British Gambling Prevalence Survey

1999

List of Variables

A survey carried out on behalf of GamCare and archived for the Responsible Gambling Fund

National Centre for Social Research

Contents

Introduction

This document is the most sensible starting point to analysing the BGPS 99 data, as it categorises all the variables stored on the dataset to two levels, and it is therefore easier to see the coverage of questions asked at this summary level, rather than ploughing straight into the documentation of the self-completion booklets.

Once you have found the appropriate variables that you want to analyse, you then need to look at the other documentation to see in more detail exactly how the question was asked in the study, or how a derived variable has been defined.

The source of each variable is indicated in the final column of each table of variables with abbreviations as follows:

HHold	Household Questionnaire
Indiv	Individual Questionnaire (self-completion)
Derived	A variable derived from other variables, and detailed in the Derived Variable Specification document

Classification

Sample Information

Variable	Description	Source
Archpsn	Individual serial number (archive)	Other
Archhsn	Household serial number (archive)	Other
Person	Person number	Other
PSU	PSU	Other
IOutC	Individual outcome	Other
HHOutC	Household outcome	Other

Individual

Variable	Description	Source
qd6	Are you male or female	Indiv
SEX	Sex	Indiv
qd7	What was your age last birthday?	Indiv
ageb	(D) 10 year age bands (75+ oldest group)	Derived
agec	(D) 10 year age bands (65+ oldest group)	Derived
q8	Number of persons aged 16+	ARF
qh1	Who is the highest income householder	Hhold
qh2	How many people aged 16 and over live in your household	Hhold
marstat	(D) Marital status	Hhold
ethnic	(D) Ethnic origin	Derived

Booklet Admin

Variable	Description	Source
qd13	Number of answers to D13	Indiv
qd131	I completed it myself	Indiv
qd132	Someone read the questions to me	Indiv
qd133	Someone write down the answers I gave	Indiv
qd134	Someone answered the questions for me	Indiv
qd135	Someone translated the questions into my own language	Indiv
qd136	I discussed the questions with other members of my household	Indiv
qd137	Someone helped in some other way	Indiv

Education

Variable	Description	Source
qd11	Pick highest qualification	Indiv
Qualhi	(D) Highest educational qualification (6 groups)	Derived
Qualhi2	(D) Highest educational qualification (3 groups)	Derived

Employment Status

Variable	Description	Source
qh6	What is the Highest Income Householder doing now	Hhold
siccat17	(D) Standard Industrial Classification 1992 of HIH (17 major groups)	Derived
SOC90maj	(D) Standard Occupation Classification 1990 of HIH (9 groups)	Derived
qd8a	Activity Status	Indiv
qd8b	Have you ever been in paid employment or been self-employed?	Indiv
qd9c	Employment status	Indiv
qd9d	Establishment size	Indiv
actstat	(D) Economic activity status	Derived
actstat2	(D) Economic activity status (grouped)	Derived
sclass1	Respondent social class (6 categories)	Indiv
sclass2	Respondent social class (4 categories)	Indiv
sclass3	Respondent social class (6 categories and missing split into 5 categories)	Indiv
sclass4	Respondent social class (6 categories and missing split into 3 categories)	Indiv

dsclass1	(D) Derived social class of HIH (6 categories)	Derived
dsclass2	(D) Derived social class of HIH (4 categories)	Derived
dsclass3	(D) Derived social class of HIH (6 categories and missing split into 5 categories)	Derived
dsclass4	(D) Derived social class of HIH (6 categories and missing split into 3 categories)	Derived
soclass	(D) Collapsed derived social class of HIH (manual/non-manual)	Derived

Income

Variable	Description	Source
qh17	Number of household income sources	Indiv
qh1701	Earnings from employment of self-employment	Indiv
qh1702	State retirement pension	Indiv
qh1703	Pension from former employer	Indiv
qh1704	Child benefit	Indiv
qh1705	Job-seekers allowance	Indiv
qh1706	Income support	Indiv
qh1707	Family credit	Indiv
qh1708	Housing benefit	Indiv
qh1709	Other state benefits	Indiv
qh1710	Interest from savings and investments (eg stocks and shares)	Indiv
qh1711	Other kinds of regular allowance from outside your household (eg maintenance, student grants, rent)	Indiv
qh1712	No source of income	Indiv
qh18a	Banded household income	Indiv
hincome	(D) Household income collapsed	Derived

Weighting

Variable	Description	Source
WEIGHT1	Definitive weight variable (scaled to sample size)	Other

Participation in Gambling in the Past Year

National Lottery Tickets

Variable	Description	Source
qa1a	Own money on National lottery in last 12 months	Indiv
NLDPY	(D) Whether bought National Lottery tickets in last 12 months	Derived

Other lotteries

Variable	Description	Source
qa1b	Own money on other lottery in last 12 months	Indiv
olotpy	(D) Whether bought other lottery tickets in last 12 months	Derived

Scratchcards

Variable	Description	Source
qa1c	Own money on scratchcards in last 12 months	Indiv
Scpy	(D) Whether bought scratchcards in last 12 months	Derived

Football Pools

Variable	Description	Source
qa1d	Own money on football pools in last 12 months	Indiv
poolspy	(D) Whether bet on football pools in last 12 months	Derived

Bingo

Variable	Description	Source
qa1e	Own money on bingo tickets in last 12 months	Indiv
bingopy	(D) Whether played bingo in last 12 months	Derived

Fruit Machines

Variable	Description	Source
qa1f	Own money on fruit machines in last 12 months	Indiv
slotspy	(D) Whether played slot machines in last 12 months	Derived

Private Betting

Variable	Description	Source
qa1g	Own money on private betting in last 12 months	Indiv
privpy	(D) Whether did private betting in last 12 months	Derived

Horse Races

Variable	Description	Source
qa1h	Own money on betting on horse races in last 12 months	Indiv
horsepy	(D) Whether bet on horse races in last 12 months	Derived

Dog Races

Variable	Description	Source
qa1i	Own money on dog races in last 12 months	Indiv
dogspy	(D) Whether bet on dog races in last 12 months	Derived

Other Betting with a Bookmaker

Variable	Description	Source
qa1j	Own money on other events (bookmaker) in last 12 months	Indiv
othbkpy	(D) Whether bet on other event/sports with a bookmaker in last 12 months	Derived

Table Games in a Casino

Variable	Description	Source
qa1k	Own money on table games in last 12 months	Indiv
casinpy	(D) Whether played table games in a casino in last 12 months	Derived

Other gambling activities

Variable	Description	Source
qa1l	Own money on another form of gambling in last 12 months	Indiv
othpy	(D) Whether did any other type of gambling in last 12 months	Derived

Summary participation variables

Variable	Description	Source
qa2	Answered yes or no to any of the activities at Question A1	Indiv
gambpy	(D) Whether gambled in the past year	Derived
nactivy	(D) Number of activities participated in within the past year	Derived
nactygr	(D) Number of activities participated in within the past year (grouped)	Derived
cluster	(D) Gambling interest group (collapsed clusters)	Derived[1]

Participation in Gambling in the Past Week (includes frequency, venue and expenditure)

National Lottery Draw

Variable	Description	Source
qb2_1a	Spent own money on tickets for the National Lottery in last 7 days	Indiv
qb2_1b	How many days spent own money on tickets for the National Lottery in last 7 days	Indiv
qb2_1c1	How much own money spent on tickets for the National Lottery in last 7 days	Indiv
qb2_1c2	How much more than 50 pounds spent on tickets for the National Lottery in last 7 days	Indiv
qb2_1d	Number of venues in which bought National Lottery tickets in last 7 days	Indiv
qb2_1d01	At a newsagent (National Lottery)	Indiv
qb2_1d02	At a large supermarket (National Lottery)	Indiv
qb2_1d03	At a local food shop (National Lottery)	Indiv
qb2_1d04	At a petrol station (National Lottery)	Indiv
qb2_1d05	At an off-licence (National Lottery)	Indiv
qb2_1d06	Through my workplace (National Lottery)	Indiv
qb2_1d07	At a Post Office (National Lottery)	Indiv
qb2_1d08	Through a subscription (National Lottery)	Indiv
qb2_1d09	Somewhere else (National Lottery)	Indiv
MeanNLD	(D) Mean stake on National Lottery Draw	Derived

Scratchcards

Variable	Description	Source
qb3_5a	Spent own money on scratchcards in last 7 days	Indiv
qb3_5b	How many days spent own money on scratchcards in last 7 days	Indiv
qb3_5c1	How much of own money lost on scratchcards in last 7 days	Indiv
qb3_5c2	How much more than 50 pounds lost on scratchcards in last 7 days	Indiv
qb3_5d	Number of venues where bought scratchcards in last 7 days	Indiv
qb3_5d01	At a newsagent (scratchcards)	Indiv
qb3_5d02	At a large supermarket (scratchcards)	Indiv
qb3_5d03	At a local food shop (scratchcards)	Indiv
qb3_5d04	At a petrol station (scratchcards)	Indiv
qb3_5d05	At an off-licence (scratchcards)	Indiv
qb3_5d06	At a Post Office (scratchcards)	Indiv
qb3_5d07	Somewhere else (scratchcards)	Indiv

Other Lotteries

Variable	Description	Source
qb2_2a	Spent own money on tickets for other lottery in last 7 days	Indiv
qb2_2b	How many days spent own money on tickets for other lottery in last 7 days	Indiv
qb2_2c1	How much of own money spent on tickets for other lottery in last 7 days	Indiv
qb2_2c2	How much more than 50 pounds spent on tickets for other lottery in last 7 days	Indiv
qb2_2d	Number of venues where bought other lottery tickets in last 7 days	Indiv
qb2_2d01	At a newsagent (other lottery)	Indiv
qb2_2d02	At a large supermarket (other lottery)	Indiv
qb2_2d03	At a local food shop (other lottery)	Indiv
qb2_2d04	At a petrol station (other lottery)	Indiv
qb2_2d05	Through my workplace (other lottery)	Indiv
qb2_2d06	At a Post Office (other lottery)	Indiv
qb2_2d07	At a betting shop (other lottery)	Indiv
qb2_2d08	At an off-licence (other lottery)	Indiv
qb2_2d09	At a pub (other lottery)	Indiv
qb2_2d10	On the internet (other lottery)	Indiv
qb2_2d11	Somewhere else (other lottery)	Indiv
MeanOLOT	(D) Mean stake on other lottery	Derived

Football Pools

Variable	Description	Source
qb2_3a	Spent own money on football pools or fixed odds coupons in last 7 days	Indiv
qb2_3b	How many days spent own money on football pools or fixed odds coupons in last 7 days	Indiv
qb2_3c1	How much of own money spent on football pools or fixed odds coupons in last 7 days	Indiv
qb2_3c2	How much more than 50 pounds spent on football pools or fixed odds coupons in last 7 days	Indiv
qb2_3d	Number of venues where bought football pools or fixed odds coupons in last 7 days	Indiv
qb2_3d01	From a pools collector (football pools/fixed odd coupons)	Indiv
qb2_3d02	At a newsagent (football pools/fixed odd coupons)	Indiv
qb2_3d03	By post (football pools/fixed odd coupons)	Indiv
qb2_3d04	At a local food shop (football pools/fixed odd coupons)	Indiv
qb2_3d05	At a betting shop (football pools/fixed odd coupons)	Indiv
qb2_3d06	Through my workplace (football pools/fixed odd coupons)	Indiv
qb2_3d07	Somewhere else (football pools/fixed odd coupons)	Indiv
MeanPOOL	(D) Mean stake on football pools or fixed odds coupons	Derived

Bingo

Variable	Description	Source
qb2_4a	Spent own money on bingo tickets in last 7 days	Indiv
qb2_4b	How many days spent own money on bingo tickets in last 7 days	Indiv
qb2_4c1	How much of own money spent on bingo tickets in last 7 days	Indiv
qb2_4c2	How much more than 50 pounds spent on bingo tickets in last 7 days	Indiv
qb2_4d	Number of venues bought bingo tickets in last 7 days	Indiv
qb2_4d01	At a bingo hall (bingo)	Indiv
qb2_4d02	At an amusement arcade (bingo)	Indiv
qb2_4d03	At a social club (bingo)	Indiv
qb2_4d04	At a fairground (bingo)	Indiv
qb2_4d05	At a church (bingo)	Indiv
qb2_4d06	Through a newspaper (bingo)	Indiv
qb2_4d07	In a pub (bingo)	Indiv
qb2_4d08	On the internet (on-line) (bingo)	Indiv
qb2_4d09	Somewhere else (bingo)	Indiv
MeanBING	(D) Mean stake on bingo tickets	Derived

Fruit/Slot Machines

Variable	Description	Source
qb3_6a	Spent own money on fruit machines in last 7 days	Indiv
qb3_6b	How many days spent own money on fruit machines in last 7 days	Indiv
qb3_6c1	How much of own money have you lost on fruit machines in last 7 days	Indiv
qb3_6c2	How much more than 50 pounds lost on fruit machines in last 7 days	Indiv
qb3_6d	Number of venues played fruit machines in last 7 days	Indiv
qb3_6d01	At amusement centre/arcade (fruit machines)	Indiv
qb3_6d02	At a fairground (fruit machines)	Indiv
qb3_6d03	At a pub (fruit machines)	Indiv
qb3_6d04	At a fish and chip shop/café (fruit machines)	Indiv
qb3_6d05	At a railway station (fruit machines)	Indiv
qb3_6d06	At a motorway service station (fruit machines)	Indiv
qb3_6d07	At a casino (fruit machines)	Indiv
qb3_6d08	At a sports centre (fruit machines)	Indiv
qb3_6d09	At a betting shop (fruit machines)	Indiv
qb3_6d10	At a club (fruit machines)	Indiv
qb3_6d11	At work (fruit machines)	Indiv
qb3_6d12	On the internet (on-line) (fruit machines)	Indiv
qb3_6d13	Somewhere else (fruit machines)	Indiv

Table games in a casino

Variable	Description	Source
qb3_11a	Spent own money on table games in a casino in last 7 days	Indiv
qb3_11b	How many days spent own money on table games in a casino in last 7 days	Indiv
qb3_11c1	How much of own money lost on table games in a casino in last 7 days	Indiv
qb3_11c2	How much more than 200 pounds lost on table games in a casino in last 7 days	Indiv
qb3_11d	Number of table game(s) played in last 7 days	Indiv
qb3_11d1	Cards (table games in a casino)	Indiv
qb3_11d2	Dice (table games in a casino)	Indiv
qb3_11d3	Roulette (table games in a casino)	Indiv

Horse races

Variable	Description	Source
qb3_8a	Spent own money on betting on horse races in last 7 days	Indiv
qb3_8b	How many days spent own money on betting on horses in last 7 days	Indiv
qb3_8c1	How much of own money lost on betting on horse races in last 7 days	Indiv
qb3_8c2	How much more than 50 pounds lost on betting on horse races in last 7 days	Indiv
qb3_8d	Number of venues where bet on horse races in last 7 days	Indiv
qb3_8d01	At the track (horse races)	Indiv
qb3_8d02	At a betting shop (horse races)	Indiv
qb3_8d03	Over the telephone (horse races)	Indiv
qb3_8d04	On the internet (on line) (horse races)	Indiv
qb3_8d05	Through an unofficial bookmaker (horse races)	Indiv
qb3_8d06	Somewhere else (horse races)	Indiv

Dog races

Variable	Description	Source
qb3_9a	Spent own money on betting on dog races in last 7 days	Indiv
qb3_9b	How many days spent own money on betting on dog races in last 7 days	Indiv
qb3_9c1	How much of own money lost on betting on dog races in last 7 days	Indiv
qb3_9c2	How much more than 50 pounds lost on betting on dog races in last 7 days	Indiv
qb3_9d	Number of venues where bet on dog races in last 7 days	Indiv
qb3_9d01	At the track (dog races)	Indiv
qb3_9d02	At a betting shop (dog races)	Indiv
qb3_9d03	Over the telephone (dog races)	Indiv
qb3_9d04	On the internet (on line) (dog races)	Indiv
qb3_9d05	Through an unofficial bookmaker (dog races)	Indiv
qb3_9d06	Somewhere else (dog races)	Indiv

Betting on other events or sports

Variable	Description	Source
qb3_10a	Spent own money on other events with a bookmaker in last 7 days	Indiv
qb3_10b	How many days spent own money on other events with a bookmaker in last 7 days	Indiv
qb3_10c1	How much of own money lost on other events with a bookmaker in last 7 days	Indiv
qb3_10c2	How much more than 50 pounds lost on other events with a bookmaker in last 7 days	Indiv
qb310d	Number of venues where bet on other events with a bookmaker in last 7 days	Indiv
qb310d01	At a sports ground (other events with a bookmaker)	Indiv
qb310d02	At a betting shop (other events with a bookmaker)	Indiv
qb310d03	Over the telephone (other events with a bookmaker)	Indiv
qb310d04	On the internet (on-line) (other events with a bookmaker)	Indiv
qb310d05	Through an unofficial bookmaker (other events with a bookmaker)	Indiv
qb310d06	Somewhere else (other events with a bookmaker)	Indiv

Private Betting

Variable	Description	Source
qb3_7a	Spent money on private betting games	Indiv
qb3_7b	How many days spent money on private betting games in the last 7 days	Indiv
qb3_7c1	Total amount lost in the last 7 days on private betting games	Indiv

qb3_7c2	How much more than 50 pounds lost on private betting games in last 7 days	Indiv
qb3_7d	Number of venues where bet privately in last 7 days	Indiv
qb3_7d01	At a sports ground (private betting)	Indiv
qb3_7d02	At work (private betting)	Indiv
qb3_7d03	In my home (private betting)	Indiv
qb3_7d04	In someone elses home (private betting)	Indiv
qb3_7d05	At a pub (private betting)	Indiv
qb3_7d06	Somewhere else (private betting)	Indiv

Spread-betting

Variable	Description	Source
qb5a	Spent own money on spread betting in last 7 days	Indiv
qb5b	How many days spent own money on spread betting in last 7 days	Indiv
qb5c1	Amount lost on spread betting in last 7 days	Indiv
qb5c2	How much more than 200 pounds lost on spread betting in last 7 days	Indiv

Internet gambling

Variable	Description	Source
qb6a	Spent own money on Internet (on-line) gambling in last 7 days	Indiv
qb6b	How many days spent own money on Internet gambling in last 7 days	Indiv
qb6c1	Amount lost on Internet gambling in last 7 days	Indiv
qb6c2	How much more than 50 pounds lost on Internet gambling in last 7 days	Indiv
qb6d	Number of places where did these Internet gambling activities in last 7 days	Indiv
qb6d1	At home (Internet gambling)	Indiv
qb6d2	At work (Internet gambling)	Indiv
qb6d3	At an internet café (Internet gambling)	Indiv
qb6d4	Somewhere else (Internet gambling)	Indiv

Any other type of gambling

Variable	Description	Source
qb3_12a2	Spent own money on other form of gambling in last 7 days	Indiv
qb3_12a1	Describe other form of gambling spent own money on in last 7 days	Indiv
qb3_12b	How many days spent own money on other form of gambling in last 7 days	Indiv
qb3_12c1	How much of own money lost on other form of gambling in last 7 days	Indiv
qb3_12c2	How much more than 50 pounds lost in last 7 days	Indiv
qb312d	Number of places did other gambling in last 7 days	Indiv
qb312d01	Location did other gambling (first)	Indiv
qb312d02	Location did other gambling (second)	Indiv
qb312d03	Location did other gambling (third)	Indiv

Summary variables

Variable	Description	Source
qb4	Usual spend compared to last 7 days	Indiv
gambpw	(D) Whether gambled in the past week	Derived
nactivw	(D) Number of activities participated in within the past week	Derived
nactwgr	(D) Number of activities participated in within the past week (grouped)	Derived

Attitudes to gambling[2]

Attitudes		
Variable	**Description**	**Source**
qc1	Winning at gambling has helped me financially	Indiv
qc2	Gambling has given me pleasure and fun	Indiv
qc3	After losing at gambling I have felt extremely depressed	Indiv
qc4	I think gambling involves skill	Indiv
qc5	I have lost more than I have won at gambling	Indiv
qc6	When I gambled I felt excited	Indiv
qc7	Gambling has helped me to relax	Indiv
qc8	I have made good friends through gambling	Indiv
att1	(D) Attitude 1 from C1	Derived
att2	(D) Attitude 2 from C2	Derived
att3	(D) Attitude 3 from C3	Derived
att5	(D) Attitude 5 from C5	Derived
att4	(D) Attitude 4 from C4	Derived
att6	(D) Attitude 6 from C6	Derived
att7	(D) Attitude 7 from C7	Derived
att8	(D) Attitude 8 from C8	Derived
sumatt	(D) Attitudes to gambling score (pro gambling)	Derived

Problem Gambling²

DSM-IV

Variable	Description	Source
qc9	How often do you go back another day to win back money you lost	Indiv
qc29	How often think about gambling	Indiv
qc30	Gambled with more money to get excitement	Indiv
qc31	Felt irritable when cutting down gambling	Indiv
qc32	Gambled to escape problems	Indiv
qc33	Lied to family to hide gambling	Indiv
qc34	Made unsuccessful attempts to stop	Indiv
qc35	Committed a crime to fund gambling	Indiv
qc36	Risked relationship/job due to gambling	Indiv
qc37	Asked others for money	Indiv
DSM-IV1	(D) Answer to DSM-IV item 1 (QC29)	Derived
DSM-IV2	(D) Answer to DSM-IV item 2 (QC30)	Derived
DSM-IV3	(D) Answer to DSM-IV item 3 (QC31)	Derived
DSM-IV4	(D) Answer to DSM-IV item 4 (QC32)	Derived
DSM-IV5	(D) Answer to DSM-IV item 5 (QC34)	Derived
DSM-IV6	(D) Answer to DSM-IV item 6 (QC9)	Derived
DSM-IV7	(D) Answer to DSM-IV item 7 (QC33)	Derived
DSM-IV8	(D) Answer to DSM-IV item 8 (QC35)	Derived
DSM-IV9	(D) Answer to DSM-IV item 9 (QC36)	Derived
DSM-IV10	(D) Answer to DSM-IV item 10 (QC37)	Derived
numDSM-IV	(D) Number of DSM-IV items answered	Derived
DSM-IV	(D) Total score on DSM-IV	Derived
DSM-IVprob	(D) Whether a DSM-IV problem gambler	Derived

SOGS

Variable	Description	Source
qc9	How often do you go back another day to win back money you lost	Indiv
qc10	Claimed to be winning money from gambling when in fact you lost	Indiv
qc11	Spent more time or money gambling than you intended	Indiv
qc12	People critised your gambling	Indiv
qc13	Felt guilty about the way you gamble or what happens when you gamble	Indiv
qc14	Felt like you would like to stop gambling but didn't think you could	Indiv
qc15	Hidden betting slips, lottery tickets, gambling money or other signs of gambling from your spouse or partner, your children or other important people in your life	Indiv
qc16a	Argued with people you live with over how you handle money	Indiv
qc16b	If yes to qc16a, have these arguments centred on your gambling	Indiv
qc17	Missed time from work, school or college due to gambling	Indiv
qc18	Borrowed from someone and not paid them back as a result of your gambling	Indiv
qc19	Borrowed from household money to finance gambling	Indiv
qc20	Borrowed money from your spouse or partner to finance gambling	Indiv
qc21	Borrowed money from other relatives or in-laws to finance gambling	Indiv
qc22	Borrowed money from banks, building societies, loan companies or credit companies for gambling or to pay gambling debts	Indiv
qc23	Made cash withdrawals on credit cards to get money for gambling or to pay gambling debts	Indiv
qc24	Received loans from 'loan sharks' to gamble or to pay gambling debts	Indiv
qc25	Cashed in stocks, bonds or other securities to finance gambling	Indiv
qc26	Sold personal or family property to gamble or to pay gambling debts	Indiv
qc27	Borrowed money from your bank or building society account by writing cheques that bounced to get money for gambling or to pay gambling debts	Indiv
qc28	Feel you have a problem with betting money or gambling	Indiv
sogs1	(D) SOGS1 - from QC9	Derived
sogs2	(D) SOGS1 - from QC10	Derived
sogs3	(D) SOGS1 - from QC11	Derived
sogs4	(D) SOGS1 - from QC12	Derived
sogs5	(D) SOGS1 - from QC13	Derived

sogs6	(D) SOGS1 - from QC14	Derived
sogs7	(D) SOGS1 - from QC15	Derived
sogs8	(D) SOGS1 - from QC16b	Derived
sogs9	(D) SOGS1 - from QC17	Derived
sogs10	(D) SOGS1 - from QC18	Derived
sogs11	(D) SOGS1 - from QC19	Derived
sogs12	(D) SOGS1 - from QC20	Derived
sogs13	(D) SOGS1 - from QC21	Derived
sogs14	(D) SOGS1 - from QC22	Derived
sogs15	(D) SOGS1 - from QC23	Derived
sogs16	(D) SOGS1 - from QC24	Derived
sogs17	(D) SOGS1 - from QC25	Derived
sogs18	(D) SOGS1 - from QC26	Derived
sogs19	(D) SOGS1 - from QC27	Derived
sogs20	(D) SOGS1 - from QC28	Derived
sogs	(D) Total score on SOGS	Derived
numsogs	(D) Number of sogs items answered	Derived
sogsprob	(D) Whether a problem gambler according to SOGS	Derived

Combined

Variable	Description	Source
Probgam	(D) Whether a problem gambler according to either sogs or dsm	Derived
Probgam2	(D) Whether a problem gambler according to both sogs AND dsm	Derived

Personal and family gambling behaviour

Family gambling behaviour

Variable	Description	Source
QD1A	Did parents regularly gamble	Indiv
QD1B	Whether felt any parents/step parents/guardian ever had a gambling problem	Indiv
parprob	(D) Whether parents had gambling problem	Derived

Personal gambling behaviour

Variable	Description	Source
QD2	Before today, how many of these gambling related services had you heard of?	Indiv
QD21	GamCare	Indiv
QD22	Gamblers Anonymous	Indiv
QD23	Gam-Anon	Indiv
QD24	Another gambling-related service	Indiv
QD25	None of these	Indiv
QD3	Largest amount of money you have ever lost in a single day	Indiv
QD4	Feel ever had gambling problem?	Indiv
QD5A	Ever sought help for a gambling problem?	Indiv
QD5B	Number of people sought help from	Indiv
qd5b01	Friend	Indiv
qd5b02	Wife/husband/partner	Indiv
qd5b03	Other relative	Indiv
qd5b04	Doctor	Indiv
qd5b05	Counsellor	Indiv
qd5b06	Social worker	Indiv
qd5b07	Teacher or lecturer	Indiv
qd5b08	Priest or vicar	Indiv
qd5b09	Psychiatrist	Indiv
qd5b10	Psychologist	Indiv
qd5b11	GamCare	Indiv
qd5b12	Gamblers Anonymous	Indiv
qd5b13	Someone else	Indiv
qd5b14	Have not spoken to anyone	Indiv

---

[1] Derived using hierarchical cluster analysis.

[2] All gambling attitude questions and problem gambling screens are asked of people who had gambled within the last 12 months.

British Gambling Prevalence Survey

1999

Derived Variable Specification

Contents

PARENTAL PROBLEM GAMBLING   22

Classification

Individual

AGEB: (D) 10 year bands (75+ oldest group)
1   16-24
2   25-34
3   35-44
4   45-54
5   55-64
6   65-74
7   75+

AGEC: (D) 10 year bands (65+ oldest group)
1   16-24
2   25-34
3   35-44
4   45-54
5   55-64
6   65+

```
SPSS Syntax

RECODE qd7 (16 thru 24=1) (25 thru 34=2) (35 thru 44=3)
(45 thru 54=4) (55 thru 64=5) (65 thru 74=6) (75 thru Hi=7)
(else=copy) INTO ageb.
VALUE LABELS ageb
  1 "16-24"
  2 "25-34"
  3 "35-44"
  4 "45-54"
  5 "55-64"
  6 "65-74"
  7 "75+".
VARIABLE LABEL ageb "(D) 10 year age bands (75+ oldest group) ".

RECODE qd7 (16 thru 24=1) (25 thru 34=2) (35 thru 44=3)
(45 thru 54=4) (55 thru 64=5) (65 thru HI=6)
(else=copy) INTO agec.
VALUE LABELS agec
  1 "16-24"
  2 "25-34"
  3 "35-44"
  4 "45-54"
  5 "55-64"
  6 "65+".
VARIABLE LABEL agec "(D) 10 year age bands (65+ oldest group) ".
```

ETHNIC: (D) Ethnic origin
1   Missing
2   White
3   Non-white

```
SPSS Syntax

recode qd10 (3 thru 9=2) (else=copy) into ethnic.
var label ethnic "(D) Ethnic origin".
val label ethnic
    -9 "Missing"
     1 "White"
     2 "Non-white".
```

MARSTAT: (D) Marital status
1   Married
2   Living as married
3   Separated
4   Widowed
5   Divorced
6   Single

```
SPSS Syntax

compute marstat=0.
if (person = 1) marstat = qh3_1c.
if (person = 2) marstat = qh3_2c.
if (person = 3) marstat = qh3_3c.
if (person = 4) marstat = qh3_4c.
if (person = 5) marstat = qh3_5c.
if (person = 6) marstat = qh3_6c.
if (person = 7) marstat = qh3_7c.
if (person = 8) marstat = qh3_8c.
if (person = 9) marstat = qh3_9c.
var lab marstat "(D) Marital status".
val lab marstat
       1 "Married"
       2 "Living as married"
       3 "Separated"
       4 "Widowed"
       5 "Divorced"
       6 "Single".
```

EDUCATION

HIQUAL: (D) Highest Educational Qualification (6 groups)
1   Degree or higher
2   Professional below degree
3   A levels
4   GCSE/O Levels
5   Other qualification
6   None

```
SPSS Syntax

recode qd11 (1,2=1) (3=2) (4=3) (5,6=4) (7=6) (8=5) (else=copy) into qualhi.
var label qualhi "(D) Highest educational qualification (6 groups)".
val lab qualhi
   1 "Degree or higher"
   2 "Professional below degree"
   3 "A levels"
   4 "GCSE/O Levels"
   5 "Other qualification"
   6 "None".
```

HIQUAL2: (D) Highest Educational Qualification (3 groups)
1   Professional qualification and above
2   O'/A' Levels
3   Other or no qualifications

```
SPSS Syntax

recode qualhi (1,2=1) (3,4=2) (5,6=3) (else=copy) into qualhi2.
var label qualhi2 "(D) Highest educational qualification (3 groups)".
val lab qualhi2
       1 "Professional qualification and above"
       2 "O'/A' Levels"
       3 "Other or no qualifications".
```

Employment Status

siccat17: (D) Standard Industrial Classification 1992 of HIH (17 major groups)
1   Agriculture/hunting/forestry
2   Fishing
3   Mining & quarrying
4   Manufacturing
5   Electricity/gas/water supply
6   Construction
7   Wholesale/retail trade/repair of motor vehicles/motorcycles & personal/household goods
8   Hotels/restaurants
9   Transport/storage & communications
10   Financial intermediation
11   Real estate/renting & business activities
12   Public administration & defence; Compulsory Social Security
13   Education
14   Health & social work

15   Other community/social & personal service activities
16   Private households with employed persons
17   Extra-territorial organisations & bodies
89   Not classifiable

```
SPSS Syntax

IF qh12= -1 siccat17 = -1.
IF qh12= -9 siccat17 = -9.
IF (qh12 >= 01 & qh12 < 05) siccat17 = 1.
IF (qh12 >= 05 & qh12 < 10) siccat17 = 2.
IF (qh12 >= 10 & qh12 < 15) siccat17 = 3.
IF (qh12 >= 15 & qh12 < 40) siccat17 = 4.
IF (qh12 >= 40 & qh12 < 45) siccat17 = 5.
IF (qh12 >= 45 & qh12 < 50) siccat17 = 6.
IF (qh12 >= 50 & qh12 < 55) siccat17 = 7.
IF (qh12 >= 55 & qh12 < 60) siccat17 = 8.
IF (qh12 >= 60 & qh12 < 65) siccat17 = 9.
IF (qh12 >= 65 & qh12 < 70) siccat17 = 10.
IF (qh12 >= 70 & qh12 < 75) siccat17 = 11.
IF (qh12 >= 75 & qh12 < 80) siccat17 = 12.
IF (qh12 >= 80 & qh12 < 85) siccat17 = 13.
IF ((qh12 >= 85 & qh12 < 90) & qh12~=89) siccat17 = 14.
IF (qh12 >= 90 & qh12 < 95) siccat17 = 15.
IF (qh12 >= 95 & qh12 < 99) siccat17 = 16.
IF (qh12 >= 99) siccat17 = 17.
IF (qh12 = 89) siccat17 = 89.
Var label siccat17 "(D) Standard Industrial Classification 1992 of HIH (17 major groups)".
Value label siccat17
 1   "Agriculture/hunting/forestry"
 2   "Fishing"
 3   "Mining & quarrying"
 4   "Manufacturing"
 5   "Electricity/gas/water supply"
 6   "Construction"
 7   "Wholesale/retail trade/repair of motor vehicles/motorcycles & personal/household goods"
 8   "Hotels/restaurants"
 9   "Transport/storage & communications"
10   "Financial intermediation"
11   "Real estate/renting & business activities"
12   "Public administration & defence; Compulsory Social Security"
13   "Education"
14   "Health & social work"
15   "Other community/social & personal service activities"
16   "Private households with employed persons"
17   "Extra-territorial organisations & bodies"
89   "Not classifiable".
```

SOC90maj: (D) Standard Occupation Classification 1990 of HIH (9 groups)

1   Managers and Administrators
2   Professional
3   Associate professional and technical
4   Clerical and secretarial
5   Craft and related
6   Personal and protective services
7   Sales
8   Plant and machine operatives
9   Other occupations

```
SPSS Syntax

compute SOC90maj=trunc(qh8a/100).
if qh8a=-1 SOC90maj=-1.
var label SOC90maj "(D) Standard Occupation Classification 1990 of HIH (9 groups)".
value label SOC90maj
  1 "Managers and Administrators"
  2 "Professional"
  3 "Associate professional and technical"
  4 "Clerical and secretarial"
  5 "Craft and related"
  6 "Personal and protective services"
  7 "Sales"
  8 "Plant and machine operatives"
  9 "Other occupations".
```

ACTSTAT: (D) Economic activity status

    1   In paid work
    2   Retired
    3   Unemployed
    4   Unable to work due to sickness
    5   Looking after home or family
    6   In full-time education

```
SPSS Syntax

recode qd8a (7=-9) (else=copy) into actstat.
var label actstat "(D) Economic activity status".
val lab actstat
     1 "In paid work"
     2 "Retired"
     3 "Unemployed"
     4 "Unable to work due to sickness"
     5 "Looking after home or family"
     6 "In full-time education".
```

ACTSTAT2: (D) Economic activity status (grouped)

    1   In paid work
    2   Retired
    3   Other

```
SPSS Syntax

recode actstat (4 thru 6=3) (else=copy) into actstat2.
var label actstat2 "(D) Economic activity status (grouped)".
val lab actstat2
     1 "In paid work"
     2 "Retired"
     3 "Other".
```

soclass: (D) Collapsed derived social class of HIH (manual/non-manual)

    1   Non-manual
    2   Manual

```
SPSS Syntax

recode dsclass1 (1 thru 3=1) (4 thru 6=2) (else=copy) into soclass.
var label soclass "(D) Collapsed derived social class of HIH (manual/non-manual)".
val label soclass
     -1 "Item not applicable"
     1 "Non-manual"
     2 "Manual".
```

Income

HINCOME: (D) Household income collapsed

    1   Less than £15,600
    2   £15,600 to £31,199
    3   £32,000 and over

```
SPSS Syntax

recode qh18a (-9 thru -6=-9) (1 thru 4=1) (5 thru 7=2) (8 thru hi=3) into hincome.
var label hincome "(D) Household income collapsed".
val lab hincome
     1 "Less than £15,600"
     2 "£15,600 to £31,199"
     3 "£32,000 and over".
```

Participation in gambling in the past Year

National Lottery Draw

NLDPY: (D) Whether bought tickets for National Lottery Draw in last 12 months
    1   Yes
    2   No

```
SPSS Syntax

recode qa1a (-9=2) (3=1) (else=copy) into nldpy.
var label nldpy "(D) Whether bought National Lottery tickets in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Scratchcards

SCPY: (D) Whether bought scratchcards in last 12 months
    1   Yes
    2   No

```
SPSS Syntax

recode qa1c (-9=2) (3=1) (else=copy) into scpy.
var label scpy "(D) Whether bought scratchcards in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Other Lotteries

OLOTPY: (D) Whether bought tickets for other lotteries in last 12 months
    1   Yes
    2   No

```
SPSS Syntax

recode qa1b (-9=2) (3=1) (else=copy) into olotpy.
var label olotpy "(D) Whether bought other lottery tickets in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Football Pools

POOLSPY: (D) Whether bet on football pools in last 12 months
    1   Yes
    2   No

```
SPSS Syntax

recode qa1d (-9=2) (3=1) (else=copy) into poolspy.
var label poolspy "(D) Whether bet on football pools in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Bingo

BINGOPY: (D) Whether played bingo in last 12 months
   1   Yes
   2   No

```
SPSS Syntax

recode qa1e (-9=2) (3=1) (else=copy) into bingopy.
var label bingopy "(D) Whether played bingo in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Fruit Machines

SLOTSPY: (D) Whether played slot machines in last 12 months
   1   Yes
   2   No

```
SPSS Syntax

recode qa1f (-9=2) (3=1) (else=copy) into slotspy.
var label slotspy "(D) Whether played slot machines in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Horse Races

HORSEPY: (D) Whether bet on horse races in last 12 months
   1   Yes
   2   No

```
SPSS Syntax

recode qa1h (-9=2) (3=1) (else=copy) into horsepy.
var label horsepy "(D) Whether bet on horse races in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Dog Races

DOGSPY: (D) Whether bet on dog races in last 12 months
   1   Yes
   2   No

```
SPSS Syntax

recode qa1i (-9=2) (3=1) (else=copy) into dogspy.
var label dogspy "(D) Whether bet on dog races in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Other betting with a bookmaker

OTHBKPY: (D) Whether bet on other event/sports with a bookmaker in last 12 months
   1   Yes
   2   No

```
SPSS Syntax

recode qa1j (-9=2) (3=1) (else=copy) into othbkpy.
var label othbkpy "(D) Whether bet on other event/sports with a bookmaker in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Table games in a casino

CASINPY: (D) Whether played table games in a casino in last 12 months
    1   Yes
    2   No

```
SPSS Syntax

recode qa1k (-9=2) (3=1) (else=copy) into casinpy.
var label casinpy "(D) Whether played table games in a casino in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Private betting

PRIVPY: (D) Whether did private betting in last 12 months
    1   Yes
    2   No

```
SPSS Syntax

recode qa1g (-9=2) (3=1) (else=copy) into privpy.
var label privpy "(D) Whether did private betting in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Any other form of gambling

OTHPY: (D) Whether did any other type of gambling in last 12 months
    1   Yes
    2   No

```
SPSS Syntax

recode qa1l (-9=2) (3=1) (else=copy) into othpy.
var label othpy "(D) Whether did any other type of gambling in last 12 months".
val lab nldpy to gambpy
     1 "Yes"
     2 "No".
```

Participated in any activity in within the past year

GAMBPY: (D) Whether gambled in the past year
    1   Yes
    2   No

```
SPSS SYNTAX

compute gambpy=2.
if any (1,nldpy to othpy) gambpy=1.
var label gambpy "(D) Whether gambled in the past year".

val lab nldpy to gambpy
   1 "Yes"
   2 "No".
```

Number of activities participated in the past year

NACTIVY: (D) Number of activities participated in within the past year

NACTYGR: (D) Number of activities participated in within the past year (grouped)
   1   No activities
   2   One
   3   Two
   4   Three
   5   Four
   6   Five
   7   Six
   8   Seven
   9   Eight or more

```
SPSS Syntax

compute nactivy=0.
count nactivy=nldpy to othpy (1).
var label nactivy "(D) Number of activities participated in within the past year".

recode nactivy (8 thru hi=8) (else=copy) into nactygr.
var label nactygr "(D) Number of activities participated in within the past year (grouped)"
val label nactygr
   0 "No activities"
   1 "One"
   2 "Two"
   3 "Three"
   4 "Four"
   5 "Five"
   6 "Six"
   7 "Seven"
   8 "Eight or more".
```

Participation in gambling in the past week

National Lottery Draw

MeanNLD: (D) Mean stake on National Lottery Draw

```
SPSS Syntax

compute MeanNLD=0.
if qb2_1c1=1 MeanNLD=0.5.
if qb2_1c1=2 MeanNLD=1.
if qb2_1c1=3 MeanNLD=2.5.
if qb2_1c1=4 MeanNLD=7.5.
if qb2_1c1=5 MeanNLD=15.
if qb2_1c1=6 MeanNLD=35.
if qb2_1c1=7 MeanNLD=50.
formats MeanNLD (F2.1).
var label MEANNLD "(D) Mean stake on National Lottery Draw".
```

Other lotteries

MeanOLOT: (D) Mean stake on other lottery

```
SPSS Syntax

compute MeanOLOT=0.
if qb2_2c1=1 MeanOLOT=0.5.
if qb2_2c1=2 MeanOLOT=2.5.
if qb2_2c1=3 MeanOLOT=7.5.
if qb2_2c1=4 MeanOLOT=15.
if qb2_2c1=5 MeanOLOT=35.
if qb2_2c1=6 MeanOLOT=50.
formats MeanOLOT(F2.1).
var label MeanOLOT"(D) Mean stake on other lottery".
```

Football pools

MeanPOOL: (D) Mean stake on football pools or fixed odds coupons

```
SPSS Syntax

compute MeanPOOL=0.
if qb2_3c1=1 MeanPOOL=0.5.
if qb2_3c1=2 MeanPOOL=2.5.
if qb2_3c1=3 MeanPOOL=7.5.
if qb2_3c1=4 MeanPOOL=15.
if qb2_3c1=5 MeanPOOL=35.
if qb2_3c1=6 MeanPOOL=50.
formats MeanPOOL(F2.1).
var label MeanPOOL"(D) Mean stake on football pools or fixed odds coupons".
```

Bingo

MeanBING: (D) Mean stake on bingo tickets

```
SPSS Syntax

compute MeanBING=0.
if qb2_4c1=1 MeanBING=0.5.
if qb2_4c1=2 MeanBING=2.5.
if qb2_4c1=3 MeanBING=7.5.
if qb2_4c1=4 MeanBING=15.
if qb2_4c1=5 MeanBING=35.
if qb2_4c1=6 MeanBING=50.
formats MeanBING(F2.1).
var label MeanBING"(D) Mean stake on bingo tickets".
```

Participated in any activity in the last 7 days

gambpw: (D) Whether gambled in the past week

```
SPSS SYNTAX

compute gambpw=2.
if (any (3,qb5a,qb6a)) or (any
(1,qb2_1a,qb2_2a,qb2_3a,qb2_4a,qb3_5a,qb3_6a,qb3_7a,qb3_8a,qb3_9a,qb3_10a,qb3_11a,qb5a,qb6a)) gambpw=1.
var label gambpw "(D) Whether gambled in the past week".
val lab gambpw
   1 "Yes"
   2 "No".
```

Number of activities participated in the last 7 days

nactivw: (D) Number of activities participated in within the past week

```
SPSS SYNTAX

compute nactivw=0.
count nactivw=qb2_1a qb2_2a qb2_3a qb2_4a qb3_5a qb3_6a qb3_7a qb3_8a qb3_9a qb3_10a qb3_11a qb5a qb6a (1)
qb5a qb6a (3) .
var label nactivw "(D) Number of activities participated in within the past week".
```

nactwgr: (D) Number of activities participated in within the past week (grouped)

0	No activities
1	One
2	Two
3	Three
4	Four
5	Five
6	Six or more

```
SPSS SYNTAX

recode nactivw (6 thru hi=6) (else=copy) into nactwgr.
var label nactwgr "(D) Number of activities participated in within the past week (grouped)".
val label nactwgr
   0 "No activities"
   1 "One"
   2 "Two"
   3 "Three"
   4 "Four"
   5 "Five"
   6 "Six or more".
```

ATTITUDES

ATTITUDES

Att1: (D) Attitude 1 from C1
- 0   Not applicable
- 1   Never
- 2   Rarely
- 3   Sometimes
- 4   Often
- 5   Always

Att2: (D) Attitude 2 from C2
- 0   Not applicable
- 1   Never
- 2   Rarely
- 3   Sometimes
- 4   Often
- 5   Always

Att3: (D) Attitude 3 from C3
- 0   Not applicable
- 1   Always
- 2   Often
- 3   Sometimes
- 4   Rarely
- 5   Never

Att4: (D) Attitude 4 from C4
- 0   Not applicable
- 1   Never
- 2   Rarely
- 3   Sometimes
- 4   Often
- 5   Always

Att5: (D) Attitude 5 from C5
- 0   Not applicable
- 1   Always
- 2   Often
- 3   Sometimes
- 4   Rarely
- 5   Never

Att6: (D) Attitude 6 from C6
- 0   Not applicable
- 1   Never
- 2   Rarely
- 3   Sometimes
- 4   Often
- 5   Always

Att7: (D) Attitude 7 from C7
- 0   Not applicable
- 1   Never
- 2   Rarely
- 3   Sometimes
- 4   Often
- 5   Always

Att8: (D) Attitude 8 from C8
- 0   Not applicable
- 1   Never
- 2   Rarely
- 3   Sometimes
- 4   Often

5   Always

Sumatt: (D) Attitudes to gambling score (pro gambling)

```
SPSS SYNTAX

recode qc1 (1=5) (2=4) (3=3) (4=2) (5=1) (6=0) (else=copy) into att1.
var lab att1 "(D) Attitude 1 from C1".
val lab att1 -1 "Item Not Applicable" -9 "Not answered" 0  "Ticked Not Applicable"  1 "Never" 2 "Rarely" 3
"Sometimes" 4 "Often" 5 "Always".

recode qc2 (1=5) (2=4) (3=3) (4=2) (5=1) (6=0) (else=copy) into att2.
var lab att2 "(D) Attitude 2 from C2".
val lab att2 -1 "Item Not Applicable" -9 "Not answered" 0  "Ticked Not Applicable"  1 "Never" 2 "Rarely" 3
"Sometimes" 4 "Often" 5 "Always".

recode qc3 (6=0) (else=copy) into att3.
var lab att3 "(D) Attitude 3 from C3".
val lab att3 -1 "Item Not Applicable" -9 "Not answered" 1 "Always" 2 "Often" 3 "Sometimes" 4 "Rarely"  5
"Never" 0 "Ticked Not Applicable".

recode qc4 (1=5) (2=4) (3=3) (4=2) (5=1) (6=0) (else=copy) into att4.
var lab att4 "(D) Attitude 4 from C4".
val lab att4 -1 "Item Not Applicable" -9 "Not answered" 0  "Ticked Not Applicable"  1 "Never" 2 "Rarely" 3
"Sometimes" 4 "Often" 5 "Always".

recode qc5 (6=0) (else=copy) into att5.
var lab att5 '(D) Attitude 5 from C5'.
val lab att5 -1 "Item Not Applicable" -9 "Not answered" 1 "Always" 2 "Often" 3 "Sometimes" 4 "Rarely"  5
"Never" 0 "Ticked Not Applicable".

recode qc6 (1=5) (2=4) (3=3) (4=2) (5=1) (6=0) (else=copy) into att6.
var lab att6 "(D) Attitude 6 from C6".
val lab att6 -1 "Item Not Applicable" -9 "Not answered" 0  "Ticked Not Applicable"  1 "Never" 2 "Rarely" 3
"Sometimes" 4 "Often" 5 "Always".

recode qc7 (1=5) (2=4) (3=3) (4=2) (5=1) (6=0) (else=copy) into att7.
var lab att7 "(D) Attitude 7 from C7".
val lab att7 -1 "Item Not Applicable" -9 "Not answered" 0  "Ticked Not Applicable"  1 "Never" 2 "Rarely" 3
"Sometimes" 4 "Often" 5 "Always".

recode qc8 (1=5) (2=4) (3=3) (4=2) (5=1) (6=0) (else=copy) into att8.
var lab att8 "(D) Attitude 8 from C8".
val lab att8  -1 "Item Not Applicable" -9 "Not answered" 0  "Ticked Not Applicable"  1 "Never" 2 "Rarely"
3 "Sometimes" 4 "Often" 5 "Always".
missing values att1 to att8 (-1,-9).

compute sumatt=sum(att1 to att8).
if sysmis(sumatt) sumatt=-9.
if qc1=-1 sumatt=-1.
missing values sumatt (-1,-9).
formats att1 to att8 sumatt (F2.0).
```

PROBLEM GAMBLING

DSM-IV

DSM1: (D) Answer to DSM item 1 (QC29)
    0   Never/occasionally
    1   Fairly often/very often

DSM2: (D) Answer to DSM item 2 (QC30)
    0   Never/occasionally
    1   Fairly often/very often

DSM3: (D) Answer to DSM item 3 (QC31)
    0   Never/occasionally
    1   Fairly often/very often

DSM4: (D) Answer to DSM item 4 (QC32)
    0   Never/occasionally
    1   Fairly often/very often

DSM5: (D) Answer to DSM item 5 (QC34)
    0   Never/occasionally
    1   Fairly often/very often

DSM6: (D) Answer to DSM item 6 (QC9)
    0   Never/some of the time
    1   Every time I lost/Most of the time I lost

DSM7: (D) Answer to DSM item 7 (QC33)
    0   Never/occasionally
    1   Fairly often/very often

DSM8: (D) Answer to DSM item 8 (QC35)
    0   Never
    1   Occasionally/Fairly often/very often

DSM9: (D) Answer to DSM item 9 (QC36)
    0   Never
    1   Occasionally/Fairly often/very often

DSM10: (D) Answer to DSM item 10 (QC37)
    0   Never
    1   Occasionally/Fairly often/very often

numdsm: (D) Number of DSM-IV items answered

dsm: (D) Total score on DSM-IV

dsmprob: (D) Whether a DSM-IV problem gambler
    0   non-problem gambler
    1   problem gambler 3 and above

```
SPSS SYNTAX

count numdsm=qc9 qc29 to qc37 (1 thru 4).
var label numdsm "(D) Number of DSM items answered".

compute tempdsm=0.
compute tempdsm = numdsm.
if (qa2 =2) tempdsm =11.

count dsm=qc9 qc29 to qc37 (1 thru 2) qc35 to qc37 (3).
var label dsm "(D) Total score on DSM".

compute dsmprob=0.
do if (tempdsm ge 5) or (dsm ge 3).
if (dsm ge 3) dsmprob=1.
else if (tempdsm lt 5) and (dsm LT 3).
compute dsmprob=-7.
end if.
var lab dsmprob "(D) Whether a dsm problem gambler".
val lab dsmprob
   0 "Non problem gambler"
   1 "Problem gambler 3 and above"
   -7 "Excluded from DSM analysis as did not meet number of responses criteria".

do if (tempdsm ge 5) or (dsm ge 3).
recode qc29 (1,2=1) (3,4=0) (else=copy) into dsm1.
if qa2=2 dsm1=0.
recode qc30 (1,2=1) (3,4=0) (else=copy) into dsm2.
if qa2=2 dsm2=0.
recode qc31 (1,2=1) (3,4=0) (else=copy) into dsm3.
if qa2=2 dsm3=0.
recode qc32 (1,2=1) (3,4=0) (else=copy) into dsm4.
if qa2=2 dsm4=0.
recode qc34 (1,2=1) (3,4=0) (else=copy) into dsm5.
if qa2=2 dsm5=0.
recode qc9 (1,2=1) (3,4=0) (else=copy) into dsm6.
if qa2=2 dsm6=0.
recode qc33 (1,2=1) (3,4=0) (else=copy) into dsm7.
if qa2=2 dsm7=0.
recode qc35 (1,2,3=1) (4=0) (else=copy) into dsm8.
if qa2=2 dsm8=0.
recode qc36 (1,2,3=1) (4=0) (else=copy) into dsm9.
if qa2=2 dsm9=0.
recode qc37 (1,2,3=1) (4=0) (else=copy) into dsm10.
if qa2=2 dsm10=0.
else if (tempdsm lt 5) and (dsm LT 3).
compute dsm1=-7.
compute dsm2=-7.
compute dsm3=-7.
compute dsm4=-7.
compute dsm5=-7.
compute dsm6=-7.
compute dsm7=-7.
compute dsm8=-7.
compute dsm9=-7.
compute dsm10=-7.
end if.
var label DSM1 "(D) Answer to DSM item 1 (QC29)".
var label DSM2 "(D) Answer to DSM item 2 (QC30)".
var label DSM3 "(D) Answer to DSM item 3 (QC31)".
var label DSM4 "(D) Answer to DSM item 4 (QC32)".
var label DSM5 "(D) Answer to DSM item 5 (QC34)".
var label DSM6 "(D) Answer to DSM item 6 (QC9)".
var label DSM7 "(D) Answer to DSM item 7 (QC33)".
var label DSM8 "(D) Answer to DSM item 8 (QC35)".
var label DSM9 "(D) Answer to DSM item 9 (QC36)".
var label DSM10 "(D) Answer to DSM item 10 (QC37)".
value labels dsm1 dsm2 dsm3 dsm4 dsm5 dsm7
   0 "never/occassionally"
   1 "fairly often/very often"
   -7 "Excluded from DSM analysis as did not meet number of responses criteria"
   -9 "No answer".

value labels dsm8 dsm9 dsm10
   0 "never"
   1 "occassionally/fairly often/very often"
   -7 "Excluded from DSM analysis as did not meet number of responses criteria"
   -9 "No answer".

value labels dsm6
   0 "never/some of the time"
   1 "Every time I lost/Most of the time I lost"
   -7 "Excluded from DSM analysis as did not meet number of responses criteria"
   -9 "No answer".
```

SOGS

sogs1: (D) SOGS1 (from QC9)
    0   never/some of the time
    1   Every time I lost/Most of the time I lost

sogs2: (D) SOGS1 (from QC10)
    0   Never
    1   Some of the time/most of the time

sogs3: (D) SOGS1 (from QC11)
    0   No
    1   Yes

sogs4: (D) SOGS1 (from QC12)
    0   No
    1   Yes

sogs5: (D) SOGS1 (from QC13)
    0   No
    1   Yes

sogs6: (D) SOGS1 (from QC14)
    0   No
    1   Yes

sogs7: (D) SOGS1 (from QC15)
    0   No
    1   Yes

sogs8: (D) SOGS1 (from QC16b)
    0   No
    1   Yes

sogs9: (D) SOGS1 (from QC17)
    0   No
    1   Yes

sogs10: (D) SOGS1 (from QC18)
    0   No
    1   Yes

sogs11: (D) SOGS1 (from QC19)
    0   No
    1   Yes

sogs12: (D) SOGS1 (from QC20)
    0   No
    1   Yes

sogs13: (D) SOGS1 (from QC21)
    0   No
    1   Yes

sogs14: (D) SOGS1 (from QC22)
    0   No
    1   Yes

sogs15: (D) SOGS1 (from QC23)
    0   No
    1   Yes

sogs16: (D) SOGS1 (from QC24)
    0   No
    1   Yes

sogs17: (D) SOGS1 (from QC25)
    0   No
    1   Yes

sogs18: (D) SOGS1 (from QC26)
    2   No
    3   Yes

sogs19: (D) SOGS1 (from QC27)
    0   No
    1   Yes

sogs20: (D) SOGS1 (from QC28)
    0   No
    1   Yes

sogsprob: (D) Whether problem gambler according to sogs
    0   Non problem gambler
    1   Problem gambler 5 and above

sogs: (D) Total score on SOGS

Numsogs: (D) Number of SOGS items answered

```
SPSS SYNTAX

count numsogs=qc9 (1 thru 4) qc10 (1 thru 3) qc11 to qc16a qc17 to qc28  (1 thru 2).
var label numsogs"(D) Number of SOGS items answered".

compute tempsogs=0.
compute tempsogs = numsogs.
if (qa2 =2) tempsogs =21.

count sogs=qc9 qc10 (1 thru 2) qc11 to qc15 qc16b to qc28 (1).
var label sogs "(D) Total score on SOGS".

compute sogsprob=0.
do if (tempsogs ge 10) or (sogs ge 5).
if (sogs ge 5) sogsprob=1.
else if (tempsogs lt 10) and (sogs LT 5).
compute sogsprob=-7.
end if.
var lab sogsprob "(D) Whether problem gambler according to sogs".
val lab sogsprob
   0 "Non problem gambler"
   1 "Problem gambler 5 and above"
   -7 "Excluded from SOGS analysis as did not meet number of responses criteria".

do if (tempsogs ge 10) or (sogs ge 5).
recode qc9 (1,2=1) (3,4=0) (else=copy) into sogs1.
if qa2=2 sogs1=0.
recode qc10 (1,2=1) (3=0) (else=copy) into sogs2.
if qa2=2 sogs2=0.
recode qc11 (1=1) (2=0) (else=copy) into sogs3.
if qa2=2 sogs3=0.
recode qc12 (1=1) (2=0) (else=copy) into sogs4.
if qa2=2 sogs4=0.
recode qc13 (1=1) (2=0) (else=copy) into sogs5.
if qa2=2 sogs5=0.
recode qc14 (1=1) (2=0) (else=copy) into sogs6.
if qa2=2 sogs6=0.
recode qc15 (1=1) (2=0) (else=copy) into sogs7.
if qa2=2 sogs7=0.
recode qc16b (1=1) (2=0) (else=copy) into sogs8.
if qa2=2 sogs8=0.
recode qc17 (1=1) (2=0) (else=copy) into sogs9.
if qa2=2 sogs9=0.
recode qc18 (1=1) (2=0) (else=copy) into sogs10.
if qa2=2 sogs10=0.
recode qc19 (1=1) (2=0) (else=copy) into sogs11.
if qa2=2 sogs11=0.
recode qc20 (1=1) (2=0) (else=copy) into sogs12.
if qa2=2 sogs12=0.
recode qc21 (1=1) (2=0) (else=copy) into sogs13.
if qa2=2 sogs13=0.
recode qc22 (1=1) (2=0) (else=copy) into sogs14.
if qa2=2 sogs14=0.
recode qc23 (1=1) (2=0) (else=copy) into sogs15.
if qa2=2 sogs15=0.
recode qc24 (1=1) (2=0) (else=copy) into sogs16.
if qa2=2 sogs16=0.
recode qc25 (1=1) (2=0) (else=copy) into sogs17.
if qa2=2 sogs17=0.
recode qc26 (1=1) (2=0) (else=copy) into sogs18.
if qa2=2 sogs18=0.
recode qc27 (1=1) (2=0) (else=copy) into sogs19.
if qa2=2 sogs19=0.
recode qc28 (1=1) (2=0) (else=copy) into sogs20.
if qa2=2 sogs20=0.
else if (tempsogs lt 10) and (sogs LT 5).
compute sogs1=-7.
compute sogs2=-7.
compute sogs3=-7.
compute sogs4=-7.
compute sogs5=-7.
compute sogs6=-7.
compute sogs7=-7.
compute sogs8=-7.
compute sogs9=-7.
compute sogs10=-7.
compute sogs11=-7.
compute sogs12=-7.
compute sogs13=-7.
compute sogs14=-7.
compute sogs15=-7.
compute sogs16=-7.
compute sogs17=-7.
compute sogs18=-7.
compute sogs19=-7.
```

```
compute sogs20=-7.
end if.

var label sogs1 "(D) SOGS1 (from QC9)".
var label sogs2 "(D) SOGS1 (from QC10)".
var label sogs3 "(D) SOGS1 (from QC11)".
var label sogs4 "(D) SOGS1 (from QC12)".
var label sogs5 "(D) SOGS1 (from QC13)".
var label sogs6 "(D) SOGS1 (from QC14)".
var label sogs7 "(D) SOGS1 (from QC15)".
var label sogs8 "(D) SOGS1 (from QC16b)".
var label sogs9 "(D) SOGS1 (from QC17)".
var label sogs10 "(D) SOGS1 (from QC18)".
var label sogs11 "(D) SOGS1 (from QC19)".
var label sogs12 "(D) SOGS1 (from QC20)".
var label sogs13 "(D) SOGS1 (from QC21)".
var label sogs14 "(D) SOGS1 (from QC22)".
var label sogs15 "(D) SOGS1 (from QC23)".
var label sogs16 "(D) SOGS1 (from QC24)".
var label sogs17 "(D) SOGS1 (from QC25)".
var label sogs18 "(D) SOGS1 (from QC26)".
var label sogs19 "(D) SOGS1 (from QC27)".
var label sogs20 "(D) SOGS1 (from QC28)".

val labels sogs1
   0 "never/some of the time"
   1 "Every time I lost/Most of the time I lost"
   -7 "Excluded from SOGS analysis as did not meet number of responses criteria"
   -9 "No answer".

val labels sogs2
   0 "Never"
   1 "Some of the time/most of the time"
   -7 "Excluded from SOGS analysis as did not meet number of responses criteria"
   -9 "No answer".

val labels sogs3 to sogs20
   0 "No"
   1 "Yes"
   -7 "Excluded from SOGS analysis as did not meet number of responses criteria"
   -9 "No answer".
```

Combined

probgam: (D) Whether a problem gambler according to either sogs or dsm

    0   Not a problem gambler according to either sogs or dsm
    1   Problem gambler according to either sogs or dsm

probgam2: (D) Whether a problem gambler according to both sogs AND dsm

    0   Not a problem gambler according to both sogs or dsm
    1   Problem gambler according to both sogs or dsm

```
SPSS SYNTAX

compute probgam=0.
if ((sogsprob=1) or (dsmprob =1)) probgam=1.
var lab probgam "(D) Whether a problem gambler according to either sogs or dsm".
val lab probgam
   0 "Not a problem gambler according to either sogs or dsm"
   1 "Problem gambler according to either sogs or dsm".

compute probgam2 = 0.
if ((sogsprob=1) and (dsmprob =1)) probgam2 =1.
var lab probgam2 "(D) Whether a problem gambler according to both sogs AND dsm".
val lab probgam2
   0 "Not a problem gambler according to both sogs or dsm"
   1 "Problem gambler according to both sogs or dsm".
```

PARENTAL PROBLEM GAMBLING

parprob: (D) Whether parents had a gambling problem

    1   Yes
    2   No/Missing

```
compute parprob=2.
if (qd1b=1) parprob=1.
var lab parprob "(D) Whether parents had gambling problem"
val labels parprob
   1 "Yes"
   2 "No/missing".
```

```
compute parprob=2.
if (qd1b=1) parprob=1.
```