activities with lower participation than sports betting. Table 2 shows estimates of participation for sports betting, casino games, instant scratch tickets and racetrack betting. Indigenous status (Indigenous lower participation), and household type (single parent, lower participation and group households, higher participation) all had a significant association with sports betting.

Main language spoken at home (not speaking English lower participation) and household type (group and other households higher participation) had a significant association with casino games. No socio-demographic variables were significantly associated with participation in instant scratch tickets, while not speaking English at home was significantly associated with lower participation in racetrack betting, as was living in the 'other' household type category.

Table 2: Socio-demographic characteristics by participation in sports, casino games, instant scratch tickets and racetrack gambling, NT adult population

	Sports betting % (SE)	Casino games % (SE)	Instant Scratch tickets % (SE)	Racetrack betting % (SE)
Northern Territory	7.5 (0.7)	13.4 (1.2)	17.5 (1.0)	22.8 (1.2)
Indigenous status	*	ns	ns	ns
Non-Indigenous	8.3 (0.8)	12.4 (0.9)	17.4 (0.9)	24.0 (1.3)
Indigenous	4.4 (1.4)	17.0 (4.4)	17.9 (3.2)	4.9 (1.6)
Main language spoken at home	ns	**	ns	***
English	7.7 (0.7)	14.1 (1.3)	18.1 (1.1)	24.0 (1.3)
Not-English	5.1 (2.7)	4.5 (1.7)	9.6 (3.3)	4.9 (1.6)
Household type	***	*	ns	*
Couple with children	8.4 (1.3)	11.4 (1.4)	16.5 (1.6)	19.4 (1.6)

	Sports betting % (SE)	Casino games % (SE)	Instant Scratch tickets % (SE)	Racetrack betting % (SE)
Couple with no children	5.8 (1.1)	10.8 (1.5)	17.3 (1.7)	24.9 (2.0)
Single parent with children	1.2 (0.5)	15.6 (6.8)	11.4 (2.8)	27.8 (7.2)
Single person	5.6 (1.8)	9.4 (2.3)	19.6 (3.2)	20.3 (3.1)
Group	15.6 (3.5)	27.8 (5.6)	22.1 (4.4)	21.9 (3.8)
Other	7.2 (2.9)	24.1 (12.4)	22.2 (6.1)	43.9 (10.4)

Significant association between socio-demographic variable and gambling activity
*** p<0.001, ** p< 0.01, * p<0.05; ns = not significant

Table 3 shows estimates of participation for EGMs, keno, raffles and lotteries. Indigenous status (Indigenous higher participation), main language spoken at home (not English lower participation), and household type (single parent houses higher participation) were significantly associated with playing EGMs. Main language spoken at home (not English lower participation), and household type (single parent lower participation, single person higher participation) were significantly associated with betting on keno. Indigenous people were significantly less likely to participate in raffles, while single parent households were significantly less likely to play lotteries.

Table 3: Socio-demographic characteristics by participation in EGMs, keno, raffles and lottery, NT adult population

	EGMs % (SE)	Keno % (SE)	Raffles % (SE)	Lotteries % (SE)
Northern Territory	22.9 (1.3)	25.4 (1.3)	42.7 (1.3)	46.1 (1.4)
Indigenous status	**	ns	***	ns
Non-Indigenous	20.6 (1.0)	25.2 (1.1)	46.6 (1.2)	47.8 (1.2)
Indigenous	31.4 (4.6)	25.9 (4.4)	28.7 (4.0)	40.0 (4.5)
Main language spoken at home	*	*	***	ns
English	23.6 (1.4)	26.3 (1.3)	44.6 (1.4)	46.7 (1.4)
Not-English	12.7 (3.6)	12.2 (4.0)	15.4 (3.2)	37.7 (6.2)
Household type	**	*	ns	*
Couple with children	17.6 (1.5)	22.3 (1.9)	46.5 (2.0)	47.3 (2.0)
Couple with no children	21.6 (1.9)	29.9 (2.5)	44.2 (2.3)	47.8 (2.3)
Single parent with children	36.9 (8.0)	15.6 (3.3)	32.2 (6.6)	33.9 (5.9)
Single person	28.0 (4.4)	30.9 (4.4)	38.5 (3.9)	54.6 (4.1)
Group	27.9 (4.4)	26.0 (4.2)	42.0 (5.0)	37.6 (4.7)
Other	28.0 (7.1)	25.3 (6.7)	30.4 (7.1)	41.2 (8.6)

Significant association between socio-demographic variable and gambling activity
*** p<0.001, ** p< 0.01, * p<0.05; ns = not significant

3.5 Gambling participation by socioeconomic characteristics

Tables 4 (sports betting, casino games, instant scratch tickets and racetrack betting) and 5 (EGMs, keno, raffles, and lotteries) show estimates for participation in different gambling activities by socioeconomic variables. Labour force status was significantly associated with casino games (not in labour force and part-time employed lower participation), instant scratch tickets (unemployed and part-time employed lower participation), racetrack betting (unemployed lower participation), raffles (unemployed lower participation), and lotteries (unemployed and part-time employed lower participation). Personal income was significantly associated with sports betting, with people on gross annual income less than $30,000 having lower participation, and those earning $120,000 or more per annum

having higher participation. Fly-in Fly-out/Drive-in Drive-out worker status variable was significantly associated with casino games (not in labour force lower participation), and EGMs play with FIFI/DIDO workers having higher participation). Student status was significantly associated with raffles and lotteries (full-time student lower participation in both). Highest education was significantly associated with participation in casino games (less than year 10 lower participation), EGMs (Bachelor or higher and less than year 10 lower participation, and year 10 or 12 higher participation), keno (Bachelor or higher and less than year 10 lower participation), raffles (less education lower participation) and lotteries (Bachelor or higher lower participation).

It can be seen in Table 5 that personal income was significantly associated with sports betting (less than $30,000 lower participation, and $120,000 or more higher participation); casino games (less than $50,000 lower participation, and $120,000 or more higher participation); racetrack betting (less than $30,000 lower participation, and $120,000 or more higher participation); keno (less than $30,000 lower participation, and $120,000 or more higher participation); raffles (lower incomes lower participation) and lotteries (higher participation with increasing incomes). All four SEIFA indexes were significantly associated with sports betting, with people living in more advantaged areas generally having higher participation. SIEFA indexes also showed significant association with participation in keno, raffles and lotteries, with higher participation associated with increased advantage.

Table 4: Socioeconomic characteristics by participation in sports, casino games, instant scratch tickets and racetrack gambling, NT Adult population

	Sports betting % (SE)	Casino games % (SE)	Instant Scratch tickets % (SE)	Racetrack betting % (SE)
Northern Territory	7.5 (0.7)	13.4 (1.2)	17.5 (1.0)	22.8 (1.2)
Labour force status	ns	***	*	*
Full-time employed	8.8 (0.9)	17.3 (1.7)	17.9 (1.3)	24.9 (1.6)
Part-time employed	3.5 (1.3)	5.6 (1.4)	12.0 (1.7)	19.0 (2.9)
Unemployed	9.4 (5.3)	10.0 (4.5)	11.8 (3.9)	10.2 (4.5)
Not in the labour force	5.2 (1.7)	5.3 (2.2)	20.3 (2.8)	20.3 (2.7)
Other	1.1 (1.2)	0.0 (0.0)	42.2 (14.4)	11.8 (8.5)
Fly-in Fly-out/Drive-in Drive-out	ns	*	ns	ns
FIFO/DIDO	9.4 (2.2)	17.7 (4.2)	18.7 (3.4)	22.9 (4.4)
Not FIFO/DIDO	7.6 (0.9)	14.9 (1.5)	16.6 (1.2)	24.1 (1.5)
Not in labour force	5.8 (1.7)	5.9 (1.9)	19.8 (2.5)	17.8 (2.3)
Whether studying	ns	ns	ns	ns
Full-time student	6.4 (2.9)	17.0 (6.3)	10.3 (4.1)	26.1 (9.5)
Part-time student	10.1 (2.6)	15.4 (3.1)	21.7 (3.8)	27.5 (3.6)
Not studying	7.3 (0.8)	13.0 (1.3)	17.5 (1.1)	22.1 (1.3)
Highest education	ns	*	ns	ns
Bachelor degree or higher	5.8 (1.0)	10.4 (1.4)	15.2 (1.6)	18.4 (1.6)
Certificate III, IV, or Diploma	9.8 (1.6)	16.0 (2.4)	19.6 (2.0)	26.1 (2.2)
Finished Year 12	9.0 (1.7)	16.5 (2.3)	18.0 (2.3)	24.9 (2.6)
Finished Year 10	7.4 (2.0)	16.7 (5.0)	21.5 (3.6)	25.6 (5.0)
Less than Year 10	2.5 (1.3)	3.0 (1.9)	9.5 (3.0)	18.6 (5.6)
Personal gross income	***	**	ns	**
Less than $30,000	3.4 (1.4)	6.3 (2.0)	15.2 (2.2)	14.5 (2.5)
$30,000-$49,999	5.8 (1.7)	7.5 (2.1)	16.1 (2.9)	20.9 (3.5)
$50,000-$69,999	6.9 (1.6)	16.9 (3.5)	21.5 (2.8)	19.9 (3.2)
$70,000-$99,999	7.1 (1.4)	13.5 (2.8)	18.5 (2.1)	25.5 (2.7)
$100,000-$119,999	6.9 (1.8)	12.6 (2.1)	16.8 (2.3)	26.8 (3.0)
$120,000 or more	15.4 (0.7)	22.7 (3.0)	15.1 (2.4)	29.8 (3.0)
SEIFA Advantage & Disadvantage	**	ns	ns	ns
590-979	4.5 (0.9)	13.4 (2.7)	16.0 (1.9)	22.2 (2.6)
980-1021	6.4 (1.6)	8.7 (2.3)	17.2 (2.5)	22.0 (2.8)
1023-107	9.2 (1.6)	11.0 (1.5)	18.5 (1.8)	21.2 (1.7)
1073-112 (more advantaged)	11.1 (1.8)	19.3 (2.1)	19.1 (2.0)	25.9 (2.2)
SEIFA Disadvantage	**	ns	ns	ns
460-971	4.7 (1.1)	10.5 (3.1)	14.1 (1.9)	24.6 (3.5)
972-1015	5.7 (1.3)	12.5 (2.5)	17.6 (2.2)	19.8 (2.0)
1017-105	8.9 (1.6)	12.3 (1.9)	19.6 (2.0)	21.4 (1.9)
1060-111 (less disadvantage)	10.8 (1.7)	18.6 (2.0)	18.8 (1.9)	25.5 (2.1)
SEIFA Economic Resources	***	ns	ns	*
520-951	5.0 (1.0)	11.9 (2.8)	14.5 (1.9)	24.8 (3.2)
972-991	4.9 (1.3)	14.4 (2.9)	17.7 (2.5)	17.6 (2.0)
992-1039	13.5 (2.0)	14.0 (2.0)	20.6 (2.1)	27.4 (2.3)
1047-109 (more resources)	6.9 (1.4)	13.7 (1.7)	17.8 (1.6)	20.8 (1.8)
SEIFA Education & Occupation	*	**	ns	ns
833-974	5.5 (1.2)	7.3 (2.1)	15.8 (1.7)	25.1 (3.0)
975-1001	5.1 (1.3)	17.3 (3.5)	18.7 (2.6)	17.0 (2.0)
1015-104	8.8 (1.5)	13.2 (1.8)	16.8 (1.8)	22.8 (2.1)
1048-110 (more educated/white collar)	10.9 (1.7)	17.8 (2.0)	19.3 (2.1)	25.2 (2.1)

Significant association between socio-demographic characteristic and gambling activity
*** p<0.001, ** p< 0.01, * p<0.05; ns = not significant

Table 5: Socioeconomic characteristics by participation in EGMs, keno, raffles and lottery, NT Adult population

	EGMs % (SE)	Keno % (SE)	Raffles % (SE)	Lotteries % (SE)
Northern Territory	22.9 (1.3)	25.4 (1.3)	42.7 (1.3)	46.1 (1.4)
Labour force status	ns	ns	**	**
Full-time employed	24.3 (1.7)	27.4 (1.6)	45.1 (1.7)	48.1 (1.8)
Part-time employed	16.4 (2.7)	17.3 (2.9)	34.8 (3.1)	32.8 (3.1)
Unemployed	23.2 (6.3)	33.6 (10.6)	23.1 (6.4)	38.7 (8.3)
Not in the labour force	22.5 (2.8)	21.9 (2.2)	43.2 (3.0)	51.8 (3.0)
Other	27.5 (14.9)	15.8 (9.6)	61.4 (11.8)	43.5 (13.0)
Fly-in Fly-out/Drive-in Drive-out	**	ns	ns	ns
FIFO/DIDO	34.4 (5.4)	30.7 (4.6)	40.4 (4.7)	40.9 (4.8)
Not FIFO/DIDO	20.7 (1.3)	24.8 (1.5)	43.9 (1.6)	46.7 (1.6)
Not in the labour force	22.9 (2.6)	23.9 (2.9)	40.2 (2.9)	48.7 (3.0)
Student status	ns	ns	***	***
Full-time student	30.1 (9.8)	13.9 (4.6)	21.2 (4.8)	17.3 (4.4)
Part-time student	24.9 (3.6)	22.6 (3.4)	52.0 (4.2)	47.8 (4.2)
Not studying	22.3 (1.3)	26.3 (1.4)	42.9 (1.4)	47.6 (1.5)
Highest education	***	***	***	**
Bachelor degree or higher	14.6 (1.6)	16.4 (1.5)	47.8 (2.0)	38.4 (1.9)
Certificate III, IV, or Diploma	27.7 (2.5)	30.0 (2.5)	48.5 (2.6)	51.9 (2.6)
Finished Year 12	30.2 (3.5)	31.5 (3.5)	38.4 (3.0)	51.6 (3.2)
Finished Year 10	29.2 (4.5)	33.4 (4.6)	35.5 (4.1)	47.0 (4.8)
Less than Year 10	12.2 (3.3)	17.0 (4.1)	17.0 (4.0)	45.2 (6.3)
Personal gross income	ns	**	***	***
Less than $30,000	19.1 (2.6)	16.7 (2.3)	30.5 (2.8)	39.4 (3.2)
$30,000-$49,999	23.6 (3.5)	25.3 (4.3)	36.2 (3.6)	39.0 (3.8)
$50,000-$69,999	23.6 (2.9)	24.0 (3.2)	39.9 (3.3)	41.0 (3.3)
$70,000-$99,999	25.0 (3.0)	24.9 (2.3)	47.6 (3.0)	47.7 (2.9)
$100,000-$119,999	19.0 (2.4)	30.1 (3.2)	52.6 (3.4)	54.7 (3.3)
$120,000 or more	25.4 (3.7)	34.5 (3.8)	50.3 (3.5)	57.4 (3.3)
SEIFA Advantage & Disadvantage	ns	ns	***	*
590-979	22.7 (2.8)	23.2 (2.8)	34.5 (2.6)	39.7 (2.8)
980-1021	21.4 (2.6)	25.3 (2.8)	44.7 (3.0)	47.5 (3.0)
1023-107	21.9 (1.9)	25.9 (1.9)	49.4 (2.1)	51.5 (2.1)
1073-112 (more advantaged)	25.5 (2.1)	28.3 (2.2)	47.2 (2.4)	49.6 (2.4)
SEIFA Disadvantage	ns	ns	***	*
460-971	20.3 (3.2)	27.5 (3.7)	30.4 (2.8)	39.8 (3.5)
972-1015	24.2 (2.8)	21.2 (2.1)	44.4 (2.8)	44.7 (2.6)
1017-105	22.8 (2.1)	25.4 (2.0)	48.5 (2.3)	51.3 (2.3)
1060-111 (less disadvantage)	24.5 (2.0)	27.6 (2.1)	47.6 (2.3)	48.8 (2.3)
SEIFA Economic Resources	ns	*	***	*
520-951	21.2 (2.9)	27.7 (3.4)	30.6 (2.6)	41.4 (3.2)
972-991	23.6 (3.0)	18.9 (2.2)	42.5 (3.0)	42.4 (2.8)
992-1039	24.7 (2.2)	24.7 (2.1)	53.4 (2.3)	50.8 (2.3)
1047-109 (more resources)	22.7 (1.8)	29.5 (2.0)	46.8 (2.1)	50.6 (2.1)
SEIFA Education & Occupation	ns	*	**	ns
833-974	21.1 (2.8)	29.2 (3.1)	35.1 (2.5)	43.8 (3.0)
975-1001	24.0 (3.2)	19.4 (2.2)	44.5 (3.2)	42.3 (3.0)
1015-104	22.7 (2.0)	26.0 (2.0)	46.6 (2.2)	50.0 (2.2)
1048-110 (more educated/white collar)	24.4 (2.2)	25.5 (2.2)	46.8 (2.4)	48.8 (2.4)

Significant association between socioeconomic characteristic and gambling activity
*** p<0.001, ** p< 0.01, * p<0.05; ns = not significant

3.6 Frequency of gambling participation in the Northern Territory

Of those people who gamble, 51% gamble less than monthly, 27% gamble 1 to 3 times per month, and 22% gamble at least once per week (Figure 17). In the other gambling, 56% gambled weekly, though this was from only 28 unweighted) respondents (792 weighted). Lottery (22%) had the next highest weekly participation, followed by racetrack betting (10%), keno (8%), sports betting (8%), EGMs (6%), instant scratch tickets (4%), bingo (3%), raffles (2%), and casino games (1%). The pattern of frequency of play for sports betting is distinct from other gambling activities, by having over a quarter (26%) of those participating betting monthly, compared with the next closest activity of bingo with 16% betting monthly.
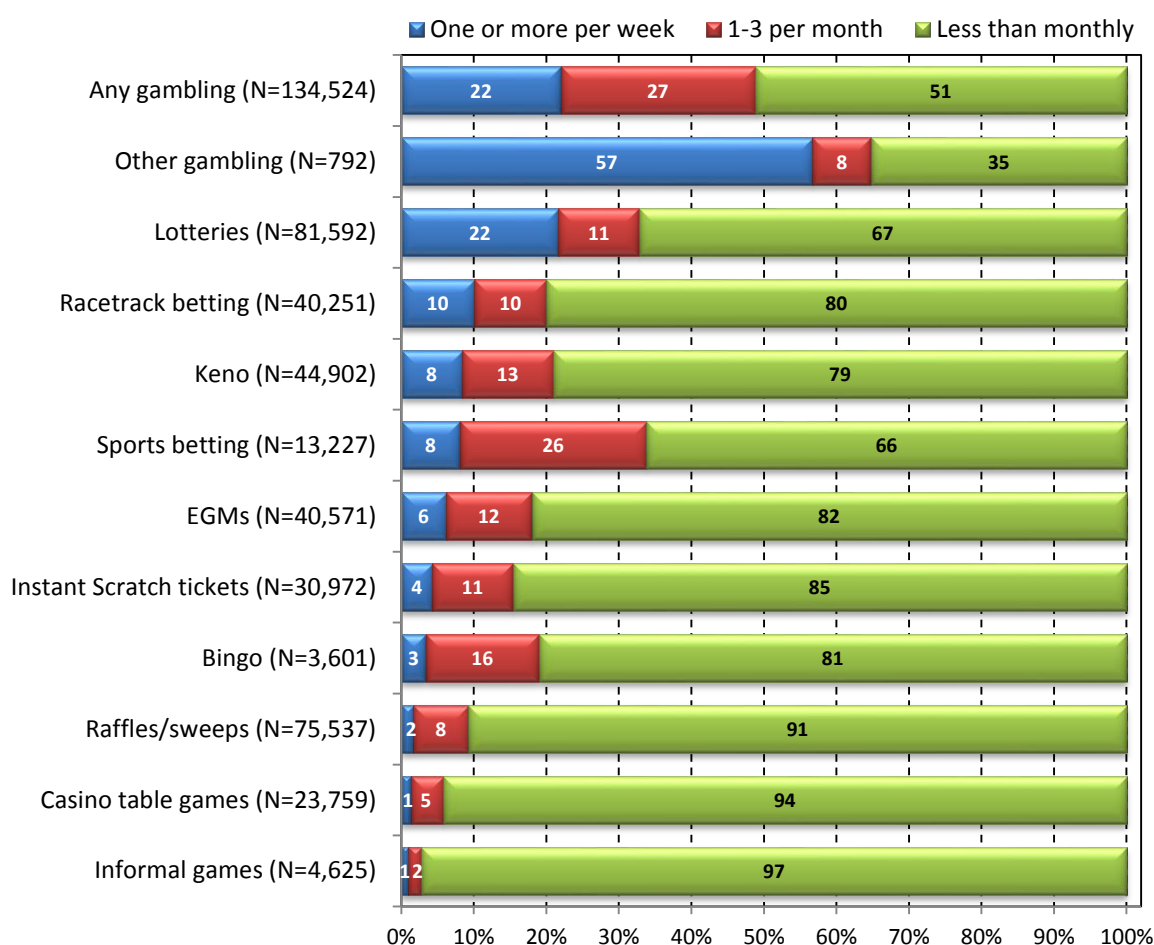

Figure 17: Frequency of participation in gambling by activity, NT population who gambled on activity

Figure 18 shows change in frequency of gambling between 2005 and 2015 for all gambling, other gambling, lotteries, racetrack betting and casino games, and Figure 19 shows the same for sports betting, EGMs, instant scratch tickets, bingo and casino table games. First, looking at Figure 18, there were significant differences between 2005 and 2015 in frequency of play for all gambling (less weekly), other gambling (more weekly and less monthly), lotteries (less weekly and less monthly), and keno (less monthly). Racetrack betting had a non-significant decline from 14% to 10% for monthly betting.
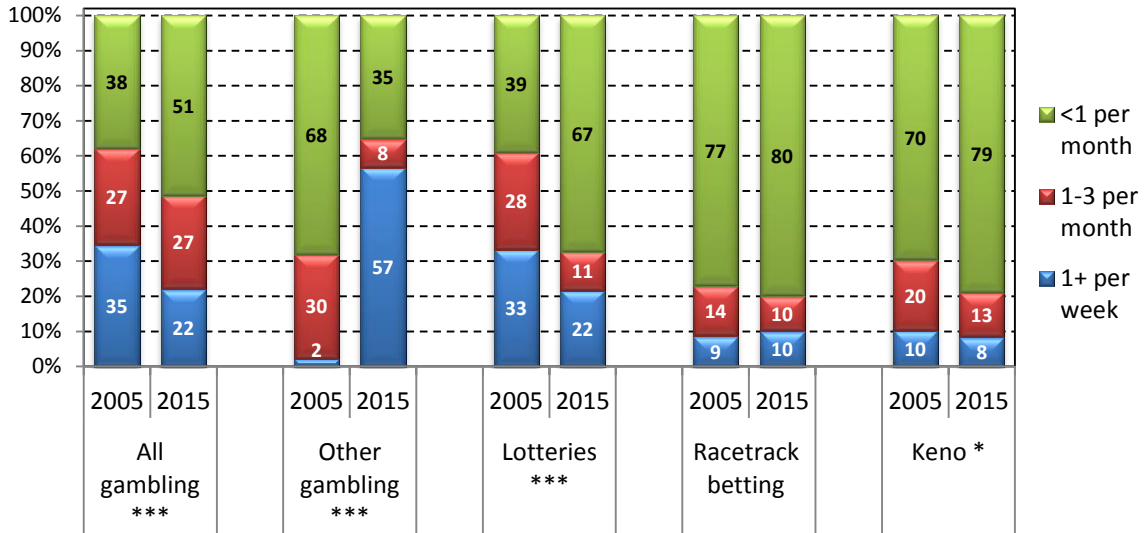
Figure 18: Change in frequency of participation for all gambling, other gambling, lotteries, racetrack betting and keno from 2005 to 2015, NT population who gambled on activity

Significant difference between 2005 and 2015 frequency of play
*** p < 0.001, ** p < 0.01, * p < 0.05

Now looking at Figure 19, there were significant differences between 2005 and 2015 for sports betting (less weekly and more monthly gambling), EGMs (less weekly and less monthly gambling), instant scratch tickets (less weekly and less monthly gambling), and casino games (less monthly gambling). There was a non-significant but large decline in weekly bingo from 22% in 2005 to 3% in 2015.
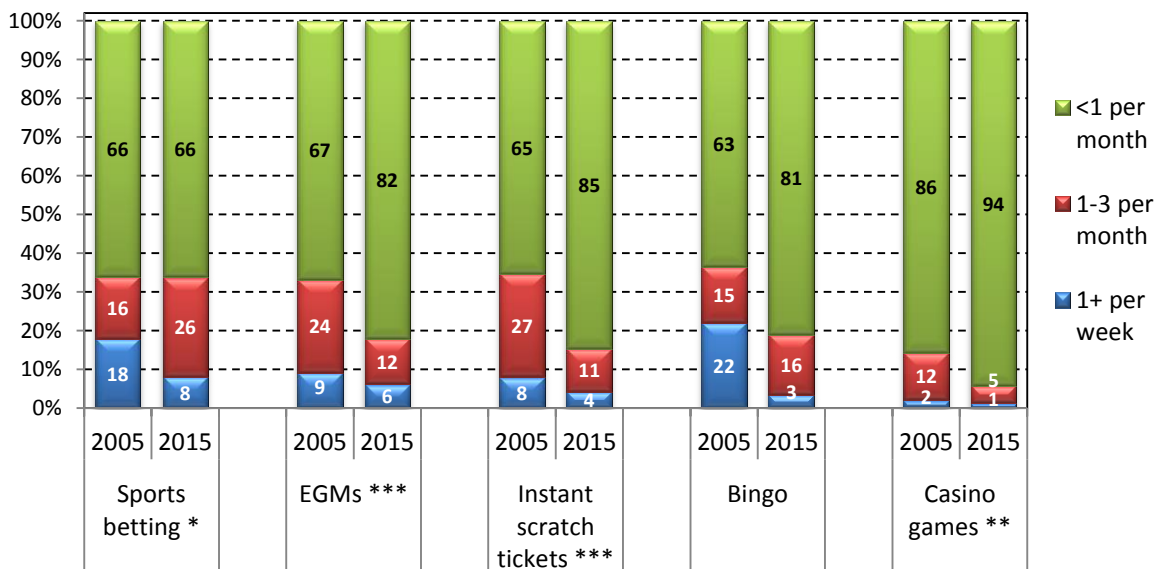

Figure 19: Change in frequency of participation in sports betting, EGMs, instant scratch tickets, bingo and casino games from 2005 to 2015, NT adult population who gambled on activity

Significant difference between 2005 and 2015 frequency of play
*** p < 0.001, ** p < 0.01, * p < 0.05

Figure 20 shows frequency of any gambling by the number of activities that someone gambled on. As the number of different activities gambled on increases, so too does the percentage of people gambling weekly or more, with this association highly significant (p<0.001). Also of note, the largest group of people who played four different gambling activities were monthly gamblers (43%), and around a quarter of this same four-activity group gambled less than monthly.
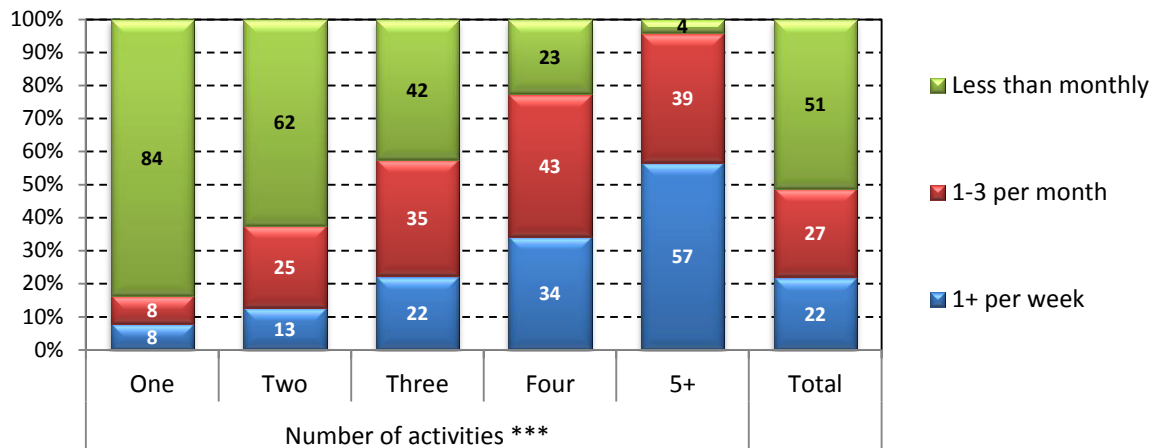
Figure 20: Frequency of gambling by number of activities, NT adult gambling population

Figure 21 shows frequency of any gambling for regions and the NT. There were significant differences (p=0.04) across regions, with the highest percentage of weekly gamblers in Darwin/Palmerston (26%), followed by Alice Springs (19%), Regional Towns (15%) and the Rest of the NT (10%). This association largely reflects access to commercial gambling, which is more accessible in Darwin/Palmerston and Alice Springs.

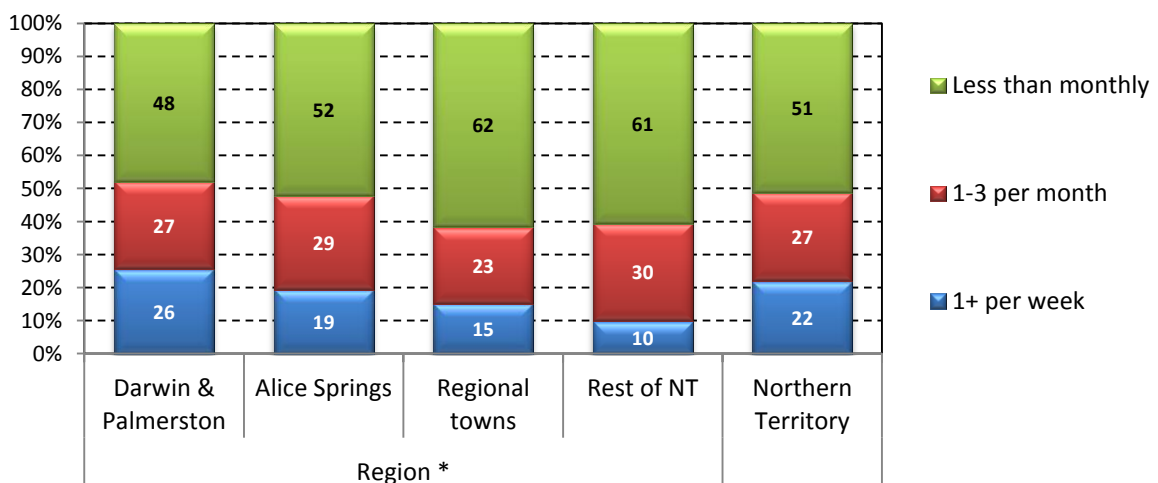**Figure 21:** Frequency of gambling by region, NT adult gambling population

Figure 22 shows frequency of any gambling by gender. There was a significant (p<0.001) difference between male and female frequency of gambling, with males more likely to be weekly gamblers compared with females (27% *cf*. 17%).
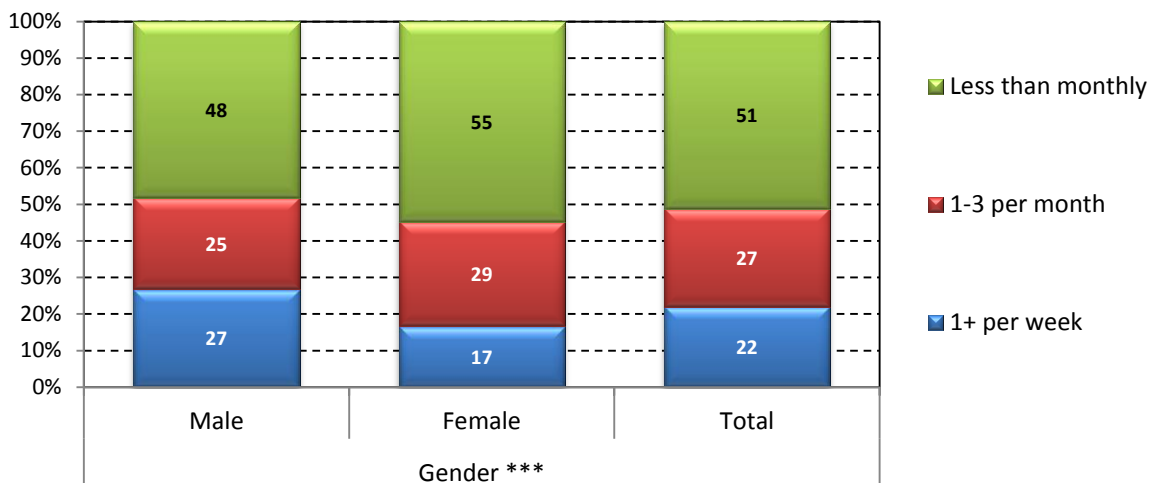
Figure 22: Frequency of gambling by gender, NT adult gambling population

There was a significant association between age and frequency of gambling with an increasing percentage of weekly gamblers from younger to older people (Figure 23). For example, only 8% of 18-24 years people gambled weekly, and this increased to 19% for 35-44 years people and increased again to 39% for people 65 years or older.
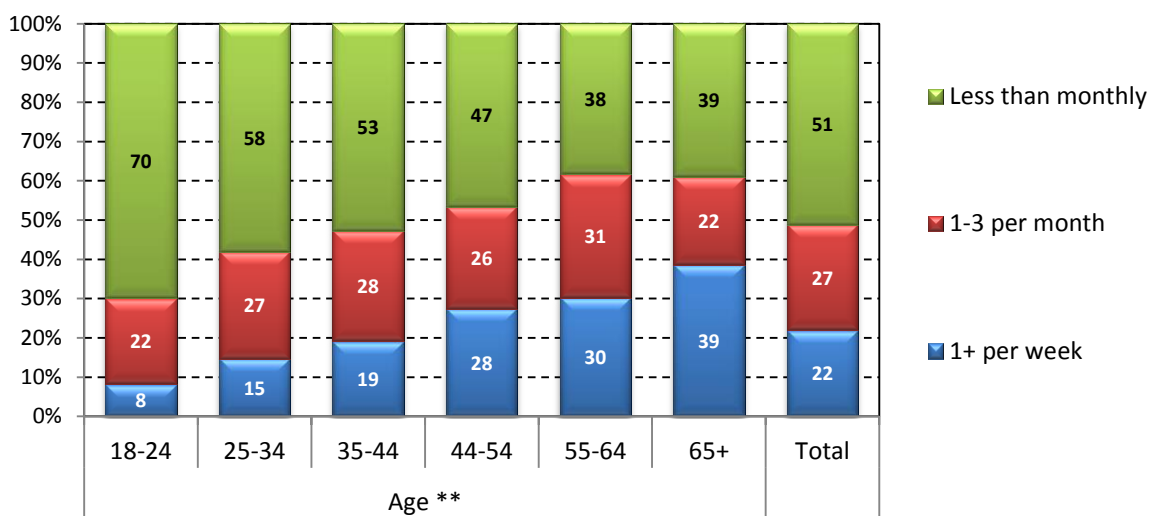
Figure 23: Frequency of gambling by age, NT adult gambling population

Table 6 presents associations between frequency of gambling and other socio-demographic variables not presented previously. None of these variables had a statistically significant association with frequency of gambling, though there were some notable differences. Indigenous gamblers were less likely to gamble weekly (15.5%) compared with non-Indigenous gamblers (23.7%), as were those that did not speak English at home (12.8%), compared with those that spoke English at home (22.3%). Around 27% of couples with no children gambled weekly, compared with only 11.3% of single parent households.

Table 6: Frequency of gambling by socio-demographic variables, NT adult gambling population

	1+ per week % (SE)	1-3 per month % (SE)	Less than monthly % (SE)
Northern Territory	22.0 (1.1)	26.8 (1.5)	51.2 (1.6)
Indigenous status			
Non-Indigenous	23.7 (1.2)	25.7 (1.2)	50.5 (1.4)
Indigenous	15.5 (2.8)	30.7 (5.2)	53.8 (5.7)
Main language spoken at home			
English	22.3 (1.2)	26.9 (1.5)	50.8 (1.7)
Not English	12.8 (5.3)	25.4 (8.4)	61.7 (8.4)
Number of adults in house			
One	19.3 (2.6)	28.9 (4.0)	51.8 (4.5)
Two	22.1 (1.5)	26.5 (1.9)	51.4 (2.2)
Three	26.3 (3.3)	24.5 (3.2)	49.2 (4.0)
Four or more	19.1 (3.0)	28.4 (4.4)	52.5 (4.5)
Household type			
Couple: children living at home	21.0 (1.8)	23.9 (1.9)	55.1 (2.3)
Couple: no children/not living at home	27.3 (2.2)	29.3 (2.9)	43.4 (2.6)
Single: children living at home	11.3 (2.9)	31.8 (7.5)	57.0 (8.1)
Single person	21.1 (3.0)	28.3 (4.1)	50.6 (4.8)
Group or share house	19.9 (4.4)	24.0 (4.8)	56.1 (5.9)
Other	21.7 (7.3)	31.0 (9.0)	47.3 (12.6)

Table 7 shows the association between gambling frequency and socioeconomic variables. Fly in-fly out (and drive in-drive out) workers were significantly less likely to gamble weekly, as were those that had a Bachelor degree or higher, while those with education of Year 10 or below had the highest percentage gambling weekly. People living in most disadvantaged areas tended to gamble less (largely reflecting that most of these disadvantaged areas are in very remote NT).

Table 7: Frequency of gambling by socioeconomic variables, NT adult gambling population

	1+ per week % (SE)	1-3 per month % (SE)	Less than monthly % (SE)
Northern Territory	22.0 (1.1)	26.8 (1.5)	51.2 (1.6)
Labour force status			
Full-time employed	20.6 (1.4)	27.5 (1.8)	51.9 (2.0)
Part-time employed	18.3 (2.7)	25.3 (3.8)	56.4 (4.0)
Unemployed (looking for work)	17.2 (7.1)	21.3 (7.7)	61.5 (10.6)
Not in the labour force	31.8 (3.0)	25.7 (3.2)	42.5 (3.3)
Other	26.8 (13.0)	36.1 (17.7)	37.2 (13.5)
Fly-in Fly-out/Drive-in Drive-out worker [*]			
Yes, FIFO/DIDO worker	16.6 (3.2)	21.5 (3.7)	62.0 (4.9)
Other occupation/work	21.0 (1.3)	28.4 (1.8)	50.5 (1.9)
Not in the labour force	28.7 (2.8)	25.5 (3.1)	45.8 (3.6)
Student status			
Full-time student	11.3 (4.9)	23.3 (9.6)	65.4 (10.6)
Part-time student	14.9 (2.9)	31.8 (4.3)	53.3 (4.5)
Not studying	23.2 (1.3)	26.4 (1.6)	50.4 (1.7)
Highest education [*]			
Bachelor degree or higher	15.8 (1.6)	24.0 (2.1)	60.2 (2.3)
Diploma, technical Certificate III-IV	23.3 (2.2)	30.3 (2.8)	46.4 (2.9)
Finished Year 12 (Senior)	24.9 (2.8)	25.2 (3.0)	49.9 (3.8)
Finished Year 10 (Junior)	25.4 (3.7)	27.3 (4.5)	47.2 (5.9)
Less than Year 10	30.1 (6.5)	25.6 (8.1)	44.3 (7.7)

	1+ per week % (SE)	1-3 per month % (SE)	Less than monthly % (SE)
Personal income			
Less than $30,000	24.9 (3.0)	25.2 (3.4)	49.9 (3.6)
$30,000 - $49,999	22.5 (3.4)	23.8 (4.5)	53.7 (4.9)
$50,000 - $69,999	15.7 (2.2)	31.2 (4.4)	53.1 (4.3)
$70,000 - $99,999	19.2 (2.1)	28.6 (2.8)	52.2 (3.3)
$100,000 - $119,999	25.0 (3.3)	28.1 (3.4)	47.0 (3.5)
$120,000 or more	28.5 (3.3)	21.8 (2.7)	49.7 (3.9)
SEIFA Advantage & Disadvantage [*]			
2-4 quartile	23.9 (1.3)	27.1 (1.5)	49.0 (1.6)
1st quartile (least advantaged)	15.7 (2.3)	25.9 (3.9)	58.4 (4.4)
SEIFA Disadvantage [*]			
2-4 quartile	23.9 (1.3)	27.2 (1.5)	48.9 (1.6)
1st quartile (most disadvantaged)	15.8 (2.3)	25.8 (3.8)	58.4 (4.3)
SEIFA Economic Resources			
2-4 quartile	23.8 (1.3)	27.1 (1.5)	49.1 (1.6)
1st quartile (least resources)	17.3 (2.1)	26.2 (3.5)	56.6 (3.9)
SEIFA Education & Occupation			
2-4 quartile	23.6 (1.4)	26.3 (1.6)	50.0 (1.8)
1st quartile (least educated/white collar)	18.1 (2.0)	27.9 (3.2)	54.0 (3.5)

Significant association between socioeconomic variable and gambling frequency
*** $p<0.001$, ** $p<0.01$, * $p<0.05$

3.7 Mode of gambling for selected activities

This section focuses on four activities and people's preferences for how and where they gamble on them. Table 8 shows mode of gambling for EGMs, keno, sports and racetrack betting. A higher percentage of EGM (27%) and racetrack (24%) gamblers used more than one mode to gamble compared with keno (16%) and sports betting (8%). Of those that played EGMs in the last year, the casino was the most common venue (57%), followed by pub, club, and online. For keno players, the most common venue was hotel (51%), followed by club, casino, other and online. Racetrack betting was most commonly done at a TAB (39%), followed by on-track, online, hotel and club. Sports bets were most commonly placed online, followed by hotel, TAB, phone, club and casino.

Table 8: Mode of gambling by activity, NT population gambling on activity

Where/how gambled	EGMs % (SE)	Keno % (SE)	Racetrack betting % (SE)	Sports betting % (SE)
Hotel	40.3 (3.3)	50.7 (2.8)	20.6 (2.2)	17.9 (4.4)
Club	36.0 (3.2)	42.3 (2.8)	19.7 (3.1)	5.0 (1.9)
Casino	56.6 (3.2)	26.2 (2.3)	9.9 (2.7)	3.0 (3.0)
Online	7.8 (2.1)	0.7 (0.3)	26.2 (2.5)	58.9 (5.1)
TAB	NA	NA	38.9 (2.8)	14.8 (3.8)
Racetrack (on-track)	NA	NA	27.7 (2.5)	NA
Phone	NA	NA	10.7 (2.2)	7.2 (2.7)
Other	0.3 (0.1)	0.8 (0.4)	0.9 (0.3)	1.9 (1.1)
Number of betting modes				
One	73.2 (2.7)	83.6 (1.7)	75.7 (2.4)	91.8 (3.2)
Two	16.8 (2.1)	12.5 (1.5)	13.4 (1.7)	8.1 (3.2)
Three or more	10.0 (2.1)	3.9 (0.8)	10.9 (1.8)	0.1 (0.1)
Population playing (N)	40,571	44,902	40,251	13,227

3.8 Mode of gambling for selected activities by region, age and gender

Table 9 shows the mode of EGM play by regions. Unsurprisingly, casino EGM play differed significantly across regions, with Alice Springs recording the highest EGM participation in the casino (74%) and regional towns the lowest (27%). There was also large variation across regions for hotels and clubs, though this association was marginally non-significant.

Table 9: Mode of EGM play by region, NT EGM gamblers

Where/how gambled on EGMs	Darwin/ Palmerston	Alice Springs	Regional towns	Rest of NT	Northern Territory
Hotel	54.0 (3.0)	19.3 (6.9)	53.1 (18.8)	36.3 (12.5)	40.3 (3.3)
Club	66.1 (2.7)	27.1 (8.0)	65.5 (18.6)	37.2 (10.7)	36.0 (3.2)
Casino *	43.3 (3.0)	74.3 (7.9)	27.3 (12.3)	47.7 (13.1)	56.6 (3.2)
Online	4.9 (1.6)	12.1 (7.1)	14.2 (10.4)	14.1 (8.9)	7.8 (2.1)
Other	0.3 (0.2)	0.2 (0.2)	0.0 (0.0)	1.1 (0.8)	0.3 (0.1)
Number of betting modes					
One	71.8 (2.8)	76.2 (7.8)	72.3 (12.4)	79.4 (8.1)	73.2 (2.7)
Two	17.9 (2.3)	15.8 (5.8)	14.6 (7.0)	12.2 (5.4)	16.8 (2.1)
Three or more	10.3 (2.0)	8.0 (5.9)	13.1 (10.3)	8.4 (6.3)	10.0 (2.1)
Population playing(N)	26,153	7,879	4,143	2,396	40,571

Notes: Caution advised interpreting some estimates in this table due to high (>25%) relative standard errors

Significant association between mode of playing EGMs and region

*** $p<0.001$, ** $p<0.01$, * $p<0.05$

Table 10 shows mode of keno gambling by regions. There was significant variation across regions for playing keno in hotels with the highest participation in Darwin/Palmerston (60%), followed by Alice Springs, Rest of the NT and Regional Towns. There was also significant variation across regions for playing keno in clubs with the highest participation in Regional Towns (83%), followed by Rest of the NT, Alice Springs and Darwin/Palmerston. Keno players in Darwin/Palmerston were more likely to play keno using more than one mode, compared with other regions.

Table 10: Mode of playing keno by region, NT keno gamblers

Where/how gambled on keno	Darwin/ Palmerston	Alice Springs	Regional Towns	Rest of NT	Northern Territory
Hotel ***	59.9 (2.5)	39.5 (8.6)	20.7 (7.0)	29.9 (10.9)	50.7 (2.8)
Club **	35.9 (2.4)	36.5 (8.8)	82.5 (6.9)	52.9 (13.3)	42.3 (2.8)
Casino	28.4 (2.5)	28.8 (6.7)	11.2 (5.0)	23.0 (10.2)	26.2 (2.3)
Online	0.7 (0.4)	0.4 (0.4)	1.8 (1.9)	0.2 (0.2)	0.7 (0.3)
Other	0.9 (0.5)	2.3 (2.1)	0.0 (0.0)	0.0 (0.0)	0.8 (0.4)
Number of modes **					
One	79.6 (2.2)	93.8 (2.3)	87.9 (5.1)	95.2 (2.3)	83.6 (1.7)
Two	15.5 (2.0)	5.0 (2.1)	9.8 (4.6)	3.6 (2.1)	12.5 (1.5)
Three or more	5.0 (1.2)	1.2 (0.7)	2.3 (1.9)	1.2 (0.8)	3.9 (0.8)
Population playing(N)	30,904	4,373	4,116	5,509	44,902

Notes: Caution advised interpreting some estimates in this table due to high (>25%) relative standard errors

Significant association between mode of playing keno and region

*** $p<0.001$, ** $p<0.01$, * $p<0.05$

Table 11 shows mode of play for EGMs and keno by gender. There were no significant differences between men and women in the modes by which gambled

on EGMs. For keno, only one mode differed for men and women, with men more likely to using an 'other' non-specified mode to gamble on keno.

Table 11: Mode of EGM and keno play by gender, NT population gambling on activity

Where/how gambled on activity	EGMs			Keno		
	Males % (SE)	Female % (SE)	Sig.	Males % (SE)	Female % (SE)	Sig.
Hotel	43.0 (5.2)	37.5 (4.0)		52.8 (4.2)	47.6 (3.4)	
Club	33.0 (4.9)	39.2 (3.9)		43.4 (4.2)	40.8 (3.3)	
Casino	54.7 (5.0)	58.7 (3.9)		25.0 (3.2)	28.0 (3.2)	
Online	5.7 (2.4)	10.0 (3.5)		0.4 (0.3)	1.2 (0.6)	
Other	0.2 (0.1)	0.3 (0.2)		1.4 (0.7)	0.1 (0.1)	***
Number of betting modes						
One	75.2 (3.6)	71.0 (4.0)		82.0 (2.5)	85.9 (2.2)	
Two	16.0 (3.0)	17.7 (2.8)		13.4 (2.2)	11.2 (2.0)	
Three or more	8.8 (2.2)	11.4 (3.5)		4.6 (1.3)	2.9 (0.8)	
Population playing(N)	20,879	19,692		26,331	18,571	

Notes: Caution advised interpreting some estimates in this table due to high (>25%) relative standard errors
Significant association between mode of playing EGMs or keno and region
*** p<0.001, ** p<0.01, * p<0.05

There was strong age patterning in the mode of EGM play that people chose (Figure 24). There was a highly significant association observed between age and playing EGM's in a hotel, with play in hotels decreasing with age. The opposite occurred for those playing EGMs in clubs, where this venue is preferred by older EGM players. There was a decreasing non-significant association between playing EGMs online and age.
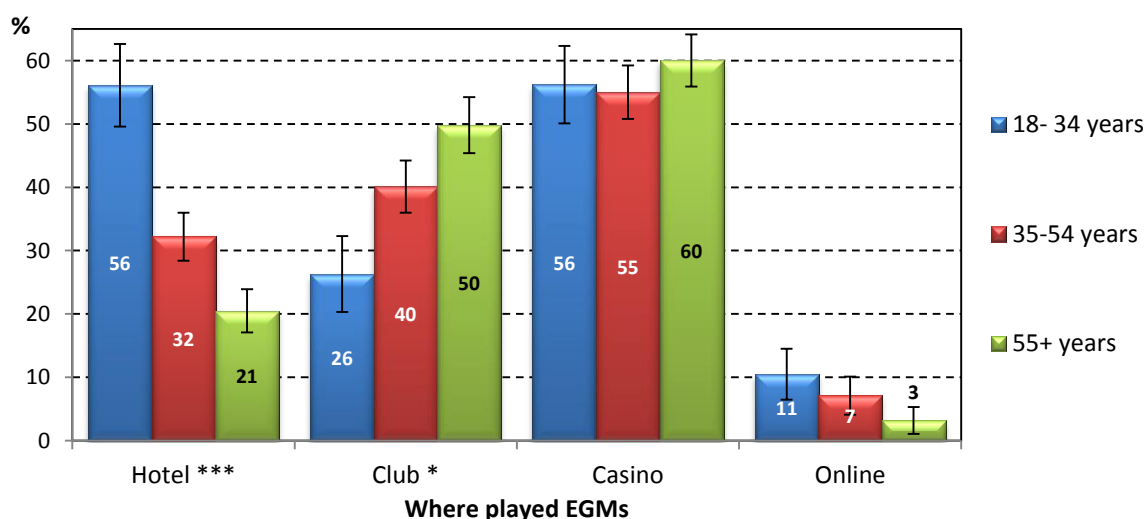

Figure 24: Mode of EGM play by age, NT EGM gamblers

Significant association between mode of playing EGMs and age: *** p<0.001, ** p<0.01, * p<0.05

Figure 25 shows the mode in which people played keno by age. There was a significant association between age and playing keno in a hotel and in a club, and this association was of a similar nature to that observed for playing EGMs (i.e. younger prefer hotels, and older prefer clubs). However, and different to EGMs, there was a significant association between age and playing keno at the casino, with older people more likely to play keno at the casino.
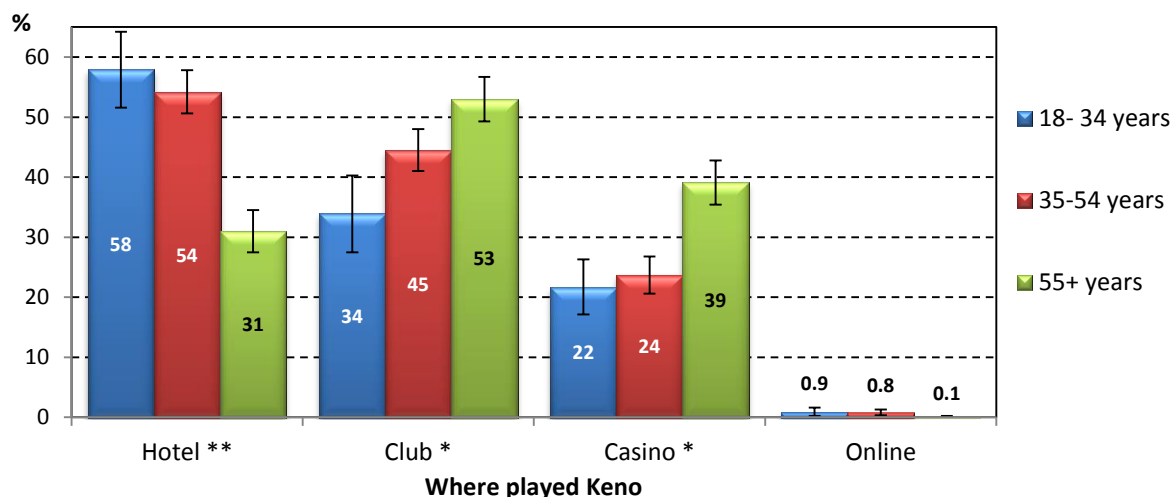
Figure 25: Mode of keno play by age, NT EGM gamblers

Significant association between mode of playing keno and age: *** p<0.001, ** p<0.01, * p<0.05

Racetrack betting in a hotel differed significantly across regions and was the most popular amongst punters in Darwin/Palmerston (25%), followed by Rest of the NT, Regional Towns, and Alice Springs (Table 12). Racetrack betting in a TAB differed significantly across regions and was most popular in Alice Springs (48% and Darwin/Palmerston (44%), followed by Regional Towns and Rest of the NT. No other modes of racetrack betting differed significantly across regions.

Table 12: Mode of racetrack betting by region, NT EGM gamblers

Where/how did racetrack betting	Darwin/ Palmerston	Alice Springs	Regional towns	Rest of NT	Northern Territory
Hotel *	25.4 (2.8)	10.7 (4.7)	11.0 (3.9)	15.5 (7.1)	20.6 (2.2)
Club	15.0 (2.5)	21.8 (8.9)	42.2 (14.7)	18.5 (8.0)	19.7 (3.1)
Casino	7.8 (2.0)	14.4 (6.7)	4.5 (2.5)	25.1 (19.0)	9.9 (2.7)
TAB *	43.5 (3.0)	48.4 (8.0)	26.3 (7.9)	10.4 (5.5)	38.9 (2.8)
Racetrack	31.7 (2.8)	26.5 (7.1)	19.3 (6.7)	13.7 (9.3)	27.7 (2.5)
Phone	8.5 (1.9)	12.2 (6.9)	19.6 (10.9)	11.8 (9.3)	10.7 (2.2)
Online	29.8 (2.9)	27.9 (7.6)	15.9 (6.3)	13.9 (6.6)	26.2 (2.5)
Other	0.9 (0.3)	0.4 (0.3)	0.0 (0.0)	3.1 (2.9)	0.9 (0.3)
Number of modes					
One	72.6 (2.8)	71.3 (7.7)	84.6 (5.5)	91.1 (4.3)	75.7 (2.4)
Two	15.1 (2.2)	17.1 (5.4)	4.8 (2.5)	8.2 (4.2)	13.4 (1.7)
Three or more	12.3 (2.2)	11.7 (6.7)	10.6 (4.8)	0.7 (0.7)	10.9 (1.8)
Population playing(N)	25,790	5,547	5,087	3,827	40,251

Notes: Caution advised interpreting some estimates in this table due to high (>25%) relative standard errors

Significant association between mode of racetrack betting and region

*** p<0.001, ** p<0.01, * p<0.05

Table 13 shows mode of sports betting by regions. Only making phone sports bets differed significantly across regions, with phone sports betting most popular in Regional Towns (28%), compared with less than 9% in all other regions, and only 2% in Alice Springs. Sports betting in hotels and clubs did vary across regions, though this association was marginally non-significant. Sample sizes for those sports betting were small outside of the Darwin/Palmerston region.

Table 13: Mode of sports betting by region, NT sports gamblers

Where/how made sports bets	Darwin/ Palmerston	Alice Springs	Regional towns	Rest of NT	Northern Territory
Hotel	17.5 (5.1)	2.3 (2.4)	27.6 (17.1)	49.9 (18.2)	17.9 (4.4)
Club	4.8 (2.2)	3.4 (2.8)	1.5 (1.6)	18.6 (16.6)	5.0 (1.9)
TAB	14.9 (4.6)	25.6 (12.5)	4.6 (3.8)	1.9 (2.0)	14.8 (3.8)
Casino	2.7 (2.5)	8.3 (6.9)	0.0 (0.0)	0.0 (0.0)	3.0 (2.1)
Phone *	6.1 (2.9)	1.6 (1.7)	27.8 (16.4)	8.8 (9.2)	7.2 (2.7)
Online	61.3 (5.9)	61.3 (14.3)	38.6 (15.6)	39.3 (17)	58.9 (5.1)
Other	2.2 (1.4)	2.0 (1.1)	0.0 (0.0)	0.0 (0.0)	1.9 (1.1)
Number of modes					
One	91.2 (3.9)	95.4 (3.2)	100.0 (0.0)	81.4 (16.6)	91.8 (3.2)
Two	8.7 (3.9)	4.6 (3.2)	0.0 (0.0)	18.6 (16.6)	8.1 (3.2)
Three or more	0.2 (0.1)	0.0 (0.0)	0.0 (0.0)	0.0 (0.0)	0.1 (0.1)
Population playing(N)	10,494	1,329	880	524	13,227

Notes: Caution advised interpreting some estimates in this table due to high (>25%) relative standard errors

*** p<0.001, ** p<0.01, * p<0.05: Significant association between mode of sports betting and region

Table 14 shows the association between gender and the mode of racetrack and sports betting. There was a significant difference between men (14%) and women (5%) in placing racetrack bets at the casino and in racetrack betting online (men 33% and women 18%). There was also a significant difference between men (3.6%) and women (0.3%) in sports betting at a casino, and in the number of betting modes used for sports betting, with more men using two or more modes (10%) compared with women (0.3%).

Table 14: Mode of racetrack and sports betting by gender, NT population gambling on activity

Where/how gambled on activity	Racetrack betting			Sports betting		
	Males % (SE)	Female % (SE)	Sig.	Males % (SE)	Female % (SE)	Sig.
Hotel	24.0 (3.3)	16.6 (2.8)		17.2 (5)	21.2 (9.4)	
Club	23.2 (4.7)	15.6 (3.8)		4.6 (1.9)	6.7 (6.1)	
Casino	14.3 (4.5)	4.8 (1.6)	*	3.6 (2.6)	0.3 (0.3)	*
TAB	38.3 (4.1)	39.5 (3.7)		15.1 (4.5)	13.5 (6.4)	
Racetrack	24.3 (3.6)	31.7 (3.4)		NA	NA	
Phone	13.9 (3.3)	6.9 (2.9)		7.5 (3.2)	5.9 (3.7)	
Online	32.9 (4.0)	18.4 (3)	**	60.8 (5.8)	50.7 (10.5)	
Other	0.9 (0.5)	1 (0.4)		1.9 (1.4)	2.0 (0.9)	
Number of betting modes						***
One	71.3 (3.7)	80.9 (2.8)		89.9 (3.9)	99.7 (0.3)	
Two	15.1 (2.6)	11.4 (2.1)		9.9 (3.9)	0.3 (0.3)	
Three or more	13.6 (2.9)	7.7 (2.1)		0.2 (0.1)	0.0 (0.0)	
Population playing(N)	21,815	18,436		10,695	2,532	

Notes: Caution advised interpreting some estimates in this table due to high (>25%) relative standard errors

Significant association between mode of racetrack or sports betting and gender

*** p<0.001, ** p<0.01, * p<0.05

Figure 26 shows the association between age and mode of racetrack betting. Racetrack betting at the TAB showed significant variation across age groups, with

an increasing preference amongst older age groups. Online racetrack betting was also significantly associated with age, with older people less likely to bet online. The association between age and racetrack betting at a hotel or club was marginally non-significant.
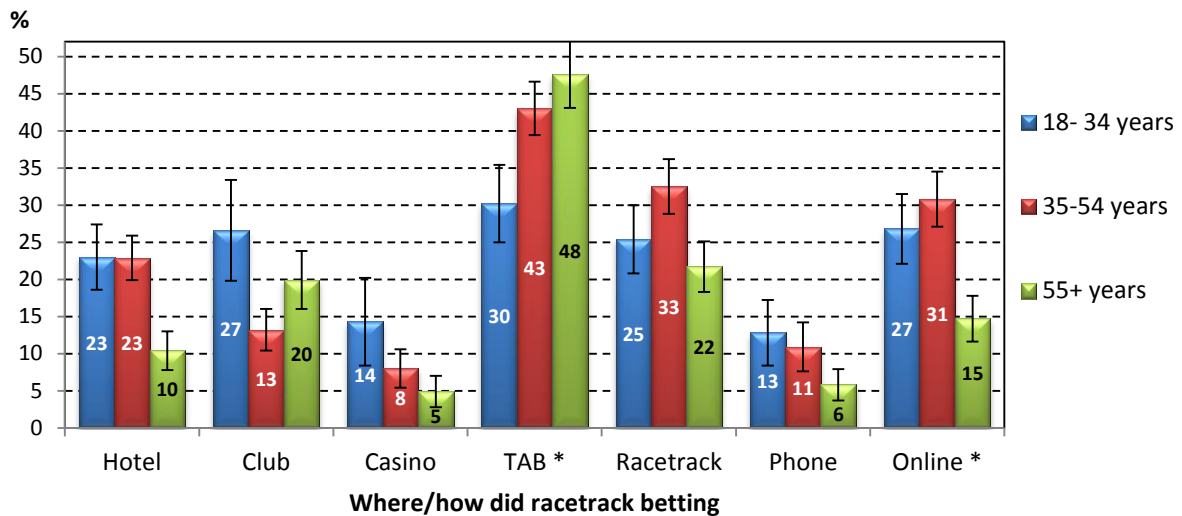

Figure 26: Mode of racetrack betting by age, NT population gambling on activity

Significant association between mode of racetrack betting and age: *** p<0.001, ** p<0.01, * p<0.05

Figure 27 presents preferred mode for sport betting by age. Sport betting at a club was the only mode that differed significantly across age groups, with an increasing preference amongst older sports betters. Betting on sport online was the most popular form of betting amongst all age groups.
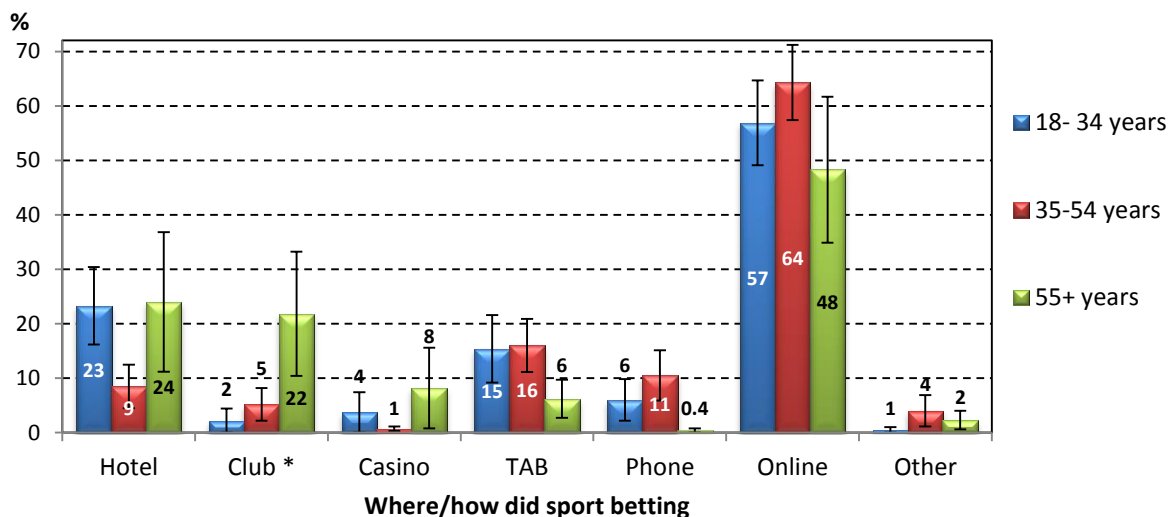

Figure 27: Mode of sport betting by age, NT population gambling on activity

Notes: Caution advised interpreting some estimates in this table due to high (>25%) relative standard errors

Significant association between mode of sports betting and age: *** p<0.001, ** p<0.01, * p<0.05