

# Prevalence of Drug Use and Gambling in Ireland and Drug use in Northern Ireland

## 2014/15 Drug Prevalence Survey: Gambling Results



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## Key Findings

For the purpose of this survey, gambling includes the following activities: Buying a lottery ticket or scratch card, playing lottery games online, gambling in a bookmaker's shop, gambling online or by telephone, placing a bet at a horse or dog race meeting, playing games at a casino, playing a gaming/slot machine, playing card games for money with friends/family and playing bingo.

It should be noted that key findings below are presented in the order of appearance in the bulletin content and are not intended to reflect the order of relevant importance of the findings.

- ▶ In the last year 64.5% report some form of gambling, while 41.4% report gambling on a monthly basis or more often.
- ▶ The most common form of gambling is on lottery tickets or scratch cards, with 56.7% reporting this form of gambling in the last year, and 35.4% reporting this form of gambling on a monthly (or more frequent) basis.
- ▶ Those aged 55-64 are most likely to report gambling in the last year (72.4%), followed by 35-44 year olds (70.5%) and 45-54 year olds (69.4%).
- ▶ Almost one in ten 15-17 year olds bought a lottery ticket or scratch card in the last year, and 9.4% placed a bet at a horse or dog racing meeting. For males aged 15-17, 15.2% placed a bet at a horse or dog racing event in the last year, while 11.6% bought a lottery ticket or scratch card.
- ▶ Those aged 55-64 are most likely to report gambling on a monthly basis or more frequently (49.4%).
- ▶ Gambling online or by telephone is most prevalent in the 25-34 year old group (5.7%), followed by 18-24 year olds (4.8%).
- ▶ Gambling online or by telephone is most prevalent in young males with 12.7% of 18-24 year olds and 15.6% 25-34 year olds gambling in this form in the last year.
- ▶ Overall, a larger proportion of females report playing bingo (in person) than males. Females aged 18-24 report the highest proportion of bingo playing in the last year (10.1%).
- ▶ Spending more than €250 in the last year on playing bingo in person is most common in females and increases with age (2.6% of females over 65 report spending more than €250 per year on playing bingo).
- ▶ Of people who spent more than €250 on gambling in the last year, a larger proportion of people spent this money on lottery tickets or scratch cards (11.2%) than any other form of gambling.
- ▶ The proportion who spent more than €250 in the last year on lottery tickets or scratch cards increases with age for both males and females.
- ▶ Males who are over 65 years old are most likely to have spent more than €250 in the last year on lottery tickets or scratch cards (16.1%), followed by males aged 35-64 (14.4%) and females aged over 65 (14.2%).
- ▶ Young males (15-34 year olds) are most likely to spend more than €250 placing bets on sporting events in a bookmaker's shop, with 15.3% of young males reporting this form of gambling, more than double the proportion in the next nearest group (7.1% of males aged 35-64).
- ▶ Spending more than €250 in the last year on sports events online or by telephone is most common in young males aged 15-34 (6.6%).
- ▶ The prevalence of all gambling in the last year was highest among those in Group B (Middle Management senior civil servants, managers and owners of own business) (71.4%), and lowest among Group D (Semi-Skilled and unskilled manual workers, trainees and apprentices) (60.4%).
- ▶ Problem gambling is most common in young males (2.9% in males aged 25-34 and 1.9% in males aged 18-24).
- ▶ In response to the DSM-IV problem gambling questionnaire, 4.7% of males and 1.7% of females reporting chasing losses in the last 12 months.

## Introduction

This bulletin presents findings related to gambling in Ireland from the fourth drug prevalence survey of households in Ireland and Northern Ireland. Within Ireland the survey sampled a representative number of people aged 15+ from August 2014 to August 2015. The bulletin presents results regarding last year prevalence and last month prevalence rates for gambling in Ireland. The bulletin examines results according to age and gender. The survey was carried out according to standards set by the European Monitoring Centre for Drugs and Drug Addiction (EMCDDA).

The Drug Prevalence Survey 2014/15 for the Republic of Ireland introduced a number of key changes to the questionnaire and sample population targeted, most notably;

- ▶ The sample population was extended from 15-64 years to include all those aged 15+ years.
- ▶ A new section focusing on gambling prevalence was included.

The survey was commissioned by the National Advisory Committee on Drugs and Alcohol (NACDA) in Ireland and the Public Health Information & Research Branch (PHIRB) within the Department of Health, in Northern Ireland. The main focus of the survey was to obtain prevalence rates for key illegal drugs, such as cannabis, ecstasy, cocaine and heroin on a lifetime (ever used), last year (recent use), and last month (current use) basis. Similar prevalence questions were also asked of gambling, alcohol, tobacco, and other drugs (e.g. tranquillisers); attitudinal and demographic information was also sought from respondents.

## Methodology

The questionnaire and methodology for this general population survey were based on best practice guidelines drawn up by the EMCDDA. The questionnaires were administered through face-to-face interviews with respondents aged 15+ years in Ireland who are normally resident in households. Thus persons outside these age ranges, or who do not normally live in private households, have not been included in the survey (for example prisons, nursing homes etc.).

Fieldwork for the survey was carried out between August 2014 and August 2015 and the final achieved sample comprised of 7,005 respondents in the Republic of Ireland. The response rate for the survey was 61%.

Area-based sampling was applied. A three-stage process was used to construct the sample for this survey. The first stage involved stratifying by former Health Board regions in Ireland and sampling within each Health Board was primarily in proportion to the population. The achieved sample was weighted by gender, age and former Health Board region to maximise its representativeness of the general population. Details of the methodology can be found in the technical report.

Interviews were conducted using computer-assisted personal interviewing (CAPI). These techniques allow interviews to be conducted more efficiently and more accurately than other techniques, such as pen-and-paper completion.

## What is prevalence?

The term prevalence in this bulletin refers to the proportion of the population who have gambled in a particular time period. In general population surveys, prevalence is measured by asking respondents in a representative sample drawn from the population to recall their engagement in gambling. Provided that a sample is representative of the total population, prevalence information obtained from a sample can be used to infer prevalence in the population.

Last year prevalence refers to the proportion of the sample that reported gambling in the year prior to the survey.

## Definition of Gambling

The definition of gambling used in this report includes the following activities: Buying a lottery ticket or scratch card, playing lottery games online, gambling in a bookmaker's shop, gambling online or by telephone, placing a bet at a horse or dog race meeting, playing games at a casino, playing a gaming/slot machine, playing card games for money with friends/family and playing bingo.

## Definition of Problem Gambling

The definition for 'problem gambling' used in this report is gambling to a level that compromises, disrupts or damages family, personal or recreational pursuits<sup>1</sup>. Problem gambling was assessed in this survey using the DSM-IV criteria for pathological gambling<sup>2</sup>. The DSM-IV is a 10-item screening tool, where each item is assessed on a four point scale. Results were dichotomised using the approach used in the British Gambling Prevalence Survey<sup>3</sup>. The threshold used for identifying problem gambling was three or more positive responses out of ten.

## Understanding the Results of this Bulletin

This bulletin contains prevalence rates and other relevant information regarding gambling in Ireland for 2014/15. Results are given for all respondents (all adults aged 15+ years) and for gender and age categories.

Buying a Lotto ticket or making a bet is illegal for those under 18 years of age. Under the Betting Act 1931 it is an offence for a child under age 18 to be in a bookmakers. However, under the Gaming and Lotteries Act 1956 one can engage in gaming at an amusement hall or funfair from the age of 16.

All prevalence rates presented in the accompanying tables are rounded to one decimal place. As in all sample surveys, the greater the sample size the more statistically reliable are the results. Some of the differences in prevalence rates in the tables will be attributable to natural sample variations. Percentages may not always sum to 100 due to either the effect of rounding or that respondents could give more than one answer.

## Limitations of the General Population Survey Methodology

A general population drug prevalence survey has some limitations. Some groups are not covered by the general population survey method (for example the homeless, those in prison). Additionally, gambling prevalence questions are considered to be sensitive and therefore people may refuse to participate or they may under-report their gambling.

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- 1 Lesieur, HR & Rosenthal, MD. (1991). Pathological gambling: A review of the literature (prepared for the American Psychiatric Association Task Force on DSM-IV Committee on disorders of impulse control not elsewhere classified). *Journal of Gambling Studies*, 7 (1), 5-40
  - 2 American Psychiatric Association (APA) (1994). *Diagnostic and statistical manual of mental disorders* (4th edn). Washington DC: American Psychiatric Association
  - 3 Wardle, H., et al. (2011). *British Gambling Prevalence Survey 2010*. London: Gambling Commission

## Results

**Table 1.1: Prevalence of Gambling in Ireland (Adults 15 +) (%)**

Type of Gambling	Last Year	Monthly (or more frequent)
All Gambling	64.5	41.4
Bought a lottery ticket or scratch card in person	56.7	35.4
Played lottery games online	3.0	1.5
Gambled in a bookmaker's shop	15.3	6.9
Gambled online or by telephone	4.3	2.4
Placed a bet at a horse or dog racing meeting	12.7	1.7
Played games at a casino	2.8	0.4
Played a gaming/slot machines	4.3	0.4
Played a card game for money with friends/family	7.8	2.2
Played bingo in person	4.3	1.5
Other	0.5	0.2

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Table 1.1 shows the overall prevalence of gambling types in the population in the last year and on a monthly (or more frequent) basis. In the last year 64.5% of respondents report some form of gambling, while 41.4% report gambling on a monthly basis or more often. The most common form of gambling is on lottery tickets or scratch cards, with 56.7% reporting this form of gambling in the last year, and 35.4% reporting this form of gambling on a monthly (or more frequent) basis. The next most common forms of gambling in the last year are gambling in a bookmaker's shop (15.3%), and placing a bet at a horse or dog racing meeting (12.7%).

**Table 1.2 Frequency of gambling in Ireland (Adults 15+) for those who did gamble in the last year (%)**

Type of gambling	Daily	2-6 times per week	Once per week	< once per week, > once per month	Monthly	6 to 11 times in last year	2 to 5 times in last year	One time in last year
Buying lottery tickets or scratch cards in person (n=3972)	0.3	10.2	26.0	11.6	14.5	11.2	20.3	5.8
Playing lottery games online (n=207)	0.0	6.6	28.0	7.6	8.3	8.8	18.5	11.7
Placing bets on sports events in a bookmaker's shop (n=1006)	2.0	8.8	14.3	8.2	9.2	7.3	27.5	22.2
Placing bets on events like politics, current affairs, music, television etc. in a bookmaker's shop (n=12)	0.0	6.0	16.0	5.3	0.0	13.3	21.7	37.7
Placing bets on virtual events in a bookmaker's shop (n=57)	0.0	29.6	23.6	6.0	3.4	1.9	21.2	14.4
Placing bets on numbers in a bookmaker's shop (n=157)	2.8	21.6	30.9	10.9	9.7	3.4	15.0	5.2
Playing games/casino games at a bookmaker's shop (n=19)	0.0	44.0	7.1	0.0	9.0	0.0	6.7	33.3
Placing bets on (other) in a bookmaker's shop (n=4)	0.0	36.6	29.8	0.0	0.0	0.0	33.7	0.0
Placing bets on sports events online or by telephone (n=287)	1.8	15.4	12.0	11.4	12.1	11.5	24.3	10.2
Placing bets on events like politics, current affairs, music, television etc. online or by telephone (n=6)	0.0	0.0	7.9	0.0	0.0	44.7	19.5	27.9
Placing bets on virtual events online (n=10)	0.0	0.0	72.9	9.7	4.8	0.0	0.0	12.5
Placing bets on numbers online (n=20)	0.0	7.8	18.0	26.4	6.5	3.9	14.8	9.1
Playing games/casino games online (n=35)	14.8	14.8	0.0	13.8	24.5	6.3	7.8	18.0
Playing bingo online (n=3)	0.0	0.0	41.7	0.0	0.0	0.0	46.0	0.0
Placing bets on (other) online or by telephone (n=3)	0.0	0.0	0.0	0.0	0.0	0.0	0.0	100.0
Placing bets at a horse or dog racing meeting (n=889)	0.7	2.0	3.9	3.2	4.0	7.9	34.5	43.0
Playing games at a casino (n=199)	0.0	2.9	2.9	4.0	4.7	2.5	23.6	54.4
Playing gaming/slot machines (n=301)	0.0	1.3	3.2	0.9	3.9	6.5	25.6	55.5
Playing card games for money with friends/family (n=549)	0.0	3.3	10.9	3.7	9.6	9.9	35.5	25.3
Playing bingo in person (n=302)	0.0	6.6	21.4	1.1	6.2	7.3	24.4	30.6
Other (n=32)	7.0	15.8	7.1	5.7	6.7	0.0	23.7	25.4

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Table 1.2 shows the prevalence of gambling types in the population in the last year by frequency. Of the people who did buy lottery tickets or scratch cards in person in the last year, the majority, 26%, did so on a weekly basis. Similarly, for those who played lottery games online, most did so once per week (28%). Almost one third (30.9%) of people who placed bets on numbers in a bookmaker's shop did so once per week, and 21.6% did so 2 to 6 times per week.

People who placed bets on sporting events in a bookmaker's shop were most likely to have done this 2 to 5 times in the last year (27.5%), or once in the last year (22.2%). Of those who placed bets on sporting events online or by telephone, 24.3% did so 2 to 5 times in the last year, while 15.4% did so 2 to 6 times per week. The majority of people who placed bets at a horse or dog race meeting, did so once in the last year (43%). Similarly, 54.4% played games at a casino once in the last year, 55.5% played gaming/slot machines once in the last year, and 30.6% played bingo in person in the last year.

**Table 2: Last Year Prevalence of Gambling in Ireland, by Age (%)**

Gambling Type	15-17	18-24	25-34	35-44	45-54	55-64	65+
All Gambling	24.9	55.5	63.9	70.5	69.4	72.4	65.3
Bought a lottery ticket or scratch card in person	9.7	38.8	57.0	65.1	64.2	65.1	59.1
Played lottery games online	0.0	3.6	4.4	3.4	2.7	2.7	1.3
Gambled in a bookmaker's shop	5.8	20.8	18.1	15.7	14.5	15.8	10.5
Gambled online or by telephone	0.9	7.2	9.1	4.2	2.9	1.7	0.8
Placed a bet at a horse or dog racing meeting	9.4	16.8	15.3	13.3	10.9	10.8	9.9
Played games at a casino	2.1	6.6	5.1	2.6	1.4	1.0	0.4
Played a gaming/slot machines	4.0	8.5	6.9	3.8	3.6	2.1	0.9
Played a card game for money with friends/family	9.1	13.2	9.2	7.7	6.3	5.5	5.3
Played bingo in person	4.9	6.6	4.6	3.8	2.4	4.5	4.4
Other	0.6	0.6	0.1	0.6	0.4	1.0	0.2

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Tables 2 shows the prevalence of gambling types in the population in the last year by age group. Those aged 55-64 are most likely to report gambling in the last year (72.4%), followed by 35-44 year olds (70.5%) and 45-54 year olds (69.4%). Buying lottery tickets or scratch cards is the most common form of gambling in all age groups. Those aged 18-24 are more likely than any other age group to report gambling in a bookmaker's shop in the last year (20.8%), or to place a bet at a horse or dog racing meeting (16.8%). Almost one in ten 15-17 year olds bought a lottery ticket or scratch card in the last year, and 9.4% placed a bet at a horse or dog racing meeting.

**Table 3: Prevalence of Monthly (or more frequent) Gambling in Ireland, by Age (&)**

Gambling Type	15-17	18-24	25-34	35-44	45-54	55-64	65+
All Gambling	7.9	27.9	41.9	44.7	46.4	49.4	45.0
Bought a lottery ticket or scratch card in person	4.6	16.3	34.4	39.7	42.8	44.0	41.0
Played lottery games online	0.0	1.5	2.3	1.8	1.3	1.5	0.6
Gambled in a bookmaker's shop	3.6	11.0	9.9	7.0	5.6	5.1	3.6
Gambled online or by telephone	0.9	4.8	5.7	1.9	1.0	0.8	0.1
Placed a bet at a horse or dog racing meeting	1.5	2.4	2.5	1.1	1.3	1.8	1.4
Played games at a casino	0.3	1.6	0.8	0.1	0.1	0.0	0.0
Played a gaming/slot machines	0.3	1.4	0.8	0.1	0.1	0.1	0.2
Played a card game for money with friends/family	2.4	3.6	1.7	1.4	2.2	2.1	2.5
Played bingo in person	0.9	0.4	1.1	1.2	1.1	2.8	2.9
Other	0.0	0.3	0.0	0.3	0.2	0.4	0.2

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Table 3 shows the proportion of the population who gamble on a monthly (or more frequent) basis, by gambling type and age group. Those aged 55-64 are most likely to report gambling on a monthly basis or more frequently (49.4%). A larger proportion (11.0%) of 18-24 year olds report gambling in a bookmaker's shop every month (or more frequently) than any other age group. Gambling online or by telephone is most prevalent in the 25-34 year old group (5.7%), followed by 18-24 year olds (4.8%).

**Table 4.1: Last Year Prevalence of Gambling in Ireland, by Gender and Age – Males (%)**

<b>Gambling Type</b>	<b>15-17</b>	<b>18-24</b>	<b>25-34</b>	<b>35-44</b>	<b>45-54</b>	<b>55-64</b>	<b>65+</b>
All Gambling	29.9	60.6	65.7	71.9	69.7	72.7	63.1
Bought a lottery ticket or scratch card in person	11.6	37.8	56.5	63.8	63.7	65.7	55.0
Played lottery games online	0.0	3.5	6.2	4.3	4.0	4.0	1.4
Gambled in a bookmaker's shop	9.8	30.2	27.5	21.4	19.0	21.3	16.1
Gambled online or by telephone	0.6	12.7	15.6	7.2	4.1	2.1	1.3
Placed a bet at a horse or dog racing meeting	15.2	19.8	19.1	17.2	13.3	11.5	11.6
Played games at a casino	3.0	11.5	6.9	4.3	1.5	1.7	0.6
Played a gaming/slot machines	5.5	11.7	7.6	3.9	3.1	2.0	1.0
Played a card game for money with friends/family	11.6	21.9	15.0	11.3	7.4	6.7	8.1
Played bingo in person	4.9	3.5	2.9	2.1	1.6	2.0	2.5
Other	1.2	0.7	0.0	0.4	0.3	0.9	0.3

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

**Table 4.2: Last Year Prevalence of Gambling in Ireland, by Gender and Age – Females (%)**

<b>Gambling Type</b>	<b>15-17</b>	<b>18-24</b>	<b>25-34</b>	<b>35-44</b>	<b>45-54</b>	<b>55-64</b>	<b>65+</b>
All Gambling	20.6	50.1	62.2	69.1	69.2	72.0	67.1
Bought a lottery ticket or scratch card in person	8.5	40.1	57.5	66.4	64.7	64.4	62.6
Played lottery games online	0.0	3.8	2.7	2.4	1.3	1.4	1.3
Gambled in a bookmaker's shop	1.2	11.3	9.2	9.9	10.1	10.3	5.8
Gambled online or by telephone	0.6	1.5	2.8	1.1	1.6	1.2	0.3
Placed a bet at a horse or dog racing meeting	3.6	13.9	11.6	9.3	8.6	10.1	8.5
Played games at a casino	1.2	1.8	3.5	1.0	1.2	0.4	0.3
Played a gaming/slot machines	3.0	5.3	6.3	3.7	4.2	2.3	0.8
Played a card game for money with friends/family	7.3	4.3	3.7	4.1	5.1	4.4	2.8
Played bingo in person	4.8	10.1	6.1	5.5	3.3	7.0	5.9
Other	0.0	0.5	0.1	0.7	0.5	1.1	0.2

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Tables 4.1 and 4.2 show the last year prevalence of gambling by gender and age group. Males under 65 years old are more likely than females to report gambling in the last year. In some age categories a larger proportion of females report buying lottery tickets or scratch cards, for example in over 65 year olds 62.6% of females have gambled in this form, versus 55.0% of males. A larger proportion of males report placing bets in a bookmaker's shop in all age categories, with the largest difference seen in those aged 18-24 (30.2% of males vs. 11.3% of females). Males aged 18-34 are more likely than males of any other age, or females of all ages to gamble online or by telephone, with 12.7% of males aged 18-24 and 15.6% aged 25-34 gambling in this form in the last year. Overall, a larger proportion of females report playing bingo (in person) than males. Females aged 18-24 report the highest proportion of bingo players in the last year (10.1%). For males aged 15-17, 15.2% placed a bet at a horse or dog racing event in the last year, while 11.6% bought a lottery ticket or scratch card.

**Table 5.1: Prevalence of Monthly (or more frequent) Gambling in Ireland, by Gender and Age – Males (%)**

Gambling Type	15-17	18-24	25-34	35-44	45-54	55-64	65+
All Gambling	12.2	32.8	49.7	49.0	52.2	52.1	45.8
Bought a lottery ticket or scratch card in person	4.9	12.5	36.5	41.5	47.3	45.0	40.2
Played lottery games online	0.0	0.5	2.9	2.6	1.9	2.1	0.7
Gambled in a bookmaker's shop	7.3	19.8	18.3	11.8	9.2	8.1	6.6
Gambled online or by telephone	0.6	9.5	11.0	3.7	1.5	1.5	0.3
Placed a bet at a horse or dog racing meeting	3.0	4.0	4.6	1.8	2.2	3.1	3.0
Played games at a casino	0.6	3.0	1.4	0.2	0.2	0.0	0.0
Played a gaming/slot machines	0.6	2.2	1.4	0.1	0.0	0.1	0.1
Played a card game for money with friends/family	4.3	6.7	3.4	2.3	2.6	2.6	3.7
Played bingo in person	1.8	0.0	0.8	0.3	0.9	0.8	1.2
Other	0.0	0.0	0.0	0.2	0.1	0.0	0.1

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

**Table 5.2: Prevalence of Monthly (or more frequent) Gambling in Ireland, by Gender and Age, 2014/15 – Females**

Gambling Type	15-17	18-24	25-34	35-44	45-54	55-64	65+
All Gambling	3.6	22.9	34.6	40.4	40.6	46.7	44.4
Bought a lottery ticket or scratch card in person	2.4	20.2	32.4	37.8	38.3	43.0	41.7
Played lottery games online	0.0	2.5	1.6	1.0	0.7	0.9	0.5
Gambled in a bookmaker's shop	0.0	2.3	1.9	2.1	2.0	2.1	1.1
Gambled online or by telephone	0.6	0.0	0.7	0.0	0.5	0.0	0.0
Placed a bet at a horse or dog racing meeting	0.0	0.8	0.5	0.5	0.4	0.4	0.2
Played games at a casino	0.0	0.3	0.1	0.1	0.1	0.0	0.0
Played a gaming/slot machines	0.0	0.5	0.3	0.0	0.1	0.0	0.2
Played a card game for money with friends/family	0.6	0.5	0.1	0.5	1.7	1.6	1.6
Played bingo in person	0.0	0.8	1.4	2.2	1.4	4.8	4.4
Other	0.0	0.5	0.0	0.4	0.4	0.8	0.2

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Tables 5.1 and 5.2 show the prevalence of monthly (or more frequent) gambling by gender and age group. Approximately half of males aged between 25 and 64 gamble on a monthly basis (or more frequently). Males aged 18-24 report the highest prevalence of gambling in a bookmaker's shop on a monthly or more frequent basis (19.8%), followed by males aged 25-34 (18.3%). A larger proportion of older females than older males play bingo in person (4.4% vs. 1.2% in over 65s, and 4.8% vs. 0.8% in 55-64 year olds). Monthly (or more frequent) gambling online or by telephone is more prevalent in young males than young females (11.0% vs. 0.7% in 25-34 year olds, and 9.5% vs. 0.0% in 18-24 year olds).

**Table 6.1: Proportion spending more than €250 on gambling in the last year (people who gambled in the last year), by Gender (%)**

Gambling Type	Adults 15+	Males	Females
Buying lottery tickets or scratch cards in person	11.2	12.9	9.6
Playing lottery games online	0.6	0.8	0.4
Placing bets on sports events in a bookmaker's shop	4.9	9.5	0.3
Placing bets on events like politics, current affairs, music, television etc. in a bookmaker's shop	0.0	0.1	0.1
Placing bets on virtual events in a bookmaker's shop	0.2	0.5	0.0
Placing bets on numbers in a bookmaker's shop	0.7	0.8	0.5
Playing games/casino games at a bookmaker's shop	0.1	0.1	0.0
Placing bets on (other) in a bookmaker's shop	0.0	0.1	0.0
Placing bets on sports events online or by telephone	1.4	2.9	0.0
Placing bets on events like politics, current affairs, music, television etc. online or by telephone	0.1	0.0	0.0
Placing bets on virtual events online	0.0	0.1	0.0
Placing bets on numbers online	0.1	0.1	0.1
Playing games/casino games online	0.2	0.3	0.1
Playing bingo online	0.0	0.0	0.0
Placing bets on (other) online or by telephone	0.0	0.0	0.0
Placing bets at a horse or dog racing meeting	1.8	3.4	0.2
Playing games at a casino	0.6	1.1	0.1
Playing gaming/slot machines	0.2	0.3	0.1
Playing card games for money with friends/family	0.9	1.5	0.3
Playing bingo in person	1.0	0.3	1.6
Other	0.1	0.1	0.1

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Table 6.1 shows the proportion of people who gambled in the last year who spent more than €250 on gambling. The table shows the overall proportion and proportion by gender. Of people who spent more than €250 on gambling in the last year, a larger proportion of people spent more than €250 on lottery tickets or scratch cards (11.2%) than any other form of gambling. This is true for both males and females, with 12.9% of males and 9.6% of females spending more than €250 on this form of gambling in the last year. For males, the next most popular forms of gambling that resulted in spending more than €250 in the last are placing bets on sporting events in a bookmaker's shop (9.5% vs. 0.3% in females), followed by placing bets at a horse or dog race meeting (3.4% of males, 0.2% of females).

**Table 6.2: Proportion spending more than €250 on gambling in the last year (people who gambled in the last year), by Gender and Age (%)**

Gambling Type	Males			Females		
	Young Adults (15-34)	Older Adults (35-64)	65+	Young Adults (15-34)	Older Adults (35-64)	65+
Buying lottery tickets or scratch cards in person	9.5	14.4	16.1	6.3	10.1	14.2
Playing lottery games online	0.4	1.3	0.0	0.3	0.4	0.0
Placing bets on sports events in a bookmaker's shop	15.3	7.1	4.7	0.3	0.3	0.5
Placing bets on events like politics, current affairs, music, television etc. in a bookmaker's shop	0.0	0.2	0.0	0.0	0.0	0.0
Placing bets on virtual events in a bookmaker's shop	1.2	0.1	0.3	0.0	0.0	0.0
Placing bets on numbers in a bookmaker's shop	1.7	0.5	0.0	0.3	0.6	0.5
Playing games/casino games at a bookmaker's shop	0.4	0.0	0.0	0.0	0.0	0.0
Placing bets on (other) in a bookmaker's shop	0.0	0.1	0.0	0.0	0.0	0.0
Placing bets on sports events online or by telephone	6.6	1.2	0.3	0.0	0.0	0.0
Placing bets on events like politics, current affairs, music, television etc. online or by telephone	0.0	0.0	0.0	0.0	0.0	0.0
Placing bets on virtual events online	0.3	0.0	0.0	0.0	0.0	0.0
Placing bets on numbers online	0.0	0.1	0.0	0.1	0.0	0.0
Playing games/casino games online	0.8	0.2	0.0	0.4	0.0	0.0
Playing bingo online	0.0	0.0	0.0	0.0	0.1	0.0
Placing bets on (other) online or by telephone	0.0	0.0	0.0	0.0	0.0	0.0
Placing bets at a horse or dog racing meeting	3.9	2.9	4.0	0.1	0.2	0.5
Playing games at a casino	2.2	0.6	0.0	0.3	0.0	0.0
Playing gaming/slot machines	0.7	0.2	0.0	0.1	0.1	0.0
Playing card games for money with friends/family	2.1	1.1	1.3	0.0	0.5	0.3
Playing bingo in person	0.4	0.3	0.3	1.0	1.7	2.6
Other	0.0	0.2	0.0	0.0	0.1	0.0

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Table 6.2 shows the proportion of people who gambled in the last year who spent more than €250 on gambling in the past year. The table shows the proportions by gender and age group (15-34, 35-64 and 65+). The proportion who spent more than €250 in the last year on lottery tickets or scratch cards increases with age for both males and females. Males who are over 65 years old are most likely to gamble in this form (16.1%), followed by males aged 35-64 (14.4%) and females aged over 65 (14.2%). Young males (15-34 year olds) are most likely to spend more than €250 on placing bets on sporting events in a bookmaker's shop, with 15.3% of young males reporting this form of gambling, more than double the proportion in the next nearest group (7.1% of males aged 35-64). Spending more than €250 in the last year on playing bingo in person is most common in females and increases with age (2.6% of females over 65 years old report spending more than €250 per year on playing bingo). Spending more than €250 in the last year on sports events online or by telephone is most frequent in young males aged 15-34 (6.6%).

**Table 7: Prevalence of Gambling in the last year in Ireland (Adults 15 +), by socio-economic group (SOC2000 Classification) (%)**

Type of Gambling	A: Professional, senior management, top civil servants (n=192)	B: Middle management, senior civil servants, managers and owners (n=1046)	C1: Junior management and owners of small business (n=1913)	C2: Skilled manual workers and manual workers responsible for other workers (n=1304)	D: Semi- Skilled and unskilled manual workers, trainees and apprentices (n=925)	E: All those dependent on the state long term (n=1266)
All Gambling	68.6	71.4	63.4	65.1	60.4	62.7
Bought a lottery ticket or scratch card in person	56.8	61.8	55.6	58.0	53.3	55.1
Played lottery games online	2.1	3.8	3.1	3.2	2.5	2.5
Gambled in a bookmaker's shop	10.4	13.7	18.1	17.4	13.4	13.6
Gambled online or by telephone	5.2	6.8	5.9	3.7	3.5	1.5
Placed a bet at a horse or dog racing meeting	17.3	16.3	15.3	12.0	10.0	8.1
Played games at a casino	4.2	4.5	3.5	2.5	2.3	1.7
Played a gaming/slot machines	1.6	5.0	4.9	3.9	4.5	3.1
Played a card game for money with friends/family	11.5	11.2	8.6	7.4	7.0	4.5
Played bingo in person	2.6	3.9	3.7	3.1	3.1	4.6
Other	0.5	0.9	0.5	0.5	0.1	0.2

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

Table 7 shows the prevalence of gambling in the last year, by socio-economic group (SOC2000 Classification)<sup>4</sup>. The prevalence of all gambling in the last year was highest among those in Group B (Middle Management senior civil servants, managers and owners of own business) (71.4%), and lowest among Group D (Semi-Skilled and unskilled manual workers, trainees and apprentices) (60.4%).

In a similar pattern, Group B report the highest prevalence of buying lottery tickets or scratch cards in person (61.8%), and prevalence is lowest among Group D (53.3%).

Group E (All those dependent on the state long term) show the lowest prevalence for many forms of gambling. These are: Gambling online or by telephone (1.5%), placing a bet at a horse or dog racing meeting (8.1%), playing games at a casino (1.7%), and playing a card game for money with family/friends (4.5%). However, Group E have the highest prevalence of playing bingo in person (4.6%).

Professionals, senior management and top civil servants (Group A) are most likely to report placing a bet at a horse or dog race meeting (17.3%). Junior management and owners of small businesses (Group C1) are most likely to report gambling in a bookmaker's shop (18.1%).

<sup>4</sup> Official/international system for classifying socio-economic group

**Table 8.1: DSM-IV Problem Gambling prevalence among the population in the last year in Ireland, by Gender (%)**

DSM-IV Score	Adults 15+	Male	Female
0	95.7	93.2	98.1
1	2.8	4.1	1.5
2	0.7	1.2	0.2
3	0.3	0.6	0.0
4	0.2	0.4	0.1
5	0.0	0.1	0.0
6	0.1	0.1	0.1
7	0.0	0.0	0.0
8	0.0	0.0	0.0
9	0.1	0.1	0.0
10	0.0	0.0	0.0
Problem Gambling (DSM-IV Score $\geq 3$ )	0.8	1.4	0.2

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

All adults aged 15+ with a valid DSM-IV score

Table 8.1 shows the prevalence of problem gambling in the population in the last year. Scores range from zero to ten, with scores for people who did not gamble in the last year set to zero. A score of 3 or greater is classed as problem gambling. The majority of adults have a score of zero (95.7%). Males have a higher prevalence of problem gambling than females (1.4% vs. 0.2%).

**Table 8.2: DSM-IV Problem Gambling prevalence among the population in the last year in Ireland, by Gender and Age (%)**

Age group	Adults 15+	Sex	
		Male	Female
15-17	0.8	0.8	0.7
18-24	1.1	1.9	0.2
25-34	1.5	2.9	0.2
35-44	0.8	1.1	0.4
45-54	0.4	0.5	0.3
55-64	0.6	1.3	0.0
65+	0.1	0.2	0.0

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

All adults aged 15+ with a valid DSM-IV score

Table 8.2 shows the prevalence of problem gambling in the population, by age and gender. Problem gambling is most common in young males. The highest prevalence of problem gambling is seen in males aged 25-34 (2.9%), followed by males aged 18-24 (1.9%). The prevalence of problem gambling in females is less than 1% in all age groups.

**Table 8.3: Response to DSM-IV Items, among those who gambled in the last year in Ireland, by Gender (%)**

<b>DSM-IV Items</b>	<b>All adults (15+)</b>	<b>Males</b>	<b>Females</b>
In the last 12 months...			
Chasing losses	3.2	4.7	1.7
A preoccupation with gambling	1.6	2.6	0.5
A need to gamble with increasing amounts of money	0.9	1.5	0.3
Being restless or irritable when trying to stop gambling	0.6	0.9	0.3
Gambling as escapism	0.5	0.7	0.3
Having tried but failed to cut back on gambling	0.8	1.2	0.9
Lying to people to conceal extent of gambling	0.6	0.9	0.5
Having committed a crime to finance gambling	0.3	0.5	0.1
Having risked or lost a relationship/job/educational opportunity because of gambling	0.6	1.1	0.1
Reliance on others to help with a financial crisis caused by gambling	1.1	1.9	0.2

All figures are based on weighted data, are rounded to the nearest decimal place and are based on valid responses

#### **Adults aged 15+ who gambled in the last year**

Table 8.3 shows the proportion of males and females who answered positively to each item of the DSM-IV questionnaire. A larger proportion responded positively to the item on chasing losses, than for any other item, with 4.7% of males and 1.7% of females reporting chasing losses. The proportion of males responding positively to each item is higher than of females. The second most highly reported item for females is having tried but failed to cut back on gambling (0.9%), while for males it is a preoccupation with gambling (2.6%).

The NACDA and Department of Health in Northern Ireland wish to extend sincere gratitude to all those who have contributed to the development and implementation of the Fourth Drug Prevalence Survey in Ireland and Northern Ireland.

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National Advisory  
Committee on Drugs  
and Alcohol



Published by the Department of Health on behalf of

**National Advisory Committee  
on Drugs and Alcohol (NACDA)**

Hawkins House  
Dublin 2  
[www.nacda.ie](http://www.nacda.ie)

**ISSN: 2009-4388**

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